



PROPAGATION OF ROUNDING ERRORS BY INTERVAL ARITHMETIC AND AFFINE FORMS

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DIFFERENT RESULTS OF ACCURACY ANALYSIS

- **Observed accuracy** – comparison float \leftrightarrow ideal on a test case
 - **Tools:** **FpDebug**, **MPFR** instrumentation
 - **Properties:** no false alarm, debug capabilities, but underestimate reality
- **Stochastic Intended accuracy** – comparison float \leftrightarrow float by perturbing every floating-point operation
 - **Tools:** synchronous stochastic methods – **Cadna**
 - **Tools:** asynchronous monte-carlo methods – **Verificarlo**, **Verrou**
 - **Property:** realistic results, debugging capabilities, but no worst case
- **Guaranteed Intended accuracy** – small interval propagation
 - **Tools:** synchronous abstract interpretation on numerical scenarios – **Fluctuat**, **FLDLib**
 - **Property:** Guaranteed results around a test case, annotations for unstable branches, but overestimates reality
- **Proved accuracy** – large interval propagation
 - **Tools:** provers – **Gappa**
 - **Property:** Guaranteed results, but large number of annotations required

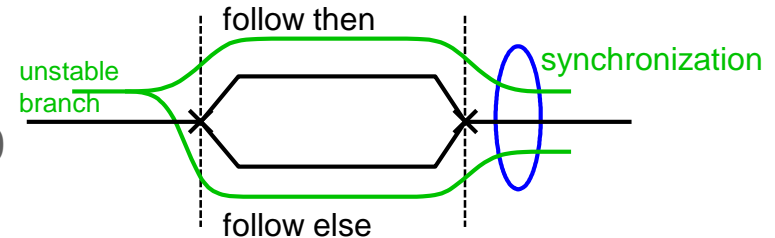
DIFFERENT KINDS OF NUMERICAL ERRORS

- **sudden big loss of accuracy**

- Cancellation: $a \sim b \Rightarrow a - b$ has few significant digits

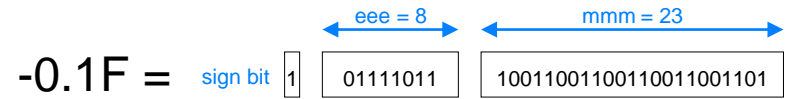
- **sudden discontinuity**

- if $(x \leq -\varepsilon$ or $x \geq \varepsilon)$ then $y \leftarrow 1/x$ else $y \leftarrow 0$



- **progressive loss of accuracy**

- absorption: If $a+x=x$ then $a=0$ is False!
 - $10^{-20} + 1 = 1$ but $10^{-20} \neq 0$
- approximated constants



- **with non-determinism**

- Associativity: $a + (b + c) \neq (a + b) + c$ for floating-point
 - $(1.10 + 3.30) + 5.50 = 9.900000$
 - $1.10 + (3.30 + 5.50) = 9.900001$

- **model/method error**

- **From a test case to an analysis with input ranges**
 - First = quantitative results, even if optimistic
 - The investigations can stop: you have some results
- **Verification of the results**
 - Observed accuracy \leq Stochastic intended \leq Guaranteed intended \leq Proved
 - If **Cadna** results $<$ **Verificarlo/Verrou** results then
 - you might investigate unstable branches
 - you might add manual annotations for synchronization
- **Origin of errors**
 - **Herbgrind**: sudden big loss of accuracy
 - **Verrou** with delta-debugging: loss of accuracy at function level
 - **Fluctuat** for small use-cases: progressive loss of accuracy

INTEREST OF GUARANTEED ANALYSES

- **Analysis on a range of inputs**
 - all inputs at the same time
 - risk: associate the results obtained with an input to another input
- **A step before a proof “for all cases”**
- **Show the parts of the code where the developer has written interesting code in interaction with accuracy**
 - ex: a possible division by zero invalidates quantitative accuracy results
 - hard for an automated tool to detect all patterns
 - \Rightarrow enable some annotations to improve the analysis results

