

# Embracing monotonicity in



Danel Ahman @ INRIA Paris

based on a joint POPL 2018 paper with

Cătălin Hrițcu and Kenji Maillard @ INRIA Paris

Cédric Fournet, Aseem Rastogi, and Nikhil Swamy @ MSR

Software Science Departmental Seminar, TUT

February 12, 2018



# and embracing monotonicity (in it)

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# Outline

- \* F\* overview
- Monotonic state by example
- Key ideas behind our general extension to Hoare-style logics
- Accommodating monotonic state in F\*
- Some examples of monotonic state at work
- Glimpse of meta-theory and correctness results
- More examples of monotonic state at work (see our paper)
- Monadic reification and reflection (see our paper)

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- **F\*** is
  - a **functional programming language**
    - ML, OCaml, F#, Haskell, ...
    - extracted to OCaml or F#; subset compiled to efficient C code
  - an **interactive proof assistant**
    - Agda, Coq, Lean, Isabelle/HOL, ...
    - interactive modes for Emacs and Atom
  - a **semi-automated verifier** of imperative programs
    - Dafny, Why3, FramaC, ...
    - Z3-based SMT-automation; tactics and metaprogramming (WIP)
- **Application-driven development**
  - Project Everest [project-everest.github.io]
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// Dependent (inductive) types
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type vector 'a : nat -> Type =
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| Nil : vector 'a 0
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| Cons : #n:nat -> 'a -> vector 'a n -> vector 'a (n + 1)
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// Dependently typed (recursive, total) functions
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val append : #a:Type -> #n:nat -> #m:nat -> vector a n -> vector a m -> Tot (vector a (n + m))  
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// Refinement types
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let in_range_index (min:nat) (max:nat) = i:nat{min <= i /\ i <= max}  
  
val lkp : #a:Type -> #n:nat -> vector a n -> in_range_index 1 n -> Tot a  
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// First-class predicates (for which Type0 behaves like (classical) Prop)
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// Extrinsic reasoning (using separate lemmas)
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val lemma : #a:Type -> #n:nat -> #m:nat -> xs:vector a n -> ys:vector a m -> Lemma (requires (True))  
  (ensures (xs `is_prefix_of` (append xs ys)))  
  
let rec lemma #a #n #m xs ys =  
  match xs with  
  | Nil -> ()  
  | Cons x xs' -> lemma xs' ys
```

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// Intrinsic reasoning (making lemmas part of definitions, e.g., using Hoare-style pre- and postconditions)

```
val take : #a:Type -> n:nat -> #m:nat -> zs:vector a m -> Pure (vector a n) (requires (n <= m))  
  (ensures (fun xs -> xs `is_prefix_of` zs))  
  
let rec take #a n #m zs =  
  if n > 0 then match zs with  
    | Cons z zs' -> let n':nat = n - 1 in Cons z (take n' zs')  
  else Nil
```

