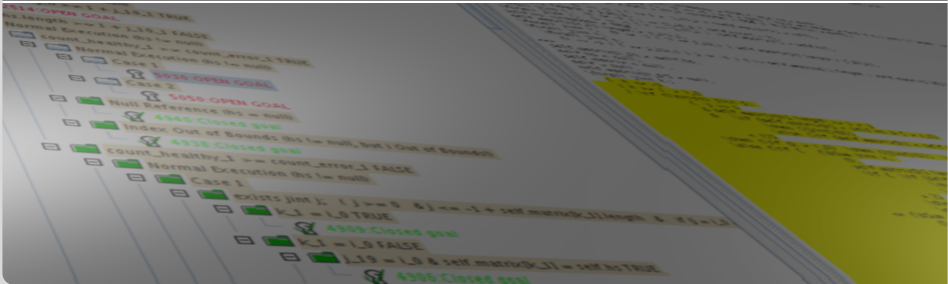


PSE – Überblick

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Institut für Theoretische Informatik – Anwendungsorientierte formale Verifikation



Umfang: ca. 20 Seiten

Inhalte:

- Systemmodell und -umgebung
- Zielbestimmungen (Muss-, Wunsch- und Abgrenzungskriterien)
- vollständige funktionale Anforderungen; Qualitätsanforderungen
- GUI-Entwürfe
- ausführliche Testfallszenarien
- Phasenverantwortliche

Einführung Aussagen- und Prädikatenlogik

Propositional logic

Assumes that the world contains **facts**

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First-order logic

Assumes that the world contains

- ▶ **Objects**
people, houses, numbers, theories, Donald Duck, colors,
centuries, . . .

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red, round, prime, multistoried, ...

brother of, bigger than, part of, has color, occurred after, owns, ...

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red, round, prime, multistoried, ...

brother of, bigger than, part of, has color, occurred after, owns, ...

- ▶ **Functions**

+, middle of, father of, one more than, beginning of, ...

Symbols

Constants *KingJohn, 2, Karlsruhe, C, ...*

Predicates *Brother, >, =, ...*

Functions *Sqrt, LeftLegOf, ...*

Variables *x, y, a, b, ...*

Connectives $\wedge \vee \neg \Rightarrow \Leftrightarrow$

Quantifiers $\forall \exists$

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Note

The **equality predicate** is always in the vocabulary
It is written in infix notation

Atomic sentence

$predicate (term_1, \dots, term_n)$

or

$term_1 = term_2$

Atomic sentence

$predicate (term_1, \dots, term_n)$

or

$term_1 = term_2$

Term

$function (term_1, \dots, term_n)$

or

$constant$

or

$variable$

Example

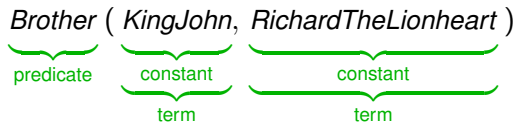
Brother (KingJohn, RichardTheLionheart)

Example

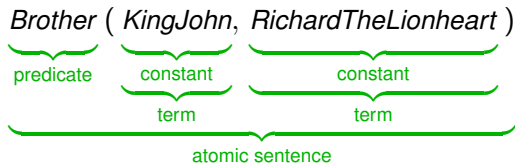
Brother (*KingJohn*, *RichardTheLionheart*)

predicate constant constant

Example



Example



Built from atomic sentences using connectives

$$\neg S \quad S_1 \wedge S_2 \quad S_1 \vee S_2 \quad S_1 \Rightarrow S_2 \quad S_1 \Leftrightarrow S_2$$

(as in propositional logic)

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Example

$$\textit{Sibling}(\textit{KingJohn}, \textit{Richard}) \Rightarrow \textit{Sibling}(\textit{Richard}, \textit{KingJohn})$$

Built from atomic sentences using connectives

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(as in propositional logic)

Example

$$\underbrace{Sibling}_{\text{predicate}}(\underbrace{KingJohn}_{\text{term}}, \underbrace{Richard}_{\text{term}}) \Rightarrow \underbrace{Sibling}_{\text{predicate}}(\underbrace{Richard}_{\text{term}}, \underbrace{KingJohn}_{\text{term}})$$