- A single variable

- Interval: $\hat{x} \stackrel{\text{def}}{=} [x_{min}, x_{max}]$ affine form: $\hat{x} \stackrel{\text{def}}{=} \alpha_0^x + \sum_{i=1}^n \alpha_i^x \varepsilon_i$

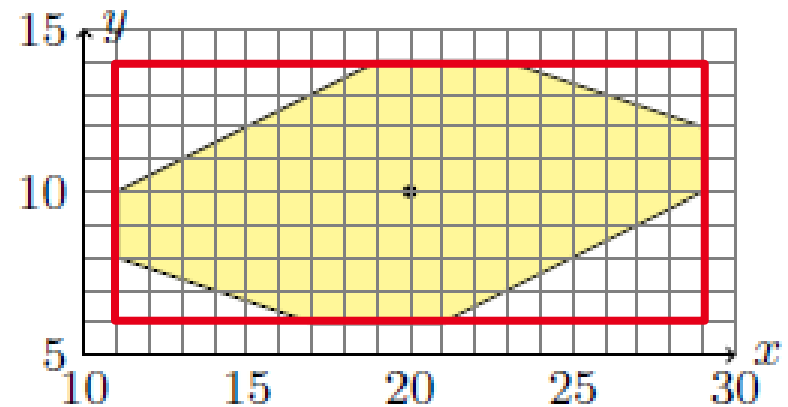
where $\alpha_i, x_{min}, x_{max} = \text{constants}$ and $\varepsilon_i = \text{formal noise symbols} \in [-1.0, 1.0]$

- $x = [11, 29]$ $x = 20 + 9 \times \varepsilon_1$ or $x = 20 + 2 \times \varepsilon_1 + 4 \times \varepsilon_3 + 3 \times \varepsilon_4$

- Relationships between several variables

- Affine forms store some linear relationships between variables

$$\begin{aligned} x &= 20 + 2 \times \varepsilon_1 && + 4 \times \varepsilon_3 + 3 \times \varepsilon_4 \\ y &= 10 && + 1 \times \varepsilon_2 + 2 \times \varepsilon_3 - 1 \times \varepsilon_4 \end{aligned}$$



- Domain propagation

```
real f(real x, real y)           x ← [-2, 4]       y ← [-6, 6]
{
  real a, b, z, r ;
  a = 2 * x ;
  b = y / 3 ;
  z = a + b ;
  r = z - x - y ;
  return r ;
}
```

- Results

- Domain propagation

```
real f(real x, real y)           x ← [-2, 4]       y ← [-6, 6]
{
    real a, b, z, r ;
    a = 2 * x ;                   a ← [-4, 8]
    b = y / 3 ;
    z = a + b ;
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- Results

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real f(real x, real y)           x ← [-2, 4]       y ← [-6, 6]
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$x \leftarrow [-2, 4]$

$y \leftarrow [-6, 6]$

$a \leftarrow [-4, 8]$

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$z \leftarrow [-6, 10]$

$r \leftarrow [-16, 18]$

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```
x ← [-2, 4]      y ← [-6, 6]
x ← x = 1 + 3×ε1  y ← x = 6×ε2
a ← [-4, 8]
b ← [-2, 2]
z ← [-6, 10]
r ← [-16, 18]
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- Results

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- Results

$r \leftarrow [-16, 18]$ $r \leftarrow [-6, 8]$

OVER-APPROXIMATIONS AND SUBDIVISIONS

- **Code**

