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# Osprey:

## A Practical Type System for Validating Dimensional Unit Correctness of C Programs

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Supported by



National Science Foundation  
WHERE DISCOVERIES BEGIN

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# Motivation

- Measurement units important in scientific applications
- There are many measurement units
  - 7 base units in International System of Units (SI units):
    - meter, kilogram, second, ampere, kelvin, mole, candela
  - 20 SI unit prefixes:
    - tera ( $10^{12}$ ), giga( $10^9$ ), mega( $10^6$ ), deci( $10^{-1}$ ), centi( $10^{-2}$ ), ...
  - English units:
    - inch, yard, acre, pound, gallon, ...

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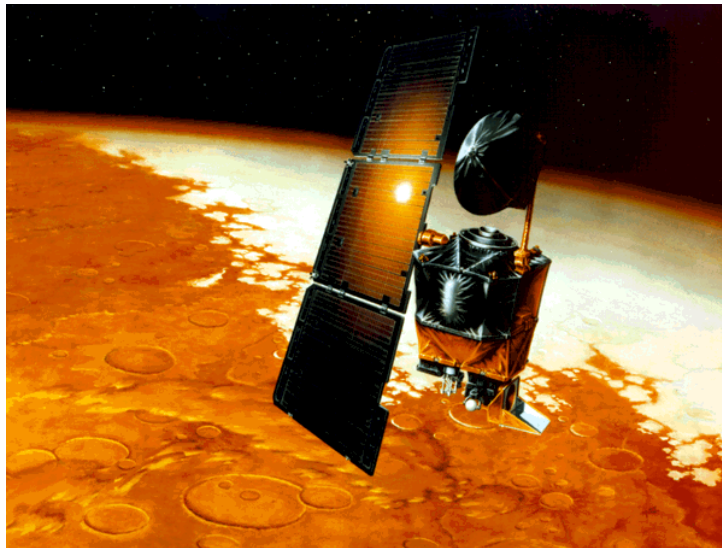
# Motivation

- **Standard type systems don't enforce unit correctness**
- **Easy to make mistakes in large scale programs**

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# Loss of Mars Climate Orbiter, 1999

- Data in English units and SI units mixed.
- Wrong navigation signals issued by software



Courtesy JPL & NASA

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# Motivation – Sample Error

- Easy to make mistakes with even small programs

```
double mile2meter(double x) {  
    return ( x * 1682 );  
}
```

---

# Motivation – Sample Error

- Easy to make mistakes with even small programs

```
double mile2meter(double x) {  
    return ( x * 1682 );  
}                               1609
```

---

# A Working Example

- $\frac{1}{X_0} = 4\alpha r_e^2 \frac{N_A}{A} \{Z^2 [L_{rad} - f(Z)] + ZL'_{rad}\}$
- **Compute an electron's final energy after traversing a thickness of a given material**

```
extern double alpha, N_A; extern double r_e;

typedef struct {
    double atomicWeight;
    double atomicNumber;
} Element;

double radiationLength(Element * material) {
    double A = material->atomicWeight;
    double Z = material->atomicNumber;
    double L_rad = log( 184.15 / pow(Z, 1./3) );
    double Lp_rad = log( 1194. / pow(Z, 2./3) );

    return ( 4 * alpha * r_e * r_e )
           * ( N_A / A ) * ( Z * Z * L_rad + Z * Lp_rad );
}

double finalEnergy(Element * material, double density,
                   double thick, double initEnergy){
    double X_0 = radiationLength(material);
    return initEnergy / exp( thick / X_0 );
}
```



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# Existing Approaches

- **Dimensional analysis**
  - Both sides of an equation should have the same unit
  - Effective but manual
- **Language type extensions**
  - User-defined types to represent units and unit arithmetic
  - E.g., SIUNITS for C++, MetaGen for Java
  - Inconvenient for legacy code; limited expressiveness.
- **Runtime checking**
  - Unit Assertions
  - E.g., C-UNITS
  - Intolerable overhead; incomplete coverage

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# Our Approach

- Lightweight unit annotations

```
$meter double mt; $mile double ml;  
double mile2meter($mile double x)  
    return x * ($f)1682;  
}
```

---

# Our Approach

- Lightweight unit annotations

```
$meter double mt; $mile double ml;  
double mile2meter($mile double x)  
    return x * ($f)1682;  
}
```

- Type inference detects possible inconsistencies

```
mt + ml;  
mile2meter(mt);  
mt = mile2meter(ml);
```

$$\frac{1}{X_0} = 4\alpha r_e^2 \frac{N_A}{A} \{Z^2 [L_{rad} - f(Z)] + Z L'_{rad}\}$$

```
extern      double alpha, N_A; extern      double r_e;
typedef struct {
    double atomicWeight;
    double atomicNumber;
} Element;

double radiationLength(Element * material) {
    double A = material->atomicWeight;
    double Z = material->atomicNumber;
    double L_rad = log( 184.15 / pow(Z, 1./3) );
    double Lp_rad = log( 1194. / pow(Z, 2./3) );

    return ( 4 * alpha * r_e * r_e )
           * ( N_A / A ) * ( Z * Z * L_rad + Z * Lp_rad );
}

double finalEnergy(Element * material,      double density,
                  double thick,            double initEnergy){
    double X_0 = radiationLength(material);
    return  initEnergy / exp( thick / X_0 );
}
```

$$\frac{1}{X_0} = 4\alpha r_e^2 \frac{N_A}{A} \{Z^2 [L_{rad} - f(Z)] + Z L'_{rad}\}$$

