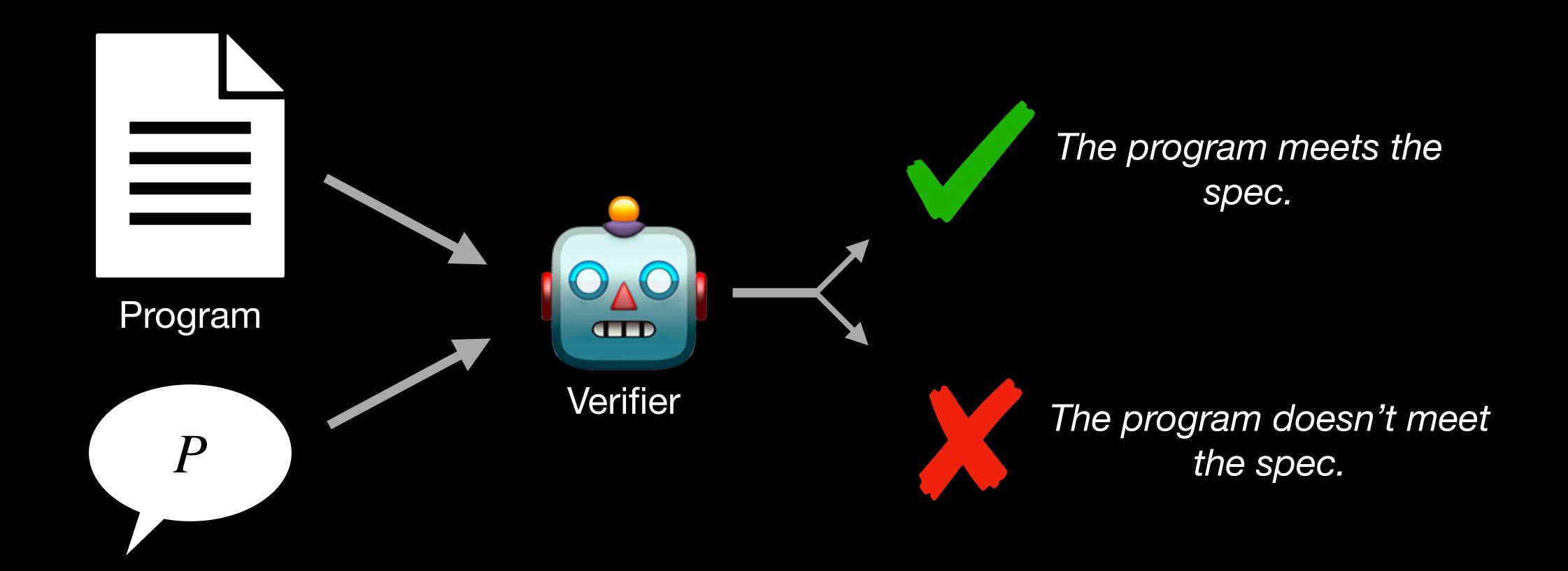
Software Verification

CS162: Programming Languages

Software Verification

Property / Specification

Overview

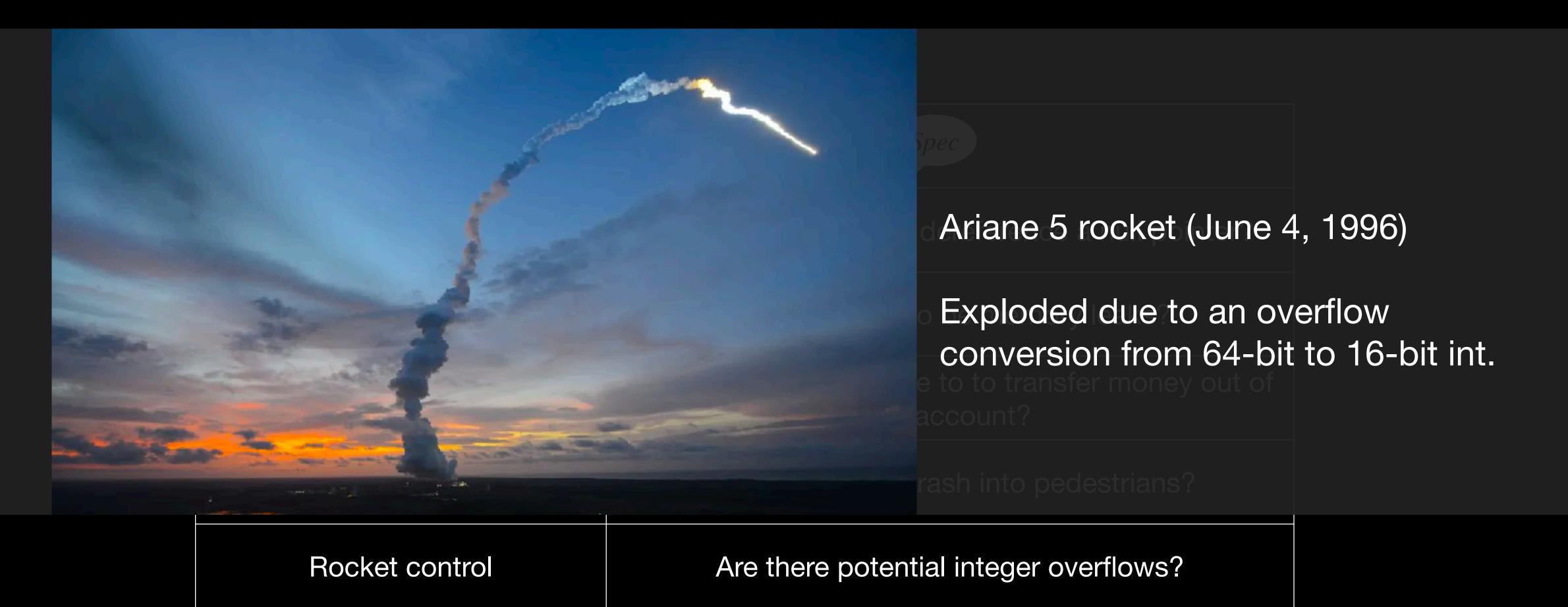


Software Verification Overview

Java	Will my program ever dereference a null pointer?
C/C++	Is there going to be memory leaks?
Smart contracts	Is someone else be able to to transfer money out of my account?
Self-driving cars	Will the system crash into pedestrians?
Rocket control	Are there potential integer overflows?

