



程序代写代做 CS编程辅导



UNSW
SYDNEY



MP4161

Advanced Topics in Software Verification

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Content

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→ Foundations & Principles

- Intro, Lambda natural deduction [1,2]
- Higher Order (part 1) [2,3^a]
- Term rewriting [3,4]



→ Proof & Specification Techniques

- Inductively defined sets, rule induction [4,5]
- Datatype induction, primitive recursion [5,7]
- General recursive functions, termination proofs [7^b]
- Proof automation (part 2) [8]
- Hoare logic, proofs about programs, invariants [8,9]
- C verification [9,10]
- Practice, questions, exam prep [10^c]

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^aa1 due; ^ba2 due; ^ca3 due

Deep Embeddings

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We used a **datatype** to represent the **syntax** of IMP.

- We then defined **semantics** over this datatype.

This is called a **deep embedding**:

- separate representation of language terms and their semantics.

Advantages:

- Prove general theorems about the **language**, not just of programs.
- e.g. expressiveness, correct compilation, inference completeness ...
- usually by structural induction over the syntax type.

Disadvantages:

- Semantically equivalent programs are not obviously equal.
- e.g. "IF True THEN SKIP ELSE SKIP = SKIP" is not a true theorem.
- Many concepts already present in the logic must be reinvented.

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Shallow Embeddings

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Shallow Embeddings represent only the semantics, directly in the logic.

- A definition for each logic construct, giving its **semantics**.
- Programs are represented as instances of these definitions.

Example: program semantics as functions $state \Rightarrow state$

$SKIP \equiv \lambda s. s$

$IF\ b\ THEN\ c\ ELSE\ d \equiv \lambda s. \text{if } b\ s\ then\ c\ s\ else\ d\ s$

- “IF True THEN SKIP ELSE SKIP = SKIP” is now a true statement.
- can use the simplifier to do semantics-preserving program rewriting.

Today: a shallow embedding for (interesting parts of) C semantics

Records in Isabelle

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Records are n -tuples with named components

Example:



$A =$ $a :: \text{nat}$
 $b :: \text{int}$

- Selectors: $a :: A \Rightarrow \text{nat}$, $b :: A \Rightarrow \text{int}$, $a \ r = \text{Suc } 0$
- Constructors: $(\lambda a = \text{Suc } 0, b = -1)$
- Update: $r(\lambda a := \text{Suc } 0, b := \text{Suc } 0)$

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Records are extensible:

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record $B = A +$

$c :: \text{nat list}$

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$(\lambda a = \text{Suc } 0, b = -1, c = [0, 0])$

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Nondeterministic State Monad with Failure

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Shallow embedding suitable for (a useful fragment of) C.

Can express lots of C

- Access to volatile types, external APIs: **Nondeterminism**
- Undefined behaviour: **Failure**
- Early exit (return, break, continue): **Exceptional control flow**

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Relatively straightforward Hoare logic

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Used extensively in the seL4 microkernel verification work.

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AutoCorres: verified translation from deeply embedded C to monadic representation

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- Specifically designed for humans to do proofs over.

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State Monad: Motivation

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Model the **semantics** of a (deterministic) computation as a function



$('a \times 's)$

The computation operates over a **state** of type $'s$:

- Includes all global variables, external devices, etc.

The computation also yields a **return value** of type $'a$:

- models e.g. exit status and return values

return – the computation that leaves the state unchanged and returns its argument:

$\text{return } x \equiv \lambda s. (x, s)$

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State Monad: Basic Operations

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get – returns the entire state without modifying it:



$\equiv \lambda s. (s, s)$

put – replaces the state; returns the unit value ():

$\text{put } s \equiv \lambda _. ((), s)$

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bind – sequences two computations; 2nd takes the first's result:

$c \gg= d \equiv \lambda s. \text{let } (r, s') = c \text{ s in } d \ r \ s'$

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gets – returns a projection of the state; leaves state unchanged:

$\text{gets } f \equiv \text{get} \gg= (\lambda s. \text{return } (f \ s))$

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modify – applies its argument to modify the state; returns ():

$\text{modify } f \equiv \text{get} \gg= (\lambda s. \text{put } (f \ s))$

Monads, Laws

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Formally: a monad \mathbf{M} is a type constructor with two operations.

