

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

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² KAIST

³ Microsoft Research

POPL 2018

Our Goal

log x

mathematical
specification

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...

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math.h implementation

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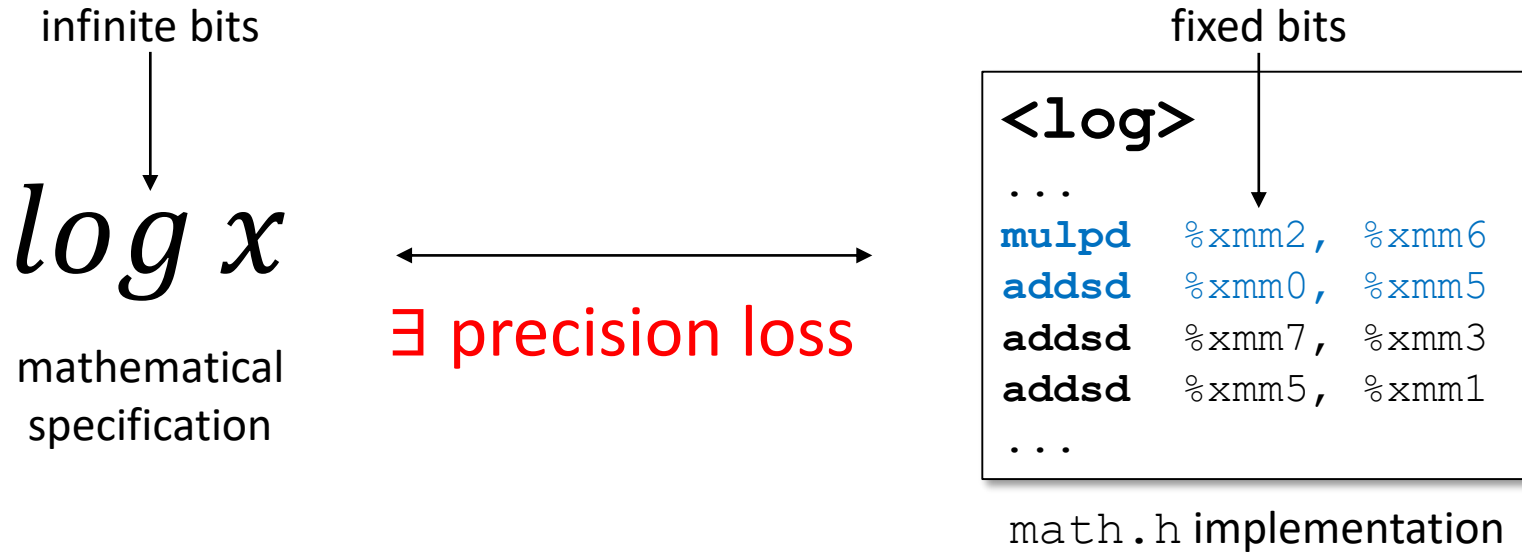
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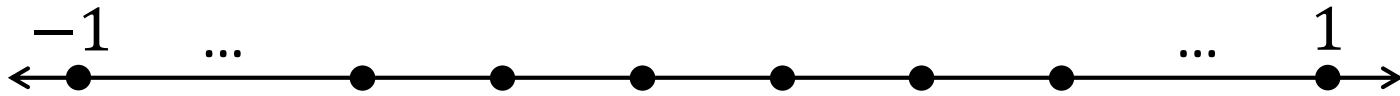
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Industry standard implementations of `math.h` claim:

“precision loss is less than **1 ulp**”

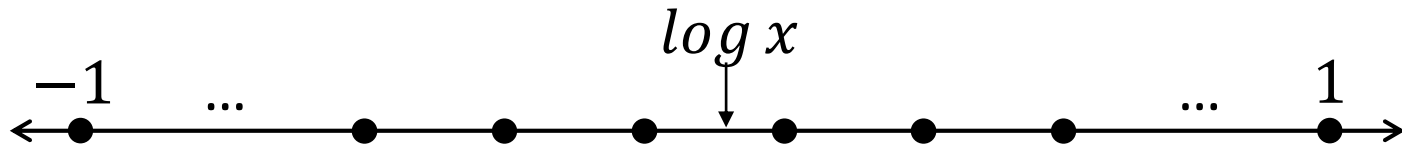
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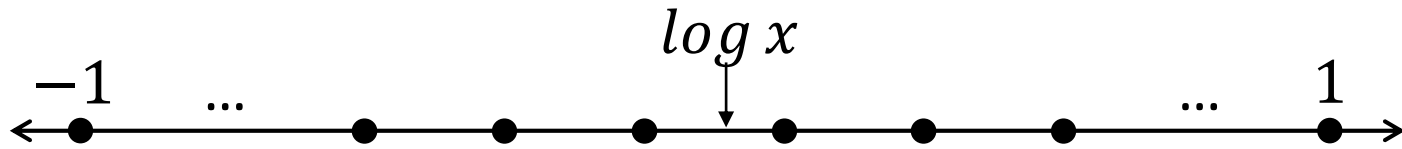


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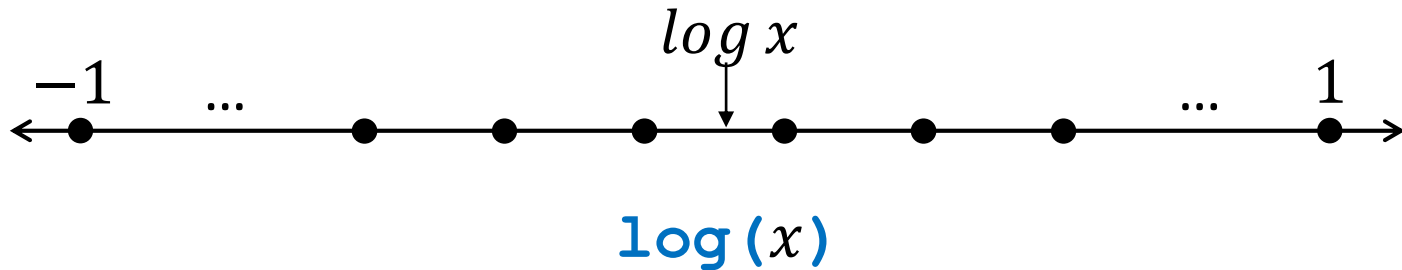


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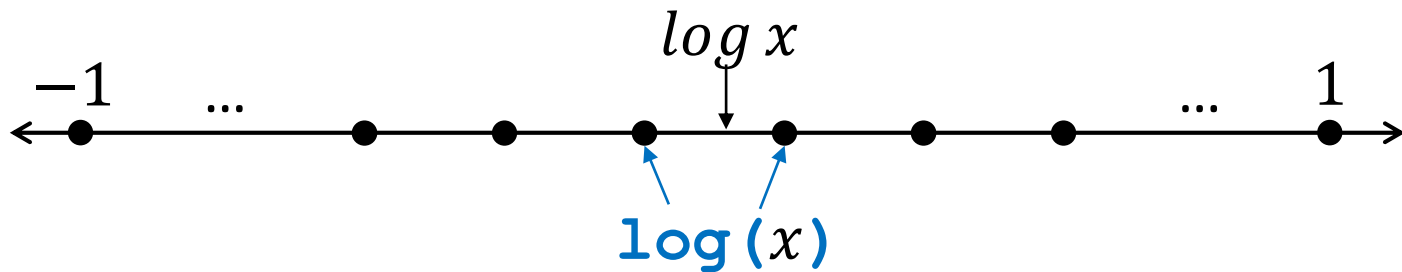


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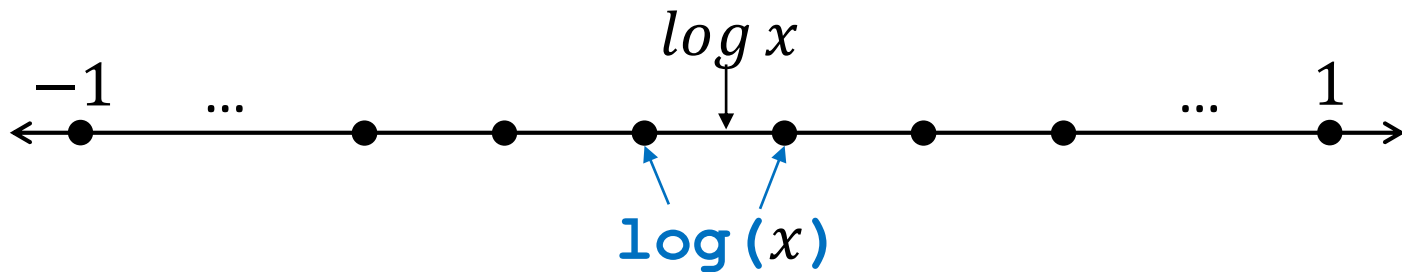


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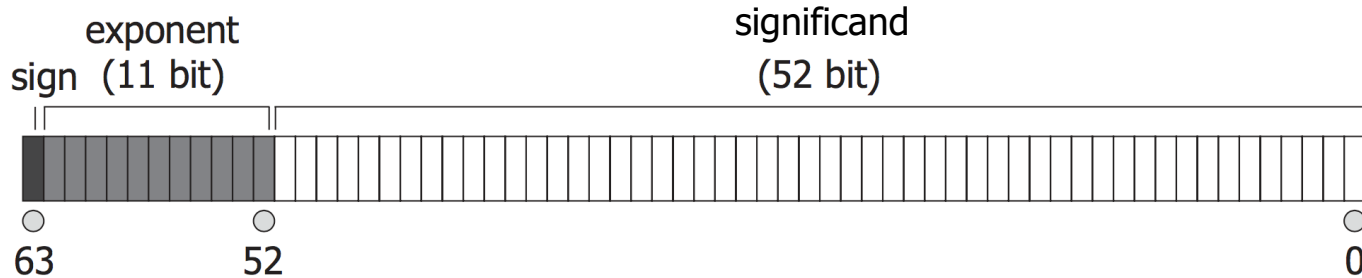


Goal: Prove this claim automatically!

