

# A deductive verification tool for realistic programs

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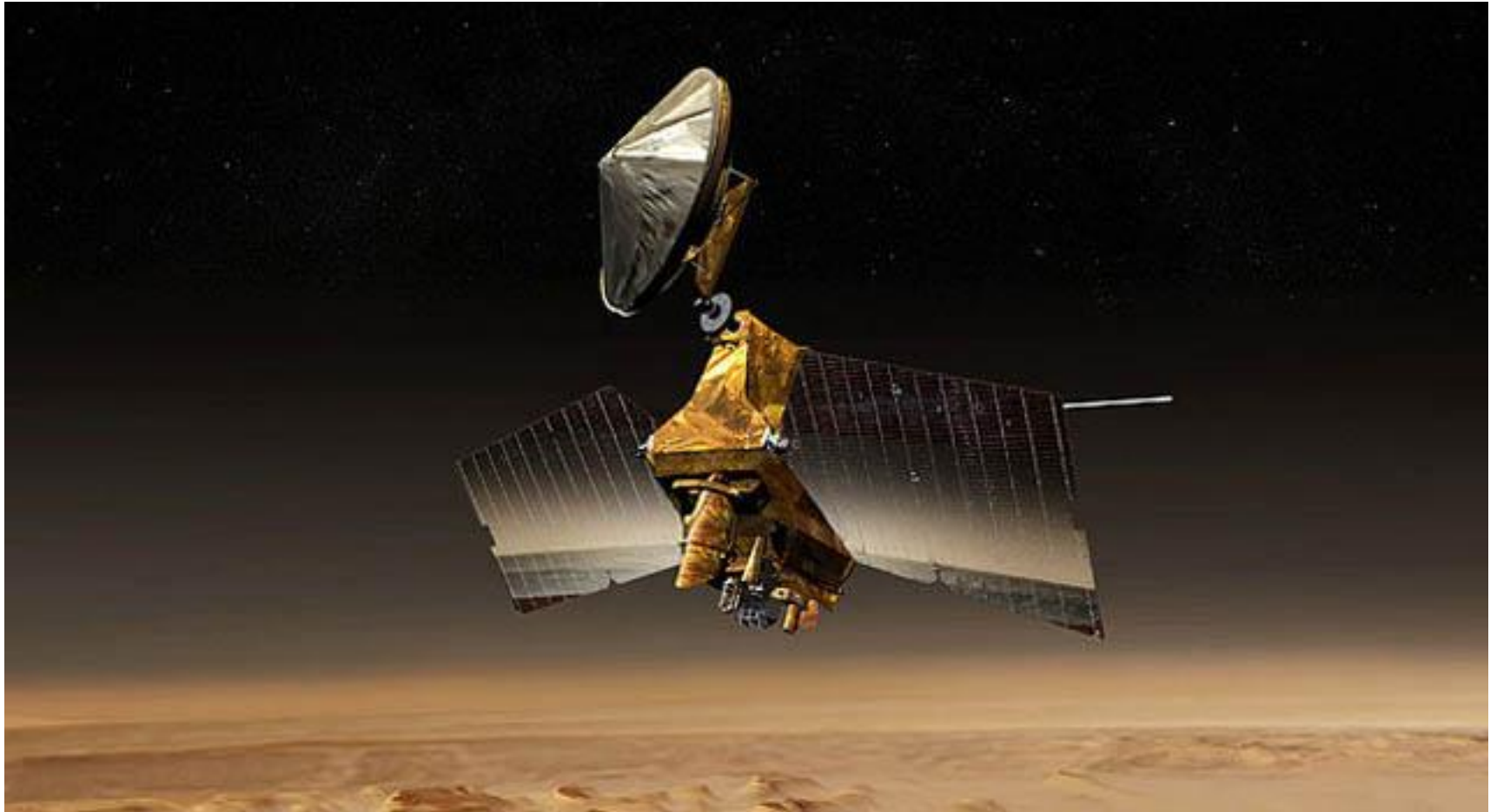
# Introduction



