

Understanding the

Framework

Overview



- K Vision: Semantics Based Tooling
- Building a Language
- Using the Semantics
- Real World K

Want to Follow Along?



 See if you can get K installed before we get to the live part: https://github.com/kframework/k/releases



K Vision

The Problem: Too Many Tools



How many tools is too many tools?

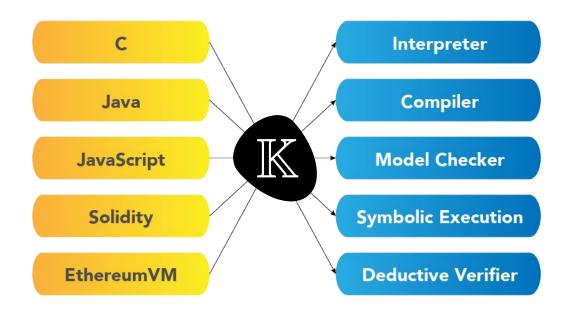


Quite a bit of repeated effort.

The K Approach



Develop each language and each tool once:



- Save on the implementation effort!
- Updates to tools benefit *all* the languages!

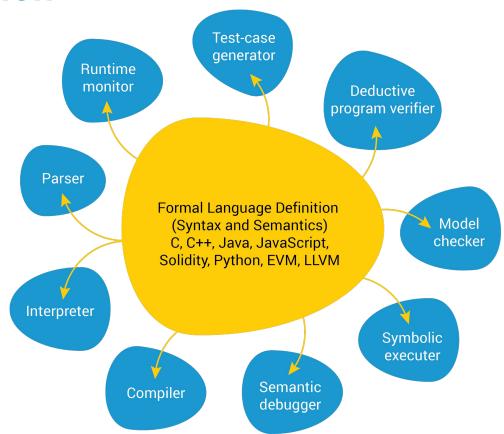
What is K?



- K is an operational semantics framework.
 - Specify your language or system in the K modelling language.
 - The K compiler derives a bunch of tools for you from this specification.
- Given a K specification, there are two main backends you can use:
 - LLVM backend is for concrete execution, you get a fast interpreter out of it.
 - Haskell backend is for symbolic execution, you get a model checker and verification engine out of it.
- All of the tools built by RV are powered by K. Smart contract verification offered by RV is done with K.
- Webpage: https://kframework.org

The K Vision







Building a Language

First: Install K



- https://kframework.org Website with K documentation and install instructions.
- https://github.com/kframework/k/releases Download releases for your distro
- Example for Ubuntu Bionic:
- Simple imperative language which allows for programs like this:

```
curl --output kframework.deb -sSL
https://github.com/kframework/k/releases/download/v5.0.0-0a12faf
/kframework_5.0.0_amd64_bionic_202102242149.deb
sudo apt-get install ./kframework.deb
```

Check that it worked:

```
which kompile
kompile --version
```

Solutions to exercises here: https://github.com/ehildenb/understanding-k-framework

Build A Calculator



Should be able to evaluate expressions like the following:

- Will make use of the *functional* fragment of K definitions
- Solution:
 https://github.com/ehildenb/understanding_k_framework/blob/master.

https://github.com/ehildenb/understanding-k-framework/blob/master/01_calc.k.sol

Add Booleans



Should be able to evaluate expressions like the following:

- Will still make use of the functional fragment of K definitions
- Solution: https://github.com/ehildenb/understanding-k-framework/blob/master/02 calc-bool.k.sol

Add Variables and Substitutions



Add assignment:

```
a = 3 + 3;
b = 5 * 7;
c = 7 / (8 * 2);
```

- Need to add in the stateful portion of K definitions, called configurations
- Need to define expression evaluation; we'll use a substitution based approach here
- Solution:

https://github.com/ehildenb/understanding-k-framework/blob/master/03_subst.k.sol

Turn into a Programming Language



Add assignment:

```
a = 3 + 3;
b = 5 * 7;
c = 7 / (8 * 2);
d = a * b - c;
```

- Need to use *K* sequence operator, which allows focusing on next part of computation
- Need to add rules to update the memory
- Solution:

https://github.com/ehildenb/understanding-k-framework/blob/master/04_assignment.k.sol

