

Preorder-constrained simulation for program refinement with effects

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Goal: coinductive, non-syntactical technique for proving program refinement

Program refinement $t \sqsubseteq u$:

“observation of evaluating t is also observable in evaluating u ”

coinductive:

“stepwise” reasoning

non-syntactical:

cf. applicative bisimilarity [Abramsky '90]

in the presence of **effects**

- ✓ mutable state, errors
- ✓ **nondeterministic choice**
- ✓ I/O
- × probabilistic choice

Example: reduction semantics as NA

nondeterministic automaton

$$\mathcal{A}_\Omega = (\mathbf{T}_\Omega \cup \{\checkmark\}, \{\tau\} \cup \bar{\Omega} \cup \mathbb{N}, \rightarrow, \{\checkmark\})$$

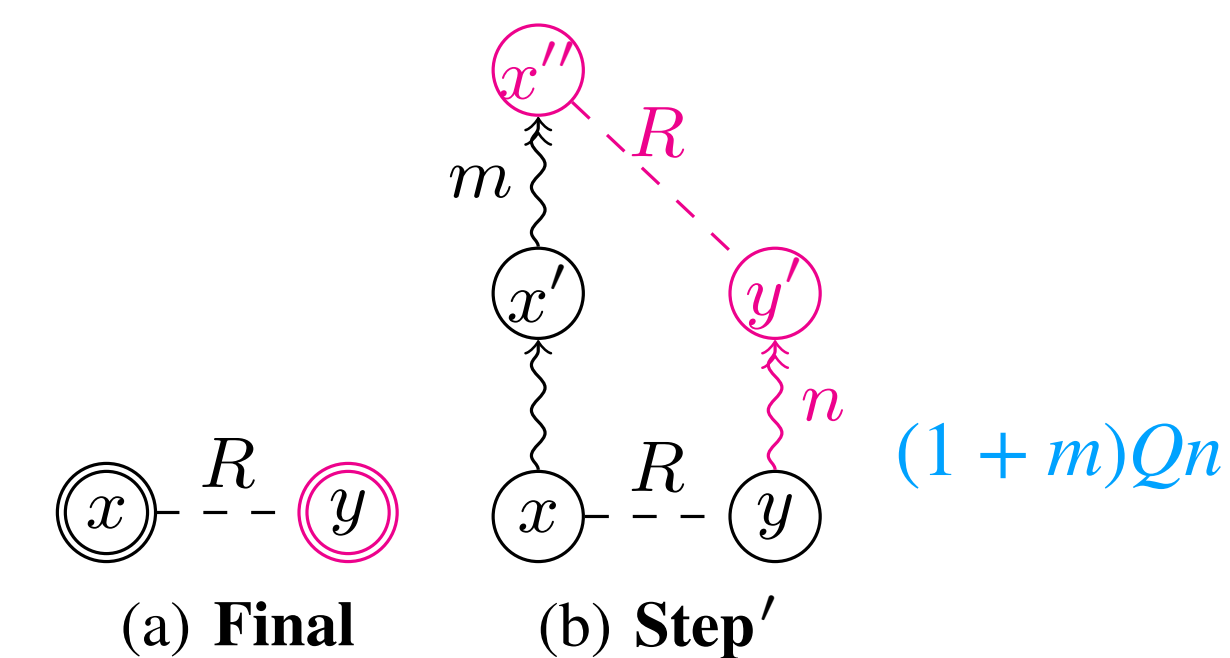
for λ -calculus w/ algebraic effects Ω :

- terms \mathbf{T}_Ω as states
 - \checkmark as a final state
- algebraic operations $\bar{\Omega}$ & ground results \mathbb{N} as labels where $\bar{\Omega} = \{f_i \mid f \in \Omega, 0 \leq i \leq \text{arity}(f) - 1\}$
- reduction as transition

$$\frac{}{E[(\lambda x. t) v] \xrightarrow{\tau} E[t[v/x]]} \quad \frac{f \in \Omega}{E[f(t_0, \dots, t_{\text{arity}(f)-1})] \xrightarrow{f_i} E[t_i]} \quad \frac{}{\underline{n} \xrightarrow{n} \checkmark}$$

Starting point: counting simulation [M. '20]

