Abstract

We describe the specification and proof of an (imperative, sequential) hash table implementation. The usual dictionary operations (insertion, lookup, and so on) are supported, as well as iteration via folds and iterators. The code is written in OCaml and verified using higher-order separation logic, embedded in Coq, via the CFML tool and library. This case study is part of a larger project that aims to build a verified OCaml library of basic data structures.

Categories and Subject Descriptors D.2.4 [Software Engineering]: Software/Program Verification; F.3.1 [Logics and Meanings of Programs]: Specifying and Verifying and Reasoning about Programs

Keywords Verification, abstraction, iteration, modularity

1. Introduction

Since the days of Floyd and Hoare [11, 13], tremendous progress has been made in the area of program verification. We have witnessed advances in program logics, verification condition generators, SMT solvers, and interactive proof assistants. A number of landmark examples of verified software have appeared, including compilers [24, 34], static analyzers [16], model checkers [7], operating system kernels [17], cryptographic protocol implementations [1], and so on.

These impressive achievements offer a glimpse of a bright future where all software can in principle be verified. Yet, at present, verifying a nontrivial application or library still requires many man-years of effort. Therefore, we believe that it is time to begin building libraries of verified general-purpose utility components, with the double aim of speeding up the development of verified applications and offering dependable components to authors of unverified software.

The work presented in this paper is part of the Vocal project, which aims at developing such a verified library of general-purpose data structures and algorithms. Vocal uses OCaml as its implementation language, because it is safe, concise, modular, and efficient.

We describe one case study, namely the specification and proof of a mutable hash table implementation. This task is carried out using the CFML tool and library [5], which offer a higher-order total-correctness separation logic, embedded in Coq, for a subset of OCaml. Admittedly, expressing the specification of a sequential data structure, and proving that its implementation meets this specification, are not viewed today as challenging tasks. Nevertheless, we believe that this case study is worth documenting, as it involves a number of nontrivial aspects, namely abstraction, parameterization, and (perhaps most importantly) a generic treatment of iteration.

Abstraction The data structure is abstract: the client is aware that it represents a dictionary, but cannot know how it is laid out in the heap. Also, the data structure is mutable: one must reason about ownership of heap fragments. We use an abstract separation logic predicate [29, 27, 28] to simultaneously delimit a uniquely-owned heap fragment, impose an invariant upon its content, and relate its content with the abstraction that it is intended to represent.

Parameterization The data structure is parametric in the type of keys, which must be equipped with equality and hash functions, and in the type of values, which is unconstrained. This is expressed in OCaml and in Coq via a functor (for keys) and via polymorphism (for values).

Iteration Iteration is enabled by two distinct mechanisms, namely “folds” (higher-order functions) and “cascades” (which can be described both as delayed lists and as a form of iterators). Although folds are the predominant means of iteration in the OCaml world, we promote cascades, as they are more versatile than folds and easy to implement. Both are independent of hash tables: their types and specifications should be fixed, once and for all, outside of the hash table module. For a number of reasons, these specifications are necessarily somewhat complex:

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They involve first-class functions: the consumer, in the case of folds; the producer, in the case of cascades.

They involve read access to a mutable data structure, which creates a well-known “concurrent modification” problem [32]. In order to preserve the producer’s integrity, they must forbid mutation while iteration is in progress. This requires declaring existing cascades invalid when mutation occurs (§4.3, §4.8).

They must support nondeterminism, that is, allow the order in which elements are produced to remain partly or entirely unspecified.

The specification of cascades must also support producing infinite sequences of elements.

To tame this complexity, we propose generic, reusable specifications of folds and cascades, and show that they are easily instantiated for hash tables.

Our hash table implementation is under 150 (nonblank, noncomment) lines of OCaml code. It offers the same set of operations as Hashtbl.Make in OCaml’s standard library. Our Coq code includes roughly 300 lines of statements and 300 lines of proofs at the abstract level of dictionaries and roughly 700 lines of statements and 700 lines of proofs at the concrete level of hash tables. Our code, specifications, and proofs are available online [31].

In the following, we first present and justify our definition of cascades, which is independent of hash tables (§2). We then present the general structure as well as some excerpts of our OCaml code for hash tables (§3). Then, we present our Coq proof (§4), putting emphasis on its general structure, on the hash table invariant, and on the specifications of a few key operations.

2. Folds, Iterators, and Cascades

A “fold” [15] is a producer of a sequence of elements which has the ability of submitting elements to the consumer. It expects to receive (as an argument) a function that represents the processing by the consumer of one element, and invokes this function whenever it wishes to produce an element.

An iterator [25, Chapter 6], on the other hand, is an on-demand producer of a sequence of elements. That is, an iterator is an object that can be queried by a consumer, when desired, for an element of the sequence. In response to such a query, an iterator returns an element if one is available (that is, if the sequence is nonempty) and nothing otherwise (that is, if the sequence is empty).

Because they leave control to the consumer, iterators are more versatile than folds. They allow abandoning an iteration before it is finished. (For this reason, they can produce conceptually infinite sequences, whereas folds cannot.) They allow simultaneously iterating over several sequences. In fact, an iterator can be easily wrapped as a fold, whereas the

1 One could also allow mutation, as long as it preserves the producer’s invariant. We leave that to future work.

The specification of cascades must also support producing infinite sequences of elements.

• They must have mutable state, explicit iterators.
• They must forbid mutation while iteration is in progress. Otherwise, it might be “ephemeral”, which means that it may be queried at most once. For greatest generality, we allow both possibilities. It is easy to wrap an implicit iterator as an ephemeral explicit iterator, and an explicit iterator as an implicit one. Therefore, there is no loss of generality in adopting “explicit iterators”, as opposed to “implicit iterators”, as our universal type of iterators. There is in fact a net gain, since an explicit iterator can be persistent, whereas an implicit iterator cannot.

Converse adaptation requires control operators. This remark may lead one to believe that iterators must be more difficult to implement than folds. This need not be the case: as shown in the present paper (§3), producing a cascade of elements is just as easy as producing a list of elements.

