

Bug Catching: Automated Program Verification
15414/15614 Spring 2021
Lecture 1: Introduction

Matt Fredrikson and Frank Pfenning

January 18, 2022

- ▶ Refresh the page if a technical issue arises
- ▶ Communicate via **chat**, **questions**, or with **emojis**
- ▶ Or via **raise your hand** boxes
 - ▶ Click on a box
 - ▶ Unmute yourself
 - ▶ Speak . . .
 - ▶ Click box again to disappear
- ▶ Breakout rooms
- ▶ Office hours
- ▶ **Help Desk!**

Instructors

Frank Pfenning
(~ Parts I & II)

Matt Fredrikson
(~ Part III)

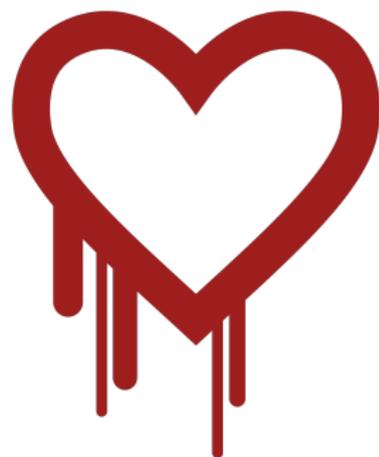
Teaching Assistants

May Li
Warwick Marangos
Long Pham
Victor Song

For this lecture

- ▶ What is this course about?
- ▶ What are the learning objectives for the course?
- ▶ How does it fit into the curriculum?
- ▶ How does the course work?
- ▶ Remember ...

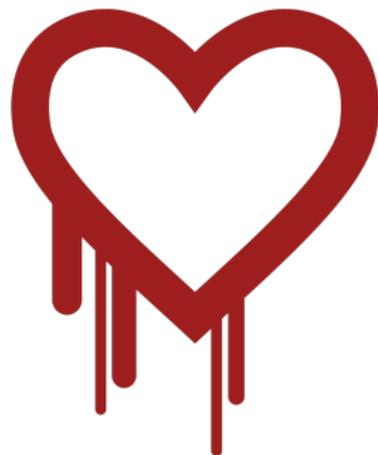
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- ▶ “...this allows attackers to eavesdrop on communications, steal data directly from the services and users and to impersonate services and users.”



Heartbleed, explained



Image source: Randall Munroe, xkcd.com

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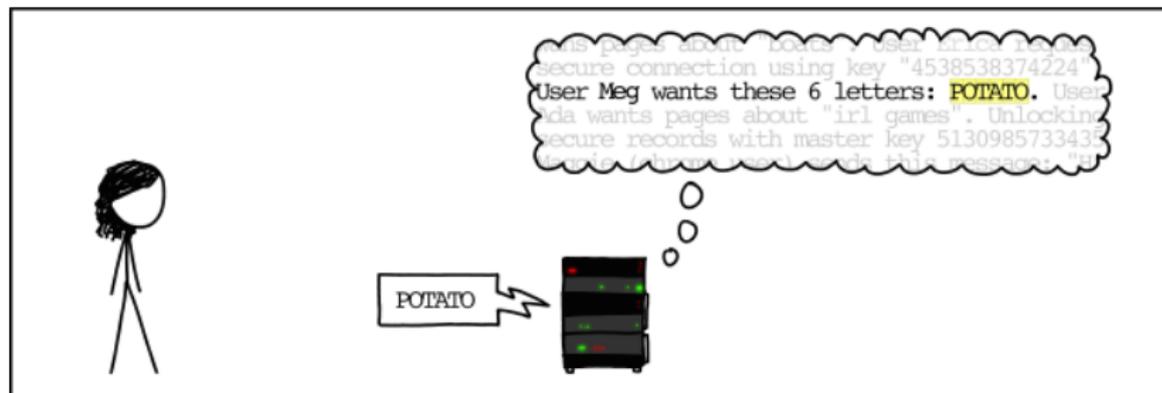


