

# A Family of Sims with Diverging Interests

POPL'26, Rennes, France

Nicolas Chappe (Post-doc @ CNRS / Verimag)

January 15, 2026



## Program comparison

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

Program  $p_1$



Program  $p_2$



## Program comparison

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

Program  $p_1$



equivalent to?

Program  $p_2$



## Program comparison

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

Program  $p_1$



equivalent to?  
more general than?

Program  $p_2$



# Program comparison

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

Program  $p_1$



equivalent to?

more general than?

just different from?

Program  $p_2$



# Program comparison

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

Program  $p_1$



equivalent to?

more general than?

just different from?

Program  $p_2$



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

# Program comparison

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

Program  $p_1$



equivalent to?

more general than?

just different from?

Program  $p_2$



- ▶ **Simulation** is a notion of program comparison (more specifically program *refinement*) that enables **local reasoning**
- ▶ Useful for concurrency theory, model checking, **verified compilation**, etc.

# Program comparison

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

Program  $p_1$



equivalent to?

more general than?

just different from?

Program  $p_2$



- ▶ **Simulation** is a notion of program comparison (more specifically program *refinement*) that enables **local reasoning**
- ▶ Useful for concurrency theory, model checking, **verified compilation**, etc.
- ▶ In a verified compiler, the compiled program *refines* the source program

# Program comparison

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

Program  $p_1$



equivalent to?

more general than?

just different from?

Program  $p_2$

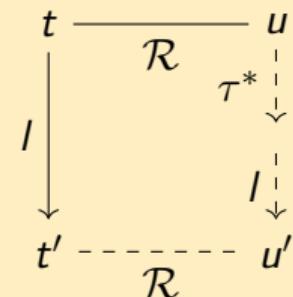
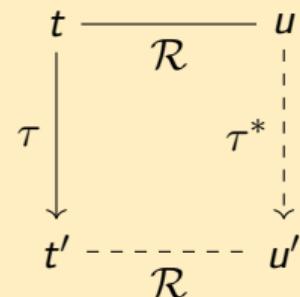


- ▶ **Simulation** is a notion of program comparison (more specifically program *refinement*) that enables **local reasoning**
- ▶ Useful for concurrency theory, model checking, **verified compilation**, etc.
- ▶ In a verified compiler, the compiled program *refines* the source program
- ▶ Programs typically modeled as labeled transition systems (LTSs)

# Which simulation? Two key properties

## Weak

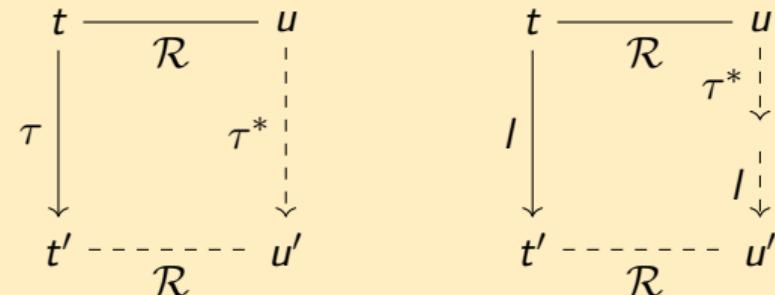
Some computations ( $\tau$  transitions) are semantically invisible and do not need to be matched on the other side



# Which simulation? Two key properties

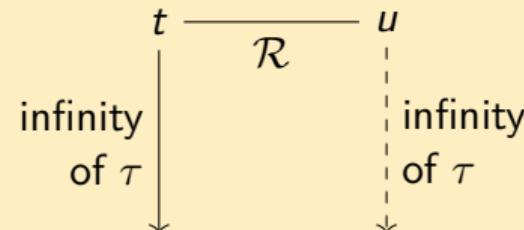
## Weak

Some computations ( $\tau$  transitions) are semantically invisible and do not need to be matched on the other side



## Divergence sensitive

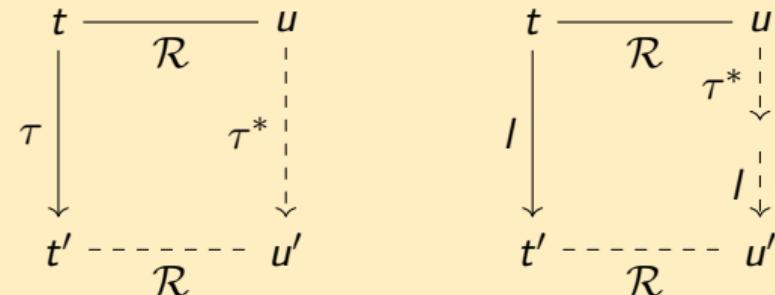
A non-diverging program should not be compiled to a possibly diverging program



