

A Verified Implementation of the Bounded List Container

Raphaël Cauderlier, Mihaela Sighireanu

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Outline

- 1 Introduction
- 2 Bounded Doubly-Linked Lists
- 3 Verification
- 4 Conclusion

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- 2 Bounded Doubly-Linked Lists
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Verified Containers

- Good data structures are crucial for efficient programs
- Containers are usually easy to specify using mathematical models
- Not much work yet on verification of real world containers

Challenges

- Low-level reasoning on pointers
- Concurrency
- Optimisations
- Many theories to combine: arithmetics, sets, multisets, arrays, lists, etc...

This Work

Case study on a container library from the Ada standard library.

- Given:
 - Optimized Ada implementation (~ 1400 loc)
 - SPARK specification (~ 3600 loc)
- Done:
 - Reimplementation in C (~ 600 loc)
 - Verification in VeriFast (~ 4700 loc)

Ada and SPARK

- Ada
 - General purpose, high-level programming language
 - Strong static typing
 - Generic
- SPARK
 - Subset of Ada with simple semantics
 - Executable contracts

Application to safety-critical embedded system

Ada Containers

- Lists, Vectors, Maps, Sets, and Graphs
- Purely functional or imperative
- Bounded or unbounded
- Generic in the element type
- Avoid most unnecessary pointer indirections
- Specified in SPARK, tested but not verified
- Not concurrent

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Interface

List is a type with the following interface:

```
Capacity : List -> NonNegative
```

```
Empty_List : List
```

```
Length : List -> NonNegative
```

```
= : List -> List -> Boolean
```

```
Is_Empty : List -> Boolean
```

```
Clear : List -> Unit
```

```
Asssign : List -> List -> Unit
```

```
Copy : List -> NonNegative -> List
```

```
Model : List -> Sequence
```

Interface: Cursors

Cursor is a type with the following interface:

```
No_Element : Cursor
```

```
First, Last : List -> Cursor
```

```
Next, Previous : List -> Cursor -> Unit
```

```
Element : List -> Cursor -> Element_Type
```

```
Find : List -> Element_Type -> Cursor -> Cursor
```

```
Replace_Element : List -> Cursor -> Element_Type -> Unit
```

```
Insert : List -> Cursor -> Element_Type -> NonNegative ->  
        Cursor
```

```
Delete : List -> Cursor -> NonNegative -> Unit
```

```
Positions : List -> Map(Cursor, Positive)
```

Specification

Each method of the library is specified by its impact on `Model` and `Positions`.

Specification

```
procedure Append
  (Container : in out List;
   New_Item  : Element_Type;
   Count     : Count_Type)
with
  Global => null,
  Pre    =>
    Length (Container) <= Container.Capacity - Count,
```

Specification

```
Post    =>
  Length (Container) = Length (Container)'Old + Count
  and Model (Container)'Old <= Model (Container)
  and (if Count > 0 then
      M.Constant_Range
      (Container => Model (Container),
       Fst      => Length (Container)'Old + 1,
       Lst      => Length (Container),
       Item     => New_Item))
  and P_Positions_Truncated
      (Positions (Container)'Old,
       Positions (Container),
       Cut    => Length (Container)'Old + 1,
       Count => Count);
```

Implementation: Nodes

A Node is a record with the following fields:

- `Element` : `Element_Type`
- `Prev` : `-1 ...` (Invariant : `Prev ≤ Capacity`)
- `Next` : `NonNegative` (Invariant : `Next ≤ Capacity`)

A node is **free** if `Prev = -1`, otherwise it is **occupied**.

Implementation: Lists

A `List` is a record with the following fields:

- `Nodes` : an array of `Nodes` of length `Capacity`
- `Length` : `NonNegative` (Invariant : $\text{Length} \leq \text{Capacity}$)
- `Free` : `Integer` (Invariant : $-\text{Capacity} \leq \text{Free} \leq \text{Capacity}$)
- `First` : `NonNegative` (Invariant : $\text{First} \leq \text{Capacity}$)
- `Last` : `NonNegative` (Invariant : $\text{Last} \leq \text{Capacity}$)

When `Free` ≥ 0 , we call the list **initialized**.

