

IA159 Formal Methods for Software Analysis

Bounded Model Checking, k -Induction

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focus

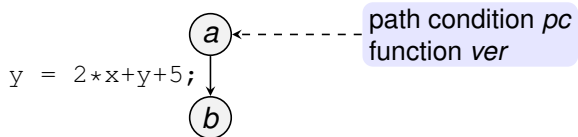
- memoryless version of symbolic execution
- bounded model checking (BMC)
- k -induction

source

- A. F. Donaldson, L. Haller, D. Kroening, and P. Rümmer: [Software Verification Using \$k\$ -Induction](#), SAS 2011.

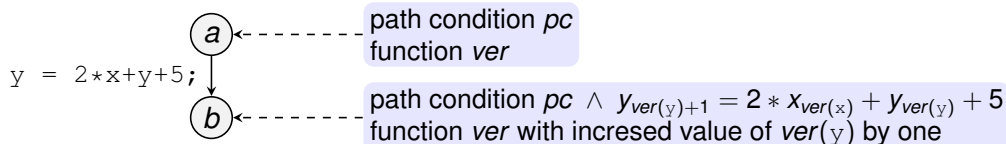
Memoryless version of symbolic execution

- does not use symbolic memory, the assignments are stored to path condition
- to do that, we need to consider another instance of each variable after each assignment to it and remember its current instance
- let $ver: Vars \rightarrow \mathbb{N}$ be the function keeping the current instances
- initially, $ver(x) = 1$ for each $x \in Vars$



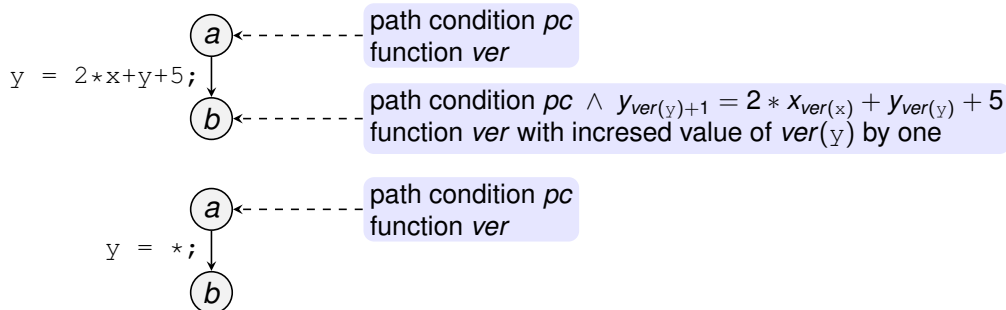
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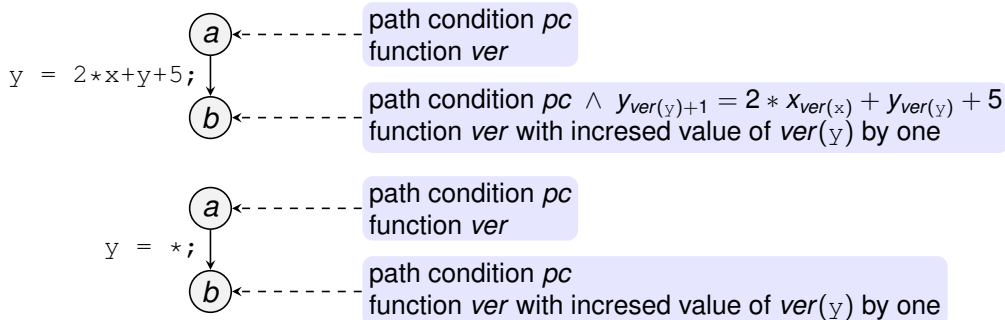
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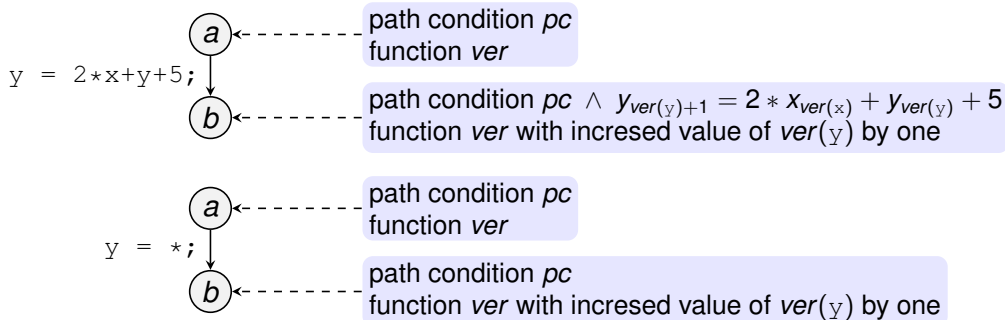
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- symbolic execution of branching statements is modified similarly

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- workflow

```
1 unwind all loops and recursion  $k$ -times for a given bound  $k$ 
2 compute the error reaching formula  $\varphi$  from the unwound program
3 if  $\varphi$  is satisfiable then
4 |   return bug found
5 else
6 |   compute the bound reaching formula  $\psi$  from the unwound program
7 |   if the  $\psi$  is unsatisfiable then
8 |     |   return the program is correct
9 |   else
10 |     |   return unknown (increase bound and start again)
```

