



A Non-linear Arithmetic Procedure for Control-Command Software Verification

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Example

SMT solvers have a hard time with non-linear numerical problems.

Demo

```
typedef struct { double x0, x1, x2; } state;

/*@ predicate inv(state *s) =
    @ 6.04 * s->x0 * s->x0 - 9.65 * s->x0 * s->x1
    @ - 2.26 * s->x0 * s->x2 + 11.36 * s->x1 * s->x1
    @ + 2.67 * s->x1 * s->x2 + 3.76 * s->x2 * s->x2 <= 1; */

/*@ requires \valid(s) && inv(s) && -1 <= in0 <= 1;
    @ ensures inv(s); */
void step(state *s, double in0) {
    double pre_x0 = s->x0, pre_x1 = s->x1, pre_x2 = s->x2;

    s->x0 = 0.9379*pre_x0 - 0.0381*pre_x1 - 0.0414*pre_x2 + 0.0237*in0;
    s->x1 = -0.0404*pre_x0 + 0.968*pre_x1 - 0.0179*pre_x2 + 0.0143*in0;
    s->x2 = 0.0142*pre_x0 - 0.0197*pre_x1 + 0.9823*pre_x2 + 0.0077*in0;
}
```

Example (Demo)

```
(pierre@machine ~/slides)
% cat intro.c
typedef struct { double x0, x1, x2; } state;

/*@ predicate inv(state *s) = 6.04 * s->x0 * s->x0 - 9.65 * s->x0 * s
@   - 2.26 * s->x0 * s->x2 + 11.36 * s->x1 * s->x1
@   + 2.67 * s->x1 * s->x2 + 3.76 * s->x2 * s->x2 <= 1; */

/*@ requires \valid(s) && inv(s) && -1 <= in0 <= 1;
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void step(state *s, double in0) {
    double pre_x0 = s->x0, pre_x1 = s->x1, pre_x2 = s->x2;

    s->x0 = 0.9379 * pre_x0 - 0.0381 * pre_x1 - 0.0414 * pre_x2 + 0.023
0;
    s->x1 = -0.0404 * pre_x0 + 0.968 * pre_x1 - 0.0179 * pre_x2 + 0.014
0;
    s->x2 = 0.0142 * pre_x0 - 0.0197 * pre_x1 + 0.9823 * pre_x2 + 0.007
0;
}

(pierre@machine ~/slides)
% frama-c -wp -wp-model real -wp-prover why3ide intro.c
```

Example (Demo)

File View Tools Help

| Context | Theories/Goals | Status | Time |
|----------------|---|--------|------|
| Unproved goals | step_Why3_ide.why | ? | |
| | VCStep_post | ? | |
| | Post-condition (file intro.c, line 8) in 'step' | ? | |

| Strategies | | | |
|------------|-----------------|---|-------|
| Compute | Z3 (4.5.0) | ? | 10.03 |
| Inline | Alt-Ergo (1.30) | ? | 10.21 |
| Split | | | |

| Provers | |
|-----------------------|--|
| Alt-Ergo (1.30) | |
| Alt-Ergo + SDP (1.30) | |
| Z3 (4.5.0) | |

| Tools | |
|--------|--|
| Edit | |
| Replay | |
| Remove | |
| Clean | |

| Proof monitoring | |
|------------------|--|
| Waiting: 0 | |
| Scheduled: 0 | |
| Running: 0 | |
| Interrupt | |

```
Source code Task Edited proof Prover Output Counter-example
file: /tmp/wpc5a803.dir/project.session/_typed_real/step_Why3_ide.why
22 use import WP.MemProof
23 use import Memory.Memory
24 use import Qed.Qed
25 use import int.Abs as IAbs
26 use import Cmath.Cmath
27 use import Cfloat.Cfloat
28 use import real.Abs as RAbs
29 use import Axiomatic.Axiomatic
30 use import Compound.Compound
31
32 goal WP "expl:Post-condition (file intro.c, line 8) in 'step'":
33 forall r : real.
34 forall t : map int int.
35 forall t1 : map addr real.
36 forall a : addr.
37 let a_1 = (shiftfield F1 x0 a) in
38 let r_1 = t_1[a_1] in
39 let a_2 = (shiftfield F1 x1 a) in
40 let r_2 = t_1[a_2] in
41 let a_3 = (shiftfield F1 x2 a) in
42 let r_3 = t_1[a_3] in
43 (r <= 0) ->
44 ((-. 1.) <= r) ->
45 (((region (a.base)) <= 0) ->
46 ((linked t) ->
47 ((is float64 r) ->
48 ((p_inv t_1 a) ->
49 ((valid rw t a) ->
50 ((is float64 r_1) ->
51 ((is float64 r_2) ->
52 ((is float64 r_3) ->
53 ((p_inv
54 t_1[a_1 <- (0.0237e0 * r) + (0.9379e0 * r_1) -. (0.0381e0 * r_2)
55 -. (0.0414e0 * r_3)] [a_2 <- (0.0147e0 * r) + ((-. 0.0408e0) * r_1
56 + (0.9609e0 * r_2) -. (0.0179e0 * r_3)] [a_3 <- (0.0077e0 * r)
57 + (0.0142e0 * r_1) + (0.9829e0 * r_3) -. (0.0197e0 * r_2)] a))
58 end
59
60
61
```

