

Automated Specification Analysis Using an Interactive Theorem Prover

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Motivation

- ▶ Teaching freshmen how to reason about programs using ACL2s



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- ▶ Success of QuickCheck



Counterexamples!!

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- ▶ Combining testing and theorem-proving (ACL2 2011 Workshop)



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- ▶ Can we do even better?



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- ▶ Apply technology behind ACL2 to help the regular programmer



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Counterexamples!!



Overview

Goal

Analyse specifications - Find counterexamples!

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The problem

What to do when the *Search Procedure*
doesn't return an answer?

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Decision Procedure

Constraint Solver

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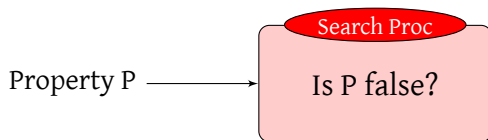
Decision Procedure

The main idea

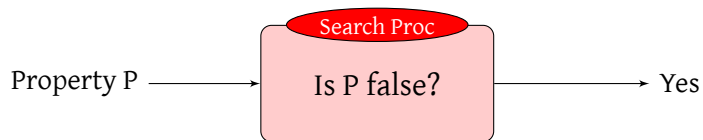
Reduce the search space and guide the procedure towards a counterexample

Constraint Solver

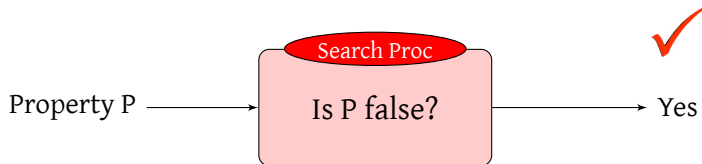
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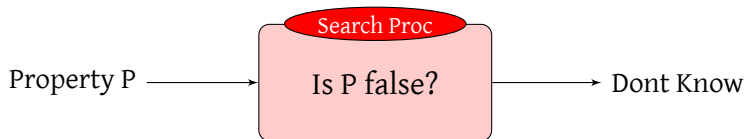
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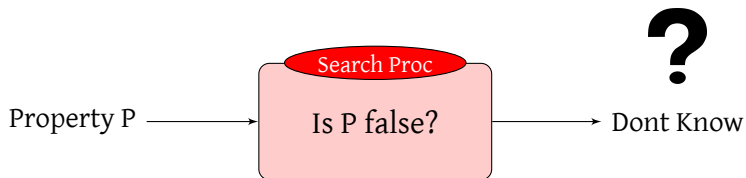
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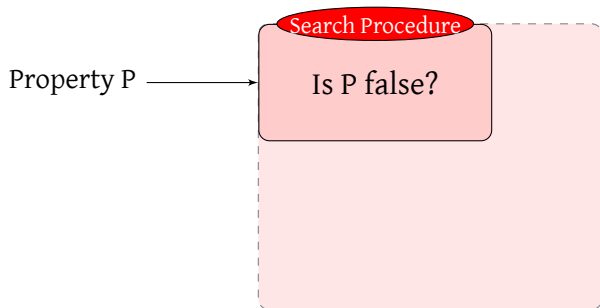
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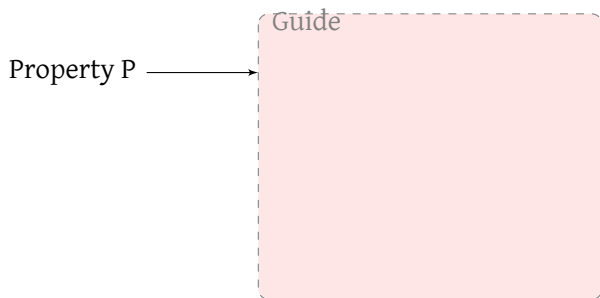
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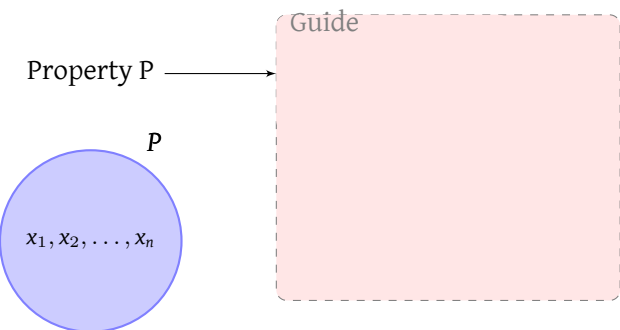
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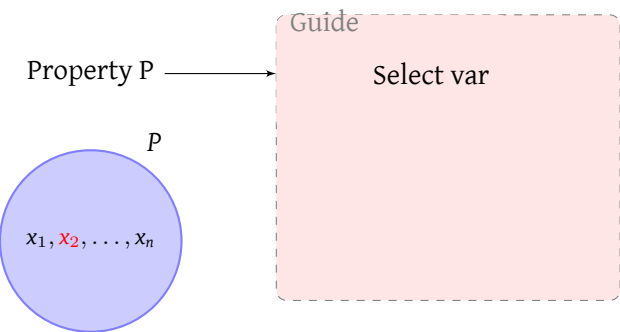
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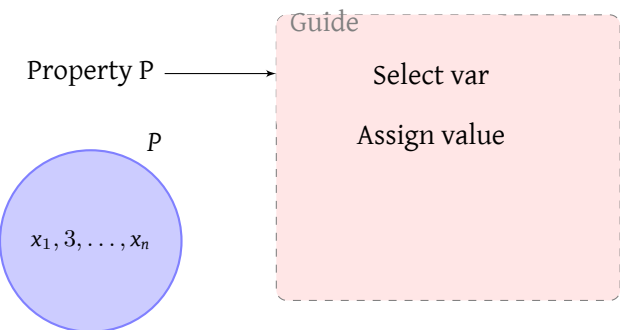
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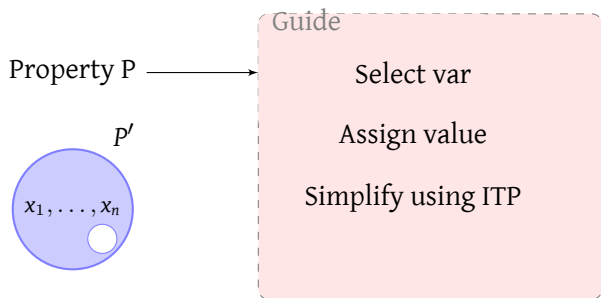
