

Lightweight Verification For Computational Science Models

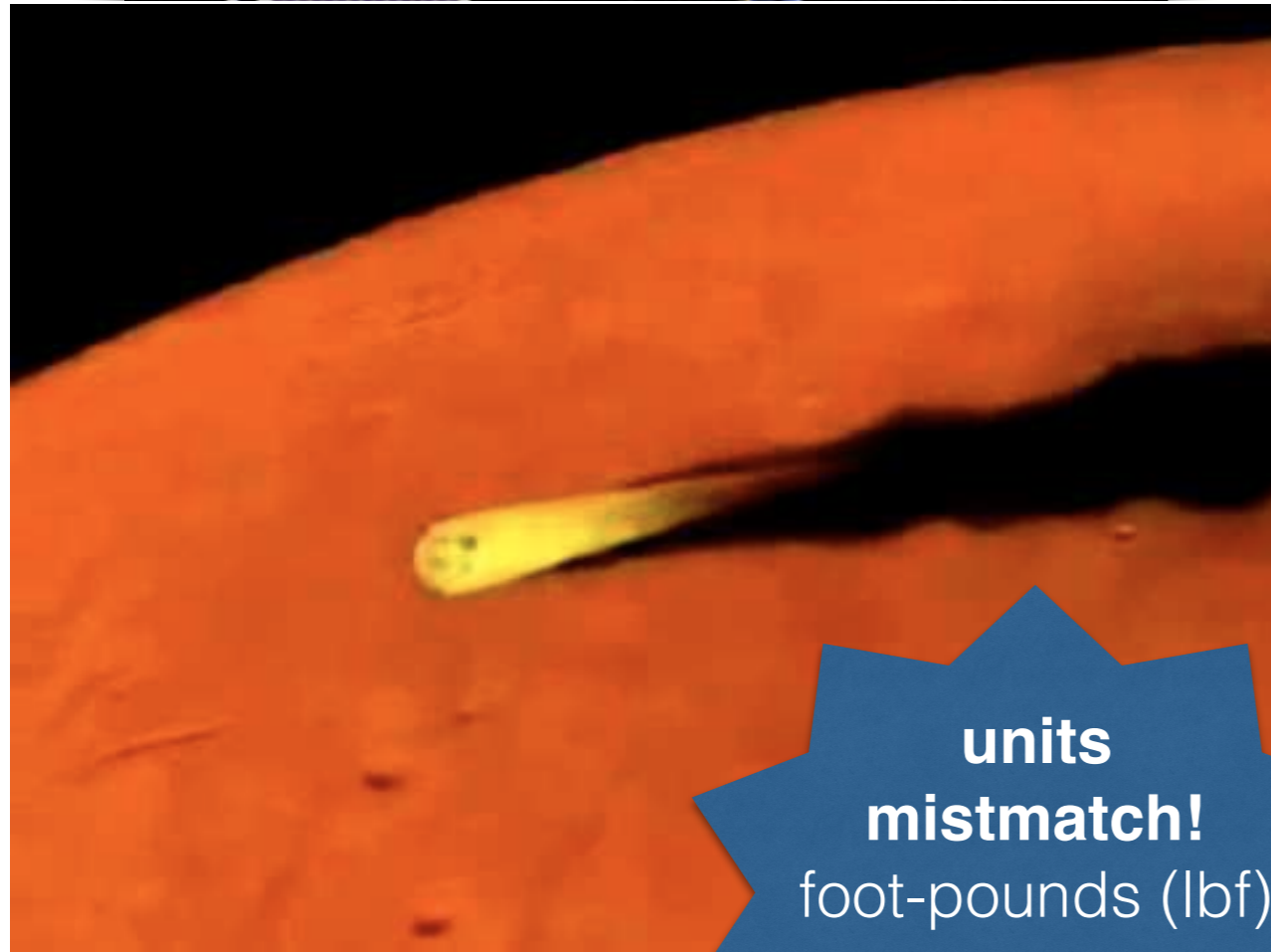
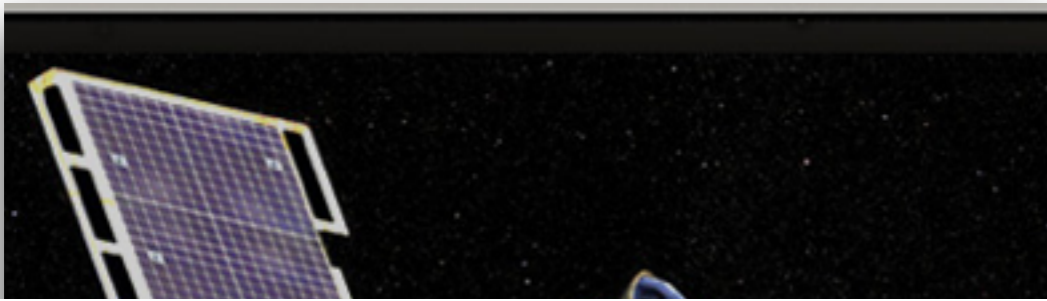
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Joint work with colleagues at the University of Cambridge:
Mistral Contrastin, Matthew Danish, Andrew Rice

