

# Characteristic Formulae for Mechanized Program Verification

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# Big programs everywhere

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**Programs are everywhere**

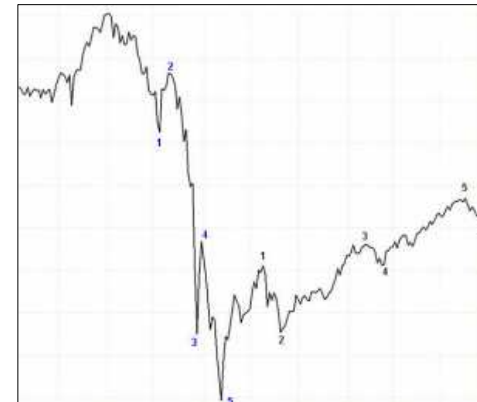
**Programs are ever-more complex**

→ 10 million lines of code in your pocket

**What if one of those lines was incorrect?**



Cell phones are not the only devices that may crash...



# Bugs everywhere

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If suffices to have one single line incorrect to end up with a buggy system. How can we prevent that?

## **1) Code review**

→ extremely hard for humans to catch all bugs

## **2) Test**

→ find some bugs, but others remain undetected

## **3) Static analysis** (e.g. type checking)

→ find all the bugs of a particular kind

## **4) Mechanized verification**

→ use a machine to prove the absence of bug

# Specification

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**Definition:** a specification is a description of what a program is intended to compute, regardless of how the program computes its result

## Examples of specifications:

- the definition **let  $n = \dots$**  produces a value  **$n$**  that is the smallest prime number greater than 90
- the function **let  $f\ x = \dots$** , when given a nonnegative integer  **$x$** , returns an integer equal to  **$x!$**
- the function **let  $incr\ r = \dots$** , when called in a state where the location  **$r$**  contains an integer  **$n$** , changes the memory so that the location  **$r$**  contains  **$n+1$**

# Correctness as a theorem

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**The statement "this program is free of bug" can be formulated as a formal theorem:**

**"This program admits that specification"**

→ In general, we cannot expect a machine to automatically prove theorems of this form

→ Some form of human intervention is needed

→ One possibility is to use a **proof assistant** (e.g., Coq, Isabelle, HOL4, ...)

# Proof assistants

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## User writes:

- definitions
- statement of theorems
- key steps of reasoning

## Proof assistant checks:

- well-formedness of definitions and statements
- legitimacy of each step of reasoning

No mistake possible:

**If all the steps involved in the proof of theorem are accepted, then the theorem is true**

# Coq at a glance

The screenshot shows the CoqIDE interface with a theorem statement, a sequence of tactics, and proof obligations. The interface includes a menu bar (File, Edit, Navigation, Try Tactics, Templates, Queries, Display, Compile, Windows, Help) and a toolbar with icons for file operations and execution. The main window is divided into three panes: a left pane for the theorem statement and tactics, a right pane for hypotheses, and a bottom pane for proof obligations. The status bar at the bottom indicates "Ready, proving lub\_of\_consistent\_set" and "Line: 299 Char: 1 CoqIde started".

**Theorem statement**

```
consistent_set E S ->  
(forall fi, S fi -> partial_fixed_point E F fi) ->  
exists f:A-->B, lub (extends E) S f /\ partial_fixed_point
```

**Sequence of tactics**

```
sets D: (fun x => exists fi, covers x fi).  
sets f: (fun x => if classicT (D x) then epsilon (covers  
exists (Build_partial f D). split. split.  
(* proof that f is an upper bound *)  
intros f' Sf'. split; simpl.  
intros x Dx. exists- f'.  
intros x D'x. unfold f. destruct_if as Dx.  
spec_epsilon~ f' as fi [Si Domi]. apply~ Cons.  
(* proof that f is the smallest upper bound *)  
intros f' Upper'. split; simpl.  
intros x (fi&Ci&Di). apply~ (Upper' fi Ci).  
intros x Dx. unfold f. destruct_if.  
spec_epsilon~ as fi [Si Domi]. apply~ (Upper' fi).  
(* proof that f is a fixed point *)  
intros f' Eq'. simpl. intros x Dx. lets (fi&Ci&Di): Dx.  
apply~ (Fixi Ci) intros y Div. asserte Dx: (D y)  
apply~ (trans_el  
spec_epsilon~ as  
Qed.
```

**Hypotheses**

```
2 subgoals  
A : Type  
B : Type  
I : Inhabited B  
E : binary B  
F : (A -> B) -> A -> B  
S : A --> B -> Prop  
Equiv : equiv E  
Cons : consistent_set E S  
Fixi : forall fi : A --> B, S fi -> partial_fixed_point E  
F fi  
covers := fun (x : A) (fi : A --> B) => S fi /\ dom fi x  
: A -> A --> B -> Prop  
D := fun x : A => exists fi, covers x fi : A -> Prop  
f := fun x : A => If D x then epsilon (covers x) x else ar  
bitrary : A -> B  
f' : A --> B  
Upper' : upper_bound (extends E) S f'  
x : A  
Dx : D x
```

