

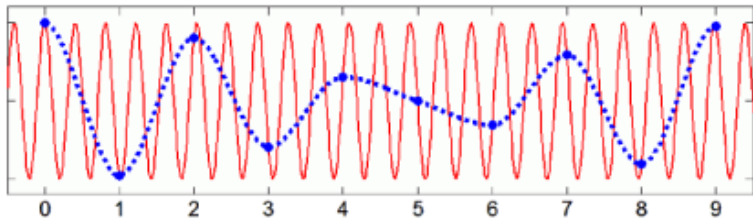
# Verifying Faust in Coq

Progress report

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Mines-ParisTech, PSL Research University

CoqPL 2015



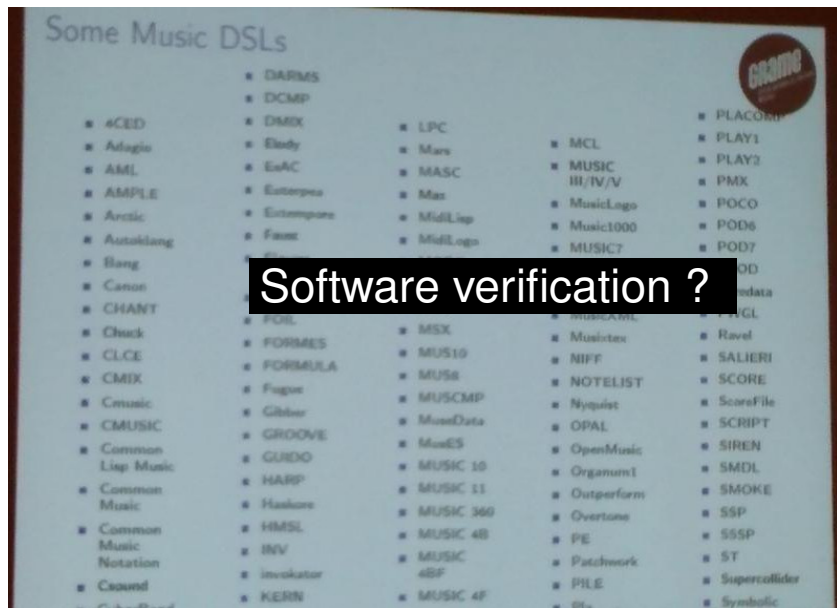
# Music and PL?

## Some Music DSLs

- 
- 4CED
  - Adagio
  - AML
  - AMPLE
  - Arctic
  - Autaklang
  - Bang
  - Canon
  - CHANT
  - Chuck
  - CLCE
  - CMIX
  - Cmusic
  - CMUSIC
  - Common Lisp Music
  - Common Music
  - Common Music Notation
  - Coound
  - CyberBand
  - DARMES
  - DCOMP
  - DMIX
  - Eady
  - ExAC
  - Euterpea
  - Extempore
  - Faust
  - Flavors Band
  - Fluxus
  - FOEL
  - FORMES
  - FORMULA
  - Fugue
  - Gliber
  - GROOVE
  - GUIDO
  - HARP
  - Hashore
  - HMSL
  - INV
  - invokator
  - KERN
  - LPC
  - Mars
  - MASC
  - Max
  - MidLisp
  - MidLogo
  - MODE
  - MOM
  - Mox
  - MSX
  - MUS10
  - MUS8
  - MUSCOMP
  - MusicData
  - MusicES
  - MUSIC 10
  - MUSIC 11
  - MUSIC 360
  - MUSIC 48
  - MUSIC 48F
  - MUSIC 4F
  - MCL
  - MUSIC III/IV/V
  - MusicLogo
  - Music1000
  - MUSIC7
  - Musictex
  - MUSIGOL
  - MusicXML
  - Musitex
  - NIFF
  - NOTELIST
  - Nyquist
  - OPAL
  - OpenMusic
  - OrganumI
  - Outperform
  - Overtone
  - PE
  - Patchwork
  - PILE
  - PLx
  - PLACOLd
  - PLAY1
  - PLAY2
  - PMX
  - POCO
  - POD6
  - POD7
  - PROD
  - Puredata
  - PWGL
  - Ravel
  - SALIERI
  - SCORE
  - ScoreFile
  - SCRIPT
  - SIREN
  - SMDL
  - SMOKE
  - SSP
  - SSSP
  - ST
  - Supercollider
  - Symbolic

# Music and PL?

Some Music DSLs



**Software verification?**

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Software verification ?

Coq ?

