

A Family of Sims with Diverging Interests

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Program comparison

Tools to *compare* programs play a major role in programming language theory

Program p_1



Program p_2



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equivalent to?

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- **Simulation** is a notion of program comparison (more specifically program *refinement*) that enables **local reasoning**

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- ▶ Useful for concurrency theory, model checking, **verified compilation**, etc.

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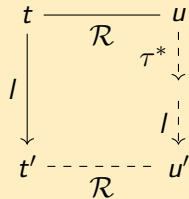
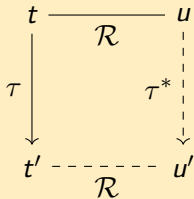


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- ▶ In a verified compiler, the compiled program *refines* the source program
- ▶ Programs typically modeled as labeled transition systems (LTSs)

Which simulation? Two key properties

Weak

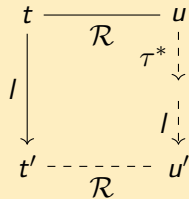
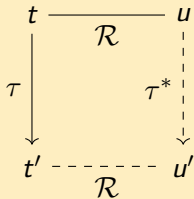
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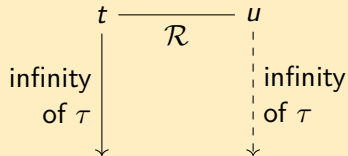
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Divergence sensitive

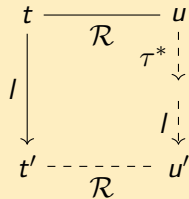
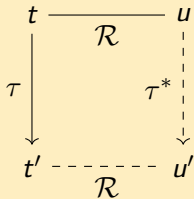
A non-diverging program should not be compiled to a possibly diverging program



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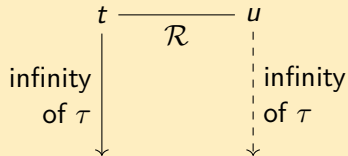
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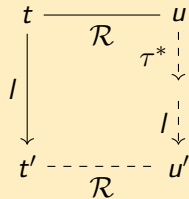
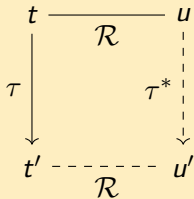


→ Straightforward answer: divergence-sensitive weak simulation

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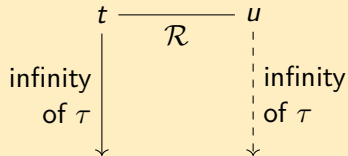
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Divergence sensitive

A non-diverging program should not be compiled to a possibly diverging program

This is a global condition.



→ Straightforward answer: divergence-sensitive weak simulation...maybe not

- This limitation was noted in 1998!

Normed Simulations

David Griffioen^{1,2*} Frits Vaandrager²

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Thus the research program to reduce global reasoning
to local reasoning has not been carried out to its completion.

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Thus the research program to reduce global reasoning
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- ▶ Normed simulation enables local reasoning through a decreasing measure
- ▶ It shaped most later notions of simulation for verified compilation
- ▶ CompCert relies on it

Towards a better notion of simulation?

	Introduced	Usability	Completeness
Div. weak simulation	1981?	×	✓
Normed simulation	1998	✓	×
What I want	This paper	✓	✓

Normed simulations complete *only for deterministic LTSs*

A Family of Sims with Diverging Interests

A modern characterization of divergence-sensitive weak simulation

Inspiring advances from the 2010's

- ▶ *Implicit* normed simulation (used in ITrees) is based on a mixed inductive-coinductive definition.
- ▶ *Weak-tau simulation* (from CompCertTSO), made of two mutually-defined relations, relates some programs that are not related by normed simulation.
- ▶ *Coinduction up-to companion* eases the definition of powerful reasoning techniques

→ I combine all of this into a mutually coinductive notion dubbed μdiv -simulation.


