



Proseminar *Einführung in die Programmanalyse*

Einführungsveranstaltung

Sommersemester 2019; 3. April 2019

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Software Modeling and Verification Group

RWTH Aachen University

<https://moves.rwth-aachen.de/teaching/ss-19/ipa/>

Einführung

Übersicht

Einführung

Termine

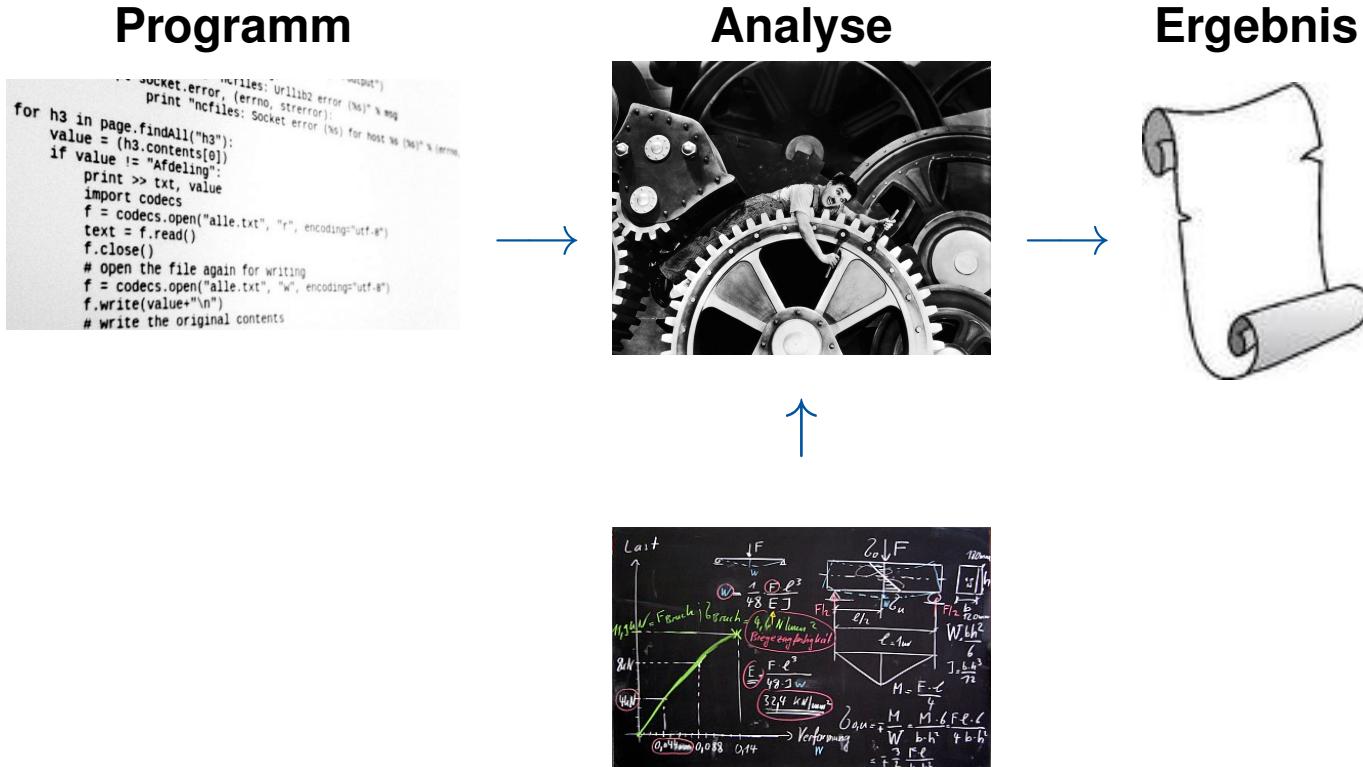
Modelle

Logiken

Statische Analyseverfahren

Dynamische und Hybride Analyseverfahren

Traum der Programmanalyse

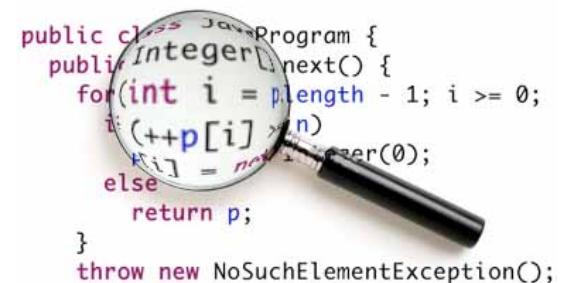


Seminarthema

Thema des Proseminars

Einführung in Grundkonzepte der (automatisierten) Programmanalyse

- Modelle:
 - (abstrakte) Darstellung des Systemverhaltens
 - Spezifikation des erwarteten Verhaltens
- Logiken:
 - formale Beschreibung von (Korrektheits-)Eigenschaften
- Statische Verfahren:
 - automatische Analyse von Programmeigenschaften
 - basierend auf Quellcode der Software
 - üblicherweise vollständige Abdeckung
- Dynamische/hybride Verfahren:
 - automatische Analyse von Programmeigenschaften
 - basierend auf beobachtetem Ausführungsverhalten
 - üblicherweise unvollständige Abdeckung



Einführung

Zielsetzung

Ziele des Proseminars

- Selbstständiges Einarbeiten in ein neues Thema
- Literaturrecherche
- Darstellen des Inhalts in einer **wissenschaftlichen** Ausarbeitung
- Verständliches Präsentieren

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Bearbeitung in Zweiergruppen

- Gemeinsame Anfertigung der Ausarbeitung
- Zwei separate Vorträge

Anforderungen Ausarbeitung

Ausarbeitung

- Selbstständiges Verfassen einer Ausarbeitung von ≥ 10 Seiten
- Vollständiges Literaturverzeichnis
- Korrektes Zitieren
- Plagiarismus:
