Verifying Java Programs with KeY

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Verifying Java Programs

- Extended static checking of Java programs:
  - Even if no error is reported, a program may violate its specification.
    - Unsound calculus for verifying while loops.
  - Even correct programs may trigger error reports:
    - Incomplete calculus for verifying while loops.
    - Incomplete calculus in automatic decision procedure (Simplify).
- Verification of Java programs:
  - Sound verification calculus.
    - Not unfolding of loops, but loop reasoning based on invariants.
    - Loop invariants must be typically provided by user.
  - Automatic generation of verification conditions.
    - From JML-annotated Java program, proof obligations are derived.
  - Human-guided proofs of these conditions (using a proof assistant).
    - Simple conditions automatically proved by automatic procedure.

We will now deal with an integrated environment for this purpose.

The KeY Tool

http://www.key-project.org

- KeY: environment for verification of JavaCard programs.
  - Subset of Java for smartcard applications and embedded systems.
  - Universities of Karlsruhe, Koblenz, Chalmers, 1998–
    - Beckert et al: "Deductive Software Verification – The KeY Book: From Theory to Practice", Springer, 2016.
    - "Chapter 16: Formal Verification with KeY: A Tutorial"
- Specification languages: OCL and JML.
  - Original: OCL (Object Constraint Language), part of UML standard.
  - Later added: JML (Java Modeling Language).
- Logical framework: Dynamic Logic (DL).
  - Successor/generalization of Hoare Logic.
  - Integrated prover with interfaces to external decision procedures.
    - Simplify, CVC3, CVC4, Yices, Z3.

Now only JML is supported as a specification language.

Dynamic Logic

Further development of Hoare Logic to a modal logic.

- Hoare logic: two separate kinds of statements.
  - Formulas P, Q constraining program states.
  - Hoare triples $\{P\}C\{Q\}$ constraining state transitions.
- Dynamic logic: single kind of statement.

  Predicate logic formulas extended by two kinds of modalities.

  - $[C]Q$ ($\Leftrightarrow \neg\langle C\rangle\neg Q$)
    - Every state that can be reached by the execution of C satisfies Q.
    - The statement is trivially true, if C does not terminate.
  - $\langle C\rangle Q$ ($\Leftrightarrow \neg[C]\neg Q$)
    - There exists some state that can be reached by the execution of C and that satisfies Q.
    - The statement is only true, if C terminates.

States and state transitions can be described by DL formulas.

Dynamic Logic versus Hoare Logic

Hoare triple $\{P\}C\{Q\}$ can be expressed as a DL formula.

- Partial correctness interpretation: $P \Rightarrow [C]Q$
  - If P holds in the current state and the execution of C reaches another state, then Q holds in that state.
  - Equivalent to the partial correctness interpretation of $\{P\}C\{Q\}$.
- Total correctness interpretation: $P \Rightarrow \langle C \rangle Q$
  - If P holds in the current state, then there exists another state that can be reached by the execution of C in which Q holds.
  - If C is deterministic, there exists at most one such state; then equivalent to the total correctness interpretation of $\{P\}C\{Q\}$.

For deterministic programs, the interpretations coincide.

Advantages of Dynamic Logic

Modal formulas can also occur in the context of quantifiers.

- Hoare Logic: $\{x = a\}$ `y:=x*x` $\{x = a \land y = a^2\}$
  - Use of free mathematical variable a to denote the "old" value of x.
- Dynamic logic: $\forall a : x = a \Rightarrow [\texttt{y:=x*x}]\ x = a \land y = a^2$
  - Quantifiers can be used to restrict the scopes of mathematical variables across state transitions.

Set of DL formulas is closed under the usual logical operations.

A Calculus for Dynamic Logic

- A core language of commands (non-deterministic):

$X := T$	...assignment
$C_1; C_2$	...sequential composition
$C_1 \cup C_2$	...non-deterministic choice
C^*	...iteration (zero or more times)
$F?$	...test (blocks if F is false)

- A high-level language of commands (deterministic):

$$
\begin{array}{lcl}
\textbf{skip} & = & \text{true}? \\
\textbf{abort} & = & \text{false}? \\
X := T & & \\
C_1; C_2 & & \\
\textbf{if } F \textbf{ then } C_1 \textbf{ else } C_2 & = & (F?; C_1) \cup ((\neg F)?; C_2) \\
\textbf{if } F \textbf{ then } C & = & (F?; C) \cup (\neg F)? \\
\textbf{while } F \textbf{ do } C & = & (F?; C)^*; (\neg F)?
\end{array}
$$

A calculus is defined for dynamic logic with the core command language.