For maximum interoperability, one should fix, once and for all, the types of folds and iterators. These types serve as universal interfaces, which all producers implement, and all consumers rely upon. For folds, this is easy enough. (See, for instance, the type of fold in Figure 3.) For iterators, however, the question admits several reasonable, yet rather different, answers. In particular, when queried, what should an iterator return? Should it return just an element, or a pair of an element and another iterator? An iterator of the first type, or “implicit” iterator, must have mutable internal state. The element that it returns is implicitly consumed: a subsequent query to this iterator produces the following element of the sequence. An iterator of the second type, or “explicit” iterator, does not necessarily have mutable internal state. In addition to an element, it returns another explicit iterator, which gives access to the remainder of the sequence. A subsequent query to the original iterator, if permitted, produces the same element again.2

These two types of iterators, although closely related, lead in practice to very different coding styles. Whereas implicit iterators must have mutable state, explicit iterators can often be implemented without side effects, which makes them easier to build and to reason about. For this reason, we favor explicit iterators. This is in contrast with Java, whose Iterator interface describes implicit iterators: the method next consumes and returns the next element, if there is one. Java iterators must also offer a method hasNext, which tells whether one more element is available. We drop this requirement. With implicit iterators, hasNext can be quite useful, as it allows testing whether an element is available without consuming it. With (persistent) explicit iterators, one can simply use next for this purpose.

2 If an explicit iterator has neither mutable internal state nor any effect on the outside world, then it is “persistent”: it can be queried several times, producing the same result every time. Otherwise, it might be “ephemeral”, which means that it may be queried at most once. For greatest generality, we allow both possibilities. It is easy to wrap an implicit iterator as an ephemeral explicit iterator, and an explicit iterator as an implicit one. Therefore, there is no loss of generality in adopting “explicit iterators”, as opposed to “implicit iterators”, as our universal type of iterators. There is in fact a net gain, since an explicit iterator can be persistent, whereas an implicit iterator cannot.
An iterator that offers just one method (namely, `next`) is a function. It takes an argument of type `unit` and returns either nothing or a pair of an element and another iterator. We refer to this particular type of iterators as "cascades". Their definition appears in Figure 1. The auxiliary type `'a head` represents a response, that is, either nothing (`Nil`) or a pair of an element and a cascade (`Cons`). A cascade is a function which, when queried, returns a response.

If one replaced `unit -> 'a head` on line 3 of Figure 1, then `'a head` would be isomorphic to `'a list`. A cascade is a "delayed list", that is, a list that does not necessarily exist in memory but is produced, element by element, on demand. A cascade is usually built or used in the same manner one would build or use a list, except "delays" and "forces" are thrown in where necessary.

In summary, we propose delayed lists, under the name of "cascades", as a universal type of sequences. To a reader with a functional programming background, this should come as no surprise: almost thirty years ago, the designers of Haskell [14] put forward lazy lists, sometimes also known as "streams", as a universal type of sequences. Cascades and streams are equally expressive: one can easily convert one to the other. We favor cascades over streams because we think that memoization should not be the default behavior: instead, it should be explicitly requested when desired.

We follow Filliâtre [8] in advocating explicit iterators. Although he briefly considers adopting delayed lists as the universal type of sequences [8, §4], motivated by efficiency considerations, he settles for distinct, ad hoc abstract types of tree iterators [8, §2], hash table iterators, and so on.

Jane Street's library Core.Sequence also defines distinct types of iterators for distinct data structures. Yet, thanks to an existential quantification, it is able to give a single abstract type to all of them. This type is interconvertible with `'a cascade`. We use existential quantification in the same way, at the specification level, to give a nonrecursive definition of the abstract predicate Cascade (§4.7).

3. Hash Tables

The signature and implementation of our HashTable module are shown in Figures 2 and 3. They are modeled after the Hashtbl module found in OCaml's standard library, with a few minor differences.\(^3\)

A hash table represents a dictionary, that is, a mapping of keys to values. The type of keys must be equipped with an equality test and a hash function. For this reason, everything is wrapped in a functor, `Make`, which takes a module `K` of signature `HashedType` as an argument (Figure 2). The type of keys, `key`, is a synonym for `K.t`. There are no requirements on the type of values. For this reason, the type of hash tables, `'a t`, is parameterized with `'a`, the type of values.

\(^3\) At version 4.03, OCaml's Hashtbl module was modified to use mutable lists. This exploits a feature of OCaml 4.03 which CFML does not yet support, namely "mutable inline records". We stick with immutable lists.

---

```ocaml
definition HashedType = {
  type t = {
    val equal: t -> t -> bool
    val hash: t -> int
  }
}
definition Make (K : HashedType) = struct
  (* Type definitions . *)
  type key = K.t
  type 'a bucket = Void | More of key * 'a * 'a bucket
  type 'a table = {
    mutable data: 'a bucket array;
    mutable popu: int;
    init: int;
  }
  type 'a t = 'a table
  (* Operations . *)
  (* add : see Figure 4. *)
  (* fold: see Figure 5. *)
  (* cascade: see Figure 6. *)
  (* other operations: not shown. *)
end
```

---

Figure 2. The interface file HashTable.mli

```ocaml
definition module Make (K : HashedType) = struct
  (* Type definitions. *)
  type key = K.t
  type 'a t = {
    mutable data: 'a bucket array;
    mutable popu: int;
    init: int;
  }
  (* Operations. *)
  (* add : see Figure 4. *)
  (* fold: see Figure 5. *)
  (* cascade: see Figure 6. *)
  (* other operations: not shown. *)
end
```

---

Figure 3. The implementation file HashTable.ml

The type of hash tables, `'a t`, is defined internally as a record of three fields (Figure 3), namely: a data array, `data`; an integer population count, `popu`; and an integer initial capacity, `init`. Each entry in the data array holds an immutable list of key-value pairs, or "bucket".

