Mechanising Turing Machines and Computability Theory in Isabelle





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Why Turing Machines?

 At the beginning, it was just a student project about computability.



Computability and Logic (5th. ed) Boolos, Burgess and Jeffrey

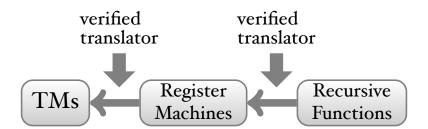
• found an inconsistency in the definition of halting computations (Chap. 3 vs Chap. 8)

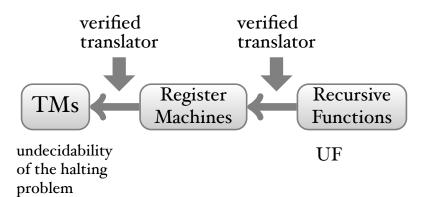
Some Previous Works

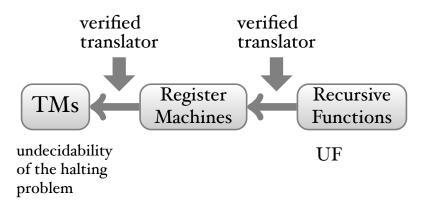
- Norrish formalised computability theory in HOL starting from the lambda-calculus
 - for technical reasons we could not follow his work
 - some proofs use TMs (Wang tilings)
- Asperti and Ricciotti formalised TMs in Matita
 - no undecidability result ⇒ interest in complexity
 - their UTM operates on a different alphabet than the TMs it simulates

"In particular, the fact that the universal machine operates with a different alphabet with respect to the machines it simulates is annoying." [Asperti and Ricciotti]





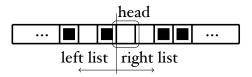




a correct UTM by translation

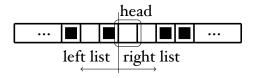
Turing Machines

• tapes are lists and contain 0s or 1s only



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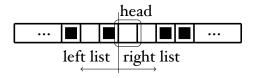


• *steps* function:

What does the TM calculate after it has executed *n* steps?

Turing Machines

tapes are lists and contain 0s or 1s only



- *steps* function:
 - What does the TM calculate after it has executed *n* steps?
- designate the *0*-state as "halting state" and remain there forever, i.e. have a *Nop*-action

Register Machines

programs are lists of instructions

```
I ::= Goto L jump to instruction L
| Inc R increment register R by one
| Dec R L if the content of R is non-zero, then decrement it by one otherwise jump to instruction L
```

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Spaghetti Code!

Recursive Functions

rec	::=	Z	zero-function
		S	successor-function
		Id_m^n	projection
		$Cn^n fgs$	composition
		$Pr^n fg$	primitive recursion
		$Mn^n f$	minimisation

- eval :: rec ⇒ nat list ⇒ nat
 can be defined by simple recursion
 (HOL has Least)
- you define
 - addition, multiplication, logical operations, quantifiers...
 - coding of numbers (Cantor encoding), UF

Copy Turing Machine

• TM that copies a number on the input tape

$$copy \stackrel{\textit{def}}{=} cbegin ; cloop ; cend$$

$$cbegin \stackrel{def}{=} cloop \stackrel{def}{=} cend \stackrel{def}{=} \\ [(W_0, 0), (R, 2), (R, 3), [(R, 0), (R, 2), (R, 3), [(L, 0), (R, 2), (W_1, 3), (R, 2), (W_1, 3), (L, 4), (W_0, 2), (R, 3), (R, 4), (L, 4), (R, 2), (R, 2), \\ (L, 4), (L, 0)] (W_1, 5), (R, 4), (L, 6), (L, 5), (W_0, 4), (R, 0), \\ (L, 5), (L, 6), (L, 1)] (L, 5)]$$

Hoare Logic for TMs

Hoare-triples

```
{P} p {Q} \stackrel{def}{=} \forall tp.

if P tp holds then
\exists n. such that

is_final (steps (1, tp) p n) ∧

O holds for (steps (1, tp) p n)
```

Hoare Logic for TMs

• Hoare-triples and Hoare-pairs:

Some Derived Rules

$$\frac{P' \mapsto P \quad \{P\} \ p \ \{Q\} \quad Q \mapsto Q'}{\{P'\} \ p \ \{Q'\}}$$

$$\frac{\{P\} p_1 \{Q\} \quad \{Q\} p_2 \{R\}}{\{P\} p_1 ; p_2 \{R\}} \quad \frac{\{P\} p_1 \{Q\} \quad \{Q\} p_2 \uparrow}{\{P\} p_1 ; p_2 \uparrow}$$

Undecidability

 $contra \stackrel{def}{=} copy$; H; dither

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 Suppose H decides contra called with the code of contra halts, then

$$P_1 \stackrel{def}{=} \lambda tp. \ tp = ([], \langle code \ contra \rangle)$$
 $P_2 \stackrel{def}{=} \lambda tp. \ tp = ([0], \langle (code \ contra, \ code \ contra) \rangle)$
 $P_3 \stackrel{def}{=} \lambda tp. \ \exists \ k. \ tp = (0^k, \langle 0 \rangle)$

$$\frac{\{P_1\} copy \{P_2\} \quad \{P_2\} H \{P_3\}}{\{P_1\} copy ; H \{P_3\}} \quad \{P_3\} dither \uparrow \\ \{P_1\} contra \uparrow$$

