CSC2/455 Software Analysis and Improvement
Proving Programs Correct

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URCS
Outline

Proofs of Program Correctness

Loop Invariants

Theorem Proving

Postscript
Proofs of Program Correctness

Loop Invariants

Theorem Proving

Postscript
What is a correct program?

A program that meets its specification is a correct program.

What is the correct specification for a program?

- The scope of this question is beyond this course
- Not entirely technical

Our goal is only to study methods that check if a program meets its provided specification

- Technical only
Our simple program

```c
void fn(int k) {
    int x = k;
    int c = 0;

    while(x > 0) {
        c = c + 1;
        x = x - 1;
    }

    assert(x == 0);
    assert(c == k);
}
```

Will those assertions always be true? [i.e. are they always valid?]
$ cbmc --function fn --trace simple1.c
CBMC version 5.10 (cbmc-5.10) 64-bit x86_64 linux
Parsing simple1.c
Converting
Type-checking simple1
Generating GOTO Program
Adding CPROVER library (x86_64)
Removal of function pointers and virtual functions
Generic Property Instrumentation
Running with 8 object bits, 56 offset bits (default)
Starting Bounded Model Checking
Unwinding loop fn.0 iteration 1 file simple1.c line 14 function fn thread 0
Unwinding loop fn.0 iteration 2 file simple1.c line 14 function fn thread 0
Unwinding loop fn.0 iteration 3 file simple1.c line 14 function fn thread 0
Unwinding loop fn.0 iteration 4 file simple1.c line 14 function fn thread 0
Unwinding loop fn.0 iteration 5 file simple1.c line 14 function fn thread 0
Unwinding loop fn.0 iteration 6 file simple1.c line 14 function fn thread 0
Unwinding loop fn.0 iteration 7 file simple1.c line 14 function fn thread 0
Unwinding loop fn.0 iteration 8 file simple1.c line 14 function fn thread 0
Unwinding loop fn.0 iteration 9 file simple1.c line 14 function fn thread 0
Unwinding loop fn.0 iteration 10 file simple1.c line 14 function fn thread 0
Unwinding loop fn.0 iteration 11 file simple1.c line 14 function fn thread 0
Unwinding loop fn.0 iteration 12 file simple1.c line 14 function fn thread 0
...

Whoops, infinite loop!
$ cbmc --function fn --unwind 10 --trace simple1.c
CBMC version 5.10 (cbmc-5.10) 64-bit x86_64 linux

Starting Bounded Model Checking
Unwinding loop fn.0 iteration 1 file simple1.c line 14 function fn thread 0
Unwinding loop fn.0 iteration 2 file simple1.c line 14 function fn thread 0

... not unwinding loop fn.0 iteration 10 file simple1.c line 14 function fn thread 0

** Results: 
[fn.assertion.1] assertion x == 0: FAILURE
[fn.assertion.2] assertion c == k: FAILURE

... Not unwinding loop fn.0 iteration 10 file simple1.c line 14 function fn thread 0

k: -2147483648 (10000000 00000000 00000000 00000000)
x=-2147483648 (10000000 00000000 00000000 00000000)
c=0 (00000000 00000000 00000000 00000000)

Violated property: assertion x == 0
x == 0

Violated property: assertion c == k
\[ c == k \]

- if \( k \) is negative (note: output is reformatted to fit)
  - \( x \) will not be zero
  - \( c \) will not be equal \( k \)
Specifying $k$ must always be greater than zero

- We check our specifications, and notice that `fn` should only work on non-negative $k$

```c
void fn(int k) {
    __CPROVER_assume(k >= 0);
    ...
```
CBMC: Try #3

$ cbmc --unwinding-assertions --function fn --unwind 10 --trace simple1.c
CBMC version 5.10 (cbmc-5.10) 64-bit x86_64 linux

... 
Unwinding loop fn.0 iteration 9 file simple1.c line 14 function fn thread 0
Not unwinding loop fn.0 iteration 10 file simple1.c line 14 function fn thread 0
... 
** Results: 
[fn.assertion.1] assertion x == 0: SUCCESS 
[fn.assertion.2] assertion c == k: SUCCESS 
[fn.unwind.0] unwinding assertion loop 0: FAILURE 

Trace for fn.unwind.0: 
INPUT k: 12 (00000000 00000000 00000000 00011000) 
c=10 (00000000 00000000 00000000 00001010) 
x=2 (00000000 00000000 00000000 00000010) 

Violated property: 
unwinding assertion loop 0 

- CBMC can’t show loop terminates for a (fixed) finite number of unwindings 
  - Here unwind=10 and CBMC says more unwindings would be needed for \( k = 12 \) 
- Conclusions may be unsound
Try out all possible unwindings