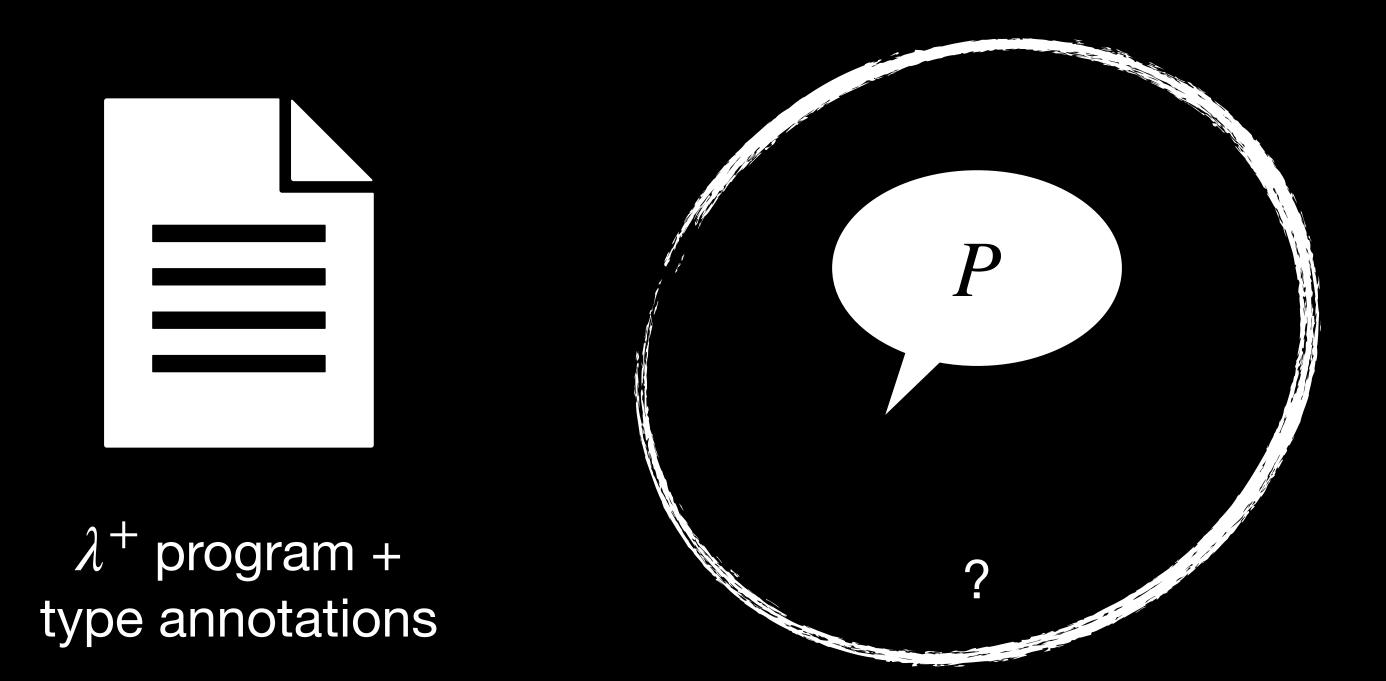
Software Verification

Overview



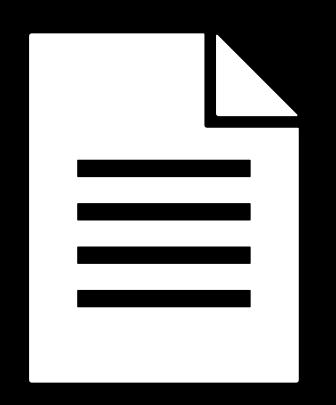
Type Checking

"Featherweight verification"

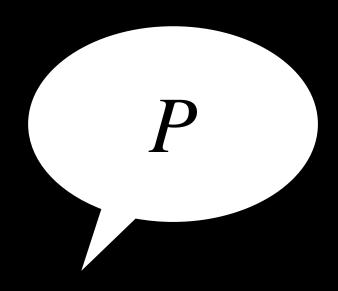


Type Checking

"Featherweight verification"



 λ^+ program + type annotations



Will the program get stuck?

How to verify more interesting properties?

"Heavyweight verification"

- Treat programs and properties as mathematical objects
- Prove those properties as you would prove a mathematical theorem.