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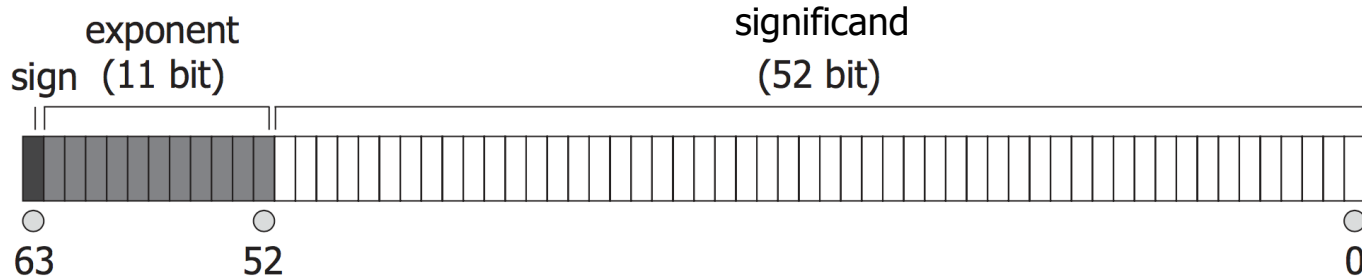
Floating-Point Numbers/Operations



- Example:

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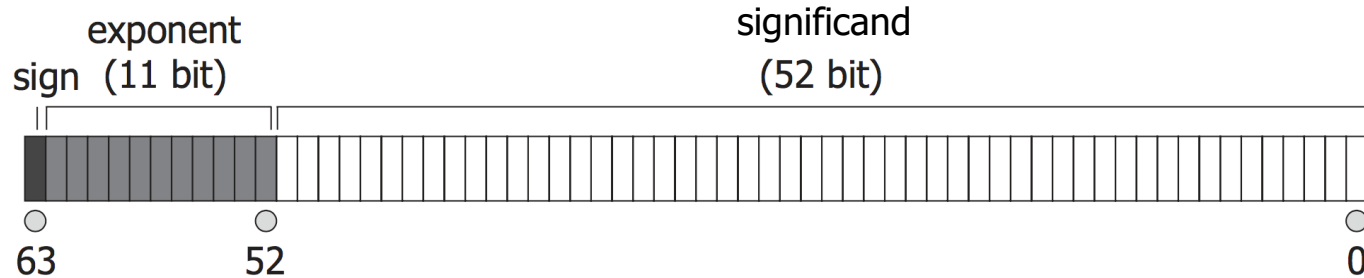


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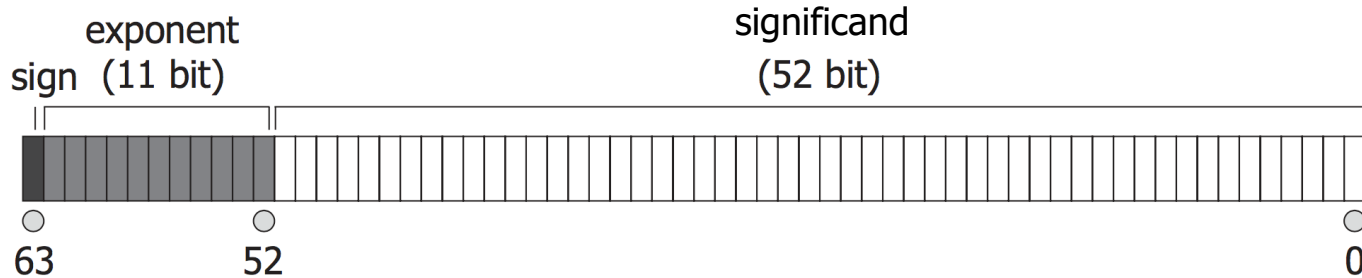
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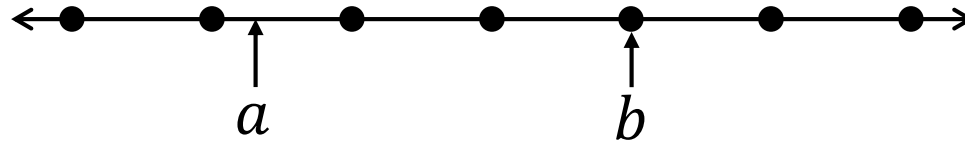
- Floating-point implementations often have **precision loss**

Ulp Error

- Typically used to measure accuracy of numeric libraries

Ulp Error

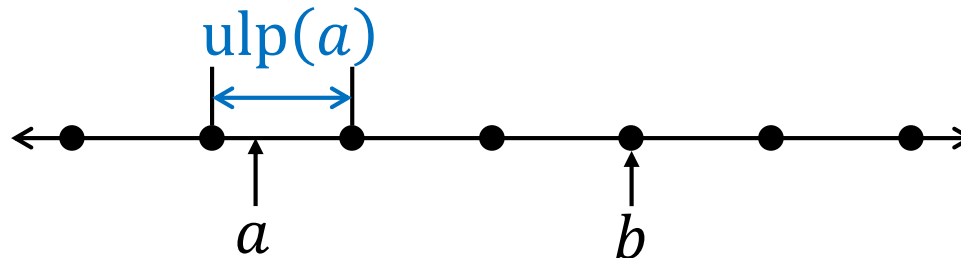
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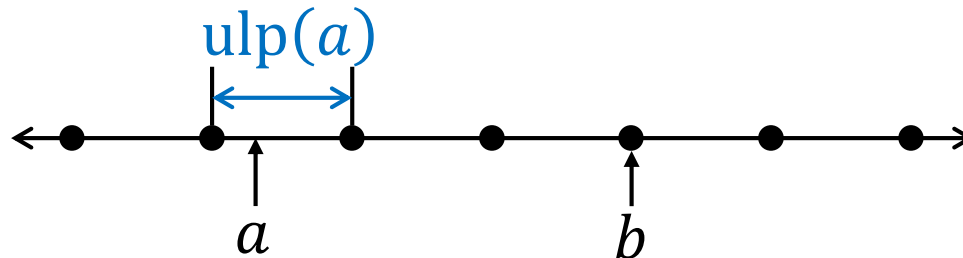
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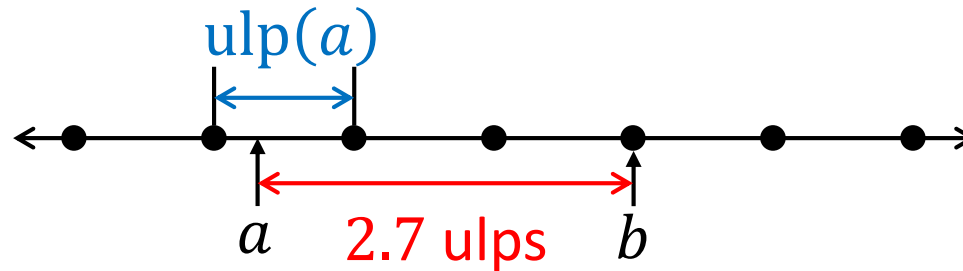


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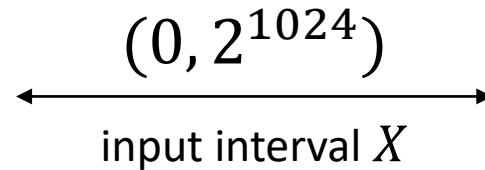
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math.h implementation *P*

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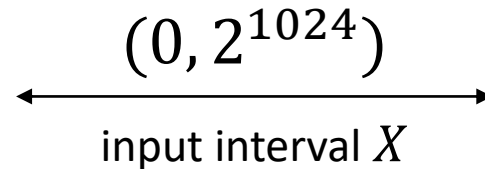
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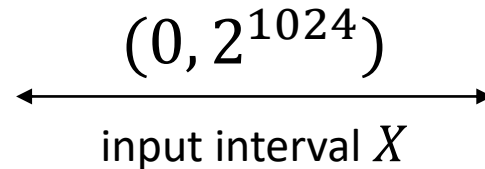
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`math.h` implementation P

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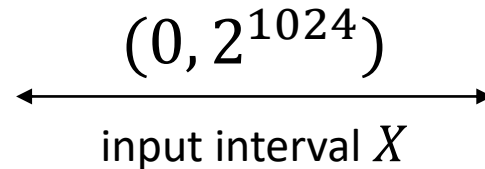
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Goal: want to find $\Theta < 1$

Previous Work

- Machine-checkable proofs
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- **None** of them can prove < 1 ulp error bound automatically

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where $\epsilon = 2^{-53}$

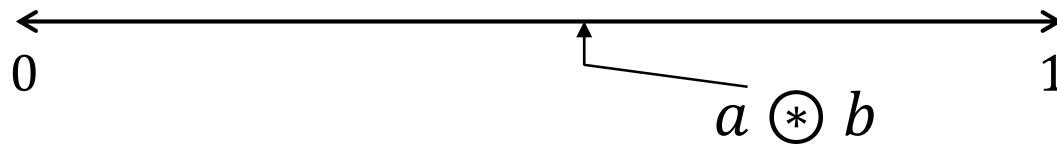
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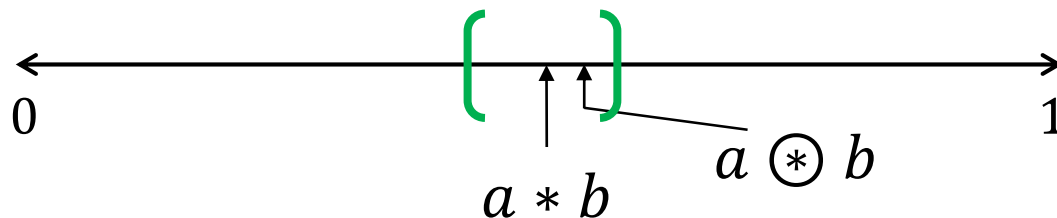
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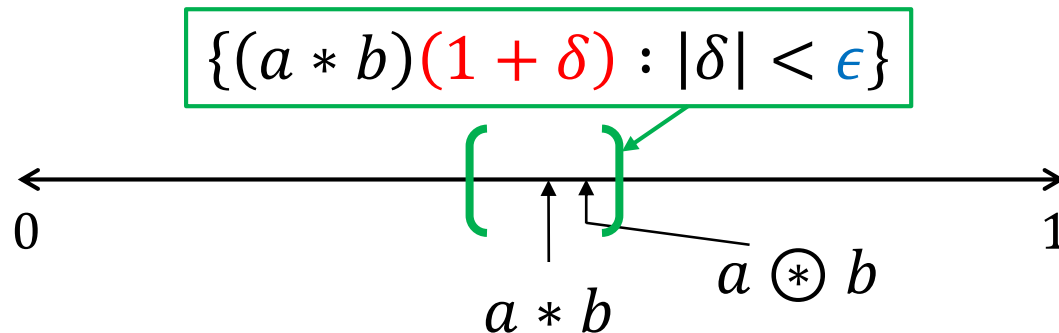
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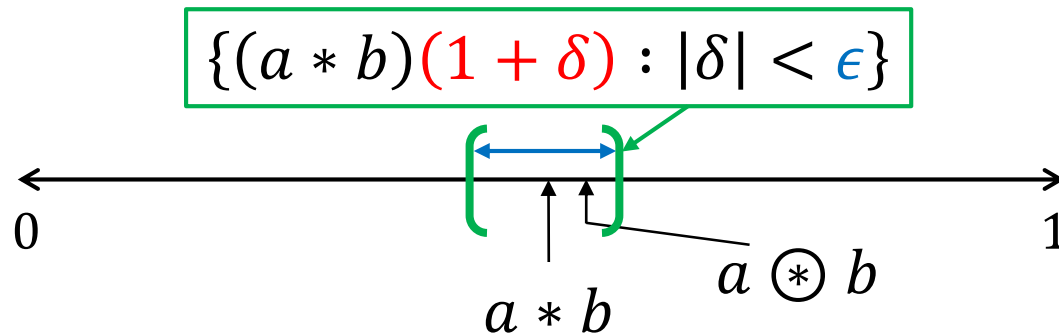
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- $A_{\vec{\delta}}$ is a **sound** abstraction of e (or $e \sqsubseteq A_{\vec{\delta}}$):

$$e(x) \in \{A_{\vec{\delta}}(x) : |\delta_1|, |\delta_2| < \epsilon\} \quad \text{for all } x \in X$$