$\text{return} :: \alpha \Rightarrow \mathbf{M} \alpha$ $\text{bind} :: \mathbf{M} \alpha \Rightarrow (\alpha \Rightarrow \mathbf{M} \beta) \Rightarrow \mathbf{M} \beta$

Infix Notation: $a \gg=$ infix notation for bind $a \text{ bind } b$

Do-Notation: $a \gg= (\lambda x. b \ x)$ is often written as **do** { $x \leftarrow a$; $b \ x$ }

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Monad Laws:

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return-left: $(\text{return } x \gg= f) = f \ x$

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return-right: $(m \gg= \text{return}) = m$

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bind-assoc: $((a \gg= b) \gg= c) = (a \gg= (\lambda x. b \ x \gg= c))$

State Monad: Example

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record state =

p :: int ptr \Rightarrow int

It ptr \Rightarrow (state \Rightarrow (unit,state))"

A fragment of C:

```
void f(int *p) {  
    int x = *p;  
    if (x < 10)  
{  
        *p = x+1;  
    }  
}
```

f p \equiv

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do {

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State Monad with Failure

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Computation : $'s \Rightarrow (('a \times 's) \times \underline{\text{bool}})$

bind – fails when either computation fails

$\text{bind } a \ b \equiv \text{let } ((r,s'), (r'',s''), f') = \text{bind } r \ s' \text{ in } ((r'',s''), f' \vee f')$

fail – the computation that always fails

$\text{fail} \equiv \lambda s. (\text{undefined}, \text{True})$

assert – fails when given condition is False

$\text{assert } P \equiv \text{if } P \text{ then return } () \text{ else fail}$

guard – fails when given condition applied to the state is False:

$\text{guard } P \equiv \text{get} \gg= (\lambda s. \text{assert } (P \ s))$

Guards

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Used to assert the absence of **undefined behaviour** in C

→ pointer validity, arithmetic divide by zero, signed overflow, etc.



f $p \equiv$

do {

y \leftarrow guard ($\lambda s.$ valid s p);

x \leftarrow gets ($\lambda s.$ hp s p);

if x < 10 then

modify (hp_update ($\lambda h.$ (h(p := x + 1))))

else

return ()

}

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Nondeterministic State Monad with Failure

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Computations can be **nondeterministic**: $s \Rightarrow ((a \times s) \text{ set} \times \text{bool})$

Nondeterminism: computations return a **set** of possible results.

→ Allows **underspecification**, e.g. malloc, external devices, etc.

bind – runs 2nd computation for all results returned by the first:

$\text{bind } a \ b \equiv \lambda s. (\{(r'', s'') \mid \exists (r', s') \in \text{fst}(a \ s). (r'', s'') \in \text{fst}(b \ r' \ s')\}, \text{snd}(a \ s) \vee (\exists (r', s') \in \text{fst}(a \ s). \text{snd}(b \ r' \ s')))$

All non-failing computations so far are **deterministic**:

→ e.g. $\text{return } x \equiv \lambda s. (\{(x, s)\}, \text{False})$

→ Others are similar.

select – nondeterministic selection from a set:

$\text{select } A \equiv \lambda s. ((A \times \{s\}), \text{False})$

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While Loops

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Monadic p, defined **inductively**.