- Have a program to *check* the proofs for you.

Formal Proofs The Coq proof assistant

23. Formula for Pythagorean Triples

David Delahaye (in coq-contribs/fermat4):

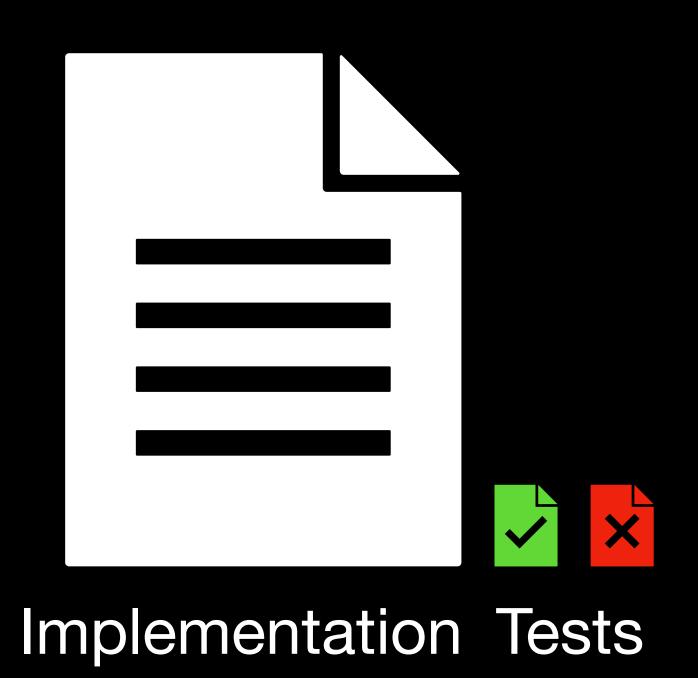
```
Lemma pytha_thm3 : forall a b c : Z,
   is_pytha a b c -> Zodd a ->
   exists p : Z, exists q : Z, exists m : Z,
   a = m * (q * q - p * p) /\ b = 2 * m * (p * q) /\
   c = m * (p * p + q * q) /\ m >= 0 /\
   p >= 0 /\ q > 0 /\ p <= q /\ (rel_prime p q) /\
   (distinct_parity p q).</pre>
```

