# Programming language semantics and verification condition generation 

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## Using maths to verify software

1. Construct mathematical models of programs

- Highly non-trivial - most programming languages are complex and have no formal description
- Particularly difficult when handling concurrency
- Most focus on functional behaviour. Only few handle performance

2. Use maths and logic to precisely specify desired behaviour
3. Prove that the models satisfy the specifications

Notion of proof is broad: it might involve

- Applying rules of a program calculus
- Computing data-structures (e.g. BDDs in symbolic model checking)


## Mechanising software verification

- Many mechanised reasoning tools exist for checking the validity of formulas in propositional or first-order logic
- So highly desirable to reduce program correctness to validity of such formulas

Examples:

- The Spark FV tool uses the weakest precondition approach to reduce program correctness to validity of formulas in
- SMT languages,
- input languages of first-order-logic automatic theorem provers
- input languages of interactive proof assistants
- Bounded model checkers reduce to validity of SAT or SMT formulas

Proof assistants often can also handle the reductions themselves

## IMP - a toy imperative programming language

- Numbers $\mathbf{N} m, n::=\ldots|-1| 0|1| 2 \mid \ldots$
- Variables Var $x, y$
- Integer arithmetic expressions Aexp

$$
a::=n|x| a_{0}+a_{1}\left|a_{0}-a_{1}\right| a_{0} \times a_{1}\left|a_{0} \div a_{1}\right| a_{0} \bmod a_{1}
$$

- Boolean expressions Bexp

$$
b::=\text { true } \mid \text { false }\left|a_{0}=a_{1}\right| a_{0} \leq a_{1}|\neg b| b_{0} \wedge b_{1} \mid b_{0} \vee b_{1}
$$

- Commands Com

$$
\begin{aligned}
c::= & \text { skip }|x:=a| c_{0} ; c_{1} \\
& \mid \text { if } b \text { then } c_{0} \text { else } c_{1} \mid \text { while } b \text { do } c
\end{aligned}
$$

This is abstract syntax, ignoring parentheses

## Operational semantics

- Define a set of states $\Sigma$ as all functions $\sigma: \mathbf{V a r} \rightarrow \mathbf{N}$
- Use relations to define how
- expressions evaluate to values in a given state
- commands execute, changing the program state.


## Evaluation of arithmetic expressions

Use 3 place relation

$$
\langle a, \sigma\rangle \rightarrow n
$$

where $a$ is an arithmetic expression, $\sigma$ the current state and $n$ the value of the expression.

Relation defined in syntax-directed way using rules:

$$
\begin{gathered}
\overline{\langle n, \sigma\rangle \rightarrow n} \\
\overline{\langle x, \sigma\rangle \rightarrow \sigma(x)} \\
\frac{\left\langle a_{0}, \sigma\right\rangle \rightarrow n_{0} \quad\left\langle a_{1}, \sigma\right\rangle \rightarrow n_{1}}{\left\langle a_{0}+a_{1}, \sigma\right\rangle \rightarrow n} \text { where } n \text { is } n_{0}+n_{1}
\end{gathered}
$$

Similarly can define relation for Boolean expressions.

## Big-step operational semantics for IMP

Relation

$$
\langle c, \sigma\rangle \rightarrow \sigma^{\prime}
$$

expresses that command $c$ executed in initial state $\sigma$ terminates in final state $\sigma^{\prime}$.

$$
\begin{gathered}
\overline{\langle\mathbf{s k i p}, \sigma\rangle \rightarrow \sigma} \\
\frac{\langle a, \sigma\rangle \rightarrow m}{\langle x:=a, \sigma\rangle \rightarrow \sigma[m / x]} \\
\frac{\left\langle c_{0}, \sigma\right\rangle \rightarrow \sigma^{\prime \prime} \quad\left\langle c_{1}, \sigma^{\prime \prime}\right\rangle \rightarrow \sigma^{\prime}}{\left\langle c_{0} ; c_{1}, \sigma\right\rangle \rightarrow \sigma^{\prime}}
\end{gathered}
$$

## Big-step operational semantics cont.

$$
\begin{aligned}
& \frac{\langle b, \sigma\rangle \rightarrow \text { true } \quad\left\langle c_{0}, \sigma\right\rangle \rightarrow \sigma^{\prime}}{\left\langle\text { if } b \text { then } c_{0} \text { else } c_{1}, \sigma\right\rangle \rightarrow \sigma^{\prime}} \\
& \frac{\langle b, \sigma\rangle \rightarrow \text { false }\left\langle c_{1}, \sigma\right\rangle \rightarrow \sigma^{\prime}}{\left\langle\text { if } b \text { then } c_{0} \text { else } c_{1}, \sigma\right\rangle \rightarrow \sigma^{\prime}}
\end{aligned}
$$

$$
\begin{aligned}
& \frac{\langle b, \sigma\rangle \rightarrow \text { false }}{\langle\text { while } b \text { do } c, \sigma\rangle \rightarrow \sigma} \\
& \frac{\langle b, \sigma\rangle \rightarrow \text { true } ~}{} \quad\langle c, \sigma\rangle \rightarrow \sigma^{\prime \prime} \quad\left\langle\text { while } b \text { do } c, \sigma^{\prime \prime}\right\rangle \rightarrow \sigma^{\prime} \\
&\langle\text { while } b \text { do } c, \sigma\rangle \rightarrow \sigma^{\prime}
\end{aligned}
$$