We follow OCaml's standard library and allow a bucket to contain several entries for the same key, with the convention...
let index h k =
  (K.hash k) land
  (Array.length h.data - 1)

let rec resize_aux h = function
| Void -> ()
| More (k, x, b) ->
  resize_aux h b;
  let i = index h k in
  h.data.(i) <- More (k, x, h.data.(i))

let resize h =
  let old = h.data in
  let nsize = Array.length old * 2 in
  if nsize < Sys.max_array_length
    then begin
      h.data <- Array.make nsize Void;
      for i = 0 to Array.length old - 1 do
        resize_aux h old.(i)
      done
    end

let add h k x =
  let i = index h k in
  h.data.(i) <- More (k, x, h.data.(i));
  h.popu <- h.popu + 1;
  if h.popu > 2 * Array.length h.data
    then resize h

let rec fold_aux f b accu =
  match b with
  | Void -> accu
  | More (k, x, b) ->
    let accu = f k x accu in
    fold_aux f b accu

let fold f h accu =
  let data = h.data in
  let state = ref accu in
  for i = 0 to Array.length data - 1 do
    state := fold_aux f data.(i) !state
  done;
  !state

let rec cascade_aux data i b =
  match b with
  | More (k, x, b) ->
    Cons ((k, x),
      fun () -> cascade_aux data i b )
  | Void ->
    let i = i + 1 in
    if i < Array.length data then
      cascade_aux data i data.(i)
    else
      Nil

let cascade h =
  let data = h.data in
  let b = data.(0) in
  fun () ->
    cascade_aux data 0 b

Figure 6. Implementation of iteration via cascade
array is a power of two and uses the “logical and” operator as an efficient way of computing a remainder. The auxiliary functions resize_aux and resize are in charge of resizing the hash table by transferring the data to a new array whose size is twice that of the previous array. resize_aux is written in such a way as to preserve the ordering of entries in the case where there are multiple entries for a single key.

Figure 5 shows the code for iteration where the producer has control, that is, fold. The code involves two nested loops: an outer loop over the data array and an inner loop (implemented as a tail-recursive function, fold_aux) over each bucket. Each key-value pair (k, x) is presented to the client via a call to the user-supplied function f.

Figure 6 shows the code for iteration where the consumer has control, that is, cascade. All of the cascades constructed here (that is, the main cascade and its suffixes) take the form fun () -> cascade_aux data i b, where data is the data array, i is the index of the most recently fetched bucket, and b is the suffix of that bucket that remains to be traversed. They are immutable, therefore persistent. We again emphasize the similarity between cascades and lists: if one removed the delays “fun () ->” and replaced the cascade constructors Nil and Cons with the list constructors [], ::, then this code would produce a list of all key-value pairs in the table.

4. Specification
4.1 CFML in a Nutshell
The CFML package [5] consists of three main components, namely: a library of Coq definitions and lemmas; a characteristic formula generator; and a suite of Coq tactics.

The Coq library introduces the concepts of separation logic. A (heterogeneous) heap is a finite map of memory

4Upon reflection, this feature seems of dubious interest. If heavily used, it could degrade the performance of resize and find. We retain it, but encourage the use of “lean” tables, which have at most one entry per key ($\S$4.4). Our specifications make it easy for the user to prove that her tables remain lean.
locations to values (each of which is tagged with its type). An assertion is a predicate over heaps: the type of assertions, hprop, is short for heap -> Prop. We write \[ \{ P \} \{ Q \} \] for the empty heap assertion, \[ \{ [ F ] \} \] (where F is a proposition) for a pure assertion, \( P \setminus\!* Q \) for the separating conjunction of the assertions \( P \) and \( Q \), and \( \exists x \), \( P \) for an existentially quantified assertion. If \( P \) is a separation logic predicate, we write \( x \rightarrow P \) ("\( x \) points to \( P \)"") for the assertion \( P \setminus x \).

Assuming that a big-step operational semantics of the programming language of interest (in our case, a subset of OCaml) is given, the library proceeds to define a Hoare logic. By definition, the Hoare triple \( \{ P \} f x \{ Q \} \), which we write \( \text{app } f [x] \text{ PRE } P \text{ POST } Q \), means that, if run in a heap that satisfies the assertion \( P \setminus F \), the application of the function \( f \) to the value \( x \) is safe and terminates, producing a value \( y \) and a heap that satisfies the assertion \( Q \setminus y \cdot \text{true} \setminus F \).

We write \( \text{app } f [x] \text{ INV } P \text{ POST } Q \) for the Hoare triple \( \{ P \} f x \{ P \setminus Q \} \), where the precondition \( P \) is preserved.

The Coq signature \( \text{HashedType} \) of the OCaml signature \( \text{HashedType} \) is translated to a Coq module type named \( \text{HashedType} \). This signature, which we define, extends \( \text{HashedType} \) with a type \( \text{key} \) and expresses our requirements about the OCaml functions \( \text{hash} \) and \( \text{hash} \text{Spec} \). For more details about CFML, the reader is referred to Charguéraud’s paper [4].

4.2 Setup

The OCaml code in the file \( \text{HashTable} \_\_\text{ml} \) is transformed by the CFML generator into characteristic formulae, stored in the Coq file \( \text{HashTable} \_\_\text{ml} \_\_\text{v} \). As a user of CFML, we need not inspect the content of this file; we just load it.

We place our specifications and proofs in the hand-written file \( \text{HashTable} \_\_\text{proof} \_\_\text{v} \). This file is modeled after the OCaml source file: whereas the OCaml code is wrapped in a functor, Make, whose parameter \( K \) has signature \( \text{HashedType} \), this file defines a functor, \( \text{MakeSpec} \), whose parameter \( K \) has signature \( \text{HashedType} \_\_\text{Spec} \). This signature, which we define, extends \( \text{HashedType} \_\_\text{ml} \) and expresses our requirements about the OCaml functions \( \text{equal} \) and \( \text{hash} \): there must exist an equivalence relation \( E \) on keys and a hash function \( H \) on keys such that \( (1) \) \( H \) is compatible with \( E \) (that is, equivalent keys have
equal hashes); (2) `equal` decides key equivalence; and (3) `hash` computes a key’s hash.\footnote{The predicate `Proper` is part of Coq’s standard library. The predicates `computes` and `decides`, defined by CFML, are abbreviations for Hoare triples.}

Inside the body of the functor `MakeSpec`, we apply the functor `Make_ml` (the auto-generated Coq counterpart of the OCaml functor `Make`) to \( K \), and refer to the result as `MK`, so, for instance, `MK.add` refers to the OCaml hash table insertion function.

