

### Background and Motivation

Programs can be verified ...

■ by writing formal specifications and proofs in a theorem prover



- ✓ Foundationally sound
- ✓ Rich assertion language
- ✓ Flexible proof strategies
- ✗ Correctness properties are not clear from proof script



*Interactive Program Verifiers*

■ by writing annotations in the source code



- ✓ More proof automation
- ✓ Readable proofs
- ✓ Straightforward to programmers
- ✗ Foundational soundness proof is often lacked



*Annotation Verifiers*

### Contributions

- A novel framework for program verification, based on the idea of reducing large program proofs to simpler verification goals
- A formal language for annotated programs, **ClightA**, that not only introduces assertions but also addresses logical variables in the verification context
- A control-flow-based verification splitting algorithm, implemented in Coq and proved sound w.r.t. the VST program logic

### Features of VST-A

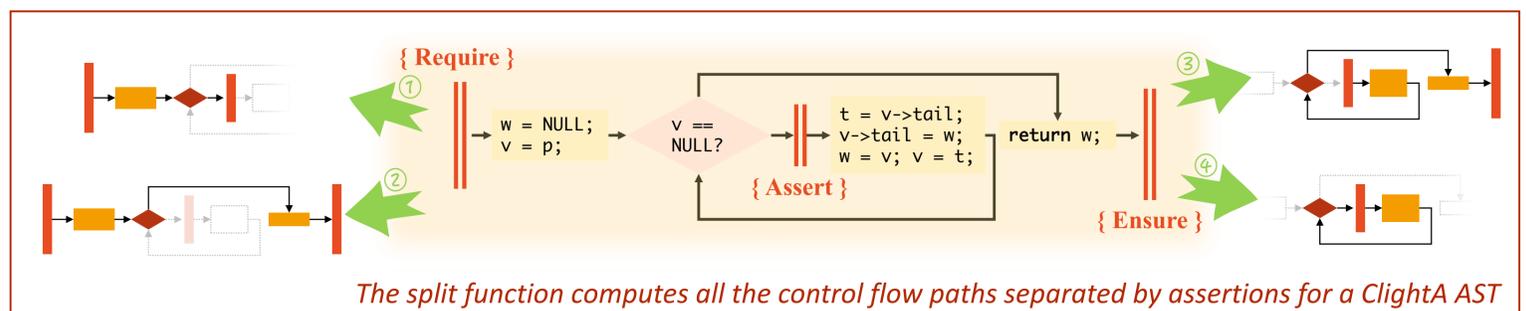
- ✓ Correctness proofs are described intuitively by inserting assertions
- ✓ Rich assertion languages and foundational soundness of VST
- ✓ Assertions can be inserted in a flexible way  
e.g. annotating loop structures with invariants is not compulsory
- ✓ Incremental verification for incremental program development
- ✗ Currently only supports sequential programs and requires precise specification for callee functions  
due to the need for conjunction rule in the soundness proof

**VST-A: to combine the benefits of interactive program verifiers as well as the readability of annotated programs**

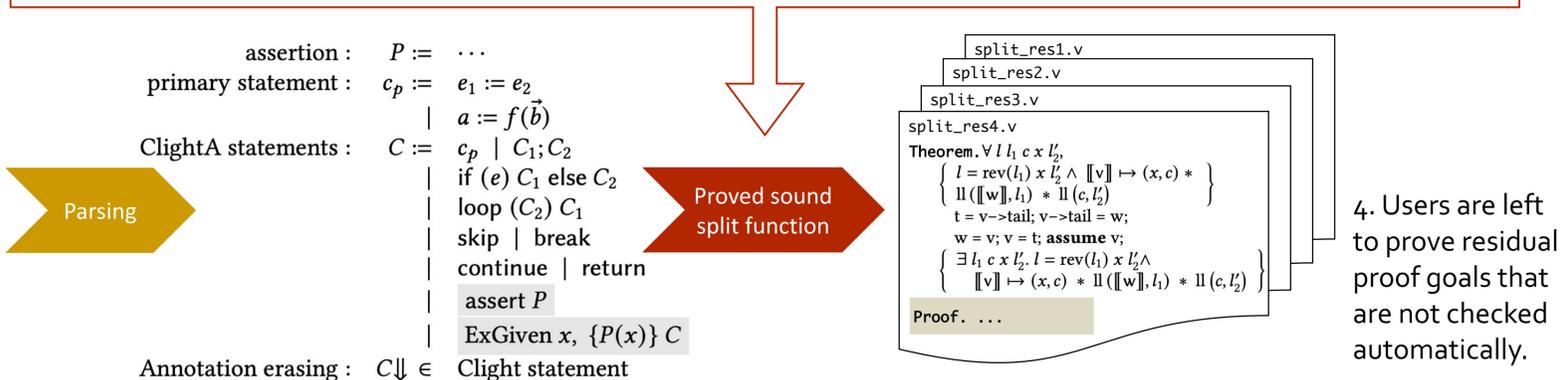
### VST-A Workflow

```

1 struct list {
2   unsigned head;
3   struct list *tail;
4 };
5
6 struct list *reverse (struct list *p) {
7   /*@ With l,
8     Require ll ([[p]], l)
9     Ensure ll ([[ret]], rev(l)) */
10  struct list *w, *t, *v;
11  w = NULL; v = p;
12  while (v) {
13    /*@ Assert ∃ l1 c x l2'.
14      l = rev(l1) x l2' ∧ [[v]] ↦ (x, c)
15      * ll ([[w]], l1) * ll (c, l2') */
16    t = v->tail; v->tail = w;
17    w = v; v = t;
18  }
19  return w;
20 }
    
```



The split function computes all the control flow paths separated by assertions for a ClightA AST



1. Users annotate C programs with function specifications and assertions as **comments**

2. Annotated programs are parsed into **ClightA AST** definitions in Coq

3. A set of **straightline Hoare triples** are automatically computed and printed into separate Coq files

4. Users are left to prove residual proof goals that are not checked automatically.

\* Areas marked by this color are user's verification obligations

### Control-flow-based Split Function

We define an intermediate split result syntax to represent partial split results.

