

# 15-213

"The course that gives CMU its Zip!"

## Verifying Programs with BDDs

### Topics

- Representing Boolean functions with Binary Decision Diagrams
- Application to program verification

class-bdd.ppt

15-213, F'08

## Verification Example

```
int abs(int x) {  
    int mask = x>>31;  
    return (x ^ mask) + ~mask + 1;  
}
```

```
int test_abs(int x) {  
    return (x < 0) ? -x : x;  
}
```

Do these functions produce identical results?

How could you find out?

How about exhaustive testing?

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## More Examples

```
int addXY(int x, int y)  
{  
    return x+y;  
}
```

```
? int addYX(int x, int y)  
{  
    return y+x;  
}
```

```
int mulXY(int x, int y)  
{  
    return x*y;  
}
```

```
? int mulYX(int x, int y)  
{  
    return y*x;  
}
```

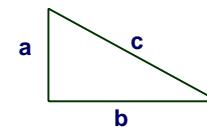
## How Can We Verify Programs?

### Testing

- Exhaustive testing not generally feasible
- Currently, programs only tested over small fraction of possible cases

### Formal Verification

- Mathematical "proof" that code is correct



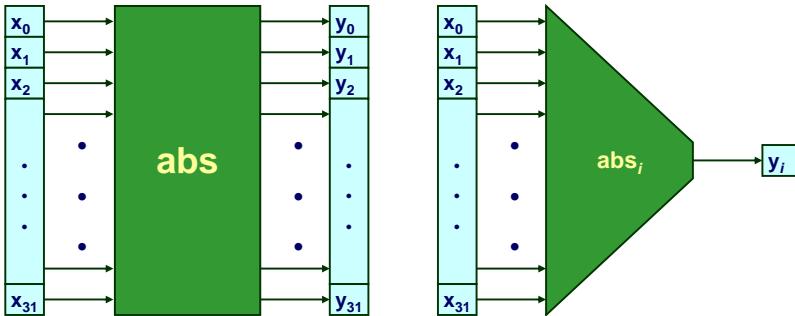
- Did Pythagoras show that  $a^2 + b^2 = c^2$  by testing?

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## Bit-Level Program Verification

```
int abs(int x) {
    int mask = x>>31;
    return (x ^ mask) + ~mask + 1;
}
```



- View computer word as 32 separate bit values
- Each output becomes Boolean function of inputs

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## Extracting Boolean Representation

```
int bitOr(int x, int y)
{
    return ~(~x & ~y);
}
```

```
int test_bitOr(int x, int y)
{
    return x | y;
}
```

**Do these functions produce identical results?**

Straight-Line Evaluation

x
y
v1 = ~x
v2 = ~y
v3 = v1 & v2
v4 = ~v3
v5 = x   y
t = v4 == v5

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## Tabular Function Representation

$x_1$	$x_2$	$x_3$	$f$
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	0
1	1	1	1

- List every possible function value

### Complexity

- Function with  $n$  variables

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## Algebraic Function Representation

$x_1$	$x_2$	$x_3$	$f$
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	0
1	1	1	1

- $f(x_1, x_2, x_3) = (x_1 + x_2) \cdot x_3$
- Boolean Algebra

### Complexity

- Representation
- Determining properties of function
  - E.g., deciding whether two expressions are equivalent

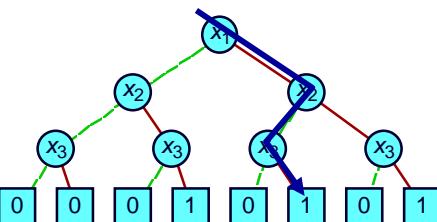
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## Tree Representation

Truth Table

$x_1$	$x_2$	$x_3$	$f$
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	0
1	1	1	1