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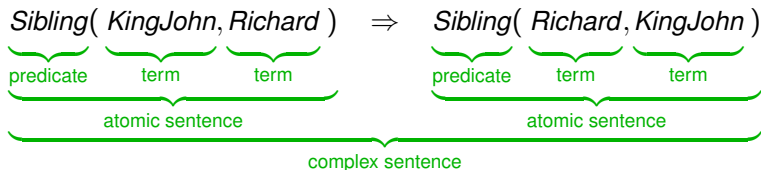
$$\underbrace{\underbrace{\text{Sibling}}_{\text{predicate}} \left(\underbrace{\text{KingJohn}}_{\text{term}}, \underbrace{\text{Richard}}_{\text{term}} \right)}_{\text{atomic sentence}} \Rightarrow \underbrace{\underbrace{\text{Sibling}}_{\text{predicate}} \left(\underbrace{\text{Richard}}_{\text{term}}, \underbrace{\text{KingJohn}}_{\text{term}} \right)}_{\text{atomic sentence}}$$

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Example



Models of first-order logic

Sentences are true or false with respect to models, which consist of

- ▶ a **domain** (also called universe)
- ▶ an **interpretation**

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Domain

A non-empty (finite or infinite) set of arbitrary elements

Interpretation

Assigns to each

- constant symbol: a domain element
- predicate symbol: a relation on the domain (of appropriate arity)
- function symbol: a function on the domain (of appropriate arity)

Definition

An **atomic sentence**

$$\textit{predicate} (\textit{term}_1, \dots, \textit{term}_n)$$

is true in a certain model (that consists of a domain and an interpretation)

iff

the domain elements that are the interpretations of $\textit{term}_1, \dots, \textit{term}_n$ are in the relation that is the interpretation of *predicate*

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The truth value of a **complex sentence** in a model is computed from the truth-values of its atomic sub-sentences in the same way as in propositional logic

Syntax

\forall *variables sentence*

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\forall *variables sentence*

Example

“Everyone studying in Karlsruhe is smart:

$$\forall x \underbrace{(StudiesAt(x, Karlsruhe) \Rightarrow Smart(x))}_{\text{sentence}}$$

$\underbrace{x}_{\text{variables}}$

Semantics

$\forall xP$ is true in a model

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for all domain elements d in the model:

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Example $\forall x \text{StudiesAt}(x, \text{Karlsruhe}) \Rightarrow \text{Smart}(x)$ equivalent to:

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 $\wedge \text{StudiesAt}(\text{Richard}, \text{Karlsruhe}) \Rightarrow \text{Smart}(\text{Richard})$
 $\wedge \text{StudiesAt}(\text{Karlsruhe}, \text{Karlsruhe}) \Rightarrow \text{Smart}(\text{Karlsruhe})$
 $\wedge \dots$

Syntax

\exists *variables sentence*

Syntax

\exists *variables sentence*

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$$\exists \underbrace{x}_{\text{variables}} \underbrace{(StudiesAt(x, Karlsruhe) \wedge Smart(x))}_{\text{sentence}}$$

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- $\vee \text{StudiesAt}(\text{Karlsruhe}, \text{Karlsruhe}) \wedge \text{Smart}(\text{Karlsruhe})$
- $\vee \dots$

Semantics

$term_1 = term_2$ is true under a given interpretation
if and only if

$term_1$ and $term_2$ have the same interpretation

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Examples

$1 = 2$ and $\forall x \times (Sqrt(x), Sqrt(x)) = x$ are satisfiable

$2 = 2$ is valid

Important notions

- ▶ validity
- ▶ satisfiability
- ▶ unsatisfiability
- ▶ entailment

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Calculi

There are sound and complete calculi for first-order logic (e.g. resolution)

- ▶ Whenever $KB \vdash \alpha$, it is also true that $KB \models \alpha$
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But these calculi **CANNOT decide** validity, entailment, etc.

Aufbau des Analysewerkzeugs

- Parser (generiert aus Grammatik)
- Interpreter / Runtime-Checker
- Formelgenerator
- Anbindung Verifikationswerkzeug
- GUI

Weiterhin:

- Dokumentation zur Programmier- und Annotationsprache
- Beispielsammlung

Zielbestimmung (Interpreter)

Ermöglicht die (schrittweise) Ausführung eines Programms und die Prüfung von Zusicherungen während der Ausführung (Runtime-Checking).

