

Introduction to Formal Methods

Lecture 9 Verification by Solving Horn Clauses Hossein Hojjat & Fatemeh Ghassemi

October 21, 2018

Recap: Automated Verification



Weakest Precondition Rules: Summary

С	wp(c,Q)
x := e	$Q[x \mapsto e]$
assume(b)	$b \to Q$
assert(b)	$b \wedge Q$
havoc(x)	$\forall y.Q[x\mapsto y]$
$c_1; c_2$	$wp(c_1,wp(c_2,Q))$
$\verb"if" b then c_1 else $c_2$$	$b \to wp(c_1, Q) \land \neg b \to wp(c_2, Q)$
while $b \ \mathrm{do} \ c$	$\begin{split} &I \wedge \forall \vec{y}. \Big((I \wedge b \to wp(c, I)) \wedge (I \wedge \neg b \to Q) \Big) [\vec{x} \mapsto \vec{y}] \\ &(\vec{x} \text{ are variables modified in } c \text{ and } I \text{ is the loop invariant}) \end{split}$

 $\mathsf{wp}(\mathsf{while} \ b \ \mathsf{do} \ c, \ Q) = I \land \forall \vec{y}. \Big((I \land b \to \mathsf{wp}(c, I)) \land (I \land \neg b \to Q) \Big) [\vec{x} \mapsto \vec{y}]$

 $(\vec{x} \text{ are variables modified in } c \text{ and } I \text{ is the loop invariant})$

- Unfortunate reality: Inferring invariants automatically is undecidable
- This puts significant limits on the degree to which we can automate verification

- Active research area:
 - how to find loop invariants efficiently and automatically
- The simplest technique: guess-and-check!
- Given template of invariants (e.g., ? =?, ? ≤?), instantiate the holes with program variables and constants
- Check if it's an invariant; if not, try a different instantiation
- Abstract interpretation: popular approach to discover invariants
- Today we discuss an alternative approach: reducing verification to solving a set of Horn clauses



To prove the Hoare triple $\{A\}$ while b do $c\{B\}$ we need an invariant I

- I is true at the beginning: $A \rightarrow I$
- *I* is preserved by the loop: $\vdash \{b \land I\} \ c \ \{I\}$
- B is true after the loop: $I \land \neg b \to B$



To prove the Hoare triple $\{A\}$ while b do $c\{B\}$ we need an invariant I(x)

- I is true at the beginning: $A \rightarrow I$
- *I* is preserved by the loop: $\vdash \{b \land I\} \ c \ \{I\}$
- *B* is *true* after the loop: $I \land \neg b \to B$

$$\begin{split} x &= 0 \rightarrow I(x) \\ I(x) \wedge x < N \rightarrow I(x+2) \\ I(x) \wedge \neg (x < N) \rightarrow x \neq 13 \end{split}$$

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$$I(x) \iff x \equiv 0 \pmod{2}$$

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$$\begin{aligned} x &= 0 \to I(x) \\ I(x) \land x < N \to I(x+2) \\ I(x) \land \neg (x < N) \to x \neq 13 \end{aligned}$$

contains at most one positive literal

To prove the program we must **solve** for *I*:

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Control Flow Graphs

- **Control Flow Graph (CFG):** graph representation of computation and control flow in the program
- Highlights the possible flow of execution
- Useful program representation for many software analysis tasks

x = 0;
while (x < N) {
x = x + 2;
}

$$x' = 0$$

 $[\neg(x < N)]$
 $x' = x + 2$
 $[(x < N)]$

Control-Flow Graph (CFG) of a program P is a rooted directed graph G = (V, E, entry, exit) where

- $V \subseteq \mathsf{Label}$ is a set of labels
- $E \subseteq \mathsf{Label} \times \mathsf{Action} \times \mathsf{Label}$ is a set of arcs labeled by actions
- entry $\in V$ is the start state
- $exit \in V$ is the final state

Each action $f \in Action$ is a relation on program state:

$$[\![f]\!]\subseteq S\times S$$

Generating Control-Flow Graphs

- Start with graph that has one entry and one exit node
- Draw an edge from entry to exit and label it with the entire program



- Recursively decompose the program to have more edges with simpler labels
- When labels cannot be decomposed further, we are done

• Base cases

• Sequence of statements

Control Structures

• Conditional statement

Ω

• While loop



Exercise: Convert to CFG

```
while(c2) {
    x = y - 1;
    y = z * 2;
    if (c1) x = y - z;
    z = 10;
}
z = x;
```

Exercise: Convert to CFG

entry while(c2) { [c2]x = y - 1;y = z * 2;x' = y - 1if (c1) x = y - z;z = 10;} $y' = z \times 2$ $[\neg c2]$ z' = 10z = x; $[\neg c1]$ [c1]x' = y - zz' = xexit