University of
Kent



*Cam*Fort



**units
mismatch!**
foot-pounds (lbf)
vs.
Newtons (N)

NASA/JPL/Corby Waste



**indexing
error!***
minus sign flipped
in array access

average bug-rate in industry software is 15-50 errors per 1000 lines**

* Z. Merali, Computational science: Error, why scientific programming does not compute, 2010

** S. McConnell, *Code complete*, O'Reilly Media, Inc., 2004.

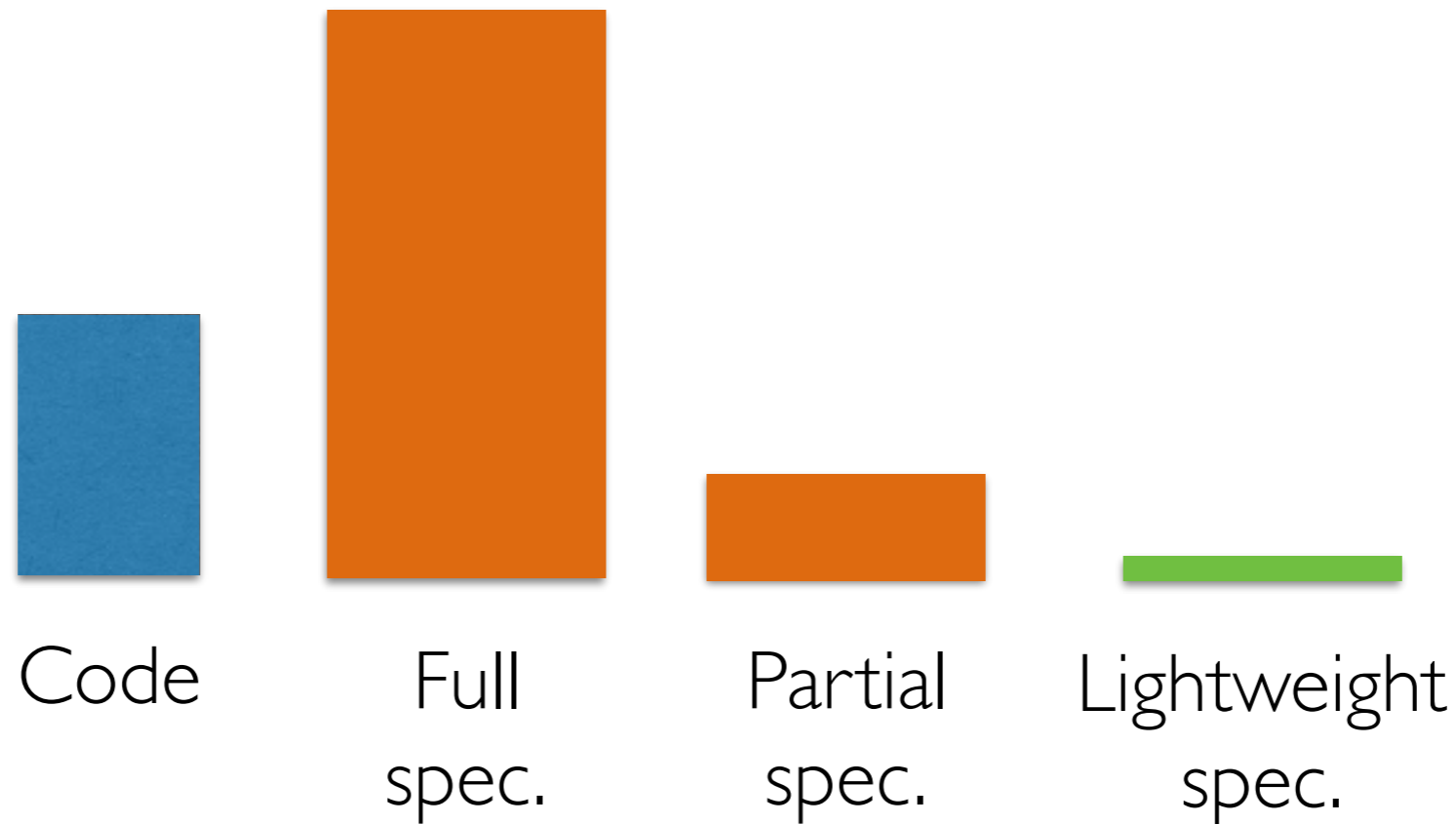
How to ensure correctness?

