

# Static analysis and software verification

## Lecture 3 - Modeling programs

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```
1  i  =  read( ) ;  
2  if  (i  !=  0)  
3      j  =  5  /  i ;  
4  else  
5      j  =  0 ;  
6  return ;
```

```
1  i = read();  
2  if (i != 0)  
3      j = 5 / i;  
4  else  
5      j = 0;  
6  return;
```

Goal: *certify* that the program is safe w.r.t. division by zero

# Posets in static analysis

- The idea is to compute the possible values of variable
  - For each program point
  - For all possible executions
- $\langle \wp(\mathbb{Z}), \subseteq \rangle$

```
1 i = read();  
2 if (i != 0)  
3     j = 5 / i;  
4 else  
5     j = 0;  
6 return;
```

Program point	Values
1	$i = \{\}$
2	
3	
5	
6	

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- $\langle \wp(\mathbb{Z}), \subseteq \rangle$

```
1 i = read();
2 if (i != 0)
3     j = 5 / i;
4 else
5     j = 0;
6 return;
```

Program point	Values
1	$i = \{\}$
2	$i = \{..., -1, 0, 1, ...\}$
3	
5	
6	

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- The idea is to compute the possible values of variable
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- $\langle \wp(\mathbb{Z}), \subseteq \rangle$

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Program point	Values
1	$i = \{\}$
2	$i = \{\dots, -1, 0, 1, \dots\}$
3	$i = \{\dots, -1, 1, \dots\}$
5	$i = \{0\}$
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# Posets in static analysis

- The idea is to compute the possible values of variable
  - For each program point
  - For all possible executions
- $\langle \wp(\mathbb{Z}), \subseteq \rangle$
- How to compute the possible values at program point 6?
  - output pp 3:  $j = \{\dots, -1, 1, \dots\}$
  - output pp 5:  $j = \{0\}$

```
1 i = read();  
2 if (i != 0)  
3     j = 5 / i;  
4 else  
5     j = 0;  
6 return;
```

Program point	Values
1	$i = \{\}$
2	$i = \{\dots, -1, 0, 1, \dots\}$
3	$i = \{\dots, -1, 1, \dots\}$
5	$i = \{0\}$
6	

# Posets in static analysis

- The idea is to compute the possible values of variable
  - For each program point
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- $\langle \wp(\mathbb{Z}), \subseteq, \cup, \cap \rangle$  is a lattice
- How to compute the possible values at program point 6?
  - output pp 3:  $j = \{\dots, -1, 1, \dots\}$
  - output pp 5:  $j = \{0\}$

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1 i = read();
2 if (i != 0)
3     j = 5 / i;
4 else
5     j = 0;
6 return;
```

Program point	Values
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2	$i = \{\dots, -1, 0, 1, \dots\}$
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  - output pp 3:  $j = \{\dots, -1, 1, \dots\}$
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2 if (i != 0)
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2	$i = \{\dots, -1, 0, 1, \dots\}$
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# Posets in static analysis

- The idea is to compute the possible values of variable
  - For each program point
  - For all possible executions
- $\langle \wp(\mathbb{Z}), \subseteq, \cup, \cap \rangle$  is a lattice
- How to compute the possible values at program point 6?
  - output pp 3:  $j = \{-5, -2, -1, 0, 1, 2, 5\}$
  - output pp 5:  $j = \{0\}$

```
1 i = read();  
2 if (i != 0)  
3     j = 5 / i;  
4 else  
5     j = 0;  
6 return;
```

Program point	Values
1	$i = \{\}$
2	$i = \{\dots, -1, 0, 1, \dots\}$
3	$i = \{\dots, -1, 1, \dots\}$
5	$i = \{0\}$
6	$i = \{\dots, -1, 0, 1, \dots\}$ $j = \{-5, -2, -1, 0, 1, 2, 5\}$

# Least upper bound in static analysis

```
1  i = {-1, 0, 1}
2  if (i != 0)
3      j = 5 / i;
4  else
5      j = 0;
6  return;
```

Program point	Values
1	$i = \{\}$
2	$i = [-1, 1]$
3	$i = [0, 1]$
5	$i = [0, 0]$
6	

- from 3:  $j = [-5, 5]$
- from 5:  $j = [0, 0]$

# Least upper bound in static analysis

```
1  i = {-1, 0, 1}
2  if (i != 0)
3      j = 5 / i;
4  else
5      j = 0;
6  return;
```