Die nicht gekennzeichnete Übernahme fremder Inhalte führt zum sofortigen Ausschluss.
- Schriftgröße 12pt, übliche Seitenränder
- Titelseite mit Thema, Titel Proseminar, Semester, Name, Datum
- Vorlage wird zur Verfügung gestellt
- Sprache Deutsch oder Englisch
- Korrekte Sprache wird vorausgesetzt:
 ≥ 10 Fehler pro Seite \Rightarrow Abbruch der Korrektur

Anforderungen Vortrag

Vortrag

- 20-minütiger Vortrag
- Zielgruppengerechte Präsentation der Inhalte
- übersichtliche Folien:
 - ≤ 15 Textzeilen
 - sinnvoller Einsatz von Farben
- Vortrag in Deutsch oder Englisch

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Themenauswahl

Verfahren

- Themenliste wurde/wird ausgehändigt
- Priorisierte Auswahl
- ggf. Angabe Wunschpartner(in)
- Abgabe bis (spätestens) Freitag, 5. April per Mail/im Sekretariat
- Wir bemühen uns (ohne Garantie) um ein „optimales“ Matching
- Zuordnung der Themen und Betreuer bis Mitte nächster Woche online

Rücktritt vom Proseminar

- Bis zu **drei Wochen** nach Einführung: ohne Folgen
- Danach: Fehlversuch

Bibliothekseinführung

Einführung in die Literaturrecherche

- Einweisung in themenspezifische Literaturrecherche
- Dauer: ca. zwei Stunden
- Teilnahme **für BSc-Studierende verpflichtend**
- Bedarf bitte auf Themenblatt vermerken
- Termine zur Auswahl:
 - Dienstag, 30.04., 10:00
 - Donnerstag, 02.05., 15:00
 - Freitag, 03.05., 10:00
 - Dienstag, 14.05., 15:00
- Mögliche Termine auf Themenliste vermerken, Bestätigung per Mail

Deadlines

Deadlines

Folgende Termine sind **einzuhalten**:

- 24.04.2019: letzte Rücktrittsmöglichkeit
- 26.05.2019: Illustration mit Kerninhalt
- 23.06.2019: vollständige Fassung der Ausarbeitung
- 07.07.2019: vollständige Fassung der Folien
- 15./16.07.2019: Blockseminar