# Faust

- ▶ Functional PL for digital signal processing.
- ▶ Synchronous paradigm, geared towards audio.
- ▶ Programs: circuits/block diagrams + feedbacks.
- ▶ Semantics: streams of samples.
- ▶ *Efficiency is crucial.*
- ▶ Created in 2000 by Yann Orlarey et al. at GRAME.
- ▶ Mature, compiles to more than 14 platforms.

# Faust's Ecosystem

## Users:

- ▶ Grame: Multiple projects, main developer.
- ▶ Stanford: Class/books on signal processing, STK instrument toolkit, Faust2android, Mephisto...
- ▶ Ircam: Acoustic libraries, effects libraries,...
- ▶ Guitarix, moForte guitar, etc...

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**It has its market!** Much easier than dwelling into C.

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**It has its market!** Much easier than dwelling into C.

## Recent Events:

- ▶ Faust day at Stanford happened yesterday.
- ▶ Ongoing Faust program competition (2000€ in prizes).
- ▶ FEEVER project :)



# Syntax and Well-Formedness

$$\text{TERM} \frac{}{\vdash ! : 1 \rightarrow 0} \qquad \text{ID} \frac{}{\vdash \_ : 1 \rightarrow 1}$$

$$\text{PAR} \frac{\vdash f_1 : i_1 \rightarrow o_1 \quad \dots \quad \vdash f_n : i_n \rightarrow o_n}{\vdash (f_1, \dots, f_n) : \sum_j^n i_j \rightarrow \sum_j^n o_j}$$

$$\text{COMP} \frac{\vdash f : i \rightarrow k \quad \vdash g : k \rightarrow o}{\vdash (f : g) : i \rightarrow o}$$

$$\text{PAN} \frac{\vdash f : i \rightarrow k \quad \vdash g : k * n \rightarrow o \quad 0 < k \wedge 0 < n}{\vdash f < : g : i \rightarrow o}$$

# Syntax and Typing

PL standard practice vs what the musicians want/imagine:

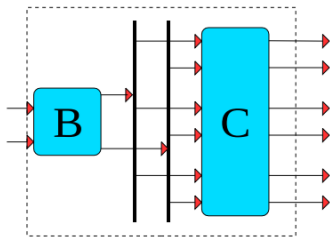


Figure 2:  $(B:C)$  sequential composition of  $B$  and  $C$

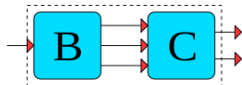
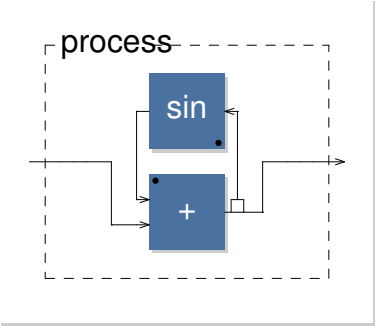


Figure 3: sequential composition of  $B$  and  $C$  when  $k = 1$

# Feedbacks

$$\text{FEED} \frac{\vdash f : g_o + f_i \rightarrow g_i + f_o \quad \vdash g : g_i \rightarrow g_o}{\vdash f \sim g : f_i \rightarrow f_o}$$

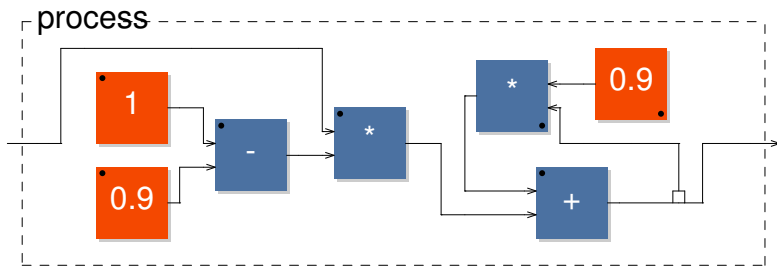
Diagram for  $+ \sim \sin$ :



Synchronous semantics: execution in "ticks" + state.

# Simple Low-pass Filter

```
smooth(c) = *(1-c) : + *(c);  
process = smooth(0.9);
```

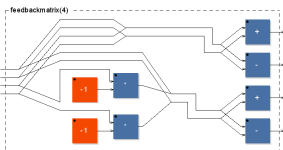
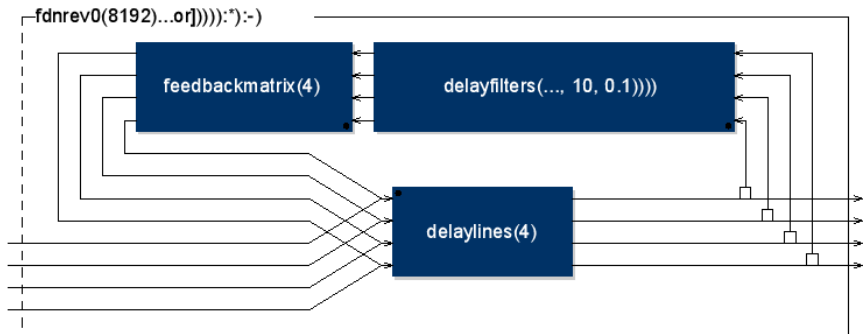


