Program Analysis and Code Verification

http://d3s.mff.cuni.cz



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Language

- Lectures: English
- Labs: English

- Homework: Czech/English
- Final exam: Czech/English

• Questions: Czech/English



Software bugs and errors

- Race condition
- Deadlock
- Null pointer dereference
- Array index out of bounds

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- Firefox crashes
- Blue screen of death

. . .

Train accident



Why bugs matter?

- Mission- and safety-critical systems
 - Industry: robots, assembly lines
 - Transportation: cars, trains, airplanes

- Embedded systems
 - Mobile phones, tablets, household appliances, consumer electronics



Detecting bugs

- Software testing is not enough
 - Pros: scalable, precise, well-established (industry)
 - Cons: very expensive (people, money), selected executions, bugs depend on thread interleaving

- Program verification
 - Pros: coverage, multi-threaded programs
 - Cons: precision, scalability, performance



Tools

- Java Pathfinder (https://github.com/javapathfinder/jpf-core/wiki/)
 - exhaustive state space traversal of Java
- CHESS (https://www.microsoft.com/en-us/research/project/chess-find-and-reproduce-heisenbugs-in-concurrent-programs/)
 - systematic testing of multi-threaded programs in C#
- SLAM/SDV (https://www.microsoft.com/en-us/research/project/slam/)
 - software model checking for Windows device drivers
- KLEE (http://klee.github.io/)
 - symbolic execution for low-level C programs (e.g., Linux binutils)
- CBMC (http://www.cprover.org/cbmc/)
 - bounded model checking for system programs in C and C++
- Spec# (https://www.microsoft.com/en-us/research/project/spec/)
 - behavior specification language for C# + deductive methods
- Code Contracts (https://www.microsoft.com/en-us/research/project/code-contracts/)
 - behavior specification language for C# + abstract interpretation
- Soot, WALA and LLVM (https://sable.github.io/soot/, https://wala.github.io/, http://llvm.org/)
 - static analysis frameworks/libraries for Java and C/C++
- Infer (http://fbinfer.com/)
 - static analysis and bug-finding tool for Java, C/C++ and Objective-C



Goals of the course

 Show algorithms and tools for program analysis, verification, and bug detection

Practical experience with selected tools



Why you should attend

- Basic knowledge of the main program analysis and verification techniques
 - Key aspects: scalability, coverage, automation, ...

- Current state of the art
 - How good or bad the tools are

Program

- Model checking of programs
- Detecting concurrency errors
- Symbolic execution
- Dynamic analysis
- Deductive methods (SAT solvers, SMT solvers)
- Bounded model checking
- Predicate abstraction and CEGAR
- Selected applications of deductive methods in software verification
 - Verification of program code against contracts
- Static analysis and its usage in program verification
- Abstract interpretation
- Combination of verification techniques
- Program termination
- Program synthesis



Theoretical limitations



Know your enemy!!







Know your enemy!!



Kurt Gödel (1906-1978)



Alan Turing (1912-1954)



Know your enemy!!



Completeness theorem

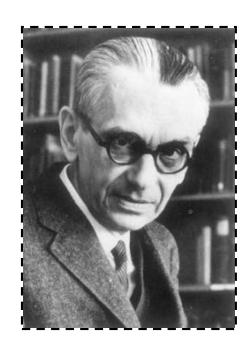
 $T \models f \Rightarrow T \vdash f$ Incompleteness theorem

For "interesting" theories T

 $\exists f: (T \not\vdash f) \land (T \not\vdash \neg f)$

"Halting problem is undecidable"





Completeness theorem (CT)

$$T \vDash f \Rightarrow T \vdash f$$

Incompleteness theorem (IT)
For "interesting" theories T
 $\exists f: (T \nvdash f) \land (T \nvdash \neg f)$

Claim:

The completeness and incompleteness theorems contradict.