**Proof obligations**

```
E (f x) (f' x)  
partial_fixed_po
```

**Current position**

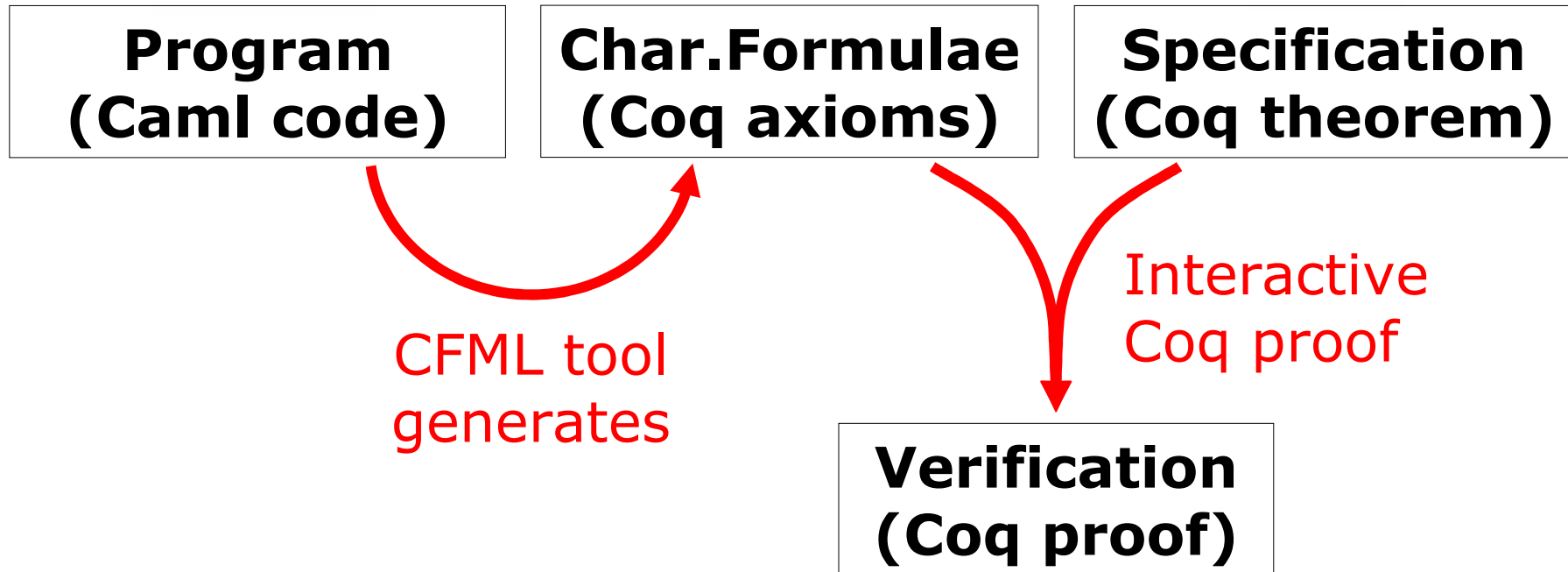
Ready, proving lub\_of\_consistent\_set

Line: 299 Char: 1 CoqIde started

# Characteristic formulae

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In this thesis: a new, practical approach to program verification based on **Characteristic Formulae (CF)**







- Introduction
- **Theory: construction of CF**
  - specification language
  - description of values in Coq
  - CF for let-bindings
  - notation system for CF
  - soundness and completeness
- **Practice: Dijkstra's algorithm**
- **CF in the design space**
- **Conclusion**

# Specification

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**Heap  $h$ :** finite map from locations to values

$h : \text{heap}$              $\text{heap} := \text{fmap loc dyn}$   
 $\text{dyn} := \{A:\text{Type}; v:A\}$

**Heap predicate  $H$ :** description of a heap state

$H : \text{hprop}$              $\text{hprop} := \text{heap} \rightarrow \text{Prop}$

**Hoare triple:**  $\{H\} t \{Q\}$  asserts that, in an initial heap satisfying the predicate  $H$ , the evaluation of the term  $t$  terminates and produces a value  $v$  such that the final heap satisfies the predicate  $(Q v)$ .