Finally, we open a Coq section and introduce a type variable \( \alpha \), which we use as the Coq counterpart of the OCaml type variable ‘\( \alpha \)’. The specifications and proofs in this section become polymorphic in \( \alpha \) when the section ends.

We can now define the separation logic predicates `Table` and `TableInState`, which describe how a well-formed hash table is laid out in memory and what information it represents. This is done in the next section (§4.3). Then, we describe the specifications of the OCaml functions `add` (§4.4), `fold` (§4.5, §4.6), and `cascade` (§4.7, §4.8), which rely on these predicates. In the interest of space, we omit the specifications of all other functions, and omit all proofs.

4.3 Model and Invariant

What abstraction does a hash table represent? An obvious answer is: a dictionary, that is, roughly speaking, a mapping of keys to values. More specifically, because we allow a bucket to contain several entries for a single key (§3), a dictionary that is to be representable by a hash table, \( M \), must satisfy certain properties. First, \( M \) must not distinguish two equivalent keys; that is, `Proper (E ==> eq) M` must hold. Second, \( M \) must have finite domain. That is, there must exist a set of keys \( D \) such that (1) \( D \) is finite; (2) \( D \) is irredundant, that is, two equivalent keys in \( D \) are equal; and (3) \( M \) maps to `nil` every key that is not equivalent to some key in \( D \). We write `is_domain D M` for the conjunction of these conditions (Figure 8, line 1).

For a function \( M \) to be representable by a hash table, \( M \) must satisfy certain properties. First, \( M \) must not distinguish two equivalent keys; that is, `Proper (E ==> eq) M` must hold.

Second, \( M \) must have finite domain. That is, there must exist a set of keys \( D \) such that (1) \( D \) is finite; (2) \( D \) is irredundant, that is, two equivalent keys in \( D \) are equal; and (3) \( M \) maps to `nil` every key that is not equivalent to some key in \( D \). We write `is_domain D M` for the conjunction of these conditions.

What is a hash table, and how is it laid out in memory? In OCaml, a value \( h \) of type ‘\( \alpha \) table’ is the address of a mutable record. In Coq, it is reflected as a value of type `MK.table_ A` (Figure 8, line 2). The content of such a record is described by a points-to assertion, an example of which appears in Figure 8, lines 30–34. Such an assertion claims the unique ownership of the record at address \( h \) and at the same time states that its three fields contain the values \( d \), `pop`, and `init`, respectively.

In OCaml, the field access expression \( h.data \), which has type ‘\( \alpha \) bucket array’, evaluates to the address of a mutable array of buckets. In Coq, we usually write \( d \) for the address of this array; \( d \) has type `loc`. We usually write `data` for the content of this array: `data` has type `list (MK.bucket_ A)` (Figure 8, lines 3–4).

We now define several predicates which describe how a hash table is laid out in memory and how this concrete representation is related with the abstract model of the hash table, namely, a dictionary \( M \).

The proposition `content M data` (lines 6–8) indicates that the array data contains all of the key-value pairs required by \( M \), stored at appropriate offsets.\footnote{We write `k // data for (Z.land (H k) (length data - 1))`, that is, the remainder of the hash of the key \( k \) by the length of the array data. The function `bfilter k`, whose definition is omitted, filters a bucket, producing a list of the key-value pairs whose key is equivalent to \( k \).}

\begin{figure}[h]
\begin{center}
\begin{verbatim}
 Implicit Type M : key -> list A. 1
 Implicit Type h : MK.table_ A. 2
 Implicit Type d : loc. 3
 Implicit Type data : list (MK.bucket_ A). 4

 Definition content M data := 5
   forall k, 6
     bfilter k data[k // data] = M k. 7

 Definition no_garbage data := 8
   forall k i, 9
     0 <= i < length data -> 10
     i <> k // data -> 11
     bfilter k data[i] = nil. 12

 Definition table_inv M init data := 13
   power_of_2 (length data) /
   power_of_2 init /
   content M data /
   no_garbage data /
   (exists D, is_domain D M). 14

 Definition TableInState M s h := 15
   loc * list (MK.bucket_ A). 16

 Implicit Type s : state. 17

 Definition TableInState M s h := 18
   Hexists d pop init data, 19
   h -> '{ 20
     MK.data' := d;
     MK.popu' := pop;
     MK.init' := init
   \} /* 21
   d -> Array data /* 22
   [ table_inv M init data ] /* 23
   [ population M = pop ] /* 24
   [ s = (d, data) ]. 25

 Definition Table M h := 26
   Hexists s, h -> TableInState M s. 27

 Figure 8. The hash table invariant
\end{verbatim}
\end{center}
\end{figure}
Proper (E ==> eq) M, a property of M that was pointed out earlier. The proposition no_garbage data (lines 10–14) states that the array data contains no other key-value pairs. The proposition table_inv M init data (lines 16–21) combines the properties discussed up to this point, and records the fact that the length of the array data is a power of two.

The above propositions are pure: they have type Prop. We now wish to define an assertion, of type hprop, which asserts that a well-formed hash table exists in the heap. More specifically, we would like the assertion \( h \rightarrow \text{Table} \ M \) to hold if the heap contains at address h a hash table that represents the dictionary M (and does not contain anything else). Furthermore, we would like to define a more informative assertion \( h \rightarrow \text{TableInState} \ M \ s \), meaning that the hash table h represents the dictionary M and is in the concrete state s. Our purpose is to be able to express the policy that “updating the hash table invalidates all existing iterators”, or in other words, that “concurrent modifications” are forbidden. An update could affect either the data field of the record at the array h.data. Thus, we let a state s be a pair \((d, \text{data})\), and define the type state accordingly (Figure 8, lines 23–24). We define the assertion \( h \rightarrow \text{TableInState} \ M \ s \) as a separating conjunction of the (uniquely-owned) record at address h (lines 30–34), the (uniquely-owned) array at address d (line 35), the pure invariant that was previously discussed (line 36), a constraint on the popu field\(^{11}\) (line 37), and the equation \( s = (d, \text{data}) \) (line 38). Finally, the assertion \( h \rightarrow \text{Table} \ M \) is defined simply by abstracting away the concrete state, that is, by quantifying existentially over s in \( h \rightarrow \text{TableInState} \ M \ s \).

