

# Incorrectness Separation Logic (ISL)

**Azalea Raad**

Imperial College London  
Max Planck Institute for Software Systems (MPI-SWS)

Joint work with: Peter O'Hearn, Josh Berdine, Jules Villard @Facebook  
Derek Dreyer, Hoang-Hai Dang @MPI-SWS

# Part I. Incorrectness Logic (IL)

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Hoare triples

$$\{p\} \ C \ \{q\}$$

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*For all states s in p  
if running C on s terminates in s', then s' is in q*

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$$\{p\} \ C \ \{q\} \quad \text{iff} \quad \text{post}(C)p \subseteq q$$

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Incorrectness  
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$$[p] \ C \ [q] \quad \text{iff} \quad \text{post}(C)p \supseteq q$$

*For all states s in q  
s can be reached by running C on some s' in p*

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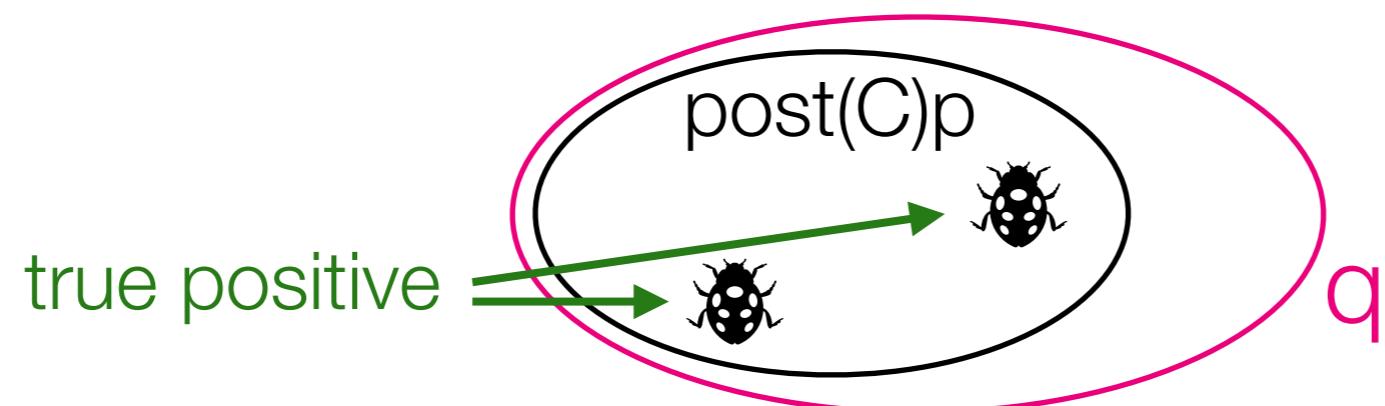


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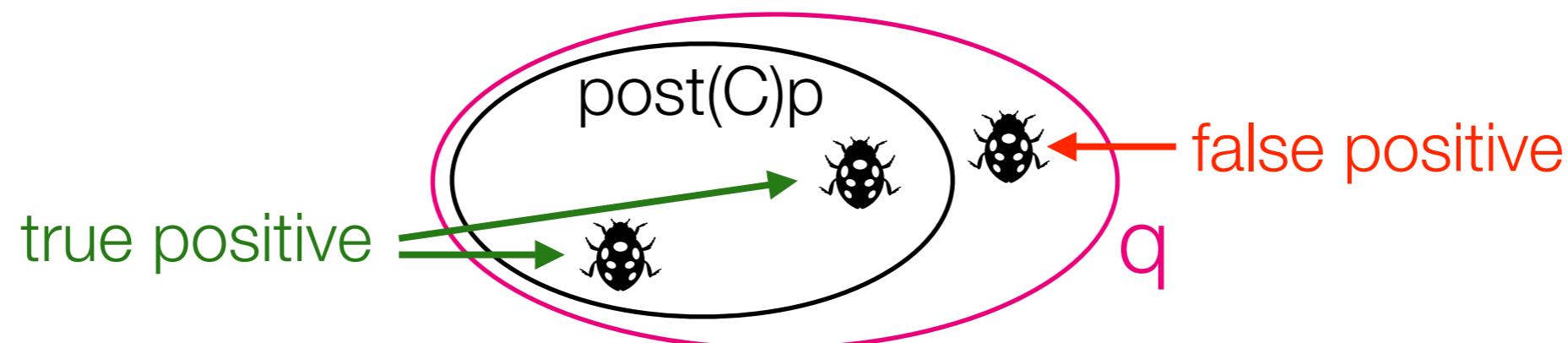


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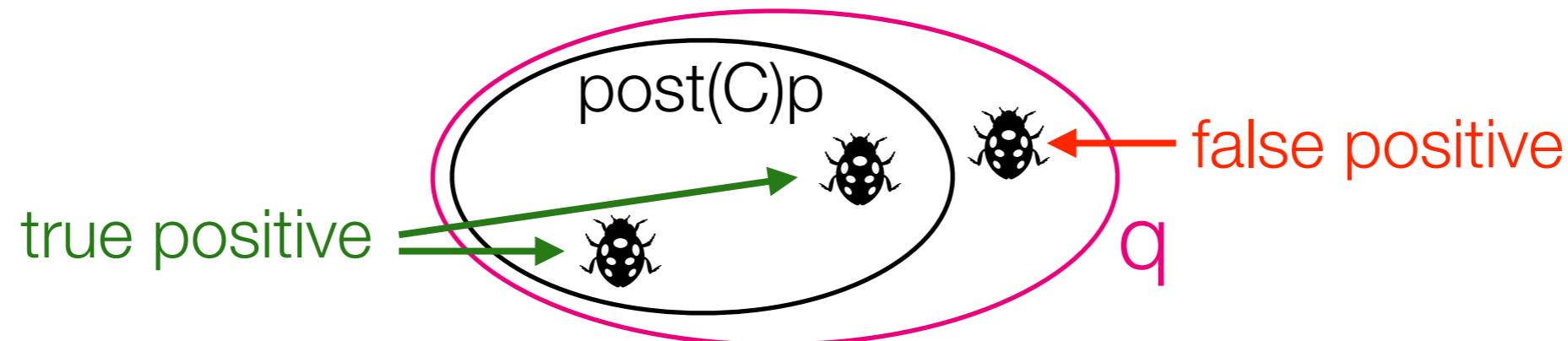


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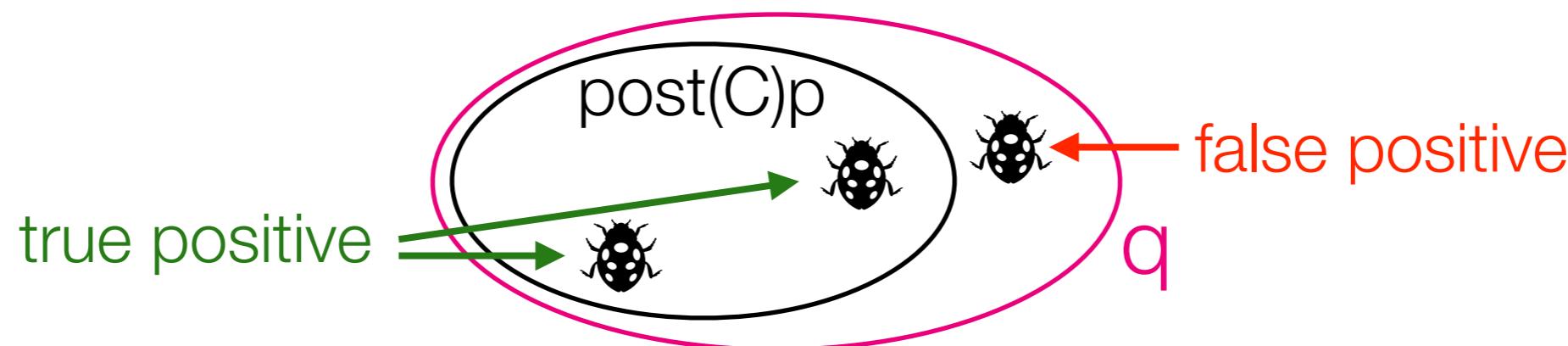
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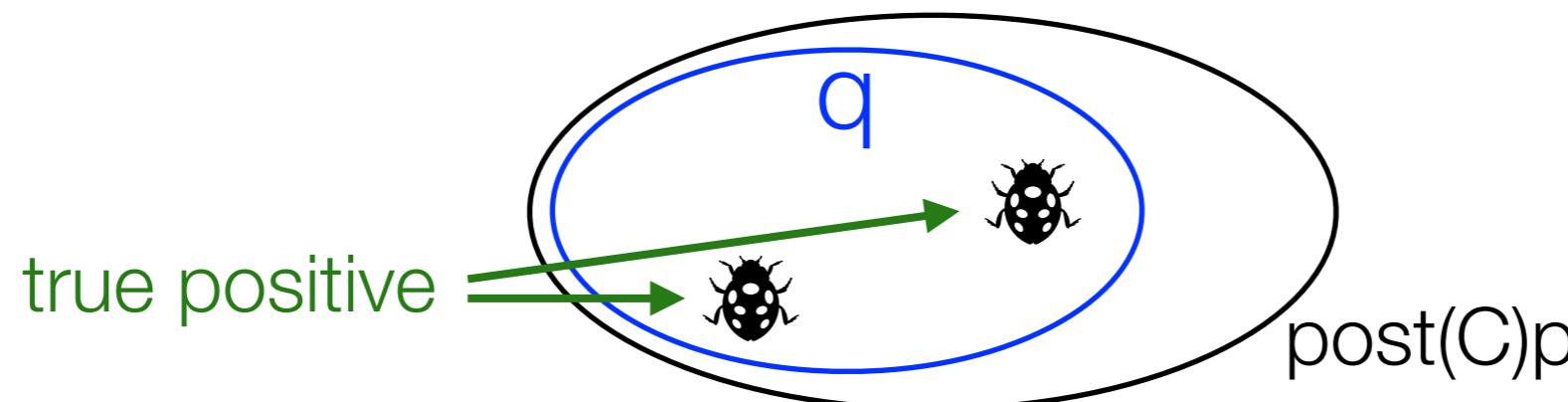
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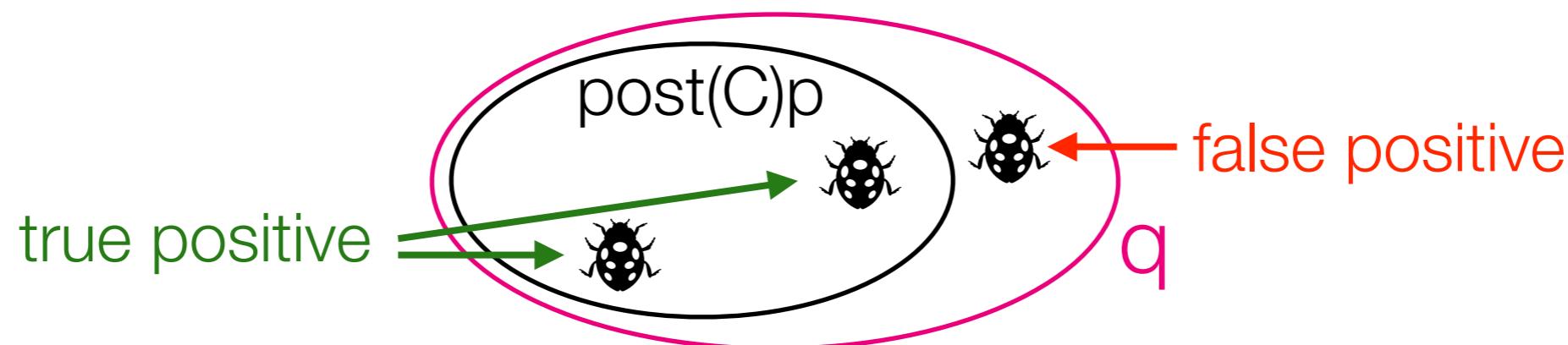