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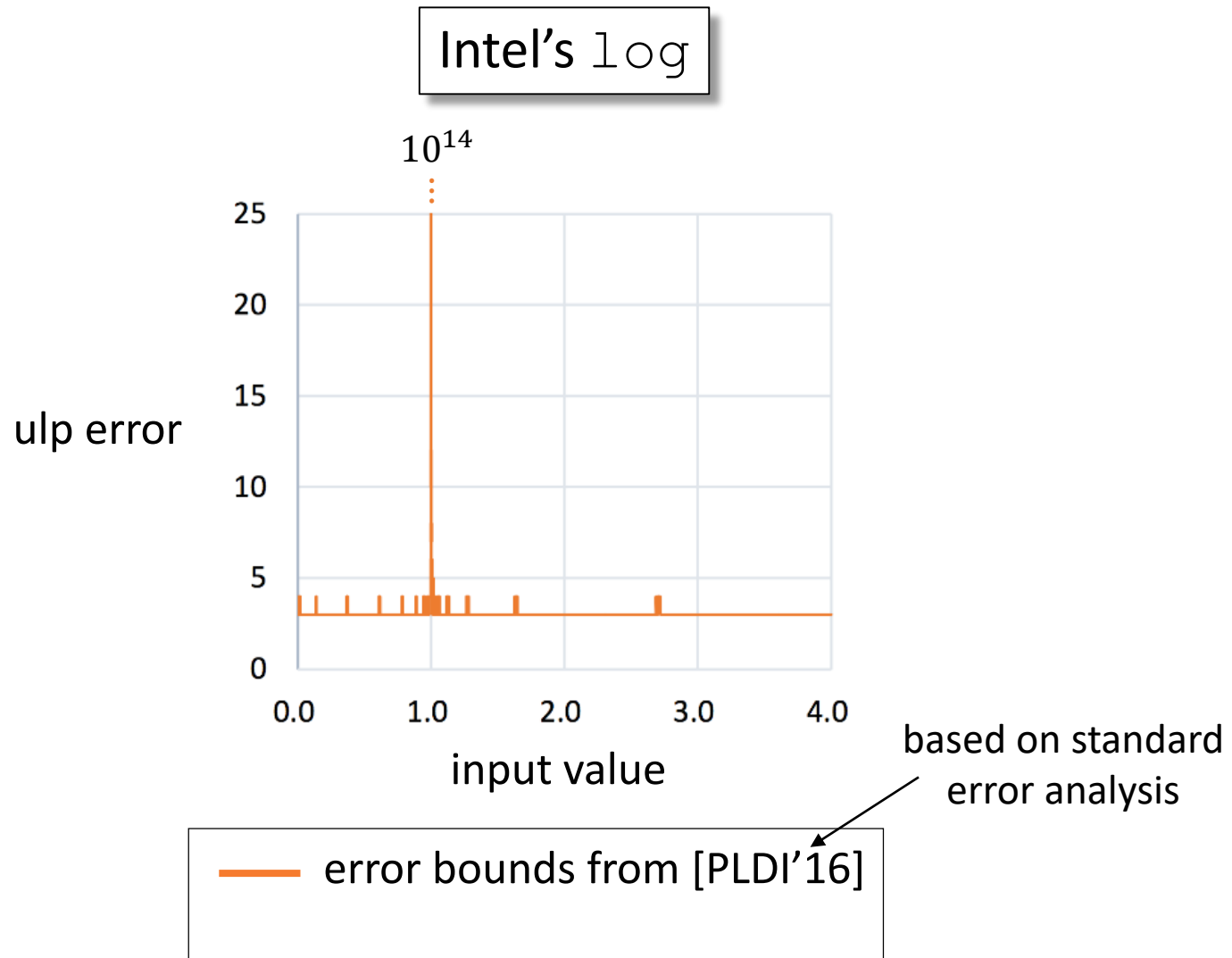
3. Compute a bound on **ulp error** of e :

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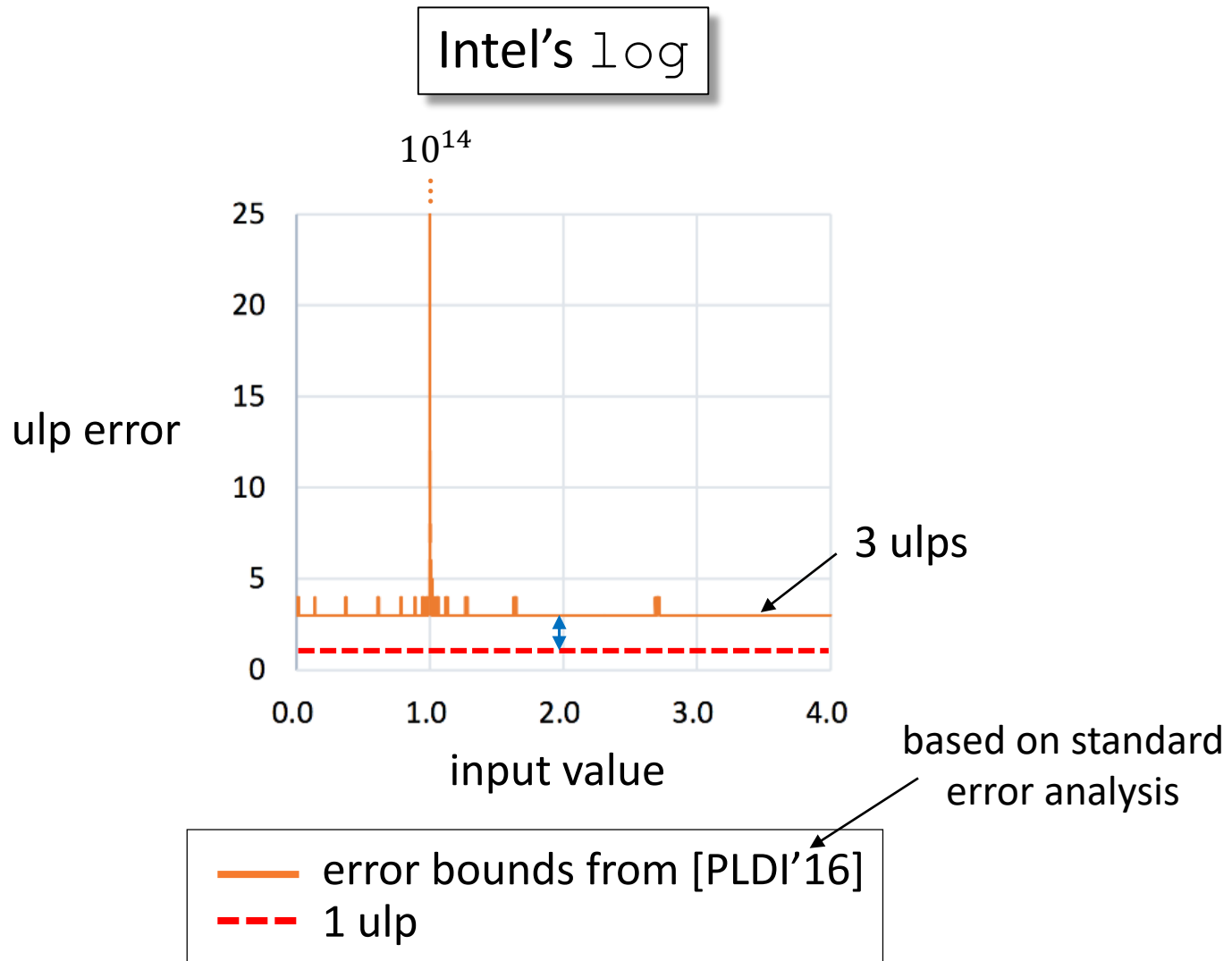
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Standard Error Analysis: Limitation

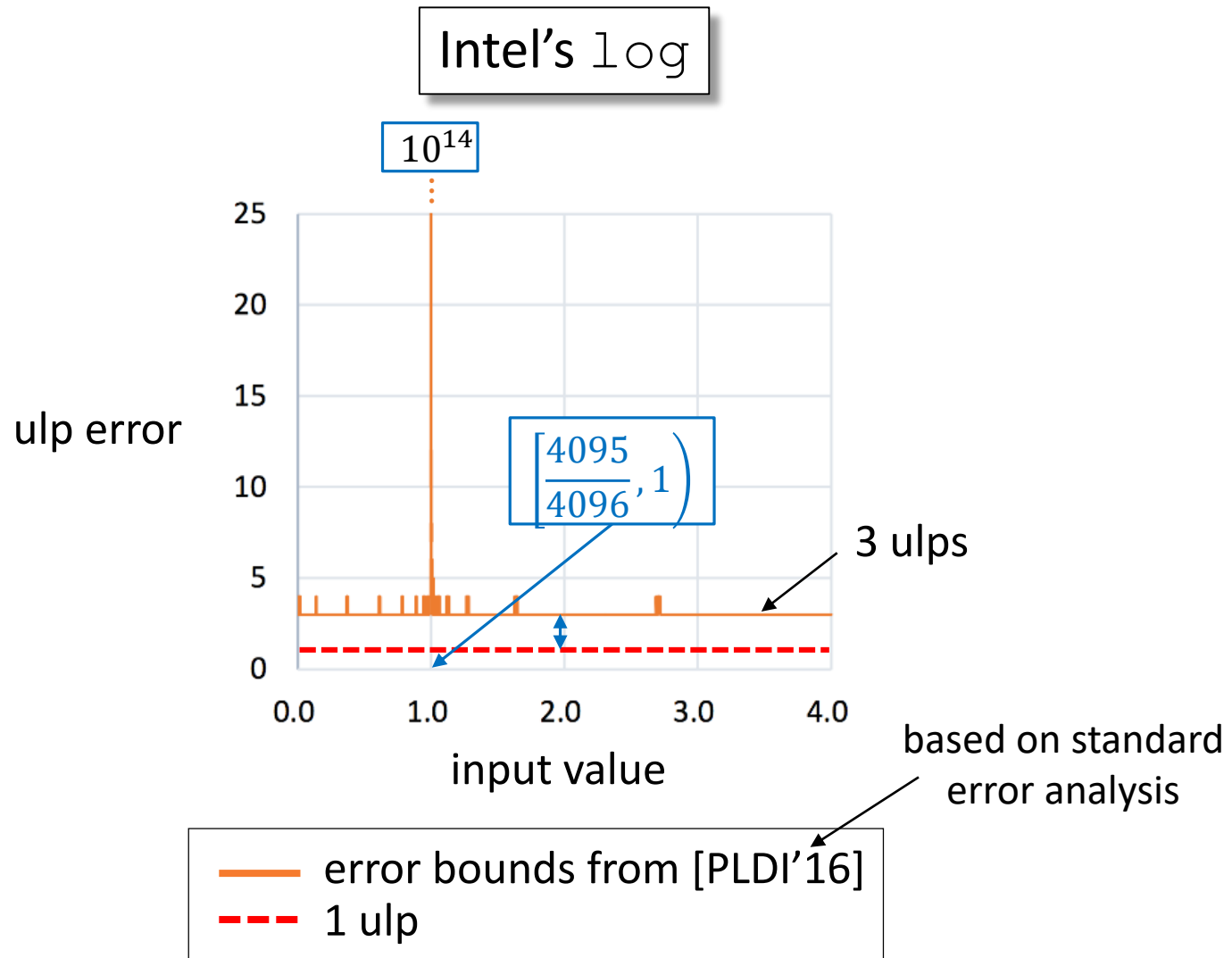
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$$\begin{array}{lll} 0.125 \otimes x & \sqsubseteq & 0.125 \times x & \text{if } |0.125x| \geq 2^{-1022} \\ 0.125 \otimes x & \sqsubseteq & (0.125 \times x)(1 + \delta) & \\ x \ominus 1 & \sqsubseteq & x - 1 & \text{if } 0.5 \leq x \leq 2 \\ x \ominus 1 & \sqsubseteq & (x - 1)(1 + \delta') & \end{array}$$

Analysis of $\lfloor \log \rfloor$

- For $x \in \left[\frac{4095}{4096}, 1\right)$, $\lfloor \log \rfloor$ computes

Analysis of \log

- For $x \in \left[\frac{4095}{4096}, 1\right)$, \log computes

$$r(x) = \left[\left((2 \otimes x) \ominus \frac{255}{128} \right) \otimes \frac{1}{2} \right] \oplus \left[\left(\frac{255}{128} \otimes \frac{1}{2} \right) \ominus 1 \right] \quad (\approx x - 1)$$

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$$r(x) - \frac{1}{2}r(x)^2 + \dots + \frac{1}{7}r(x)^7$$

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$$A_{\vec{\delta}}(x) = \left[\left((2 \times x)(1 + \delta_0) - \frac{255}{128} \right) (1 + \delta_1) \times \frac{1}{2} \right] (1 + \delta_2) + \dots$$

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10^{14} ulps for \log
near $x = 1$ [PLDI'16]

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Precise Analysis of $\lfloor \log$

$$r(x) = \left[\left((2 \otimes x) \ominus \frac{255}{128} \right) \otimes \frac{1}{2} \right] \oplus \left[\left(\frac{255}{128} \otimes \frac{1}{2} \right) \ominus 1 \right] \quad \left(\frac{4095}{4096} \leq x < 1 \right)$$

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The diagram shows the expression $(2 \otimes x)$ with a red box around the \otimes operator and a red arrow pointing to it from the word "exact" above.