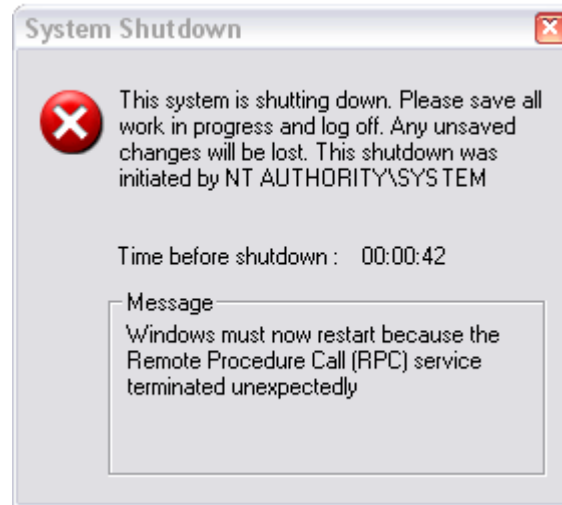
# Arian 5 (1996) - \$500 million



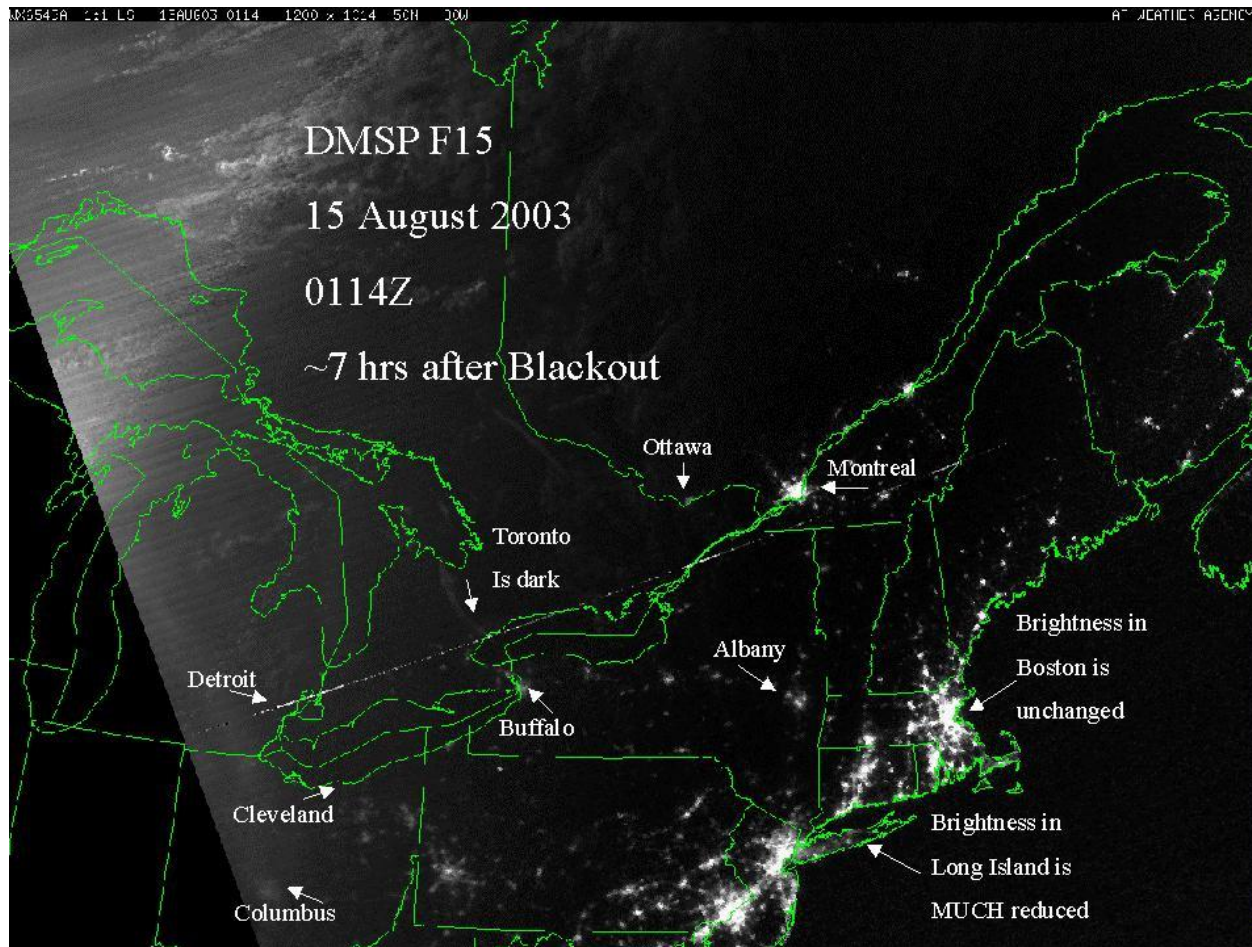
# Orbiter (1999) - \$125 million



# Blaster (2003) - \$1.3 billion

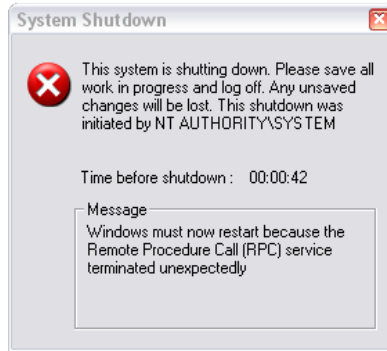


# Blackout (2003) - \$6 billion



# Program verification is important!

0.078	0.186	1.161	- 1.16%	0.186
1.123	1.1601	-	1.16%	0.186
0.118	1.662	+ 0.16%	11.600	
1.121	0.1201	+ 0.16%	N/A	
20.232	1.0233	- 1.53%	10.201	
0.186	1.1611	+ 1.15%	13.203	
1.1601	0.1602	- 0.87%	N/A	
1.662	0.105	- 0.11%	20.160	
0.1201	1.1577	+ 1.12%	N/A	
1.0233	1.1577	+ 1.12%	1.662	
1.1611	0.1602	- 1.04%	10.201	
0.1602	0.1602	- 2.76%	0.873	
0.1602	0.118	+ 1.85%	1.123	
0.105	0.105	+ 1.84%	N/A	
0.123	0.105	- 1.84%	N/A	
0.123	0.105	- 1.84%	20.232	
0.123	0.105	- 1.84%	0.186	
0.123	0.105	- 1.84%	1.161	
0.123	0.105	- 1.84%	1.161	



