

Getting started with Kontrol: A formal verification tool

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About Us



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Reproduction Steps



- Workshop repository:

github.com/runtimeverification/kontrol-workshop-ethcc-7

- Docker image (recommended):

ghcr.io/runtimeverification/kontrol/kontrol-workshop-ethcc-7

- Get the image:

```
docker pull ghcr.io/runtimeverification/kontrol/kontrol-workshop-ethcc-7
```



Workshop Overview



- Part 1: Kontrol Basics
 - Your first proof
 - Why Kontrol
 - Understanding Kontrol output
 - Debugging a proof

Workshop Overview



- Part 2: Kontrol on Roids
 - Compositional Symbolic Execution
 - External computation
 - NatSpec annotations
 - Proof and branch parallelization

Part 1: Kontrol Basics.

Getting Kontrol



- Via `kup` (most user friendly):
 - `bash <(curl https://kframework.org/install)`
 - `kup install kontrol`
 - `kup repo: https://github.com/runtimeverification/kup`

Getting Kontrol



- Via `kup` (most user friendly):
 - `bash <(curl https://kframework.org/install)`
 - `kup install kontrol`
 - `kup repo: https://github.com/runtimeverification/kup`

→ ~ `kup list`

Package name (alias)	Installed version	Status
<code>kup</code>		installed
<code>k.openssl.procps.secp256k1</code>	<code>e78eda6a4b16183761e98fbc437e96c97c714709</code>	newer version available
<code>kontrol</code>	<code>a8dc6070e3d84d5ab009eb748b25a9aa2a51671f</code> (v7.1.33)	installed
<code>kavm</code>	<i>local checkout</i>	available
<code>kevm</code>		available
<code>kplutus</code>		available
<code>kmir</code>		available
<code>kmxwasm</code>		available

Getting Kontrol



- Via `kup` (most user friendly):
 - `bash <(curl https://kframework.org/install)`
 - `kup install kontrol`
 - `kup repo: https://github.com/runtimeverification/kup`
- Documentation:
<https://docs.runtimeverification.com/kontrol/cheatsheets/kup-cheatsheet>

Your First Kontrol Proof



```
test/Counter.t.sol
```

```
function testFuzz_SetNumber(uint256 x) public {
    counter.setNumber(x);
    assertEq(counter.number(), x);
}
```

```
forge build
```

```
[·] Compiling...
[·] Compiling 27 files with 0.8.25
[·] Solc 0.8.25 finished in 1.01s
Compiler run successful!
```

Your First Kontrol Proof



```
test/Counter.t.sol
```

```
function testFuzz_SetNumber(uint256 x) public {
    counter.setNumber(x);
    assertEq(counter.number(), x);
}
```

```
forge test --match-test testFuzz_SetNumber
```

```
[PASS] testFuzz_SetNumber(uint256) (runs: 256, μ: 30765, ~: 31310)
```

Your First Kontrol Proof



test/Counter.t.sol

```
function testFuzz_SetNumber(uint256 x) public {
    counter.setNumber(x);
    assertEq(counter.number(), x);
}
```

kontrol build

🔨 Building Kontrol project 🚧
Add `--verbose` to `kontrol build` for more details!
✅ Success! Kontrol project built 💪

Your First Kontrol Proof



```
test/Counter.t.sol
```

```
function testFuzz_SetNumber(uint256 x) public {
    counter.setNumber(x);
    assertEq(counter.number(), x);
}
```

```
kontrol prove --match-test testFuzz_SetNumber
```

✨ PROOF PASSED ✨ test%**CounterTest.testFuzz_SetNumber(uint256):0**

What Did Just Happen?



- What

- did

- just

- happen?

- ??

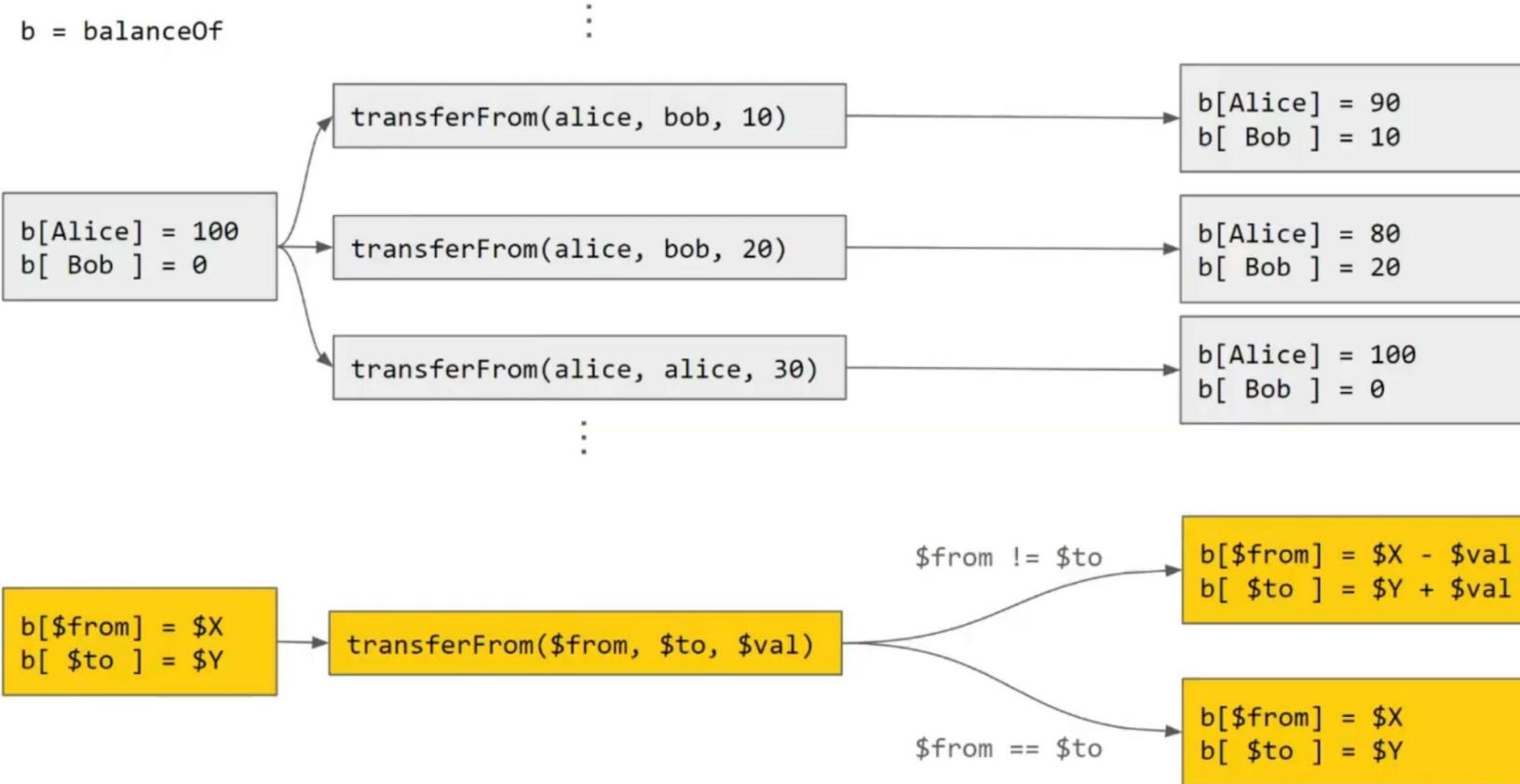
- ???