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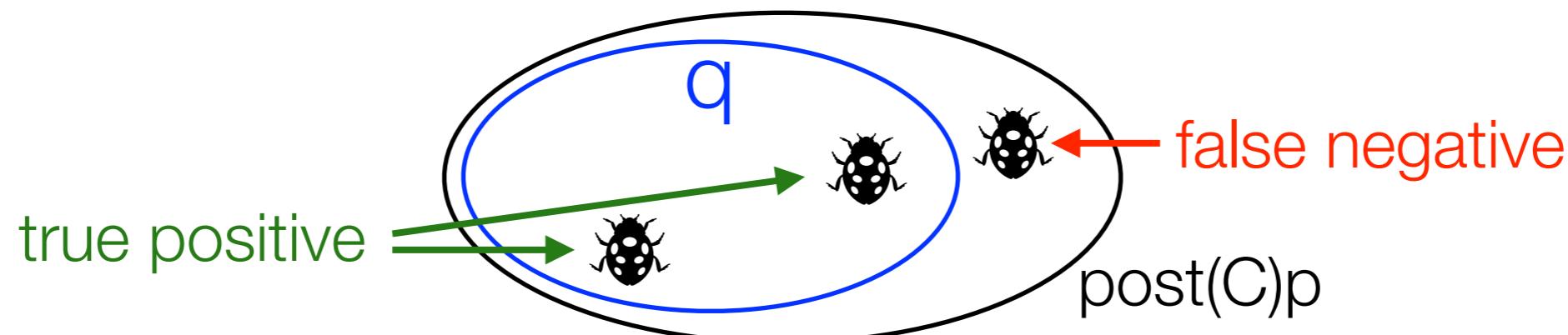
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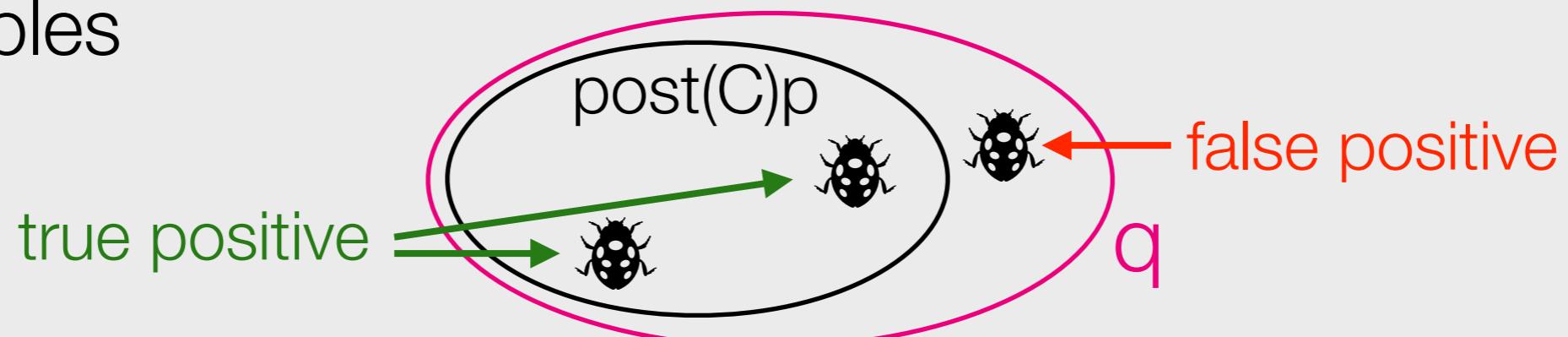
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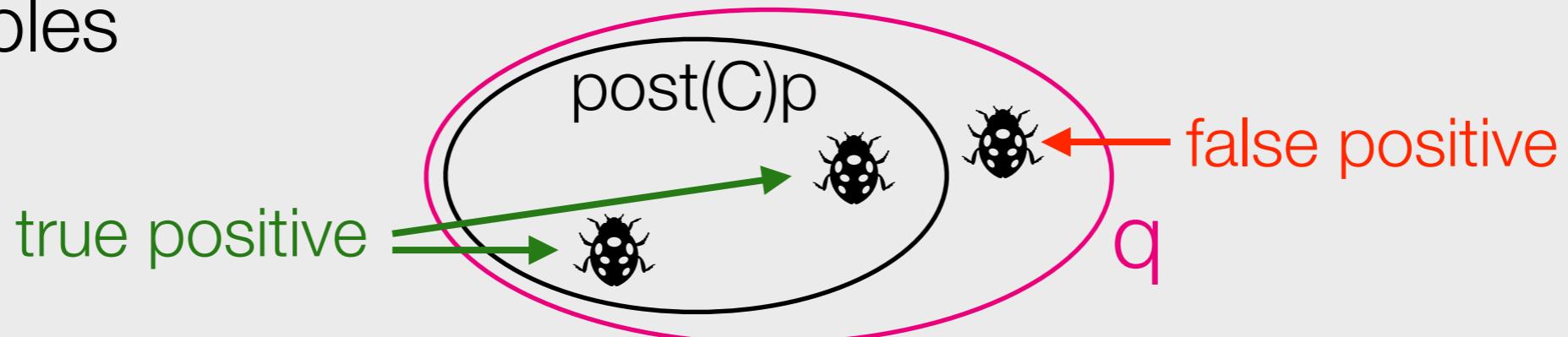
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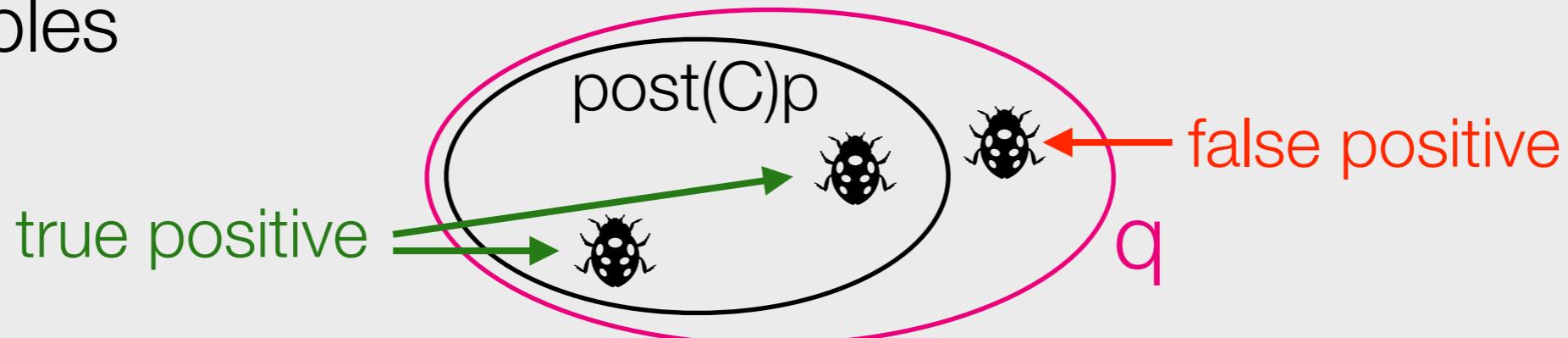
Hoare triples



False positive: Reported bugs may not be bugs (Infer @Facebook)

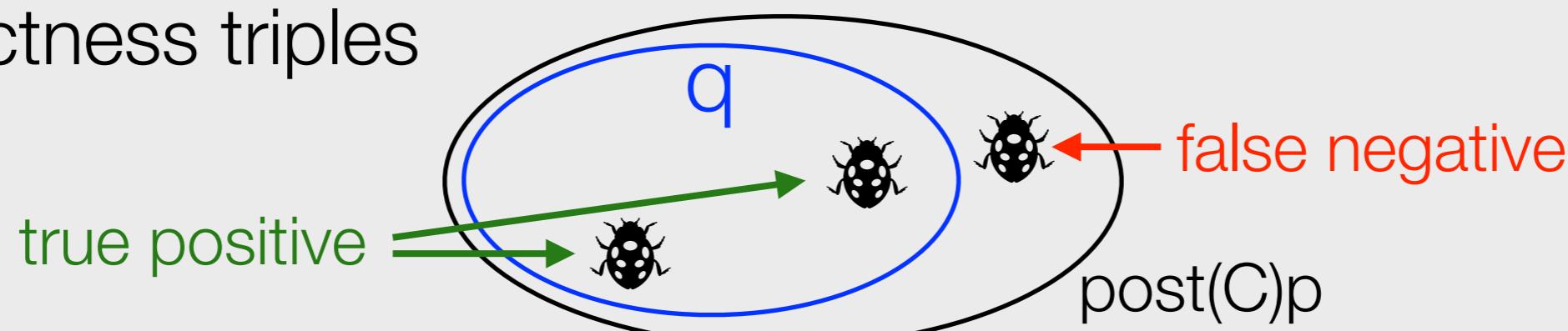
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False positive: Reported bugs may not be bugs (Infer @Facebook)