Implementation: Lists

Invariants:

- Occupied nodes form a doubly-linked list of length `Length` between `Nodes[First]` and `Nodes[Last]`.
- If the list is initialized, then free nodes form a simply-linked list from `Free` to `0`.
- Otherwise, free nodes are the nodes `Nodes[-Free]`, `Nodes[-Free+1]`, ..., `Nodes[Capacity]`.

Cursors

A cursor is either 0 (representing `No_Element`) or the index of an occupied node in the array `Nodes`.

Example

Capacity: 5
 Length: 0
 Free: -1
 First: 0
 Last: 0

$L = \text{List}(5)$

Nodes[1]		
Prev	Elem	Next
-1	X	0
●		●

Nodes[2]		
Prev	Elem	Next
-1	X	0
●		●

Nodes[3]		
Prev	Elem	Next
-1	X	0
●		●

Nodes[4]		
Prev	Elem	Next
-1	X	0
●		●

Nodes[5]		
Prev	Elem	Next
-1	X	0
●		●

Example

Capacity: 5
 Length: 0
 Free: -1
 First: 0
 Last: 0

Append(L, e1, 1)

Nodes[1]		
Prev	Elem	Next
-1	X	0
●		●

Nodes[2]		
Prev	Elem	Next
-1	X	0
●		●

Nodes[3]		
Prev	Elem	Next
-1	X	0
●		●

Nodes[4]		
Prev	Elem	Next
-1	X	0
●		●

Nodes[5]		
Prev	Elem	Next
-1	X	0
●		●

Example

Capacity: 5
 Length: 1
 Free: -2
 First: 1
 Last: 1

Append(L, e1, 1)

Nodes[1]		
Prev	Elem	Next
0 ●	X ●	0 ●

Nodes[2]		
Prev	Elem	Next
-1 ●	X	0 ●

Nodes[3]		
Prev	Elem	Next
-1 ●	X	0 ●

Nodes[4]		
Prev	Elem	Next
-1 ●	X	0 ●

Nodes[5]		
Prev	Elem	Next
-1 ●	X	0 ●

Example

Capacity: 5
 Length: 1
 Free: -2
 First: 1
 Last: 1

Append(L, e2, 1)

Nodes[1]		
Prev	Elem	Next
0 ●	X ●	0 ●

Nodes[2]		
Prev	Elem	Next
-1 ●	X	0 ●

Nodes[3]		
Prev	Elem	Next
-1 ●	X	0 ●

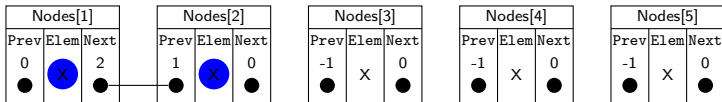
Nodes[4]		
Prev	Elem	Next
-1 ●	X	0 ●

Nodes[5]		
Prev	Elem	Next
-1 ●	X	0 ●

Example

Capacity: 5
 Length: 2
 Free: -3
 First: 1
 Last: 2

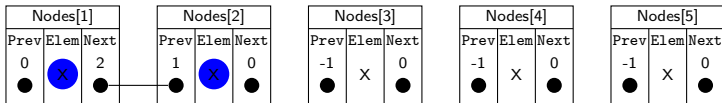
Append(L, e2, 1)



Example

Capacity: 5
 Length: 2
 Free: -3
 First: 1
 Last: 2

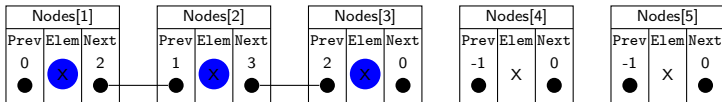
Append(L, e3, 1)



Example

Capacity: 5
 Length: 3
 Free: -4
 First: 1
 Last: 3

Append(L, e3, 1)