$H$  is the *pre-condition* and  $Q$  is the *post-condition*

# Example of specification

---

$$t = \text{let } x = \underbrace{!r + 1}_{t_1} \text{ in } \underbrace{s := x + 2}_{t_2}$$

$$H = (r \sim\sim> 3) \ \backslash * \ (s \sim\sim> 9)$$

$$Q' = \text{fun } v \Rightarrow [v = 4] \ \backslash * \ (r \sim\sim> 3) \ \backslash * \ (s \sim\sim> 9)$$

The Hoare triple  $\{H\} t_1 \{Q'\}$  is true

$$Q' \ x = [x = 4] \ \backslash * \ (r \sim\sim> 3) \ \backslash * \ (s \sim\sim> 9)$$

$$Q = \text{fun } \_:\text{unit} \Rightarrow (r \sim\sim> 3) \ \backslash * \ (s \sim\sim> 6)$$

The Hoare triple  $\{Q' \ x\} t_2 \{Q\}$  is true

Thus, the Hoare triple  $\{H\} t \{Q\}$  is true

# Representation of values

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## CamL values are represented as Coq values

- Base values are translated directly: a CamL value of type **bool list** becomes a Coq value of type **list bool**
- A CamL reference of type **T ref** is described in Coq as a value of type **loc** (**r** has type **loc** in **r ==> 3**)
- A CamL function of type **T<sub>1</sub>→T<sub>2</sub>** is described in Coq as a value of an abstract type called **func**, and it is specified with help of an abstract predicate called **App**

Note: for simplicity, the type "int" is mapped to "Z"

# Characteristic formulae

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The characteristic formula of a term  $t$ , written  $\llbracket t \rrbracket$ , is a higher-order predicate such that:

$$\forall H. \forall Q. \quad \llbracket t \rrbracket H Q \iff \{H\} t \{Q\}$$

→ obtain a predicate capturing the behavior of a program but not referring to the syntax of its code

→ **translates source code into logical predicates**

Note that  $\llbracket t \rrbracket$  has type "hprop → (A → hprop) → Prop"

# CF for let-expressions

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**Rule:**

$$\frac{\{H\} t_1 \{Q'\} \quad \forall x. \{Q' x\} t_2 \{Q\}}{\{H\} (\text{let } x = t_1 \text{ in } t_2) \{Q\}}$$

**Goal:**  $\forall H. \forall Q. \llbracket t \rrbracket H Q \iff \{H\} t \{Q\}$

**Definition:**

$$\llbracket \text{let } x = t_1 \text{ in } t_2 \rrbracket \equiv$$

$$\lambda H. \lambda Q. \exists Q'. \llbracket t_1 \rrbracket H Q' \wedge \forall x. \llbracket t_2 \rrbracket (Q' x) Q$$

# Notation system for CF

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## CF for let-binding:

$$\llbracket \text{let } x = t_1 \text{ in } t_2 \rrbracket \equiv$$

$$\lambda H. \lambda Q. \exists Q'. \llbracket t_1 \rrbracket H Q' \wedge \forall x. \llbracket t_2 \rrbracket (Q' x) Q$$

## Definition of a Coq notation:

$$(\mathbf{Let } x = \mathcal{F}_1 \mathbf{ in } \mathcal{F}_2) \equiv$$

$$\lambda H. \lambda Q. \exists Q'. \mathcal{F}_1 H Q' \wedge \forall x. \mathcal{F}_2 (Q' x) Q$$

## CF for let-binding, reformulated:

$$\llbracket \text{let } x = t_1 \text{ in } t_2 \rrbracket \equiv (\mathbf{Let } x = \llbracket t_1 \rrbracket \mathbf{ in } \llbracket t_2 \rrbracket)$$

→ **translate a source code into a logical predicate**

# Summary of CF generation

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$\llbracket v \rrbracket$	$\equiv$	<b>Ret</b> $v$
$\llbracket f v \rrbracket$	$\equiv$	<b>App</b> $f v$
$\llbracket \text{if } v \text{ then } t_1 \text{ else } t_2 \rrbracket$	$\equiv$	<b>If</b> $v$ <b>then</b> $\llbracket t_1 \rrbracket$ <b>else</b> $\llbracket t_2 \rrbracket$
$\llbracket \text{let } x = t_1 \text{ in } t_2 \rrbracket$	$\equiv$	<b>Let</b> $x = \llbracket t_1 \rrbracket$ <b>in</b> $\llbracket t_2 \rrbracket$
$\llbracket \text{let rec } f x = t_1 \text{ in } t_2 \rrbracket$	$\equiv$	<b>Let rec</b> $f x = \llbracket t_1 \rrbracket$ <b>in</b> $\llbracket t_2 \rrbracket$
$\llbracket \text{crash} \rrbracket$	$\equiv$	<b>Crash</b>
$\llbracket \text{while } t_1 \text{ do } t_2 \rrbracket$	$\equiv$	<b>While</b> $\llbracket t_1 \rrbracket$ <b>Do</b> $\llbracket t_2 \rrbracket$
$\llbracket \text{for } i = a \text{ to } b \text{ do } t \rrbracket$	$\equiv$	<b>For</b> $i = a$ <b>To</b> $b$ <b>Do</b> $\llbracket t \rrbracket$

