

A Unified Framework for Verification Techniques for Object Invariants

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Object Invariants

- Express consistency criteria of objects
- Support induction scheme
 - Established by constructors
 - Preserved by all methods
 - Potentially broken within method body
- Challenges
 - Call-backs
 - Multi-object invariants
 - Subclass invariants

Textbook Solution

Assume
invariant



Prove
invariant of
C and its
subclasses

```
class C {
  int a, b;
  invariant  $0 \leq a < b$ ;

  C() { a := 0; b := 3; }

  void m() {
    int k := 10 / ( b - a );
    a := a + 3;
    n();
    b := ( k + 4 ) * b;
  }

  n() { m(); }
}
```

```
class Client {
  C c;
  invariant  $a \leq 10$ ;
}
```

```
class Sub extends C {
  invariant  $a \leq 10$ ;
}
```

```
class Client {
  void set(C c) { c.a := -1; }
}
```

Verification Techniques Differ in

- **Invariant semantics**
 - When are which invariants expected to hold?
- **Admissible invariants**
 - Which objects may an invariant depend on
- **Proof obligations**
 - What has to be proven when?
- **Program restrictions**
 - Which objects may receive method calls or field updates?
- **Type systems**

Approach

- **Develop formal framework**
 - Independent of type system and verification logic
 - Characterize techniques in terms of 7 framework parameters
- **Define soundness**
 - Identify 5 criteria on framework parameters that are sufficient for soundness
- **Instantiate framework**
 - Obtain six techniques from the literature

Areas and Regions

■ Object areas

- Describe sets of objects
- Assume (do not define) interpretation

$$[[\text{a}]]h, o \subseteq \text{dom}(h)$$

■ Invariant regions

- Describe sets of object-class pairs
- Assume (do not define) interpretation

$$[[\text{I}]]h, o \subseteq \{ (o', C) \mid \text{class}(o') \prec C \}$$

Areas and Regions: Example

■ Areas

$$a ::= \text{self} \mid \text{any}$$

$$[[\text{self}]]h,o = \{ o \}$$

$$[[\text{any}]]h,o = \text{dom}(h)$$

■ Regions

$$r ::= \text{emp} \mid \text{self} \mid \text{any}$$

$$[[\text{emp}]]h,o = \{ \}$$

$$[[[\text{self}]]h,o = \{ (o, C) \mid \text{class}(o) <: C \}$$

$$[[\text{any}]]h,o = \{ (o', C) \mid \text{class}(o') <: C \}$$

Framework Parameters

■ Invariant semantics

- $X(C)$ Invariants **expected** at visible states of C.m
- $V(C)$ Invariants possibly **violated** by C.m

■ Admissible invariants

- $D(C)$ Invariants **depending** on C fields

■ Proof obligations

- $P(C, a)$ Proof obligation for C.m **before** calls in a
- $E(C)$ Proof obligation C.m before **end**

■ Program restrictions

- $U(C, D)$ Objects whose D-fields may be **updated** by C.m
- $C(C, D)$ Objects whose D-methods may be **called** from C.m

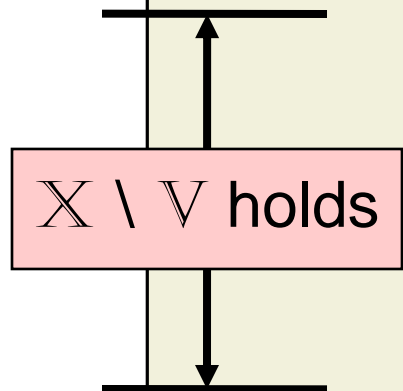
Meaning of Parameters: Example

```

invariant  $0 \leq \text{this.a} < \text{this.b}$ ; // check (this,C) is in  $\mathcal{D}$ 

void m( ) {
  // assume  $X$ 
  int k := 10 / ( b - a );
  this.a := this.a + 3;           // check this is in  $\mathcal{U}$ 
  // prove  $\mathcal{P}$ 
  this.n( );                     // check this is in  $\mathcal{C}$ 
  this.b := ( k + 4 ) * this.b; // check this is in  $\mathcal{U}$ 
  // prove  $\mathcal{E}$ 
  // assume  $X$ 
}

```



Parameters: Textbook Invariants

	Textbook
$X(C)$	any
$V(C)$	self
$D(C)$	self
$P(C, a)$	emp
$E(C)$	self
$U(C, D)$	self
$C(C, D)$	any

Programming Language

- Expressions and types

$$e ::= \text{this} \mid x \mid \dots \mid e\&\text{prove} \quad \Vdash$$

$$t ::= C \quad \text{al}$$

- Runtime expressions

$$e ::= o \mid s \cdot e \mid \dots \mid \text{FatalExc} \mid \text{VerifExc}$$

- Assume judgment: $h \Vdash o, C$

- Assume (do not define) type system

- Main judgment $\Gamma \vdash e : C \quad \text{al}$

- Make requirements (soundness, etc.)

