

Lower Runtime Bounds for Integer Programs

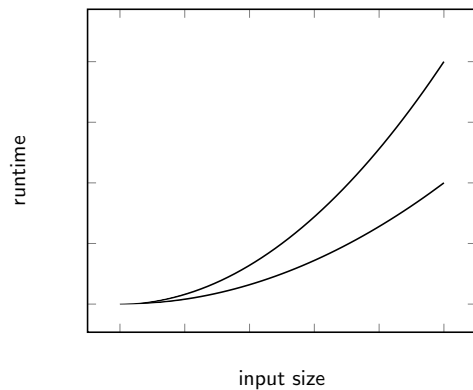
Florian Frohn¹ Matthias Naaf¹ Jera Hensel¹
Marc Brockschmidt² Jürgen Giesl¹

¹RWTH Aachen University, Germany

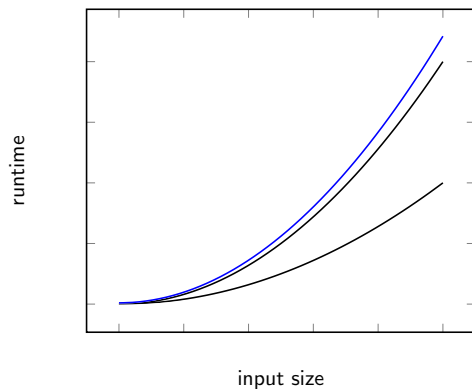
²Microsoft Research, Cambridge, UK

June 27, 2016

Lower Bounds?

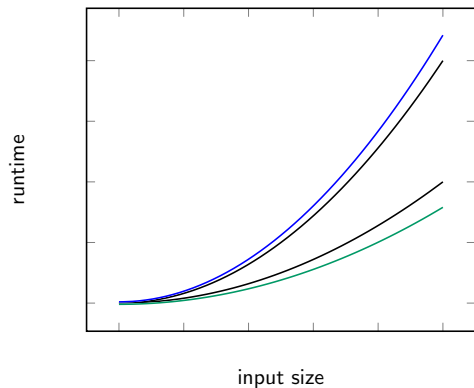


Lower Bounds?



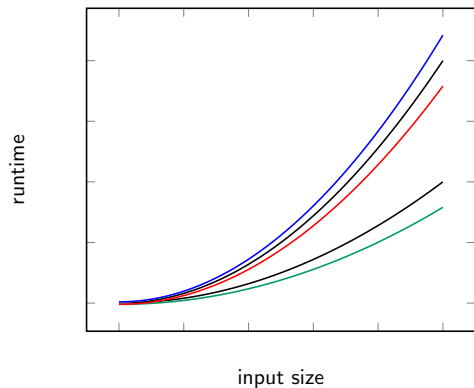
- worst case upper bounds

Lower Bounds?



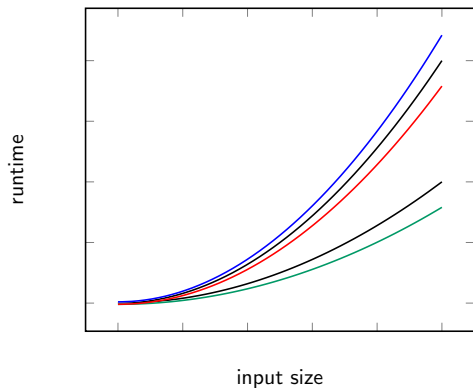
- worst case upper bounds
- best case lower bounds

Lower Bounds?



- worst case upper bounds
- best case lower bounds
- worst case lower bounds

Lower Bounds?

