

Lecture 13 – Separation Logic (2)

AAA551: Programming Language Theory

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Assertions for separation logic are defined as follows:

$$\sigma, h \models_I \text{emp} \quad \iff \quad h = \emptyset$$

$$\sigma, h \models_I e \mapsto e' \quad \iff \quad h = \{E[[e]](\sigma, I) \mapsto E[[e']](\sigma, I)\}$$

$$\sigma, h \models_I \phi * \phi' \quad \iff \quad \exists h_1, h_2. (h_1 \perp h_2) \wedge (h = h_1 \cdot h_2) \wedge \\ (\sigma, h_1 \models_I \phi) \wedge (\sigma, h_2 \models_I \phi')$$

$$\sigma, h \models_I \phi * \phi' \quad \iff \quad \forall h'. (h \perp h') \wedge \\ (\sigma, h' \models_I \phi) \implies (\sigma, h \cdot h' \models_I \phi')$$

$$e \mapsto - \quad \triangleq \quad \exists v. e \mapsto v$$

$$e \hookrightarrow e' \quad \triangleq \quad (e \mapsto e') * \mathbf{true}$$

$$e \mapsto e_1, \dots, e_n \quad \triangleq \quad (e \mapsto e_1) * \dots * ((e + n - 1) \mapsto e_n)$$

$$e \hookrightarrow e_1, \dots, e_n \quad \triangleq \quad (e \mapsto e_1, \dots, e_n) * \mathbf{true}$$

1. Inference Rules for Global and Backward Reasoning

- Inference Rules (Local)

- Inference Rules (Global)

- Inference Rules (Backward)

2. Lists

- Example

3. Trees

1. Inference Rules for Global and Backward Reasoning

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We learned the following inference rules for **local reasoning**:

$$\frac{}{\vdash \{e_1 \mapsto -\} [e_1] := e_2 \{e_1 \mapsto e_2\}}$$

$$\frac{}{\vdash \{e \mapsto -\} \mathbf{free}(e) \{\mathbf{emp}\}}$$

$$\frac{}{\vdash \{x = i \wedge \mathbf{emp}\} x := \mathbf{new}(e_1, \dots, e_n) \{x \mapsto e_1[x \mapsto i], \dots, e_n[x \mapsto i]\}}$$

$$\frac{}{\vdash \{x = i \wedge e \mapsto j\} x := [e] \{x = j \wedge e[x \mapsto i] \mapsto j\}}$$

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Using the **frame rule**, we can define inference rules for **global reasoning**:

$$\text{FRAME} \frac{\vdash \{\phi\} s \{\phi'\} \quad \text{Modified}(s) \cap \text{Free}(\phi'') = \emptyset}{\vdash \{\phi * \phi''\} s \{\phi' * \phi''\}}$$

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Using **separating implication** ($*$), we can derive **backward reasoning**.

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$$\frac{}{\vdash \{e \mapsto -\} \text{free}(e) \{\text{emp}\}}$$

The **global** inference rules for **mutation** and **deallocation** can be derived:

$$\frac{}{\vdash \{(e_1 \mapsto -) * \phi\} [e_1] := e_2 \{(e_1 \mapsto e_2) * \phi\}}$$

$$\frac{}{\vdash \{(e \mapsto -) * \phi\} \text{free}(e) \{\phi\}}$$

$$\frac{}{\vdash \{x = i \wedge \mathbf{emp}\} \ x := \mathbf{new}(e_1, \dots, e_n) \ \{x \mapsto e_1[x \mapsto i], \dots, e_n[x \mapsto i]\}}$$

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The **global** inference rules for **allocation** can be derived:

$$\frac{}{\vdash \{ \phi \} \ x := \mathbf{new}(e_1, \dots, e_n) \ \{ \exists i. (x \mapsto e_1[x \mapsto i], \dots, e_n[x \mapsto i] * \phi[x \mapsto i]) \}}$$

where i is a fresh (logical) variable not appearing in ϕ .

$$\frac{}{\vdash \{x = i \wedge \mathbf{emp}\} \ x := \mathbf{new}(e_1, \dots, e_n) \ \{x \mapsto e_1[x \mapsto i], \dots, e_n[x \mapsto i]\}}$$

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where i is a fresh (logical) variable not appearing in ϕ .