```
// Heaps, ML-style typed references, and Hoare logic
```

```
open FStar.Heap  
open FStar.ST
```

```
let rec program n =  
  let r = alloc 0 in  
  sum_loop 1 n r;  
  r  
  
and sum_loop i n r =  
  if i < n then (r := !r + i; sum_loop (i + 1) n r)  
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val sum : i:nat -> n:nat{i <= n} -> Tot nat (decreases (n - i))
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```
let rec sum i n =
  if i < n then i + sum (i + 1) n
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```
val program : n:nat -> ST (ref nat) (requires (fun h0 -> 1 <= n))
                                   (ensures (fun h0 r h1 -> sel h1 r = sum 1 n))
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val sum_loop : i:nat -> n:nat -> r:ref nat -> ST unit (requires (fun h0 -> (1 <= i ∧ i <= n) ∧
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```
val sum_plus_lemma : i:nat -> n:nat -> Lemma (requires (i <= n))
  (ensures (sum i (n + 1) = sum i n + (n + 1)))
  (decreases (n - i))
  [SMPat (sum i n)]
```

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let rec sum_plus_lemma i n =
  if i < n then sum_plus_lemma (i + 1) n
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# F\* – not just a pure programming language

- Tot, Lemma, Pure, ... are just some **effects** amongst many
  - Tot  $t$
  - Lemma (requires  $\text{pre}_{\text{Lemma}}$ ) (ensures  $\text{post}_{\text{Lemma}}$ )
  - Pure  $t$  (requires  $\text{pre}_{\text{Pure}}$ ) (ensures  $\text{post}_{\text{Pure}}$ )
  - Div  $t$  (requires  $\text{pre}_{\text{Div}}$ ) (ensures  $\text{post}_{\text{Div}}$ )
  - Exc  $t$  (requires  $\text{pre}_{\text{Exc}}$ ) (ensures  $\text{post}_{\text{Exc}}$ )
  - ST  $t$  (requires  $\text{pre}_{\text{ST}}$ ) (ensures  $\text{post}_{\text{ST}}$ )
  - ...
- **Monad morphs.**  $\text{Pure} \rightsquigarrow \{\text{Div}, \text{Exc}, \text{ST}\}; \text{Exc} \rightsquigarrow \text{STExc}; \dots$
- Systematically derived from **WP-calculi**

[POPL 2017]

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# Monotonicity in program verification

- Consider a program operating on **set-valued state**

`insert v; complex_procedure(); assert (v ∈ get())`

- To prove the assertion (say, in a Floyd-Hoare style logic), we could prove that the code maintains a **stateful invariant**

$\{\lambda s.v \in s\}$  `complex_procedure()`  $\{\lambda s.v \in s\}$

- likely that we have to **carry**  $\lambda s.v \in s$  **through** the proof of `c_p`
- does not guarantee** that  $\lambda s.v \in s$  holds at every point in `c_p`
- sensitive** to proving that `c_p` maintains  $\lambda s.w \in s$  for some `w`
- However, if `c_p` **never removes**, then  $\lambda s.v \in s$  is **stable**, and we would like the program logic to give us `v ∈ get()` “for free”

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# Monotonicity in programming

- **Programming** also relies on **monotonicity**, even if you don't realise it!
- Consider ML-style typed references  $r:\text{ref } a$ 
  - $r$  is a **proof of existence** of an  $a$ -typed value in the heap
- Correctness relies on **monotonicity**!
  - 1) Allocation **stores** an  $a$ -typed value in the heap
  - 2) Writes **don't change type** and there is **no deallocation**
  - 3) So, given a ref.  $r$ , it is **guaranteed to point** to an  $a$ -typed value
- Baked into the memory models of most languages
- We derive them from **global state** + **general monotonicity**

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# Monotonicity is really useful!

- In this talk, we will see how monotonicity gives us
  - our **motivating example** and **monotonic counters**
  - **typed references** (`ref t`) and **untyped references** (`uref`)
  - more flexibility with **monotonic references** (`mref t rel`)
- See our POPL 2018 paper for more
  - temporarily **violating monotonicity** via snapshots
  - two substantial case studies in  $F^*$ 
    - a **secure file-transfer** application
    - Ariadne **state continuity** protocol [Strackx, Piessens 2016]
  - pointers to other works in  $F^*$  relying on monotonicity for
    - sophisticated **region-based memory models** [fstar-lang.org]
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# Key ideas behind our general framework

- Based on **monotonic programs** and **stable predicates**
  - per verification task, we **choose a preorder  $\text{rel}$**  on states
    - set inclusion, heap inclusion, increasing counter values, ...
  - a stateful program  $e$  is **monotonic** (wrt.  $\text{rel}$ ) when
$$\forall s e' s'. (e, s) \rightsquigarrow^* (e', s') \implies \text{rel } s s'$$
  - a stateful predicate  $p$  is **stable** (wrt.  $\text{rel}$ ) when
$$\forall s s'. p \ s \wedge \text{rel } s s' \implies p \ s'$$
- **Our solution:** extend Hoare-style program logics (e.g.,  $F^*$ ) with
  - $a$  means to **witness** the validity of  $p \ s$  in some state  $s$
  - $a$  means for turning a  $p$  into a **state-independent proposition**
  - $a$  means to **recall** the validity of  $p \ s'$  in any future state  $s'$
- Provides a **unifying account** of the existing *ad hoc* uses in  $F^*$

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- F\* supports Hoare-style reasoning about state via the **comp. type**

$ST \#state\ t\ (\text{requires}\ pre)\ (\text{ensures}\ post)$

where

$pre : state \rightarrow Type$        $post : state \rightarrow t \rightarrow state \rightarrow Type$

- ST is an abstract pre-postcondition refinement of

$st\ t \stackrel{\text{def}}{=} state \rightarrow t * state$

- The global state **actions** have types

$get : unit \rightarrow ST\ state\ (\text{requires}\ (\lambda \_. \top))\ (\text{ensures}\ (\lambda s_0\ s\ s_1. s_0 = s = s_1))$

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- We extend  $F^*$  with a **logical capability**

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witness : p:(state  $\rightarrow$  Type0)  
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# The motivating example revisited

- Recall the program operating on the **set-valued state**

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# ML-style typed references (local state)

- First, we define a type of **heaps** as a finite map