Example (Demo)

File View Tools Help

| Context | Theories/Goals | Status | Time |
|----------------|---|--------|------|
| Unproved goals | step_Why3_ide.why | ✓ | 0.15 |
| | VCStep_post | ✓ | 0.15 |
| | Post-condition (file intro.c, line 8) in 'step' | ✓ | 0.15 |

Strategies

- Compute
- Inline
- Split

Provers

- Alt-Ergo (1.30)
- Alt-Ergo + SDP (1.30)
- Z3 (4.5.0)

Tools

- Edit
- Replay
- Remove
- Clean

Proof monitoring

Waiting: 0
Scheduled: 0
Running: 0

Interrupt

```
Source code Task Edited proof Prover Output Counter-example
file: /tmp/wp01f71c.dir/project.session/.typed_real/step_Why3_ide.why
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26 use import Cmath.Cmath
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40 let r_2 = t_1[a_2] in
41 let a_3 = (shiftfield F1 x2 a) in
42 let r_3 = t_1[a_3] in
43 (r <-> ...) ->
44 ((-. 1.) <-> r) ->
45 (((region (a.base)) <-> r) ->
46 ((linked t) ->
47 ((is float64 r) ->
48 ((p_inv t_1 a) ->
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55 - (0.0414e0 * r_3)] [a_2 <-> (0.0147e0 * r) + ((-0.0408e0) * r_1)
56 + (0.9609e0 * r_2) - (0.0179e0 * r_3)] [a_3 <-> (0.0077e0 * r)
57 + (0.0142e0 * r_1) + (0.9823e0 * r_3) - (0.0197e0 * r_2)] a))
58 end
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61
```

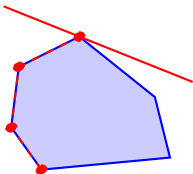
Using Numerical Solvers

- ▶ First order theory of real numbers is decidable (Tarski).
 - ▶ But complexity remains high.
- ⇒ We offer to use numerical optimization solvers:
semidefinite programming (SDP) solvers.

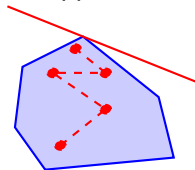
SDP solvers yield approximate solutions

- ▶ Linear programming

simplex: exact solution



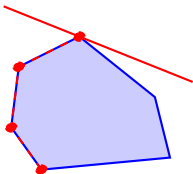
interior-point: approximate solution



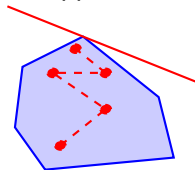
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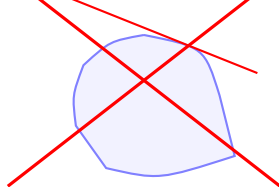


interior-point: approximate solution

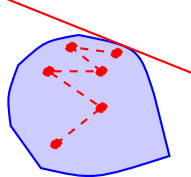


- ▶ Semidefinite programming

~~no simplex equivalent~~



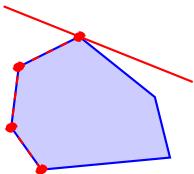
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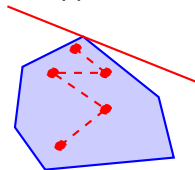
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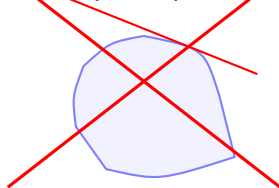


interior-point: approximate solution

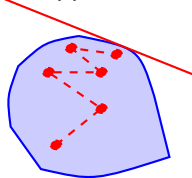


- ▶ Semidefinite programming

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interior-point: approximate solution



⇒ incompleteness, soundness requires care

Preliminaries

Ensuring Soundness

Integration into a SMT Solver

Experimental Results

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Experimental Results

Positivstellensatz

We want to prove that

$$p_1(x_1, \dots, x_n) \geq 0 \wedge \dots \wedge p_m(x_1, \dots, x_n) \geq 0$$

is not satisfiable.

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- ▶ equivalence under hypotheses (Putinar's Positivstellensatz)
- ▶ no practical bound on degrees of $r_i \Rightarrow$ will be arbitrarily fixed

Sum of Squares (SOS) Polynomials

Definition (SOS Polynomial)

A polynomial p is SOS if there are polynomials q_1, \dots, q_m s.t.

$$p = \sum_i q_i^2.$$

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Sum of Squares (SOS) Polynomials

Definition (SOS Polynomial)

A polynomial p is SOS if there are polynomials q_1, \dots, q_m s.t.

$$p = \sum_i q_i^2.$$

- ▶ If p SOS then $p \geq 0$
- ▶ p SOS iff there exist $z := [1, x_1, x_2, x_1x_2, \dots, x_n^d]$ and $Q \succeq 0$

$$p = z^T Q z.$$

⇒ SOS can be encoded as semidefinite programming (SDP).