For example,

$$\frac{}{\vdash \{x \mapsto 10\} \ x := \mathbf{new}(x + 1) \ \{ \exists i. (x \mapsto i + 1) * (i \mapsto 10) \}}$$

$$\frac{}{\vdash \{x = i \wedge e \mapsto j\} \ x := [e] \ \{x = j \wedge e[x \mapsto i] \mapsto j\}}$$

$$\frac{}{\vdash \{x = i \wedge e \mapsto j\} \ x := [e] \ \{x = j \wedge e[x \mapsto i] \mapsto j\}}$$

The **global** inference rules for **lookup** can be derived:

$$\frac{}{\vdash \{(e \mapsto j) * \phi\} \ x := [e] \ \{\exists i. (x = j \wedge e[x \mapsto i] \mapsto j * \phi[x \mapsto i])\}}$$

where i and j are fresh (logical) variables not appearing in ϕ .

$$\frac{}{\vdash \{x = i \wedge e \mapsto j\} \ x := [e] \ \{x = j \wedge e[x \mapsto i] \mapsto j\}}$$

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where i and j are fresh (logical) variables not appearing in ϕ .

For example,

$$\frac{}{\vdash \{(x + 1 \mapsto 10) * (x \mapsto 20)\} \ x := [x + 1] \ \{\exists i. (x = 10) \wedge (i + 1 \mapsto 10) * (i \mapsto 20)\}}$$

$$\frac{}{\vdash \{(e_1 \mapsto -) * \phi\} [e_1] := e_2 \{(e_1 \mapsto e_2) * \phi\}}$$

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The **backward** inference rules for **mutation** can be derived:

$$\frac{}{\vdash \{(e_1 \mapsto -) * ((e_1 \mapsto e_2) * \phi)\} [e_1] := e_2 \{\phi\}}$$

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The **backward** inference rules for **mutation** can be derived:

$$\frac{}{\vdash \{(e_1 \mapsto -) * ((e_1 \mapsto e_2) * \phi)\} [e_1] := e_2 \{\phi\}}$$

The **global** inference rules for **deallocation** is already **backward**:

$$\frac{}{\vdash \{(e \mapsto -) * \phi\} \text{free}(e) \{\phi\}}$$

$$\frac{}{\vdash \{\phi\} x := \mathbf{new}(e_1, \dots, e_n) \{ \exists i. (x \mapsto e_1[x \mapsto i], \dots, e_n[x \mapsto i]) * \phi[x \mapsto i] \}}$$

where i is a fresh (logical) variable not appearing in ϕ .

$$\frac{}{\vdash \{\phi\} x := \mathbf{new}(e_1, \dots, e_n) \{ \exists i. (x \mapsto e_1[x \mapsto i], \dots, e_n[x \mapsto i]) * \phi[x \mapsto i] \}}$$

where i is a fresh (logical) variable not appearing in ϕ .

The **backward** inference rules for **allocation** can be derived:

$$\frac{}{\vdash \{\forall i. (i \mapsto e_1, \dots, e_n) \rightarrow * \phi[x \mapsto i]\} x := \mathbf{new}(e_1, \dots, e_n) \{\phi\}}$$

where i is a fresh variable not appearing in ϕ .

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where i is a fresh variable not appearing in ϕ .

For example,

$$\frac{}{\vdash \{\forall i. (i \mapsto x + 1) \rightarrow * (i \mapsto 11)\} x := \mathbf{new}(x + 1) \{x \mapsto 11\}}$$

$$\frac{}{\vdash \{\phi\} x := \mathbf{new}(e_1, \dots, e_n) \{\exists i. (x \mapsto e_1[x \mapsto i], \dots, e_n[x \mapsto i]) * \phi[x \mapsto i]\}}$$

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The **backward** inference rules for **allocation** can be derived:

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where i is a fresh variable not appearing in ϕ .

For example,

$$\frac{}{\vdash \{\forall i. (i \mapsto x + 1) \rightarrow (i \mapsto 11)\} x := \mathbf{new}(x + 1) \{x \mapsto 11\}}$$

which is equivalent to

$$\frac{}{\vdash \{x = 10 \wedge \mathbf{emp}\} x := \mathbf{new}(x + 1) \{x \mapsto 11\}}$$

The **backward** inference rules for **lookup** can be derived:

$$\frac{}{\vdash \{\exists i. (e \mapsto i) * ((e \mapsto i) \multimap \phi[x \mapsto i])\} x := [e] \{\phi\}}$$

where i is a fresh (logical) variable not appearing in ϕ .

