Formal Validation of a Practical Verification Condition Generator

Gaurav Parthasarathy, Peter Müller, Alexander J. Summers









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Sometimes formalised



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Underlying logic of the verifier



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Underlying logic of the verifier

Sometimes formalised

Implementation of the verifier

- No formal guarantees
- Consists of many thousands of lines of code

Guarantees for verifier implementations

One possible approach: Prove verifier correct once and for all

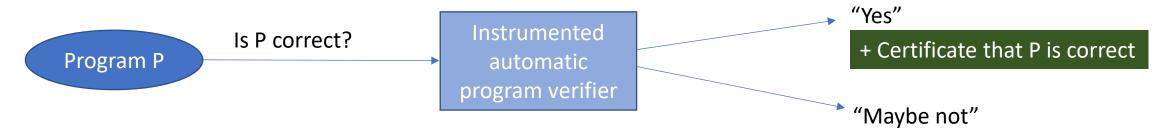
- Impractical for existing verifiers, since implementation languages lack formalisation
- If reimplement in Coq or Isabelle, then lose benefits of modern languages

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Our approach: Use a per-run validation strategy

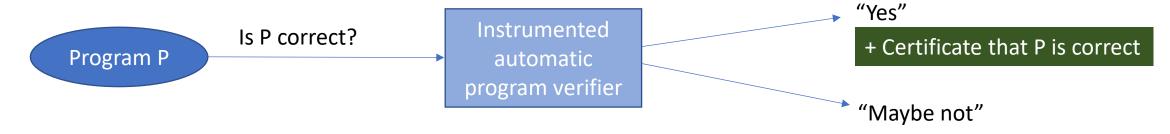


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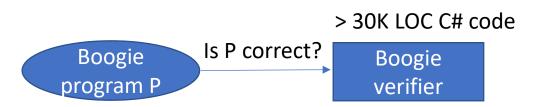
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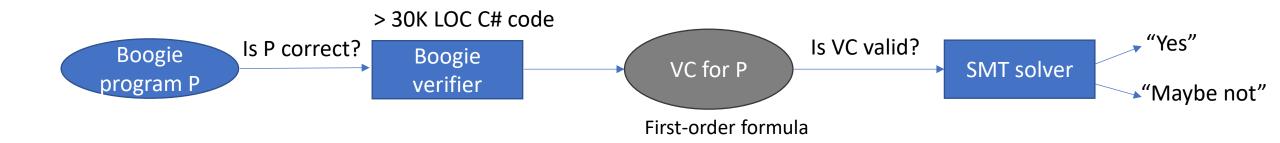
Our approach: Use a per-run validation strategy

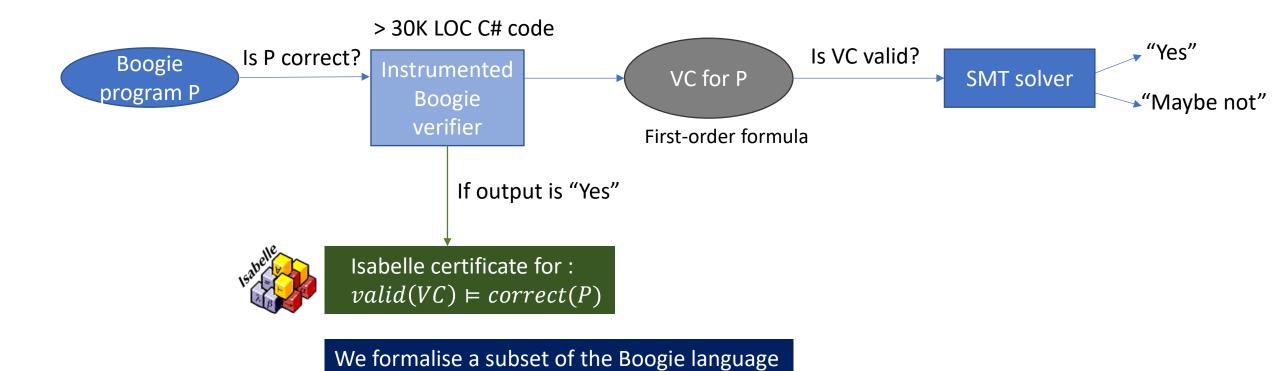


- We show it is feasible for an existing verifier
- Certificate generation is robust to implementation changes



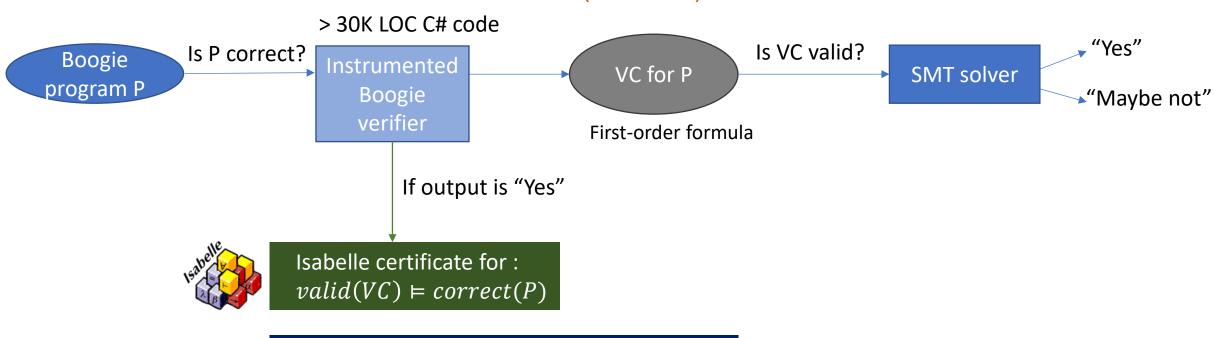






low instrumentation effort (< 250 lines)

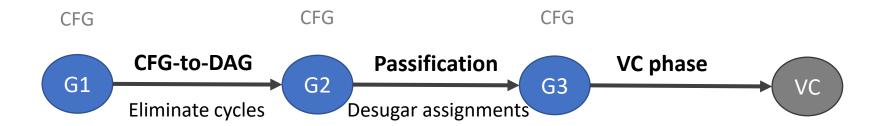
We formalise a subset of the Boogie language

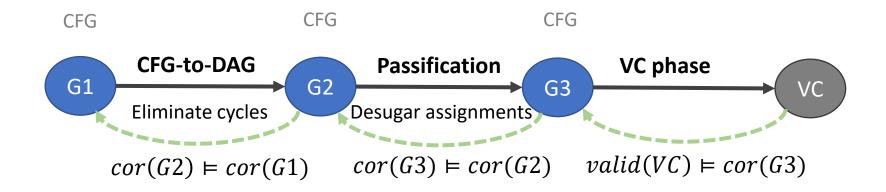


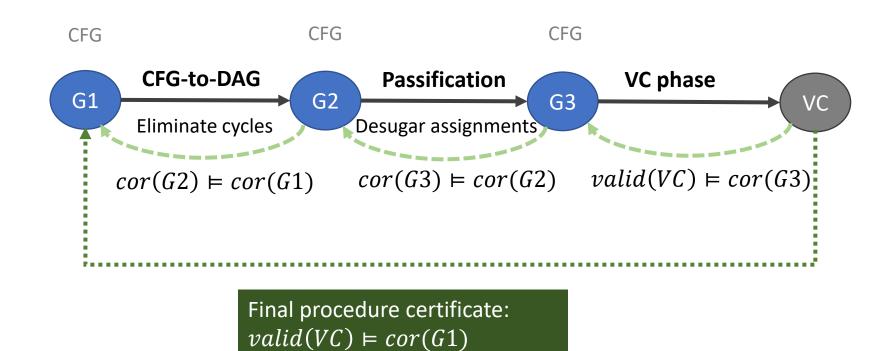
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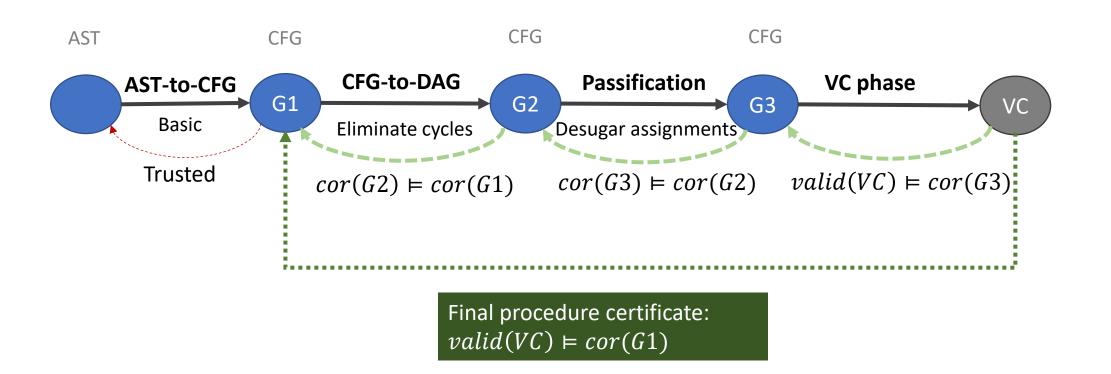












Top-level

Procedures, (poly.) functions, axioms, type constructors, ...

Top-level Procedures, (poly.) functions, axioms, type constructors, ...

Types Booleans, integers, uninterpreted types

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Expressions function calls, value and type quantification, ...

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Expressions function calls, value and type quantification, ...

Statements x := E assert E assume E havoc x

```
assume i != 0
j := 0

while (i != 0)
  invariant j >= 0 && (i == 0 ==> j > 0)
{
    j := j+1
    i := i-1
}

assert j > 0
...
```

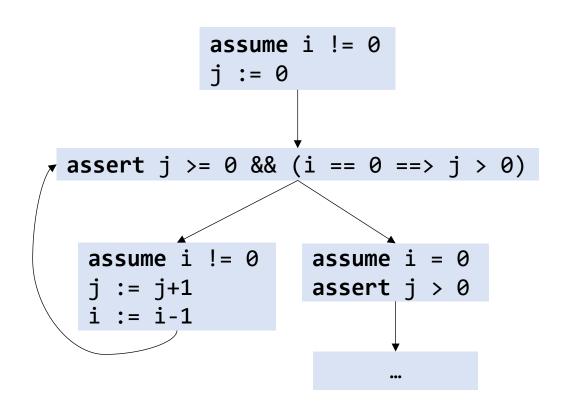
```
Consider all possible values for i and j
assume i != 0
j := 0
while (i != 0)
 invariant j >= 0 && (i == 0 ==> j > 0)
  j := j+1
  i := i-1
assert j > 0
```

CFG representation

```
assume i != 0
j := 0

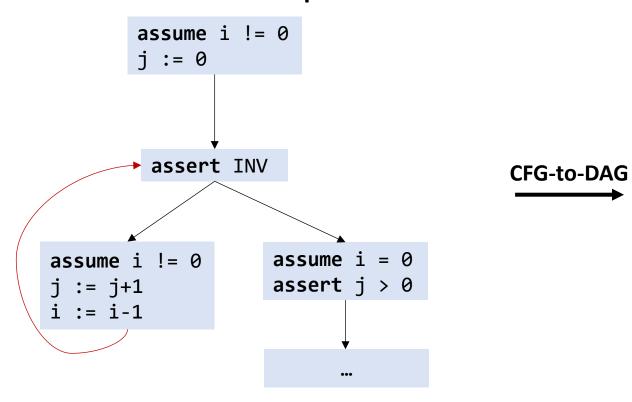
while (i != 0)
  invariant j >= 0 && (i == 0 ==> j > 0)
{
    j := j+1
    i := i-1
}

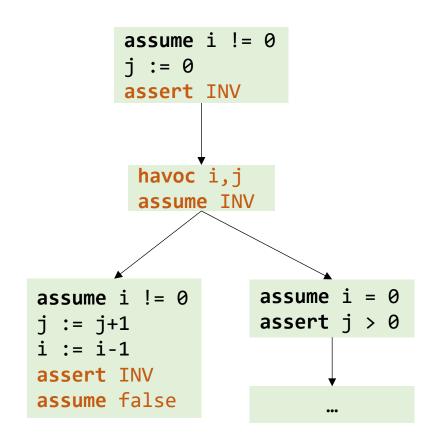
assert j > 0
...
```

