

Advanced Software Security

12. Hoare Logic

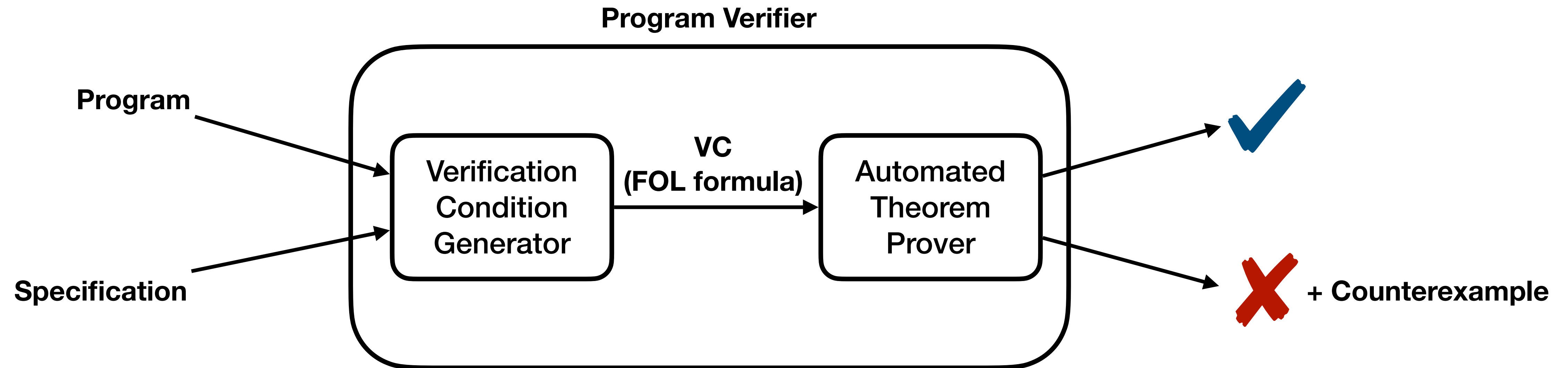
Kihong Heo



Program Verification

- **Specifying** and **proving** properties of programs
- Specification: precise statement of properties that a program should exhibit in FOL
- Partial correctness properties: certain states cannot ever occur during the execution
 - “Bad things never happen” (e.g., integer overflow, buffer overflow, deadlock, etc)
 - Proof by inductive assertion method
- Total correctness properties: certain states are eventually reached during the execution
 - “Good things will eventually happen” (e.g., termination, fairness)
 - Proof by ranking function method

Overview



Specification

- Typically embedded into program text as program annotations
- An annotation is a FOL formula F
- An annotation F at location L asserts that F is true whenever program control reaches L
- Tree types of annotations:
 - Function specification
 - Loop invariant
 - Assertion

Function Specification

- A pair of annotations: precondition and postcondition
- Precondition: a formula whose free variables include only the formal parameters
 - “What should be true upon entering the function?”
- Postcondition: a formula whose free variables include only the formal parameters and the return value
 - “What is the relationship between the input and output?”

Example: Linear Search

- What would be the pre and post conditions?

@pre: $0 \leq l \wedge u < |a|$

@post: $rv \leftrightarrow \exists i. l \leq i \leq u \wedge a[i] = e$

```
bool LinearSearch(int[] a, int l, int u, int e) {  
    for (int i := l; i <= u; i := i + 1) {  
        if (a[i] = e) return true;  
    }  
    return false;  
}
```

- BTW, is this nontrivial precondition (a formula other than \top) is always acceptable?
 - In terms of the software engineering practice (e.g., public API)

Example: More Robust Linear Search

- What would be the pre and post conditions?

@pre: \top

@post: $rv \leftrightarrow \exists i. l \leq i \leq u < |a| \wedge a[i] = e$

```
bool LinearSearch(int[] a, int l, int u, int e) {  
    if (l < 0 \ / u >= |a|) return false;  
    for (int i := l; i <= u; i := i + 1) {  
        if (a[i] = e) return true;  
    }  
    return false;  
}
```

Example: Binary Search

- What would be the pre and post conditions?

@pre: $0 \leq l \wedge u < |a| \wedge \text{sorted}(a, l, u)$

@post: $rv \leftrightarrow \exists i. l \leq i \leq u \wedge a[i] = e$

```
bool BinarySearch(int[] a, int l, int u, int e) {  
    if (l > u) return false;  
    int m := (l + u) / 2;  
    if (a[m] = e) return true;  
    else if (a[m] < e) return BinarySearch(a, m + 1, u, e)  
    else return BinarySearch(a, l, m - 1, e)  
}
```

- The sorted predicate is defined in the combined theory of integers and arrays:

$$\text{sorted}(a, l, u) \iff \forall i, j. l \leq i \leq j \leq u \rightarrow a[i] \leq a[j]$$

Example: Bubble Sort

- What would be the pre and post conditions?