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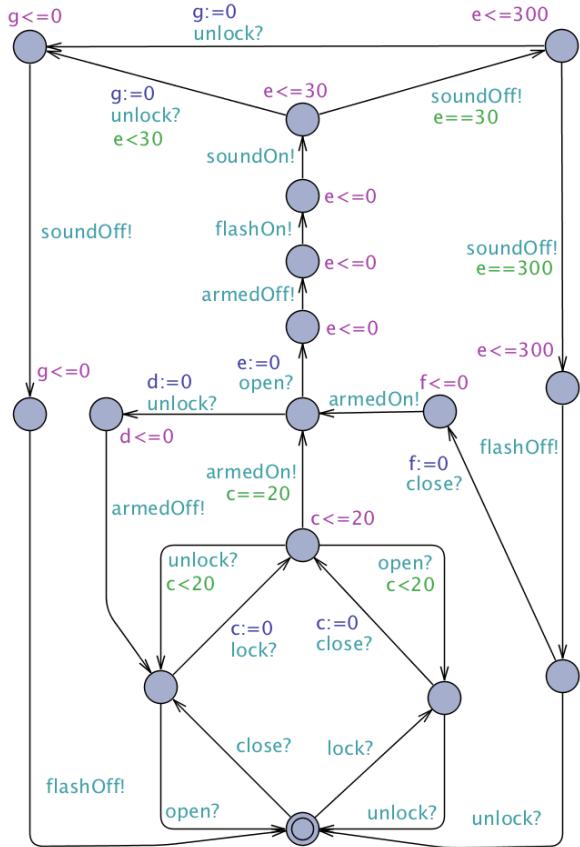
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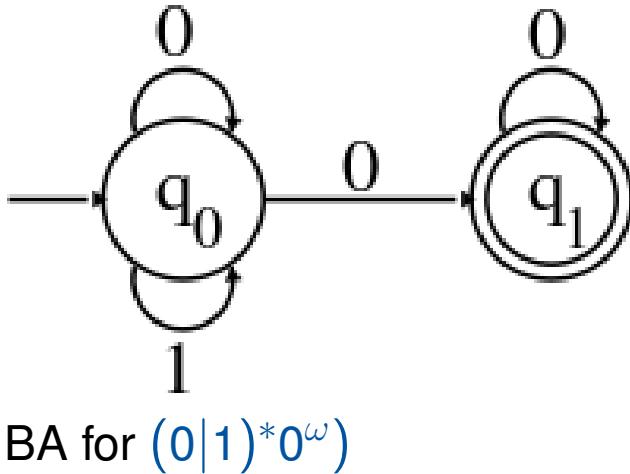
Dynamische und Hybride Analyseverfahren

1. Timed Automata



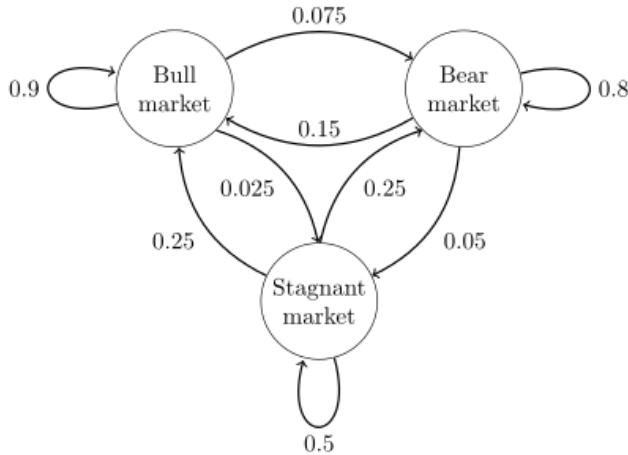
- Timed automaton = finite automaton + real-valued clocks
- Clock values increase at same speed
- Can be reset in transitions
- Can be tested in states (invariants) and transitions (guards)
- Enables modelling and analysis of time-dependent system behaviour

2. Büchi Automata



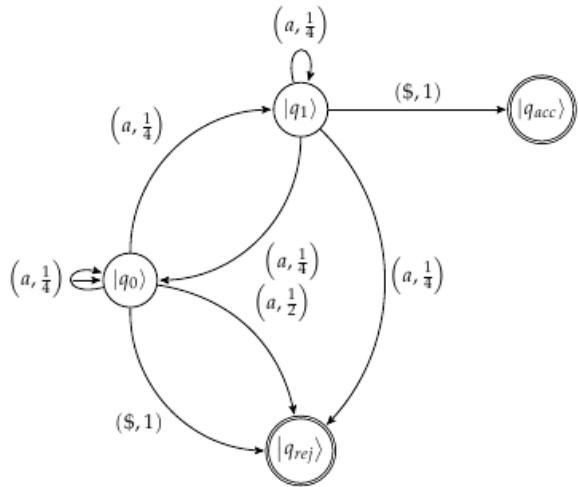
- Syntax identical to DFA/NFA
- But define languages of infinite words
- Accepts an infinite input sequence if there exists a run that visits one of the final states infinitely often
- Enables analysis of non-terminating system behaviour
- Non-deterministic variant more expressive

