

Abstractions from Proofs

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Outline

- 1 Introduction
 - Motivation
 - Craig Interpolation

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 - Interpolated Sequents
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- 3 Language and Abstraction
 - Program representation
 - Strongest Postcondition and Predicate Abstraction

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 - Strongest Postcondition and Predicate Abstraction
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- However, most predicates are only locally useful.
- We need a way to
 - learn a **minimal set of predicates** from a spurious counterexample
 - use these predicates only where they are useful

Motivation

Example

```
while(*) {  
1:   if(p1) lock();  
     if(p1) unlock();  
     ...  
2:   if(p2) lock();  
     if(p2) unlock();  
     ...  
n:   if(pn) lock();  
     if(pn) unlock();  
}
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assume p1;
lock();
assume ¬p1;
assume p2;
lock();

Each p_i is useful only between i and $i + 1$.

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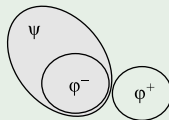
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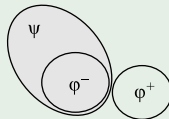
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ψ always exists if $\varphi^- \wedge \varphi^+$ unsatisfiable.

Example



FOL

We consider formulas in quantifier-free first-order logic of linear equality:

- a **term** is of the form $c_0 + c_1x_1 + \dots + c_nx_n$ with variables x_1, \dots, x_n and integer constants c_1, \dots, c_n

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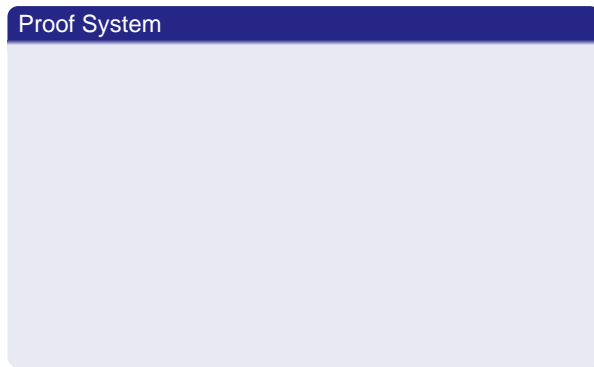
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Interpretation of $\Gamma \vdash \Delta$: $\bigwedge_{\phi \in \Gamma} \phi \Rightarrow \bigvee_{\phi \in \Delta} \phi$

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$$\text{RES} \frac{\Gamma \vdash \{\phi\} \cup \Theta \quad \Gamma \vdash \{\neg \phi\} \cup \Theta'}{\Gamma \vdash \Theta \cup \Theta'}$$

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If $(\varphi^-, \varphi^+) \vdash \perp [\psi]$ then ψ is an interpolant for (φ^-, φ^+) .

Derivation rules

Proof rule

$$\text{HYP} \frac{}{\Gamma \vdash \phi} \phi \in \Gamma$$

Derivation rules

$$\text{HYP-A} \frac{}{(\varphi^-, \varphi^+) \vdash \phi [\phi]} \phi \in \varphi^-$$

$$\text{HYP-B} \frac{}{(\varphi^-, \varphi^+) \vdash \phi [\top]} \phi \in \varphi^+$$

\top stands for $0 \leq 0$

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$$\text{COMB} \frac{\Gamma \vdash 0 \leq x \quad \Gamma \vdash 0 \leq y}{\Gamma \vdash 0 \leq c_1x + c_2y} \quad c_{1,2} > 0$$

Derivation rule

$$\text{COMB} \frac{\begin{array}{l} (\varphi^-, \varphi^+) \vdash 0 \leq x \quad [0 \leq x'] \\ (\varphi^-, \varphi^+) \vdash 0 \leq y \quad [0 \leq y'] \end{array}}{(\varphi^-, \varphi^+) \vdash 0 \leq c_1x + c_2y \quad [0 \leq c_1x' + c_2y']} \quad c_{1,2} > 0$$

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$$\text{RES-A} \frac{(\varphi^-, \varphi^+) \vdash \phi, \Theta \quad [(\phi \vee \rho) \vee \psi] \quad (\varphi^-, \varphi^+) \vdash \neg\phi, \Theta' \quad [(\neg\phi \vee \rho') \vee \psi']}{(\varphi^-, \varphi^+) \vdash \Theta, \Theta' \quad [(\rho \vee \rho') \vee (\psi \vee \psi')]}$$

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- We refer to ψ as $\text{ITP}.\langle \varphi^-, \varphi^+ \rangle.\mathcal{P}$

Derivation rules

Example

Let $\varphi := \varphi^- \cup \varphi^+$ with

- $\varphi^- := (0 \leq y - x)(0 \leq z - y)$
- $\varphi^+ := (0 \leq x - z - 1)$

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The Interpolant is generated by a linear scan of the proof.

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Syntax

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 - `assume(p)`, succeeds iff p evaluates to *true*
 - `f(x_1, \dots, x_n)`, function call with actual parameters x_1, \dots, x_n
 - and `return` to the caller

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A **CFA** is defined by $C_f = (L_f, E_f, l_f^0, Op_f, V_f)$ with

- $L_f \subseteq PC$, $E_f \subseteq L_f \times L_f$, $l_f^0 \in L_f$
- $Op_f : E_f \rightarrow Ops$
- local variables $V_f \subseteq Lvals$ with
 - $X_f \subseteq V_f$ set of formal parameters
