

Program Verification using Constraint Handling Rules and Array Constraint Generalizations

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Proving Partial Correctness

Given the **program** $prog$ and the **formal specification** φ

```
while( $x < n$ ) {  
   $x = x + 1$  ;  
   $y = y + 2$  ;  
}
```

```
{  $x = 0 \wedge y = 0 \wedge n \geq 1$  }  $prog$  {  $y > x$  }
```

(A) generate the **verification conditions** (VCs)

- | | |
|--|----------------|
| 1. $x = 0 \wedge y = 0 \wedge n \geq 1 \rightarrow P(x, y, n)$ | Initialization |
| 2. $P(x, y, n) \wedge x < n \rightarrow P(x + 1, y + 2, n)$ | Loop invariant |
| 3. $P(x, y, n) \wedge x \geq n \rightarrow y > x$ | Exit |

(B) prove they are **satisfiable**

If **satisfiable** then the correctness triple **hold**.

... Proving Partial Correctness

VCS are **satisfiable** if there is an **interpretation** that makes them true.
For instance, the interpretation

$$P(x, y, n) \equiv (x=0 \wedge y=0 \wedge n \geq 1) \vee y > x$$

makes the VCS true

$$1'. \quad x=0 \wedge y=0 \wedge n \geq 1 \rightarrow (x=0 \wedge y=0 \wedge n \geq 1) \vee y > x$$

$$2'. \quad ((x=0 \wedge y=0 \wedge n \geq 1) \vee y > x) \wedge x < n$$

$$\rightarrow (x+1=0 \wedge y+2=0 \wedge n \geq 1) \vee y+2 > x+1$$

$$3'. \quad ((x=0 \wedge y=0 \wedge n \geq 1) \vee y > x) \wedge x \geq n \rightarrow y > x$$

and hence the triple $\{x=0 \wedge y=0 \wedge n \geq 1\} \text{ prog } \{y > x\}$ **holds**.

How to prove the satisfiability of the VCS automatically?

Proving Satisfiability of Verification Conditions

The VCs are encoded as a **constraint logic program** V

1. $p(X,Y,N) :- X=0, Y=0, N \geq 1.$ Constrained fact
2. $p(X1,Y1,N) :- X < N, X1=X+1, Y1=Y+2, p(X,Y,N).$ Rule
4. **incorrect** $:- X \geq N, Y \leq X, p(X,Y,N).$ Query

The VCs are satisfiable iff **incorrect** not in the **least model** of V .

Methods for proving the satisfiability of VCs:

- CounterExample Guided Abstraction Refinement (CEGAR), Interpolation, Satisfiability Modulo Theories [Rybalchenko et al., McMillan, Alberti et al.]
- Symbolic execution of CLP [Jaffar et al.]
- Static Analysis and Transformation of CLP [Gallagher et al., Albert et al.]

A Transformation-based Method

Apply transformations that **preserve the least model** M of V :

1. $p(X,Y,N) :- X=0, Y=0, N \geq 1.$
2. $p(X1,Y1,N) :- X < N, X1=X+1, Y1=Y+2, p(X,Y,N).$
4. **incorrect** $:- X \geq N, Y \leq X, p(X,Y,N).$

and derive the **equisatisfiable** V' :

5. $q(X1, Y1, N) :- X < N, X > Y, Y \geq 0, X1 = X + 1, Y1 = Y + 2, q(X, Y, N).$
6. **incorrect** $:- X \geq N, X \geq Y, Y \geq 0, N \geq 1, q(X, Y, N).$

i.e., **incorrect** $\in M(V)$ iff **incorrect** $\in M(V')$.

No constrained facts: **incorrect** $\notin M(V')$.

How to transform V into V' automatically?

Some work done for programs over integers [PEPM-13].

Design automatic transformation strategies for programs over arrays.