```
type heap =
```

```
| H : h : (N → cell) → ctr : N { ∀ r . ctr ≤ r ⇒ h r = Unused } → heap
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where

```
type cell =
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```
| Unused : cell
```

```
| Used : a : Type → v : a → cell
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- Next, we define a **preorder** on heaps (**heap inclusion**)

```
let heap_inclusion (H h0 _) (H h1 _) =
```

```
  ∀ r . match h0 r , h1 r with
```

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`| Unused, _  $\rightarrow$   $\top$`

`| Used _ _, Unused  $\rightarrow$   $\perp$`



# ML-style typed references (local state)

- As a result, we can define new **local state effect**

$$\text{MLST } t \text{ pre post} \stackrel{\text{def}}{=} \text{MST } \# \text{heap } \# \text{heap\_inclusion } t \text{ pre post}$$

- Next, we define the type of **references** using monotonicity

```
abstract type ref a = id:N{witnessed ( $\lambda h$ . contains h id a)}
```

where

```
let contains (H h _) r a =  
  match h r with  
  | Used b _ → a = b  
  | Unused → ⊥
```

- Important: contains is **stable** wrt. heap\_inclusion

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$$\text{MLST } t \text{ pre post} \stackrel{\text{def}}{=} \text{MST } \# \text{heap } \# \text{heap\_inclusion } t \text{ pre post}$$

- Next, we define the type of **references** using monotonicity

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abstract type ref a = id:N{witnessed ( $\lambda h$ . contains h id a)}
```

where

```
let contains (H h _) r a =  
  match h r with  
  | Used b _ → a = b  
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- Important: contains is **stable** wrt. heap\_inclusion

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- Finally, we define **MLST**'s **actions** using **MST**'s actions

- `let alloc (#a:Type) (v:a) : MLST (ref a) ... = ...`
  - get the current heap
  - create a fresh ref., and add it to the heap
  - put the updated heap back
  - witness that the created ref. is in the heap
- `let ! (r:ref a) : MLST a (req. ( $\top$ )) (ens. (...)) = ...`
  - recall that the given ref. is in the heap
  - get the current heap
  - select the given reference from the heap
- `let := (r:ref a) (v:a) : MLST unit ... = ...`
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# Adding untyped and monotonic references

- Untyped references (`uref`) with strong updates

- Used heap cells are extended with **tags**

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$$\text{type tag} = \text{Typed} : \text{tag} \mid \text{Untyped} : \text{tag}$$

- actions corresponding to urefs have **weaker types** than for refs

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# Outline

- \*  $F^*$  overview
- Monotonic state by example
- Key ideas behind our general extension to Hoare-style logics
- Accommodating monotonic state in  $F^*$
- Some examples of monotonic state at work
- Glimpse of meta-theory and correctness results
- More examples of monotonic state at work (see our paper)
- Monadic reification and reflection (see our paper)

# Glimpse of meta-theory

- A small **dependently typed**  $\lambda$ -calculus with **Tot** and **MST** effects

- Using an **instrumented operational semantics**, where

$$(\text{witness } p, s, W) \rightsquigarrow (\text{return } (), s, W \cup \{p\})$$
$$(\text{recall } p, s, W) \rightsquigarrow (\text{return } (), s, W)$$

- **Strong normalisation** via type-erasure and TT-lifting
- **Logical consistency** of pre-post cond. logic via cut elimination
- Hoare-style **total correctness** via SN, progress, and preservation

if  $\vdash e : \text{MST } t$  *pre post* and

$\vdash (s, W) \text{ wf}$  and witnessed  $W \vdash$  *pre*  $s$

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# Conclusion

- Monotonicity
  - can be distilled into a **simple** and **general** framework
  - is **useful** for **programming** (refs.) and **verification** (Prj. Everest)
- See our POPL 2018 paper for
  - further **examples** and **case studies**
  - details of **meta-theory** for [MST](#)
  - first steps towards **monadic reification** for [MST](#) (rel. reasoning)
- Ongoing: taking the **modality** aspect of witnessed seriously
  - to remove instrumentation from op. sem., and
  - to improve support for monadic reification

# Thank you for your attention!

## Questions?

D. Ahman, C. Fournet, C. Hrițcu, K. Maillard, A. Rastogi, N. Swamy.

**Recalling a Witness: Foundations and Applications of Monotonic State**

*Proc. ACM Program. Lang.*, volume 2, issue POPL, article 65, 2018.