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- $PC = \bigcup \{L_f \mid C_f \in \mathbb{P}\}$

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- a **trace** of \mathbb{P} is a sequence $(op_1 : pc_1); \dots; (op_n : pc_n)$ such that
 - $Op(I_{main}^0, pc_1) = op_1$
 - function calls and returns are properly matched
 - operations remaining within a function body respect paths in the corresponding CFA

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- The **predicate abstraction** of φ w.r.t. P is the strongest formula ψ such that
 - ψ is a boolean combination of predicates in P and
 - φ implies ψ

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- Goal: an algorithm *Extract* that takes a trace t and returns a mapping Π such that:
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- We will consider classes of programs of increasing complexity:
 - **PI**: flat and pointer-free
 - **PII**: pointer-free programs
 - **PIII**: flat programs with pointers
 - **PIV**: general programs (pointers and function calls)

Basic Definitions

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with fresh integer i_l

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- a **constraint map** is a function $\Gamma : \mathbb{N} \rightarrow FOL$ that maps each point i of trace t to a constraint $\Gamma.i$

Basic Definitions

We need the following notions:

- an **lvalue map** is a function $\theta \in Lvm = Lvals \rightarrow \mathbb{N}$
 - the operator **Upd** : $Lvm \rightarrow 2^{Lvals} \rightarrow Lvm$ is defined as follows:

$$(Upd.\theta.L).l = \begin{cases} \theta.l & \text{if } l \notin L, \\ i_l & \text{otherwise.} \end{cases}$$

with fresh integer i_l

- **Sub**. $\theta.l = \langle l, \theta.l \rangle$
- **Clean**. $\langle l, i \rangle = l$
- a **constraint map** is a function $\Gamma : \mathbb{N} \rightarrow FOL$ that maps each point i of trace t to a constraint $\Gamma.i$
- $\bigwedge_{1 \leq i \leq n} \Gamma.i$ is the **trace formula** (TF) of trace $t = (op_1 : pc_1); \dots; (op_n : pc_n)$
The trace is feasible iff the TF is satisfiable.

Basic Definitions

For each class of programs, we will define

- an operator **Con**, with $Con.(\theta, \Gamma).t = (\theta', \Gamma')$ that updates the lvalue map θ and computes a new constraint map Γ' given a trace t

Algorithm *Extract*

Idea: t is *SP*-infeasible iff t is SP_{Π} -infeasible for $\Pi = \text{Extract}.t$

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return Π .

Algorithm *Extract*

Example

trace t

(assume($b > 0$) : pc_1);

($c := 2 * b$: pc_2);

($a := b$: pc_3);

($a := a - 1$: pc_4);

(assume($a < b$) : pc_5);

(assume($a = c$) : pc_6)

Con.(θ_0, Γ_0).*t*

$\langle b, 0 \rangle > 0$

$\langle c, 1 \rangle = 2 * \langle b, 0 \rangle$

$\langle a, 2 \rangle = \langle b, 0 \rangle$

$\langle a, 3 \rangle = \langle a, 2 \rangle - 1$

$\langle a, 3 \rangle < \langle b, 0 \rangle$

$\langle a, 3 \rangle = \langle c, 1 \rangle$

φ^-

φ^+

Algorithm *Extract*

Example

<i>trace t</i>	<i>Con.</i> $(\theta_0, \Gamma_0).t$	
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$(c := 2 * b : pc_2);$	$\langle c, 1 \rangle = 2 * \langle b, 0 \rangle$	
$(a := b : pc_3);$	$\langle a, 2 \rangle = \langle b, 0 \rangle$	
$(a := a - 1 : pc_4);$	$\langle a, 3 \rangle = \langle a, 2 \rangle - 1$	
$(\text{assume}(a < b) : pc_5);$	$\langle a, 3 \rangle < \langle b, 0 \rangle$	φ^+
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- $\psi = \langle a, 3 \rangle \leq \langle c, 1 \rangle - 2$

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- $\psi = \langle a, 3 \rangle \leq \langle c, 1 \rangle - 2$
- cleaned: $a \leq c - 2$

PI programs

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$(x := e : pc_i)$

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$SP_{\Pi}.\varphi.t:$

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where x' is a fresh variable

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PI programs

Trace

$t_1; t_2$

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PI programs

Trace

$t_1; t_2$

$SP.\varphi.t:$ $SP.(SP.\varphi.t_1).t_2$

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PI programs

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Handling Function Calls

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This allows us to express the effect of f in terms of its arguments, at the call site.

PII programs

Trace

