



COMP 4161
NICTA Advanced Course

Advanced Topics in Software Verification

Toby Murray, June Andronick, Gerwin Klein



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Last Time

- Weakest precondition
- Verification conditions
- Example program proofs
- Arrays, pointers

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Content

- Intro & motivation, getting started [1]
- 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]
 - `lsar`, `codegen`, `typeclasses`, `locales` [11^c, 12]

^aa1 due; ^ba2 due; ^ca3 due

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Deep Embeddings

For the IMP language, we used a **datatype** `com` to represent its **syntax**.

- We then defined its semantics over this datatype.

This is called a **deep embedding**: separate representation of language terms and their semantics.

Advantages:

- Can prove general theorems about the **language**, not just of programs.
- e.g. expressiveness, correct compilation, completeness of inference system ...
- usually by structural induction over the syntax type.

Disadvantages:

- Semantically equivalent programs are not obviously equal.
- e.g. "IF True THEN SKIP ELSE SKIP = SKIP" is not a true theorem.
- Many concepts that we already have in the logic are reinvented in the language.

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Shallow Embeddings



Shallow Embedding: represent only the semantics, directly in the logic.

- Write a definition for each language construct, which gives its **semantics**.
- Programs are represented as instances of these definitions.

Example: model the semantics of programs as functions of type $state \Rightarrow state$

$SKIP \equiv \lambda s. s$

$IF\ b\ THEN\ c\ ELSE\ d \equiv \lambda s. \text{if } b\ s\ \text{then } c\ s\ \text{else } d\ s$

- "IF True THEN SKIP ELSE SKIP = SKIP" is now a true statement.
- can use the simplifier to do semantics-preserving program rewriting.

Today we learn about a formalism suitable for shallowly embedding C semantics.

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Records in Isabelle



Records are a tuples with named components

Example:

```
record A =  a :: nat
           b :: int
```

- Selectors: $a :: A \Rightarrow nat$, $b :: A \Rightarrow int$, $a\ r = \text{Suc } 0$
- Constructors: $(\lambda a = \text{Suc } 0, b = -1\)$
- Update: $r(\lambda a := \text{Suc } 0\),\ b.\text{update } (\lambda b. b + 1)\ r$

Records are extensible:

```
record B = A +
          c :: nat list
```

$(\lambda a = \text{Suc } 0, b = -1, c = [0, 0]\)$

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Nondeterministic State Monad with Failure



Shallow embedding suitable to represent (a useful fragment of) C programs.

Able to express lots of C ideas:

- Access to `volatile` variables, external APIs: **Nondeterminism**
- Undefined behaviour: **Failure**
- Early exit (`return, break, continue`): **Exceptional control flow**

Relatively straightforward Hoare logic

Used extensively in the seL4 verification work:

- Formalism for the seL4 abstract, design and *capDL* specifications
- Refinement calculus for proving **refinement** between them and down to code.

AutoCorres: verified translation of C to monadic representation

- Specifically designed for humans to do proofs over.

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State Monad: Motivation



Model the **semantics** of a (deterministic) computation as a function of type

$$s \Rightarrow (a \times s)$$

The computation operates over a **state** of type 's':

→ Includes all global variables, external devices, etc.

The computation also yields a **return value** of type 'a':

→ e.g. a program's exit status (in POSIX, 'a' would be the type of 8-bit words)

→ e.g. return-value of a C function

return – the computation that leaves the state unchanged and returns its argument:

$$\text{return } x \equiv \lambda s. (x, s)$$

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State Monad: Basic Operations



get – returns the entire state without modifying it:

$$\text{get} \equiv \lambda s. (s, s)$$

put – updates the state with its argument and returns the unit value ():

$$\text{put } s \equiv \lambda _ . ((), s)$$

bind – sequences two computations; the second takes the first's return-value:

$$c \gg= d \equiv \lambda s. \text{let } (r, s') = c \text{ in } d r s'$$

gets – returns a projection of the state; leaves the state unmodified:

$$\text{gets } f \equiv \text{get} \gg= (\lambda s. \text{return } (f s))$$

modify – applies its argument to modify the state; returns ():

$$\text{modify } f \equiv \text{get} \gg= (\lambda s. \text{put } (f s))$$

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Monads, Laws



Formally: a monad **M** is a type constructor with two associated operations.