3. Markov Chains



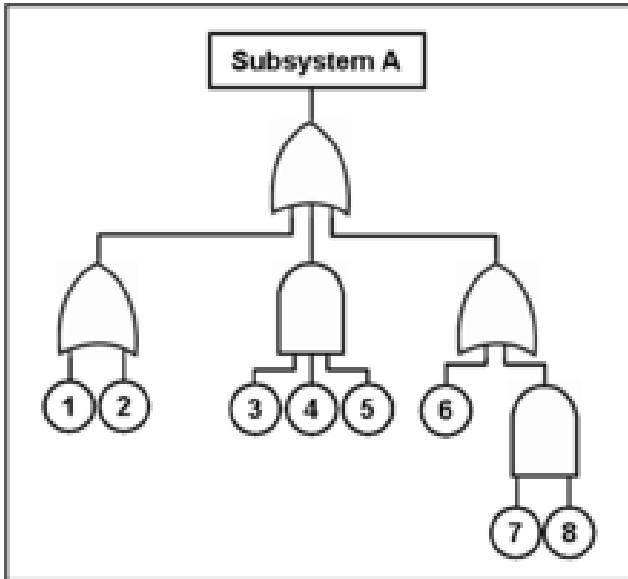
- States + probabilistic transitions
- Models „memoryless“ stochastic behaviour
- Two variants:
 - discrete time (one step per time unit, outgoing probabilities sum up to 1)
 - continuous time (outgoing transitions labelled with exit rates)
- Numerous applications

4. Probabilistic Automata



- Generalisation of
 - finite automata: + transition probabilities
 - Markov chain: + transition labels
- Define stochastic languages as sets of words that are recognised with a certain (minimal) probability
 - regular languages are proper subclass

5. (Dynamic) Fault Trees



- Visualise possible failure behaviours of HW/SW system
- Represented by tree structure with gates
(OR, AND, Priority-AND, ...)
- Applications in safety/reliability engineering

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6. Hoare Logic

- Formal system for reasoning about correctness of computer programs
- Goal: establish partial (or total) correctness properties of the form

$$\{A\} c \{B\}$$

$$\frac{\begin{array}{c} \{A \wedge b\} c \{B\} \quad (A \wedge \neg b) \Rightarrow B \\ \hline \{A\} \text{ if } b \text{ then } c \text{ else skip } \{B\} \end{array}}{\{A\} \text{ if } b \text{ then } c \{B\}}$$

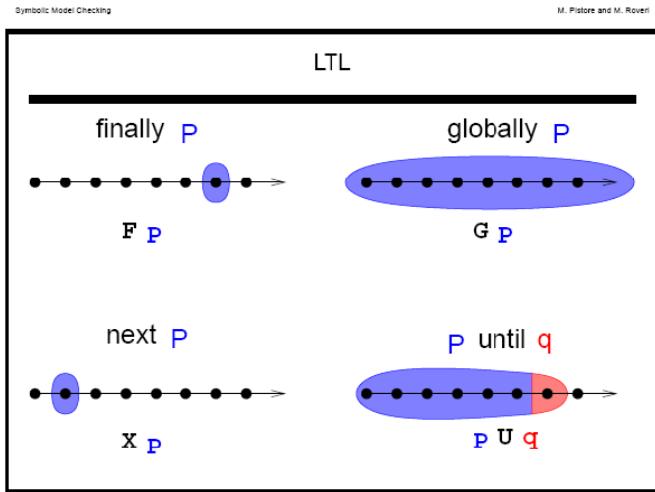
- with assertions A, B and program c
- Systematic construction of proof using logical rules of the form

$$\frac{\text{(Name)} \text{ Premise(s)}}{\text{Conclusion}}$$

- Critical part: deriving loop invariants

$$\frac{\text{(while)} \quad \{A \wedge b\} c \{A\}}{\{A\} \text{ while } b \text{ do } c \text{ end } \{A \wedge \neg b\}}$$

