

Algorithmic Completeness of Imperative Languages

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Introduction

1) Palindrome recognition

- one tape : $O(n^2/\log(n))$
- two tapes : $O(n)$

Equivalence between models : **extensionally** \neq **intentionally**

2) Lack of efficient *PR* algorithms :

- *min* (1991 : Colson)
- *gcd* (2003 : Moschovakis)

Completeness of a model : **functionally** \neq **algorithmically**

3) Formalization of sequential algorithms

- Recursors (Moschovakis)
- Abstract State Machines (Gurevich)

Contents

- 1 Sequential Algorithms
 - Three Postulates
 - Abstract States Machines
 - Fairly Simulation
- 2 Imperative Languages
 - Syntax and Operational Semantics
 - Algorithmic Completeness of While
 - Simulation of ASMs
- 3 Conclusion and Future Work

Definition (Gurevich's Algo)

- 1) *Sequential time* : $S(A), I(A) \subseteq S(A), \tau_A : S(A) \rightarrow S(A)$
- 2) *Abstract states* : states are first order structures, $\mathcal{L}(A), \mathcal{U}(A)$
- 3) *Bounded exploration* : the number of terms read by A is finite.

An **execution** of A is $\vec{X} = X_0, X_1, X_2, \dots$ such that

- $X_0 \in I(A)$
- for all $i \in \mathbb{N} : X_{i+1} = \tau_A(X_i)$

Terminal execution : $X_0, X_1, \dots, X_m, X_m, \dots$

$$time(A, X) = \min\{i \in \mathbb{N}^* ; \tau_A^i(X) = \tau_A^{i-1}(X)\}$$

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Definition (ASM)

$$\Pi =_{\text{def}} ft_1 \dots t_k := t_0$$

$$\quad | \text{if } F \text{ then } \Pi_1 \text{ else } \Pi_2 \text{ endif}$$

$$\quad | \text{par } \Pi_1 || \dots || \Pi_n \text{ endpar}$$

$\tau_\Pi(X) = X + \Delta(\Pi, X)$, where :

- $\Delta(ft_1 \dots t_k := t_0, X) = \{(f, \bar{t}_1^X, \dots, \bar{t}_k^X, \bar{t}_0^X)\}$
- $\Delta(\text{if } F \text{ then } \Pi_1 \text{ else } \Pi_2 \text{ endif}, X) = \Delta(\Pi_i, X)$
 where $i = 1$ if $\bar{F}^X = \text{true}$ and $i = 2$ if $\bar{F}^X = \text{false}$
- $\Delta(\text{par } \Pi_1 || \dots || \Pi_n \text{ endpar}, X) = \Delta(\Pi_1, X) \cup \dots \cup \Delta(\Pi_n, X)$

Theorem (Gurevich, 2000)

$\text{Algo} = \text{ASM}$

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Temporary Variables?

loop n { s }

$i := n$; while $i > 0$ { s ; $i := i - 1$ }

Arbitrary Time Unit?

$X_0, X_1, X_2, X_3, X_4, X_5, X_6, \dots$

$Y_0, \quad Y_1, \quad Y_2, \dots$

Definition (M_1 simulates M_2)

For all $P_2 \in M_2$ there exists $P_1 \in M_1$ and $d \in \mathbb{N}^*$ such that :

1) $\mathcal{L}(P_1) \supseteq \mathcal{L}(P_2)$ and $\mathcal{L}(P_1) \setminus \mathcal{L}(P_2)$ is a finite set of variables

2) for all execution \vec{Y} of P_2 there exists an execution \vec{X} of P_1 :

- for all $i \in \mathbb{N}$ $X_{d \times i} |_{\mathcal{L}(P_2)} = Y_i$

- $d \times \text{time}(P_1, X_0) = \text{time}(P_2, Y_0)$

If bisimulation $M_1 \simeq M_2$: they are **algorithmically equivalent**.