The **backward** inference rules for **lookup** can be derived:

$$\frac{}{\vdash \{\exists i. (e \mapsto i) * ((e \mapsto i) \multimap \phi[x \mapsto i])\} x := [e] \{\phi\}}$$

where i is a fresh (logical) variable not appearing in ϕ .

which is equivalent to

$$\frac{}{\vdash \{\exists i. (e \hookrightarrow i) \wedge \phi[x \mapsto i]\} x := [e] \{\phi\}}$$

The **backward** inference rules for **lookup** can be derived:

$$\frac{}{\vdash \{\exists i. (e \mapsto i) * ((e \mapsto i) -* \phi[x \mapsto i])\} x := [e] \{\phi\}}$$

where i is a fresh (logical) variable not appearing in ϕ .

which is equivalent to

$$\frac{}{\vdash \{\exists i. (e \hookrightarrow i) \wedge \phi[x \mapsto i]\} x := [e] \{\phi\}}$$

For example,

$$\frac{}{\vdash \{\exists i. ((x + 1) \hookrightarrow i) \wedge (i \mapsto 10)\} x := [x + 1] \{x \mapsto 10\}}$$

1. Inference Rules for Global and Backward Reasoning

Inference Rules (Local)

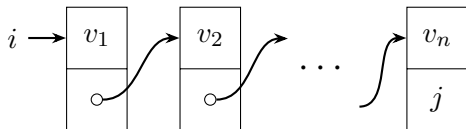
Inference Rules (Global)

Inference Rules (Backward)

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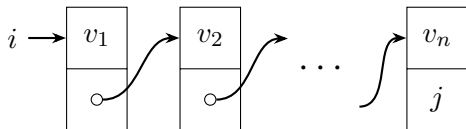


We can define a predicate $\text{list}(\alpha, i, j)$ that represents a **linked list segment** from i to j with the contents α :

$$\text{list}(\epsilon, i, j) \quad \triangleq \quad \text{emp} \wedge (i = j)$$

$$\text{list}(v :: \alpha, i, j) \quad \triangleq \quad \exists k. (i \mapsto v, k) * \text{list}(\alpha, k, j)$$

We use $\alpha \cdot \beta$ and α^R to denote the concatenation and the reverse.



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We use $\alpha \cdot \beta$ and α^R to denote the concatenation and the reverse.

We can define a predicate $\text{list}(\alpha, i)$ that represents a **linked list** from i to nil with the contents α :

$$\text{list}(\alpha, i) \quad \triangleq \quad \text{list}(\alpha, i, \text{nil})$$

```
{list( $\alpha$ ,  $x$ )}
```

```
y := nil;
```

```
while (x != nil) @ $[\exists \beta, \gamma. \text{list}(\beta, x) * \text{list}(\gamma, y) \wedge \alpha^R = \beta^R \cdot \gamma]$  {
```

```
  z := [x + 1];
```

```
  [x + 1] := y;
```

```
  x, y := z, x;
```

```
}
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{list( $\alpha$ ,  $x$ )}  
y := nil;  
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while (x != nil) @[ $\exists \beta, \gamma$ . list( $\beta$ ,  $x$ ) * list( $\gamma$ ,  $y$ )  $\wedge$   $\alpha^R = \beta^R \cdot \gamma$ ] {  
  
    z := [x + 1];  
  
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  { $\exists \beta', \gamma. \text{list}(v :: \beta', x) * \text{list}(\gamma, y) \wedge \alpha^R = (v :: \beta')^R \cdot \gamma$ }

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  { $\exists i$ . ( $x \mapsto v, i$ ) * list( $\beta', i$ ) * list( $\gamma$ ,  $y$ )  $\wedge$   $\alpha^R = \beta'^R \cdot (v :: \gamma)$ }
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  [x + 1] := y;
  \{(x \mapsto v, y) * \text{list}(\beta', z) * \text{list}(\gamma, y) \wedge \alpha^R = \beta'^R \cdot (v :: \gamma)\}
  \{\text{list}(\beta', z) * \text{list}(v :: \gamma, x) \wedge \alpha^R = \beta'^R \cdot (v :: \gamma)\}
  x, y := z, x;
  \{\text{list}(\beta', x) * \text{list}(v :: \gamma, y) \wedge \alpha^R = \beta'^R \cdot (v :: \gamma)\}
  \{\exists\beta, \gamma. \text{list}(\beta, x) * \text{list}(\gamma, y) \wedge \alpha^R = \beta^R \cdot \gamma\}
}
\{x = \text{nil} \wedge \exists\beta, \gamma. \text{list}(\beta, x) * \text{list}(\gamma, y) \wedge \alpha^R = \beta^R \cdot \gamma\}
\{\text{emp} * \text{list}(\gamma, y) \wedge \alpha^R = \text{nil}^R \cdot \gamma\}