```
real x ← [0.0, 1.0], y;
```

- Code

```
real x ← [0.0, 1.0], y;  
/* xreal : 0.5 + 0.5 × ε1 */
```

- Code

```
real x ← [0.0, 1.0], y;
```

```
/* xreal : 0.5 + 0.5 × ε1 */
```

```
y = x*x;
```

```
/* yreal : 0.375 + 0.5 × ε1 + 0.125 × μ1 intersection with [0.0, 1.0] */
```

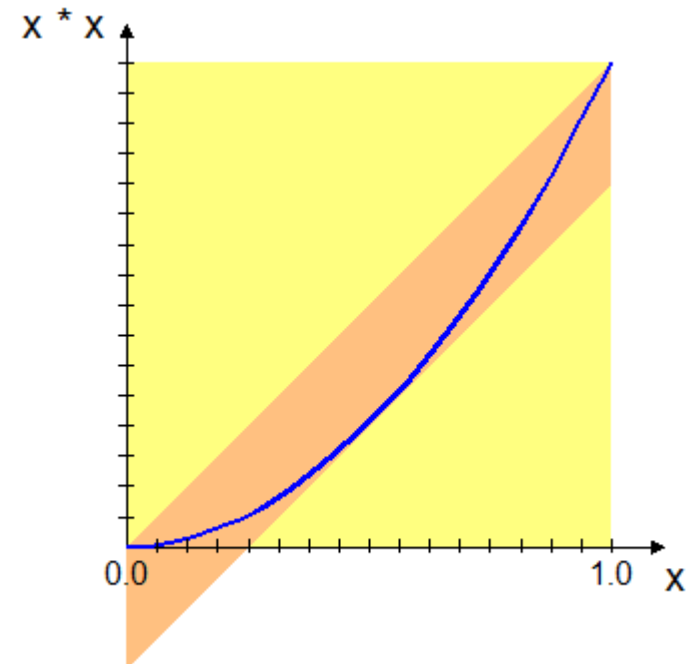
• Code

```
real x ← [0.0, 1.0], y;
```

```
/*  $x_{real} : 0.5 + 0.5 \times \varepsilon_1$  */
```

```
y = x*x;
```

```
/*  $y_{real} : 0.375 + 0.5 \times \varepsilon_1 + 0.125 \times \mu_1$  intersection with  $[0.0, 1.0]$  */
```



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real x ← [0.0, 1.0], y;
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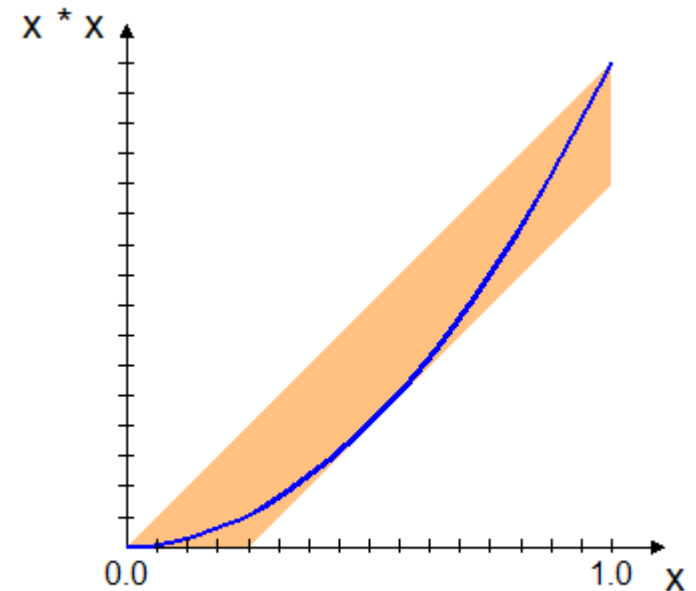
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```