- Verification method based on CLP program transformation
 - Semantics-preserving **unfold/fold rules and strategies**
 - **VCS generation** by specialization of CLP interpreters (semantics of the imperative language + proof rules)
 - **VCS transformation** by propagation of the property to be verified
- The verification method at work: **Array Initialization**
- Experimental evaluation
- Extending the verification framework

Encoding Partial Correctness into CLP

Given the specification $\{\varphi_{init}\} \text{ prog } \{\psi\}$ define $\varphi_{error} \equiv \neg\psi$

Definition (The interpreter *Int*)

```
incorrect :- errorConf(X), reach(X). | X satisfies  $\varphi_{error}$   
reach(X) :- tr(X,Y), reach(Y).  
reach(X) :- initConf(X). | X satisfies  $\varphi_{init}$   
+ clauses for tr (the semantics of the programming language)
```

A program *prog* is **incorrect** w.r.t. φ_{init} and φ_{error}
if from an initial configuration satisfying φ_{init}
it is possible to reach a final configuration satisfying φ_{error} .
Otherwise, program *prog* is **correct**.

Theorem

prog is **correct** iff **incorrect** $\notin M(Int)$ (the least model of *Int*)

Running Example: Array Initialization

Given the **program** *SeqInit* and the **formal specification** φ

```
i=1;
while(i < n) {
  a[i] = a[i-1]+1;
  i = i + 1;
}
```

$$\{i \geq 0 \wedge n = \dim(a) \wedge n \geq 1\}$$

SeqInit

$$\{\forall j (0 \leq j \wedge j + 1 < n \rightarrow a[j] < a[j+1])\}$$

CLP encoding of program *SeqInit*

A set of **at**(label, command) facts.
while commands are replaced by **ite**
and **goto**. **elem**(a, i) stands for a[i].

```
at(l0, asgn(i, 1)).
at(l1, ite(less(i, n), l2, lh)).
at(l2, asgn(elem(a, i),
  plus(elem(a, minus(i, 1)), 1))).
at(l3, asgn(i, plus(i, 1))).
at(l4, goto(l1)).
at(lh, halt).
```

CLP encoding of φ_{init} and φ_{error}

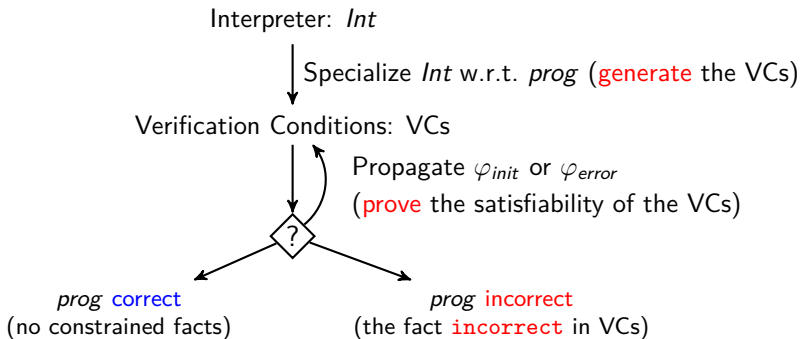
```
initConf(l0, I, N, A) :- I ≥ 0, N ≥ 1.
errorConf(lh, N, A) :-
  Z = W + 1, W ≥ 0, W + 1 < N, U ≥ V,
  read(A, W, U), read(A, Z, V).
```


The Transformation-based Verification Method

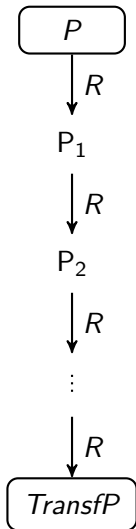
Program transformation is a technique that
changes the **syntax** of a program
preserves its **semantics**.

Program Transformation of **CLP** can be used to

- (A) **generate** the VCs
- (B) **prove** the satisfiability of the VCs



Rule-based Program Transformation



Rule-based program transformation

- transformation **rules**:
 $R \in \{ \text{Definition, Unfolding, Folding, Clause Removal} \}$
- the transformation rules **preserve** the least model:

Theorem (Rules are semantics preserving)

incorrect $\in M(P)$ iff **incorrect** $\in M(\text{Transf}P)$

- the rules must be guided by a **strategy**.