Symbolic Execution!



- What is symbolic execution?
 - Execution
 - Symbolic?
 - Not concrete :)
- Great. Let's elaborate:
 - `transferFrom(address from, address to, uint256 val)`
 - **Concrete** execution =
 - Execute with **concrete** `from`, `to` and `val`
 - Obtain **concrete** state update
 - **Symbolic** execution =
 - Execute with **symbolic** `from`, `to` or `val`
 - Obtain **symbolic** state update

Symbolic Execution!



A Word on Formal Verification



- What is Formal Verification?
 - Assert properties of your code (i.e. **specify** its behavior)
 - Prove that your code satisfies the specification
- There are a lot of different techniques to achieve this
- Symbolic execution is one of them
 - Execute your code with symbolic parameters
 - Get all possible execution traces
 - Check that each execution trace satisfies the specification

What is Kontrol

- Symbolic execution engine
- Specs as Foundry property tests
- Verifies EVM bytecode
- Open Source (PRs welcome!)
- github.com/runtimeverification/kontrol



Why So Formal?



When Fuzzing Fails



```
function setNumber(uint256 newNumber) public {  
    number = newNumber;  
}
```

When Fuzzing Fails



```
function setNumberCaffeinated(uint256 newNumber,
                                bool isTime) public {
    if (newNumber == 0xCOFFEE && isTime) {
        revert CoffeeBreak();
    }
    number = newNumber;
}
```

```
forge test --match-test testFuzz_SetNumberCaffeinated
```

```
[PASS] testFuzz_SetNumberCaffeinated(uint256,bool) (runs: 256, μ: 31189, ~: 31500)
```

When Fuzzing Fails



```
function setNumberCaffeinated(uint256 newNumber,  
                           bool isTime) public {  
    if (newNumber == 0xCOFFEE && isTime) {  
        revert CoffeeBreak();  
    }  
    number = newNumber;  
}
```

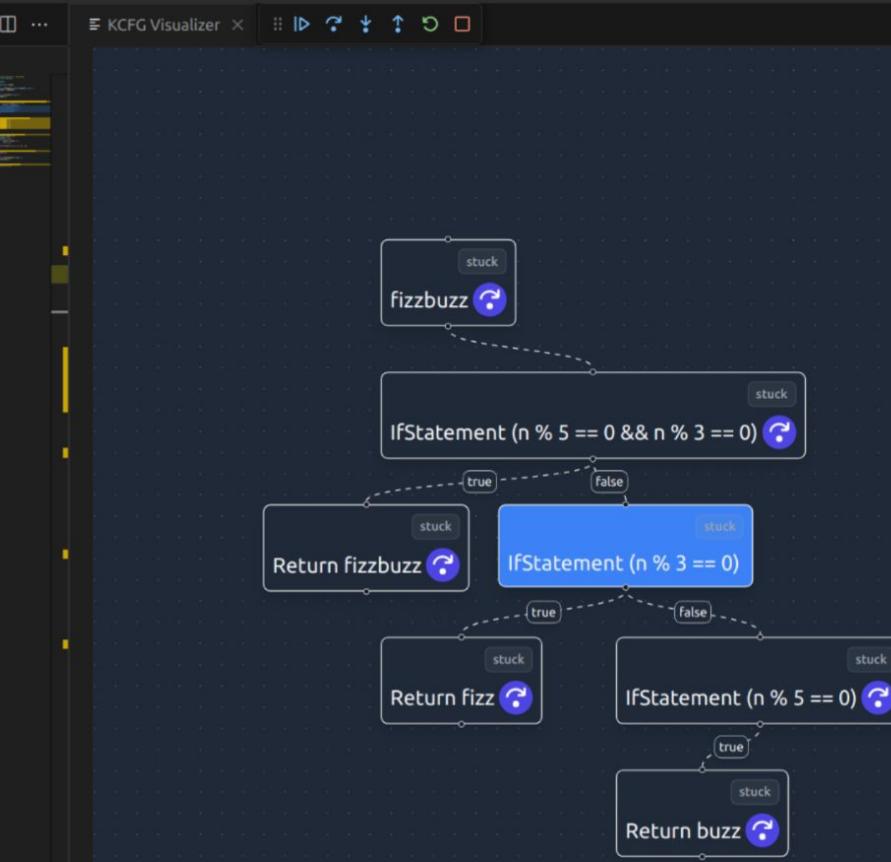
```
kontrol prove --match-test testFuzz_SetNumberCaffeinated
```

✗ PROOF FAILED ✗ test%CounterTest.testFuzz_SetNumberCaffeinated(uint256,bool):0

Visual Control Flow

Demo.sol 9+ Demo.sol

```
7     uint256 public number;
8
9     > Debug
10    function setNumber(uint256 newNumber) public {
11        number = newNumber;
12    }
13
14    > Debug
15    function increment() public {
16        number++;
17    }
18
19    > Debug
20    function fizzbuzz(uint256 n) public returns (string memory) {
21        if (n % 5 == 0 && n % 3 == 0) {
22            return "fizzbuzz";
23        } else if (n % 3 == 0) {
24            return "fizz";
25        } else if (n % 5 == 0) {
26            return "buzz";
27        }
28
29        > Debug
30        function sequenceOfAssignments() public {
31            uint256 a = 1;
32            uint256 b = 2;
33            uint256 c = 3;
34            uint256 d = 4;
35            uint256 e = 5;
36            uint256 f = 6;
37
38        > Debug
39        function sumToN(uint256 n) public {
```



Proof Debugging - Feat. Solady



Let's verify `mulWad`

```
/// @dev Equivalent to `(x * y) / WAD` rounded down.
function mulWad(uint256 x, uint256 y) internal pure returns (uint256 z) {
    assembly {
        if mul(y, gt(x, div(not(0), y))) {
            mstore(0x00, 0xbac65e5b)
            revert(0x1c, 0x04)
        }
        z := div(mul(x, y), WAD)
    }
}
```

