

Local completeness for program correctness and incorrectness



Roberto
(Verona)



Roberta
(Pisa)



Francesco
(Padova)



Roberto
(Pisa)

CALCO 2023





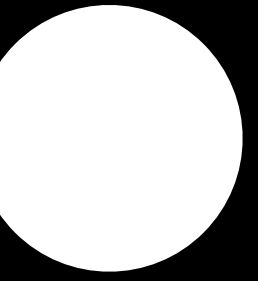
Motivation and Main Result



Over- and Under-
approximations in
program analysis



What is the contribution about?

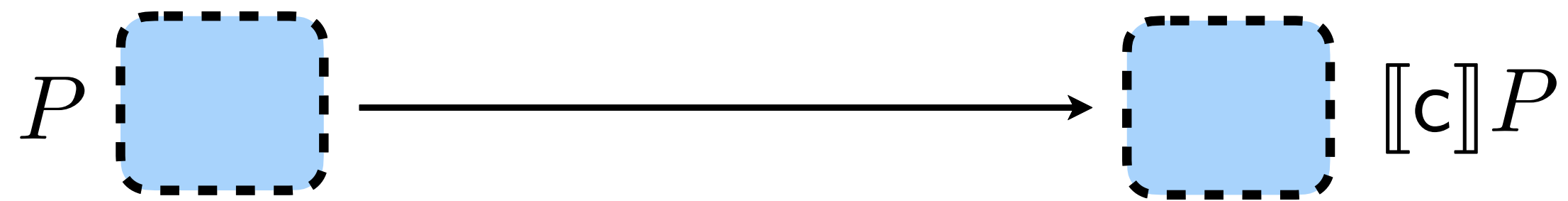
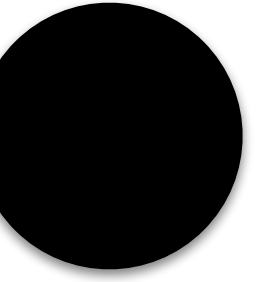


A logic to prove the absence
as well as the presence of bugs



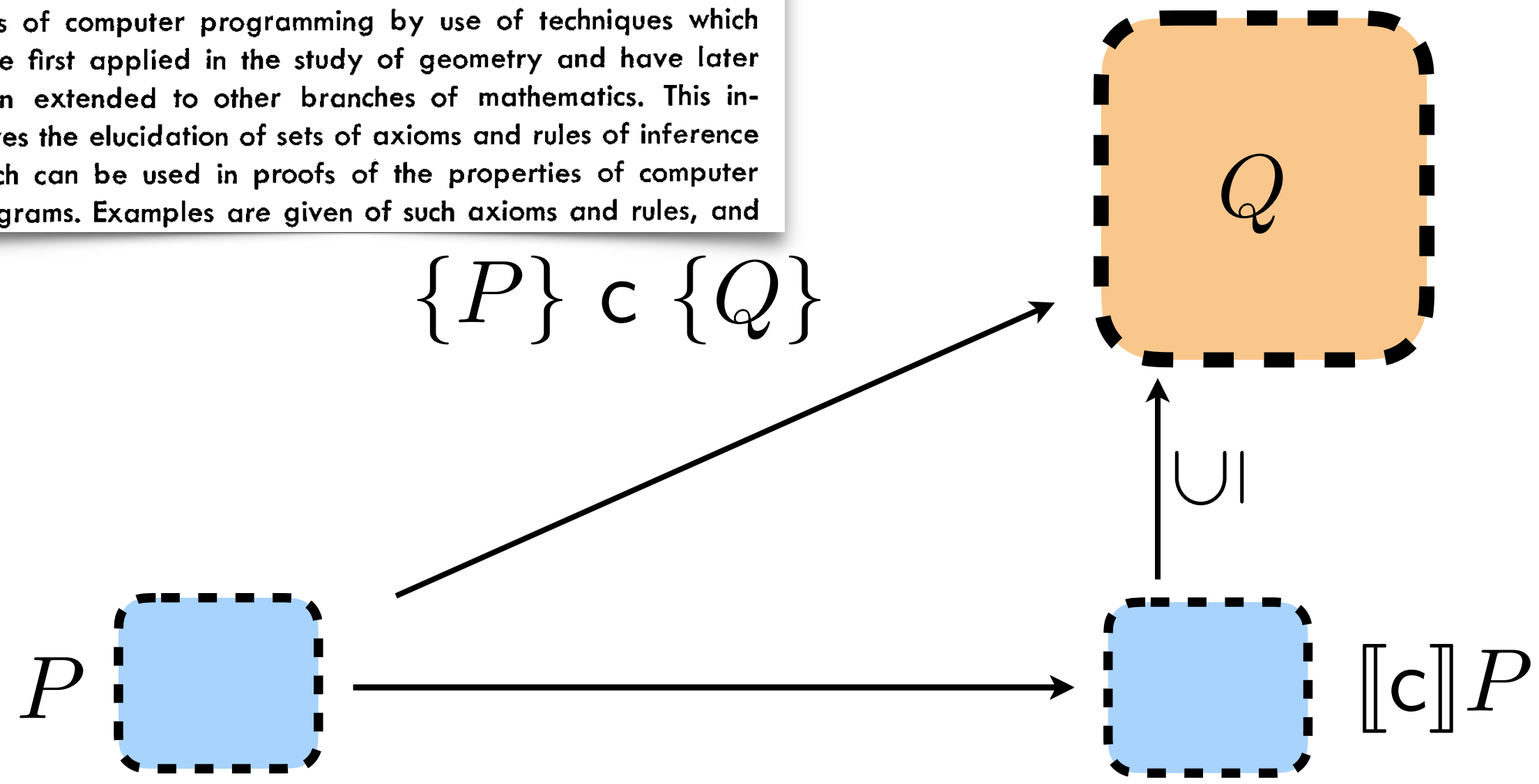
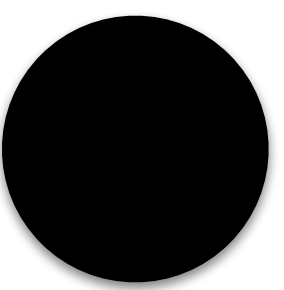
how seemingly opposite concepts may actually be
complementary, interconnected, and interdependent

Over- vs Under-approximations



In this paper an attempt is made to explore the logical foundations of computer programming by use of techniques which were first applied in the study of geometry and have later been extended to other branches of mathematics. This involves the elucidation of sets of axioms and rules of inference which can be used in proofs of the properties of computer programs. Examples are given of such axioms and rules, and

Over- vs Under-approximations

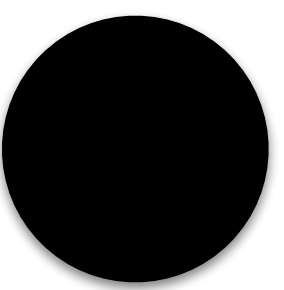


An Axiomatic Basis for Computer Programming

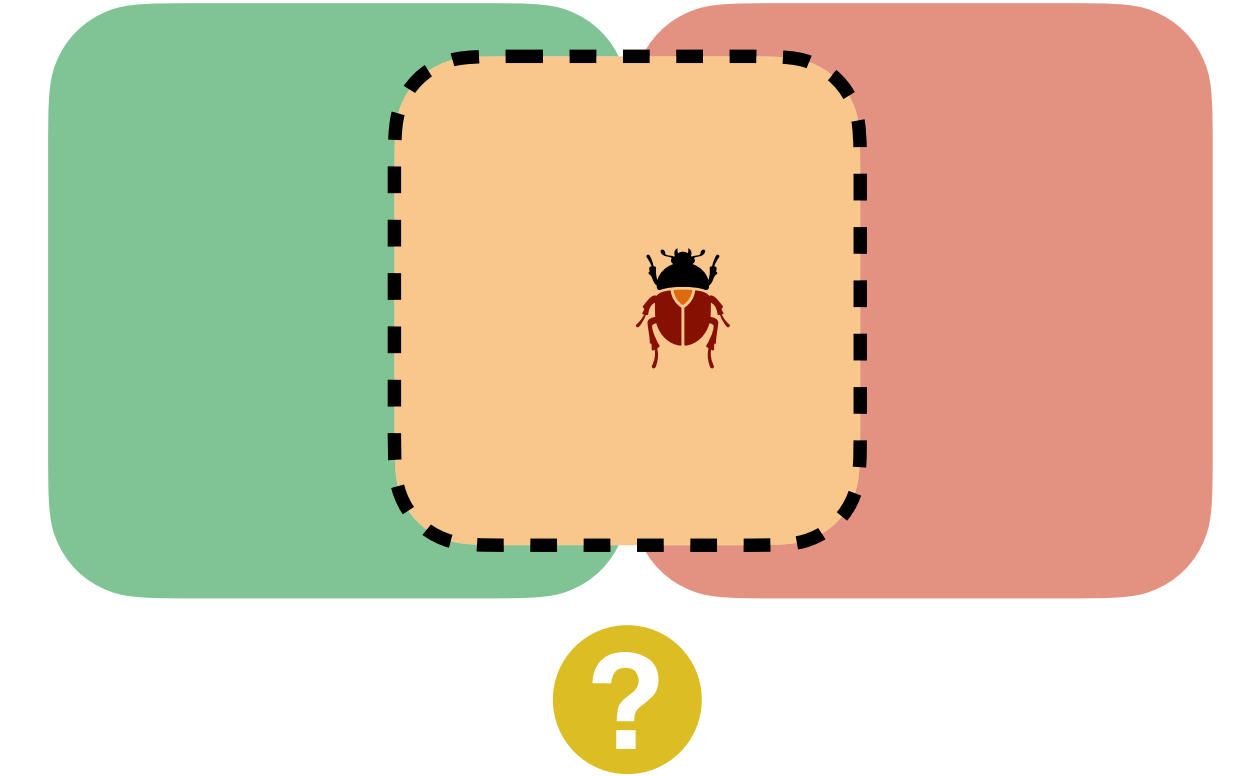
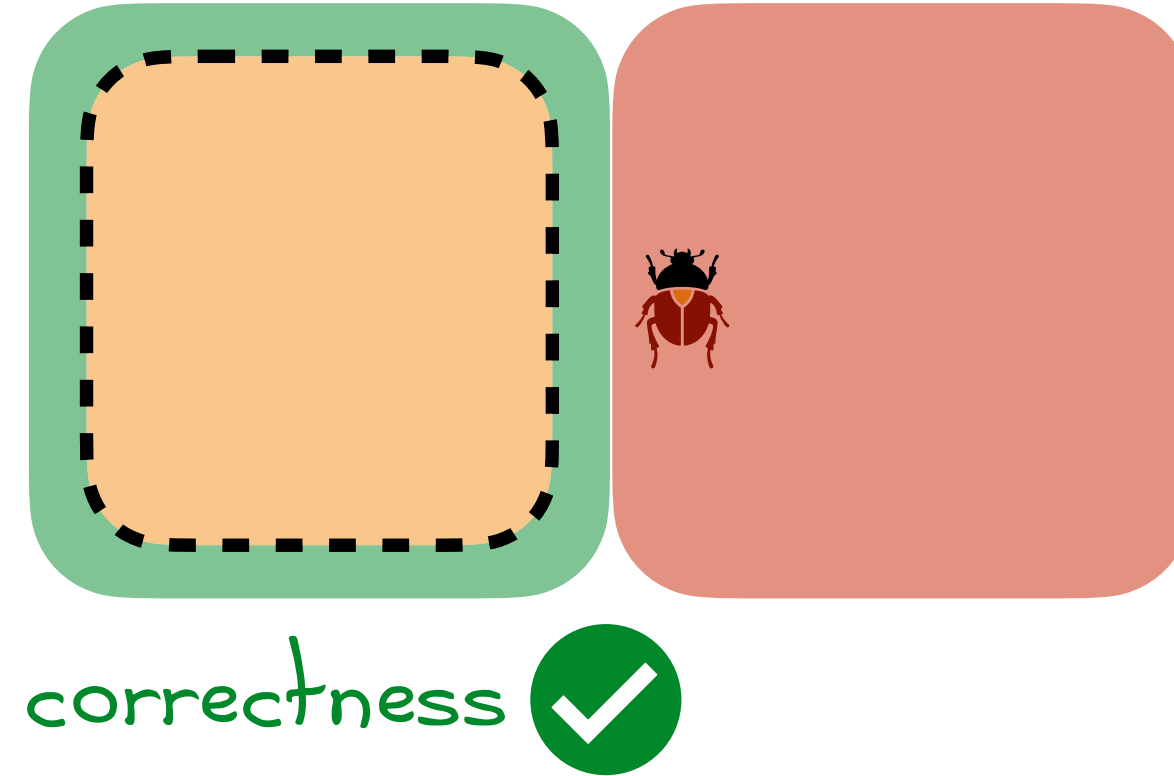
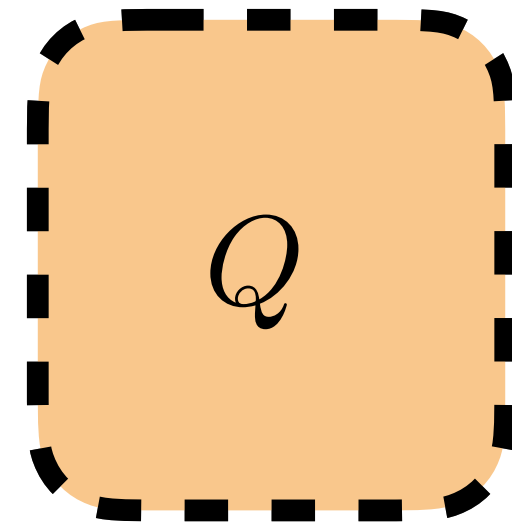
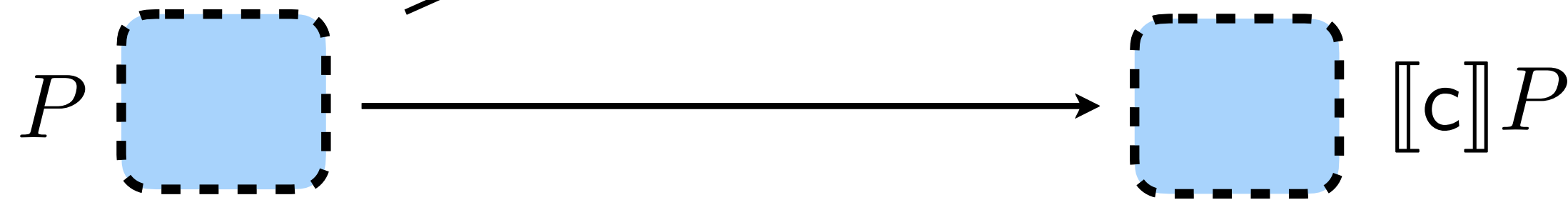
C. A. R. HOARE
The Queen's University of Belfast, Northern Ireland*

In this paper an attempt is made to explore the logical foundations of computer programming by use of techniques which were first applied in the study of geometry and have later been extended to other branches of mathematics. This involves the elucidation of sets of axioms and rules of inference which can be used in proofs of the properties of computer programs. Examples are given of such axioms and rules, and

Over- vs Under-approximations



$$\{P\} \text{ c } \{Q\}$$

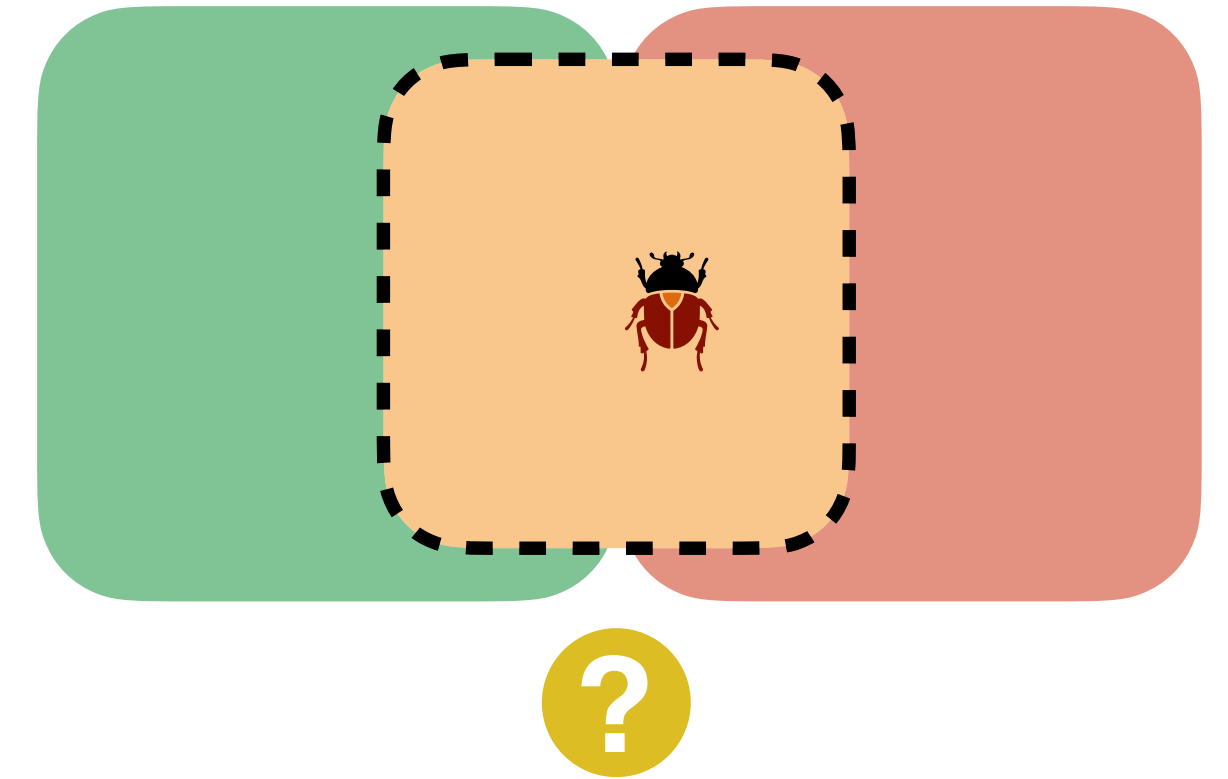
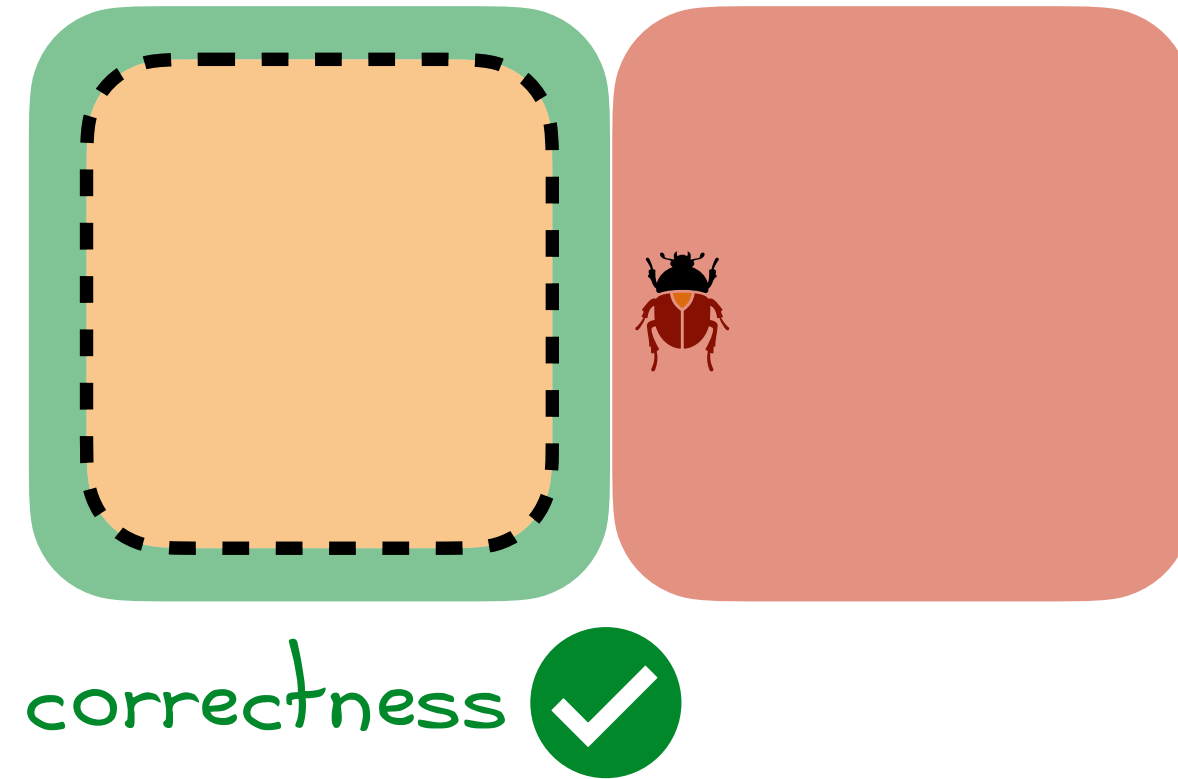
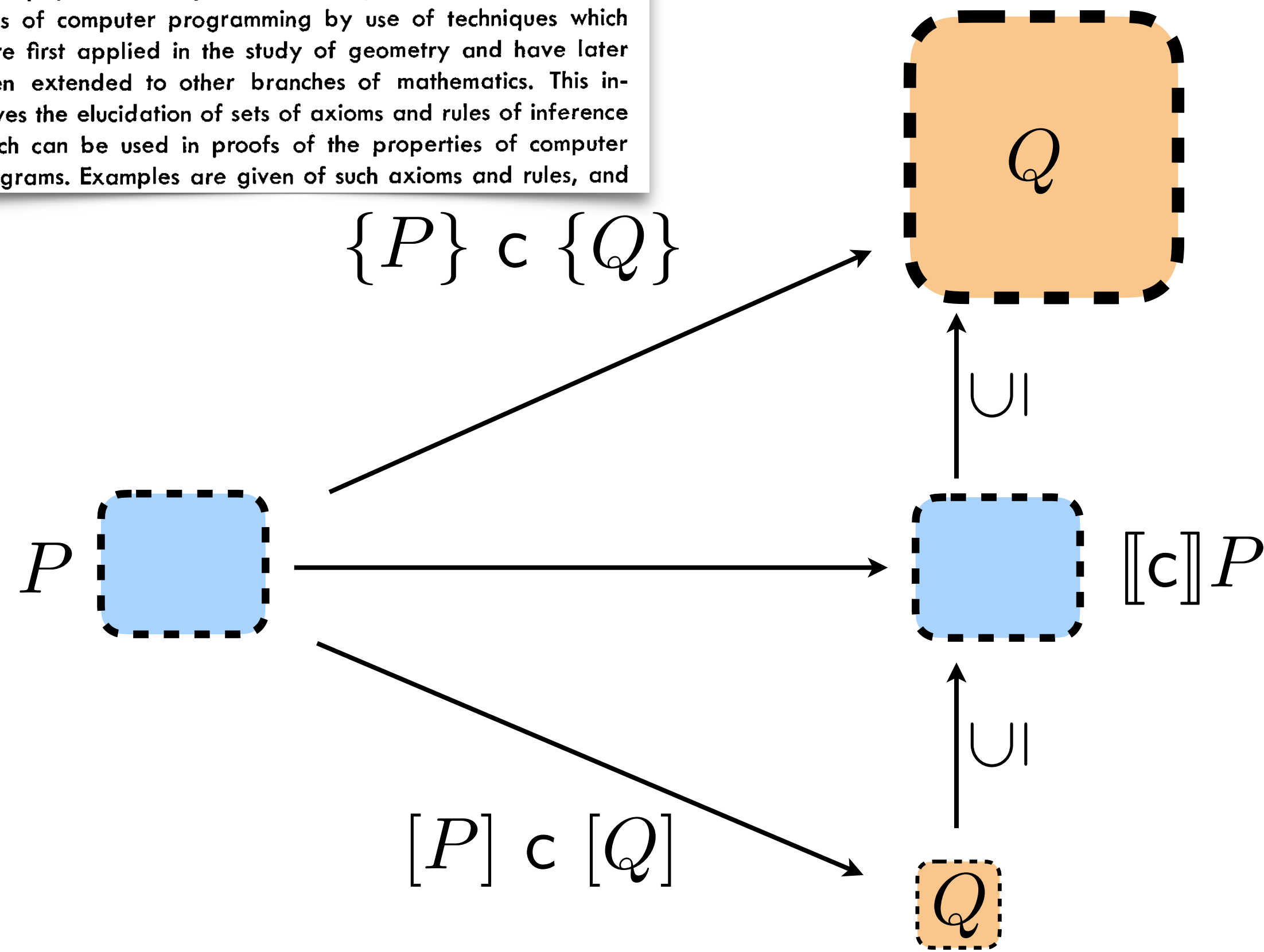
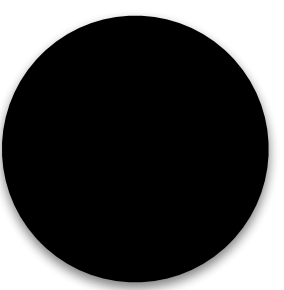


An Axiomatic Basis for Computer Programming

C. A. R. HOARE
The Queen's University of Belfast, Northern Ireland*

In this paper an attempt is made to explore the logical foundations of computer programming by use of techniques which were first applied in the study of geometry and have later been extended to other branches of mathematics. This involves the elucidation of sets of axioms and rules of inference which can be used in proofs of the properties of computer programs. Examples are given of such axioms and rules, and