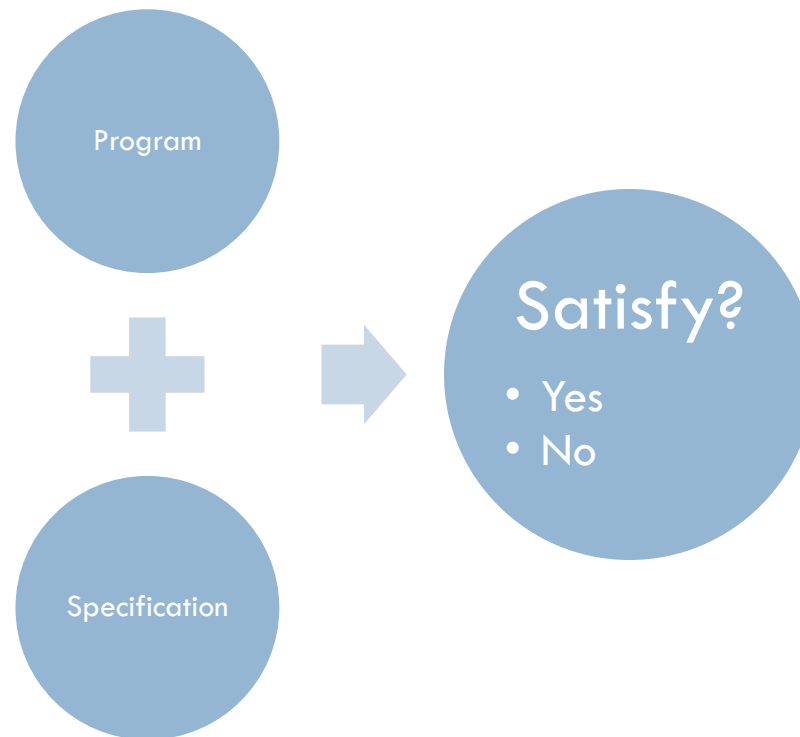
# Techniques for program verification

- Testing
- Abstract interpretation
- Model checking
- Deductive verification
- .....



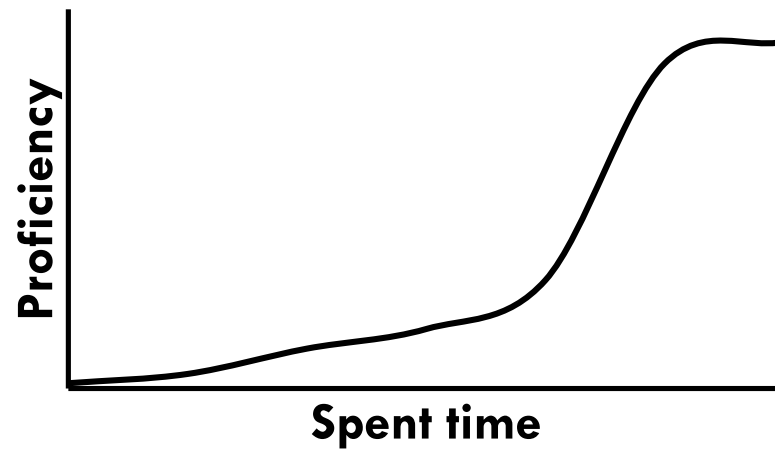
# Deductive verification?

- A program verification technique using theorem proving



# Problem?

- Difficult specification



- Lots of user effort

# Then, why?

- Can formalize and prove far-reaching properties of programs
- Can model the semantics of program language precisely
  - ▣ No abstraction from unbounded data structures

# Especially...

- For some small software, we need to prove complex properties very precisely
  - ▣ A garbage collector only collects unused objects?
  - ▣ A device driver always returns a valid value for every request?
- Important for embedded software!
  - ▣ A controller always sends a control signal for physically possible actions?

# Goal

- Develop a **deductive verification** tool for **realistic programs!**
  - Support pointers, dynamic allocations, recursive data structures, .....
  - Less user effort!



Previous work?

# JESSIE

- A plug-in for deductive verification in Frama-C based on Hoare Logic [1]
- Prove that C functions satisfy specification as expressed in ACSL
- Automation!
  - ▣ Automatic annotation generation
  - ▣ Automatic proving by external tools
- Support pointer, dynamic allocation, recursive data structures, .....

# An example: JESSIE

```
/*@ predicate min_over_array(int *arr, int len, int min) =
   @   \forall integer i; 0 <= i < len ==> arr[min] <= arr[i];
   @*/

/*@ requires 0 < len && \valid_range(arr,0,len-1);
   @ ensures 0 <= \result < len;
   @ ensures min_over_array(arr,len,\result);
   @*/
int get_min(int* arr, int len) {
    int min = 0;
    /*@ loop invariant 0 <= i <= len && 0 <= min < len;
       @ loop invariant min_over_array(arr,i,min);
       @ loop variant len - i;
       @*/
    for (int i = 0; i < len; ++i) {
        if (arr[i] < arr[min]) { min = i; }
    }
    return min;
}
```