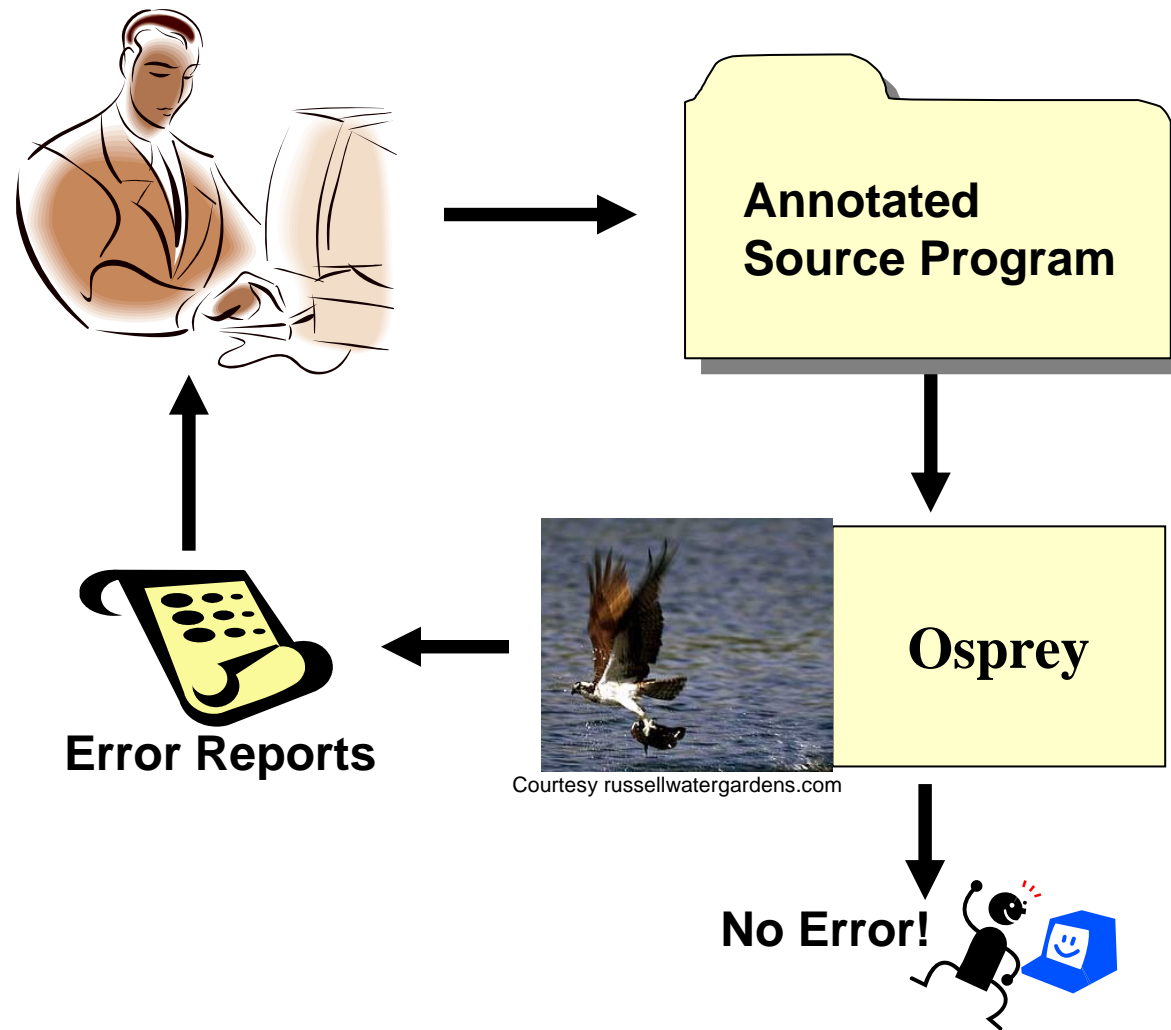
```
extern $unity double alpha, N_A; extern $m double r_e;
typedef struct {
    $kg double atomicWeight;
    $unity double atomicNumber;
} Element;

double radiationLength(Element * material) {
    double A = material->atomicWeight;
    double Z = material->atomicNumber;
    double L_rad = log( 184.15 / pow(Z, 1./3) );
    double Lp_rad = log( 1194. / pow(Z, 2./3) );

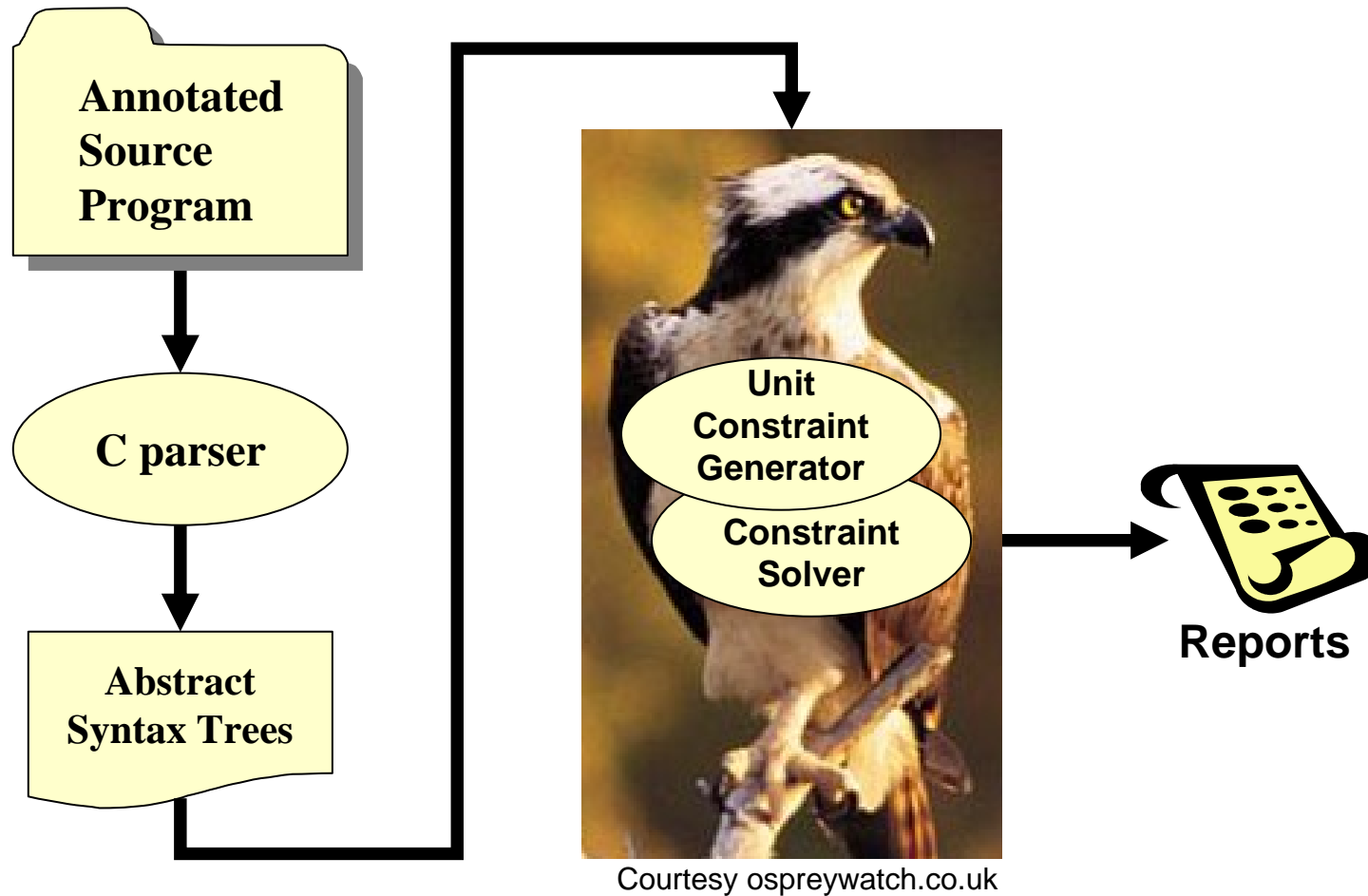
    return ( 4 * alpha * r_e * r_e )
           * ( N_A / A ) * ( Z * Z * L_rad + Z * Lp_rad );
}

double finalEnergy(Element * material, $kg1m-3 double density,
                   $m double thick, $kg1m2s-2 double initEnergy){
    double X_0 = radiationLength(material);
    return initEnergy / exp( thick / X_0 );
}
```