Proof Debugging - Feat. Solady



mulWad specs:

```
function testMulWad(uint256 x, uint256 y) public {
    // No overflow case
    if (y == 0 || x <= type(uint256).max / y) {
        uint256 zSpec = (x * y) / WAD;
        uint256 zImpl = mulWad(x, y);
        // mulWad behaves as specified
        assert(zImpl == zSpec);
    } else {
        // If overflow, it should revert
        vm.expectRevert(MulWadFailed.selector);
        // External call needed for expectRevert to kick in
        this.mulWad(x, y);
    }
}
```

Proof Debugging - Feat. Solady



mulWad specs:

```
function testMulWad(uint256 x, uint256 y) public {
    // No overflow case
    if (y == 0 || x <= type(uint256).max / y) {
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Proof Debugging - Feat. Solady



mulWad specs:

```
function testMulWad(uint256 x, uint256 y) public {
    // No overflow case
    if (y == 0 || x <= type(uint256).max / y) {
        uint256 zSpec = (x * y) / WAD;
        uint256 zImpl = mulWad(x, y);
        // mulWad behaves as specified
        assert(zImpl == zSpec);
    } else {
        // If overflow, it should revert
        vm.expectRevert(MulWadFailed.selector);
        // External call needed for expectRevert to kick in
        this.mulWad(x, y);
    }
}
```

Proof Debugging - Feat. Solady



- Let's run the proof!
 - `kontrol build`
 - `kontrol prove --mt testMulWad`

...

PROOF FAILED `test%MulWadTest.testMulWad(uint256,uint256):0`

Proof Debugging - Feat. Solady



- Let's read the path condition:
 - `#Not ({ VV1_y_114b9705:Int #Equals 0 })`
 - `#And { true #Equals VV0_x_114b9705:Int <=Int maxUInt256 /Int VV1_y_114b9705:Int }`
 - `#And #Not ({ chop (VV1_y_114b9705:Int *Int bool2Word (maxUInt256 /Int VV1_y_114b9705:Int <Int VV0_x_114b9705:Int)) #Equals 0 })`

Proof Debugging - Feat. Solady



- Translating Kontrol fanciness:
 - $\forall VV0_x_{114b9705} \rightarrow x$
 - $\forall VV1_y_{114b9705} \rightarrow y$

Proof Debugging - Feat. Solady



- Let's read the path condition:
 - `#Not ({ VV1_y_114b9705:Int #Equals 0 })`
 - `#And { true #Equals VV0_x_114b9705:Int <=Int maxUInt256 /Int VV1_y_114b9705:Int }`
 - `#And #Not ({ chop (VV1_y_114b9705:Int *Int bool2Word (maxUInt256 /Int VV1_y_114b9705:Int <Int VV0_x_114b9705:Int)) #Equals 0 })`

Proof Debugging - Feat. Solady



- Let's read the path condition:
 - `#Not ({ y:Int #Equals 0 })`
 - `#And { true #Equals x:Int <=Int maxUInt256 /Int y:Int }`
 - `#And #Not ({ chop (y:Int *Int bool2Word (maxUInt256 /Int y:Int <Int x:Int)) #Equals 0 })`

Proof Debugging - Feat. Solady



- Translating Kontrol fanciness:
 - $\forall VV0_x_{114b9705} \rightarrow x$
 - $\forall VV1_y_{114b9705} \rightarrow y$
 - Remove #And, { true #Equals _ }

Proof Debugging - Feat. Solady



- Let's read the path condition:
 - `#Not ({ y:Int #Equals 0 })`
 - `#And { true #Equals x:Int <=Int maxUInt256 /Int y:Int }`
 - `#And #Not ({ chop (y:Int *Int bool2Word (maxUInt256 /Int y:Int <Int x:Int)) #Equals 0 })`

Proof Debugging - Feat. Solady



- Let's read the path condition:
 - `#Not ({ y:Int #Equals 0 })`
 - `x:Int <=Int maxUInt256 /Int y:Int`
 - `#Not ({ chop (y:Int *Int bool2Word (maxUInt256 /Int y:Int <Int x:Int)) #Equals 0 })`

Proof Debugging - Feat. Solady



- Translating Kontrol fanciness:
 - $\forall VV0_x_{114b9705} \rightarrow x$
 - $\forall VV1_y_{114b9705} \rightarrow y$
 - Remove #And, { true #Equals _ }
 - Substitute #Not ({ _ #Equals 0 }) with _ != 0

Proof Debugging - Feat. Solady



- Let's read the path condition:
 - `#Not ({ y:Int #Equals 0 })`
 - `x:Int <=Int maxUInt256 /Int y:Int`
 - `#Not ({ chop (y:Int *Int bool2Word (maxUInt256 /Int y:Int <Int x:Int)) #Equals 0 })`

Proof Debugging - Feat. Solady



- Let's read the path condition:
 - $y:\text{Int} \neq 0$
 - $x:\text{Int} \leq \text{maxUInt256} / \text{Int} y:\text{Int}$
 - $\text{chop} (y:\text{Int} * \text{Int} \text{bool2Word} (\text{maxUInt256} / \text{Int} y:\text{Int} < \text{Int} x:\text{Int})) \neq 0$

Proof Debugging - Feat. Solady

- Translating Kontrol fanciness:
 - $\forall VV0_x_{114b9705} \rightarrow x$
 - $\forall VV1_y_{114b9705} \rightarrow y$
 - Remove #And, { true #Equals _ }
 - Substitute #Not ({ _ #Equals 0 }) with _ != 0
 - Remove :Int typing

Proof Debugging - Feat. Solady



- Let's read the path condition:
 - $y:\text{Int} \neq 0$
 - $x:\text{Int} \leq \text{maxUInt256} / \text{Int} y:\text{Int}$
 - $\text{chop} (y:\text{Int} * \text{Int} \text{bool2Word} (\text{maxUInt256} / \text{Int} y:\text{Int} < \text{Int} x:\text{Int})) \neq 0$

Proof Debugging - Feat. Solady



- Let's read the path condition:
 - $y \neq 0$
 - $x \leq \text{maxUInt256} / y$
 - $\text{chop} (y * \text{bool2Word} (\text{maxUInt256} / y < x)) \neq 0$

Proof Debugging - Feat. Solady



- Don't be intimidated!!
 - #Not ({ VV1_y_114b9705:Int #Equals 0 })
 - #And { true #Equals VV0_x_114b9705:Int <=Int maxUInt256 /Int VV1_y_114b9705:Int }
 - #And #Not ({ chop (VV1_y_114b9705:Int *Int bool2Word (maxUInt256 /Int VV1_y_114b9705:Int <Int VV0_x_114b9705:Int)) #Equals 0 })

Proof Debugging - Feat. Solady



- Nice path condition:
 - $y \neq 0$
 - $x \leq \text{maxUInt256} / y$
 - $\text{chop} (y * \text{bool2Word} (\text{maxUInt256} / y < x)) \neq 0$

Proof Debugging - Feat. Solady



- KEVM definitions:
 - $\text{chop} (X) = X \% \text{maxUInt256}$
 - $\text{bool2Word} \rightarrow$ Casting booleans to integers

Proof Debugging - Feat. Solady



- Legible path condition:
 - $y \neq 0$
 - $x \leq \text{maxUInt256} / y$
 - $\text{chop} (y * \text{bool2Word} (\text{maxUInt256} / y < x)) \neq 0$

Proof Debugging - Feat. Solady



- Legible path condition:
 - $y \neq 0$
 - $x \leq \text{maxUInt256} / y$
 - $\text{chop} (y * \text{bool2Word} (\text{maxUInt256} / y < x)) \neq 0$
 - $y * \text{bool2Word} (\text{maxUInt256} / y < x) \neq 0$

Proof Debugging - Feat. Solady



- Legible path condition:
 - $y \neq 0$
 - $x \leq \text{maxUInt256} / y$
 - $\text{chop} (y * \text{bool2Word} (\text{maxUInt256} / y < x)) \neq 0$
 - $\text{bool2Word} (\text{maxUInt256} / y < x) \neq 0$

Proof Debugging - Feat. Solady



- Legible path condition:
 - $y \neq 0$
 - $x \leq \text{maxUInt256} / y$
 - $\text{chop} (y * \text{bool2Word} (\text{maxUInt256} / y < x)) \neq 0$
 - $\text{maxUInt256} / y < x \neq \text{false}$

Proof Debugging - Feat. Solady



- Legible path condition:
 - $y \neq 0$
 - $x \leq \text{maxUInt256} / y$
 - $\text{chop}(\text{y} * \text{bool2Word}(\text{maxUInt256} / \text{y} < x)) \neq 0$
 - $\text{maxUInt256} / \text{y} < x == \text{true}$

Proof Debugging - Feat. Solady



- Legible path condition:
 - $y \neq 0$
 - $x \leq \text{maxUInt256} / y$
 - $\text{chop} (y * \text{bool2Word} (\text{maxUInt256} / y < x)) \neq 0$
 - $\text{maxUInt256} / y < x == \text{true}$

Proof Debugging - Feat. Solady



Let's look at the definition of `bool2Word`

- Go to github.com/runtimeverification/evm-semantics/
- `cd kevm-pyk/src/kevm_pyk/kproj/evm-semantics` (where KEVM lives)
- `grep bool2Word`

