

Bug Catching: Automated Program Verification
15414/15614 Spring 2020
Lecture 1: Introduction

Matt Fredrikson

January 14, 2020

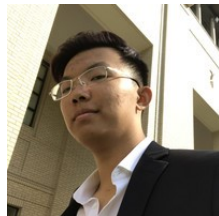
Course Staff



Matt Fredrikson
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- ▶ “...this allows attackers to eavesdrop on communications, steal data directly from the services and users and to impersonate services and users.”



Heartbleed, explained

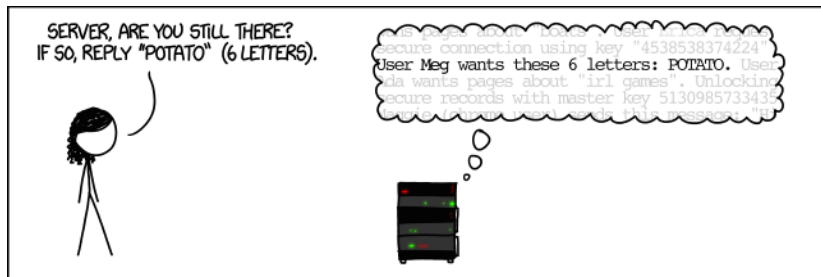


Image source: Randall Munroe, xkcd.com

Heartbleed, explained

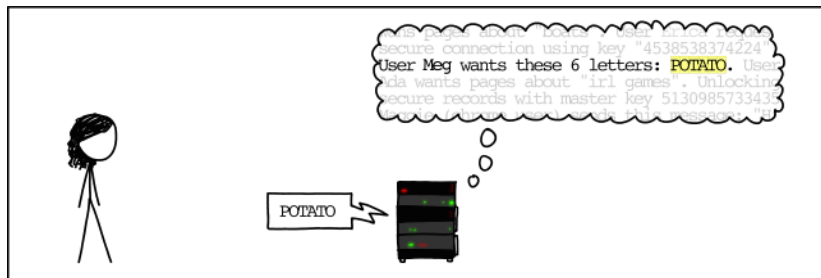


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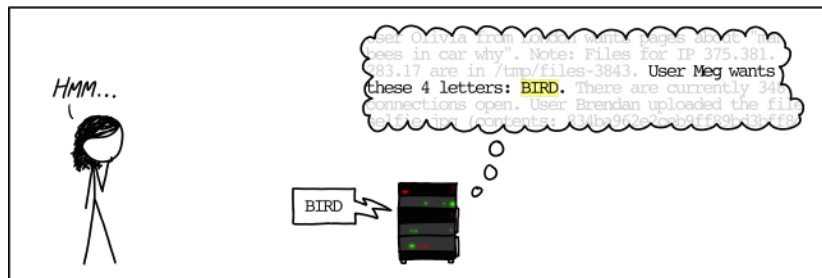


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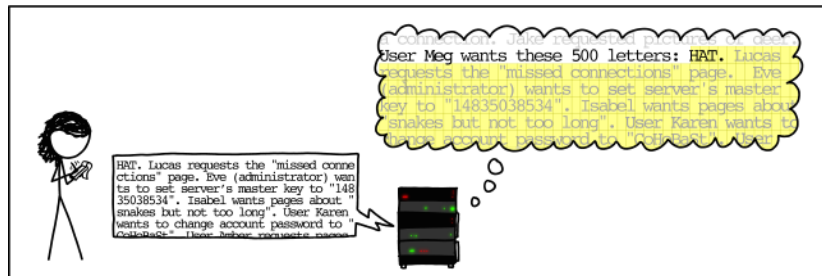


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Algorithms vs. code

```
1 int binarySearch(int key, int[] a, int n) {
2     int low = 0;
3     int high = n;
4
5     while (low < high) {
6         int mid = (low + high) / 2;
7
8         if(a[mid] == key) return mid; // key found
9         else if(a[mid] < key) {
10            low = mid + 1;
11        } else {
12            high = mid;
13        }
14    }
15    return -1; // key not found.
16 }
```

This is a correct binary search algorithm.

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- ▶ Worst case: undefined behavior

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This is a correct binary search algorithm.

But what if $\text{low} + \text{high} > 2^{31} - 1$?

Then $\text{mid} = (\text{low} + \text{high}) / 2$ becomes negative

- ▶ Best case: `ArrayIndexOutOfBoundsException`
- ▶ Worst case: undefined behavior

Algorithm may be correct. But we run code, not algorithms.

How do we fix it?

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Solution: `mid = low + (high - low)/2`

The fix

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The fix

```
1 int binarySearch(int key, int[] a, int n)
2 //@requires 0 <= n && n <= \length(A);
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10        if(a[mid] == key) return mid; // key found
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The fix