[Burstall-Darlington 77, Tamaki-Sato 84, Etalle-Gabbrielli 96]

The Unfold/Fold Transformation strategy

Transform(P)

$TransfP = \emptyset$;

Defs = { **incorrect** :- errorConf(X), reach(X) };

while $\exists q \in$ Defs **do**

 %execute a symbolic evaluation step (resolution)

 Cls = Unfold(q);

 %remove unsatisfiable and subsumed clauses

 Cls = ClauseRemoval(Cls);

 %introduce new predicates (e.g., a loop invariant)

 Defs = (Defs - { q }) \cup Define(Cls);

 %match a predicate definition

$TransfP = TransfP \cup$ Fold(Cls, Defs);

od

Verification Conditions generation

The specialization of *Int* w.r.t. *prog* removes all references to:

- *tr* (i.e., the operational semantics of the imperative language)
- *at* (i.e., the encoding of *prog*)

The Specialized Interpreter for SeqNit (Verification Conditions)

```
incorrect :- Z=W+1, W $\geq$ 0, W+1<N, U $\geq$ V, N $\leq$ I,  
            read(A,W,U), read(A,Z,V), new1(I,N,A).  
new1(I1,N,B) :- 1 $\leq$ I, I<N, D=I-1, I1=I+1, V=U+1,  
              read(A,D,U), write(A,I,V,B), new1(I,N,A).  
new1(I,N,A) :- I=1, N $\geq$ 1.
```

- A constrained fact is present:
we cannot conclude that the program is **correct**.
- The fact **incorrect** is not present:
we cannot conclude that the program is **incorrect**.

The Unfold/Fold Transformation strategy

Transform(P)

```
TransfP =  $\emptyset$ ;  
Defs = { incorrect :- errorConf( $X$ ), reach( $X$ ) };  
while  $\exists q \in$  Defs do  
  Cls = Unfold( $q$ );  
  Cls = ConstraintReplacement(Cls);  
  Cls = ClauseRemoval(Cls);  
  Defs = (Defs - { $q$ })  $\cup$  Definearray(Cls);  
  TransfP = TransfP  $\cup$  Fold(Cls, Defs);  
od
```

Constraint Replacement Rule

If $\mathcal{A} \models \forall (c_0 \leftrightarrow (c_1 \vee \dots \vee c_n))$, where \mathcal{A} is the Theory of Arrays

Then replace $H :- c_0, d, G$

by $H :- c_1, d, G, \dots, H :- c_n, d, G$

Constraint Handling Rules for Constraint Replacement:

AC Array Congruence (if $i=j$ then $a[i]=a[j]$)

$\text{read}(A1, I, X) \setminus \text{read}(A2, J, Y) \Leftrightarrow A1 == A2, I = J \mid X = Y.$

CAC Contrapositive Array Congruence (if $a[i] \neq a[j]$ then $i \neq j$)

$\text{read}(A1, I, X), \text{read}(A2, J, Y) \Rightarrow A1 == A2, X \langle \rangle Y \mid I \langle \rangle J.$

ROW Read-Over-Write ($\{a[i]=v; z=a[j]\}$ if $i=j$ then $z=a[i]$)

$\text{write}(A1, I, X, A2) \setminus \text{read}(A3, J, Y) \Leftrightarrow A2 == A3 \mid$

$(I = J, X = Y) ; (I \langle \rangle J, \text{read}(A1, J, Y)).$

Array Initialization

```
new3(A,B,C) :- A=2+H, B-H≤3, E-H≤1, E≥1, B-H≥2, ...,  
  read(N,H,M), read(C,D,F), write(N,J,K,C), read(C,E,G),  
  reach(J,B,N).
```

- by applying the ROW rule we get:

```
new3(A,B,C) :- J=1+D, A=2+D, K=1+I, I<F, ...,  
  read(C,D,F), read(N,D,I), write(N,J,K,C), read(C,E,G),  
  reach(J,B,N).
```

```
new3(A,B,C) :- J=1+D, A=2+D, K=1+I, I<F, ...,  
  read(C,D,F), read(N,D,I), write(N,J,K,C), read(C,E,G),  
  reach(J,B,N).
```