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Definition (While)

(commands) $c ::= ft_1 \dots t_k := t_0 \mid \text{while } F \{s\}$

(sequences) $s ::= \epsilon \mid c; s$

(programs) $P ::= \{s\}$

$$\{ft_1 \dots t_k := t_0; s\} \star X \succ \{s\} \star X + \{(f, \bar{t}_1^X, \dots, \bar{t}_k^X, \bar{t}_0^X)\}$$

$$\{\text{while } F \{s_1\}; s_2\} \star X \succ \{s_1; \text{while } F \{s_1\}; s_2\} \star X \text{ if } \bar{F}^X = \text{true}$$

$$\{\text{while } F \{s_1\}; s_2\} \star X \succ \{s_2\} \star X \text{ if } \bar{F}^X = \text{false}$$

skip and if can be simulated.

$$P \star X \succ_i \tau_X^i(P) \star \tau_P^i(X)$$

$$time(P, X) =_{def} \min\{i \in \mathbb{N} ; \tau_X^i(P) = \{\}\}$$

If finite : P terminates on X , and $P(X) =_{def} \tau_P^{time(P,X)}(X)$

Definition (Updates of an Imperative Program)

$$\Delta(P, X) =_{def} \bigcup_{i \in \mathbb{N}} \tau_P^{i+1}(X) - \tau_P^i(X)$$

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Theorem (2014, M.)

While \simeq *Algo*

Sketch of the proof :

An imperative program can be simulated, with $d = 1$
and an instruction counter ℓ initialized at 0 :

Example : a program for min

 P is $\{x := 0; \text{while } \neg(x = m \vee x = n) \{x := x + 1; \}; \}$ Π_P is $\text{if } \ell = 0 \text{ then } x := 0 \parallel \ell := 1$ $\parallel \text{if } \ell = 1 \text{ then if } \neg(x = m \vee x = n)$
 $\quad \text{then } x := x + 1 \parallel \ell := 1$
 $\quad \text{else } \ell := 2$

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Definition (Naive Translation Π^{tr} of an ASM program Π)

- $(ft_1 \dots t_k := t_0)^{tr}$ is $\{ft_1 \dots t_k := t_0; \}$
- $(\text{if } F \text{ then } \Pi_1 \text{ else } \Pi_2 \text{ endif})^{tr}$ is $\{\text{if } F \Pi_1^{tr} \text{ else } \Pi_2^{tr}; \}$
- $(\text{par } \Pi_1 \parallel \dots \parallel \Pi_k \text{ endpar})^{tr}$ is $\Pi_1^{tr} \dots \Pi_k^{tr}$ (composition)

Example : $(\text{par } x := y \parallel y := x \text{ endpar})^{tr}$ is $\{x := y; y := x; \}$

Proposition (Correct Semantics for the Translation)

Let $\{\vec{t}\}$ be the terms read by Π and \vec{v} be fresh variables.

$$\Delta(\Pi^{tr}[\vec{v}/\vec{t}], X + \{(\vec{v}, \vec{t}^X)\}) = \Delta(\Pi, X|_{\mathcal{L}(\Pi)})$$

Let P_{Π} be $\vec{v} := \vec{t}; \Pi^{tr}[\vec{v}/\vec{t}]$ (+ padding with **skip**)

Proposition

For all X $\Delta(P_{\Pi}, X)|_{\mathcal{L}(\Pi)} = \Delta(\Pi, X)|_{\mathcal{L}(\Pi)}$

There exists $t_{\Pi} \in \mathbb{N}$ such that for all X $time(P_{\Pi}, X) = t_{\Pi}$

For all X $time(\Pi, X) = \min\{i \in \mathbb{N} ; \overline{F}_{\Pi}^{P_{\Pi}^i(X)} = true\}$

where F_{Π} is $\bigwedge \vec{v} = \vec{t}$

P_{Π} **while** $\neg F_{\Pi}$ $\{P_{\Pi}\}$ simulates Π , with :

- temporal dilatation : $d = t_{\Pi} + 1$
- temporary variables : \vec{v}

Conclusion and Future Work

Theorem (2014, M.)

