

EECS498-008

Formal Verification

of Systems Software

Material and slides created by
Jon Howell and Manos Kapritsos

Opacity

```
function eval_linear(m: int, b: int, x: int) :  
int  
{  
    m * x + b  
}
```

```
lemma zero_slope(m: int, b: int, x1: int, x2: int)  
{  
    if (m == 0) {  
        assert eval_linear(m, b, x1) == eval_linear(m, b, x2);  
    }  
}
```

- This lemma verifies because it can see inside the definition of function `eval_linear()`
- ...but lemma bodies are opaque! The result of this verification can't be used anywhere else.

Opacity

```
lemma zero_slope(m: int, b: int, x1: int, x2:int)
  ensures m == 0 ==>
    eval_linear(m, b, x1) == eval_linear(m, b, x2)
{
}
```

```
lemma zero_slope(m: int, b: int, x1: int, x2:int)
  requires m == 0
  ensures eval_linear(m, b, x1) == eval_linear(m, b,
x2)
{
}
```

Returning a value

```
function Add(x: nat, y:nat) : (result:nat)
  ensures result >= 0  // identical to “ensures Add(x,y)>=0”
{
  x + y
}
```

```
lemma AddLemma(x: nat, y:nat) returns (result:nat)
  ensures result == Add(x,y)
{
  result := x+y;
}
```

Boolean operators

!
 &&
 ||
 ==
 ==>
 <==>
 forall
 exists

- Shorter operators have higher precedence
 $P(x) \ \&\& \ Q(x) \ ==> \ R(S)$
- Bulleted conjunctions / disjunctions
 $\&\& \ (\ P(x))$
 $\&\& \ (\ Q(y))$
 $\&\& \ (\ R(x)) \ ==> (\ S(y))$
 $\&\& \ (\ T(x, \ y))$
- Parentheses are a good idea around
forall, exists, ==>

Quantifier syntax: forall

The type of **a** is typically inferred

`forall a :: P(a)`

`forall a :: Q(a) ==> R(a)`

`forall a | Q(a) :: R(a)`

expression forms

Example: `assert forall i | 0 < i < 3 :: i*i < 9;`

`forall a | Q(a)`
 `ensures R(a)`

statement form

{
{
}

Quantifier syntax: exists

forall's evil twin

exists $a :: P(a)$

E.g. exists $n:\text{nat} :: 2^n == 4$

Dafny cannot prove exists without a witness

```
predicate Human(a: Thing) // Empty body ==> axiom
predicate Mortal(a: Thing)

lemma HumansAreMortal()
  ensures forall a | Human(a) :: Mortal(a) // axiom

lemma MortalPhilosopher(socrates: Thing)
  requires Human(socrates)
  ensures Mortal(socrates)
{
  assert Human(socrates);
  HumansAreMortal();
  assert Mortal(socrates);
}
```


if-then-else expressions

if $a < b$ then $P(a)$ else $P(b)$

\Leftrightarrow

$(a < b \ \&\& \ P(a)) \ || \ (\ ! (a < b) \ \&\& \ P(b))$

If-then-else expressions work with other types:

if $a < b$ then $a + 1$ else $b - 3$

Sets

```

a: set<int>
{1, 3, 5}    {}
7 in a
a <= b
a + b
a - b
a * b
a == b
|a|
set x: nat |
    x < 100 && x % 2 == 0

```

set is a templated type

set literals

element membership

subset

union

difference

intersection

equality (*works with all mathematical objects*)

set cardinality

set comprehension

Sequences

<code>a: seq<int></code>	<code>b: seq<int></code>	<code>seq</code> is a templated type
<code>[1, 3, 5]</code>	<code>[]</code>	sequence literal
<code>7 in a</code>		element membership
<code>a + b</code>		concatenation
<code>a == b</code>		equality (<i>works with all mathematical objects</i>)
<code> a </code>		sequence length
<code>a[2..5]</code>	<code>a[3..]</code>	sequence slice
<code>seq(5, i => i * 2)</code>		sequence comprehension
<code>seq(5, i requires 0<=i => sqrt(i))</code>		

Maps

<code>a: map<int, set<int>></code>	map is a templated type
<code>map[2:={2}, 6:={2,3}]</code>	map literal
<code>7 in a</code>	<code>7 in a.Keys</code> key membership
<code>a == b</code>	equality (<i>works with all mathematical objects</i>)
<code>a[5 := {5}]</code>	map update (<i>not a mutation</i>)
<code>map k k in Evens()</code>	map comprehension
<code>:: k/2</code>	

The **var** expression

```
lemma foo()  
{  
  var set1 := { 1, 3, 5, 3 };  
  var seq1 := [ 1, 3, 5, 3 ];  
  
  assert forall i | i in set1 :: i in seq1;  
  assert forall i | i in seq1 :: i in set1;  
  assert |set1| < |seq1|;  
}
```

Algebraic datatypes (“struct” and “union”)

```
datatype HAlign = Left | Center | Right
```

new name
we're defining

disjoint constructors

```
datatype VAlign = Top | Middle | Bottom
```

```
datatype TextAlign = TextAlign(hAlign:HAlign,  
vAlign:VAlign)
```

multiplicative constructor

```
datatype Order = Pizza(toppings:set<Topping>  
| Shake(flavor:Fruit, whip: bool)
```