Undecidability

 $contra \stackrel{def}{=} copy ; H ; dither$

 Suppose H decides contra called with the code of contra does not halt, then

```
Q_1 \stackrel{def}{=} \lambda tp. \ tp = ([], \langle code \ contra \rangle)
Q_2 \stackrel{def}{=} \lambda tp. \ tp = ([0], \langle (code \ contra, \ code \ contra) \rangle)
Q_3 \stackrel{def}{=} \lambda tp. \ \exists \ k. \ tp = (0^k, \langle 1 \rangle)
```

$$\frac{\{Q_1\} copy \{Q_2\} \quad \{Q_2\} H \{Q_3\}}{\{Q_1\} copy ; H \{Q_3\}} \quad \{Q_3\} \ \textit{dither} \ \{Q_3\}}{\{Q_1\} \ \textit{contra} \ \{Q_3\}}$$

Hoare Reasoning

 reasoning is quite demanding, e.g. the invariants of the copy-machine:

$$I_{1} n (l, r) \stackrel{def}{=} (l, r) = ([], l^{n})$$
 (starting state)
$$I_{2} n (l, r) \stackrel{def}{=} \exists ij. \ 0 < i \land i + j = n \land (l, r) = (l^{i}, l^{j})$$

$$I_{3} n (l, r) \stackrel{def}{=} 0 < n \land (l, tl \ r) = (0::l^{n}, [])$$

$$I_{4} n (l, r) \stackrel{def}{=} 0 < n \land (l, r) = (l^{n}, [0, 1]) \lor (l, r) = (l^{n-1}, [1, 0, 1])$$

$$I_{0} n (l, r) \stackrel{def}{=} 1 < n \land (l, r) = (l^{n-2}, [1, 1, 0, 1]) \lor$$
 (halting state)
$$n = l \land (l, r) = ([], [0, 1, 0, 1])$$

$$J_{1} n (l, r) \stackrel{def}{=} \exists ij. \ i + j + l = n \land (l, r) = (l^{i}, 1::l::l^{i}:l^{j}@l^{j}) \land l^{j} \lor l^{j}$$

$$0 < n \land (l, r) = ([], 0::l::l^{n}@l^{n})$$
 (starting state)
$$J_{0} n (l, r) \stackrel{def}{=} 0 < n \land (l, r) = ([0], 1::l^{n}@l^{n})$$
 (halting state)
$$K_{1} n (l, r) \stackrel{def}{=} 0 < n \land (l, r) = ([0], 1::l^{n}@l^{n})$$
 (starting state)
$$K_{0} n (l, r) \stackrel{def}{=} 0 < n \land (l, r) = ([0], l^{n}@l^{n})$$
 (halting state)

Midway Conclusion

- feels awfully like reasoning about machine code
- compositional constructions / reasoning is not at all frictionless
- sizes

sizes:

UF 140843 constructors URM 2 Mio instructions UTM 38 Mio states

*old version: URM (12 Mio) UTM (112 Mio)

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UF 140843 constructors
URM 2 Mio instructions
UTM 38 Mio states

 an observation: our treatment of recursive functions is a mini-version of the work by Myreen & Owens about deeply embedding HOL

Inspiration from other Works

Isteating from other Works

Steating from other Works

- Jensen, Benton, Kennedy (2013), High-Level Separation Logic for Low-Level Code
- Myreen (2008), Formal Verification of Machine-Code Programs, PhD thesis
- Klein, Kolanski, Boyton (2012), Mechanised Separation Algebra

Better Composability

- an idea from Jensen, Benton & Kennedy who looked at X86 assembly programs and macros
- assembly for TMs:

```
move\_one\_left \stackrel{def}{=} 
 \Lambda \ exit. 
Inst (L, exit) (L, exit) ;
Label \ exit
```

⇒ represent "state" labels as functions (with bound variables ⇒ locality)

Better Composability

```
move_left_until_zero =

\[
\Lambda \text{ start exit.} \\
Label \text{ start;} \\
if_zero \text{ exit;} \\
move_left; \\
jmp \text{ start;} \\
Label \text{ exit.} \\
Label \text{ exit.} \\
\]
```

```
if_zero e \stackrel{def}{=} \Lambda exit. Inst (W_0, e), (W_1, exit); Label exit imp e \stackrel{def}{=} Inst (W_0, e), (W_1, e)
```

The Trouble With Hoare-Triples

Whenever we wanted to prove

- (1) we had to find invariants for each state (not easy)
- (2) we had to find a termination order proving that *p* terminates (not easy either)

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very little opportunity for automation

Separation Algebra

- use some infrastructure introduced by Klein et al in Isabelle/HOL
- and an idea by Myreen

$$\{p\}\ c\ \{q\}$$

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$$\{p\}\ c\ \{q\}$$

p, c, q will be assertions in a separation logic e.g. $\{st \ i \star hd \ n \star ones \ u \ v \star zero \ (v+1)\}$

Separation Triples

c can be i: [move_left_until_zero]: j

Automation

 we introduced some tactics for handling sequential programs

$$\{p\}\ i:[c_1;...;c_n]:j\{q\}$$

• for loops we often only have to do inductions on the length of the input (e.g. how many *I*s are on the tape)

Automation

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- for loops we often only have to do inductions on the length of the input (e.g. how many *I*s are on the tape)
- these macros allow us to completely get rid of register machines

Conclusion

- What started out as a student project, turned out to be much more fun than first thought.
- Where can you claim that you proved the correctness of a 38 Mio instruction program? (ca. 7000 is the soa 2)
- We learned a lot about current verification technology for low-level code (we had no infrastructure: CPU model).
- The existing literature on TMs & RMs leave out quite a bit of the story (not to mention contains bugs).