

# Program Verification with Dafny (Part 1)

**Franck Cassez** 

Trustworthy Smart Contracts Team, ConsenSys Software R&D

https://franck44.github.io/

March 2021

# **Objectives of this session**

- 1. Write specifications with pre/post-conditions
- 2. Loop invariants & loop termination
- 3. Applications using Dafny
  - 3.1. Check correctness
  - 3.2. Loop invariant & loop termination
  - 3.3. Debug (counter-example)
- 4. Compile (and Run in VSCode)
- 5. Write an algorithm, its spec and verify it.

# Hoare logic proof with Dafny

# How does it work? Pre/post conditions – Floyd-Hoare Logic

```
Specification
What properties should the result satisfy?

Implementation
How the result is computed

function get_next_power_of_two(n : int) : int
requires n >= 0 // pre-condition
ensures get_next_power_of_two(n) >= 1 // post-condition

if n <= 2 then 2
else 2 * get_next_power_of_two( (n + 1) / 2)
}
```



Sir C.A.R. Hoare (1934 –) Turing Award 1980





R. W. Floyd (1936 – 2001) Turing Award 1978

# Floyd-Hoare Logic – Partial Correctness

**Pre-condition** 

Post-condition



```
\{ true \} x := 2 \{ x >= 2 \}
```

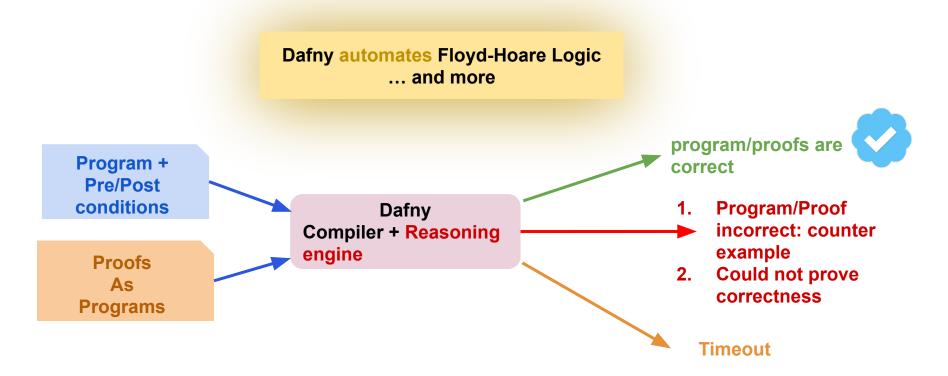
$$\{x \ge 0\} x := x + 1 \{x \ge 4\}$$

{ true } while true do skip; od { false }

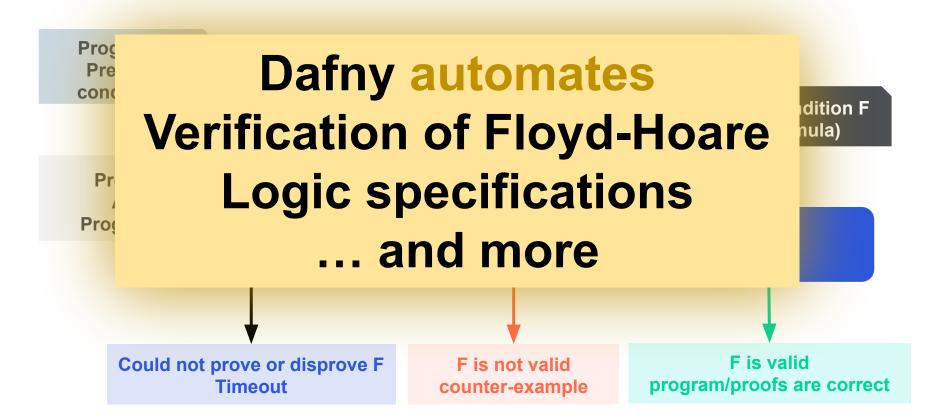
$$\{i \ge 0\}$$
 while  $i \ge 0$  do  $i := i - 1$ ; od  $\{i == 0\}$ 