$\text{whileLoop} :: ('a \Rightarrow \text{bool}) \Rightarrow$
 $('a \Rightarrow ('s \Rightarrow ('a \times 's) \text{ set} \times \text{bool})) \Rightarrow$
 $('a \Rightarrow ('s \Rightarrow ('a \times 's) \text{ set} \times \text{bool}))$

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$\text{whileLoop } C B$

- **condition** C : takes **loop parameter** and **state** as arguments, returns **bool**
- **monadic body** B : takes **loop parameter** as argument, return-value is the **updated** loop parameter
- **fails** if the loop body ever fails or if the loop never terminates

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Example: $\text{whileLoop } (\lambda p s. \text{hp } s \ p = 0) (\lambda p. \text{return } (\text{ptrAdd } p \ 1))$
 p

Defining While Loops Inductively

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Two-part definition: results and termination

Results: $\text{while_results} : 's \Rightarrow \text{bool} \Rightarrow$
 $\Rightarrow ('s \Rightarrow ('a \times 's) \text{ set} \times \text{bool})) \Rightarrow$
 $((('a \times 's) \text{ option}) \times (('a \times 's) \text{ option})) \text{ set}$

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$\frac{\neg C r s}{(\text{Some } (r,s), \text{Some } (B r s)) \in \text{while_results } C B} \text{ (terminate)}$

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$\frac{C r s \text{ snd } (B r s)}{(\text{Some } (r,s), \text{None}) \in \text{while_results } C B} \text{ (fail)}$

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$\frac{C r s \quad (r',s') \in \text{fst } (B r s) \quad (\text{Some } (r', s'), z) \in \text{while_results } C B}{(\text{Some } (r,s), z) \in \text{while_results } C B} \text{ (loop)}$

Defining While Loops Inductively

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Termination:

while_terminates ::  $\Rightarrow \text{bool} \Rightarrow$
 $\Rightarrow ('a \times 's) \text{ set} \times \text{bool})) \Rightarrow$
 $\Rightarrow \text{bool}$

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 $\frac{}{\text{while_terminates } C B r s} (\text{terminate})$

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$\frac{C r s \quad \forall (r', s') \in \text{fst } (B r s). \text{ while_terminates } C B r' s'}{\text{while_terminates } C B r s} (\text{loop})$
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whileLoop $C B \equiv$

$(\lambda r s. (\{(r', s'). (\text{Some } (r, s), \text{Some } (r', s')) \in \text{while_results } C B\},$
 $(\text{Some } (r, s), \text{None}) \in \text{while_results} \vee$
 $\neg \text{while_terminates } C B r s))$

Hoare Logic over Nondeterministic State Monads

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Partial correctness:



$$\{P\} m \{Q\} \equiv \forall s. \forall (r, s') \in \text{fst} (m s). Q r s'$$

→ Post-condition Q state of return-value and result state.

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Weakest Precondition Rules

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$$\{\lambda s. P \ x \ s\} \text{ return } x \{\lambda r \ s. P \ r \ s\} \quad \{\lambda s. P \ s \ s\} \text{ get } \{P\} \quad \{\lambda s. P \ () \ x\} \text{ put } x \{P\}$$

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$$\{\lambda s. P \ (f \ s) \ s\} \text{ gets } f \{P\} \quad \{\lambda s. P \ () \ (f \ s)\} \text{ modify } f \{P\}$$

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$$\{\lambda s. P \longrightarrow Q \ () \ s\} \text{ assert } P \{Q\} \quad \{\lambda _. \text{True}\} \text{ fail } \{Q\}$$

More Hoare Logic Rules

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$$\frac{P \Rightarrow \{R\} g \{S\} \quad \{ \lambda s. (P \rightarrow Q s) \rightarrow R s \}}{\{ \lambda s. (P \rightarrow Q s) \} \text{ if } P \text{ then } f \text{ else } g \{S\}}$$

$$\frac{\bigwedge x. \{B x\} g x \{C\} \quad \{A\} f \{B\}}{\{A\} \text{ do } \{ x \leftarrow f, g x \} \{C\}}$$

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$$\frac{\{R\} m \{Q\} \quad \bigwedge s. P s \Rightarrow R s}{\{P\} m \{Q\}}$$

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$$\frac{\bigwedge r. \{ \lambda s. I r s \wedge C r s \} B \{I\} \quad \bigwedge r s. [I r s; \neg C r s] \Rightarrow Q r s}{\{I\} \text{ whileLoop } C B r \{Q\}}$$

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We have seen today

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- Deep and shallow
- Isabelle records
- Nondeterministic
- Monadic Weakest Precondition Rules



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