Incorrectness triples



**No** false positive: Bugs reported are definitely bugs (Pulse, RacerD @Facebook)

# Incorrectness Logic (IL)

$$[p] \mathbin{C} [\varepsilon : q]$$

$\varepsilon$ : exit condition

ok: normal execution

er : erroneous execution

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ok: normal execution

er : erroneous execution

[true] x:=y [ok: x=y]

[y=v] x:=y [ok: x=y=v]

# Incorrectness Logic (IL)

[p] C [ $\varepsilon$ : q]

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ok: normal execution

er : erroneous execution

[true] x:=y [ok: x=y]

[p] error() [er: p]

[y=v] x:=y [ok: x=y=v]

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$\varepsilon$ : exit condition

ok: normal execution

er : erroneous execution

[true] x:=y [ok: x=y]

[p] error() [er: p]

[y=v] x:=y [ok: x=y=v]

[p] x:=y [ok:  $\exists x'. p[x'/x] \wedge x=y$ ]

# Incorrectness Logic (IL)

$$[p] C [\varepsilon : q] \quad \text{iff} \quad \text{post}(C, \varepsilon)p \supseteq q$$

Equivalent Definition (reachability)

$$[p] C [\varepsilon : q] \quad \text{iff} \quad \forall s \in q. \exists s' \in p. (s', s) \in [C]\varepsilon$$

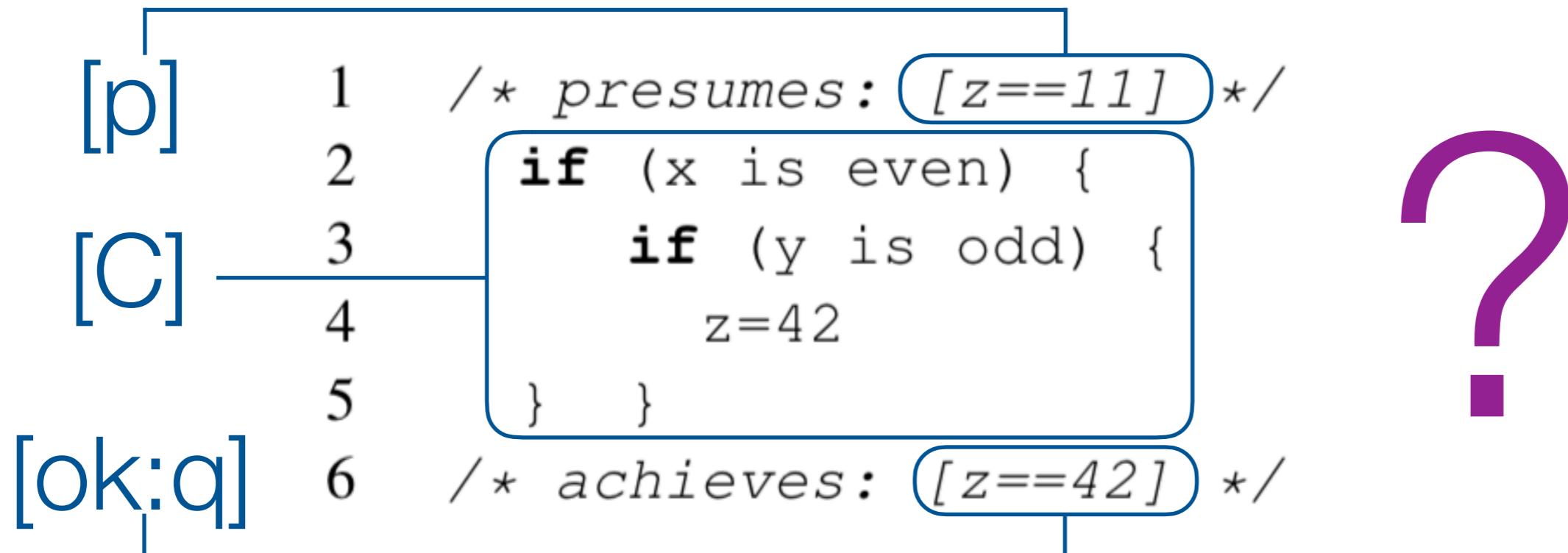
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$$[p] C [\varepsilon : q] \quad \text{iff} \quad \forall s \in q. \exists s' \in p. (s', s) \in [C]\varepsilon$$

```
1  /* presumes: [z==11] */
2  if (x is even) {
3      if (y is odd) {
4          z=42
5      }
6  /* achieves: [z==42] */
```

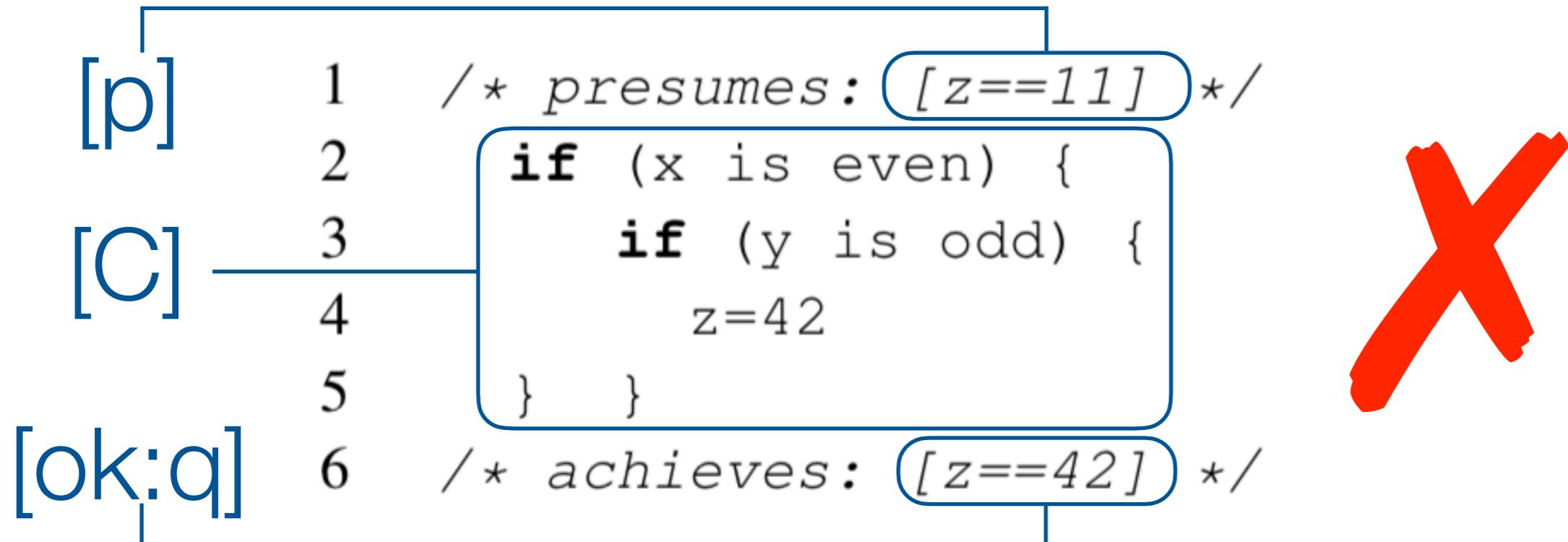
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$$[p] C [\varepsilon : q] \text{ iff } \forall s \in q. \exists s' \in p. (s', s) \in [C]\varepsilon$$



[z:42, x:1, y:2]

$$[p] \subset [\varepsilon : q] \quad \text{iff} \quad \forall s \in q. \exists s' \in p. (s', s) \in [C]\varepsilon$$