Example

original program

```
unsigned char n = input();
if (n == 0) {return 0};
unsigned char v = 0;
unsigned char s = 0;
unsigned int i = 0;
while (i < n) {
    v = input();
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assert(s >= v);
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unwound program for $k = 3$

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error reaching formula φ

$$\begin{aligned} & n_1 > 0 \wedge v_1 = 0 \wedge s_1 = 0 \wedge i_1 = 0 \wedge \\ & \wedge ((i_1 \geq n_1 \wedge s_1 < v_1) \vee \\ & \vee (i_1 < n_1 \wedge s_2 = s_1 + v_2 \wedge i_2 = i_1 + 1 \wedge \\ & \wedge ((i_2 \geq n_1 \wedge s_2 < v_2) \vee \\ & \vee (i_2 < n_1 \wedge s_3 = s_2 + v_3 \wedge i_3 = i_2 + 1 \wedge \\ & \wedge ((i_3 \geq n_1 \wedge s_3 < v_3) \vee \\ & \vee (i_3 < n_1 \wedge s_4 = s_3 + v_4 \wedge i_4 = i_3 + 1 \wedge \\ & \wedge i_4 \geq n_1 \wedge s_4 < v_4)))))) \end{aligned}$$

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satisfiable

variable types are considered
bitvector arithmetic is used

$$\begin{array}{lll} n_1 = 2 & & \\ v_1 = 0 & s_1 = 0 & i_1 = 0 \\ v_2 = 224 & s_2 = 224 & i_2 = 1 \\ v_3 = 63 & s_3 = 31 & i_3 = 2 \end{array}$$

bug found!

Example 2

original program

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satisfiable \implies unknown (bound reachable)

- very efficient in finding bugs
- uses a sort of SSA when constructing the formula
- constant propagation can simplify the program and the formula and it can reveal that the bound is unreachable
- implemented for example in **CBMC**
 - tool for bounded model checking of C and C++ programs
 - supports C89, C99, most of C11 and most extensions of gcc and Visual Studio
 - the winner of SV-COMP 2014
 - `https://www.cprover.org/cbmc/`
 - a version for Java programs called **JBMC**

k-induction

- extension of BMC that can prove correctness more often
- very successful on symbolic transition systems
- to prove program correctness, we show
 - 1 **base case:**
all feasible paths starting in an initial state of length at most k are correct
 - 2 **induction step:**
each feasible path of length $k + 1$ that has a correct prefix of length k is also correct
- if the base case fails, we found a bug
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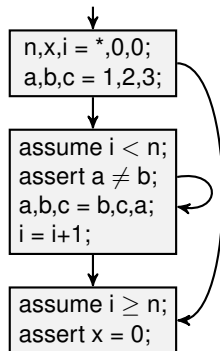
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- the idea can be applied to programs in different ways
 - k -induction on single-loop programs
- k -induction does semantically the same as backward symbolic execution
 - M. Chalupa and J. Strejček: **Backward Symbolic Execution with Loop Folding**, SAS 2021.

k -induction on single-loop programs

```
n, x, i = *, 0, 0;
a, b, c = 1, 2, 3;
while (i < n) {
  assert(a != b);
  a, b, c = b, c, a;
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assert(x = 0);
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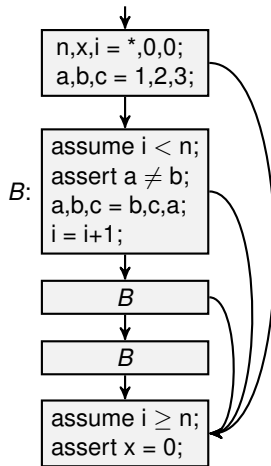
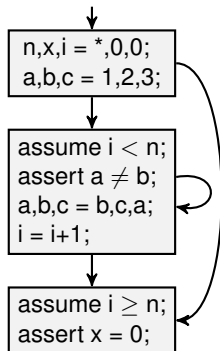
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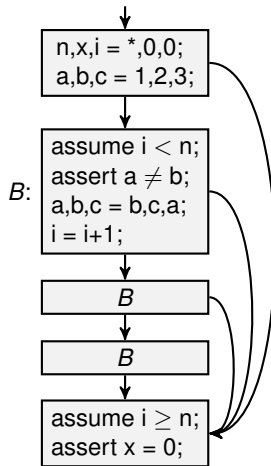
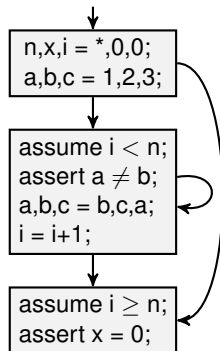
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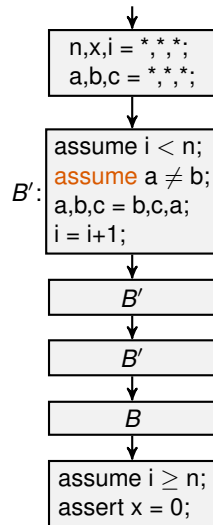
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induction step for $k = 3$

The End