- Basic statement :  $c_b := c_p \mid \text{assume } e$
- Assertion-free path :  $p_- := \vec{c}_b$
- Head path :  $p_+ := \vec{c}_b \cdot \{P\}$
- Tail path :  $p_+ := \{P\} \cdot \vec{c}_b$
- Full path :  $p_{\pm} := \{P_1\} \cdot \vec{c}_b \cdot \{P_2\} \mid \forall x. p_{\pm}$

Figure. Syntax for Intermediate Split Results

The split function is defined by recursion on the ClightA AST and returns a record of (partial) paths.

Table. Definition of the Split Function (Selected Cases)

Fields of split(C)	assert P	$C_1; C_2$	if (e) $C_1$ else $C_2$
Assertion-free paths with normal exits ( $p_-^{nor}$ )	$\emptyset$	$p_-^{nor} \cdot q_-^{nor}$	$\{\{\text{assume } e\}\} \cdot p_-^{nor} \cup \{\{\text{assume } \neg e\}\} \cdot q_-^{nor}$
Assertion-free paths with return exits ( $p_-^{ret}$ )	$\emptyset$	$p_-^{nor} \cdot q_-^{ret} \cup p_-^{ret}$	$\{\{\text{assume } e\}\} \cdot p_-^{ret} \cup \{\{\text{assume } \neg e\}\} \cdot q_-^{ret}$
Tail paths with normal exits ( $p_+^{nor}$ )	$\{\{P\}\}$	$p_+^{nor} \cdot q_+^{nor} \cup p_+^{ret}$	$p_+^{nor} \cup q_+^{nor}$
Tail paths with return exits ( $p_+^{ret}$ )	$\emptyset$	$p_+^{ret} \cup q_+^{ret}$	$p_+^{ret} \cup q_+^{ret}$
Head paths ( $p_+$ )	$\{\{P\}\}$	$p_+^{nor} \cdot q_+ \cup p_+$	$\{\{\text{assume } e\}\} \cdot p_+ \cup \{\{\text{assume } \neg e\}\} \cdot q_+$
Full paths ( $p_{\pm}$ )	$\emptyset$	$p_{\pm} \cup q_{\pm}$	$p_{\pm} \cup q_{\pm}$

assuming  $\text{split}(C_1) = \{p_-^{nor}, p_-^{ret}, p_+^{nor}, p_+^{ret}, p_+, p_{\pm}\}$  and  $\text{split}(C_2) = \{q_-^{nor}, q_-^{ret}, q_+^{nor}, q_+^{ret}, q_+, q_{\pm}\}$

### Soundness of VST-A

**Theorem (Soundness).** For any ClightA program  $C$  and pre-/post-conditions  $P$  and  $Q$ , if  $\text{split}(C) = \{\emptyset, p_-^{ret}, \emptyset, p_+^{ret}, p_+, p_{\pm}\}$  and all straightline Hoare triples below are provable:

- (a) between internal assertions,  $p_{\pm}$
  - (b) from  $P$  to  $Q$ ,  $\{P\} \cdot p_- \cdot \{Q\}$
  - (c) from  $P$  to internal assertions,  $\{P\} \cdot p_+$
  - (d) from internal assertions to  $Q$ ,  $p_+^{ret} \cdot \{Q\}$
- denoted as  $\vdash_V \{P\} \text{split}(C) \{Q\}$

then  $C \Downarrow$  is functionally correct w.r.t. the specification, i.e.  $\{P\} C \Downarrow \{Q\}$

PROOF DRAFT. by induction on  $C$ , case  $[C = C_1; C_2]$  for example:

**Condition:**  $\vdash_V \{P\} \text{split}(C_1; C_2) \{Q\}$

**Goal:** find middle condition  $R$ , s.t.  $\vdash_V \{P\} \text{split}(C_1) \{R\}$  and  $\vdash_V \{R\} \text{split}(C_2) \{Q\}$

**Solution:**  $R \triangleq$  conjunction of  $\text{split}(C_2)$ 's weakest conditions

Proof of  $\vdash_V \{P\} \text{split}(C_1) \{R\}$  requires the **conjunction rule**

$$\text{CONJ-RULE} \frac{\{P\} c \{Q_1\} \quad \{P\} c \{Q_2\}}{\{P\} c \{Q_1 \wedge Q_2\}}$$

### Remark on Conjunction Rule

- The conjunction rule is natural in traditional Hoare logics for sequential programs, but some extensions to the logics (e.g. with ghost updates) will make this rule inadmissible.
- VST-A is currently based on a more restricted variant of VST program logic, that removes the ghost update operator, but retains all the other features.



Scan for the VST-A repository