

On Automatically Proving the Correctness of `math.h` Implementations*

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KAIST

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Microsoft Research

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Stanford

*Presented at [PLDI'16] and [POPL'18].

FPTalks 2020

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mathematical
specification f

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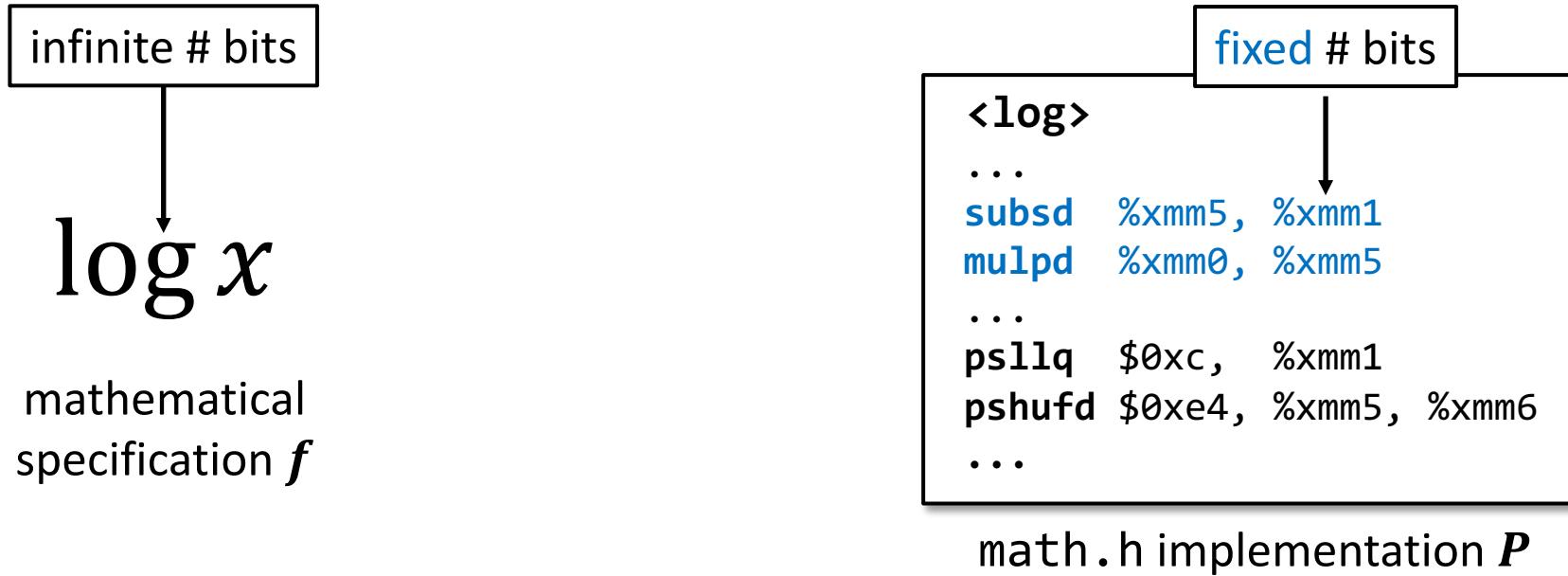
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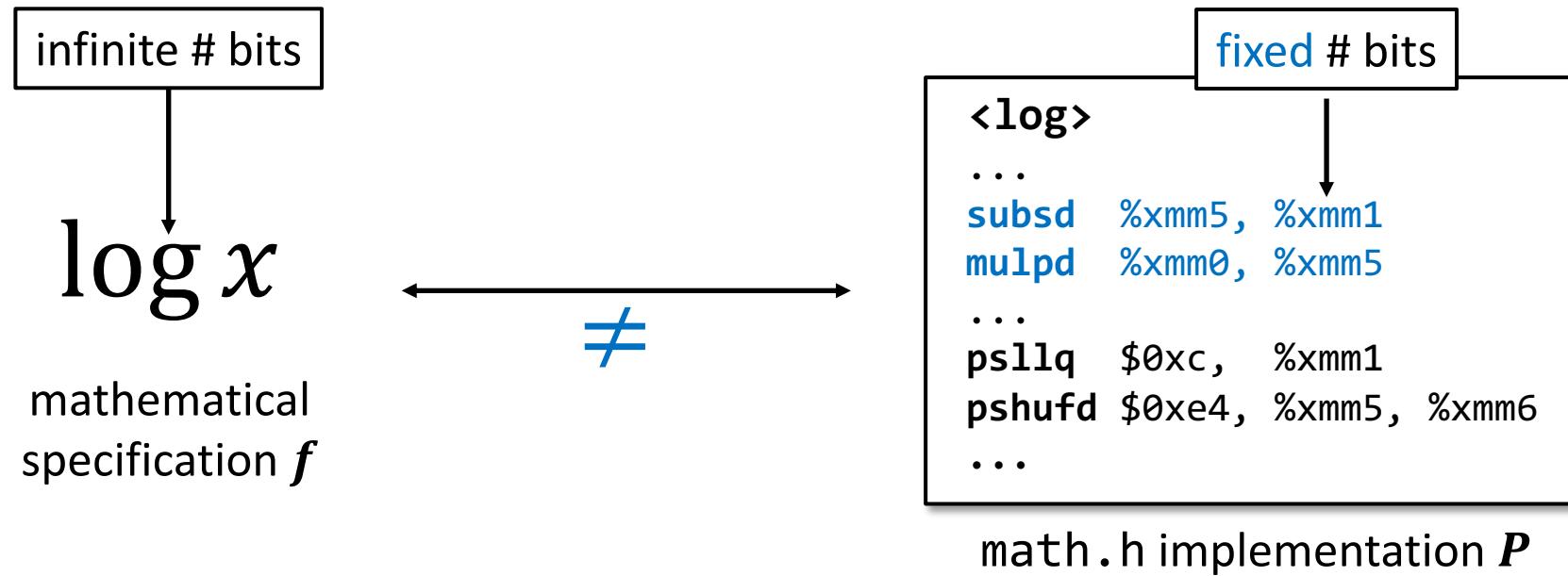