T:	1	2	3	4	5	6	7	8
I:	1.00	1.05	1.10	1.15	1.20	1.25	1.20	1.25
O:	0.10	0.19	0.28	0.37	0.45	0.53	0.61	0.68

## A More Real Example:

```
fdnrev0(delays, BBS0, freqs, durs, loopgainmax, nonl)
  = (bus(2*N) :> bus(N) : delaylines(N))
    (delayfilters(N,freqs,durs) : feedbackmatrix(N))
with {
  delayval(i) = take(i+1,delays);
  delaylines(N) = par(i,N,(delay(dlmax(i),(delayval(i)-1))));
  delayfilters(N,freqs,durs) = par(i,N,filter(i,freqs,durs));
  feedbackmatrix(N) = bhadamard(N);
  vbutterfly(n) = bus(n) <: (bus(n):>bus(n/2)) , ...
  ...
};
```

# A More Real Example:



# Why Coq?

Why Coq?

Does there exist any other programming language?



# Why Coq? Motivations and Goals:

## PHILOSOPHICAL

- ▶ Manual proofs starting to feel odd in PL.
- ▶ Motto: use Coq from the start.
- ▶ Try to develop in reusable way: both for the Faust/DSP and Coq communities.

# Why Coq? Motivations and Goals:

## PHILOSOPHICAL — MATHEMATICAL

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# Why Coq? Motivations and Goals:

## PHILOSOPHICAL — MATHEMATICAL

- ▶ Prove programs correct, reason about them in new ways. Current testing process is to compare output with MatLab's.
- ▶ Optimizations performed by the compiler are not well understood. *Semantics trickier than it looks to the eye*
- ▶ Explore the formalization of concepts from the signal processing community: Finite Impulse Response (FIR) filters, LTI theory, spectral analysis, Nyquist. . .

# Why Coq? Motivations and Goals:

**PHILOSOPHICAL — MATHEMATICAL  
PRACTICAL**

Less effort than to build a custom analysis tool.

Applications:



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Applications:



**IMHO: Robust Definitions and Standards** are crucial.

*Don't repeat the mistakes of the past*

# Some Properties

- ▶ Stability properties: bound input produces bounded output.

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- ▶ Stability properties: bound input produces bounded output. This will be our example.
- ▶ Linearity/Time invariance. [Note: relational!]
- ▶ Stabilization: Zero input eventually produces zero output.

## Relating Programs:

Impulse response (two poles filter):

$$H(z) = \frac{1 - z^{-2}}{1 - 2R \cos(\Theta_c)z^{-1} + R^2z^{-2}}$$

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Impulse response (two poles filter):

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```
process = firpart :+ feedback
with {
    bw = 100; fr = 1000; g = 1; // parameters – see caption
    SR = fconstant(int fSamplingFreq, <math.h>); // Faust fn
    pi = 4*atan(1.0); // circumference over diameter
    R = exp(0-pi*bw/SR); // pole radius [0 required]
    A = 2*pi*fr/SR; // pole angle (radians)
    RR = R*R;
    firpart(x) = (x - x'') * g * ((1-RR)/2);
    feedback(v) = 0 + 2*R*cos(A)*v - RR*v';
};
```

# Finally! Let's Talk About Coq!

So far:

- ▶ Mathcomp library allowed us to do a prototype in two weeks.
- ▶ New feedback reasoning rule: proved sound.
- ▶ *Motivated by real use cases.*
- ▶ Defined a one-state logic, proved it sound.
- ▶ Again, mathcomp was key.

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- ▶ Defined a one-state logic, proved it sound.
- ▶ Again, mathcomp was key.

## Currently:

- ▶ Investigating more complex logics.
- ▶ New semantics needed, based on guarded recursion.

# The Pieces of the Puzzle



# The First Piece: Streams

- ▶ We ported [Boulmé, Hamon and Pouzet], some problems with CoInductives.
- ▶ Like in C. Auger Lustre certified compiler, we choose to work with sequences (for now).
- ▶ Didn't look into PACO and more advanced co-reasoning tools.

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The current solution: a realizability semantics in guarded recursion style. Suggested simultaneously by A. Spiwak and A. Guatto:

$$\llbracket \vdash f : i \rightarrow o \rrbracket_W^n : \llbracket i \rrbracket^n \rightarrow \llbracket o \rrbracket^n$$



## The Second Piece: Analysis

- ▶ Not in Mathcomp. rcfType good enough for now.
- ▶ How hard is to prove Euler's identity:

*todo*

- ▶ Difficult to chose. C-CorN? The standard library? Coquelicot?
- ▶ Our feeling is that given the amount of analysis going on our life is going to be very painful.

[We ignore precision issues and machine floats for now]

# The Third Piece: Coq as a Tool

- ▶ Is building a verification tool on top of Coq feasible?  
Does it even make sense?
- ▶ We got some inspiration from EasyCrypt.
- ▶ Would our tool mature, we would certainly need to plug deeply into Coq's parsing/display routines.
- ▶ We still think this may be better than rewriting everything from scratch.
- ▶ Our approach to automation: last thing to worry about.

# The Third Piece: Coq as a Tool