- by applying the ROW (again) and the AC rules we get:

```
new3(A,B,C) :- A=1+H, E=1+D, J=-1+H, K=1+L, D-H≤-2, H<B, ...  
  read(N,E,G), read(N,D,F), read(N,J,L), write(N,H,K,C),  
  reach(J,B,M).
```

Array Initialization

```
new3(A,B,C) :- A=2+H, B-H ≤ 3, E-H ≤ 1, E ≥ 1, B-H ≥ 2, ...,  
  read(N,H,M), read(C,D,F), write(N,J,K,C), read(C,E,G),  
  reach(J,B,N).
```

- by applying the ROW rule we get:

```
new3(A,B,C) :- J=1+D, A=2+D, K=1+I, I < F, ..., J=E, K=G,  
  read(C,D,F), read(N,D,I), write(N,J,K,C), read(C,E,G),  
  reach(J,B,N).
```

```
new3(A,B,C) :- J=1+D, A=2+D, K=1+I, I < F, ...,  
  read(C,D,F), read(N,D,I), write(N,J,K,C), read(C,E,G),  
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  read(N,E,G), read(N,D,F), read(N,J,L), write(N,H,K,C),  
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Array Initialization

```
new3(A,B,C) :- A=2+H, B-H≤3, E-H≤1, E≥1, B-H≥2, ...,  
  read(N,H,M), read(C,D,F), write(N,J,K,C), read(C,E,G),  
  reach(J,B,N).
```

- by applying the ROW rule we get:

```
new3(A,B,C) :- J=1+D, A=2+D, K=1+I, I<F, ..., J=E, K=G,  
  read(C,D,F), read(N,D,I), write(N,J,K,C), read(C,E,G),  
  reach(J,B,N).
```

```
new3(A,B,C) :- J=1+D, A=2+D, K=1+I, I<F, ..., J<>E,  
  read(C,D,F), read(N,D,I), write(N,J,K,C), read(C,E,G),  
  reach(J,B,N).
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- by applying the ROW (again) and the AC rules we get:

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new3(A,B,C) :- A=1+H, E=1+D, J=-1+H, K=1+L, D-H≤-2, H<B, ...  
  read(N,E,G), read(N,D,F), read(N,J,L), write(N,H,K,C),  
  reach(J,B,M).
```

Array Initialization

```
new3(A,B,C) :- A=2+H, B-H ≤ 3, E-H ≤ 1, E ≥ 1, B-H ≥ 2, ...,  
  read(N,H,M), read(C,D,F), write(N,J,K,C), read(C,E,G),  
  reach(J,B,N).
```

- by applying the ROW rule we get:

```
new3(A,B,C) :- J=1+D, A=2+D, K=1+I, I < F, ..., J=E, K=G,  
  read(C,D,F), read(N,D,I), write(N,J,K,C), read(C,E,G),  
  reach(J,B,N).
```

```
new3(A,B,C) :- J=1+D, A=2+D, K=1+I, I < F, ..., J <> E,  
  read(C,D,F), read(N,D,I), write(N,J,K,C), read(C,E,G),  
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```

- by applying the ROW (again) and the AC rules we get:

```
new3(A,B,C) :- A=1+H, E=1+D, J=-1+H, K=1+L, D-H ≤ -2, H < B, ...  
  read(N,E,G), read(N,D,F), read(N,J,L), write(N,H,K,C),  
  reach(J,B,M).
```

Definition introduction

Introduces new predicate **definitions**, i.e., **program invariants**, required to prove the property of interest.

Problem: transformation process may introduce an infinite number of definitions.