```
evm-types.md:    rule bool2Word( true ) => 1
evm-types.md:    rule bool2Word( false ) => 0
lemmas/lemmas.k:    rule bool2Word(A) |Int bool2Word(B) => bool2Word(A orBool B) [simplification]
lemmas/lemmas.k:    rule bool2Word(A) &Int bool2Word(B) => bool2Word(A andBool B) [simplification]
lemmas/lemmas.k:    rule bool2Word(_B) |Int 1 => 1           [simplification]
lemmas/lemmas.k:    rule bool2Word( B) &Int 1 => bool2Word(B) [simplification]
lemmas/lemmas.k:    rule bool2Word(X ==Int 1) => X requires #rangeBool(X) [simplification]
lemmas/lemmas.k:    rule bool2Word( B:Bool ) ==Int I => B ==K word2Bool(I) [simplification, concrete(I)]
```

Proof Debugging - Feat. Solady



No rule explicitly simplifies argument of bool2Word

So... The next step is to add one!

But... How does a rule that triggers argument simplification look like?

Well, very simple!

Proof Debugging - Feat. Solady



rule bool2Word (X) => 1 requires X [simplification]

rule bool2Word (X) => 0 requires notBool X [simplification]

Proof Debugging - Feat. Solady



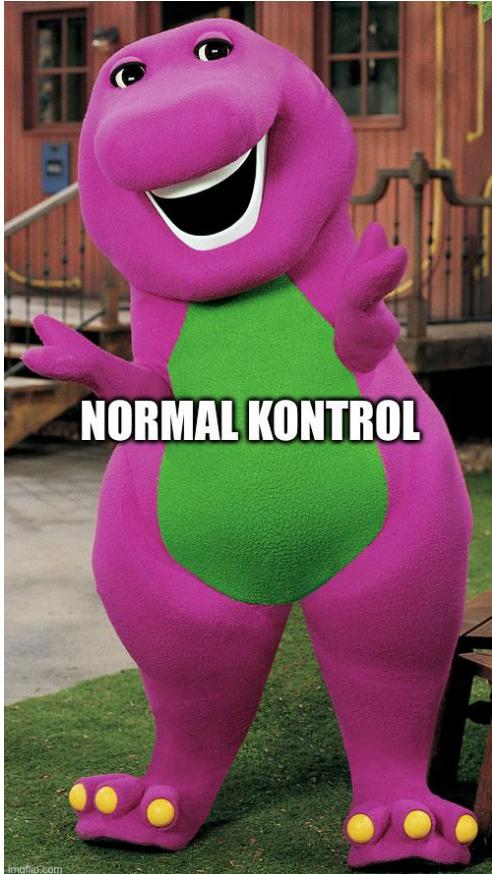
We save the rule in a .k file, say `lemmas.k`

And tell Kontrol to take them into account!

