Tutorial, CPS PI Meeting, DC 3–5 Oct 2013

Formal Verification Technology

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Overview

- A tour of the landscape
- Some topics for the future/close to my heart

Formal Analysis: The Basic Idea

- Symbolic evaluation. . .
- Instead of evaluating, say, $(5-3) \times (5+3)$ and observing that this equals $5^2 - 3^2$
- We evaluate $(x-y) \times (x+y)$
- And get some big symbolic expression $x \times x - y \times x + x \times y - y \times y$
- And we use automated deduction
  - The laws of (some) logic
  - And of various theories, e.g., arithmetic, arrays, datatypes

  To establish some properties of that expression
  - Like it always equals $x^2 - y^2$
- The symbolic evaluation can be over computational systems expressed as hardware, programs, specifications, etc.

Formal Analysis: Relation to Engineering Calculations

- This is just like the calculations regular engineers do to examine properties of their designs
  - Computational fluid dynamics
  - Finite element analysis
  - And so on
- In each case, build models of the artifacts of interest in some appropriate mathematical domain
- And do calculations over that domain
- Useful only when mechanized

Formal Analysis: The Difficulty

- For calculations about computational systems, the appropriate mathematical domain is logic
- Where every problem is at least NP Hard
- And many are exponential, superexponential (2^{2^n}), nonelementary ($2^{2^{2^{\cdot^{\cdot^{\cdot}}}}}\}n$), or undecidable
- Hence, the worst case computational complexity of formal analysis is extremely high
- So we need clever algorithms that are fast much of the time
- But we also need to find ways to simplify the problems

Formal Analysis: The Benefit

- Can examine all possible cases
  - Relative to the simplifications we made
- Because finite formulas can represent infinite sets of states
  - e.g., $x < y$ represents $\{(0,1), (0,2), \ldots (1,2), (1,3) \ldots\}$
- Massive benefit: computational systems are (at least partially) discrete and hence discontinuous, so no justification for extrapolating from examined to unexamined cases
- In addition to providing strong assurance
- Also provides effective ways to find bugs, generate tests
- And to synthesize guaranteed designs

Basic Technology: BDDs

- For finite state systems (or approximations that are)
- We can grind everything down to Booleans and represent the system as essentilly a circuit
  - Reduced Ordered Binary Decision Diagrams (BDDs) and variants provide canonical forms with efficient operations
  - Use these to calculate the reachable states by composing BDD representing current set of states with BDD representing the system until a fixed point is reached
  - Check desired properties are true in all reachable states
    - Desired properties can be represented as a synchronous observer, or a formula in a temporal logic (CTL, LTL, etc.), eventuality properties require Buchi automata
  - Can also go backwards from a set of states where property is violated to see if an initial state can be reached
- This is Symbolic Model Checking: SMV etc.
- Good for up to 300–1,000 state bits

Basic Technology: SAT

- Can alternatively ask if a property is violated in k or less steps, where k is a specific number, like 37
- Given system specified by initiality predicate I and transition relation T on states S, and desired property P
- Find assignment to states $s_0, \ldots, s_k$ satisfying

  $$I(s_0) \wedge T(s_0, s_1) \wedge T(s_1, s_2) \wedge \cdots \wedge T(s_{k-1}, s_k) \wedge \neg(P(s_1) \wedge \cdots \wedge P(s_k))$$

- Given a Boolean encoding of I, T, and P (i.e., circuit), this is a propositional satisfiability (SAT) problem
- SAT solvers have become amazingly effective recently, and continue to improve (annual competition)
  - 100,000s of variables and formulas
- This is called Bounded Model Checking (BMC): NuSMV etc.
- Can also perform verification rather than refutation by slight adjustment that performs k-induction (may need invariants)

Basic Technology: Decision Procedures and SMT

- Suppose we don't want to grind everything down to circuits
- Many useful theories are decidable (e.g., linear arithmetic, equality with uninterpreted functions)
- Decision procedures work on conjunctions of formulas
- Combine these with SAT solving to handle propositionally complex formulas over combinations of decided theories
- This yields solvers for Satisfiability Modulo Theories (SMT)
  - Biggest advance in 20 years
- Which in turn yields infBMC and inf-k-induction
  - Inf because some of the theories are infinite

Basic Technology: Beyond SMT

- All SMT solvers employ heuristics for performance
  - On multicore, run different heuristics/strategies in parallel
  - Called a portfolio
- Beyond SMT, there's nonlinear arithmetic and other hard theories, quantifiers ($\exists, \forall$, first and higher order), and lemma generation (especially loop invariants)
  - Active areas; lots of recent progress
- That's the basic technology
  - I'm going to describe some others later

  But how do we use them?
- Remember even these stunningly powerful methods are typically not polynomial, and do not scale (much)

Dealing With Computational Complexity

- Use human guidance
  - Even with automation, often need user-supplied invariants
  - Or interactive theorem proving—e.g., PVS
- Use approximate models, incomplete search
  - model checkers are often used this way
- Aim at something other than verification
  - E.g., bug finding, test case generation
- Verify weak properties
  - That's what static analysis typically does
- Give up soundness and/or completeness
  - That's what commercial static analysis typically does
- Concentrate on small, high criticality components
  - For example, monitors

Approximations, Simplifications, Abstractions (1)

- These can be sound or unsound
  - Sound means if no errors found, then there are none
- Unsound: downscaling
  - Just chop things down
  - e.g., replace 32 bit integers by 2 bits, limit size of data structures, omit entire parts of the system
- Works for bug finding
  - Exploring all behaviors of an approximation finds more bugs than sampling some of the behaviors of the real thing

Approximations, Simplifications, Abstractions (2)

- Sound: data abstraction, abstract interpretation
- Instead of computing on integers, say, compute on $\{negative, zero, positive\}$
- And many more sophisticated domains
- Iterate to fixed point
  - Need widening and oter methods to force convergence
- Can be effective for weak properties
  - Absence of runtime exceptions
  - e.g., Microsoft system (Clousot)
- A lot of engineering, and/or annotation needed to reduce false alarms
  - e.g., Astrée (avionics floating point)
- Can deliver invariants useful to other methods

Approximations, Simplifications, Abstractions (3)

- Sound: predicate abstraction
- Instead of individual variables, focus on their relations
- e.g., eliminate x and y, track $x < y$ (i.e., a Boolean)
- Use the relations appearing in conditionals, loops

CEGAR Loops

- Use aggressive, sound approximation
- Get a counterexample to desired property
- Is this due to overapproximation, or because the property really is false?
- Try to evaluate the counterexample on original problem
- If it works, we are done (property is false)
- If not, mine it to find source of overapproximation
  - Craig Interpolation often used for this
- Counter-Example-Guided Abstraction Refinement: CEGAR

Software (As Opposed to State Machines)

- There's a program counter
- Inefficient to represent it as just another state variable
- Need Abstract Reachability Tree (ART), etc.
- Yields Software Model Checking (Blast, CMBC, CPA Checker)
- Alternatively, focus on the abstract data types (e.g., Alloy)
- Or generate test cases using deliberate counterexamples
- