

KeY-Style Verification for (Hybrid) ABS

Advances after KeY-ABS

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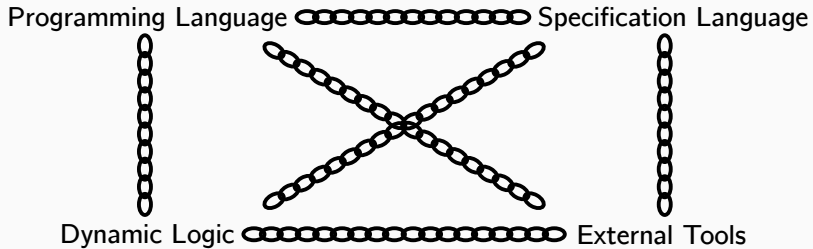
Programming Language

Specification Language

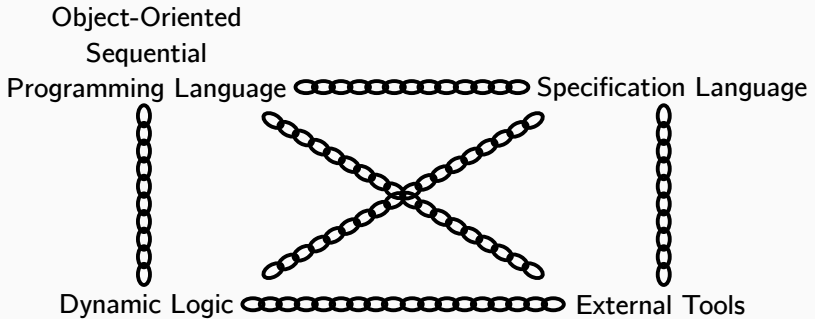
Dynamic Logic

External Tools

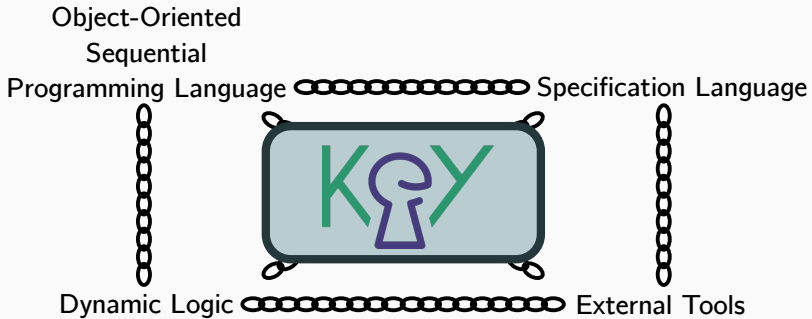
Introduction



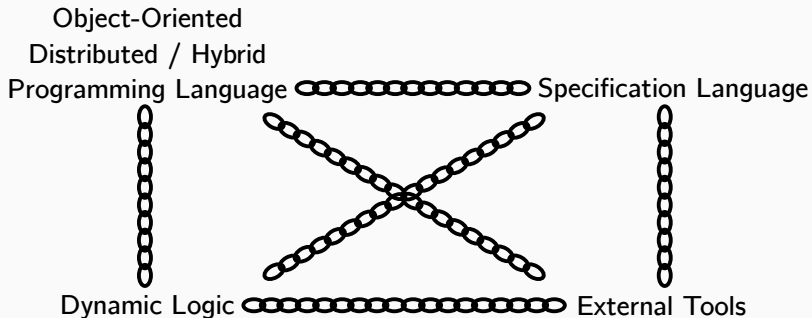
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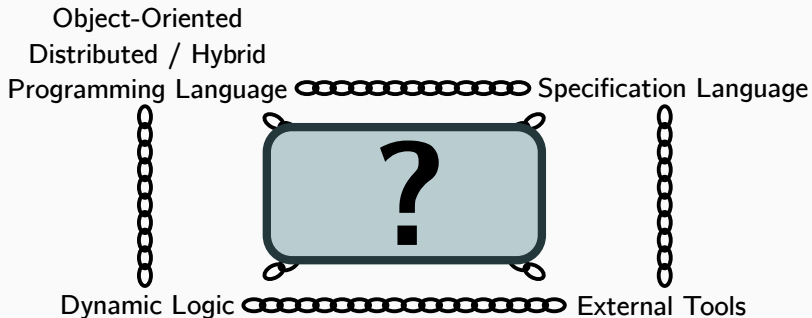
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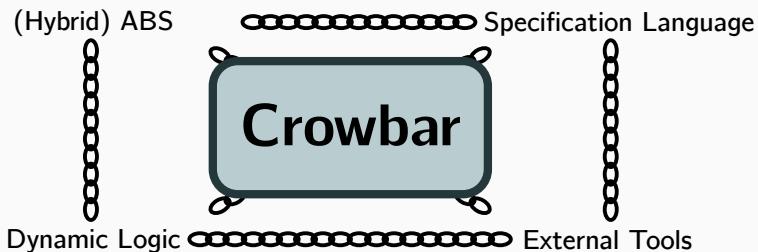