Example

Capacity: 5

Length: 3

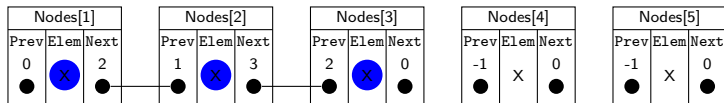
Free: -4

First: 1

Last: 3

$c = \text{Next}(L, \text{First}(L))$

$\text{Delete}(L, c, 1)$



Example

Capacity: 5

Length: 2

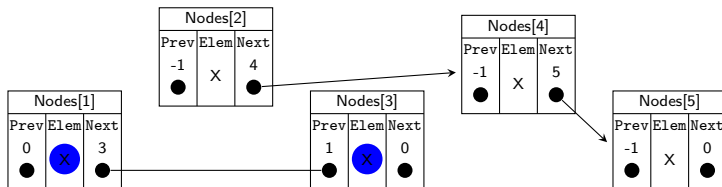
Free: 2

First: 1

Last: 3

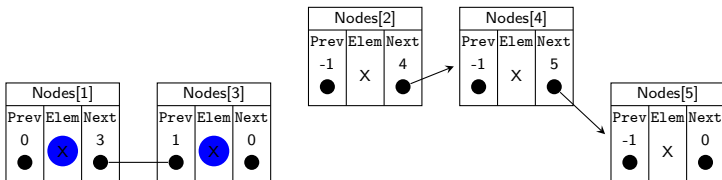
$c = \text{Next}(L, \text{First}(L))$

$\text{Delete}(L, c, 1)$



Example

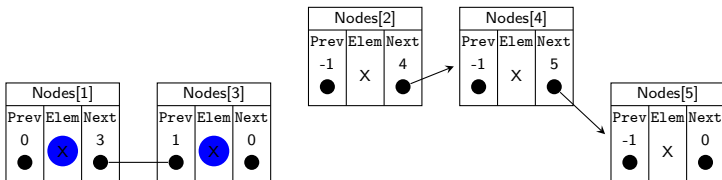
Capacity: 5
 Length: 2
 Free: 2
 First: 1
 Last: 3



Example

Capacity: 5
 Length: 2
 Free: 2
 First: 1
 Last: 3

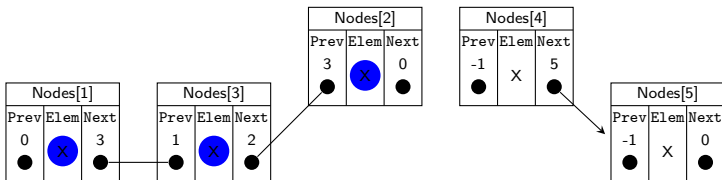
Append(L, e4, 1)



Example

Capacity: 5
 Length: 3
 Free: 4
 First: 1
 Last: 2

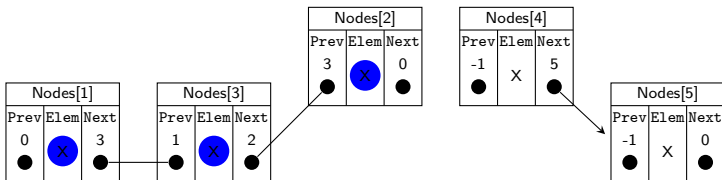
Append(L, e4, 1)



Example

Capacity: 5
 Length: 3
 Free: 4
 First: 1
 Last: 2

Append(L, e5, 1)



Example

Capacity: 5

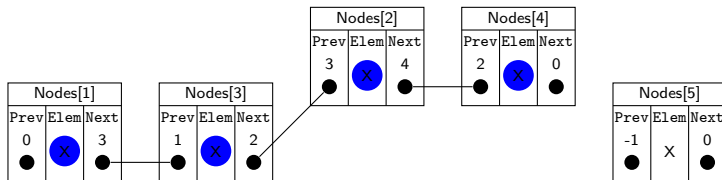
Length: 3

Free: 5

First: 1

Last: 4

Append(L, e5, 1)



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VeriFast

VeriFast:

- Verification tool for C (and Java)
- Specification language: separation logic with data types and inductive predicates
- Backend: SMT Solvers (Redux, Z3)

Translation

The Ada library has been manually translated in C and VeriFast.

- 0-starting arrays
- Capacity becomes a field of `List`
- Strong language distinction between programming and specification
 - Functional models cannot exist at runtime
 - Functional and imperative lists are no more two instances of the same interface
- Contract cases
 - Translated to alternatives

VeriFast Logic

- Quantifier-free Separation Logic:

$$t ::= x \mid f(t_1, \dots, t_n)$$
$$\varphi ::= \text{emp} \mid t_1 = t_2 \mid t_1 \mapsto t_2 \mid \varphi_1 \star \varphi_2 \mid P(t_1, \dots, t_n)$$

VeriFast Logic

- Quantifier-free Separation Logic:

$$t ::= x \mid f(t_1, \dots, t_n)$$

$$\varphi ::= \text{emp} \mid t_1 = t_2 \mid t_1 \mapsto t_2 \mid \varphi_1 \star \varphi_2 \mid P(t_1, \dots, t_n)$$