## Program specifications

A basic way of specifying desired program behaviour is using preconditions and postconditions.
We commonly write

$$
\{P\} \subset\{Q\}
$$

to express that if program $c$ is started in a state satisfying precondition $P$ and if it terminates, it will terminate in a state satisfying postcondition $Q$.
$\{P\} \subset\{Q\}$ is known as a Hoare triple.
It can be defined semantically in terms of the big-step operational semantics relation
$\vDash\{P\} \subset\{Q\} \doteq$ for all $\sigma, \sigma^{\prime} \in \Sigma$ if $\sigma \models P$ and $\langle c, \sigma\rangle \rightarrow \sigma^{\prime}$ then $\sigma^{\prime} \models Q$

Doing proofs directly with the execution relation $\rightarrow$ is tedious.

## Hoare logics

An alternative to reasoning directly with the execution relation is using a calculus with Hoare triples.

An example rule:

$$
\frac{\{P\} c_{0}\{R\} \quad\{R\} c_{1}\{Q\}}{\{P\} c_{0} ; c_{1}\{Q\}}
$$

Such calculi are known as Hoare logics.

Hoare logics can be good for paper proofs and proofs using an interactive theorem prover, but are not the best for automation.

In the above rule, what is a recipe for $R$ ?

Weakest pre-condition based approaches are better.

## Weakest pre-condition

The weakest pre-condition function WP(, ) can be defined semantically:

$$
\mathrm{WP}(c, Q) \doteq\left\{\sigma \mid \text { for all } \sigma^{\prime} \text { if }\langle c, \sigma\rangle \rightarrow \sigma^{\prime} \text { then } \sigma^{\prime} \models Q\right\}
$$

(Also it can be defined syntactically, so it computes a predicate satisfied by exactly the states calculated by the semantic definition above.)

WP(, ) is closely related to Hoare triples. We have
(for all $\sigma$ if $\sigma \models P$ then $\sigma \in \mathrm{WP}(c, Q)$ ) iff $\models\{P\} \subset\{Q\}$
and in particular

$$
\{\mathrm{WP}(c, Q)\} c\{Q\}
$$

$\mathrm{WP}(c, Q)$ is indeed the weakest pre-condition of $c$ and $Q$.

## How weakest pre-conditions can be used for verification

If we can compute $\mathrm{WP}(c, Q)$ as a formula, given formula for $Q$, then proving the predicate logic formula

$$
\forall \bar{x} . P \Rightarrow \mathrm{WP}(c, Q)
$$

is sufficient for establishing

$$
\{P\} \subset\{Q\}
$$

Here

- The $\forall \bar{x}$ is a quantification over all the variables in Var - the syntactic equivalent of quantifying over all states
- $\forall \bar{x} . P \Rightarrow \mathrm{WP}(c, Q)$ is called a verification condition or VC


## Weakest precondition equations

$$
\begin{aligned}
\mathrm{WP}(\mathbf{s k i p}, Q) & =Q \\
\mathrm{WP}(x:=a, Q) & =Q[x \mapsto a] \\
\mathrm{WP}\left(c_{0} ; c_{1}, Q\right) & =\mathrm{WP}\left(c_{0}, \mathrm{WP}\left(c_{1}, Q\right)\right)
\end{aligned}
$$

$\mathrm{WP}\left(\right.$ if $b$ then $c_{0}$ else $\left.c_{1}, Q\right)=\left(b \Rightarrow \mathrm{WP}\left(c_{0}, Q\right)\right)$

$$
\wedge\left(\neg b \Rightarrow \mathrm{WP}\left(c_{1}, Q\right)\right)
$$

$$
\begin{aligned}
\mathrm{WP}(\text { while } b \text { do } c, Q)= & (b \Rightarrow \mathrm{WP}(c ; \text { while } b \text { do } c, Q)) \\
& \wedge(\neg b \Rightarrow Q)
\end{aligned}
$$

Here now the left and right hand sides of the equations are Boolean expressions in the program variables.

Given formula $Q$ and $c$ without while loops, equations specify how to compute $\mathrm{WP}(c, Q)$ as a formula.

If $c$ has while loops, computation would not terminate.

