

Proving array-manipulating programs without arrays

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My goal

Proving properties on programs manipulating

- ▶ arrays
- ▶ generalized maps $domain \rightarrow codomain$

Many automatic tools only on scalar programs (integers, reals...)

Goal: use tools for scalar programs to analyze array / map programs.

Inductive invariants

```
int i=0, j=1;
while(i < 1000) {
    i=i+1; j=j+2;
}
assert(j == 2001);
```

Prove the postcondition by **induction** on the iteration count.
What property?

$$j = 2i + 1 \wedge 0 \leq i \leq 1000$$

- ▶ holds initially
- ▶ if it holds, holds at next iteration
- ▶ (conjoined with exit condition) implies the postcondition



As Horn clauses

Find predicate $I(i, j)$ over \mathbb{Z}^2 such that

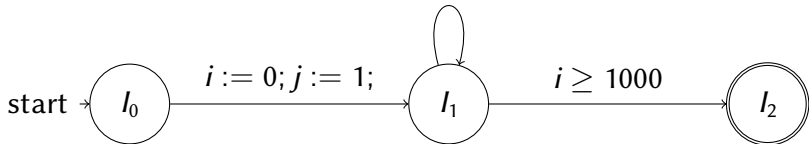
1. $I(0, 1)$ holds
2. $\forall i, j \in \mathbb{Z} \ I(i, j) \wedge i < 1000 \implies I(i + 1, j + 2)$
3. $\forall i, j \in \mathbb{Z} \ I(i, j) \wedge i \geq 1000 \implies j = 2001$

Three **Horn clauses**:

$$\forall \text{variables, } I_{i_1}(\text{arguments}) \wedge \cdots \wedge I_{i_n}(\text{arguments}) \\ \wedge \text{ arithmetic condition} \implies I_j(\text{arguments})$$

Program analysis as solving Horn clauses

Encode the inductiveness condition using Horn clauses.

$$i < 1000; i := i + 1; j := j + 2;$$


$$true \rightarrow l_0(i, j) \quad (1)$$

$$l_0(i, j) \rightarrow l_1(0, 1) \quad (2)$$

$$l_1(i, j) \wedge i < 1000 \rightarrow l_1(i + 1, j + 2) \quad (3)$$

$$l_1(i, j) \wedge i \geq 1000 \rightarrow l_2(i, j) \quad (4)$$

$$l_2(i, j) \wedge j \neq 2001 \rightarrow false \quad (5)$$

Decoupling

Traditional static analysis tools (e.g. Astrée) do everything at once.

Here two steps

1. Generate system of Horn clauses from program
2. Solve Horn clauses by whatever method

Step 1 in general more complicated than “take control-flow graph and print out rules”.

- ▶ Procedures / function calls
- ▶ Extract loops / sub-functions into new functions?
- ▶ **Pointers**: pre-analysis to segment memory, a memory segment = an **array**



Analyzing the Horn clauses

Horn clauses = inductiveness constraints (+ query = “this state is unreachable”)

Without query

- ▶ Model-checking
- ▶ Abstract interpretation

- ▶ Kleene iterations
- ▶ Kleene iterations with widening
- ▶ policy iteration

With query

- ▶ Backward / forward abstract interpretation
- ▶ **C**ounter**E**xample-**G**uided **A**bstraction **R**efinement
- ▶ IC3 / PDR



Tools for solving

Z3 PDR

Spacer a variant on PDR

Eldarica CEGAR

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Array filling

```
int t[1000];  
for(int i=0; i<1000; i++) t[i] = 42;
```

How to prove this program correct?

$$\forall 0 \leq k < 1000 \ t[k] = 42$$

Array filling

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int t[1000];  
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By induction over the loop counter.

