Procedure–Modular Verification of Control Flow Safety Properties

> Siavash Soleimanifard KTH, Stockholm

joint work with Dilian Gurov KTH, Stockholm Marieke Huisman University of Twente, The Netherlands

June 22, 2010

Modular Software Design

Modularity is helpful

- Complex and large systems
- Facilitating the reuse of components

(日) (四) (분) (분) (분) 분

Modularity is helpful

- Complex and large systems
- Facilitating the reuse of components

Modularity in Software Verification

- Specifying components of a system, independently (locally)
- Specifying (global) property of the system
- Verifying the correctness of the system in independent two subtasks
 - (I) verifying local specifications, independently
 - (II) the composition of local specifications entails the global property

(日) (四) (분) (분) (분) 분

Modularity is helpful

- Complex and large systems
- Facilitating the reuse of components

Modularity in Software Verification

- Specifying components of a system, independently (locally)
- Specifying (global) property of the system
- Verifying the correctness of the system in independent two subtasks
 - (1) verifying local specifications, independently
 - (II) the composition of local specifications entails the global property

Granularity

- Different levels of granularity
 - Procedure–Modular
 - Modules are methods, e.g., Hoare logic

Algorithmic Verification

- Our approach is algorithmic
 - Accepts an annotated Java program as input
 - Push-button tool support to verify the program
 - returns positive answer or negative answer with a counter example

(日) (四) (코) (코) (코) (코)

Algorithmic Verification

- Our approach is algorithmic
 - Accepts an annotated Java program as input
 - Push-button tool support to verify the program
 - returns positive answer or negative answer with a counter example

《曰》 《卽》 《臣》 《臣》

Abstraction

- The price of algorithmic approach is abstraction
 - We abstract away from all data
 - Flow graphs

Algorithmic Verification

- Our approach is algorithmic
 - Accepts an annotated Java program as input
 - Push-button tool support to verify the program
 - returns positive answer or negative answer with a counter example

Abstraction

- The price of algorithmic approach is abstraction
 - We abstract away from all data
 - Flow graphs

Properties

• We consider temporal safety properties of the control flow

• Legal sequences of method invocations

Control Flow Safety Properties

• A given method that changes certain sensitive data is only called from within another dedicated authentication method, i.e., unauthorized access is not possible

(日) (문) (문) (문) (문)

Control Flow Safety Properties

- A given method that changes certain sensitive data is only called from within another dedicated authentication method, i.e., unauthorized access is not possible
- In a voting system, candidate selection has to be finished, before the vote can be confirmed

<ロ> (四) (四) (三) (三) (三) (三)

Control Flow Safety Properties

- A given method that changes certain sensitive data is only called from within another dedicated authentication method, i.e., unauthorized access is not possible
- In a voting system, candidate selection has to be finished, before the vote can be confirmed
- In a door access control system, the password has to be checked before the door is unlocked, and the password can only be changed if the door is unlocked

(日) (四) (문) (문) (문)

Example of Tool Usage, Local Property

```
public class Number {
   public boolean even(int n) {
      if (n = 0) return true;
      else return odd(n-1);
   }
   public boolean odd(int n) {
      if (n == 0) return false;
      else return even(n-1);
```

▲ロト ▲圖ト ▲画ト ▲画ト 三直 - のへで

Example of Tool Usage, Local Property

```
public class Number {
   /** @local_interface: requires {odd}
         method even can only call method odd, and after returning from the call, no other
         method can be called
   public boolean even(int n) {
      if (n = 0) return true;
      else return odd(n-1);
   }
   public boolean odd(int n) {
      if (n == 0) return false;
      else return even(n-1);
```

Example of Tool Usage, Local Property

```
public class Number {
   /** @local_interface: requires {odd}
         method even can only call method odd, and after returning from the call, no other
         method can be called
   public boolean even(int n) {
      if (n = 0) return true;
      else return odd(n-1);
       @local_interface: requires {even}
         method odd can only call method even, and after returning from the call, no other
         method can be called
   public boolean odd(int n) {
      if (n == 0) return false;
      else return even(n-1);
```

▲ロト ▲圖ト ▲画ト ▲画ト 三直 - のへで

Example of Tool Usage, Global Property

```
in every program execution starting in method even, the first call is not to method even itself
public class Number {
   /** @local_interface: requires {odd}
          method even can only call method odd, and after returning from the call, no other
          method can be called
   public boolean even(int n) {
       if (n = 0) return true;
       else return odd(n-1);
       @local_interface: requires {even}
        @ method odd can only call method even, and after returning from the call, no other
          method can be called
   public boolean odd(int n) {
       if (n == 0) return false;
       else return even(n-1);
```

