CSED601 Dependable Computing Lecture 6

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References

George Candea, Stanford University

http://www.stanford.edu/~candea/teaching/cs444a-fall-2003/slides/formal.pdf

Overview

- Justification for formal methods
- Program analysis
 - Domain-specific programming rules
 - Dataflow analysis
- Formal specifications
- Model checking
- Theorem proving
- Myths about formal methods

Why Formal Methods?

- Sometimes you cannot provide software "as is"
- Give the customer a sense of confidence
- They offer legitimate benefits
 - Catch inconsistencies in requirements
 - Catch design bugs
 - May even catch code bugs
- Reality check: they cannot guarantee anything in the absolute
- A good complement to defensive programming, recovery-oriented coding, etc.

Program Analysis

- Your compiler does it
- Lexical analysis → syntactic analysis → semantic analysis
- gcc –Wall
- Main goal of detailed program analysis
 - optimization

Domain-Specific Programming Rules

- Easy to map directly to code:
 - Always check permissions on special ops
 - Check length of incoming strings
 - Don't use freed memory
 - **–** ... ??
- Metacompilation extends gcc to check for this kind of rules
 - Programmer writes specific checkers
 - Later work: infer programming rules
- Free memory example: track state of variables

Using Freed Memory

```
State of variable
                                                  connection
  . . .
                                                   allocated
  connection->buffer = malloc( ... );
  if (NULL == connection->buffer) {
                                                   freed
       free ( connection );
       printf( ``Ran out of memory.'' );
       qoto done;
  /* connection establishment */
done:
                                                   bug!
  return connection:
```

Dataflow Analysis

```
print STDERR ``Enter file name:'';
$x=<STDIN>;  # $x is tainted (user input)

... more code ...

$z="/tmp/safe_file.txt";  # $z is clean
$y="$sysdir/$x";  # $y is tainted
system("cat $y");  # disallowed!
system("cat $z");  # OK
```

Why might tainted data be bad?

Pros and Cons

Pros

- Done at compilation stage
- Don't need to execute code (like in Q/A testing)
- Can analyze all execution paths
- Don't need to understand the intention of the code (mostly)

Cons

- Checked properties are shallow (close to the code)
- Predictive flavor
 - Consequence: more aggressive → more false positives

Formal Methods

- 1. Write specification of the system (often you need one for the environment as well)
- 2. Formalize the desired properties of the system
- 3. Prove that the specification satisfies the properties
- Sometimes spec = system spec/model + properties (and we prove that it is consistent)
- Specs:
 - Written in formal, computer-understandable language
 - Concise
 - Unambiguous
 - Complete
 - Say "what" without saying "how" (FSSRs =counter example)

Writing Specifications I

- Define system states (input / output)
- Define all legal state-modifying operations

Writing Specifications II

- Axiomatic approach: implicit statements about operations
- Pre- and pos-conditions

```
binary_search (Array, Key) → Index

PRE: ordered (Array) intersect (Key in Array)

POST: Array[Index] == Key
```

• Invariants: pre- and post-condition for all operations

INVAR: ordered(Array) intersect size(Array) < 100

Success Stories

IBM CICS

- OLTP system, precursor of TP monitor and app servers
- 1980s: IBM Research + Oxford University used Z to specify parts of CICS and weed out bugs
- Motivator for subsequent projects

• TCAS

- Electronic eyes for pilot (up to 40 miles away)
- Advisor for pilots, to not get confused and collide
- Uses RSML for all official documentation
- Spec checked for completeness and consistency
- No mid-air collisions since 1990 in the US

Pros and Cons

• Pros:

- Writing a spec furthers your understanding of the system
- Stupid computers force explicit domain-specific knowledge
 - Space shuttle HAC case: major_mode=602 IMPLIES iphase>4
- Writing uncovers design flaws, inconsistencies, ambiguity, and/or incompleteness
- Spec provides a precise form of communication
- Useful artifact: can use spec in verification

• Cons:

- Very hard to specify full systems
- Very hard to keep system and spec synchronized
- Developers hate writing specs

Model Checking Inputs

- An example of verification (take specs a step further)
- Describe system with a state-machine transition func:

State Machine: Inputs x State \rightarrow Outputs x State

• Provide desired properties (model):

```
INVAR: ( brake_state[left] == brake_state[right] )
```

Model Checking Algorithm

• Exhaustively search states of system, and verify desired properties

- Does invariant hold?
- Finite model → guaranteed termination postech CSED601 Fa18 16

Success Stories

- Cache coherence protocols
 - IEEE Futurebus+ → found bugs, although it was mature
 - IEEE Scalable Coherent Interface
 - Model of system taken directly from C implementation
 - Just a small fraction of system modeled, still found bugs
- Active Mass Damper (AMD) system
 - Protects high-rises during earthquakes
 - Sensor pick up vibration, hydraulic actuators counter-act;
 all driven by computer
 - Model checking found one major bug

Pros and Cons

• Pros:

- Completely automatic (unlike theorem proving)
- Provides <u>counter examples</u> = executions that take system into state that doesn't satisfy properties
- Can check partial specifications (good for large systems)
- Can check more interesting properties than static analysis (higher level view of system)

• Cons:

- State space explosion: exponential
- Writing and maintain abstract model is hard
- Coarse models far from actual implementation

Theorem Proving

- Specify system using logic with a "context" (axioms + inference rules)
- 2. Specify desired properties using logic (theorems)
- 3. Machine generates proof of theorem based on system and context
- Theorem prover = fancy pattern matcher
- Needs user guidance in the form of lemmas and definitions

Simple (Fake) Example

Modified ABS system

• Helper Lemma....

Helping the Theorem Prover

```
LEMMA: x div by 2 → (x+10) div by 2
PROOF: x div by 2 → x+2 div by 2
x+2 div by 2 → (x+2)+2 div by 2
... (inductive proof) ...
x div by 2 → (x+10) div by 2
```

Using this lemma, can prove desired property

All OK ?

Insufficient Axioms in Context

Must say addition is associative (obvious to us...)

```
AXIOM: (x+y)+z == x+(y+z)
```

Must provide transitivity rule

```
AXIOM: (P1 → P2 AND P2 → P3)

→

(P1 → P3)
```

Now we can indeed prove

```
LEMMA: x div by 2 → (x+10) div by 2
PROOF: x div by 2 → x+2 div by 2
x+2 div by 2 → (x+4) div by 2 (associativity)
... (inductive proof) ...
x div by 2 → (x+10) div by 2 (transitivity)
```

Success Stories

- Reaction Control System Jet Selection (JS)
- Motorola Complex Arithmetic Processor (CAP)
 - DSP processor
 - 3-stage pipeline, 6 independent memories,
 - >250 programmer-visible registers, rich instruction set
 - Theorem prover allowed simpler CAP model for certain class of programs (could prove equivalence)

Pros and Cons

• Pros:

- Can deal with <u>unbounded # of states</u>
- Solid proofs of properties if assumptions are correct

• Cons:

- Specs are very abstract, hard to translate real system into correct spec
- Theorem prover <u>requires guidance</u>
 - Slow process
 - Error prone
 - Requires user to have an idea about the proof

Examples of Theorem Provers

- Java bytecode verification
 - Bytecode = language for modeling the program
 - Properties to be proven:
 - Types are used correctly and preserved
 - Object access restrictions are not violated
 - Pointers are not forged
- Proof-Carrying Code
 - Mobile code carries proof of its safety
 - Code receiver verifies proof quickly
 - Burden of proof is on code generator

Proving Correctness of an Internet App

- What would you need to prove in order to gain confidence in the application you're running?
 - Prove correctness of
 - Application code
 - Libraries
 - Operating system
 - Drivers
 - Hardware devices
 - Environment: power grid, administrators, nature
 - Laws of physics (God-preserved invariants)