- 1) Let's take f from IT
- 2) Any f either holds or not: $(T \models f) \lor (T \models \neg f)$
- 3) From **CT** follows: (*T* ⊢ *f*) ∨ (*T* ⊢ ¬*f*)
- 4) Contradiction

Completeness theorem (CT)

$$T \vDash f \Rightarrow T \vdash f$$

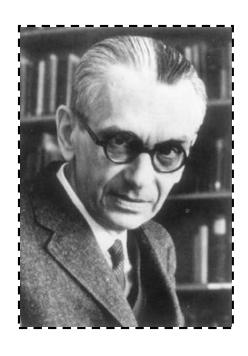
Incompleteness theorem (IT)
For "interesting" theories T
 $\exists f: (T \nvdash f) \land (T \nvdash \neg f)$

```
T 
otin f
in all models of T, f holds
T 
otin f
in all models of T, f doesn't hold
T 
otin f 

otin f 
otin f 
otin f 
otin f 

otin f 
otin f
```

- 1) Let's take f from IT
- 2) Any f either holds or not: $(T \models f) \lor (T \models \neg f)$
- 3) From **CT** follows: $(T \vdash f) \lor (T \vdash \neg f)$
- 4) Contradiction



Completeness theorem

$$T \vDash f \Rightarrow T \vdash f$$
Incompleteness theorem
For "interesting" theories T

 $\exists f: (T \not\vdash f) \land (T \not\vdash \neg f)$

Claim:

The completeness and incompleteness theorems contradict.

"Halting problem is **undecidable**"

Claim:

Given a program \mathbf{A} and input data \mathbf{D} , you can never decide whether $\mathbf{A}(\mathbf{D})$ terminates or not.



"Halting problem is undecidable"

Claim:

Given a program A and input data D, you can never decide whether A(D) terminates or not.



```
Sometimes you can. Consider:

void main() {
    printf("Going to halt right away!\n");
}
```

"Halting problem is undecidable"

Claim:

You can never construct a general algorithm that would for any program A and any input data D always answer YES if A(D) terminates.



"Halting problem is undecidable"

Claim:

You can never construct a general algorithm that would for any program **A** and any input data **D** always answer YES if **A(D)** terminates.



```
Yes, you can (but it may not terminate). Consider:

void main(program A, data D) {
    ... simulate A(D) ...
    printf("YES");
```

"Halting problem is **undecidable**"

Claim:

There is no general algorithm that would always terminate and solve the halting problem for all programs and all inputs.



Consequences

- Program verification (analysis) is undecidable
 - Example: assertion checking for multi-threaded programs with procedures

- But, in practice, ...
 - Many interesting properties can be successfully verified for many interesting programs

Consequences

- It may take very long
 - Out of reach of current hardware and user patience
 - More than the expected age of the known universe
 - Definitely past the hard deadline of your project

- But there is still hope
 - Full verification is not always necessary
 - Search for errors (detect some bugs)



Grading



- Each will be awarded with 0-20 points
- No. 5: presenting research publication
- Final exam (voluntary)
 - Awarded with 0-25 points
 - Basic principles (algorithms, theory)
 - Comparing different techniques

Result

- 85-125 \rightarrow excellent
- 72-84 → very good
- 60-71 → good



Homework assignments

- Deadlines are strict
 - We will deduct 10% of your points total for every calendar day your assignment is late
- You have to do homework no. 5 (presentation) and two other to get "zápočet"
- Topics
 - Java Pathfinder
 - Implement custom modules and verify given program
 - Code Contracts
 - Write specification for given program and then verify it
 - Static analysis
 - Finding real bugs
 - Presentation of research publication
 - Group homework (2-3 people)



Be active during lectures and labs!!



Answer questions

Think deeply



Contact



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Room 202



We are hiring

- Master thesis
- PhD studies

• Theory + Implementation

- Program verification, analysis, synthesis
- Debugging, tool support for developers
- Programming languages, concurrency
- Java, C/C++, C#, PHP, JavaScript, Scala