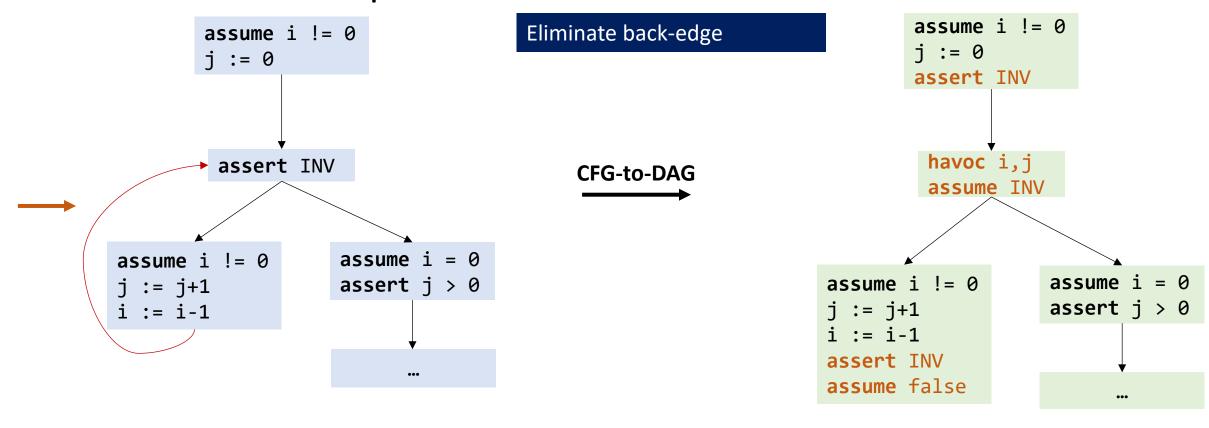


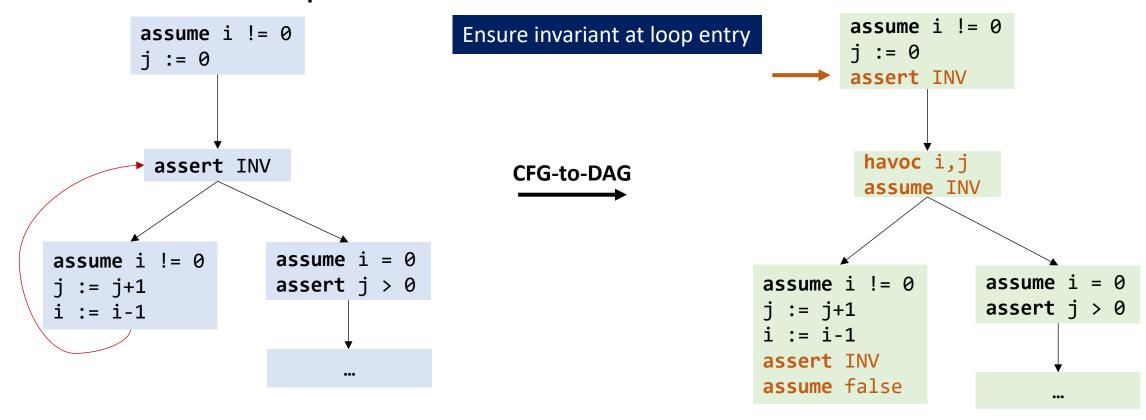
CFG representation

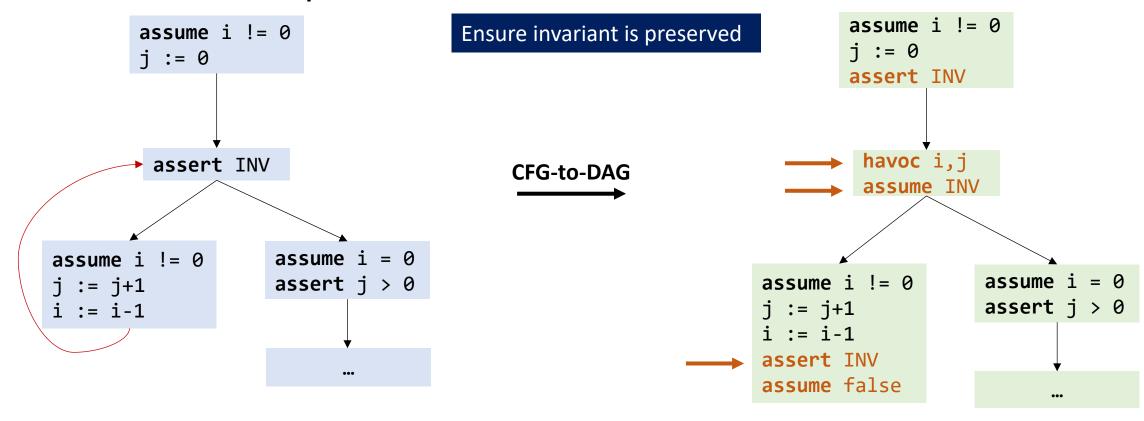
```
assume i != 0
                                                                assume i != 0
                                            Loop invariant
j := 0
                                                                j := 0
while (i != 0)
 invariant j >= 0 && (i == 0 ==> j > 0)
                                                    assert j >= 0 && (i == 0 ==> j > 0)
 j := j+1
 i := i-1
                                                      assume i != 0
                                                                        assume i = 0
                                                                        assert j > 0
                                                      j := j+1
                                                      i := i-1
assert j > 0
```