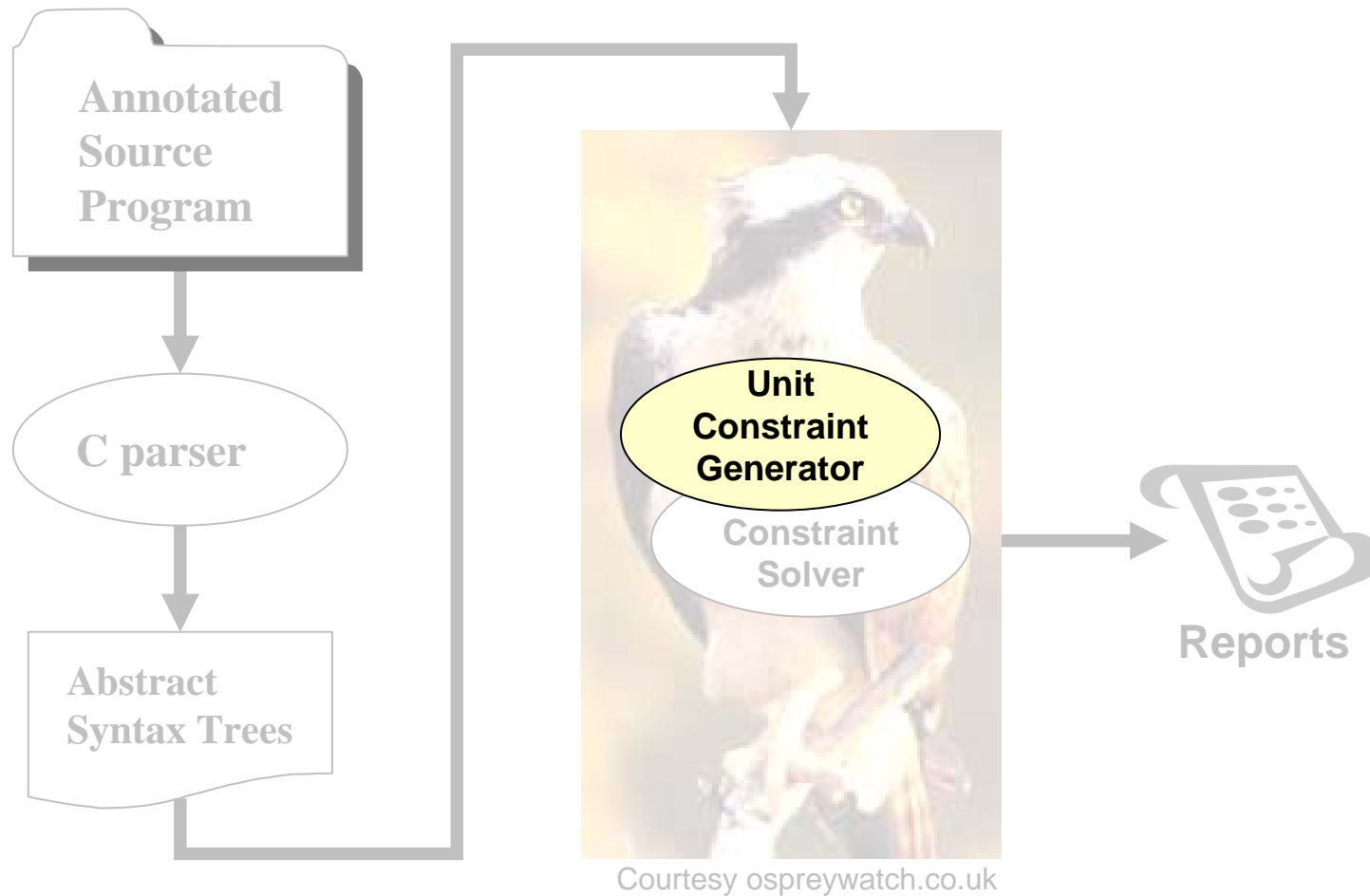
# Users' View of Osprey



# Osprey's Internal Structure



# Osprey's Internal Structure

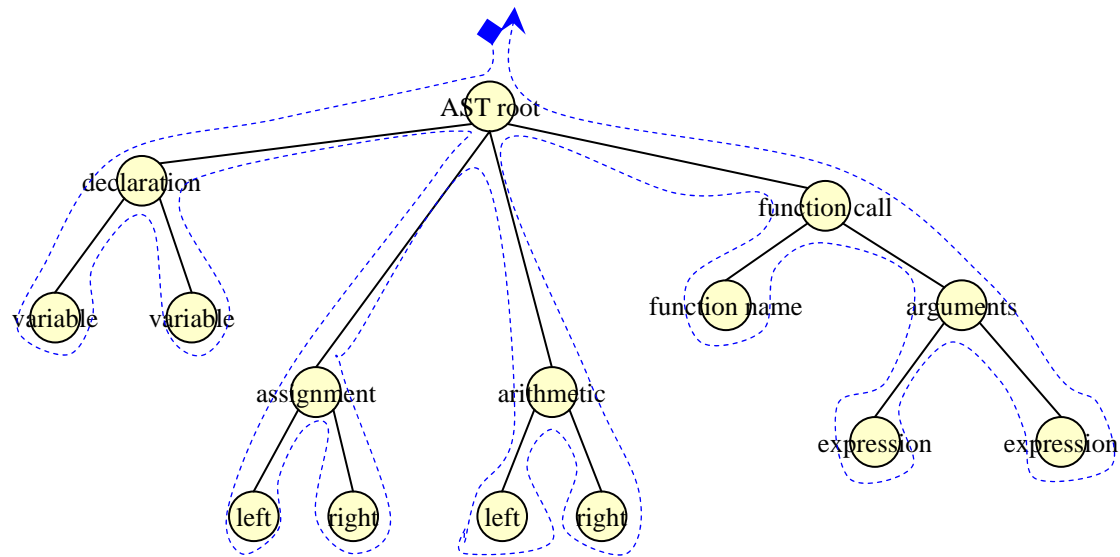




# Constraint Generation

- Recursively traverse a program's AST and generate constraints w.r.t. types of AST nodes:

