

# PVSio: A Rapid Prototyping Tool for PVS

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## A Trivia Question

- ▶ In addition to prove mathematical theories, what else can you do in PVS ?
- ▶ To **animate** them!

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- ▶ In addition to prove mathematical theories, what else can you do in PVS ?
- ▶ To **animate** them!

## Animation

- ▶ What: Animation is the process of executing a specification to validate its intended semantics.
- ▶ Why: It is cheaper, faster, more fun to test a specification than to prove it.
- ▶ How: The PVS ground evaluator.

## PVS is a Functional Programming Language

Most specifications in PVS are functional:

```
sqrt_newton(a:nnreal,n:nat): recursive posreal =  
  if n=0 then a+1  
  else let r=sqrt_newton(a,n-1) in  
    (1/2)*(r+a/r)  
  endif  
  measure n+1
```

## Grind as a Calculator

```
|-----
{1}  sqrt_newton(2, 3) <= 3 / 2
```

Rule? (grind)

...

```
sqrt_newton rewrites sqrt_newton(2, 3)
  to (1/2)*(2/(3*((1/2)*(1/2)) + (1/2)*(2/(3*(1/2)
  + (1/2)*(2/3)))) + (1/2)*(1/2)*(2/3)))
  + 3*((1/2)*(1/2)*(1/2)) + (1/2)*(1/2)*(2/(3*(1/2)
  + (1/2)*(2/3))) + (1/2)*(1/2)*(1/2)*(2/3)
```

Trying repeated skolemization, instantiation, and  
if-lifting,

Q.E.D.

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Trying repeated skolemization, instantiation, and  
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## Grind is an Inefficient Calculator!

```
|-----
{1}  2 < sqrt_newton(2, 10) * sqrt_newton(2, 10)
```

Rule? (grind)

...

```
sqrt_newton rewrites sqrt_newton(2, 4)
  to (1/2) * (2 / ((1/2) * (2 / (3 * ((1/2) * (1/2))
  + (1/2) * (2/(3 * (1/2) + (1/2) * (2/3))))
  + (1/2) * (1/2) * (2/3)))
  + 3 * ((1/2) * (1/2) * (1/2))))
  + ...
```



## Grind is an Inefficient Calculator!

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  + (1/2) * (1/2) * (2/3)))
  + 3 * ((1/2) * (1/2) * (1/2))))
  + ...
```

## The PVS Ground Evaluator

- ▶ An experimental feature of PVS 3.x.
- ▶ An efficient Lisp code generator for PVS functional specifications.
- ▶ A read-eval-loop interface available with the Emacs command `M-x pvs-ground-evaluator`.
- ▶ **Remark:** The ground evaluator is not integrated into the theorem prover.

## An Efficient Calculator ...

```
<GndEval> "sqrt_newton(2,3) <= 3/2"
```

```
==>
```

```
TRUE
```

```
<GndEval> "2 < sqrt_newton(2,10) * sqrt_newton(2,10)"
```

```
==>
```

```
TRUE
```

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<GndEval> "2 < sqrt_newton(2,10) * sqrt_newton(2,10)"
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==>
```

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TRUE
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```

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```

```
==>
```

```
TRUE
```

## An Efficient Calculator ...

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<GndEval> "sqrt_newton(2,3) <= 3/2"
```

```
==>
```

```
TRUE
```

```
<GndEval> "2 < sqrt_newton(2,10) * sqrt_newton(2,10)"
```

```
==>
```

```
TRUE
```

## ... with a Poor Interface

```
<GndEval> "sqrt_newton(2,10)"
```

```
==>
```

```
1068540411258005424957730996202770251753061700886760050509277558408603486631630762456759957  
1273090520553619648095761832386318805390738103277561823284281325003132706371396517146582357  
5298674176159059086658790668539856665540281158705113265823003418661673043593439606033431706  
5848811644099834766844419981700830794810202537698368653875912603870813970044395397342728487  
2836266393035836131569996145038950033828993710275557723330463738359457597728824912553479002  
6095102838876667217608828542941439658998944011413943276015695324890773234847928444853126350  
6286619985710653992842738259074138782022968445043716237903385989786949083242202720875492996  
848471731623224703430657/755572170772397944964839262527264855516493176616642293489057117342  
8458843215513318834629907352217519115613298261778041814987400645506328996879155313468554933  
4807307896812356752391457302355532256850349032704878494636528771206171730831540313524856910  
3002103080206182315299185952314636972146502157415893978546131789429918177417275181480917118  
9000327511471361082396689939198281075027256702062239088191547897904326798877528246547516113  
4045013900744684813101236320467341695124520420927392325726649079522806244071949139398735419  
7415008629749549798915103833193692424860580372959405221411095017991925804059522093130803467  
583186506109442752416009090650437487476983661568
```



## ... with a Poor Interface