```
(y := f( $\vec{e}$ ) : pci);  
  t1;  
(return : pcj)
```

$SP.\varphi.t$:

PII programs

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```
(y := f( $\vec{e}$ ) : pci);
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$$\begin{aligned}
 SP.\varphi.t: \quad & \exists y', \vec{\phi}.\varphi[y'/y] \wedge \\
 & \exists r.\vec{\phi} = \vec{e}[y'/y] \wedge \\
 & \exists V_f^-. SP.true.t_1 \wedge \\
 & y = r
 \end{aligned}$$

with fresh y' , formals \vec{x} , return var r , $V_f^- = V_f \setminus (\text{sym}_f \cup \{r\})$

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 where

$$\theta' = Upd.\theta.\{y\}$$

$$\theta_l = Upd.\theta'.V_f$$

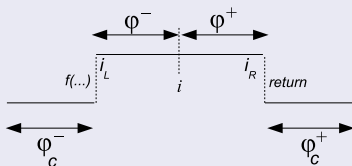
$$\Gamma_l = \Gamma[i \mapsto Sub.\theta_l.\vec{\phi} = Sub.\theta_l.\vec{e}]$$

$$(\theta_0, \Gamma_0) = Con.(\theta_l, \Gamma_l).t_1$$

$$\Gamma' = \Gamma_0[j \mapsto Sub.\theta'.y = Sub.\theta_0.r]$$

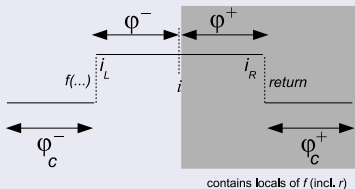
Getting Well-Scoped Predicates

Scope of symbols



Getting Well-Scoped Predicates

Scope of symbols



To get predicates that contain only symbols that are in scope at location i , we construct the interpolant of $(\varphi^-, \varphi^+ \wedge \varphi_c^- \wedge \varphi_c^+)$

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Handling Pointers

- Theory of arrays defines functions **sel**, **upd** and the axiom

$$\text{sel}(\text{upd}(M, a, v), b) = \begin{cases} v & \text{if } a = b, \\ \text{sel}(M, b) & \text{otherwise.} \end{cases}$$

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 - $M.x = \text{sel}(M, x)$
 - $M.(*l) = \text{sel}(M, M.l)$
- We use M as a map from lvalues to memory expressions over M .

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 - **Reach.X** = $\{*^k x \mid x \in X \text{ and } k \geq 0\}$

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 - `assume`($\bigwedge_{l \in Reach.X_f} l = \phi_l$)

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- Solution:
 - the callee starts with a **copy** of the caller's store
 - upon return, the caller refreshes his store using the callee's store
- No explicit return variable, instead update some cell passed as argument

PII and PIV programs

- We require that every cell of the caller which is **unreachable from the parameters** remains **unchanged** after a call.

PIII and PIV programs

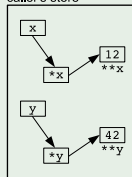
- We require that every cell of the caller which is **unreachable from the parameters** remains **unchanged** after a call.
- Upon return, we copy into the caller's store the contents of the callee's store that are reachable from the passed parameters.

PIII and PIV programs

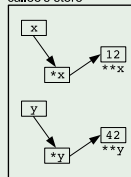
Example

Function call:

caller's store



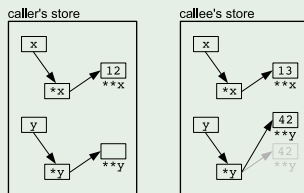
callee's store



PII and PIV programs

Example

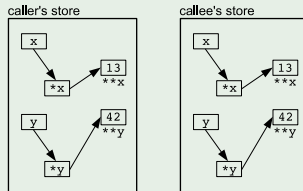
Upon return:



PIII and PIV programs

Example

Refresh caller's store:



PIII and PIV programs

Example

$(*y := 0 : pc_1);$

$\langle *(y, 0), 1 \rangle = 0$

PIII and PIV programs

Example

$(*y := 0 : pc_1);$

$(inc(y) : pc_2);$

$\langle * \langle y, 0 \rangle, 1 \rangle = 0$

$\langle \phi_x, 1 \rangle = \langle y, 0 \rangle \wedge \langle \phi_{*x}, 1 \rangle = \langle * \langle y, 0 \rangle, 1 \rangle$

PIII and PIV programs

Example