- Characteristic formulae are easy to generate
- Characteristic formulae are of linear size
- Characteristic formulae read like source code
- The user never needs to unfold the definitions



# Soundness and completeness

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**Soundness:** if the CF of a program holds of a specification, then the program satisfies this spec.

$$\left\{ \begin{array}{l} \llbracket t \rrbracket H Q \\ H h \end{array} \right. \Rightarrow \exists v. \exists h'. \left\{ \begin{array}{l} t/h \Downarrow v/h' \\ Q v h' \end{array} \right.$$

**Completeness:** if a program satisfies a specification, then the CF of that program holds of that specification

$$t/\emptyset \Downarrow n/h \Rightarrow \llbracket t \rrbracket [] (\lambda x. [x = n])$$

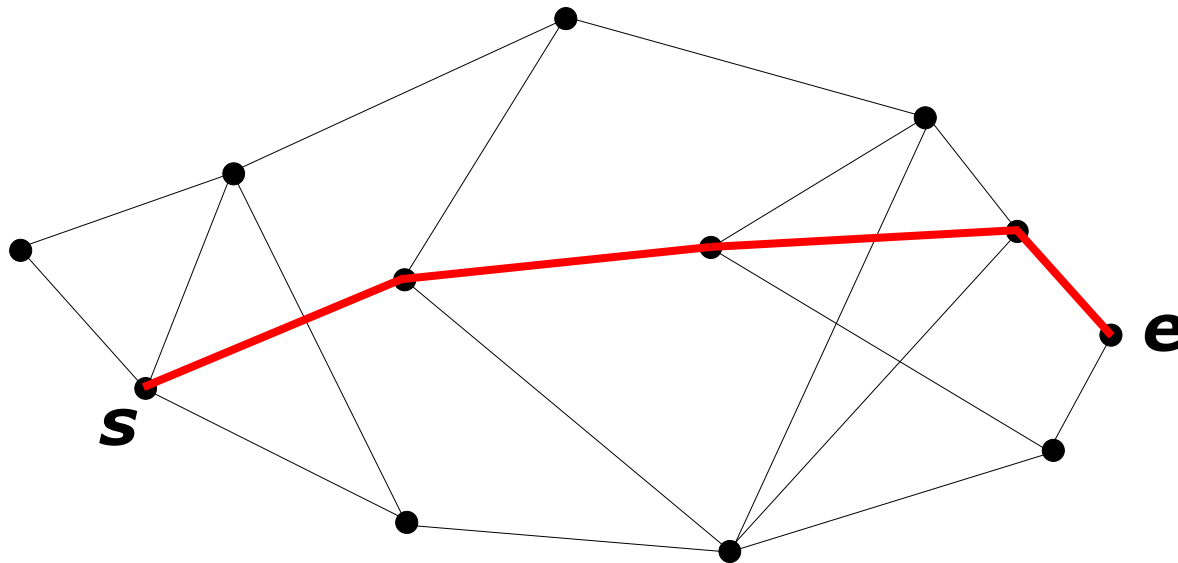
**Meaning:** characteristic formulae tell all the truth, and nothing but the truth, about the behavior of a program

- Introduction
- Theory: construction of CF
- - **Practice: Dijkstra's algorithm**
  - overview of the source code
  - material generated by CFML
  - specification and invariants
  - overview of the proof scripts
  - other examples formalized
- CF in the design space
- Conclusion

# Dijkstra's shortest path algorithm

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Path of minimum weight from a node **s** to a node **e**



**v** : bool array

marking of treated nodes

**b** : intbar array

storing best known distances

**q** : (int\*int) pqueue

ordering the nodes to treat

where intbar = Finite of int | Infinite

# Implementation

```
val dijkstra : ((int*int)list)array -> int -> int -> intbar
let dijkstra g s e =
  let n = Array.length g in
  let b = Array.make n Infinite in
  let v = Array.make n false in
  let q = Pqueue.create() in
  b.(s) <- Finite 0;
  Pqueue.push (s,0) q;
  while not (Pqueue.is_empty q) do
    let (x,dx) = Pqueue.pop q in
    if not v.(x) then begin
      v.(x) <- true;
      let update (y,w) =
        let dy = dx + w in
        if (match b.(y) with
            | Finite d -> dy < d
            | Infinite -> true)
        then (b.(y) <- Finite dy; Pqueue.push (y,dy) q) in
      List.iter update g.(x);
    end;
  done;
  b.(e)
```

**mutable structures**

**loop**

**pattern matching**

**higher-order function**

**abstract data structure**

# Material generated by CFML

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**Module** Dijkstra (Pqueue : PqueueSig).