SOS: Example

Example

Is $p(x, y) := 2x^4 + 2x^3y - x^2y^2 + 5y^4$ SOS ?

$$p(x, y) = \begin{bmatrix} x^2 \\ y^2 \\ xy \end{bmatrix}^T \begin{bmatrix} q_{11} & q_{12} & q_{13} \\ q_{12} & q_{22} & q_{23} \\ q_{13} & q_{23} & q_{33} \end{bmatrix} \begin{bmatrix} x^2 \\ y^2 \\ xy \end{bmatrix}$$

that is

$$p(x, y) = q_{11}x^4 + 2q_{13}x^3y + 2q_{23}xy^3 + (2q_{12} + q_{33})x^2y^2 + q_{22}y^4$$

SOS: Example

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hence $q_{11} = 2$, $2q_{13} = 2$, $2q_{23} = 0$, $2q_{12} + q_{33} = -1$, $q_{22} = 5$.

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hence $q_{11} = 2$, $2q_{13} = 2$, $2q_{23} = 0$, $2q_{12} + q_{33} = -1$, $q_{22} = 5$.

For instance

$$Q = \begin{bmatrix} 2 & -3 & 1 \\ -3 & 5 & 0 \\ 1 & 0 & 5 \end{bmatrix} = R^T R \quad R = \frac{1}{\sqrt{2}} \begin{bmatrix} 2 & -3 & 1 \\ 0 & 1 & 3 \end{bmatrix}$$

$$\text{hence } p(x, y) = \frac{1}{2} (2x^2 - 3y^2 + xy)^2 + \frac{1}{2} (y^2 + 3xy)^2.$$

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SOS: Using approximate SDP solvers

Results from SDP solvers will only satisfy equality constraints up to some ϵ

$$p = z^T Q z + z^T E z, \quad |E_{i,j}| \leq \epsilon.$$

SOS: Using approximate SDP solvers

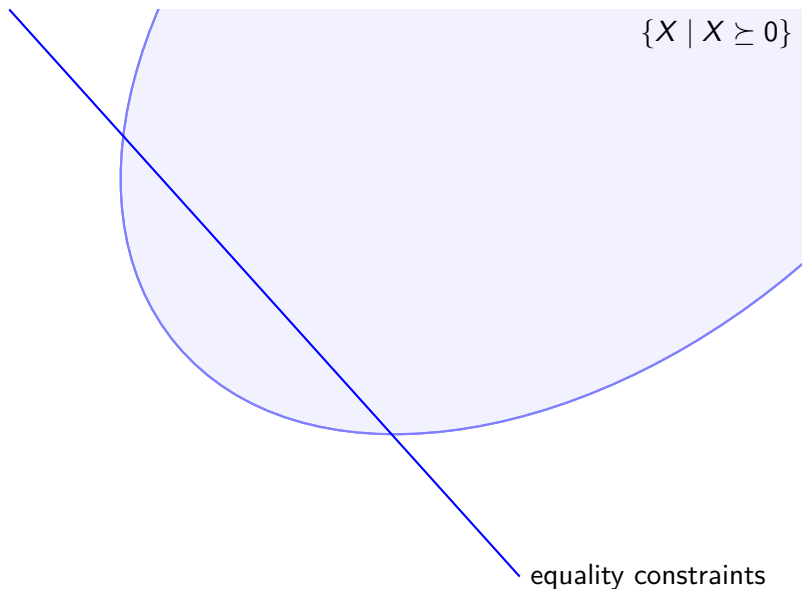
Results from SDP solvers will only satisfy equality constraints up to some ϵ

$$p = z^T Q z + z^T E z, \quad |E_{i,j}| \leq \epsilon.$$

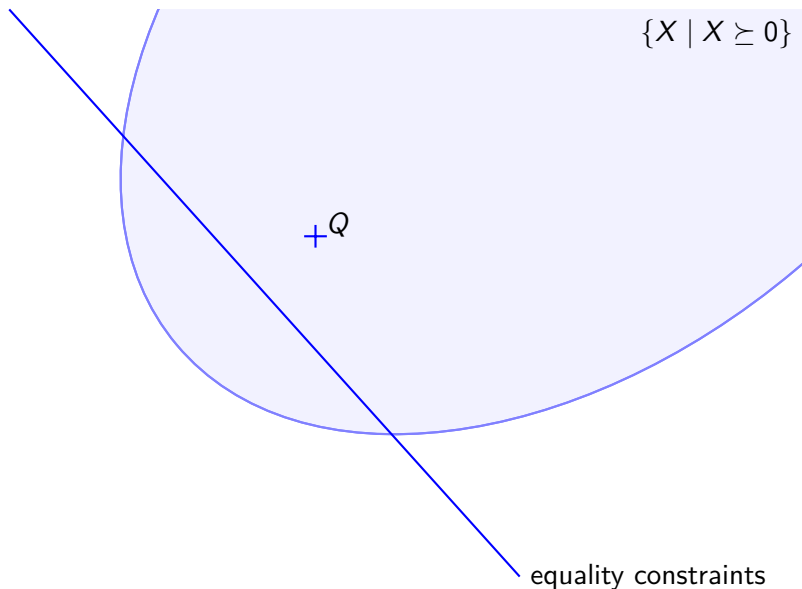
Two validation methods in the literature