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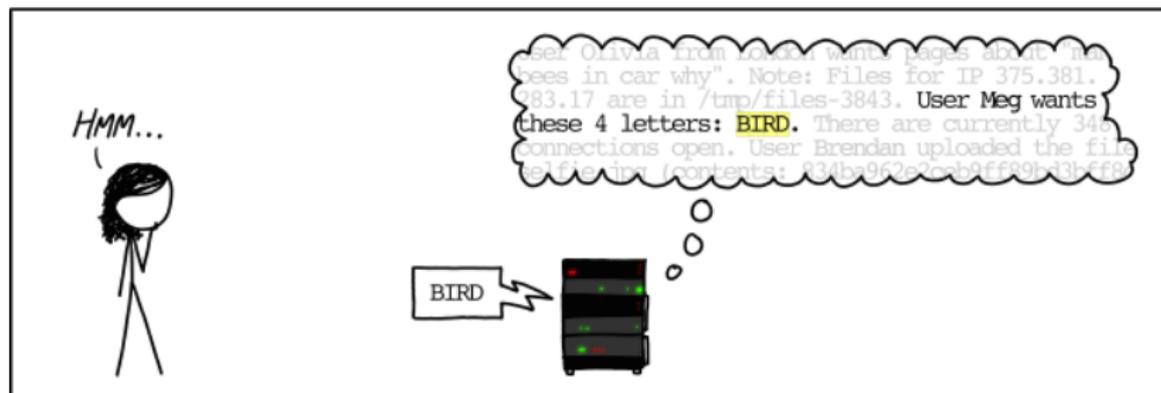


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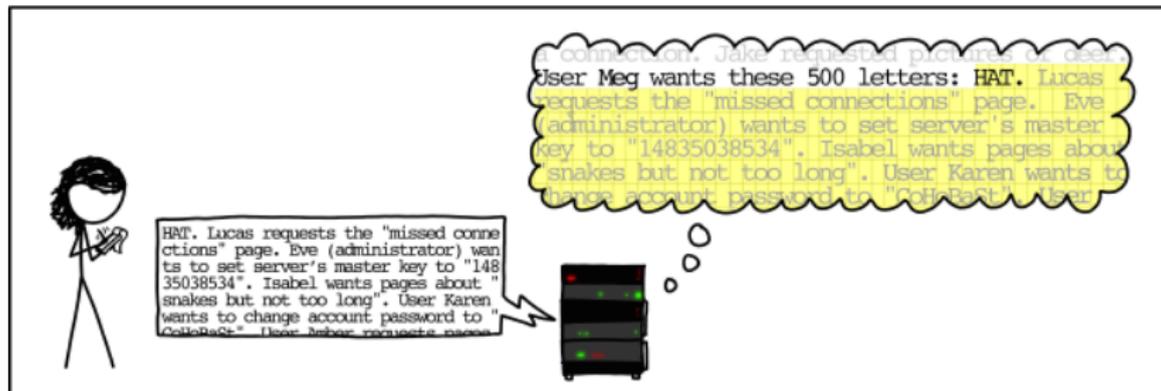


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Algorithms vs. code

```
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

Code matters

This is a correct binary search algorithm

But what if `low + high > 231 - 1`?

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

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- ▶ Worst case: undefined (that is, arbitrary) behavior

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Algorithm may be correct—but we run code, not algorithms.

How do we fix it?

The culprit: `mid = (low + high) / 2`

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

The fix

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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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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
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Specification \iff Implementation

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Specification \iff *Implementation*

- ▶ Specification must be precise (many subtleties)
- ▶ Meaning of code must be well-defined (many subtleties)
- ▶ Reasoning must be sound (many subtleties)

Functional programming

Functional programming

Correctness and proof is not limited to imperative programs!

```
1 (* balance : rbt -> rbt
2  * balance T ==> R
3  * REQUIRES T ordered, bh(T) def,
4  *   either T is r/b
5  *   or T is black; and at most one child is almost r/b
6  * ENSURES R is r/b, bh(T) = bh(R), R ordered,
7  *   set(T) = set(R)
8  *)
9 fun balance (Blk(Red(Red(a,x,b),y,c),z,d)) =
10     Red(Blk(a,x,b),y,Blk(c,z,d))
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16     Red(Blk(a,x,b),y,Blk(c,z,d))
17 | balance p = p
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We focus on automated proving

Algorithmic approaches

Formal proofs are tedious

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This is what you will learn!

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

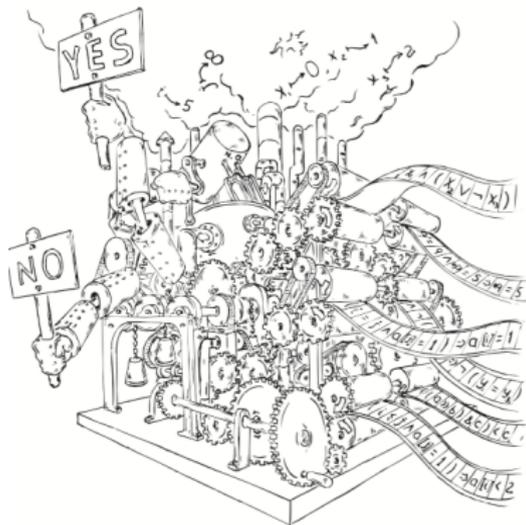


Image source: Daniel Kroening & Ofer Strichman, *Decision Procedures*

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- ▶ **Make you better programmers**

Course outline

Part I: Reasoning about programs: from 122 and 150 to 414

- ▶ Gain intuitive understanding of language and methodology

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Part III: Mechanized reasoning

- ▶ Techniques for automated proving

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

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```
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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;
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Why3

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When it works! (It's not quite like a type-checker ...)