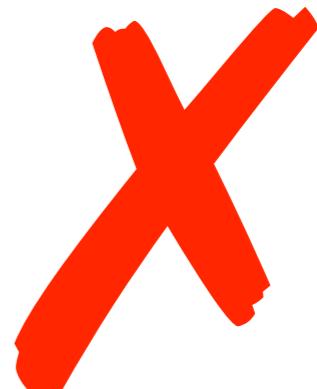
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6  /* achieves: [z==42 && (x is even) && (y is odd)] */
```

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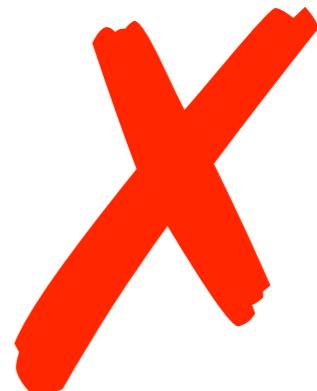


[z:42, x:1, y:2]

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[z:42, x:1, y:2]

$$\frac{\{p\} C \{q \wedge r\}}{\{p\} C \{q\}}$$

# Incorrectness Logic (IL)

$$\{p\} C \{q\} \quad \text{iff} \quad \text{post}(C)p \subseteq q$$

$$\frac{p \Rightarrow p' \quad \{p'\} C \{q'\} \quad q' \Rightarrow q}{\{p\} C \{q\}} \text{ (HL-Cons)}$$

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$$\frac{p \Rightarrow p' \quad \{p'\} \subset \{q'\} \quad q' \Rightarrow q}{\{p\} \subset \{q\}} \text{ (HL-Cons)}$$

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$$\frac{\{p\} \text{ C } \{q \wedge r\}}{\{p\} \text{ C } \{q\}}$$



$$\frac{p \Leftarrow p' \quad [p'] \text{ C } [\varepsilon : q'] \quad q' \Leftarrow q}{[p] \text{ C } [\varepsilon : q]} \text{ (IL-Cons)}$$

$$\frac{[p] \text{ C } [\varepsilon : q \wedge r]}{[p] \text{ C } [\varepsilon : q]}$$



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$$\frac{[p] \text{ C } [\varepsilon : q \vee r]}{[p] \text{ C } [\varepsilon : q]}$$
 

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$$\frac{\{p\} \subset \{q \wedge r\}}{\{p\} \subset \{q\}}$$
 ✓

$$\frac{\{p\} \subset \{q \vee r\}}{\{p\} \subset \{q\}}$$
 ✗

$$\frac{p \Leftarrow p' \quad [p'] \subset [\varepsilon: q'] \quad q' \Leftarrow q}{[p] \subset [\varepsilon: q]} \text{ (IL-Cons)}$$

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$$\frac{\{p\} C \{q \wedge r\}}{\{p\} C \{q\}}$$

$$\frac{[p] C [\varepsilon: q \vee r]}{[p] C [\varepsilon: q]}$$

Ignore  
Paths

$$\frac{\{p\} C \{q \vee r\}}{\{p\} C \{q\}}$$

$$\frac{[p] C [\varepsilon: q \wedge r]}{[p] C [\varepsilon: q]}$$



# Infer.Pulse

- Analyzer for C++ lifetimes,  
numbers on 100s kLOC codebase
- 20 disjunct limit versus 50 disjuncts  
(5 unrollings each)
- 20 is 2.75x wall clock faster than 50
- 3.1x user time faster
- 20 find 97% of issues of 50



# A duality

**For correctness  
reasoning**

You **get to forget** information as you go along a path, but you **must remember** all the paths.

**For incorrectness  
reasoning**

You **must remember** information as you go along a path, but you **get to forget** some of the paths



# Incorrectness Logic Rules (Excerpt)

$[p] C [\varepsilon: q]$  iff  $\forall s \in q. \exists s' \in p. (s', s) \in [C]\varepsilon$

$$\frac{[p] C_1 [\text{ok}: r] \quad [r] C_2 [\varepsilon: q]}{[p] C_1; C_2 [\varepsilon: q]} \text{ (Seq -- normal)}$$

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$$\frac{[p] C_1 [er: q]}{[p] C_1; C_2 [er: q]} \text{ (Seq -- short-circuit)}$$

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$$[p] C [\varepsilon : q] \quad \text{iff} \quad \forall s \in q. \exists s' \in p. (s', s) \in [C]\varepsilon$$

$$\frac{[p] C_1 [\text{ok} : q]}{[p] C_1 + C_2 [\text{ok} : q]} \text{ (Choice -- Left)}$$

$$\frac{[p] C_2 [\text{ok} : q]}{[p] C_1 + C_2 [\text{ok} : q]} \text{ (Choice -- Right)}$$

## Incorrectness Logic Rules (Excerpt)

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$[p] C^\star [ok: p]$  (Iterate – Zero)

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$$[p] C^\star [ok : p] \quad (\text{Iterate} - \text{Zero})$$

$$\frac{[p] C^\star; C [ok : q]}{[p] C^\star [ok : q]} \quad (\text{Iterate} - \text{Non-zero})$$

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$$[p] C [\varepsilon : q] \quad \text{iff} \quad \forall s \in q. \exists s' \in p. (s', s) \in [C]\varepsilon$$

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$$\frac{[p] C^\star; C [ok : q]}{[p] C^\star [ok : q]} \quad (\text{Iterate} - \text{Non-zero})$$

$$\frac{\forall n \in \mathbb{N}. [p(n)] C [ok : p(n+1)]}{[p(0)] C^\star [ok : \exists n. p(n)]} \quad (\text{Iterate} - \text{Variant})$$

# False Assertions in HL and IL

$$\{p\} \text{ C } \{q\} \quad \text{iff} \quad \text{post}(C)p \subseteq q$$

$\{\text{false}\} \text{ C } \{q\}$  ✓ (vacuous)

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$\{p\} \text{ C } \{\text{false}\}$  ✓ partial correctness (non-termination)

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$[\text{false}] C [\varepsilon: q]$  ✗ (unless  $q \Rightarrow \text{false}$ )

# IL: Soundness & Completeness

**Theorem.** IL is sound and complete:

$[p] \vdash [\varepsilon : q]$  is true iff it is provable

# Part II. Incorrectness **Separation Logic** (ISL)

# What Is Separation Logic (SL)?

SL : ***Local*** & ***compositional*** reasoning via ***ownership*** & ***separation***

 ideal for heap-manipulating programs with ***aliasing***

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👉 ideal for heap-manipulating programs with ***aliasing***

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[x] := 1;  
[y] := 2;  
[z] := 3;
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SL : ***Local*** & ***compositional*** reasoning via ***ownership*** & ***separation***

👉 ideal for heap-manipulating programs with ***aliasing***