**Axiom** dijkstra : func.

**func = datatype used  
to represent functions**

**Axiom** dijkstra\_cf :

```
(@CFPrint.tag tag_top_fun __ (@CFPrint.tag tag_body __ (forall K :  
(CFHeaps.loc -> (int -> (int -> ((CFHeaps.hprop -> ((_ -> CFHeaps.hprop) ->  
Prop)) -> Prop))))), (forall s : CFHeaps.loc, (forall s :  
int, (forall e : int, (forall e : int, (forall e : int, (forall e : int,  
'n) _ (local (fun H : CFHeaps.hprop -> (int -> CFHeaps.hprop) =>  
(Logic.ex (fun Q1 : (int -> CFHeaps.hprop) -> (Logic.and (((@CFPrint.tag  
tag_apply __ (((@app_1 CFHeaps.loc) int) ml_array_length)...
```

**characteristic  
formula**

**(\*\* goes on for about 100 more lines \*)**

**End** Dijkstra.

**→ Axioms are justified by the soundness theorem**

# Verification of functors

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→ **Modular verification of modular code**

# Shortest path specification

**Theorem** `dijkstra_spec` :  $\forall g \ x \ y \ G,$

`nonnegative_edges G ->`

`x \in nodes G ->`

`y \in nodes G ->`

`(App dijkstra g x y)`

`(g ~> GraphAdjList G)`

`(fun d => [d = dist G x y]`

`\* g ~> GraphAdjList G)`

**mathematical graph**

**pre-condition**

**post-condition**

**→ Not very far from an informal specification:  
can be understood without knowledge of Coq**

# Main invariant

---

```
Definition hinv Q B V : hprop :=
  g ~> GraphAdjList G      (* G : graph int *)
  \* v ~> Array V          (* V : array bool *)
  \* b ~> Array B          (* B : array intbar *)
  \* q ~> Pqueue Q         (* Q : multiset(int*int) *)
  \* [inv Q B V].
```

```
Record inv Q B V : Prop := {
  Bdist:  $\forall x, x \in \text{nodes } G \rightarrow V(x) = \text{true} \rightarrow$ 
         B(x) = dist G s x;
  Bbest:  $\forall x, x \in \text{nodes } G \rightarrow V(x) = \text{false} \rightarrow$ 
         B(x) = mininf weight (crossing V x);
  Qcorr:  $\forall x, (x,d) \in Q \rightarrow$ 
         x  $\in$  nodes G /\  $\exists p$ , crossing V x p /\ weight p = d;
  Qcomp:  $\forall x p, x \in \text{nodes } G \rightarrow$  crossing V x p  $\rightarrow$ 
          $\exists d, (x,d) \in Q$  /\ d <= weight p;
  SizeV: length V = n;
  sizeB: length B = n }
```



# Main lemma about invariant

```
Lemma inv_update : forall L V B Q x y
  x \in nodes G ->
  has_edge G x y w ->
  dy = dx + w ->
  Finite dx = dist G s x ->
  inv (V\(x:=true)) B Q (new_crossing
  If len_gt (B\(y)) dy
    then inv (V\(x:=true)) (B\(y:=Finite dy)) (\{(y, dy)\} \u Q) ...
    else inv (V\(x:=true)) B Q (new_crossing x ((y,w)::L) V) .
```

**no reference to CF**

**maths-style reasoning  
in terms of multisets**



**Proof.**

```
intros Nx Ed Dy Eq [Inv SV SB]. sets
lets NegP: nonneg_edges_to_path Neg.
intros z. lets [Bd Bb Hc Hk]: Inv z.
(* case z = y *)
forwards~ (px&Px&Wx&Mx): (@mininf_fin
lets Ny: (has_edge_in_nodes_r Ed).
sets p: ((x,y,w)::px).
asserts W: (weight p = dy). subst p.
tests (V'\(y)) as C; case_If as Nlt.
(* subcase y visisted, distance impro
false. rewrite~ Bd in Nlt. forwards M
rewrite weight_cons in M. math.
(* subcase y visisted, distance not improved *)
...
```

**All the nontrivial  
reasoning is there**

**180 lines of proofs in  
total for the invariant  
(a third in this lemma)**

**8 seconds to check**

# Verification of the code

Theorem `dijkstra_spec` :  $\forall g x y G, \dots$  (App dijkstra  
Proof.