Introduction



Introduction





Publication: *Kamburjan, Scaletta, Rollshausen*, Crowbar: Behavioral Symbolic Execution for Deductive Verification of Active Objects, [abs/2102.10127](https://arxiv.org/abs/2102.10127)

Available at <https://github.com/Edkamb/crowbar-tool>

Preliminaries

Active Objects: Between Actors and Shared Memory

```
1 class A(Int x, Bool locked, B other) implements A{
2   Unit m(){
3     Fut<Int> f = other!met(this.x);
4     this.locked = True;
5     await f?;
6     this.locked = False;
7     this.x = this.x + f.get;
8   }
9   Unit setX(Int x){ await !this.locked; this.x = x; }
10 }
```

- Object-private fields, interleavings only at **await**
- Object-Oriented Actors + Futures + Cooperative Scheduling

ABS

ABS is specifically designed to combine verification, analysis, execution and natural modeling (for programmers).

- Functional Language

```
1 data IntList = Cons(Int, IntList) | Nil;  
2 def Int length(IntList l) = case l { ... };
```

- Symbolic time

```
1 println(now()); //0  
2 duration(1,1);  
3 println(now()); //1
```

- ...

KeY-ABS

Developed 2015, keeps track of communication events during symbolic execution in a *history*. Trace properties are verified as object invariants over the history.

- FO logic over histories is not a good specification language
- Requires full symbolic execution to detect errors in the beginning of the method
- Implementation still retains Java-bindings:
 - Hard to connect with external tools
 - Hard to prototype new specifications
 - Hard to include functional sublanguage

Trace Properties

In a concurrent setting, (a) most properties of interest are trace-based and (b) no general scheme is established.

The Many Faces of the Box Modality for Traces

- $[s] \forall i \in \mathbb{N}. \text{history}[i] \neq \text{invEv}$

ABSDL [Din et al., SEFM'12]

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- $s \vdash X!_m \langle \text{this}.f > 0 \rangle . Y!_n . \text{end}$ Session Types for AO [Kamburjan and Chen, iFM'18]

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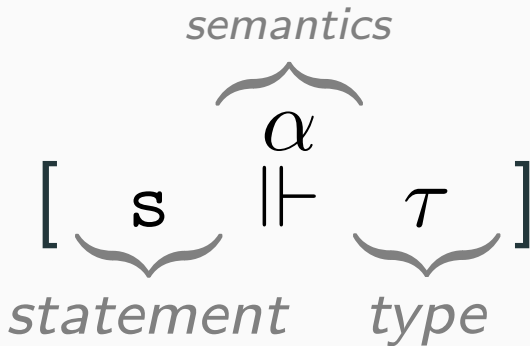
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- $s \vdash X!_m \langle \text{this}.f > 0 \rangle . Y!_n . \text{end}$ Session Types for AO [Kamburjan and Chen, iFM'18]
- And more....

Behavioral Modalities

[]

[S]
statement

[S τ]
statement *type*



Example

Trace-specifications are too complex for simple post-conditions.