- ▶ Check that for any $|E_{i,j}| \leq \epsilon$, $Q + E \succeq 0$
- ▶ Round Q to an exact solution \tilde{Q} s.t. $p = z^T \tilde{Q} z$ and check $\tilde{Q} \succeq 0$

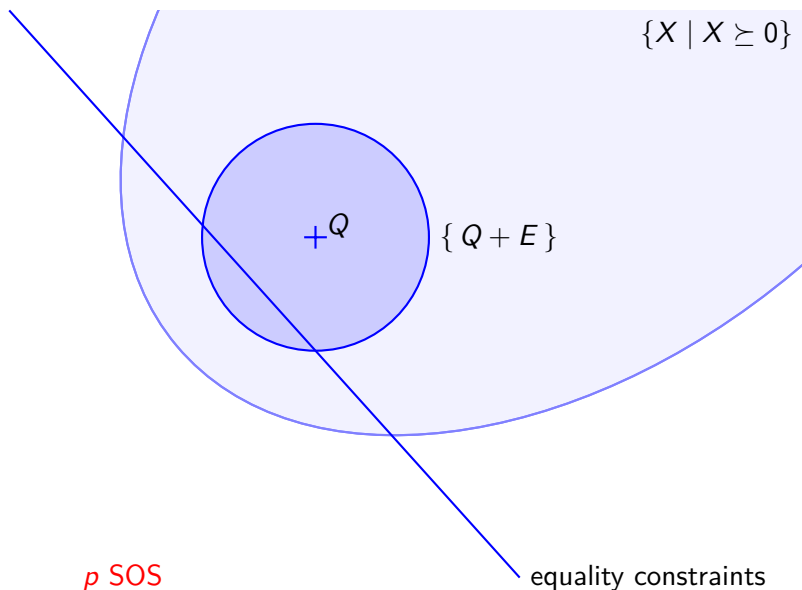
Intuitively, Proving Existence of a Nearby Solution