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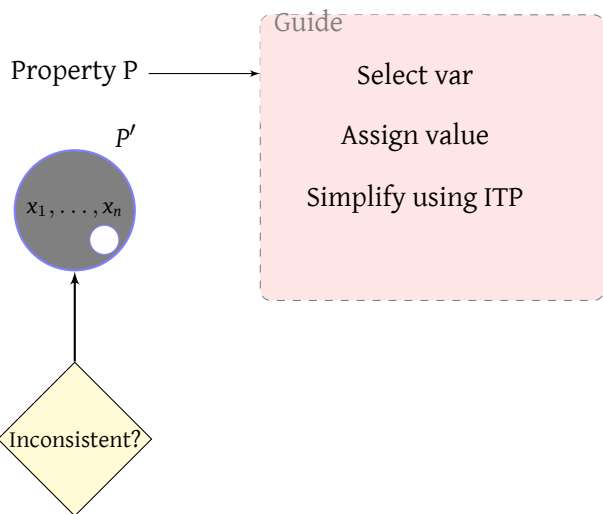
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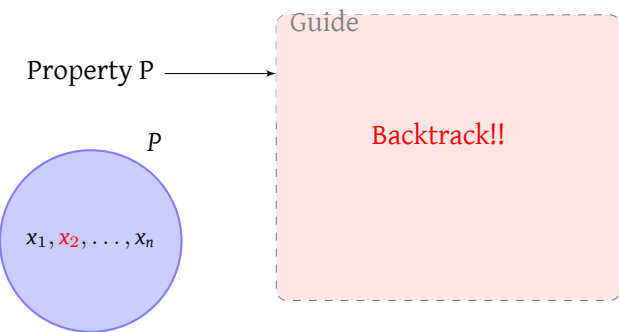
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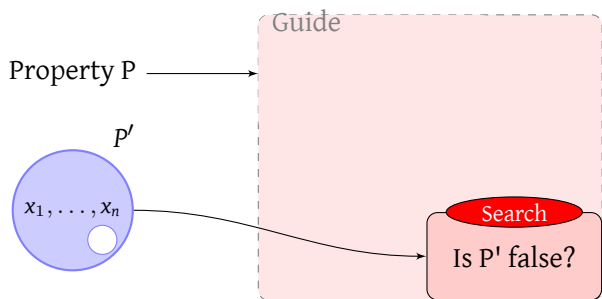
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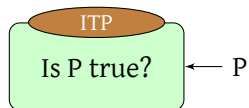
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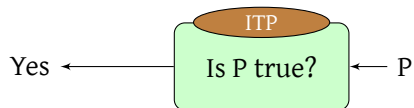
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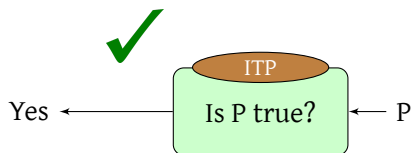
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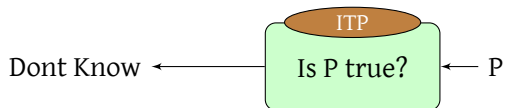
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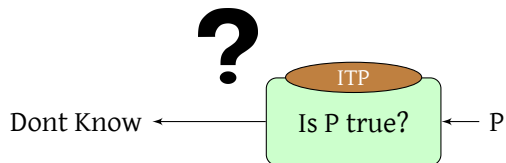
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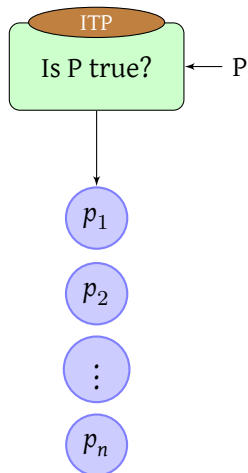
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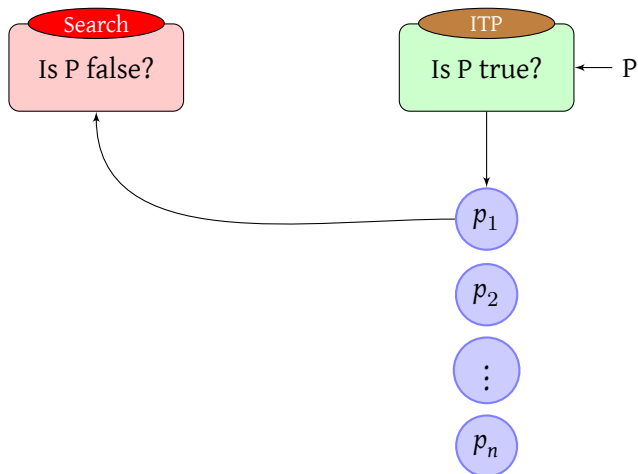
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Assumptions

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 - ▶ Multi-sorted first-order logic
 - ▶ Extensible
 - ▶ Executable

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 - ▶ **Extensible** -- can introduce new function and predicate symbols using well-founded recursive definitions
 - ▶ Executable

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- ▶ An Interactive Theorem Prover (ITP) that can reason about specifications in L .
 - ▶ **Smash**
 - ▶ Simplify

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 - ▶ **Smash** takes as input a *goal*, a formula written in L , and returns a list of equi-valid *subgoals*.
 - ▶ **Simplify**

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- ▶ An Interactive Theorem Prover (ITP) that can reason about specifications in L .
 - ▶ **Smash** takes as input a *goal*, a formula written in L , and returns a list of equi-valid *subgoals*.
 - ▶ **Simplify** takes as input an L -formula, c , and a list of formulas, H , and returns a *simplified* formula that is equivalent to c assuming H are true.

Example

Select ?

P

Property

$$x = \text{hash}(y)$$


$$y = \text{hash}(z)$$

$$x + y \neq v^2$$

$$z > 10$$

$$w < \min(x, y)$$

$$\Rightarrow w < z$$

A 

Example

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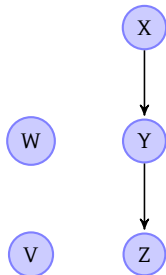
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Equality dependency Graph

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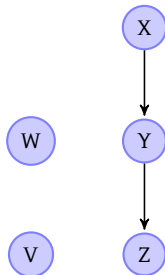
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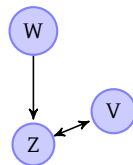
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Equality dependency Graph



Rest dependency G

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Example

Select z

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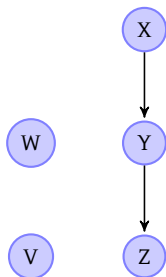
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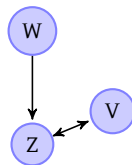
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Rest dependency G

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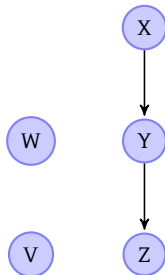
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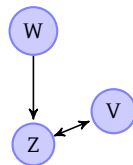
$$w < \min(x, y)$$

$$\Rightarrow w < z$$

Assign ?



Equality dependency Graph



Rest dependency G

A

Example

Assign $z = 34$ (decision)

P'

Property


$$x = \text{hash}(y)$$

$$y = \text{hash}(34)$$

$$x + y \neq v^2$$

$$w < \min(x, y)$$

$$\Rightarrow w < 34$$

A 

Example

Propagate with Simplify

P'

Property


$$x = \text{hash}(y)$$

$$y = \text{hash}(34)$$

$$x + y \neq v^2$$

$$w < \min(x, y)$$

$$\Rightarrow w < 34$$

A 

Example

Propagate with Simplify

P'

Property

$$x = 3623878690$$

$$y = 268959709$$


$$x + 268959709 \neq v^2$$

$$\text{if}(x < 268959709)$$

$$w < x$$

$$w < 268959709$$

$$\Rightarrow w < 34$$

A 

Example

Inconsistent?

P'

Property

$$x = 3623878690$$

$$y = 268959709$$


$$x + 268959709 \neq v^2$$

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$$w < x$$

$$w < 268959709$$

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A 

Example

Update Assignment

P'

Property

$$x = 3623878690$$

$$y = 268959709$$

$$x + 268959709 \neq v^2$$

$$\text{if}(x < 268959709)$$

$$w < x$$

$$w < 268959709$$

$$\Rightarrow w < 34$$

A $z = 34$

Top-level Analyze algorithm

Input: Property P , Summary $summary$

Output: Status, Summary of the analysis of P

if P is closed then return **AnalyzeConst(P)**

initialize

Search till ...

if **StopCond**($summary$) then return (done, $summary$)

Decompose P into subgoals using ITP

If progress then Recurse on each subgoal

return (not-done, $summary$)

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$n, status := 0, not\text{-}done$

Search till ...

