



Formal proofs of numerical programs

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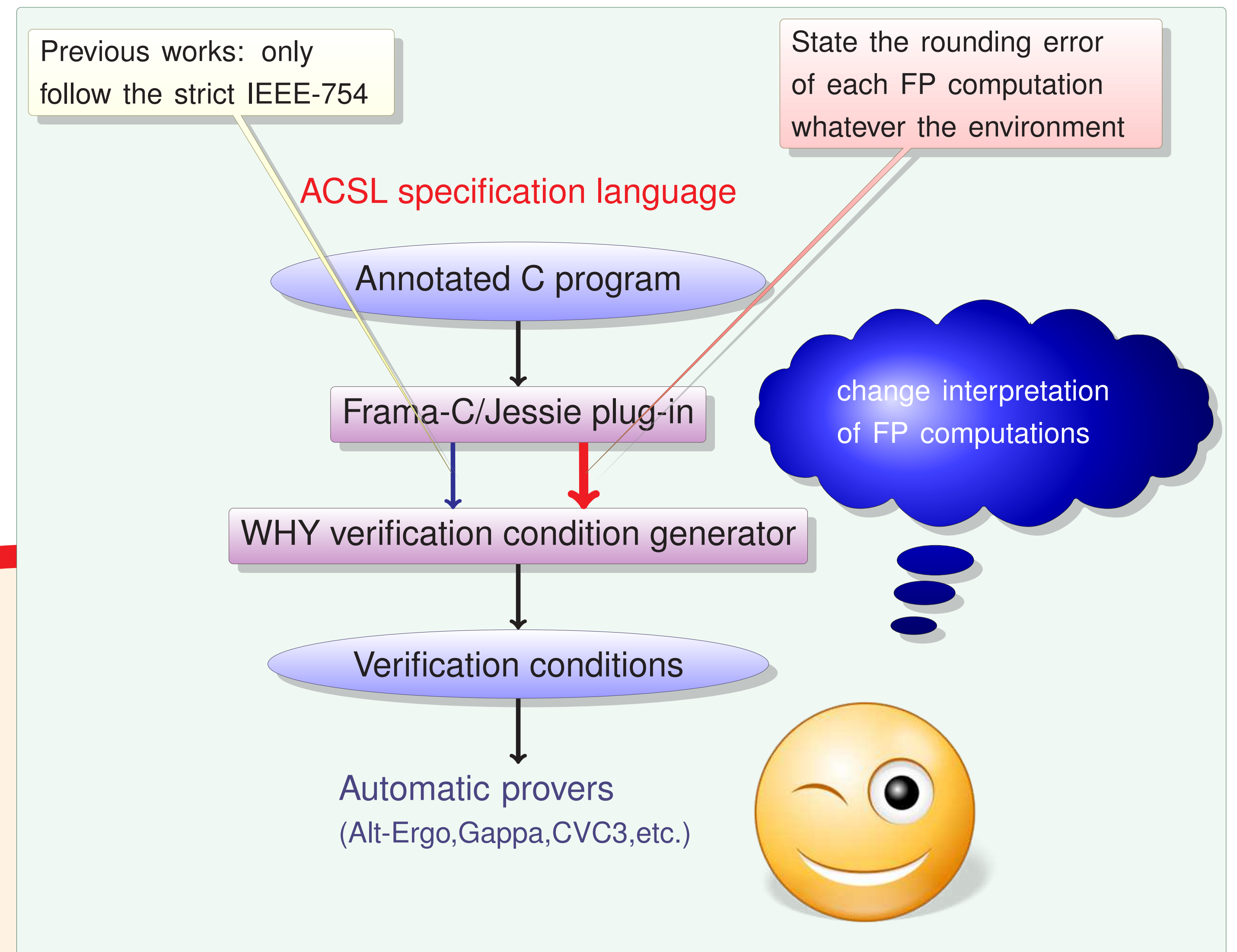