Over- vs Under-approximations



Incorrectness Logic

PETER W. O'HEARN, Facebook and University College London, UK

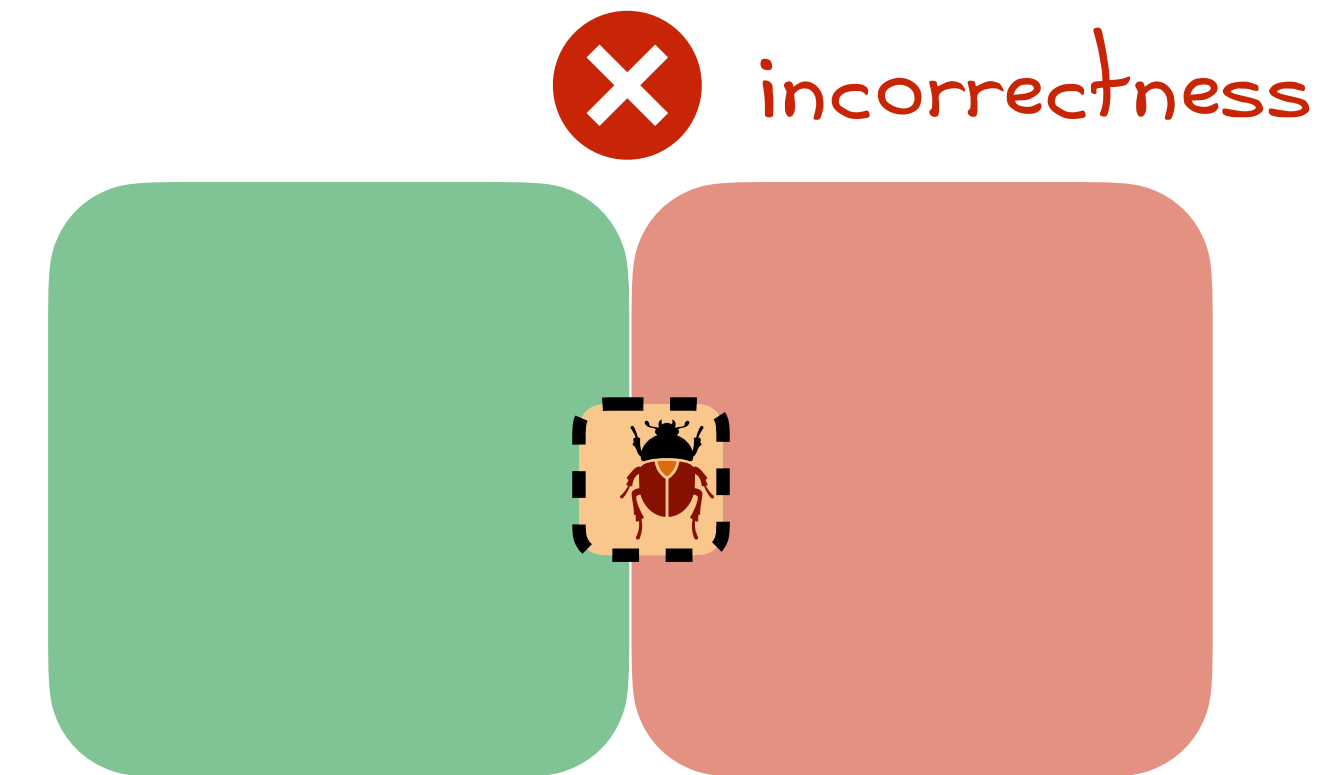
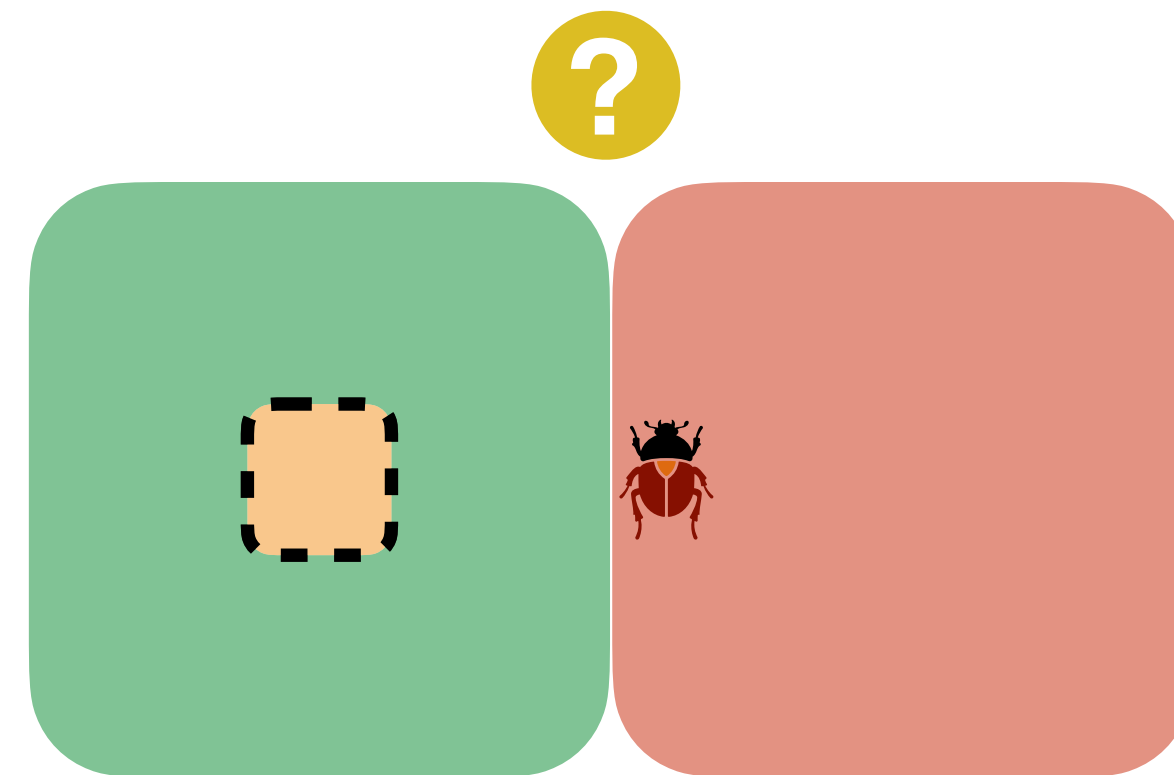
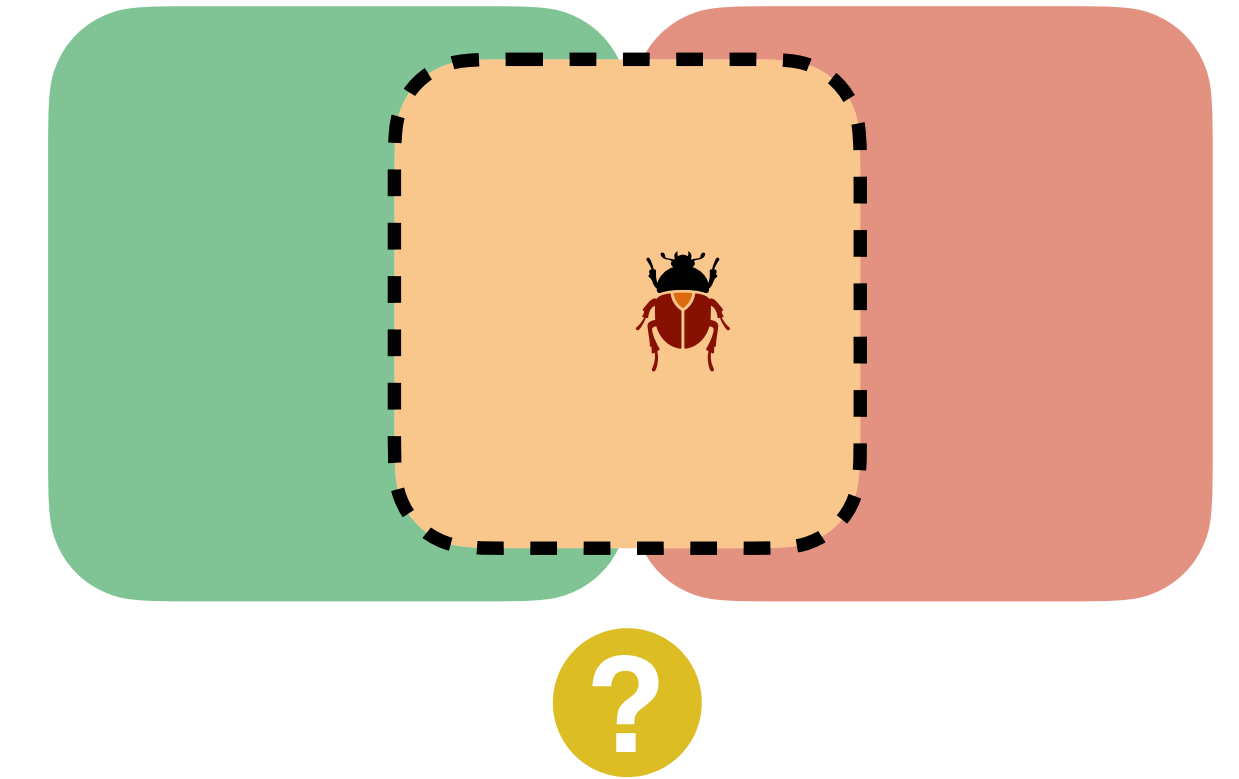
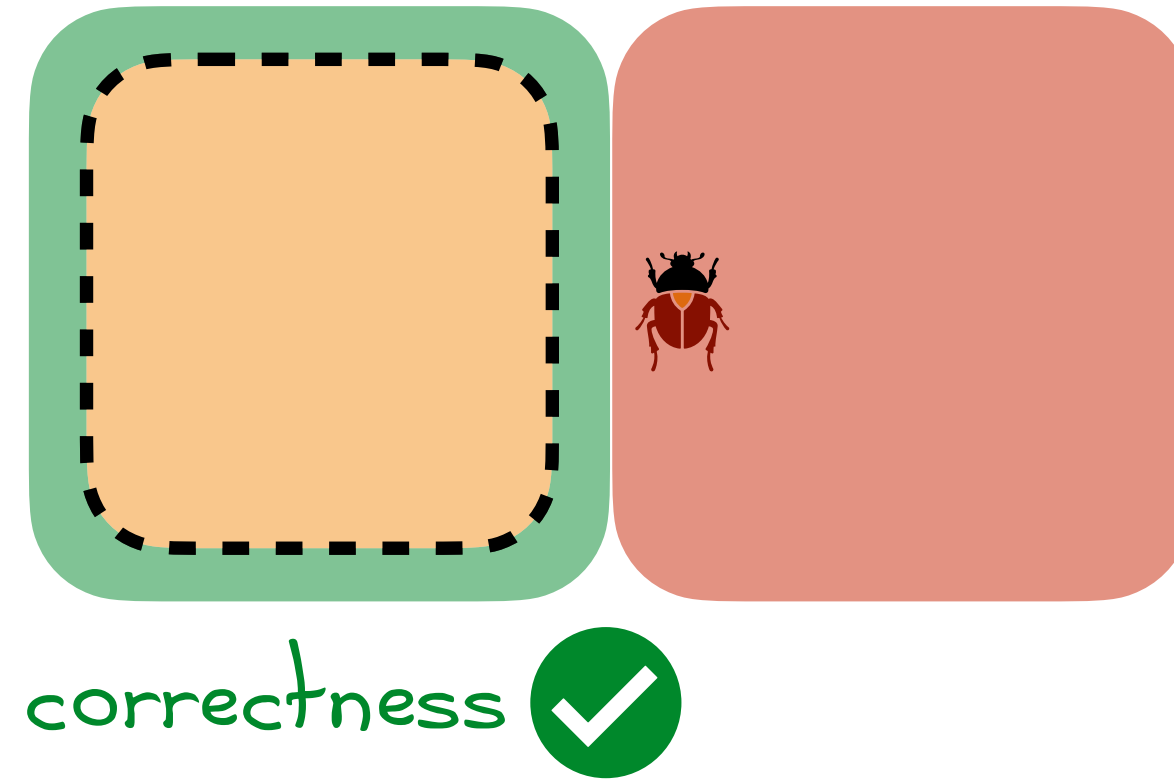
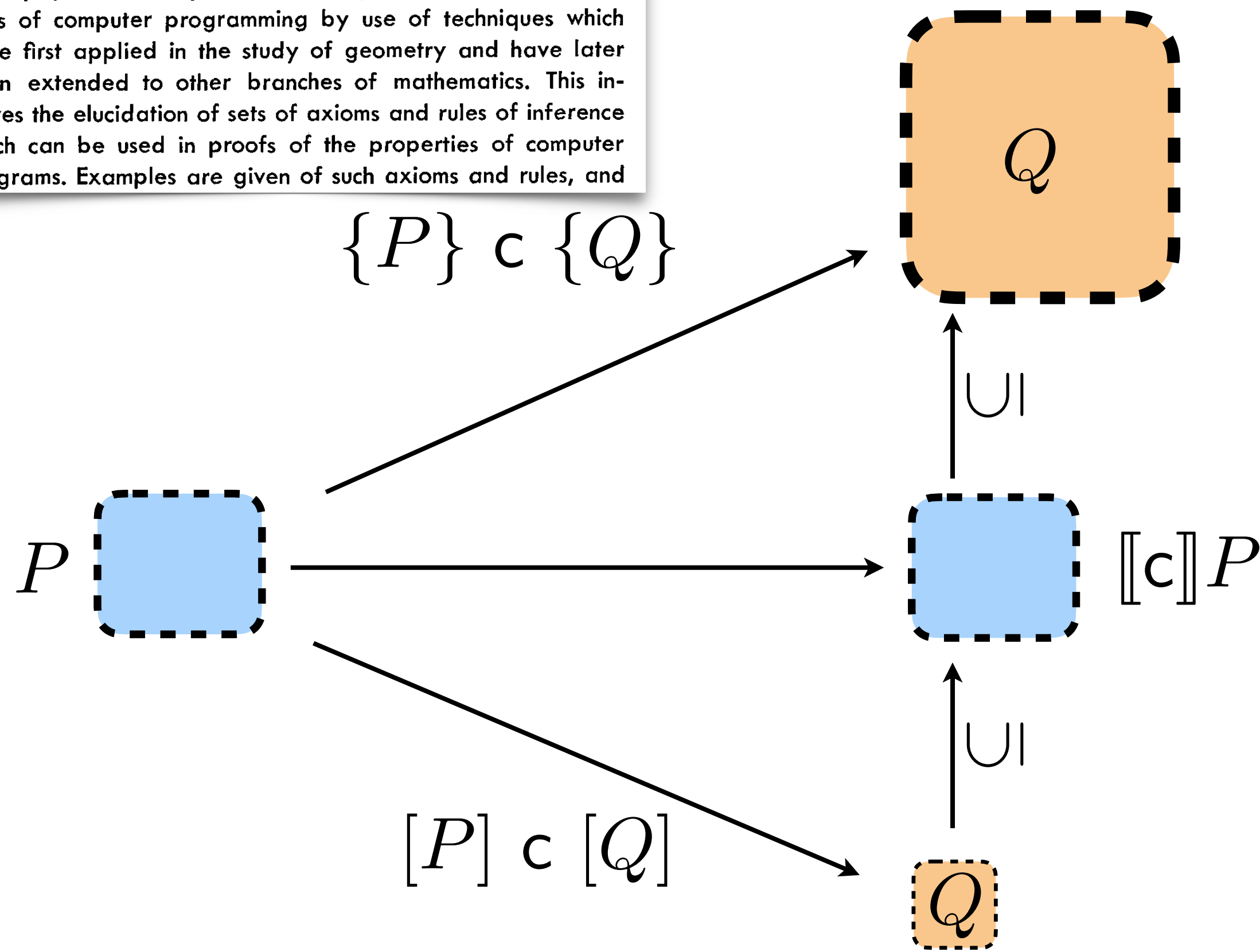
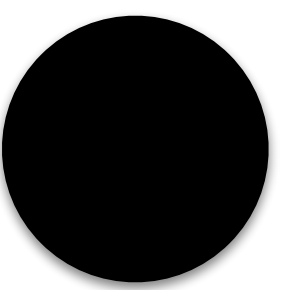
Program correctness and incorrectness are two sides of the same coin. As a programmer, even if you would like to have correctness, you might find yourself spending most of your time reasoning about incorrectness. This includes informal reasoning that people do while looking at or thinking about their code, as well as that supported by automated testing and static analysis tools. This paper describes a simple logic for program incorrectness which is, in a sense, the other side of the coin to Hoare's logic of correctness.

An Axiomatic Basis for Computer Programming

C. A. R. HOARE
The Queen's University of Belfast, Northern Ireland*

In this paper an attempt is made to explore the logical foundations of computer programming by use of techniques which were first applied in the study of geometry and have later been extended to other branches of mathematics. This involves the elucidation of sets of axioms and rules of inference which can be used in proofs of the properties of computer programs. Examples are given of such axioms and rules, and

Over- vs Under-approximations



Incorrectness Logic

PETER W. O'HEARN, Facebook and University College London, UK

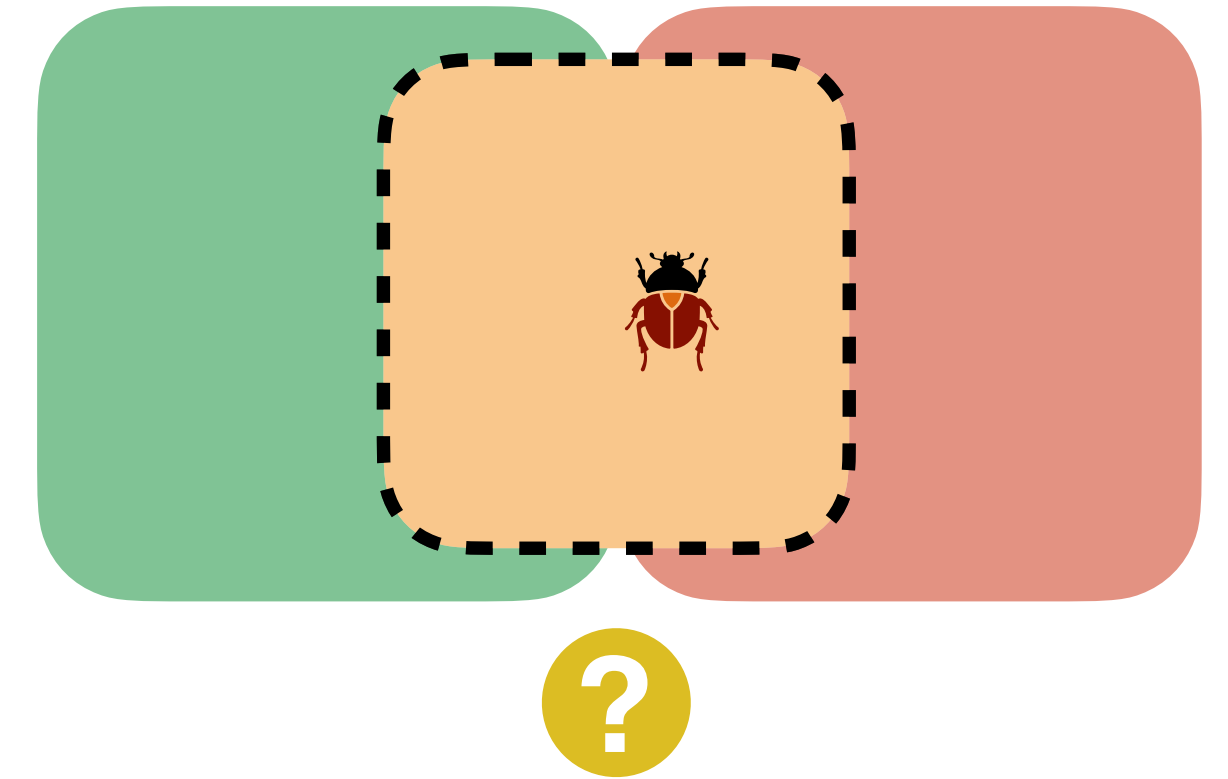
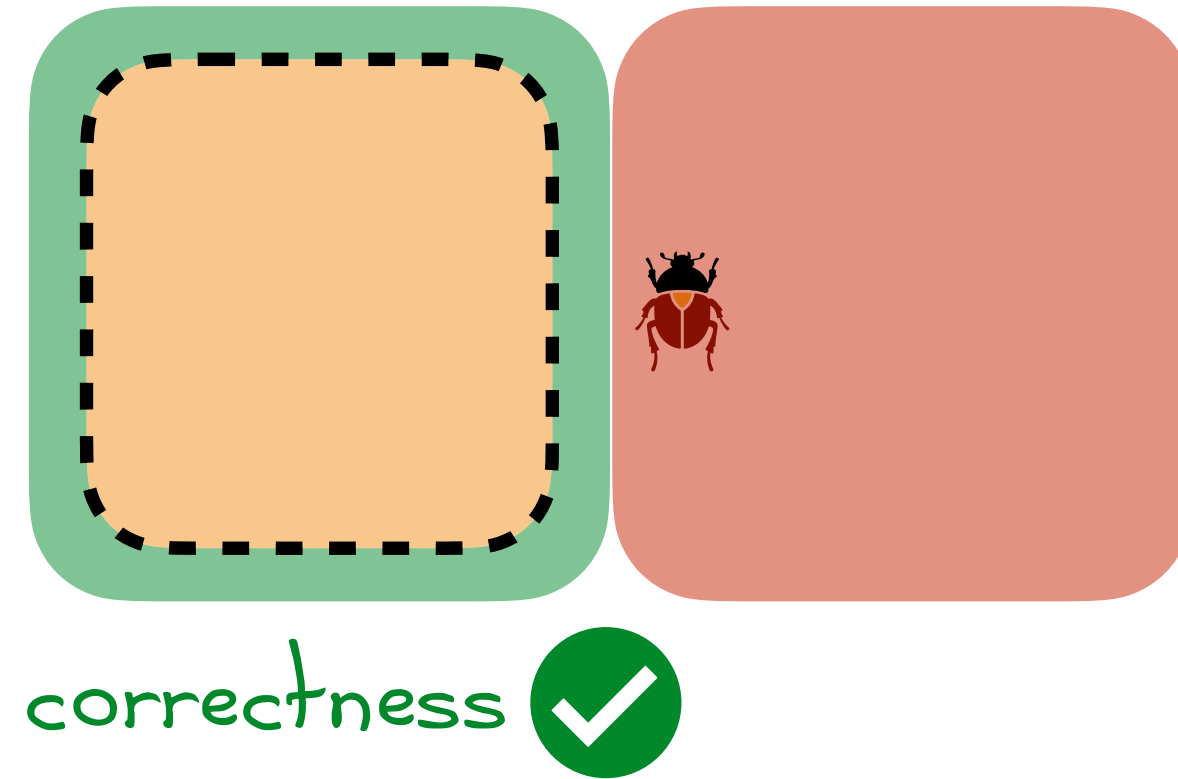
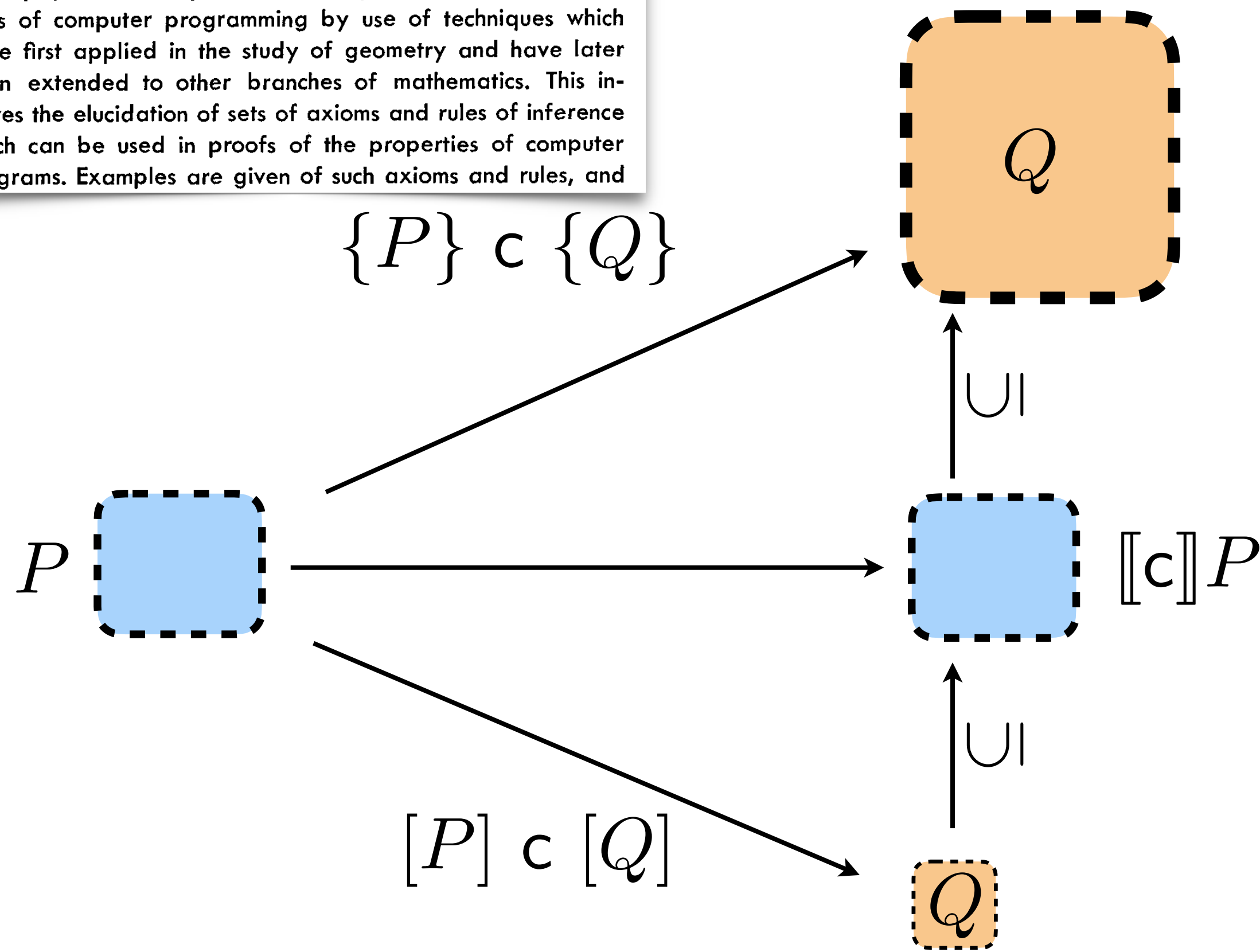
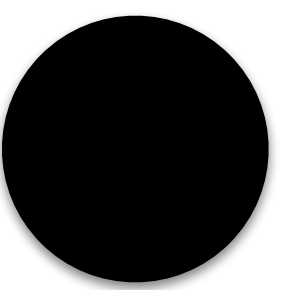
Program correctness and incorrectness are two sides of the same coin. As a programmer, even if you would like to have correctness, you might find yourself spending most of your time reasoning about incorrectness. This includes informal reasoning that people do while looking at or thinking about their code, as well as that supported by automated testing and static analysis tools. This paper describes a simple logic for program incorrectness which is, in a sense, the other side of the coin to Hoare's logic of correctness.