Formal Proofs The Coq proof assistant

Coq has been used to certify many safety-critical systems:

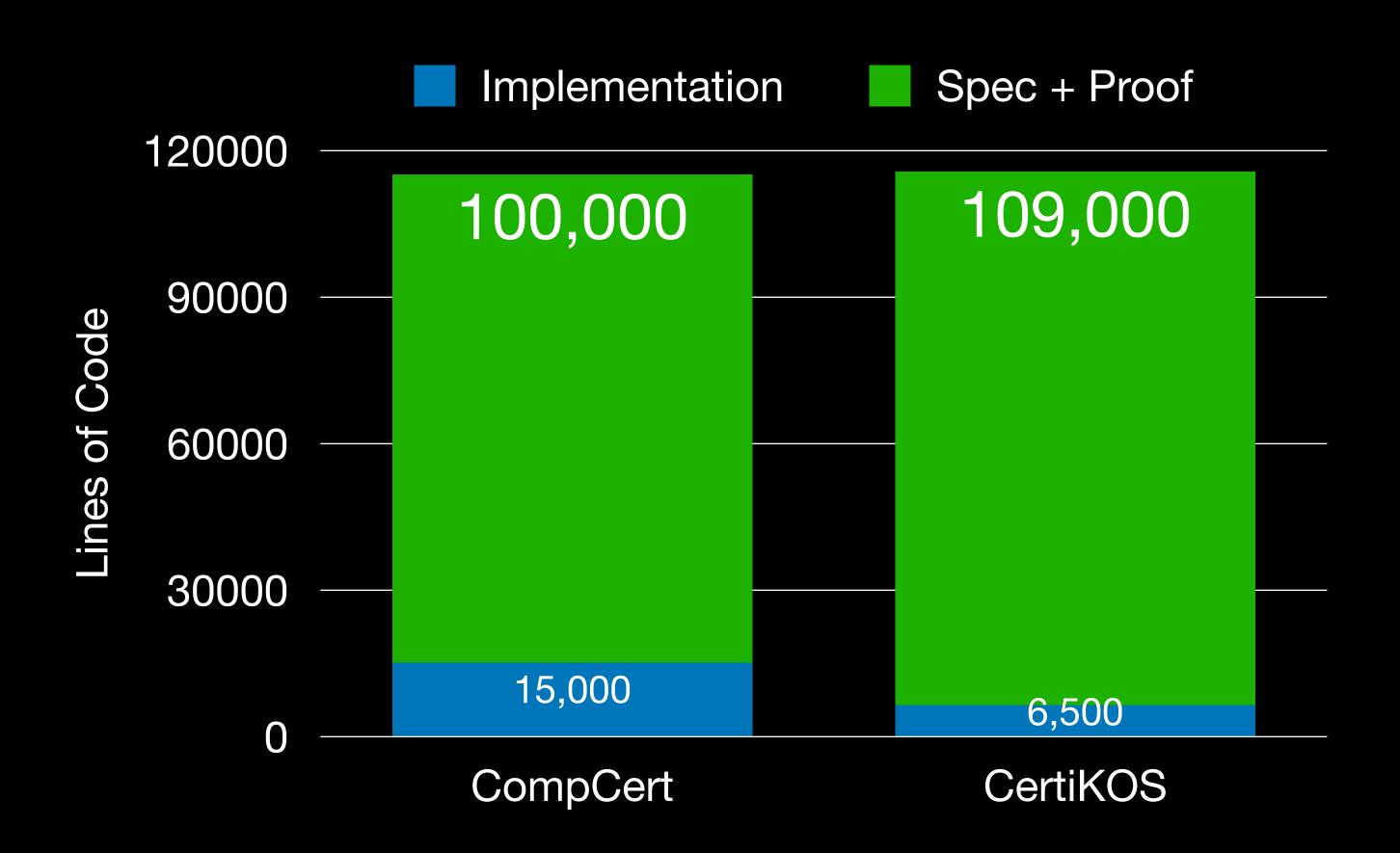
- CompCert: certified C language compiler
- CertiKOS: certified concurrent OS kernel
- Verifiable C: program logic for C language