# Dafny – A <u>verification-aware</u> programming language (1)



# Dafny – A *Verification-Friendly* Programming Language



# **Checking Hoare Triples – SAT Problem**

$$\{x \ge 1\} x := x + 1 \{x \ge 2\}$$

$$x_1 >= 1 && x_2 == x_1 + 1 && not(x_2 >= 2)$$

**UNSAT** 

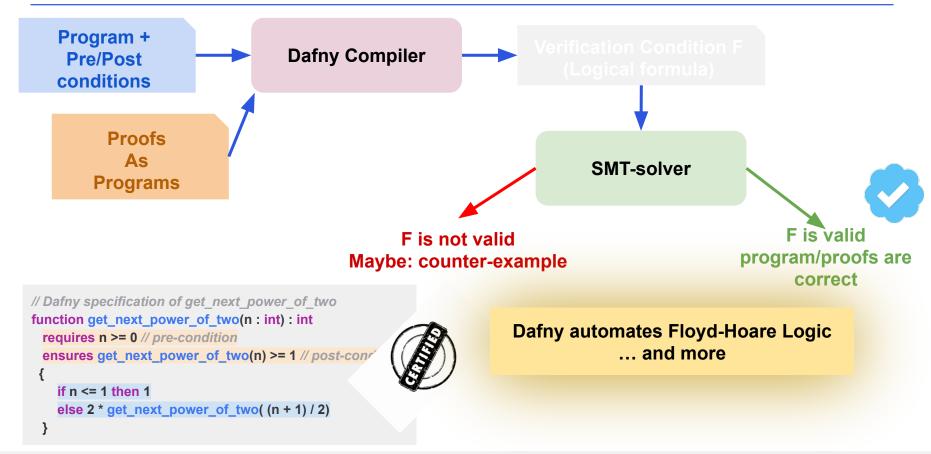
$$\{x \ge 0\} x := x + 1 \{x \ge 4\}$$

$$x_1 \ge 0 & x_2 == x_1 + 1 & not(x_2 \ge 4)$$

SAT

$$x_1 = 1$$
  
 $X_2 = 2$ 

# Dafny – A <u>verification-aware</u> programming language (2)



# **Examples in VSCode**

# **Basic CLI commands (Not needed with Dafny VSCode plugin)**

```
#help dafny /help
```

# Compile (in memory) and execute Main: dafny /noVerify /compile:4 training1.dfy

# Verify a file, don't compile dafny /dafnyVerify:1 /compile:0 training1.dfy

# Example 0.a

```
method abs(x: int) returns (y : int)
   requires true;
   ensures true;
   if (x < 0) {
       return -x;
   } else {
       return x;
```

#### **Task**

- 1. Add post condition to specify result is>= 0
- 2. Find a pre-condition that guarantees the post condition.
- 3. Call abs and try to verify a property

# **Example 0.b**

```
method max(x: int, y: int)returns(m : int)
requires true;
ensures true;
   var r : int;
   if ( ) {
       r := ...;
   } else {
       r := ...;
   r := m;
   return m;
```

#### Task

- 1. Add code to compute max
- 2. Compile/Execute
- 3. Write pre/post conditions for max
- 4. Verify
- 5. Simplify (use of r)

# Example 1 – Loop

```
method ex1(n: int)
   requires true
   ensures true
   decreases *
  var i := 0;
   while (i < n)
       i := i + 1;
   /** Property to prove:*/
   assert i == n;
```

# **Loop Invariant Rule**

```
while (C)
  invariant I;
{
  BODY;
}
assert I \( \backsim C \)
assert P;
```

Ensure P implied by Inv and loop exit

## Example 1 – Loop

```
method ex1(n: int)
   requires true
   ensures true
   decreases *
   var i := 0;
   while (i < n)
       invariant I;
       decreases *;
       i := i + 1;
   /** Property to prove:*/
   assert i == n;
```

```
{ I \land C } BODY { I }
```

```
{ I } While C do BODY od { I ∧ ¬ C }
```

#### **Task**

- 1. Add invariant to prove assert:
  - a. Hint1: not(C)  $\Leftrightarrow$  i >= n
  - b. Hint2: Inv  $\land$  (i >= n)  $\Rightarrow$  i == n
- 2. Termination: add decreasing measure to prove termination
  - a. Hint1: bounded from below
  - b. Hint2: strictly decreasing.