A Calculus for Dynamic Logic

- Basic rules:
  - Rules for predicate logic extended by general rules for modalities.
- Command-related rules:
  - $$\frac{\Gamma \vdash F[T/X]}{\Gamma \vdash [X := T]F}$$
  - $$\frac{\Gamma \vdash [C_1][C_2]F}{\Gamma \vdash [C_1; C_2]F}$$
  - $$\frac{\Gamma \vdash [C_1]F \qquad \Gamma \vdash [C_2]F}{\Gamma \vdash [C_1 \cup C_2]F}$$
  - $$\frac{\Gamma \vdash F \Rightarrow [C]F}{\Gamma \vdash F \Rightarrow [C^*]F}$$
  - $$\frac{\Gamma \vdash F \Rightarrow G}{\Gamma \vdash [F?]G}$$

From these, Hoare-like rules for the high-level language can be derived.

Objects and Updates

Calculus has to deal with the pointer semantics of Java objects.

- Aliasing: two variables o, o' may refer to the same object.
  - Field assignment $o.a := T$ may also affect the value of $o'.a$.
- Update formulas: $\{o.a \leftarrow T\}F$
  - Truth value of F in state after the assignment $o.a := T$.
- Field assignment rule:

$$\frac{\Gamma \ \vdash \ \{o.a \leftarrow T\}F}{\Gamma \ \vdash \ [o.a := T]F}$$

- Field access rule:

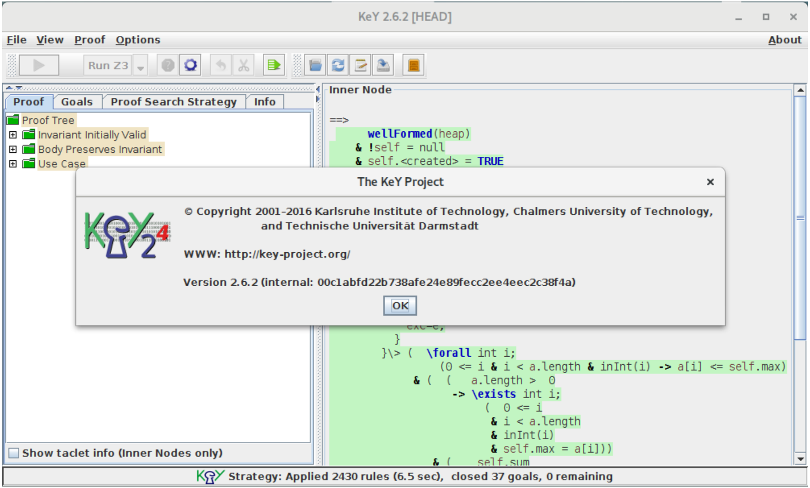
$$\frac{\Gamma, o = o' \ \vdash \ F(T) \qquad \Gamma, o \neq o' \ \vdash \ F(o'.a)}{\Gamma \ \vdash \ \{o.a \leftarrow T\}F(o'.a)}$$

  - Case distinction depending on whether o and o' refer to same object.
  - Only applied as last resort (after all other rules of the calculus).

Considerable complication of verifications.