```
(*y := 0 : pc1);  
(inc(y) : pc2);  
  (assume(x = φx  
    ∧ *x = φ*x) : pc3)
```

```
⟨*(y, 0), 1⟩ = 0  
⟨φx, 1⟩ = ⟨y, 0⟩ ∧ ⟨φ*x, 1⟩ = ⟨*(y, 0), 1⟩  
⟨x, 4⟩ = ⟨φx, 1⟩  
∧⟨*(x, 4), 5⟩ = ⟨*(φx, 1), 7⟩  
∧⟨*(x, 4), 5⟩ = ⟨φ*x, 2⟩
```

PIII and PIV programs

Example

```
(*y := 0 : pc1);
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(*x := *x + 1 : pc4);
```

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    ∧ ⟨*(x, 4), 5⟩ = ⟨*(φx, 1), 7⟩
      ∧ ⟨*(x, 4), 5⟩ = ⟨φ*x, 2⟩
        ⟨*(x, 4), 6⟩ = ⟨*(x, 4), 5⟩ + 1
          ite.(⟨x, 4⟩ = ⟨φx, 1⟩)
            .(⟨*(φx, 1), 8⟩ = ⟨*(x, 4), 5⟩ + 1)
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(return : pc5);
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  ite.((x, 4) = ⟨φx, 1⟩)
  .(⟨*(φx, 1), 8⟩ = ⟨*(x, 4), 5⟩ + 1)
  .(⟨*(φx, 1), 8⟩ = ⟨*(φx, 1), 7⟩)
ite.((y, 0) = ⟨φx, 1⟩)
  .(⟨*(y, 0), 9⟩ = ⟨*(φx, 1), 8⟩)
  .(⟨*(y, 0), 9⟩ = ⟨*(y, 0), 1⟩)
```

PIII and PIV programs

Example

```

(*y := 0 : pc1);
inc(y) : pc2;
  (assume(x = φx
    ∧ *x = φ*x) : pc3)

(*x := *x + 1 : pc4);

(return : pc5);

(assume(*y ≠ 1) : pc6)
  
```

```

⟨*(y, 0), 1⟩ = 0
⟨φx, 1⟩ = ⟨y, 0⟩ ∧ ⟨φ*x, 1⟩ = ⟨*(y, 0), 1⟩
  ⟨x, 4⟩ = ⟨φx, 1⟩
    ∧ ⟨*(x, 4), 5⟩ = ⟨*(φx, 1), 7⟩
      ∧ ⟨*(x, 4), 5⟩ = ⟨φ*x, 2⟩
        ⟨*(x, 4), 6⟩ = ⟨*(x, 4), 5⟩ + 1
          ite.((x, 4) = ⟨φx, 1⟩)
            .(⟨*(φx, 1), 8⟩ = ⟨*(x, 4), 5⟩ + 1)
              .(⟨*(φx, 1), 8⟩ = ⟨*(φx, 1), 7⟩)
                ite.((y, 0) = ⟨φx, 1⟩)
                  .(⟨*(y, 0), 9⟩ = ⟨*(φx, 1), 8⟩)
                    .(⟨*(y, 0), 9⟩ = ⟨*(y, 0), 1⟩)
                      ⟨*(y, 0), 9⟩ ≠ 1
  
```

Summary

- The described techniques were implemented in **BLAST**
- They can be invoked with option `-craig`

Thank you!

For Further Reading I



Henzinger, Jhala, Majumdar, McMillan

Abstractions from Proofs

In *ACM SIGPLAN-SIGACT Conference on Principles of Programming Languages, 2004*, 2(1):50–100, 2000.