```
kontrol build --requires lemmas.k --module MulWadTest:KONTROL-LEMMAS
```

Part 2: Kontrol on Roids.

Kontrol on Roids

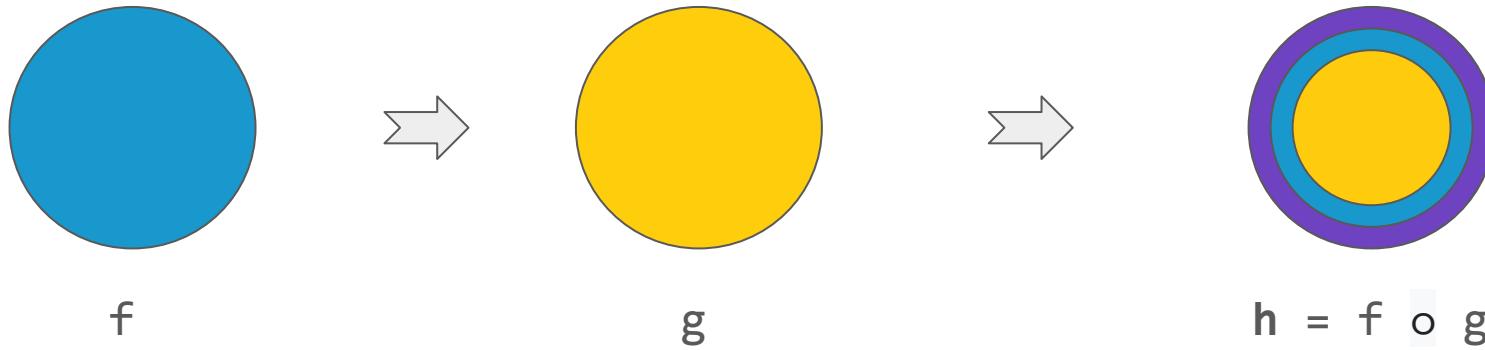


Kontrol on Roids



- Compositional Symbolic Execution
- External computation
- NatSpec annotations
- Proof and branch parallelization

Compositional Symbolic Execution (CSE)



CSE - Function Summary



GLDToken.transfer(address to, uint256 amount)

msg.sender == 0

msg.sender /= 0 to == 0

msg.sender /= 0 to /= 0 _balances[msg.sender] < amount

msg.sender /= 0 to /= 0 _balances[msg.sender] >= amount

ERC20InvalidSender

ERC20InvalidReceiver

ERC20InsufficientBalance

```
STORAGE[keccak(msg.sender, 0)] -= amount  
STORAGE[keccak(to, 0)] += amount  
emit Transfer event  
output TRUE
```

CSE - Function Summary



```
function testTransferConsecutive(address alice, address bob, uint256 amount, bytes32
storageSlot) public unchangedStorage(storageSlot)
{
    vm.assume(alice != address(0));
    vm.assume(bob != address(0));
    _notBuiltinOrPrecompiledAddress(alice);
    _notBuiltinOrPrecompiledAddress(bob);
    vm.assume(gld.balanceOf(alice) >= amount);
    vm.assume(gld.balanceOf(bob) <= MAX_INT - amount);
    vm.prank(alice);
    gld.transfer(bob, amount);
    vm.prank(bob);
    gld.transfer(alice, amount);
}
```

CSE - Function Summary



```
function testTransferConsecutive(address alice, address bob, uint256 amount, bytes32
storageSlot) public unchangedStorage(storageSlot)
{
    vm.assume(alice != address(0));
    vm.assume(bob != address(0));
    _notBuiltinOrPrecompiledAddress(alice);
    _notBuiltinOrPrecompiledAddress(bob);
    vm.assume(gld.balanceOf(alice) >= amount);
    vm.assume(gld.balanceOf(bob) <= MAX_INT - amount);
    vm.prank(alice);
    gld.transfer(bob, amount);
    vm.prank(bob);
    gld.transfer(alice, amount);
}
```

CSE - Function Summary



```
function testTransferConsecutive(address alice, address bob, uint256 amount, bytes32
storageSlot) public unchangedStorage(storageSlot)
{
    vm.assume(alice != address(0));
    vm.assume(bob != address(0));
    _notBuiltinOrPrecompiledAddress(alice);
    _notBuiltinOrPrecompiledAddress(bob);

    vm.assume(gld.balanceOf(alice) >= amount);
    vm.assume(gld.balanceOf(bob) <= MAX_INT - amount);
    vm.prank(alice);
    gld.transfer(bob, amount);
    vm.prank(bob);
    gld.transfer(alice, amount);
}
```

CSE - Function Summary



```
function testTransferConsecutive(address alice, address bob, uint256 amount, bytes32
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    _notBuiltinOrPrecompiledAddress(alice);
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    vm.assume(gld.balanceOf(alice) >= amount);
    vm.assume(gld.balanceOf(bob) <= MAX_INT - amount);
    vm.prank(alice);
    gld.transfer(bob, amount);
    vm.prank(bob);
    gld.transfer(alice, amount);
}
```

Given a test proof:

1. Fetch all the external functions (dependencies) that are called in the test
2. Execute them in an abstract state of EVM
3. Generate a summary for each dependency
4. Whenever a dependency is called, apply the summary instead of executing the function once more.

CSE - Key Features



- Modularity
 - Subproofs that can be reasoned about in an abstract context
- Efficiency
 - Avoiding repeated analysis of the same dependency in different parts of the program.
- Scalability
 - New proofs can be executed without reasoning about known dependencies

CSE - Function Summary



```
function testTransferConsecutive(address alice, address bob, uint256 amount, bytes32
storageSlot) public unchangedStorage(storageSlot)
{
    vm.assume(alice != address(0));
    vm.assume(bob != address(0));
    _notBuiltinOrPrecompiledAddress(alice);
    _notBuiltinOrPrecompiledAddress(bob);
    vm.assume(gld.balanceOf(alice) >= amount);
    vm.assume(gld.balanceOf(bob) <= MAX_INT - amount);
    vm.prank(alice);
    gld.transfer(bob, amount);
    vm.prank(bob);
    gld.transfer(alice, amount);
}
```

CSE - Function Summary



```
APRProof: test%GLDTokenTest.testTransferConsecutive(address,address,uint256,bytes32):0
    status: ProofStatus.PASSED
    admitted: False
    nodes: 7
    pending: 0
    failing: 0
    vacuous: 0
    stuck: 0
    terminal: 3
    refuted: 0
    bounded: 0
    execution time: 3m 36s
Subproofs: 2
```