$$\text{return} :: \alpha \Rightarrow \mathbf{M} \alpha \quad \text{bind} :: \mathbf{M} \alpha \Rightarrow (\alpha \Rightarrow \mathbf{M} \beta) \Rightarrow \mathbf{M} \beta$$

Infix Notation: $a \gg= b$ is infix notation for `bind a b`

→ $\gg=$ binds to the left: $(a \gg= b \gg= c) = ((a \gg= b) \gg= c)$

Do-Notation: $a \gg= (\lambda x. b x)$ is often written as **do** $x \leftarrow a; b x$ **od**

Monad Laws:

$$\text{return-absorb-left:} \quad (\text{return } x \gg= f) = f x$$

$$\text{return-absorb-right:} \quad (m \gg= \text{return}) = m$$

$$\text{bind-assoc:} \quad ((a \gg= b) \gg= c) = (a \gg= (\lambda x. b x \gg= c))$$

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State Monad: Example



record state =
hp :: int ptr \Rightarrow int

f :: "int ptr \Rightarrow (state \Rightarrow (unit, state))"

A fragment of C:

```
void f(int *p) {  
    int x = *p;  
    if (x < 10) {  
        *p = x++;  
    }  
}
```

f p \equiv

```
do  
    x  $\leftarrow$  gets ( $\lambda s. \text{hp } s p$ );  
if x < 10 then  
    modify (hp_update ( $\lambda h. (h(p) := x + 1)$ )))  
else  
    return ()  
od
```

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State Monad with Failure



Allows computations to **fail**: $s \Rightarrow ((a \times s) \times \text{bool})$

bind – fails when either computation fails

$\text{bind } a \ b \equiv \text{let } ((r,s),f) = a \ s; ((r',s'),f') = b \ r \ s' \ \text{in } ((r'',s''), f \vee f')$

fail – the computation that always fails:

$\text{fail} \equiv \lambda s. (\text{undefined}, \text{True})$

assert – fails when given condition is False:

$\text{assert } P \equiv \text{if } P \ \text{then } \text{return } () \ \text{else } \text{fail}$

guard – fails when given condition applied to the state is False:

$\text{guard } P \equiv \text{get } \gg= (\lambda s. \text{assert } (P \ s))$

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Guards



Used to assert the absence of **undefined behaviour** in C

→ pointer validity, absence of divide by zero, signed overflow, etc.

$f \ p \equiv$

do

$y \leftarrow \text{guard } (\lambda s. \text{valid } s \ p);$

$x \leftarrow \text{gets } (\lambda s. \text{hp } s \ p);$

if $x < 10$ **then**

$\text{modify } (\text{hp_update } (\lambda h. (h(p) := x + 1)))$

else

$\text{return } ()$

od

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Nondeterministic State Monad with Failure



Allows computations to be **nondeterministic**: $s \Rightarrow ((a \times s) \ \underline{\text{set}} \times \text{bool})$

Nondeterminism: computations return a **set** of possible results.

→ Allows **underspecification**: e.g. malloc, external devices, etc.

bind – runs the second computation for all results returned by the first:

$\text{bind } a \ b \equiv \lambda s. (\{(r'',s'') \mid \exists (r',s') \in \text{fst } (a \ s). (r',s') \in \text{fst } (b \ r' \ s')\}, \text{snd } (a \ s) \vee (\exists (r',s') \in \text{fst } (a \ s). \text{snd } (b \ r' \ s')))$

All non-failing computations so far are **deterministic**:

→ e.g. $\text{return } x \equiv \lambda s. (\{(x,s)\}, \text{False})$

→ Others are similar.

select – nondeterministic selection from a set

$\text{select } A \equiv \lambda s. ((A \times \{s\}), \text{False})$

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While Loops

Monadic while loop, defined **inductively**.

$$\begin{aligned} \text{whileLoop} &:: ('a \Rightarrow 's \Rightarrow \text{bool}) \Rightarrow \\ &('a \Rightarrow ('s \Rightarrow ('a \times 's) \text{ set} \times \text{bool})) \Rightarrow \\ &('a \Rightarrow ('s \Rightarrow ('a \times 's) \text{ set} \times \text{bool})) \end{aligned}$$

$\text{whileLoop } C B$

- **condition** C : takes **loop parameter** and **state** as arguments, returns **bool**
- **monadic body** B : takes **loop parameter** as argument, return-value is the **updated** loop parameter
- **fails** if the loop body ever fails or if the loop never terminates