7. Linear-Time Temporal Logic (LTL)



- Modal temporal logic
- Formulae specify properties of infinite system traces
- Safety: something bad never happens

$$G(\neg \text{Bad})$$

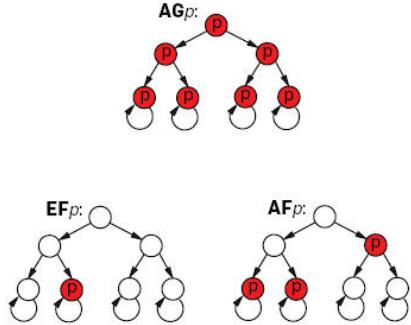
- Liveness: something good will happen

$$G(\text{Request} \implies F \text{ Response})$$

8. Computation Tree Logic (CTL)

- Similar to LTL but supports branching time
- Time is tree structured with several possible futures
- Path operators:
 - $A\varphi$ (all): φ has to hold on all paths starting from current state
 - $E\varphi$ (exists): there exists at least one path starting from current state where φ holds
- State operators:
 - $X\varphi$ (next): φ has to hold at next state
 - $G\varphi$ (globally): φ has to hold on entire subsequent path
 - $F\varphi$ (finally): φ has to hold somewhere on subsequent path
 - $\varphi U \psi$ (until): φ has to hold until ψ holds

Figure 1. Basic temporal operators.



9. Separation Logic

Frame rule of SL:

$$\frac{\text{(frame)} \quad \{P\} c \{Q\}}{\{P * R\} c \{Q * R\}}$$

if $\text{mod}(c) \cap \text{free}(R) = \emptyset$

- Extension of Hoare logic to reason about programs that manipulate pointer data structures
 - dereferencing invalid pointers
 - creation of memory leaks
 - invalidation of data structures
- Additional operator $*$ (separating conjunction): expresses that heap can be split into two disjoint parts where its two arguments respectively hold

10. Hennessy–Milner Logic

- Modal logic used to specify properties of labelled transition systems
- Constructs:

tt satisfied by all states

ff satisfied by no state

$\varphi \wedge \psi$ satisfied by all states that satisfy both φ and ψ

$\varphi \vee \psi$ satisfied by all states that satisfy either φ or ψ or both

$\langle \alpha \rangle \varphi$ satisfied by all states that afford an α -labelled transition to a state satisfying φ (possibility)

$[\alpha] \varphi$ satisfied by all states such that all their α -labelled transitions lead to a state satisfying φ (necessity)

- Example: responsiveness

$[\text{request}] \langle \text{reply} \rangle \text{tt}$

- Extension by recursion (least and greatest fixed points) to support reasoning about arbitrarily long computations (e.g., „no deadlock state reachable“)

Statische Analyseverfahren

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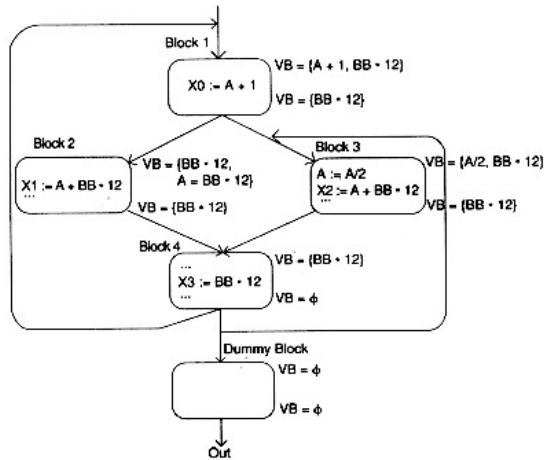
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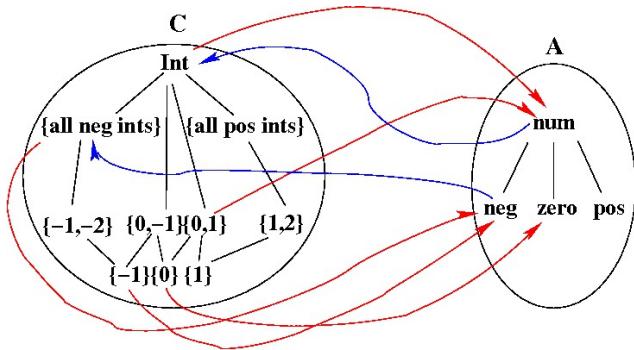
Dynamische und Hybride Analyseverfahren