## **Mechanical Proof of Loop Invariant Rule**

```
method ex1(n: int)
   requires true
   ensures true
   decreases *
   var i := 0;
   while ( i < n )
      invariant i <= n ;</pre>
      decreases *;
       i := i + 1;
   /* To prove:*/
   assert i == n;
```

```
{ I \ C } BODY { I }
```

```
{ I } While C do BODY od { I \land \neg C }
```

```
i <= n Holds initially? 
(i == 0 && 0 <= n)

i <= n Loop invariant premise satisfied?

assume(i0 <= n) && (i0 < n)
Fact 1: i0 < n

i1 := i0 + 1; // effect of body

Fact 2: i0 < n <==>
   i0 + 1 <= n <==> i1 <= n</pre>
```

#### **Other Rules**

```
{P} P1 {Q} A {Q} P2 {R}

Sequence
```

```
{PAC} P1 {R}A {PA¬C} P2 {

{P} if C then P1 else P2 {R}
```

## **Mechanical Proof of Loop Invariant Rule**

```
method ex1(n: int)
   requires true
   ensures true
   decreases *
   var i := 0;
   while ( i < n )
      invariant i <= n ;</pre>
      decreases *;
       i := i + 1;
   /* To prove:*/
   assert i == n;
```

```
{ I \land C } BODY { I }
```

```
{ I } While C do BODY od { I \land \neg C }
```

```
i <= n Holds initially? //
   (i == 0 && 0 <= n)

i <= n Loop invariant premise satisfied?

//
assume(i0 <= n) && ( i0 < n )
Fact 1: i0 < n

i1 := i0 + 1; // effect of body
Fact 2: i0 < n <==>
   i0 + 1 <= n <==> i1 <= n</pre>
```

#### **Termination**

```
method ex1(n: int)
   requires true
   ensures true
   decreases *
   var i := 0;
   while ( i < n
      invariant i <= n ;</pre>
      decreases n - i
       i := i + 1;
   /* To prove:*/
   assert i == n;
```

# Loop Termination rule (well-founded order)

- 1. Define a measure m
- 2. Show that m bounded from below
- 3. Show that m strictly decreases

```
n - i bounded from below?
Invariant : n - i >= 0? Yes.

n - i strictly decreasing?
Initially: "n - i" = n - i0
i1 := i0 + 1; // effect of body
After body: "n - i" = n - i1 = (n - i0) - 1
```

# Example 2 – Find a key in an sequence (array)

```
method find(a: seq<int>, key: int) returns (index : int)
   requires true;
                                                                                        section 10.3, for operations on seq.
   ensures true
                                                                                                   Dafny Reference Manual
     index := 0;
                                                                                                    K. Rustan M. Leino, Richard L. Ford, David R. Cok
                                                                                                             July 15, 2020
     while (index < |a|)</pre>
             invariant true ;
                                                                                              Abstract: This is the Dafny reference manual which describes the Dafny pro-
                                                                                              gramming language and how to use the Dafny verification system. Parts of this
                    if ( a[index] == key ) {
                                                                                              manual are more tutorial in nature in order to help the user understand how to
                                                                                              do proofs with Dafny.
                                                                       Task
                                       1. Fill in the body
                                       2. Compile/Execute
                                       3. Write specs
                                       4. Verify
```

# **Example 3 – Palindrome**

```
A string s is a palindrome iff s == reverse(s)
Check whether a string (seq of chars) is a palindrome.
method isPalindrome(a: seq<char>) returns (b: bool)
   requires true
   ensures |a| <= 1 ⇒ isPalindrome(s)
   ensures ...
                                                      Task
...
                                    1. Fill in the body
                                    2. Compile/Execute
                                    3. Write specs
                                    4. Verify
```

# Example 4 – Remove duplicates in sorted sequence

```
predicate sorted(a: seq<int>)
   forall j, k::0 \le j \le k \le |a| ==> a[j] \le a[k]
method unique(a: seq<int>) returns (b: seq<int>)
   requires sorted(a)
   ensures true
                                                    Task
                                 1. Fill in the body
                                 2. Compile/Execute
                                 3. Write specs
                                 4. Verify
```