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The diagram shows the expression for $r(x)$ with red annotations. The word "exact" is written in red above the expression. Two red boxes are drawn around the terms $(2 \otimes x)$ and $\ominus \frac{255}{128}$. Red arrows point from the word "exact" to each of these two boxed terms.

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The diagram includes red annotations: the word "exact" is written above the expression, with two red arrows pointing to the \otimes and \ominus operators in the first term. Red boxes are drawn around these two operators. A red bracket is drawn under the entire right-hand side of the equation, including the domain condition.

Precise Analysis of $\lfloor \log$

$$r(x) = \left[\left((2 \otimes x) \ominus \frac{255}{128} \right) \otimes \frac{1}{2} \right] \oplus \left[\left(\frac{255}{128} \otimes \frac{1}{2} \right) \ominus 1 \right] \quad \left(\frac{4095}{4096} \leq x < 1 \right)$$

The diagram shows the function $r(x)$ defined for $\frac{4095}{4096} \leq x < 1$. The expression is a sum of two terms in square brackets. The first term is $\left((2 \otimes x) \ominus \frac{255}{128} \right) \otimes \frac{1}{2}$. The second term is $\left(\frac{255}{128} \otimes \frac{1}{2} \right) \ominus 1$. Red boxes highlight the operations \otimes and \ominus in both terms. Red arrows point from the word "exact" to the \otimes and \ominus symbols in the first term. A red bracket underlines the domain $\left(\frac{4095}{4096} \leq x < 1 \right)$.

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exact

- **More precise** abstraction of $r(x)$:

$$A'_{\vec{\delta}}(x) = (x - 1) + (x - 1)\delta'$$

Precise Analysis of \log

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Precise Analysis of \log

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We prove a bound of
0.583 ulps for \log

Precise Analysis of \log

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exact (pointing to the \otimes and \ominus operators in the first term)

To prove the 1 ulp error bound,

- Need to construct more precise abstractions

$$\frac{4095}{4096} \leq x < 1, |\delta r| < \epsilon \quad | \quad x - 1 \quad | \quad \frac{4095}{4096} \leq x < 1 \quad |x - 1|$$

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= ϵ

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exact (pointing to x and $\frac{255}{128}$)

- To prove the 1 ulp error bound,
 - Need to construct more precise abstractions
 - Need to use floating-point **exactness results**

$$\frac{4095}{4096} \leq x < 1, |\delta'| < \epsilon \quad | \quad x - 1 \quad | \quad \frac{4095}{4096} \leq x < 1 \quad |x - 1|$$

We prove a bound of **0.583 ulps** for \log = ϵ

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- Theorem [Sterbenz, 1973]

$$\frac{1}{2}a \leq b \leq 2a \quad \Rightarrow \quad a \ominus b = a - b$$

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- Example: `log` for $x \in \left[\frac{4095}{4096}, 1\right)$
- Example: `sin` for $x \in \left[2\pi - \frac{\pi}{64}, 2\pi + \frac{\pi}{64}\right]$
 1. Compute $y = x \ominus 2\pi$
 2. Return $y - \frac{1}{3!}y^3 + \dots + \frac{1}{9!}y^9$ ($\approx \sin y$)

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precision loss
of `sin` is **small**

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← true

$\Rightarrow \frac{1}{2} A_{\vec{\delta}}(x) \leq A'_{\vec{\delta}}(x) \leq 2A_{\vec{\delta}}(x)$ for all $x \in X$, all $|\delta_i| < \epsilon$

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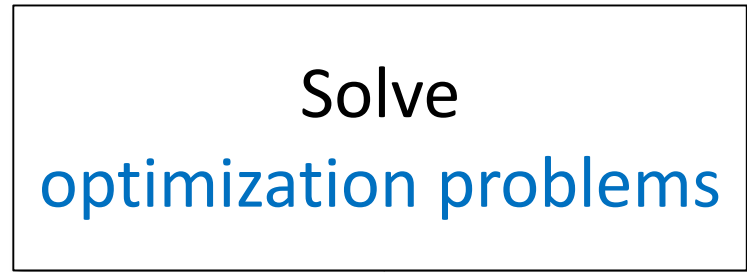


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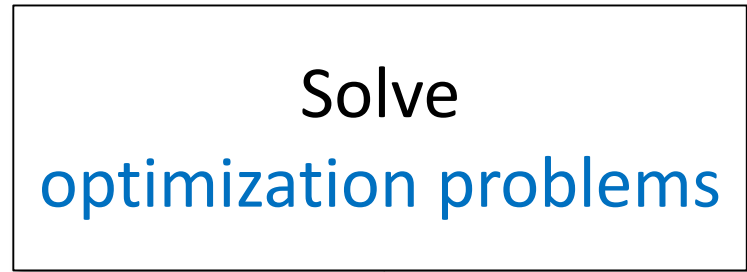
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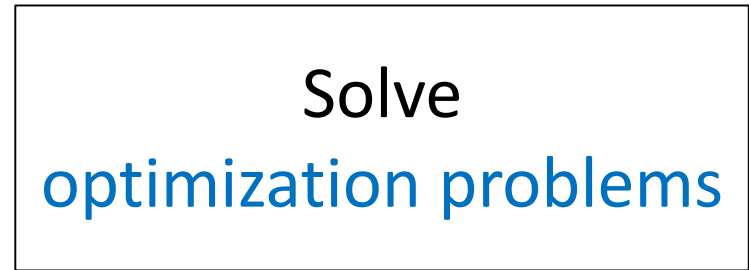
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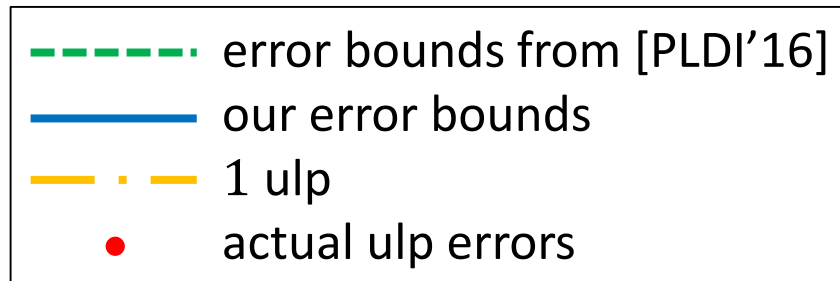
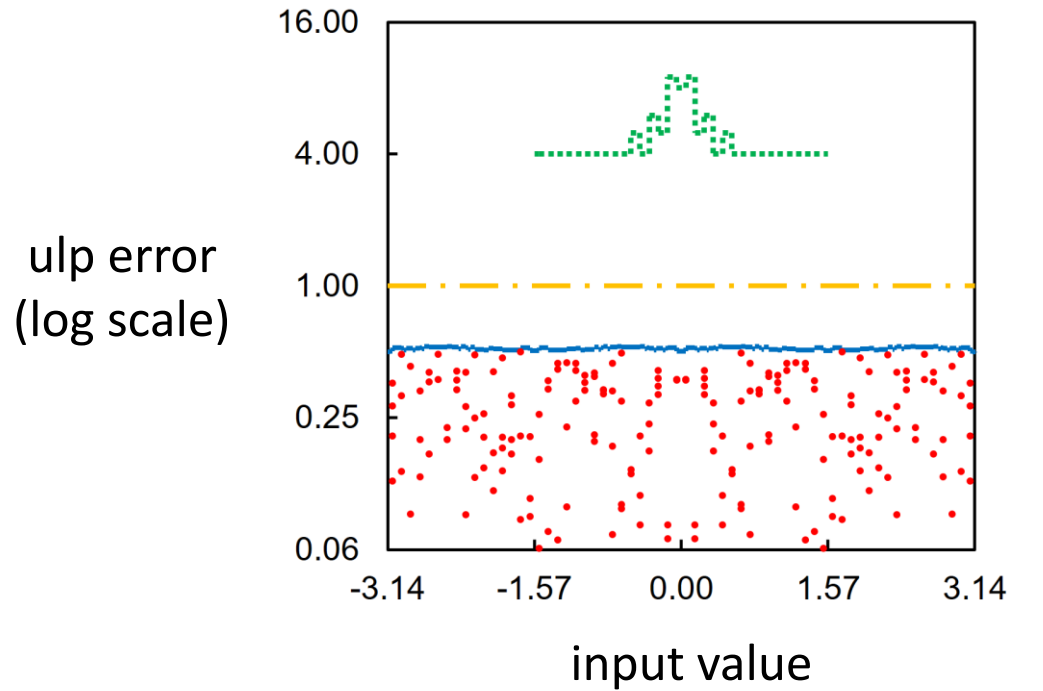
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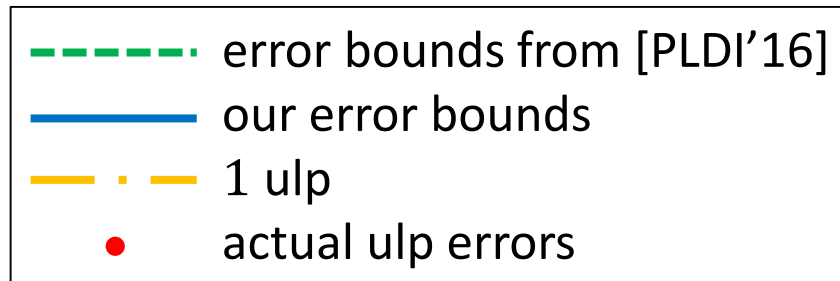
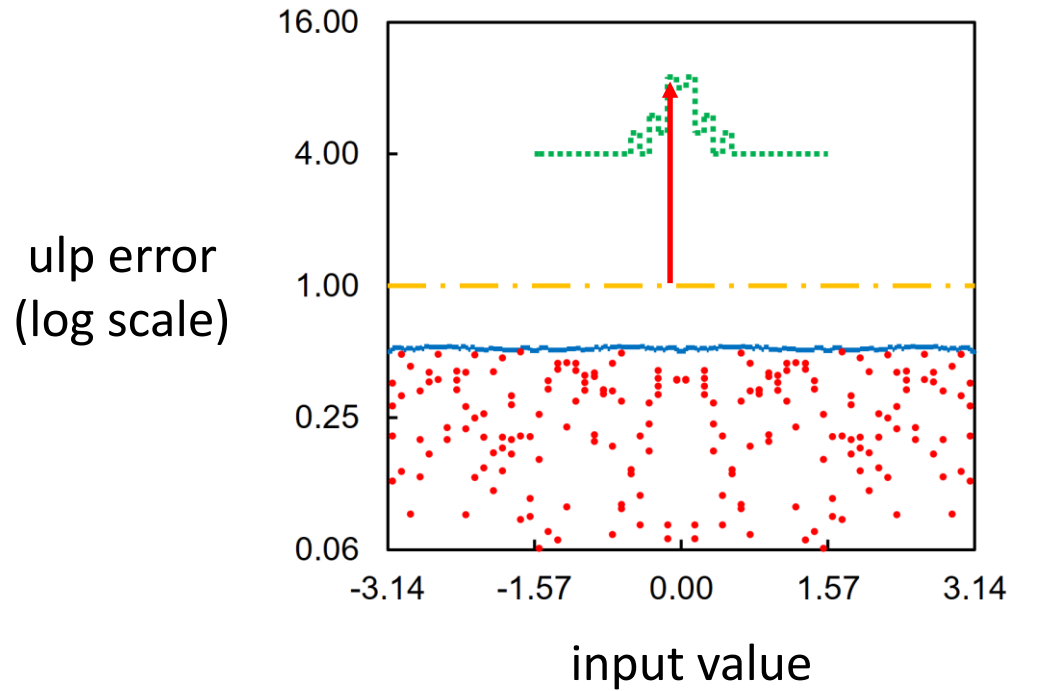
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- Apply our technique to the resulting floating-point expressions
 - Use Mathematica to solve optimization problems **analytically**