```
1 int binarySearch(int key, int[] a, int n)
2 //@requires 0 <= n && n <= \length(a);
3 /*@ensures (\result == -1 && !is_in(key, A, 0, n))
4 @    // (0 <= \result, \result < n
5 @    && A[\result] == key); @*/
6 {
7     int low = 0;
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10    while (low < high) {
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The fix

```
1 int binarySearch(int key, int[] a, int n)
2 //@requires 0 <= n && n <= \length(a);
3 //@requires is_sorted(a, 0, n);
4 /*@ensures (\result == -1 && !is_in(key, A, 0, n))
5   @      // (0 <= \result, \result < n
6   @      && A[\result] == key); @*/
7 {
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- ▶ Humans are fallable, bugs are subtle
- ▶ What's the specification?

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Better: prove correctness

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Specification \iff *Implementation*

- ▶ Specification must be precise
- ▶ Meaning of code must be well-defined
- ▶ Reasoning must be sound

Algorithmic Approaches

Formal proofs are tedious

Automatic methods can:

- ▶ Check our work
- ▶ Fill in low-level details
- ▶ Give diagnostic info
- ▶ Verify everything for us

This is what you will learn!

- ▶ Make use of these methods
- ▶ How (and when) they work

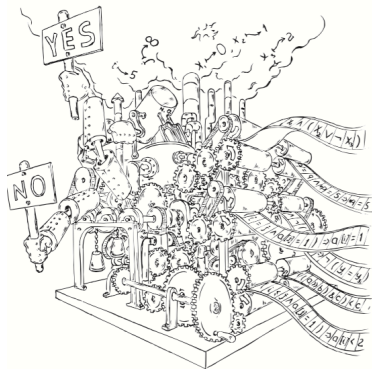


Image source: Daniel Kroening & Ofer Strichman, *Decision Procedures*

Course objectives

- ▶ Identify and formalize program correctness
- ▶ Understand language semantics
- ▶ Apply mathematical reasoning to program correctness
- ▶ Learn how to write correct software, from beginning to end
- ▶ Use automated tools that assist verifying your code
- ▶ Understand how verification tools work

Functional Correctness

- ▶ Specification
- ▶ Proof

Specify behavior with logic

- ▶ Declarative
- ▶ Precise

Systematic proof techniques

- ▶ Derived from semantics
- ▶ Exhaustive proof rules
- ▶ Automatable*

```
1 int[] array_copy(int[] A, int n)
2 //@requires 0 <= n && n <= \length(A);
3 //@ensures \length(\result) == n;
4 {
5   int[] B = alloc_array(int, n);
6
7   for (int i = 0; i < n; i++)
8     //@loop_invariant 0 <= i;
9     {
10      B[i] = A[i];
11     }
12
13   return B;
14 }
```

Deductive verification platform

- ▶ Programming language
- ▶ Verification toolchain

Rich specification language

- ▶ Pre- and post-conditions, assertions
- ▶ Pure mathematical functions
- ▶ Termination metrics

Programmer writes specification, partial annotations

Compiler proves correctness automatically!

Systems that prove that programs match their specifications

Basic idea:

1. Translate programs into *proof obligations*
2. Encode proof obligations as satisfiability
3. Solve using a decision procedure

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Problem is undecidable!

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Verifiers are complex systems

- ▶ We'll deep-dive into selected components
- ▶ Understand "big picture" for the rest

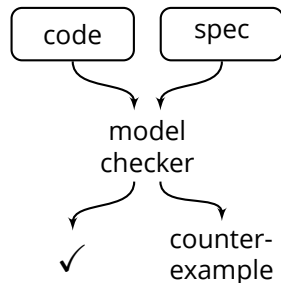
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Model Checking

***Fully-automatic* techniques for finding bugs (or proving their absence)**

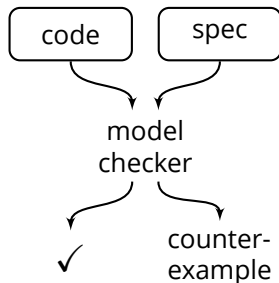
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- ▶ Verification by exhaustive state space search
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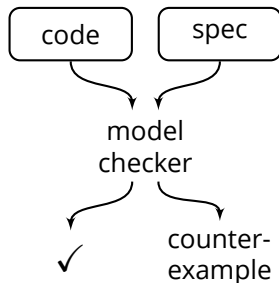
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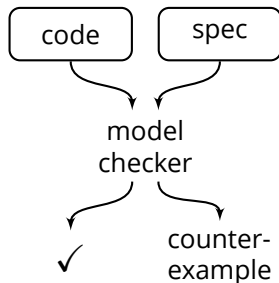
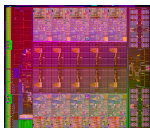
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10^{70} atoms



10^{500000} states



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Ed Clarke
Turing Award,
2007

Breakdown:

- ▶ 40% labs
- ▶ 25% written homework
- ▶ 30% exams (15% each, midterm and final)
- ▶ 5% participation

5 labs

Weekly written homework

In-class exams, closed-book

Participation:

- ▶ Come to lecture
- ▶ Answer questions (in class and on Piazza!)
- ▶ Contribute to discussion

Grading

For the labs, you will:

- ▶ Implement some functionality
- ▶ Specify correctness for that functionality
- ▶ Use Why3 to prove it correct

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Partial credit depending on how many of these you achieve

Clarity & conciseness is necessary for partial credit!

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- ▶ Applying course principles to practice
- ▶ Making effective use of automated tools
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Gradual progression to sophistication:

1. Familiarize yourself with Why3
2. Implement and prove something
3. Work with more complex data structures
4. Implement and prove something really interesting
5. Optimize your implementation, still verified

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Strive for **clarity & conciseness**

- ▶ Show each step of your reasoning
- ▶ State your assumptions
- ▶ Answers without these → no points

Late Policy

No late days on written homework

- ▶ Not intended to be time-intensive
- ▶ 20% deduction for each day past deadline

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Regrades

- ▶ No push-button regrades
- ▶ Discuss suspected error with us in person
- ▶ We will regrade the entire assignment

Website: <http://www.cs.cmu.edu/~15414>

Course staff contact: Piazza or
15414-staff@lists.andrew.cmu.edu

Lecture: Tuesdays & Thursdays, 12:00-1:20pm GHC 4307

Matt Fredrikson

- ▶ Location: CIC 2126
- ▶ Office Hours: Thursdays 4pm

Di Wang, Ryan Chen

- ▶ Office Hours: TBD