Decision Tree

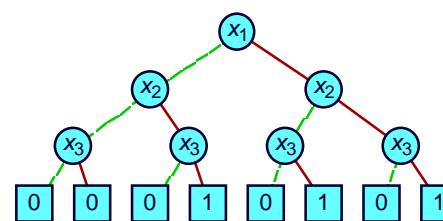


- Vertex represents decision
- Follow green (dashed) line for value 0
- Follow red (solid) line for value 1
- Function value determined by leaf value

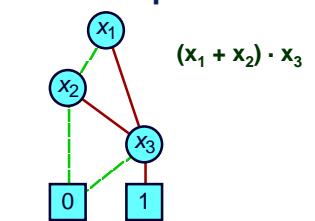
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## Ordered Binary Decision Diagrams

Initial Tree



Reduced Graph



### Canonical representation of Boolean function

- Two functions equivalent if and only if graphs isomorphic
- Can be tested in linear time
- Desirable property: *simplest form is canonical.*

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## Example Functions

Constants

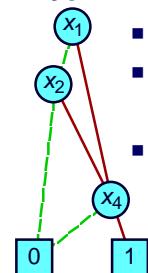
- |   |                               |
|---|-------------------------------|
| 0 | Unique unsatisfiable function |
| 1 | Unique tautology              |

Variable

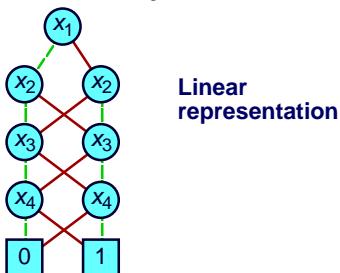


Typical Function

- $(x_1 + x_2) \cdot x_4$
- No vertex labeled  $x_3$ 
  - ◆ independent of  $x_3$
- Many subgraphs shared



Odd Parity

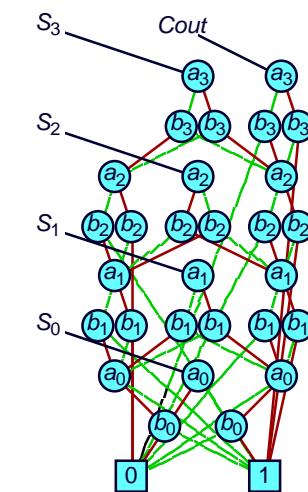


Linear representation

## More Complex Functions

Functions

- Add 4-bit words a and b
- Get 4-bit sum s
- Carry output bit Cout



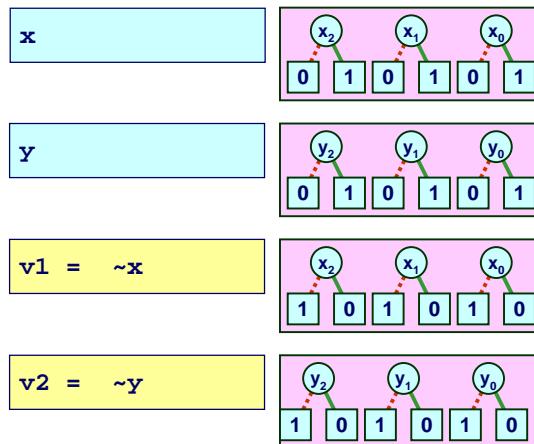
Shared Representation

- Graph with multiple roots
- 31 nodes for 4-bit adder
- 571 nodes for 64-bit adder
- Linear growth!

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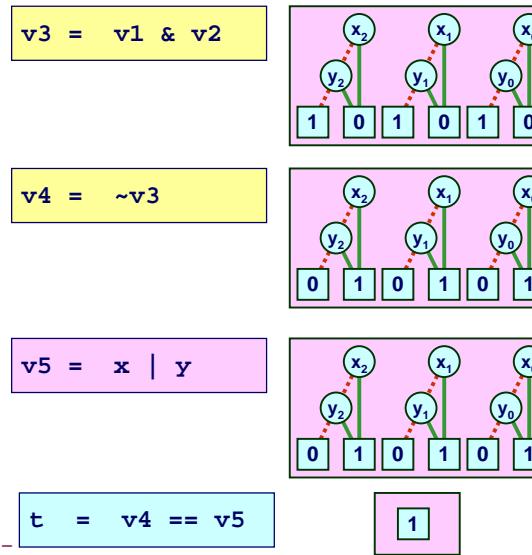
## Symbolic Execution

(3-bit word size)



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## Symbolic Execution (cont.)