An Axiomatic Basis for Computer Programming

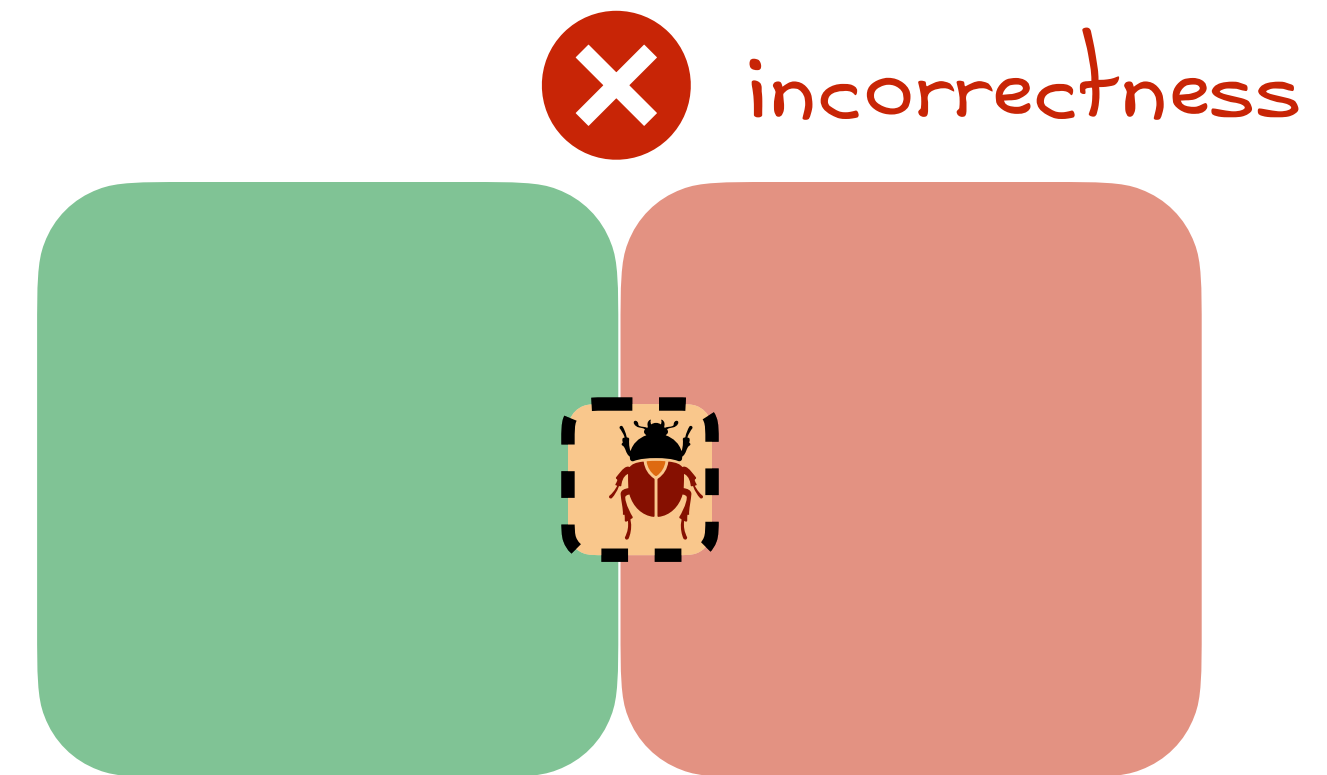
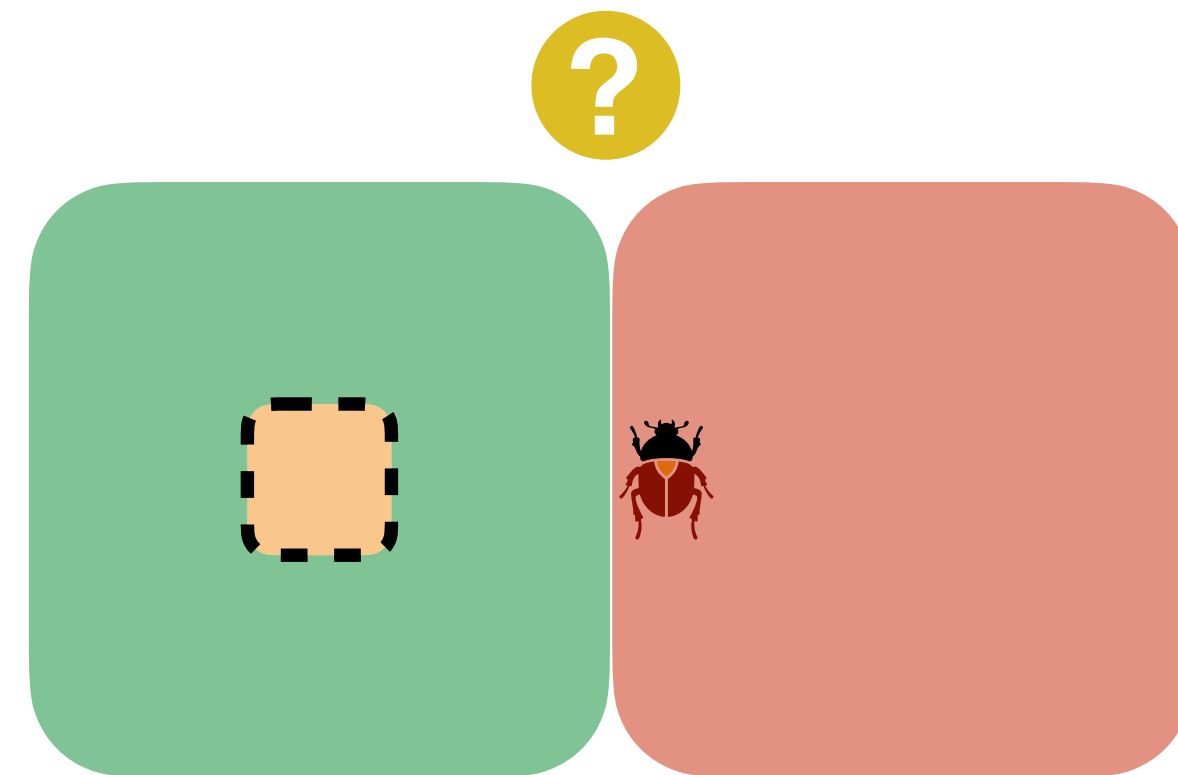
C. A. R. HOARE
The Queen's University of Belfast, Northern Ireland*

In this paper an attempt is made to explore the logical foundations of computer programming by use of techniques which were first applied in the study of geometry and have later been extended to other branches of mathematics. This involves the elucidation of sets of axioms and rules of inference which can be used in proofs of the properties of computer programs. Examples are given of such axioms and rules, and

Over- vs Under-approximations



"Correctness and incorrectness are two sides of the same coin" Peter O'Hearn



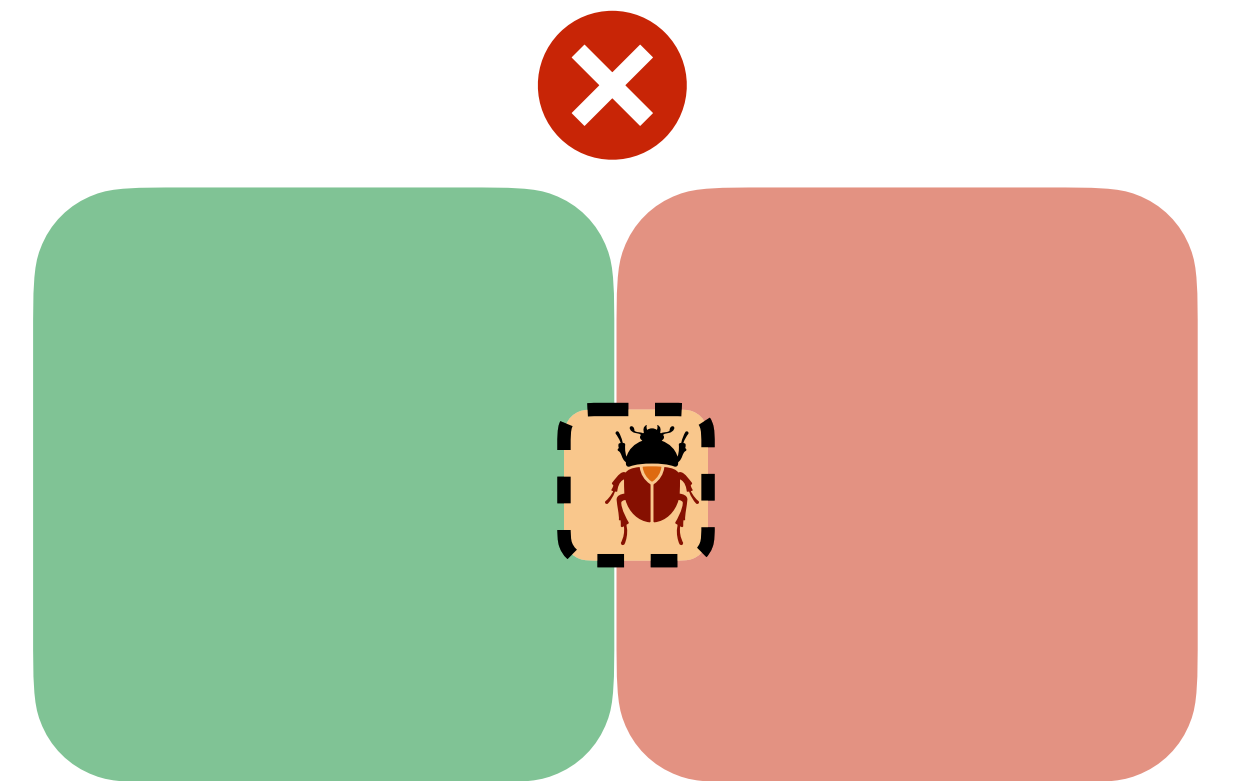
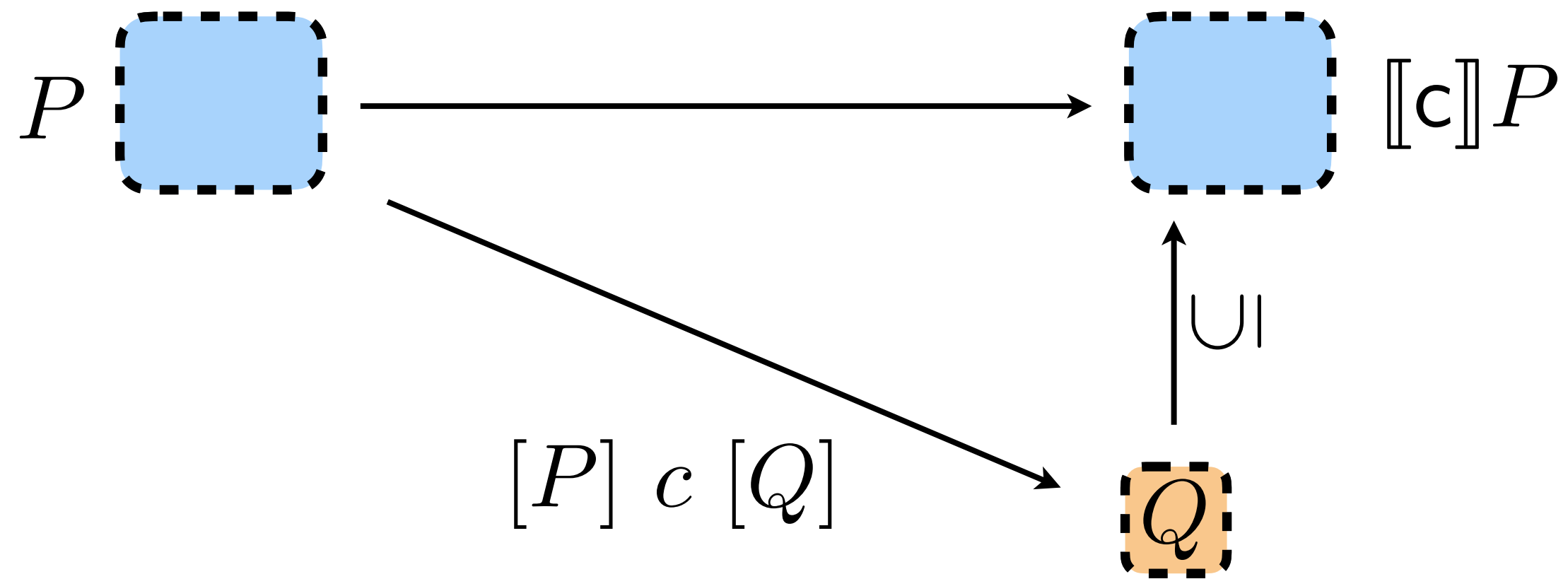
Incorrectness Logic

PETER W. O'HEARN, Facebook and University College London, UK

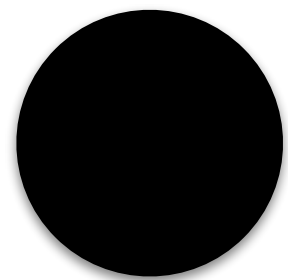
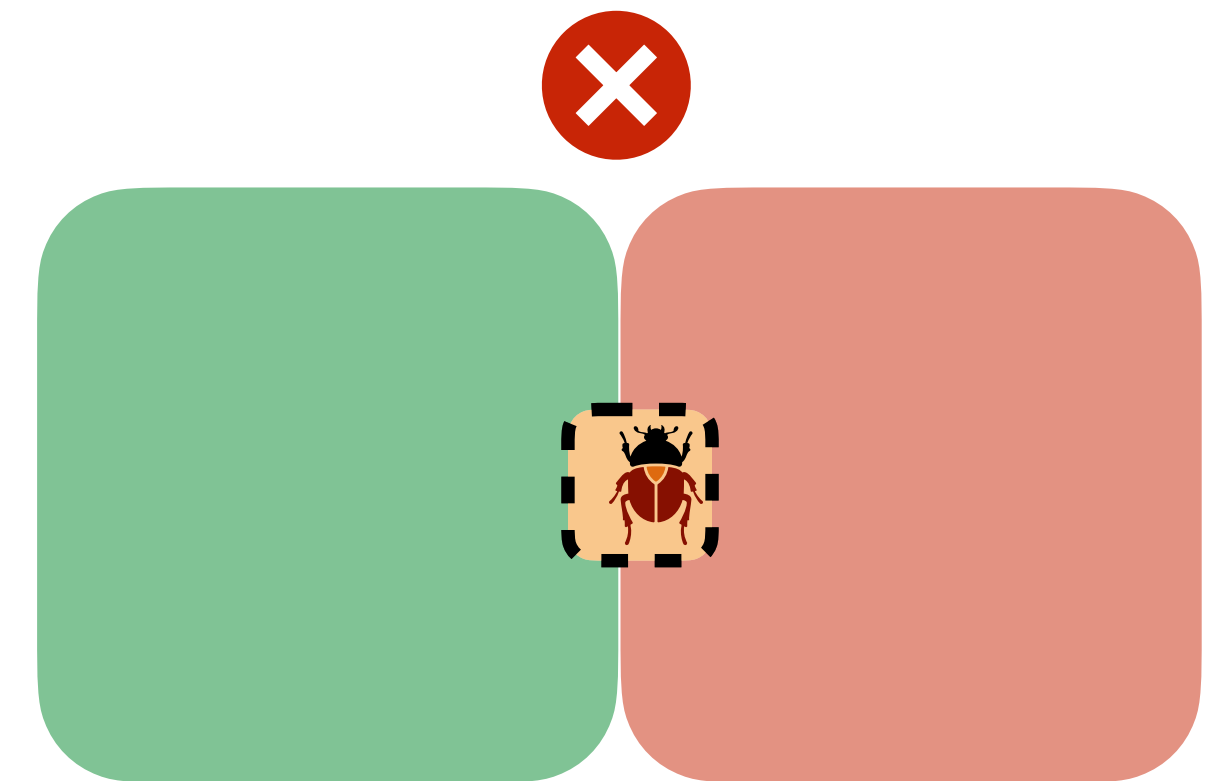
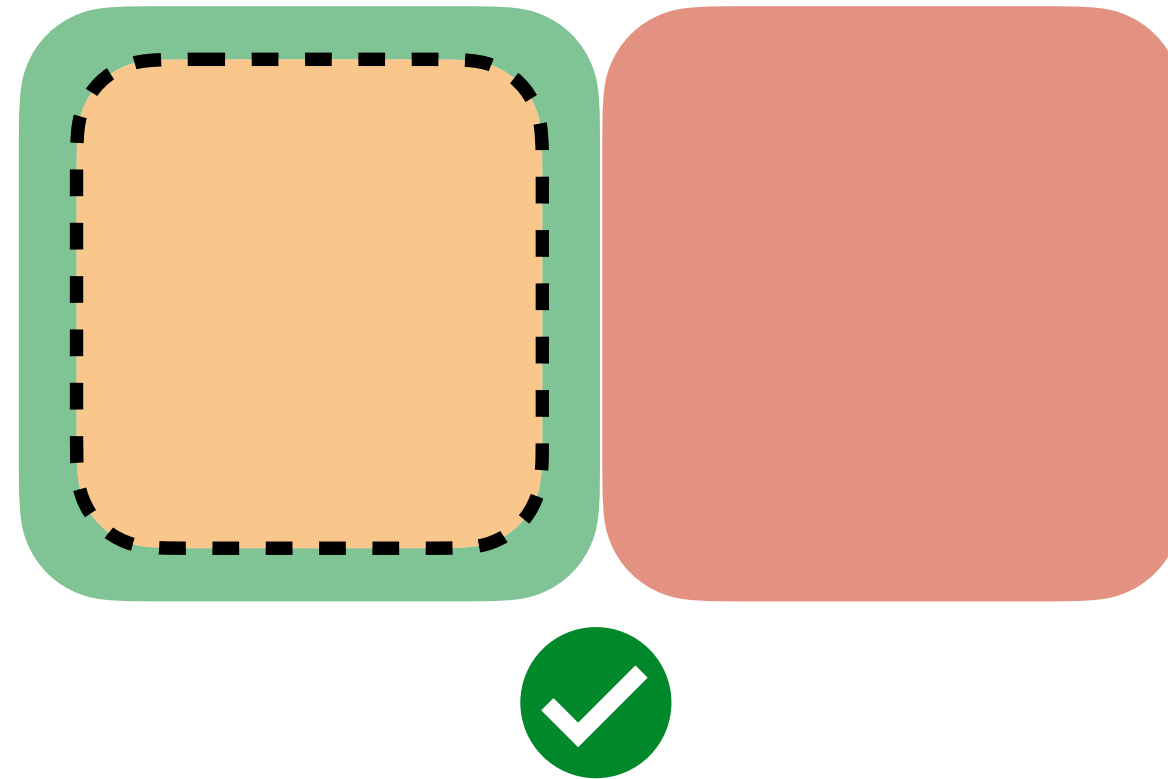
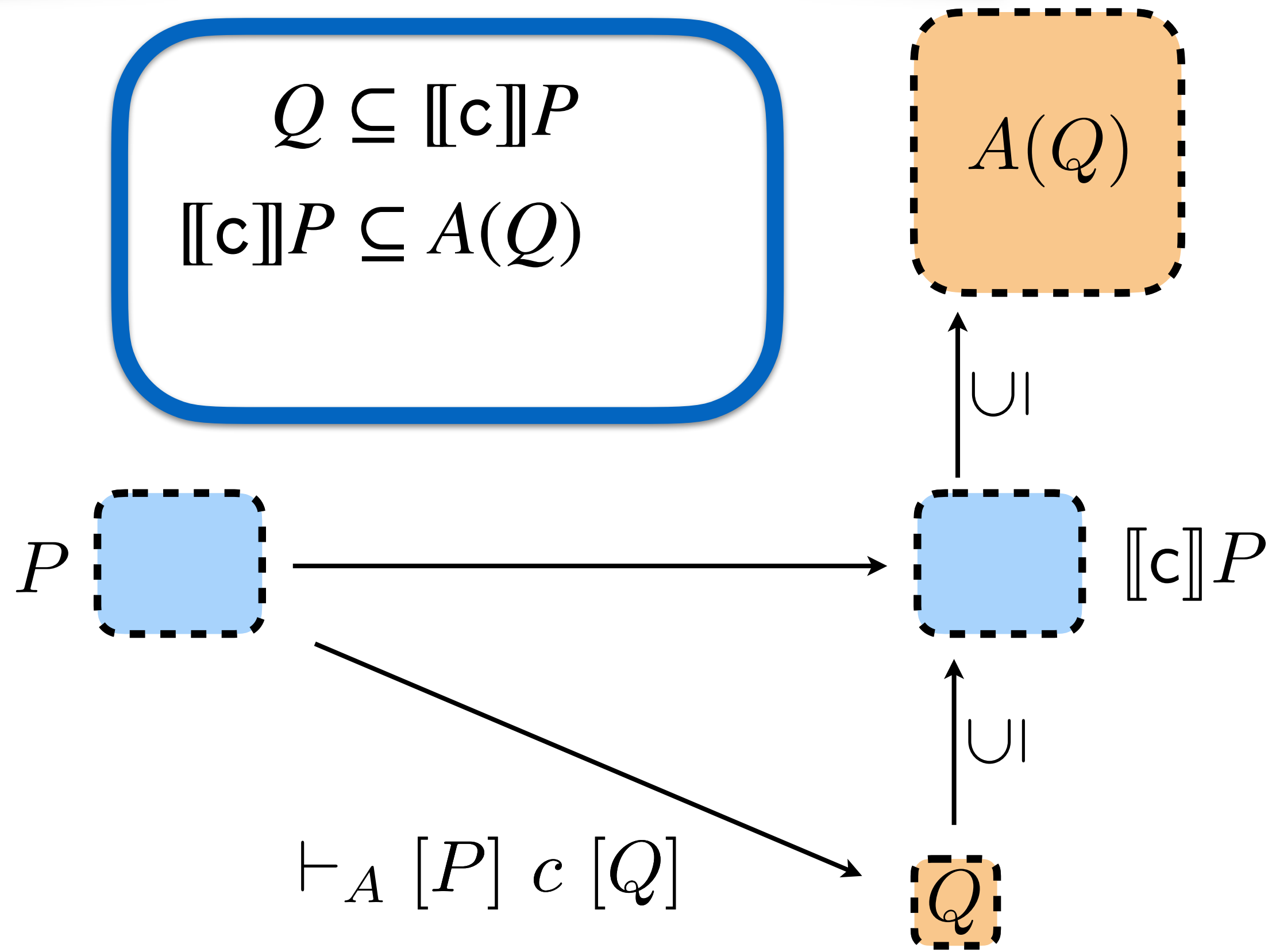
Program correctness and incorrectness are two sides of the same coin. As a programmer, even if you would like to have correctness, you might find yourself spending most of your time reasoning about incorrectness. This includes informal reasoning that people do while looking at or thinking about their code, as well as that supported by automated testing and static analysis tools. This paper describes a simple logic for program incorrectness which is, in a sense, the other side of the coin to Hoare's logic of correctness.

The idea

$$Q \subseteq \llbracket c \rrbracket P$$



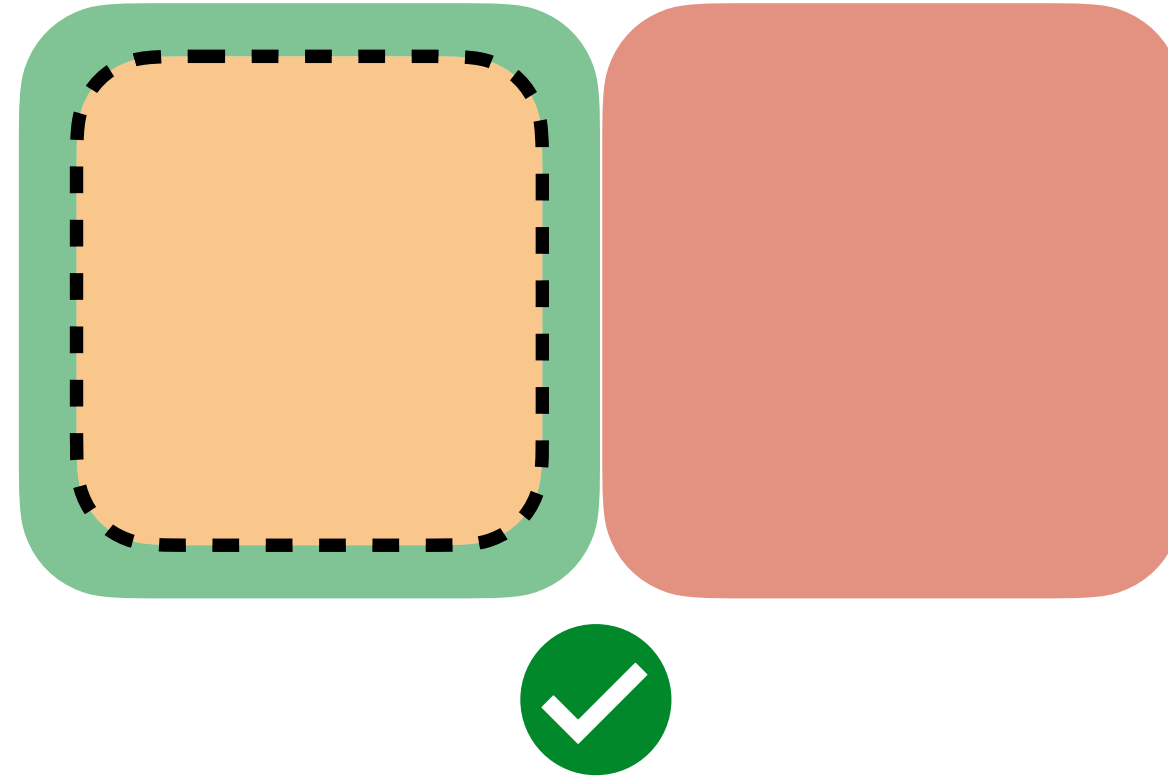
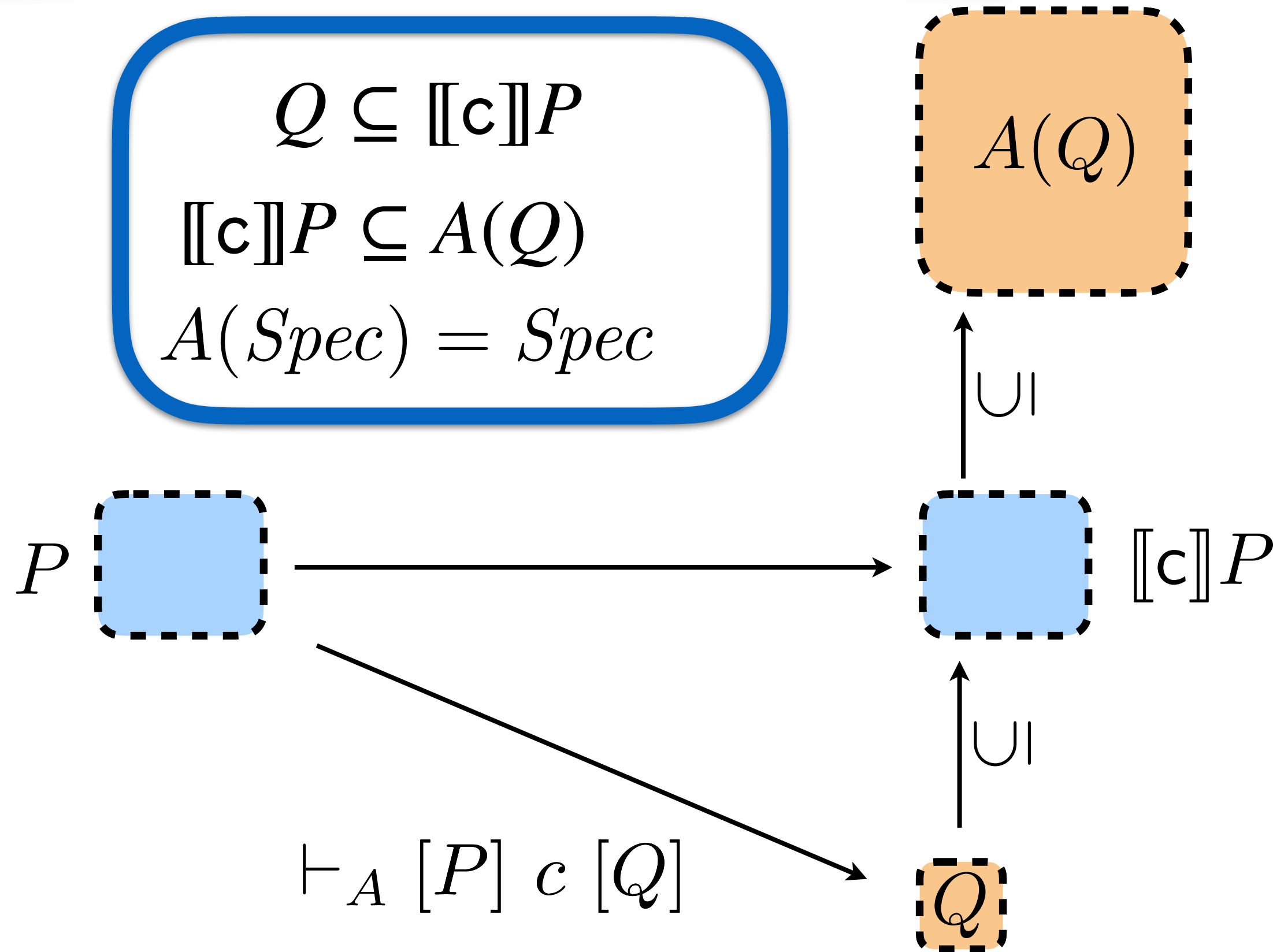
The idea



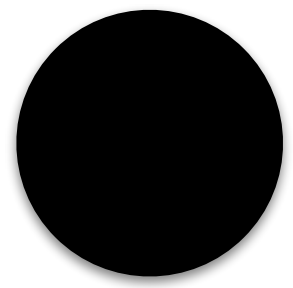
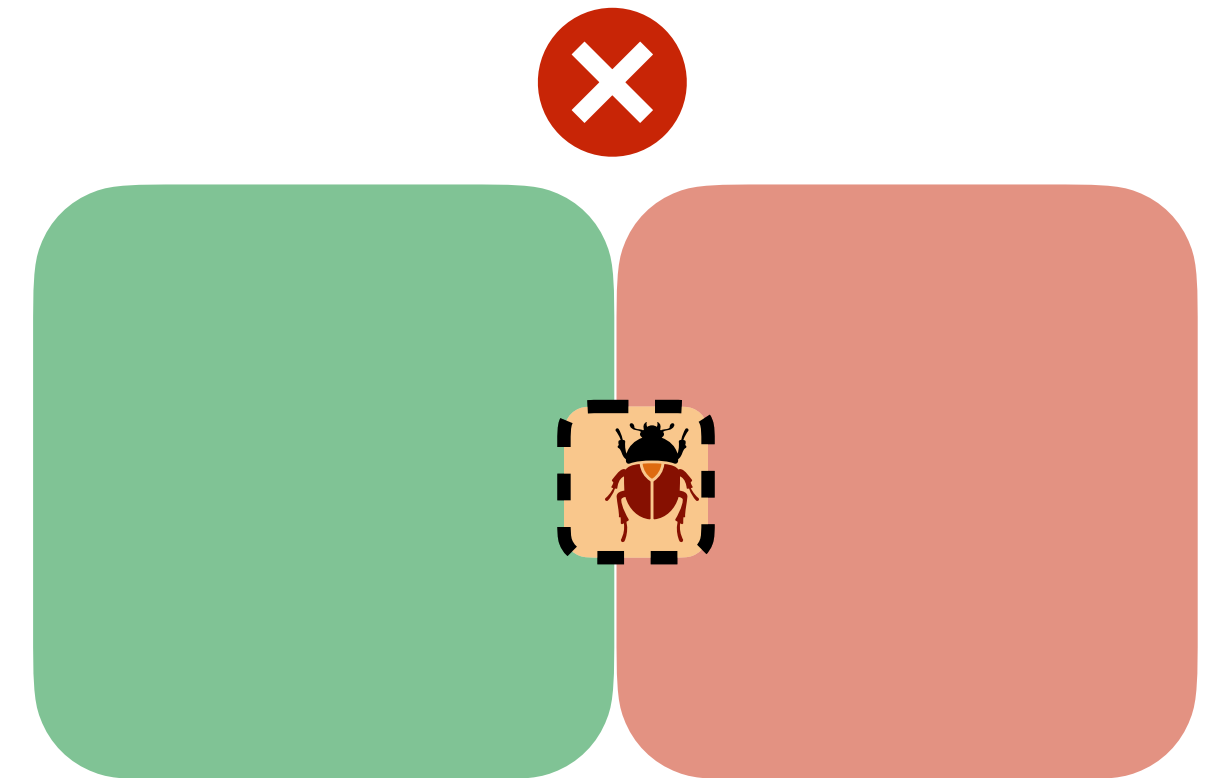
The idea