```
File Edit Options Buffers Tools EasyCrypt Proof-General Help
var r : int;
r = $rmu;
return r;
}
}).

(* Step by step proof. *)
equiv vcg_step1: VCGStep.vcg_full ~ VCGStep.vcg_full_s1
s1 : true ==> =(res).
proof.
proc; inline *.
swap 5 -4.
seq 1 1 : (={i}); first by auto.
case (i{1}).
+ seq 1 1 : (i{1} /\ ={i,t}); first by auto.
seq 1 1 : (i{1} /\ ={i,t,r}); first by auto.
seq 1 1 : (i{1} /\ ={i,t,r,s1}); first by auto.
seq 1 1 : (i{1} /\ ={i,t,r,s1,s2}); first by auto.
by wp; skip; progress; rewrite H.
+ swap{1} 1 1.
seq 1 1 : (! i{1} /\ ={i} /\ r{1} = t{2}); first by
auto.
seq 1 1 : (! i{1} /\ ={i} /\ r{1} = t{2} /\ t{1} = r
{2}); first by auto.
seq 1 1 : (! i{1} /\ ={i,s1} /\ r{1} = t{2} /\ t{1}
= r{2}); first by auto.
seq 1 1 : (! i{1} /\ ={i,s1,s2} /\ r{1} = t{2} /\ t
{1} = r{2}); first by auto.
by wp; skip; progress; rewrite H.
qed.

equiv vcg_step2: VCGStep.vcg_full_s1 ~ VCGStep.vcg_full
s2 : true ==> =(res).
proof.
proc; inline *.
swap{1} 5 2.
seq 1 0 : true; first by auto; progress; apply/rmu_full
```

```
Current goal (remaining: 2)
Type variables: <none>
-----
&1 (left) : VCGStep.vcg_full
&2 (right) : VCGStep.vcg_full_s1
pre = ={i} /\ i{1}

t =$ rmu (1) t =$ rmu
r =$ rmu (2) r =$ rmu
s1 =$ rmu (3) s1 =$ rmu
s2 =$ rmu (4) s2 =$ rmu
insBr = i ? (t, r) : (r, t) (5) insBr = (t, r)
surrs = fst (vcg insBr (s1, s2) wt) (6) surrs = fst (vcg

post =
(if i{1} then fst surrs{1} else snd surrs{1}) =
if i{2} then fst surrs{2} else snd surrs{2}

U:%%- *goals* All (1,0) (EasyCrypt goals)
>> Copyright (c) - 2012-2014 - IMDEA Software Institute an
>> Distributed under the terms of the CeCILL-C license
```

## Verification of the Smooth Filter:

Recall the smooth filter.

$$\text{smooth}(c) = *(1-c) : + *(c);$$

We want to prove stability, that is, bounded inputs produce bounded outputs, provided the coefficient  $c$  is in  $[0, 1]$ .

Three significant cases:

`by rewrite ?ler_wpmul2r ?ler_subr_addr ?add0r.`

`have Ha: a = a * c + a * (1 - c)`

`by rewrite -mulrDr addrC addrNK mulr1.`

`have Hb: b = b * c + b * (1 - c)`

`by rewrite -mulrDr addrC addrNK mulr1.`

`by rewrite Ha Hb !ler_add.`

`by rewrite ?ler_wpmul2r.`

We pushed the VC to Why3 with success. Technique ready for incorporation into the main compiler.

## Conclusions:

- ▶ Young project, highly positive so far.
- ▶ First alpha release very near.
- ▶ Tons of related work, difficult to get a good perspective.
- ▶ Most challenging topic: real/complex analysis.
- ▶ Certified audio/dsp processing? (Do we need it?)
- ▶ All of the usual Coq caveats apply to us.
- ▶ What do \*you\* think?

Thanks!