- For C, \( k \) is still an integer.
  - Finite number of values
  - Could try out all possible unwindings by fixing an upper bound
- Might be feasible for simple
  - But add more loops, and time/space increases significantly
- Strategy not even feasible for languages like Python
  - Python has infinite precision integers
- Can we try something else?
void fn(int k) {
    int x = k;
    int c = 0;

    while(x > 0) {
        c = c + 1;
        x = x - 1;
    }

    assert(x == 0);
    assert(c == k);
}

int main(void) {
    int k;

    klee_make_symbolic(&k, sizeof(k), "k");
    klee_assume(k >= 0);
    fn(k);
}
Symbolic execution using KLEE doesn’t seem to work either

- I interrupted after a minute or so.
- Without klee_assume, KLEE also detects the assertion failure of \( x == 0 \)
What about abstract interpretation?

```plaintext
x := k;
c := 0;
while(x > 0) {
    x := (x - 1);
c := (c + 1)
}
```

- **Input:**
  - $M^\# = \{ k \mapsto [0, +\infty), x \mapsto \top, c \mapsto \top \}$

- **Output:**
  - \{’k’: (0, +inf), ’x’: (0, 0), ’c’: (0, +inf)\}
  - $M^\# = \{ k \mapsto [0, +\infty), x \mapsto [0, 0], c \mapsto [0, +\infty) \}$
Does \( M^\# \) allow us to prove our assertions?

\[
M^\# = \{ k \mapsto [0, +\infty), x \mapsto [0, 0], c \mapsto [0, +\infty) \}
\]

- Logically \( P : (k \geq 0) \land (x = 0) \land (c \geq 0) \)
  - We want to prove \( a_0 : x = 0 \)
  - We want to prove \( a_1 : c = k \)

- For \( a_0 \)
  - If \( P \) is valid, then so is a subset of \( P \), in particular \( P_0 : (x = 0) \)
  - (This is because \( a \land b \land c \implies a \) is valid)
  - \( P_0 \implies a_0 \) is valid (also written as \( P_0 \models a_0 \))

- This won’t work for \( a_1 \)
  - \( P_1 : (k \geq 0) \land (c \geq 0) \) [any subset can be chosen]
  - \( P_1 \not\models (c = k) \)
  - Not strong enough. Counterexample: \( k = 6, c = 5 \)
  - Recall intervals domain is not relational, so can’t relate \( c \) to \( k \)
```c
void fn(int k) {
    int x = k;
    int c = 0;

    while(x > 0) {
        c = c + 1;
        x = x - 1;
    }

    assert(x == 0);
    assert(c == k);
}
```

- Clearly, $P_0$ captures the state of the program at the end of the loop well enough to allow us to prove $x = 0$
- Can we derive $P_0$ (logically)?
  - First glance, *only* from loop condition, all we can say is that $x \leq 0$ if loop executes and exits.
  - Not strong enough to prove $x = 0$
Loops ...

- Loops may execute zero, a finite number, or an infinite number of iterations
  - Bounded Model Checkers: Can’t handle loops soundly without a fixed upper bound
  - Symbolic checkers: same
  - Abstract interpretation: Approximation may prevent us from verifying some properties
- But if we can find a \( P \) that captures the state of the program at the end of a loop
  - executing zero, finite or infinite number of iterations
  - \( P \) may be strong enough to prove properties we’re interested in
  - without having to model the loop iteration by iteration
Loop Invariants

- A loop invariant is a condition over the program state that holds:
  - Before the loop
  - At the beginning of each iteration
  - At the end of each iteration
A loop invariant in simple.c

```c
assert(x >= 0);

while(x > 0) {
    assert(x >= 0);

    c = c + 1;
    x = x - 1;

    assert(x >= 0);
}
```

- \( x \geq 0 \) holds before the loop (since \( x = k \), and \( k \geq 0 \))
- \( x \geq 0 \) holds at beginning of iteration, since \( x > 0 \) (from loop condition)
- \( x \geq 0 \) holds at end of iteration
  - \( x \) is reduced by 1 each iteration
  - \( x > 0 \implies x \geq 1 \implies x - 1 \geq 0 \)
Using the loop invariant to prove $x == 0$

- At end of loop
  - $x \leq 0$ (from loop condition, if loop exits, then $\neg(x > 0)$ holds)
  - $x \geq 0$ (from loop invariant)
  - $x \leq 0 \land x \geq 0 \implies x = 0$

- What about $c == k$?
Trying out some candidate loop invariants for $c = k$

- Will $c \leq k$ work?
  ```
  assert(c <= k);
  while(x > 0) {
    assert(c <= k);
    c = c + 1;
    x = x - 1;
    assert(c <= k);
  }
  ```