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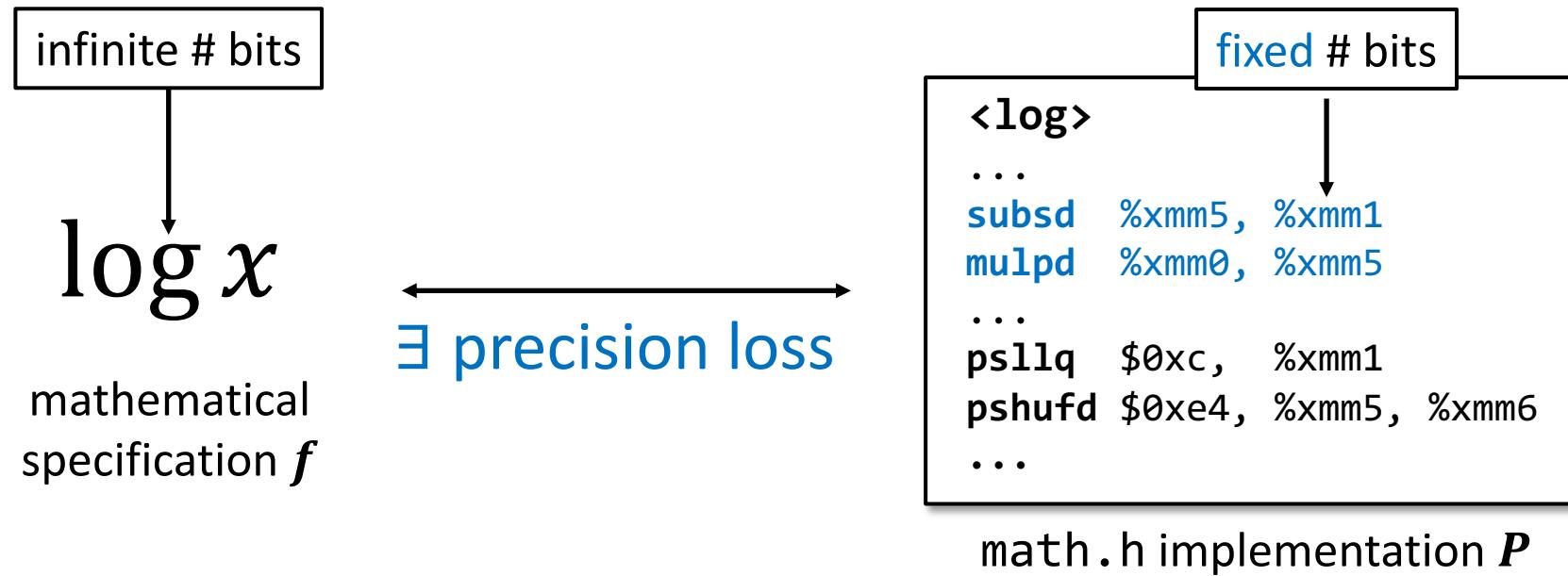
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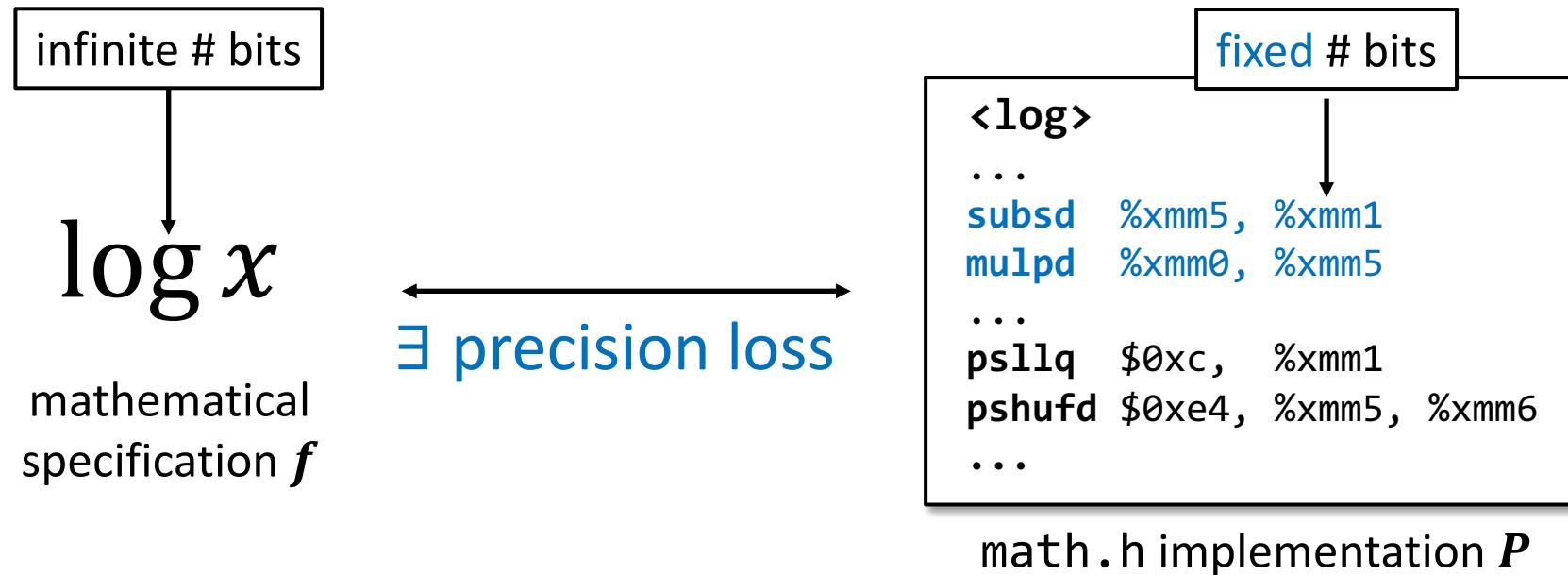
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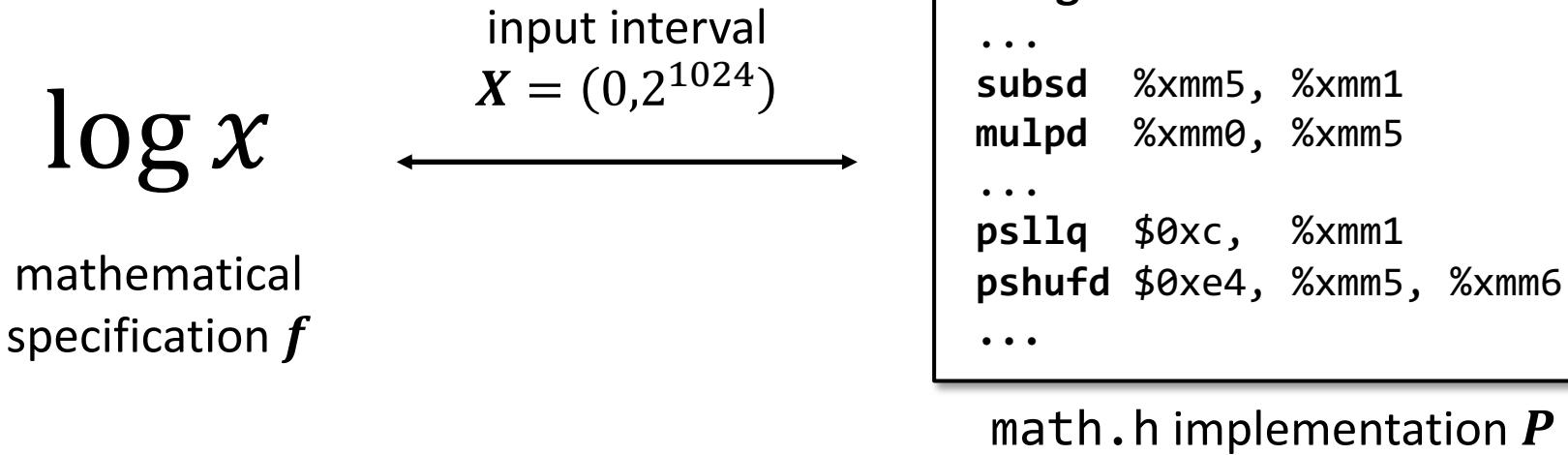
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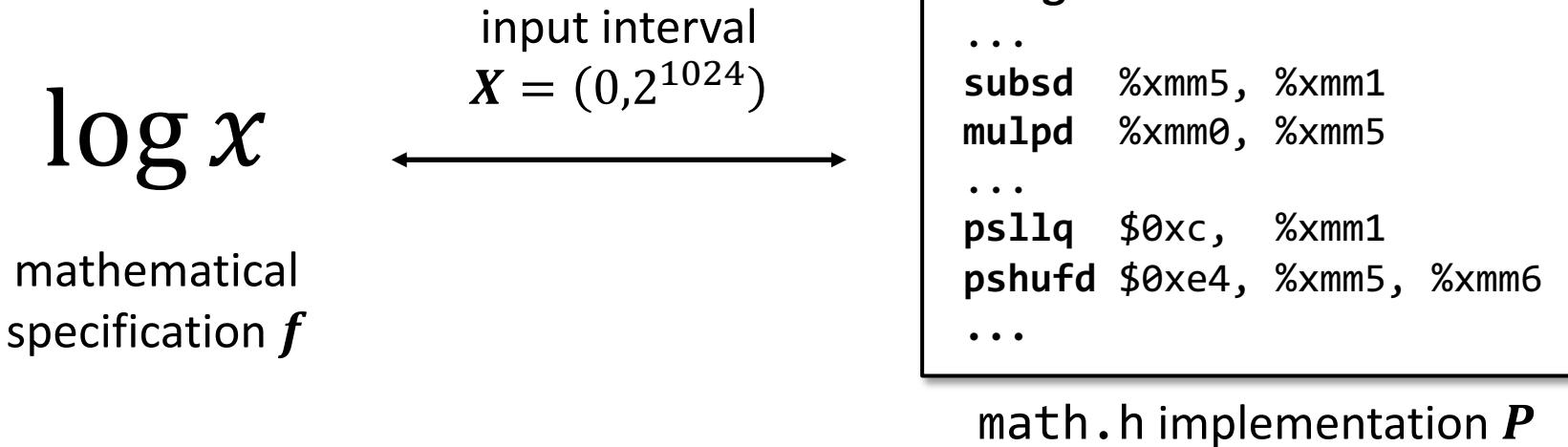
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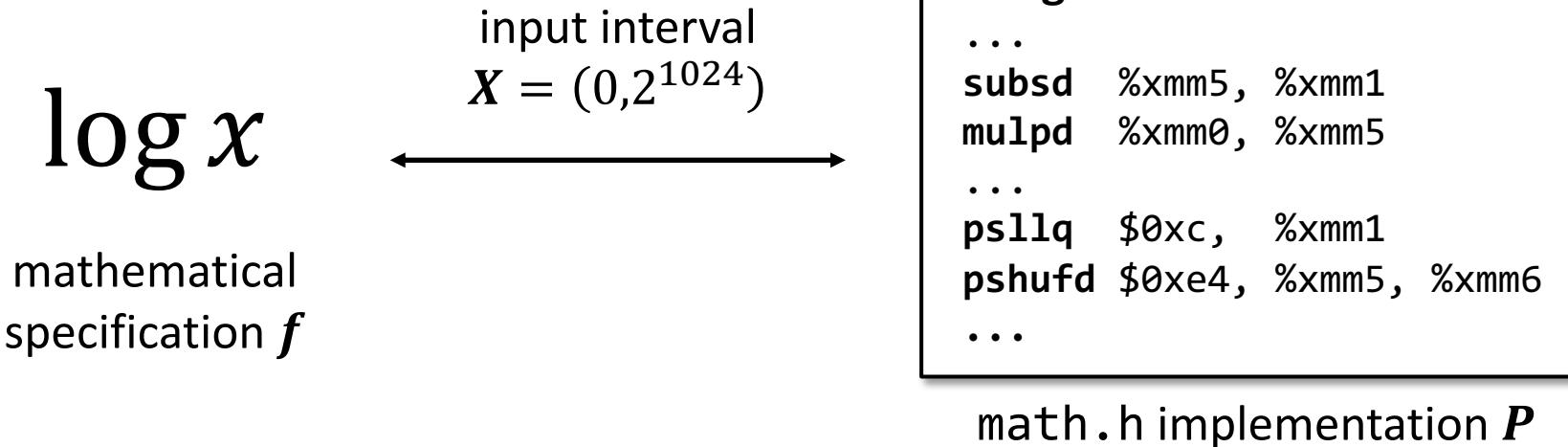
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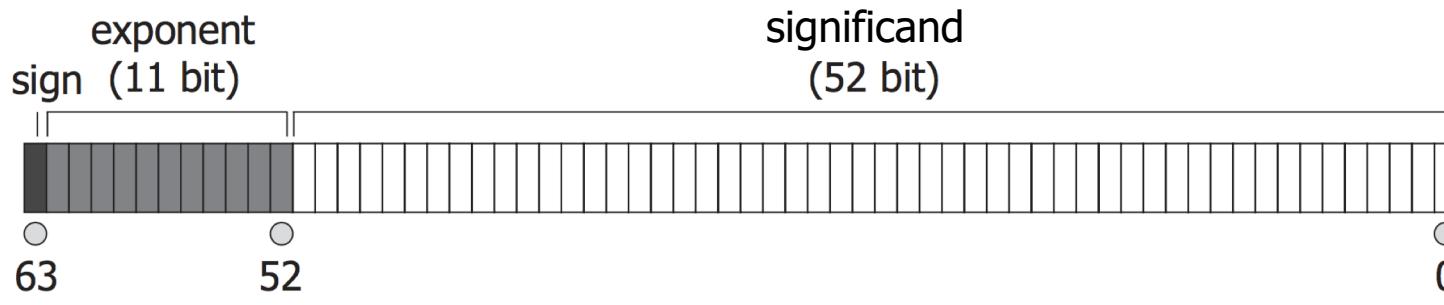
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- (1) P mixes floating-point and bit-level operations.