- ABSDL has object-invariant *implicit*
- BPL makes structure explicit

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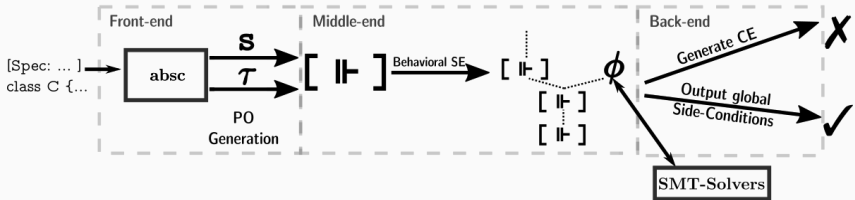
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$$\text{(BPL)} \frac{\Gamma \{U_A\}I \Rightarrow \{U_A\}[s \Vdash (I, inv)], \Delta}{\Gamma \Rightarrow \{U\}[\mathbf{while}(e)\{s\}s' \Vdash (\phi, inv)], \Delta}$$

Crowbar

Structure



Behavioral Symbolic Execution

Crowbar is a symbolic execution engine to prototype behavioral symbolic execution: SE influenced by its context.

Aims

- Investigate how SE can cooperate with rest of static toolchain
- Quicker development cycles than KeY/Java

Supported Specification Approaches

- Cooperative method contracts (with `\old` and `\last`)
- Object invariants
- Session Types

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- Cooperative method contracts (with `\old` and `\last`)
 - Object invariants
 - Session Types
-
- Only user-input is a complete ABS program to integrate with the parser and type system.
 - Specifications are annotated directly in the program.

```
1 ...  
2 [Spec: LoopInv(i>=0)]  
3 while(i > 0) i = i-1;  
4 ...
```

Nullability Guides

Nullability Types

Most null-pointer exceptions can be handled by the type system. ABS has a lightweight analysis to mark expression as non-null.

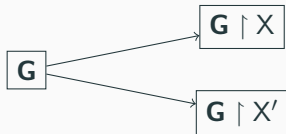
```
1 Unit m([NonNull] C o, C o2){
2   Int i = o.m(); //safe
3   Int j = o2.m();
4   Int k = o2.m(); //safe
5   return i + j + k;
6 }
```

- Crowbar keeps this information in the AST
- Safe accesses do not cause branching

Top-Down Specification with Session Types

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Top-Down Specification with Session Types



Step 1: Generating
local types for objects

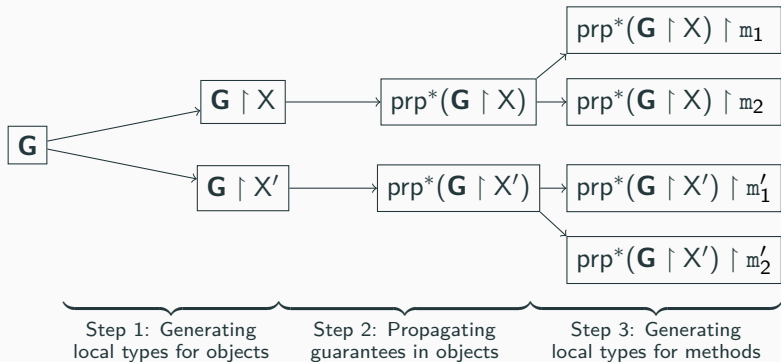
Top-Down Specification with Session Types



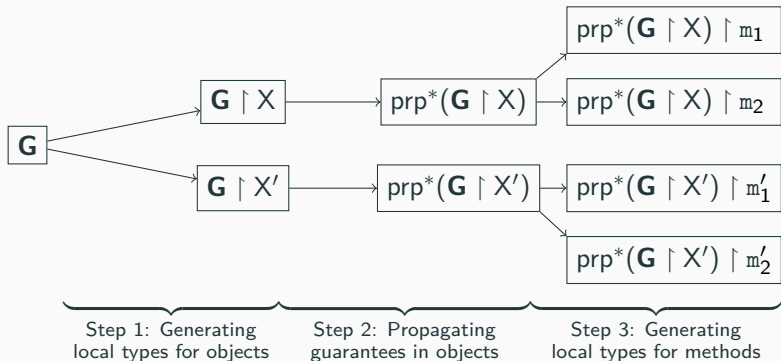
Step 1: Generating
local types for objects

Step 2: Propagating
guarantees in objects

Top-Down Specification with Session Types



Top-Down Specification with Session Types



- Propagation is outside Crowbar
- Each class generates a static node for projection