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if P is closed then return **AnalyzeConst**(P)

initialize

while \neg **StopCond**($summary$) $\wedge n \leq$ **slimit** do

$A, n :=$ **Search**(P), $n + 1$

$summary :=$ **updateA**($summary, P, A$)

if **StopCond**($summary$) then return (done, $summary$)

Decompose P into subgoals using ITP

If progress then Recurse on each subgoal

return (not-done, $summary$)

Top-level Analyze algorithm

Input: Property P , Summary *summary*

Output: Status, Summary of the analysis of P

if P is closed then return **AnalyzeConst**(P)

initialize

Search till ...

if **StopCond**(*summary*) then **return** (**done**, *summary*)

Decompose P into subgoals using ITP

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Output: Status, Summary of the analysis of P

if P is closed then return **AnalyzeConst**(P)

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Search till ...

if **StopCond**($summary$) then return (done, $summary$)

$S := \text{Smash}(P)$

$summary := \text{updateS}(summary, P, S)$

If progress then Recurse on each subgoal

return (not-done, $summary$)

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Decompose P into subgoals ...

if $S \neq \{P\}$ then

 for all $p \in S$ do

$status, summary :=$ **Analyze**($p, summary$)

 if $status =$ done then return (done, $summary$)

return (not-done, $summary$)

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Search Algorithm

Input: Property P with at least one free variable

Output: A counterexample (assignment) or *fail*

local Stack A of (var, val, # assigns, type, property)

Initialize and Select first variable

Iteratively construct counterexample or *fail*

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$A, i, x := [], 0, \text{Select}(P)$

while true do

$v, t := \text{Assign}(x, P)$

$P' := \text{Propagate}(x, v, P)$

 if $\neg \text{inconsistent}(P')$ then

 Extend A , continue search if not done

 else if $A \neq []$ then

backtrack

fail if ...

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 if $\neg \text{inconsistent}(P')$ then

 if $t = \text{"decision"}$ then $i := i + 1$

$A := \text{push}((x, v, i, t, P), A)$

 if A is complete then return A

$i, P, x := 0, P', \text{Select}(P')$

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 else if $A \neq []$ then

 repeat

$(x, -, i, t, P) := \text{head}(A)$

$A := \text{pop}(A)$

 until $(t = \text{"decision"} \wedge i \leq \text{blimit}) \vee A = []$

fail if ...

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 backtrack

 if $A = [] \wedge (t = \text{"implied"} \vee i > \text{blimit})$ then

 return *fail*

Select Algorithm

Input: Property P with at least one free variable

Output: A free variable in P

if $\exists h \in \text{hyps}(P)$ of form $x = c$ then return x

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$G_{=} := \text{EqualityDependencyGraph}(P, \text{vars}(P))$

1. Case: $x = y$. Add $x \leftrightarrow y$.

2. Case: $x = fterm$
 $y \in \text{freeVars}(fterm)$ and
 $x \notin \text{freeVars}(fterm)$
add $x \rightarrow y$

Select Algorithm

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if $\exists h \in \text{hyps}(P)$ of form $x = c$ then return x

$G_{=} := \text{EqualityDependencyGraph}(P, \text{vars}(P))$

Do SCC on $G_{=}$, collect the leaf components in L

$\text{leaves}_{=} := \text{pick } x \text{ from each } l \in L$

Select Algorithm

Input: Property P with at least one free variable

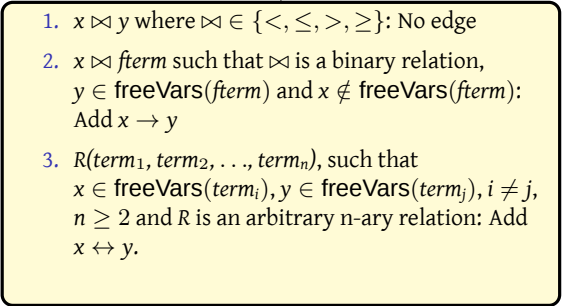
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SCC on $G_{=}$

$G_{\bowtie} := \text{RestDependencyGraph}(P, \text{leaves}_{=})$

- 
1. $x \bowtie y$ where $\bowtie \in \{<, \leq, >, \geq\}$: No edge
 2. $x \bowtie fterm$ such that \bowtie is a binary relation, $y \in \text{freeVars}(fterm)$ and $x \notin \text{freeVars}(fterm)$: Add $x \rightarrow y$
 3. $R(\text{term}_1, \text{term}_2, \dots, \text{term}_n)$, such that $x \in \text{freeVars}(\text{term}_i), y \in \text{freeVars}(\text{term}_j), i \neq j, n \geq 2$ and R is an arbitrary n -ary relation: Add $x \leftrightarrow y$.

