

Cycle Ingénieur – 2^{ème} année
Département Informatique

Verification and Validation

Part IV : Proof-based Verification

(I)

Burkhardt Wolff

Département Informatique
Université Paris-Sud / Orsay

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Part IV : Proof-based Verification

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Difference between Validation and Verification

- ❑ Validation :
 - Does the system meet the clients requirements ?
 - Will the performance be sufficient ?
 - Will the usability be sufficient ?

Do we build the right system ?

- ❑ Verification : Does the system meet the specification ?

Do we build the system right ?

Is it « correct » ?

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What are the limits of test-based verification

- ❑ Assumptions on „Testability“
(system under test must behave deterministically, or have controlled non-determinism, must be initializable)
- ❑ Assumptions like Test-Hypothesis
(Uniform / Regular behaviour is sometimes a „realistic“ assumption, but not always)
- ❑ Limits in perfection:
We know only up to a given “certainty” that the program meets the specification ...

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How to do Verification ?

- ❑ **In the sequel, we concentrate on Verification by Proof Techniques ...**

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Standard example

The specification in UML/OCL (Classes in USE Notation):

```
class Triangles inherits_from Shapes
attributes
  a : Integer
  b : Integer
  c : Integer
operations
  mk(Integer, Integer, Integer):Triangle
  is_Triangle(): triangle
end
```

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5

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5

Standard example : Triangle

The specification in UML/OCL (Classes in USE Notation):

```
context Triangles:
  inv def      : a.oclIsDefined() and b.oclIsDefined()...
  inv pos      : 0<a and 0<b and 0<c
  inv triangle : atb>c and b+c>a and c+a>b

context Triangle::isTriangle()
  post equi    : a=b and b=c implies result=equilateral
  post iso     : ((a<>b or b<>c) and
                 (a=b or b=c or a=c))implies result=isosceles
  post default: (a<>b or b<>c) and
                 (a<>b and b<>c and a<>c)
                 implies result=arbitrary
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Standard example: Triangle

```
procedure triangle(j,k,l : positive) is
  eg: natural := 0;
begin
  if j + k <= l or k + l <= j or l + j <= k then
    put("impossible");
  else if j = k then
    eg := eg + 1; end if;
    if j = l then
      eg := eg + 1; end if;
    if l = k then
      eg := eg + 1; end if;
    if eg = 0 then
      put("quelconque");
    elsif eg = 1 then
      put("isocеле");
    else
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    end if;
  end if;
end triangle;
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Standard example : Exponentiation

The specification in UML/OCL (Classes in USE Notation):

```
context OclAny:
def exp(x,n) = if n >= 0 then
  if n=0 then 1
  else x*exp(x,n-1)
endif
else OclUndefined endif

context Integer :: exponent(n:Integer):Real
pre true
post result = if n>= 0 then exp(self,n)
else 1 / exp(self,-n) endif
```

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Program Example : Exponentiation

```
Program_1 :  
S:=1; P:=N;  
while P >= 1 loop S := S*X; P := P-1; end loop;
```

```
Program_2 :  
S:=1; P:= N;  
while P >= 1 loop  
  if P mod 2 <> 0 then P := P-1; S := S*X; end if;  
  S := S*S; P := P div 2;  
end loop;
```

These programs have the following characteristics:

- one is more efficient, but more difficult to test
- good tests for one program are not necessarily good for the other

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- ❑ **How to PROVE that the programs meet the specification ?**

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Introduction to

proof-based

program verification



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Introduction to

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The role of formal proof

- ❑ formal proofs are another technique for program validation
 - based on a model of the underlying programming language, the conformance of a concrete program to its specification can be established

FOR ALL INPUT DATA AND ALL INITIAL STATES !!!

- ❑ formal proofs as verification technique can:
 - verify that a more concrete design-model "fits" to a more abstract design model (construction by formal refinement)

➢ verify that a program "fits" to a concrete design model.

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Who is using formal proofs in industry?

- ❑ Hardware Suppliers:
 - INTEL: Proof of Floating Point Computation compliance to IEEE754
 - INTEL: Correctness of Cash-Memory-Coherence Protocols
 - AMD: Correctness of Floating-Point-Units against Design-Spec
 - GemPlus: Verification of Smart-Card-Applications in Security
- ❑ Software Suppliers:
 - Microsoft: Many Drivers running in „Kernel Mode“ were verified
 - Microsoft: Verification of the Hyper-V OS (60000 Lines of Concurrent, Low-Level C Code ...)
 - ...

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Who is using formal proofs in industry?

- For the highest certification levels along the lines of the Common Criteria, formal proofs are
 - recommended (EAL6)
 - mandatory (EAL7)

There had been now several industrial cases of EAL7 certifications ...