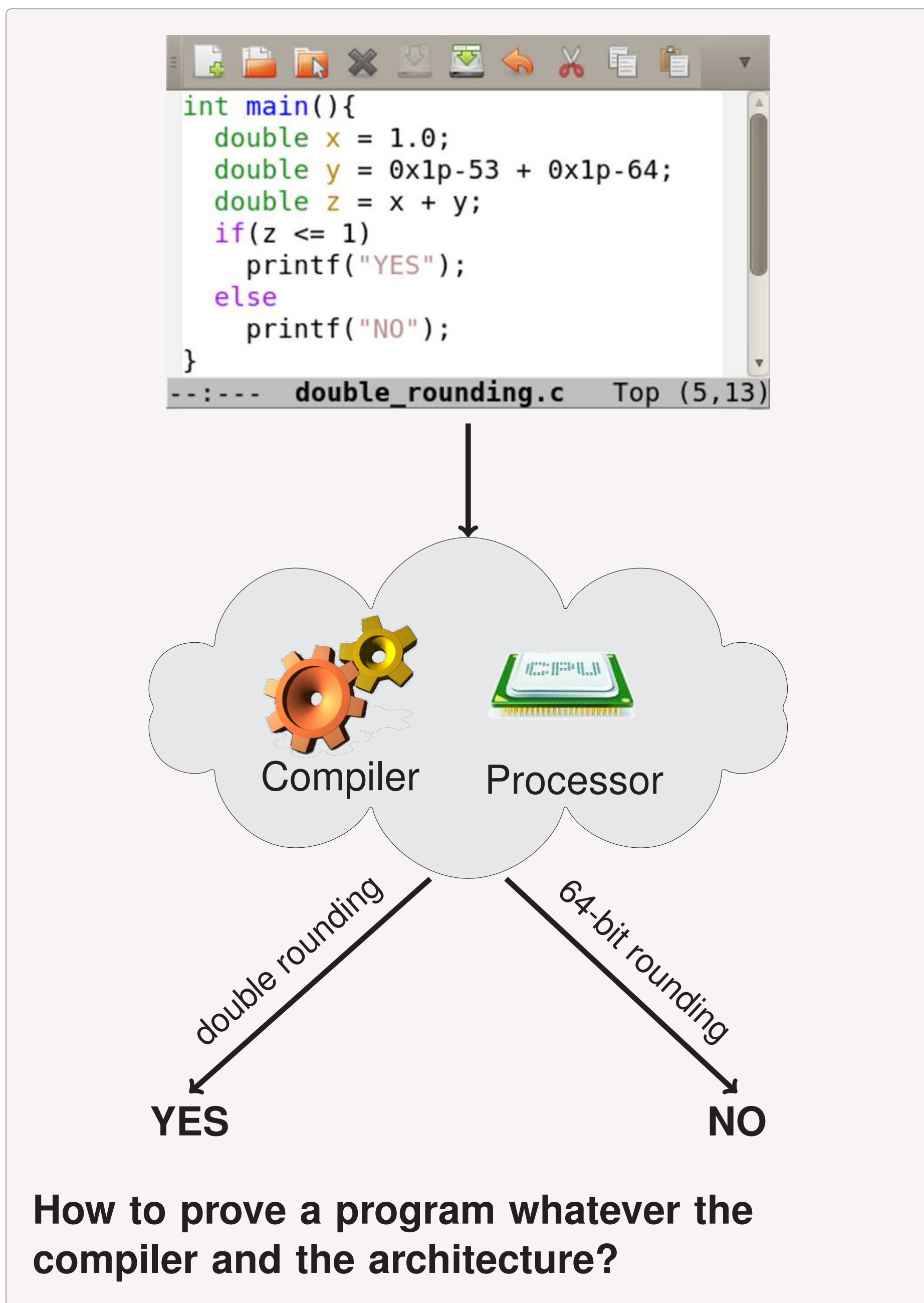
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FORMAL PROOFS OF NUMERICAL PROGRAMS



