COMP 4161

NICTA Advanced Course

Advanced Topics in Software Verification

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Slide 1

Binary Search (`java.util.Arrays`)

```
1:     public static int binarySearch(int[] a, int key) {
2:         int low = 0;
3:         int high = a.length - 1;
4:
5:         while (low <= high) {
6:             int mid = (low + high) / 2;
7:             int midVal = a[mid];
8:
9:             if (midVal < key)
10:                 low = mid + 1
11:             else if (midVal > key)
12:                 high = mid - 1;
13:             else
14:                 return mid; // key found
15:         }
16:         return -(low + 1);  // key not found.
17:    }
```

```
6:             int mid = (low + high) / 2;
```

http://googleresearch.blogspot.com/2006/06/extra-extra-read-all-about-it-nearly.html

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Organisatorials

When	Mon	14:00 – 15:30
	Thu	15:00 – 16:30
Where	Mon:	Quadrangle G044 (E15-G044)
	Thu:	Mathews 309 (F23-309)

http://www.cse.unsw.edu.au/~cs4161/

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About us

Members of the seL4 verification team

- ➜ Functional correctness and security of a C microkernel
  Security ↔ Isabelle/HOL model ↔ Haskell model ↔ C code
- ➜ 10 000 LOC / 500 000 lines of proof script (!)
- ➜ a bit under 30 person years of effort

It's all being open sourced, tomorrow!

http://sel4.systems

We are always embarking on exciting new projects.
We offer

- ➜ summer student scholarship projects
- ➜ honours and PhD theses
- ➜ research assistant and verification engineer positions

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What you will learn

- ➜ how to use a theorem prover
- ➜ background, how it works
- ➜ how to prove and specify
- ➜ how to reason about programs

Health Warning

Theorem Proving is addictive

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Content — Using Theorem Provers

	Rough timeline
➜ Intro & motivation, getting started	[today]
➜ Foundations & Principles	
• Lambda Calculus, natural deduction	[1,2]
• Higher Order Logic	[3[a]]
• Term rewriting	[4]
➜ Proof & Specification Techniques	
• Inductively defined sets, rule induction	[5]
• Datatypes, recursion, induction	[6, 7]
• Hoare logic, proofs about programs, C verification	[8[b],9]
• (mid-semester break)	
• Writing Automated Proof Methods	[10]
• Isar, codegen, typeclasses, locales	[11[c],12]

[a] a1 due; [b] a2 due; [c] a3 due

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What you should do to have a chance at succeeding

- ➜ attend lectures
- ➜ try Isabelle early
- ➜ redo all the demos alone
- ➜ try the exercises/homework we give, when we do give some
- ➜ **DO NOT CHEAT**
  - Assignments and exams are take-home. This does NOT mean you can work in groups. Each submission is personal.
  - For more info, see Plagiarism Policy[a]

[a] www.cse.unsw.edu.au/about-us/organisational-structure/student-services/policies/

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Credits

This course was originally written by

Gerwin Klein

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Credits

some material (in using-theorem-provers part) shamelessly stolen from

Tobias Nipkow, Larry Paulson, Markus Wenzel

David Basin, Burkhardt Wolff

Don't blame them, errors are ours

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What is a proof?

to prove (Merriam-Webster)

- ➜ from Latin probare (test, approve, prove)
- ➜ to learn or find out by experience (archaic)
- ➜ to establish the existence, truth, or validity of (by evidence or logic)
  prove a theorem, the charges were never proved in court

pops up everywhere

- ➜ politics (weapons of mass destruction)
- ➜ courts (beyond reasonable doubt)
- ➜ religion (god exists)
- ➜ science (cold fusion works)

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What is a mathematical proof?

In mathematics, a proof is a demonstration that, given certain axioms, some statement of interest is necessarily true. (Wikipedia)

Example: $\sqrt{2}$ is not rational.

Proof: assume there is $r \in \mathbb{Q}$ such that $r^2 = 2$.

Hence there are mutually prime p and q with $r = \frac{p}{q}$.