A user of the HashTable module must be aware of the meaning of the separation logic assertions \( h \rightarrow \text{Table} \ M \) and \( h \rightarrow \text{TableInState} \ M \ s \), as these assertions appear in the specifications of the hash table operations (§4.4, §4.6, §4.8). She must understand that a hash table is, at every moment, in a certain concrete state while others views are in the abstract state. That is all a user needs to know. She should view Table and TableInState as abstract predicates, and view state as an abstract type. The concrete definitions of these abstract entities are of course used in our proof, but are not part of the specification of the HashTable module.

4.4 Insertion

The specification of insertion (whose code was shown in Figure 4) appears in Figure 9. It takes the form of a theorem, add_spec, whose statement is a Hoare triple about the OCaml function add, which in Coq is known as \( \text{MK.add} \).

We expect this triple to express the informal idea that “if h is a hash table, then the function call add h k x affects this table in such a way that the key-value pair \((k, x)\) is added to the dictionary that this table represents”.

Formally, the precondition \( h \rightarrow \text{Table} \ M \) expresses an assumption that the table initially represents a dictionary M. The conjunct \( h \rightarrow \text{Table} \ M' \) in the postcondition, where \( M' \) is existentially quantified, means that, after the call, the table represents a dictionary \( M' \). These dictionaries are related by the equation \( M' = \text{add} \ M \ k \ x \). This equation refers to an add operation that we define in Coq at the level of dictionaries. Its two-line definition (not shown; see HashTable_model.v in the online archive [31]) says that \( M' \ k' \) is \( x :: M k' \) if the keys k and k’ are equivalent, and is \( M \ k' \) otherwise.

The last conjunct in the postcondition is intended to facilitate the use of “lean” hash tables, which have at most one entry per key. By definition, the proposition Lean M means for all k, length (M k) <= 1. The implication Lean M -> M k = nil -> Lean M’ states that if the table is initially lean and if there is no entry in it for the key k, then, after insertion, the table remains lean. This is a lemma about the dictionary-level function add. Building it into the postcondition of the OCaml function add is redundant, but saves the user the trouble of manually applying this lemma.

4.5 Iteration via Fold, in General

The function fold (Figure 5), which allows iterating over all key-value pairs in a hash table, is one specific instance of the general concept of a “fold”. It is worth defining this concept, once and for all, so as to avoid repeating this slightly verbose and complicated definition every time we come across an instance of it.

We adopt the convention that a fold is a function of three arguments f, c, and accu, where:

- c is a “collection” of some sort, out of which a sequence of elements can be drawn or computed;
- accu is the initial value of the “accumulator”, a state which the consumer is allowed to explicitly maintain throughout the iteration;
Definition Fold :=
  forall f c,
  (forall x xs accu, permitted (xs & x) -> call f x accu
     PRE (S' c \* I (xs & x) accu)
     POST (fun accu => S c \* I (xs & x) accu)
   ) ->
  forall accu,
  app fold [f c accu]
  PRE (S c \* I nil accu)
  POST (fun accu => Hexists xs, S c \* I xs accu \*
     \[ \text{complete } xs \] ).

Figure 10. A generic specification of fold functions

- $f$ is a function, which represents the consumer; when
  applied to an element and to an accumulator, it must return
  an updated accumulator.

This informal description is translated into a formal speci-

ification, and made more precise, in Figure 10. There, Fold

is defined as an abbreviation for the specification of a “fold”

function, fold. It states that, provided the user-supplied func-

tion $f$ behaves in a certain manner (that is, satisfies a cer-

tain Hoare triple), fold itself behaves as desired (that is, sat-

isfies another Hoare triple).

Since a call to fold encapsulates an iteration, it should be

no surprise that the specification is parameterized with a

loop invariant $I$. This invariant is itself parameterized over

the sequence $xs$ of elements that have been seen so far and

over the current accumulator accu. The precondition of

fold contains $I$ nil accu, which means that the user must

establish the invariant (of the empty list, and of the initial

accumulator). Its postcondition contains $I$ xs accu, which

means that, at the end, the invariant still holds (of the list

$xs$ of elements that have been enumerated, and of the final

accumulator). Naturally, this requires that $f$ preserve the

invariant. Our assumption about $f$ states that, if (before a

call to $f$) the invariant holds (of the elements $xs$ seen so

and of the accumulator accu that is passed to $f$), then after

this call the invariant should still hold (of the updated list

of elements $xs \& x$ and of the updated accumulator accu

that is returned by $f$).

The producer may need some sort of permission to access

the collection $c$: this is represented by the assertion $S c$

in the pre- and postcondition of fold. The consumer may

or may not be given a permission to access the collection:

this is represented by the assertion $S' c$ in the pre- and

postcondition of $f$.

The parameter call encodes the calling convention of

the function $f$. The notation $\neg B$ in the type of call is

short for $\neg \text{hprop}$. This means that call $f x$ accu

should be applied to a precondition and postcondition. In the simplest scenario, call is in-

stantiated in such a way that call $f x$ accu expands to

app $f [x \text{ accu}]$: this indicates that $f$ is applied to an ele-

ment and an accumulator. However, there exist other calling

conventions: for instance, when we iterate over a hash table,

an “element” is in fact a key-value pair, and we follow the con-

vention that $f$ is applied to three arguments: key, value, and

accumulator. This is expressed by instantiating call so that

call $f (k, x)$ accu is app $f [k \text{ accu}]$ (Figure 11,

lines 10–11).

Finally, the parameters permitted and complete tell

which sequences of elements the producer is allowed to emit

(or, dually, which sequences of elements the consumer may

observe). In short,

- permitted $xs$ means that the “incomplete” sequence $xs$

  can be observed by the consumer. That is, this sequence

  of elements, possibly followed by more elements, can be

  observed.

- complete $xs$ means that the “complete” sequence $xs$

  can be observed by the consumer. That is, this sequence

  of elements, followed by the termination of fold, can be

  observed.