Problem 1: Development effort



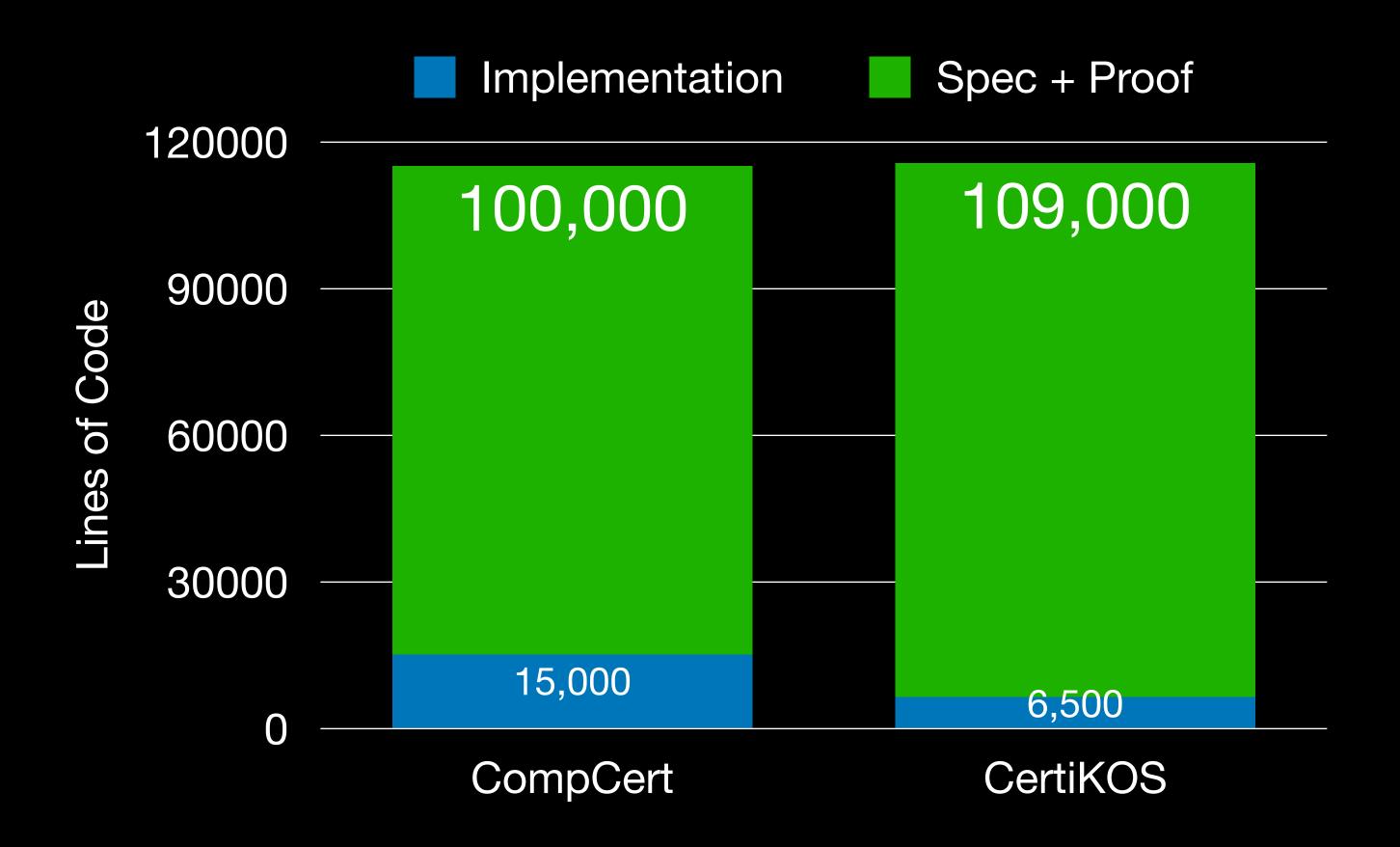
...Previously