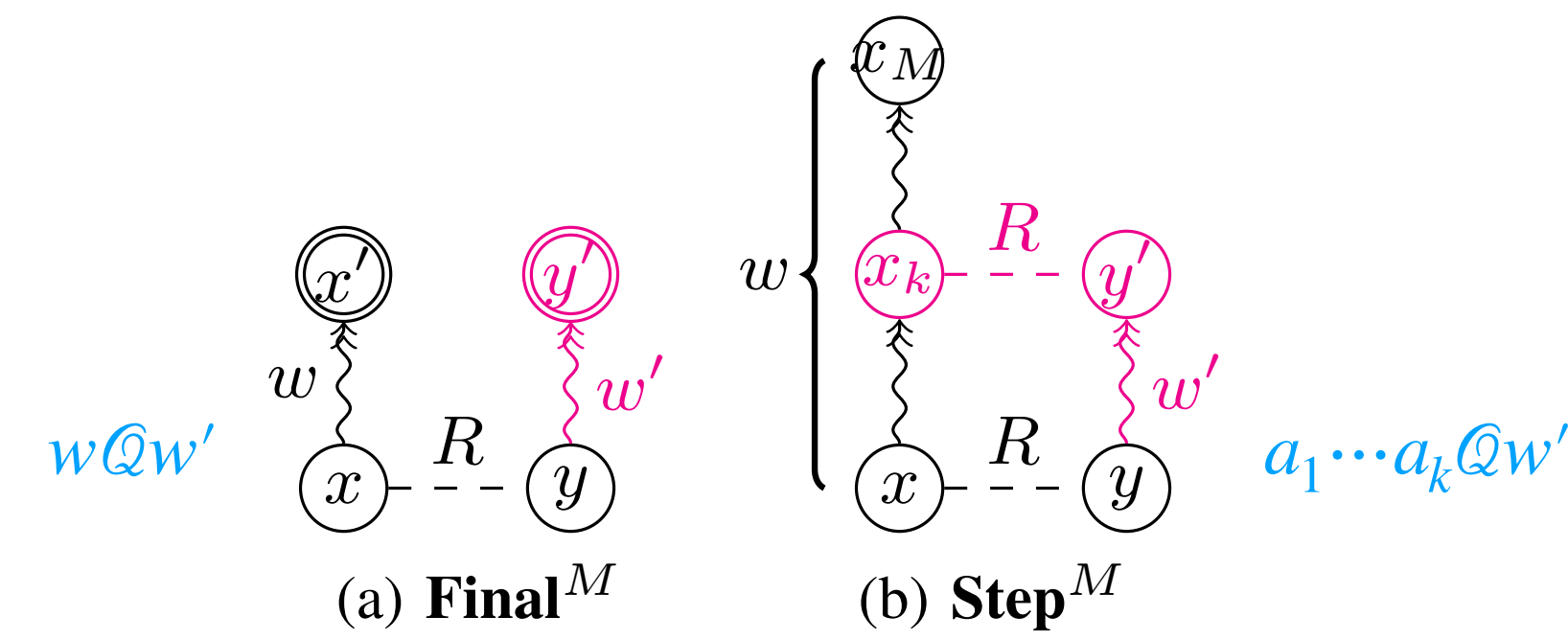
Def. Let Q be a preorder on \mathbb{N} .



Prop. For $\mathcal{A}_{\{\text{err}\}}$, $\exists R: Q\text{-sim. } tRu \implies t \sqsubseteq_{\{\text{err}\}}^Q u$.

Proposal: Preorder-constrained simulation

Def. Let $M \in \mathbb{N}$, and let Q be a preorder on Σ^* .