Locally Complete Abstraction

$$\begin{aligned}
 Q &\subseteq \llbracket c \rrbracket P \\
 \llbracket c \rrbracket P &\subseteq A(Q) \\
 A(\text{Spec}) &= \text{Spec}
 \end{aligned}$$



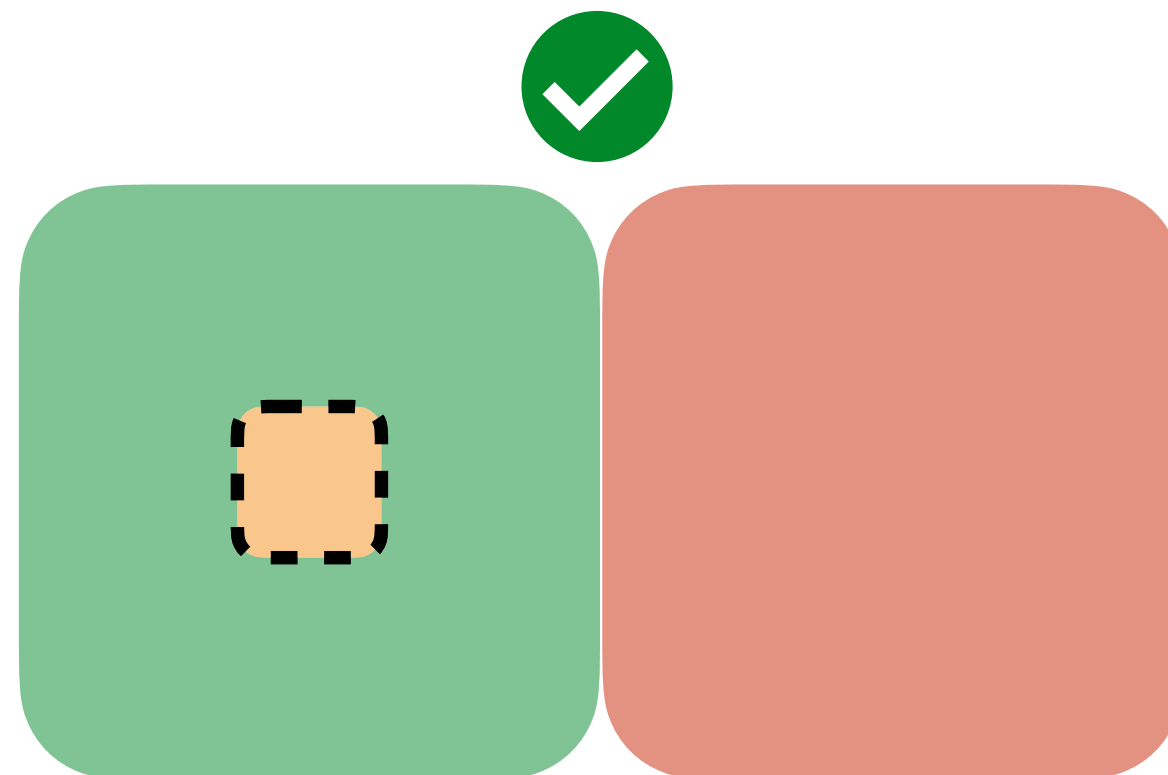
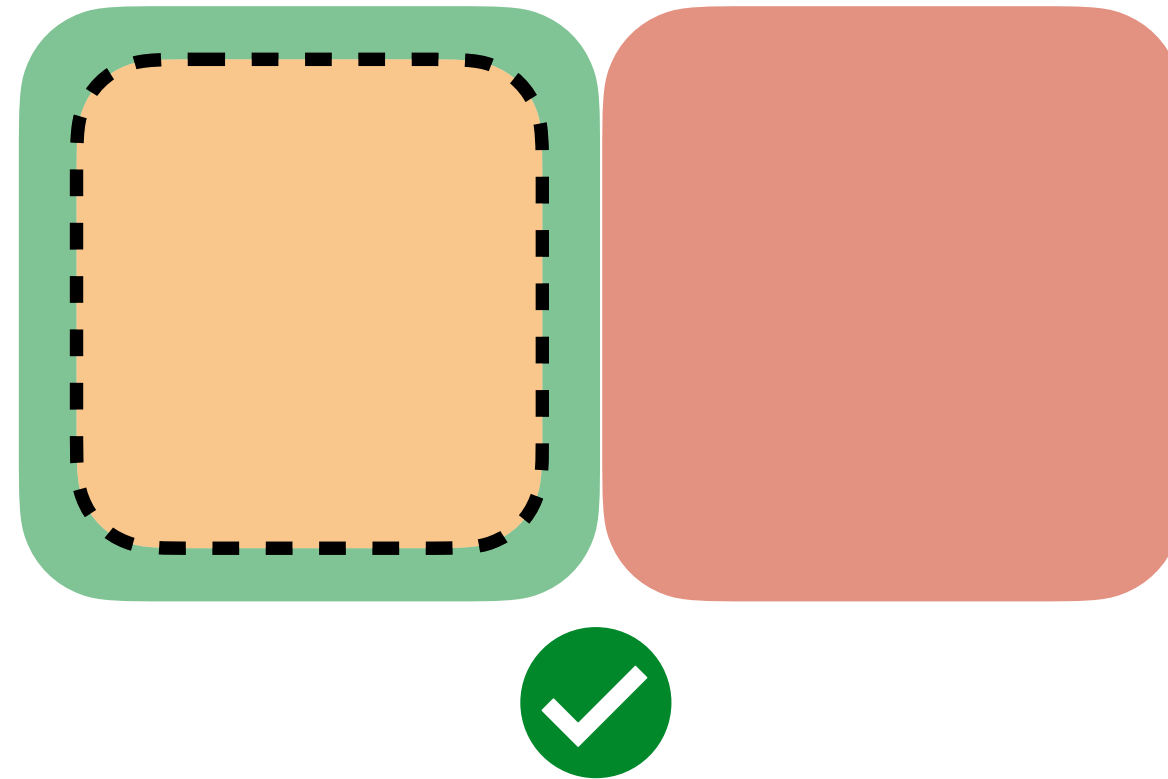
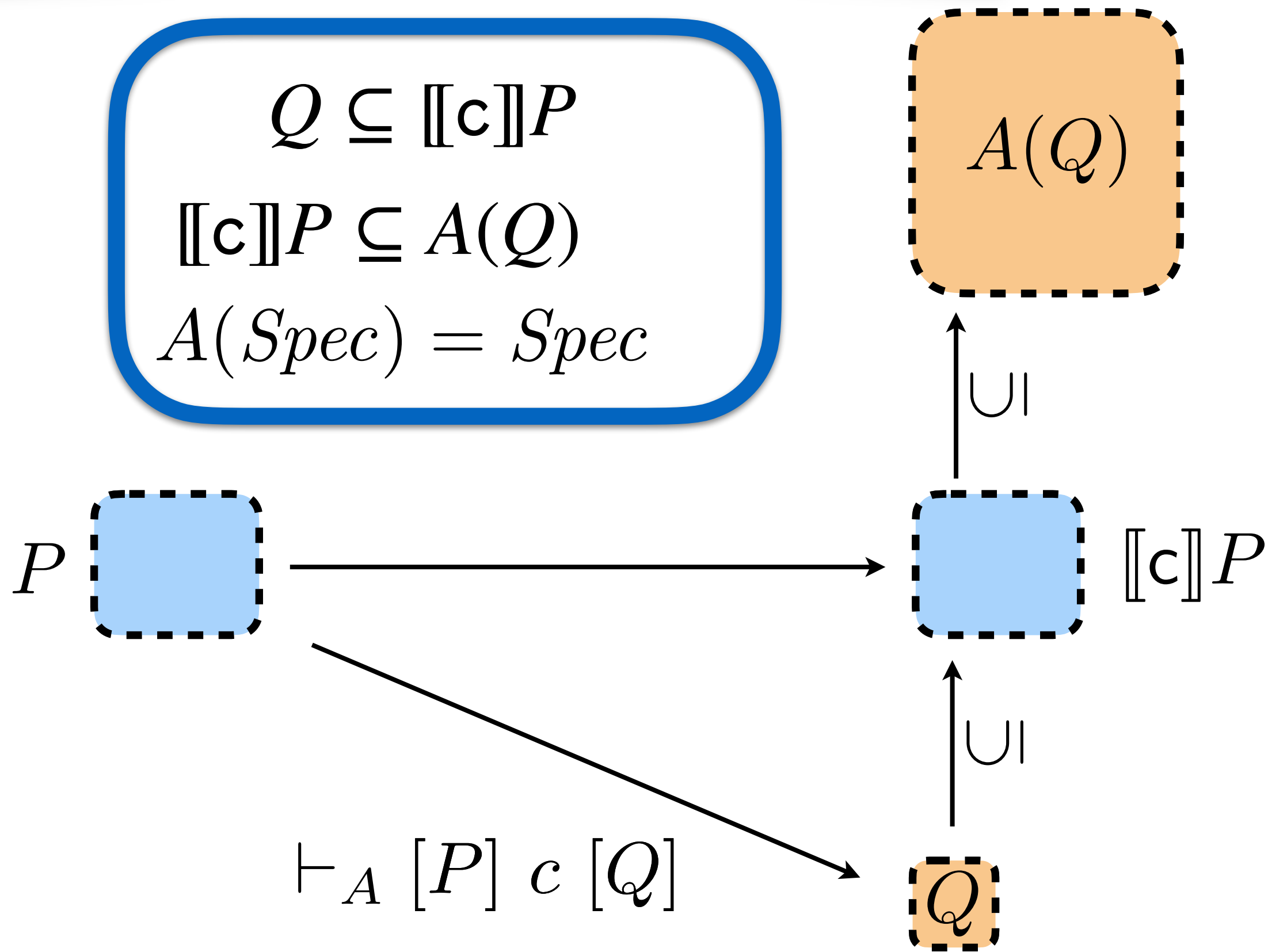
$$\begin{aligned}
 A(Q) &\subseteq \text{Spec} \\
 &\Leftrightarrow \\
 \llbracket c \rrbracket P &\subseteq \text{Spec} \\
 &\Leftrightarrow \\
 Q &\subseteq \text{Spec}
 \end{aligned}$$



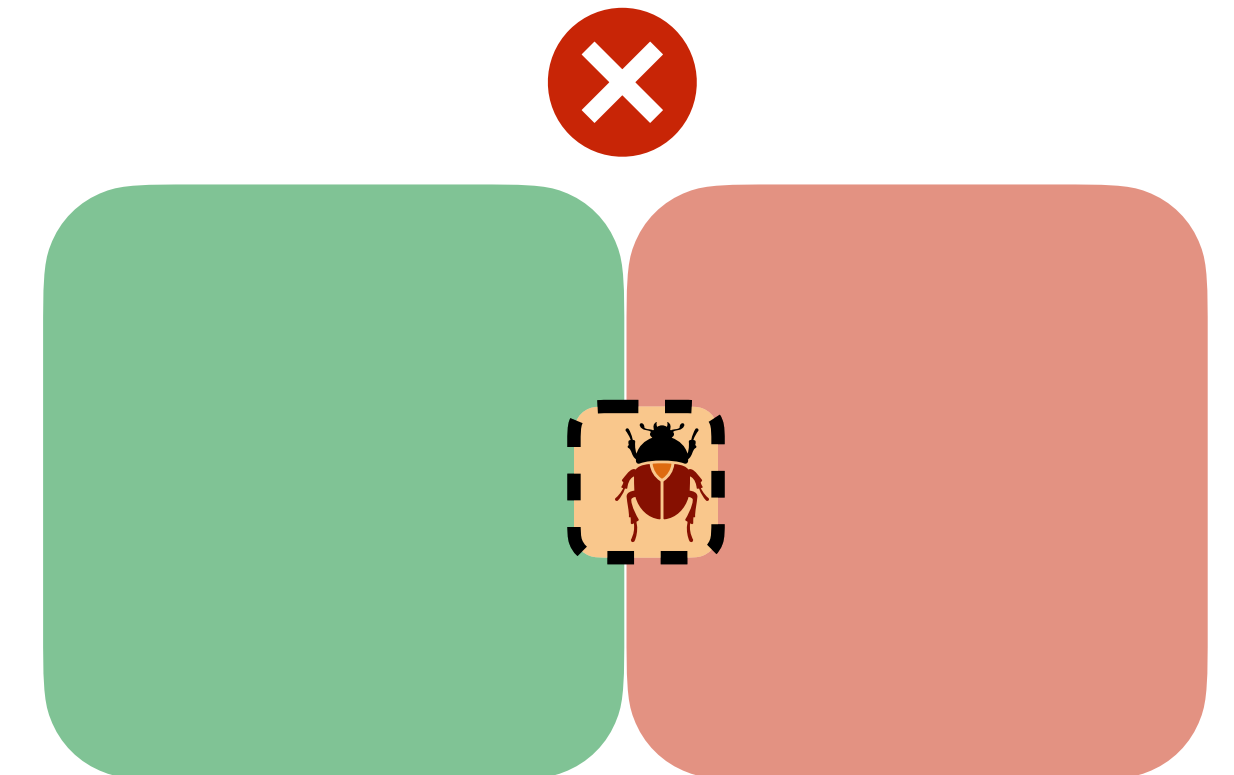
The idea

Locally Complete Abstraction

$$\begin{aligned}
 Q &\subseteq \llbracket c \rrbracket P \\
 \llbracket c \rrbracket P &\subseteq A(Q) \\
 A(\text{Spec}) &= \text{Spec}
 \end{aligned}$$



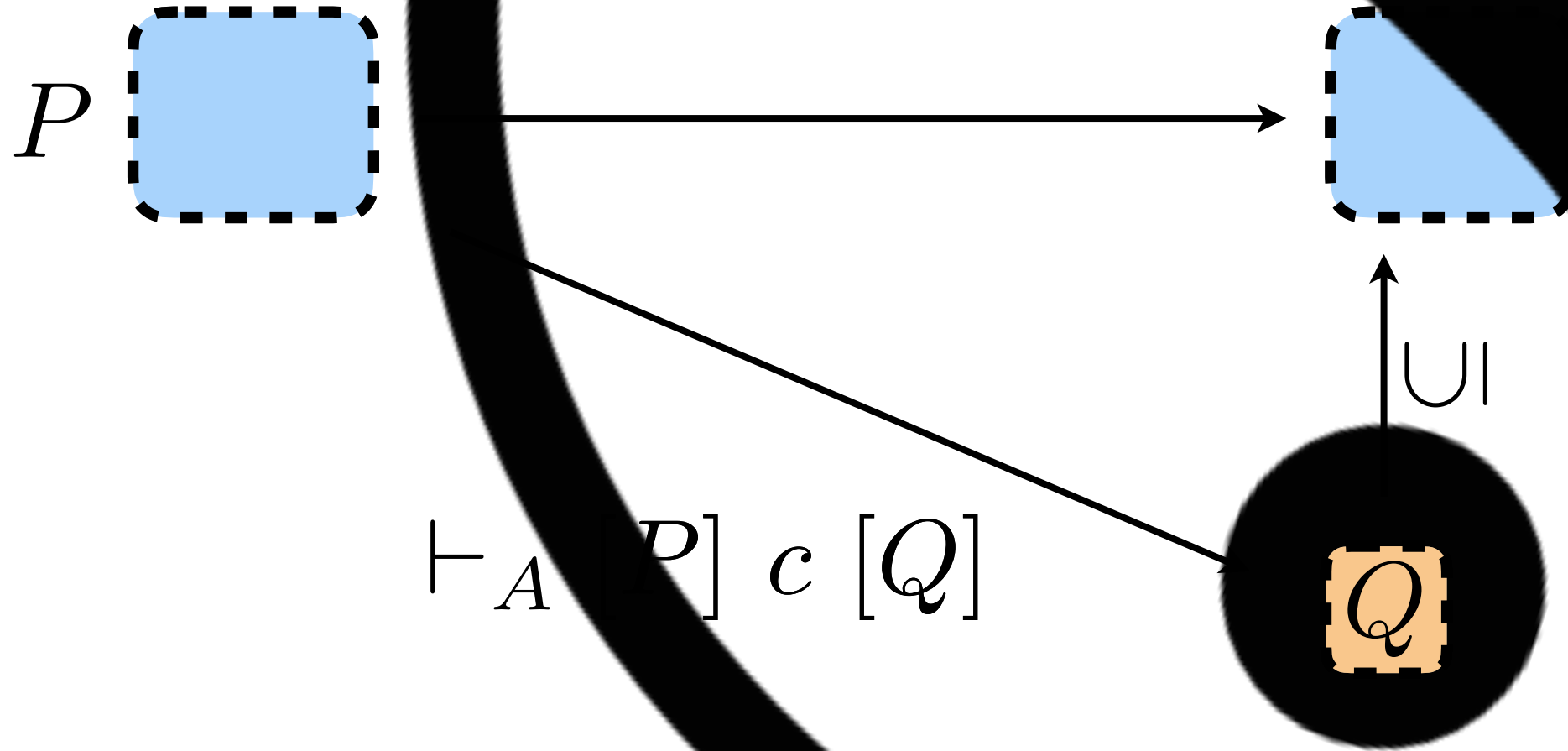
$$\begin{aligned}
 A(Q) &\subseteq \text{Spec} \\
 &\Leftrightarrow \\
 \llbracket c \rrbracket P &\subseteq \text{Spec} \\
 &\Leftrightarrow \\
 Q &\subseteq \text{Spec}
 \end{aligned}$$



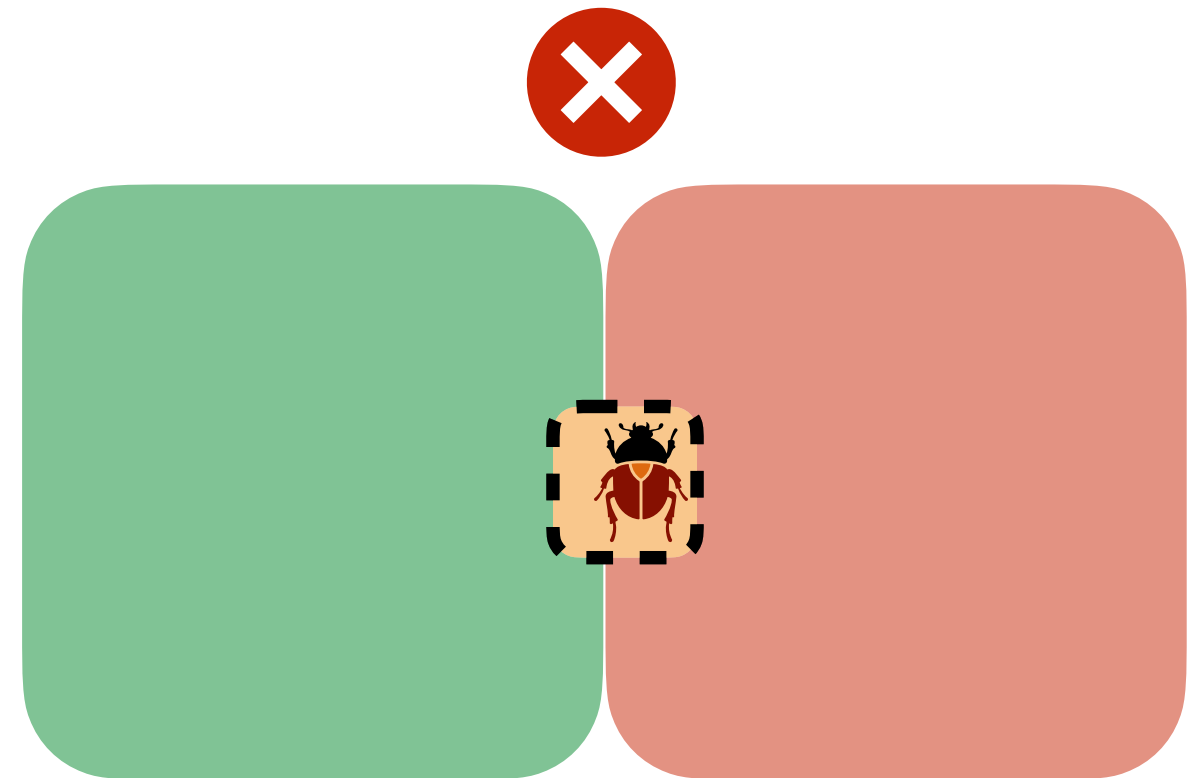
The idea

Locally Complete Abstraction

$$\begin{aligned}
 Q &\subseteq \llbracket c \rrbracket P \\
 \llbracket c \rrbracket P &\subseteq A(Q) \\
 A(\text{Spec}) &= \text{Spec}
 \end{aligned}$$

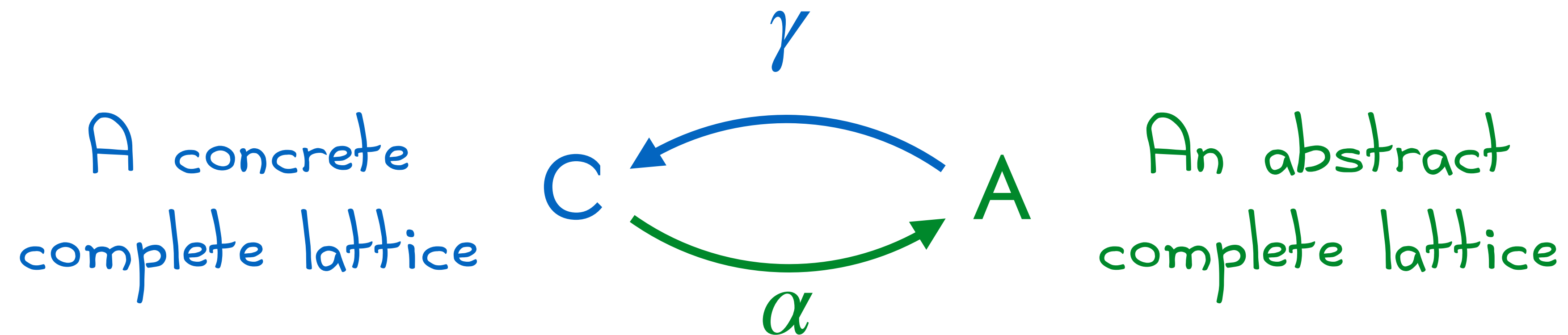


$$\begin{aligned}
 A(Q) &\subseteq \text{Spec} \\
 &\Leftrightarrow \\
 \llbracket c \rrbracket P &\subseteq \text{Spec} \\
 &\Leftrightarrow \\
 Q &\subseteq \text{Spec}
 \end{aligned}$$



Completeness in Abstract Interpretation

Abstract Interpretation (Mathematically)

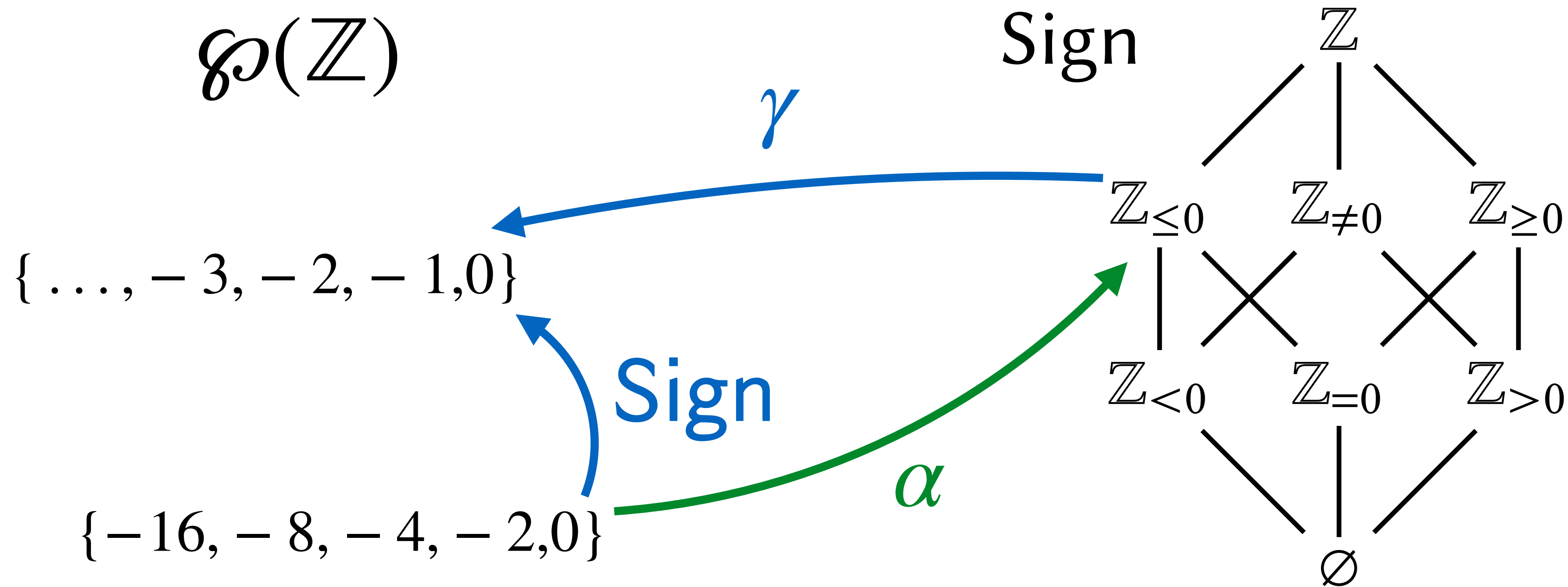
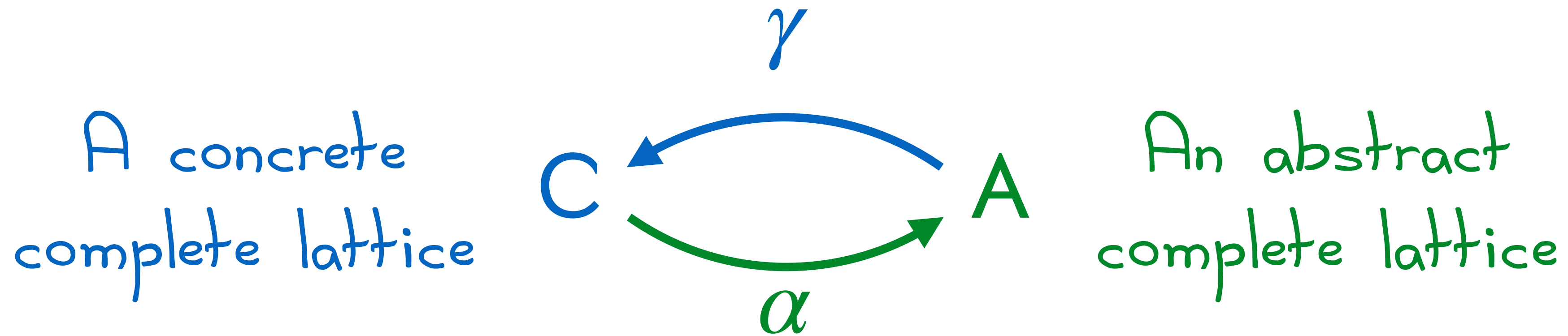


A Galois connection $c \leq \gamma(a) \iff \alpha(c) \leq a$

A Galois insertion $id = \alpha \circ \gamma : A \rightarrow A$ (γ is injective)

Closure operator $A = \gamma \circ \alpha : C \rightarrow C$ (A is idempotent)

Abstract Interpretation (by example)



Abstract Interpretation (as closure)

$\wp(\{1,2,3,4,5\})$

$\{1,2,3,4,5\}$

Odd&Even

$\{1,2,3,4\}$ $\{1,2,3,5\}$ $\{1,2,4,5\}$ $\{1,3,4,5\}$ $\{2,3,4,5\}$

expressible elements

$\{1,2,3\}$ $\{1,2,4\}$ $\{1,2,5\}$ $\{1,3,4\}$ $\{1,3,5\}$ $\{1,4,5\}$ $\{2,3,4\}$ $\{2,3,5\}$ $\{2,4,5\}$ $\{3,4,5\}$

$\{1,2\}$ $\{1,3\}$ $\{1,4\}$ $\{1,5\}$ $\{2,3\}$ $\{2,4\}$ $\{2,5\}$ $\{3,4\}$ $\{3,5\}$ $\{4,5\}$

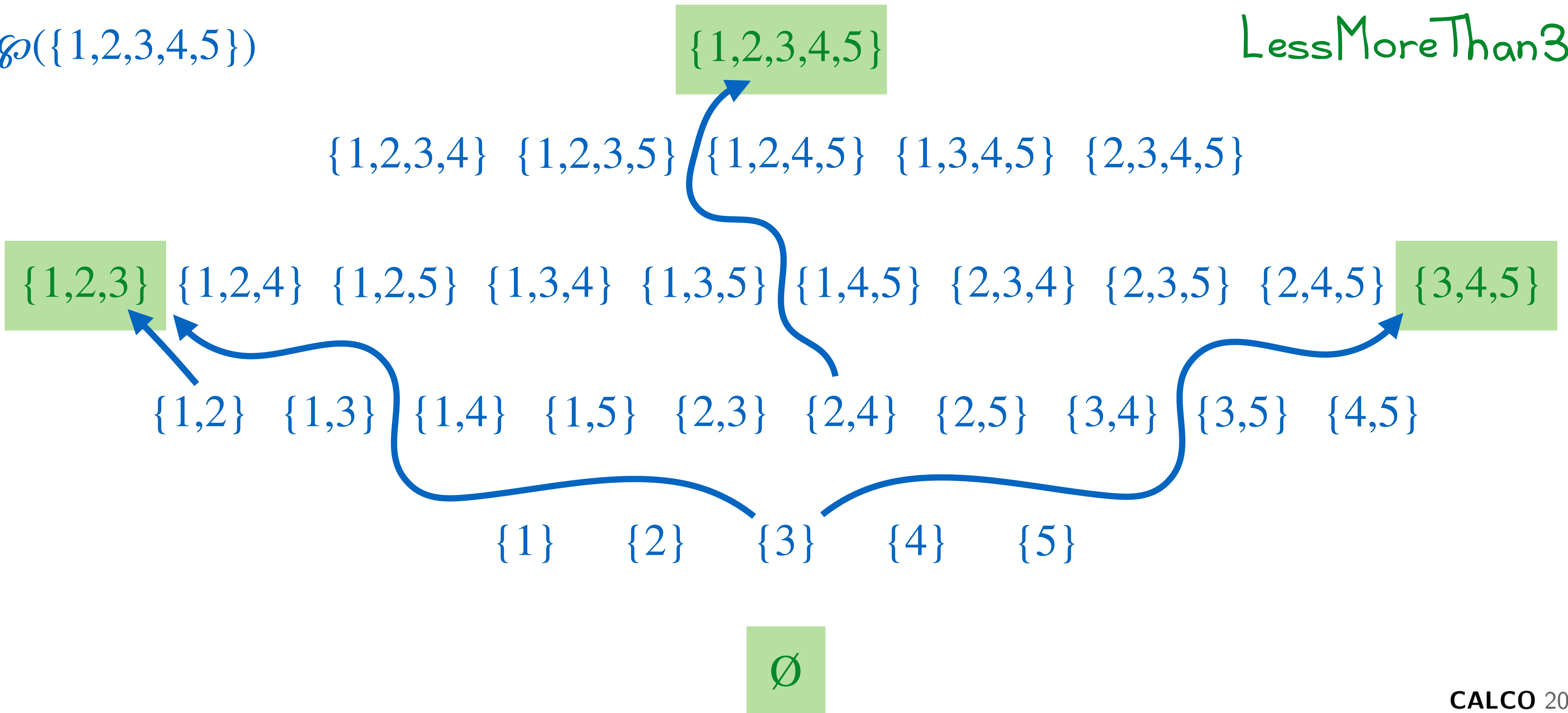
$\{1\}$ $\{2\}$ $\{3\}$ $\{4\}$ $\{5\}$

\emptyset

Abstract Interpretation (as closure)

$\wp(\{1,2,3,4,5\})$

LessMoreThan3



Abstract Interpretation (as closure)

$\wp(\{1,2,3,4,5\})$

$\{1,2,3,4,5\}$

LessMoreThan3

$\{1,2,3,4\}$ $\{1,2,3,5\}$ $\{1,2,4,5\}$ $\{1,3,4,5\}$ $\{2,3,4,5\}$

$\{1,2,3\}$

$\{1,2,4\}$

$\{1,2,5\}$

$\{1,3,4\}$

$\{1,3,5\}$

$\{1,4,5\}$

$\{2,3,4\}$

$\{2,3,5\}$

$\{2,4,5\}$

$\{3,4,5\}$

$\{1,2\}$

$\{1,3\}$

$\{1,4\}$

$\{1,5\}$

$\{2,3\}$

$\{2,4\}$

$\{2,5\}$

$\{3,4\}$

$\{3,5\}$

$\{4,5\}$

Must be closed

$\{1\}$

$\{2\}$

$\{3\}$

$\{4\}$

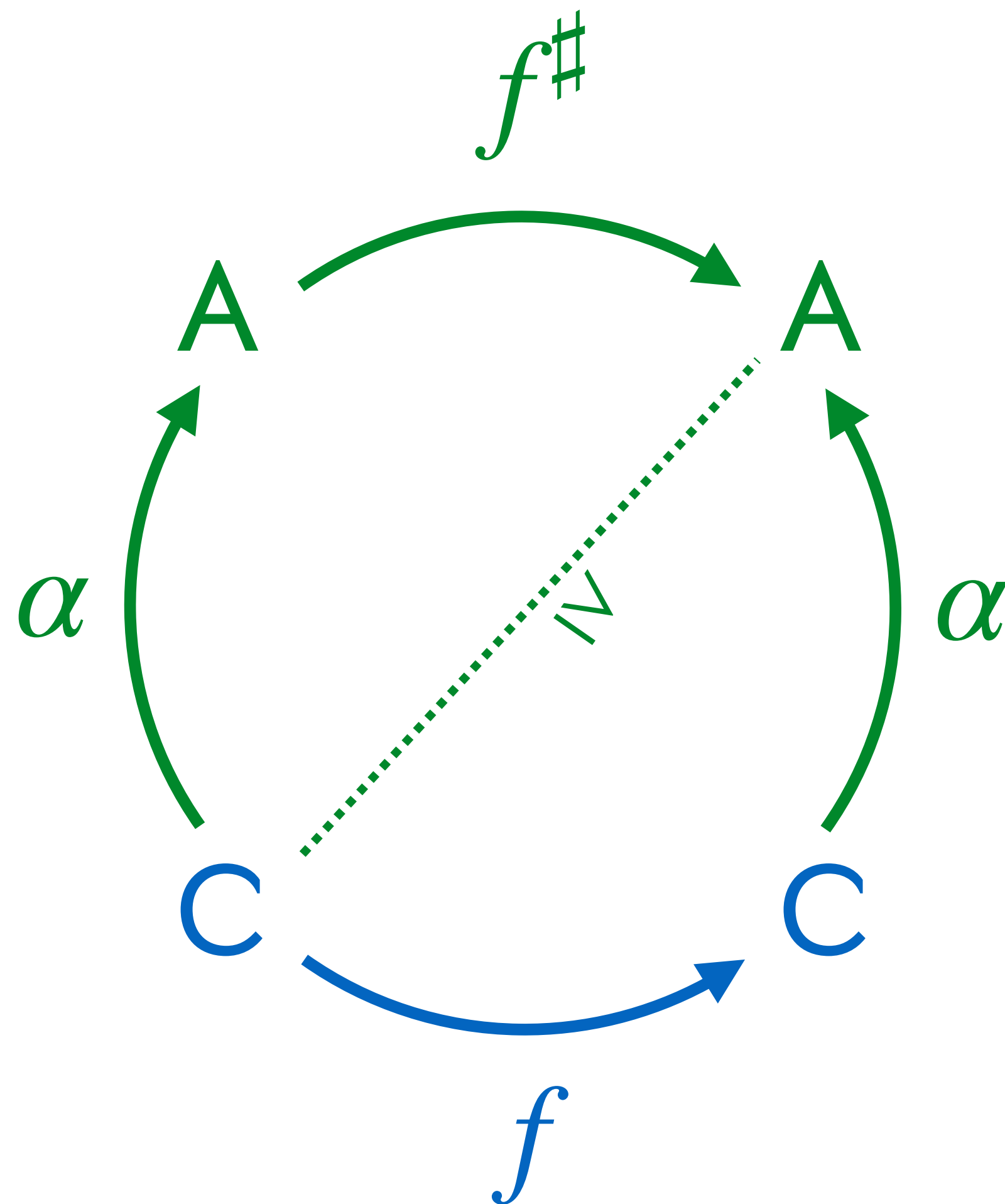
$\{5\}$

under meet!

(Moore closure)

\emptyset

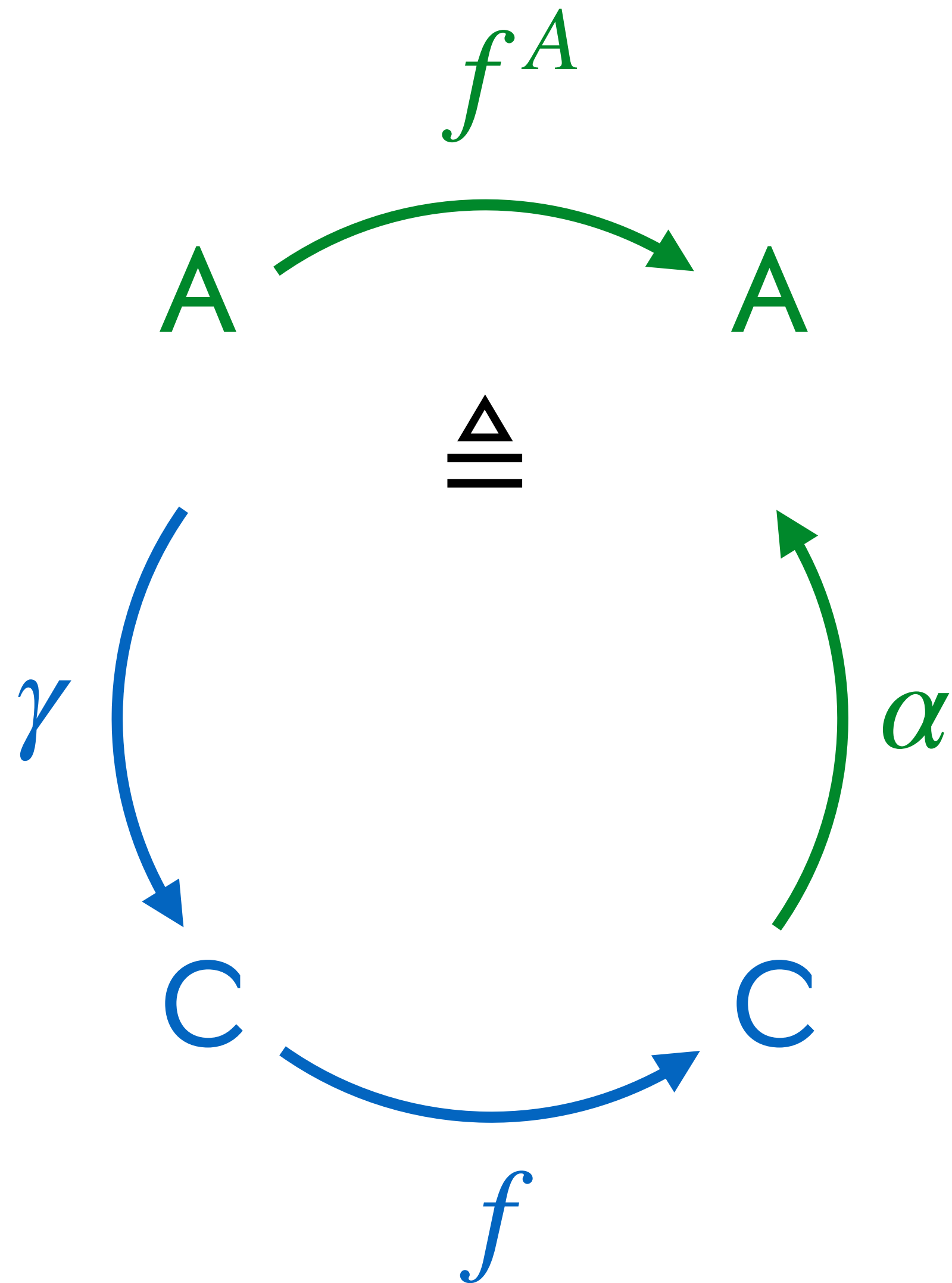
Soundness (by construction)



$$\alpha \circ f \leq f^\# \circ \alpha$$

Abstract interpretation
computes over-approximations!
(ok to prove absence of bugs)

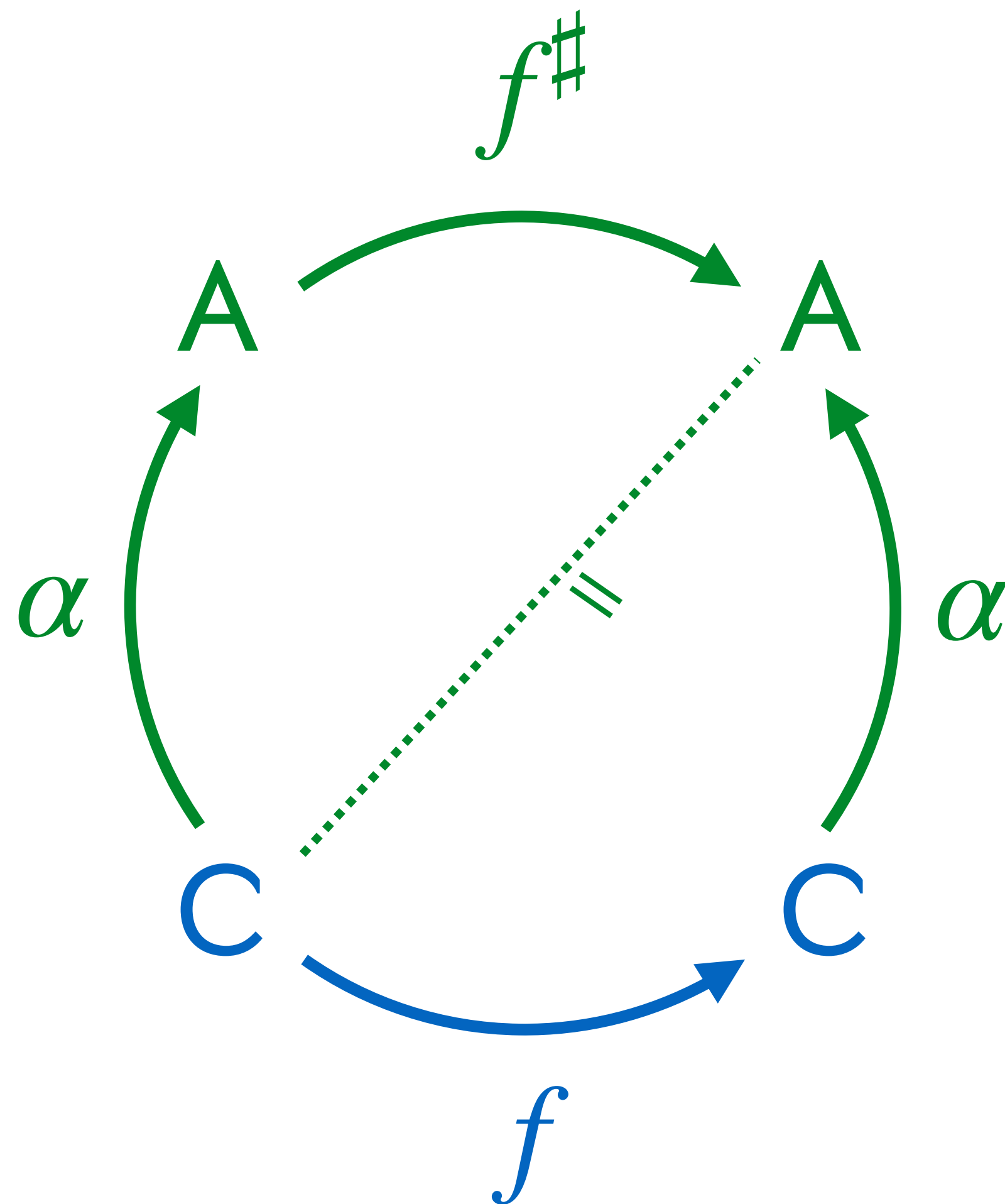
Best correct approximation (bca)



$$f^A \leq f^\#$$

As much precise as possible!

Completeness (maximal precision)



$$f^A \circ \alpha$$
$$\leq \text{Ⓚ} \leq$$
$$\alpha \circ f = f^\# \circ \alpha$$

It must be the bca!

in terms of closures, requires:

$$A f = A f A$$

Program Analysis with Abstract Interpretation

Regular commands

$\text{Reg} \ni r ::= e \mid r; r \mid r \oplus r \mid r^*$

$\text{AExp} \ni a ::= v \in \mathbb{Z} \mid x \in \text{Var} \mid a + a \mid a - a \mid a * a$

$\text{BExp} \ni b ::= \mathbf{tt} \mid \mathbf{ff} \mid a = a \mid a < a \mid a \leq a \mid b \wedge b \mid \neg b$

$\text{Exp} \ni e ::= \mathbf{skip} \mid x := a \mid b?$

$\mathbf{if} (b) \mathbf{then} c_1 \mathbf{else} c_2 \triangleq (b?; c_1) \oplus (\neg b?; c_2)$

$\mathbf{while} (b) \mathbf{do} c \triangleq (b?; c)^* ; \neg b?$

Collecting semantics

$$\llbracket e \rrbracket c \triangleq (e)c$$

$$\llbracket r_1; r_2 \rrbracket c \triangleq \llbracket r_2 \rrbracket (\llbracket r_1 \rrbracket c)$$

$$\llbracket r_1 \oplus r_2 \rrbracket c \triangleq \llbracket r_1 \rrbracket c \vee \llbracket r_2 \rrbracket c$$

$$\llbracket r^* \rrbracket c \triangleq \bigvee \{ \llbracket r \rrbracket^n c \mid n \in \mathbb{N} \}$$

$$\llbracket \mathbf{skip} \rrbracket S \triangleq S \quad \{a\} : \Sigma \rightarrow \mathbb{Z}$$

$$\llbracket x := a \rrbracket S \triangleq \{ \sigma[x \mapsto \{a\} \sigma] \mid \sigma \in S \}$$

$$\llbracket b? \rrbracket S \triangleq \{ \sigma \in S \mid \{b\} \sigma = \mathbf{tt} \}$$

$$\{b\} : \Sigma \rightarrow \{\mathbf{tt}, \mathbf{ff}\}$$

Abstract semantics

$$\llbracket e \rrbracket_A^\# a \triangleq \llbracket e \rrbracket^A a = (\alpha \circ \llbracket e \rrbracket \circ \gamma) a$$

$$\llbracket r_1; r_2 \rrbracket_A^\# a \triangleq \llbracket r_2 \rrbracket_A^\# (\llbracket r_1 \rrbracket_A^\# a)$$

$$\llbracket r_1 \oplus r_2 \rrbracket_A^\# a \triangleq \llbracket r_1 \rrbracket_A^\# a \vee_A \llbracket r_2 \rrbracket_A^\# a$$

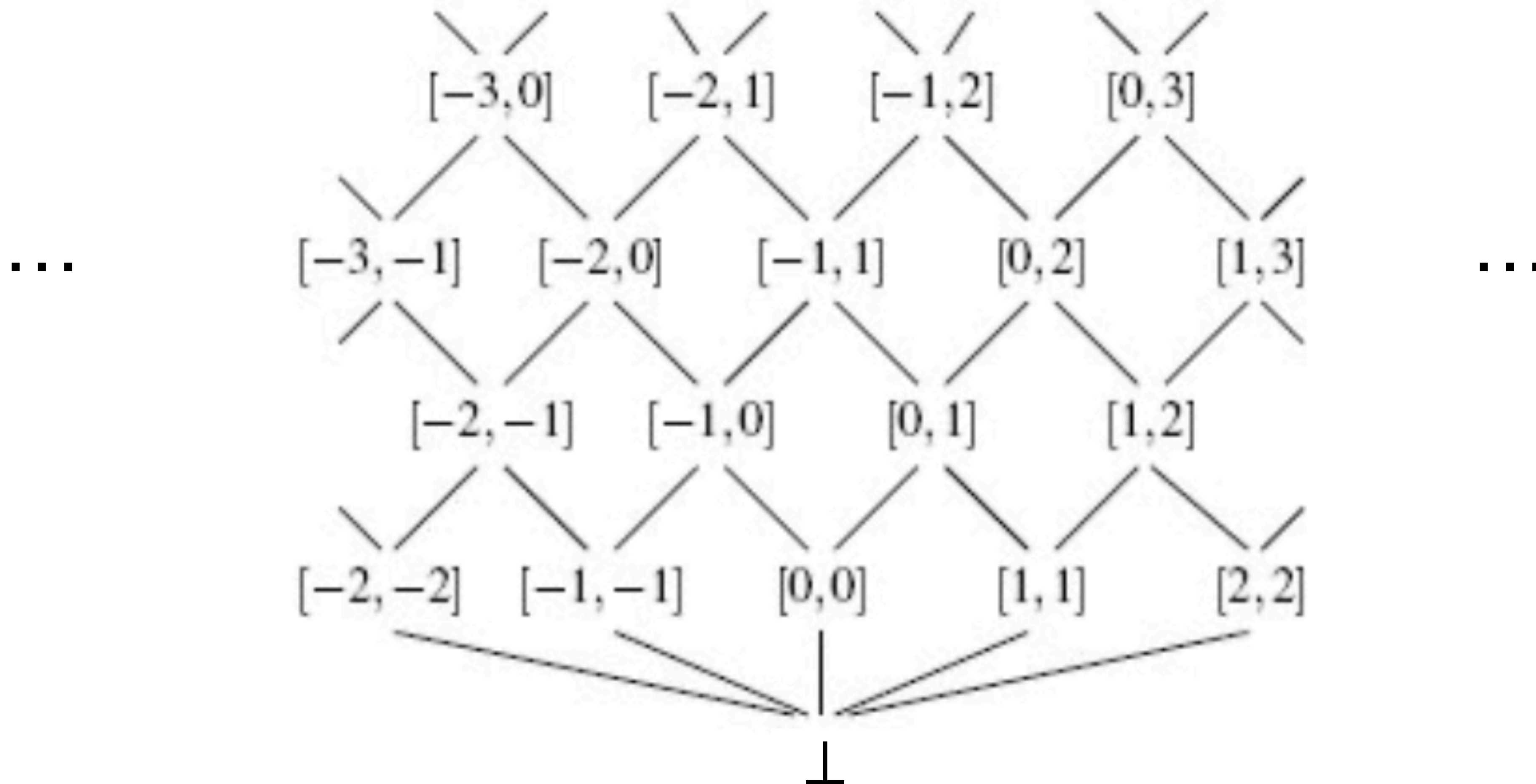
$$\llbracket r^* \rrbracket_A^\# a \triangleq \bigvee_A \{ (\llbracket r \rrbracket_A^\#)^n a \mid n \in \mathbb{N} \}$$

Just a composition of bcas!

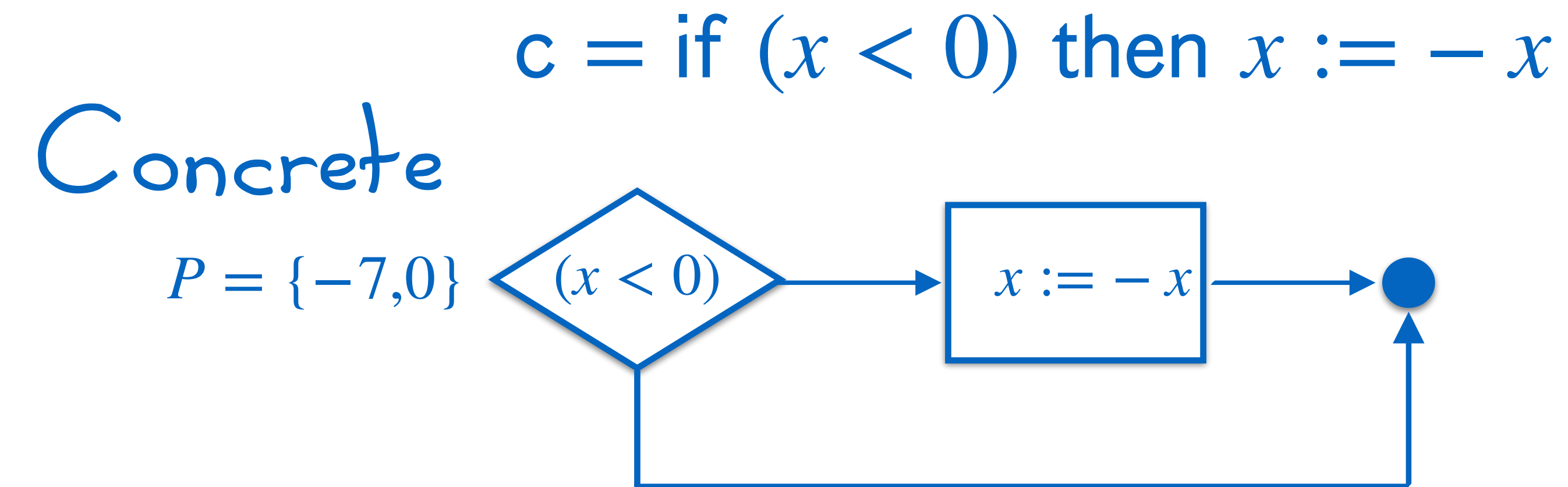
An example of program analysis: Intervals domain

$[-\infty, +\infty]$

...