```
[x] := 1;  
[y] := 2;  
[z] := 3;  
post: {x = 1 ∧ y = 2 ∧ z = 3}
```

# What Is Separation Logic (SL)?

SL : ***Local*** & ***compositional*** reasoning via ***ownership*** & ***separation***

👉 ideal for heap-manipulating programs with ***aliasing***

pre:  $\{x \neq y \wedge x \neq z \wedge y \neq z\}$

$[x] := 1;$

$[y] := 2;$

$[z] := 3;$

post:  $\{x = 1 \wedge y = 2 \wedge z = 3\}$

# What Is Separation Logic (SL)?

SL : ***Local*** & ***compositional*** reasoning via ***ownership*** & ***separation***

👉 ideal for heap-manipulating programs with ***aliasing***

pre: {  $x_1 \neq x_2 \wedge x_1 \neq x_3 \wedge \dots$  }

[ $x_1$ ] := 1;  
[ $x_2$ ] := 2;

...

[ $x_n$ ] := n;

post: {  $x_1 = 1 \wedge \dots \wedge x_n = n$  }

# What Is Separation Logic (SL)?

SL : **Local & compositional** reasoning via **ownership** & **separation**

👉 ideal for heap-manipulating programs with **aliasing**

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$[x_1] := 1;$

$[x_2] := 2;$

...

$[x_n] := n;$

n!/2 conjuncts !

post: {  $x_1 = 1 \wedge \dots \wedge x_n = n$  }

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SL : ***Local*** & ***compositional*** reasoning via ***ownership*** & ***separation***

👉 ideal for heap-manipulating programs with ***aliasing***

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$[Z] := 3;$

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‘and ***separately***’

# What Is Separation Logic (SL)?

SL : **Local & compositional** reasoning via **ownership** & **separation**

👉 ideal for heap-manipulating programs with **aliasing**

pre:  $\{ \text{x} \mapsto * \text{y} \mapsto * \text{z} \mapsto - \}$

**ownership**  
of heap cell at x       $[\text{x}] := 1;$   
 $[\text{y}] := 2;$   
 $[\text{z}] := 3;$

‘and **separately**’

post:  $\{ \text{x} \mapsto 1 * \text{y} \mapsto 2 * \text{z} \mapsto 3 \}$

# What Is Separation Logic (SL)?

SL : **Local & compositional** reasoning via **ownership** & **separation**

👉 ideal for heap-manipulating programs with **aliasing**

pre:  $\{ \text{x} \mapsto - * \text{y} \mapsto - * \text{z} \mapsto - \}$

**ownership**  
of heap cell at x       $[\text{x}] := 1;$   
                                 $[\text{y}] := 2;$   
                                 $[\text{z}] := 3;$

‘and **separately**’

post:  $\{ \text{x} \mapsto 1 * \text{y} \mapsto 2 * \text{z} \mapsto 3 \}$

$$\forall x, v, v'. x \mapsto v * x \mapsto v' \Rightarrow \text{false}$$

# The Essence of Separation Logic (SL)

## ***Frame Rule***

$$\frac{\{p\} \text{ C } \{q\}}{\{p * r\} \text{ C } \{q * r\}}$$

$x \mapsto v * x \mapsto v' \Leftrightarrow \text{false}$

$x \mapsto v * \text{emp} \Leftrightarrow x \mapsto v$

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## ***Local Axioms***

$\{x \mapsto -\} [x] := v \{x \mapsto v\}$

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## ***Local Axioms***

$\{x \mapsto -\} [x] := v \{x \mapsto v\}$

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## **Frame Rule**

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$\{x \mapsto -\} [x] := v \{x \mapsto v\}$

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# The Essence of Separation Logic (SL)

## **Frame Rule**

$$\frac{\{p\} \text{ C } \{q\}}{\{p * r\} \text{ C } \{q * r\}}$$

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$\{x \mapsto -\} \text{free}(x) \{ \text{emp} \}$

# The Essence of Separation Logic (SL)

$$\frac{\{p\} \text{ C } \{q\}}{\{p * r\} \text{ C } \{q * r\}}$$

$$\{X \mapsto -\} [x] := \vee \{X \mapsto V\}$$

# The Essence of Separation Logic (SL)

$$\frac{\{p\} \text{ C } \{q\}}{\{p * r\} \text{ C } \{q * r\}}$$

$$\{X \mapsto -\} [x] := \vee \{X \mapsto V\}$$

$\{ X \mapsto - * Y \mapsto - * Z \mapsto - \}$   
 $\{ X \mapsto - \}$

# The Essence of Separation Logic (SL)

$$\frac{\{p\} \text{ C } \{q\}}{\{p * r\} \text{ C } \{q * r\}}$$

$$\{X \mapsto -\} [x] := v \{X \mapsto v\}$$

$\{ X \mapsto - * Y \mapsto - * Z \mapsto - \}$

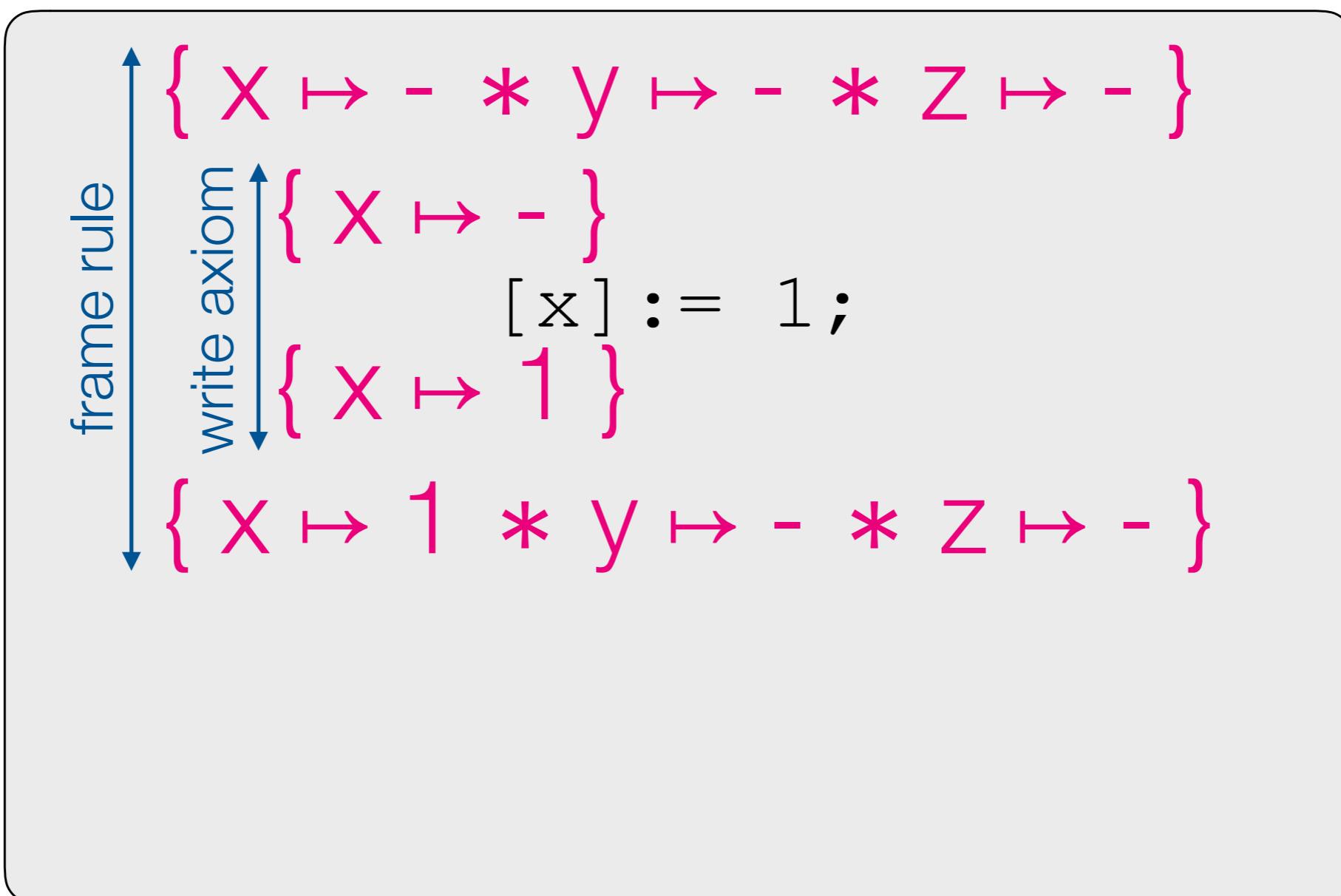
↑  
write axiom  
↓

$$\{ X \mapsto - \}$$
$$[x] := 1 ;$$
$$\{ X \mapsto 1 \}$$

# The Essence of Separation Logic (SL)

$$\frac{\{p\} \text{ C } \{q\}}{\{p * r\} \text{ C } \{q * r\}}$$

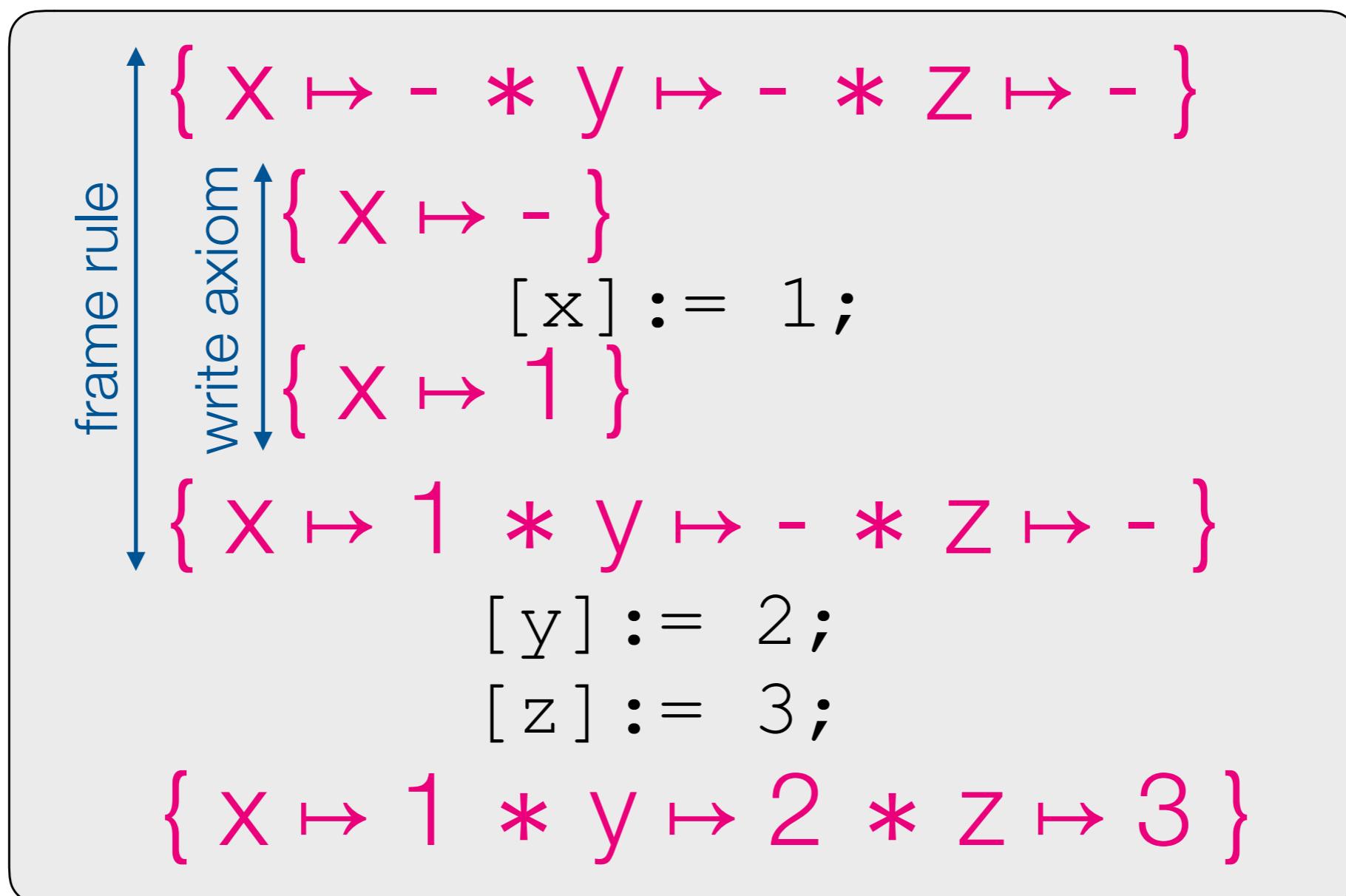
$$\{X \mapsto -\} [x] := v \{X \mapsto v\}$$



# The Essence of Separation Logic (SL)

$$\frac{\{p\} \text{ C } \{q\}}{\{p * r\} \text{ C } \{q * r\}}$$

$$\{X \mapsto -\} [x] := v \{X \mapsto v\}$$



# SL: Soundness & Completeness

**Theorem.** SL is sound:

$$\{p\} C \{q\} \text{ is provable} \Rightarrow \{p\} C \{q\} \text{ is true}$$

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**Theorem.** SL is sound:

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SL **Completeness**:

$$\{p\} C \{q\} \text{ is true} \stackrel{?}{\Rightarrow} \{p\} C \{q\} \text{ is provable} \quad \text{X}$$

SL does not satisfy ***footprint property***

# Incorrectness Separation Logic (ISL)

IL

$$[p] \text{ C } [\varepsilon : q]$$

SL

$$\frac{\{p\} \text{ C } \{q\}}{\{p * r\} \text{ C } \{q * r\}}$$

$$x \mapsto - * x \mapsto - \Leftrightarrow \text{false}$$

$$x \mapsto v * \text{emp} \Leftrightarrow x \mapsto v$$

# Incorrectness Separation Logic (ISL)

IL

$$[p] \ C [\varepsilon: q]$$

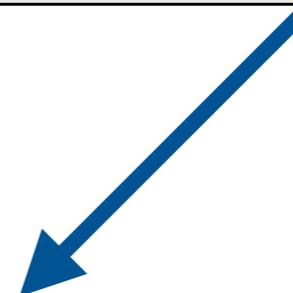
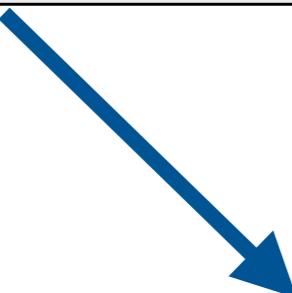
SL

$$\{p\} \ C \ {q}$$

$$\{p * r\} \ C \ {q * r}$$

$$x \mapsto - * x \mapsto - \Leftrightarrow \text{false}$$

$$x \mapsto v * \text{emp} \Leftrightarrow x \mapsto v$$



ISL

$$[p] \ C [\varepsilon: q]$$

$$\underline{[p * r] \ C [\varepsilon: q * r]}$$

$$x \mapsto v * x \mapsto v' \Leftrightarrow \text{false}$$

$$x \mapsto v * \text{emp} \Leftrightarrow x \mapsto v$$

# ISL: Local Axioms (First Attempt)

[ $x \mapsto v'$ ]  $[x] := v$  [ok:  $x \mapsto v$ ]

# ISL: Local Axioms (First Attempt)

[ $x \mapsto v'$ ]  $[x] := v$  [ok:  $x \mapsto v$ ]

[ $x=null$ ]  $[x] := v$  [er:  $x=null$ ]

# ISL: Local Axioms (First Attempt)

$[x \mapsto v'] [x] := v [ok: x \mapsto v]$

$[x=null] [x] := v [er: x=null]$

***null-pointer dereference error***

# ISL: Local Axioms (First Attempt)

$$[x \mapsto v'] [x] := v \text{ [ok: } x \mapsto v]$$
$$[x=null] [x] := v \text{ [er: } x=null]$$

**null-pointer dereference error**

$$[x \mapsto v] y := [x] \text{ [ok: } x \mapsto v \wedge y=v]$$
$$[x=null] y := [x] \text{ [er: } x=null]$$

