

An introduction to Verus

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<https://verus.rs/>



```
fn max_of_three(a: u64, b: u64, c: u64) -> u64 {  
    pepr6geiedzyfws@39h71@u9tru438g~b#)5f#wxq~0!6b6~)22c@rhkru6yih5~v(7lkq  
    3e4km@0~fgs((n4c0r9noj3ovt)s54x!yq5$o#xaeqguh~it740#hqvp7!)h$itu@$mh)l  
    ~f559~bwa9q1yku(~ix#2wtcnt7e7ni5geodt26~zl(@ls((jwtojc9e0lx5a9cm9~w(~@  
    675t8(k7gx(i5i0@yvf4q3d0dqoydmnx5husrb5xywcbg)34774bx1gipqu@i3pflrqpv4  
    08ic4i(rrb85rea905j$3lc4pai!m$z!@u6i@pe3gonwt395!())9hq!9$p71!ora#24cx8  
}
```





```
fn max_of_three(a: u64, b: u64, c: u64) -> u64 {  
    pepr6geiedzyfws@39h71@u9tru438g~b#)5f#wxq~0!6b6~)22c@rhkru6yih5~v(7lkq  
    3e4km@0~fgs((n4c0r9noj3ovt)s54x!yq5$o#xaeqguh~it740#hqvp7!)h$itu@$mh)l  
    ~f559~bwa9q1yku(~ix#2wtcnt7e7ni5geodt26~zl(@ls((jwtojc9e0lx5a9cm9~w(~@  
    675t8(k7gx(i5i0@yvf4q3d0dqoydmnx5husrb5xywcbg)34774bx1gipqu@i3pflrqpv4  
    08ic4i(rrb85rea905j$3lc4pai!m$z!@u6i@pe3gonwt395!())9hq!9$p71!ora#24cx8  
}
```

```
#[test] fn test_max_of_three() {  
    let test_cases = [  
        ((1, 3, 6), 6),  
        ((4, 2, 1), 4),  
        ((4, 4, 1), 4),  
    ];  
  
    for ((a, b, c), r_expected) in test_cases {  
        let r_actual = max_of_three(a, b, c);  
        assert!(r_actual == r_expected);  
    }  
}
```



```
fn max_of_three(a: u64, b: u64, c: u64) -> u64 {  
    pepr6geiedzyfws@39h71@u9tru438g~b#)5f#wxq~0!6b6~)22c@rhkru6yih5~v(7lkq  
    3e4km@0~fgs((n4c0r9noj3ovt)s54x!yq5$o#xaeqguh~it740#hqvp7!)h$itu@$mh)l  
    ~f559~bwa9q1yku(~ix#2wtcnt7e7ni5geodt26~zl(@ls((jwtojc9e0lx5a9cm9~w(~@  
    675t8(k7gx(i5i0@yvf4q3d0dqoydmnx5husrb5xywcbg)34774bx1gipqu@i3pflrqpv4  
    08ic4i(rrb85rea905j$3lc4pai!m$z!@u6i@pe3gonwt395!())9hq!9$p71!ora#24cx8  
}
```

```
#[test] fn test_max_of_three() {  
    let test_cases = [  
        ((1, 3, 6), 6),  
        ((4, 2, 1), 4),  
        ((4, 4, 1), 4),  
    ];
```

```
    for ((a, b, c), r_expected) in test_cases {  
        let r_actual = max_of_three(a, b, c);  
        assert!(r_actual == r_expected);  
    }  
}
```

\$cargo test

running 1 test
test test_max_of_three ... ok

test result: ok. 1 passed; ...



```
fn max_of_three(a: u64, b: u64, c: u64) -> u64 {  
    if a >= b {  
        if a >= c { a } else { if b >= c { unreachable!() } else { c } }  
    } else {  
        if a >= c { a } else { if b >= c { b } else { c } }  
    }  
}
```

```
#[test] fn test_max_of_three() {  
    let test_cases = [  
        ((1, 3, 6), 6),  
        ((4, 2, 1), 4),  
        ((4, 4, 1), 4),  
    ];  
  
    for ((a, b, c), r_expected) in test_cases {  
        let r_actual = max_of_three(a, b, c);  
        assert!(r_actual == r_expected);  
    }  
}
```