▲ロト ▲圖ト ▲画ト ▲画ト 三直 - のへで

Example of Tool Usage, Verification Result

```
@global_LTL_prop:
      even -> X ((even && !entry) W odd)
public class Number {
  /** @local_interface: requires {odd}
       @local_prop:
    *
     nu X1. (([even call even]ff) /\ ([tau]X1) /\ [even caret odd]
         nu X2. ([even call even]ff) /\ ([even caret odd]ff) /\ ([tau]X2))
    *
    */
   public boolean even(int n) {
      if (n = 0) return true;
      else return odd(n-1);
   }
   /** @local_interface: requires {even}
    * @local_prop:
        nu X1. (([odd call odd]ff) /\ ([tau]X1) /\ [odd caret even]
    *
           nu X2. (([odd call odd]ff) /\ ([odd caret even]ff) /\ ([tau]X2))
    ж
   public boolean odd(int n) {
      if (n == 0) return false:
      else return even(n-1);
   }
```

Verification result:

'YES'

(日) (同) (目) (日) (日)

- 32

Example of Tool Usage, Verification Result

```
in every program execution starting in method even, the first call IS to method even itself
public class Number {
   /** @local_interface: requires {odd}
    * @local_prop:
    * nu X1. (([even call even]ff) /\ ([tau]X1) /\ [even caret odd]
       nu X2. ([even call even] ff) /\ ([even caret odd] ff) /\ ([tau] X2))
    *
   public boolean even(int n) {
      if (n == 0) return true;
      else return odd(n-1);
   /** @local_interface: requires {even}
       @local_prop:
    *
         nu X1. (([odd call odd]ff) /\ ([tau]X1) /\ [odd caret even]
           nu X2. (([odd call odd]ff) /\ ([odd caret even]ff) /\ ([tau]X2))
   public boolean odd(int n) {
      if (n == 0) return false:
      else return even(n-1);
```

Verification result: ''NO''

 $(even, \varepsilon) \xrightarrow{even call odd} (odd, even) \xrightarrow{odd ret even} (even, \varepsilon)$

- 32

- Model and Logic
- Compositional Verification

(D) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2) (

- PROMOVER
- Case Study
- Conclusion

Flow Graph Definition

Flow Graphs: represents the control flow structure Flow Graph Interface: required and provided methods

(日) (四) (분) (분) (분) 분

Flow Graph

Flow Graph Definition

Flow Graphs: represents the control flow structure Flow Graph Interface: required and provided methods



Figure: Flow graph of Number

<ロト (四) (注) (注) () ()

Flow Graph

Flow Graph Definition

Flow Graphs: represents the control flow structure Flow Graph Interface: required and provided methods



Figure: Flow graph of Number

Flow Graph Operator Flow Graph Composition (⊕): *disjoint union of flow graphs*

Flow Graph Behavior

- Flow graph induces push down automaton (PDA)
 - configurations (v, σ) : pairs of control point v and call stack σ

(日) (四) (코) (코) (코) (코)

- production induced by
 - non-call edges
 - call edges
 - return nodes
- Flow graph behavior is the behavior of induced PDA

Behavior of Closed Flow Graph



Figure: Flow graph of Number

$$\begin{array}{c} (v_0,\varepsilon) \xrightarrow{\tau} (v_1,\varepsilon) \xrightarrow{\tau} (v_2,\varepsilon) \xrightarrow{\text{even call odd}} (v_5,v_3) \xrightarrow{\tau} (v_6,v_3) \xrightarrow{\tau} \\ (v_8,v_3) \xrightarrow{\text{odd ret even}} (v_3,\varepsilon) \end{array}$$

◆□▶ ◆□▶ ◆三▶ ◆三▶ ● ○ ○ ○ ○

$\phi ::= p \mid \neg p \mid X \mid \phi_1 \land \phi_2 \mid \phi_1 \lor \phi_2 \mid [a]\phi \mid \nu X. \phi$

$\phi ::= p \mid \neg p \mid X \mid \phi_1 \land \phi_2 \mid \phi_1 \lor \phi_2 \mid [a]\phi \mid \nu X.\phi$

• Example property in simulation logic

 $\begin{array}{l} \textit{nu X1.} (([\textit{even call even}]\textit{ff}) \land ([\textit{tau}]X1) \land [\textit{even call odd}] \\ \textit{nu X2.} (([\textit{even call even}]\textit{ff}) \land ([\textit{even call odd}]\textit{ff}) \land ([\textit{tau}]X2)) \end{array}$

◆□▶ ◆□▶ ◆臣▶ ◆臣▶ 臣 のへで

$\phi ::= p \mid \neg p \mid X \mid \phi_1 \land \phi_2 \mid \phi_1 \lor \phi_2 \mid [a]\phi \mid \nu X.\phi$

• Example property in simulation logic

 $\begin{array}{l} \textit{nu X1.} (([\textit{even call even}]\textit{ff}) \land ([\textit{tau}]X1) \land [\textit{even call odd}] \\ \textit{nu X2.} (([\textit{even call even}]\textit{ff}) \land ([\textit{even call odd}]\textit{ff}) \land ([\textit{tau}]X2)) \end{array}$