# Which simulation? Two key properties

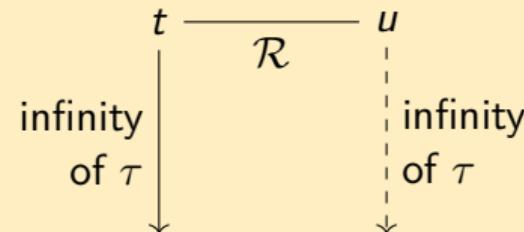
## Weak

Some computations ( $\tau$  transitions) are semantically invisible and do not need to be matched on the other side



## Divergence sensitive

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

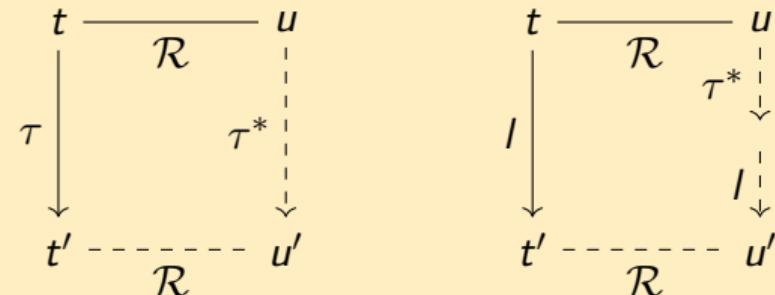


→ Straightforward answer: divergence-sensitive weak simulation

# Which simulation? Two key properties

## Weak

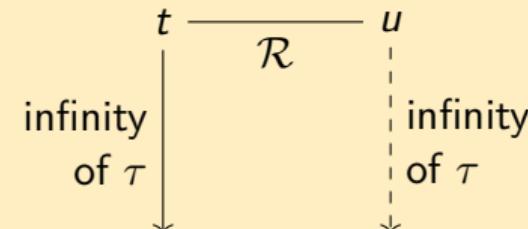
Some computations ( $\tau$  transitions) are semantically invisible and do not need to be matched on the other side



## 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

## Normed simulation

- ▶ This limitation was noted in 1998!

### Normed Simulations

David Griffioen<sup>1,2\*</sup> Frits Vaandrager<sup>2</sup>

<sup>1</sup> CWI

P.O. Box 94079, 1090 GB Amsterdam, The Netherlands

<sup>2</sup> Computing Science Institute, University of Nijmegen

P.O. Box 9010, 6500 GL Nijmegen, The Netherlands

{davidg,fvaan}@cs.kun.nl

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

## Normed simulation

- ▶ This limitation was noted in 1998!

### Normed Simulations

David Griffioen<sup>1,2\*</sup> Frits Vaandrager<sup>2</sup>

<sup>1</sup> CWI

P.O. Box 94079, 1090 GB Amsterdam, The Netherlands

<sup>2</sup> Computing Science Institute, University of Nijmegen

P.O. Box 9010, 6500 GL Nijmegen, The Netherlands

{davidg,fvaan}@cs.kun.nl

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

- ▶ 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  $\mu$ div-simulation.

# A modern characterization of divergence-sensitive weak simulation

## Inspiring advances from the 2010's

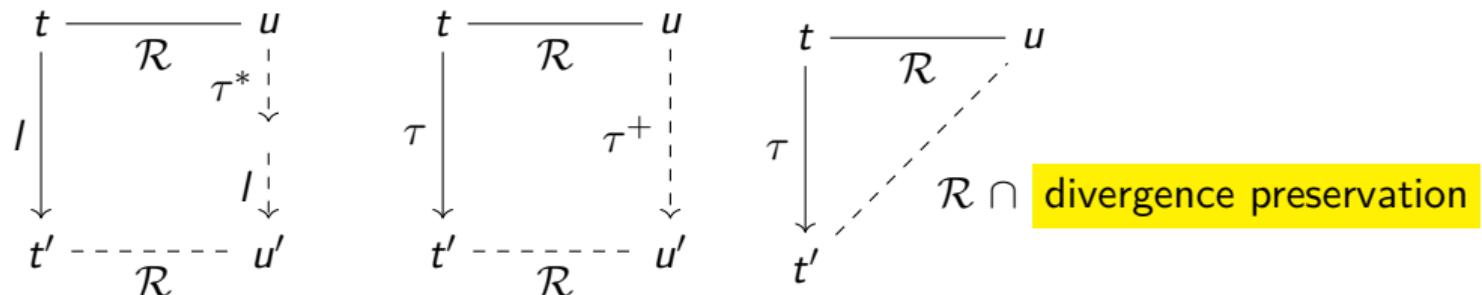
- ▶ *Implicit* normed simulation (used in ITrees) is based on a mixed inductive-coinductive definition.
- ▶ *Weak-tau simulation* (from CompCertTSO), made of two mutually-defined relations, relates some programs that are not related by normed simulation.
- ▶ *Coinduction up-to companion* eases the definition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

→ I combine all of this into a mutually coinductive notion dubbed  $\mu$ div-simulation.