- Algebraic Data Types

Example: $\text{sequence } \langle a \rangle := \text{Nil} \mid \text{Cons } \mathbf{of} \ a * \text{sequence } \langle a \rangle$

Functions defined by structural recursion

VeriFast Logic

- Quantifier-free Separation Logic:

$$t ::= x \mid f(t_1, \dots, t_n)$$

$$\varphi ::= \text{emp} \mid t_1 = t_2 \mid t_1 \mapsto t_2 \mid \varphi_1 \star \varphi_2 \mid P(t_1, \dots, t_n)$$

- Algebraic Data Types

Example: $\text{sequence } \langle a \rangle := \text{Nil} \mid \text{Cons } \mathbf{of} \ a * \text{sequence } \langle a \rangle$

Functions defined by structural recursion

- Inductive predicates

Example:

$\text{linked_list}(x, y) := (x = y) \mid \exists z. x \mapsto z \star \text{linked_list}(z, y)$

VeriFast Logic

- Quantifier-free Separation Logic:

$$\begin{aligned}
 t & ::= x \mid f(t_1, \dots, t_n) \mid \{l_1 = t_1, \dots, l_n = t_n\} \mid t.l \mid t_1 + t_2 \\
 \varphi & ::= \text{emp} \mid t_1 = t_2 \mid t_1 \mapsto t_2 \mid \varphi_1 \star \varphi_2 \mid P(t_1, \dots, t_n)
 \end{aligned}$$

- Algebraic Data Types

Example: `sequence` $\langle a \rangle := \text{Nil} \mid \text{Cons } \mathbf{of} \ a * \text{sequence } \langle a \rangle$

Functions defined by structural recursion

- Inductive predicates

Example:

`linked_list` $(x, y) := (x = y) \mid \exists z. x \mapsto z \star \text{linked_list}(z, y)$

Low-level invariant

$$\begin{aligned} \text{range}(\text{Nodes}, \text{first}, \text{last}) &:= \text{first} = \text{last} \\ &| \exists X. \text{Nodes} + \text{first} \mapsto \{ \text{Prev} = -1, \text{Elem} = X, \text{Next} = 0 \} \\ &\star \text{range}(\text{Nodes}, \text{first} + 1, \text{last}) \end{aligned}$$

$$\begin{aligned} \text{sll}(\text{Nodes}, \text{first}, \text{last}) &:= \text{first} = \text{last} \\ &| \exists n, X. \text{Nodes} + \text{first} \mapsto \{ \text{Prev} = -1, \text{Elem} = X, \text{Next} = n \} \\ &\star \text{sll}(\text{Nodes}, n, \text{last}) \end{aligned}$$

$$\begin{aligned} \text{dll}(\text{Nodes}, \text{first}, \text{next}, \text{prev}, \text{last}) &:= \text{first} = \text{prev} \star \text{next} = \text{last} \\ &| \exists n, X. \text{Nodes} + \text{next} \mapsto \{ \text{Prev} = \text{first}, \text{Elem} = X, \text{Next} = n \} \\ &\star \text{dll}(\text{Nodes}, \text{next}, n, \text{prev}, \text{last}) \end{aligned}$$

$$\begin{aligned} \text{bdll}(L) &:= \text{dll}(L.\text{nodes}, 0, L.\text{first}, L.\text{last}, 0) \star \\ &(L.\text{free} < 0 \star \text{range}(L.\text{nodes}, -\text{free}, L.\text{capacity}) \\ &| L.\text{free} > 0 \star \text{sll}(L.\text{nodes}, \text{free}, 0)) \end{aligned}$$

High-level models

sequence $\langle a \rangle := \text{Nil} \mid \text{Cons } \mathbf{of} \ a * \text{sequence } \langle a \rangle$

prod $\langle a, b \rangle := \text{Pair } \mathbf{of} \ a * b$

map $\langle a, b \rangle := \text{sequence } \langle \text{prod } \langle a, b \rangle \rangle$