\$cargo test

```
running 1 test  
test test_max_of_three ... ok  
  
test result: ok. 1 passed; ...
```



```
fn max_of_three(a: u64, b: u64, c: u64) -> u64 {  
    if a >= b {  
        if a >= c { a } else { if b >= c { unreachable!() } else { c } }  
    } else {  
        if a >= c { a } else { if b >= c { b } else { c } }  
    }  
}
```

```
#[test] fn test_max_of_three() {  
    let test_cases = [  
        ((1, 3, 6), 6),  
        ((4, 2, 1), 4),  
        ((4, 4, 1), 4),  
        ((3, 4, 1), 4),  
    ];
```

```
    for ((a, b, c), r_expected) in test_cases {  
        let r_actual = max_of_three(a, b, c);  
        assert!(r_actual == r_expected);  
    }  
}
```

\$cargo test

running 1 test

test test_max_of_three ... **FAILED**

test result: **FAILED**. ... 1 failed ...

```
fn max_of_three(a: u64, b: u64, c: u64) -> u64
{
    if a >= b {
        if a >= c { a } else { if b >= c { unreachable!() } else { c } }
    } else {
        if a >= c { a } else { if b >= c { b } else { c } }
    }
}
```





```
fn max_of_three(a: u64, b: u64, c: u64) -> u64

{

    if a >= b {
        if a >= c { a } else { if b >= c { unreachable!() } else { c } }
    } else {
        if a >= c { a } else { if b >= c { b } else { c } }
    }
}
```




```
use vstd::prelude::*; verus! {  
  
fn max_of_three(a: u64, b: u64, c: u64) -> u64  
  
{  
  
    if a >= b {  
        if a >= c { a } else { if b >= c { unreachable!() } else { c } }  
    } else {  
        if a >= c { a } else { if b >= c { b } else { c } }  
    }  
}  
  
} // verus!
```



```
use vstd::prelude::*; verus! {
```

```
fn max_of_three(a: u64, b: u64, c: u64) -> u64
```

```
  ensures
```

```
    (r == a || r == b || r == c)
```

```
{ (r >= a && r >= b && r >= c)
```

```
(r: u64)
```

```
  if a >= b {
```

```
    if a >= c { a } else { if b >= c { unreachable!() } else { c } }
```

```
  } else {
```

```
    if a >= c { a } else { if b >= c { b } else { c } }
```

```
  }}
```

```
unreached()
```

```
} // verus!
```



```
$ verus max-three.rs
```

```
error: postcondition not satisfied
```

```
--> max-three.rs:7:1
```

```
|
```

```
5 | / (r == a || r == b || r == c) &&
```

```
6 | | (r >= a && r >= b && r >= c)
```

```
| | _____ - failed this postcondition
```

```
7 | / {
```

```
8 | | if a >= b {
```

```
9 | |   if a >= c { a } else { if b >= c { unreachable() } else { c } }
```

```
10 | | } else {
```

```
11 | |   if a >= c { a } else { if b >= c { b } else { c } }
```

```
12 | | }
```

```
13 | | }
```

```
| | ^ at the end of the function body
```



```
use vstd::prelude::*; verus!
```

```
fn max_of_three(a: u64, b: u64, c: u64) -> u64           (r: u64)
  ensures
    (r == a || r == b || r == c)
  { (r >= a && r >= b && r >= c)

  if a >= b {
    if a >= c { a } else { if b >= c { unreachable!() } else { c } }
  } else {
    if a >= c { a } else { if b = c { b } else { c } }
  }
} // verus!
```

```
$ verus max-three.rs
```

```
verification results:: 1 verified, 0 errors
```



```
use vstd::prelude::*; verus!
```

```
fn max_of_three(a: u64, b: u64, c: u64) -> u64
```

```
(r: u64)
```

```
  ensures
```

```
    (r == a || r == b || r == c)
```

```
{ (r >= a && r >= b && r >= c)
```

```
  if a >= b {
```

```
    if a >= c { a } else { if b >= c { unreachable!() } else { c } }
```

```
  unreachable()
```

```
  } else {
```

```
    if a >= c { a } else { if b = c { b } else { c } }
```

```
  } }
```

```
} // verus!
```

```
#[test] fn test_max_of_three() {
```

```
  ...
```

```
$cargo test
```

```
running 1 test
```

```
test test_max_of_three ... ok
```

```
test result: ok. 1 passed; ...
```