# An example: JESSIE

Proof obligations	Alt-Ergo 0.8	Simplify 1.5.4 (Graph)	Simplify 1.5.4	Z3 1.3 (SS)	Yice 1.0. (SS)
Function get_min					
Default behavior	↓				
1. initialization of loop invariant	✓	—	☞	☞	—
2. initialization of loop invariant	✓	—	☞	☞	—
3. initialization of loop invariant	✓	—	☞	☞	—
4. initialization of loop invariant	✓	—	☞	☞	—
5. initialization of loop invariant	✓	—	☞	☞	—
6. preservation of loop invariant	✓	—	☞	☞	—
7. preservation of loop invariant	✓	—	☞	☞	—
8. preservation of loop invariant	✓	—	☞	☞	—
9. preservation of loop invariant	✓	—	☞	☞	—
10. preservation of loop invariant	✓	—	☞	☞	—
11. variant decrease	✓	—	—	—	—
12. variant decrease	⚙️	—	—	—	—
13. preservation of loop invariant	☞	—	☞	☞	—
14. preservation of loop invariant	☞	—	☞	☞	—
15. preservation of loop invariant	☞	—	☞	☞	—
16. preservation of loop invariant	☞	—	☞	☞	—
17. preservation of loop invariant	☞	—	☞	☞	—
18. variant decrease	—	—	—	—	—



JESSIE is good, but

# Problem?

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- Memory assertion?
- Complex proof!
  - ▣ Handling alias [2]
- Solution?
  - ▣ Separation Logic!

# Separation Logic

- An extension of *Hoare Logic* by John C. Reynolds [3] with **separating connectives**
- Allow specification about heap
- Capture the insight of informal argument by “Local reasoning”

# An example: Memory assertion

```
{ ... }  
int* create_int_cell() {  
    ...  
}  
{  $\exists n : \text{int. } \backslash \text{ret} \rightarrow n$  }
```

Does *create\_int\_cell* only allocate memory for an integer?

# An example: List reverse

```
b := nil
```

```
while a != nil do
```

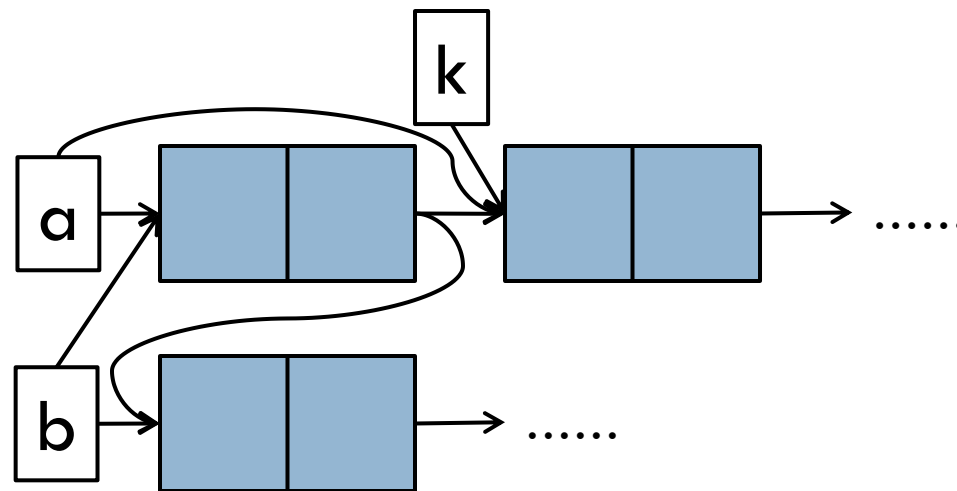
```
  k := [a + 1];
```

```
  [a + 1] := b;
```

```
  b := a;
```

```
  a := k;
```

```
end while
```



Reverse (hd::tl) | = Reverse tl (hd::l)