```
y = x-y;
```

```
/*  $y_{real} : 0.125 - 0.125 \times \mu_1$  */
```



- Code

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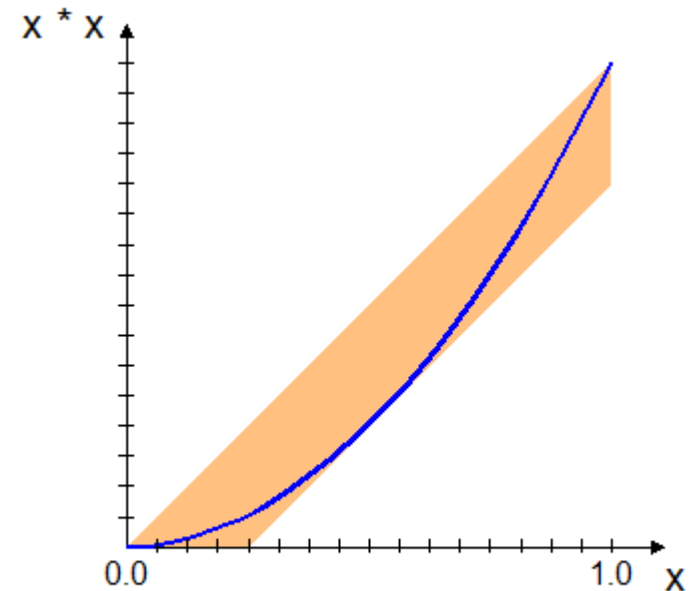
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- with 2 subdivisions



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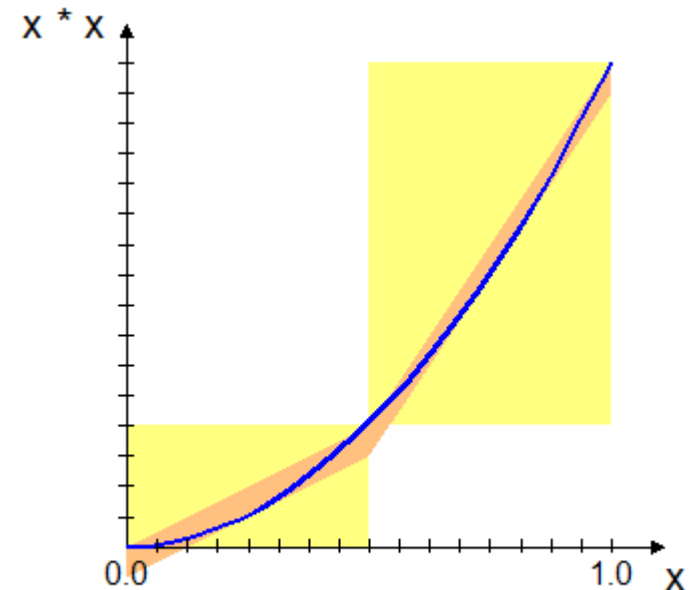
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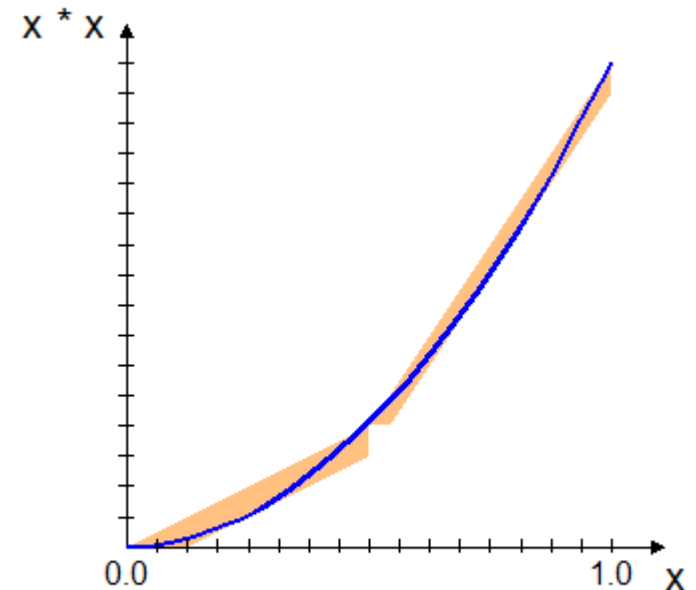
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- with 2 subdivisions



- multiplication

$$\left(\alpha_0^x + \sum_{i=1}^n \alpha_i^x \varepsilon_i \right) \left(\alpha_0^y + \sum_{i=1}^n \alpha_i^y \varepsilon_i \right) = \alpha_0^x \alpha_0^y + \sum_{i=1}^n (\alpha_0^x \alpha_i^y + \alpha_0^y \alpha_i^x) \varepsilon_i + \sum_{i=1}^n \sum_{j=1}^n \alpha_i^x \alpha_j^y \varepsilon_i \varepsilon_j$$

- multiplication

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not an affine form \Rightarrow interval approximation \Rightarrow fresh noise symbol

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not an affine form \Rightarrow interval approximation \Rightarrow fresh noise symbol

- inverse

- multiplication

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not an affine form \Rightarrow interval approximation \Rightarrow fresh noise symbol

- inverse

$$\begin{aligned} \frac{1}{x} &= \frac{1}{\alpha_0^x} \times \frac{1}{1 + \sum_{i=1}^n \frac{\alpha_i^x}{\alpha_0^x} \epsilon_i} \\ &= \frac{1}{\alpha_0^x} \times \frac{1}{1+t} \text{ with } t = \sum_{i=1}^n \frac{\alpha_i^x}{\alpha_0^x} \epsilon_i \\ &= \frac{1}{\alpha_0^x} \times \left(1 - t + \frac{t^2}{1+t} \right) \\ &= \frac{1}{\alpha_0^x} \times \left(1 - t + \left[0, \frac{(-t_{\min})^2}{1+t_{\min}} \right] \right) \end{aligned}$$

- multiplication

$$\left(\alpha_0^x + \sum_{i=1}^n \alpha_i^x \epsilon_i \right) \left(\alpha_0^y + \sum_{i=1}^n \alpha_i^y \epsilon_i \right) = \alpha_0^x \alpha_0^y + \sum_{i=1}^n (\alpha_0^x \alpha_i^y + \alpha_0^y \alpha_i^x) \epsilon_i + \sum_{i=1}^n \sum_{j=1}^n \alpha_i^x \alpha_j^y \epsilon_i \epsilon_j$$

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- (abstract) interpretation of the code with interval & affine forms
 - At every program point p between two instructions

