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# Software quality and formal methods: Hoare/Dijkstra approach

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Neat Software Designs

2020-01-20

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#### **Global Outline:**

- Software Quality
- Programming Languages
- Formal Methods
- Frama C
- Verification in practice
- Concluding remarks

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# Software Quality

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## Software Quality: Outline

- Our Motivation
- Software Development
- Software Verification

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#### Our Motivation: Therac-25

- Years 1985–1987:
  - Radiation therapy overdose
  - Control software flaw:
    - Race conditions
  - Death of 6 (six) cancer patients



Figure 1: Radiation therapy

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#### Our Motivation: Ariane-5

- Year 1996:
  - Missile crash
  - Control software flaw:
    - 64-bit float to 16-bit int
  - \$7 billion development program
  - \$500 million cargo



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## Our Motivation: Toyota Camry

- Year 2005
  - Sudden unintended acceleration:
  - Control software flaw:
    - Recursion causing stack overflow
  - 89 deaths and 57 injuries
  - \$1.2 billion compensations



Figure 3: Automobiles

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## Our Motivation: Plenty More

The 12 Software Bugs That Caused Epic Failures: <a href="mailto:link"><a href="mailto:li



**BUGS EVERYWHERE** 

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## Software Development: V-model

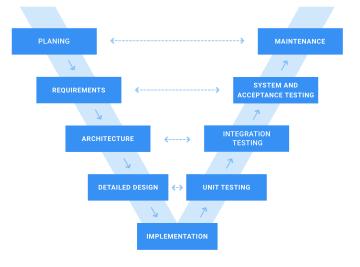


Figure 4: Software development process

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## Software Development: V & V

Is formally defined in, e.g.: ISO-9000:2015:

- Verification "Confirmation, through the provision of objective evidence, that specified requirements have been fulfilled."
- Validation "Confirmation, through the provision of objective evidence, that the requirements for a specific intended use or application have been fulfilled."

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## Software Development: Testing

#### Verification:

- Are we building the product right?
- Does the system comply with its specification?

#### Validation:

- Are we building the right product?
- Does the system meet the needs of the customer?

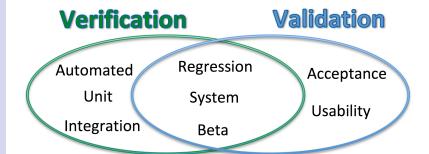


Figure 5: Devision of testing types

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## Formal Verification

#### Facts:

- No globally recognized definition of Formal Methods<sup>1</sup>.
- Local attempts to have one<sup>2</sup>, e.g.:

"Formal methods are techniques used to model complex systems as mathematical entities."

"By building a rigorous model of a complex system, it is possible to verify the system's properties in a more thorough fashion than empirical testing."

#### Conclusion:

Formal methods are techniques suitable for Verification.

<sup>&</sup>lt;sup>1</sup>"Formal Methods for Industrial Critical Systems", S. Gnesi, T. Margaria

<sup>&</sup>lt;sup>2</sup> "Formal Methods", Michael Collins, CMU

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## Software Verification

#### Goal:

A program shall satisfy a formal specification of its behavior.

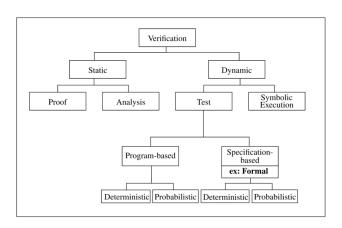


Figure 6: Verification methods

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# Programming Languages

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## Programming Languages: Outline

- Language generations
- Declarative vs. Imperative
- What is ANSI-C?

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## Language generations

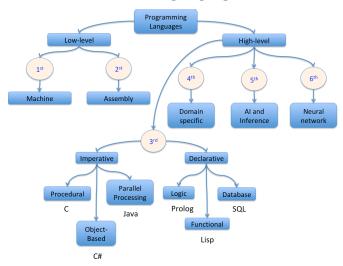


Figure 7: Generations of Programming languages

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## Declarative vs. Imperative: Main

 Declarative – Expresses what to accomplish without specifying concrete steps.

```
//Declarative `JavaScript`
var arr_dbl = arr.map((x) => x * 2)
```

 Imperative – Describes computation in terms of statements that change a program state.

```
//Imperative `JavaScript`
var arr_dbl = []
for (let i = 0; i < arr.length; i++) {
  arr_dbl.push(arr[i] * 2)
}</pre>
```

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## Declarative vs. Imperative: Test

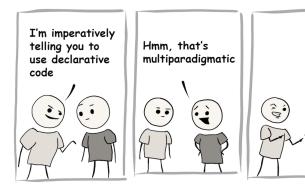


Figure 8: If you laugh, it means you've passed

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## What is ANSI-C: Old C

#### Procedural language:

Is an imperative language in which the program is built from one or more subroutines commonly known as functions.

#### C language:

C is an *imperative procedural* language.

#### **Defining ANSI-C:**

ANSI-C is a common name for two equivalent language specs:

- C89 by American National Standards Institute (ANSI)
- C90 by International Organization for Standardization (ISO)

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## Formal Methods

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## Formal Methods: Outline

- Formal Verification
- Hoare Approach
- Dijkstra Extension

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## Formal verification

Question: Does formal validation exist?

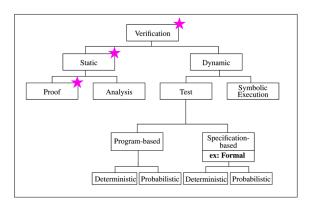


Figure 9: Formal correctness proving

Prove conformance to specifications for imperative programs.

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# Hoare Approach<sup>3</sup>

Hoare triples:  $\{P\} C \{Q\}$ 

 ${\cal C}$  - code;  ${\cal P}$  - pre-condition;  ${\cal Q}$  - post-condition;

Axioms, e.g. Skip and Assign:

$$\frac{-}{\{P\}skip\{P\}}$$
 and  $\frac{-}{\{P[E/V]\}V:=E\{P\}}$ 

Where E is any expression and V is any variable.

**Inference rules**, e.g. *Composition* and *Conditional*:

$$\frac{\{P\}S_1\{R\},\{R\}S_2\{Q\}}{\{P\}S_1;\,S_2\{Q\}} \text{ and } \frac{\{B\land P\}S\{Q\},\{\neg B\land P\}T\{Q\}}{\{P\}\text{ if }B\text{ then }S\text{ else }T\text{ elseif }\{Q\}}$$

**Partial correctness:** If P holds before executing C then Q holds afterwards. ONLY if C terminates.

<sup>&</sup>lt;sup>3</sup> "An Axiomatic Basis for Computer Programming", Tony Hoare, 1969.

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# Dijkstra Extension<sup>4</sup>

The weakest precondition calculus for

- A predicate transform semantics to mechanize the proofs.
- Explains how C transforms P into Q.

#### Backward reasoning:

- Based on Q and C calculate the weakest pre-condition  $\widehat{P}$
- If  $P \implies \widehat{P}$ , then the proof is complete

#### Forward reasoning:

- $\bullet$  Based on P and C calculate the strongest post-condition  $\widehat{Q}$
- If  $\widehat{Q} \implies Q$ , then the proof is complete

<sup>&</sup>lt;sup>4</sup>"Guarded commands, non-determinacy and formal derivation of programs", Edsger Dijkstra, 1975

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## Frama - C

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## Frama - C: Outline

- Platform description
- Plugins overview
- What is ACSL?

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## Platform description

A plug-in-based open-source cross-platform framework for C source-code analysis:

- Browsing unfamiliar code
- Static code analysis
- Dynamic code analysis
- Code transformations
- Certification of critical software

You can easily build upon the existing plug-ins to implement your own analysis.

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## Plugins overview: Main

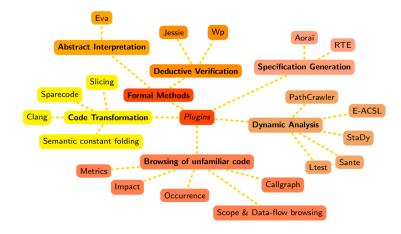


Figure 10: Frama-C plugins

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## Plugins overview: WP

WP - weakest precondition for ACSL specs of ANSI-C programs.

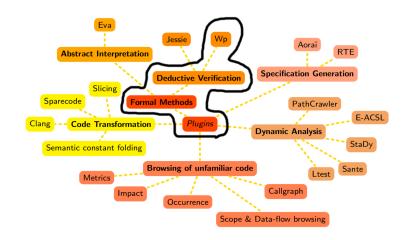


Figure 11: Frama-C WP plugin

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## What is ACSL: General

#### In short:

- ACSL ANSI/ISO C Specification Language
- Allows to formally specify properties of a C program

It is all about function contracts:

```
/*@ ensures \result >= x & \result >= y;
    ensures \result == x // \result == y;
    */
int max (int x, int y) {
    return(x > y) ? x : y;
}
```

A function contract is a combination of:

- post-conditions ensures
- pre-conditions requires

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## What is ACSL: Pointers

ACSL allows to reason about, e.g.:

- Pointers
- Arrays
- Termination

#### Consider pointers:

```
/*@ requires \valid(p) && \valid(q);
    ensures *p <= *q;
 */
void max_ptr (int *x, int *y) {
  if(*x >*y) {
    int tmp =*x;
    *x = *y;
    *y = tmp;
```

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## What is ACSL: Completeness

Is the following max\_ptr implementation correct?

```
/*0 requires \valid(p) & \valid(q);
    ensures *p <= *q;
    */
void max_ptr (int *x, int *y) {
    *p = *q = 0;
}</pre>
```

The is the following specification *complete*?

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## What is ACSL: The whole spec.

The complete specification *v1.4* has 93 pages: https://frama-c.com/download/acsl\_1.4.pdf



Figure 12: Feel free to explore

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# Verification in practice

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## Verification in practice: Outline

- Verification Examples
- Verification Outcomes
- The morale

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# Verification Examples: abs(.)

Consider a primitive integer absolute value computation:

```
/*@
    ensures \result >= 0;
*/
int abs(int val) {
    if(val < 0) return -val;
    return val;
}</pre>
```

The verification shall return **OK**, right?

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## Verification Examples: Issue #1

**NOP** - the verification results are inconclusive:

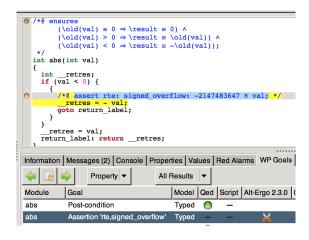


Figure 13: WP detects a possible overflow

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# Verification Examples: Issue #2

Extend the specification with a pre-condition:

```
/*@ requires INT_MIN < val;
    ensures \result >= 0;

*/
int abs(int val) {
    if(val < 0) return -val;
    return val;
}</pre>
```

The verification is OK, but are we complete (?), consider:

```
/*@ requires INT_MIN < val;
    ensures \result >= 0;

*/
int abs(int val) {
    return 1;
}
```

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## Verification Examples: Final?

Explicit \result value specification makes it complete:

What if the implementation was wrong?

Would we be able to identify the root-cause?

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# Verification Examples: Faulty

Consider a faulty and lengthy implementation with 2 bugs:

```
/*@ requires INT MIN < val;
    ensures (val == 0 ==> \result == 0) &&
             (val > 0 \Longrightarrow \result \Longrightarrow val)
             (val < 0 \Longrightarrow \ \ \ ):
 */
int abs(int val) {
  if(val == 0) {
    return 0; //OK
  } else {
    if(val < 0) {
      return val; //BUG #1, should return -val
    } else {
      return -val; //BUG #2, should return val
```

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## Verification Examples: Issue #3

The verification is inconclusive, the entire post condition failed!

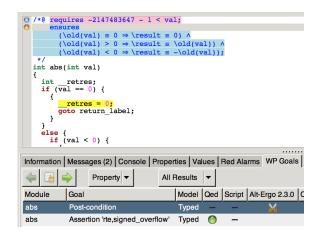


Figure 14: What is the actual reason?

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# Verification Examples: Split

What if we slit the specification?

```
/*@ requires INT MIN < val;
    ensures (val == 0 ==> \text{result} == 0);
    ensures (val > 0 ==> \result == val):
    ensures (val < 0 ==> \result == -val):
 */
int abs(int val) {
  if(val == 0) {
    return 0; //OK
  } else {
    if(val < 0) {
      return val; //BUG #1, should return -val
    } else {
      return -val; //BUG #2, should return val
```

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## Verification Examples: Issue #3

This is enough hint to know where to look:

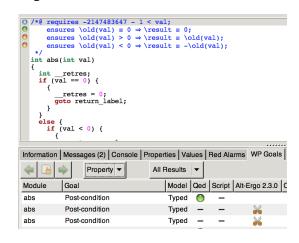


Figure 15: Finding the root-causes

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# Verification Examples: BUG #1

What if we fix the first bug the specification?

```
/*@ requires INT MIN < val;
    ensures (val == 0 ==> \text{result} == 0):
    ensures (val > 0 ==> \result == val):
    ensures (val < 0 ==> \result == -val):
 */
int abs(int val) {
  if(val == 0) {
    return 0; //OK
  } else {
    if(val < 0) {
      return -val; //OK
    } else {
      return -val; //BUG #2, should return val
```

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## Verification Examples: Better!

Fixing BUG #1 turns the corresponding post-conditions green!

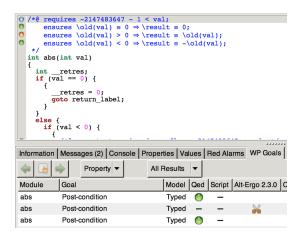


Figure 16: Sequential issue resolution

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## Verification Examples: Fixed

Fixing BUG #2 yields an **OK** verification result!

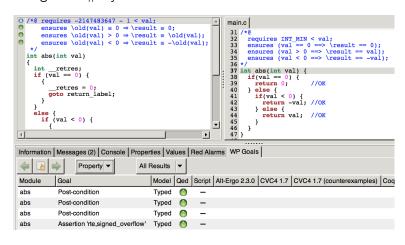


Figure 17: Now we are all fine

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### Verification Outcomes

### If the proof is **OK**:

- The program satisfies the specification
- Is the specification correct/complete?

### If the proof is **NOK**:

- An incorrect implementation
  - Find counter-example via test generation;
- A wrong specification
  - Complete spec. and proof analysis;
  - Change/extend the specification;
- A prover's failure
  - Alternative provers;
  - Interactive proof assistants;

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### The morale

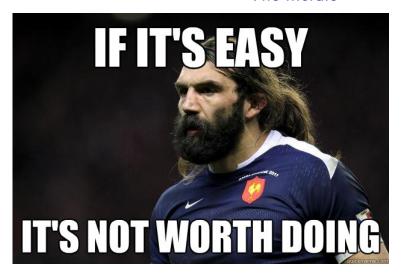


Figure 18: It is not so easy but . . .

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# Concluding remarks

- We had an overview of
- Questions?