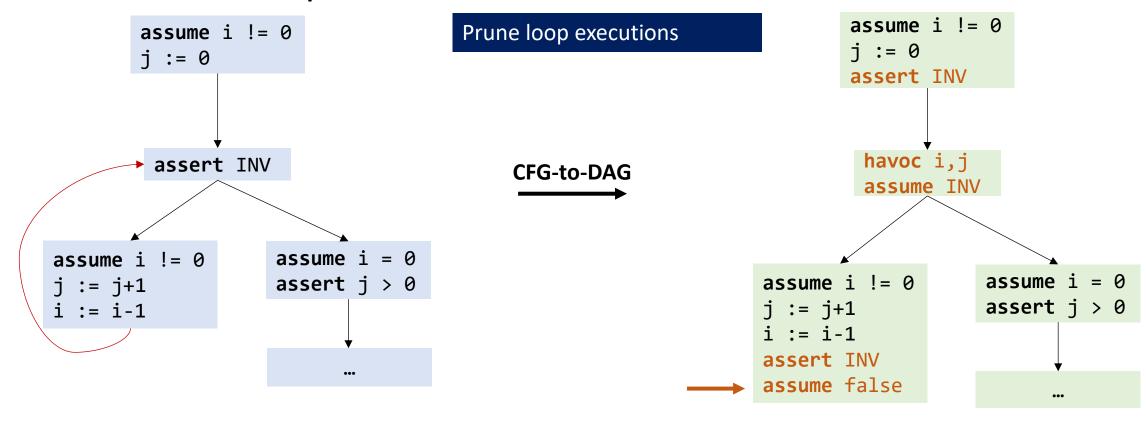


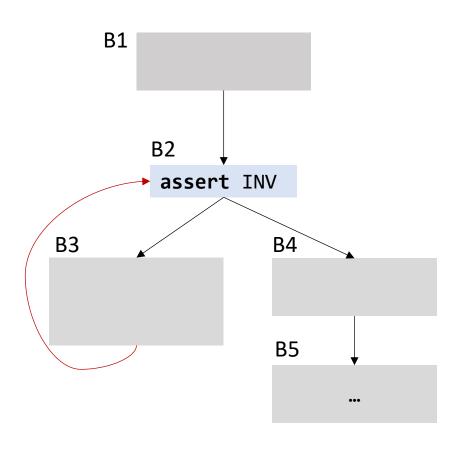


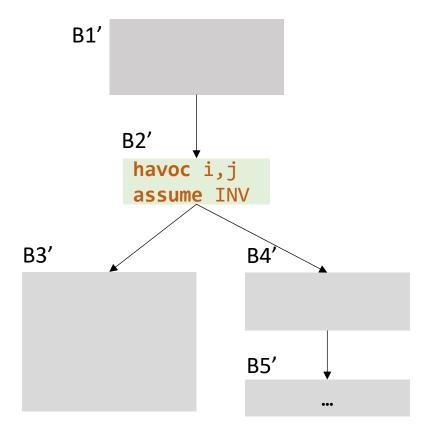


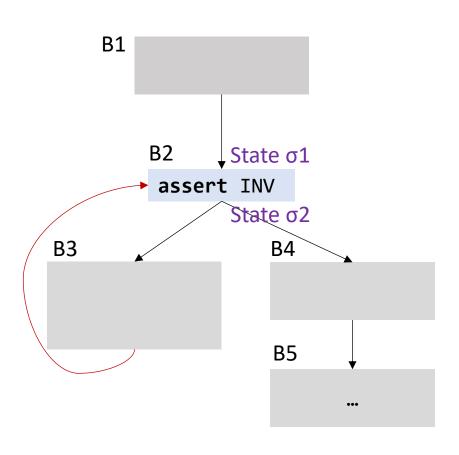


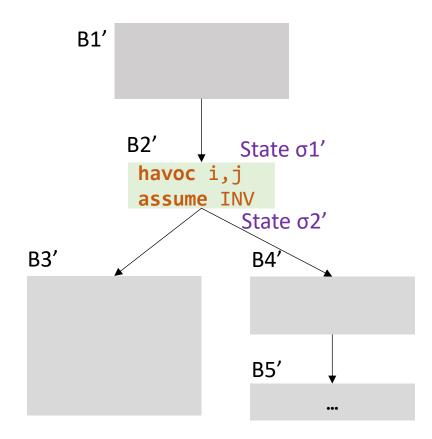


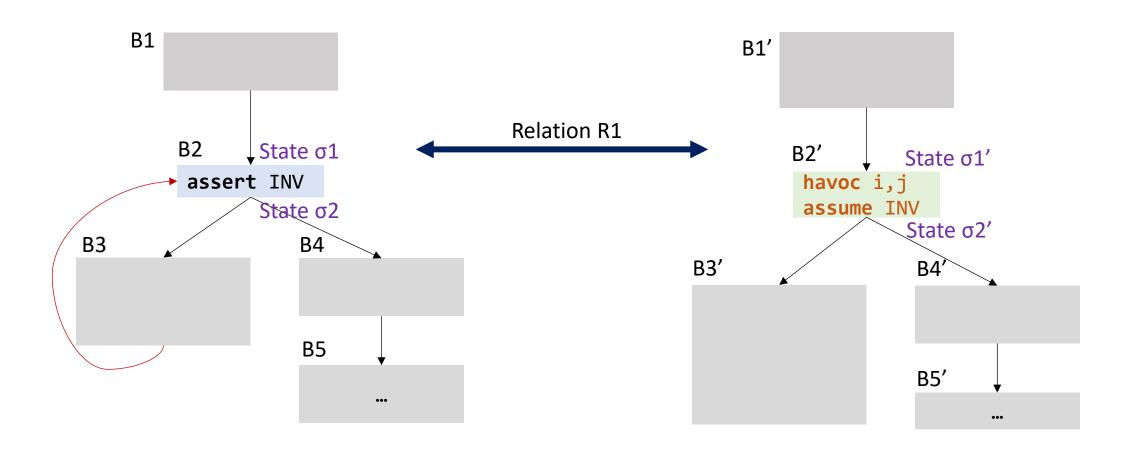


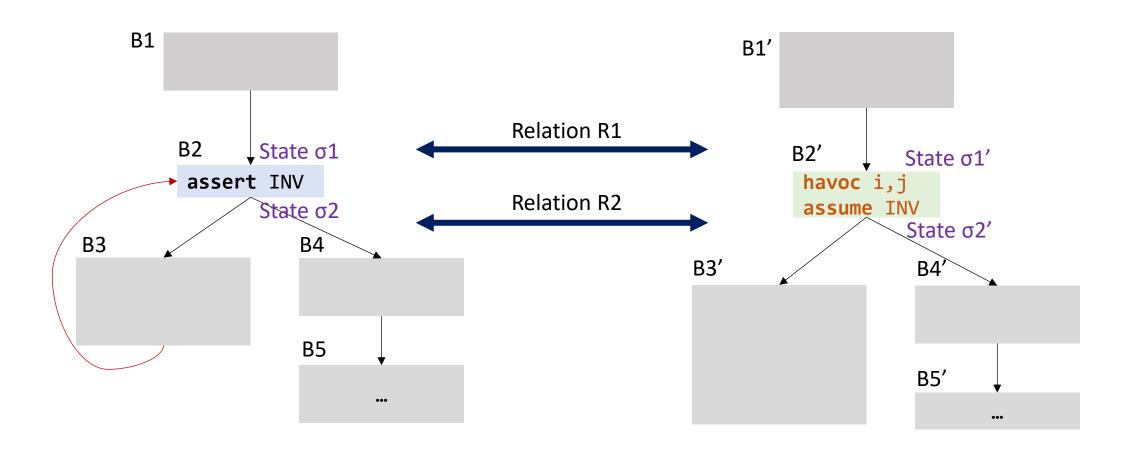


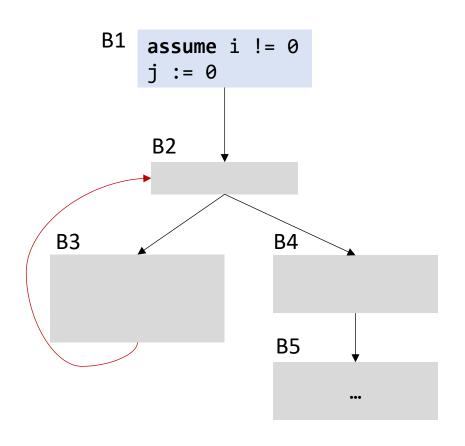


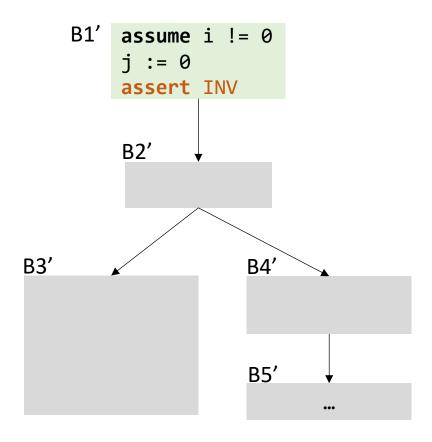