The JMLKeY Prover

```
> KeY &
```



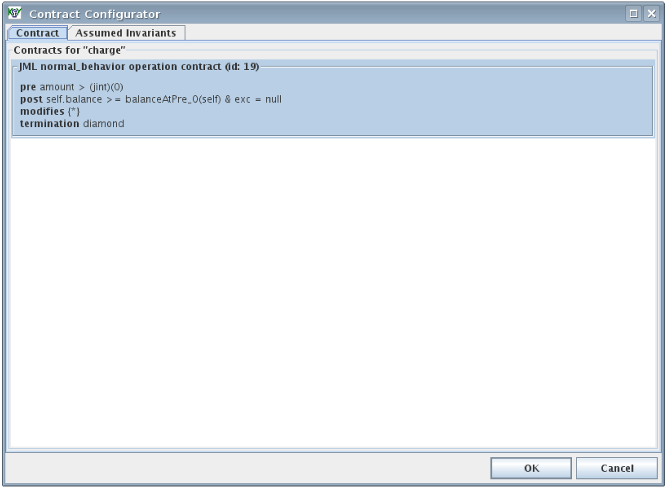
A Simple Example

File/Load Example/Getting Started/Sum and Max

```
class SumAndMax {
  int sum; int max;
  /*@ requires (\forall int i;
    @   0 <= i && i < a.length; 0 <= a[i]);
    @ assignable sum, max;
    @ ensures (\forall int i;
    @   0 <= i && i < a.length; a[i] <= max);
    @ ensures (a.length > 0 ==>
    @   (\exists int i;
    @     0 <= i && i < a.length;
    @     max == a[i]));
    @ ensures sum == (\sum int i;
    @   0 <= i && i < a.length; a[i]);
    @ ensures sum <= a.length * max;
    @*/
  void sumAndMax(int[] a) {
    sum = 0;
    max = 0;
    int k = 0;
```

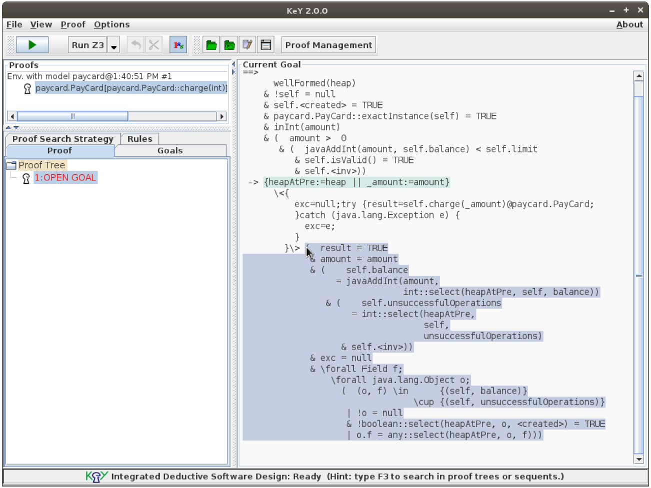
```
/*@ loop_invariant
  @ 0 <= k && k <= a.length
  @ && (\forall int i;
  @       0 <= i && i < k; a[i] <= max)
  @ && (k == 0 ==> max == 0)
  @ && (k > 0 ==> (\exists int i;
  @        0 <= i && i < k; max == a[i]))
  @ && sum == (\sum int i;
  @        0 <= i && i< k; a[i])
  @ && sum <= k * max;
  @ assignable sum, max;
  @ decreases a.length - k;
  @*/
while (k < a.length) {
  if (max < a[k]) max = a[k];
  sum += a[k];
  k++;
} } }
```

A Simple Example (Contd)



Generate the proof obligations and choose one for verification.

A Simple Example (Contd'2)



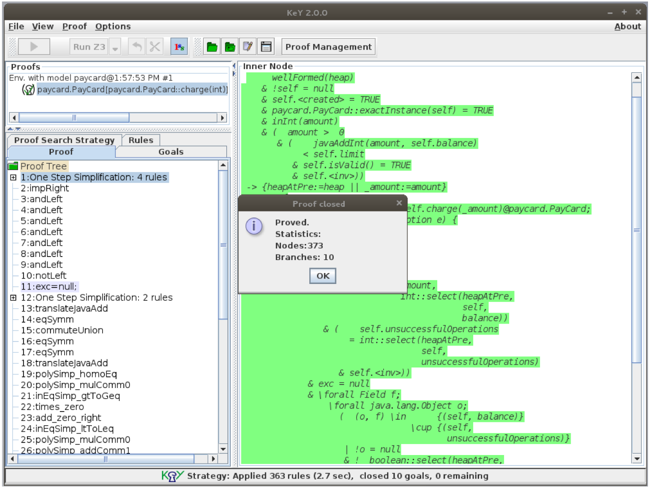
The proof obligation in Dynamic Logic.