# ISL: Local Axioms (First Attempt)

$$[x \mapsto v'] [x] := v \text{ [ok: } x \mapsto v]$$
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**null-pointer dereference error**

$$[x \mapsto v] y := [x] \text{ [ok: } x \mapsto v \wedge y = v]$$
$$[x=null] y := [x] \text{ [er: } x=null]$$
$$[\text{emp}] x := \text{alloc()} \text{ [ok: } \exists l. \ l \mapsto v \wedge x = l]$$

# ISL: Local Axioms (First Attempt)

$[x \mapsto v'] [x] := v \quad [\text{ok}: x \mapsto v]$

$[x=null] [x] := v \quad [\text{er}: x=null]$

**null-pointer dereference error**

$[x \mapsto v] y := [x] \quad [\text{ok}: x \mapsto v \wedge y=v]$

$[x=null] y := [x] \quad [\text{er}: x=null]$

$[\text{emp}] x := \text{alloc}() \quad [\text{ok}: \exists l. \ l \mapsto v \wedge x=l]$

$[x \mapsto v] \text{free}(x) \quad [\text{ok}: \text{emp}]$

$[x=null] \text{free}(x) \quad [\text{er}: x=null]$

# ISL: Local Axioms (First Attempt)

$[x \mapsto v'] [x] := v [ok: x \mapsto v]$

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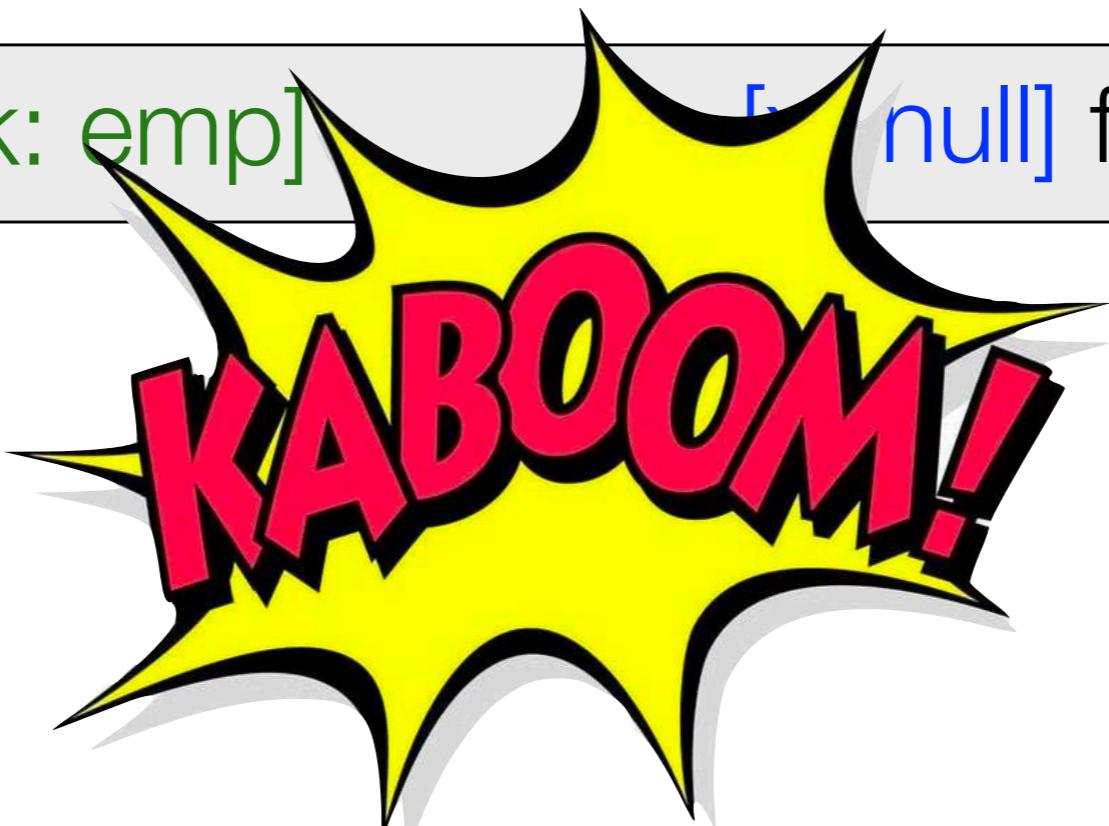
$[x \mapsto v] y := [x] [ok: x \mapsto v \wedge y=v]$

$[x=null] y := [x] [er: x=null]$

$[emp] x := \text{alloc}() [ok: \exists l. l \mapsto v \wedge x=l]$

$[x \mapsto v] \text{free}(x) [ok: emp]$

$[x=null] \text{free}(x) [er: x=null]$



# ISL: Local Axioms (First Attempt)

$$\text{ISL} \quad \frac{[p] C [\varepsilon: q]}{[p * r] C [\varepsilon: q * r]} \quad \begin{array}{l} x \mapsto v * x \mapsto v' \Leftrightarrow \text{false} \\ x \mapsto v * \text{emp} \Leftrightarrow x \mapsto v \end{array}$$

$[x \mapsto v] \text{ free}(x) [ok: \text{emp}]$

$[p] C [\varepsilon: q] \quad iff \quad \forall s \in q. \exists s' \in p. (s', s) \in [C]\varepsilon$

# ISL: Local Axioms (First Attempt)

$$\text{ISL} \quad \frac{[p] C [\varepsilon: q]}{[p * r] C [\varepsilon: q * r]} \quad \begin{array}{l} x \mapsto v * x \mapsto v' \Leftrightarrow \text{false} \\ x \mapsto v * \text{emp} \Leftrightarrow x \mapsto v \end{array}$$

$$\frac{[x \mapsto v] \text{ free}(x) [\text{ok: emp}]}{[x \mapsto v * x \mapsto v] \text{ free}(x) [\text{ok: emp} * x \mapsto v]} \quad (\text{Frame})$$

$$[p] C [\varepsilon: q] \quad \text{iff} \quad \forall s \in q. \exists s' \in p. (s', s) \in [C]\varepsilon$$

# ISL: Local Axioms (First Attempt)

$$\text{ISL} \quad \frac{[p] C [\varepsilon: q]}{[p * r] C [\varepsilon: q * r]} \quad \begin{array}{l} x \mapsto v * x \mapsto v' \Leftrightarrow \text{false} \\ x \mapsto v * \text{emp} \Leftrightarrow x \mapsto v \end{array}$$

$$\frac{\frac{[x \mapsto v] \text{ free}(x) [\text{ok: emp}]}{[x \mapsto v * x \mapsto v] \text{ free}(x) [\text{ok: emp} * x \mapsto v]} \text{ (Frame)}}{[\text{false}] \text{ free}(x) [\text{ok: } x \mapsto v]} \text{ (Cons)}$$

$$[p] C [\varepsilon: q] \quad \text{iff} \quad \forall s \in q. \exists s' \in p. (s', s) \in [C]\varepsilon$$

# ISL: Local Axioms (First Attempt)

$$\text{ISL} \quad \frac{[p] C [\varepsilon: q]}{[p * r] C [\varepsilon: q * r]} \quad \begin{array}{l} x \mapsto v * x \mapsto v' \Leftrightarrow \text{false} \\ x \mapsto v * \text{emp} \Leftrightarrow x \mapsto v \end{array}$$

$$\frac{\frac{[x \mapsto v] \text{ free}(x) [\text{ok: emp}]}{[x \mapsto v * x \mapsto v] \text{ free}(x) [\text{ok: emp} * x \mapsto v]} \text{ (Frame)}}{[\text{false}] \text{ free}(x) [\text{ok: } x \mapsto v]} \cdot \text{ (Cons)} \quad \text{KABOOM!}$$

$$[p] C [\varepsilon: q] \quad \text{iff} \quad \forall s \in q. \exists s' \in p. (s', s) \in [C]\varepsilon$$

$$[\text{false}] C [\varepsilon: q] \quad \times \quad (\text{unless } q \Rightarrow \text{false})$$

# ISL: Local Axioms (First Attempt)

$[p] C [\varepsilon: q]$  iff  $\forall s \in q. \exists s' \in p. (s', s) \in [C]\varepsilon$

$$\frac{[p] C [\varepsilon: q]}{[p * r] C [\varepsilon: q * r]}$$

## **Frame preservations:**

All  $r *$ -compatible with  $q$  must be  $*$ -compatible with  $p$

# ISL: Local Axioms (First Attempt)

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## **Frame preservations:**

All  $r$   $*$ -compatible with  $q$  must be  $*$ -compatible with  $p$

$[x \mapsto v'] [x] := v$   $[ok: x \mapsto v]$

$*\text{-comp}(q) = *\text{-comp}(p)$

# ISL: Local Axioms (First Attempt)

$[p] C [\varepsilon: q] \text{ iff } \forall s \in q. \exists s' \in p. (s', s) \in [C]\varepsilon$

$$\frac{[p] C [\varepsilon: q]}{[p * r] C [\varepsilon: q * r]}$$

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All  $r$   $*$ -compatible with  $q$  must be  $*$ -compatible with  $p$

$[x \mapsto v'] [x] := v [ok: x \mapsto v]$

$*\text{-comp}(q) = *\text{-comp}(p)$

$[x \mapsto v] y := [x] [ok: x \mapsto v \wedge y = v]$

$*\text{-comp}(q) = *\text{-comp}(p)$

$[\text{emp}] x := \text{alloc}() [ok: \exists l. l \mapsto v \wedge x = l]$

$*\text{-comp}(q) \subset *\text{-comp}(p)$

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## Frame preservations:

All  $r * \text{-compatible}$  with  $q$  must be  $* \text{-compatible}$  with  $p$

$[x \mapsto v'] [x] := v [ok: x \mapsto v]$

$*\text{-comp}(q) = *\text{-comp}(p)$

$[x \mapsto v] y := [x] [ok: x \mapsto v \wedge y = v]$

$*\text{-comp}(q) = *\text{-comp}(p)$

$[\text{emp}] x := \text{alloc()} [ok: \exists l. l \mapsto v \wedge x = l]$

$*\text{-comp}(q) \subset *\text{-comp}(p)$

$[x \mapsto v] \text{ free}(x) [ok: \text{emp}]$

$*\text{-comp}(q) \supset *\text{-comp}(p)$

$\bigcup_{x \mapsto v}$

$\bigoplus_{x \mapsto v}$

# ISL: Local Axioms (First Attempt)

$[p] C [\varepsilon: q]$  iff  $\forall s \in q. \exists s' \in p. (s', s) \in [C]\varepsilon$

$$\frac{[p] C [\varepsilon: q]}{[p * r] C [\varepsilon: q * r]}$$

## Frame preservations:

All  $r * -\text{compatible}$  with  $q$  must be  $* -\text{compatible}$  with  $p$

$[x \mapsto v'] [x] := v$  [ok:  $x \mapsto v$ ]

$* -\text{comp}(q) = * -\text{comp}(p)$

$[x \mapsto v] y := [x]$  [ok:  $x \mapsto v \wedge y = v$ ]

$* -\text{comp}(q) = * -\text{comp}(p)$

$[\text{emp}] x := \text{alloc}()$  [ok:  $\exists l. l \mapsto v \wedge x = l$ ]

$* -\text{comp}(q) \subset * -\text{comp}(p)$

$[x \mapsto v] \text{free}(x)$  [ok: emp]

$* -\text{comp}(q) \supset * -\text{comp}(p)$

$\bigcup_{x \mapsto v}$

$\bigoplus_{x \mapsto v}$

$$\frac{[x \mapsto v] \text{free}(x) \text{ [ok: emp]}}{[\text{false}] \text{free}(x) \text{ [ok: } x \mapsto v\text{]}} \text{ (Frame)}$$

# ISL: Local Axioms (First Attempt)

$[p] C [\varepsilon: q]$  iff  $\forall s \in q. \exists s' \in p. (s', s) \in [C]\varepsilon$