Use of **generalization** operators:

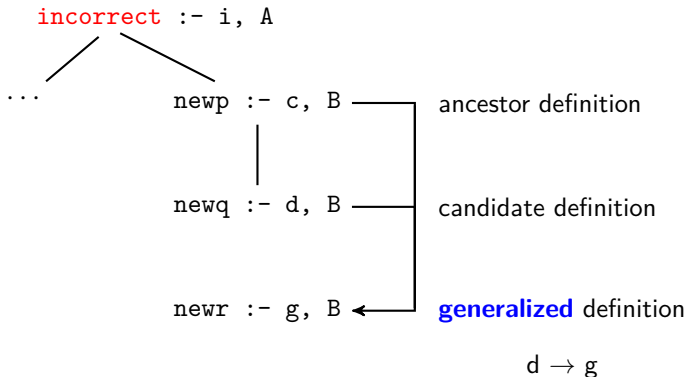
- to ensure the **termination** of the transformation,
- to generate program **invariants**,

... two somewhat conflicting requirements:

- **efficiency**, to introduce as few definitions as possible,
- **precision**, to prove as many properties as possible.

Constraint Generalizations

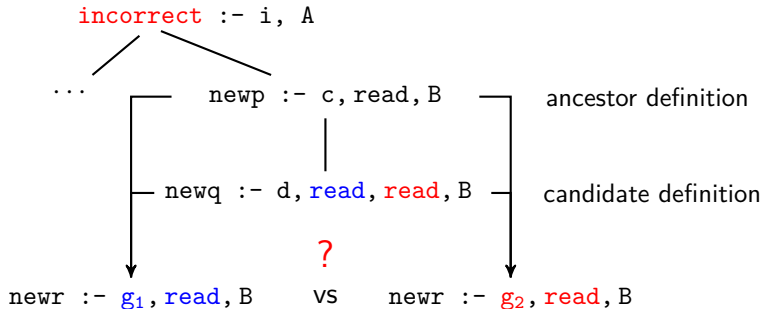
Definitions are arranged as a tree:



Generalization operators based on **widening** and **convex-hull**.

Array Constraint Generalizations

We decorate CLP variables with the **variable identifiers** of the imp. program.

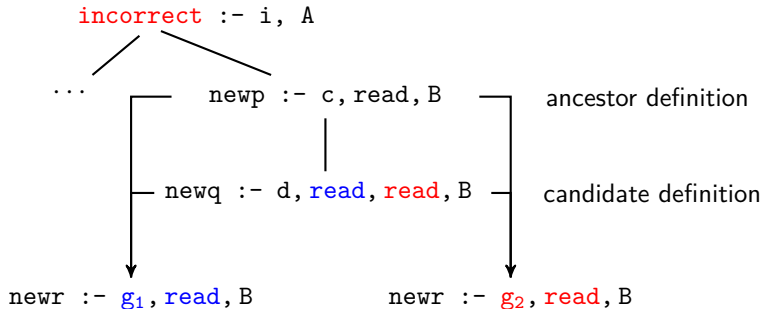


The Specialized Interpreter for SeqNit (Verification Conditions)

```
incorrect :- Z=W+1, W ≥ 0, W+1 < N, U ≥ V, N ≤ I,
           read(A, Wj, Ua[j]), read(A, Zj1, Va[j1]), new1(I, N, A).
new1(I1, N, B) :- 1 ≤ I, I < N, D=I-1, I1=I+1, V=U+1,
                 read(A, Di, Ua[i]), write(A, I, V, B), new1(I, N, A).
new1(I, N, A) :- I=1, N ≥ 1.
```

Array Constraint Generalizations

We decorate CLP variables with the **variable identifiers** of the imp. program.



The Specialized Interpreter for SeqNit (Verification Conditions)

```
incorrect :- Z=W+1, W ≥ 0, W+1 < N, U ≥ V, N ≤ I,
           read(A, Wj, Ua[j]), read(A, Zj1, Va[j1]), new1(I, N, A).
new1(I1, N, B) :- 1 ≤ I, I < N, D=I-1, I1=I+1, V=U+1,
                 read(A, Di, Ua[i]), write(A, I, V, B), new1(I, N, A).
new1(I, N, A) :- I=1, N ≥ 1.
```