An example of program analysis

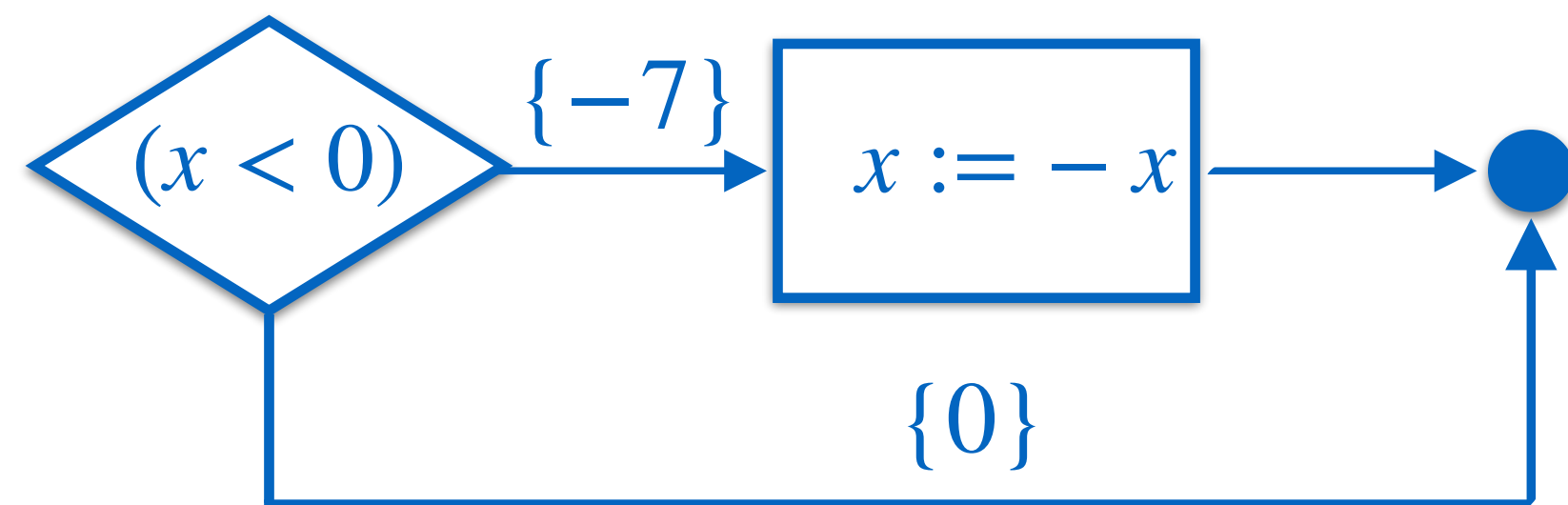


An example of program analysis

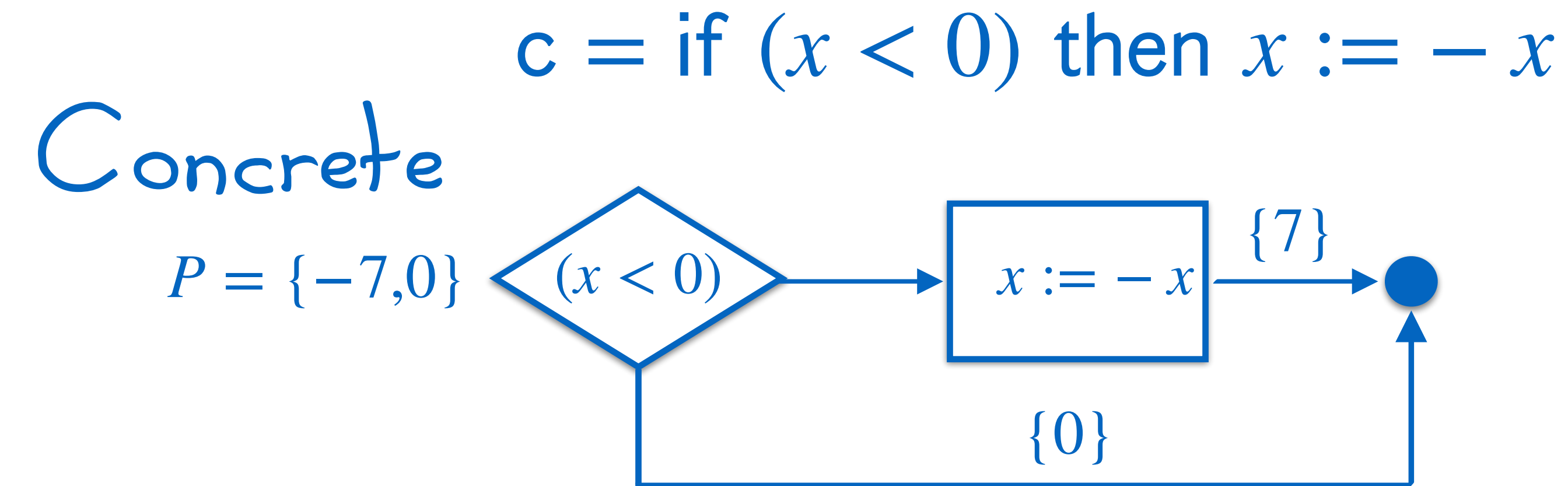
$c = \text{if } (x < 0) \text{ then } x := -x$

Concrete

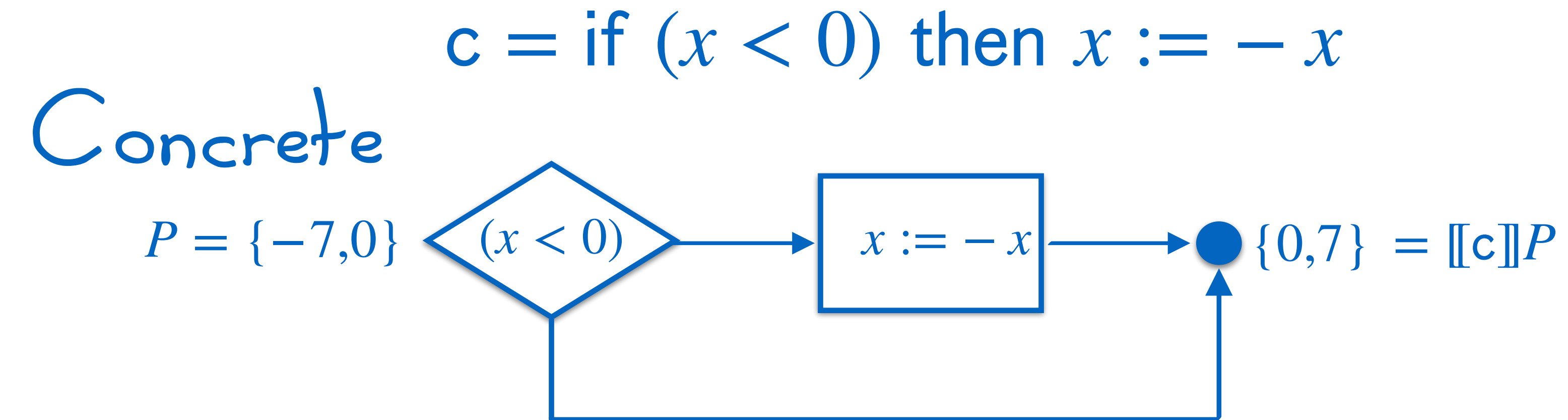
$P = \{-7, 0\}$



An example of program analysis



An example of program analysis



An example of program analysis

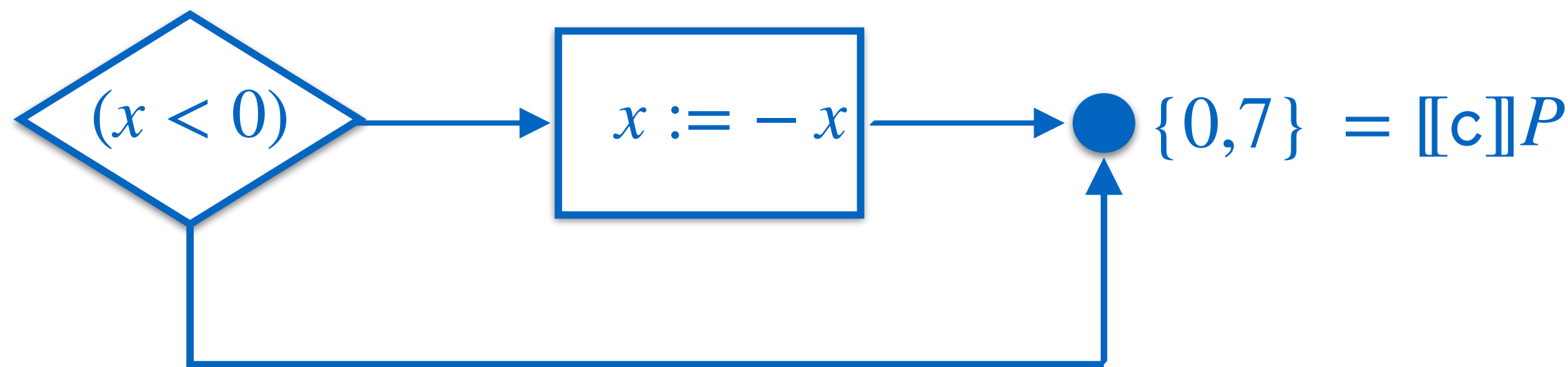
Abstract (ex. Intervals)

over-approximations are
good for proving correctness
but not for bug finding!

$c = \text{if } (x < 0) \text{ then } x := -x$

Concrete

$P = \{-7, 0\}$



An example of program analysis

Abstract (ex. Intervals)

$$A(P) = [-7, 0]$$

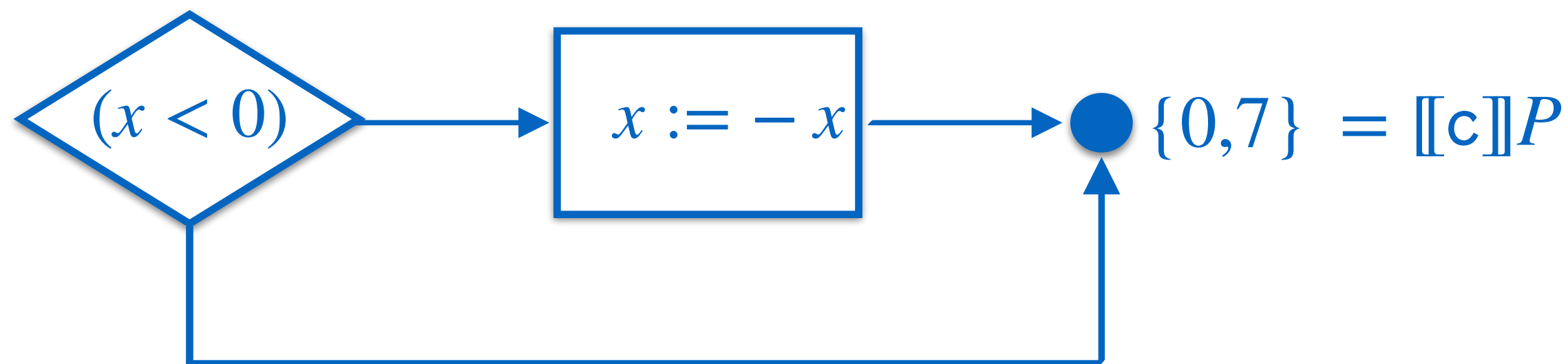
over-approximations are
good for proving correctness
but not for bug finding!

$$P \subseteq A(P)$$

$c = \text{if } (x < 0) \text{ then } x := -x$

Concrete

$$P = \{-7, 0\}$$



An example of program analysis

Abstract (ex. Intervals)

over-approximations are good for proving correctness but not for bug finding!

$$A(P) = [-7,0]$$

$$[0,7] = A(\llbracket c \rrbracket P)$$

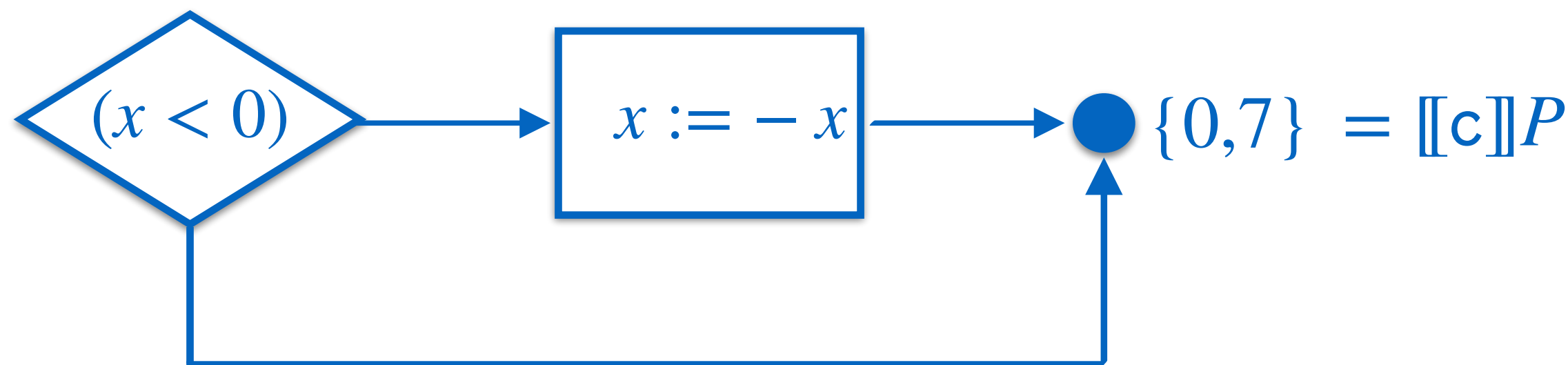
$$P \subseteq A(P)$$

$$\llbracket c \rrbracket P \subseteq A(\llbracket c \rrbracket P)$$

$c = \text{if } (x < 0) \text{ then } x := -x$

Concrete

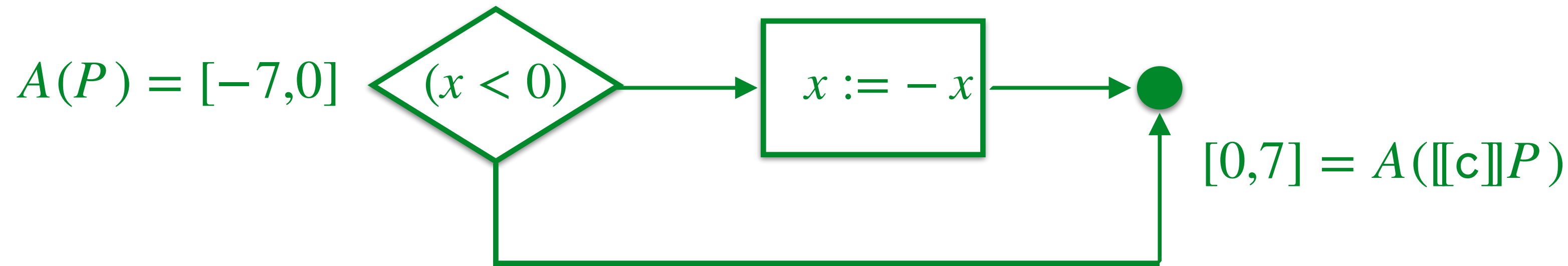
$$P = \{-7,0\}$$



An example of program analysis

over-approximations are good for proving correctness but not for bug finding!

Abstract (ex. Intervals)

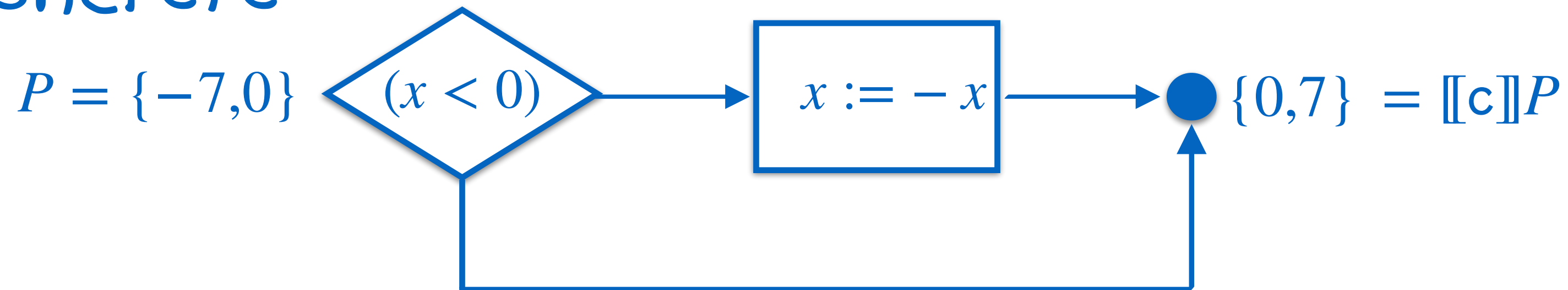


$$P \subseteq A(P)$$

$$\llbracket c \rrbracket P \subseteq A(\llbracket c \rrbracket P)$$

$c = \text{if } (x < 0) \text{ then } x := -x$

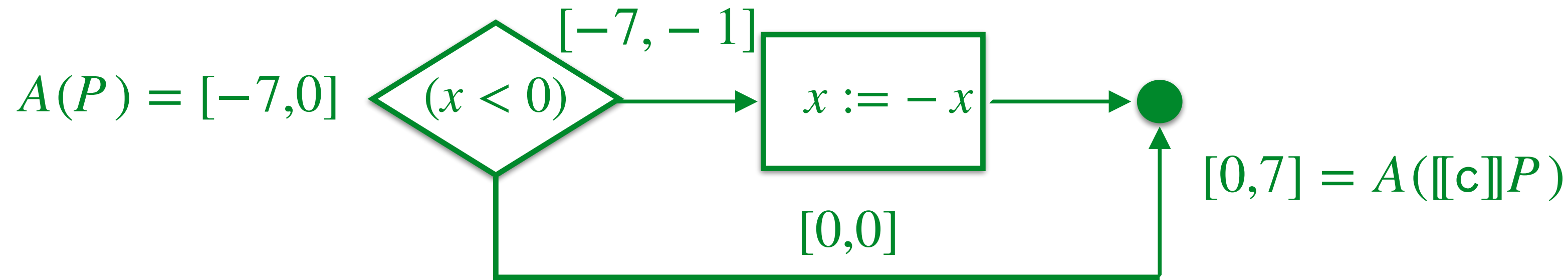
Concrete



An example of program analysis

over-approximations are good for proving correctness but not for bug finding!

Abstract (ex. Intervals)

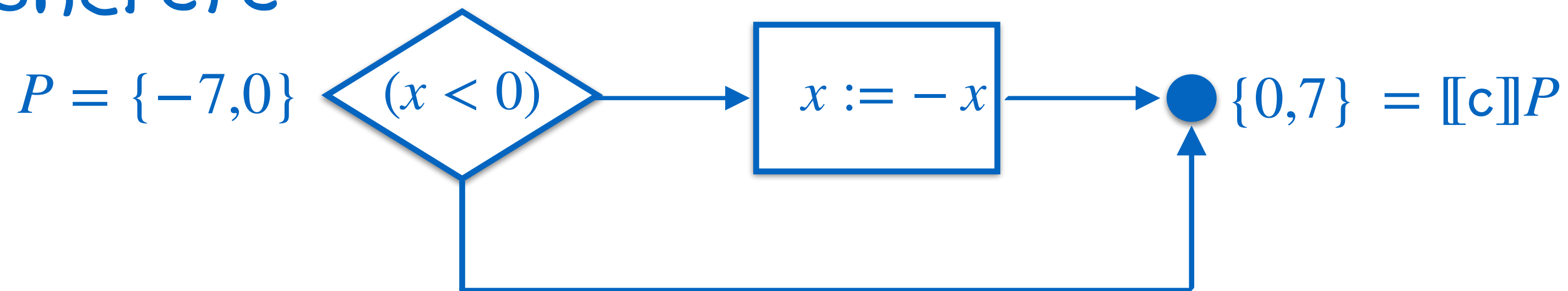


$$P \subseteq A(P)$$

$$\llbracket c \rrbracket P \subseteq A(\llbracket c \rrbracket P)$$

$c = \text{if } (x < 0) \text{ then } x := -x$

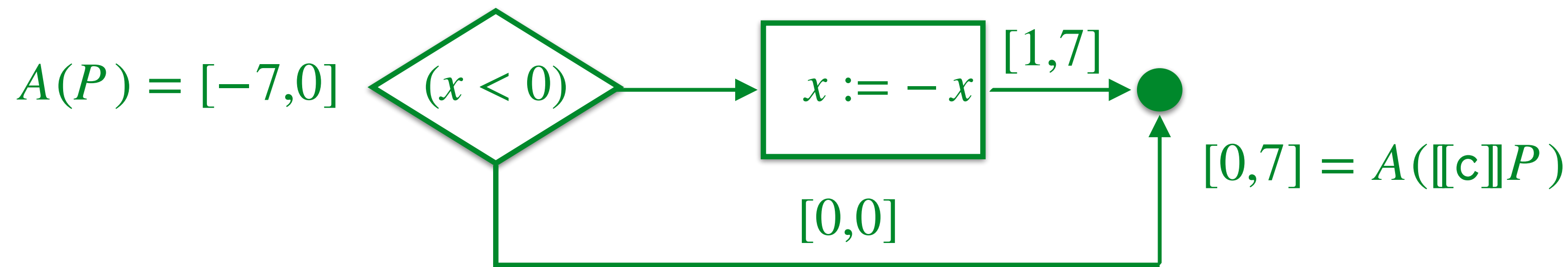
Concrete



An example of program analysis

over-approximations are good for proving correctness but not for bug finding!

Abstract (ex. Intervals)

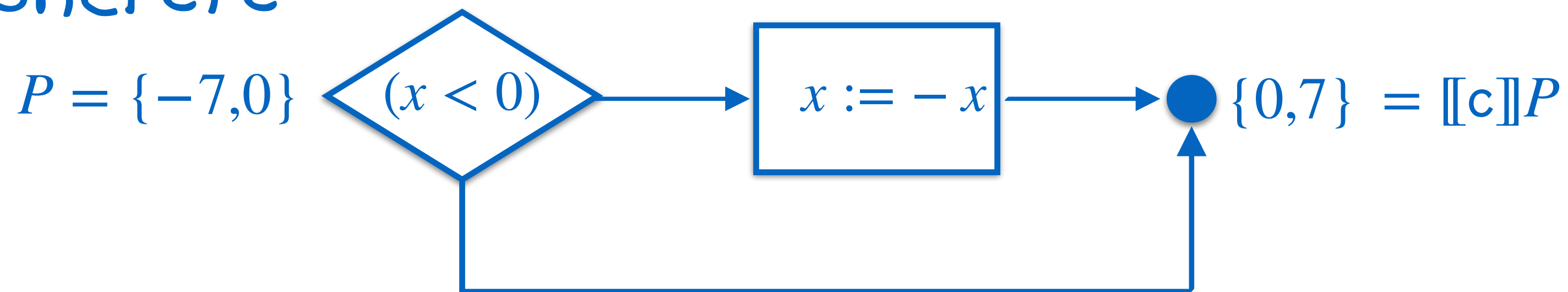


$$P \subseteq A(P)$$

$$\llbracket c \rrbracket P \subseteq A(\llbracket c \rrbracket P)$$

$c = \text{if } (x < 0) \text{ then } x := -x$

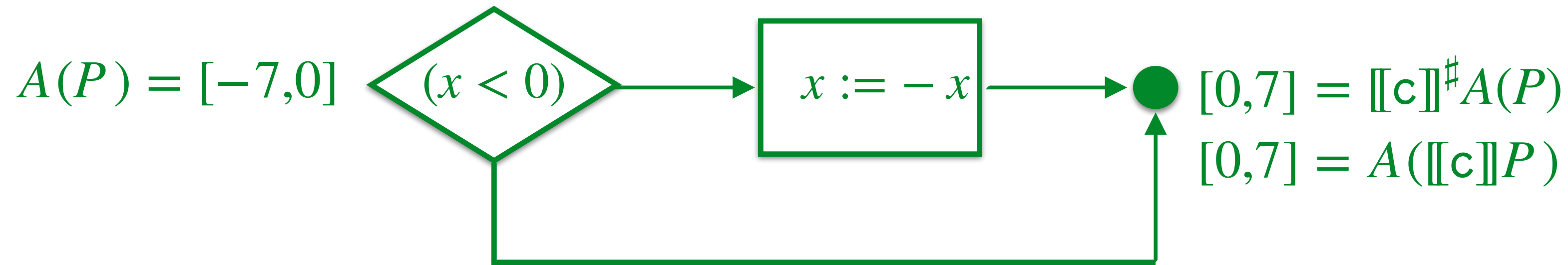
Concrete



An example of program analysis

over-approximations are good for proving correctness but not for bug finding!

Abstract (ex. Intervals)

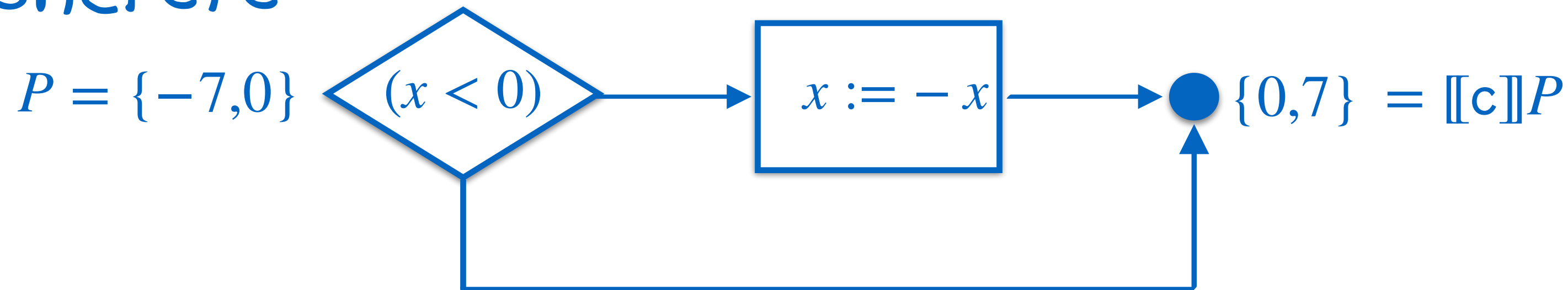


$$P \subseteq A(P)$$

$$\llbracket c \rrbracket P \subseteq A(\llbracket c \rrbracket P) \subseteq \llbracket c \rrbracket^\# A(P)$$

$c = \text{if } (x < 0) \text{ then } x := -x$

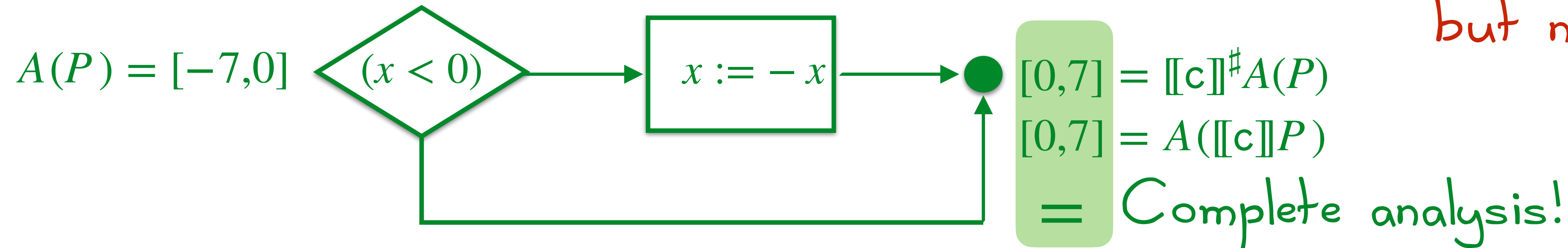
Concrete



An example of program analysis

over-approximations are good for proving correctness but not for bug finding!