```
<GndEval> "sqrt_newton(2,10)"
```

```
==>
```

```
1068540411258005424957730996202770251753061700886760050509277558408603486631630762456759957  
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6286619985710653992842738259074138782022968445043716237903385989786949083242202720875492996  
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```

# Outline

PVSio

Semantic Attachments

Animation of Specifications

PVSio and PVS

## PVSio

- ▶ An alternative interface to the PVS Ground Evaluator.
- ▶ Implemented as a PVS package (prelude library extension).
- ▶ Safely integrated into the theorem prover.
- ▶ Pre-installed in PVS 5.0.

## More than a Pretty Face

- ▶ A predefined set of PVS functions for input/output operations, side-effects, unbounded-loops, exceptions, string manipulations, and floating point arithmetic
- ▶ A high level interface for extending PVS programming language features.
- ▶ A tool for rapid prototyping.

## M-x pvsio

```
+-----
```

```
| PVSio-4.a
```

```
| ...
```

```
+-----
```

```
<PVSio> println(sqrt_newton(2,10));
```

```
1.4142135
```

## M-x pvsio

```
+-----
```

```
| PVSio-4.a
```

```
| ...
```

```
+-----
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```
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## M-x pvsio

```
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```

```
| ...
```

```
+-----
```

```
<PVSio> println(sqrt_newton(2,10));
```

```
1.4142135
```

## Input Operations

```
<PVSio> let x = read_real in  
          println("sqrt("+x+")="+sqrt_newton(x,10));
```

```
10
```

```
sqrt(10)=3.1622777
```



## Input Operations

```
<PVSio> let x = read_real in  
          println("sqrt("+x+")="+sqrt_newton(x,10));
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## Input Operations

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10
```

```
sqrt(10)=3.1622777
```

## Floating Points and a Random Surprise

```
<PVSio> SQRT(2);
```

```
==>
```

```
1.4142135
```

```
<PVSio> RANDOM = RANDOM;
```

```
==>
```

```
FALSE
```

```
<PVSio> let r=RANDOM in r = r;
```

```
==>
```

```
TRUE
```

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<PVSio> SQRT(2);
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1.4142135
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```
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```

```
==>
```

```
TRUE
```

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```
<PVSio> Sqrt(2);
```

```
==>
```

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1.4142135
```

```
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```
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```

```
==>
```

```
FALSE
```

```
<PVSio> let r=RANDOM in r = r;
```

```
==>
```

```
TRUE
```



## Furthermore

- ▶ String manipulations.
- ▶ Streams and files.
- ▶ Unbounded loops.
- ▶ Exceptions.
- ▶ Local and global variables.
- ▶ Basic parsing and lexing.
- ▶ PVS parsing and typechecking.

## Semantic Attachments

- ▶ A high-level interface to the the PVS Common Lisp machine.
- ▶ A user-friendly mechanism for extending the ground evaluator.
- ▶ **Lisp functions** attached to **uninterpreted PVS functions**.

## User-defined Attachments

▶ How:

```
(defattach theory.name
  doc-string
  body)
```

▶ Where: `pvs-attachments` or `<user>/.pvs-attachments`.

▶ Example:

```
;; File: pvs-attachments
(defattach my_cosh.cosh (x)
  "Hyperbolic cosine of X"
  (cosh x))
```

## Animation of Specifications

```
maxl_ax : THEORY
BEGIN
  IMPORTING list[real]

  maxl : [list->real]

  l : VAR list
  x : VAR real

  Maxl : AXIOM
    member(x,l) implies
      x <= maxl(l)
END maxl_ax
```

```
maxl_th : THEORY
BEGIN
  IMPORTING list[real]

  maxl(l:list) : RECURSIVE real =
    cases l of
      null : 0,
      cons(a,r) : max(a,maxl(r))
    endcases
  MEASURE l by <<
END maxl_th
```

## PVSio Bells and Whistles