$$\frac{[p] C [\varepsilon: q]}{[p * r] C [\varepsilon: q * r]}$$

## Frame preservations:

All  $r * -$ compatible with  $q$  must be  $* -$ compatible with  $p$

$[x \mapsto v'] [x] := v$  [ok:  $x \mapsto v$ ]

$* -\text{comp}(q) = * -\text{comp}(p)$

$[x \mapsto v] y := [x]$  [ok:  $x \mapsto v \wedge y = v$ ]

$* -\text{comp}(q) = * -\text{comp}(p)$

$[\text{emp}] x := \text{alloc}()$  [ok:  $\exists l. l \mapsto - \wedge x = l$ ]

$* -\text{comp}(q) \subset * -\text{comp}(p)$

$[x \mapsto v] \text{free}(x)$  [ok: emp]

$* -\text{comp}(q) \supsetneq * -\text{comp}(p)$

**forgetting (shrinking) resource**

# ISL: Local Axioms (First Attempt)

$[p] C [\varepsilon: q] \text{ iff } \forall s \in q. \exists s' \in p. (s', s) \in [C]\varepsilon$

$$\frac{[p] C [\varepsilon: q]}{[p * r] C [\varepsilon: q * r]}$$

*Frame preservations:*

All  $r * -\text{comp}$

compatible with  $p$

$[x \mapsto v'] [x] := v'$

$\circ = *-\text{comp}(p)$

$[x \mapsto v] y := [x]$

$\circ = *-\text{comp}(p)$

$[\text{emp}] x := \text{alloc}_V t$

$[t] \subset *-\text{comp}(p)$

$[x \mapsto v] \text{ free}(x) [\text{ok}: \text{emp}]$

$*-\text{comp}(q) \supset *-\text{comp}(p)$

**Solution:**

Track Deallocated  
Locations!

*forgetting (shrinking) resource*

# Solution: Track Deallocated Locations!

[ $x \mapsto v$ ] `free(x)` [ok: emp]

# Solution: Track Deallocated Locations!

$[x \mapsto v] \text{ free}(x) [\text{ok}: x \not\mapsto]$

# Solution: Track Deallocated Locations!

$[x \mapsto v]$  free( $x$ ) [ok:  $x \not\mapsto$ ]

$x$  is **deallocated**

# Solution: Track Deallocated Locations!

$[x \mapsto v]$  free( $x$ ) [ok:  $x \not\mapsto$ ]

$x$  is **deallocated**

$x \mapsto v * x \mapsto v' \Leftrightarrow \text{false}$

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# Solution: Track Deallocated Locations!

$[x \mapsto v]$  free( $x$ ) [ok:  $x \not\mapsto$ ]

$x$  is **deallocated**

$x \mapsto v * x \mapsto v' \Leftrightarrow \text{false}$

$x \mapsto v * \text{emp} \Leftrightarrow x \mapsto v$

$x \mapsto v * x \not\mapsto \Leftrightarrow \text{false}$

$x \not\mapsto * x \not\mapsto \Leftrightarrow \text{false}$

# Solution: Track Deallocated Locations!

[ $x \mapsto v$ ] free( $x$ ) [ok:  $x \not\mapsto$  ]

# Solution: Track Deallocated Locations!

$$\frac{[x \mapsto v] \text{ free}(x) [\text{ok}: x \not\mapsto]}{[x \mapsto v * x \mapsto v] \text{ free}(x) [\text{ok}: x \not\mapsto * x \mapsto v]}$$

# Solution: Track Deallocated Locations!

$$\frac{[x \mapsto v] \text{ free}(x) [\text{ok}: x \not\mapsto]}{[x \mapsto v * x \mapsto v] \text{ free}(x) [\text{ok}: x \not\mapsto * x \mapsto v]}$$

---

$$[\text{false}] \text{ free}(x) [\text{ok}: \text{false}] \quad \checkmark$$

$[p] C [\varepsilon: q] \quad \text{iff} \quad \forall s \in q. \exists s' \in p. (s', s) \in [C]\varepsilon$

$[p] C [\varepsilon: \text{false}] \quad \checkmark \quad (\text{vacuous})$

# ISL: Local Axioms

[ $x \mapsto v$ ] free( $x$ ) [ok:  $x \not\mapsto$ ]

[ $x=null$ ] free( $x$ ) [er:  $x=null$ ]

# ISL: Local Axioms

$[x \mapsto v]$  free(x) [ok:  $x \not\mapsto$ ]

$[x=null]$  free(x) [er:  $x=null$ ]

$[x \not\mapsto]$  free(x) [er:  $x \not\mapsto$ ]

# ISL: Local Axioms

$[x \mapsto v] \text{ free}(x) [\text{ok: } x \not\mapsto]$

$[x=null] \text{ free}(x) [\text{er: } x=null]$

$[x \not\mapsto] \text{ free}(x) [\text{er: } x \not\mapsto]$

*use-after-free error*

# ISL: Local Axioms

$[x \mapsto v]$  free(x) [ok:  $x \not\mapsto$ ]

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*use-after-free error*

$[x \mapsto v']$   $[x]:= v$  [ok:  $x \mapsto v$ ]

$[x=null]$   $[x]:= v$  [er:  $x=null$ ]

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$[x \mapsto v]$  free( $x$ ) [ok:  $x \not\mapsto$ ]

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*use-after-free error*

$[x \mapsto v']$   $[x]:= v$  [ok:  $x \mapsto v$ ]

$[x=null]$   $[x]:= v$  [er:  $x=null$ ]

$[x \not\mapsto]$   $[x]:= v$  [er:  $x \not\mapsto$ ]

$[x \mapsto v]$   $y := [x]$  [ok:  $x \mapsto v \wedge y=v$ ]

$[x=null]$   $y := [x]$  [er:  $x=null$ ]

$[x \not\mapsto]$   $y := [x]$  [er:  $x \not\mapsto$ ]

# ISL: Local Axioms

$[x \mapsto v] \text{ free}(x) [ok: x \not\mapsto]$

$[x=null] \text{ free}(x) [er: x=null]$

$[x \not\mapsto] \text{ free}(x) [er: x \not\mapsto]$

*use-after-free error*

$[x \mapsto v'] [x]:= v [ok: x \mapsto v]$

$[x=null] [x]:= v [er: x=null]$

$[x \not\mapsto] [x]:= v [er: x \not\mapsto]$

$[x \mapsto v] y:= [x] [ok: x \mapsto v \wedge y=v]$

$[x=null] y:= [x] [er: x=null]$

$[x \not\mapsto] y:= [x] [er: x \not\mapsto]$

$[\text{emp}] x:= \text{alloc()} [ok: \exists l. l \mapsto v \wedge x=l]$

# ISL: Local Axioms

$[x \mapsto v] \text{ free}(x) [\text{ok}: x \not\mapsto]$

$[x=\text{null}] \text{ free}(x) [\text{er}: x=\text{null}]$

$[x \not\mapsto] \text{ free}(x) [\text{er}: x \not\mapsto]$

*use-after-free error*

$[x \mapsto v'] [x]:= v [\text{ok}: x \mapsto v]$

$[x=\text{null}] [x]:= v [\text{er}: x=\text{null}]$

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$[x \mapsto v] y:= [x] [\text{ok}: x \mapsto v \wedge y=v]$

$[x=\text{null}] y:= [x] [\text{er}: x=\text{null}]$

$[x \not\mapsto] y:= [x] [\text{er}: x \not\mapsto]$

$[\text{emp}] x:= \text{alloc()} [\text{ok}: \exists l. l \mapsto v \wedge x=l]$

$[y \not\mapsto] x:= \text{alloc()} [\text{ok}: y \mapsto v \wedge x=y]$

*Based on ISL!*

## Infer.Pulse

- Analyzer for C++ lifetimes, numbers on 100s kLOC codebase
- 20 disjunct limit versus 50 disjuncts (5 unrollings each)
- 20 is 2.75x wall clock faster than 50
- 3.1x user time faster
- 20 find 97% of issues of 50



# SL: Soundness & Completeness

**Theorem.** SL is sound:

$$\{p\} C \{q\} \text{ is provable} \Rightarrow \{p\} C \{q\} \text{ is true}$$

SL **Completeness**:

$$\{p\} C \{q\} \text{ is true} \stackrel{?}{\Rightarrow} \{p\} C \{q\} \text{ is provable} \quad \text{X}$$

SL does not satisfy ***footprint property***

# SL: Footprint Property

Given C:

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Given C:

1. Derive spec of C using ***local axioms***

# SL: Footprint Property

Given C:

1. Derive spec of C using ***local axioms***
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⇒ ***complete*** C spec

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***Example.***

$[x]:= 1; a:= [x];$