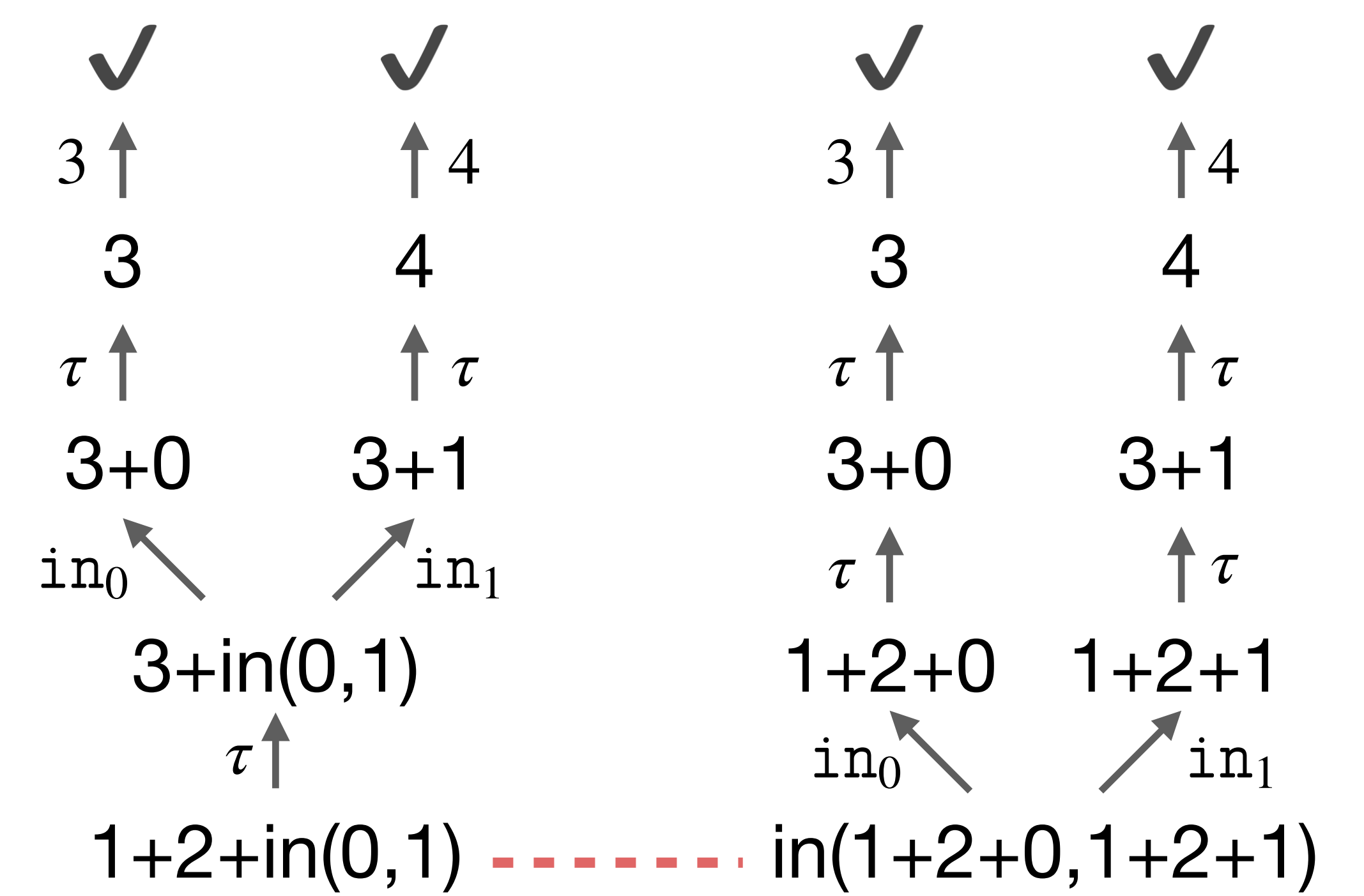
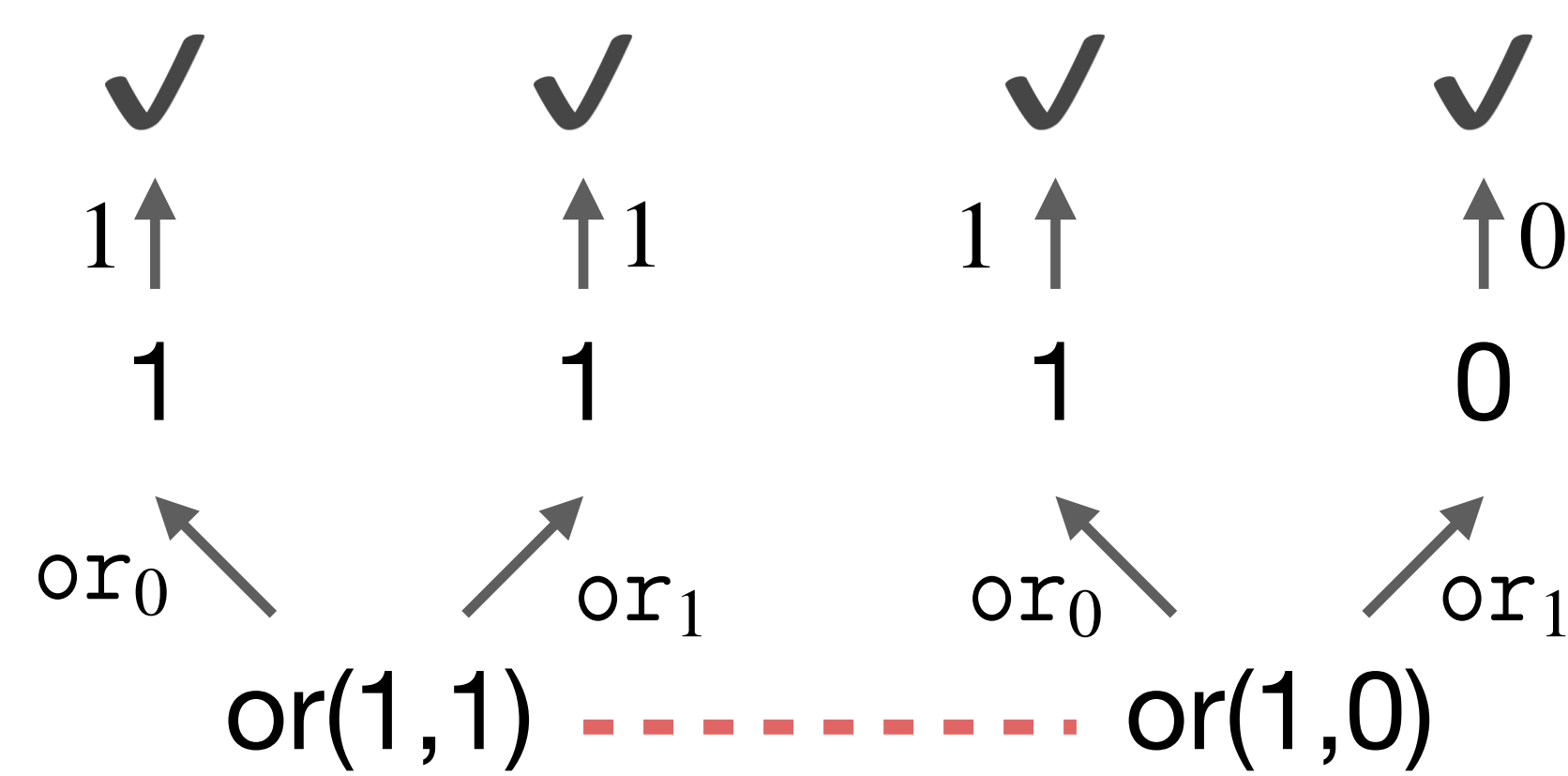