A Simple Example (Contd'3)

```
 wellFormed(heap)
==>
      true
    & !self=null
    & ...
    & (\forall int i; (0 <= i & i < a.length & inInt(i) -> 0 <= a[i])
     &(self.<inv> & !a = null))
 -> {heapAtPre:=heap || _a:=a}
      \<{
          exc=null;try {
            self.sumAndMax(_a)@SumAndMax;
          } catch (java.lang.Throwable e){ exc=e; }
        }\>(\forall int i;
                 (0 <= i & i < a.length & inInt(i) -> a[i] <= self.max)
             & ((   a.length > 0
                   -> \exists int i;
                        (0 <= i & i < a.length & inInt(i) & self.max = a[i]))
                & (  self.sum = javaCastInt(bsum{int i;}(0, a.length, a[i]))
                   & (self.sum <= javaMulInt(a.length, self.max) & self.<inv>)))
             & exc = null
             & \forall Field f;
                 \forall java.lang.Object o;
                   (  (o, f) \in      {(self,SumAndMax::$sum)}
                                \cup {(self,SumAndMax::$max)}
                    | !o = null
                    & !o.<created>@heapAtPre = TRUE
                    | o.f = o.f@heapAtPre))
```

Press button "Start" (green arrow).

A Simple Example (Contd'4)

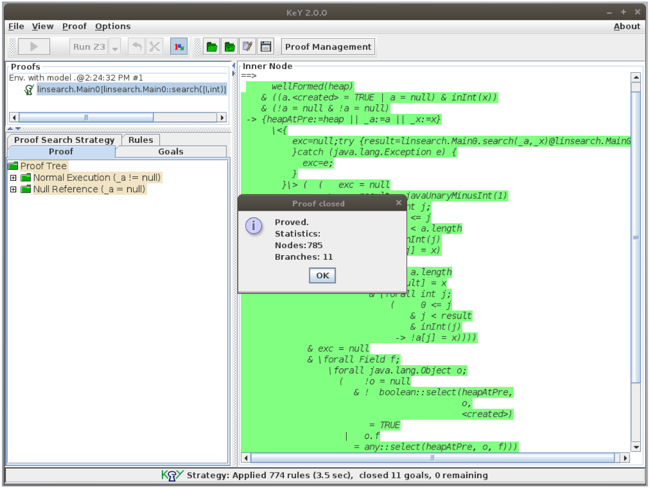


Proof runs through automatically.

Linear Search

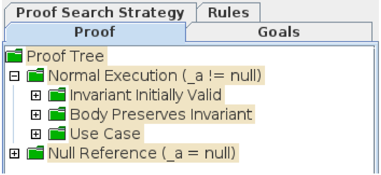
```
/*@ requires a != null;
  @ assignable \nothing;
  @ ensures
  @   (\result == -1 &&
  @     (\forall int j; 0 <= j && j < a.length; a[j] != x)) ||
  @   (0 <= \result && \result < a.length && a[\result] == x &&
  @     (\forall int j; 0 <= j && j < \result; a[j] != x));
  @*/
public static int search(int[] a, int x) {
  int n = a.length; int i = 0; int r = -1;
  /*@ loop_invariant
    @   a != null && n == a.length && 0 <= i && i <= n &&
    @   (\forall int j; 0 <= j && j < i; a[j] != x) &&
    @   (r == -1 || (r == i && i < n && a[r] == x));
    @ decreases r == -1 ? n-i : 0;
    @ assignable r, i; // required by KeY, not legal JML
    @*/
  while (r == -1 && i < n) {
    if (a[i] == x) r = i; else i = i+1;
  }
  return r;
}
```

Linear Search (Contd)



Also this verification is completed automatically.

Proof Structure



- Multiple conditions:
  - Invariant initially valid.
  - Body preserves invariant.
  - Use case (invariant implies postcondition).
- If proof fails, elaborate which part causes trouble and potentially correct program, specification, loop annotations.

For a successful proof, in general multiple iterations of automatic proof search (button "Start") and invocation of separate SMT solvers required (button "Run Z3, Yices, CVC3, Simplify").

Summary

- Various academic approaches to verifying Java(Card) programs.
  - Jack: http://www-sop.inria.fr/everest/soft/Jack/jack.html
  - Jive: http://www.pm.inf.ethz.ch/research/jive
  - Mobius: http://kindsoftware.com/products/opensource/Mobius/
- Do not yet scale to verification of full Java applications.
  - General language/program model is too complex.
  - Simplifying assumptions about program may be made.
  - Possibly only special properties may be verified.
- Nevertheless very helpful for reasoning on Java in the small.
  - Much beyond Hoare calculus on programs in toy languages.
  - Probably all examples in this course can be solved automatically by the use of the KeY prover and its integrated SMT solvers.
- Enforce clearer understanding of language features.
  - Perhaps constructs with complex reasoning are not a good idea...

In a not too distant future, customers might demand that some critical code is shipped with formal certificates (correctness proofs)...