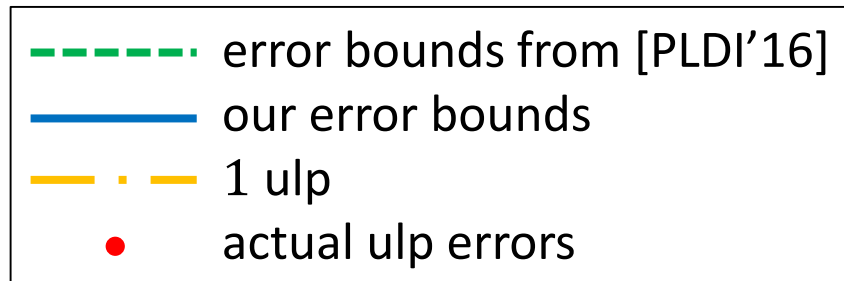
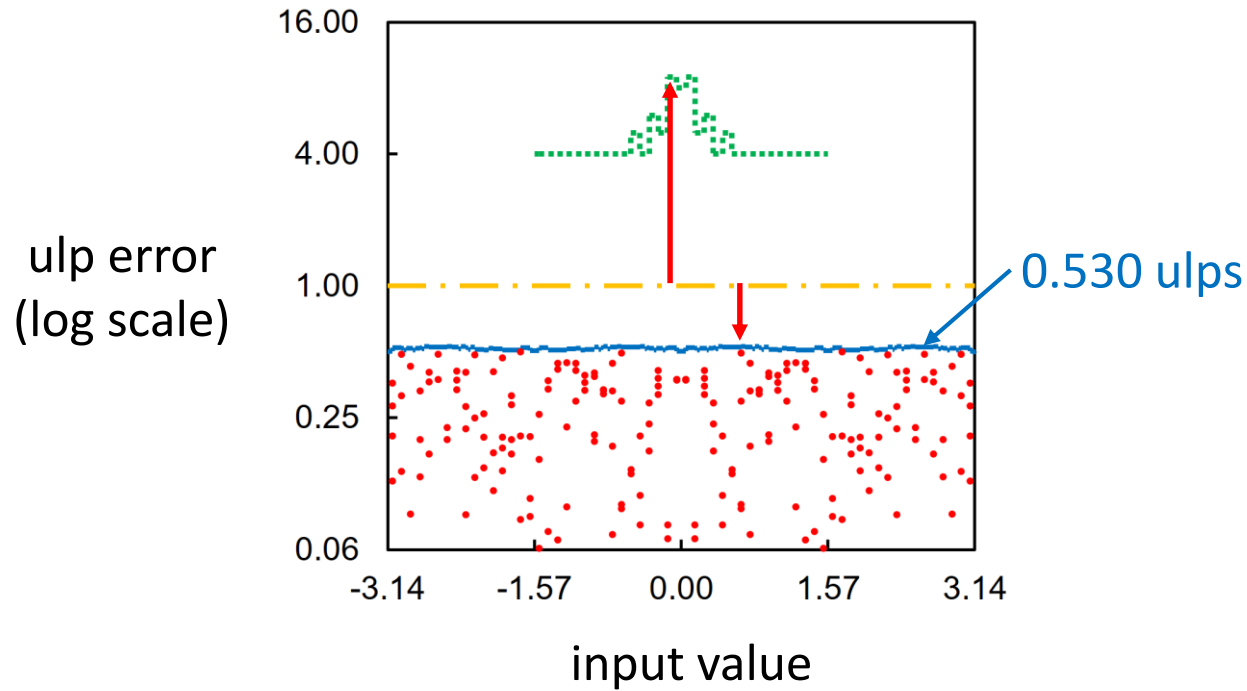
Results: \sin on $[-\pi, \pi]$



