Model-based approach to verification of higher-order programs

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Verification in three steps



2.Property \rightarrow MSOL-formula 'no fail' $\rightarrow \phi$



Verification in three steps

1. Program
$$\rightarrow \lambda$$
-term
P $\rightarrow M$

2.Property
$$\rightarrow$$
 MSOL-formula 'no fail' $\rightarrow \phi$



A general technique for analysis of higher-order programs

Control flow is represented faithfully, but the data part is abstracted

Verification in three steps

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Why higher order?

Programs can manipulate data as well as other programs. Powerful abstraction mechanism. Analysis is challenging and algorithmically difficult.





First example: factorial

$Fct(x) \equiv if x = 0 then 1 else Fct(x-1) \cdot x$.

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.



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$$Fct(x) \equiv \mathbf{if} \ x = 0 \mathbf{then} \ 1 \mathbf{else} \ Fct(x-1) \cdot x \ .$$

YFct. λx . **if-then-else**(z(x), o, m(Fct(x-1), x))





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YFct. λx . **if-then-else**(z(x), o, m(Fct(x-1), x))



Property: Every path with a left turn is finite

Second example: javascript [Grabowski, Hofmann, Li]

The problem: malicious code execution via specially crafted input string

let makecode(x)="<script>_alert(" + x + ");_</script>"
in
y=first(untrusted_stream);
output(makecode(y));

How: input string escapes the alert function

```
makecode("); _form.submit(http://...);")=
    alert(); form.submit(http://...);
```

Protection: always validate input strings to be executed

let makecode(x)="<script>_alert(" + x + ");_</script>"
in
y=first(untrusted_stream);
output(makecode(validate(y)));

Second example: javascript (cont)

The same but in some more elaborate setting:



Examples of properties

- reachability fail constant is reachable
- resource usage every open file is eventually closed
- method invocation patterns
 m.init should appear before m.usage
- fairness properties

if access is asked infinitely often then it is granted infinitely often

Third example: CFA

[Tobia, Tsukada, Kobayashi]

The problem: determine what functions are called at a given location.

$(\lambda^1 x. x @^2 ()) @^3 (\lambda^4 z. ()).$

What functions can be called at the context 2?

Setting: a small simply typed call-by-value language :

$$\begin{array}{l}t \ (\text{terms}) ::= () \mid x \mid \texttt{fun}^{\ell}(f, x, t) \mid t_1 \ @^{\ell} \ t_2 \mid \texttt{if} * t_1 \ t_2 \\ v \ (\text{value}) ::= () \mid \texttt{fun}^{\ell}(f, x, t) \\ T \ (\text{types}) ::= \texttt{Unit} \mid T_1 \ \rightarrow \ T_2.\end{array}$$

Objective: determine if ℓ_2 is called at ℓ_1

$$t \longrightarrow^* E[\operatorname{fun}^{\ell_2}(f, x, t') @^{\ell_1}v]$$

CPS translation to call sequence problem

$$\begin{split} \llbracket () \rrbracket = &\lambda k. \ k \ () \\ \llbracket x \rrbracket = &\lambda k. \ k \ x \\ \llbracket fun^{\ell}(f, x, t) \rrbracket = &\lambda k. \ k \ (fun^{\ell}(f, x, \llbracket t \rrbracket)) \\ \llbracket t_1 @^{\ell} t_2 \rrbracket = &\lambda k. \ \llbracket t_1 \rrbracket \ (\lambda f. \ \llbracket t_2 \rrbracket \ (\lambda^{\ell} z. \ (f \ z) \ k)) \\ \llbracket if * t_1 t_2 \rrbracket = &\lambda k. \ if * (\llbracket t_1 \rrbracket \ k) \ (\llbracket t_2 \rrbracket \ k) \end{split}$$

CSA problem: determine if ℓ_2 is called just after ℓ_1

 $t \longrightarrow^* E_1[\operatorname{fun}^{\ell_1}(f_1, x_1, t_1) \ v_1] \to E_2[\operatorname{fun}^{\ell_2}(f_2, x_2, t_2) \ v_2]$

Fact: CFA is reduced to CSA.