Thus $2q^2 = p^2$, i.e. p^2 is divisible by 2.

2 is prime, hence it also divides p, i.e. $p = 2s$.

Substituting this into $2q^2 = p^2$ and dividing by 2 gives $q^2 = 2s^2$. Hence, q is also divisible by 2. Contradiction. Qed.

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Nice, but..

- ➜ still not rigorous enough for some
  - what are the rules?
  - what are the axioms?
  - how big can the steps be?
  - what is obvious or trivial?
- ➜ informal language, easy to get wrong
- ➜ easy to miss something, easy to cheat

Theorem. A cat has nine tails.
Proof. No cat has eight tails. Since one cat has one more tail than no cat, it must have nine tails.

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What is a formal proof?

A derivation in a formal calculus

Example: $A \wedge B \longrightarrow B \wedge A$ derivable in the following system

Rules: $\frac{X \in S}{S \vdash X}$ (assumption) $\frac{S \cup \{X\} \vdash Y}{S \vdash X \longrightarrow Y}$ (impI)

$\frac{S \vdash X \quad S \vdash Y}{S \vdash X \wedge Y}$ (conjI) $\frac{S \cup \{X, Y\} \vdash Z}{S \cup \{X \wedge Y\} \vdash Z}$ (conjE)

Proof:

1.	$\{A, B\} \vdash B$	(by assumption)
2.	$\{A, B\} \vdash A$	(by assumption)
3.	$\{A, B\} \vdash B \wedge A$	(by conjI with 1 and 2)
4.	$\{A \wedge B\} \vdash B \wedge A$	(by conjE with 3)
5.	$\{\} \vdash A \wedge B \longrightarrow B \wedge A$	(by impI with 4)

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What is a theorem prover?

Implementation of a formal logic on a computer.

- ➜ fully automated (propositional logic)
- ➜ automated, but not necessarily terminating (first order logic)
- ➜ with automation, but mainly interactive (higher order logic)

- ➜ based on rules and axioms
- ➜ can deliver proofs

There are other (algorithmic) verification tools:

- ➜ model checking, static analysis, ...
- ➜ usually do not deliver proofs
- ➜ See COMP3153: Algorithmic Verification

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Why theorem proving?

- ➜ Analysing systems/programs thoroughly
- ➜ Finding design and specification errors early
- ➜ High assurance (mathematical, machine checked proof)
- ➜ it's not always easy
- ➜ it's fun

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Main theorem proving system for this course

Isabelle

- ➜ used here for applications, learning how to prove

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What is Isabelle?

A generic interactive proof assistant

- **generic:**
  not specialised to one particular logic
  (two large developments: HOL and ZF, will mainly use HOL)
- **interactive:**
  more than just yes/no, you can interactively guide the system
- **proof assistant:**
  helps to explore, find, and maintain proofs

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Why Isabelle?

- free
- widely used systems
- active development
- high expressiveness and automation
- reasonably easy to use
- (and because we know it best ;-))

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If I prove it on the computer, it is correct, right?

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If I prove it on the computer, it is correct, right?

No, because:

① hardware could be faulty
② operating system could be faulty
③ implementation runtime system could be faulty
④ compiler could be faulty
⑤ implementation could be faulty
⑥ logic could be inconsistent
⑦ theorem could mean something else

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If I prove it on the computer, it is correct, right?

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No, but:

probability for

- ➜ OS and H/W issues reduced by using different systems
- ➜ runtime/compiler bugs reduced by using different compilers
- ➜ faulty implementation reduced by having the right prover architecture
- ➜ inconsistent logic reduced by implementing and analysing it
- ➜ wrong theorem reduced by expressive/intuitive logics

No guarantees, but assurance immensely higher than manual proof

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If I prove it on the computer, it is correct, right?

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Soundness architectures

careful implementation	PVS
LCF approach, small proof kernel	HOL4
	Isabelle
explicit proofs + proof checker	Coq
	Twelf
	Isabelle
	HOL4

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Meta Logic

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Meta language:
The language used to talk about another language.