Challenge 1: Bit-Level Operations

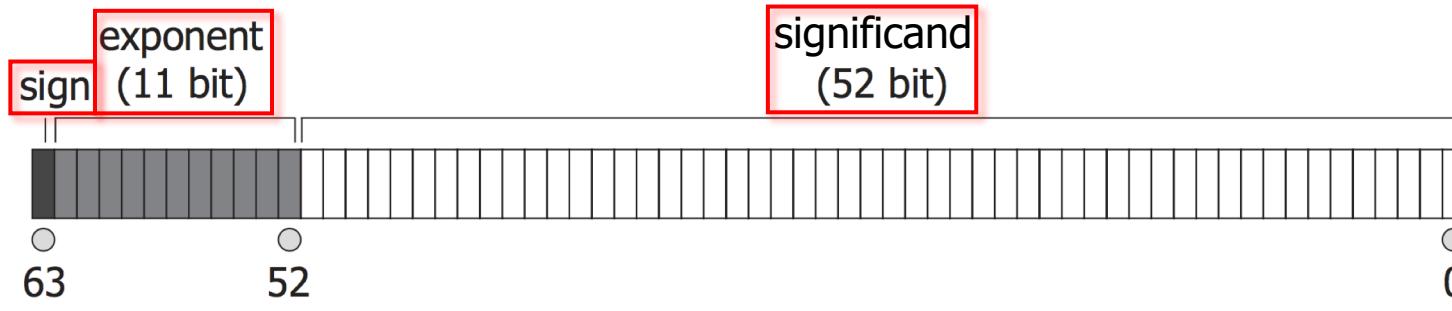
- Floating-point numbers (64-bit double-precision).



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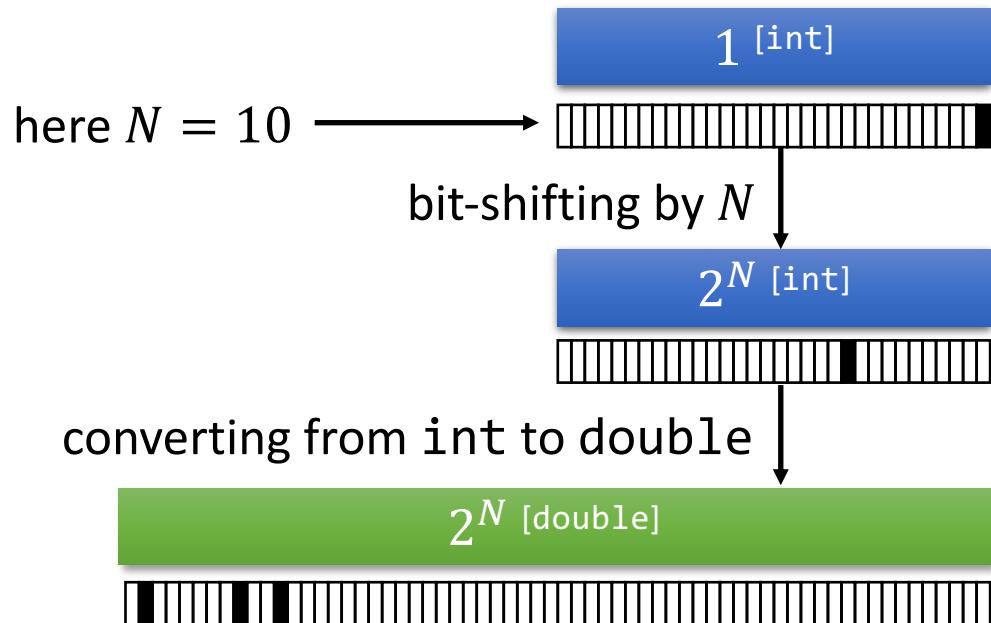
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- Example: Given N (in `int`), compute 2^N (in `double`).