# SL: Footprint Property

Given C:

1. Derive spec of C using ***local axioms***
2. Extend with ***frame***  
⇒ ***complete*** C spec

***Example.***

$$\{x \mapsto -\} [x]:= 1; a:= [x]; \{x \mapsto 1 \wedge a=1\}$$

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Given C:

1. Derive spec of C using ***local axioms***
2. Extend with ***frame***  
⇒ ***complete*** C spec

## ***Example.***

$$\{x \mapsto -\} [x]:= 1; a:= [x]; \{x \mapsto 1 \wedge a=1\}$$
$$\{p * x \mapsto -\} [x]:= 1; a:= [x]; \{p * x \mapsto 1 \wedge a=1\}$$

# SL: Footprint Property

Given C:

1. Derive spec of C using ***local axioms***
2. Extend with ***frame***  
⇒ ***complete*** C spec

## ***Example.***

$$\{x \mapsto -\} [x]:= 1; a:= [x]; \{x \mapsto 1 \wedge a=1\}$$
$$\{p * x \mapsto -\} [x]:= 1; a:= [x]; \{p * x \mapsto 1 \wedge a=1\}$$

*complete specification*



# SL: Footprint Property

**Counter-example.**

would like to derive:

$$\{y \mapsto -\} \quad x := \text{alloc}(); \text{free}(x) \quad \{ y \mapsto - \wedge y \neq x \}$$

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 $x := \text{alloc}();$   
 $\{\exists l. l \mapsto - \wedge x = l\}$  frame  $y \mapsto -$   
 $\text{free}(x);$   
 $\{\exists l. x = l\}$

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frame  $y \mapsto -$

strongest derivable spec

$$\begin{aligned} &\{y \mapsto -\} \\ &x := \text{alloc}(); \text{free}(x) \\ &\{\exists l. y \mapsto - \wedge x = l\} \end{aligned}$$

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$$\begin{aligned} &\{y \mapsto -\} \\ &x := \text{alloc}(); \text{free}(x) \\ &\{\exists l. y \mapsto - \wedge x = l\} \end{aligned}$$

*incomplete specification*

**lossy:** forgets that  $x$  held a location

$\{\text{emp}\} \quad x := \text{alloc}() \quad \{\exists l. l \mapsto - \wedge x = l\}$

$\{x \mapsto -\} \quad \text{free}(x) \quad \{ \text{emp} \}$

# ISL: Footprint Property

$[x \mapsto v'] [x] := v$  [ok:  $x \mapsto v$ ]

$*\text{-comp}(q) = *\text{-comp}(p)$

$[x \mapsto v] y := [x]$  [ok:  $x \mapsto v \wedge y = v$ ]

$*\text{-comp}(q) = *\text{-comp}(p)$

$[\text{emp}] x := \text{alloc()}$  [ok:  $\exists l. l \mapsto - \wedge x = l$ ]

$*\text{-comp}(q) \subset *\text{-comp}(p)$

$[x \mapsto v] \text{free}(x)$  [ok:  $x \not\mapsto$  ]

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**Observation**  
resource ***may grow***, but ***never shrinks!***



***resource monotonicity***

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resource ***may grow***, but ***never shrinks!***

↓

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↓

***footprint property***

# ISL: Footprint Property

**SL**

$\{y \mapsto -\}$   $x := \text{alloc}(); \text{free}(x)$   $\{ y \mapsto - \wedge y \neq x \}$

**X**

# ISL: Footprint Property

**SL**

$\{y \mapsto -\}$   $x := \text{alloc}(); \text{free}(x)$   $\{y \mapsto - \wedge y \neq x\}$

**X**

**ISL**

$[y \mapsto -]$   $x := \text{alloc}(); \text{free}(x)$  [ok:  $y \mapsto - * x \not\mapsto$  ]

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# ISL: Footprint Property

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**ISL**

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**✓**

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Part III.

# **Concurrent ISL (CISL)**

## Teaser

# Concurrent Incorrectness Separation Logic (CISL)

ISL

$$\frac{[p] \text{ C } [\varepsilon : q]}{[p * r] \text{ C } [\varepsilon : q * r]}$$

# Concurrent Incorrectness Separation Logic (CISL)

ISL

$$\frac{[p] \text{ C } [\varepsilon: q]}{[p * r] \text{ C } [\varepsilon: q * r]}$$

CSL

$$\frac{\{p_1\} \text{ C}_1 \{q_1\} \quad \{p_2\} \text{ C}_2 \{q_2\}}{\{p_1 * p_2\} \text{ C}_1 \parallel \text{ C}_2 \{q_1 * q_2\}}$$

# Concurrent Incorrectness Separation Logic (CISL)

ISL

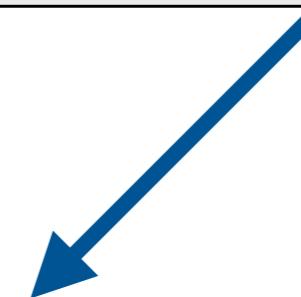
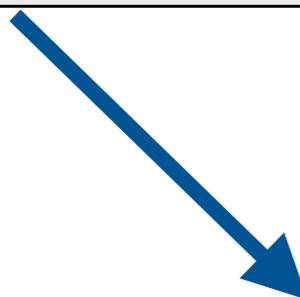
$$\frac{[p] \text{ C } [\varepsilon: q]}{[p * r] \text{ C } [\varepsilon: q * r]}$$

CSL

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**CISL**

$$\frac{[p_1] \text{ C}_1 [\varepsilon: q_1] \quad [p_2] \text{ C}_2 [\varepsilon: q_2]}{[p_1 * p_2] \text{ C}_1 \parallel \text{ C}_2 [\varepsilon: q_1 * q_2]}$$



$$\frac{[p_1] C_1 [\varepsilon: q_1] \quad [p_2] C_2 [\varepsilon: q_2]}{[p_1 * p_2] C_1 \parallel C_2 [\varepsilon: q_1 * q_2]} \text{ (Par)}$$

$$\frac{[p_1] C_1 [\varepsilon: q_1] \quad [p_2] C_2 [\varepsilon: q_2]}{[p_1 * p_2] C_1 \parallel C_2 [\varepsilon: q_1 * q_2]} \text{ (Par)}$$

$$\frac{[p] C_{11} [\text{ok}: r] \quad [r] C_{12} \parallel C_2 [\varepsilon: q]}{[p] (C_{11}; C_{12}) \parallel C_2 [\varepsilon: q]} \text{ (ParInterleaveL)}$$

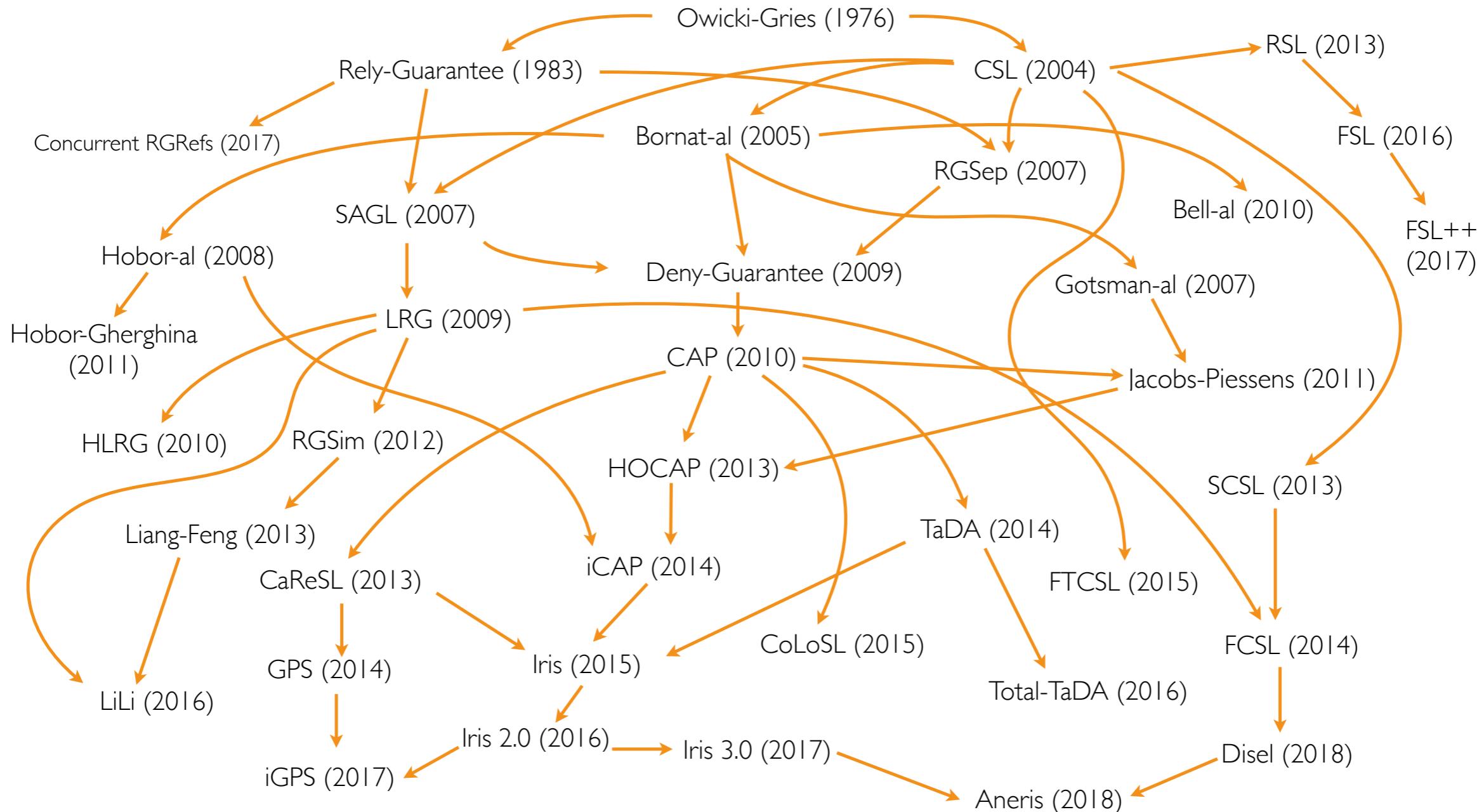
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$$\frac{[p] C_{21} [\text{ok}: r] \quad [r] C_1 \parallel C_{22} [\varepsilon: q]}{[p] C_1 \parallel (C_{21}; C_{22}) [\varepsilon: q]} \text{ (ParInterleaveR)}$$

# Which CSL?

## CSL Family Tree



CISL

A **general** framework  
for  
**Concurrent ISL**

# CISL

## A *general* framework for *Concurrent ISL*

instantiated for:

- race detection (à la RacerD)
- deadlock detection
- disjoint concurrency
- shared concurrency (à la CSL)
- ...

# Conclusions

- Incorrectness Logic (IL)
  - A rigorous foundation for bug catching
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  - A monotonic model for frame preservation
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Thank You for Listening!

# ISL vs. SL Local Axioms

[  $x \mapsto v'$  ]  $[x] := v$  [ok:  $x \mapsto v$  ]

{  $x \mapsto -$  }  $[x] := v$  {  $x \mapsto v$  }

# ISL vs. SL Local Axioms

$[x \mapsto \text{v}'] [x] := v$  [ok:  $x \mapsto v$ ]

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# ISL vs. SL Local Axioms

$$[x \mapsto v] [x] := v \text{ [ok: } x \mapsto v]$$
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Suppose instead we had the axiom:

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Let us prove:

$$[x \mapsto 1] [x] := 2 \text{ [ok: } x \mapsto 2]$$

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$$[x \mapsto 1] [x] := 2 \text{ [ok: } x \mapsto 2] \xrightarrow{\text{apply Cons}}$$

$$\frac{p \Leftarrow p' \quad [p'] C [\varepsilon : q'] \quad q' \Leftarrow q}{[p] C [\varepsilon : q]} \text{ (Cons)}$$

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Let us prove:

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