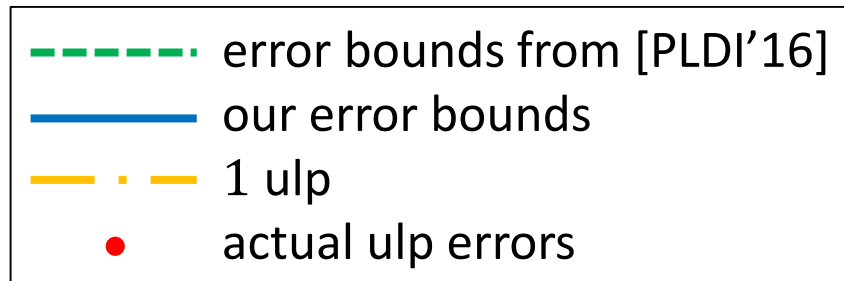
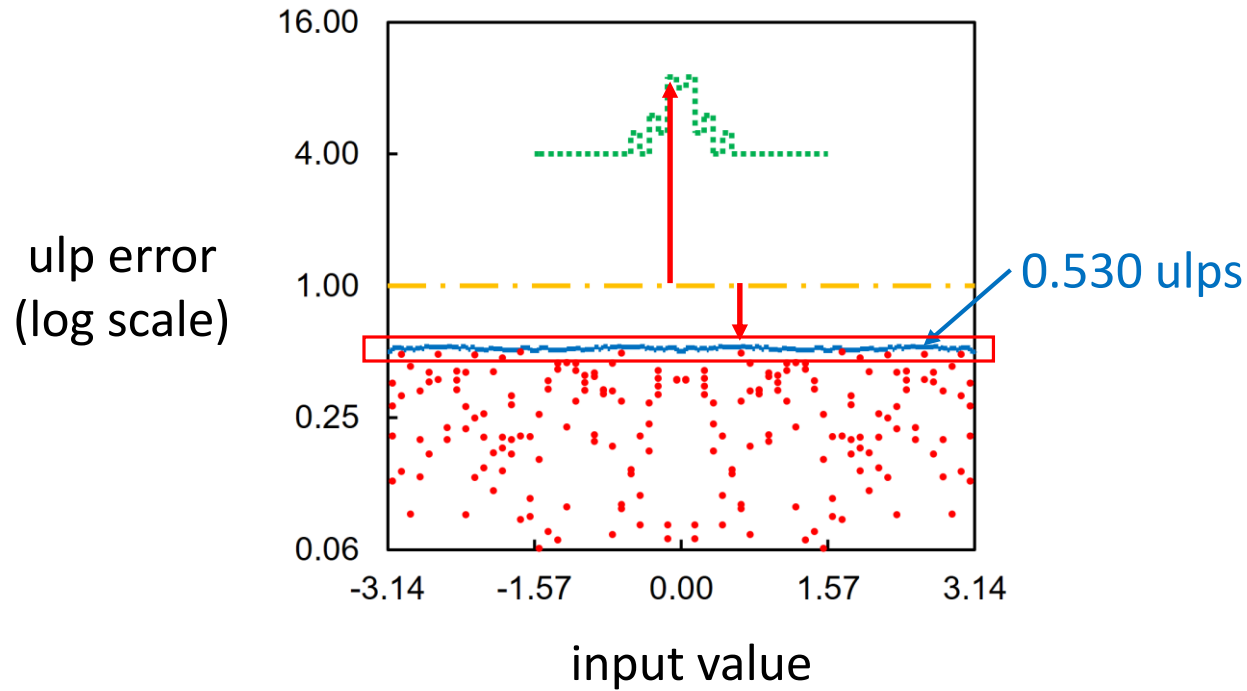
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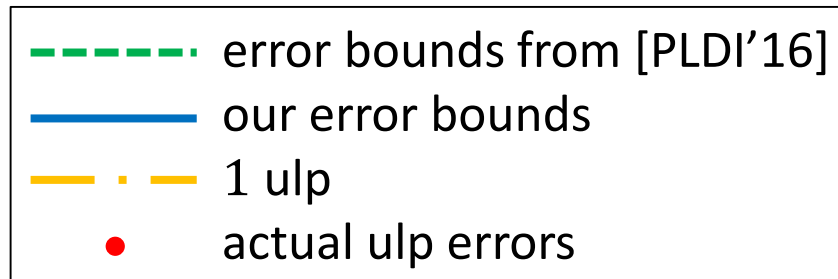
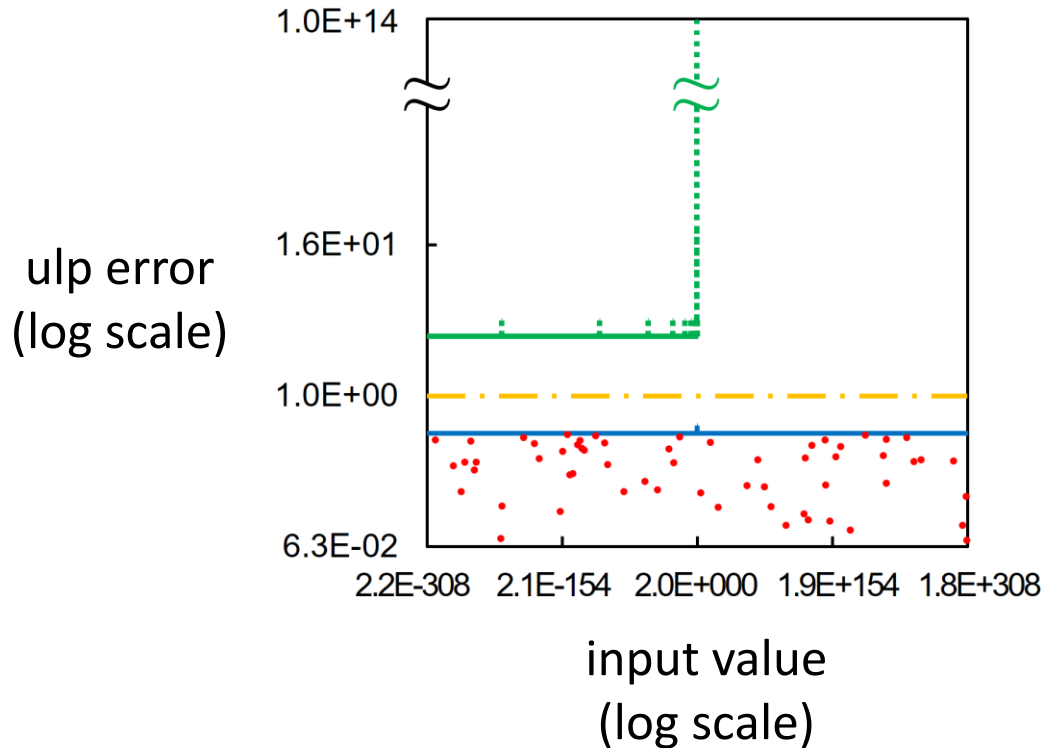
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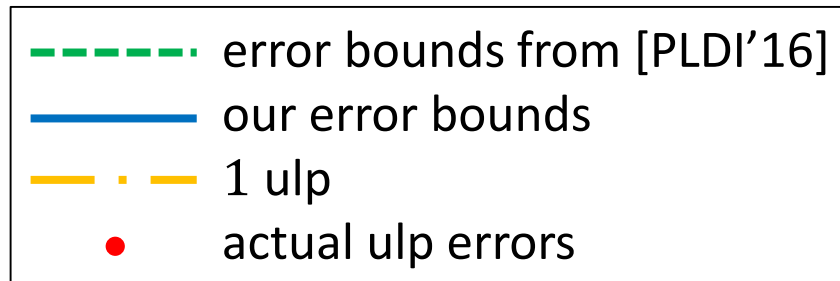
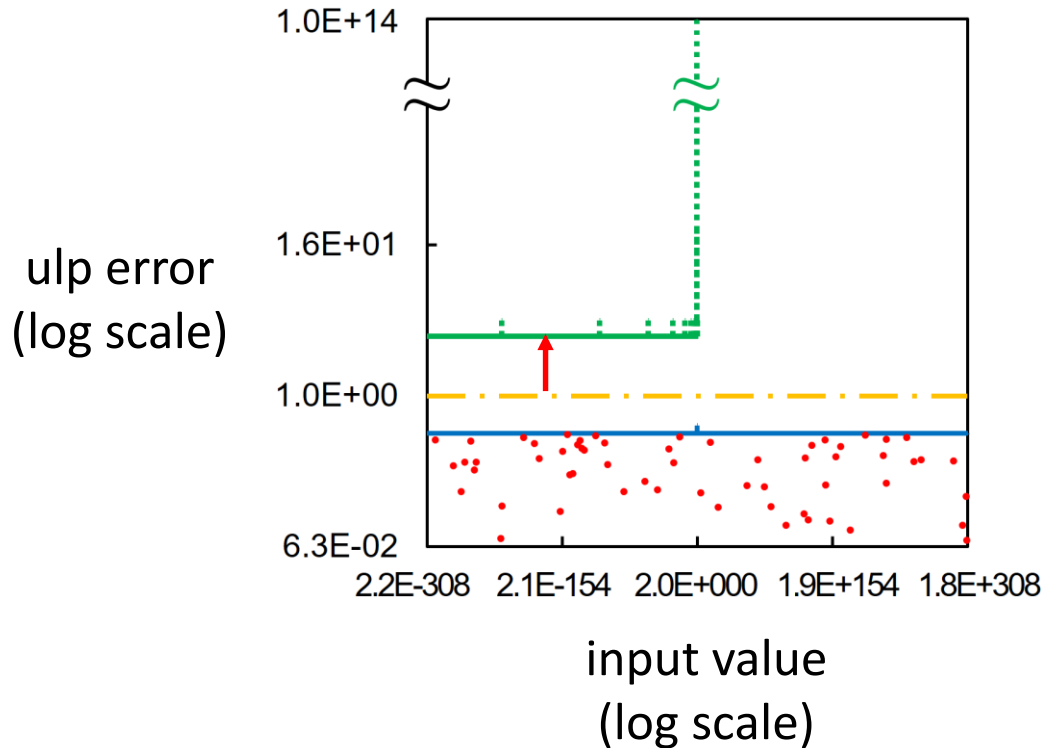
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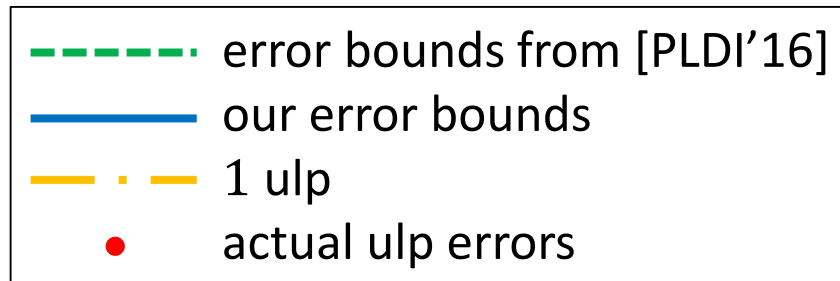
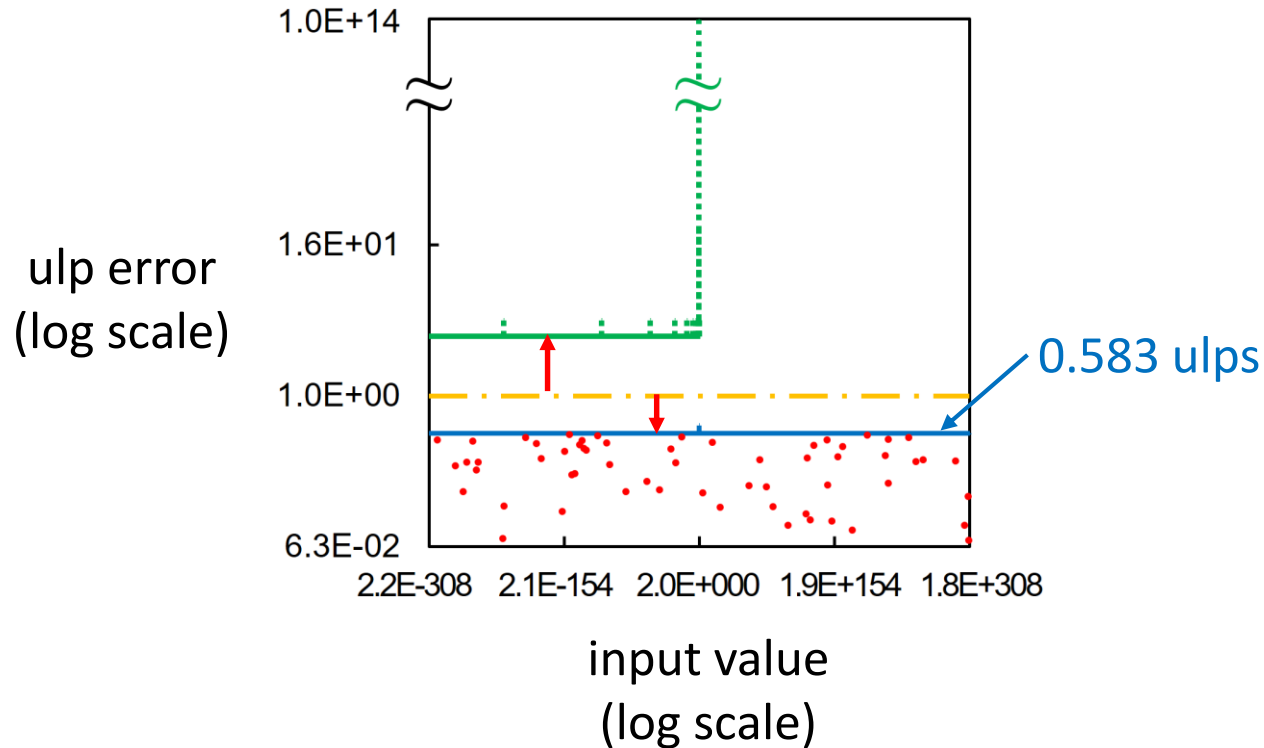
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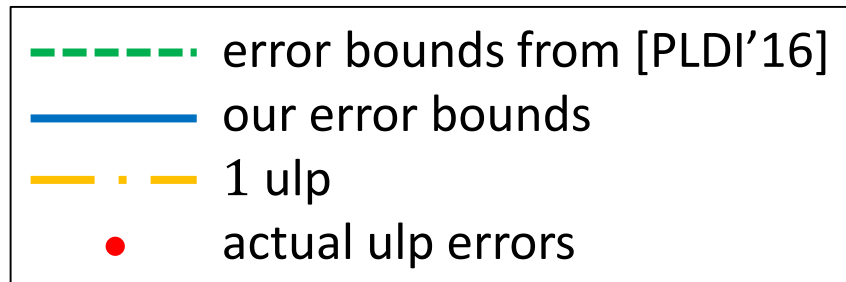
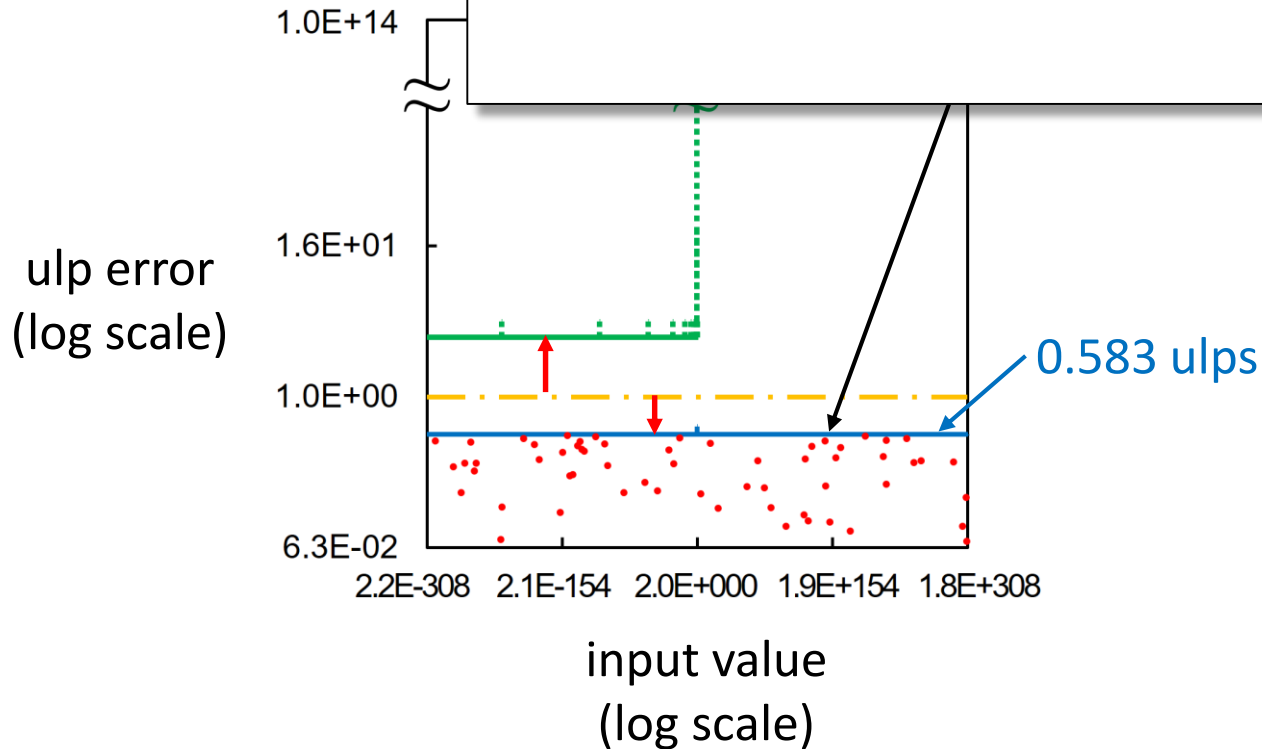