# Loop invariant:

## No sharing between a, b

```
while a != nil do
```

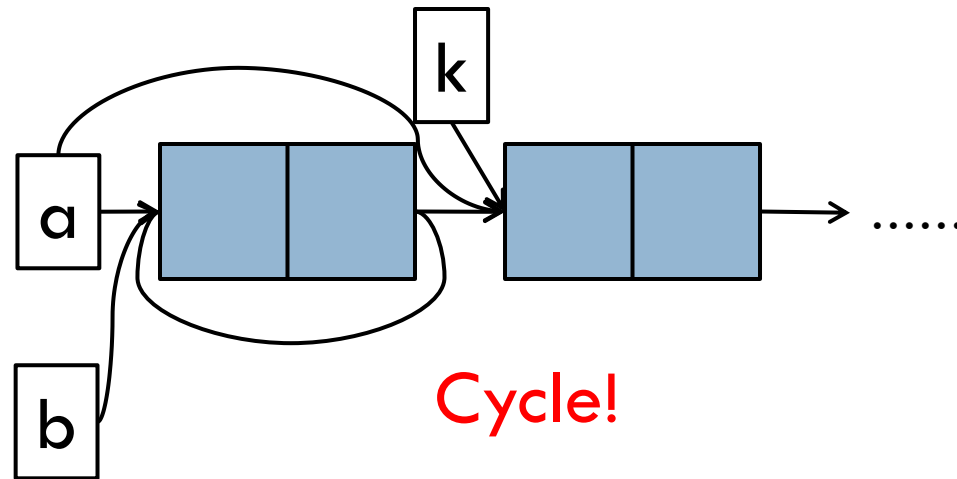
```
  k := [a + 1];
```

```
  [a + 1] := b;
```

```
  b := a;
```

```
  a := k;
```

```
end while
```



# Hoare Logic vs. Separation Logic

```
while a != nil do
  k := [a + 1];
  [a + 1] := b;
  b := a;
  a := k;
end while
```

Hoare Logic:

$(\exists \alpha, \beta. \text{List } \alpha \ a \wedge \text{List } \beta \ b \wedge \alpha_0^R = \alpha^R \cdot \beta) \wedge$   
 $(\forall k. \text{Reach}(a, k) \wedge \text{Reach}(b, k) \Rightarrow k = \text{nil})$

Separation Logic:

$(\exists \alpha, \beta. \text{List } \alpha \ a * \text{List } \beta \ b \wedge \alpha_0^R = \alpha^R \cdot \beta)$



# Hoare Logic vs. Separation Logic

```
while a != nil do
  k := [a + 1];
  [a + 1] := b;
  b := a;
  a := k;
end while
```

Hoare Logic:

$$\begin{aligned} & (\exists \alpha, \beta. \text{List } \alpha \ a \wedge \text{List } \beta \ b \wedge \alpha_0^R = \alpha^R \cdot \beta) \wedge \text{List } \gamma \ x \\ & (\forall k. \text{Reach}(a, k) \wedge \text{Reach}(b, k) \Rightarrow k = \text{nil}) \wedge \\ & (\forall k. \text{Reach}(x, k) \wedge (\text{Reach}(a, k) \vee \text{Reach}(b, k)) \Rightarrow k = \text{nil}) \end{aligned}$$

Separation Logic:

$$(\exists \alpha, \beta. \text{List } \alpha \ a * \text{List } \beta \ b * \text{List } \gamma \ x \wedge \alpha_0^R = \alpha^R \cdot \beta)$$


Frame rule!

$$(\exists \alpha, \beta. \text{List } \alpha \ a * \text{List } \beta \ b \wedge \alpha_0^R = \alpha^R \cdot \beta)$$

What happens there exists another list x unrelated to list a, b?

# Goal (refined)

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- Develop a deductive verification tool for realistic programs
  - Use the idea of Separation Logic

# Related works

- Interactive program verification with Separation Logic [4, 5]
  - ▣ Embed separation logic in existing interactive theorem prover such as Coq and HOL/Isabelle
- Automated program verification with Separation Logic
  - ▣ Support limited data structures such as linked lists and trees [6]
  - ▣ Support limited form of specifications [7]

# Currently.....

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- Automation!