- Testing
 - ▶ Unit testing
 - ▶ Integration testing
 - ▶ Combine with code-coverage checkers
 - ▶ Requires significant effort
- Formal verification
 - ▶ Bug finding tools (e.g. Clang analyser for C clang-analyzer.lvm.org)
 - ▶ Specification-based systems

Specification-based approaches to verification

- User specifies some aspect of the program
- A verification tool checks conformance
- **built into a language e.g. type systems**
 - ▶ Specify the broad range values that should be input and output
e.g. `integer :: x; character :: y; x = x / y`
- **additional specification language**
 - ▶ e.g. ACSL behaviour specs. for C (<https://frama-c.com/acsl.html>)
relationship between input/outputs, ranges of values, and more

Specification-based approaches to verification



Time consuming
Specification completeness?

How to chose
which parts?

Focussed on one
aspect

CamFort

<https://github.com/camfort/camfort/wiki>

- Lightweight specification / verification of numerical Fortran
 - ▶ units-of-measure typing
 - ▶ stencil specifications (shape of array access)
- Specifications are comments
- Some specifications can be auto-generated for legacy code

Dimensional analysis

(“Great Principle of Similitude”, Isaac Newton, 1686)

x is a length (dimension)

x is in metres (unit of measure)

$$\text{unit}(x * y) = (\text{unit } x) * (\text{unit } y)$$

$$\text{unit}(x / y) = (\text{unit } x) / (\text{unit } y)$$

$$\text{unit}(x + y) = \text{unit } x = \text{unit } y$$

$$\text{unit}(x - y) = \text{unit } x = \text{unit } y$$

$$\text{unit}(x^R) = \text{unit}(x)^R$$



photo from Andrew Kennedy's website

<http://research.microsoft.com/en-us/um/people/akenn/units/>

Example: units-of-measure specifications

```
1  program energy
2      real :: mass = 3.00, gravity = 9.91, height = 4.20
3      real :: potential_energy
4
5      potential_energy = mass * gravity * height
6  end program energy
```

Suggest

```
$ camfort units-suggest energy1.f90
energy1.f90:
(2:22)  mass
(2:51)  height
(3:11)  potential_energy
```

Example: units-of-measure specifications

```
1  program energy
2      != unit kg :: mass
3      != unit m  :: height
4      real :: mass = 3.00, gravity = 9.91, height = 4.20
5      != unit kg m**2/s**2 :: potential_energy
6      real :: potential_energy
7
8      potential_energy = mass * gravity * height
9  end program energy
```

Check

```
$ camfort units-check energy1.f90
```

```
energy1.f90: Consistent. 4 variables checked.
```

Example: units-of-measure specifications

```
1  program energy
2      != unit kg :: mass
3      != unit m  :: height
4      real :: mass = 3.00, gravity = 9.91, height = 4.20
5      != unit kg m**2/s**2 :: potential_energy
6      real :: potential_energy
7
8      potential_energy = mass * gravity * height
9  end program energy
```

Synthesise

```
$ camfort units-synth energy1.f90 energy1.f90
```

```
Synthesising units for energy1.f90
```

Example: units-of-measure specifications

```
1  program energy
2      != unit kg :: mass
3      != unit m  :: height
4      != unit m/s**2  :: gravity
5      real :: mass = 3.00, gravity = 9.91, height = 4.20
6      != unit kg m**2/s**2 :: potential_energy
7      real :: potential_energy
8
9      potential_energy = mass * gravity * height
10 end program energy
```