Problem 1: Development effort



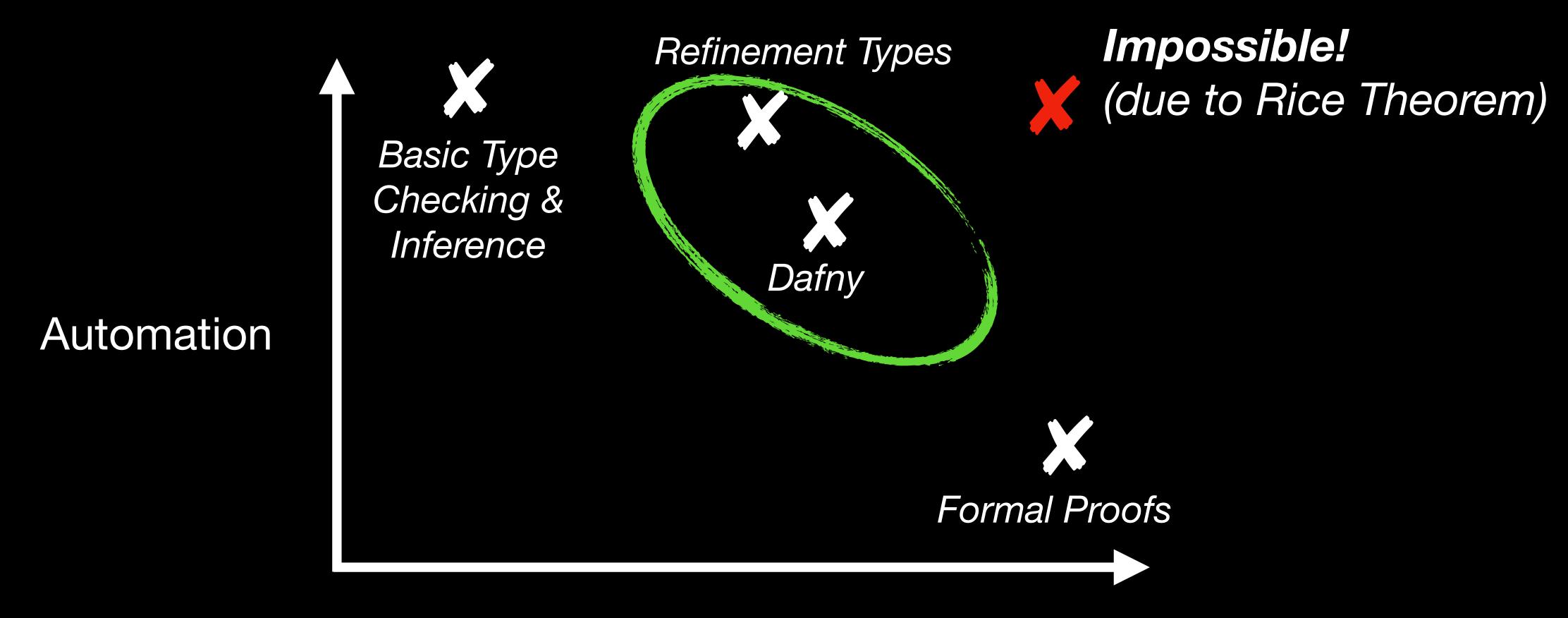
Need to write 10x more code.