Session Types

```
1 [Spec:Role("server", this.s)] [Spec:Role("db", this.d)]
2 [Spec:ObjInv(...)]
3 class C(Server s, Client c, Database d) {
4 [Spec:Local("db!reset().(server!m(a > 3))*Put()")]
5 Unit sideconditionInLoop() {
6   Fut<Int> sth = this.d!reset();
7   Int a = 10;
8   [Spec: WhileInv(this.s != null)]
9   while(a > 5) sth = this.s!m(a--);
10 }
11 }
```

$$\text{(met-V)} \frac{\Gamma \Rightarrow \{U\}(x \doteq \mathbf{this.f} \wedge \phi), \Delta \quad \Gamma \Rightarrow \{U\}\{v := f\}[s \Vdash^{\text{met}} L], \Delta}{\Gamma \Rightarrow \{U\}[v = \mathbf{this.f!m}(); s \Vdash^{\text{met}} x!m\langle\phi\rangle.L], \Delta}$$

Functions and Data in ABS

ABS has a functional sublanguage for ADTs.

Each definition is translated into an assignment with contracts.

```
1 [Spec: Requires(n >= 0)] [Spec: Ensures(result >= 0)]
2 def Int fac(Int n) = if(n<=1) then 1 else n*fac(n-1);
```

```
1 [Spec: Requires(n >= 0)] [Spec: Ensures(result >= 0)]
2 Int fac(Int n){
3     return if(n<=1) then 1 else n*this.fac(n-1);
4 }
```

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```

$$(\forall \text{Int } x. x \geq 0 \rightarrow \text{fac}(x) \geq 0) \wedge n \geq 0$$
$$\rightarrow [\text{result} = \text{if}(n \leq 1) \text{ then } 1 \text{ else } n * \text{fac}(n-1); \Vdash^{\alpha_{\text{pst}}} \text{result} \geq 0]$$

- ABS does not support first-order function passing
- ADTs are translated into SMT-LIB datatypes

Behavioral Symbolic Execution

Crowbar implements symbolic execution with *guides*: additional inputs that guide execution and shape the symbolic execution tree.

Rules

- Rules Kotlin classes implementing

```
1 abstract class Rule( val conclusion : Modality ) {  
2 abstract fun transform(cond : MatchCondition,  
3                       input : SymbolicState): List <SymbolicTree>  
4 }
```

- Matching is implemented directly on the AST using reflection:
Schemavariables are any instances implements `AbstractVar`

Counterexample Generation

User Feedback

While non-interactive, Crowbar must still give comprehensive feedback to user and developer. We generate a *program* from failing proof branch and annotate relation to specification.

DEMO

Experiences with Crowbar

Experiences with Crowbar

C2ABS [Wasser et al., SCP'21]

Translates ACSL-specified C-Code into ABS.

Underspecified semantics becomes non-deterministic concurrency.

Example

Following code returns 1 (clang) or 2 (gcc)

```
int x;
int id_set_x(int val){
    x=1; return val;
}
int main(void){
    x=0; return x + id_set_x(1);
}
```

Case Study

Highly underspecified variant of $\text{fib}(n)$ which returns a number between 1 and the n th fibonacci number based on evaluation order.

- 4 C functions, each with post-conditions, 1 Strong invariant

Translation generates 260 lines of ABS code

- 5 classes (with invariants and creation conditions)
- 5 interfaces with 19 method contracts
- 1 function with contract

Old KeY-ABS case study: 140 LoC, 1 class, 1 invariant, interactive

Advances in Language Coverage over KeY-ABS

- Covers complete imperative layer of CoreABS without exception handlers
- Covers functional layer without `let`
- Specification integrated into ABS

Missing Pieces

- Explicit history using the functional layer and ghost statements
- First-Order Specification and full ABS Session Types
- Additional backends (Why3, KeY-Java, ...)
- Restarting SE for further modalities

Hybrid ABS

Distributed Cyber-Physical Systems

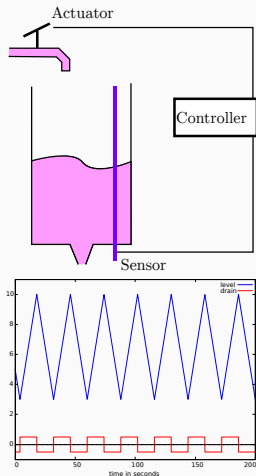
Many modern system are distributed CPS with isolated dynamics: IoT, Industrie 4.0, Digital Twins, ...