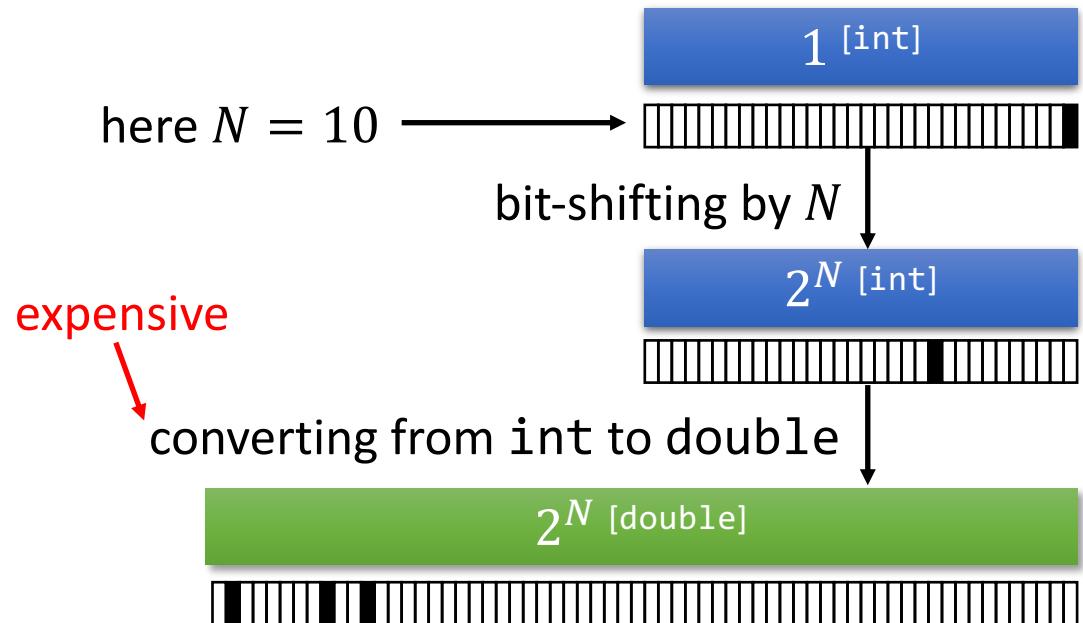
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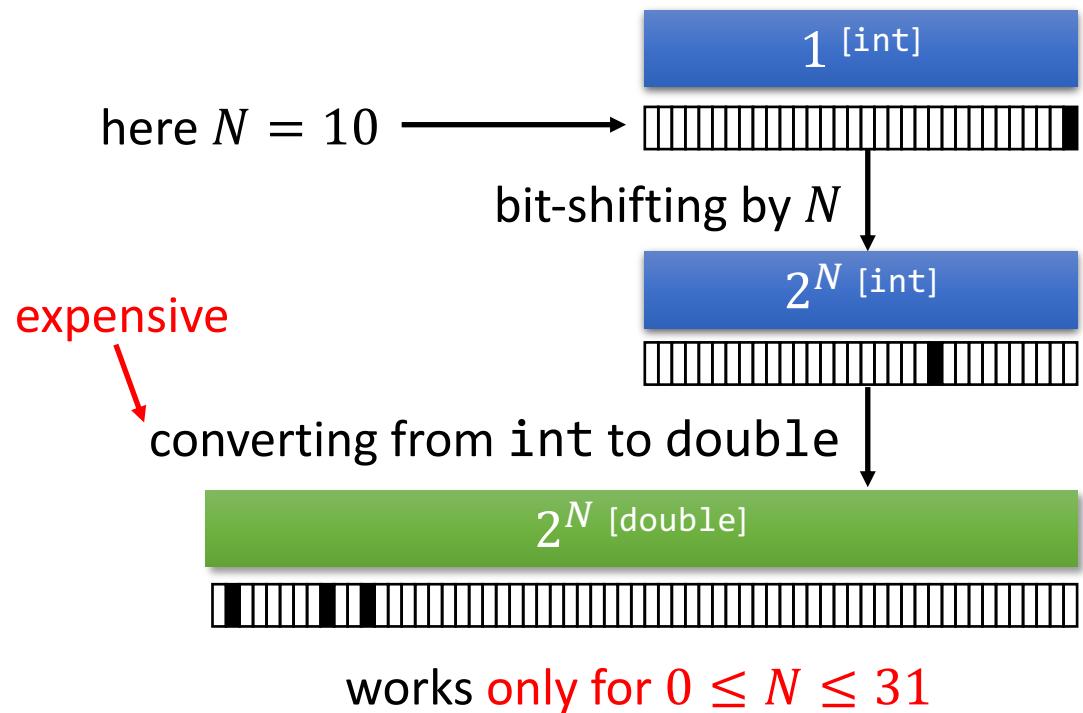
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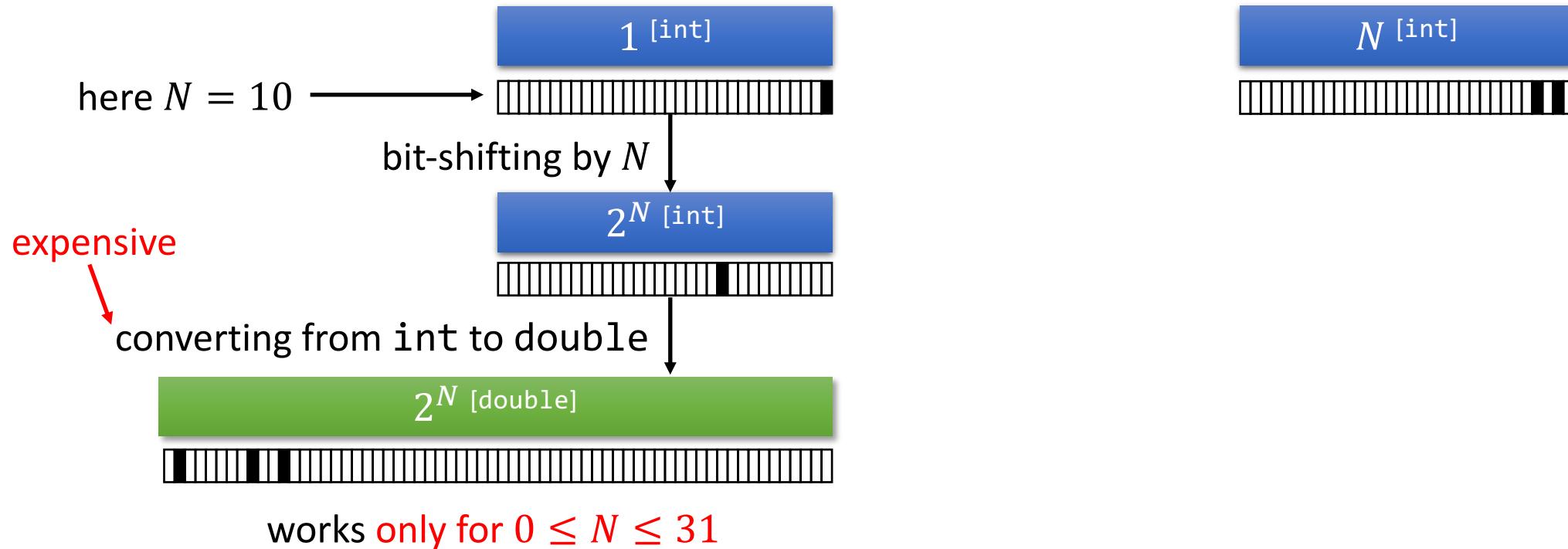
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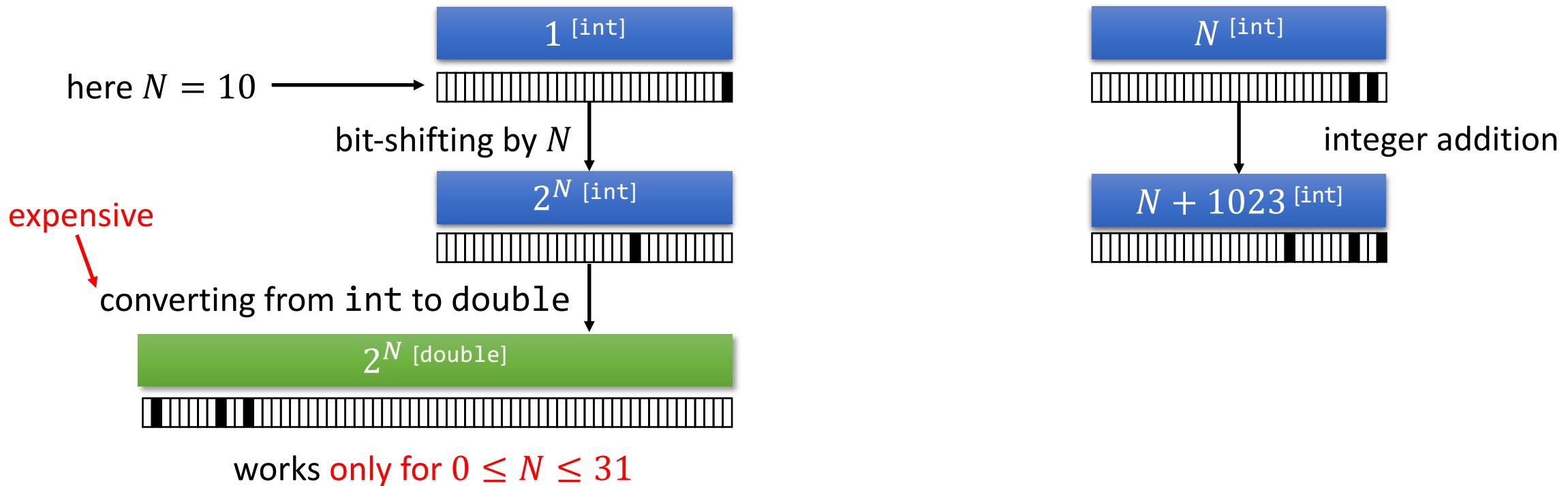
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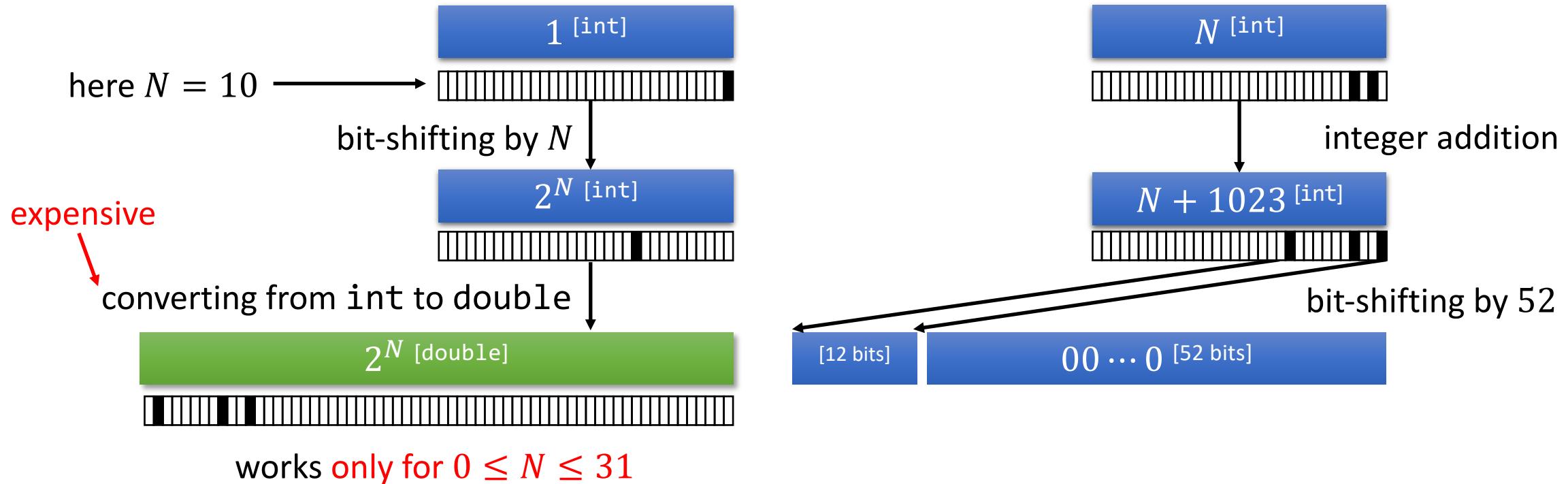
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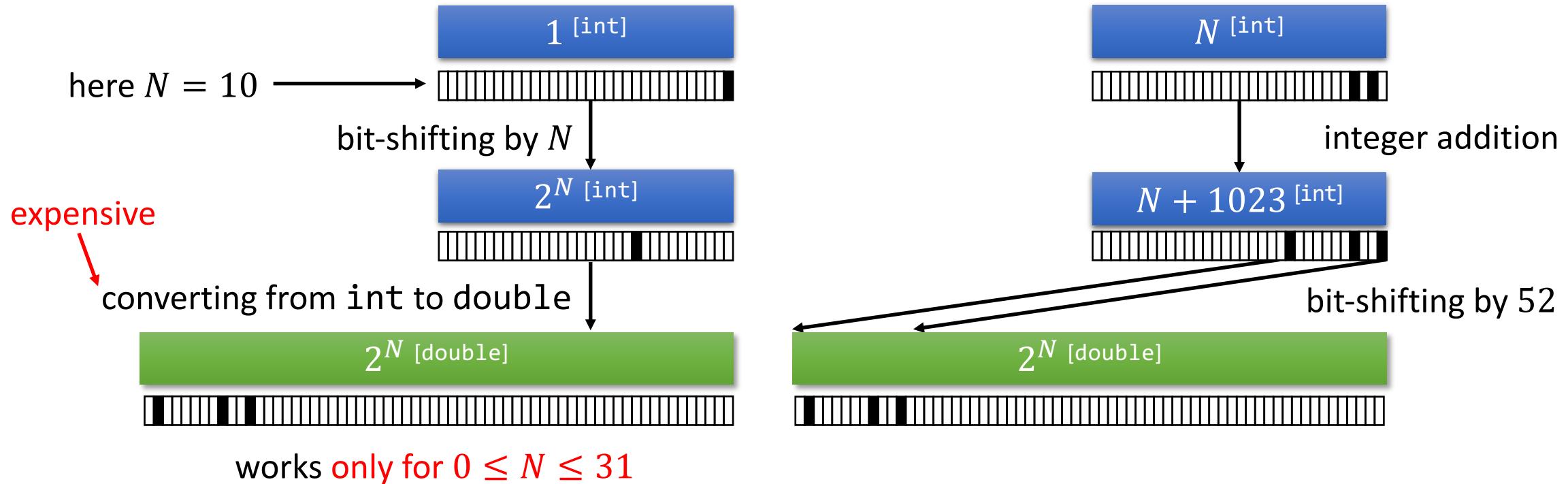