Problem 2: Maintenance effort



New code breaks proofs!





Expressivity (Assurance)

How interesting are the verifiable properties?

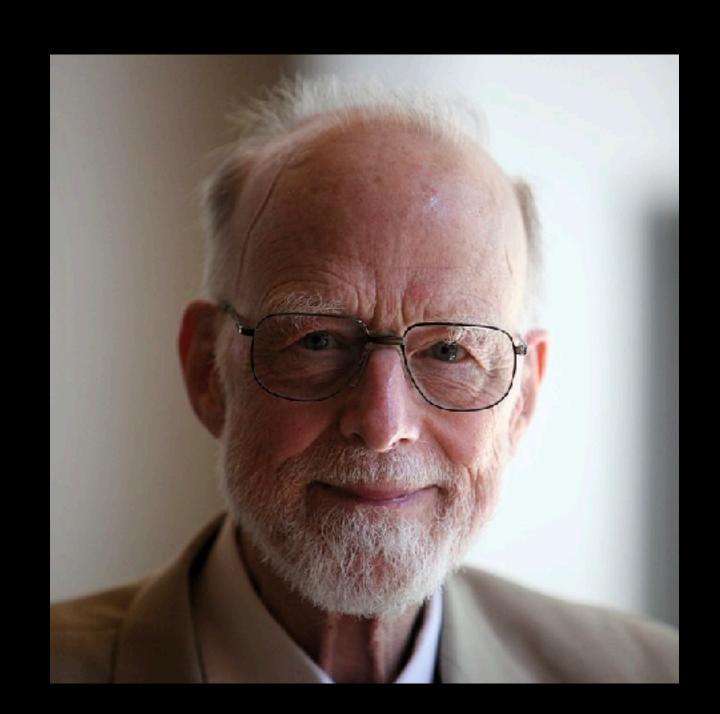
Verification via pre- and post-conditions

```
method Abs(x: int) returns (y: int)
ensures 0 <= y
{
   if x < 0
      { return -x; }
   else
      { return x; }
}</pre>
```

Hoare logic (aka Floyd-Hoare logic)



Robert W. Floyd



Tony Hoare

Hoare logic: The good

- Given a pre-condition P and a statement s, we can infer what effect s has on P, i.e., we infer a post-condition Q.
 - E.g., if P is x > 0, after executing x := x + 1, we know Q is x > 1.
- To check if a function satisfies some P and Q:
 - Propagate P from the beginning to the end of the function, obtaining \mathcal{Q}_0 .
 - Check if Q_0 implies Q.

Hoare logic: The bad

Caveat: Cannot propagate conditions through a loop!

$$P = \{x = 0\}$$
 $while < condition >$
 $x := x + 1;$
 $Q = \{?\}$

- Need to manually provide *loop invariants* formulas that summarize a loop's behavior.
- Loop invariants can be extremely tricky. ∃ tons of work that try to infer them automatically.