Invariant Semantics

- Method calls

$$\frac{h \models [[X]]h, s(\mathbf{this})}{s\text{-call } e, h \rightarrow s\text{-ret } e, h}$$

$$\frac{h \not\models [[X]]h, s(\mathbf{this})}{s\text{-call } e, h \rightarrow \text{FatalExc}, h}$$

- Method termination

$$\frac{h \models [[X]]h, s(\mathbf{this})}{s\text{-ret } v, h \rightarrow v, h}$$

$$\frac{h \not\models [[X]]h, s(\mathbf{this})}{s\text{-ret } v, h \rightarrow \text{FatalExc}, h}$$

- Proof obligation

$$\frac{h \models [[\mathcal{I}^*]]h, s(\mathbf{this})}{s\text{-v\&prove } \mathcal{I}^*, h \rightarrow v, h}$$

$$\frac{h \not\models [[\mathcal{I}^*]]h, s(\mathbf{this})}{s\text{-v\&prove } \mathcal{I}^*, h \rightarrow \text{VerifExc}, h}$$

Verified Programs

- Field updates: check area

$$\begin{array}{c}
 \Gamma \vdash e : C \quad a \subseteq U(\text{class}(\Gamma), C') \\
 C \text{ has field } f \text{ defined in } C' \\
 \dots \\
 \hline
 \Gamma \vdash_{\text{vf}} e.f := e'
 \end{array}$$

- Method calls: check area, verify invariants

$$\begin{array}{c}
 \Gamma \vdash e : C \quad a \subseteq C(\text{class}(\Gamma), C') \\
 C \text{ inherits } m \text{ from } C' \\
 \dots \\
 \hline
 \Gamma \vdash_{\text{vf}} e.m(e' \&\text{prove } P(C', a))
 \end{array}$$

Soundness

- A verification technique is sound if the following properties hold for each well-typed, verified program P :
- Execution of P does not lead to FatalExc
- In each execution state σ of P , the following properties hold for each stack frame for a method $C.m$:
 - The invariants in $\mathbb{X}(C) \setminus \mathbb{V}(C)$ hold
 - If σ is a visible state of m , the invariants in $\mathbb{X}(C)$ hold

Soundness Criteria

$$S1: \quad a \in C(C,D) \Rightarrow (a \blacktriangleright X(D)) \setminus (X(C) \setminus V(C)) \subseteq P(C,a)$$

$$S2: \quad V(C) \cap X(C) \subseteq E(C)$$

$$S3: \quad C(C,D) \blacktriangleright (V(D) \setminus X(D)) \subseteq V(C)$$

$$S4: \quad U(C,D) \blacktriangleright D(D) \subseteq V(C)$$

$$S5: \quad C \leqslant D \Rightarrow \begin{cases} X(C) \subseteq X(D) \\ V(C) \setminus X(C) \subseteq V(D) \setminus X(D) \end{cases}$$

Soundness Theorem

A verification technique that satisfies S1 – S5
is sound

Soundness: Textbook Invariants

$X(C)$	any
$V(C)$	self
$D(C)$	self
$P(C, a)$	emp
$E(C)$	self
$U(C, D)$	self
$C(C, D)$	any

$$\text{any} \setminus (\text{any} \setminus \text{self}) \subseteq \text{emp}$$

$$\text{self} \cap \text{any} \subseteq \text{self}$$

$$\text{any} \blacktriangleright (\text{self} \setminus \text{any}) \subseteq \text{self}$$

$$\text{self} \blacktriangleright \text{self} \subseteq \text{self}$$

$$C <: D \Rightarrow \begin{cases} \text{any} \subseteq \text{any} \\ \text{self} \setminus \text{any} \subseteq \text{self} \setminus \text{any} \end{cases}$$

Summary

- Parametric w.r.t. underlying type system and verification logic
- Abstract explanation how technique works
- Criteria for comparisons
- Guidelines for the development of further techniques
- Instantiation for six techniques from the literature, found one unsoundness