Examples:
English in a Spanish class, English in an English class

Meta logic:
The logic used to formalize another logic

Example:
Mathematics used to formalize derivations in formal logic

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Meta Logic – Example

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Syntax:

Formulae: $F ::= V \quad | \quad F \longrightarrow F \quad | \quad F \wedge F \quad | \quad False$

$V ::= [A - Z]$

Derivable: $S \vdash X$ X a formula, S a set of formulae

logic / meta logic

$$\frac{X \in S}{S \vdash X} \qquad \frac{S \cup \{X\} \vdash Y}{S \vdash X \longrightarrow Y}$$

$$\frac{S \vdash X \quad S \vdash Y}{S \vdash X \wedge Y} \qquad \frac{S \cup \{X, Y\} \vdash Z}{S \cup \{X \wedge Y\} \vdash Z}$$

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Isabelle's Meta Logic

$$\bigwedge \qquad \Longrightarrow \qquad \lambda$$

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$\bigwedge$

Syntax: $\bigwedge x.\ F$ (F another meta level formula)

in ASCII: `!!x. F`

- ➜ universal quantifier on the meta level
- ➜ used to denote parameters
- ➜ example and more later

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$\Longrightarrow$

Syntax: $A \Longrightarrow B$ (A, B other meta level formulae)

in ASCII: `A ==> B`

Binds to the right:

$$A \Longrightarrow B \Longrightarrow C \quad = \quad A \Longrightarrow (B \Longrightarrow C)$$

Abbreviation:

$$[\![A; B]\!] \Longrightarrow C \quad = \quad A \Longrightarrow B \Longrightarrow C$$

- ➜ read: A and B implies C
- ➜ used to write down rules, theorems, and proof states

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Example: a theorem

mathematics: if $x < 0$ and $y < 0$, then $x + y < 0$

formal logic: $\vdash\ x < 0 \wedge y < 0 \longrightarrow x + y < 0$

variation: $x < 0; y < 0 \vdash\ x + y < 0$

Isabelle: **lemma** "$x < 0 \wedge y < 0 \longrightarrow x + y < 0$"

variation: **lemma** "$[\![x < 0; y < 0]\!] \Longrightarrow x + y < 0$"

variation: **lemma**

assumes "$x < 0$" and "$y < 0$" shows "$x + y < 0$"

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Example: a rule

logic: $\dfrac{X \quad Y}{X \wedge Y}$

variation: $\dfrac{S \vdash X \quad S \vdash Y}{S \vdash X \wedge Y}$

Isabelle: $[\![X; Y]\!] \Longrightarrow X \wedge Y$

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Example: a rule with nested implication

logic: $\dfrac{X \vee Y \quad \begin{matrix} X \\ \vdots \\ Z \end{matrix} \quad \begin{matrix} Y \\ \vdots \\ Z \end{matrix}}{Z}$

variation: $\dfrac{S \cup \{X\} \vdash Z \quad S \cup \{Y\} \vdash Z}{S \cup \{X \vee Y\} \vdash Z}$

Isabelle: $[\![X \vee Y; X \Longrightarrow Z; Y \Longrightarrow Z]\!] \Longrightarrow Z$

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λ

Syntax: $\lambda x.\ F$ (F another meta level formula)

in ASCII: `%x. F`

- ➜ lambda abstraction
- ➜ used for functions in object logics
- ➜ used to encode bound variables in object logics
- ➜ more about this in the next lecture

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ENOUGH THEORY!
GETTING STARTED WITH ISABELLE

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System Architecture

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Prover IDE (jEdit) – user interface

HOL, ZF – object-logics

Isabelle – generic, interactive theorem prover

Standard ML – logic implemented as ADT

User can access all layers!