- Definitely holds before loop ($k \geq 0$, and $c = 0$)
- But harder to show that $c$ won’t exceed $k$ during loop
  - We know it is true, but hard to prove!
  - We only know $x > 0$ at the beginning of each iteration
  - Hard to show that $c + 1 \leq k$ from that premise (even assuming $c \leq k$)
  - In fact $c \leq k$ allows $c = k$ which would mean $c + 1 > k$!
assert(c <= k);
while(c < k) {
    assert(c <= k);
    c = c + 1;
    x = x - 1;
    assert(c <= k);
}

- Definitely holds before loop \((k \geq 0, \text{ and } c = 0)\)
- Holds on entry to loop as well \(c < k \iff c \leq k\)
- Holds after each iteration as well:
  - \(c + 1 \leq k + 1\), (from invariant)
  - \(c < k\) (from loop condition)
  - \(c + 1 \leq k\)
Using the loop invariant to prove $c == k$

- At end of loop
  - $c \geq k$ (from loop condition, if loop exits, then $\neg(c < k)$ holds)
  - $c \leq k$ (from loop invariant)
  - $c \leq k \land c \geq k \implies c = k$

- What about $x == 0$?
  - Back to square one?

- How about combining the loop conditions and the invariants?
assert(x >= 0 && c <= k);
while(x > 0 && c < k) {
   assert(x >= 0 && c <= k);
   c = c + 1;
x = x - 1;
   assert(x >= 0 && c <= k);
}

- This doesn’t seem to work
  - Not strong enough to imply either assertion after combination with loop exit condition!
  - If you work it out, you may be tempted to change the loop condition...
Let’s look at some concrete program executions

• $k = 5$

  entry: $k: 5, x: 5, c: 0$
  end: $k: 5, x: 4, c: 1$

  entry: $k: 5, x: 4, c: 1$
  end: $k: 5, x: 3, c: 2$

  entry: $k: 5, x: 3, c: 2$
  end: $k: 5, x: 2, c: 3$

  entry: $k: 5, x: 2, c: 3$
  end: $k: 5, x: 1, c: 4$

  entry: $k: 5, x: 1, c: 4$
  end: $k: 5, x: 0, c: 5$

  exit: $k: 5, x: 0, c: 5$

• Do you see a relation between $x$, $c$, and $k$?
• Do you see a pattern that is unchanging (i.e. invariant)?
Invariant candidate #4: \( x + c = k \)

```c
assert(x + c == k);
while(x > 0) { /* note original loop condition */
    assert(x + c == k);

    c = c + 1;
    x = x - 1;

    assert(x + c == k);
}
```

- Clearly holds before entering loop and on first iteration
  - \( x = k \land c = 0 \implies x + c = k \)
- Assume holds at some iteration
  - \( x + c = k \)
- Then, it still holds at end of iteration (and next iteration)
  - \( x - 1 + c + 1 = k \)
- (Inductive argument)
Proving \( a_0 \) and \( a_1 \)

- \( P : \neg(x > 0) \land (x + c = k) \)
  - For \( a_0 \): \((x \leq 0) \land (x + c = k) \implies x = 0 \)
  - For \( a_1 \): \((x \leq 0) \land (x + c = k) \implies c = k \)
- Can’t prove these using \( P \) as derived, since \( P \) admits \( x < 0 \).
  - We want \( x = 0 \) for the proof to go through
  - Without \( x = 0 \), setting \( x = -1 \) is a counterexample for both \( P \implies a_0 \) and \( P \implies a_1 \)
- But we can derive that \( x \geq 0 \)
  - We are given that \( k \geq 0 \)
  - \( \{k \geq 0\} x := k \{x \geq 0\} \) (assignment axiom)
- We can therefore strengthen \( P \) by adding \( x \geq 0 \)
  - Allowed since \( P \land \text{true} \) is still true
- This allows both the proofs to go through!
  - \((x \leq 0) \land (x + c = k) \land (x \geq 0) \implies x = 0 \)
A loop invariant captures the effects of a loop on the program state
- Without having to “run” or approximate states
- Just have to prove the invariant satisfies the definition

A useful loop invariant allows us to prove properties
- May require additional facts given or derived from other parts of the program

How to find loop invariants?
- Use the Feynman “Algorithm” [not serious]
- No general technique to find loop invariants!
Partial Correctness