```
test : THEORY
BEGIN

    IMPORTING max1_th,
              max1_ax{{ max1 := max1 }}
END test
```

## PVSio Bells and Whistles

```
test : THEORY
BEGIN

  IMPORTING maxl_th,
            maxl_ax{{ maxl := maxl }}

  main : void =
    println("Testing the function maxl") &
    let s = query_line("Enter a list of real numbers:") in
    let l = str2pvs[list[real]](s) in
    let m = maxl(l) in
      println("The max of "+s+" is "+m)
END test
```

## Test It

```
<PVSio> main;
```

```
Testing the function max1
```

```
Enter a list of real numbers:
```

```
(: -1, -2, 5, 3, 2 :)
```

```
The max of (: -1, -2, 5, 3, 2 :) is 5
```

```
<PVSio> main;
```

```
Testing the function max1
```

```
Enter a list of real numbers:
```

```
(: -1, -2, -3, -4 :)
```

```
The max of (: -1, -2, -3, -4 :) is 0
```

## Test It

```
<PVSio> main;
```

```
Testing the function max1
```

```
Enter a list of real numbers:
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(: -1, -2, 5, 3, 2 :)
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The max of (: -1, -2, -3, -4 :) is 0
```



## Test It

```
<PVSio> main;  
Testing the function maxl  
Enter a list of real numbers:  
(: -1, -2, 5, 3, 2 :)  
The max of (: -1, -2, 5, 3, 2 :) is 5
```

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<PVSio> main;  
Testing the function maxl  
Enter a list of real numbers:  
(: -1, -2, -3, -4 :)  
The max of (: -1, -2, -3, -4 :) is 0
```

## Test It

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(: -1, -2, -3, -4 :)  
The max of (: -1, -2, -3, -4 :) is 0
```

## Test It

```
<PVSio> main;  
Testing the function maxl  
Enter a list of real numbers:  
(: -1, -2, 5, 3, 2 :)  
The max of (: -1, -2, 5, 3, 2 :) is 5
```

```
<PVSio> main;  
Testing the function maxl  
Enter a list of real numbers:  
(: -1, -2, -3, -4 :)  
The max of (: -1, -2, -3, -4 :) is 0
```

## For the Emacs-Allergic: PVSio Applications

```
$ pvsio test:main
Testing the function maxl
Enter a list of real numbers:
(: 5, 4 ,3 ,2 :)
The max of (: 5, 4 ,3 ,2 :) is 5
```

## PVSio and PVS

- ▶ PVSio safely enables the ground evaluator in the theorem prover.
- ▶ Ground expressions are translated into Lisp and evaluated in the PVS Lisp engine.
- ▶ The theorem prover **only trusts** the Lisp code automatically generated from PVS functional specifications.
- ▶ Semantic attachments are **always** considered harmful for the theorem prover.

## The Strategy `eval-formula`

Evaluation of ground expressions via the ground evaluator:

```
|-----  
{1}  2 < sqrt_newton(2, 10) * sqrt_newton(2, 10)
```

Rule? (`eval-formula 1`)

Q.E.D.

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Evaluation of ground expressions via the ground evaluator:

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|-----  
{1}  2 < sqrt_newton(2, 10) * sqrt_newton(2, 10)
```

Rule? (`eval-formula` 1)

Q.E.D.



## Fast and Sound

Well, as Sound as the Lisp Engine

```
|-----  
{1}  RANDOM /= RANDOM  
Rule? (eval-formula 1)
```

Function `stdmath.RANDOM` is defined as a semantic attachment.  
It cannot be evaluated in a formal proof.

No change on: `(eval-formula 1)`

## References

- ▶ PVSio:  
<http://shemesh.larc.nasa.gov/people/cam/PVSio>.
- ▶ Rapid prototyping in PVS, Csar Muoz, NASA Contract Report, <http://hdl.handle.net/2060/20040046914>.
- ▶ Efficiently Executing PVS, N. Shankar, SRI Technical Report.
- ▶ Evaluating, Testing, and Animating PVS Specifications Judy Crow, Sam Owre, John Rushby, N. Shankar, and Dave Stringer-Calvert, SRI Technical Report, <http://www.cs1.sri.com/users/rushby/abstracts/attachments>.