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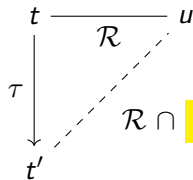
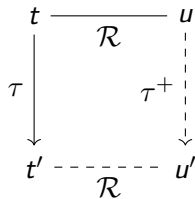
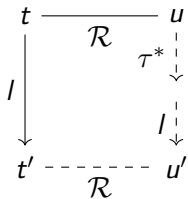
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μ div-simulation

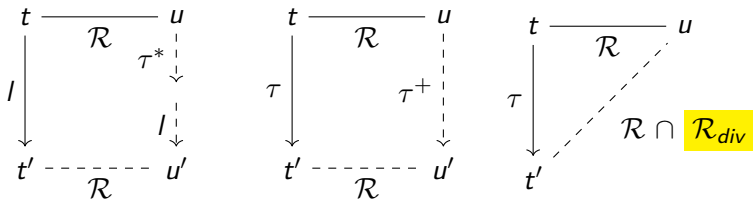
- ▶ Sound and complete wrt divergence-sensitive weak simulation
- ▶ Weaker (more complete) than variants of normed simulation
- ▶ As usable as implicit normed simulation thanks to coinduction up-to
- ▶ Defined in a generic LTS setting in 

μ div-simulation, diagrammatically

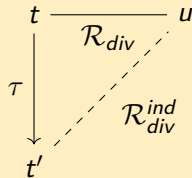
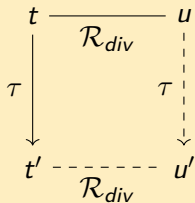


divergence preservation

μ div-simulation, diagrammatically



Divergence preservation, coinductively



How can we reason about it?

- ▶ Modern coinduction up-to
- ▶ A parameterized definition

Coinduction up-to: Key idea

Standard proof of simulation

- ▶ Exhibit a relation \mathcal{R} between states.
- ▶ Prove that \mathcal{R} is a simulation

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- ▶ Exhibit a relation \mathcal{R} between states.
- ▶ Prove that \mathcal{R} is a simulation

Proof using coinduction up-to

Start from a small \mathcal{R} and lazily add pairs of states to it as needed during the proof.

→ Interesting proof technique in an interactive proof assistant

Concretely, *up-to techniques* can transform the proof goal during the proof.

Coinduction up-to: Key idea

Standard proof of simulation

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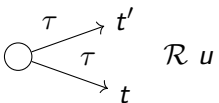
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History of coinduction up-to

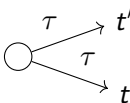
- ▶ Exists since the 80's.
- ▶ Comfortable in Rocq since the 2010's (paco, coinduction).

Concrete up-to techniques

Consider this simulation goal:

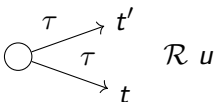


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Consider this simulation goal:  $\mathcal{R} \ u$

By the left up-to τ technique, this reduces to: $t \mathcal{R} \ u \wedge t' \mathcal{R} \ u$

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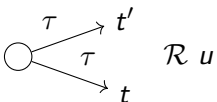
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Asymmetric reasoning

- ▶ Left and right up-to τ and up-to ϵ
- ▶ From the ITree/CTree world
- ▶ Recovers the proof rules from normed sim!

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- ▶ Recovers the proof rules from normed sim!

Some other up-to techniques

- ▶ Transitivity and rewriting: complicated, 5 variations supported
- ▶ Well-known in the **b**isimulation literature (e.g., expansions)

Is μ div-simulation enough?

- ▶ We may need deadlock preservation too (easier)
- ▶ Strong simulation is easier to wield
- ▶ Some notions between weak and strong simulation can serve as proof devices

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Problem

That makes a lot of closely-related definitions of simulation.