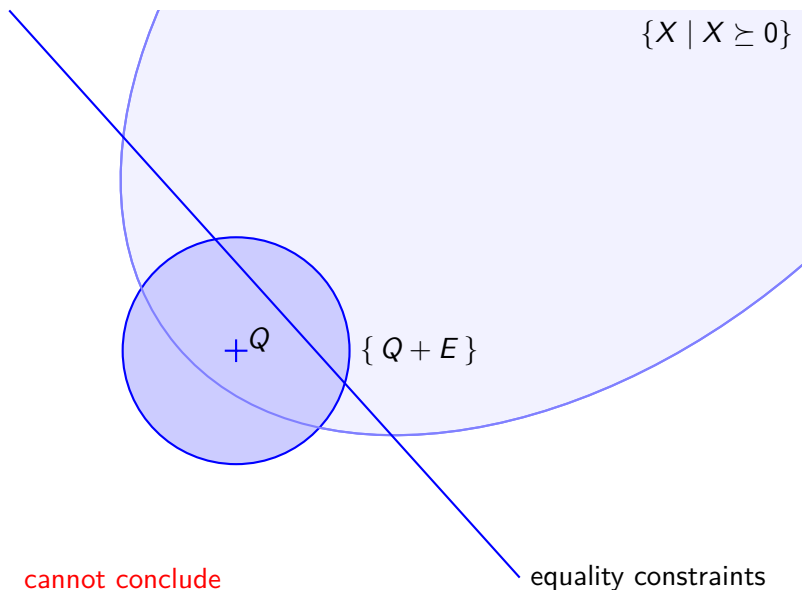
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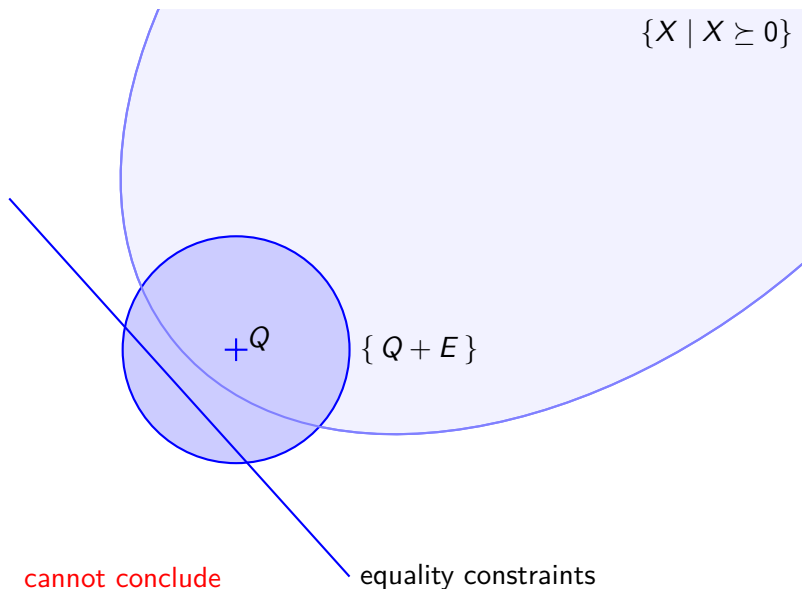
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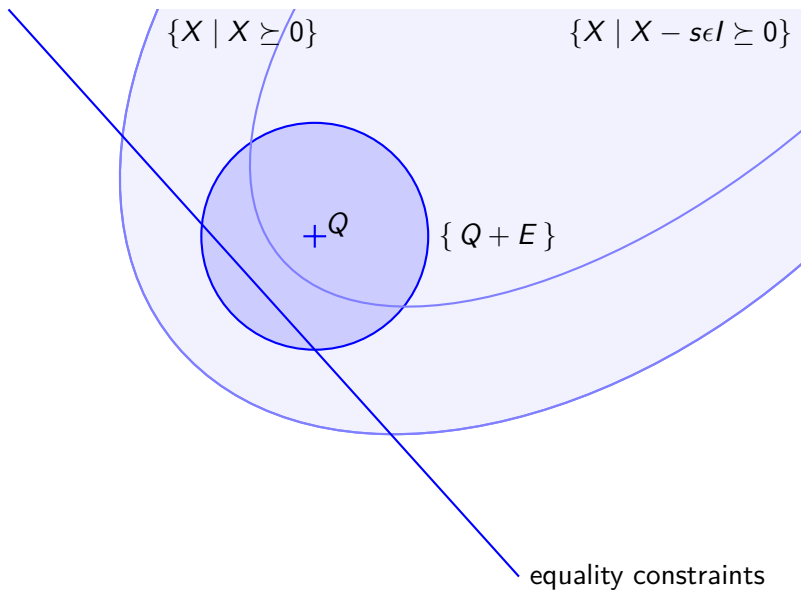
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Padding