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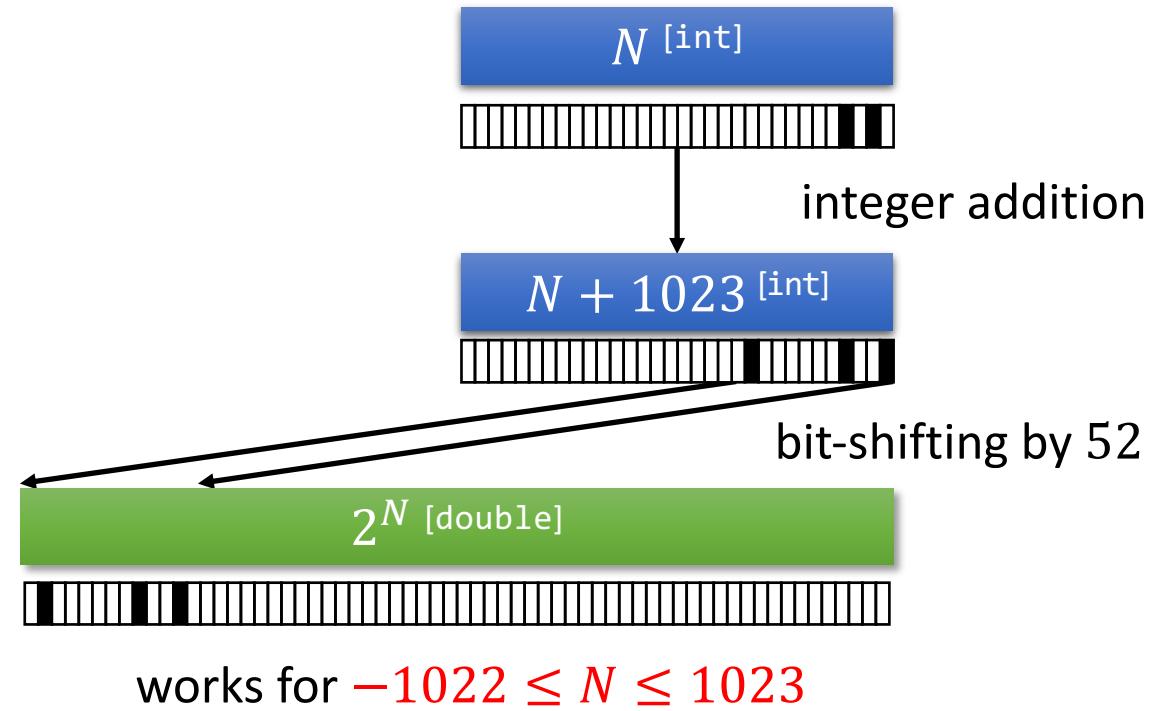
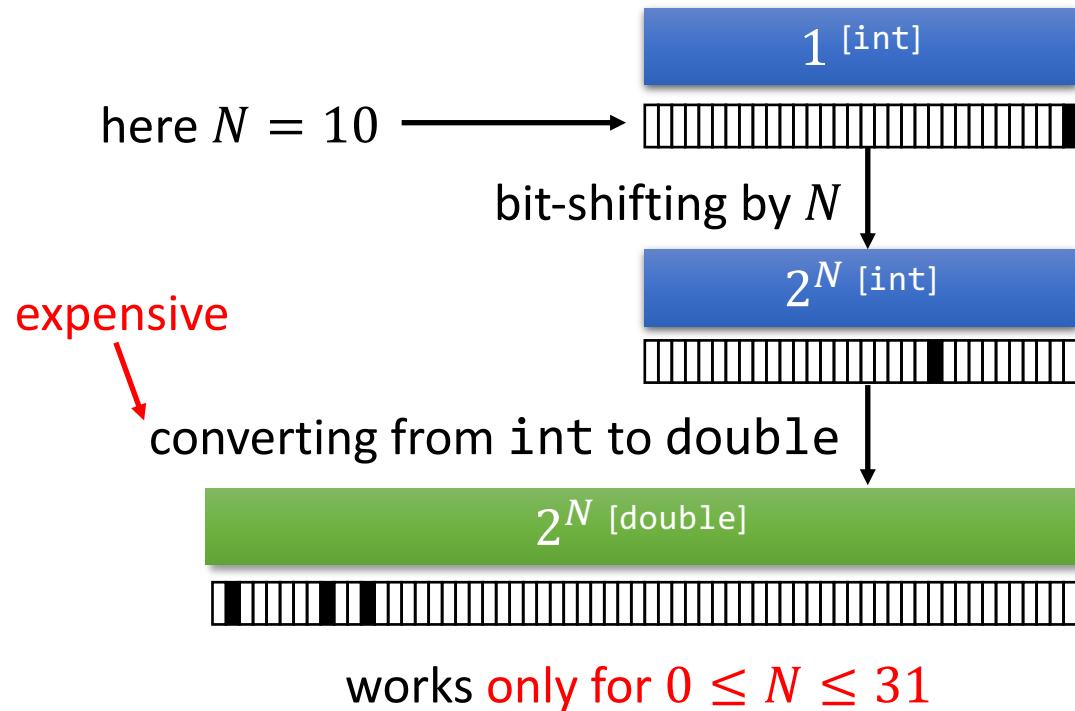
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- Such bit-level operations are **ubiquitous** in **industry standard** implementations of `math.h` (e.g., Intel's implementation).
- But reasoning about such mixed codes is **difficult**.
 - Floating-point operations: **continuous**.
 - Bit-level operations: **discrete**.