11. Data-Flow Analysis

- Technique for associating information with control points of computer program
 - values of variables
 - available expressions
 - live variables, ...
- Distinctions:
 - dependence on statement order:
flow-sensitive vs. flow-insensitive analyses
 - direction of flow:
forward vs. backward analyses
 - quantification over paths:
may (union) vs. must (intersection) analyses
 - procedures:
interprocedural vs. intraprocedural analyses
- Approach: solution of data-flow equation system by fixpoint iteration



12. Abstract Interpretation



- Theory of (sound) approximation of the semantics of computer programs
 - integer values \rightsquigarrow signs
 - integer values \rightsquigarrow value intervals (array bounds checking)
 - concrete values \rightsquigarrow types (JVM byte code verifier)
- Formalisation by abstraction and concretisation mappings that form a Galois connection
- Soundness: all concrete computations captured by abstraction

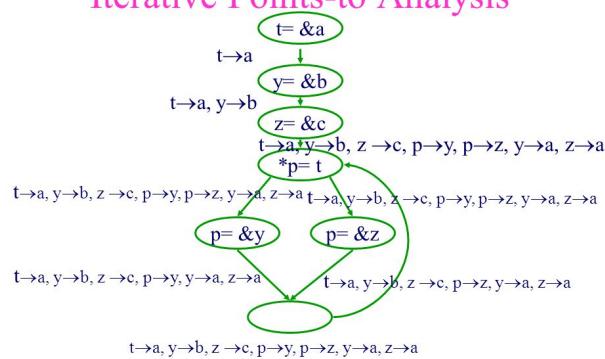
13. Type Systems

$$\frac{e_1 : \text{int} \quad e_2 : \text{int}}{(add) \quad e_1 + e_2 : \text{int}}$$

- Type system: collection of rules that assign a type property to constructs of computer program
 - variables, expressions, functions, modules, ...
- Main purpose: reduce possibilities for bugs in computer programs
 - definition of interfaces between program parts
 - checking that parts have been connected in a consistent way
- Static vs. dynamic
- „Strong“ vs. „weak“

14. Pointer Analysis

Iterative Points-to Analysis



- Static code analysis technique that establishes which pointers (heap references) can point to which variables (storage locations)
- Often a component of more complex analyses such as escape analysis (topic 16)
- Example:

```
int x;  
int y;  
int* p = unknown() ? &x : &y;  
yields {x, y} as points-to set of p
```

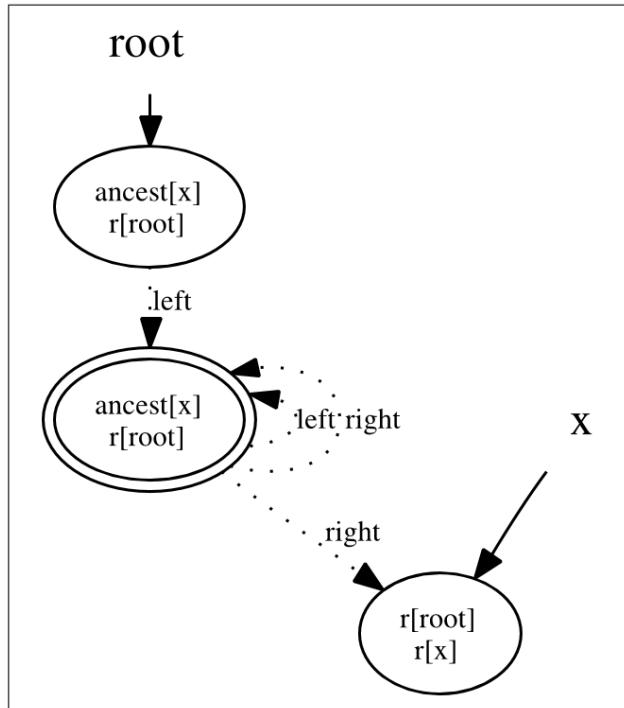
15. Escape Analysis

Escape analysis example

```
// Sum returns the sum of the numbers 1 to 100.
func Sum() int {
    numbers := make([]int, 100)
    for i := range numbers {
        numbers[i] = i + 1
    }
    var sum int
    for _, i := range numbers {
        sum += i
    }
    return sum
}
```