```
APRProof: test%GLDTokenTest.testTransferConsecutive(address,address,uint256,bytes32):1
    status: ProofStatus.PASSED
    admitted: False
    nodes: 14
    pending: 0
    failing: 0
    vacuous: 0
    stuck: 0
    terminal: 4
    refuted: 0
    bounded: 0
    execution time: 4m 52s
Subproofs: 0
```

External Computation

- What is external computation?
 - Compute with Foundry, import results to Kontrol
 - Only works for concrete execution
- Why do we need it?
 - Kontrol executes in math, which is not the fastest way
 - Test suite initialization can be *very* long and complex

External Computation - How does it work?

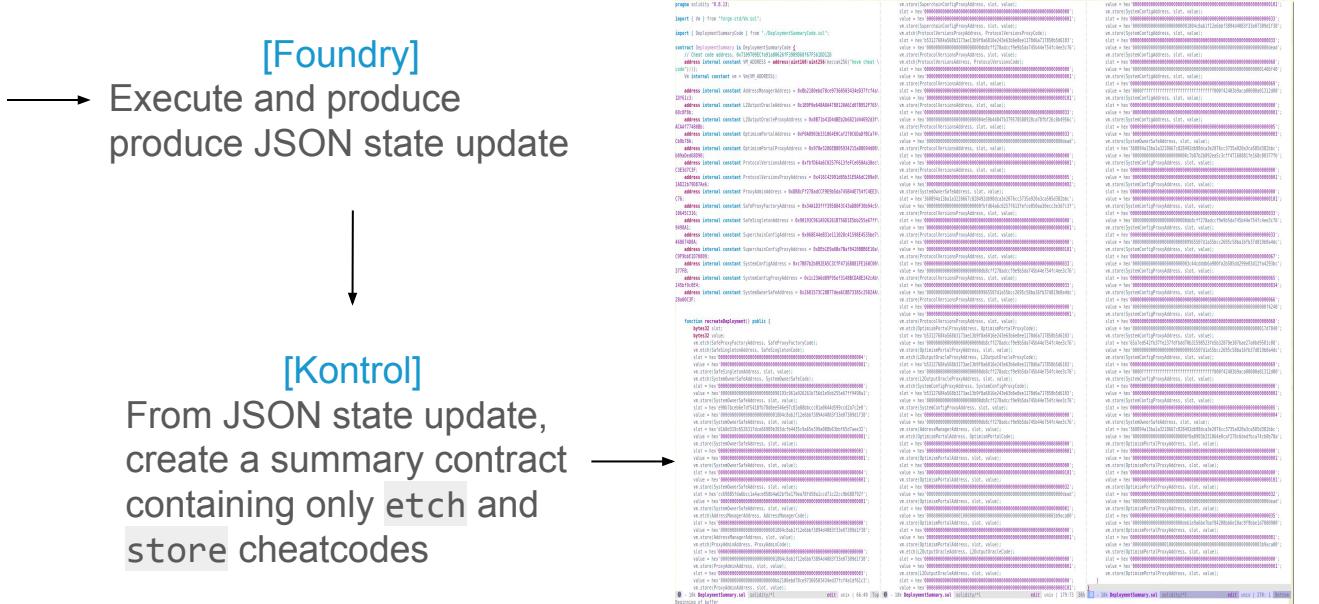
Foundry-Kontrol approach: outsource concrete execution to Foundry

- Execute any function with Foundry
- Record all state updates with `vm.dumpState` or `vm.stopAndReturnStateDiff`
- Recreate the recorded state with `vm.store` and `vm.etch`



[Foundry]
→ Execute and produce
produce JSON state update

[Kontrol]
From JSON state update,
create a summary contract
containing only `etch` and
`store` cheatcodes



External Computation - How does it work?



We go from:

- Long execution script
 - Lots of dependencies
 - Nontrivial deployment logic

External Computation - How does it work?



We go from:

- Long execution script
 - Lots of dependencies
 - Nontrivial deployment logic

To:

- Comparatively short summary contract
 - Effectively no project dependencies
 - Trivial recreation logic

External Computation



- Nice simplification!
 - Now Kontrol only has to execute a bunch of cheatcodes!
- Is this all performance improvement we can get?
 - Certainly **not** :)
 - Kontrol can directly include the state updates into a proof
 - No cheatcode recreation needed!

External Computation - Example



```
function severalCountersDump() public {
    for (uint256 i; i <= 9; ++i) {
        counter = new Counter();
        counter.setNumber(i);
        vm.deal(address(counter), i * (1 ether));
        string memory addressName = string.concat("counter", vm.toString(i));
        save_address(address(counter), addressName);
    }
    vm.dumpState(check_file(folder, dumpStateFile));
}
```

External Computation - Example



```
function severalCountersDump() public {
    for (uint256 i; i <= 9; ++i) {
        counter = new Counter();
        counter.setNumber(i);
        vm.deal(address(counter), i * (1 ether));
        string memory addressName = string.concat("counter", vm.toString(i));
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External Computation - Example



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```

External Computation - Example



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    for (uint256 i; i <= 9; ++i) {
        counter = new Counter();
        counter.setNumber(i);
        vm.deal(address(counter), i * (1 ether));
        string memory addressName = string.concat("counter", vm.toString(i));
        save_address(address(counter), addressName);
    }
    vm.dumpState(check_file(folder, dumpStateFile));
}
```

External Computation - Example



```
forge script src/ExternalComputation.sol:ExternalComputation  
--sig severalCountersDump --ffi
```

State recording JSON:

External Computation - Example



```
forge script src/ExternalComputation.sol:ExternalComputation  
--sig severalCountersDump --ffi
```

Address naming JSON:

```
{  
    "0x03A6a84cD762D9707A21605b548aaaB891562aAb": "counter8",  
    "0x1d1499e622D69689cdf9004d05Ec547d650Ff211": "counter6",  
    "0x2e234DAe75C793f67A35089C9d99245E1C58470b": "counter1",  
    "0x5615dEB798BB3E4dFa0139dFa1b3D433Cc23b72f": "counter0",  
    "0x5991A2dF15A8F6A256D3Ec51E99254Cd3fb576A9": "counter3",  
    "0xA4AD4f68d0b91CFD19687c881e50f3A00242828c": "counter7",  
    "0xD6BbDE9174b1CdAa358d2Cf4D57D1a9F7178FBfF": "counter9",  
    "0xF62849F9A0B5Bf2913b396098F7c7019b51A820a": "counter2",  
    "0xa0Cb889707d426A7A386870A03bc70d1b0697598": "counter5",  
    "0xc7183455a4C133Ae270771860664b6B7ec320bB1": "counter4"  
}
```

External Computation - Example



```
kontrol load-state RecordedState state-dump/StateDump.json      \
    --contract-names state-dump/AddressNames.json      \
    --output-dir test

contract RecordedStateCode {
    bytes constant internal counter1Code = hex'6080604052348015600f57600080fd5b5\
060043610603c5760003560e01c80633fb5c1cb1460415780638381f58a146053578063d09de08\
a14606d575b600080fd5b6051604c3660046083565b600055565b005b605b60005481565b60405\
190815260200160405180910390f35b6051600080549080607c83609b565b9190505550565b600\
060208284031215609457600080fd5b5035919050565b60006001820160ba57634e487b7160e01\
b600052601160045260246000fd5b506001019056fea264697066735822122037d3e0197c9d08f\
161dbb1697fc490e178cce09f688846b9eca0fb960fecdc64736f6c63430008190033';
    bytes constant internal counter0Code = hex'6080604052348015600f57600080fd5b5\
060043610603c5760003560e01c80633fb5c1cb1460415780638381f58a146053578063d09de08\
a14606d575b600080fd5b6051604c3660046083565b600055565b005b605b60005481565b60405\
190815260200160405180910390f35b6051600080549080607c83609b565b9190505550565b600\
060208284031215609457600080fd5b5035919050565b60006001820160ba57634e487b7160e01\
b600052601160045260246000fd5b506001019056fea264697066735822122037d3e0197c9d08f\
161dbb1697fc490e178cce09f688846b9eca0fb960fecdc64736f6c63430008190033';
```

External Computation - Example