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[PLDI'16]

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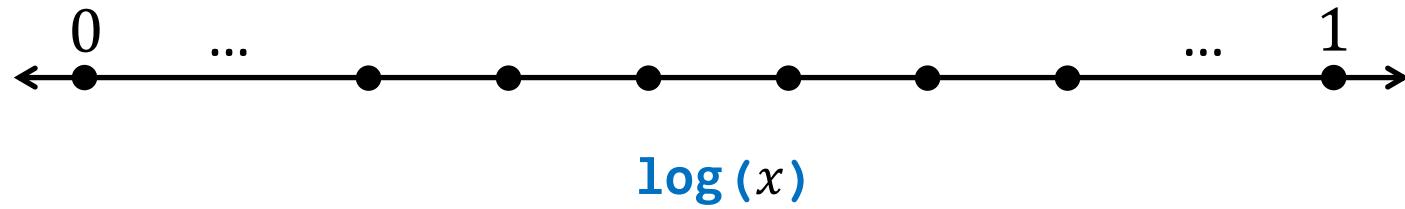
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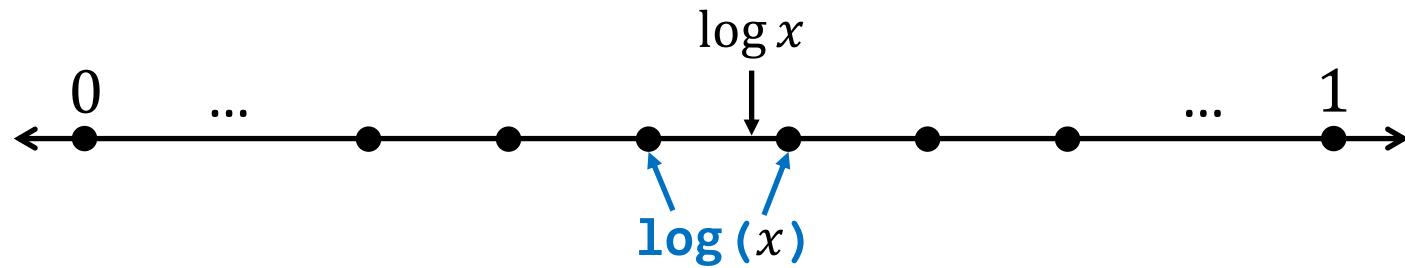
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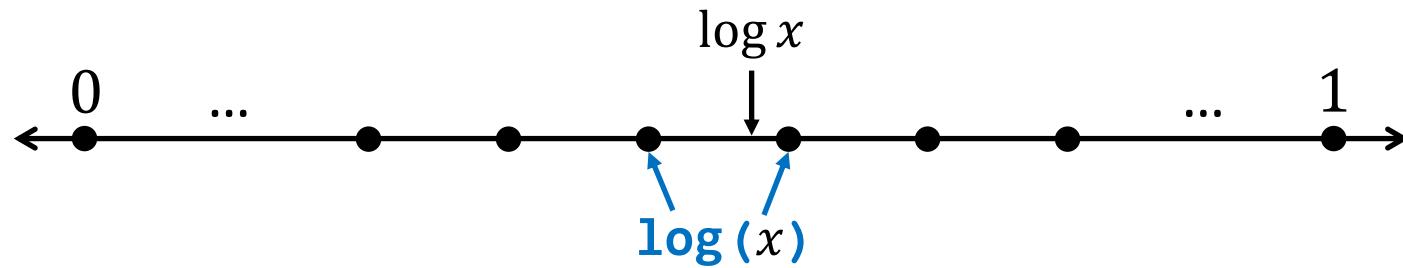
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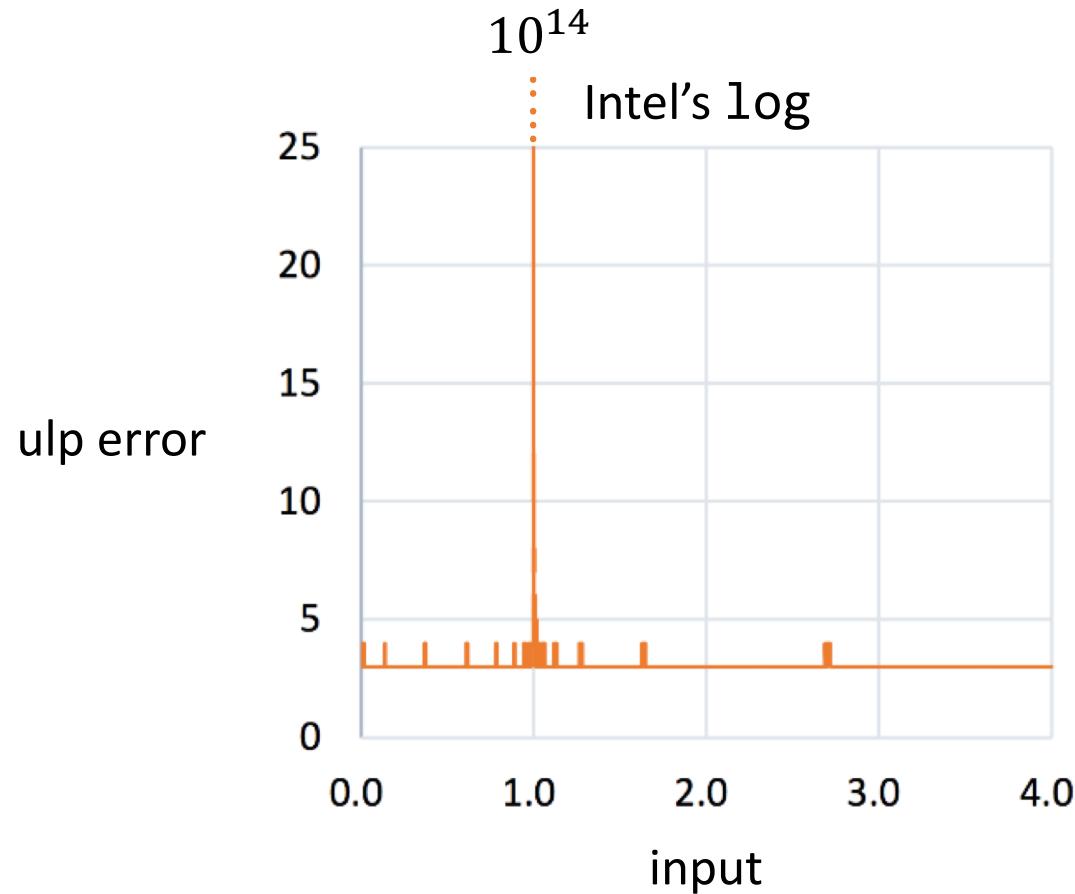
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Why **difficult** to prove the 1 ulp error bound?