Example: $\text{whileLoop } (\lambda p s. \text{hp } s p = 0) (\lambda p. \text{return } (\text{ptrAdd } p 1)) p$

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Defining While Loops Inductively

Two-part definition: results and termination

Results: $\text{while_results} :: ('a \Rightarrow 's \Rightarrow \text{bool}) \Rightarrow$
 $('a \Rightarrow ('s \Rightarrow ('a \times 's) \text{ set} \times \text{bool})) \Rightarrow$
 $((('a \times 's) \text{ option}) \times (('a \times 's) \text{ option})) \text{ set}$

$$\frac{\neg C r s}{(\text{Some } (r,s), \text{Some } (r,s)) \in \text{while_results } C B} \text{ (terminate)}$$

$$\frac{C r s \text{ snd } (B r s)}{(\text{Some } (r,s), \text{None}) \in \text{while_results } C B} \text{ (fail)}$$

$$\frac{C r s \quad (r',s') \in \text{fst } (B r s) \quad (\text{Some } (r',s'), z) \in \text{while_results } C B}{(\text{Some } (r,s), z) \in \text{while_results } C B} \text{ (loop)}$$

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Defining While Loops Inductively

Termination: $\text{while_terminates} :: ('a \Rightarrow 's \Rightarrow \text{bool}) \Rightarrow$
 $('a \Rightarrow ('s \Rightarrow ('a \times 's) \text{ set} \times \text{bool})) \Rightarrow$
 $'a \Rightarrow 's \Rightarrow \text{bool}$

$$\frac{\neg C r s}{\text{while_terminates } C B r s} \text{ (terminate)}$$

$$\frac{C r s \quad \forall (r',s') \in \text{fst } (B r s). \text{while_terminates } C B r' s'}{\text{while_terminates } C B r s} \text{ (loop)}$$

$\text{whileLoop } C B \equiv$

$$\begin{aligned} &(\lambda r s. \{ (r',s'). (\text{Some } (r, s), \text{Some } (r', s')) \in \text{while_results } C B \}, \\ &(\text{Some } (r, s), \text{None}) \in \text{while_results} \vee (\neg \text{while_terminates } C B r s)) \end{aligned}$$

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Hoare Logic over Nondeterministic State Monads

Partial correctness: $\{P\} m \{Q\} \equiv \forall s. P s \longrightarrow \forall (r,s') \in \text{fst } (m s). Q r s'$
 → Post-condition Q is a predicate of the return-value and the result state.

Weakest Precondition Rules

$$\{ \lambda s. P x s \} \text{return } x \{ \lambda r s. P r s \} \quad \{ \lambda s. P s s \} \text{get } \{ P \} \quad \{ \lambda s. P () x \} \text{put } x \{ P \}$$

$$\{ \lambda s. P (f s) s \} \text{gets } f \{ P \} \quad \{ \lambda s. P () (f s) \} \text{modify } f \{ P \}$$

$$\{ \lambda s. P \longrightarrow Q () s \} \text{assert } P \{ Q \} \quad \{ \lambda _ _ \text{True} \} \text{fail } \{ Q \}$$

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More Hoare Logic Rules

$$\frac{P \Longrightarrow \{Q\} f \{S\} \quad \neg P \Longrightarrow \{R\} g \{S\}}{\{\lambda s. (P \longrightarrow Q s) \wedge (\neg P \longrightarrow R s)\} \text{ if } P \text{ then } f \text{ else } g \{S\}}$$

$$\frac{\bigwedge x. \{B x\} g x \{C\} \quad \{A\} f \{B\}}{\{A\} \text{ do } x \leftarrow f; g x \text{ od } \{C\}}$$

$$\frac{\{R\} m \{Q\} \quad \bigwedge s. P s \Longrightarrow R s}{\{P\} m \{Q\}}$$

$$\frac{\bigwedge r. \{\lambda s. I r s \wedge C r s\} B \{I\} \quad \bigwedge r s. [I r s; \neg C r s] \Longrightarrow Q r s}{\{I r\} \text{ whileLoop } C B r \{Q\}}$$

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We have seen today

- Deep and shallow embeddings
- Isabelle records
- Nondeterministic State Monad with Failure
- Monadic Weakest Predcondition Rules



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