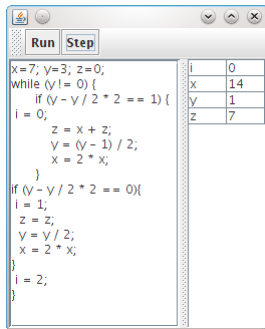
- Muss: Auswertung der im Programm eingebetteten (quantorenfreien) Annotationen; Rückmeldung im Fehlerfall über die GUI
- Soll: iterative Auswertung von Formeln mit Quantoren über **eingeschränkten** Bereich
- Wunsch: Auswertung von Formeln mit Quantoren mit Hilfe eines Beweisers (s.u.)
- Wunsch: Inspektion des aktuellen Programmzustands (und Ausdrücken) durch den Benutzer
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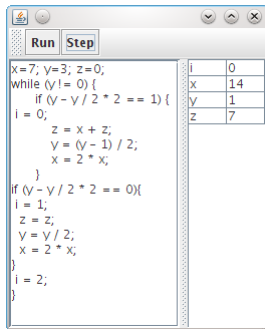


```
x=7; y=3; z=0;
while (y != 0) {
  if (y - y / 2 * 2 == 1) {
    i = 0;
    z = x + z;
    y = (y - 1) / 2;
    x = 2 * x;
  }
  if (y - y / 2 * 2 == 0) {
    i = 1;
    z = z;
    y = y / 2;
    x = 2 * x;
  }
  i = 2;
}
```

i	0
x	14
y	1
z	7

- Muss: Sprache des Benutzerinterfaces: Englisch
- Abgrenzung: nur Optionen, die einen echten Mehrwehrt bieten
- Wunsch: Syntaxhervorhebung
- Wunsch: Verwaltung von Beweisverpflichtungen

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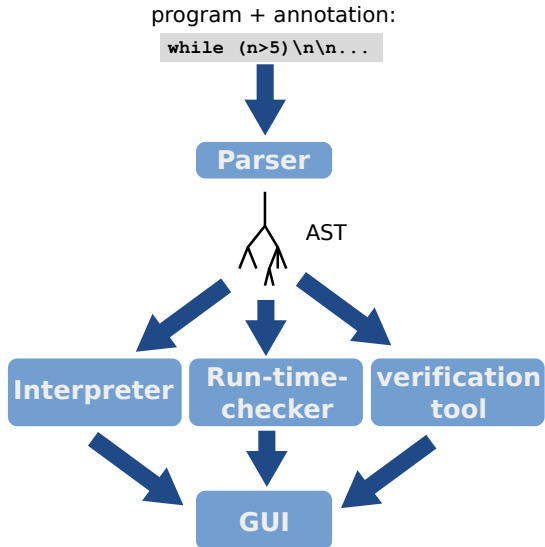


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Workflow des Analysewerkzeugs



Grammatik:

```
block: statement+  
-> ^(BLOCK statement+);
```

↓
**Parser-
generator**



**Parser
(in Java)**



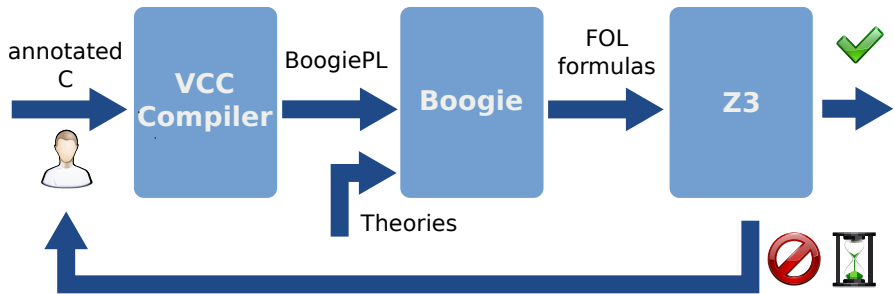
AST

```
a = 5;  
b = 10;
```



```
public final AbstractNode parse(String input, boolean verbose) throws ParseException {  
    AbstractNode root = parse(input, 0, input.length(), verbose);  
    return root;  
}  
  
private AbstractNode parse(String input, int pos, int end, boolean verbose) throws ParseException {  
    try {  
        return parseBlock(input, pos, end, verbose);  
    } catch (ParseException e) {  
        return null;  
    }  
}  
  
private AbstractNode parseBlock(String input, int pos, int end, boolean verbose) throws ParseException {  
    AbstractNode root = null;  
    while (pos < end) {  
        AbstractNode node = parseStatement(input, pos, end, verbose);  
        if (node != null) {  
            if (root == null) root = node;  
            else root.addChild(node);  
        }  
    }  
    return root;  
}
```