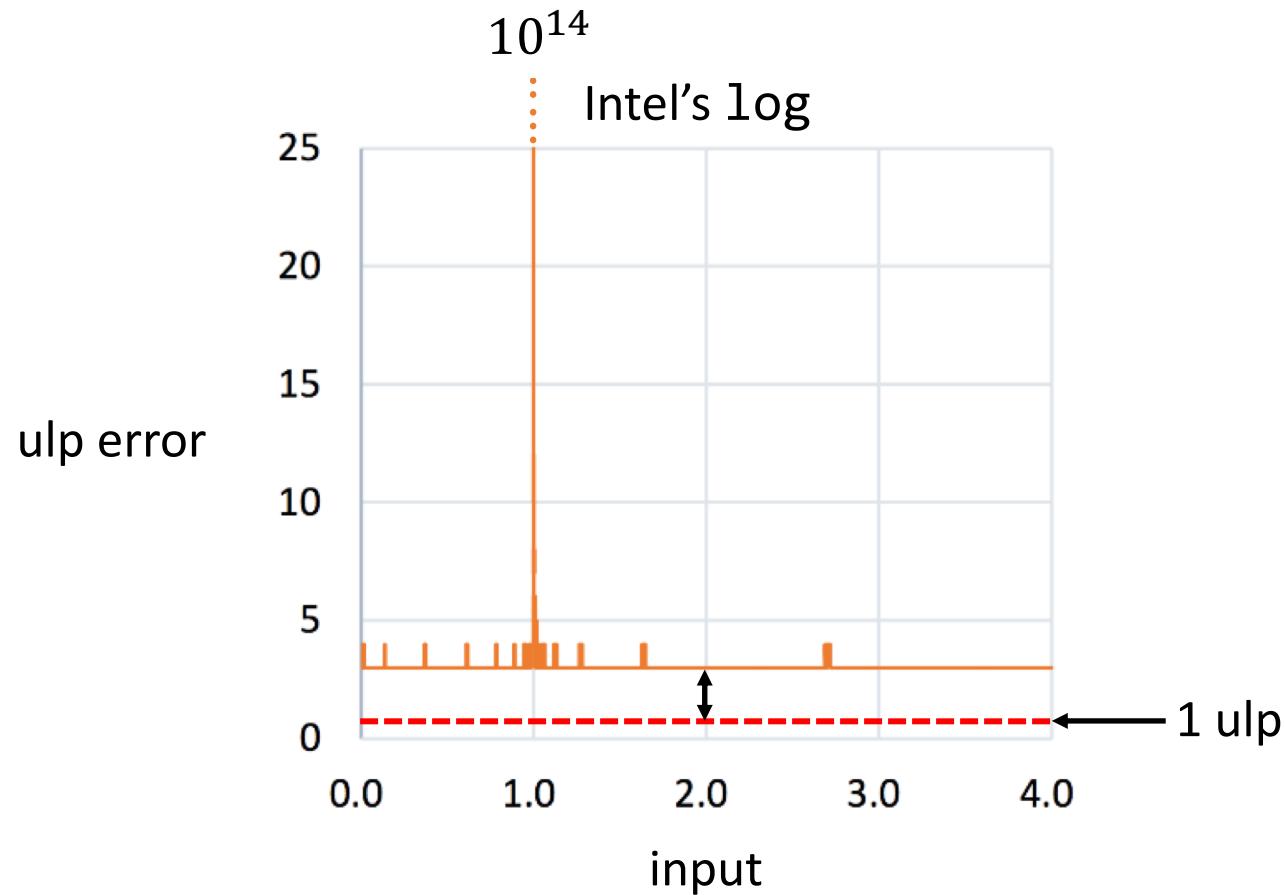
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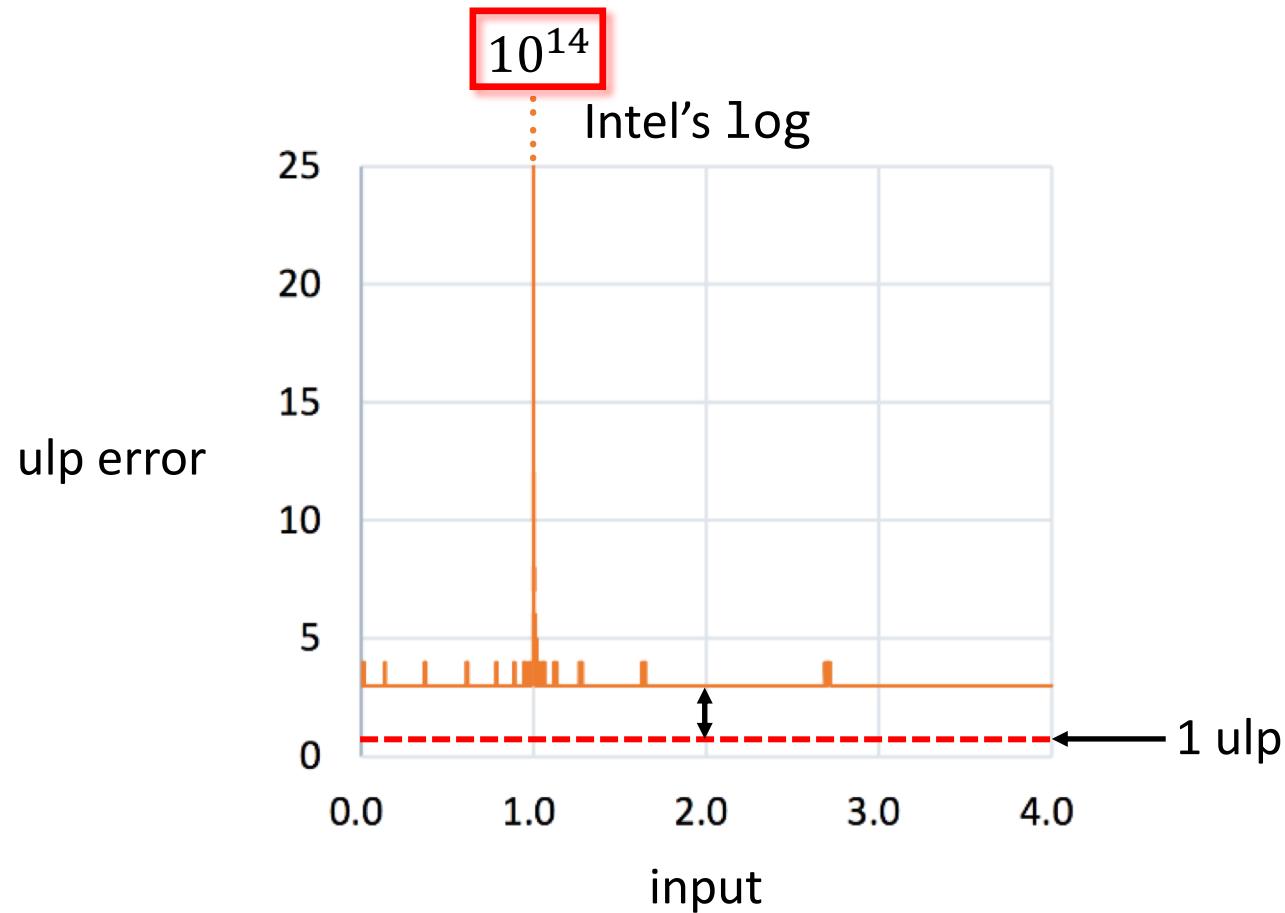
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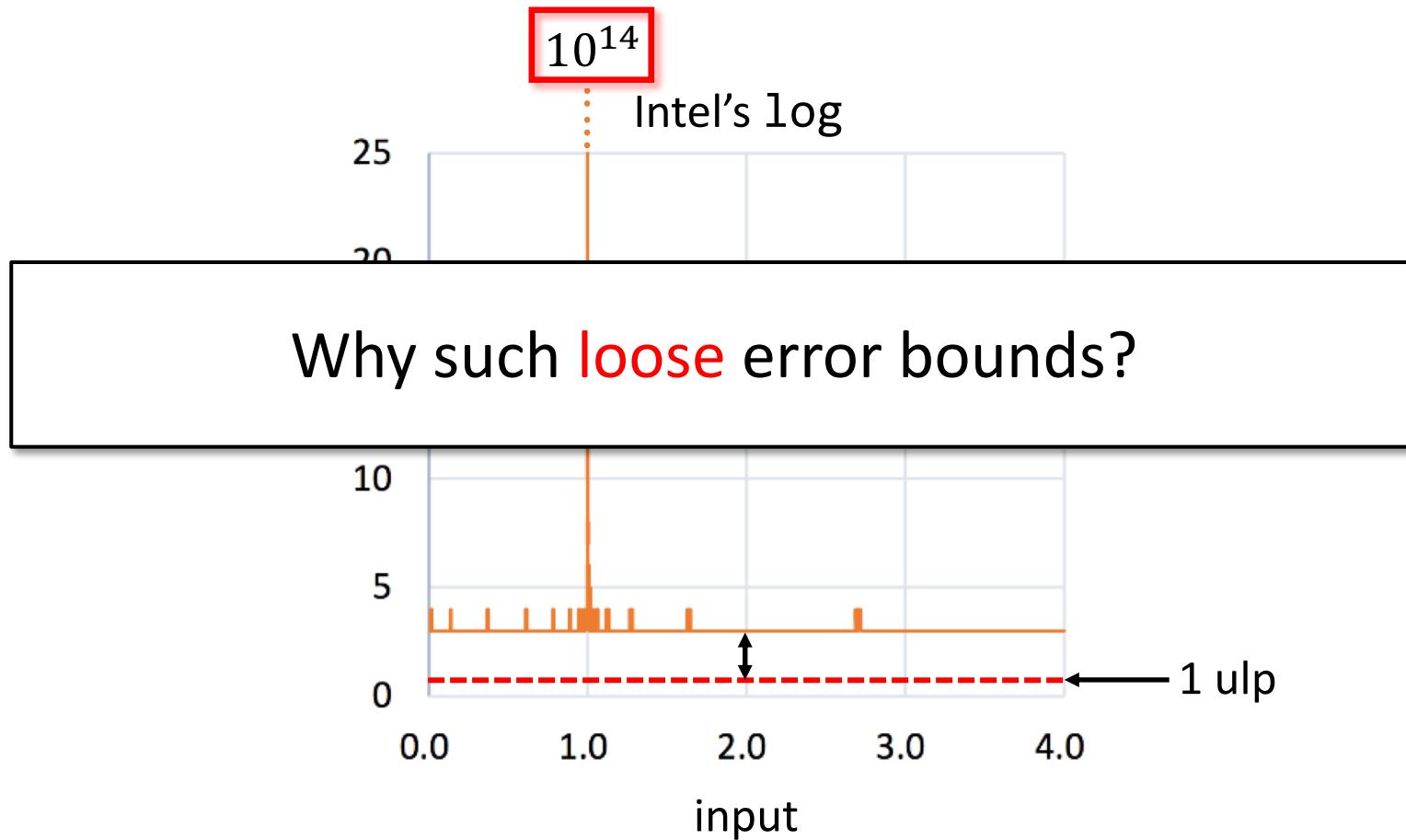
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- Standard error analysis ignores such exactness results, sometimes constructing **imprecise abstractions**.