@pre: T

@post: $\text{sorted}(rv, 0, |rv| - 1)$

```
bool BubbleSort(int[] a0) {  
    int a[] = a0;  
    for (int i := |a| - 1; i > 0; i := i - 1) {  
        for (int j := 0; j < i; j := j + 1) {  
            if (a[j] > a[j + 1]) {  
                int t := a[j];  
                a[j] := a[j + 1];  
                a[j + 1] := t;  
            }  
        }  
    }  
    return a;  
}
```



Loop Invariants

- Each loop has an annotation called loop invariant

```
while
  @ $F$ 
  ( $\langle condition \rangle$ ) {
     $\langle body \rangle$ 
  }
```

- The assertion F must hold at the beginning of every iteration
 - $F \wedge \langle condition \rangle$ holds on entering the body
 - $F \wedge \neg \langle condition \rangle$ holds when exiting the loop
- Why are loop invariants needed?

Example: Linear Search

- What would be the loop invariant?

@pre: $0 \leq l \wedge u < |a|$

@post: $rv \leftrightarrow \exists i. l \leq i \leq u \wedge a[i] = e$

```
bool LinearSearch(int[] a, int l, int u, int e) {  
    int i := l;  
    while  
        @L :  $l \leq i \wedge (\forall j. l \leq j < i \rightarrow a[j] \neq e)$   
        (i <= u) {  
        if (a[i] = e) return true;  
        i := i + 1;  
    }  
    return false;  
}
```

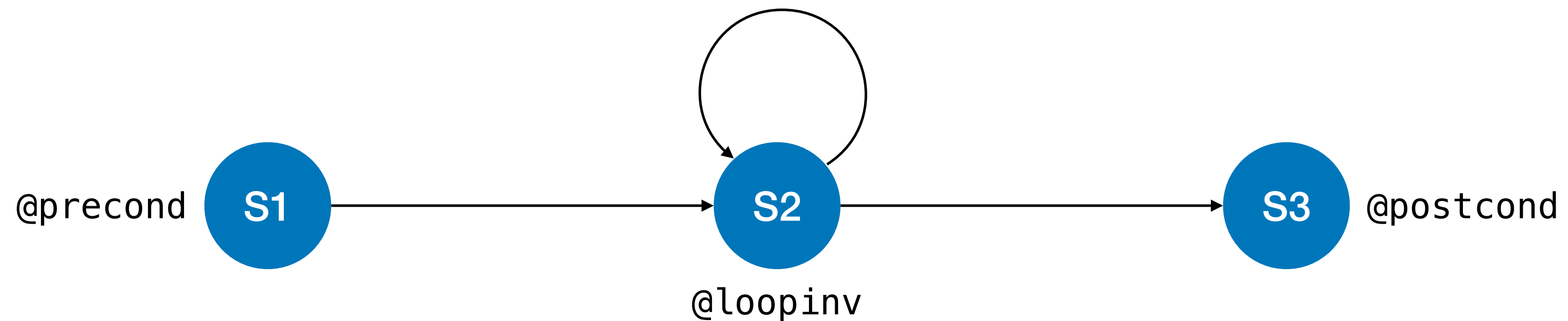
Assertions

- Allows programmers to provide a formal comment
- Runtime assertions: a special class of assertions
 - E.g., division by 0, null dereference, etc
- Example: linear search with runtime assertions

```
bool LinearSearch(int[] a, int l, int u, int e) {  
    int i := l;  
    while (i <= u) {  
        @ 0 ≤ i < |a|  
        if (a[i] = e) return true;  
        i := i + 1;  
    }  
    return false;  
}
```

Inductive Assertion Method

- Proof technique for partial correctness of programs
- Idea: derive verification conditions from a function given annotations
- Example:

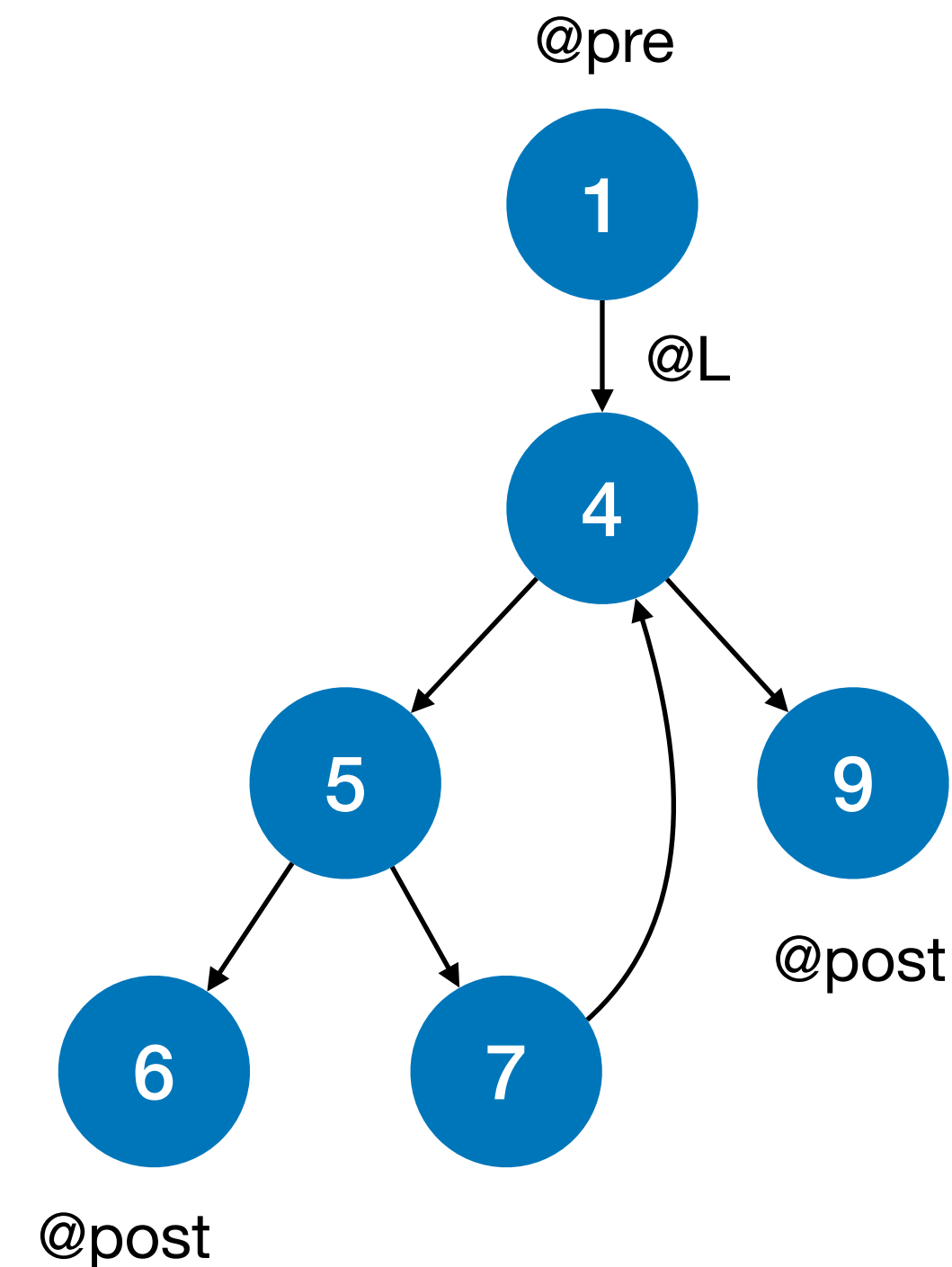


Hoare Triple

- Partial correctness specified using Hoare triple: $\{P\} S \{Q\}$
 - S : program fragment
 - P : precondition
 - Q : postcondition
- Meaning of Hoare triple:
 - If S is executed in a state satisfying P and if the execution of S terminates
 - Then, the program state after S terminates satisfies Q

Example

```
@pre:  $0 \leq l \wedge u < |a|$ 
@post:  $rv \leftrightarrow \exists i. l \leq i \leq u \wedge a[i] = e$ 
bool LinearSearch(int[] a, int l, int u, int e) {
1:   int i := l;
2:   while
3:     @L:  $l \leq i \wedge (\forall j. l \leq j < i \rightarrow a[j] \neq e)$ 
4:     (i <= u) {
5:       if (a[i] = e)
6:         return true;
7:       i := i + 1
8:     }
9:   return false;
}
```



- What conditions should be proven?

$\{\text{@pre}\} S1 \ \{\text{@L}\} \ \{\text{@L}\} S4; S5; S6 \ \{\text{@post}\} \quad \{\text{@L}\} S4; S5; S7 \ \{\text{@post}\} \quad \{\text{@L}\} S4; S9 \ \{\text{@post}\}$

- What about $\{\text{@L}\} S4; S5; S7; S4; S5; S6 \ \{\text{@post}\}$? Why?