In the simplest scenario, where the producer is finite and

deterministic, the sequence $ys$ that will be enumerated is

known ahead of time. In that case, permitted $xs$ should

be prefix $xs$ $ys$ and complete $xs$ should be $xs = ys$. The

specification also allows for scenarios where the sequence

of elements is infinite and/or not known ahead of time.

When iterating over a set $s$, for instance, the order in which

the elements of $s$ are presented to the consumer is usually

unspecified [33, 22]. As observed by Filliâtre and Pereira [9],

this is described by defining permitted $xs$ to mean “the

elements of $xs$ are pairwise distinct and form a subset of $s$”

and complete $xs$ to mean “the elements of $xs$ are pairwise

distinct and form the set $s$”.

The assumption permitted $(xs \& x)$ in the spec of $f$

(Figure 10, line 14) means that, every time an element $x$

is produced, the consumer may assume that the sequence of

\[12\] A typical invariant might be: “accu is the sum of the elements $xs$ that have been processed so far”.

\[13\] $xs \& x$ is sugar for $xs ++ x :: \text{nil}$.

\[14\] If $S' c$ is $S c$, then the consumer has full access to the collection. If $S' c$ is the empty heap assertion [], then the consumer has no access to it.
elements seen so far, including \( x \), is permitted. Dually, every time it wishes to produce some element \( x \), the producer must prove that extending the sequence of elements seen so far with \( x \) is permitted.

The proposition \( \text{complete} \, \text{xss} \) in the postcondition of \( \text{fold} \) (Figure 10, line 25) means that, once the consumer observes that \( \text{fold} \) has terminated, it may assume that the sequence of elements seen so far is complete.

### 4.6 Iteration via Fold, for Hash Tables

Let us now instantiate the generic specification of \( \text{fold} \) for hash tables. This is done in Figure 11.

The first thing is to declare which sequences of key-value pairs may be observed by the user. This is done by choosing appropriate instantiations of \( \text{permitted} \) and \( \text{complete} \). It is clear that the specification must be nondeterministic: as we do not control the hash function, we cannot know ahead of time in which order the key-value pairs will be discovered as the data array is scanned. We could adopt a fully nondeterministic specification, where any permutation of the multiset of key-value pairs in the dictionary \( M \) is permitted. Yet, one thing we can guarantee is that, if there are several key-value pairs for a single key \( k \) (that is, if the list \( M[k] \) contains more than one element), then these pairs are presented to the consumer in a most-recent-first fashion.\(^{15}\) So, we choose to specify that “the order in which the key-value pairs are produced corresponds to a possible sequence of removals”. We define the predicate \( \text{removal} \, \text{M} \, \text{xss} \, \text{M}' \) to mean that, starting from the dictionary \( M \), it is possible to remove the key-value pairs in the sequence \( \text{xss} \), one after the other, and that this process yields the dictionary \( M' \). This definition is based on a function \( \text{remove} \, \text{M} \, \text{k} \), which is defined at the level of dictionaries (see HashTable_model.v in the online archive [31]) and whose effect is to remove the front element of the list \( M[k] \). Based on \( \text{removal} \), the definitions of \( \text{permitted} \) and \( \text{complete} \) are straightforward (Figure 11, lines 1–4).

We are now ready to state the specification of the \( \text{fold} \) function on hash tables, as an instance of \( \text{Fold} \), which was defined in Figure 10. In fact, we make two such statements, both of which are instances of \( \text{Fold} \). The first statement, \( \text{fold_spec_ro} \), gives the consumer read-only access to the hash table, and guarantees that \( \text{fold} \) itself does not modify the table. The second statement, \( \text{fold_spec} \), is slightly simpler and easier to use, but gives the consumer no access to the table. It is a corollary of the previous statement.

In \( \text{fold_spec_ro} \), the parameters \( S \) and \( S' \) of Figure 10 are instantiated with \( \text{fun} \ h \Rightarrow \text{h} \rightarrow \text{TableInState} \, M \, \text{s} \) where \( s \) is fixed throughout. Thus, producer and consumer both have access to the table, but cannot alter its concrete representation: the table must remain in state \( s \). In other words, they both have read-only access to the table. In \( \text{fold_spec} \), this time, the parameter \( S \) of Figure 10 is instantiated with \( \text{fun} \ h \Rightarrow \text{h} \rightarrow \text{Table} \, M \), whereas \( S' \) is instantiated with \( \text{fun} \ h \Rightarrow \text{\[]} \). That is, the producer needs full access to the table, while the consumer gets no access. This specification is strictly weaker than the previous one, but in practice is often good enough. It only takes a few lines of reasoning to prove that \( \text{fold_spec} \) follows from \( \text{fold_spec_ro} \). Starting from the assertion \( \text{h} \rightarrow \text{Table} \, M \), we expand the definition of \( \text{Table} \) (Figure 8, line 40) and obtain \( \text{h} \rightarrow \text{TableInState} \, M \, \text{s} \), for a fresh \( s \), which names the current concrete state of the hash table. We then apply \( \text{fold_spec_ro} \) to justify the call to \( \text{fold} \). (The consumer gets access to \( \text{h} \rightarrow \text{TableInState} \, M \, \text{s} \), but, using the frame rule, we hide this assertion from him.) Finally, by re-introducing an existential quantifier, we move from \( \text{h} \rightarrow \text{TableInState} \, M \, \text{s} \) back to \( \text{h} \rightarrow \text{Table} \, M \).

Since \( \text{fold} \) is implemented using two nested loops, its proof requires exhibiting two loop invariants. Fortunately, both can be obtained as specializations of the invariant that we need in the proof of \( \text{cascade} \). Thus, we are able to avoid most of the duplication of effort between \( \text{fold} \) and \( \text{cascade} \). A more elegant way of avoiding this duplication would be to define \( \text{fold} \) in terms of \( \text{cascade} \), using a generic combinator that converts a finite cascade into a fold. Our cascade library

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\(^{15}\) The documentation of OCaml’s standard library module Hashtbl makes this guarantee. This illustrates a situation where the production order is partly, but not fully, determined.
Theorem cascade_spec: 
forall h M s, 
app MK.cascade [h] 
INV (h -> TableInState M s) 
POST (fun c => 
c -> Cascade 
(h -> TableInState M s) 
(permitted M) (complete M)) 
nil 
).