```
float f(float x, float y)
{
    float a, b, z, r ;
    1 a = 2 * x ;
    2 b = y / 3 ;
    3 z = a + b ;
    4 r = z - x - y ;
    5 return r ;
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```

- (abstract) interpretation of the code with interval & affine forms
 - At every program point p between two instructions
 - variable \rightarrow ideal domain
 - floating-point domain
 - absolute error
 - relative error
 - domain, error: $\text{affine form} \cap \text{interval}$

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- (abstract) interpretation of the code with interval & affine forms

- At every program point p between two instructions

variable \rightarrow ideal domain

floating-point domain

absolute error

relative error

- domain, error: affine form \cap interval

- constraints:

- absolute error = floating-point - ideal
- relative error = (absolute error)/ideal

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- (abstract) interpretation of the code with interval & affine forms

- At every program point p between two instructions

variable \rightarrow ideal domain

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absolute error

relative error

- domain, error: affine form \cap interval

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- absolute error = floating-point - ideal
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- Propagation rules for domains and errors

```
float f(float x, float y)
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```

- **derivative functions**

- $f(x,y) = f(\text{ideal} + \text{err}, \text{ideal}' + \text{err}') = f(\text{ideal}, \text{ideal}')$
+ $\text{err} \times \delta f / \delta y(\text{ideal}, \text{ideal}')$ + $\text{err}' \times \delta f / \delta x(\text{ideal}, \text{ideal}')$ + **non-linear interval**
+ **new_err** due to IEEE-754 operation

- **addition**

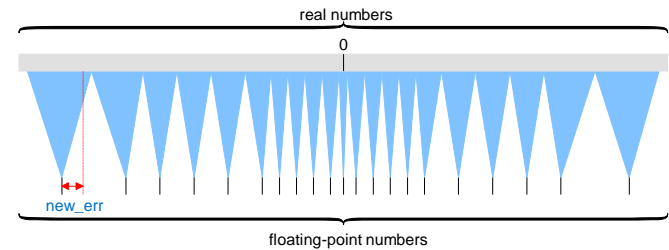
- $\text{ideal} + \text{err} \oplus \text{ideal}' + \text{err}' = \text{ideal} + \text{ideal}' + \text{err} + \text{err}' + \text{new_err}$

- **multiplication**

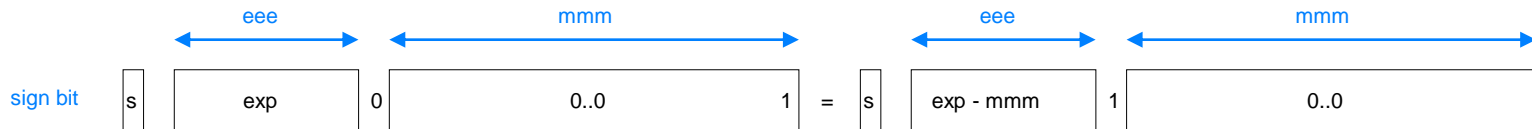
- $\text{ideal} + \text{err} \otimes \text{ideal}' + \text{err}' = \text{ideal} \times \text{ideal}' + \text{err} \times \text{ideal}' + \text{err}' \times \text{ideal}$
+ $\text{err} \times \text{err}' + \text{new_err}$

- **division**

- $\text{ideal} + \text{err} \oslash \text{ideal}' + \text{err}' = \text{ideal} / \text{ideal}' + \text{err} / \text{ideal}' - \text{err}' \times (\text{ideal} / \text{ideal}'^2)$
+ **non-linear interval** + **new_err**