Conditionals and Loops



Add conditionals:

```
a = 3 + 3;

b = 5 * 7;

if (a < b) { c = 1; } else { c = 0 - 1; }
```

And loops:

```
n = 10 ; s = 0 ;
while (0 < n) {
   s = s + n ; n = n - 1 ;
}</pre>
```

Solution:

https://github.com/ehildenb/understanding-k-framework/blob/master/05_control-flow.k. sol



Using the Semantics

Parsing and Running



- We've already been using this to run our calculator
- Parsing requires use of the kast tool:

```
kast program.imp --output [pretty|kore|kast|json]
```

Running requires use of the krun tool:

```
krun program.imp
```

Both of these tools only make use of the concrete backend of K, the LLVM backend.

Proving



Proving requires that we kompile with the Haskell backend:

```
kompile --backend haskell ...
```

• And that we write a specification:

```
claim <k> n = 3 ; => . . . . </k> <mem> MEM => MEM [ n <- 3 ] </mem>
```

```
kprove claim-spec.k [--debugger]
```



Real World K

K Example: Verification with KEVM



- Online: https://jellopaper.org
- K semantics of the Ethereum Virtual Machine.
 - Passes same conformance test-suite as other clients.
 - Enables symbolic execution (and thus verification) of EVM bytecode.
- Example standalone K proof (transfer function of an ERC20)
- Example lightweight symbolic analysis based audit (from Uniswap v1)
- Example full verification based audit (ETH2 deposit contract)
- Large-scale proving with K and ACT (from Multi-Collateral Dai system 1011 proofs)

K Example: Firefly Tooling





Online: https://fireflyblockchain.com

- ERC20 Verifier: https://erc20.fireflyblockchain.com/
- Ethereum client based on KEVM
 - Drop-in replacement for ganache-cli
 - K instrumentation added to collect additional information about your test-suite
- List of planned features
 - Currently we support test running, code coverage, and blackbox random testing.
 - Have prototypes of property testing (whitebox testing), runtime monitoring.
- Example Report
- All powered by K!

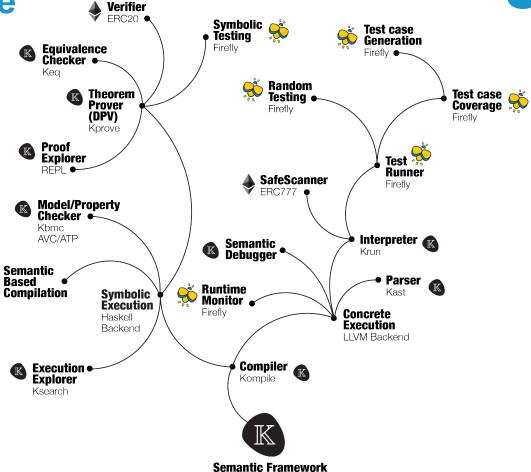
Same Tooling - Different Language



- KEVM is our most mature blockchain semantics.
- We also have semantics for several other blockchain languages:
 - KIELE For Cardano
 - KMichelson For Tezos
 - KWasm For Polkadot and Elrond
 - KTEAL and KAlgoClarity For Algorand (in development)
 - And others!
- Great economy of developer time!
 - Tooling development time for each semantics is limited
 - Consistent experience for developers across semantics

K Tooling Tree





Powered By K



- Effective security auditing requires two components:
 - Human inspection
 - Tool-based analysis
- From a single semantics (eg. KEVM), we derive tooling that:
 - Allows you to do full formal verification,
 - Allows you to do lightweight symbolic analysis, and
 - Gives you more insight into the quality of your test-suite.
- The same tooling exists (or is in development) for several other blockchains (and non-blockchain projects).
- Doesn't matter which blockchain you're using, K will support it!





Questions?

Big thanks to HelloDecentralization for hosting us, and Silvia for helping us get set up!