VCC – Ein Verifikationswerkzeug für C



- automatischer Beweiser für Prädikatenlogik (+ Theorien)
- eingebaute Theorien beinhalten: Arithmetik, Arrays, Bitvektoren
- Anbindung an Z3 durch standardisierte Eingabeformate (SMT-LIB 2.0, Simplify)
- Quellcode verfügbar (Microsoft Non-Commercial Lizenz);
Windows-Binary

- Muss: Generierung der Beweisverpflichtungen
 - zur funktionalen Korrektheit (bei festgelegter Anzahl von Schleifendurchläufen)
 - für den Nachweis von Non-interference zwischen high- und low- Variablen
- Muss: Übersetzung ins SMT-LIB-Format.
- Muss: erfolgreiche Verifikation einfacher Programme möglich (russian multiplication, . . .)

Eine einfache While-Sprache

Logical basis

Typed first-order predicate logic

(Types, variables, terms, formulas, ...)

Assumption for examples

The signature contains a type *Nat* and appropriate symbols:

- function symbols $0, s, +, *$ (terms $s(0), s(s(0)), \dots$ written as $1, 2, \dots$)
- predicate symbols $\dot{=}, <, \leq, >, \geq$

NOTE: This is a “convenient assumption” not a definition

Programs

• Assignments:

$X := t$

X : variable, t : term

• Test:

if B then α else β fi

B : quantifier-free formula,
 α, β : programs

• Loop:

while B do α od

B : quantifier-free formula,
 α : program

• Composition:

$\alpha; \beta$

α, β programs

WHILE is computationally complete

- Muss: Umfang der while-Sprache wie vorgestellt
- Wunsch: Methodenaufrufe
- Kann: globaler Speicher (Heap)
- Abgr.: nur \mathbb{Z} , Boolean (und evt. Arrays) als Datentypen.
Keine strings, floats, pointer etc.
- Abgr.: keine Nebenläufigkeit

Prominent information flow property: **non-interference**

Simple case:

- program P
- partion of the program variables of P in
 - low security variables *low* and
 - high security variables *high*

Non-Interference

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Simple case:

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 - low security variables *low* and
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Definition (Non-interference)

For program P the high variables *high* do not interfere with the low variables *low*

iff

running two instances of P , with equal values of the low variables, and arbitrary values for the high variables result in the low variables having equal values.

Example – Illegal Information Flow

```
int low, high;  
Prog  $\equiv$  if (high>0) {low = 1;} else {low = 2;};
```

Example – Checking Non-interference

```
int low, high;  
Prog ≡ if (high>0) {low = 1;} else {low = 2;};
```

```
void checkFlow() {  
    int lowIn = rand();  
    low = lowIn; high = rand();
```

Prog

```
int res1 = low;  
low = lowIn; high = rand();
```

Prog

```
int res2 = low;
```

```
_(assert res1 == res2)  
}
```

Example – Declassification

```
int low, high;  
Prog ≡ if (high > 0) {low = 1;} else {low = 2;};
```

```
void checkFlow() {  
    int lowIn = rand();  
    low = lowIn; high = rand();  
    _(assume high > 0)  
    Prog  
    int res1 = low;  
    low = lowIn; high = rand();  
    _(assume high > 0)  
    Prog  
    int res2 = low;  
  
    _(assert res1 == res2)  
}
```

Zielbestimmungen (Annotationsprache)

Spezifikationen sind im Quelltext des Programms eingebettet, aber durch spezielle Syntax klar vom Programm getrennt:

```
a = 5;  
_(assert true)  
b = 7;
```

- Muss: Syntax und Semantik von Ausdrücken werden aus der Programmiersprache übernommen (soweit möglich)
- Muss: Zusicherungen erlauben Aussagen der Prädikatenlogik
- Muss: Grundlegende Annotationen: `assert`, `assume`, `low/high`
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- Wunsch: Möglichkeit, verschiedene (getrennte) Vor-/Nachbedingungen anzugeben

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- Dokumentation zu ANTLR : <http://antlr.org>
- Web-interface zu Z3, VCC, etc: <http://rise4fun.com>
- Goos, Zimmermann: Vorlesungen über Informatik
(Band 1: Kapitel 4.2, Prädikatenlogik
Band 2: Kapitel 8.2, Zusagekalkül)