- Big elephant in the room
  - Our proofs only hold if the loops terminate!
- Do the loops in the programs so far terminate?
  - Easy to show that they do
  - All have a strictly decreasing variable
  - Loop terminates when that variable reaches zero
- But, revisit the loop condition $x > 0 \land \land c < k$
  - with loop invariant $x \geq 0 \land c \leq k$
  - the negation of the loop condition prevents us from proving $a_0$ and $a_1$
- Might be tempted to use $x > 0 \lor c < k$ after figuring that out
void fn(int k) {
    int x = k;
    int c = 0;

    assert(x >= 0 && c <= k);

    while(x > 0 || c < k) {
        assert(x >= 0 && c <= k);
        c = c + 1;
        x = x - 1;
        assert(x >= 0 && c <= k);
    }

    assert(x == 0);
    assert(c == k);
}

• Assume the loop invariant is still valid
• How do you prove the loop terminates?
  • Need to show that x becomes zero at the same time as c becomes k
Total correctness = Partial Correctness + Termination
Proofs of Program Correctness

Loop Invariants

Theorem Proving

Postscript
Interactive Theorem Provers

- Sometimes called Proof Assistants
  - Isabelle
  - Coq
  - Lean
- Allow you to write proofs
  - Assist you in solving them
  - Proof writing is undecidable in general
- Verify your proofs are correct!
- Actually make writing proofs fun
  - Though still very tedious?
Dafny

- A free programming language that only compiles programs that can be verified
  - Generates C#, JS or Go
- Termed “auto-active program verifier”
  - Can verify your programs as you type them
- Can be used as a batch style compiler
  - But best used with an Editor
  - VS Code and Emacs supported
Obtaining Dafny

- Available for free for Windows, Linux and macOS
  - Even in Debian/Ubuntu repository
  - (though old version)
- I’m using the version from the Github repo
method fn(k: int) returns (c: int)
	ensures c == k

{x
  var x := k;
  c := 0;

  while x > 0
  {
    x := x - 1;
    c := c + 1;
  }

  assert x == 0;
}
Adding requires

```dhy
method fn(k: int) returns (c: int)
  requires k ≥ 0
  ensures c == k
  { 
    var x := k;
    c := 0;
    while x > 0
    { 
      x := x - 1;
      c := c + 1;
    }
    assert x == 0;
  }
```
Postcondition might not hold on this return path.
Add $x \geq 0$ invariant
Add $c \leq k$ invariant

```dvy
method fn(k: int) returns (c: int)
  requires k \geq 0
  ensures c == k
{
  var x := k;
  c := 0;
  while x > 0
    invariant c \leq k
    {
      x := x - 1;
      c := c + 1;
    }
  assert x == 0;
}
```

---

*simple1.dfy*  All Lg  (Dafny hs yas company FlyC:2/1)

BP5005: This loop invariant might not be maintained by the loop.
Add $c \leq k$ invariant, contd
Combining invariants

method fn(k: int) returns (c: int)
  requires k ≥ 0
  ensures c == k
{
  var x := k;
  c := 0;

  while x > 0 ∧ c < k
    invariant x ≥ 0 ∧ c ≤ k
    {
      x := x - 1;
      c := c + 1;
    }

  assert x == 0;
}
method fn(k: int) returns (c: int)
   requires k ≥ 0
   ensures c == k
   var x := k;
   c := 0;
   while x > 0 ∧ c < k
      invariant x ≥ 0 ∧ c ≤ k
      { x := x - 1;
        c := c + 1;
      }
   assert x == 0;

BP5003: A postcondition might not hold on this return path.
method fn(k: int) returns (c: int)
  requires k ≥ 0
  ensures c == k
{
  var x := k;
  c := 0;
  while x > 0
    invariant x + c == k
    { x := x - 1;
      c := c + 1;
    }
  assert x == 0;
}
Non-terminating loop

method fn(k: int) returns (c: int)
   requires k >= 0
   ensures c == k
{
   var x := k;
   c := 0;

   while x > 0 \lor c < k
   invariant x >= 0 \land c <= k
   {
      x := x - 1;
      c := c + 1;
   }

   assert x == 0;
}

-** simple1.dfy  All L8  (Dafny hs yas company FlyC:1/0)
decreases

cannot prove termination; try supplying a decreases clause for the loop
Outline

Proofs of Program Correctness

Loop Invariants

Theorem Proving

Postscript
Further Resources

- We focused entirely on loop invariants today
  - Their utility and ability to model entire loop executions
  - Their use in proving properties
- Introduced you to Dafny
  - The Dafny Project at Microsoft Research
  - More reading (including 4-part video lectures)
- Next week: Hoare Logic
  - Source of the assignment axiom, and other rules for deriving program facts
  - Strongly recommend reading Background Reading on Hoare Logic, by Mike Gordon
Let \( \text{popcount}(x) \) be the number of bits set to 1 in \( x \)

Show that \( \text{popcount}(x) - \text{popcount}(x \& (x - 1)) = 1 \)

(\( \& \) is bitwise and)

Example:

- 5 is 0b101, 4 is 0b100, 5 \& 4 = 0b100 = 4