

# Progress Report 2

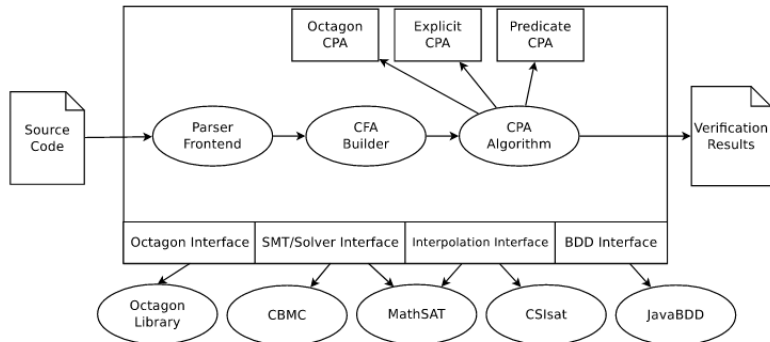
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# Overview of the Progress

- ▶ A closer look into the source code of CPACHECKER.
- ▶ Towards Practical Predicate Analysis
- ▶ Investigation of algorithm ABE (Adjust-Block Encoding).

# Architecture of CPAChecker



The tool is developed in JAVA.

# Parser Frontend

The function of Parser Frontend module is converting the C, java or llvm IR into data structure CFA.

- ▶ C and JAVA: use toolchain in the eclipse CDT to parse the src code into AST and then convert to nodes of CFA.
- ▶ LLVM: use their own developed package for llvm parsing.

# Data Structures

- ▶ CFA: is a interface which provides methods acquiring nodes, function heads, main function and information about loop structures.  
CFA can be constructed using parsing results.
- ▶ SpecificationProperty: a class giving entry of function, properties and specifications.

```
REACHABILITY_LABEL("G ! label(ERROR)",  
REACHABILITY("G ! call(__VERIFIER_error())",  
REACHABILITY_ERROR("G ! call(reach_error())",  
VALID_FREE("G valid-free"),  
VALID_DEREF("G valid-deref"),  
VALID_MEMTRACK("G valid-memtrack"),  
VALID_MEMCLEANUP["G valid-memcleanup"],  
OVERFLOW("G ! overflow"),  
DEADLOCK("G ! deadlock"),  
TERMINATION("F end"),
```

```
COVERAGE_BRANCH("COVER EDGES(@DECISIONEDGE)",  
COVERAGE_CONDITION("COVER EDGES(@CONDITIONEDGE)",  
COVERAGE_STATEMENT("COVER EDGES(@BASICBLOCKENTRY)",  
COVERAGE_ERROR("COVER EDGES(@CALL(__VERIFIER_error())",
```

# Algorithm

The entry of the algorithm is in file CPAChecker.java where CPAChecker use factory to create different algorithm instances based on configurations fed to the program.

- ▶ CPA Algorithm.
- ▶ Predicate Abstraction.
- ▶ CEGAR.
- ▶ Adjustable-Block Encoding...

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**Algorithm 1**  $CPA(\mathbb{D}, e_0)$  (taken from [8])
 

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**Input:** a CPA  $\mathbb{D} = (D, \rightsquigarrow, \text{merge}, \text{stop})$ ,  
 an initial abstract state  $e_0 \in E$ , where  $E$  denotes  
 the set of elements of the lattice of  $D$

**Output:** a set of reachable abstract states

**Variables:** a set reached of elements of  $E$ ,  
 a set waitlist of elements of  $E$

```

1: waitlist := {e0}
2: reached := {e0}
3: while waitlist ≠ ∅ do
4:   choose  $e$  from waitlist
5:   waitlist := waitlist \ {e}
6:   for each  $e'$  with  $e \rightsquigarrow e'$  do
7:     for each  $e'' \in \text{reached}$  do
8:       // combine with existing abstract state
9:        $e_{\text{new}} := \text{merge}(e', e'')$ 
10:      if  $e_{\text{new}} \neq e''$  then
11:        waitlist := (waitlist ∪ {enew}) \ {e''}
12:        reached := (reached ∪ {enew}) \ {e''}
13:      if ¬ stop( $e'$ , reached) then
14:        waitlist := waitlist ∪ {e'}
15:        reached := reached ∪ {e'}
16: return reached
  
```

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# Predicate abstraction - Key operation

## PREDICATE ABSTRACTION-KEY OPERATION:

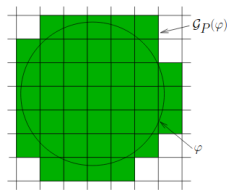
### INPUT:

- A theory  $T$
- A formula  $\varphi$  (representing, e.g., a set of concrete states)
- A set of predicates  $P = \{P_1, \dots, P_n\}$  describing some set of properties of the system state

### OUTPUT: the most precise $T$ -approximation of $\varphi$ using $P$

This amounts to compute either

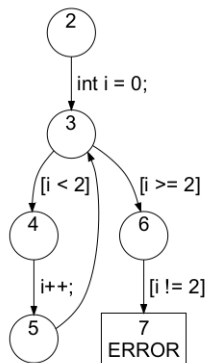
- $\mathcal{F}_P(\varphi)$ : the **weakest** Boolean expression over  $P$  that  $T$ -implies  $\varphi$ ,  
or
- $\mathcal{G}_P(\varphi)$ : the **strongest** Boolean expression over  $P$   $T$ -implied by  $\varphi$





# ABE Example

```
1  int main() {  
2      int i = 0;  
3      while (i < 2) {  
4          i++;  
5      }  
6      if (i != 2) {  
7          ERROR: return 1;  
8      }  
9  }
```



# ABE example