Translation to the model-checking problem

CFA problem: determine if ℓ_2 is called at ℓ_1

 $t \longrightarrow^* E[\texttt{fun}^{\ell_2}(f, x, t') @^{\ell_1}v]$

CSA problem: determine if ℓ_2 is called just after ℓ_1

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Model-checking problem: determine if in the evaluation tree of t there is a path where ℓ_2 appears just after ℓ_1

 $\langle \mathtt{fun}^{\ell}(f, x, \lambda k. t) \rangle = \mathtt{fun}(f, x, \lambda k. \ell \langle t \rangle)$

Translation to the model-checking problem

CFA problem: determine if ℓ_2 is called at ℓ_1

 $t \longrightarrow^* E[\operatorname{fun}^{\ell_2}(f, x, t') @^{\ell_1}v]$

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Model-checking problem: determine if in the evaluation tree of t there is a path where ℓ_2 appears just after ℓ_1

 $\langle \texttt{fun}^\ell(f, x, \lambda k. \ t) \rangle = \texttt{fun}(f, x, \lambda k. \ell \langle t \rangle)$

- The analysis is exact (modulo data abstraction)
- It has (unavoidable) big complexity.
- It is selective.
- Any other kind of program analysis can be encoded that way



2.Property → MSOL-formula 'no fail' $\rightarrow \phi$



- We consider programs with: semicolon, let, and evaluation by value.
- We use λ Y-calculus: simply typed λ -calculus with fix point operator as our target language
- To translate programs to λ Y-calculus we can use some sort of CPS translation.

1. Program
$$\rightarrow \lambda$$
-term P \rightarrow M

(P and M have similar Böhm trees)

2.Property \rightarrow MSOL-formula 'no fail' $\rightarrow \phi$



Why Böhm trees (evaluation trees) are interesting:

- Giving a denotational semantics for the full language is difficult.
- Standard denotational semantics talks about reachability/safety properties.
- A Böhm tree gives full interpretation of the control-flow, but does not interpret commands operating on data.

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Why MSOL:

- Standard logic for tree properties (regular tree properties).
- Can express many interesting properties.
- The MSOL theory of a Böhm tree of a $\lambda \mbox{Y-term}$ is decidable (Ong's Theorem).

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Is this really new?

Why infinite trees are more challenging than finite ones?

What are trees generated by λ Y-terms?



Digression: game determinacy

An infinite game: We are given a set $Win \subseteq \{0,1\}^{\omega}$; In each turn Eve chooses a finite sequence of bits, then Adam chooses one too. After infinitely many turns an infinite word $w_0w_1w_2...$ is formed. Eve wins if $w_0w_1w_2... \in Win$.

Question: Is this game determined for every $Win \subseteq \{0, 1\}^{\omega}$?

Eve has a winning strategy when the following is « true »:

$$\exists x_0 \forall x_1 \dots (x_0 x_1 \dots \in Win)$$

Similarly for Adam:

$$\forall x_0 \exists x_1 \dots (x_0 x_1 \dots \notin Win)$$

Determinacy is:

$$\neg \left[\exists x_0 \forall x_1 \dots (x_0 x_1 \dots \in Win) \right] \equiv \forall x_0 \exists x_1 \dots (x_0 x_1 \dots \notin Win)$$

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Question: Is this game determined for every $Win \subseteq \{0, 1\}^{\omega}$?

Def: An *infinite XOR* is a function $f : \{0,1\}^{\omega} \to \{0,1\}$ such that: if $w, w' \in \{0,1\}^{\omega}$ differ on only one position then $f(w) \neq f(w')$.

Prop: Infinite XOR exists.

Prop: Let f be an infinite XOR. No player has a winning strategy in the game with $Win_f = \{w : f(w) = 1\}.$

Digression: game determinacy

An infinite game: We are given a set $Win \subseteq \{0,1\}^{\omega}$; In each turn Eve chooses a finite sequence of bits, then Adam chooses one too. After infinitely many turns an infinite word $w_0w_1w_2...$ is formed. Eve wins if $w_0w_1w_2... \in Win$.

Question: Is this game determined for every $Win \subseteq \{0, 1\}^{\omega}$?

Thm [Martin]: If *Win* is Borel then the game is determined.

Some history:

- 1953 D.Gale & M.Steward Σ_1^0 determinacy.
- 1955 M.Wolfe Σ_2^0 determinacy.
- 1964 M.Davis Σ_3^0 determinacy.
- 1972 J.B.Paris Σ_4^0 determinacy.
- 1975 D.A.Martin Borel determinacy

Rem: With MSOL we are in $\Sigma_3^0 \cap \Pi_3^0$.

