

# Computer-Aided Program Design

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## Unit 2

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# Symbolic transition systems

- ▶ A *symbolic transition system* (STS) is a representation of programs that makes logical reasoning easier.
- ▶ Formally, a structure  $\mathcal{M} = (Var, In, T)$ , where
  - ▶  $Var$  is a set of *variables* (atomic propositions). We let  $Var' = \{x' \mid x \in Var\}$ .
  - ▶  $In$ , a propositional logic formula over  $Var$ , is an *initial condition*
  - ▶  $T$  is a *symbolic transition relation*, defined by a formula over  $(Var \cup Var')$ .

# Questions

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- ▶ How do you compile a C program down to this notation?

```
void foo (bool x1, bool x0) {  
    assume (x1 | x0);  
L0:  y = x0;  
L1:  while (!y) {  
L2:      if (x1)  
L3:          y = x1 & y;  
      }  
}
```

# Semantics: Concrete transition systems

- ▶ The semantics of an STS is given by a “concrete” transition system  $(States, InitStates, \dashrightarrow)$ :
  - ▶  $States$  is a set of states, where a state is an interpretation over atomic propositions  $Var$ .
  - ▶ Each state in  $InitStates$  is an initial state
  - ▶  $\dashrightarrow$  is a binary relation over  $States$ .
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- ▶ This transition system defines *exactly* how states change.
- ▶ How do we define such a transition system?

# The verification question

The (safety) verification question for an STS is:

*Let  $P$  be a correctness property written in propositional logic.*

*Is there a state that: (1) does not satisfy  $P$ , and (2) reachable from an initial state in the concrete transition system?*

# Bounded model checking

*Is there a state that: (1) does not satisfy  $P$ , and (2) reachable from an initial state in the concrete transition system in  $k$  steps or less?*



# Bounded model checking

- ▶ Let us create  $(k + 1)$  “versions” of each variable  $x$ :
- ▶  $T_{i,i+1}$  represents  $T$  where for each  $x$ ,  $x$  is replaced by  $x_i$  and  $x'$  is replaced by  $x_{i+1}$ .
- ▶  $ln_0$  is  $ln$  with each  $x$  replaced by  $x_0$ .

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- ▶ The property  $P$  fails in one of the cycles  $1 \dots k$ :

$$\neg P_0 \vee \neg P_1 \vee \cdots \vee \neg P_k.$$

# Bounded model checking

- To find if the property is violated in  $k$  steps or less, check satisfiability of:

$$B(k) = I_{n_0} \wedge \bigwedge_{i=0}^{k-1} T_{i,i+1} \wedge \bigvee_{i=0}^k \neg P_i$$

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- ▶ Can you extract a concrete error trace using this method?
- ▶ An algorithm for verification: iterate over  $k$

# Classic example: two-bit counter

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- ▶ Two bits:  $l$  and  $r$
- ▶ Initial condition:  $(\neg l \wedge \neg r)$
- ▶ Transition:  $l' = (l \neq r) \wedge r' = \neg r$
- ▶ Property:  $(\neg l \vee \neg r)$
- ▶ Use bounded model checking to verify or find bugs!



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- ▶ Yes, for finite-state systems (what we have here).
- ▶ What is the maximum  $k$  up to which we need to iterate?
- ▶ *Diameter*: Longest shortest path between an initial state and a reachable state.

# Bounded model checking: resources

1. Original paper by Biere et al:  
<http://repository.cmu.edu/compsci/451/>.
2. The CBMC system: <http://www.cprover.org/cbmc/>.