Array filling

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int t[1000];
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How to prove this program correct?

$$\forall 0 \leq k < 1000 \ t[k] = 42$$

By induction over the loop counter.

$$0 \leq i \leq 1000 \wedge \forall 0 \leq k < i \ t[k] = 42$$



Two parts in inductive invariant

$$0 \leq i \leq 1000 \wedge \forall 0 \leq k < i \ t[k] = 42$$

Numerics $0 \leq i \leq 1000$

Can be obtained by many methods!

Array $\forall 0 \leq k < i \ t[k] = 42$

How to get this part?



Find minimum

```
void find_minimum(int n, int a[n], int l, int h){
    int p = l, b = a[l];
    for(int i=l+1; i<h; i++) {
        if (a[i] < b) { b = a[i]; p = i; }
    }
}
```

Precondition:

$$h - l \geq 2$$

Post condition to prove:

$$l \leq p < h$$

$$b = a[p]$$

$$\forall l \leq k < h, b \leq a[k]$$



Find minimum

Auxiliary inductive invariant

$$l < i < h$$

First two inductive:

$$l \leq p < h$$

$$b = a[p]$$

More complicated:

$$\forall l \leq k < i, b \leq a[k]$$

Sorting

```

void selection_sort(int l0, int h, int a[]) {
    int l = l0;
    while (l < h-1) {
        int p = l, b = a[l], f = b, i = l+1;
        while(i < h) { //find_mini
            if (a[i] < b) {
                b = a[i]; p = i;
            }
            i = i+1;
        }
        a[l] = b; a[p] = f;    //swap
        l = l+1;
    }
}

```



Sorting

Postcondition: the output is sorted

$$\forall l_0 \leq k \leq k' < h, a[k] \leq a[k']$$

Inductive invariant for outer loop

$$\forall k, k' \quad l_0 \leq k < l \wedge k \leq k' < h \implies a[k] \leq a[k']$$

$$l_0 \leq l < h - 1$$

To summarize

To prove properties such as

- ▶ **initialization**
- ▶ “all elements are below a bound”

need: a relation between $a[k]$ and program variables, valid $\forall k$

To prove properties such as **sortedness**

need: a relation between $a[k]$, $a[k']$ and program variables, valid $\forall k, k'$

Arrays in Horn clauses

```
int t[1000];
for(int i=0; i<1000; i++) t[i] = 42;
```

$$true \rightarrow I(0, t)$$

$$I(i, t) \wedge i < 1000 \rightarrow (i + 1, \text{update}(t, i, 42))$$

$$I(i, t) \wedge i \geq 1000 \rightarrow E(t)$$

$$E(t) \wedge \exists 0 \leq k < 1000 \text{ select}(t, k) \neq 42 \rightarrow \text{false}$$

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An abstraction

For variables \vec{x} and array a replace state (\vec{x}, a) by the collection

$$\{(\vec{x}, k, a[k]) \mid k\}$$

Same as replacing a function by its graph!

For a singleton, this abstraction is **faithful**.

Precision loss

Two arrays abstracted together.

a constant 33, b constant 42, length 1945, abstraction:

$$\{(k, 33) \mid 0 \leq k < 1945\} \cup \{(k, 42) \mid 0 \leq k < 1945\}$$

This abstraction includes e.g.

$$2k \mapsto 33$$

$$2k + 1 \mapsto 42$$

Cannot specify e.g. “**the array is constant**”.



For sortedness

For variables \vec{x} and array a replace state (\vec{x}, a) by the collection

$$\{(\vec{x}, k, a[k], k', a[k']) \mid k, k'\}$$

Or, to break symmetries:

$$\{(\vec{x}, k, a[k], k', a[k']) \mid k \leq k'\}$$

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Method

Scalar variables x_1, \dots, x_m

Arrays a_1, \dots, a_n

- ▶ To each program point attach, instead of a set I of concrete states $(x_1, \dots, x_m, a_1, \dots, a_n)$, a set $I^\#$ of abstract states $(x_1, \dots, x_m, k_{1,1}, \dots, k_{1,n}, a_1^\#, \dots, k_{1,1}, \dots, k_{1,n}, a_n^\#)$
- ▶ Scalar instructions give rules as usual.
Leave $k_{1,1}, \dots, k_{1,n}, a_1^\#, \dots, k_{1,1}, \dots, k_{1,n}, a_n^\#$ untouched.
- ▶ Array reads and array writes are specially encoded.