How to (a) model (b) simulate and (c) verify such systems?

Hybrid ABS

- Modeling: Hybrid ABS = ABS + ODEs.
- Verifying: Crowbar + KeYmaera X

Water Tank



```
class CSingleTank(Real inVal){  
  physical{  
    Real lvl = inVal : lvl' = flow;  
    Real flow = -0.5 : flow' = 0;  
  }  
  Unit run(){ this!up(); this!low(); }  
  Unit low(){  
    await diff lvl <= 3 & flow <= 0;  
    flow = 0.5; this!low();  
  }  
  Unit up(){...}  
}
```

Object Invariants

Proof Obligations with Dynamic Logic

In discrete systems, an object invariant I can be checked *modularly* with dynamic logic by showing that every method preserves I .

$$I \rightarrow [s]I$$

Proof Obligation for Java

This uses that the state does not change in inactive objects.

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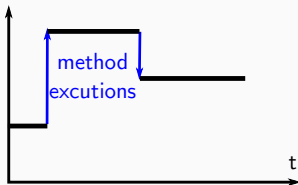
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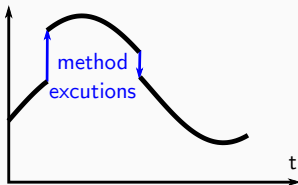
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Differential Dynamic Logic

A logic for (algebraic) hybrid programs:

$$\phi ::= \forall x. \phi \mid \dots \mid [\alpha]\phi \qquad \alpha ::= ?\phi \mid v := t \mid \{v' = f(v) \& \phi\} \mid \dots$$

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Example

Set a variable to 0, let it raise with slope 1 while it is below 5 and discard all runs where it is above 5.

$$[x := 0; \{x' = 1 \& x \leq 5\}; ?x \geq 5]x \doteq 5$$

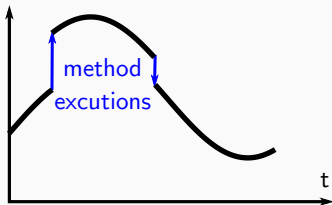
This formula is valid.

Object Invariants

Proof Obligations for Hybrid Active Objects

If we can translate the method body of a method into $d\mathcal{L}$, then we can express that the invariant holds once the method ends and keeps holding when following the dynamics.

$$I \rightarrow [s] \left(I \wedge [\text{ode\&true}]I \right) \quad \text{Proof Obligation for HABS}$$



Using true means that I must hold forever...

Controlled Regions

Controlled Regions

Let g be disjunction of the guards of the *methods that are known to be in the scheduler queue after a method terminates*. To establish I , the following proof obligation suffices:

$$I \rightarrow [s] \left(I \wedge [ode \& \neg g] I \right)$$

Example

```
1 Real m() { ... this!other(); return 0; }  
2 Real other() { await diff x >= 0; ... }
```

$$I \rightarrow [\dots] \left(I \wedge [ode \& x \leq 0] I \right)$$

Water Tank

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class CSimpleSingleTank(Real inVal){
  physical{
    Real lvl = inVal : lvl' = flow;
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  }
  Unit run(){ this!up(); this!low(); }
  Unit low(){ await diff lvl <= 3; flow = 0.5; this!low(); }
  Unit up(){ await diff lvl >= 10; flow = -0.5; this!up(); }
}
```

$$I \rightarrow [\dots](I \wedge [ode \& lvl \geq 3 \wedge lvl \leq 10])I$$

Chisel [Kamburjan, HSCC'21]

Post-Regions are implemented as a translation into KeYmaera X.

- Also supports method contracts and local Zeno Behavior.
- Interoperable with Crowbar through method contracts.
- Only supports **Real** variables

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Future Work

Is it possible to move all ODEs out of the first program?

duration(5); $I \rightarrow [s; \{ode \& t \leq 5\}; s'] (I \wedge [ode \& true] I)$

Conclusion

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- Rules as Kotlin DSL
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Long-term goal

Reintegration with KeY as a KeY-ABS successor

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