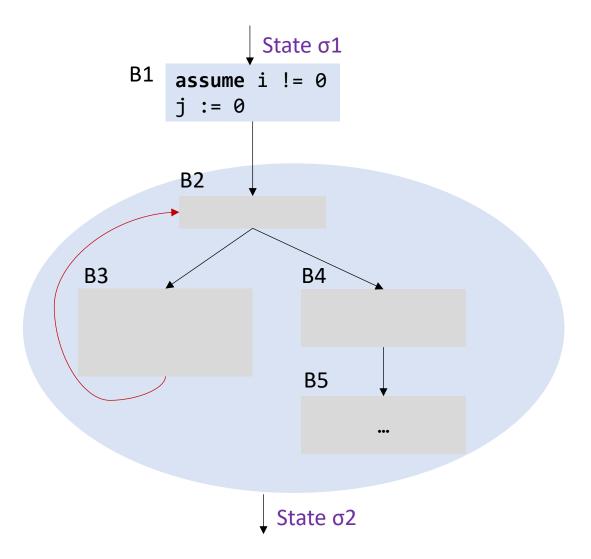


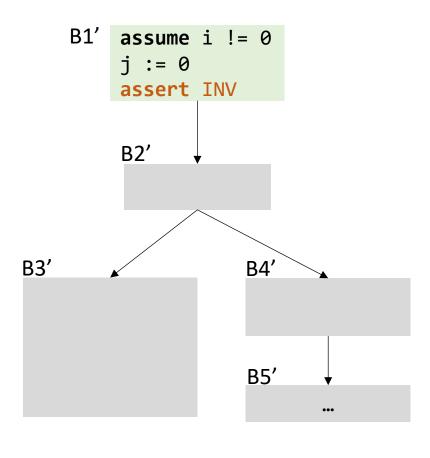


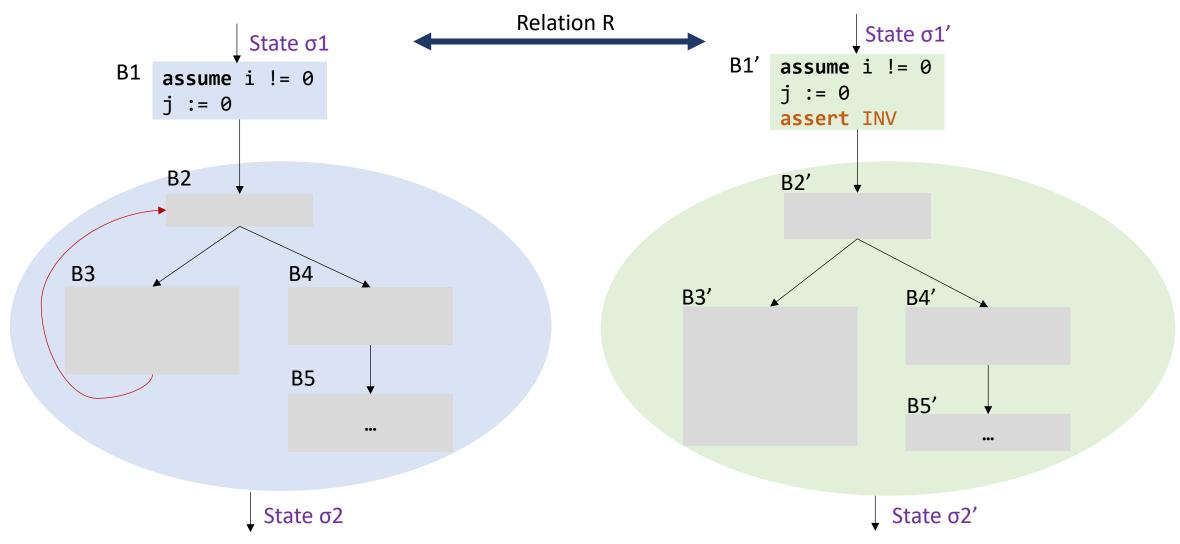


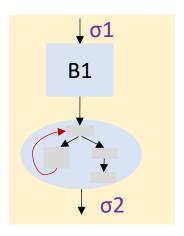


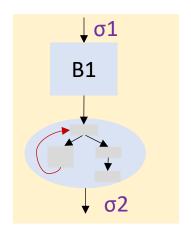


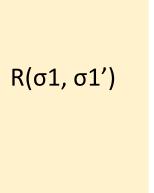


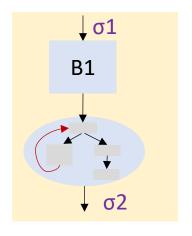


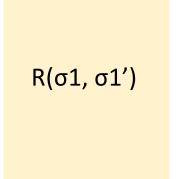


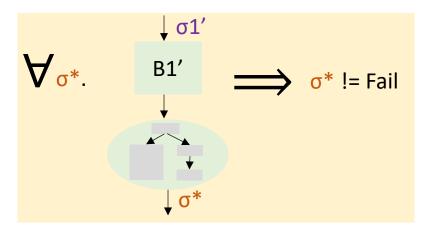