Refinement Types

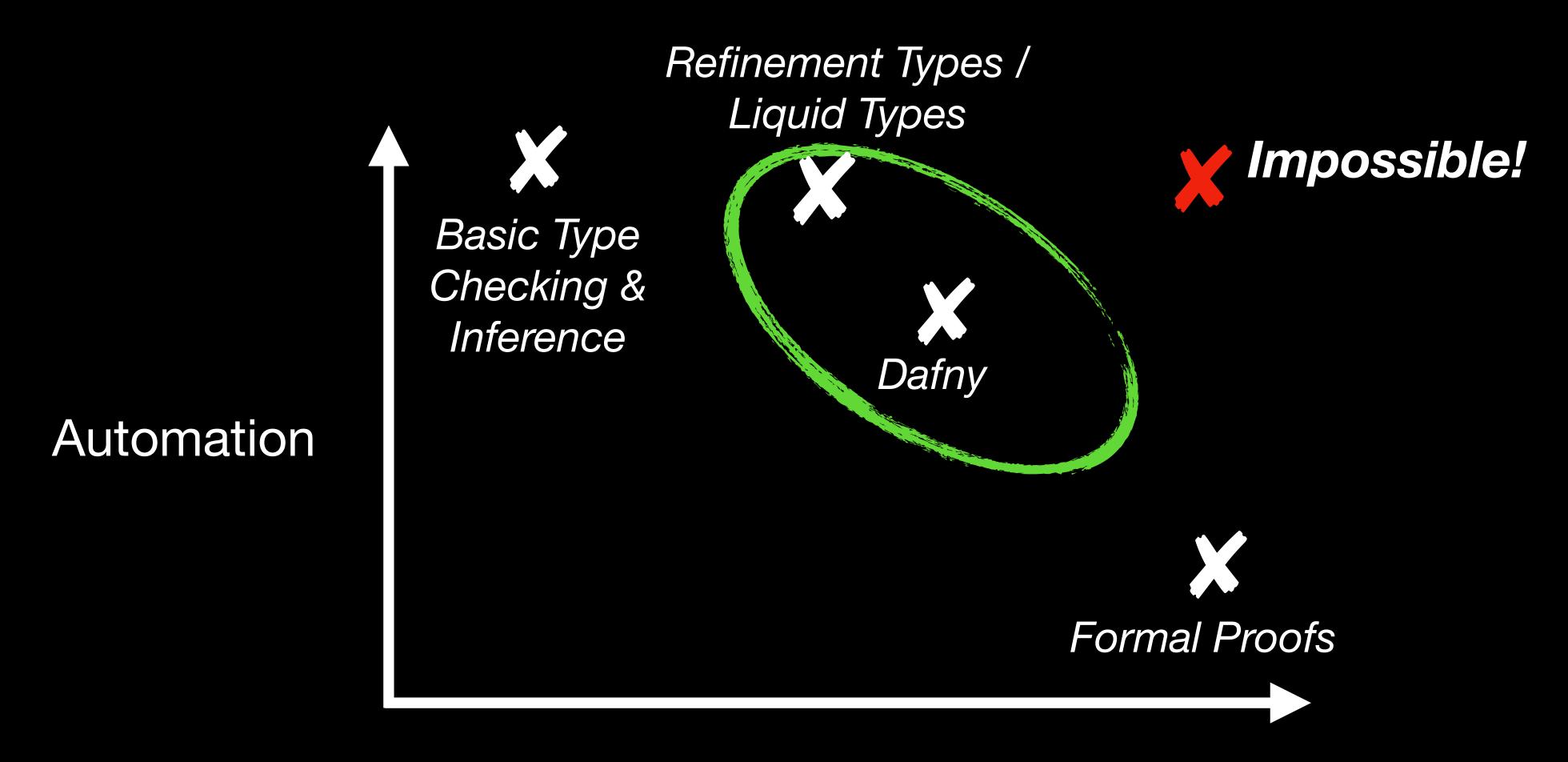
```
average :: [Int] -> Int
average xs = sum xs `div` length xs
```

```
average :: {v:[Int] | length(v) > 0} -> Int
average xs = sum xs `div` length xs
```

Refinement Types

= base type + refinement

- Encode *refined* information in the type system.
- **Expressivity**: Along with datatypes, allow us to express data structures whose invariants are enforced statically.
- Automation: A variant (called liquid types) admits decidable type inference.
- Successful in:
 - Verifying low-level C programs
 - Verifying deep learning models
 - Proving arithmetic overflow safety in smart contracts (from Prof. Feng's group!)
 - •



Expressivity:

How interesting are the verifiable properties?

Further Reading

- Formal verification in Coq:
 - The Software Foundations series
- Dafny:
 - Tutorial
- Refinement/liquid types:
 - Patrick Rondon's PhD thesis
 - Tutorial on liquid types
- SMT solvers: Take 292C in spring!