**x-tactics**

```
xcf. introv Pos Ns De. unfold GraphAdjList at 1. hdata_simpl.  
xextract as N Neg Adj. xapp. intros Ln. rewrite <- Ln in Neg.  
xapps. xapps. xapps. xapps*. xapps.
```

**invariants**

```
set (data := fun B V Q => g ~> Array N \*  
  v ~> Array V \* b ~> Array B \* q ~> Heap Q).  
set (hinv := fun VQ => let '(V,Q) := VQ in  
  Hexists B, data B V Q \* [inv G n s V B Q (crossing  
xseq (# Hexists V, hinv (V,\{\})))).
```

**termination**

```
set (W := lexico2 (binary_map (count (= true)) (upto n))  
  (binary_map card (downto 0))).
```

**lemma  
application**

```
xwhile_inv W hinv.  
(* -- initial state satisfies the invariant -- *)  
refine (ex_intro' ( , )), unfold hinv, data. hsimp.  
  applys_eq~ inv_start 2. permut_simpl.
```

```
(* -- verification of the loop -- *)
```

```
intros [V Q]. unfold  
(* ---- loop condition  
unfold data. xapps. x  
(* ---- loop body --
```

**40 lines of proofs +  
8 lines of invariants**

**15 seconds  
to check**

```
...  
Qed.
```

# Example of a proof obligation

```
Pos : nonnegative_edges G
Ns : s \in nodes G
Ne : e \in nodes G
Neg : nodes_index G n
Adj : forall x y w : int,
      x \in nodes G -> Mem (y, w) (N\(x)) = has_edge G x y w
Nx : x \in nodes G
Vx : ~ V\(x)
Dx : Finite dx = dist G s x
Inv : inv G n s V' B Q (new_crossing G s x L' V)
EQ : N\(x) = rev L' ++ (y, w) :: L
Ew : has_edge G x y w
Ny : y \in nodes G
```

**well-named hypotheses**

(1/6)

```
(Let dy := Ret dx + w in
  Let _x38 := App ml_array_get b y ; in
    If_Match
      (Case _x38 = Finite d [d] Then Ret (dy '< d) Else
       (Case _x38 = Infinite Then Ret true Else Done))
    Then (App ml_array_set b y (Finite dy) ;) ;;
    App push (y, dy) h ; Else (Ret tt))
```

**char. formula**

**pre-condition**

```
(q ~> Pqueue Q \* b ~> Array B \* v ~> Array V' \* g ~> Array N)
```

```
(fun _:unit => hinv' L)
```

**post-condition**

# Purely functional data structures

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**Trees:** unbalanced, red-black

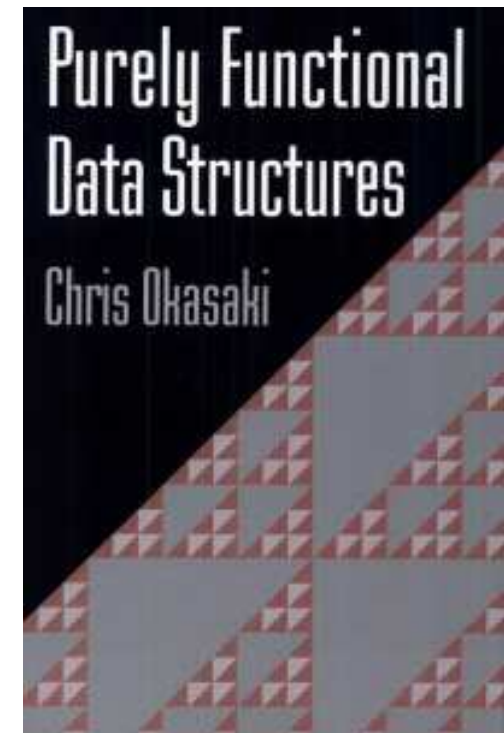
**Heaps:** splay, leftist, binomial, pairing

**Queues:** batched, lazy, realtime,  
bootstrapped, HoodMelville

**Dequeues:** bankers

**Lists:** concatenable, random access

...



→ **proofs**  $\approx$  **code + spec + invariants** (in nb. of lines)

→ *Program Verification Through Characteristic formulae*  
(ICFP 2010)

# Verified imperative programs

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## **Algorithms and data structures:**

- dijkstra's shortest path
- mutable lists (C-style lists)
- union-find (implements a partial equivalence relation)
- sparse arrays (arrays without initialization overhead)

## **Interaction between effects and functions:**

- higher-order iterators on mutable structures (iter)
- closure with private local state (counter function)
- CPS functions (Reynold's CPS-append challenge)
- recursion through the store (Landin's knot)

→ *Characteristic formulae for the Verification of Imperative Programs (ICFP 2011)*

- Introduction
- **Theory: construction of CF**
- **Practice: Dijkstra's algorithm**
-  - **CF in the design space**
- Conclusion

# Interpreting the theorem

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**"This piece of code admits that specification"**

**How to state and prove such a theorem?**

→ A problem studied over the past 50 years

→ Five main approaches, summarized next

# 1-Verification Condition Generators

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In the traditional "Verification Condition Generator" approach, no correctness theorem is stated explicitly



- **Quite effective when proofs can be automated**
- **If not, need more invariants (but it takes time)**
- **or need a proof assistant (but obligations are not so easy to read and not robust on change)**

