

Why3, une plateforme pour la vérification déductive Jean-Christophe Filliâtre

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Why3, une plateforme pour la vérification déductive

Jean-Christophe Filliâtre

Journées FAC Toulouse, 6 avril 2023





Ínnía -



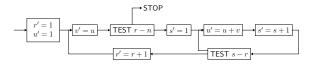
deductive verification



this is not new



A. M. Turing. Checking a large routine. 1949.

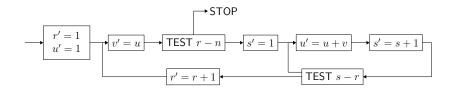


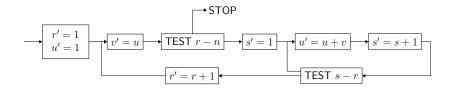
this is not new



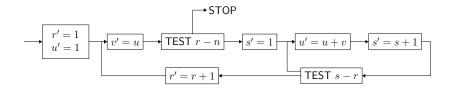
Robert Floyd. Assigning Meanings to Programs. 1967

Tony Hoare. An Axiomatic Basis for Computer Programming. 1969

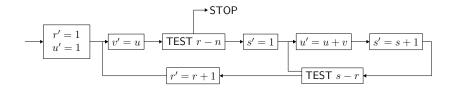




```
u \leftarrow 1<br/>for r = 0 to n - 1 do<br/>v \leftarrow u<br/>for s = 1 to r do<br/>u \leftarrow u + v
```



precondition $\{n \ge 0\}$ $u \leftarrow 1$ for r = 0 to n - 1 do $v \leftarrow u$ for s = 1 to r do $u \leftarrow u + v$ postcondition $\{u = n!\}$



precondition $\{n \ge 0\}$ $u \leftarrow 1$ for r = 0 to n - 1 do invariant $\{u = r!\}$ $v \leftarrow u$ for s = 1 to r do invariant $\{u = s \times r!\}$ $u \leftarrow u + v$ postcondition $\{u = n!\}$

verification condition

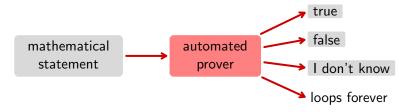
```
forall n:int. n >= 0 ->
  (0 > n - 1 -> 1 = n!) / 
  (0 \le n - 1 \rightarrow)
    1 = 0! / 
    (forall u:int.
       (forall r:int. 0 <= r /\ r <= n - 1 -> u = r! ->
         (1 > r -> u = (r + 1)!) / (
         (1 <= r ->
           u = 1 * r! / 
           (forall u1:int.
             (forall s:int. 1 <= s / s <= r -> u1 = s * r! ->
                (forall u2:int.
                   u^2 = u^1 + u \rightarrow u^2 = (s + 1) * r!)) / (
             (u1 = (r + 1) * r! \rightarrow u1 = (r + 1)!))) / (
       (u = ((n - 1) + 1)! \rightarrow u = n!)))
```

what do we do with this mathematical statement?

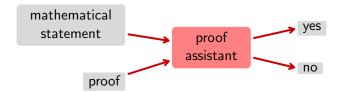
we could perform a manual proof (as Turing and Hoare did) but it is long, tedious, and error-prone

so we turn to tools that mechanize mathematical reasoning

theorem provers



examples: Z3, CVC5, Alt-Ergo, Vampire, SPASS, etc.



examples: Coq, Isabelle, PVS, HOL Light, etc.

a tool for deductive program verification that leverages automated and interactive provers

- 1999: prototype inside Coq
- 2001: standalone tool, with Coq, PVS, and Simplify provers
- 2009: new implementation, Why3