Synthesise

```
$ camfort units-synth energy1.f90 energy1.f90
```

```
Synthesising units for energy1.f90
```

```
$ camfort units-check energy2.f90
```

```
energy2.f90 : Inconsistent:
```

```
- at 17:38 'kinetic_energy' should be '(kg m**2.0) / s**2.0'  
  instead 'kinetic_energy' is '1 kg (m / s)'
```

```
4      != unit m/s**2 :: gravity  
5      real :: mass = 3.00, gravity = 9.91, height = 4.20  
6      != unit kg m**2/s**2 :: potential_energy  
7      real :: potential_energy  
8      real :: kinetic_energy, total_energy  
9  
10     != unit 1 :: half ← “Unitless” coefficients  
11     != unit m/s :: velocity  
12     real :: half = 0.5, velocity = 4.00  
13                                     BUG! should be velocity**2  
14     potential_energy = mass * gravity * height  
15     kinetic_energy = half * mass * velocity ←  
16  
17     total_energy = potential_energy + kinetic_energy  
18 end program energy
```

Unit aliases

```
!= unit :: joule = kg m**2 / s**2
!= unit joule :: potential_energy
real :: potential_energy
```

Polymorphism

```
1 real function inch_to_cm(inch)
2   real, intent(in) :: inch
3
4   inch_to_cm = inch * 2.54;
5 end function inch_to_cm
```

Monomorphic

```
!= unit in :: inch
!= unit cm :: inch_to_cm
```

$\text{inch_to_cm} : \text{in} \rightarrow \text{cm}$

```
1 integer function absolute(x)
2   integer, intent(in) :: x
3
4   if (x >= 0) then
5     absolute = x
6   else
7     absolute = 0 - x
8   end if
9 end function absolute
```

Polymorphic

```
!= unit 'u :: x
!= unit 'u :: absolute
```

$\text{absolute} : \forall u . u \rightarrow u$

Check

Does it do what I think it does?

Infer

What does it do?

Synthesise

Capture what it does for documentation & future-proofing

Suggest

Where should I add a specification to get the most information?

Units-of-measure in other languages

- **F#** - built-in
- **Python** - Pint <http://pint.readthedocs.io>
- **C** - Osprey (not sure if available yet)

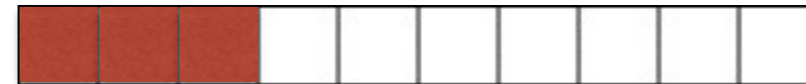
Example: stencil specifications

```
! Discretisation for heat equation  
do i=2, n-1  
  u(i) = r1*v(i-1) + r2*v(i) + r1*v(i+1)  
end do
```

u



v



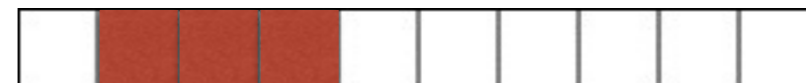
Example: stencil specifications

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    u(i) = r1*v(i-1) + r2*v(i) + r1*v(i+1)  
end do
```

u



v



Example: stencil specifications

```
! Discretisation for heat equation  
do i=2, n-1  
  u(i) = r1*v(i-1) + r2*v(i) + r1*v(i+1)  
end do
```

u



v



Example: stencil specifications

```
! Discretisation for heat equation  
do i=2, n-1  
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end do
```

u



v



Example: stencil specifications

```
! Discretisation for heat equation  
do i=2, n-1  
  u(i) = r1*v(i-1) + r2*v(i) + r1*v(i+1)  
end do
```

u



v



Example: stencil specifications

```
! Discretisation for heat equation  
do i=2, n-1  
  u(i) = r1*v(i-1) + r2*v(i) + r1*v(i+1)  
end do
```

u



v



Example: stencil specifications

```
! Discretisation for heat equation  
do i=2, n-1  
  u(i) = r1*v(i-1) + r2*v(i) + r1*v(i+1)  
end do
```

u



v



Example: stencil specifications

```
! Discretisation for heat equation  
do i=2, n-1  
    u(i) = r1*v(i-1) + r2*v(i) + r1*v(i+1)  
end do
```

u



v



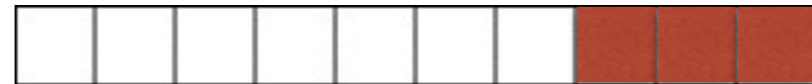
Example: stencil specifications

```
! Discretisation for heat equation  
do i=2, n-1  
    u(i) = r1*v(i-1) + r2*v(i) + r1*v(i+1)  
end do
```

u



v



```
$ camfort stencils-infer heat.f90
```

```
Inferring stencil specifications for heat.f90
```

```
heat.f90
```

```
(9:6)-(9:43) stencil readOnce, (centered(depth=1, dim=1)) :: v
```

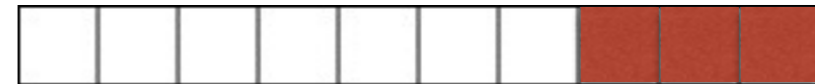
Example: stencil specifications