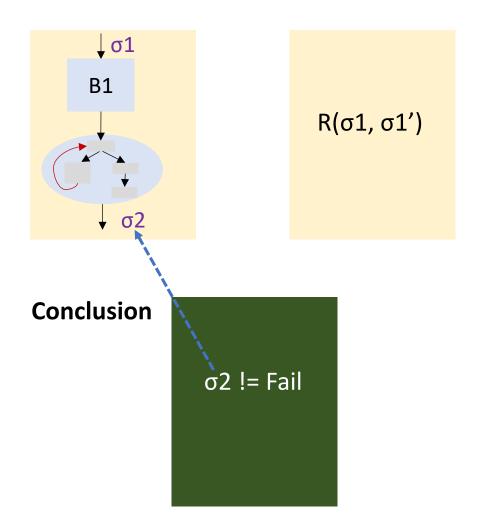


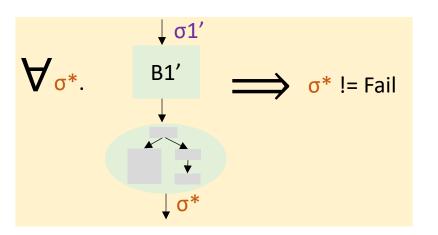


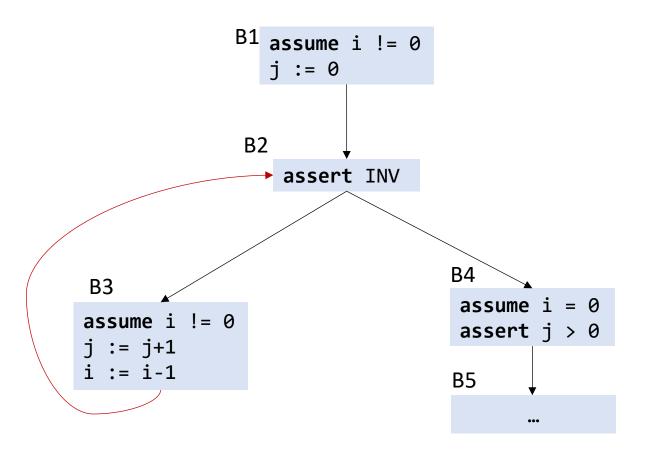


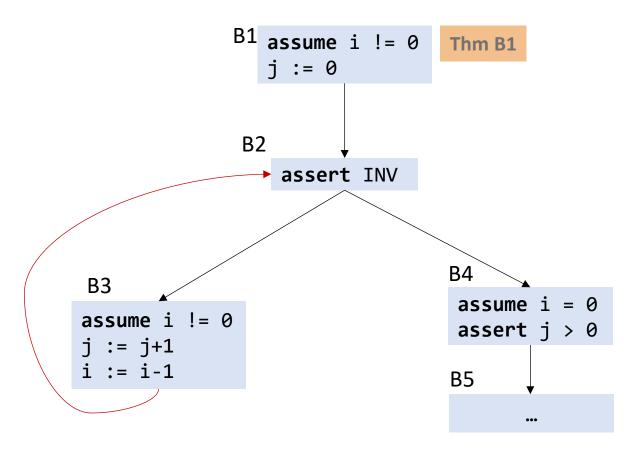


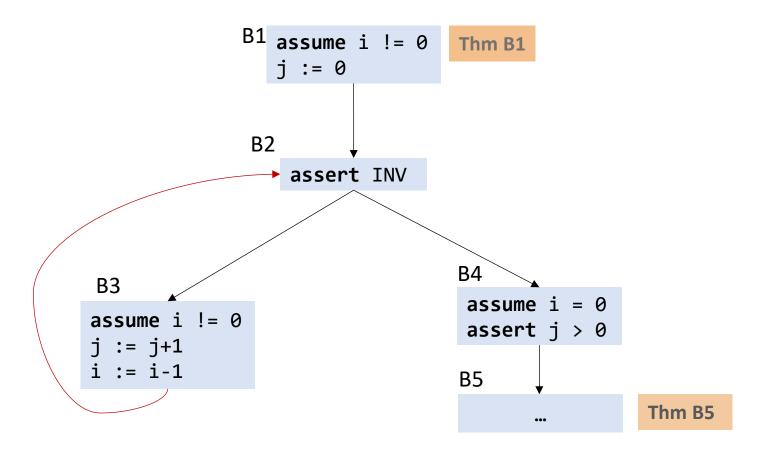


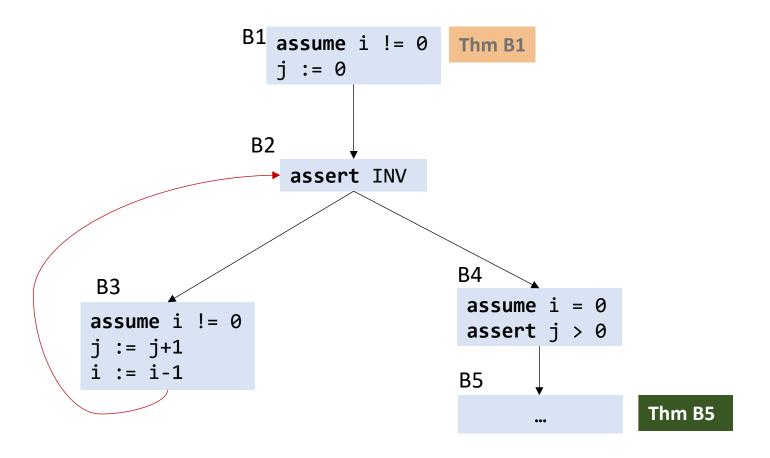


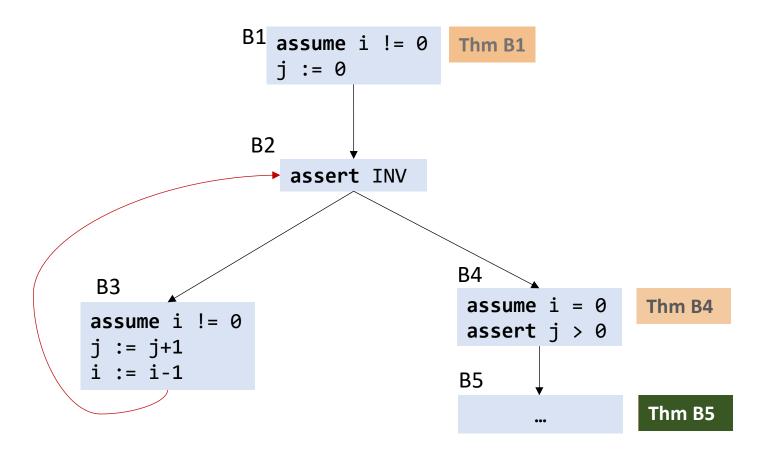


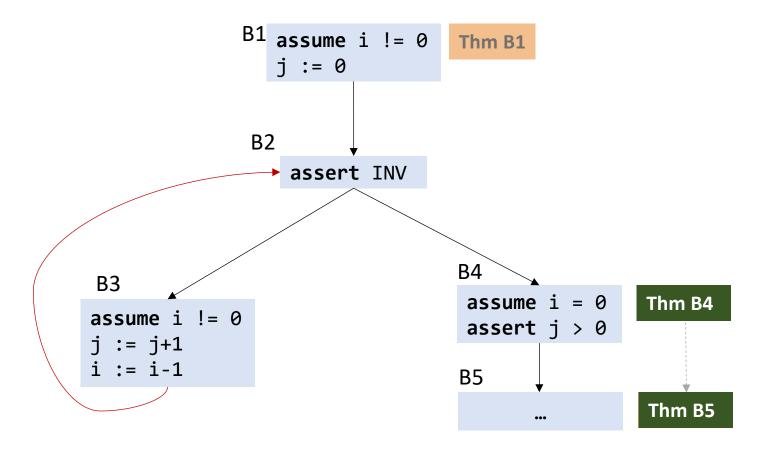


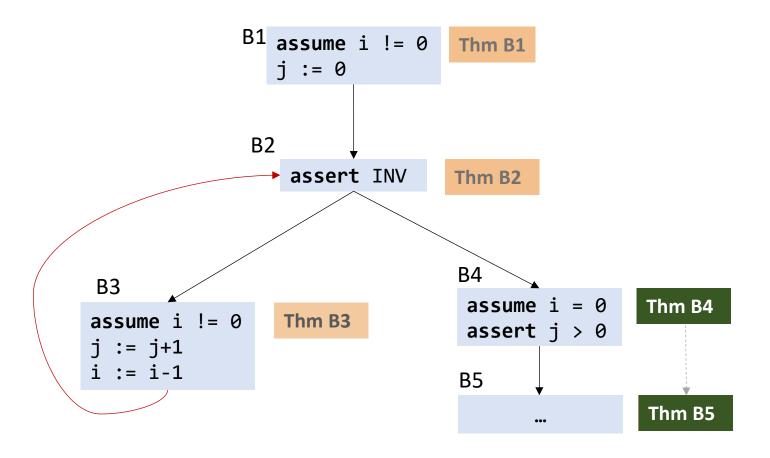


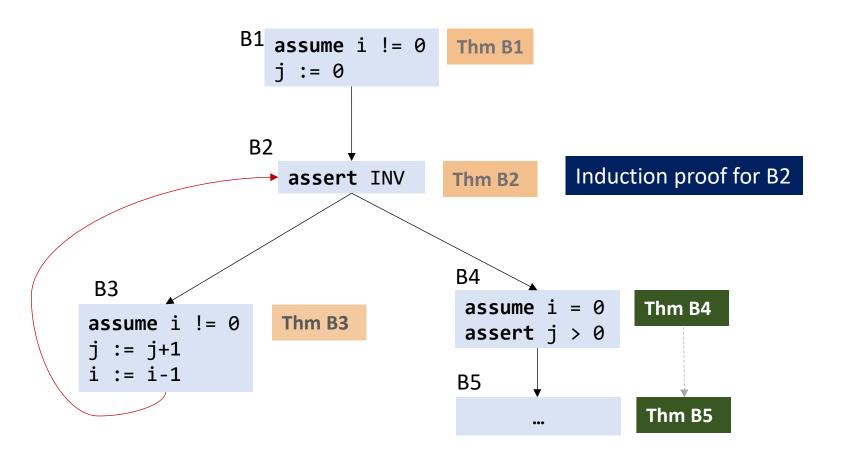