```
kontrol load-state RecordedState state-dump/StateDump.json      \
    --contract-names state-dump/AddressNames.json      \
    --output-dir test

contract RecordedStateCode {
    bytes constant internal counter1Code = hex'6080604052348015600f57600080fd5b5\
060043610603c5760003560e01c80633fb5c1cb1460415780638381f58a146053578063d09de08\
a14606d575b600080fd5b6051604c3660046083565b600055565b005b605b60005481565b60405\
190815260200160405180910390f35b6051600080549080607c83609b565b9190505550565b600\
060208284031215609457600080fd5b5035919050565b60006001820160ba57634e487b7160e01\
b600052601160045260246000fd5b506001019056fea264697066735822122037d3e0197c9d08f\
161dbb1697fc490e178cce9f688846b9eca0fb960fecdc64736f6c63430008190033';
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a14606d575b600080fd5b6051604c3660046083565b600055565b005b605b60005481565b60405\
190815260200160405180910390f35b6051600080549080607c83609b565b9190505550565b600\
060208284031215609457600080fd5b5035919050565b60006001820160ba57634e487b7160e01\
b600052601160045260246000fd5b506001019056fea264697066735822122037d3e0197c9d08f\
161dbb1697fc490e178cce9f688846b9eca0fb960fecdc64736f6c63430008190033';
```

External Computation - Example



```
contract RecordedState is RecordedStateCode {
    address internal constant counter8Address = 0x03A6a84cD762D9707A21605b548aaaB891562aAb;
    address internal constant counter6Address = 0x1d1499e622D69689cdf9004d05Ec547d650Ff211;
    address internal constant counter1Address = 0x2e234DAe75C793f67A35089C9d99245E1C58470b;
    address internal constant counter0Address = 0x5615dEB798BB3E4dFa0139dFa1b3D433Cc23b72f;
    address internal constant counter3Address = 0x5991A2dF15A8F6A256D3Ec51E99254Cd3fb576A9;
    address internal constant counter7Address = 0xA4AD4f68d0b91CFD19687c881e50f3A00242828c;
    address internal constant counter9Address = 0xD6BbDE9174b1CdAa358d2Cf4D57D1a9F7178FBfF;
    address internal constant counter2Address = 0xF62849F9A0B5Bf2913b396098F7c7019b51A820a;
    address internal constant counter5Address = 0xa0Cb889707d426A7A386870A03bc70d1b0697598;
    address internal constant counter4Address = 0xc7183455a4C133Ae270771860664b6B7ec320bB1;

    function recreateState() public {
        bytes32 slot;
        bytes32 value;
        vm.etch(counter8Address, counter8Code);
        vm.deal(counter8Address, 80000000000000000000);
        slot = hex'0000000000000000000000000000000000000000000000000000000000000000';
        value = hex'0000000000000000000000000000000000000000000000000000000000000008';
        vm.store(counter8Address, slot, value);
        vm.etch(counter5Address, counter5Code);
        vm.deal(counter5Address, 5000000000000000);
        slot = hex'0000000000000000000000000000000000000000000000000000000000000000';
        value = hex'0000000000000000000000000000000000000000000000000000000000000005';
        vm.store(counter5Address, slot, value);
    }
}
```

External Computation - Example



```
contract RecordedState is RecordedStateCode {
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function recreateState() public {
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    vm.etch(counter8Address, counter8Code);
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    slot = hex'0000000000000000000000000000000000000000000000000000000000000000';
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    vm.store(counter8Address, slot, value);
    vm.etch(counter5Address, counter5Code);
    vm.deal(counter5Address, 5000000000000000);
    slot = hex'0000000000000000000000000000000000000000000000000000000000000000';
    value = hex'0000000000000000000000000000000000000000000000000000000000000005';
    vm.store(counter5Address, slot, value);
```

External Computation - Example



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contract RecordedState is RecordedStateCode {  
    address internal constant counter8Address = 0x03A6a84cD762D9707A21605b548aaaB891562aAb;  
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    vm.etch(counter5Address, counter5Code);  
    vm.deal(counter5Address, 5000000000000000);  
    slot = hex'0000000000000000000000000000000000000000000000000000000000000000';  
    value = hex'0000000000000000000000000000000000000000000000000000000000000005';  
    vm.store(counter5Address, slot, value);
```

External Computation - Example



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        vm.store(counter8Address, slot, value);
        vm.etch(counter5Address, counter5Code);
        vm.deal(counter5Address, 500000000000000000000000);
        slot = hex'0000000000000000000000000000000000000000000000000000000000000000';
        value = hex'0000000000000000000000000000000000000000000000000000000000000005';
        vm.store(counter5Address, slot, value);
    }
}
```

External Computation - Example



Why all of this??

External Computation - Example



```
contract ExternalComputationTest is RecordedState {
    function prove_multiple_counters() public view {
        Counter[] memory counters = new Counter[](10);

        // Load all counters
        counters[0] = (Counter(address(counter0Address)));
        counters[1] = (Counter(address(counter1Address)));
        counters[2] = (Counter(address(counter2Address)));
        counters[3] = (Counter(address(counter3Address)));
        counters[4] = (Counter(address(counter4Address)));
        counters[5] = (Counter(address(counter5Address)));
        counters[6] = (Counter(address(counter6Address)));
        counters[7] = (Counter(address(counter7Address)));
        counters[8] = (Counter(address(counter8Address)));
        counters[9] = (Counter(address(counter9Address)));

        for (uint256 i; i <= 9; ++i) {
            require(counters[i].number() == i, "Bad number");
            require(address(counters[i]).balance == i * (1 ether), "Ill funded");
        }
    }
}
```

External Computation - Example



```
contract ExternalComputationTest is RecordedState {
    function prove_multiple_counters() public view {
        Counter[] memory counters = new Counter[](10);