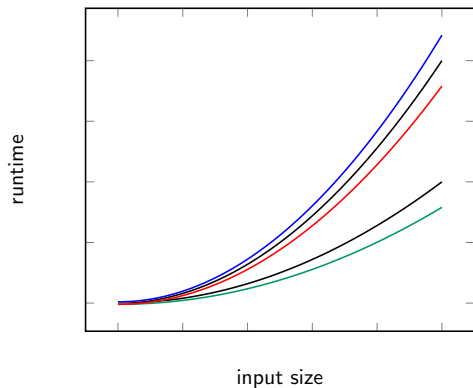


- worst case upper bounds
- best case lower bounds
- worst case lower bounds

Why?

- *tight* bounds

Lower Bounds?



- worst case upper bounds
- best case lower bounds
- worst case lower bounds

Why?

- *tight* bounds
- identify attacks

What kind of programs?

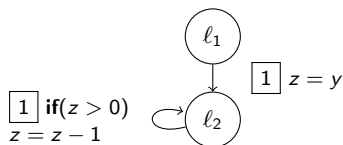
non-recursive integer programs:

```
z = y
while (z > 0)
  z = z - 1
```


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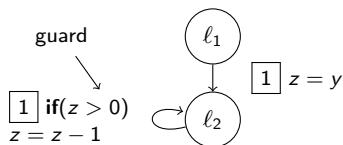
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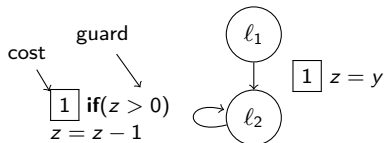
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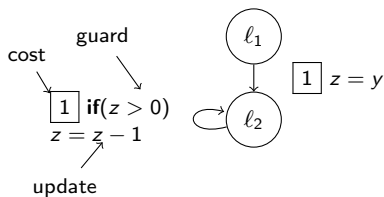
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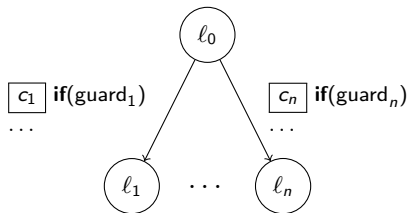


The Technique

- step 1: underapproximating program simplification

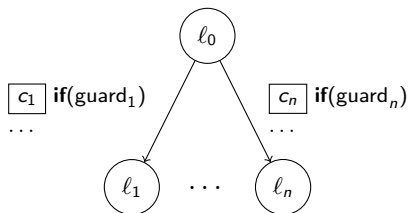
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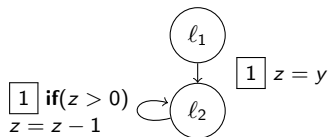


- step 2: infer asymptotic lower bound

Acceleration and Chaining

Acceleration and Chaining

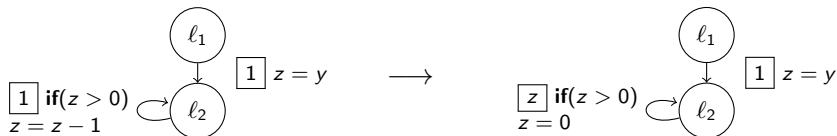
- *accelerate* simple loops



Program Simplification

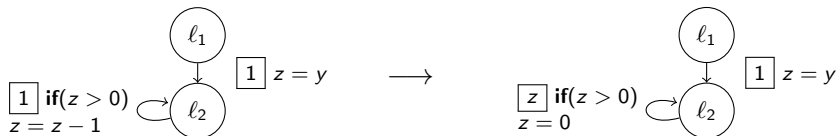
Acceleration and Chaining

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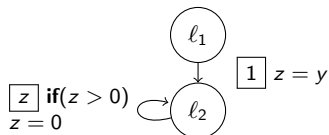


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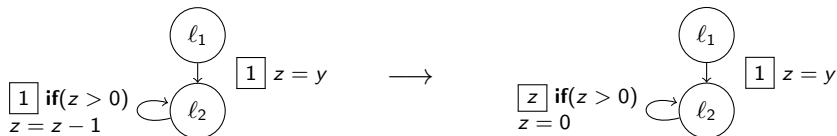