(Examples of modern VCGs: Why, Boogie, Jahob, VCC)

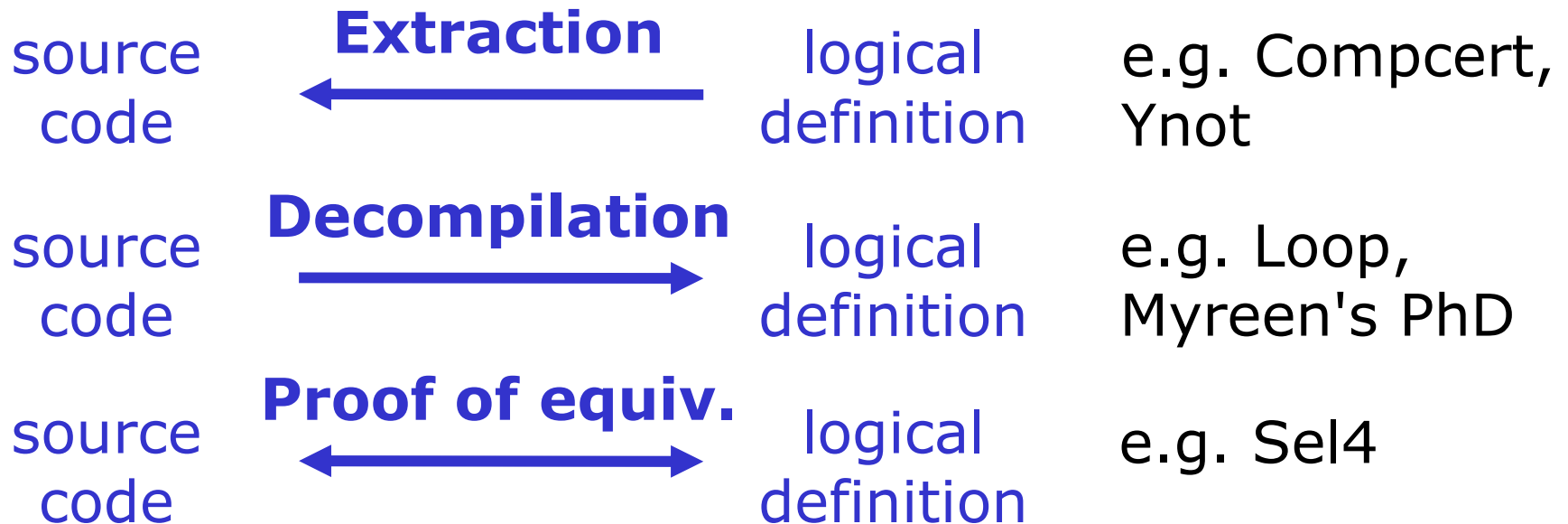


## 2- Shallow embeddings

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**"this logical definition admits this specification"**

Three ways to relate the logical definition to the code



→ **Large-scale projects successfully formalized**

→ **Partial functions and side-effects need to be encapsulated in a monad (like in Haskell code)**

# 3– Dynamic logics

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Create new mathematical logics in which the statement

**"This piece of code admits that specification"**

has a meaning.

Example: the Key tool, and other dynamic logics

→ **Need to build a new proof assistant:  
overwhelming implementation effort**

→ **Custom tool using custom logic: less  
trustworthy than a standard proof assistant**

# 4– Deep embeddings

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**"This piece of syntax, when executed according to such reduction rules, admits that specification"**

e.g. Mehta & Nipkow, Shao et al, etc...

→ During the 2<sup>nd</sup> year of my PhD, I built a deep embedding of the pure fragment of Caml in Coq

→ **Very expressive: can prove any true property**

→ **Far from perfect: the explicit representation of syntax exposes many technical details**

→ **Characteristic formulae can be viewed as an abstract layer built on top of a deep embedding, keeping the expressiveness but hiding the details**

# 5– Characteristic formulae

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**"the characteristic formula of this piece of code is a predicate that holds of such specification"**

## **Origins of Characteristic Formulae:**

- Hennessy-Milner logic (1980): two processes are bisimilar iff their characteristic formulae are equivalent
- Honda, Berger & Yoshida (2004,2006): one can build a most-general specification (i.e. Hoare triple) of any PCF program, without referring to a representation of syntax. (Specifications expressed in an ad-hoc logic.)