- Declarations
- Assignments
- Arithmetic ops
- Function calls
- .....



```
extern $unity double alpha, N_A; extern $m double r_e;
```

```
typedef struct {  
    $kg double atomicWeight;  
    $unity double atomicNumber;  
} Ele
```

**\$unity double alpha;  $\rightarrow u_{\alpha} = \text{unity}$**

```
double  
    double A = material->atomicWeight;  
    double Z = material->atomicNumber;  
    double L_rad = log( 184.15 / pow(Z, 1./3) );  
    double Lp_rad = log( 1194. / pow(Z, 2./3) );  
  
    return ( 4 * alpha * r_e * r_e )  
           * ( N_A / A ) * ( Z * Z * L_rad + Z * Lp_rad );  
}  
  
double finalEnergy(Element * material, $kg1m-3 double density,  
    $m double thick, $kg1m2s-2 double initEnergy){  
    double X_0 = radiationLength(material);  
    return initEnergy / exp( thick / X_0 );  
}
```

```
extern $unity double alpha, N_A; extern $m double r_e;
```

```
typedef struct {  
    $kg double atomicWeight;  
    $unity double atomicNumber;  
} Element;
```

```
double radiationLength(Element * material) {  
    double A = material->atomicWeight;  
    double Z = material->atomicNumber;  
    double L_rad = log( 184.15 / pow(Z, 1./3) );  
    double Lp_rad = log( 1194. / pow(Z, 2./3) );
```

**A = material->atomicWeight**

**→  $u_A = u_{\text{atomicWeight}}$**

```
double ... density,  
    $m double thick, $kg1m2s-2 double initEnergy){  
    double X_0 = radiationLength(material);  
    return initEnergy / exp( thick / X_0 );  
}
```

```
extern $unity double alpha, N_A; extern $m double r_e;
```

```
typedef struct {  
    $kg double atomicWeight;  
    $unity double atomicNumber;  
} Element;
```

$$Z * L_{p\_rad} \rightarrow u_{\alpha} = u_Z * u_{Lp\_rad}$$

```
double radiationLength(Element * material, {  
    double A = material->atomicWeight;  
    double Z = material->atomicNumber;  
    double L_rad = log( 184.15 / pow(Z, 1./3) );  
    double Lp_rad = log( 1194. / pow(Z, 2./3) );  
  
    return ( 4 * alpha * r_e * r_e )  
        * ( N_A / A ) * ( Z * Z * L_rad + Z * Lp_rad );  
}
```

```
double finalEnergy(Element * material, $kg1m-3 double density,  
    $m double thick, $kg1m2s-2 double initEnergy){  
    double X_0 = radiationLength(material);  
    return initEnergy / exp( thick / X_0 );  
}
```

---

```
extern $unity double alpha, N_A; extern $m double r_e;
```

```
typedef struct {  
    $kg double atomicWeight;  
    $unity double atomicNumber;  
} Element;
```

**... + ... →  $u_\alpha = u_\beta$**

```
double radiationLength(Element * material, $m double density,  
    $m double thick, $kg1m-3 double atomicWeight,  
    $unity double atomicNumber)  
{  
    double A = material->atomicWeight;  
    double Z = material->atomicNumber;  
    double L_rad = log( 184.15 / pow(Z, 1./3) );  
    double Lp_rad = log( 1194. / pow(Z, 2./3) );  
  
    return ( 4 * alpha * r_e * r_e )  
        * ( N_A / A ) * ( Z * Z * L_rad + Z * Lp_rad );  
}
```

```
double finalEnergy(Element * material, $kg1m-3 double density,  
    $m double thick, $kg1m2s-2 double initEnergy){  
    double X_0 = radiationLength(material);  
    return initEnergy / exp( thick / X_0 );  
}
```

```
extern $unity double alpha, N_A; extern $m double r_e;
```

```
typedef struct {  
    $kg double ato  
    $unity double  
} Element;
```

**pow(Z, ...)** →  $u_{\text{pow\_p1\_1}} = u_Z$   
 $u_{\text{pow\_p2}} = u_\alpha$

```
double radiationLe  
    double A = material->atomicWeight;  
    double Z = material->atomicNumber;  
    double L_rad = log( 184.15 / pow(Z, 1./3) );  
    double Lp_rad = log( 1194. / pow(Z, 2./3) );  
  
    return ( 4 * alpha * r_e * r_e )  
        * ( N_A / A ) * ( Z * Z * L_rad + Z * Lp_rad );  
}
```

```
double finalEnergy(Element * material, $kg1m-3 double density,  
    $m double thick, $kg1m2s-2 double initEnergy){  
    double X_0 = radiationLength(material);  
    return initEnergy / exp( thick / X_0 );  
}
```

```
extern $unity double alpha, N_A; extern $m double r_e;
```

```
typedef struct {  
    $kg double ato  
    $unity double  
} Element;
```

**pow(Z, ...)** →  $u_{\text{pow\_p1\_1}} = u_Z$   
 $u_{\text{pow\_p2}} = u_\alpha$

```
double radiationLe  
    double A = material->atomicWeight;  
    double Z = material->atomicNumber;  
    double L_rad = log( 184.15 / pow(Z, 1./3) );  
    double Lp_rad = log( 1194. / pow(Z, 2./3) );  
  
    return ( 4 * alpha * r_e * r_e )  
        * ( N_A / A ) * ( Z * Z * L_rad + Z * Lp_rad );  
}
```