Figure 13. The specification of cascade

4.7 Iteration via Cascade, in General

As for folds, it is worth defining the concept of a “cascade”, once and for all, in a general setting. The function cascade (Figure 6), which constructs a cascade of all key-value pairs in a hash table, is just an instance of this general concept. So, what is a “cascade”? As explained earlier (§2), it is an on-demand producer of a sequence of elements. More precisely, it is a function, which, when invoked (with an argument of type \texttt{unit}), returns either \texttt{Nil} or \texttt{Cons} accompanied with an element and another cascade.

This description is translated into a formal definition, and made more precise, in Figure 12. There, we define the assertion \texttt{Cascade xs c}, which can also be written c \rightarrow Cascade xs. This assertion means that c is a valid cascade and that the sequence of elements xs has already been produced, so that c is now expected to produce a legal continuation of xs.

Like Fold (§4.5), this definition is parameterized over the predicates permitted and complete, which, together, specify which finite or infinite sequences can be observed. It is also parameterized over an invariant I, which typically describes a data structure that the cascade needs to access, but does not alter. (In the case of hash tables, this parameter will be instantiated with h \rightarrow TableInState M s.)

The above informal description of cascades is recursive: a cascade is a function which may return (among other things) a cascade. Furthermore, we wish to allow a cascade to produce an infinite sequence of elements. Therefore, the formal definition of cascades should be co-inductive. We reflect this in Coq via an impredicative encoding, that is, via an existential quantification (Figure 12, line 7). In effect, Cascade is defined as the greatest separation logic predicate \texttt{S} that satisfies the following three conditions:

- The assertion \texttt{S xs c} is duplicable (that is, it entails \texttt{S xs c} \* \texttt{S xs c}). This means that cascades must have no uniquely-owned internal state.\footnote{This restriction simplifies reasoning about cascades, as it means that every cascade must be persistent (therefore, can be aliased without danger). Cascades whose implementation involves memoization (thunks) can be made to fall within the scope of this restriction. However, this rules out ephemeral cascades. We leave it to future work to remove this restriction.}

- The assertion \texttt{S xs c} allows deducing permitted \texttt{xs}. Thus, at every time, the consumer may assume that the sequence of elements produced so far is permitted.

- Conjoined with the invariant I, the assertion \texttt{S xs c} allows invoking the function c. This call must preserve \texttt{S xs c} \* I\footnote{This means, roughly speaking, that the call must have no side effect. In particular, the cascade that has just been queried is still valid, and can be queried again, if desired.} and must return either \texttt{Nil}, in which case the consumer may assume that the sequence \texttt{xs} of the elements produced so far is complete, or \texttt{Cons x c}, where \texttt{c} is a valid cascade which is expected to produce a continuation of the sequence \texttt{xs} \* \texttt{x}.

4.8 Iteration via Cascade, for Hash Tables

The specification of the cascade function for hash tables appears in Figure 13. Like fold_spec_ro, this function requires the table to be in a specific concrete state, named s; it requires (and preserves) h \rightarrow TableInState M s (line 4). It returns a function c, which is a valid cascade.

This cascade has invariant h \rightarrow TableInState M s (line 7), which means that it remains valid (and usable) only as long as the table remains in state s. In the contrapositive, this means that any update of the hash table implicitly invalidates all existing cascades. On the other hand, a call to an operation whose specification explicitly guarantees that the table is

\texttt{INV (h ˜> TableInState M s)},

\texttt{POST (fun c =>
\begin{align*}
\texttt{app c [tt]}
\end{align*}
\texttt{INV (S xs c \* I)}
\texttt{match o with
\begin{align*}
| \texttt{Nil} =>
\begin{align*}
\texttt{\[ \texttt{complete xs \]}\]
\end{align*}
| \texttt{Cons x c} =>
\begin{align*}
\texttt{S (xs \& x) c}
\end{align*}
\end{align*}
\end{align*}
end)}].
not altered, such as population, find, fold, etc. does not invalidate the cascades in existence.

The sequences of elements that this cascade can produce are described by permitted \( M \) and complete \( M \), whose definitions were given earlier (Figure 11, lines 1–4).

The final \texttt{nil} (Figure 13, line 9) means that no elements have been produced yet.

Although there is not enough space to describe the proof of cascade, let us say that, in order to prove that cascade produces a valid cascade, we must provide a witness for the existential quantifier \( \exists S \) (Figure 12, line 7). We remark that every (sub-)cascade that we construct is of the form \( \text{fun } () \rightarrow \text{cascade\_aux } \text{data } i \ b \). So, we define \( S \ x \ s \ c \) to mean that \( c \) is a closure of this form, for certain values of \( \text{data} \), \( i \) and \( b \), and we add a constraint relating \( \text{xs} \) (the elements produced already) with \( \text{data} \), \( i \) and \( b \) (which together form a “pointer” into the data structure).

5. Related Work

Proofs of pure programs Several proof assistants, including Coq and Isabelle/HOL, are also purely functional programming languages, where one can implement algorithms and prove them correct. These algorithms can be either executed within the proof assistant or translated to another programming language, such as OCaml, SML, or Haskell. In the Coq world, examples of purely functional, verified data structures include sets and maps, implemented as binary search trees [10]. In the Isabelle world, the Archive of Formal Proofs contains many examples.

The Isabelle Collections Framework [22, 26] identifies several abstract concepts, such as sequences, sets and maps, of which it offers efficient pure implementations, based on binary search trees, hash tables, tries, etc. A programmer who wishes to use the framework expresses her intent at the level of mathematical sets and maps and relies on a refinement machinery [19] to pick suitable implementations.

Régis-Gianas and Pottier [33] describe a Hoare logic which cannot reason about side effects, but tolerates them, including mutable state, nondeterminism, and divergence. They verify an implementation of sets as binary search trees, including a fold function and persistent iterators, with nondeterministic specifications: the order in which elements are produced is not determined in advance. They propose a universal type or specification of iterators.