        // Load all counters
        counters[0] = (Counter(address(counter0Address)));
        counters[1] = (Counter(address(counter1Address)));
        counters[2] = (Counter(address(counter2Address)));
        counters[3] = (Counter(address(counter3Address)));
        counters[4] = (Counter(address(counter4Address)));
        counters[5] = (Counter(address(counter5Address)));
        counters[6] = (Counter(address(counter6Address)));
        counters[7] = (Counter(address(counter7Address)));
        counters[8] = (Counter(address(counter8Address)));
        counters[9] = (Counter(address(counter9Address)));

        for (uint256 i; i <= 9; ++i) {
            require(counters[i].number() == i, "Bad number");
            require(address(counters[i]).balance == i * (1 ether), "Ill funded");
        }
    }
}
```

External Computation - Example



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        Counter[] memory counters = new Counter[](10);

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        counters[3] = (Counter(address(counter3Address))) ;
        counters[4] = (Counter(address(counter4Address))) ;
        counters[5] = (Counter(address(counter5Address))) ;
        counters[6] = (Counter(address(counter6Address))) ;
        counters[7] = (Counter(address(counter7Address))) ;
        counters[8] = (Counter(address(counter8Address))) ;
        counters[9] = (Counter(address(counter9Address))) ;

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        }
    }
}
```

External Computation - Example



```
contract ExternalComputationTest is RecordedState {
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        Counter[] memory counters = new Counter[](10);

        // Load all counters
        counters[0] = (Counter(address(counter0Address)));
        counters[1] = (Counter(address(counter1Address)));
        counters[2] = (Counter(address(counter2Address)));
        counters[3] = (Counter(address(counter3Address)));
        counters[4] = (Counter(address(counter4Address)));
        counters[5] = (Counter(address(counter5Address)));
        counters[6] = (Counter(address(counter6Address)));
        counters[7] = (Counter(address(counter7Address)));
        counters[8] = (Counter(address(counter8Address)));
        counters[9] = (Counter(address(counter9Address)));

        for (uint256 i; i <= 9; ++i) {
            require(counters[i].number() == i, "Bad number");
            require(address(counters[i]).balance == i * (1 ether), "Ill funded");
        }
    }
}
```

External Computation - Example



Now we prove with `--init-node-from-dump`:

```
kontrol prove --mt prove_multiple_counters --init-node-from-dump  
state-dump/StateDump.json
```

NatSpec Magic



- NatSpec has a @custom: tag, tailored at third party applications
 - It allows us to use Kontrol in a much powerful way
 - We are actively expanding its applications for Kontrol
- What applications does it currently have?
 - Remove branching from symbolic calldata and dynamic types
 - Instantiating interfaces with code (CSE related)
 - [In progress] Assumptions for code outside of tests (CSE related)

NatSpec Magic

- Remove branching from symbolic calldata and dynamic types
 - Kontrol (powered by KEVM) can have symbolic calldata.
 - E.g., `bytes calldata someSymbolicBytes`
 - But having unconstrained `someSymbolicBytes` will result in a lot of branching
 - This is due for all the different compiler checks of `someSymbolicBytes` hidden in plain sight
 - We can pass the desired restrictions via

```
/// @custom:kontrol-bytes-length-equals someSymbolicBytes: n
```

NatSpec Magic - Optimism Example



```
function prove_proveWithdrawalTransaction_paused10(
    Types.WithdrawalTransaction memory _tx,
    uint256 _l2OutputIndex,
    Types.OutputRootProof calldata _outputRootProof,
    bytes[] calldata _withdrawalProof
)
```

- Will branch like crazy on `_withdrawalProof`
- Kontrol is unhappy:



NatSpec Magic - Optimism Example



```
/// @custom:kontrol-array-length-equals _withdrawalProof: 10,  
/// @custom:kontrol-bytes-length-equals _withdrawalProof: 600,  
function prove_proveWithdrawalTransaction_paused10(  
    Types.WithdrawalTransaction memory _tx,  
    uint256 _l2OutputIndex,  
    Types.OutputRootProof calldata _outputRootProof,  
    bytes[] calldata _withdrawalProof  
)
```

- Will **not** branch on `_withdrawalProof`
- Kontrol is happy:



Parallelization with Kontrol

- Two ways of parallelizing proofs
 - Run multiple proofs simultaneously
 - Run multiple branches simultaneously

Parallelization with Kontrol



- Run multiple proofs simultaneously
 - Add `--workers n` to `kontrol prove`
 - `kontrol prove --mt test1 --mt test2 --workers 2`
 - Kontrol can be very resource intensive! Use this rule of thumb:
 - Max number of processes is $(\text{RAM} - 8) / 8$ for a machine of `RAM` GB of RAM

Parallelization with Kontrol



- Run multiple branches simultaneously

Parallelization with Kontrol



- Run multiple branches simultaneously
 - Build with `GHCRTS='` kontrol build`

Parallelization with Kontrol



- Run multiple branches simultaneously
 - Build with `GHCRTS=''` `kontrol build`
 - Add `--max-frontier-parallel n` to `kontrol prove` with `GHCRTS`:

Parallelization with Kontrol



- Run multiple branches simultaneously
 - Build with `GHCRTS=' ' kontrol build`
 - Add `--max-frontier-parallel n` to `kontrol prove` with `GHCRTS`:
 - `GHCRTS=' -Nn' kontrol prove --mt testFoo --max-frontier-parallel n`

Parallelization with Kontrol



- Run multiple branches simultaneously
 - Build with `GHCRTS=' ' kontrol build`
 - Add `--max-frontier-parallel n` to `kontrol prove` with `GHCRTS:`
 - `GHCRTS=' -Nn' kontrol prove --mt testFoo --max-frontier-parallel n`
 - Mind the $(\text{RAM} - 8) / 8$ rule of thumb!

More stuff!

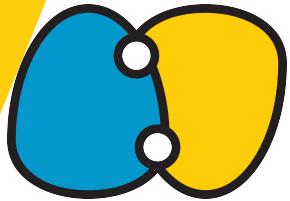


- Kontrol's own cheatcodes
 - github.com/runtimeverification/kontrol-cheatcodes/
- Proof manipulation
 - Remove nodes, merge nodes, ...
- KaaS and CI integration
 - Share proofs between KaaS users
 - Use cached proofs for better CI runtimes

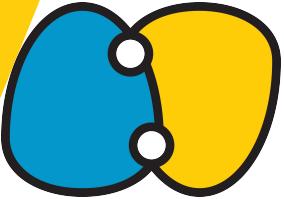
Summary



- How Kontrol works
- Usual proving workflow
- Reuse symbolic execution for performance improvements
- Include large computation chunks into Kontrol
- Use Natspec for the greater good
- Parallelizatiooon



Thank You!



Stay in touch!

 @rv_inc

 @anvacaru

 @BatisteFormal

 <https://discord.com/invite/CurfmXNtbN>

 <https://docs.runtimeverification.com/kontrol>

 <https://github.com/runtimeverification/kontrol>

 https://t.me/rv_kontrol