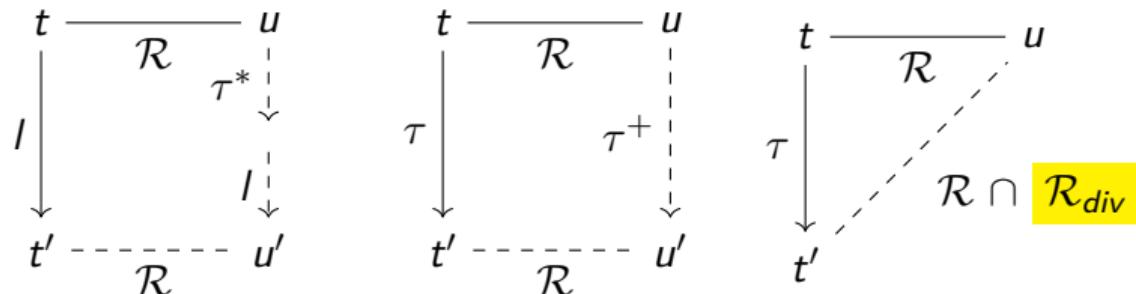
## $\mu$ div-simulation

- ▶ 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  **ROCC**

## $\mu$ div-simulation, diagrammatically



## $\mu$ 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

## Coinduction up-to: Key idea

### Standard proof of simulation

- ▶ 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

- ▶ 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.

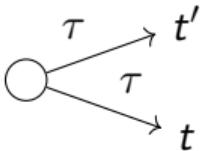
→ Interesting proof technique in an interactive proof assistant

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

### History of coinduction up-to

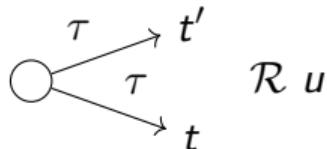
- ▶ Exists since the 80's.
- ▶ Comfortable in Rocq since the 2010's (paco, coinduction).

## Concrete up-to techniques

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

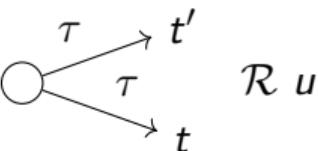
```
graph LR; S(( )) -- "τ" --> t1[t']; S -- "τ" --> t2[t];
```

## Concrete up-to techniques

Consider this simulation goal: 

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

## Concrete up-to techniques

Consider this simulation goal: 

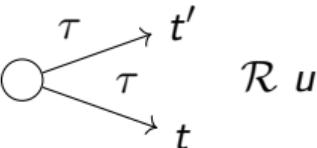
By the left up-to  $\tau$  technique, this reduces to:  $t \mathcal{R} u \wedge t' \mathcal{R} u$

### Asymmetric reasoning

- ▶ Left and right up-to  $\tau$  and up-to  $\epsilon$
- ▶ From the ITree/CTree world
- ▶ Recovers the proof rules from normed sim!

## Concrete up-to techniques

Consider this simulation goal:


$$\tau \rightarrow t' \quad \tau \rightarrow t \quad R \ u$$

By the left up-to  $\tau$  technique, this reduces to:  $t \ R \ u \wedge t' \ R \ u$

### Asymmetric reasoning

- ▶ Left and right up-to  $\tau$  and up-to  $\epsilon$
- ▶ From the ITree/CTree world
- ▶ Recovers the proof rules from normed sim!