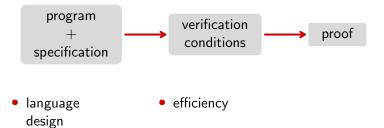




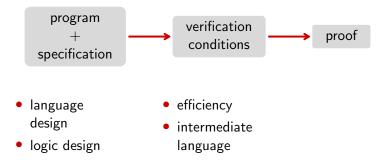


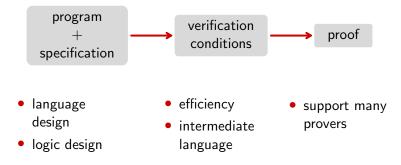


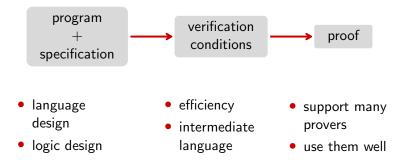
- language design
- logic design



• logic design





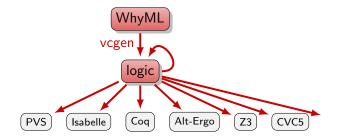


remaining of this talk

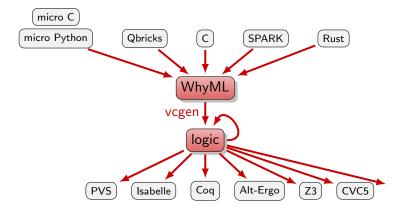
1 overview of Why3

- 2 three focuses
 - first things first
 - termination
 - ghost code
- 8 live demo
 - a small puzzle

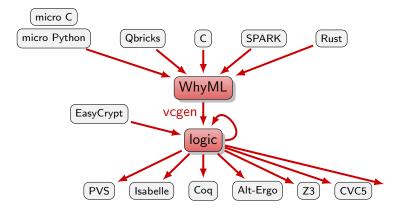




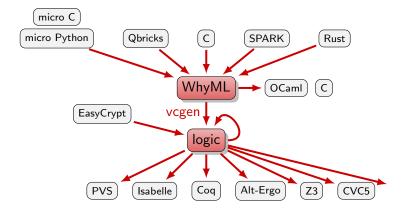
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• • •

WhyML, a programming language

- type polymorphism variants
- limited support for higher order
- pattern matching
 exceptions
- break, continue, and return
- ghost code and ghost data
- mutable data with controlled aliasing
- contracts loop and type invariants

WhyML, a specification language

- polymorphism & algebraic types
- limited support for higher order
- inductive predicates
- recursive definitions

example (Okasaki's random access lists)

```
let rec lookup (i: int) (l: ral 'a) : 'a
 requires { 0 <= i < length (elements 1) }</pre>
  ensures { nth i (elements 1) = Some result }
 variant { i, l }
  =
 match 1 with
  Empty -> absurd
  | One x s -> if i=0 then x else lookup (i-1) (Zero s)
  | Zero s \rightarrow let (x0, x1) = lookup (i/2) s in
               if i\%2 = 0 then x0 else x1
  end
```

for 200+ more examples, see
https://toccata.gitlabpages.inria.fr/toccata/gallery/

Why3, a program verification tool

- VC generation using WP or fast WP
- 70+ VC transformations (\approx tactics)
- support for 25+ ATP and ITP systems
- GUI for autoactive verification
- recorded proof sessions, batch replay
- Why3 in your browser

three focuses

I do not think it means what you think it means



binary search

```
let binary_search (a: array int) (v: int) : (r: int)
requires { ... the array a is sorted ... }
ensures { (0 <= r < length a -> a[r] = v)
/\ (r = -1 -> forall i. 0 <= i < length a -> a[i] <> v) }
```

```
let binary_search (a: array int) (v: int) : (r: int)
requires { ... the array a is sorted ... }
ensures { (0 <= r < length a -> a[r] = v)
/\ (r = -1 -> forall i. 0 <= i < length a -> a[i] <> v) }
```

the program can return -2 and yet be proved correct!

another contract

another contract

```
let binary_search (a: array int) (v: int) : (r: int)
requires { ... the array a is sorted ... }
ensures { -1 <= r < length a
    /\ 0 <= r < length a -> a[r] = v
    /\ r = -1 -> forall i. 0 <= i < length a -> a[i] <> v }
```

the program can return 42 and yet be proved correct! (missing parentheses)

a third contract

this time this is fine!