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System Requirements

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➜ **Linux**, **Windows**, or **MacOS X (10.7 +)**

➜ **Standard ML**
(PolyML fastest, SML/NJ supports more platforms)

➜ **Java** (for jEdit)

Premade packages for Linux, Mac, and Windows + info on:
`http://mirror.cse.unsw.edu.au/pub/isabelle/`

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Documentation

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Available from `http://isabelle.in.tum.de`

➜ Learning Isabelle
  - Tutorial on Isabelle/HOL (LNCS 2283)
  - Tutorial on Isar
  - Tutorial on Locales

➜ Reference Manuals
  - Isabelle/Isar Reference Manual
  - Isabelle Reference Manual
  - Isabelle System Manual

➜ Reference Manuals for Object-Logics

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jEdit/PIDE

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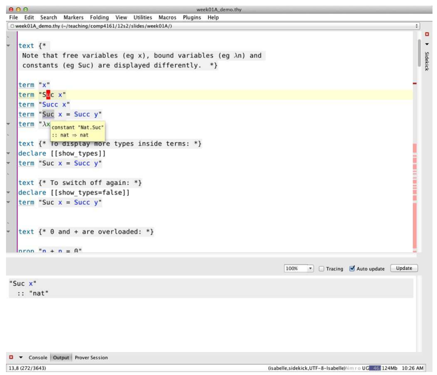

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jEdit/PIDE

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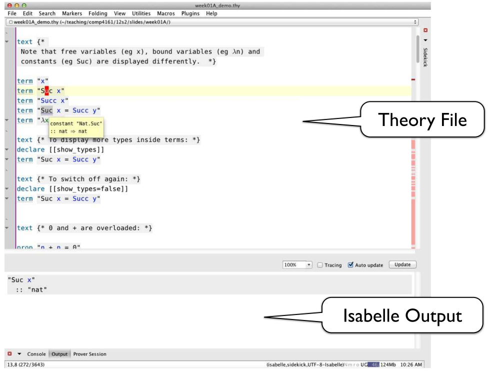

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jEdit/PIDE

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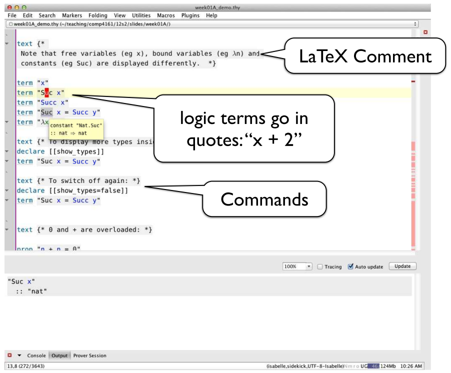

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jEdit/PIDE

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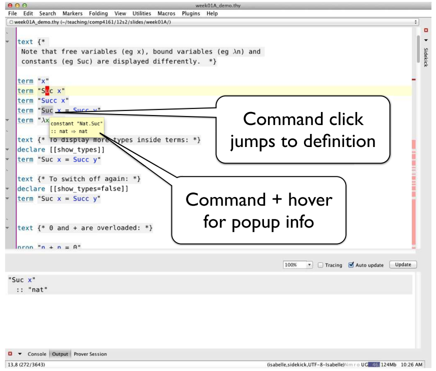

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jEdit/PIDE

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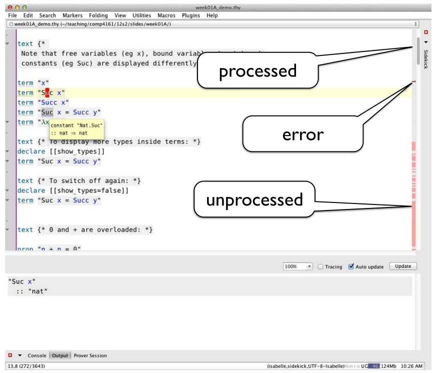

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DEMO

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Exercises

- ➜ Download and install Isabelle from `http://mirror.cse.unsw.edu.au/pub/isabelle/`
- ➜ Step through the demo files from the lecture web page
- ➜ Write your own theory file, look at some theorems in the library, try 'find_theorems'

- ➜ How many theorems can help you if you need to prove something like "Suc(Suc x))"?
- ➜ What is the name of the theorem for associativity of addition of natural numbers in the library?

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