```

```

{list( $\alpha$ ,  $x$ )}
y := nil;
{list( $\alpha$ ,  $x$ ) * ( $y = \text{nil} \wedge \text{emp}$ )}
while (x != nil) @[ $\exists\beta, \gamma. \text{list}(\beta, x) * \text{list}(\gamma, y) \wedge \alpha^R = \beta^R \cdot \gamma$ ] {
  { $\exists\beta', \gamma. \text{list}(v :: \beta', x) * \text{list}(\gamma, y) \wedge \alpha^R = (v :: \beta')^R \cdot \gamma$ }
  { $\exists i. (x \mapsto v, i) * \text{list}(\beta', i) * \text{list}(\gamma, y) \wedge \alpha^R = \beta'^R \cdot (v :: \gamma)$ }
  z := [x + 1];
  {(x  $\mapsto$  v, z) * list( $\beta'$ , z) * list( $\gamma$ , y)  $\wedge$   $\alpha^R = \beta'^R \cdot (v :: \gamma)$ }
  [x + 1] := y;
  {(x  $\mapsto$  v, y) * list( $\beta'$ , z) * list( $\gamma$ , y)  $\wedge$   $\alpha^R = \beta'^R \cdot (v :: \gamma)$ }
  {list( $\beta'$ , z) * list( $v :: \gamma$ , x)  $\wedge$   $\alpha^R = \beta'^R \cdot (v :: \gamma)$ }
  x, y := z, x;
  {list( $\beta'$ , x) * list( $v :: \gamma$ , y)  $\wedge$   $\alpha^R = \beta'^R \cdot (v :: \gamma)$ }
  { $\exists\beta, \gamma. \text{list}(\beta, x) * \text{list}(\gamma, y) \wedge \alpha^R = \beta^R \cdot \gamma$ }
}
{x = nil  $\wedge$   $\exists\beta, \gamma. \text{list}(\beta, x) * \text{list}(\gamma, y) \wedge \alpha^R = \beta^R \cdot \gamma$ }
{emp * list( $\gamma$ , y)  $\wedge$   $\alpha^R = \text{nil}^R \cdot \gamma$ }
{list( $\alpha^R$ , y)}

```

1. Inference Rules for Global and Backward Reasoning

Inference Rules (Local)

Inference Rules (Global)

Inference Rules (Backward)

2. Lists

Example

3. Trees

We can define a predicate $\text{tree}(\tau, i)$ that represents a **binary tree** rooted at i with the contents τ :

$$\text{tree}(v_0, i) \triangleq \text{emp} \wedge (i = v_0)$$

$$\text{tree}(\tau_1 \cdot \tau_2, i) \triangleq \exists l, r. (i \mapsto l, r) * \text{tree}(\tau_1, l) * \text{tree}(\tau_2, r)$$

where v_0 is an atomic value that cannot be used as a pointer, and $\tau_1 \cdot \tau_2$ denotes a binary tree with the left and the right sub-trees τ_1 and τ_2 .