While \simeq *Algo*

Same states (first order structures)

Faithful implementation of the usual data structures ?

Restrictions on programs or data structures for subclasses of *Algo* ?

Thank you !

Operational semantics of the imperative programs :

$$\{\text{skip}; s\} \star X \succ \{s\} \star X$$

$$\{ft_1 \dots t_k := t_0; s\} \star X \succ \{s\} \star X [f(\bar{t}_1^X, \dots, \bar{t}_k^X) = \bar{t}_0^X]$$

$$\{\text{if } F \{s_1\} \text{ else } \{s_2\}; s_3\} \star X \succ \{s_1; s_3\} \star X \text{ if } \bar{F}^X = \text{true}$$

$$\{\text{if } F \{s_1\} \text{ else } \{s_2\}; s_3\} \star X \succ \{s_2; s_3\} \star X \text{ if } \bar{F}^X = \text{false}$$

$$\{\text{while } F \{s_1\}; s_2\} \star X \succ \{s_1; \text{while } F \{s_1\}; s_2\} \star X \text{ if } \bar{F}^X = \text{true}$$

$$\{\text{while } F \{s_1\}; s_2\} \star X \succ \{s_2\} \star X \text{ if } \bar{F}^X = \text{false}$$

$$\{\text{loop } n \{s_1\}; s_2\} \star X \succ \{s_1; \text{loop } S^{\bar{n}^X - 1} 0 \{s_1\}; s_2\} \star X \text{ if } \bar{n}^X > 0$$

$$\{\text{loop } n \{s_1\}; s_2\} \star X \succ \{s_2\} \star X \text{ if } \bar{n}^X = 0$$

$$\{\text{exit}; s\} \star X \succ \{\} \star X$$

$Loop_e$ is Imp restricted to updates, if, loop and exit commands.
 is from APRA (2010 : Andary, Patrou, Valarcher)
 Let $|a|$ be the size of $A \in \mathcal{U}(A)$.

Definition ($Algo_{PR} = \{A \in Algo ; c_A \in PR\}$)

$c_A : \vec{n} \mapsto \max\{time(A, X) ; \vec{s} \text{ inputs of } A \text{ and } |\vec{s}|_X = \vec{n}\}$
 where $|x|_X = |\bar{x}^X|$ and $|f|_X = \max\{|\bar{f}^X(\bar{t}^X)| ; f\vec{t} \in sub(T(A))\}$

But $n := ackermann(n, n); loop\ n \{\}$?

PR data structures : for all operation f

there exists $\varphi_f \in PR$ monotonic such that $|\bar{f}(\vec{a})| \leq \varphi_f(|\vec{a}|)$

Theorem (2014, M.)

For PR data structures $Loop_e \simeq Algo_{PR}$

Theorem (2014, M.)

For all data structures *While* \simeq *Algo*

For PR data structures *Loop_e* \simeq *Algo_{PR}*

The control flow is known, but with the same data structures.
They are first-order structures : implementation ?

Proposition (Constructive Second Postulate)

*Usual data structures (integers, words, lists, arrays)
can be faithfully implemented as first order structure.*

Conjecture (Characterization of Complexity)

For *Pol* data structures $Loop_e + C_1 \simeq Algo_{Pol}$

For *Lin* data structures $Loop_e + C_2 \simeq Algo_{Lin}$

(C_1) : for all $loop \in P$ $VarCon(loop) \cap VarUpd(loop) = \emptyset$

(C_2) : for all $loop \in P$ $card(VarCon(loop)) \leq 1$

Example (Cost of Operations)

For unary integers : $+ \in Lin$, $\times \in Pol$ and $pow \in PR$

For binary integers : $+ \in Lin$, $\times \in Lin$ and $pow \in Pol$