Hoare Logic

- A logic to prove the validity of Hoare triple
- A set of logical rules for reasoning about the partial correctness of programs
- In this lecture, we assume the following simple imperative language

$$\begin{array}{l} S \rightarrow \text{skip} \\ | \quad x := E \\ | \quad S; S \\ | \quad \text{if } E \text{ then } S \text{ else } S \\ | \quad \text{while } E \text{ do } S \end{array}$$

Example

- Which one is valid?
 - $\{x = 0\} \ x \ := \ x + 1 \ \{x = 1\}$
 - $\{x = 0 \wedge y = 1\} \ x \ := \ x + 1 \ \{x = 1 \wedge y = 2\}$
 - $\{x = 0\} \ x \ := \ x + 1 \ \{x = 1 \vee y = 2\}$
 - $\{x = 0\} \ \text{while true do } x \ := \ 0 \ \{x = 1\}$

Hoare Rules (1)

- Rule for skip $\frac{}{\{P\} \text{ skip } \{P\}}$
- Rule for assignment $\frac{}{\{Q[E/x]\} x := E \{Q\}}$
 - Intuition: revert to the state before the assignment
 - Example:

$$\{\text{true}\} x := 1 \{x = 1\}$$

$$\{x + 1 > 0\} x := x + 1 \{x > 0\}$$

$$\{y = 1\} x := y \{x = 1\}$$

$$\{\text{false}\} x := y + 3 \{y = 0 \wedge x = 12\}$$

Hoare Rules (2)

- Rule for precondition strengthening
$$\frac{\{P'\} S \{Q\} \quad P \implies P'}{\{P\} S \{Q\}}$$

- Example:

$$\frac{\frac{\{y = x[x/y]\} y := x \{y = x\}}{\{true\} y := x \{y = x\}} \quad z = 2 \implies true}{\{z = 2\} y := x \{y = x\}}$$

- Rule for postcondition weakening
$$\frac{\{P\} S \{Q'\} \quad Q' \implies Q}{\{P\} S \{Q\}}$$

- Example:

$$\frac{\dots}{\{true\} S \{x = y \wedge z = 2\}} \quad x = y \wedge z = 2 \implies x = y$$

$$\frac{}{\{true\} S \{x = y\}}$$

Hoare Rules (3)

- Rule for composition
$$\frac{\{P\} S_1 \{Q\} \quad \{Q\} S_2 \{R\}}{\{P\} S_1; S_2 \{R\}}$$

$$\frac{\frac{\{x = 2[2/x]\} x := 2 \{x = 2\}}{\{\text{true}\} x := 2 \{x = 2\}} \quad \frac{\{x = 2 \wedge y = 2[x/y]\} y := x \{x = 2 \wedge y = 2\}}{\{x = 2\} y := x \{x = 2 \wedge y = 2\}}}{\{\text{true}\} x := 2; y := x \{x = 2 \wedge y = 2\}}$$

- Rule for if statement
$$\frac{\{P \wedge E\} S_1 \{Q\} \quad \{P \wedge \neg E\} S_2 \{Q\}}{\{P\} \text{ if } E \text{ then } S_1 \text{ else } S_2 \{Q\}}$$

$$\frac{\frac{\{y \geq 0[x/y]\} y := x \{y \geq 0\} \quad x \geq 0 \implies x > 0}{\{x > 0\} y := x \{y \geq 0\}} \quad \frac{\{y \geq 0[-x/y]\} y := -x \{y \geq 0\}}{\{x \leq 0\} y := -x \{y \geq 0\}}}{\{\text{true}\} \text{ if } x > 0 \text{ then } y := x \text{ else } y := -x \{y \geq 0\}}$$

Hoare Rules (4)

- Rule for loop
$$\frac{\{P \wedge E\} S \{P\}}{\{P\} \text{ while } E \text{ do } S \{P \wedge \neg E\}}$$
- ...
$$\frac{\{x \leq n \wedge x < n\} x := x + 1 \{x \leq n\}}{\{x \leq n\} \text{ while } x < n \text{ do } x := x + 1 \{x \geq n\}}$$

Loop Invariant

- Challenge: impossible to know how many times a given loop iterates
- How to prove the partial correctness of a loop within finite time?
- Analogy: mathematical induction
- Loop invariant I satisfies the following properties:
 - I holds initially before the loop
 - I holds after each iteration of the loop

- Example

```
i := 0; j := 0; n := 10;
while (i < n) { // loop invariants?
    i := i + 1;
    j := i + j;
}
```

Inductive Invariant

- Not all invariants are provable
- Example:

```
i := 5;  
while (i > 0) { // invariant: i >= 0  
    i := i - 2;  
}  
assert(i = 1);
```

$$\frac{\{P \wedge E\} S \{P\}}{\{P\} \text{ while } E \text{ do } S \{P \wedge \neg E\}}$$

- Inductive invariant: invariant we can prove using induction
- Challenge: finding inductive loop invariants
 - Practice: human, static analysis, machine learning, etc

Summary

- Hoare triple: specifications for partial correctness $\{P\} S \{Q\}$
- Hoare logic: a logic to prove the validity of Hoare triple
 - Proof rules for each program command
- How to automate the proof?