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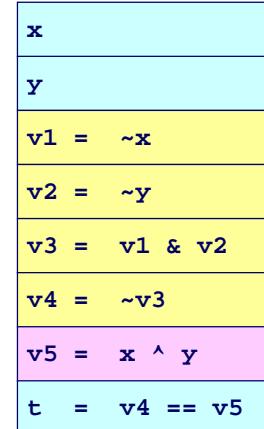
## Counterexample Generation

```
int bitOr(int x, int y)
{
    return ~(~x & ~y);
}
```

```
int bitXor(int x, int y)
{
    return x ^ y;
}
```

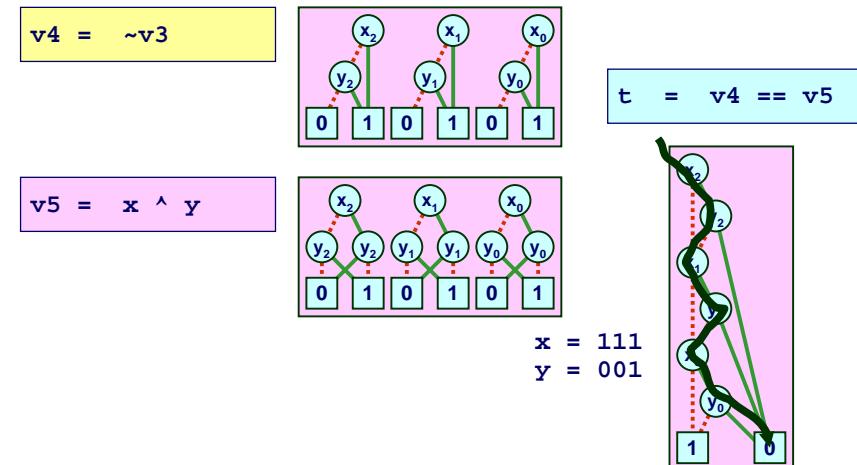
Find values of x & y for which these programs produce different results

### Straight-Line Evaluation



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## Symbolic Execution

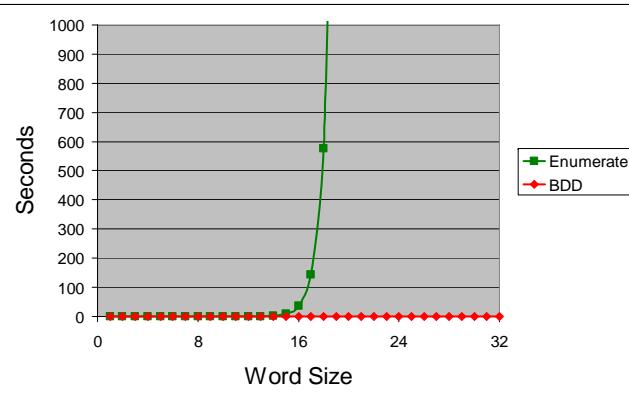


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## Performance: Good

```
int addXY(int x, int y)
{
    return x+y;
}
```

```
int addYX(int x, int y)
{
    return y+x;
}
```