## Addressing the loop issue

## Rough idea:

1. Add a loop invariant assertion to every loop of a program $c$

- These assertions cut the control flow of $c$ into loop-free segments

2. Show $\{P\} \subset\{Q\}$ by showing $\left\{P^{\prime}\right\} c^{\prime}\left\{Q^{\prime}\right\}$ for each segment $c^{\prime}$ making up $c$.

- Each $P^{\prime}$ is either $P$ or a loop invariant.
- Each $Q^{\prime}$ is either a loop invariant or $Q$.

3. Show $\left\{P^{\prime}\right\} c^{\prime}\left\{Q^{\prime}\right\}$ by proving

$$
\forall \bar{x} \cdot P^{\prime} \Rightarrow \mathrm{WP}\left(c^{\prime}, Q^{\prime}\right)
$$

A detail:
Segments might have multiple initial and final points. Must check $\left\{P^{\prime}\right\} c^{\prime \prime}\left\{Q^{\prime}\right\}$ for each path $c^{\prime \prime}$ in segment $c^{\prime}$

## Program segments

To express segments, need new command

$$
\text { assume } A \text { - assume Boolean expression } A
$$

with

$$
\frac{\langle b, \sigma\rangle \rightarrow \text { true }}{\langle\text { assume } b, \sigma\rangle \rightarrow \sigma}
$$

$$
\mathrm{WP}(\text { assume } A, Q)=A \Rightarrow Q
$$

A while loop with invariant I

$$
\{I\} \text { while } b \text { do } c
$$

has

- I terminating the segment for the code before the loop
- a segment assume $b$; $c$ starting and ending with $l$.
- a segment assume $\neg b$ starting with $/$ and continuing with the code after the loop


## A program and its control flow graph

$$
\begin{aligned}
& \{P\} \\
& r:=1 \text {; } \\
& \text { if } n>0 \text { then } \\
& \{I\} \text { while } r \times r \leq n \text { do } r:=r+1 \\
& \text { else } \\
& \text { skip } \\
& \{Q\}
\end{aligned}
$$


where assume $b$ is abbreviated to $b$

## Splitting control flow graph into segments

Control flow graph with cycle for loop:


Splitting at loop invariant I yields acyclic segments:


## Enumerating paths of each segment

With segments:

the paths are:


## VC generation

Define two functions $\operatorname{Pre}($,$) and \mathrm{VC}($,$) .$
$\operatorname{Pre}(c, Q)$ is like $\mathrm{WP}(c, Q)$ except it only computes $\mathrm{WP}(c, Q)$ for the start segment of $c$.

$$
\begin{aligned}
\operatorname{Pre}(\mathbf{s k i p}, Q) & =Q \\
\operatorname{Pre}(x:=a, Q) & =Q[x \mapsto a] \\
\operatorname{Pre}\left(c_{0} ; c_{1}, Q\right) & =\operatorname{Pre}\left(c_{0}, \operatorname{Pre}\left(c_{1}, Q\right)\right)
\end{aligned}
$$

$\operatorname{Pre}\left(\right.$ if $b$ then $c_{0}$ else $\left.c_{1}, Q\right)=\left(b \Rightarrow \operatorname{Pre}\left(c_{0}, Q\right)\right)$ $\wedge\left(\neg b \Rightarrow \operatorname{Pre}\left(c_{1}, Q\right)\right)$
$\operatorname{Pre}(\{I\}$ while $b$ do $c, Q)=I$

## VC generation cont.

$\mathrm{VC}(c, Q)$ computes VCs for all but the start segment of $c$.

$$
\begin{aligned}
\mathrm{VC}(\text { skip }, Q) & =\text { true } \\
\mathrm{VC}(x:=a, Q) & =\text { true } \\
\mathrm{VC}\left(c_{0} ; c_{1}, Q\right) & =\mathrm{VC}\left(c_{0}, \operatorname{Pre}\left(c_{1}, Q\right)\right) \wedge \mathrm{VC}\left(c_{1}, Q\right)
\end{aligned}
$$

$\mathrm{VC}\left(\right.$ if $b$ then $c_{0}$ else $\left.c_{1}, Q\right)=\mathrm{VC}\left(c_{0}, Q\right) \wedge \mathrm{VC}\left(c_{1}, Q\right)$
$\mathrm{VC}(\{I\}$ while $b$ do $c, Q)=(I \wedge b \Rightarrow \operatorname{Pre}(c, I))$

$$
\wedge(I \wedge \neg b \Rightarrow Q)
$$

## Soundness of VC generation

If

$$
\models \forall \bar{x} . \quad(P \Rightarrow \operatorname{Pre}(c, Q)) \wedge \mathrm{VC}(c, Q)
$$

then

$$
\models\{P\} \subset\{Q\}
$$

## Further reading

See Concrete Semantics by Nipkow and Klein http: //www. concrete-semantics.org

- Section 7.1 on IMP language
- Section 7.2 on big-step semantics
- Section 12.4 on VC generation