# Characteristic formulae in this work

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**1) CF expressed in a standard higher-order logic**

→ accomodates a standard proof assistant

**2) CF with Separation Logic style specification**

→ supports modular verification

**3) CF of linear size and easy to read**

→ allows the approach to scale up

**4) Implementation of a CF generator**

→ supports verification of real Caml code

- Introduction
- Theory: construction of CF
- Practice: Dijkstra's algorithm
- CF in the design space
- - **Conclusion**
  - summary
  - future work

# Conclusion

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- **A new, practical approach** to program verification
- **Soundness** and **completeness** proofs
- **Implementation:** CFML, from Caml to Coq
- **Examples:** verification can be achieved at fairly reasonable cost even for complex algorithms
- **Thesis:** generating the characteristic formula of a program and exploiting that formula in an interactive proof assistant provides an effective approach to proving that the program satisfies its specification

# Future work

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## **Direct extensions:**

- support integer and real number arithmetic
- support catchable exceptions

## **Additional reasoning rules:**

- complexity analysis (time credits)
- hidden state (anti-frame rule)
- concurrency (shared invariants)

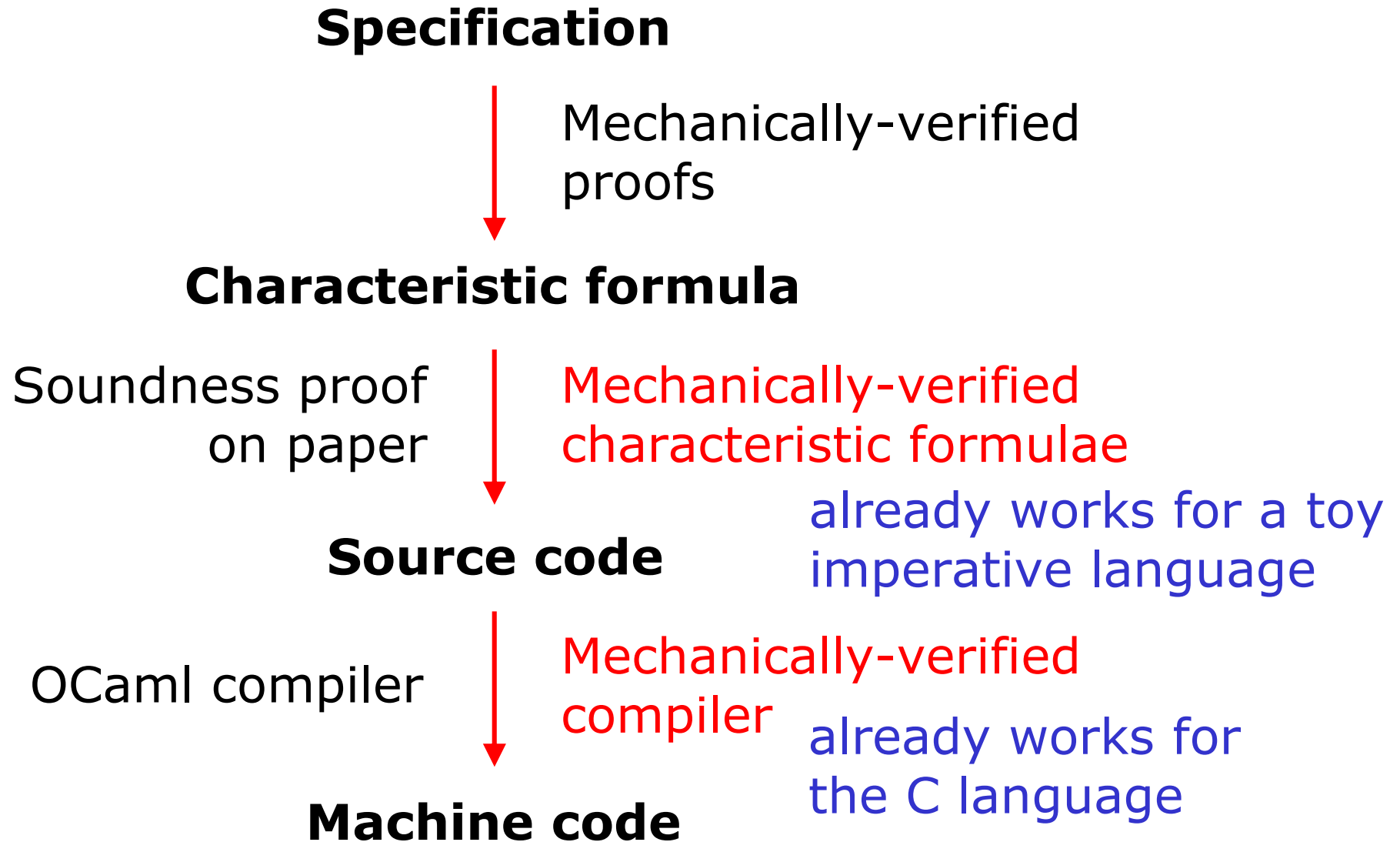
## **Other languages as target:**

- probabilistic and cryptographic algorithms
- low-level languages (C or assembly)
- object-oriented languages (e.g., Java)



# Towards a fully-verified chain

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The end!

Further information and examples: <http://arthur.chargueraud.org/>