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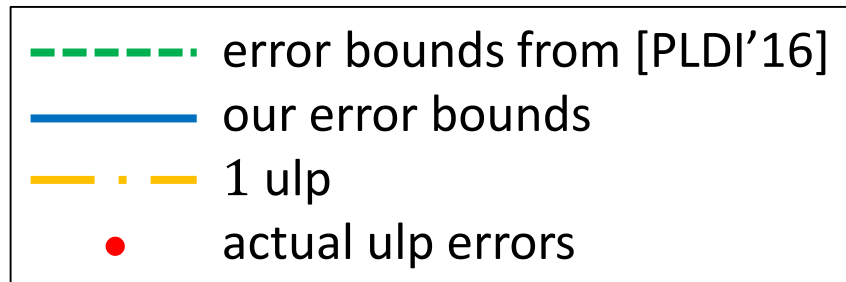
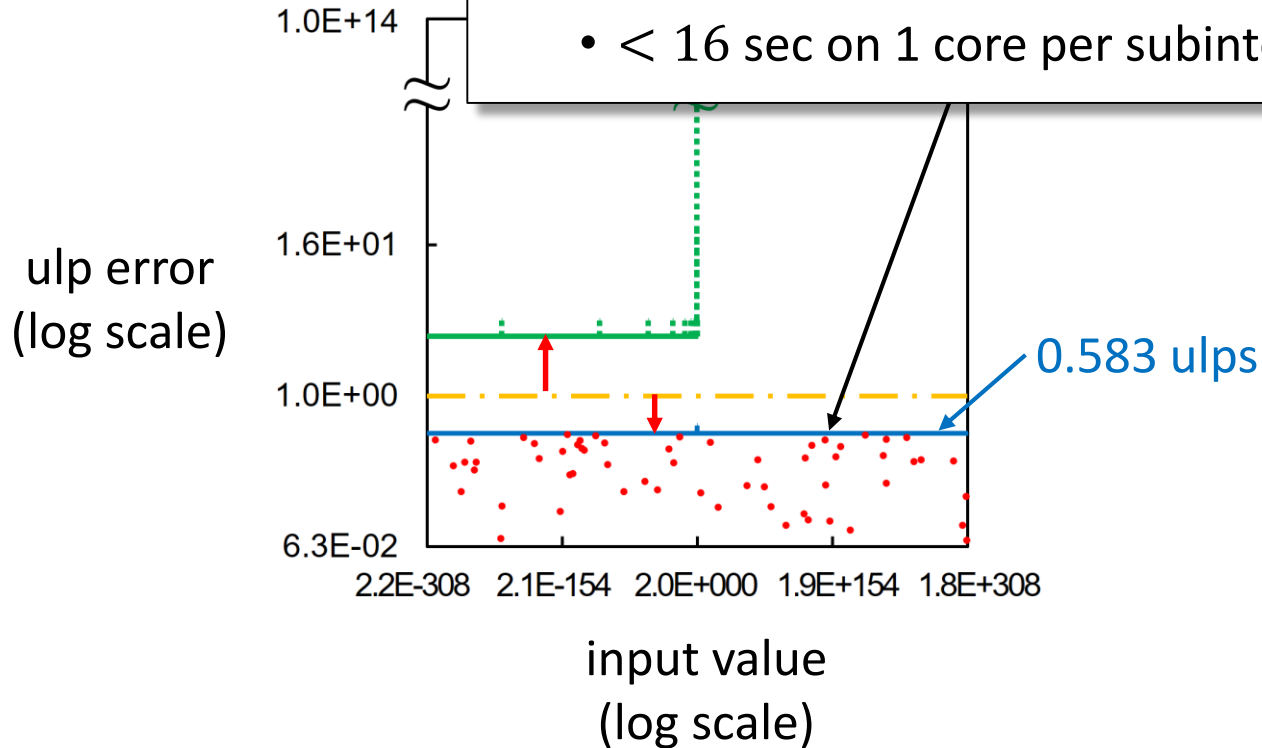
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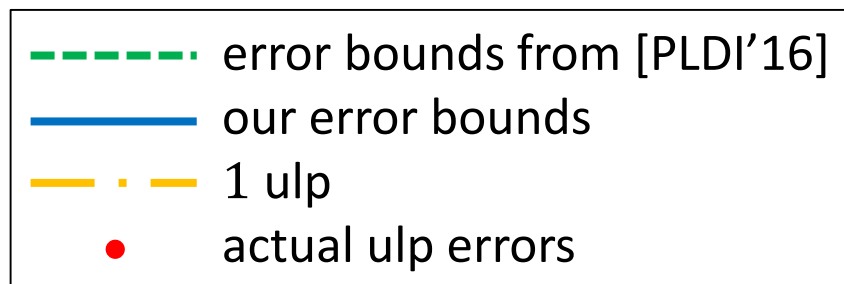
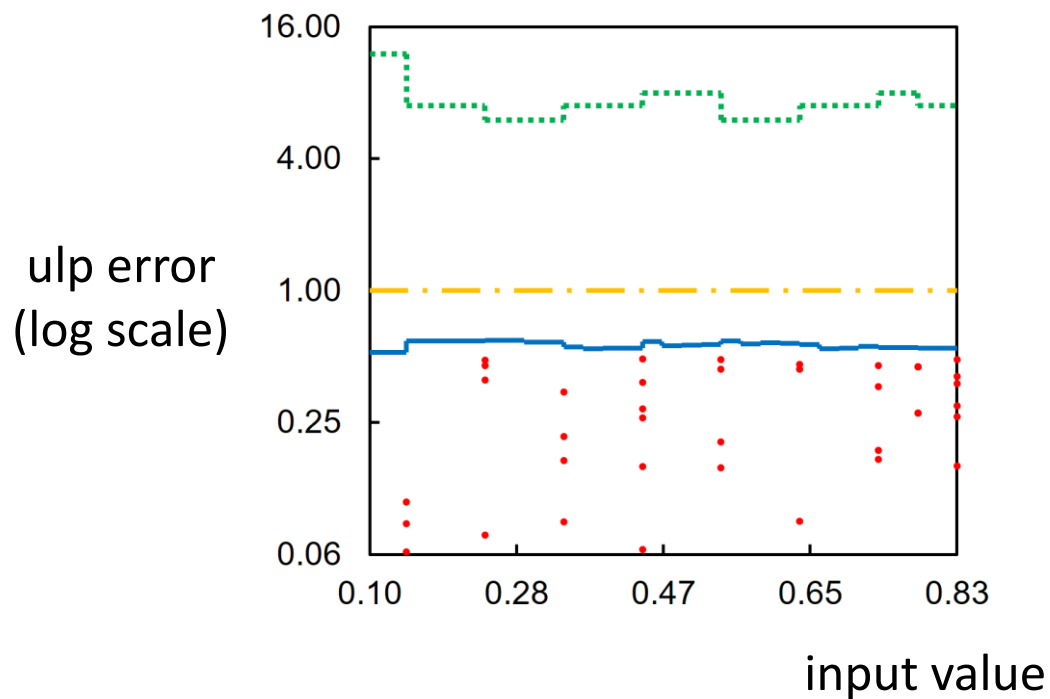