- ▣ Develop a theoretic foundation for automated proving using the idea of Separation Logic, which is a model of Boolean BI [8]

# Current roadmap

Cut-free sequent calculus for BI [9]

Contraction-free sequent calculus for weak BI

Cut-free sequent calculus for Boolean BI


Cut-free sequent calculus for Boolean BI-like Logic ✨

A variant of Separation Logic for program verification



# Cut-free contraction-free sequent calculus for weak BI

$$\begin{array}{c}
\frac{A \text{ atomic}}{A \Rightarrow A} \text{Init} \quad \frac{A \text{ atomic}}{\Delta; A \Rightarrow A} \text{Init}' \\
\frac{\delta(\Delta) \Rightarrow C}{\delta(\Delta, \perp) \Rightarrow C} \text{W}' \quad \frac{\delta(\Delta) \Rightarrow C}{\delta(\Delta, (\perp; \Sigma)) \Rightarrow C} \text{W}'' \\
\overline{\Delta \Rightarrow \top} \top R \quad \overline{\delta(\perp) \Rightarrow C} \perp L \\
\frac{\Delta; A \supset B \Rightarrow A \quad \delta(\Delta; A \supset B; B) \Rightarrow C}{\delta(\Delta; A \supset B) \Rightarrow C} \supset L \quad \frac{\Delta; A \Rightarrow B}{\Delta \Rightarrow A \supset B} \supset R \\
\frac{\delta(A; B; A \wedge B) \Rightarrow C}{\delta(A \wedge B) \Rightarrow C} \wedge L \quad \frac{\Delta \Rightarrow A \quad \Delta \Rightarrow B}{\Delta \Rightarrow A \wedge B} \wedge R \\
\frac{\delta(A; A \vee B) \Rightarrow C \quad \delta(B; A \vee B) \Rightarrow C}{\delta(A \vee B) \Rightarrow C} \vee L \quad \frac{\Delta \Rightarrow A}{\Delta \Rightarrow A \vee B} \vee R_L \quad \frac{\Delta \Rightarrow B}{\Delta \Rightarrow A \vee B} \vee R_R \\
\frac{\Delta \Rightarrow A \quad \delta(\Delta', B) \Rightarrow C}{\delta(\text{WC}[\Delta, \Delta', A \multimap B]) \Rightarrow C} \multimap L \quad \frac{\perp \Rightarrow A \quad \delta(\Delta, B) \Rightarrow C}{\delta(\text{WC}[\Delta, A \multimap B]) \Rightarrow C} \multimap L' \quad \frac{\Delta \Rightarrow A \quad \delta(B) \Rightarrow C}{\delta(\text{WC}[\Delta, A \multimap B]) \Rightarrow C} \multimap L'' \\
\frac{\Delta, A \Rightarrow B}{\Delta \Rightarrow A \multimap B} \multimap R \quad \frac{\delta(A, B) \Rightarrow C}{\delta(A \star B) \Rightarrow C} \star L \\
\frac{\Delta \Rightarrow A \quad \Delta' \Rightarrow B}{\text{WC}[\Delta, \Delta'] \Rightarrow A \star B} \star R \quad \frac{\perp \Rightarrow A \quad \Delta \Rightarrow B}{\Delta \Rightarrow A \star B} \star R' \quad \frac{\Delta \Rightarrow A \quad \perp \Rightarrow B}{\Delta \Rightarrow A \star B} \star R''
\end{array}$$