- For every IEEE-754 op = +, -, ×, /, sqrt, fmadd mode = round to nearest (even)
 - $\text{new_err} \in \text{ulp}(0.5) \times [-|\text{floating-point domain}|, +|\text{floating-point domain}|]$
 - for a floating-point val: $\text{ulp}(\text{val}) = \max(\text{succ}(|\text{val}|) - |\text{val}|, |\text{val}| - \text{pred}(|\text{val}|))$



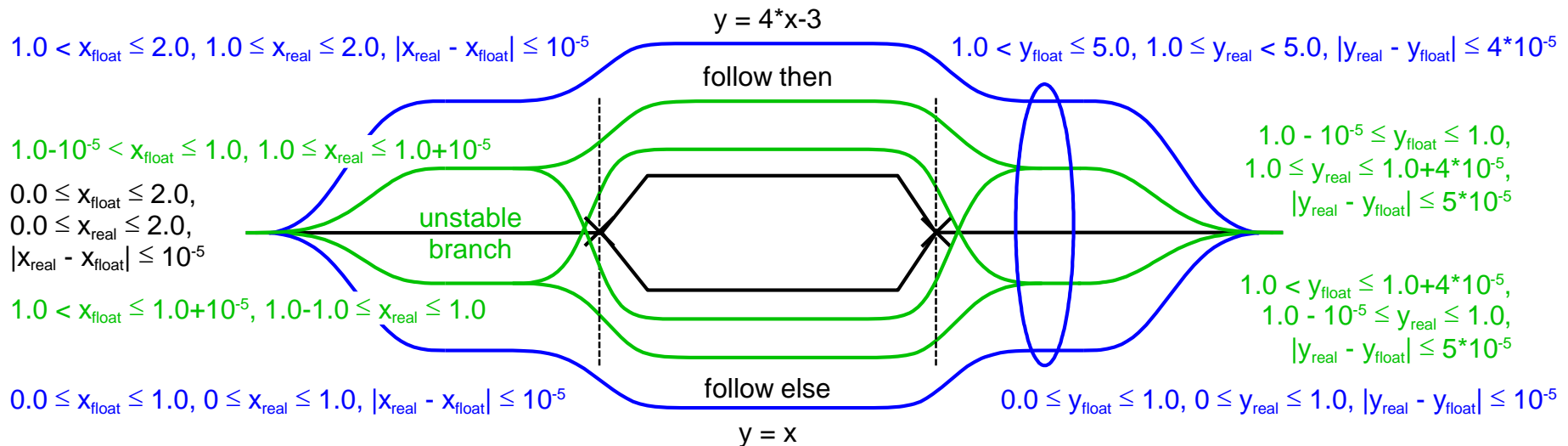
- Intended accuracy = accumulation of semi-ulp errors**
 - statistical accumulation for stochastic arithmetic
 - worst-case accumulation for conservative (guaranteed) arithmetic
- But more reasoning should be used for finer proofs**
 - constant values = compiler constants, error = float - ideal is constant
 - Sterbenz lemma: $\text{new_err} = 0$ for $a-b$ if $0 \leq a/2 \leq b \leq 2 \times a$
 - multiplication, division by 2^n : $\text{new_err} = 0$
 - $a - b \neq 0 \Rightarrow |a-b| \geq 0.5 \times \text{ulp}(\max(|a|, |b|))$

- **Propagation of domain and error for floating-point values (and integer values) for floating-point operations**
- **Constraints to manage conditionals and unstable branches**
- **Widening, narrowing to manage loops**
 - come with parameters: initial unfolding, cyclic unfolding, widening threshold
- **Evolution graphs**
 - help to have feedback on the parameters
- **Interactive analysis**
 - with commands inspired from gdb
 - to understand the warnings of the analysis

CONDITIONS – UNSTABLE BRANCHES

$x \in [0.0, 2.0], \text{error} \in [-10^{-5}, 10^{-5}]$
 $y = (x < 1) ? 4*x-3 : x;$

- constraints the domains for the explored branch
- add constraints on noise symbols
 - example for unstable branch: float < ideal, error < 0
- synchronization on the immediate post-dominator of the condition

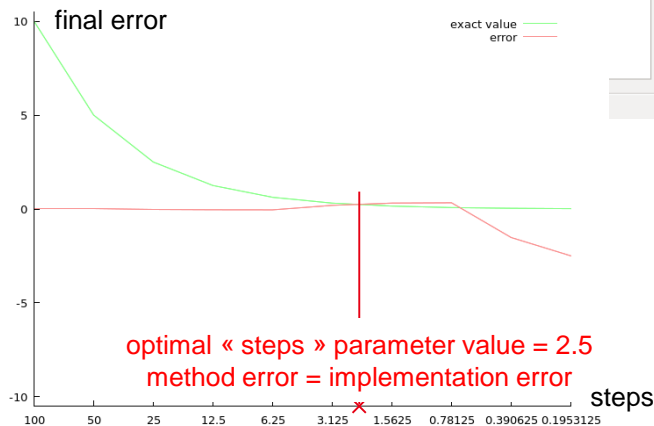


EVOLUTION OF THE ERROR

- Evolution of the error to tune the analysis parameters

The screenshot displays a software interface for numerical analysis. On the left, a code editor shows C code for a robot simulation with parameters like distance_to_target, initial_speed, and steps. The main window features a plot of error versus steps, with a green line for 'exact value' and a red line for 'error'. A vertical red line marks the optimal number of steps at 2.5. On the right, a detailed error analysis panel shows various error metrics and their intervals.

Variable Interval	Value 1	Value 2
Float :	1.80999511e3	1.80999512e3
Real :	1.80999999e3	1.81000001e3
Global error :	4.88281249e-3	4.88281251e-3
Relative error :	2.69768646e-6	2.69768647e-6
Higher Order error :	0	0
At current point :		



- Specific annotations in the code