```
! Discretisation for heat equation  
do i=2, n-1  
  ! = stencil readOnce, centered(dim=1, depth=1) :: v  
  u(i) = r1*v(i-1) + r2*v(i) + r1*v(i+1)  
end do
```

u



v



```
$ camfort stencils-synth heat.f90
```

```
Synthesising stencil specifications for heat.f90
```

```
heat.f90
```

```
(9:6)-(9:43) stencil readOnce, (centered(depth=1, dim=1)) :: v
```

Two potential mistakes

```
8  do i=2, n-1
9      != stencil readOnce, centered(dim=1, depth=1) :: v
10     u(i) = r1*v(i-1) + r2*v(i) + r1*v(i+1) + r1*v(i+1)
11 end do
```

Illegal repetition of access pattern

```
8  do i=2, n-1
9      != stencil readOnce, centered(dim=1, depth=1) :: v
10     u(i) = r1*v(i-1) + r2*v(i) + r1*v(i+2)
11 end do
```

Out of bounds stencil access/
Does not conform with the shape.

More advanced specifications

- There are other primitive regions: `pointwise`, `forward`, and `backward`
- Two operators for composition: `+`, `*`
- Specifications acting on multiple dimensions

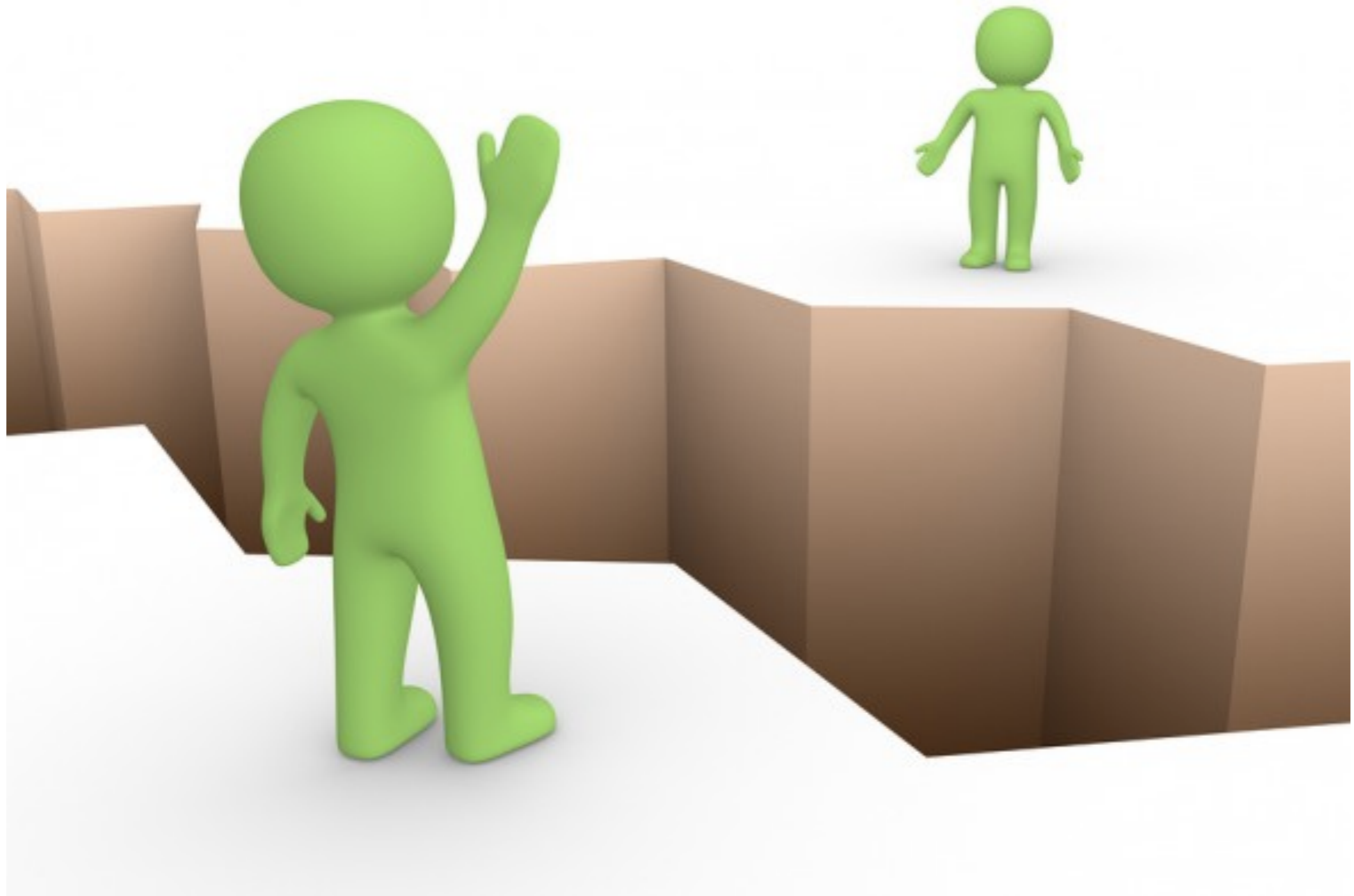
From a Navier-Stokes fluid simulation