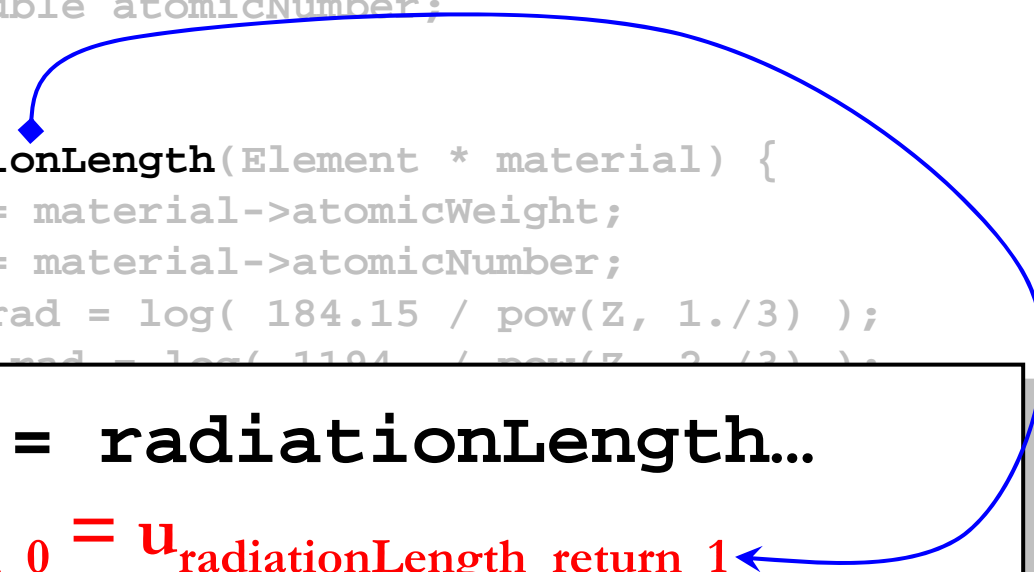
**pow(Z, ...)** →  $u_{\text{pow\_p1\_2}} = u_Z$   
 $u_{\text{pow\_p2}} = u_\beta$

```
double finalEnergy  
  
    double X_0 = r  
    return initEnergy / exp( -thick / X_0 );  
}
```

```
extern $unity double alpha, N_A; extern $m double r_e;
```

```
typedef struct {  
    $kg double atomicWeight;  
    $unity double atomicNumber;  
} Element;
```

```
double radiationLength(Element * material) {  
    double A = material->atomicWeight;  
    double Z = material->atomicNumber;  
    double L_rad = log( 184.15 / pow(Z, 1./3) );  
    double L_rad = log( 1194. / pow(Z, 2./3) );  
    re  
};
```



**X\_0 = radiationLength...**  
**→ u<sub>X\_0</sub> = u<sub>radiationLength\_return\_1</sub>**

```
double finalEnergy(Element * material, $kg1m-3 double density,  
    $m double thick, $kg1m2s-2 double initEnergy){  
    double X_0 = radiationLength(material);  
    return initEnergy / exp( thick / X_0 );  
}
```



```
extern $unity double alpha, N_A; extern $m double r_e;
```

```
typedef struct  
    $kg double  
    $unity  
} Element;
```

```
double radiationLength(Element * material,
```

```
    double A = material->atomicWeight;
```

```
    double Z = material->atomicNumber;
```

```
    double L_rad = log( 184.15 / pow(Z, 1./3) );
```

```
    double Lp_rad = log( 1194. / pow(Z, 2./3) );
```

```
    return ( 4 * alpha * r_e * r_e )
```

```
        * ( N_A / A ) * ( Z * Z * L_rad + Z * Lp_rad );
```

```
}
```

```
double finalEnergy(Element * material, $kg1m-3 double density,
```

```
    $m double thick, $kg1m2s-2 double initEnergy){
```

```
    double X_0 = radiationLength(material);
```

```
    return initEnergy / exp( thick / X_0 );
```

```
}
```

**log(...)** →  $u_{\log\_p1} = \text{unity}$   
 $u_{\log\_return} = \text{unity}$   
 $u_{\log\_p1} = u_\alpha$

```
extern $unity double alpha, N_A; extern $m double r_e;
```

```
typedef struct  
  $kg double  
  $unity  
} Element;
```

**log(...)** →  $u_{\log\_p1} = \text{unity}$   
 $u_{\log\_return} = \text{unity}$   
 $u_{\log\_p1} = u_{\alpha}$

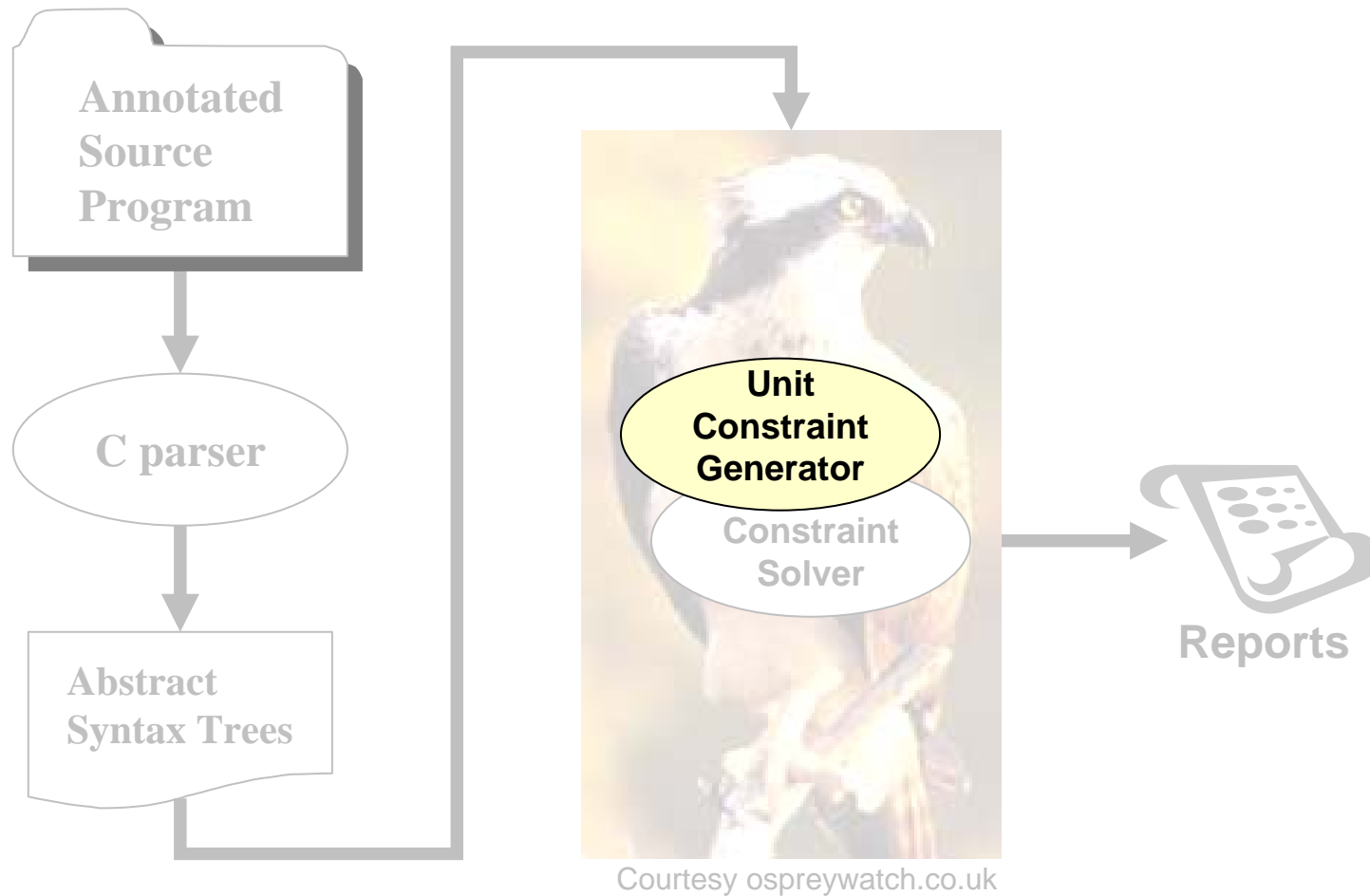
```
double radii  
  double A = material->atomicWeight;  
  double Z = material->atomicNumber;  
  double L_rad = log( 184.15 / pow(Z, 1./3) );  
  double Lp_rad = log( 1194. / pow(Z, 2./3) );  
  
  return ( 4 * alpha * r_e * r_e )  
         * ( N_A / A ) * ( Z * Z * L_rad + Z * Lp_rad );  
}
```