Proofs of folds and iterators Specifications for folds can be found, for instance, in Régis-Gianas and Pottier’s work [33] as well as the Isabelle Collections Framework [22]. There, the invariant \( I \) is parameterized over the set of remaining elements, whereas, here (Figure 10), it is parameterized over the sequence of past elements. When iterating over a data structure, these approaches are equally expressive. Our specification style may be slightly more general in that it should also be able to describe nondeterministic producers whose set of elements is not determined in advance.

Charguéraud [3, Section 4.4] proposes a specification for a fold function, named \texttt{iter}, on (mutable) lists. It is a low-level specification, in that the user is not required to provide a loop invariant; instead, the specification states that the effect of \texttt{iter } \texttt{f } \texttt{xs} is the sequential composition of the effects of the calls \texttt{f } \texttt{x}, where \( x \) ranges over the elements of the list \( \texttt{xs} \). Besides, Charguéraud considers a “deep” list (that is, a list that owns its elements) and allows the function \( f \) to mutate the elements. In contrast, our specification of fold does not mention the ownership of the elements; it is up to the user to reason about it.

Although the Isabelle Collections Framework encourages the use of folds, nothing in it seems to prevent the use of iterators. In fact, Lammich and Meis’ work [23] includes iterators on mutable lists and on hash tables. Their iterators are restricted, though, in that the iterator owns the underlying data structure, which implies that at most one iterator at a time can exist and that the data structure cannot be accessed while an iterator is active. Also, Lammich and Meis do not propose a universal type or specification of iterators.

Krishnaswami et al. [18] propose a specification and proof, in higher-order separation logic, for mutable lists equipped with implicit iterators. Multiple iterators can exist at once, and are invalidated if the underlying collection is modified. Two functions which create iterators out of iterators, namely...
filter and map2, are supported. Krishnaswami et al. do not propose a universal type or universal specification of iterators. Furthermore, because they parameterize the abstract predicate for iterators with the list of elements that the iterator will produce, their iterators are deterministic and finite.

Haack and Hurlin [12] present several generic specifications, in separation logic with fractional permissions, for Java iterators. They consider both read-only and read-write iterators (which have a remove method), allow multiple read-only iterators to co-exist, and allow a lone read-only iterator to become read-write. They consider both “shallow” and “deep” collections, whereas, by saying nothing about the ownership of the elements, we have considered only the former situation. Haack and Hurlin’s specifications focus on ownership transfer and ignore functional correctness: they do not specify which sequences of elements an iterator must (or may) produce.

Filliâtre and Pereira [9] propose a generic specification of implicit iterators (under the name of “cursors”) and verify several iterator implementations and clients using Why3. The style in which we specify the set of possible behaviors of a producer, which supports nondeterminism as well as infinite behaviors, is inspired by their work: indeed, our predicates permitted and complete correspond roughly to enumerated and completed there. We show that this style can be used to specify not only iterators, but also folds, and, more generally, any kind of (possibly nondeterministic, possibly infinite) producer.

Polikarpova et al. [30] prove the functional correctness of the general-purpose data structure library EiffelBase2. The library includes a hierarchy of classes for various kinds of iterators. The base class V_INPUT_STREAM has three deferred methods, namely off (are we at the end?), item (what is the current item?), and forth (move forward). At this level, there is no specification of the sequences of elements that the iterator is allowed to produce. One level down in the hierarchy, V_ITERATOR describes a bidirectional iterator, backed by a data structure whose model is a finite sequence. Such an iterator is therefore deterministic. This class offers many methods, with specifications. The library includes an implementation of hash tables, including iterators. The class V_HASH_TABLE_ITERATOR inherits from V_ITERATOR, which seems disputable, since a hash table in principle represents a dictionary, not a sequence. As far as we can tell, the specification of the hash table iterator is not abstract: it reveals that the sequence of keys produced by the iterator is the concatenation of the keys found in all buckets. Ideally, the specification shown to the user should not even mention “buckets”, which are an implementation detail.

6. Conclusion

We have described the specification and proof, using CFML and Coq, of a hash table implementation. Iteration via folds and via cascades (a form of iterators) is supported. Multiple cascades can exist simultaneously and are valid as long as the table is not modified. We have given generic specifications of folds and cascades, which we have instantiated for hash tables. We have shown that, whichever iteration mechanism is chosen, the space of legal sequences can be specified via permitted and complete predicates.

Some strengths of CFML are that it allows writing OCaml code exactly in the desired form, does not require littering the code with annotations, and, if desired, allows establishing multiple specifications for a single function. Its main weakness is that interactive proof still requires considerable expertise and effort.

Much work remains to be done, on hash tables and on the Vocal project.

We should verify one or more program components that use hash tables, so as to experimentally confirm that our proposed specification of hash tables is indeed as strong as we believe it is.

Our specification of hash tables effectively requires keys to be immutable. It is agnostic as to whether values are immutable or mutable: it is up to the user to reason about the ownership of values, if necessary. We might wish to study “deep” or “nested” tables [12, 26], that is, to allow or facilitate scenarios where keys and/or values are owned by the hash table. This requires transfers of ownership between the table and its user, whose description seems challenging.

We should verify many more examples of producers and consumers, so as to confirm that our proposed specifications of folds and cascades are general enough, and are not so strong that they cannot be implemented, or so weak that they cannot be used. In particular, we would like to develop and verify a full-fledged cascade library, along the lines of Haskell’s list library or Jane Street’s Core.Sequence. Such a library would contain many cascade combinators which act as producers, consumers, or both at the same time.

Our generic specification of cascades covers only persistent cascades. We would like to relax it to cover ephemeral cascades as well. We would also like to investigate whether we could tolerate updating a mutable data structure while iteration is in progress, provided the updates preserve the producer’s invariant.

We currently use OCaml’s “safe” array access operations, which perform a runtime array bounds check. We would like to remove these checks when they are provably redundant. This is not as simple as it may sound, as we would like to guarantee memory safety even in the presence of unverified client code, which may violate our preconditions.

We currently pretend that OCaml integers are unbounded, which is not true: they are 31- or 63-bit integers in two’s-complement representation. We would like to plug this hole without creating undue clutter in our proofs, perhaps by exploiting Clochard et al.’s ideas [6].
References