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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Verifiers are complex systems

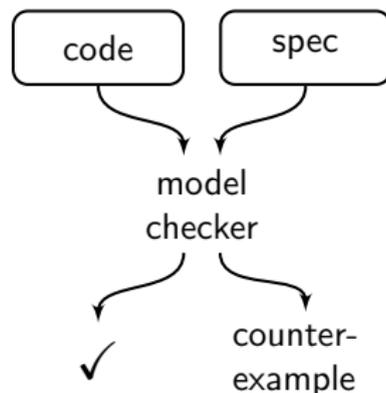
- ▶ We'll deep-dive into selected components
- ▶ Understand “big picture” for the rest

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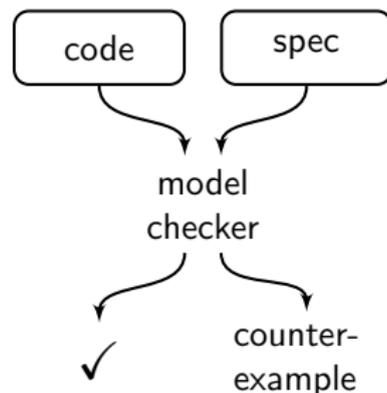
Fully-automatic techniques for finding bugs (or proving their absence)

- ▶ Specifications written in *propositional temporal logic*
- ▶ Verification by exhaustive state space search
- ▶ Diagnostic counterexamples



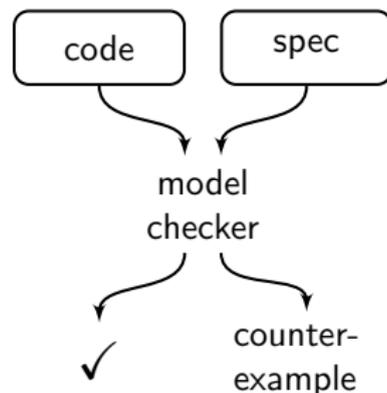
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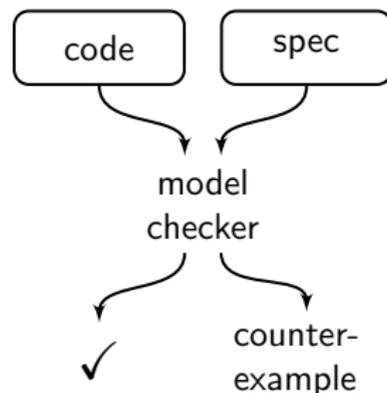
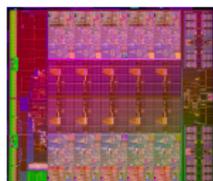
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10^{70} atoms



10^{500000} states



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Turing Award, 2007

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First developed this
course!

Breakdown:

- ▶ 50% assignments
(written + programming)
- ▶ 15% mini-project 1
- ▶ 15% mini-project 2
- ▶ 20% final exam

6 assignments
done individually

2 mini-projects
pick from small menu
can work with a partner

Participation:

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

Written parts of assignments

Written homeworks focus on theory and fundamental skills

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Grades are based on:

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- ▶ How you present your reasoning

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Strive for **clarity & conciseness**

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

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- ▶ Implement some functionality (data structure or algorithm)
- ▶ Specify correctness for that functionality
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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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- ▶ Writing good specifications
- ▶ Applying course principles to practice
- ▶ Making effective use of automated tools
- ▶ **Writing useful & correct code**

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- ▶ Applying course principles to practice
- ▶ Making effective use of automated tools
- ▶ **Writing useful & correct code**

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

Late days

- ▶ 5 late days to use throughout the semester
- ▶ No more than 2 late days on any assignment
- ▶ Late days do not apply to mini-projects!

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

Course staff contact: Piazza

Lecture: Tuesdays & Thursdays, 12:20-1:40pm

- ▶ First two weeks on ohay
- ▶ Afterwards: HH B131

Lecture Recordings (when remote): YouTube

Office Hours: TBD, schedule on website and course calendar soon

Assignments: Gradescope

Let's prove something!

- ▶ Will sort you into breakout rooms
- ▶ Figure out mystery function does and how to prove it
- ▶ Will recall you to lecture hall
- ▶ Let's live-code!