Read statement

$$k \neq i \wedge I_1^\#((\vec{x}, i, v), (k, a_k)) \wedge I_1^\#((\vec{x}, i, v), (i, a_i)) \implies I_2^\#((\vec{x}, i, a_i), (k, a_k))$$

$$I_1^\#((\vec{x}, i, v), (i, a_i)) \implies I_2^\#((\vec{x}, i, a_i), (i, a_i))$$

Note **nonlinear rule**: refers to TWO abstract states in the antecedent.

Write statement

$$I_1^\#((\vec{x}, i, v), (k, a_k)) \wedge i \neq k \implies I_2^\#((\vec{x}, i, v), (k, a_k))$$

$$I_1^\#((\vec{x}, i, v), (i, a_k)) \implies I_2^\#((\vec{x}, i, v), (i, v))$$

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Speed

Benchmark	N	Z3/PDR		Z3/Spacer		Eldarica	
		Res	Time	Res	Time	Res	Time
bin_search_check	1	sat	0.71	sat	0.34	Crash	
find_mini_check	1	sat	4.22	sat	0.82	sat	110.58
revrefill1D_check_buggy	1	unsat	0.03	unsat	0.07	unsat	9.21
array_init_2D	1	sat	0.46	sat	0.22	sat	12.76
array_sort_2D	1	sat	0.78	sat	0.30	sat	26.68
selection_sort (sortedness)	2	sat*	99.04	timeout(300s)		timeout(300s)	
selection_sort (sortedness)	2	unsat	83	sat	48	timeout	334
selection_sort (permutation)	1	timeout	600	sat	9.24	timeout	336
bubble_sort_simplified	2	sat	5.98	sat	2.77	sat	158.70
insertion_sort	2	sat(R1)	53.83	timeout(300s)		timeout(300s)	



Caveats

- ▶ Sensitivity to random seed / transformation vagaries
- ▶ **Bugs**
 - ▶ crashes
 - ▶ different versions of Z3 answer sat / unsat / unknown

Do not pay too much attention to speeds!

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Sorting

Sorting

- ▶ outputs a sorted array (done)
- ▶ a **permutation** of the input
 - ↔ multiset of the output = multiset in the input

Multiset of elements of $X = \text{map } X \rightarrow \mathbb{N}$

Sorting

Sorting

- ▶ outputs a sorted array (done)
- ▶ a **permutation** of the input
 - ↔ multiset of the output = multiset in the input

Multiset of elements of $X = \text{map } X \rightarrow \mathbb{N}$

Add to array a a **ghost variable** \hat{a}

Update ghost variable when writing to a :

$$\hat{a}[a[i]] := \hat{a}[a[i]] - 1; a[i] := e; \hat{a}[a[i]] := \hat{a}[a[i]] + 1$$



Multiset analysis process

1. Add for each array (including initial array) $a : Y \rightarrow X$ a ghost $\hat{a} : X \rightarrow \mathbb{N}$
2. Add updates to \hat{a} to each write to a
3. Abstract both a and \hat{a}
4. Solve with Horn solver backend

Proves e.g. that selection sort permutes the array!

Note: the program needs not be a sequence of explicit swaps, allows optimized sequence of swaps with temporaries.



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Arrays

- ▶ Success on finding minimum, selection sort, insertion sort etc.
- ▶ Back-end scalar Horn solver could not deal with heap sort

Perspective

(Joint work with L. Gonnord and J. Braine)

- ▶ translation from Horn clauses to Horn clauses
- ▶ lists and other container classes