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$X :=$ the leaf in D_{\bowtie} with maximum $i_{=}$ value

return X



$i_{=}(x)$ denotes number of nodes that can reach it in $G_{=}$

$i_{=}(X)$ denotes max value of $i_{=}$ among nodes $\in X$

Hardware: Finding hazards in a pipeline

Analysing a 3-stage Pipeline

1. Fetch
2. Read
3. Execute/Write-back

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Hardware: Finding hazards in a pipeline

Primary Concern

Avoid resource conflicts (Data/Control hazards)

Correctness

Show all behaviors of MA are observationally equivalent to behaviors of ISA

Can we find design errors that lead to hazards?

1. Assuming designer has modelled both ISA and MA
2. Formalize above correctness condition
3. Analyze it using our method (demo)

Hardware: Finding hazards in a pipeline

Primary Concern

Avoid resource conflicts (Data/Control hazards)

Correctness

Show all behaviors of MA are observationally equivalent to behaviors of ISA

Can we find design errors that lead to hazards?

Observations

1. No assertions were written
2. No lemmas were specified
3. No manual tests or test driver given.

Software: Comparison with Alloy

Alloy

- ▶ Alloy is a declarative modeling language based on sets and relations (relational logic with transitive closure)
- ▶ Used for describing and analyzing high-level specifications and designs.
- ▶ **Automatic Analysis**
Given a bound on # model elements, called *scope*, Alloy models (and its specifications) translated into Boolean formulas and shipped to off-the-shelf SAT solvers.

Software: Comparison with Alloy

Property	Alloy Analyzer			Our method	
	Scope	Time	Result	Time	Result
delUndoesAdd	25	26.41	--	0.07	QED
addIdempotent	25	37.76	--	0.19	QED
addLocal	3	0.08	CE	1.35	CE
lookupYields	3	0.05	CE	0.83	CE
writeRead	34	99.69	--	0.02	QED
writeIdempotent	33	44.13	--	0.01	QED
hidePreservesInv	61	24.91	--	0.26	QED
cutPaste	3	0.20	CE	0.49	CE
pasteCut	3	0.20	CE	1.38	CE
pasteAffectsHidden	27	117.63	--	0.42	QED
markSweepSound	8	47.34	--	0.28	QED
markSweepComplete	7	58.12	--	0.34	QED

Table: Comparison with Alloy Analyzer (AA)

Software: Comparison with Alloy

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Table: Comparison with Alloy Analyzer (AA)

Software: Comparison with Alloy

Methodology

Modeled above examples in ACL2, mimicking original formulation in Alloy.

Used *set* types and *map* types *i.e.*, binary relations, provided by our data definition framework.

Software: Comparison with Alloy

Observations

1. The ordered sets and records library in ACL2 distribution, powerful enough to prove all the properties that Alloy posits are true
2. No intermediate lemmas provided, no hint or guidance offered to the theorem prover
3. Highlights effectiveness of powerful libraries by the tool-writer put to use by the choice of right abstractions by the programmer

Discussion on the advantages of using ITP

- ▶ Prune away huge subspaces
- ▶ Extensible
- ▶ Domain-specific lemma libraries \rightarrow powerful domain-specific reasoning
- ▶ User can also help formalize facts/insight

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Conclusions

- ▶ Automatically analyze properties, interleaving ITP and testing in a fine-grained fashion
- ▶ **Search** algorithm guides testing when it is stuck (Decision Procedures can also benefit)
- ▶ **Select** algorithm can be used as a starting point by concolic testing
- ▶ Combining automated methods with ITP technology results in a more powerful, yet automated method.
- ▶ Better interactive theorem proving experience

The End

Thank you