before you do any proof, get the specification right then have the reader agree with you on the spec otherwise, the whole proof is a waste of time

good practice

write and verify some client code

```
let test () =
  let a = Array.init 5 (fun i -> i) in
  let r = binary_search a 0 in assert { r = 0 };
  let r = binary_search a 5 in assert { r = -1 };
  ...
```

using an exception to signal the unsuccessful search is much better

```
let binary_search (a: array int) (v: int) : (r: int)
requires { ... the array a is sorted ... }
ensures { 0 <= r < length a /\ a[r] = v }
raises { Not_found -> forall i. 0<=i<length a -> a[i]<>v }
```

termination

Why3 logic is total

- recursive functions and predicates must terminate
- Why3 figures out a lexicographic structural variant

programs, however, may not terminate

- the user may supply variants
- Why3 tracks non-terminating code

it's up to you

depending on whether you supply a variant or not, you prove

partial correctness

if the precondition holds and if the program terminates then its postcondition holds

or

total correctness

if the precondition holds then the program terminates and its postcondition holds partial correctness is a rather weak property, since non-termination can turn your whole proof into something meaningless

```
let oups ()
diverges
=
while true do () done;
... this is ''safe'' ...
assert { ... this is ''verified'' ... }
```

providing a variant

let rec f91 (n: int) : (r: int)

```
= if n <= 100 then
    f91 (f91 (n + 11))
else
    n - 10</pre>
```

providing a variant

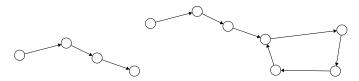
```
let rec f91 (n: int) : (r: int)
variant { 100 - n }
= if n <= 100 then
    f91 (f91 (n + 11))
else
    n - 10</pre>
```

providing a variant

```
let rec f91 (n: int) : (r: int)
  ensures { r = if n <= 100 then 91 else n - 10 }
  variant { 100 - n }
= if n <= 100 then
    f91 (f91 (n + 11))
  else
    n - 10</pre>
```

another example

Floyd's tortoise and hare algorithm



defining the variant requires information we don't have (that's precisely what the code is looking for)

ghost code

ghost code

data and code added to the program to make the proof simpler



we search the smallest Fibonacci number greater than n

```
let first_fib (n: int) : (r: int)
  requires { n >= 0 }
  ensures { exists i. fib i <= n < fib (i+1) = r }
=</pre>
```

```
let ref a = 0 in
let ref b = 1 in
while b <= n do</pre>
```

a, b <- b, a+b done; return b

example

we may want to introduce a loop invariant as follows

```
let first_fib (n: int) : (r: int)
  requires { n >= 0 }
  ensures { exists i. fib i <= n < fib (i+1) = r }</pre>
=
  let ref a = 0 in
  let ref b = 1 in
  while b <= n do
    invariant { exists i. i >= 0 /\
                  a = fib i <= n /\ b = fib (i+1) }
    a, b <- b, a+b
  done:
  return b
```

a better way

instead, we can keep track of the value of i with a ghost variable

```
let first_fib (n: int) : (r: int)
  requires { n >= 0 }
  ensures { exists i. fib i <= n < fib (i+1) = r }</pre>
=
 let ref a = 0 in
  let ref b = 1 in
  let ref i = 0 in
  while b <= n do
    invariant { i >= 0 /\ a = fib i <= n /\ b = fib (i+1)
    a, b <- b, a+b;
   i <- i+1
  done:
  return b
```

a better way

instead, we can keep track of the value of i with a ghost variable

```
let first_fib (n: int) : (r: int)
  requires { n >= 0 }
  ensures { exists i. fib i <= n < fib (i+1) = r }</pre>
=
 let ref a = 0 in
  let ref b = 1 in
  let ghost ref i = 0 in
  while b <= n do
    invariant { i >= 0 /\ a = fib i <= n /\ b = fib (i+1) ]</pre>
    a, b <- b, a+b;
    i <- i+1
  done:
  return b
```

rules of the game

- ghost code may read regular data but can't modify it
- ghost code cannot modify the control flow of regular code
- regular code does not see ghost data



consequence: ghost code can be removed without observable modification

we do so when we translate WhyML to OCamI/C

an application of ghost code

suppose we want to prove that, for all n,

$n! \ge 1$

we can make a program that proves it

a program that is a proof

```
let lemma fact_pos (n: int) : unit
requires { n >= 0 }
ensures { fact n >= 1 }
= let ref f = 1 in
for i = 1 to n do
    invariant { f = fact (i-1) >= 1 }
    f <- i * f
done;
assert { f = fact n }
```

the whole program is ghost; we do not intend to run it

yet we can call it (within ghost code), for instance to get $42! \ge 1$

live demo: a small puzzle

the puzzle

you are given 8 balls

they have the same weight, apart from one, which is lighter



you are given a Roberval balance



using the balance at most twice, determine the lighter ball

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