Parity games



Eve makes the choice in round nodes, Adam in square nodes.

Parity condition: the biggest rank seen infinitely often is even.

The set of winning positions for Eve can be expressed with a fix point formula.

Reachability of W:

$$\mu X. \ W \lor \begin{bmatrix} P_{\text{Eve}} \Rightarrow \langle \rangle X \\ P_{\text{Adam}} \Rightarrow []X \end{bmatrix}$$



Safety (avoiding L):
$$\nu X. \neg L \land \begin{bmatrix} P_{\text{Eve}} \Rightarrow \langle \rangle X \\ P_{\text{Adam}} \Rightarrow []X \end{bmatrix}$$

Parity:
$$\mu X_n . \nu X_{n-1} ... \mu X_1 . \nu X_0.$$

$$\begin{bmatrix}
P_{\text{Eve}} \Rightarrow \bigwedge_{i=0}^n (R_i \Rightarrow \langle \rangle X_i) \\
P_{\text{Adam}} \Rightarrow \bigwedge_{i=0}^n (R_i \Rightarrow []X_i)
\end{bmatrix}$$

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Why infinite trees are more challenging than finite ones?

Because MSOL can express parity games, and winning in parity games involves nested least and greatest fixpoints.

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Verification by evaluation:

For a given φ construct an interpretation of λ Y-terms D, and a set $F \subseteq D$ s.t. for every λ Y-term M:

$$BT(M) \vDash \varphi \quad \text{iff} \quad \llbracket M \rrbracket^D \in F.$$

- For finite words semigroups (algebraic theory of regular lang.)
- For infinite words → Wilke algebras
- For finite trees → pre-clones, forest algebras
- For infinite trees → [Bojanczyk, Idziaszek], [Blumensath]

Semantics: GFP-models

Types: $0, \alpha \rightarrow \beta$

Typed tems: c^{α} , x^{α} , $(M^{\alpha \to \beta} N^{\alpha})^{\beta}$, $(\lambda x^{\alpha} . M^{\beta})^{\alpha \to \beta}$, $(Y x^{\alpha} . M^{\alpha})^{\alpha}$

Semantics, GFP-model

 $\mathcal{D}^{\mathcal{A}} = \langle \{D_{\alpha}\}_{\alpha \in \mathcal{T}}, \llbracket b \rrbracket, \ldots \rangle \text{ where}$ $D_{\alpha \to \beta} = \operatorname{mon}[D_{\alpha} \mapsto D_{\beta}]$ $\llbracket Y f^{\alpha \to \alpha}, M^{\alpha} \rrbracket_{v} = \mathsf{GFP}(\lambda F.\llbracket M \rrbracket_{v[F/f]})$

A model can *recognise* a set of terms: a set $F \subseteq \mathcal{D}_0$ defines a set of closed terms $\{M : \llbracket M \rrbracket^{\mathcal{D}} \in F\}.$

What can finite GFP-models recognise?

TAC-automata

Tree automata with trivial acceptance conditions:

$$\mathcal{A} = \langle Q, \Sigma, \{ \delta_b \subseteq Q \times Q_{b \in \Sigma}^{ar(b)} \}_{b \in \Sigma} \rangle$$

every run is accepting.

TAC-automaton $\equiv \nu$ -formulas \equiv safety properties

Prop. For every TAC-automaton \mathcal{A} , there is a finite GFP-model recognising $\{M : eval(M) \in L(\mathcal{A})\}$.

Prop. For every finite GFP model \mathcal{D} and $F \subseteq \mathcal{D}_o$, there is a boolean combination \mathcal{B} of languages of TAC automata s.t. $\{M : \llbracket M \rrbracket^{\mathcal{D}} \in F\} = \{M : eval(M) \in \mathcal{B}\}.$

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Models based on GFP can only handle prefix properties. (by duality the same holds for LFP models)

Models for MSOL

Thm [Slavati, W.] For every MSO property one can construct a finite model recognising the property.

A model can *recognise* a set of terms: a set $F \subseteq \mathcal{D}_0$ defines a set of closed terms $\{M : \llbracket M \rrbracket^{\mathcal{D}} \in F\}.$

The fix point in the model is interpreted as an alternation of least and greatest fix points.