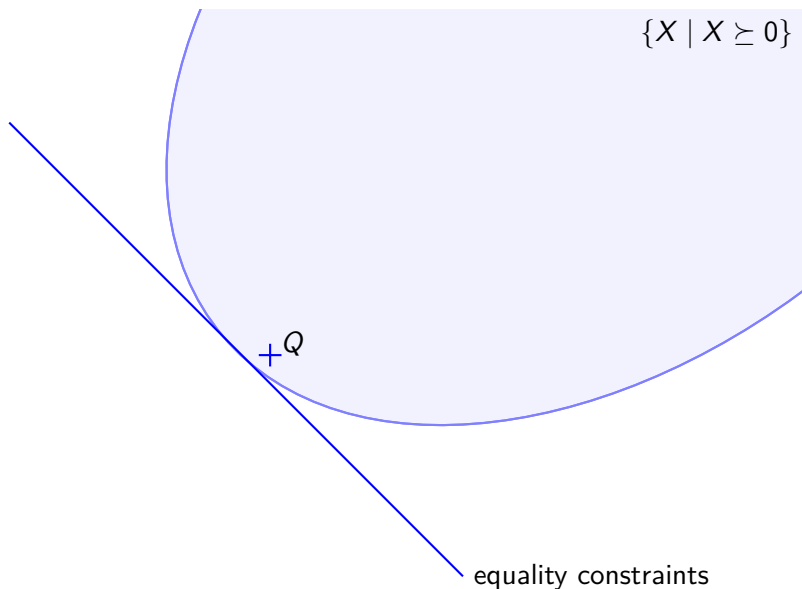


Intuitively, Rounding to an Exact Solution

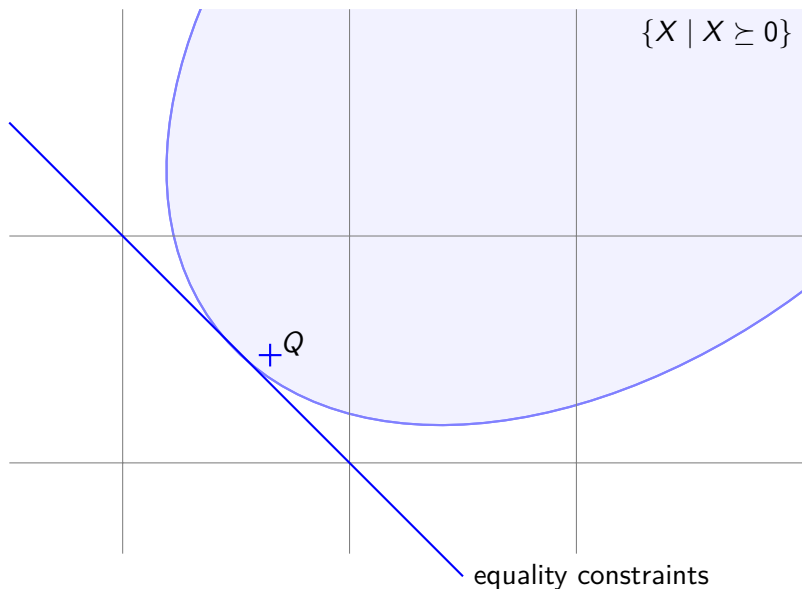
$$\{X \mid X \succeq 0\}$$


equality constraints

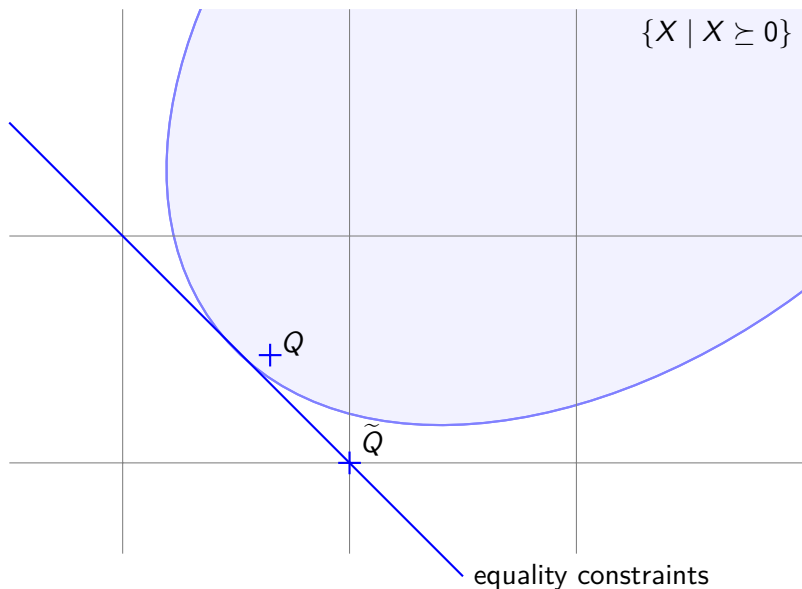
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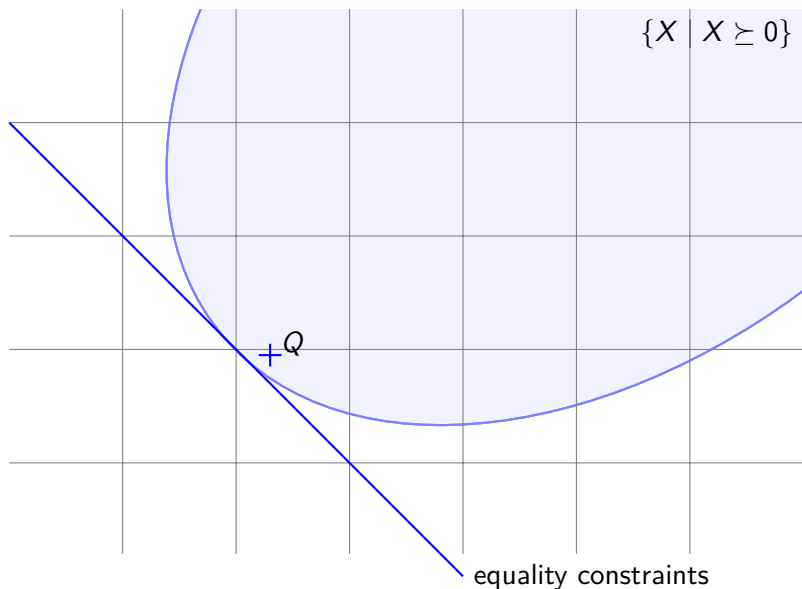
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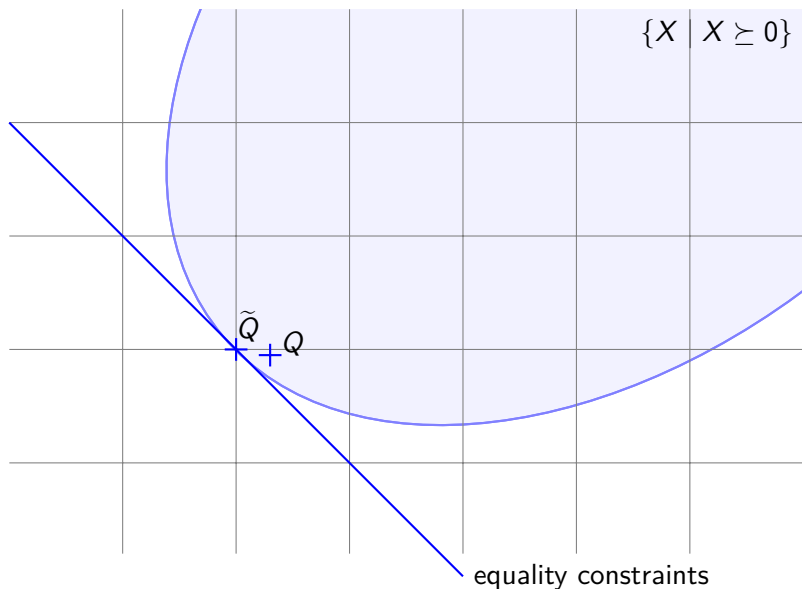
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Intuitively, Rounding to an Exact Solution