SMT-based verification



```
1
2  fn max(a: u64, b: u64) -> u64 {
3      if a >= b {
4          a
5      } else {
6          b
7      }
8  }
```

$\forall a, b$

$(\text{max}(a,b) == a \mid \mid \text{max}(a,b) == b) \ \&\&$
 $(\text{max}(a,b) >= a \ \&\& \text{max}(a,b) >= b)$

```
10  #[test]
11  fn max_test() {
12      let a = 3;
13      let b = 4;
14      let ret = max(a, b);
15      assert!(ret == a || ret == b);
16      assert!(ret >= a && ret >= b);
17  }
```

$\forall a, b$

Verus's imperative and functional language



```
use vstd::prelude::*; verus! {
```

```
fn max(a: u64, b: u64) -> (r: u64)
```

```
  ensures
```

```
    r == a || r == b, .....
```

```
    r >= a && r >= b, .....
```

```
{
```

```
  if a >= b {
```

```
    a
```

```
  } else {
```

```
    b
```

```
  }
```

```
}
```

```
} // verus!
```

demo01.rs, --compile

exec mode

code to verify

checked for
ownership and
borrowing

compiled

spec mode

.....

functional
(mathematical)

copying always
allowed



 erased

Function syntax



function mode


function parameters

```
  
spec fn linear(m: int, b: int, x: int) -> (r: int)  
{  
  m * x + b  
}
```

a rust block is an expression


Modes

exec
└──────────┘
default

proof **spec**
└──────────┘
 **Ghost**



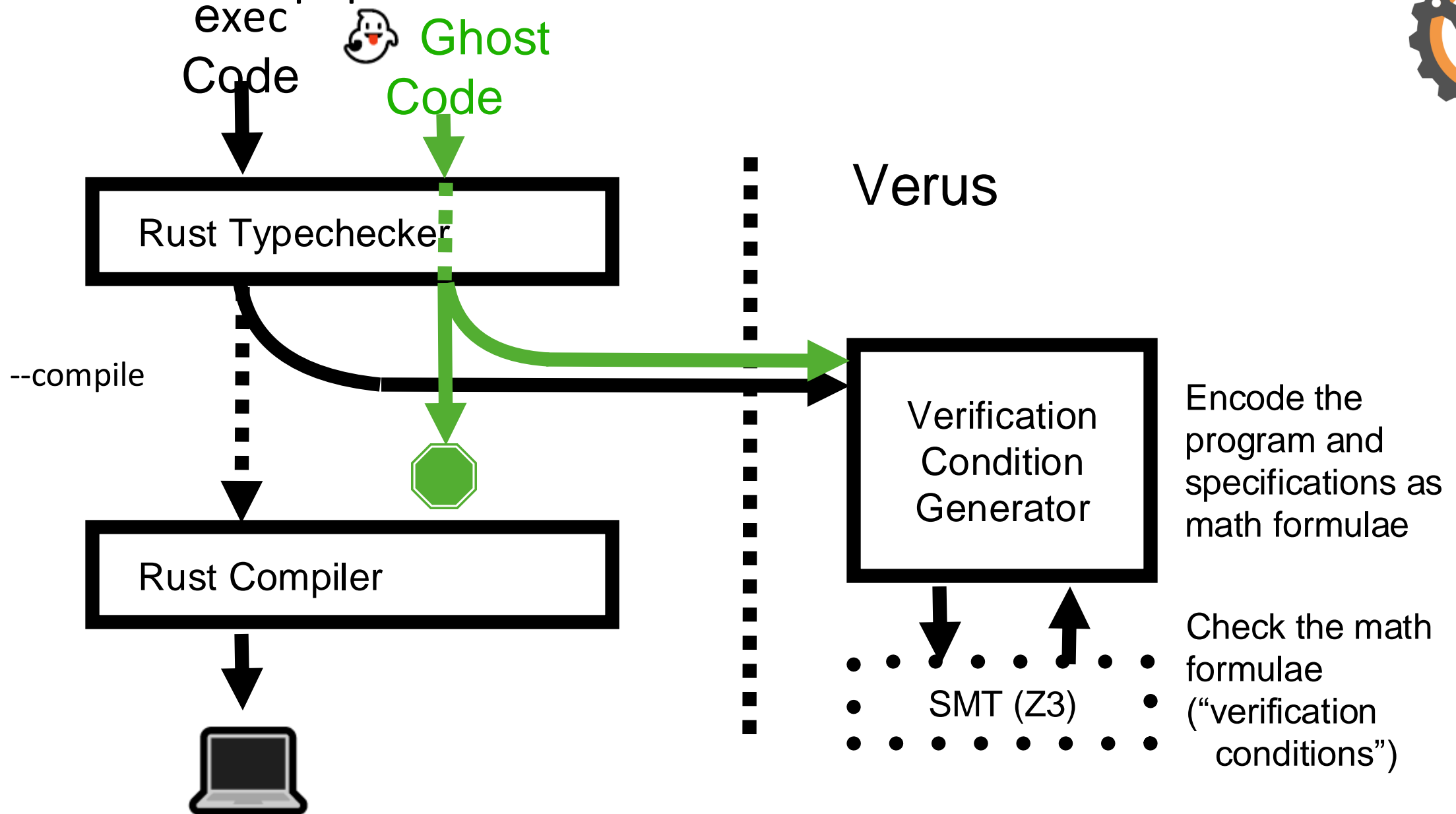
```
exec fn is_positive(m: i64) -> (r: bool) {  
  m >= 0  
}
```