- *chain* subsequent transitions

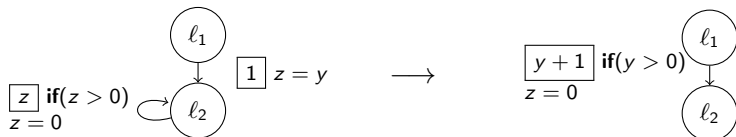


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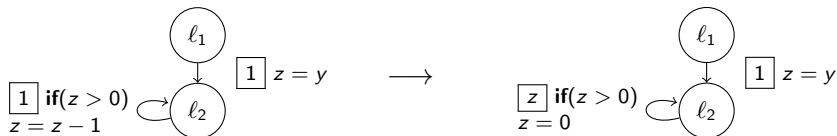


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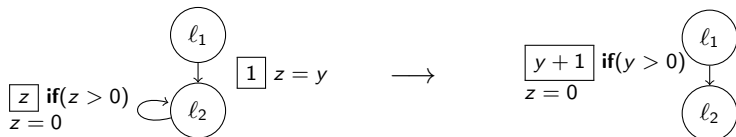


Acceleration and Chaining

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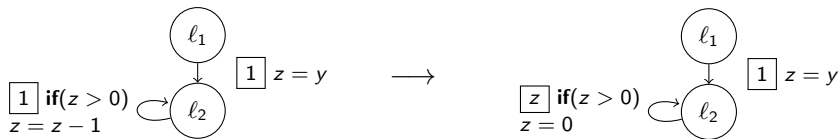


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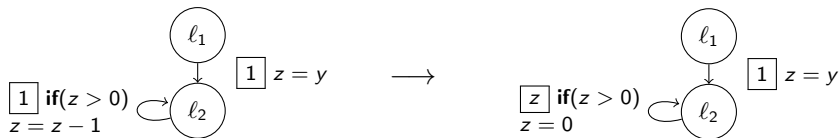


- *iterate*

Loop Acceleration: Challenges

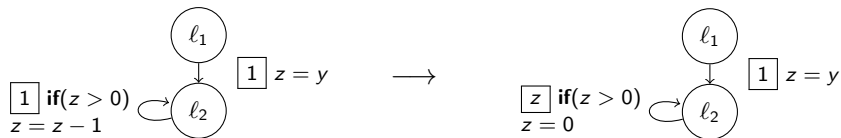


Loop Acceleration: Challenges



- What's the result?

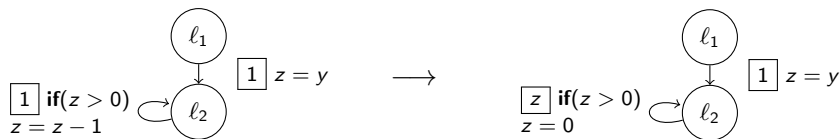
Loop Acceleration: Challenges



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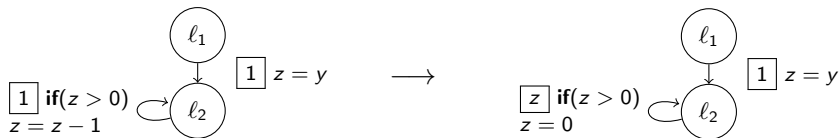
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Loop Acceleration: Challenges



- What's the result?
- What does it cost?
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Loop Acceleration: Challenges

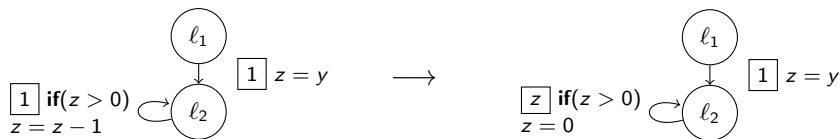


- What's the result?
 - build recurrence equations

- What does it cost?