Abstract (ex. Intervals)

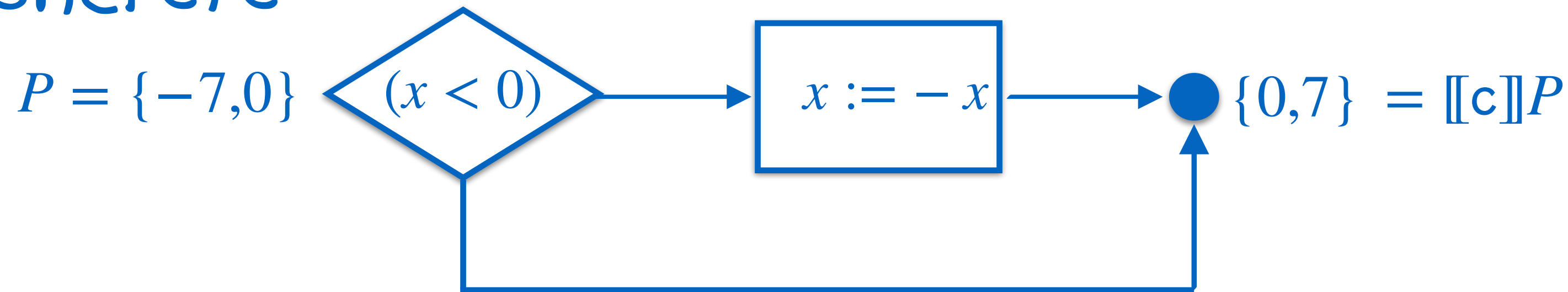


$$P \subseteq A(P)$$

$$\llbracket c \rrbracket P \subseteq A(\llbracket c \rrbracket P) \subseteq \llbracket c \rrbracket^\# A(P)$$

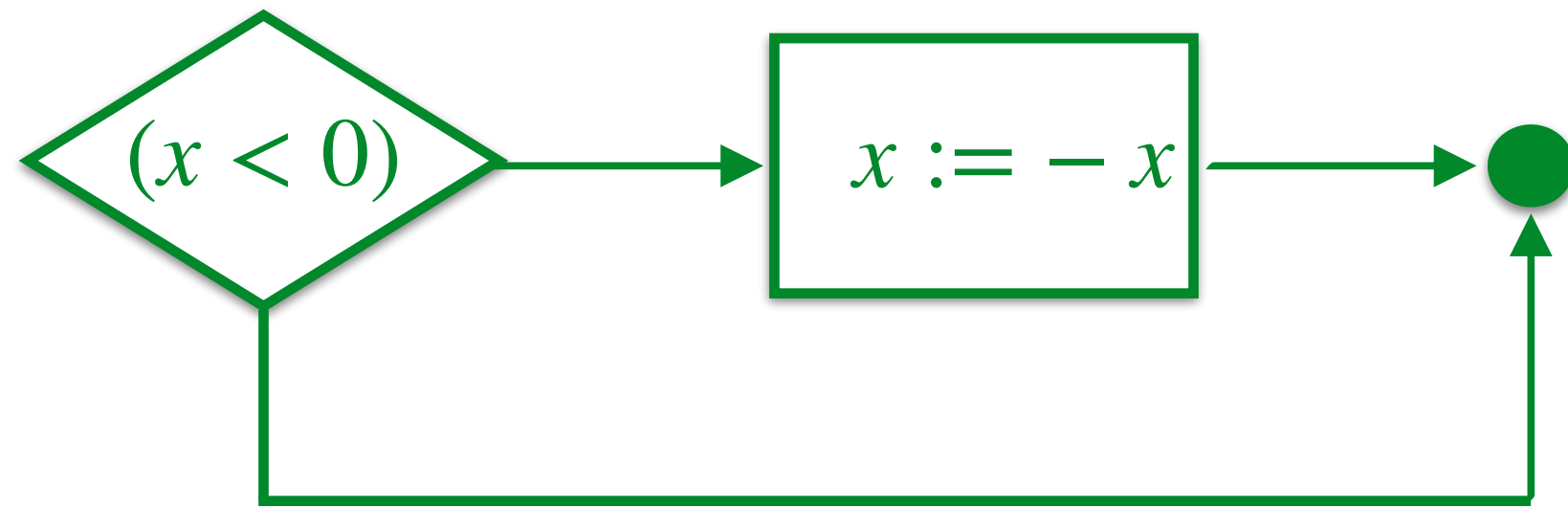
$c = \text{if } (x < 0) \text{ then } x := -x$

Concrete



Completeness vs Incompleteness

Abstract (ex. Intervals)



over-approximations are good for proving correctness but not for bug finding!

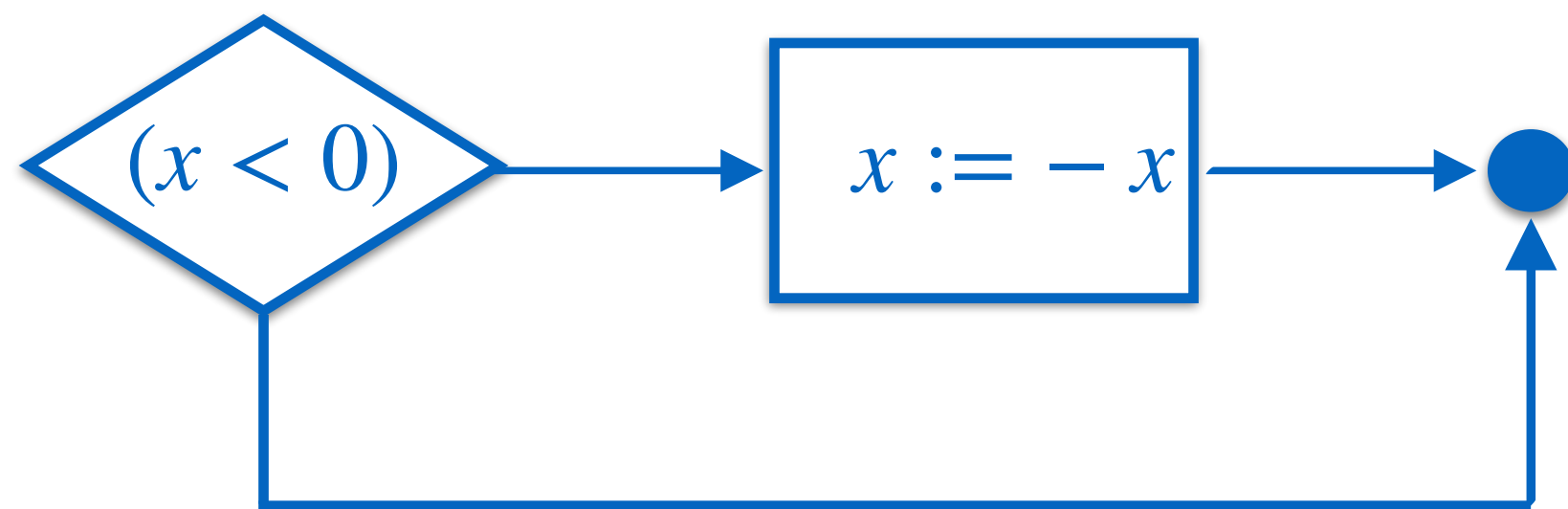
$$P \subseteq A(P)$$

$$\llbracket c \rrbracket P \subseteq A(\llbracket c \rrbracket P) \subseteq \llbracket c \rrbracket^\# A(P)$$

$c = \text{if } (x < 0) \text{ then } x := -x$

Concrete

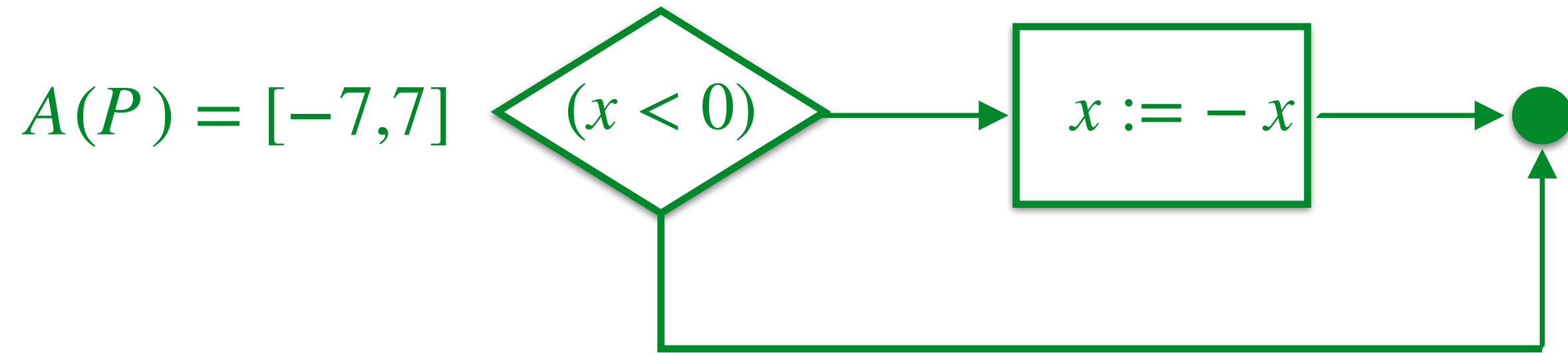
$$P = \{-7, 7\}$$



Completeness vs Incompleteness

over-approximations are good for proving correctness but not for bug finding!

Abstract (ex. Intervals)



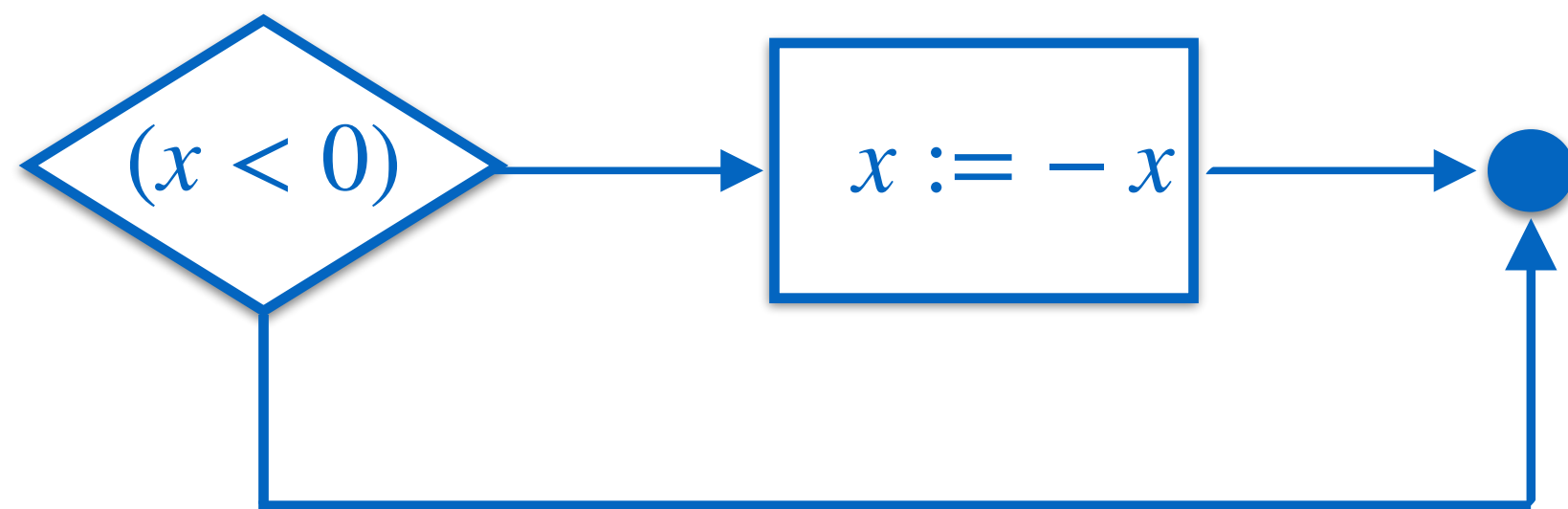
$$P \subseteq A(P)$$

$$\llbracket c \rrbracket P \subseteq A(\llbracket c \rrbracket P) \subseteq \llbracket c \rrbracket^\# A(P)$$

$c = \text{if } (x < 0) \text{ then } x := -x$

Concrete

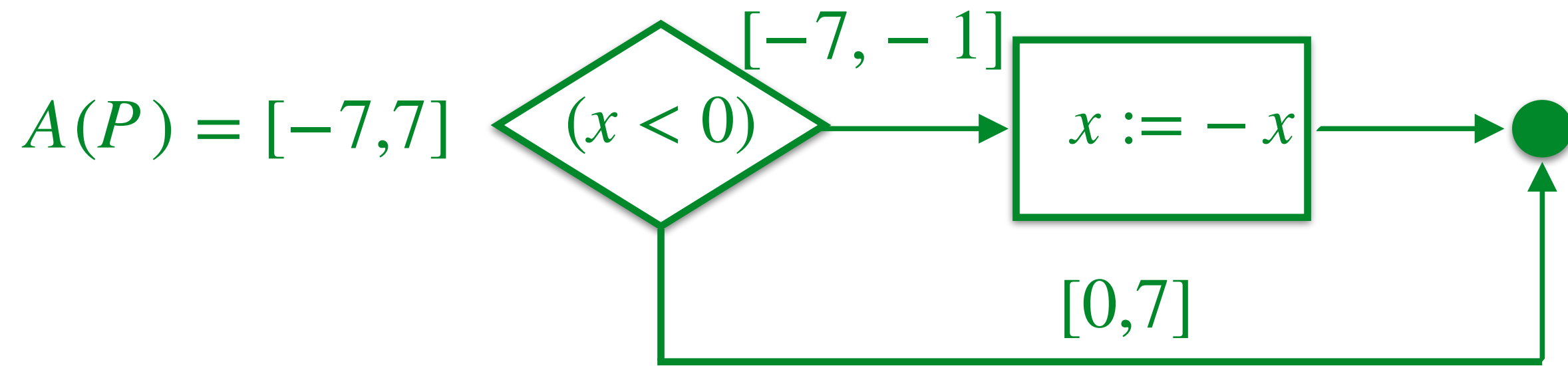
$P = \{-7,7\}$



Completeness vs Incompleteness

over-approximations are good for proving correctness but not for bug finding!

Abstract (ex. Intervals)



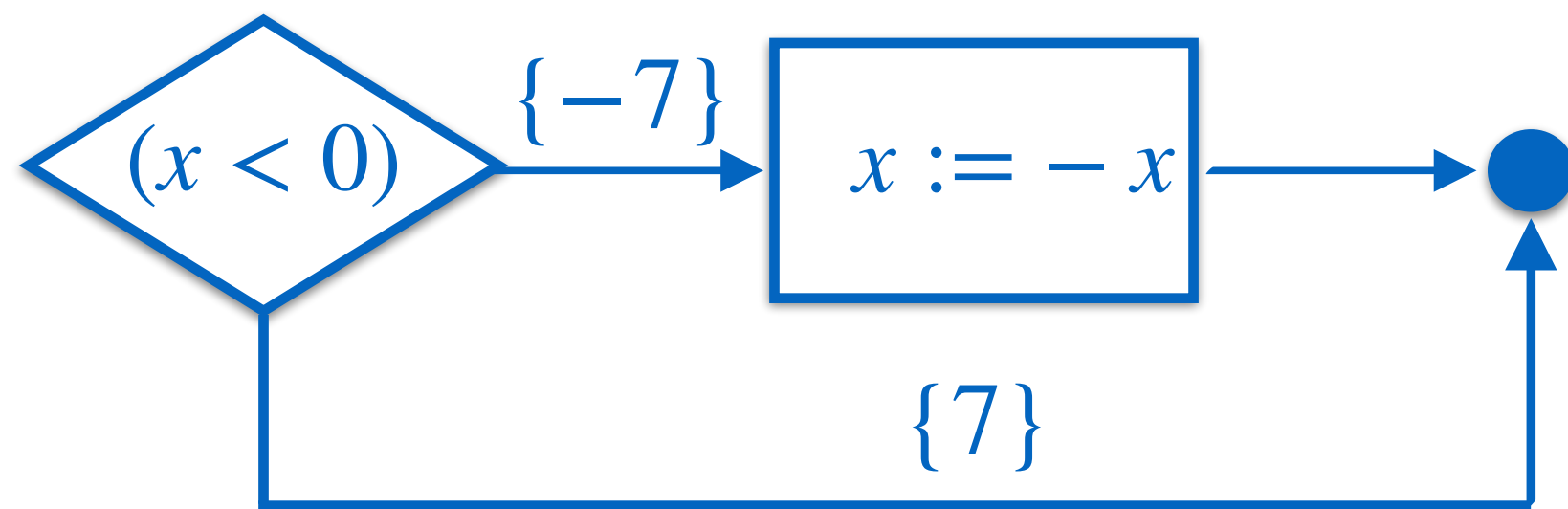
$$P \subseteq A(P)$$

$$\llbracket c \rrbracket P \subseteq A(\llbracket c \rrbracket P) \subseteq \llbracket c \rrbracket^\# A(P)$$

$c = \text{if } (x < 0) \text{ then } x := -x$

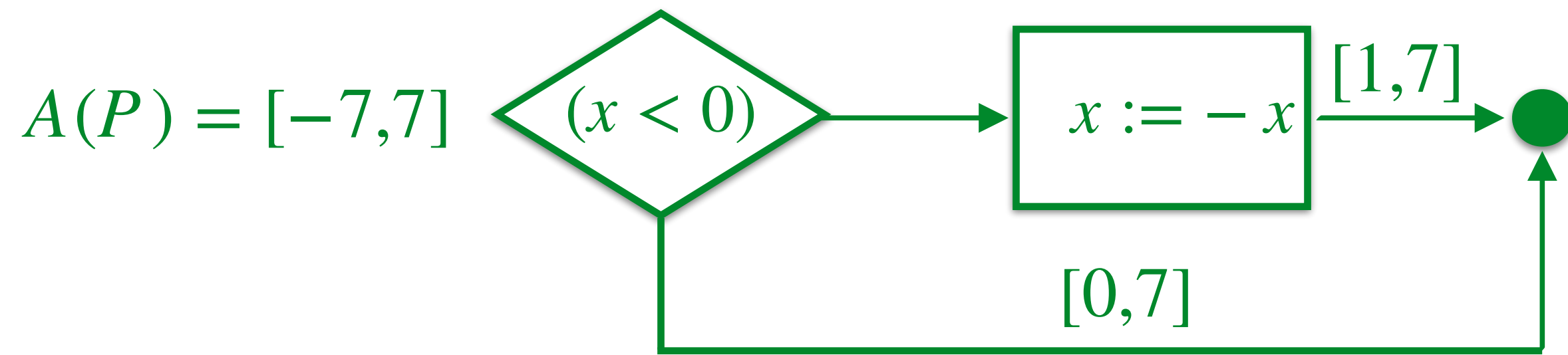
Concrete

$P = \{-7, 7\}$



Completeness vs Incompleteness

Abstract (ex. Intervals)



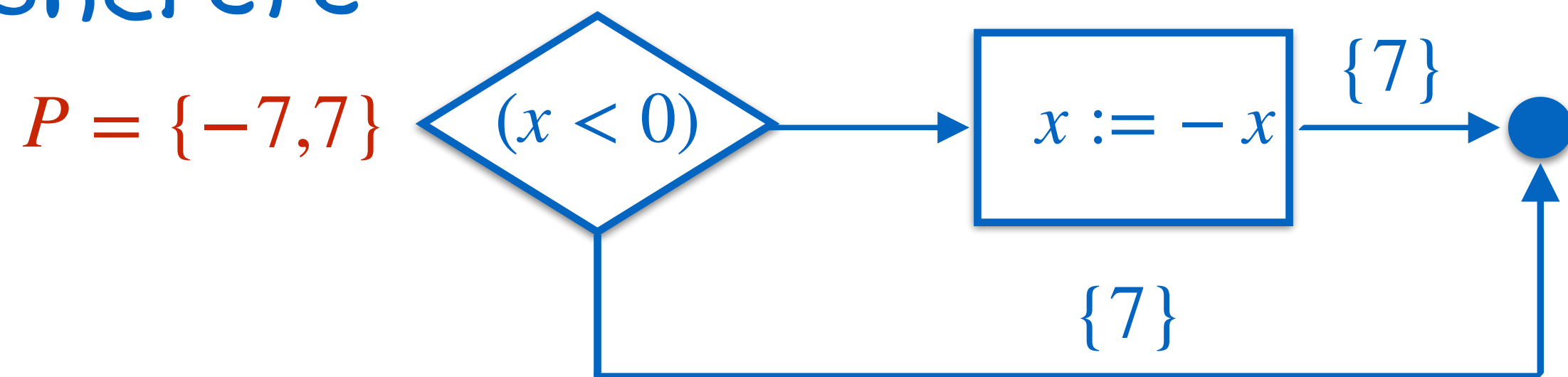
over-approximations are good for proving correctness but not for bug finding!

$$P \subseteq A(P)$$

$$\llbracket c \rrbracket P \subseteq A(\llbracket c \rrbracket P) \subseteq \llbracket c \rrbracket^\# A(P)$$

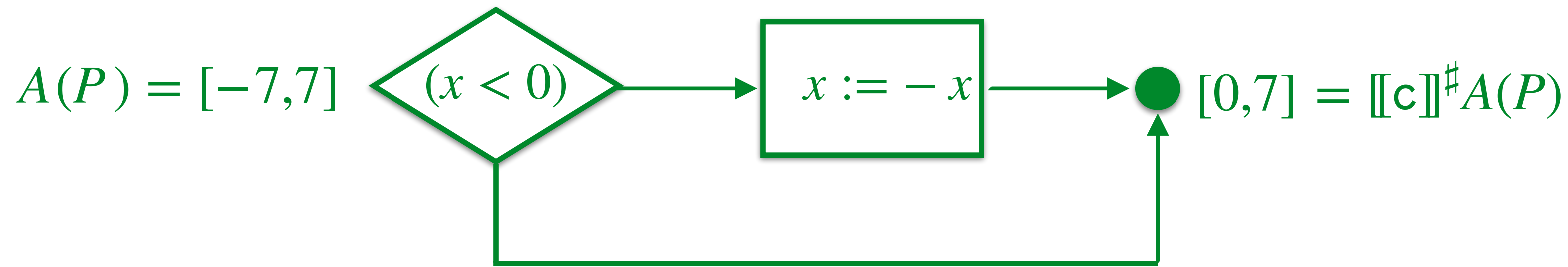
$c = \text{if } (x < 0) \text{ then } x := -x$

Concrete



Completeness vs Incompleteness

Abstract (ex. Intervals)



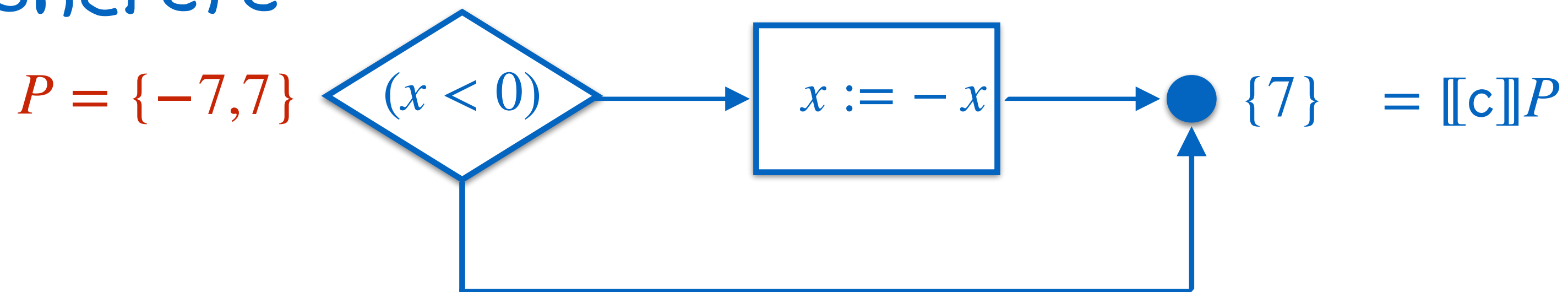
over-approximations are good for proving correctness but not for bug finding!

$$P \subseteq A(P)$$

$$[[c]]P \subseteq A([[c]]P) \subseteq [[c]]\#A(P)$$

$c = \text{if } (x < 0) \text{ then } x := -x$

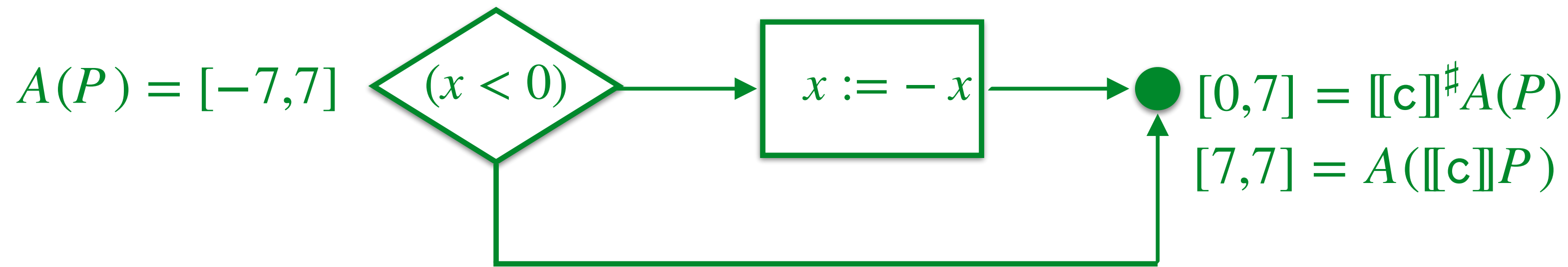
Concrete



Completeness vs Incompleteness

over-approximations are good for proving correctness but not for bug finding!

Abstract (ex. Intervals)

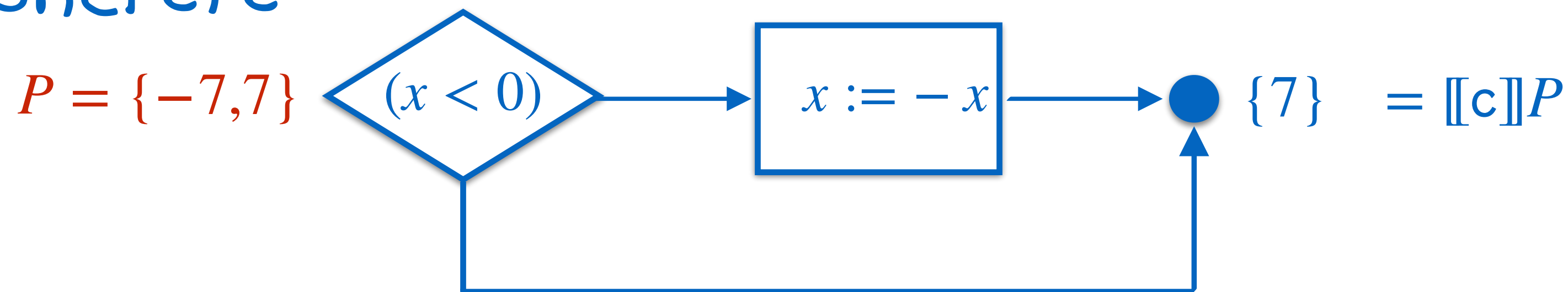


$$P \subseteq A(P)$$

$$\llbracket c \rrbracket P \subseteq A(\llbracket c \rrbracket P) \subseteq \llbracket c \rrbracket^\# A(P)$$

$c = \text{if } (x < 0) \text{ then } x := -x$

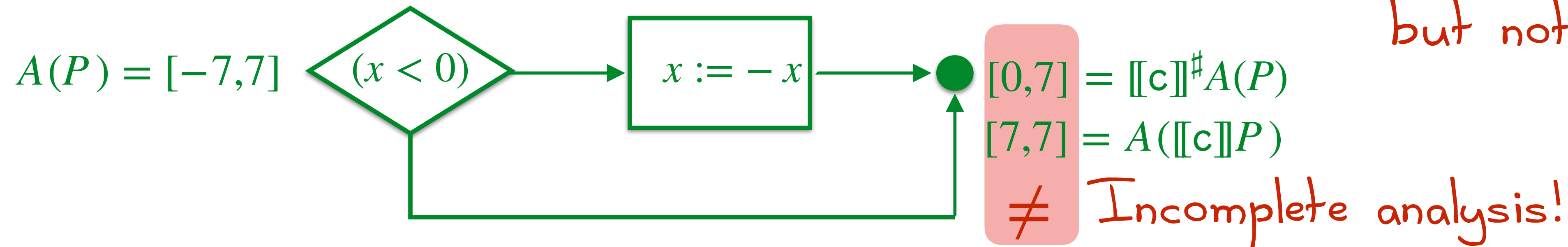
Concrete



Completeness vs Incompleteness

over-approximations are good for proving correctness but not for bug finding!