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```
int n = 0;
while (true) {
    n = n + 1;
    assert(n \ge -10);
    n = n - 1;
}
```





- Let $P_i(n)$ denotes a superset of reachable values of n in state P_i
- Initially we do not know the set of reachable values of n in each state
- P_i is a predicate on n, for example:

•
$$P_1(n) = (n \ge 0)$$
 and $P_2(n) = (n = -5) \lor (n > 0)$

- $P_1(n) = (n = 0)$ and $P_2(n) =$ true (any value can reach it)
- ...
- We can write constraints between P_i 's according to CFG

int n = 0;
while (true) {
n = n + 1;
assert (n
$$\geq$$
-10);
n = n - 1;
}

$$[n = 0] \rightarrow P$$

 $n' = n - 1$
 P_2
 $[n < -10]$
error

$$(n=0) \qquad \qquad \rightarrow P_1(n)$$

int n = 0;
while (true) {
n = n + 1;
assert (n
$$\geq$$
 -10);
n = n - 1;
}

$$[n = 0] \longrightarrow P_1$$

n' = n - 1

$$[n < -10]$$

error

$$\begin{array}{ll} (n=0) & \rightarrow & P_1(n) \\ P_1(n) \wedge (n'=n+1) & \rightarrow & P_2(n') \end{array}$$

int n = 0;
while (true) {
n = n + 1;
assert(n
$$\geq$$
-10);
n = n - 1;
}

$$[n = 0] \rightarrow P$$

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$$\begin{array}{ll} (n=0) & \rightarrow & P_1(n) \\ P_1(n) \wedge (n'=n+1) & \rightarrow & P_2(n') \\ P_2(n) \wedge (n'=n-1) & \rightarrow & P_1(n') \end{array}$$

int n = 0;
while (true) {
n = n + 1;
assert (n
$$\geq$$
 -10);
n = n - 1;
}

$$[n = 0] \longrightarrow P_1$$

n' = n - 1

$$P_2$$

[n < -10]
error

$$\begin{array}{ll} (n=0) & \rightarrow & P_1(n) \\ P_1(n) \wedge (n'=n+1) & \rightarrow & P_2(n') \\ P_2(n) \wedge (n'=n-1) & \rightarrow & P_1(n') \\ P_2(n) \wedge (n<-10) & \rightarrow & false \end{array}$$

int n = 0;
while (true) {
n = n + 1;
assert(n
$$\geq$$
-10);
n = n - 1;
}

$$[n = 0] \longrightarrow P_1$$

 $n' = n - 1$
 P_2
 $n' = n + 1$
 P_2
 $[n < -10]$
error

$$\begin{array}{ll} \forall n. & (n=0) & \rightarrow & P_1(n) \\ \forall n, n'. & P_1(n) \land (n'=n+1) & \rightarrow & P_2(n') \\ \forall n, n'. & P_2(n) \land (n'=n-1) & \rightarrow & P_1(n') \\ \forall n. & & P_2(n) \land (n<-10) & \rightarrow & false \end{array}$$

• How to prove that the assertion does not fail in this program?

int n = 0;
while (true) {
n = n + 1;
assert(n
$$\geq$$
-10);
n = n - 1;
}

$$[n = 0] \longrightarrow \widehat{P_1}$$

$$n' = n - 1$$

$$P_2$$

$$n' = n - 1$$

$$P_2$$

$$[n < -10]$$
error

$$\begin{array}{ll} \forall n. & (n=0) & \rightarrow & P_1(n) \\ \forall n, n'. & P_1(n) \land (n'=n+1) & \rightarrow & P_2(n') \\ \forall n, n'. & P_2(n) \land (n'=n-1) & \rightarrow & P_1(n') \\ \forall n. & P_2(n) \land (n<-10) & \rightarrow & false \end{array}$$

Solvable: $P_1(n) \equiv (n \ge 0)$ and $P_2(n) \equiv (n \ge 1)$

Demo

• Try https://rise4fun.com/

$$\begin{array}{lll} \forall n. & (n=0) & \rightarrow & P_1(n) \\ \forall n, n'. & P_1(n) \wedge (n'=n+1) & \rightarrow & P_2(n') \\ \forall n, n'. & P_2(n) \wedge (n'=n-1) & \rightarrow & P_1(n') \\ \forall n. & P_2(n) \wedge (n<-10) & \rightarrow & false \end{array}$$

• Horn clause is an implication of the form:

$$\forall \bar{v}. \underbrace{\Phi(\bar{v}) \land R_1(\bar{v}) \land \dots \land R_n(\bar{v})}_{\mathsf{body}} \longrightarrow \underbrace{R_0(\bar{v})}_{\mathsf{head}}$$

- $\Phi(\bar{v})$ is an arithmetic formula (e.g. $x + 2y \leq z$)
- $R_i(\bar{v})$ is a relation symbol
- Head of the clause is either a relation symbol or *false*
- A solution for the Horn clause is an assignment of formulae to relation symbols for which the implication is valid

Verification by Solving Horn Clauses



Exercise

• Convert to Horn clauses

```
int x,y;
assume(x≥0 ∧ y≥0);
while(x≠y) {
  if (x>y) then x:=x-y;
  else y:=y-x;
}
assert(x≠-1);
```

Exercise

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