**log(...)** →  $u_{\log\_p1} = \text{unity}$   
 $u_{\log\_return} = \text{unity}$   
 $u_{\log\_p1} = u_{\beta}$

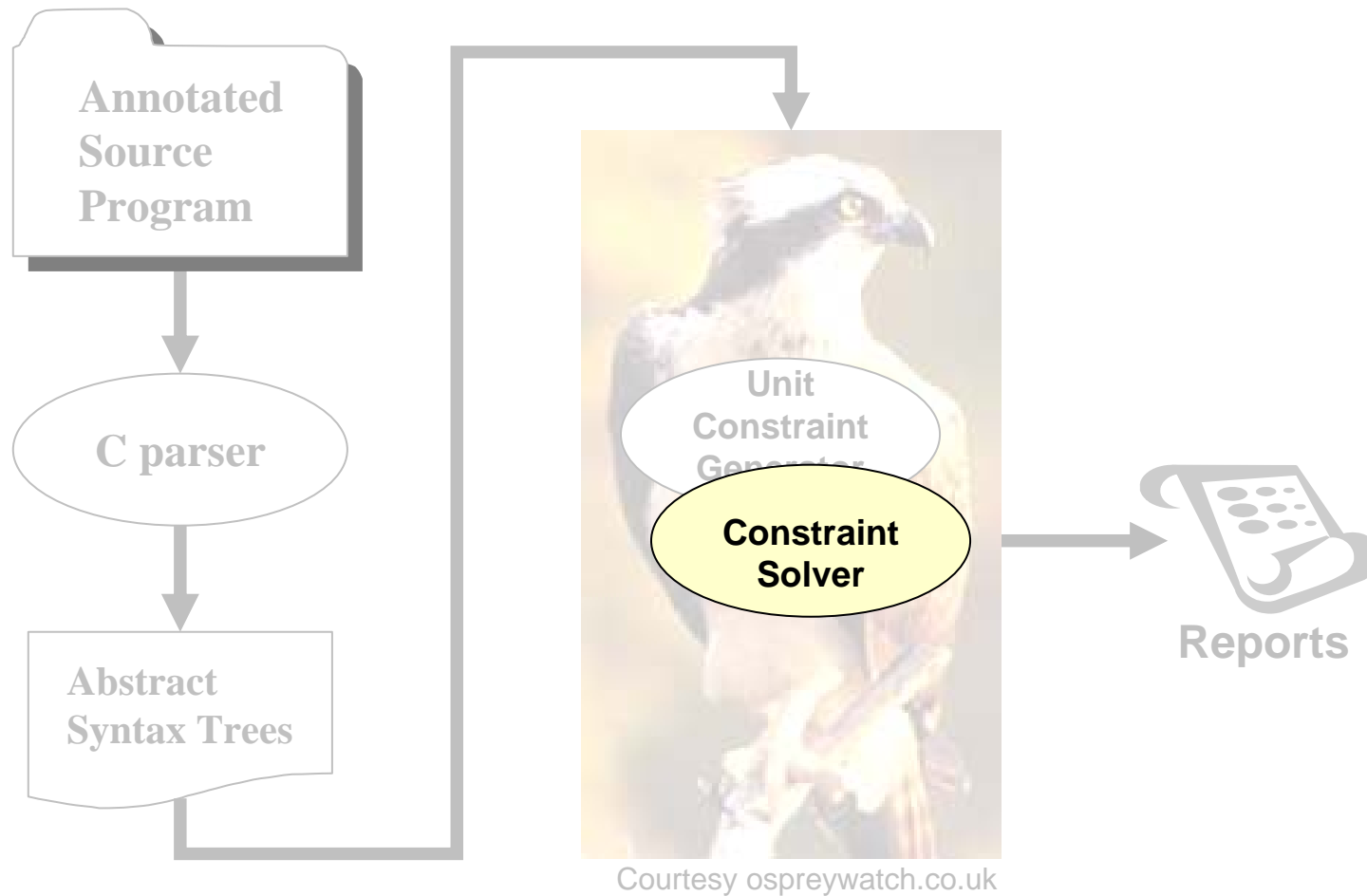
```
double final  
  
double  
return  
}
```

double density,  
double initEnergy){

# Osprey's Internal Structure



# Osprey's Internal Structure



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# Constraint Solver - Equality Constraints

- Equality Constraints:  $u_x = u_y$
- Banshee: solver engine for constraint-based program analyses
  - Find equivalent class representatives (ECRs), i.e., (partially) solution, for every variable.
  - NOT for multiplicative constraints:  $u_x = u_y * u_z$