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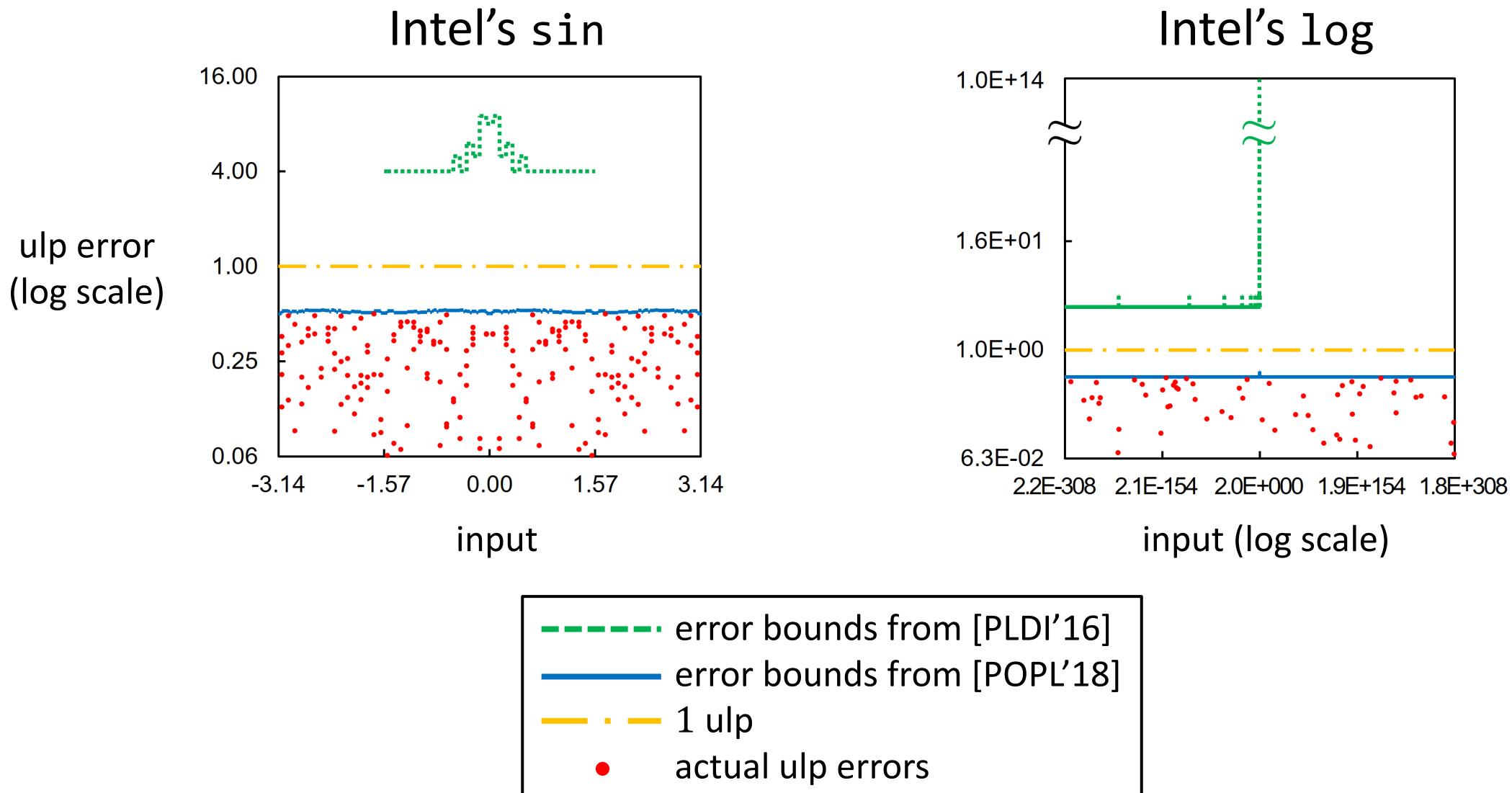
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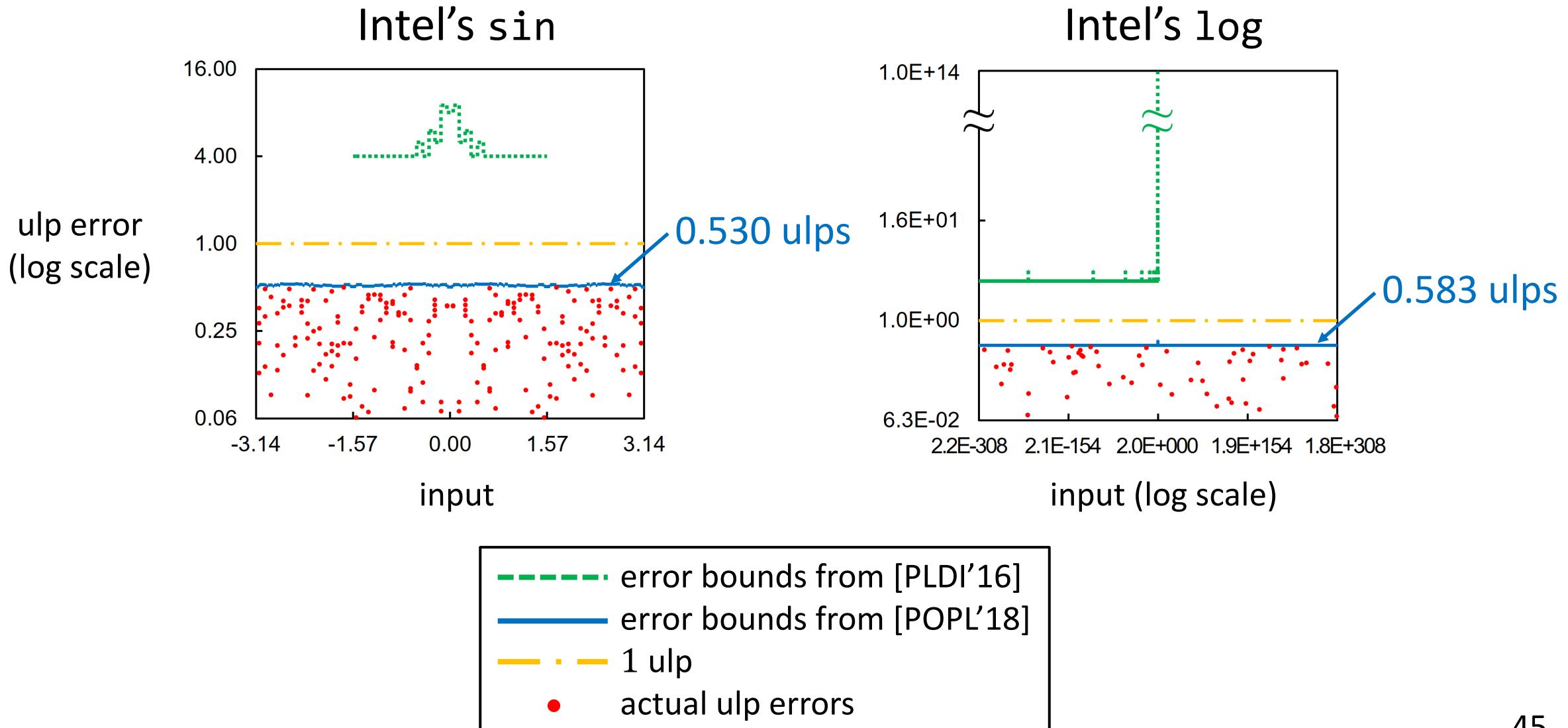
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[POPL'18]

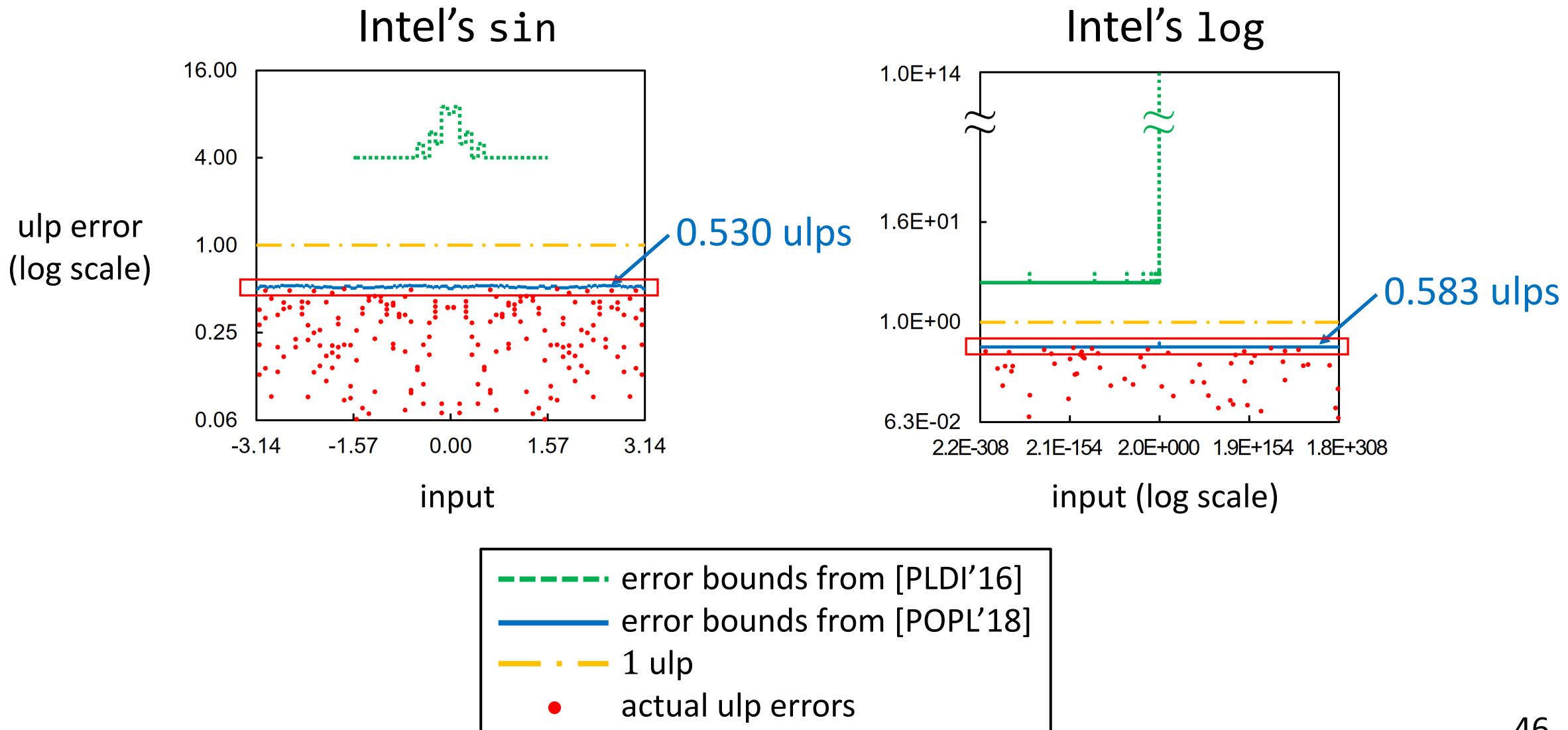
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- may become **semi-automatic** (though fully automatic for our benchmarks).
 - E.g., P computes $\text{round}(g(x))$ and g is **non-linear**.

Thank you!