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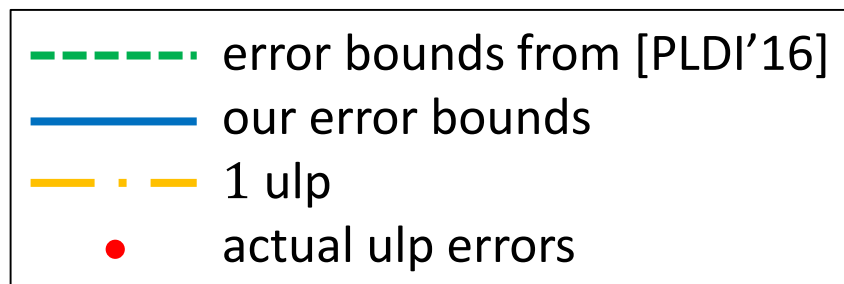
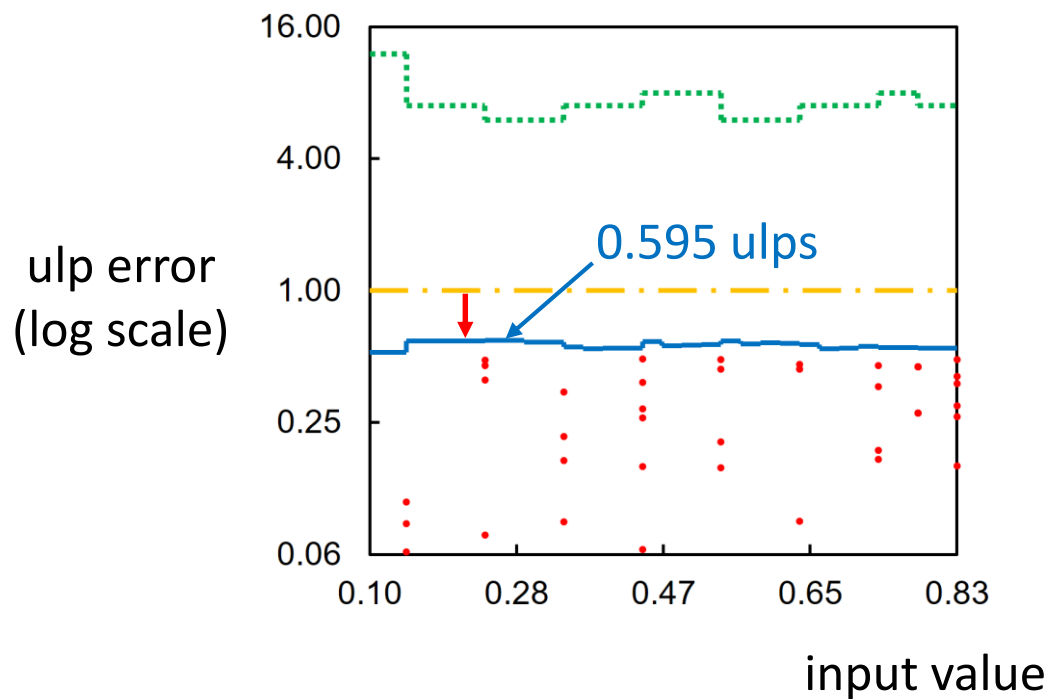
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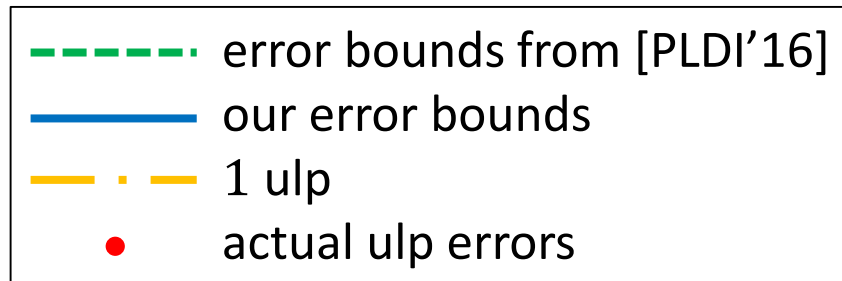
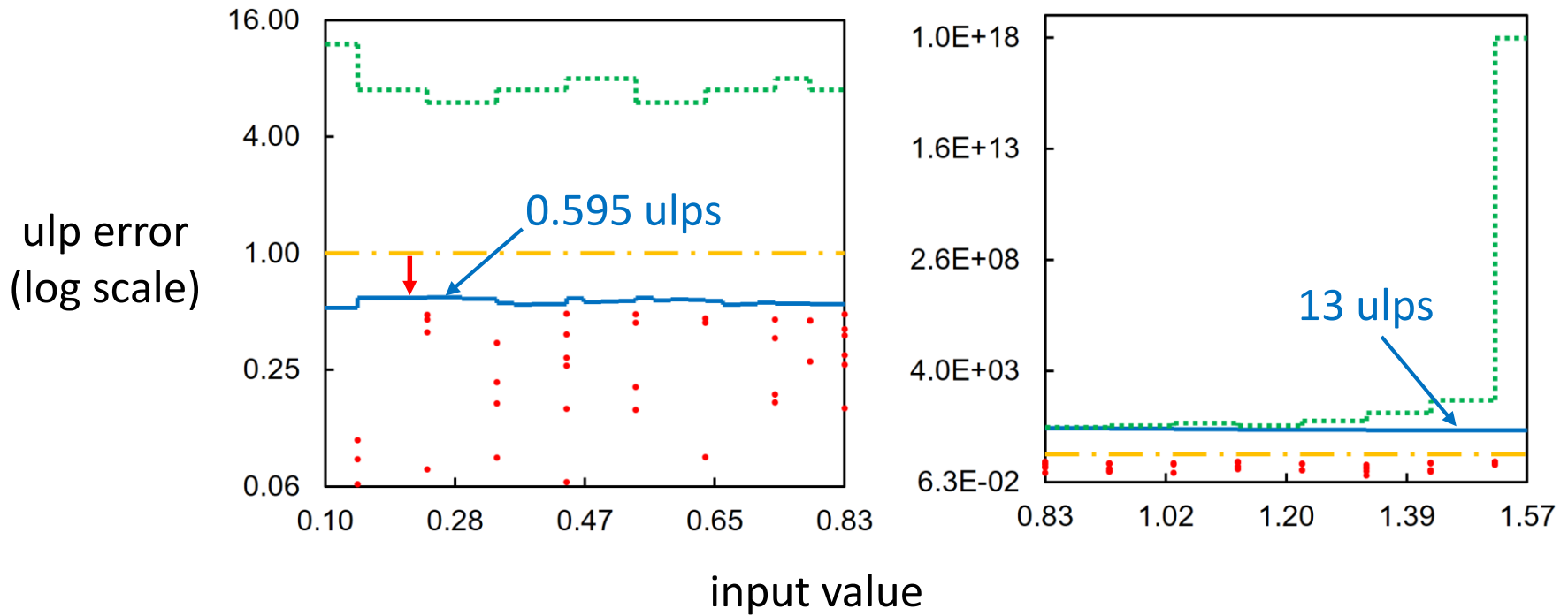
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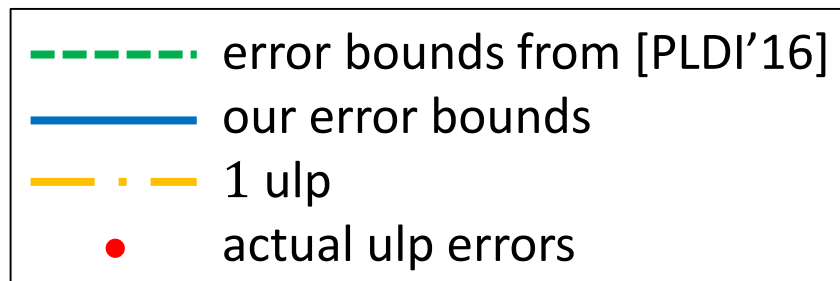
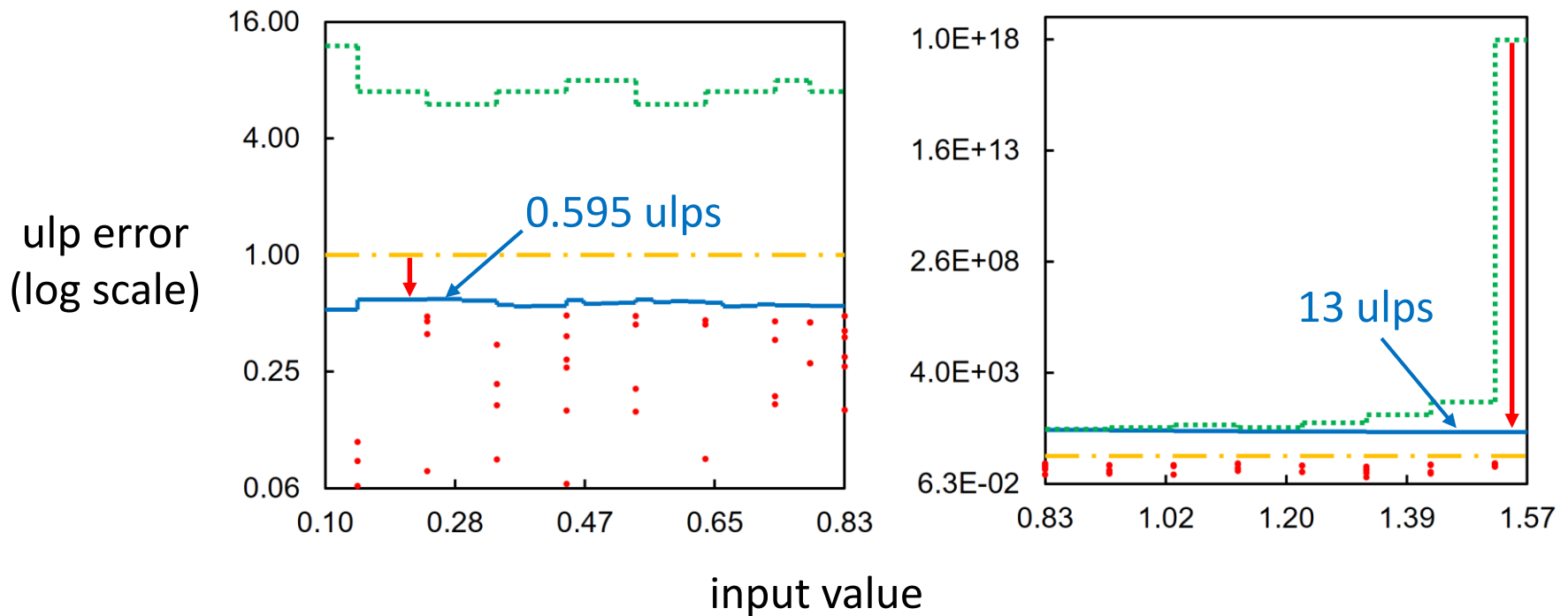
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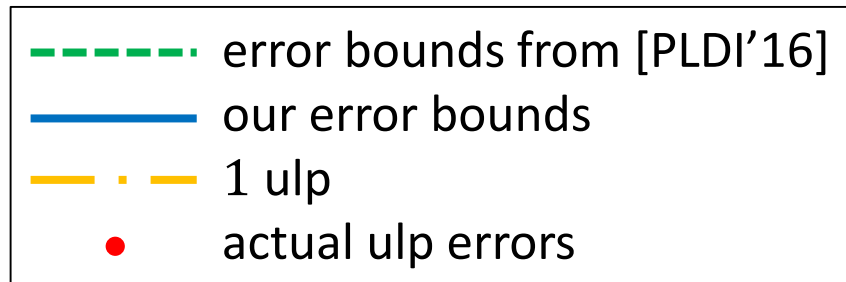
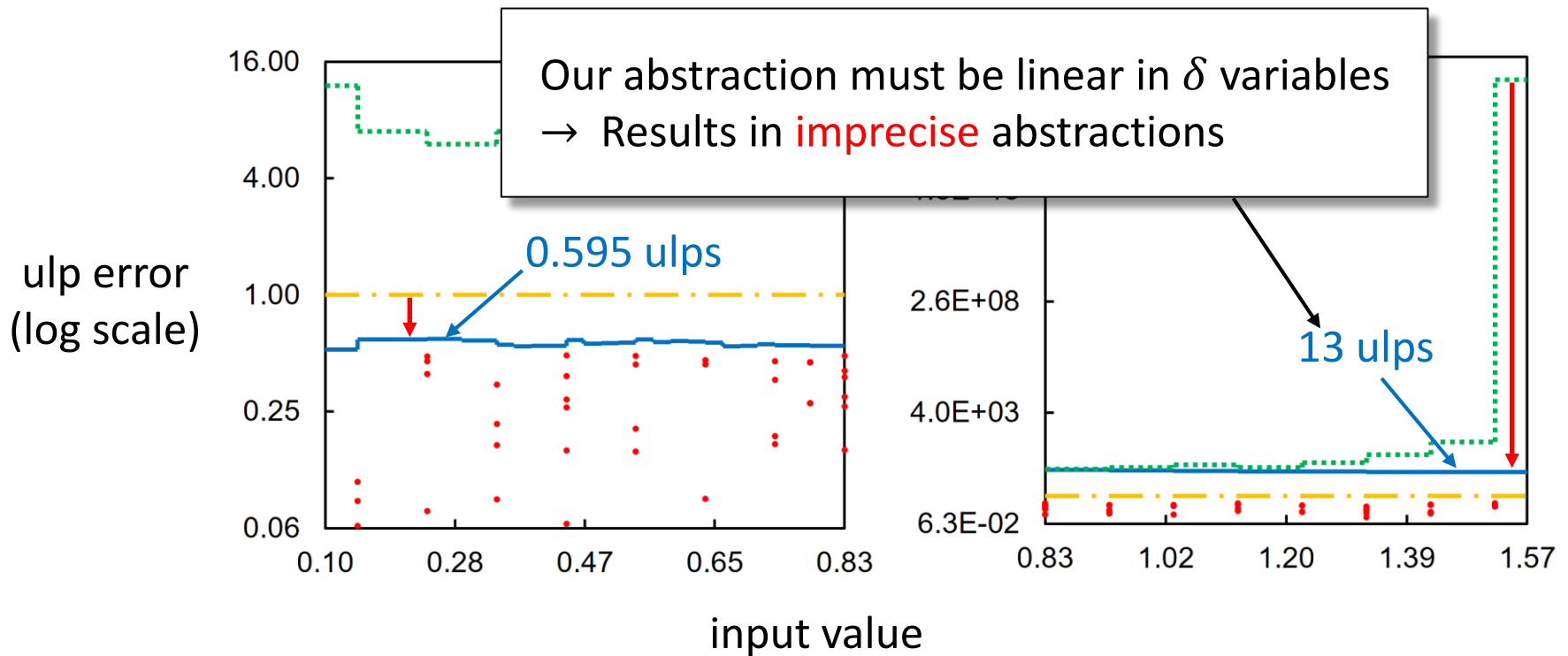
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