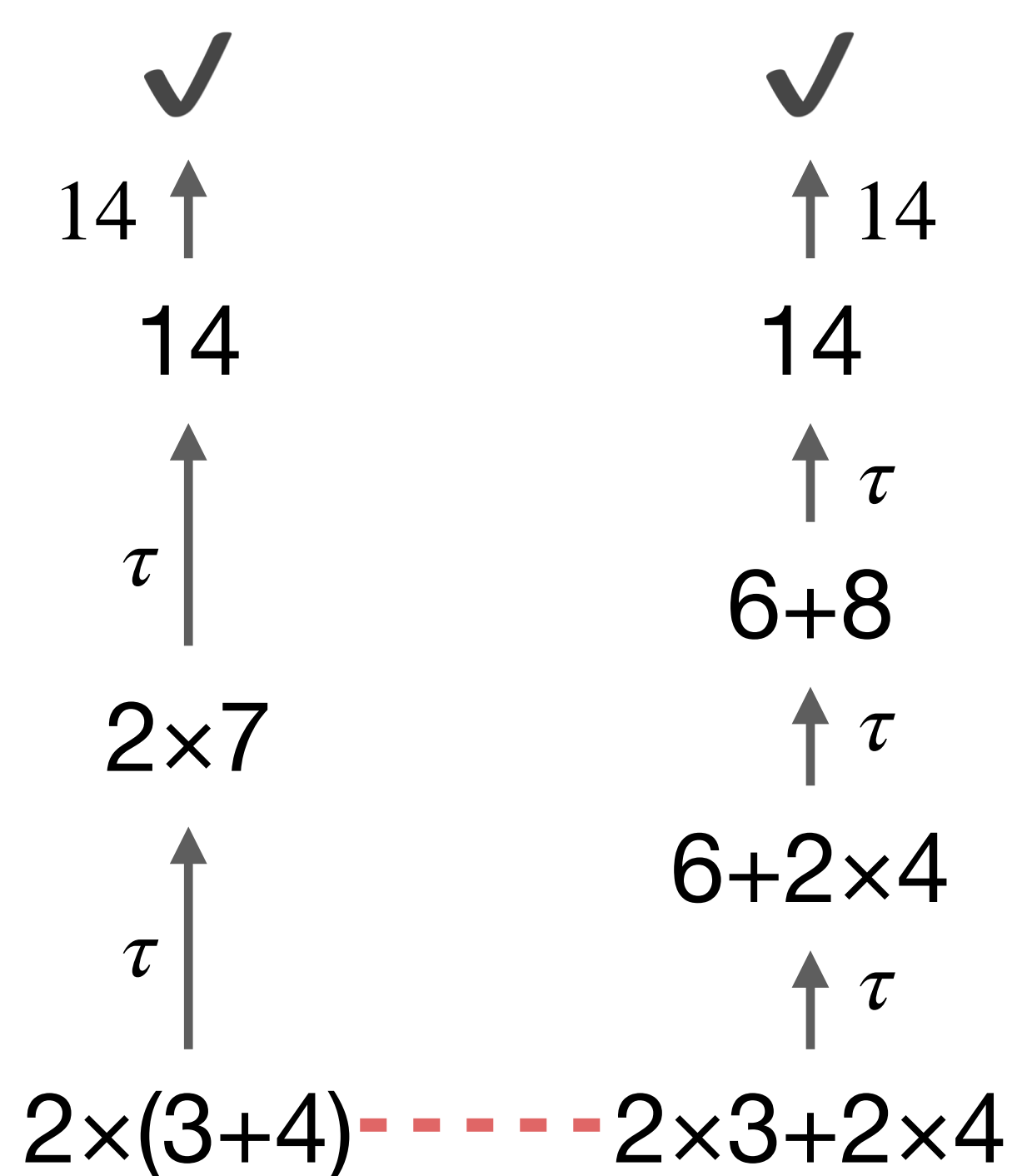
Thm.