```
double res;
double eps = 1e-8;
double a, b;
double* tab[2] = { &a, &b };
a = DBETWEEN(1, 4);
b = DBETWEEN(1, 4);

SUBDIV_REQUIRE_ERROR_MULTIPLE_BEGIN(tab, 2, res, -1e-5, 1e-5)
DPRINT(a);
DPRINT(b);
if (a < b-eps) {
    res = a*(b/a-1)/log(b/a);
}
else if (a > b+eps) {
    res = a*(b/a-1)/log(b/a);
}
else
    res = a;
DPRINT(res);
SUBDIV_END
```

- Split the domain to explore 2^n sub-paths where n is the number of variables to subdivide
- Do it recursively while the result does not fit with the requirements

- **Analysis is relatively quick – compared to other formal tools**
 - Forward propagation of domain and error by using propagation rules
 - instruction = constant time if the number of noise symbols is limited
 - = linear (+,-,unary), quadratic (*,/) if no constraints on the number of noise symbols
- **Good results for small pieces of code**
- **But guaranteed results mean over-approximations**
 - they accumulate and trigger alarms
 - some of them are true alarms
 - but, do you want to care about events with few probability?
 - some of them are false alarms
 - non-linear computations \Rightarrow the inferred domains are larger than real ones
 - \Rightarrow the introduced error (ulp) is over-approximated

branching are source of false alarms: highly non-linear
it would require a solver (longer analyses)

Thanks for
your attention!

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