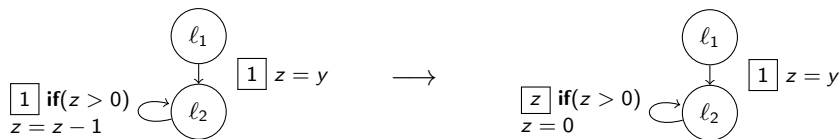
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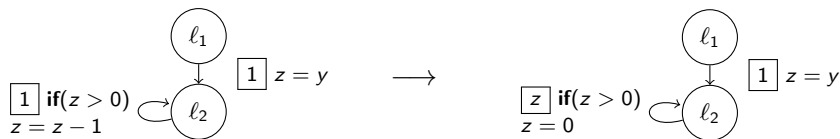
- What's the result?
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Loop Acceleration: Challenges



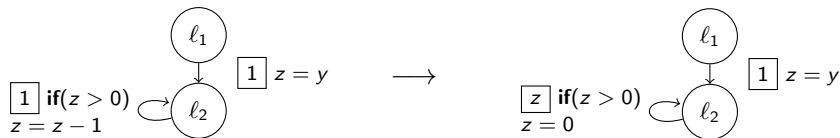
- What's the result?
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 - $z^{(1)} = z - 1$ and $z^{(n+1)} = z^{(n)} - 1 \curvearrowright z^{(n)} = z - n$
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Loop Acceleration: Challenges



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 - similar to iterated update
- How many repetitions?
 - use *metering functions*

Metering Functions

- variation of *ranking functions*

Metering Functions

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- **ranking** function: “ \geq max. number of iterations”

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Metering Functions

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- b is a *metering* function iff

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Metering Functions

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\Rightarrow transition can be applied at least b times

Metering Functions

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$$\neg \text{guard} \Rightarrow b \leq 0 \text{ and } \text{guard} \Rightarrow \text{update}(b) \geq b - 1$$

$$\text{guard} \Rightarrow b > 0 \text{ and } \text{guard} \Rightarrow \text{update}(b) \leq b - 1$$

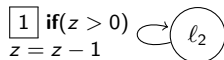
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Example

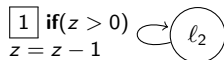


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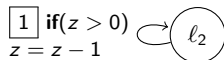
- $z, z - 1, \dots$

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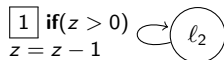
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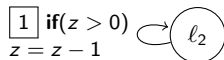
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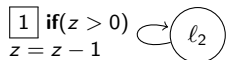
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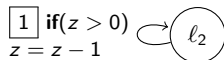
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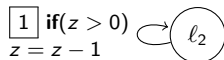
✓

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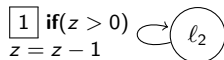
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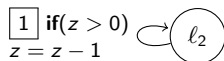
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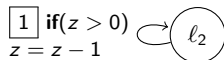
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• $z \leq 0 \Rightarrow z \leq 0$

✓

• $z \leq 0 \Rightarrow z + 1 \leq 0$

⚡

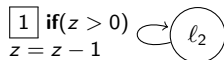
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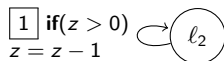
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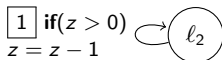
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Example



- | | |
|--|--|
| • $z, z - 1, \dots$ | • $z, z + 1, \dots$ |
| • $0, -1, \dots$ | • $2 \cdot z, 3 \cdot z + 1, \dots$ |
| • $z \leq 0 \Rightarrow z \leq 0$ ✓ | • $z \leq 0 \Rightarrow z + 1 \leq 0$ ✗ |
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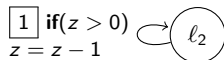
finding them:

Metering Functions

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Example



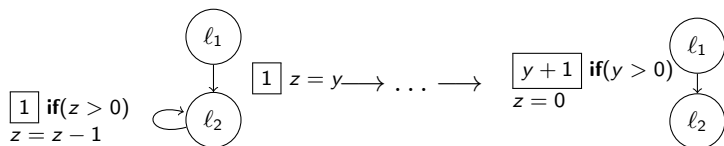
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- $z \leq 0 \Rightarrow z + 1 \leq 0$ ✗
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finding them: just like ranking functions

Program Simplification

Algorithm

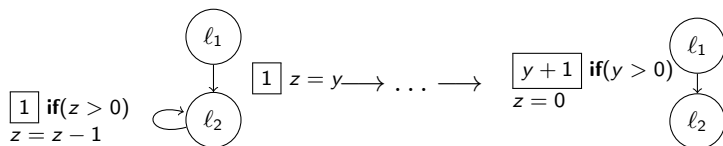
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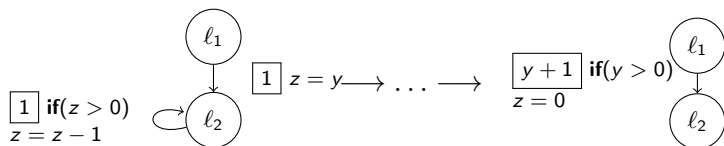
- while there is a path of length > 1
 - accelerate simple loops



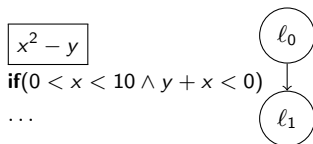
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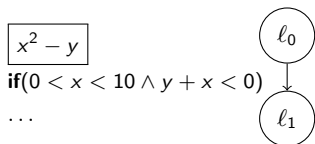
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Simplified Programs



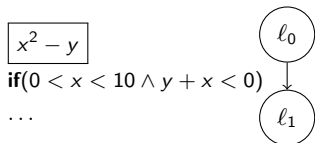
Simplified Programs



- inferring lower bound still non-trivial

Example

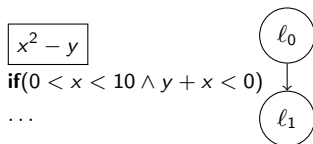
Simplified Programs



- inferring lower bound still non-trivial
- runtime depends on cost **and guard**

Example

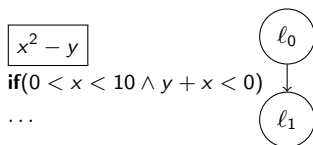
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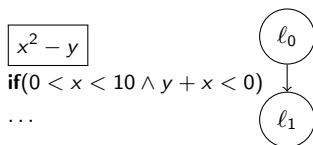
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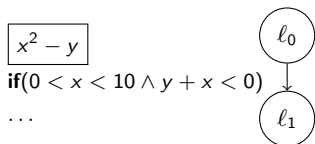


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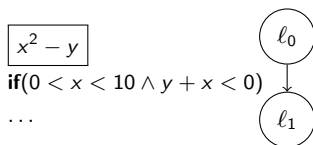


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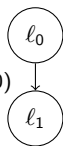
- $\mathbf{v}_n = \{x/1, y/-n\}$ satisfies guard for $n \geq 2$
- $\mathbf{v}_n(x^2 - y) = 1 + n \implies \Omega(n)$

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$$x^2 - y$$

if($x > 0 \wedge 10 - x > 0 \wedge -y - x > 0$)

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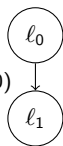
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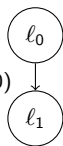
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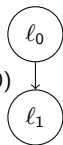
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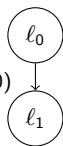
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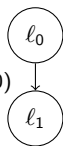
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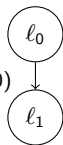
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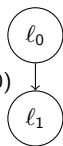
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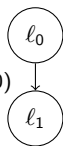
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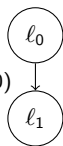
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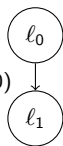
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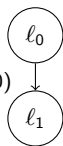
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