- Method for determining the dynamic scope of pointers
- When an object is allocated in a subroutine, a pointer to that object can escape to other contexts
- Non-escaping results can be used as basis for (compiler) optimisation:
 - converting heap allocations to stack allocations (avoids garbage collection)
 - removal of redundant synchronisation operations (if object accessible from one thread only)

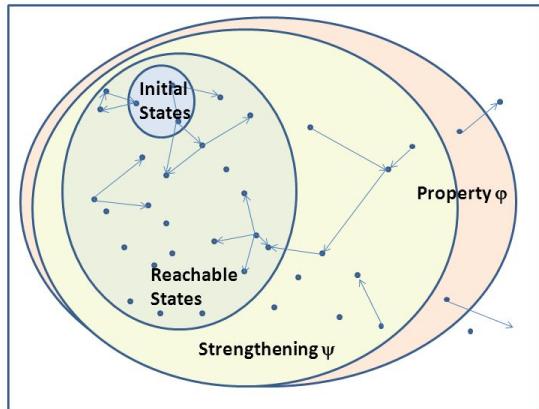
16. Shape Analysis



- Technique that discovers and verifies properties of linked, dynamically allocated data structures
- Used at compile time to find elementary bugs or to verify high-level correctness properties of programs
 - absence of memory leaks
 - non-destructive traversal
 - correctness of list-sorting method
- Finite-state abstraction of state space through summary nodes

17. Inductive Invariants

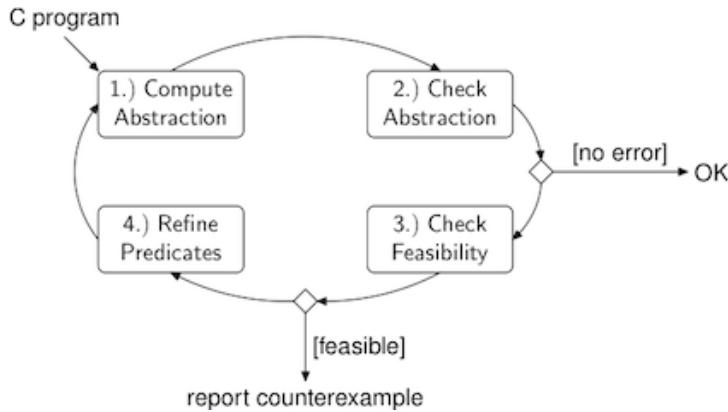
Inductive Invariants



CIS 540 Spring 2015; Lecture Feb 4

- Technique to establish invariant safety properties: „it is never the case that ...“
 - the value of variable x becomes zero
 - more than one process is in the critical section
 - ...
- Inductive:
 - satisfied by initial state(s) of program
 - closed under execution steps

18. Counterexample-Guided Abstraction Refinement (CEGAR)



- Iterative procedure for checking safety properties
- To cope with state explosion problem in state-space exploration
- Start with simple abstraction of system with only few states
- In each iteration, check whether abstract system satisfies property
 - if yes, system is safe
 - if no, check feasibility of counterexample
 - if feasible, system is unsafe
 - otherwise, refine abstraction

Dynamische und Hybride Analyseverfahren

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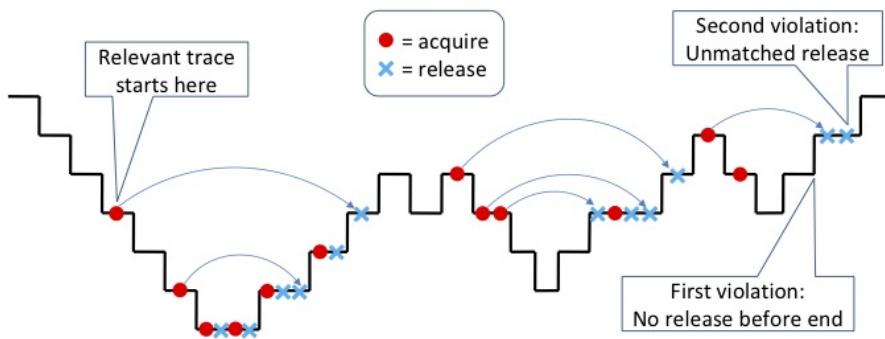
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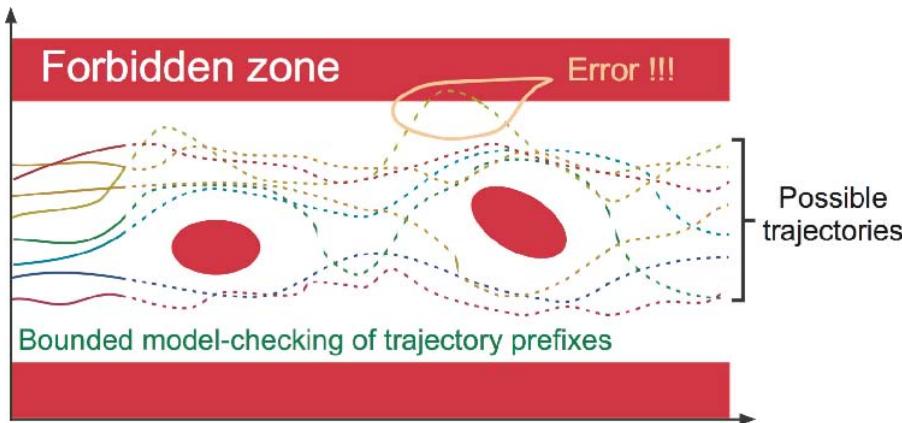
Dynamische und Hybride Analyseverfahren

19. Runtime Verification



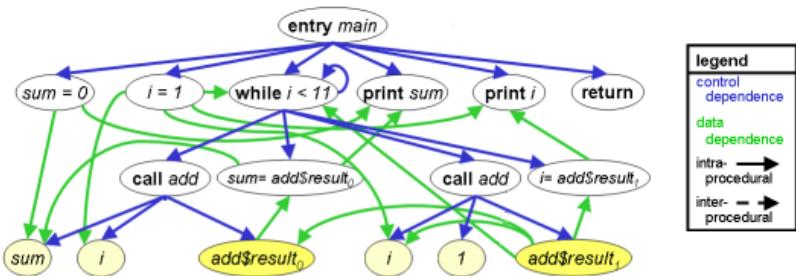
- Observation of running system to detect (and possibly react to) behaviours violating certain properties
 - deadlocks
 - data races
 - improper use of synchronisation mechanisms
 - ...
- Desired properties specified by predicates over execution traces
 - finite automata/regular expressions
 - context-free grammars
 - linear temporal logics (LTL, ...)
 - ...

20. Bounded Model Checking



- Model checking: exploration of state space of a system to match against specification
- Usually exhaustive
 \Rightarrow state-space explosion problem
- Bounded model checking: fast exploration of bounded fragment of state space

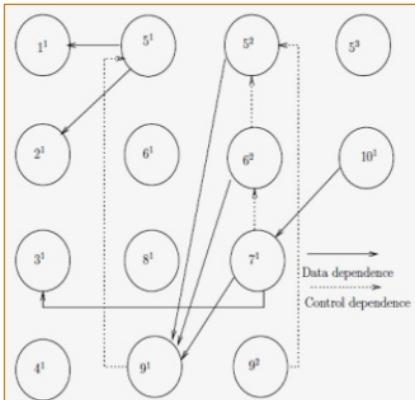
21. Program Slicing



Dynamic Slicing: Example cont...

```
1 scanf ("%d",&N);
2 i = 1;
3 s = 0;
4 p = 1;
5 while(i < N){
6     if(i % 2 == 0){
7         s = s + i;};
8     else{p = p*i;};
9     i = i + 1;};
10 printf("%d%d",s,p);
```

For N=3



Slice has following statement instances

10¹, 7¹, 6², 5², 9¹, 3¹, 5¹, 2¹, 1¹ i.e. {1,2,3,5,6,7,9,10}