Program point	Values
1	$i = \{\}$
2	$i = [-1, 1]$
3	$i = [0, 1]$
5	$i = [0, 0]$
6	$i = [-1, -1]$ $j = [-5, 5]$

- from 3:  $j = [-5, 5]$
- from 5:  $j = [0, 0]$

# Least upper bound in static analysis

```
1 i = {-1, 0, 1}
2 if (i != 0)
3     j = 5 / i;
4 else
5     j = 0;
6 return;
```

Program point	Values
1	i = {}
2	i = [-1, 1]
3	i = [0, 1]
5	i = [0, 0]
6	i = [-1, 1] j = [-10, 5]

- from 3: j = [-5, 5]
- from 5: j = [0, 0]

# Least upper bound in static analysis

```
1 i = {-1, 0, 1}
2 if (i != 0)
3     j = 5 / i;
4 else
5     j = 0;
6 return;
```

Program point	Values
1	$i = \{\}$
2	$i = [-1, 1]$
3	$i = [0, 1]$
5	$i = [0, 0]$
6	$i = [-1, 1]$ $j = [-5, 5]$

- from 3:  $j = [-5, 5]$
- from 5:  $j = [0, 0]$

The ‘abstract state’ is modeled as a function

# Posets in static analysis

- The idea is to compute the possible values of variable
  - For each program point
  - For all possible executions
- $\langle \wp(\mathbb{Z}), \subseteq, \cup, \cap \rangle$  is a lattice
- How to compute the possible values at program points 3 and 5?

```
1 i = read();
2 if (i != 0)
3     j = 5 / i;
4 else
5     j = 0;
6 return;
```

Program point	Values
1	$i = \{\}$
2	$i = \{..., -1, 0, 1, ...\}$
3	$i = \{..., -1, 1, ...\}$
5	$i = \{0\}$
6	$i = \{..., -1, 0, 1, ...\}$ $j = \{..., -1, 0, 1, ...\}$

# Posets in static analysis

- The idea is to compute the possible values of variable
  - For each program point
  - For all possible executions
- $\langle \wp(\mathbb{Z}), \subseteq, \cup, \cap \rangle$  is a lattice
- How to compute the possible values at program points 3 and 5?
- $\text{filter}(i \neq 0) = \{\dots, -1, 1, \dots\}$
- $3 = 2 \cap \text{filter}(x \neq 0) = \{\dots, -1, 1, \dots\}$

```
1 i = read();  
2 if (i != 0)  
3     j = 5 / i;  
4 else  
5     j = 0;  
6 return;
```

Program point	Values
1	$i = \{\}$
2	$i = \{\dots, -1, 0, 1, \dots\}$
3	$i = \{\dots, -1, 1, \dots\}$
5	$i = \{0\}$
6	$i = \{\dots, -1, 0, 1, \dots\}$ $j = \{-5, -2, -1, 0, 1, 2, 5\}$



# Fixpoints

- $\langle \wp(\mathbb{Z}), \subseteq, \cup, \cap \rangle$  is a lattice

```
1 i = 0;  
2 while (?)  
3     i++;  
4 ...
```

1	empty set
2	$\{0\} \cup [[i++]]$ <b>3</b>
3	<b>2</b>
4	<b>2</b>

# Fixpoints

- $\langle \wp(\mathbb{Z}), \subseteq, \cup, \cap \rangle$  is a lattice

```
1  i = 0;  
2  while (?)  
3      i++;  
4  . . .
```

1	empty set
2	$\{0\} \cup [[i++]]3$
3	2
4	2

	0	1	2	3	4
1	empty set				
2	empty set				
3	empty set				
4	empty set				

# Fixpoints

- $\langle \wp(\mathbb{Z}), \subseteq, \cup, \cap \rangle$  is a lattice

```
1 i = 0;  
2 while (?)  
3     i++;  
4 ...
```

1	empty set
2	$\{0\} \cup [[i++]]3$
3	2
4	2

	0	1	2	3	4
1	empty set	empty set			
2	empty set	{0}			
3	empty set	empty set			
4	empty set	empty set			

# Fixpoints

- $\langle \wp(\mathbb{Z}), \subseteq, \cup, \cap \rangle$  is a lattice

```
1 i = 0;  
2 while (?)  
3     i++;  
4 ...
```

1	empty set
2	$\{0\} \cup [[i++]]3$
3	2
4	2

	0	1	2	3	4
1	empty set	empty set	empty set		
2	empty set	{0}	{0}		
3	empty set	empty set	{0}		
4	empty set	empty set	{0}		

# Fixpoints

- $\langle \wp(\mathbb{Z}), \subseteq, \cup, \cap \rangle$  is a lattice

```
1 i = 0;  
2 while (?)  
3     i++;  
4 ...
```

1	empty set
2	$\{0\} \cup [[i++]]3$
3	2
4	2

	0	1	2	3	4
1	empty set	empty set	empty set	empty set	
2	empty set	{0}	{0}	{0, 1}	
3	empty set	empty set	{0}	{0}	
4	empty set	empty set	{0}	{0}	

# Fixpoints

- $\langle \wp(\mathbb{Z}), \subseteq, \cup, \cap \rangle$  is a lattice

```
1 i = 0;  
2 while (?)  
3     i++;  
4 ...
```

1	empty set
2	$\{0\} \cup [[i++]]3$
3	2
4	2

	0	1	2	3	4
1	empty set	empty set	empty set	empty set	empty set
2	empty set	{0}	{0}	{0, 1}	{0, 1}
3	empty set	empty set	{0}	{0}	{0, 1}
4	empty set	empty set	{0}	{0}	{0, 1}

# Fixpoints

- $\langle \wp(\mathbb{Z}), \subseteq, \cup, \cap \rangle$  is a lattice

```
1  i = 0;  
2  while (?)  
3      i++;  
4  . . .
```

1	empty set
2	$\{0\} \cup [[i++]]3$
3	2
4	2

	0	1	2	3	4
1	empty set	empty set	empty set	empty set	empty set
2	empty set	{0}	{0}	{0, 1}	{0, 1}
3	empty set	empty set	{0}	{0}	{0, 1}
4	empty set	empty set	{0}	{0}	{0, 1}

By Kleene theorem, the fixpoint exists, but we cannot compute it in this way...

# Fixpoints

- $\langle \{0, +, -, \perp, \top\}, \sqsubseteq, \sqcup, \sqcap, \top, \perp \rangle$  is a lattice

```
1 i = 0;
2 while (?)
3     i++;
4 ...
```

1	bottom
2	$0 \sqcup [[i++]]3$
3	2
4	2

	0	1	2	3	4
1	bottom				
2	bottom				
3	bottom				
4	bottom				



# Fixpoints

- $\langle \{0, +, -, \perp, \top\}, \sqsubseteq, \sqcup, \sqcap, \top, \perp \rangle$  is a lattice

```
1 i = 0;
2 while (?)
3     i++;
4 ...
```

1	bottom
2	$0 \sqcup [[i++]]3$
3	2
4	2

	0	1	2	3	4
1	bottom	bottom	bottom		
2	bottom	0	⊤		
3	bottom	+	⊤		
4	bottom	0	⊤		

# Fixpoints

- $\langle \{0, +, -, \perp, \top\}, \sqsubseteq, \sqcup, \sqcap, \top, \perp \rangle$  is a lattice

```
1 i = 0;
2 while (?)
3     i++;
4 ...
```

1	bottom
2	$0 \sqcup [[i++]]3$
3	2
4	2

	0	1	4	5	6
1	bottom	...	bottom	bottom	
2	bottom	...	T	T	
3	bottom	...	T	T	
4	bottom	...	T	T	

Fixpoint!