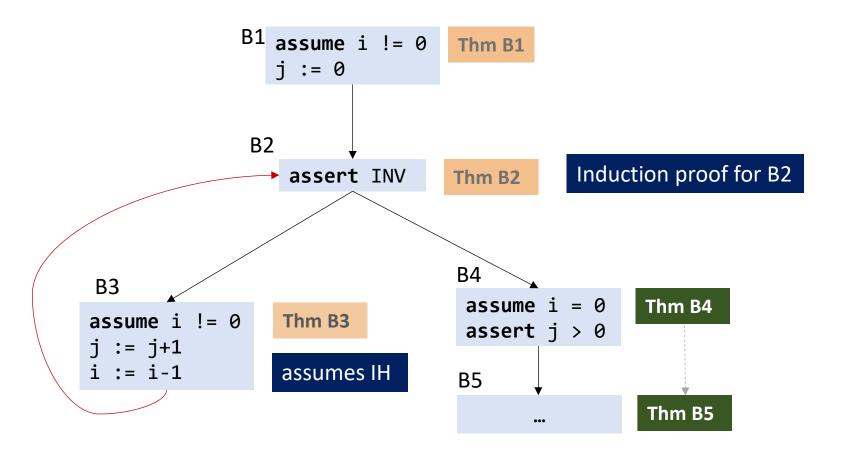


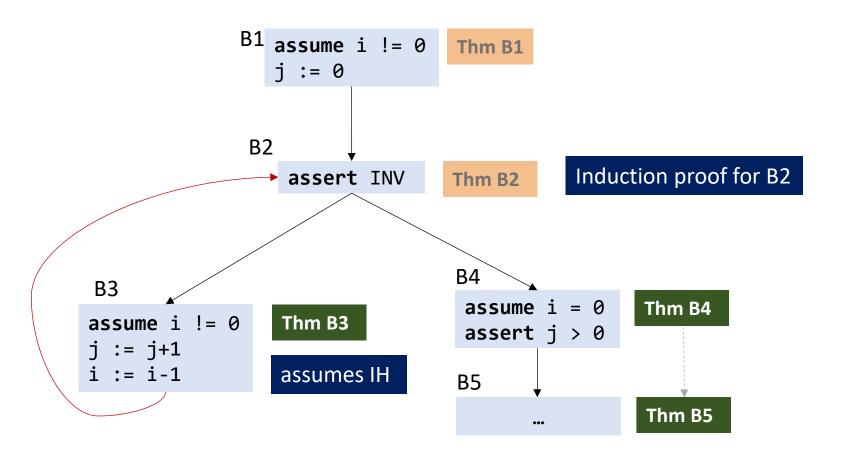


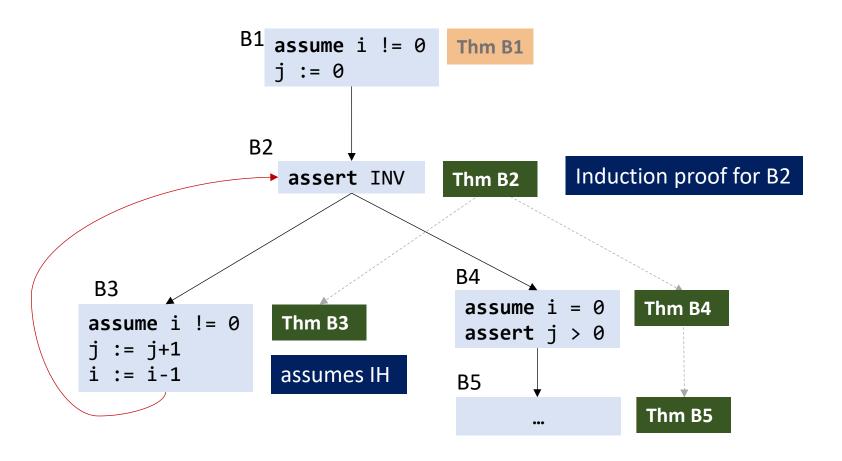


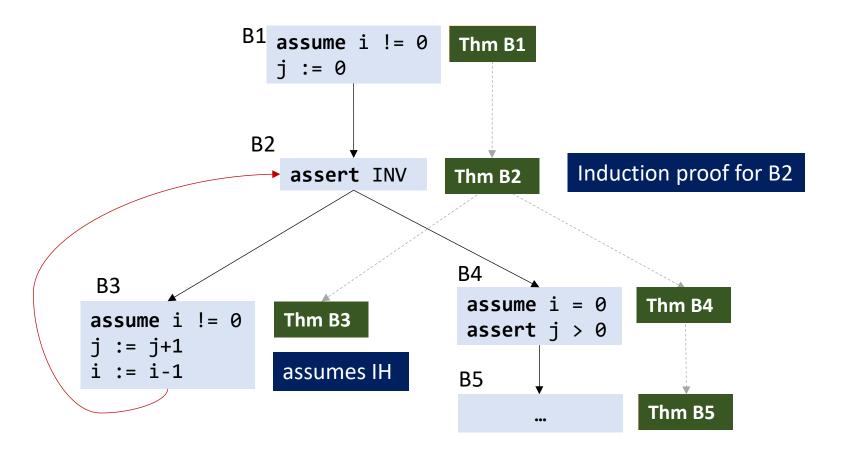












 \forall VC quant . VC assumptions \Longrightarrow CFG WP

∀ VC quant . VC assumptions ⇒ CFG WP

type encoding parameters, Boogie variables,

• • •

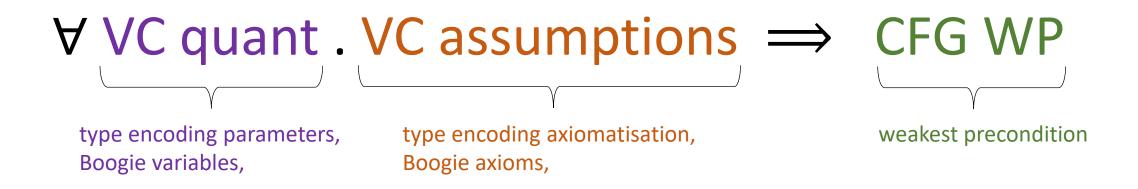
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• • •



Evaluation



Validated 96/100 examples from Boogie's test suite (that verify and are in our subset)

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Validated 10 algorithmic examples

Program	LOC	# Procedures	Time [seconds]	Isabelle LOC
MaxOfArray	22	1	19.9	1944
Plateau	50	1	22.9	2019
DutchFlag	76	2	52.8	3994
•••	•••	•••	•••	•••

Summary