Array Initialization

- ancestor definition:

```
new3(I,N,A) :- E+1=F, E≥0, I>F, G≥H, N>F, N≤I+1,  
  read(A,Ej,Ga[j]), read(A,Fj1,Ha[j1]), reach(I,N,A).
```

- candidate definition:

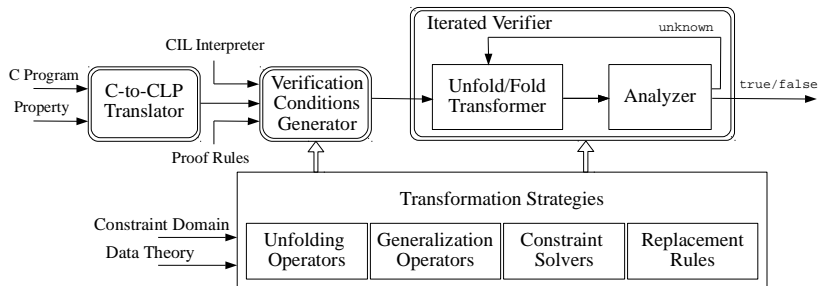
```
new4(I,N,A) :- E+1=F, E≥0, I>F, G≥H, I=1+I1, I1+2≤C, N≤I1+3,  
  read(A,Ej,Ga[j]), read(A,Fj1,Ha[j1]), read(A,Pi,Qa[i]),  
  reach(I,N,A).
```

- generalized definition:

```
new5(I,N,A) :- E+1=F, E≥0, I>F, G≥H, N>F,  
  read(A,Ej,Ga[j]), read(A,Fj1,Ha[j1]), reach(I,N,A).
```

in the paper: any variable of the form G^V is encoded by a constraint $\text{val}(v,G)$

- The VeriMAP tool <http://map.uniroma2.it/VeriMAP>



Experimental evaluation

Program	$Gen_{W,I,\mathbb{M}}$	$Gen_{H,V,\subseteq}$	$Gen_{H,V,\mathbb{M}}$	$Gen_{H,I,\subseteq}$	$Gen_{H,I,\mathbb{M}}$
bubblesort-inner	0.9	<i>unknown</i>	<i>unknown</i>	<i>unknown</i>	1.52
copy-partial	<i>unknown</i>	<i>unknown</i>	3.52	3.51	3.54
copy-reverse	<i>unknown</i>	<i>unknown</i>	5.25	<i>unknown</i>	5.23
copy	<i>unknown</i>	<i>unknown</i>	5.00	4.88	4.90
find-first-non-null	0.14	0.66	0.64	0.28	0.27
find	1.04	6.53	2.35	2.33	2.29
first-not-null	0.11	0.22	0.22	0.22	0.22
init-backward	<i>unknown</i>	1.04	1.04	1.03	1.04
init-non-constant	<i>unknown</i>	2.51	2.51	2.47	2.47
init-partial	<i>unknown</i>	0.9	0.89	0.9	0.89
init-sequence	<i>unknown</i>	4.38	4.33	4.41	4.29
init	<i>unknown</i>	1.00	0.97	0.98	0.98
insertionsort-inner	0.58	2.41	2.4	2.38	2.37
max	<i>unknown</i>	<i>unknown</i>	0.8	0.81	0.82
partition	0.84	1.77	1.78	1.76	1.76
rearrange-in-situ	<i>unknown</i>	<i>unknown</i>	3.06	3.01	3.03
selectionsort-inner	<i>unknown</i>	<i>time-out</i>	<i>unknown</i>	2.84	2.83
precision	6	10	15	15	17
total time	3.61	21.42	34.76	31.81	38.45
average time	0.60	2.14	2.31	2.12	2.26

Conclusions and Future Work

- Parametric verification framework (semantics and logic, constraint domain)
 - CLP as a metalanguage
 - agile way of synthesizing software verifiers (Rybalchenko et al.)
- Semantics preserving transformations
 - iteration, incremental verification
 - use Horn clauses for passing information between verifiers (McMillan)
- Future work
 - more experiments (e.g., nested loops)
 - more theories (lists, heaps, etc.)
 - Other programming languages, properties, proof rules