- For $\mathcal{A}_{\{\text{err}\}}$, $\exists R: (M, \tilde{Q})\text{-sim. } tRu \implies t \sqsubseteq_{\{\text{err}\}}^Q u$
- For $\mathcal{A}_{\{\text{or}\}}$, $\exists R: (M, =_{\text{remove}(\tau, \text{or}_0, \text{or}_1)})\text{-sim. } tRu \implies t \sqsubseteq_{\{\text{or}\}} u$
- For $\mathcal{A}_{\{\text{in}, \text{out}_0, \text{out}_1\}}$, $\exists R: (M, =_{\text{remove}(\tau)})\text{-sim. } tRu \implies t \sqsubseteq_{\{\text{in}, \text{out}_0, \text{out}_1\}} u$

Program refinement as “trace inclusion”

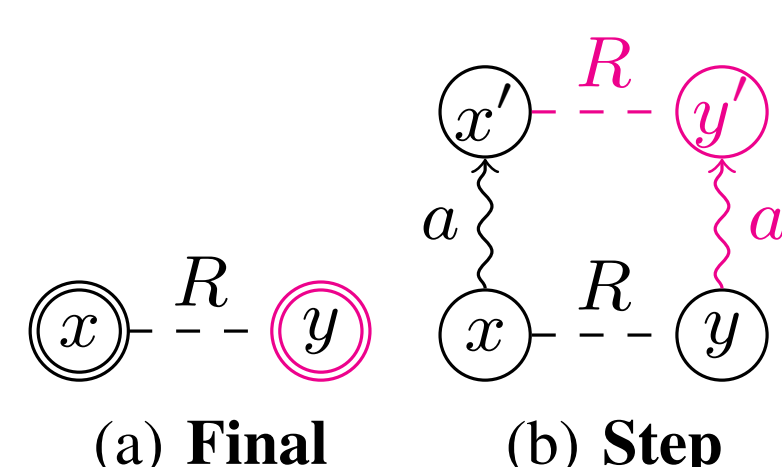
- error $t \sqsubseteq_{\{\text{err};0\}}^Q u \iff t \xrightarrow{w} \checkmark \implies u \xrightarrow{w'} \checkmark \wedge |w| Q |w'|$
- nondeterministic choice $t \sqsubseteq_{\{\text{or};2\}} u \iff t \xrightarrow{w} \checkmark \implies u \xrightarrow{w'} \checkmark \wedge W =_{\text{remove}(\tau, \text{or}_0, \text{or}_1)} W'$
- I/O $t \sqsubseteq_{\{\text{in};2, \text{out}_0;1, \text{out}_1;1\}} u \iff t \xrightarrow{w} \checkmark \implies u \xrightarrow{w'} \checkmark \wedge W =_{\text{remove}(\tau)} W'$

Example pairs of NAs



Two challenges

1. Standard stepwise comparison is **not satisfactory**.



2. Observation **varies** between effects.

Advanced topics

- generalised notion of trace inclusion
- complete variant of preorder-constrained simulation
- two-player reachability game
- up-to technique in terms of preorders