Weak LTL

 $\phi ::= p \mid \neg p \mid \phi_1 \land \phi_2 \mid \phi_1 \lor \phi_2 \mid X \phi \mid G \phi \mid \phi_1 W \phi_2$

◆□▶ ◆圖▶ ◆臣▶ ◆臣▶ 臣 のへで

$\phi ::= p \mid \neg p \mid X \mid \phi_1 \land \phi_2 \mid \phi_1 \lor \phi_2 \mid [a]\phi \mid \nu X. \phi$

• Example property in simulation logic

 $\begin{array}{l} nu \ X1. \ (([even \ call \ even] ff) \ \land \ ([tau]X1) \ \land \ [even \ call \ odd] \\ nu \ X2. \ (([even \ call \ even] ff) \ \land \ ([even \ call \ odd] ff) \ \land \ ([tau]X2)) \end{array}$

Weak LTL

 $\phi ::= p \mid \neg p \mid \phi_1 \land \phi_2 \mid \phi_1 \lor \phi_2 \mid X \phi \mid G \phi \mid \phi_1 \lor \phi_2$

Example property in weak LTL

 $even \rightarrow X ((even \land \neg entry) W odd)$











Compositional Verification Based on Maximal Flow Graphs



◆□▶ ◆□▶ ◆三▶ ◆三▶ 三三 のへで

Compositional Verification Based on Maximal Flow Graphs



◆□▶ ◆圖▶ ◆臣▶ ◆臣▶ 臣 のへで

Procedure-Modular Verification

(II)

- (1) Extract flow graph for each method and model check it against its local property
 - Construct maximal model from local property and interface of each method

(日) (四) (코) (코) (코) (코)

• Compose the maximal models and model check the composition result against global property

ProMoVer



Figure: Overview of PROMOVER and its underlying tool set

◆□▶ ◆□▶ ◆臣▶ ◆臣▶ 臣 のへで

Program

- JavaPurse: a Java Card application for electronic purse
- Uses Transaction mechanism for atomic update operations
- 19 methods
- Around 1000 lines of Java code
- With 222 method invocations, 21 method calls to NonAtomic methods

(日) (四) (코) (코) (코) (코)

Case Study

Global Property

non-atomic array operation should not be invoked within a transaction

<code>G</code> (beginTransaction \rightarrow

¬NonAtomicOpW commitTransaction)

◆□▶ ◆圖▶ ◆臣▶ ◆臣▶ 臣 のへで

Case Study

Global Property

non-atomic array operation should not be invoked within a transaction

```
G(beginTransaction 
ightarrow
```

¬NonAtomicOpW commitTransaction)

(日) (四) (분) (분) (분) 분

Local Specifications

- The implementation was available
- Specification: capture the method invocation ordering
- It is possible to write specification independent from the implementation

Case Study

Global Property

non-atomic array operation should not be invoked within a transaction

```
G(beginTransaction 
ightarrow
```

¬NonAtomicOp W commitTransaction)

Local Specifications

- The implementation was available
- Specification: capture the method invocation ordering
- It is possible to write specification independent from the implementation

Verification Result

- Positive answer in 150 seconds
- Task(1) performed in 142 seconds
 - Analyzer(SOOT) needed 141 seconds
- Task(*II*) performed in 4 seconds

PROMOVER

An automated tool for procedure-modular verification

- Verifies temporal safety properties
- Gets annotated Java programs
- Fully automated
- \bullet We evaluated $\operatorname{ProMoVer}$ by a small but realistic case study

・ロト ・四ト ・ヨト ・ヨト

- 2

- The results seem promising
 - Handle a real case study

PROMOVER

An automated tool for procedure-modular verification

- Verifies temporal safety properties
- Gets annotated Java programs
- Fully automated
- \bullet We evaluated $\mathrm{ProMoVer}$ by a small but realistic case study

《曰》 《國》 《臣》 《臣》

- 2

- The results seem promising
 - Handle a real case study

Improvements Needed

- Replace Analyzer(SOOT)
- To support for alternative notations

Prove Reuse

To provide support for prove reuse



Prove Reuse

To provide support for prove reuse

Scalability

Investigate the *scalability* of the approach

- Evaluate our approach by a larger case study
- Interface abstraction by in-lining private methods

(日) (문) (문) (문) (문)

Prove Reuse

To provide support for prove reuse

Scalability

Investigate the *scalability* of the approach

- Evaluate our approach by a larger case study
- Interface abstraction by in-lining private methods

Wider Range of Properties

To find more interesting properties

- by adding data
 - by using Boolean programs

Questions

◆□▶ ◆□▶ ◆臣▶ ◆臣▶ 臣 のへで

Maximal Flow Graph for property ψ , is a flow graph that simulates all flow graphs holding ψ .



Figure: Maximal Flow graph of Number

◆□▶ ◆□▶ ◆臣▶ ◆臣▶ 臣 の�?