- For lower levels of certifications, still, formal specifications were required. Recently, Microsoft has agreed in a Monopoly-Lawsuit against the European Commission to provide a formal Spec of the Windows-Server-Protocols. (The tools validating them use internally automated proofs).

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Pre-Requisites of Formal Proof Techniques

- ❑ A Formal Specification (OCL, but also Z, VDM, CSP, B, ...)
 - know-how over the application domain
 - informal and formal requirements of the system
- ❑ Either a formal model of the programming language or a trusted code-generator from concrete design specs
- ❑ Tool Chains to generate, simplify, and solve large formulas (decision procedures)
- ❑ Proof Tools and Proof Checker: proofs can also be false ...

Nous, on le fera à la main ;-(

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Foundations: Proof Systems

- An Inference System (or *Logical Calculus*) allows to infer formulas from a set of *elementary facts* (axioms) and inferred facts by rules:

$$\frac{A_1 \quad \dots \quad A_n}{A_{n+1}}$$

“from the *assumptions* A_1 to A_n , you can infer the conclusion A_{n+1} .” A rule with $n=0$ is an elementary fact. Variables occurring in the formulas A_n can be arbitrarily substituted.

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Foundations: Proof Systems

- An Inference System for the equality operator (or “Equational Logic”) looks like this:

$$\frac{}{x = y} \quad \frac{x = y \quad y = z}{x = z}$$
$$x = x \quad y = x \quad x = z$$

$$\frac{x = y \quad P(x)}{P(y)}$$

(where the first rule is an elementary fact).

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Foundations: Proof Systems

- A series of inference rule applications is usually displayed as *Proof Tree* (or : **Derivation**)

$$\frac{f(a,b) = a \quad f(f(a,b),b) = c}{f(a,b) = a}$$

$$\frac{f(a,b) = a}{f(a,b) = c}$$

$$a = c$$

$$\frac{g(a) = g(a)}$$

$$g(a) = g(c)$$

- The non-elementary facts are the *global assumptions* (here $f(a,b) = a$ and $ff(a,b), b) = c$).

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Foundations: Proof Systems

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$$\{f(a, b) = a, f(f(a, b), b) = c\} \vdash g(a) = g(c)$$

... or generally speaking: from global assumptions A to a **theorem** (in theory E) ϕ :

$$A \vdash_E \phi$$

This is what theorems are: derivable facts from assumptions in a certain logical system ...

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A Proof System for Propositional Logic

- Propositional Logic (PL) in so-called natural deduction:

$$\frac{A}{A \vee B} \quad \frac{B}{A \vee B} \quad \frac{A \vee B \quad \begin{array}{c} \vdots \\ [A] \\ \vdots \end{array} \quad \begin{array}{c} \vdots \\ [B] \\ \vdots \end{array}}{Q} \quad \frac{A \vee B \quad \begin{array}{c} \vdots \\ [A, B] \\ \vdots \end{array}}{Q}$$
$$\frac{A \quad B}{A \wedge B} \quad \frac{A \wedge B \quad A}{B} \quad \frac{A \wedge B \quad B}{Q} \quad \frac{A \wedge B \quad \begin{array}{c} \vdots \\ [A, B] \\ \vdots \end{array}}{Q}$$

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A Proof System for Propositional Logic

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$$\begin{array}{c} \frac{False}{A} \\ \vdots \\ \frac{[A]}{\neg A} \\ B \end{array} \qquad \frac{\neg \neg A}{A} \qquad \frac{A}{\neg \neg A}$$
$$\frac{P \rightarrow Q \quad P}{Q} \qquad \frac{[A]}{\vdots} \qquad \frac{[A]}{B} \qquad \frac{A \rightarrow B}{A \rightarrow B}$$

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A Proof System for Propositional Logic

- PL + E + Arithmetics (A) in so-called natural deduction:

$$\frac{1 + x \neq x}{(1 + x = 1 + y) \rightarrow x = y}$$

$$\frac{P(0) \quad \forall x. P(x) \rightarrow P(1 + x) \quad \forall x. P(x)}{P(0) \quad \forall x. P(x) \rightarrow P(1 + x)}$$

$$\frac{(1 + x) + y = 1 + (x + y)}$$

$$\frac{x + y = y + x \quad x + (y + z) = (x + y) + z}{x + y = y + x \quad x + (y + z) = (x + y) + z}$$

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Hoare – Logic: A Proof System for Programs

- Now, can we build a

Logic for Programs ???

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Well, yes !

There are actually lots of possibilities ...

- We consider the Hoare-Logic (Sir Anthony Hoare ...), technically an inference system $PL + E + A + Hoare$

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Hoare – Logic: A Proof System for Programs

- Basis: IMP, (following Glenn Wynskell's Book)

We have the following commands (*cmd*)

- the empty command SKIP
- the assignment $x ::= E \quad (x \in V)$
- the sequential compos. $c_1 ; c_2$
- the conditional IF cond THEN c_1 ELSE c_2
- the loop WHILE cond DO c

where $c, c_1, c_2, \text{ are cmd's, } V \text{ variables,}$

E an arithmetic expression, cond a boolean expr.