### Some other up-to techniques

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

## Is $\mu$ 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

# Is $\mu$ 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

## Problem

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

# Is $\mu$ 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

## Problem

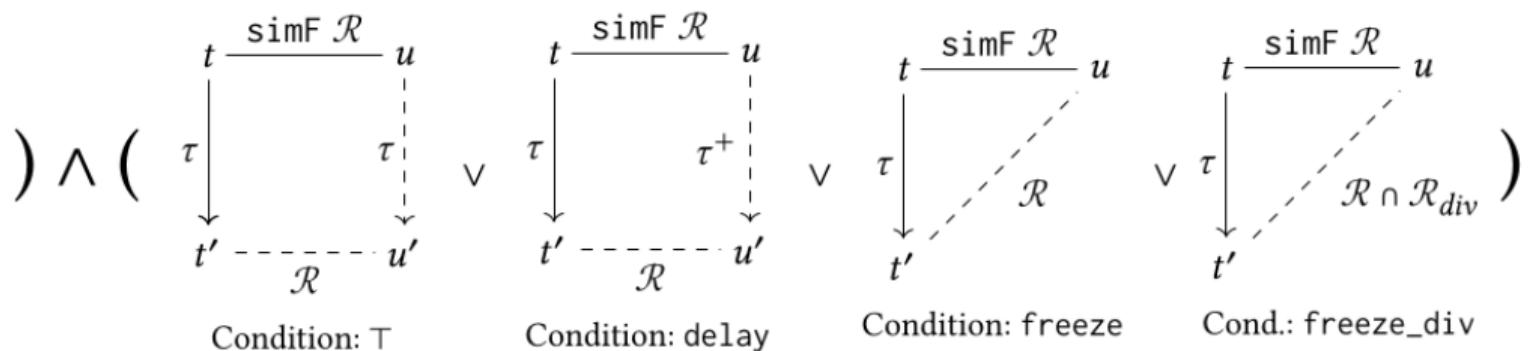
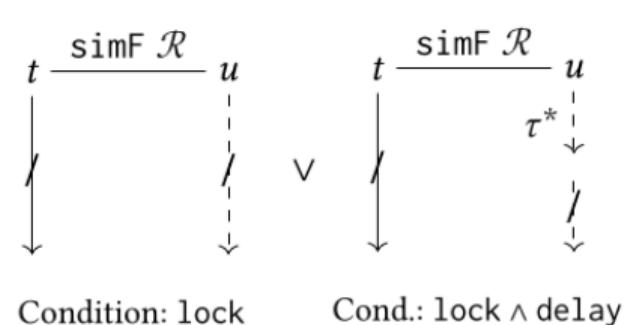
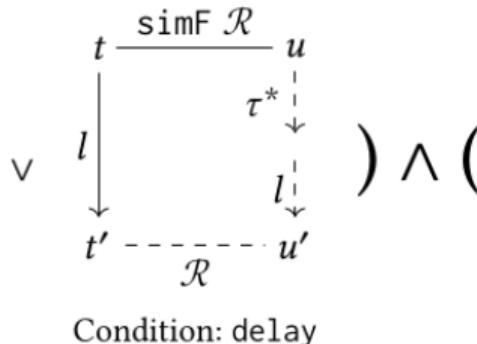
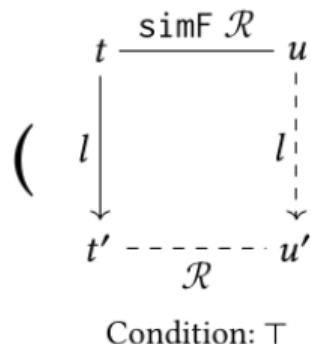
That makes a lot of closely-related definitions of simulation.

## 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 ( $\sim 70$  lines changed)
- ▶ Originally uses an *Eventually simulation*, analogous to the left up-to  $\tau$  technique
- ▶ Forward  $\implies$  backward simulation
- ▶ No need to explicitly build the backward simulation!

## Case study: Choice Trees

$$\begin{array}{c}
 \frac{\text{Ret } v \mathcal{R} \text{ Ret } v}{\text{Ret } v \mathcal{R} \text{ Ret } v} \text{ (ret)} \quad \frac{\forall x \in X, (k \ x) \mathcal{R} u \quad \mathcal{L} = \text{nolock} \vee X \text{ inhabited}}{(\text{Br } b \ k) \mathcal{R} u} \text{ (br\_l)} \\
 \frac{\exists y, t \mathcal{R} (k' \ y) \quad \mathcal{L} = \text{nolock} \vee k' \ y \rightarrow \vee (\mathcal{F} = \text{nofreeze} \wedge t \rightarrow)}{t \mathcal{R} (\text{Br } b \ k')} \text{ (br\_r)} \\
 \frac{t \mathcal{R} u \quad \mathcal{D} = \text{delay}}{t \mathcal{R} \text{ Step } u} \text{ (step\_r)} \quad \frac{t \mathcal{R} u \quad \mathcal{F} = \text{freeze} \vee (\mathcal{F} = \text{freeze\_div} \wedge \text{divpres } t \ u)}{\text{simF } \mathcal{R} (\text{Step } t) \ u} \text{ (step\_l)} \\
 \frac{t \mathcal{R} u \quad \mathcal{F} = \text{freeze\_div}}{\text{Step } t \mathcal{R} u} \text{ (step\_l')} \quad \frac{t \mathcal{R} u}{\text{simF } \mathcal{R} (\text{Step } t) (\text{Step } u)} \text{ (step)} \\
 \frac{\forall v, (k \ v) \mathcal{R} (k' \ v)}{\text{simF } \mathcal{R} (\text{Vis } e \ k) (\text{Vis } e \ k')} \text{ (vis)} \quad \frac{t \not\rightarrow \wedge (\mathcal{L} = \text{nolock} \vee u \not\rightarrow)}{t \mathcal{R} u} \text{ (stuck)}
 \end{array}$$

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

# Conclusion

# Conclusion

## 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!