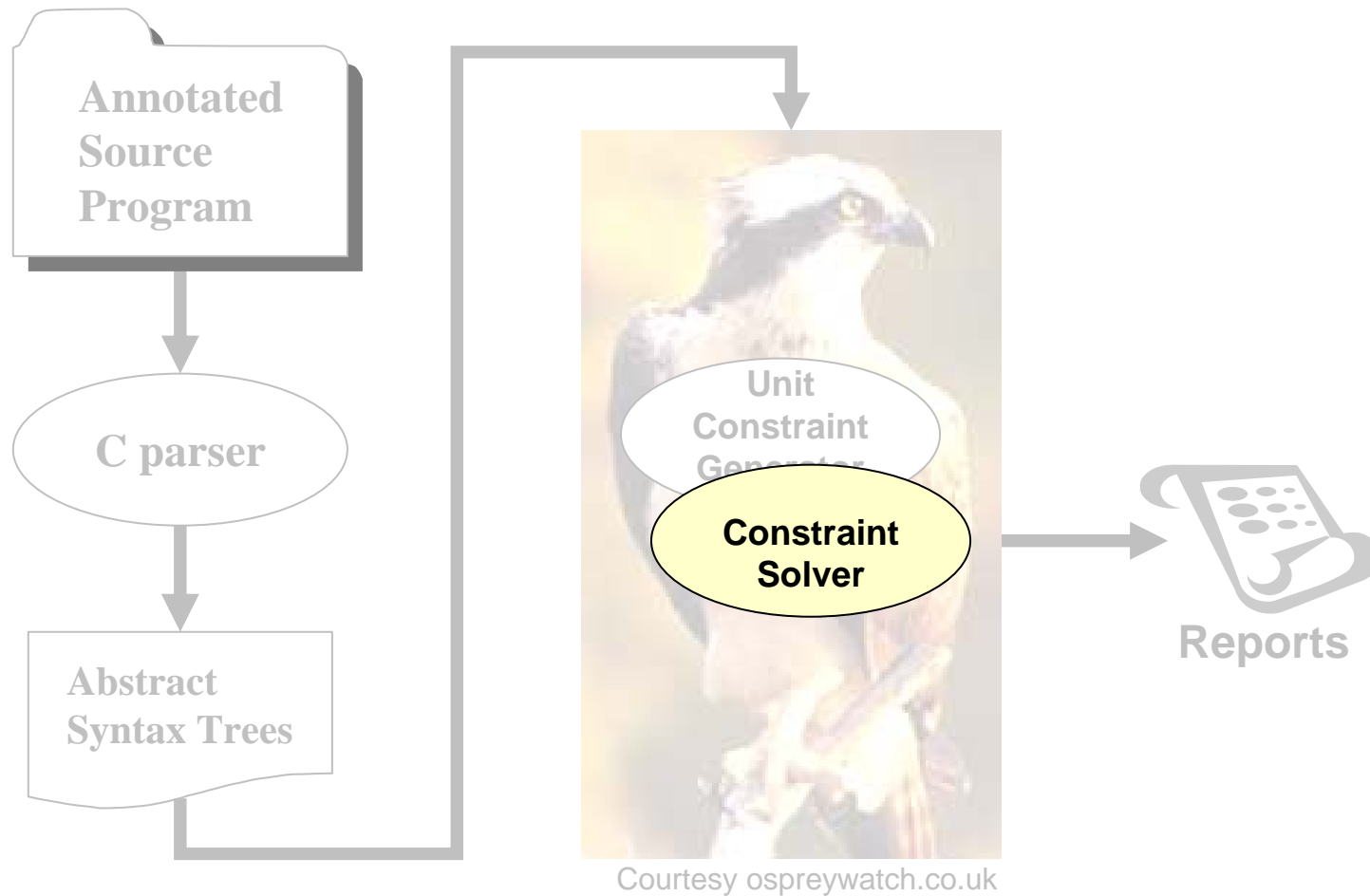
# Constraint Solver-Multiplicative Constraints (1)

- Represent each unit with base units
  - $\text{Energy} = \text{meter}^2 \text{kilogram}^1 \text{second}^{-2} \rightarrow [2, 1, -2, 0, 0, 0, 0]$
  - $1 \text{ mile} = 1609 * \text{meter} \rightarrow [1, 0, 0, 0, 0, 0, 0] * 1609$
- Normalize constraints to the following form:
  - $u = v * w * f$  // where f is a factor
  - Apply logarithm to transform them into linear equations:
    - $u_m = v_m + w_m$ ; // w.r.t. meter
    - ..... // w.r.t. kilogram, second, ampere, kelvin, mole, candela
    - $u_f = v_f + w_f + \log_{10} f$ ; // w.r.t. unit conversion factor

## Constraint Solver-Multiplicative Constraints (2)

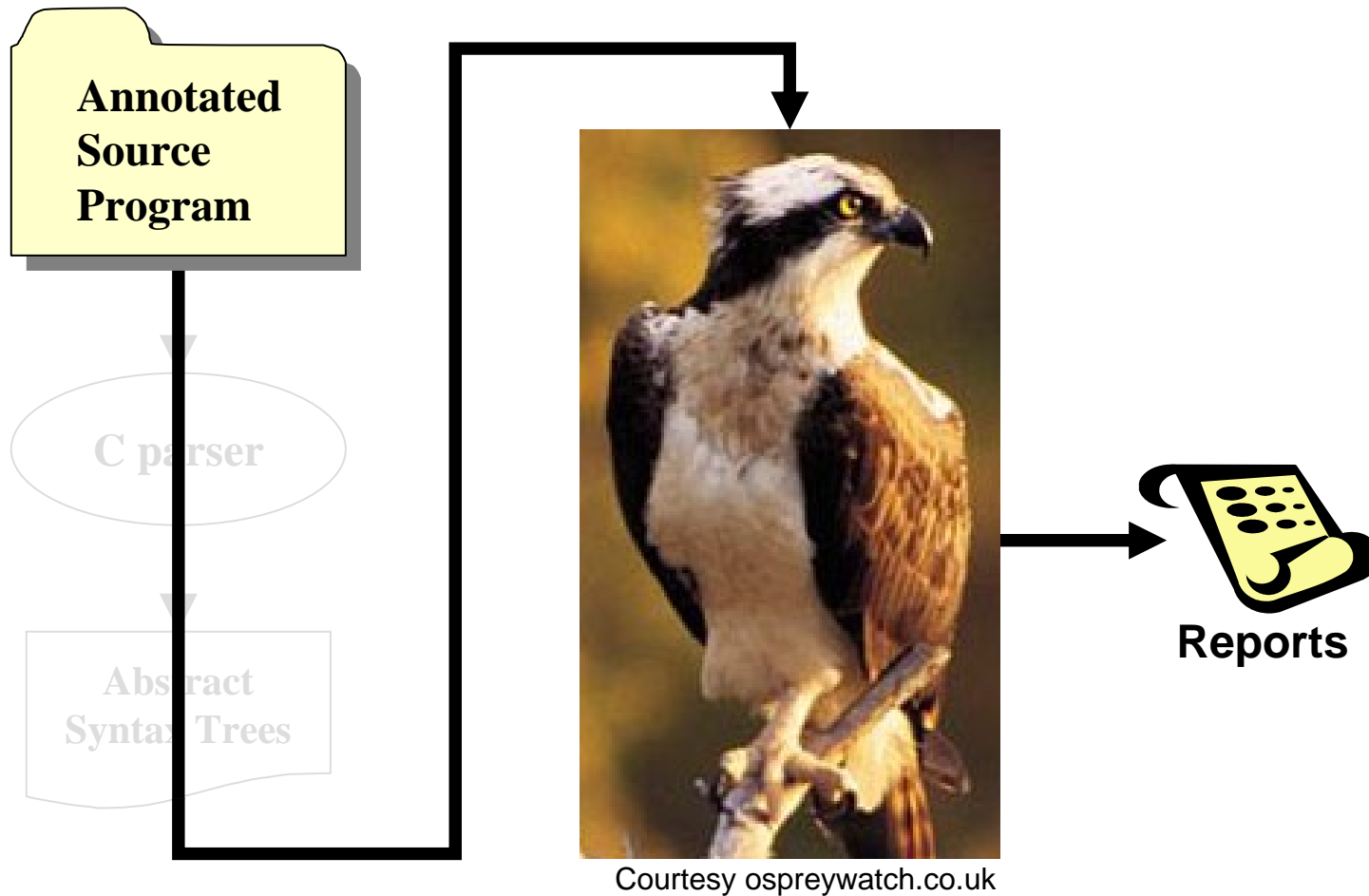
- Gaussian Elimination with CLAPACK
- A specialized Union/Find algorithm for scalability:
  - E.g.,
    - suppose  $\text{ECR}(u_1)=m$ ,  $\text{ECR}(u_2)=m^2\text{kg}^{-1}$ , then  $u_1=u_2*u_3$  can be reduced to  $\text{kg}*m^{-1}=u$
    - $u_4*u_4=u_4$  can be reduced to  $u_4=\text{unity}$
  - Reduce the number of unit variables and constraints to improve performance of Gaussian Elimination.