lemma  **Ghost** {
 proof **fn** u64_is_positive(m: u64) {
 assert(m >= 0);
 }

 **Ghost**

```
spec fn linear(m: int, b: int, x: int) -> (r: int) {  
  m * x + b  
}
```

The Verus pipeline



Mathematical language (spec code)



- Basic primitives
int, nat, bool
- Immutable compounds
 - Seq<A>
 - Set<A>, Multiset<A>
 - Map<A, B>
- datatypes

e.g. Seq<nat>

e.g. Set<Seq<nat>>

e.g. Map<int, bool>

Mathematical language (spec code): datatypes rust's struct and enum



```
struct Point {  
  x: int,  
  y: int,  
}
```

```
enum HAlign {  
  Left,  
  Center,  
  Right,  
}
```

```
enum VAlign {  
  Top,  
  Middle,  
  Bottom,  
}
```

```
struct TextAlign {  
  hAlign: HAlign,  
  vAlign: VAlign,  
}
```

Requires and ensures

- Allowed on **proof** and **exec** functions, not on **spec** functions



Ghost

```
proof fn top_and_left(ta: TextAlign)
  requires
    ta.v_align == VAlign::Top,
    ta.h_align == HAlign::Left,
  ensures
    top_left(ta),
{
}
```

} precondition

} postcondition



Opacity

- `spec` functions are “transparent” by default
- `proof`, `exec` functions are always “opaque”
 - only requires and ensures visible externally

Datatype methods

exercise_move_point.rs



```
struct Point { x: i64, }
```

```
impl Point {  
  fn move_x(self, dx: i64) -> (r: Point)  
    requires i64::MIN <= self.x + dx < i64::MAX,  
    ensures r == self  
  {  
    Point { x: self.x + dx }  
  }  
  
  spec fn center(self) -> bool {  
    self.x == 0  
  }  
}
```

Quantifiers

```
spec fn max_spec(a: nat, b: nat) -> nat {  
  if a > b { a } else { b }  
}
```



● $\forall a, b$ $(\text{max_spec}(a, b) == a \mid \mid \text{max_spec}(a, b) == b) \ \&\&$
 $(\text{max_spec}(a, b) >= a \ \&\& \text{max_spec}(a, b) >= b)$

```
forall |a: nat, b: nat|  
  (max_spec(a, b) == a || max_spec(a, b) == b) &&  
  (max_spec(a, b) >= a && max_spec(a, b) >= b)
```

● $\exists a, b$ $\text{max_spec}(a, b) >= a$

```
exists |a: nat, b: nat| max_spec(a, b) >= a
```

!! exists (often) needs a “witness”

Loop invariants

exercise_smallest_elt.rs



- required on loops
- need to be true:
 - on entry
 - after each iteration
 - thus, on exit