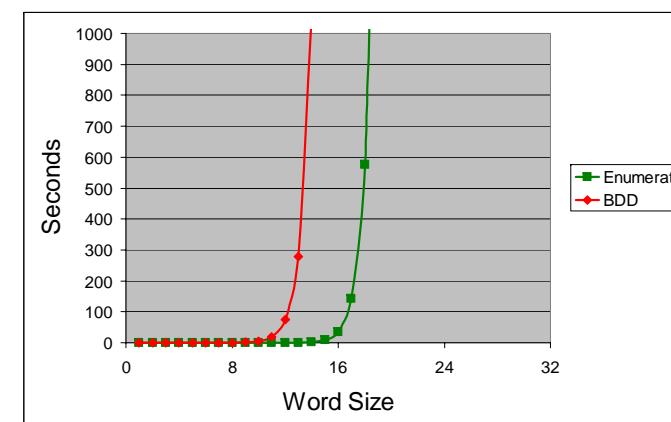


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## Performance: Bad

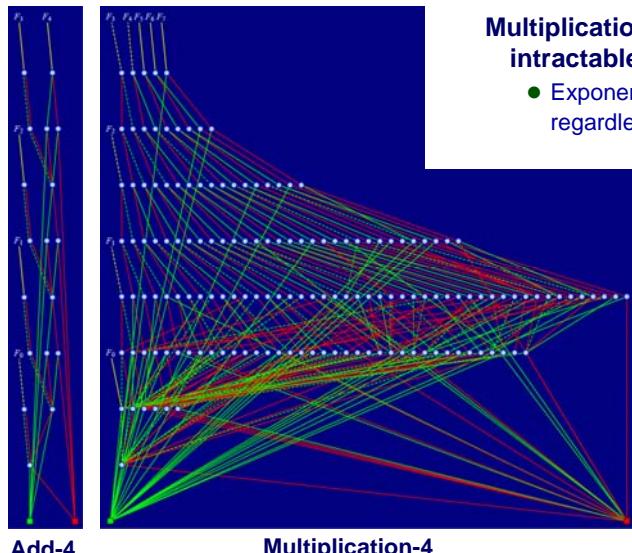
```
int mulXY(int x, int y)
{
    return x*y;
}
```

```
int mulYX(int x, int y)
{
    return y*x;
}
```



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## Why Is Multiplication Slow?



## What if Multiplication were Easy?

```
int factorK(int x, int y)
{
    int K = XXXX...x;
    int rangeOK =
        1 < x && x <= y;
    int factorOK =
        x*y == K;
    return
        !(rangeOK && factorOK);
}
```

```
int one(int x, int y)
{
    return 1;
}
```

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## Dealing with Conditionals

```
int abs(int x)
{
    int r;
    if (x < 0)
        r = -x;
    else
        r = x;
    return r;
}
```

	Context defined	r	r value
x	1	0	0
t1 = x<0	1	0	0
v1 = -x	t1	0	0
r = v1	t1	t1	t1?v1:0
r = x	!t1	1	t1?v1:x
v2 = r	1	1	t1?v1:x

### During Evaluation, Keep Track of:

- Current Context: Under what condition would code be evaluated
- Definedness (for each variable)
  - Has it been assigned a value

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## Dealing with Loops

```
int ilog2(unsigned x)
{
    int r = -1;
    while (x) {
        r++; x >= 1;
    }
    return r;
}
```

### Unroll

- Turn into bounded sequence of conditionals
  - Default limit = 33
- Signal runtime error if don't complete within limit

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### Unrolled

```
int ilog2(unsigned x)
{
    int r = -1;
    if (x) {
        r++; x >= 1;
    } else return r;
    if (x) {
        r++; x >= 1;
    } else return r;
    ...
    if (x) {
        r++; x >= 1;
    } else return r;
    error();
}
```

## Evaluation

### Strengths

- Provides 100% guarantee of correctness
- Performance very good for simple arithmetic functions

### Weaknesses

- Important integer functions have exponential blowup
- Not practical for programs that build and operate on large data structures

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## Some History

### Origins

- Lee 1959, Akers 1976
  - Idea of representing Boolean function as BDD
- Hopcroft, Fortune, Schmidt 1978
  - Recognized that ordered BDDs were like finite state machines
  - Polynomial algorithm for equivalence
- Bryant 1986
  - Proposed as useful data structure + efficient algorithms
- McMillan 1987
  - Developed symbolic model checking
  - Method for verifying complex sequential systems
- Bryant 1991
  - Proved that multiplication has exponential BDD
  - No matter how variables are ordered

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