The predicate $\text{isatom}(v)$ holds if v is an atomic value.

```
copytree(x, y) @[tree( $\tau$ , x)] {  
  if (isatom(x)) {  
  
    y := x;  
  
  } else {  
  
    lx, rx := [x], [x + 1];  
  
    copytree(lx, ly); copytree(rx, ry);  
  
    y := new(ly, ry);  
  
  }  
} @[tree( $\tau$ , x) * tree( $\tau$ , y)]
```

```
copytree(x, y) @[tree( $\tau$ , x)] {  
  if (isatom(x)) {  
    {emp  $\wedge$  ( $x = \tau$ )}  
    y := x;  
  
  } else {  
  
    lx, rx := [x], [x + 1];  
  
    copytree(lx, ly); copytree(rx, ry);  
  
    y := new(ly, ry);  
  
  }  
} @[tree( $\tau$ , x) * tree( $\tau$ , y)]
```

```
copytree(x, y) @[tree( $\tau$ , x)] {  
  if (isatom(x)) {  
    {emp  $\wedge$  ( $x = \tau$ )}  
    y := x;  
    {(emp  $\wedge$  ( $x = \tau$ )) * (emp  $\wedge$  ( $y = \tau$ ))}  
  } else {  
  
    lx, rx := [x], [x + 1];  
  
    copytree(lx, ly); copytree(rx, ry);  
  
    y := new(ly, ry);  
  
  }  
} @[tree( $\tau$ , x) * tree( $\tau$ , y)]
```

```
copytree(x, y) @[tree( $\tau$ , x)] {  
  if (isatom(x)) {  
    {emp  $\wedge$  ( $x = \tau$ )}  
    y := x;  
    {(emp  $\wedge$  ( $x = \tau$ )) * (emp  $\wedge$  ( $y = \tau$ ))}  
  } else {  
    { $\exists l, r. (x \mapsto l, r) * \text{tree}(\tau_1, l) * \text{tree}(\tau_2, r) \wedge \tau = \tau_1 \cdot \tau_2$ }  
    lx, rx := [x], [x + 1];  
  
    copytree(lx, ly); copytree(rx, ry);  
  
    y := new(ly, ry);  
  
  }  
} @[tree( $\tau$ , x) * tree( $\tau$ , y)]
```

```

copytree(x, y) @[tree( $\tau$ , x)] {
  if (isatom(x)) {
    {emp  $\wedge$  ( $x = \tau$ )}
    y := x;
    {(emp  $\wedge$  ( $x = \tau$ )) * (emp  $\wedge$  ( $y = \tau$ ))}
  } else {
    { $\exists l, r. (x \mapsto l, r) * \mathbf{tree}(\tau_1, l) * \mathbf{tree}(\tau_2, r) \wedge \tau = \tau_1 \cdot \tau_2$ }
    lx, rx := [x], [x + 1];
    {( $x \mapsto lx, rx$ ) *  $\mathbf{tree}(\tau_1, lx) * \mathbf{tree}(\tau_2, rx) \wedge \tau = \tau_1 \cdot \tau_2$ }
    copytree(lx, ly); copytree(rx, ry);

    y := new(ly, ry);

  }
} @[tree( $\tau$ , x) * tree( $\tau$ , y)]

```

```

copytree(x, y) @[tree( $\tau$ , x)] {
  if (isatom(x)) {
    {emp  $\wedge$  ( $x = \tau$ )}
    y := x;
    {(emp  $\wedge$  ( $x = \tau$ )) * (emp  $\wedge$  ( $y = \tau$ ))}
  } else {
    { $\exists l, r. (x \mapsto l, r) * \text{tree}(\tau_1, l) * \text{tree}(\tau_2, r) \wedge \tau = \tau_1 \cdot \tau_2$ }
    lx, rx := [x], [x + 1];
    {( $x \mapsto lx, rx$ ) * tree( $\tau_1, lx$ ) * tree( $\tau_2, rx$ )  $\wedge \tau = \tau_1 \cdot \tau_2$ }
    copytree(lx, ly); copytree(rx, ry);
    {( $x \mapsto lx, rx$ ) * tree( $\tau_1, lx$ ) * tree( $\tau_2, rx$ )
      * tree( $\tau_1, ly$ ) * tree( $\tau_2, ry$ )  $\wedge \tau = \tau_1 \cdot \tau_2$ }
    y := new(ly, ry);
  }
} @[tree( $\tau$ , x) * tree( $\tau$ , y)]

```

```

copytree(x, y) @[tree( $\tau$ , x)] {
  if (isatom(x)) {
    {emp  $\wedge$  ( $x = \tau$ )}
    y := x;
    {(emp  $\wedge$  ( $x = \tau$ )) * (emp  $\wedge$  ( $y = \tau$ ))}
  } else {
    { $\exists l, r. (x \mapsto l, r) * \text{tree}(\tau_1, l) * \text{tree}(\tau_2, r) \wedge \tau = \tau_1 \cdot \tau_2$ }
    lx, rx := [x], [x + 1];
    {(x  $\mapsto$  lx, rx) * tree( $\tau_1$ , lx) * tree( $\tau_2$ , rx)  $\wedge$   $\tau = \tau_1 \cdot \tau_2$ }
    copytree(lx, ly); copytree(rx, ry);
    {(x  $\mapsto$  lx, rx) * tree( $\tau_1$ , lx) * tree( $\tau_2$ , rx)
      * tree( $\tau_1$ , ly) * tree( $\tau_2$ , ry)  $\wedge$   $\tau = \tau_1 \cdot \tau_2$ }
    y := new(ly, ry);
    {(x  $\mapsto$  lx, rx) * tree( $\tau_1$ , lx) * tree( $\tau_2$ , rx)
      (y  $\mapsto$  ly, ry) * tree( $\tau_1$ , ly) * tree( $\tau_2$ , ry)  $\wedge$   $\tau = \tau_1 \cdot \tau_2$ }
  }
} @[tree( $\tau$ , x) * tree( $\tau$ , y)]

```

- Simply-Typed Lambda Calculus

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