Experiences working with Verifast, Predator and Forester

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shape analysis

- subtopic of program analysis
- static code analysis technique (used at compile time)
- verify properties of linked, dynamically allocated data structures (reason about the heap)
- applicable in the field of compile-time optimization and program verification

shape analysis (cont'd)

- prove termination
- (partial/total) correctness (i.e. does this function really sort a list)
- check concurrent programs (deadlocks or mutex relations)
- verification of safety properties (memory leaks, null dereference, multiple frees, array out of bound errors)
- may-alias, must-alias, sharing, reachability, disjointness, cyclicity, etc.

shape analysis (cont'd)

- most of the approaches are graph based
- to achieve scalable tools heap abstraction is required

Predator

- tool for automated formal verification of sequential C programs operating with pointers and linked lists
- was successful in the last four SVCOMPs (1G/2S/1B)
- inspired by works on separation logic, but now purely graph-based
- supported operations: pointer arithmetic, reinterpretation of memory contents, address alignment, ...
- "hunts" for memory safety errors
- similar tools: SpaceInvader[Calcagno2009]

Forester

- tool for checking manipulation of dynamic data structures in sequential C programs
- using forest automata
- searches for the same kind of errors as Predator
- really difficult to understand

Forester (cont'd)

- heap is split at cut-points intro tree components
 →inspired by separation logic
- tree automata represent set of tree components
- forest automata represent tuples of tree automata



Forester (cont'd)

 structures with unboundedly many cut-points are represented hierarchically → boxes



example

Verifast

"VeriFast is a verifier for single-threaded and multithreaded C and Java programs annotated with preconditions and postconditions written in separation logic. [...] The programmer may define inductive datatypes, primitive recursive pure functions over these datatypes, and abstract separation logic predicates. To enable verification of these rich specifications, the programmer may write lemma functions. [...] Since neither VeriFast itself nor the underlying SMT solver need to do any significant search, verification time is predictable and low."

http://people.cs.kuleuven.be/~bart.jacobs/verifast/

separation logic[Reynolds2002]

- extension of Hoare logic
- introduces the 'separating conjunction' and the 'frame rules'
- allows modular reasoning

 $\{P\}S\{Q\}$

P * Q



example

experiences & comparison

- soundness
- definition of memory safety
- automation
- "debuggability"

outlook

- writing annotations is complex and time consuming
- average of 2.17 lines of C code verified per hour [Philippaerts2014]
- automating parts of this process can greatly enhance the use of VeriFast
- dsOli could only generate annotations for non-nested data structures [Mühlberg2015]
- DSI is more powerful and can cope nested data structures

literature

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- Philippaerts, P., Mühlberg, J. T., Penninckx, W., Smans, J., Jacobs, B., and Piessens, F. Software verifcation with VeriFast: Industrial case studies. Science of Computer Programming, 82:77 97, 2014.
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- John C. Reynolds. 2002. Separation Logic: A Logic for Shared Mutable Data Structures. In Proceedings of the 17th Annual IEEE Symposium on Logic in Computer Science (LICS '02). IEEE Computer Society, Washington, DC, USA, 55-74.
- Predator/Forester GIT Repository: https://github.com/kdudka/predator