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Hoare – Logic: A Proof System for Programs

- Core Concept: A Hoare Triple consisting ...
 - of a pre-condition P
 - a post-condition Q
 - and a piece of program cmd

written:

$$\vdash \{P\} cmd \{Q\}$$

*P and Q are formulas over the variables V,
so they can be seen as set of possible states.*

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Hoare Logic vs. Symbolic Execution

- HL is also based on notion of a *symbolic state*.

$$\text{state}_{\text{sym}} = V \rightarrow \text{Set}(D)$$

As usual, we denote sets by

$$\{ x \mid E \}$$

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Hoare Logic vs. Symbolic Execution

- However, instead of:

$$\begin{array}{l} | - \{\sigma :: \text{state}_{\text{sym}} \mid \text{Pre}(\sigma(X_1), \dots, \sigma(X_n))\} \\ \text{cmd} \\ \{\sigma :: \text{state}_{\text{sym}} \mid \text{Post}(\sigma(X_1), \dots, \sigma(X_n))\} \end{array}$$

where Pre and Post are sets of states.

we just write:

$$| - \{\text{Pre}\} \text{ cmd } \{\text{Post}\}$$

where Pre and Post are expressions over program

variables.

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Hoare Logic vs. Symbolic Execution

- Intuitively:

$$\vdash \{Pre\} cmd \{Post\}$$

means:

If a program *cmd* starts in a state admitted by *Pre* if it terminates, that the program must reach a state that satisfies *Post*.

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means:

If a program *cmd* starts in a state admitted by *Pre* if it terminates, that the program must reach a state that satisfies *Post*.

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Hoare – Logic: A Proof System for Programs

- PL + E + A + Hoare (simplified binding) at a glance:

$$\frac{\vdash \{P\} \text{SKIP } \{P\}}{\vdash \{P\} \text{SKIP } \{P\}} \quad \frac{\vdash \{P[x \mapsto E]\} \mathbf{x} ::= E}{\vdash \{P\} \text{SKIP } \{P\}} \quad \frac{\vdash \{P \wedge \text{cond}\} c \ \{Q\} \quad \vdash \{P \wedge \neg \text{cond}\} d \ \{Q\}}{\vdash \{P\} \text{IF } \text{cond} \text{ THEN } c \ \text{ELSE } d \ \{Q\}} \\ \frac{\vdash \{P \wedge \text{cond}\} c \ \{P\}}{\vdash \{P\} \text{IF } \text{cond} \text{ THEN } c \ \text{ELSE } d \ \{Q\}} \\ \frac{\vdash \{P\} \text{WHILE } \text{cond} \ \text{DO } c \ \{P \wedge \neg \text{cond}\}}{P \rightarrow P' \quad \vdash \{P'\} \text{cmd } \{Q'\} \quad Q' \rightarrow Q} \\ \frac{\vdash \{P\} \text{cmd } \{Q\}}{P \rightarrow P' \quad \vdash \{P'\} \text{cmd } \{Q'\} \quad Q' \rightarrow Q}$$

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Verification : Test or Proof

Test

- Requires Testability of Programs (initializable, reproducible behaviour, sufficient control over non-determinism)
- Can be also Work-Intensive !!!
- Requires Test-Tools
- Requires a Formal Specification
- Makes Test-Hypothesis, which can be hard to justify !

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Summary

Formal Proof

- Can be very hard – up to infeasible (no one will probably ever prove correctness of MS Word!)
- Proof Work typically exceeds Programming work by a factor 10!
- Tools and Tool-Chains necessary

➤ *Makes assumptions on language, method, tool-correctness, too !*

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Validation : Test or Proof (end)

Test and Proof are Complementary ...

- ❑ ... and extreme ends of a continuum : from static analysis to formal proof of "deep system properties"
- ❑ In practice, a good "verification plan" will be necessary to get the best results with a (usually limited) budget !!!
 - detect parts which are easy to test
 - detect parts which are easy to prove
 - good start: maintained formal specification
 - ☞ this leaves room for changes in the conception
 - ☞ ... and for different implementation of sub-components

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Hoare – Logic: Outlook

- ❑ Can we be sure, that the logical systems are consistent ?

Well, yes, practically.

(See Hales Article in AMS: "Formal Proof", 2008.

<http://www.ams.org/ams/press/hales-nots-dec08.html>)

- Can we ever be sure, that a specification "means" what we intend ?

Well, no.

But when can we ever be entirely sure that we know what we have in mind ?

But at least, we can gain confidence validating specs, i.e. by animation and test, thus, by **experimenting** with them ...

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