 $\nu X_2. \ \gamma_2(X_2, \ \mu X_1.\gamma_1(X_1, \ \nu X_0.\gamma_0(X_0)))$

1. Decidability of the model-checking problem for MSO Given an property φ and term M:

- construct the model \mathcal{D}^{φ} , and
- calculate the semantics of M in \mathcal{D}^{φ} .

2. Two type systems for WMSO properties

Every element of a model can be described by a type S.

$\Gamma \vdash M \ge S \quad \text{iff} \quad \llbracket M \rrbracket_{\llbracket \Gamma \rrbracket}^{\mathcal{D}} \ge \llbracket S \rrbracket$

 $\Gamma \vdash M \le S \quad \text{iff} \quad \llbracket M \rrbracket_{\llbracket \Gamma \rrbracket}^{\mathcal{D}} \le \llbracket S \rrbracket$

 $\frac{\Gamma \vdash M \ge S \quad \Gamma \vdash N \ge T}{\Gamma \vdash MN \ge S(T)} \qquad \qquad \frac{S \subseteq Types^k, \ T \subseteq types^k \quad \Gamma, x \ge S \vdash M \ge T}{\Gamma \vdash \lambda x.M \ge S \to T}$

 $\frac{S,T \subseteq Types_A^{2k+1}, \quad \Gamma \vdash (\lambda x.M) \geq S \quad \Gamma \vdash (Yx.M) \geq T}{\Gamma \vdash Yx.M \geq S(T)} Y \text{ odd}$





4. Transfer theorem for MSO

Thm (Transfer)[Salvati & W.] Fix a signature Σ , set of types \mathcal{T} , and a set of variables \mathcal{X} (all finite sets). For every MSOL formula φ there is an MSOL formula $\widehat{\varphi}$ s.t. for every term M over Σ , \mathcal{T} , \mathcal{X} :

 $M \vDash \widehat{\varphi}$ iff $BT(M) \vDash \varphi$

Consequences of the transfer theorem $M \models \widehat{\varphi}$ iff $BT(M) \models \varphi$

The set of SN terms over fixed set of variables is definable in MSOL

For a fixed \mathcal{T} and \mathcal{X} there is an MSOL formula defining the set of terms $M \in Terms(\Sigma, \mathcal{T}, \mathcal{X})$ having a normal form.

Take φ defining the set of finite trees and consider $\hat{\varphi}$.

Consequences of the transfer theorem $M \models \widehat{\varphi}$ iff $BT(M) \models \varphi$

A « synthesis from modules » framework Given λY -terms M_1, \ldots, M_k and a formula φ . Decide if one can construct from these terms a λY term Ksuch that $eval(K) \vDash \varphi$.

- We can restrict to solutions K of the form
 (λx₁...x_k. N)M₁,...,M_k
 for some term N without constants and λ-abstractions.
- Let ψ be a formula defining terms of this form.
- There is a solution iff the formula $\psi \wedge \hat{\varphi}$ is satisfiable.

$$M\vDash\widehat{\varphi} \quad \text{ iff } \quad eval(M)\vDash\varphi$$

Consequences of the transfer theorem $M \models \widehat{\varphi}$ iff $BT(M) \models \varphi$

Higher-order matching with restricted no of variables For a fixed \mathcal{X} . Given M and K (without fixpoints) decide if there is a substitution σ such that

 $M\sigma =_{\beta} K$

Substitution Σ can use only terms from $Terms(\Sigma, \mathcal{T}, \mathcal{X})$.

- Let shape(N) be MSOL formula defining the set of terms in $Terms(\Sigma, \mathcal{T}, \mathcal{X})$ that can be obtained from N by substitutions.
- Let $\varphi \equiv shape(K)$.
- There is desired σ iff the formula $shape(M) \wedge \widehat{\varphi}$ is satisfiable.

If there is a solution then there is a finite one.

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Extending verification methods, from transition systems to a higher-order program calculus.

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Verification by evaluation

Extending verification methods, from transition systems to a higher-order program calculus.

Extending abstract interpretation to new kinds of models, and higher-order.

Extending typing with new kinds of types, namely behavioural types.

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- Type systems
- Program tranformation
- Transfer theorem

- Verification by evaluation
- Abstraction/refinement
- Evaluating programs directly