# IMP

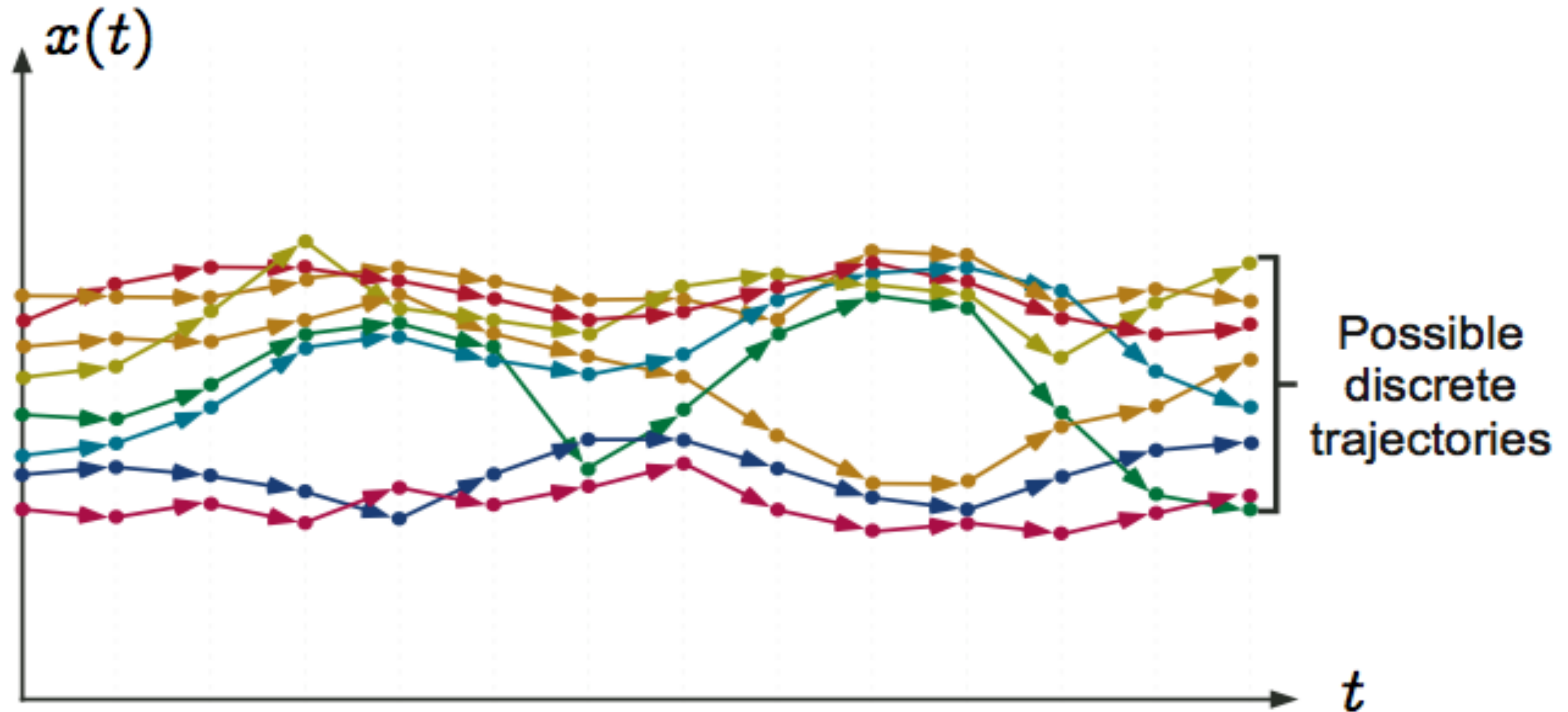
$$\begin{aligned} e &::= x \mid n \mid e_1 \text{ op}_a e_2 \\ b &::= \mathbf{true} \mid \mathbf{false} \mid \neg b_1 \mid b_1 \text{ op}_b b_2 \mid e_1 \text{ op}_c e_2 \\ s &::= x := e; \mid \mathbf{skip} \mid s_1 \ s_2 \mid \mathbf{if } b \mathbf{ then } s_1 \mathbf{ else } s_2 \mid \mathbf{while } b \mathbf{ do } s_1 \end{aligned}$$

Where:

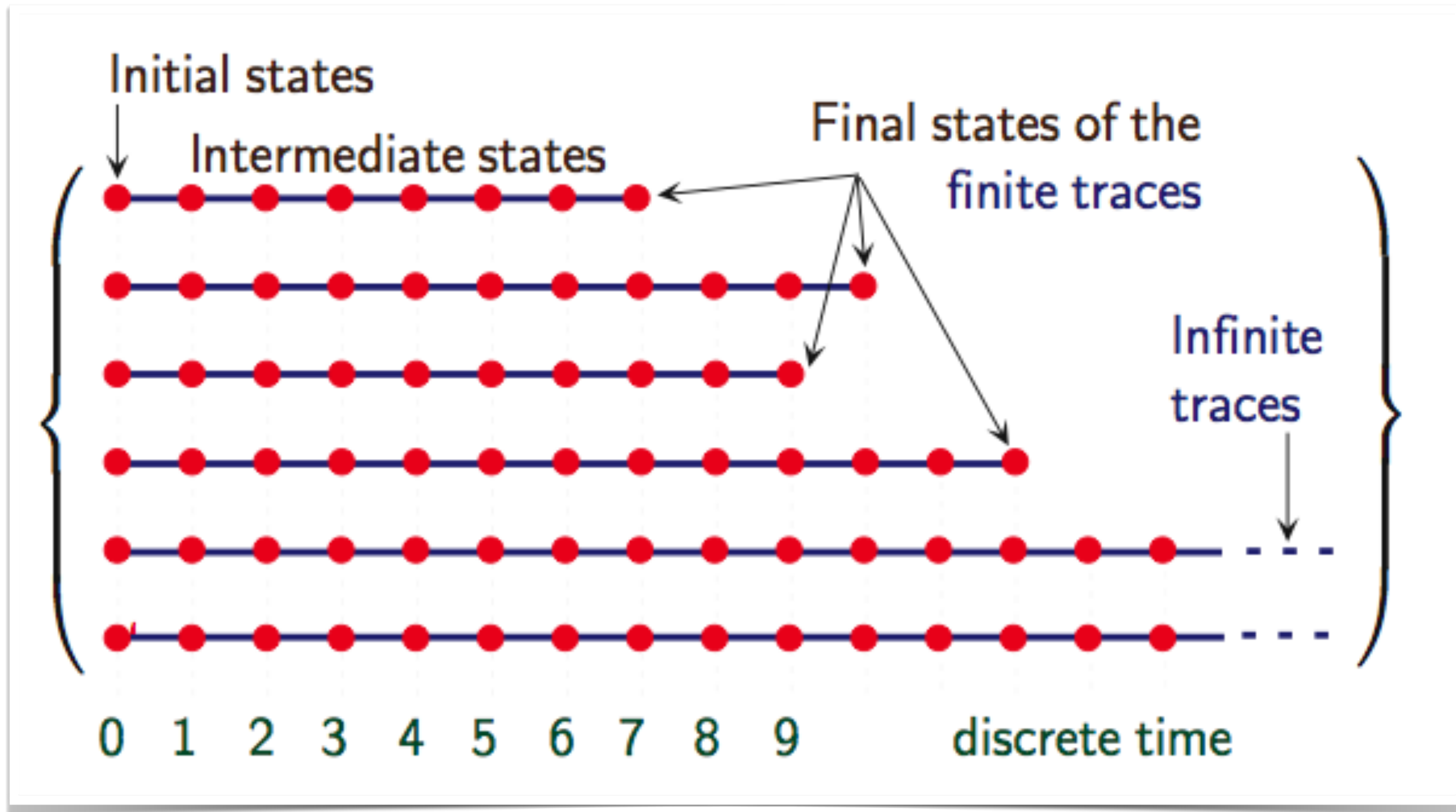
- $n \in \mathbb{Z}$
- $\text{op}_a \in \{+, -, *, \div\}$
- $\text{op}_b \in \{\&\&, \parallel\}$
- $\text{op}_c \in \{==, >, <, \geq, \leq\}$

# IMP concrete semantics

# Trace semantics



# Trace semantics



# Trace semantics

- We need a lattice structure for the trace semantics
- A single execution of a program is  $\tau \in X^\infty$
- We can model the concrete semantics as the lattice  $\langle \wp(X^\infty), \subseteq, \cup, \cap \rangle$
- How to define the semantics (intuition)
  - Compute a single-step of the computation, obtaining a set of *partial executions*
  - Iterate over them to compute the following steps
  - Until a fixpoint is reached

# Final partial execution

- First step
  - Execution of length 1
  - Union with the traces with only the initial states
- i-th step
  - Execution of length i
  - take the union with the traces long at most i-1
- Until a fixpoint is reached



# Least fixpoint computation

- Given a program  $P$ , the fixpoint semantics, starting from *below* (least fixpoint)

$$\text{lfp}_{\emptyset}^{\subseteq} F_P$$

- In this way, we obtain the set of partial executions

# Example

# Trace semantics

- The trace semantics defined so far ‘computes’ all partial executions, including
  - blocking execution
  - infinite execution
  - partial executions
- Based on the purpose, we can abstract it
  - only blocking execution
  - values for each program point

# An abstraction of the trace semantics