Soundness Verification for SOS: Conclusion

| | nearby solution | exact solution |
|--|-----------------------------------|---------------------------------------|
| empty interior problems $>, =, \neq$ relaxation scheme | no only \geq linear | some some exponential |
| proof of $Q \succeq 0$ | fast (fp Cholesky) | expensive (rational LDLT) |
| completeness use off the shelf SDP formal proof | no yes non trivial (Coq) | no yes easy (HOL Light, Coq) |

\Rightarrow first try (cheap) nearby solution method
then if it fails and problem is small, look for exact solution

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Experimental Results

Integration into a SMT Solver

Incrementality

contrary to simplex algorithm,
interior point doesn't offer nice hotstart

Small Conflict Sets

- ▶ exact method: relaxation coeffs rounded to zero indicate useless constraint
- ▶ nearby solution: requires heuristic

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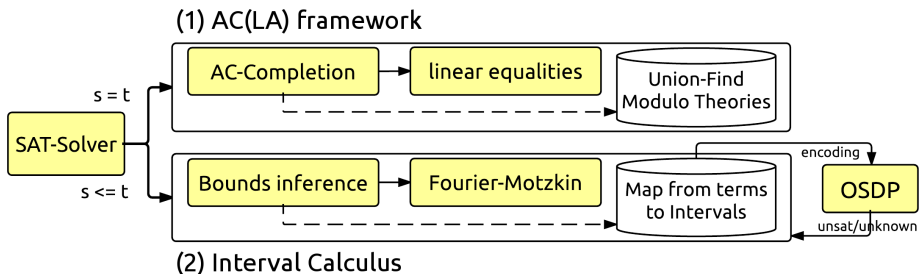
The OSDP Library

OCaml library OSDP:

- ▶ simple interface to SOS programming
- ▶ interfaces SDP solvers
 - ▶ Csdp
 - ▶ Mosek
 - ▶ SDPA
- ▶ under LGPL license
- ▶ available at `https://cavale.enseeiht.fr/osdp/`
or `opam install osdp`

Integration in Alt-Ergo

- ▶ Integrated into Alt-Ergo 1.30 under CeCILL-C license



- ▶ available at <https://cavale.enseeiht.fr/osdp/aesdp/>

Experimental Results (1/3)

Benchmarks QF_NIA from SMT-LIB.

| | AE | | AESDP | | AESDPap | | AESDPex | |
|--------------------|-------|------|-------|-------|---------|------|---------|-------|
| | unsat | time | unsat | time | unsat | time | unsat | time |
| AProVE (746) | 103 | 7387 | 319 | 23968 | 359 | 7664 | 318 | 22701 |
| calypto (97) | 92 | 357 | 88 | 679 | 88 | 489 | 89 | 816 |
| LassoRanker (102) | 57 | 9 | 62 | 959 | 64 | 274 | 63 | 878 |
| LCTES (2) | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| leipzig (5) | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| mcm (161) | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| UltimateAutom (7) | 1 | 0.35 | 7 | 0.73 | 7 | 0.62 | 7 | 0.69 |
| UltimateLasso (26) | 26 | 118 | 26 | 212 | 26 | 126 | 26 | 215 |
| total (1146) | 279 | 7872 | 502 | 25818 | 544 | 8553 | 503 | 24611 |

| | CVC4 | | Smtrat | | Yices2 | | Z3 | |
|--------------------|----------|-------------|--------|------|------------|-------------|-------|-------|
| | unsat | time | unsat | time | unsat | time | unsat | time |
| AProVE (746) | 586 | 10821 | 185 | 3879 | 709 | 1982 | 252 | 5156 |
| calypto (97) | 87 | 7 | 89 | 754 | 97 | 409 | 95 | 613 |
| LassoRanker (102) | 72 | 27 | 20 | 12 | 84 | 595 | 84 | 2538 |
| LCTES (2) | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| leipzig (5) | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 |
| mcm (161) | 4 | 2489 | 0 | 0 | 0 | 0 | 4 | 2527 |
| UltimateAutom (7) | 6 | 0.03 | 1 | 7.22 | 7 | 0.04 | 7 | 0.31 |
| UltimateLasso (26) | 4 | 66 | 26 | 177 | 26 | 6 | 26 | 21 |
| total (1146) | 780 | 13411 | 321 | 4829 | 924 | 2993 | 468 | 10855 |