Abstract (ex. Intervals)

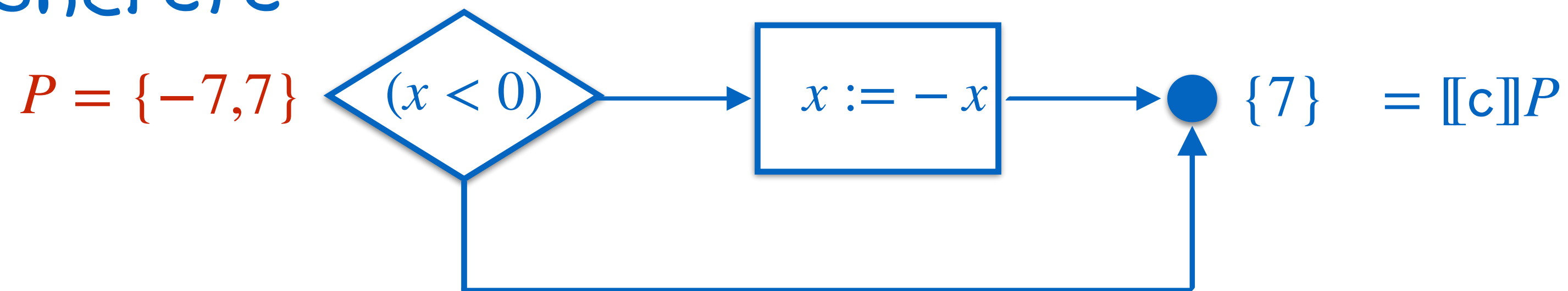


$$P \subseteq A(P)$$

$$\llbracket c \rrbracket P \subseteq A(\llbracket c \rrbracket P) \subseteq \llbracket c \rrbracket^\# A(P)$$

$c = \text{if } (x < 0) \text{ then } x := -x$

Concrete



Completeness + Turing Equivalence = Trivial domains

$$A = Id \vee A = \lambda S. T$$

Th. Only **trivial** abstractions are complete for Turing equivalent programming languages

Th. Completeness depends only on the basic expressions allowed in the syntax (guards and assignments)

e.g. Int is (non-trivial and) complete for any assignment



Roberto Giacobazzi, Francesco Logozzo, Francesco Ranzato:
Analyzing Program Analyses. POPL 2015: 261-273

Sources of Incompleteness and Local Completeness

Guards are hard to handle

Th. A domain can be complete only for guards that are expressible in it

e.g. Int cannot be complete for $x=0$
(because $(x \neq 0)$ is not expressible in Int)

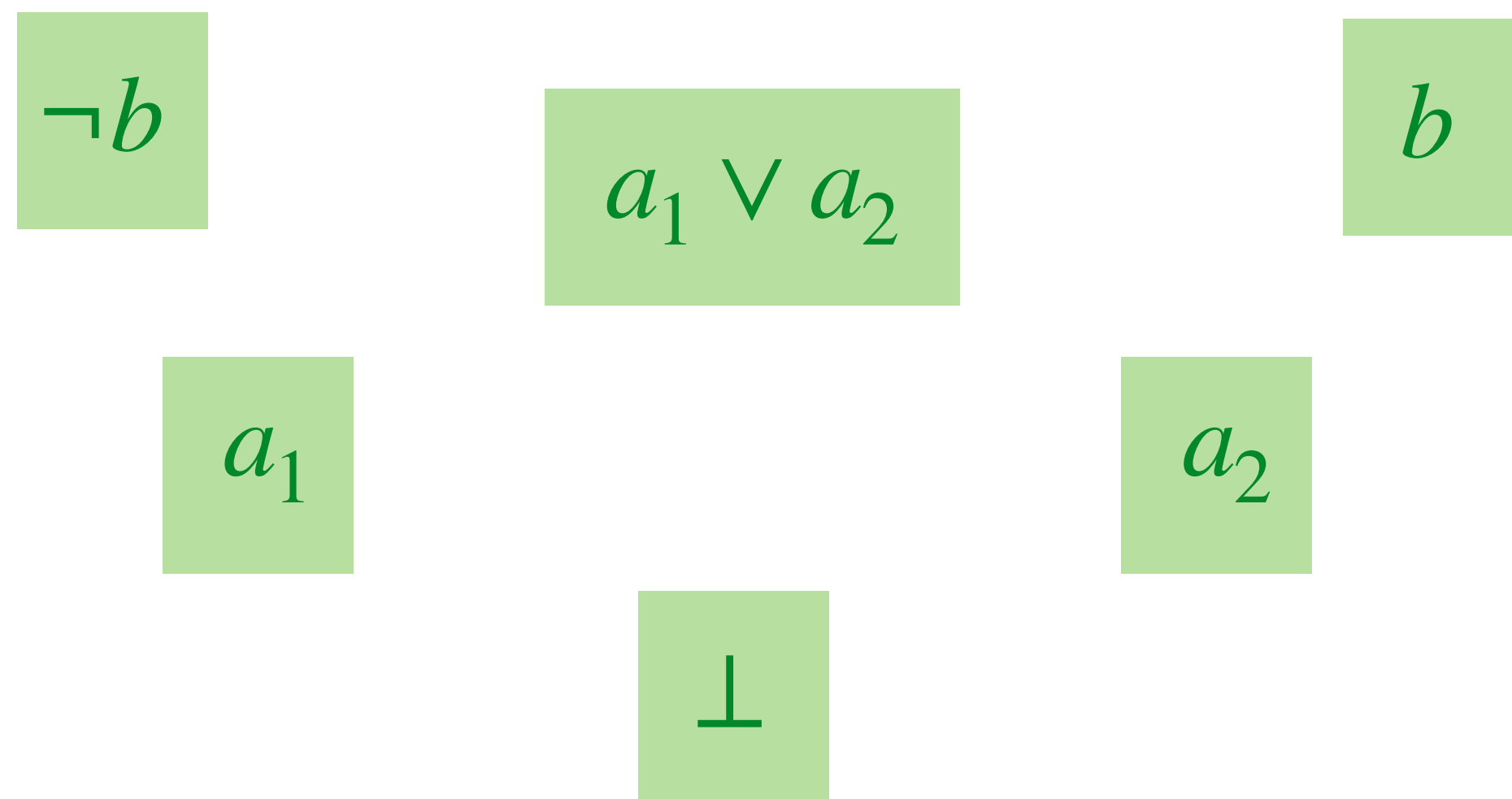
What if we add the abstract point $x \neq 0$?

After Moore closure: intervals with or without holes in zero

The domain $\text{Int}_{\neq 0}$ is no longer complete for sums!

Necessary and sufficient conditions for guard completeness

Th. A domain is complete for b ?/ $\neg b$? iff
it contains any union of abstract points below b / $\neg b$



Necessary and sufficient conditions for guard completeness

Th. A domain is complete for $b?/-b?$ iff
it contains any union of abstract points below $b/-b$

e.g. Int is not complete for $x \leq 0 / x > 0$
(because $x < -2$ is expressible and below $x \leq 0$
 $x > 2$ is expressible and below $x > 0$
but $(x < -2 \text{ or } x > 2)$ is not expressible in Int)

Local Completeness

We must abandon the ambition of being complete
for every program and for every input!

Local completeness is about a given program and a given input

Global completeness

$$A f = A f A$$

$$\forall c. A f (c) = A f A (c)$$

Local completeness at c

$$A f (c) = A f A (c)$$

$$\mathbb{C}_c^A(f)$$

Locally Complete Analysis

Th. Verification

under-approx + local completeness + spec expressible

$$Q \leq \llbracket c \rrbracket P \wedge \llbracket c \rrbracket^\# A(P) = A(Q) \wedge S = A(S) \Rightarrow (\llbracket c \rrbracket P \leq S \Leftrightarrow Q \leq S)$$

$$Q \leq \llbracket c \rrbracket P \quad \Rightarrow \quad A(Q) \leq A(\llbracket c \rrbracket P) \leq \llbracket c \rrbracket^\# A(P)$$

$$\wedge \llbracket c \rrbracket^\# A(P) = A(Q) \quad \Rightarrow \quad A(\llbracket c \rrbracket P) = \llbracket c \rrbracket^\# A(P)$$

$$\wedge S = A(S) \quad \Rightarrow \quad \llbracket c \rrbracket P \leq S \quad \Leftrightarrow \quad A(\llbracket c \rrbracket P) \leq A(S) = S$$

$$\Leftrightarrow \quad A(Q) \leq A(S) = S \quad \Leftrightarrow \quad Q \leq S$$

Local Completeness Logic (LCL)

The Rules of LCL

Local completeness
proof obligations

$$\frac{\mathbb{C}_P^A(e)}{\vdash_A [P] e \llbracket [e] P \rrbracket} \text{ (transfer)}$$

$$\frac{\vdash_A [P] r_1 [R] \quad \vdash_A [R] r_2 [Q]}{\vdash_A [P] r_1; r_2 [Q]} \text{ (seq)}$$

$$\frac{\vdash_A [P] r [R] \quad \vdash_A [P \vee R] r^* [Q]}{\vdash_A [P] r^* [Q]} \text{ (rec)}$$

Key (consequence) rule

$$\frac{P' \leq P \leq A(P') \quad \vdash_A [P'] r [Q'] \quad Q \leq Q' \leq A(Q)}{\vdash_A [P] r [Q]} \text{ (relax)}$$

$$\frac{\vdash_A [P] r_1 [Q_1] \quad \vdash_A [P] r_2 [Q_2]}{\vdash_A [P] r_1 \oplus r_2 [Q_1 \vee Q_2]} \text{ (join)}$$

$$\frac{\vdash_A [P] r [Q] \quad Q \leq A(P)}{\vdash_A [P] r^* [P \vee Q]} \text{ (iterate)}$$

Th. Logical Soundness

$$\vdash_A [P] c [Q] \Rightarrow Q \leq \llbracket c \rrbracket P \leq \llbracket c \rrbracket^\# A(P) = A(Q)$$

Fixpoint acceleration by
abstract interpretation

The Proof System (compositional reasoning!)

Proof obligations: local completeness for basic expressions
(all the other rules preserve local completeness)

$$\frac{A(\llbracket e \rrbracket P) = A(\llbracket e \rrbracket A(P))}{\vdash_A [P] e \llbracket \llbracket e \rrbracket P \rrbracket} \quad (\text{transfer})$$

$$\frac{\text{locally complete!}}{\vdash_{\text{Int}} [\{-7,7\}] x := x + 1 [\{-6,8\}]} \quad \begin{array}{l} (\text{transfer}) \\ \text{assignments} \end{array}$$

$$\frac{\text{not locally complete!}}{\vdash_{\text{Int}} [\{-7,7\}] x < 0? [\{-7\}]} \quad \begin{array}{l} (\text{transfer}) \\ \text{guards} \end{array}$$

The Proof System (compositional reasoning!)

Proof obligations: local completeness for basic expressions
(all the other rules preserve local completeness)

$$A(\llbracket e \rrbracket P) = A(\llbracket e \rrbracket A(P))$$

(transfer)

$$\vdash_A [P] e \llbracket \llbracket e \rrbracket P \rrbracket$$

locally complete!

$$\vdash_{\text{Int}} [\{-7, 7\}] x := x + 1 [\{-6, 8\}]$$

(transfer)
assignments

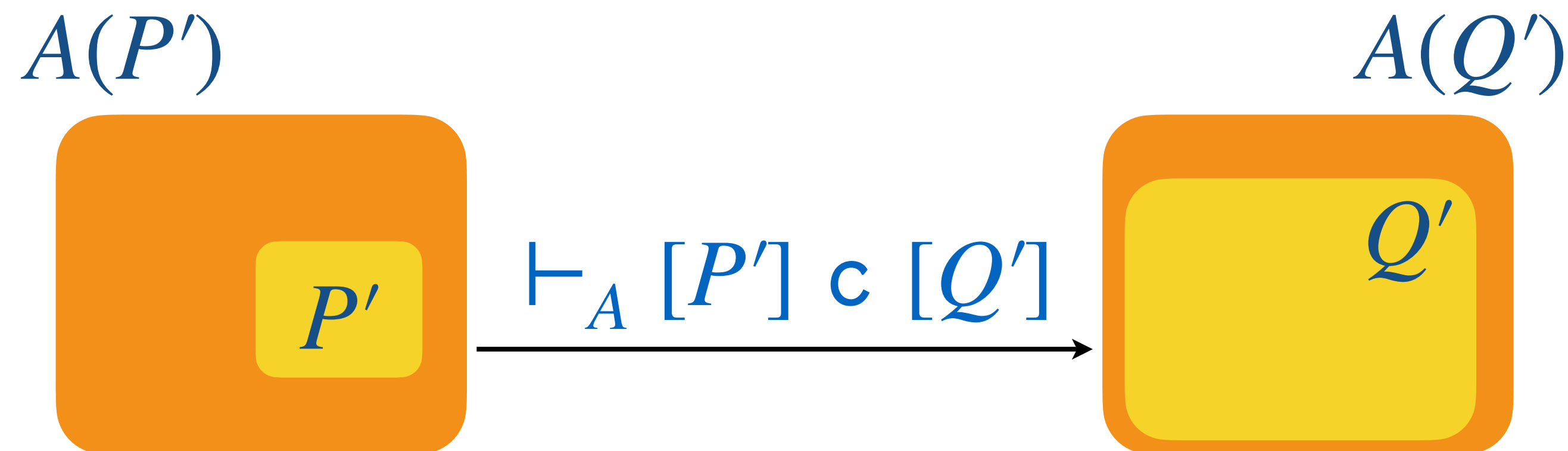
locally complete!

$$\vdash_{\text{Int}} [\{-7, -1, 7\}] x < 0? [\{-7, -1\}]$$

(transfer)
guards

The key new consequence rule

$$\frac{P' \leq P \leq A(P') \quad \vdash_A [P'] \text{ c } [Q'] \quad Q \leq Q' \leq A(Q)}{\vdash_A [P] \text{ c } [Q]} \text{ (relax)}$$



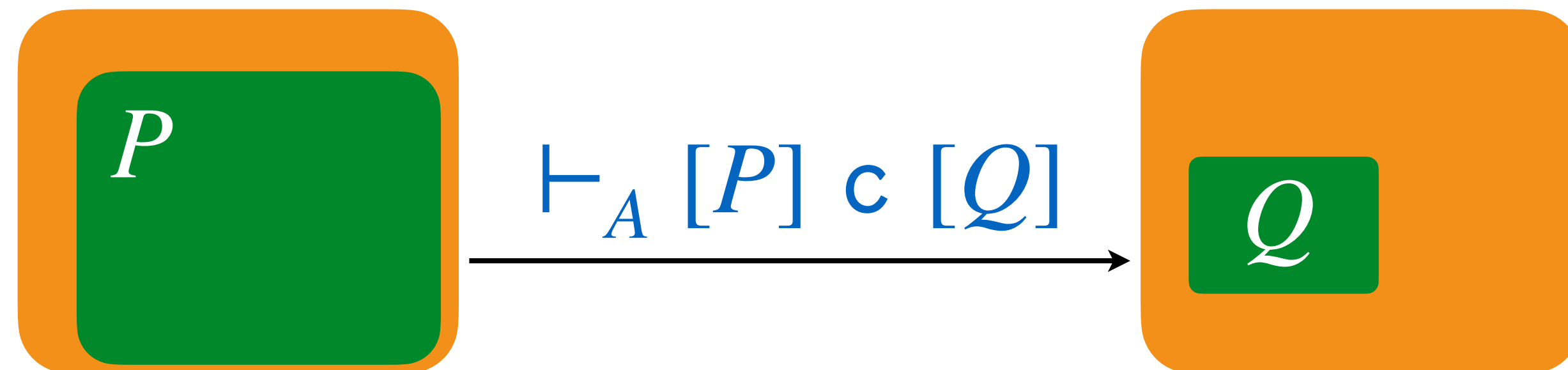
The key new consequence rule

$$\frac{P' \leq P \leq A(P') \quad \vdash_A [P'] \text{ c } [Q'] \quad Q \leq Q' \leq A(Q)}{\vdash_A [P] \text{ c } [Q]} \text{ (relax)}$$

we can weaken the precondition... and strengthen the postcondition as far as we preserve their abstractions

$$A(P') = A(P)$$

$$A(Q) = A(Q')$$



Fixpoint acceleration

$$\frac{\vdash_A [P] \ r \ [Q] \quad Q \leq A(P)}{\vdash_A [P] \ r^* \ [P \vee Q]} \quad (\text{iterate})$$

$$\frac{\frac{\mathbb{C}_P^{\text{Sign}}(\llbracket x \leq 0? \rrbracket)}{\vdash_{\text{Sign}} [P] \ x \leq 0? \ [\{-10, -1\}]} \quad (\text{transfer}) \quad \frac{\mathbb{C}_{\{-10, -1\}}^{\text{Sign}}(\llbracket x := x * 10 \rrbracket)}{\vdash_{\text{Sign}} [\{-10, -1\}] \ x := x * 10 \ [\{-100, -10\}]} \quad (\text{transfer})}{\vdash_{\text{Sign}} [P] \ x \leq 0?; \ x := x * 10 \ [\{-100, -10\}] \quad \{-100, -10\} \subseteq \text{Sign}(P) = \mathbb{Z}_{\neq 0}} \quad (\text{seq})$$


$$\vdash_{\text{Sign}} [P] \ (x \leq 0?; \ x := x * 10)^* \ [\{-100, -10, -1, 100\}] \quad (\text{iterate})$$

$$P \triangleq \{-10, -1, 100\}$$

Main results

Th. Verification

any provable triple either shows the program correct or exposes some error

correctness +  bug finding!

Th. Logical Completeness

if the abstraction is complete for every basic expressions in the program,
then any valid triple is provable

Th. Intrinsic Incompleteness

for any Turing complete language and any non-trivial abstraction,
there are valid triples that cannot be proved

Combine Abstract Domains

Proof obligations and domain refinement

Suppose $\vdash_{A_1} [P] r_1 [R]$ and $\vdash_{A_2} [R] r_2 [Q]$

Can we conclude $\vdash_A [P] r_1 ; r_2 [Q]$ for some A ?

The reduced product domain $A = A_1 \sqcap A_2$ may not work

Idea: combine more abstract domains in the same derivation

The rule refine

take a more
precise domain

preserve abstractions
of pre-conditions

$$\frac{A' \leq A \quad A'(P) = A(P) \quad \vdash_{A'} [P] \text{ c } [Q]}{\vdash_A [P] \text{ c } [Q]} \text{ (refine)}$$

Th. Logical Soundness

$$\vdash_A [P] \text{ c } [Q] \Rightarrow Q \leq \llbracket c \rrbracket P \leq A(Q)$$

extensional analysis:
cannot guarantee that
 $\llbracket c \rrbracket^\# A(P) = A(Q)$

Example

$$r_1 \triangleq y := 2 * y + 1; y := \text{abs}(y)$$

$$r_2 \triangleq x := y; \text{while}(x > 1)\{y := y - 1; x := x - 1\}$$

$$\frac{\frac{\vdash_{\text{Int} \neq 0} [P] r_1 [S]}{\vdash_{\text{Int}} [P] r_1 [S]} \text{ (refine)}}{\vdash_{\text{Int}} [P] r_1; r_2 [Q]} \quad \frac{\frac{\vdash_{\text{Oct}} [S] r_2 [Q]}{\vdash_{\text{Int}} [S] r_2 [Q]} \text{ (refine)}}{\vdash_{\text{Int}} [S] r_2 [Q]} \text{ (seq)}}$$

$$P \triangleq (y \in [-100; 100])$$

$$S \triangleq (y \in \{1; 201\})$$

$$Q \triangleq (x = y = 1)$$

$\llbracket r_1; r_2 \rrbracket_{\text{Int}}^\#$ computes $x = 1 \wedge 0 \leq y \leq 100$

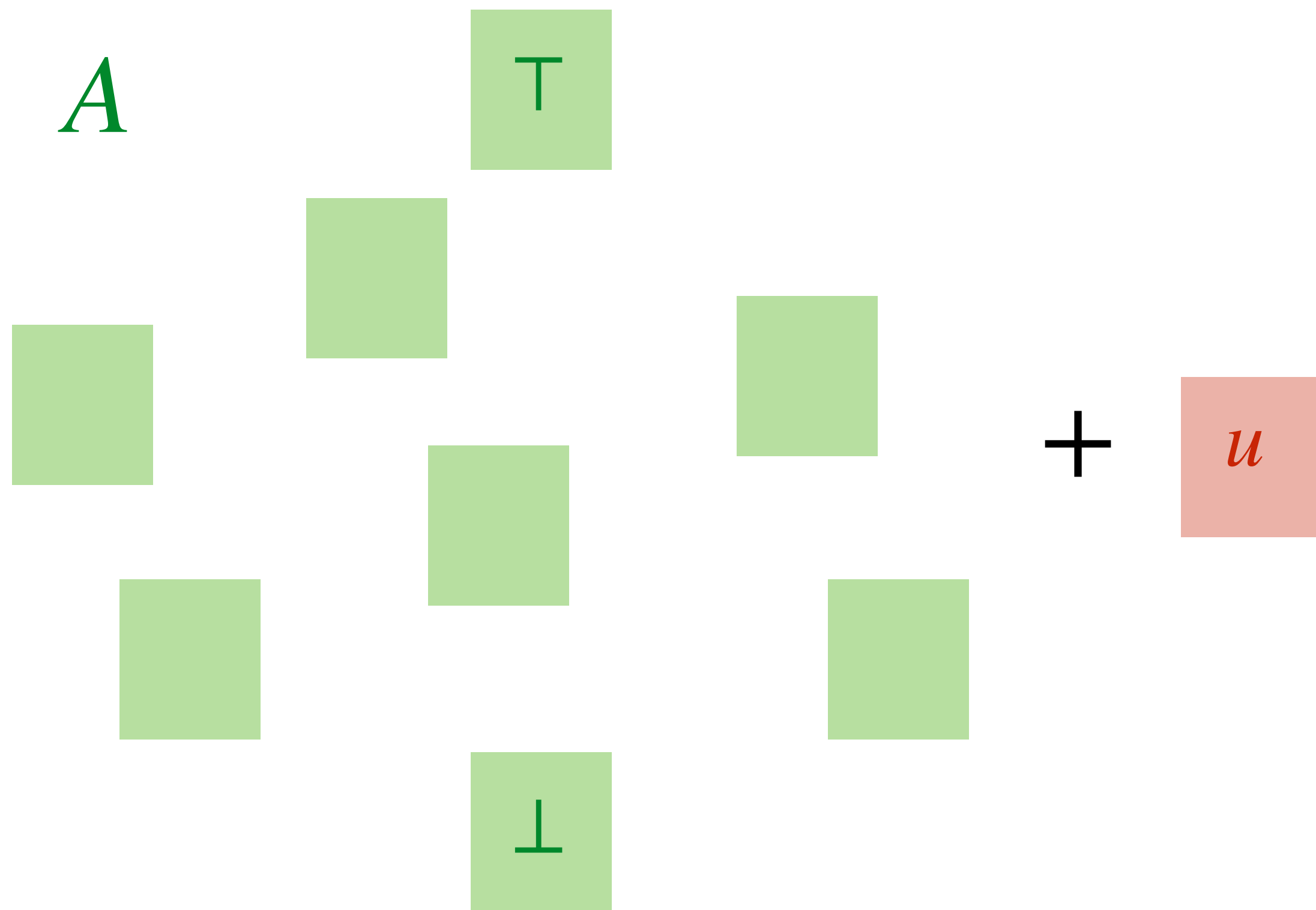
Abstract Interpretation Repair (AIR)

Proof obligations and domain refinement

What if a derivation fails?

e.g. a local completeness proof obligation $\mathbb{C}_R^A(e)$ fails

Idea: Refine the domain and restart the analysis



Add new element

+

Moore closure

$$A_u(c) = \begin{cases} u \wedge A(c) & \text{if } c \leq u \\ A(c) & \text{otherwise} \end{cases}$$

Refinement (as closure)

$\wp(\{1,2,3,4,5\})$

$\{1,2,3,4,5\}$

LessMoreThan3

$\{1,2,3,4\}$ $\{1,2,3,5\}$ $\{1,2,4,5\}$ $\{1,3,4,5\}$ $\{2,3,4,5\}$

$\{1,2,3\}$

$\{1,2,4\}$

$\{1,2,5\}$

$\{1,3,4\}$

$\{1,3,5\}$

$\{1,4,5\}$

$\{2,3,4\}$

$\{2,3,5\}$

$\{2,4,5\}$

$\{3,4,5\}$

$\{1,2\}$

$\{1,3\}$

$\{1,4\}$

$\{1,5\}$

$\{2,3\}$

$\{2,4\}$

$\{2,5\}$

$\{3,4\}$

$\{3,5\}$

$\{4,5\}$

$\{1\}$

$\{2\}$

$\{3\}$

$\{4\}$

$\{5\}$

\emptyset

Pointed shell

Which refinement when $\mathbb{C}_c^A(f)$ fails?

Idea: add the most abstract over-approximation of c that yields local completeness

(the most concrete would be c itself)

$$\max(\{x \in C \mid x \leq A(c), \mathbb{C}_c^{A_x}(f)\}) = \{u\}$$

In the case of $\mathbb{C}_P^A(b?)$ we set:

$$u \triangleq (A(P \cap b) \cap b) \cup (A(P \cap \neg b) \cap \neg b)$$

A (forward) repair strategy

Given A, P, c try to find Q such that $\vdash_A [P] r [Q]$

If a local completeness proof obligation fails, refine A with u_1 and retry

If a local completeness proof obligation fails, refine A_{u_1} with u_2 and retry

If a local completeness proof obligation fails, refine $A_{\{u_1, u_2\}}$ with u_3 and retry

...

Until $\vdash_{A_N} [P] r [Q]$ for some $N = \{u_1, \dots, u_n\}$ and Q

A (forward) repair strategy

```
1 Function fRepairA(N, P, r)
2   found := false;
3   do
4     out := findA(N, P, r);
5     switch out do
6       case Q do found := true; // underapprox.
7       case ⟨R, e⟩ do N := refineA(N, R, e); // incompl.
8   while (¬found);
9   return ⟨N, out⟩;
```

given A, N, P, r try to find Q such that $\vdash_{A_N} [P] r [Q]$

$\vdash_{A_N} [P] r [Q]$

// underapprox.

// incompl.

$\neg \mathbb{C}_R^{A_N}(e)$

update N and retry

the latest set of refinements N and Q are returned

Slogan

AIR is to program verification
what CEGAR is for model checking

(we have shown that CEGAR is an instance of AIR)

Concluding Remarks



What else?

AIR with backward repair or
how to find the most abstract domain
refinement for proving correctness

Difficulties in swapping the roles of over-
and under-approximations

LCL enhancements

(local variables, rewrite strategy languages)

● What next?

Expressiveness hierarchy
of (locally) complete domains?

Handling pointers and memory errors with
ideas from separation logic

Theoretical foundations for scalable bug-
catching and security tools



References



Roberto Bruni, Roberto Giacobazzi, Roberta Gori, Isabel Garcia-Contreras , Dusko Pavlovic:
Abstract extensionality: on the properties of incomplete abstract interpretations.
Proc. ACM Program. Lang. 4(POPL): 28:1-28:28 (2020)



Roberto Bruni, Roberto Giacobazzi, Roberta Gori, Francesco Ranzato:
A Correctness and Incorrectness Program Logic. J. ACM 70(2): 15:1-15:45 (2023)



Roberto Bruni, Roberto Giacobazzi, Roberta Gori, Francesco Ranzato:
A Logic for Locally Complete Abstract Interpretations. LICS 2021: 1-13



Flavio Ascari, Roberto Bruni, Roberta Gori:
Limits and difficulties in the design of under-approximation abstract domains.
FoSSaCS 2022: 21-39



Roberto Bruni, Roberto Giacobazzi, Roberta Gori, Francesco Ranzato:
Abstract interpretation repair. PLDI 2022: 426-441



Roberto Bruni, Roberta Gori, Nicolas Manini:
Deciding Program Properties via Complete Abstractions on Bounded Domains.
SAS 2022: 175-200



Flavio Ascari, Roberto Bruni, Roberta Gori:
Logics for Extensional, Locally Complete Analysis via Domain Refinements.
ESOP 2023: 1-27



Thanks for the kind invitation
and for the attention!