# Cut-free sequent calculus for Boolean BI-like logic



$$\begin{array}{c}
\frac{A \text{ atomic}}{\omega[A \longrightarrow_B A]} \textit{Init} \\
\frac{\omega[\Delta \longrightarrow_B \Psi]}{\omega[\Delta; \Delta' \longrightarrow_B \Psi]} \textit{W} \quad \frac{\omega[\Delta \longrightarrow_B \Psi]}{\omega[\Delta \longrightarrow_B \Psi; A]} \textit{W}' \quad \frac{\omega[\Delta; \Delta'; \Delta' \longrightarrow_B \Psi]}{\omega[\Delta; \Delta' \longrightarrow_B \Psi]} \textit{C} \quad \frac{\omega[\Delta \longrightarrow_B \Psi; A; A]}{\omega[\Delta \longrightarrow_B \Psi; A]} \textit{C}' \\
\frac{}{\omega[\perp \longrightarrow_B \cdot]} \perp L \quad \frac{\omega[\Delta \longrightarrow_B \Psi]}{\omega[\Delta \longrightarrow_B \Psi; \perp]} \perp R \quad \frac{\omega[\Delta \longrightarrow_B A; \Psi]}{\omega[\Delta; \neg A \longrightarrow_B \Psi]} \neg L \quad \frac{\omega[\Delta; A \longrightarrow_B \Psi]}{\omega[\Delta \longrightarrow_B \neg A; \Psi]} \neg R \\
\frac{\omega[\Delta; A; B \longrightarrow_B \Psi]}{\omega[\Delta; A \wedge B \longrightarrow_B \Psi]} \wedge L \quad \frac{\omega[\Delta \longrightarrow_B A; \Psi] \quad \omega[\Delta \longrightarrow_B B; \Psi']}{\omega[\Delta \longrightarrow_B A \wedge B; \Psi; \Psi']} \wedge R \\
\frac{\omega[\Delta; \emptyset_m \longrightarrow_B \Psi]}{\omega[\Delta; \text{!} \longrightarrow_B \Psi]} \textit{!}L \quad \frac{}{\omega[\emptyset_m \longrightarrow_B \text{!}]} \textit{!}R \\
\frac{\omega[(\Delta' \longrightarrow_B \Psi'; A), (\Delta \longrightarrow_B \Psi); \Delta'' \longrightarrow_B \Psi''] \quad \omega[B; \Delta'' \longrightarrow_B \Psi'']}{\omega[(\Delta' \longrightarrow_B \Psi'), (\Delta; A \star B \longrightarrow_B \Psi); \Delta'' \longrightarrow_B \Psi'']} \star L \\
\frac{(\Delta \longrightarrow_B \Psi), (A \longrightarrow_B \cdot) \longrightarrow_B B}{\omega[(\Delta \longrightarrow_B A \star B; \Psi), (\Delta' \longrightarrow_B \Psi'); \Delta'' \longrightarrow_B \Psi'']} \star R \\
\frac{\omega[\Delta; (A \longrightarrow_B \cdot), (B \longrightarrow_B \cdot) \longrightarrow_B \Psi]}{\omega[\Delta; A \star B \longrightarrow_B \Psi]} \star L \\
\frac{\omega[\Delta''; (\Delta \longrightarrow_B \Psi; A), (\Delta' \longrightarrow_B \Psi') \longrightarrow_B \Psi''] \quad \omega[\Delta''; (\Delta \longrightarrow_B \Psi), (\Delta' \longrightarrow_B \Psi'; B) \longrightarrow_B \Psi'']}{\omega[\Delta''; (\Delta \longrightarrow_B \Psi), (\Delta' \longrightarrow_B \Psi') \longrightarrow_B A \star B; \Psi'']} \star R
\end{array}$$

**Theorem 2.2** (cut elimination).

*If  $\omega[\Delta \longrightarrow_{\mathbf{B}} A; \Psi]$  and  $\omega[\Delta'; A \longrightarrow_{\mathbf{B}} \Psi']$ , then  $\omega[\Delta; \Delta' \longrightarrow_{\mathbf{B}} \Psi; \Psi']$ .*

# Question?

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# Reference

1. Multi-prover verification of C programs, Filliâtre J.C and Marché, C.
2. Proving pointer programs in Hoare logic, Bornat, R.
3. Separation logic: A logic for shared mutable data structures, Reynolds, J.C.
4. Types, bytes, and separation logic, Tuch, H. and Klein, G. and Norrish, M
5. Practical Tactics for Separation Logic, McCreight, A.
6. Smallfoot: Modular automatic assertion checking with separation logic, Berdine, J. and Calcagno, C. and O'Hearn P.W.

# Reference

7. Separation Logic Verification of C Programs with an SMT Solver, Matko, B. and Matthew, P. and Wolfram, S.
8. BI as an assertion language for mutable data structures, Ishtiaq, S.S. and O'Hearn, P.W.
9. The logic of bunched implications, O'Hearn, P.W. and Pym, D.J.