On Intel Xeon 2.3 GHz, time limits 900 s and memory limits 2 GB. 22 / 26

Experimental Results (2/3)

Benchmarks QF_NRA from SMT-LIB.

| | AE | | AESDP | | AESDPap | | AESDPex | |
|--------------------|-------|-------|-------|-------|---------|-------|---------|-------|
| | unsat | time | unsat | time | unsat | time | unsat | time |
| Sturm-MBO (300) | 155 | 12950 | 155 | 13075 | 155 | 13053 | 155 | 12973 |
| hong (20) | 1 | 0 | 20 | 28 | 20 | 24 | 20 | 27 |
| hycomp (2494) | 1285 | 15351 | 1266 | 15857 | 1271 | 16080 | 1265 | 14909 |
| keymaera (320) | 261 | 36 | 291 | 356 | 278 | 97 | 291 | 360 |
| LassoRanker (627) | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| meti-tarski (2615) | 1882 | 10 | 2273 | 91 | 2267 | 65 | 2241 | 73 |
| UltimateAutom (13) | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| zankl (85) | 14 | 1.00 | 24 | 15.46 | 24 | 16.09 | 24 | 15.67 |
| total (6549) | 3571 | 28348 | 4029 | 29423 | 4015 | 29334 | 3996 | 28357 |

| | CVC4 | | Smtrat | | Yices2 | | Z3 | |
|--------------------|------------|--------------|------------|------------|-----------|-------------|-------------|--------------|
| | unsat | time | unsat | time | unsat | time | unsat | time |
| Sturm-MBO (300) | 285 | 1403 | 285 | 620 | 2 | 0 | 47 | 21 |
| hong (20) | 20 | 1 | 20 | 0 | 8 | 240 | 9 | 6 |
| hycomp (2494) | 2184 | 208 | 1588 | 13784 | 2182 | 1241 | 2201 | 4498 |
| keymaera (320) | 249 | 4 | 307 | 13 | 270 | 359 | 318 | 2 |
| LassoRanker (627) | 441 | 32786 | 0 | 0 | 236 | 30835 | 119 | 1733 |
| meti-tarski (2615) | 1643 | 804 | 2520 | 3345 | 2578 | 2027 | 2611 | 337 |
| UltimateAutom (13) | 5 | 0.52 | 0 | 0 | 12 | 57.19 | 13 | 19.23 |
| zankl (85) | 24 | 9.40 | 19 | 13.47 | 32 | 7.22 | 27 | 0.43 |
| total (6549) | 4853 | 35239 | 4740 | 17775 | 5331 | 36849 | 5355 | 6658 |

On Intel Xeon 2.3 GHz, time limits 900 s and memory limits 2 GB. 23 / 26

Experimental Results (3/3)

More numerical benchmarks (incl. control-command programs).

| | AE | | AESDP | | AESDPap | | AESDPex | |
|-----------------|-------|------|------------|--------------|---------|-------|---------|------|
| | unsat | time | unsat | time | unsat | time | unsat | time |
| C (67) | 11 | 0.05 | 63 | 39.78 | 63 | 40.01 | 13 | 1.18 |
| quadratic (67) | 13 | 0.06 | 67 | 14.68 | 67 | 15.44 | 15 | 0.08 |
| flyspeck (20) | 1 | 0.00 | 19 | 26.35 | 19 | 26.62 | 3 | 0.01 |
| global-opt (14) | 2 | 0.01 | 14 | 8.72 | 14 | 8.83 | 5 | 0.20 |
| total (168) | 27 | 0.12 | 163 | 89.53 | 163 | 90.90 | 36 | 1.47 |

| | CVC4 | | Smtrat | | Yices2 | | Z3 | |
|-----------------|-------|--------|--------|-------|--------|--------|-------|--------|
| | unsat | time | unsat | time | unsat | time | unsat | time |
| C (67) | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| quadratic (67) | 14 | 2.46 | 18 | 1.26 | 25 | 357.20 | 25 | 257.39 |
| flyspeck (20) | 6 | 695.59 | 9 | 36.54 | 10 | 0.05 | 9 | 0.05 |
| global-opt (14) | 5 | 0.12 | 12 | 41.18 | 12 | 0.16 | 13 | 683.45 |
| total (168) | 25 | 698.17 | 39 | 78.98 | 47 | 357.41 | 47 | 940.89 |

On Intel Xeon 2.3 GHz, time limits 900 s and memory limits 2 GB.
All times are in seconds.

Conclusion

- ▶ Does not outperform state-of-the-art symbolic methods.
- ▶ But enables to solve problems out of reach for such methods.
- ▶ In particular, numerical problems arising in verification of functional properties of control-command programs.

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Future work

- ▶ Combination with symbolic (or other numerical) methods.
- ▶ Address properties *about* floating-point programs.

Questions

Thanks for your attention!