```
1  du2dx = ((u(i,j)+u(i+1,j))*(u(i,j)+u(i+1,j))+      &
2  gamma*abs(u(i,j)+u(i+1,j))*(u(i,j)-u(i+1,j)))-      &
3  (u(i-1,j)+u(i,j))*(u(i-1,j)+u(i,j))-              &
4  gamma*abs(u(i-1,j)+u(i,j))*(u(i-1,j)-u(i,j)))      &
5  /(4.0*delx)
6
7  duvdy = ((v(i,j)+v(i+1,j))*(u(i,j)+u(i,j+1))+      &
8  gamma*abs(v(i,j)+v(i+1,j))*(u(i,j)-u(i,j+1)))-      &
9  (v(i,j-1)+v(i+1,j-1))*(u(i,j-1)+u(i,j))-          &
10 gamma*abs(v(i,j-1)+v(i+1,j-1))*(u(i,j-1)-         &
11 u(i,j))) / (4.0*dely)
12
13 laplu = (u(i+1,j)-2.0*u(i,j)+u(i-1,j))/delx/delx+  &
14 (u(i,j+1)-2.0*u(i,j)+u(i,j-1))/dely/dely
15
16 f(i,j) = u(i,j)+del_t*(laplu/Re-du2dx-duvdy)
```

```
!= stencil :: (centered(depth=1, dim=1) * pointwise(dim=2))
              + (centered(depth=1, dim=2) * pointwise(dim=1)) :: u
```

```
!= stencil :: forward(depth=1, dim=1) * backward(depth=1,dim=2) :: v
```

natural & physical sciences



computer science

Let's bridge the chasm!

Future plans

- Test generation from properties
- Dependency specifications

Conclusions

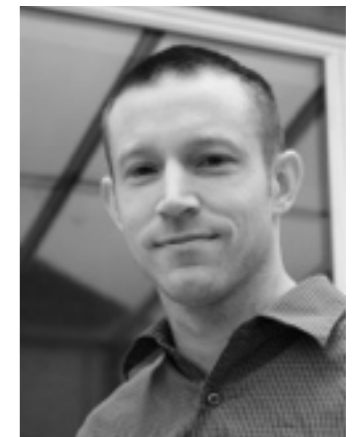
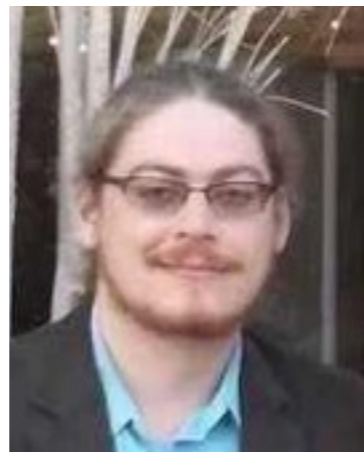
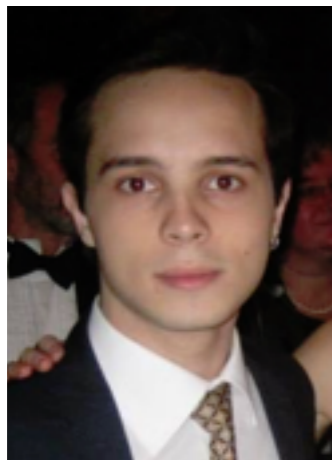
- Correctness is very important
- Testing is good; automated verification better (reduce effort)
- Various tools for different languages
- More interaction needed between CS and sciences to build more effective tools e.g. CamFort

Follow CamFort updates

<http://github.com/camfort/camfort>

@camfort_tool

Thank you!



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Matthew Danish

Dominic Orchard

Andrew Rice

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