Precise models

$$\begin{aligned}
 \text{dll}(\text{Nodes}, \text{first}, \text{next}, \text{prev}, \text{last} \quad) &:= \\
 | \quad & \text{first} = \text{prev} \star \text{next} = \text{last} \\
 | \exists n, X \quad & . \\
 & \text{Nodes} + \text{next} \mapsto \{ \text{Prev} = \text{first}, \text{Elem} = X, \text{Next} = n \} \\
 & \star \text{dll}(\text{Nodes}, \text{next}, n, \text{prev}, \text{last} \quad)
 \end{aligned}$$

Precise models

`precise_model` := $C_0 \mid C_1$

`dll(Nodes, first, next, prev, last, m)` :=

| $first = prev \star next = last \star m = C_0$

| $\exists n, X, m'.$

$Nodes + next \mapsto \{Prev = first, Elem = X, Next = n\}$

$\star dll(Nodes, next, n, prev, last, m')$

$\star m = C_1$

Precise models

$\text{precise_model } \langle a \rangle := C_0 \mid C_1 \text{ of } \text{int} * a * \text{precise_model } \langle a \rangle$

$\text{dll}(\text{Nodes}, \text{first}, \text{next}, \text{prev}, \text{last}, m) :=$

| $\text{first} = \text{prev} * \text{next} = \text{last} * m = C_0$

| $\exists n, X, m'.$

$\text{Nodes} + \text{next} \mapsto \{ \text{Prev} = \text{first}, \text{Elem} = X, \text{Next} = n \}$

$* \text{dll}(\text{Nodes}, \text{next}, n, \text{prev}, \text{last}, m')$

$* m = C_1(n, X, m')$

Precise models

`precise_model` $\langle a \rangle := C_0 \mid C_1$ **of** `int * a * precise_model` $\langle a \rangle$

`dll`(*Nodes*, *first*, *next*, *prev*, *last*, *m*) := **match** *m* **with**

| $C_0 \rightarrow first = prev \star next = last$

| $C_1(n, X, m') \rightarrow$

$Nodes + next \mapsto \{Prev = first, Elem = X, Next = n\}$
 $\star dll(Nodes, next, n, prev, last, m')$

Precise models

$\text{precise_model } \langle a \rangle := C_0 \mid C_1 \text{ of } \text{int} * a * \text{precise_model } \langle a \rangle$

$\text{model}(m) := \text{match } m \text{ with}$

| $C_0 \rightarrow \text{Nil}$

| $C_1(n, X, m') \rightarrow \text{Cons}(X, \text{model}(m'))$

$\text{positions}(m, \text{first}, i) := \text{match } m \text{ with}$

| $C_0 \rightarrow \text{Nil}$

| $C_1(n, X, m') \rightarrow \text{Cons}(\text{Pair}(\text{first}, i), \text{positions}(m', n, i + 1))$

Precise model composition

$\text{precise_model } \langle a \rangle := C_0 \mid C_1 \text{ of } \text{int} * a * \text{precise_model } \langle a \rangle$

$\text{precise_append}(m_1, m_2) := \text{match } m_1 \text{ with}$

| $C_0 \rightarrow m_2$

| $C_1(n, X, m') \rightarrow C_1(n, X, \text{precise_append}(m', m_2))$

$\text{dll}(\text{Nodes}, \text{first}, \text{next}, a, b, m_1) * \text{dll}(\text{Nodes}, a, b, \text{prev}, \text{last}, m_2) \vdash$
 $\text{dll}(\text{Nodes}, \text{first}, \text{next}, \text{prev}, \text{last}, \text{precise_append}(m_1, m_2))$

$\text{dll}(\text{Nodes}, \text{first}, \text{next}, \text{prev}, \text{last}, \text{precise_append}(m_1, m_2)) \vdash$
 $\exists a, b. \text{dll}(\text{Nodes}, \text{first}, \text{next}, a, b, m_1) * \text{dll}(\text{Nodes}, a, b, \text{prev}, \text{last}, m_2)$

Results

- 27/39 proved methods Remaining: sorting functions and Copy
- 47 inductive predicates, 42 pure recursive functions, 171 lemmata
- In Ada/SPARK: 1 source code line for about 3 specification lines
- In Verifast: 1 source code line for about 8 annotation lines

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Conclusion

- Verifast is a powerful but limited tool
 - good automation for linear arithmetics
 - no support for other theories
- BDLL Library:
 - No error found
 - Static and dynamic assertions have been proved
 - Invariants made explicit

Future work

- Remaining functions
- More prover integration in VeriFast
- Automation of induction reasoning
- Transfer to other verification tools