Theorem

Let $\varepsilon' = 2051 \cdot 2^{-60}$ and $\varepsilon = 2050 \times 2^{-64}$. Let $\eta' = 2049 \times 2^{-1082}$ and $\eta = 2049 \times 2^{-1086}$. If we define each operation result as any real such that

$$\begin{aligned}
 |x \oplus y - (x + y)| &\leq \varepsilon' \cdot (|x| + |y|) + \eta' \\
 |x \ominus y - (x - y)| &\leq \varepsilon' \cdot (|x| + |y|) + \eta' \\
 |x \otimes y - (x * y)| &\leq \varepsilon \cdot |x * y| + \eta \\
 |x \oslash y - (x / y)| &\leq \varepsilon \cdot |x / y| + \eta
 \end{aligned}$$

and if we are able to deduce a property (such as a rounding error), then this property holds whatever the architecture and the compiler optimizations among commutativity, addition/subtraction associativity (for less than 16 additions), use of FMA, use of extended registers, expression factorization and unfactorization.

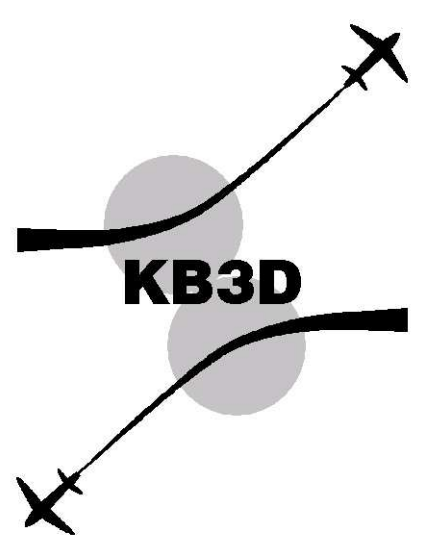
```

File Edit Options Buffers Tools C Help
Logic integer l_sign(real x) = (x >= 0.0) ? 1 :-1;
/* requires e1<= x-\exact(x) <= e2;
@ ensures \abs(\result) <= 1 &&
@ (\result != 0 ==> \result == l_sign(\exact(x)));
*/
int sign(double x, double e1, double e2) {
if (x > e2) return 1;
if (x < e1) return -1;
return 0;
}

/* requires
@ sx == \exact(sx) && sy == \exact(sy) &&
@ vx == \exact(vx) && vy == \exact(vy) &&
@ \abs(sx) <= 100.0 && \abs(sy) <= 100.0 &&
@ \abs(vx) <= 1.0 && \abs(vy) <= 1.0;
@ ensures
@ \result != 0
==> \result == l_sign(\exact(sx)*\exact(vx) + \exact(sy)*\exact(vy))
@ * l_sign(\exact(sx)*\exact(vy) - \exact(sy)*\exact(vx));
*/
int eps_line(double sx, double sy, double vx, double vy) {
int s1=sign(sx*vx+sy*vy, -0x1.aap-42, 0x1.aap-42);
int s2=sign(sx*vy-sy*vx, -0x1.aap-42, 0x1.aap-42);
return s1*s2;
}
    
```

Proof obligations	Alt-Ergo	CVC3	Gappa	Statistics
Function eps_line	0.91	2.2 (SS)	0.13.0	1/1
Default behavior	✓	✓	✓	
1. precondition	✓	✓	✓	
Function eps_line	13/13			
Safety	✓	✓	✓	
1. check FP overflow	✓	✓	✓	
2. check FP overflow	✓	✓	✓	
3. check FP overflow	✓	✓	✓	
4. check FP overflow	✓	✓	✓	
5. check FP overflow	✓	✓	✓	
6. precondition for user	✓	✓	✓	
7. precondition for user	✓	✓	✓	
8. check FP overflow	✓	✓	✓	
9. check FP overflow	✓	✓	✓	
10. check FP overflow	✓	✓	✓	
11. check FP overflow	✓	✓	✓	
12. check FP overflow	✓	✓	✓	
13. precondition for use	✓	✓	✓	
Function sign	6/6			
Default behavior	✓	✓	✓	
1. precondition	✓	✓	✓	
2. precondition	✓	✓	✓	
3. precondition	✓	✓	✓	
4. precondition	✓	✓	✓	
5. precondition	✓	✓	✓	
6. precondition	✓	✓	✓	

Case study
Part of KB3D NASA
<http://research.nianet.org/fm-at-nia/KB3D/>



Future work

- Look into multiplication/division reordering
- Look into assembly
- know the order of the operations
- know the precision used for each operation
- know if the architecture supports FMA or not