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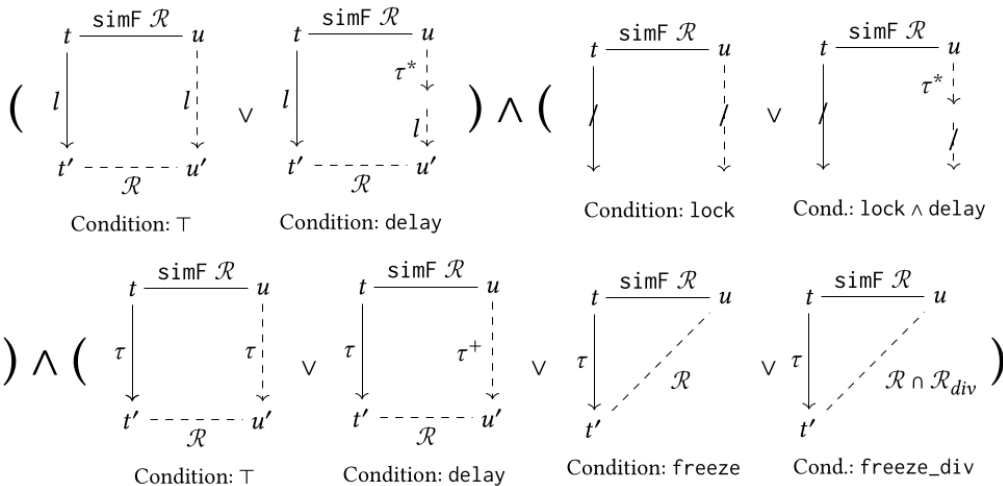
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Solution

- ▶ Use a parameterized definition.
- ▶ Two Boolean parameters, one ternary parameter

Parameterized definition: the diagrams

- Parameterized definition: 12 notions (strong, weak, divergence-sensitive weak, deadlock-sensitive, etc.) jointly studied



Case studies

Case study: A CompCert pass

- ▶ A few lines of Rocq to instantiate the theories
- ▶ Port of a 300-line CSE proof (~ 70 lines changed)
- ▶ Originally uses an *Eventually simulation*, analogous to the left up-to τ technique
- ▶ Forward \implies backward simulation
- ▶ No need to explicitly build the backward simulation!

Case study: Choice Trees


$$\begin{array}{c}
 \frac{}{\text{Ret } v \mathcal{R} \text{ Ret } v} \text{ (ret)} \qquad \frac{\forall x \in X, (k \ x) \mathcal{R} \ u \quad \mathcal{L} = \text{no lock} \vee X \text{ inhabited}}{(\text{Br } b \ k) \mathcal{R} \ u} \text{ (br_l)} \\
 \\
 \frac{\exists y, t \mathcal{R} (k' \ y) \quad \mathcal{L} = \text{no lock} \vee k' \ y \rightarrow \vee (\mathcal{F} = \text{nofreeze} \wedge t \rightarrow)}{t \mathcal{R} (\text{Br } b \ k')} \text{ (br_r)} \\
 \\
 \frac{t \mathcal{R} \ u \quad \mathcal{D} = \text{delay}}{t \mathcal{R} \text{ Step } u} \text{ (step_r)} \qquad \frac{t \mathcal{R} \ u \quad \mathcal{F} = \text{freeze} \vee (\mathcal{F} = \text{freeze_div} \wedge \text{divpres } t \ u)}{\text{simF } \mathcal{R} (\text{Step } t) \ u} \text{ (step_l)} \\
 \\
 \frac{t \mathcal{R} \ u \quad \mathcal{F} = \text{freeze_div}}{\text{Step } t \mathcal{R} \ u} \text{ (step_l')} \qquad \frac{t \mathcal{R} \ u}{\text{simF } \mathcal{R} (\text{Step } t) (\text{Step } u)} \text{ (step)} \\
 \\
 \frac{\forall v, (k \ v) \mathcal{R} (k' \ v)}{\text{simF } \mathcal{R} (\text{Vis } e \ k) (\text{Vis } e \ k')} \text{ (vis)} \qquad \frac{t \rightarrow \wedge (\mathcal{L} = \text{no lock} \vee u \rightarrow)}{t \mathcal{R} \ u} \text{ (stuck)}
 \end{array}$$

- ▶ A few lines of Rocq to instantiate the theories
- ▶ A single parameterized proof system for the 12 refinements
- ▶ Up-to bind technique

Conclusion

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Contributions

- ▶ Parameterized notion of simulation with up-to techniques
- ▶ Novel characterization of divergence preservation
- ▶ Implemented in 3.5k lines of  ROCQ, using the rocq-coinduction library
- ▶ Version 0.2 released on opam as rocq-sims
- ▶ POPL'26 paper on my webpage: <https://www-verimag.imag.fr/~chappen/>

Future work

- ▶ Extension to bisimulation
- ▶ Extension to trace inclusion

Thank you for your attention!