Checking for types

```
predicate IsCentered(va: VAlign) {  
    !va.Top? && !va.Bottom?  
}
```

```
function DistanceFromTop(va: VAlign) : int {  
    match va  
        case Top => 0  
        case Middle => 1  
        case Bottom => 2  
}
```

Hoare logic composition

```
lemma DoggiesAreQuadrupeds(pet:
Pet)
  requires IsDog(pet)
  ensures |Legs(pet)| == 4 { ... }
```

```
lemma StaticStability(pet: Pet)
  requires |Legs(pet)| >= 3
  ensures IsStaticallyStable(pet)
{ ... }
```

```
lemma DoggiesAreStaticallyStable(pet: Pet)
  requires IsDog(pet)
  ensures IsStaticallyStable(pet)
{
  DoggiesAreQuadrupeds(pet);
  StaticStability(pet);
}
```


Detour to Imperativeland

```
predicate IsMaxIndex(a:seq<int>, x:int) {  
    && 0 <= x < |a|  
    && (forall i | 0 <= i < |a| :: a[i] <= a[x])  
}
```

Note that the order of conjuncts matters!

And the same is true for ensures/requires: their order matters

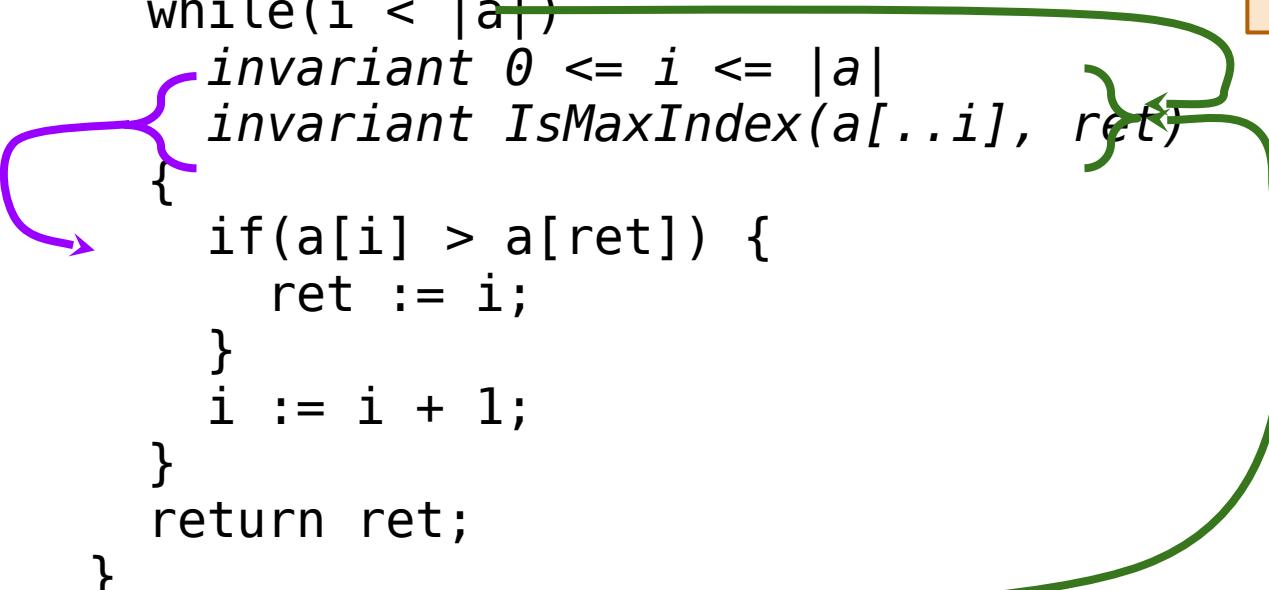
Imperativeland

method findMaxIndex(a:seq<int>) returns (x:int)

requires $|a| > 0$

ensures IsMaxIndex(a, x)

```
{
  var i := 1;
  var ret := 0;
  while(i < |a|)
    {
      invariant 0 <= i <= |a|
      invariant IsMaxIndex(a[..i], ret)
      {
        if(a[i] > a[ret]) {
          ret := i;
        }
        i := i + 1;
      }
    }
  return ret;
}
```



```
predicate IsMaxIndex(a:seq<int>, x:int) {
  && 0 <= x < |a|
  && (forall i | 0 <= i < |a| :: a[i] <=
a[x])
}
```

Recursion: exporting ensures

```
function Evens(count:int) : (outseq:seq<int>)  
  ensures forall idx :: 0<=idx<|outseq| ==> outseq[idx] == 2 * idx  
{  
  if count==0 then [] else Evens(count) + [2 * (count-1)]  
}
```

Chapter 1 exercises

- ...will be released tomorrow
 - Chapter 2 will follow soon (once we have covered specification)
 - Together, they constitute Problem Set 1, due September 23, 23:59pm
- Problem sets are to be done individually
 - No collaboration allowed, except to discuss the problem definition
- You should be already added to autograder.io's roster
 - Let me know if that's not the case

The RULES

- You may not use `/* */` comments
- You must leave the existing `/* */` comments in place
- You may only change text between `/*{*/` and `/*}*/*`
- You are not allowed to add axioms

Example: exercise01.dfy

```
//#title Lemmas and assertions

lemma IntegerOrdering()
{
  // An assertion is a **static** check of a boolean expression -- a mathematical
  truth.
  // This boolean expression is about (mathematical) literal integers.
  // Run dafny on this file. See where it fails. Fix it.
  assert /*{*/ 5 < 3 /*}*/;
}
```