# Osprey's Internal Structure





# Osprey at Work



$$\frac{1}{X_0} = 4\alpha r_e^2 \frac{N_A}{A} \{Z^2 [L_{rad} - f(Z)] + Z L'_{rad}\}$$

```
extern $unity double alpha, N_A; extern $m double r_e;
typedef struct {
    $kg double atomicWeight;
    $unity double atomicNumber;
} Element;

double radiationLength(Element * material) {
    double A = material->atomicWeight;
    double Z = material->atomicNumber;
    double L_rad = log( 184.15 / pow(Z, 1./3) );
    double Lp_rad = log( 1194. / pow(Z, 2./3) );

    return ( 4 * alpha * r_e * r_e )
           * ( N_A / A ) * ( Z * Z * L_rad + Z * Lp_rad );
}

double finalEnergy(Element * material, $kg1m-3 double density,
                   $m double thick, $kg1m2s-2 double initEnergy){
    double X_0 = radiationLength(material);
    return initEnergy / exp( thick / X_0 );
}
```

$$\frac{1}{X_0} = 4\alpha r_e^2 \frac{N_A}{A} \{Z^2 [L_{rad} - f(Z)] + Z L'_{rad}\}$$

```
extern $unity double alpha, N_A; extern $m double r_e;
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    return ( 4 * alpha * r_e * r_e )
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double finalEnergy(Element * material, $kg1m-3 double density,
                   $m double thick, $kg1m2s-2 double initEnergy){
    double X_0 = radiationLength(material);
    return initEnergy / exp( thick / X_0 );
}
```

$$\frac{1}{X_0} = 4\alpha r_e^2 \frac{N_A}{A} \{Z^2 [L_{rad} - f(Z)] + Z L'_{rad}\}$$

```
extern $unity double alpha, N_A; extern $m double r_e;
typedef struct {
    $kg double atomicWeight;
    $unity double atomicNumber;
} Element;

double radiationLength(Element * material) {
    double A = material->atomicWeight;
    double Z = material->atomicNumber;
    double L_rad = log( 184.15 / pow(Z, 1./3) );
    double Lp_rad = log( 1194. / pow(Z, 2./3) );

    return ( 4 * alpha * r_e * r_e )
        * ( N_A / A ) * ( Z * Z * L_rad + Z * Lp_rad );
}

double finalEnergy(Element * material, $kg1m-3 double density,
    $m double thick, $kg1m2s-2 double initEnergy){
    double X_0 = 1 / radiationLength(material);
    return initEnergy / exp( thick * density / X_0 );
}
```

---

# Ch<sup>®</sup> Mechanism Toolkit

- **Commercial libraries for computational mechanics**

# Real Errors Found (1)

```
double couplerPointPos(double, $radian double theta, .....);
```

.....

```
theta = linkLength / ( 1+lamda );
```

.....

```
couplerPointPos(couplerLink, theta, .....);
```



- Developers tested the code, but inadequately.

# Real Errors Found (2)

```
double angularAccel(double theta2,  
    $radian1second-1 double omega2, $radian double theta3,  
    double omega3, double alpha2);  
.....  
int forceTorques( ..... ) {  
    .....  
    angularAccel(theta2, theta3, omega2, omega3, alpha2);  
    .....  
}
```

The diagram illustrates a mismatch between the function signature and the function call. In the function signature, the arguments are: `double theta2`, `$radian1second-1 double omega2`, `$radian double theta3`, `double omega3`, and `double alpha2`. In the function call, the arguments are: `theta2`, `theta3`, `omega2`, `omega3`, and `alpha2`. Red dashed arrows point from the `omega2` in the call to the `omega2` in the signature, and from the `theta3` in the call to the `theta3` in the signature, highlighting that the arguments are passed in a different order than they are declared in the signature.

- Arguments are passed in a wrong order in the function call.

# Usability and Scalability

	Lines of Codes	Lightweight Annotations		Scalable Performance		Peak Number of Constraints		Number of Errors discovered	
		Annotation Burden	Time Cost (s)	Peak Mem Cost (MB)	Before U/F	After U/F	Real Errors	False Positives	
Adopted from C-UNITS									
ex18.c	17	6 / 62	0.002	77.8	50	0	1	0	
Adopted from SIUNITS									
fe.c	23	12 / 107	0.008	77.8	156	0	2	0	
Adopted from Coil02									
coil.c	398	12 / 1492	0.046	78.0	859	15	0	3	
Adopted from Ch©Mechanism Toolkit									
crankslider	1071	105 / 3299	0.135	78.5	2424	2	1	4	
gearedfivebar	1120	62 / 2234	0.147	78.7	2720	26	2	0	
fourbar	3166	264 / 10021	0.536	82.0	10741	63	0	3	
sixbars	6564	331 / 13762	1.209	86.1	21772	168	0	4	
Artificial Programs for Stress Testing									
big0.c	2705	0	0.444	81.8	10510	0	0	0	
big1.c	11705	2 / 63716	2.536	93.3	39009	0	0	0	
big2.c	96611	0	47.7	460.4	322027	0	0	0	
big3.c	449384	1 / 2446636	968.2	1990.3	1497939	0	0	0	
big4.c	122890	0	failed	failed	614411	135169	0	0	

Effective U/F



---

# Conclusion

- **Osprey: a practical type system for unit correctness**
  - **Sound: does not miss unit errors**
  - **Usable: requires few unit annotations**
  - **Scalable: analyzes million line programs**
- **Future work**
  - **Sparse linear solvers for even better performance and scalability**
  - **Experiments on larger scale scientific programs**

---

# Thank you!

## Question?

[jiangl@cs.ucdavis.edu](mailto:jiangl@cs.ucdavis.edu)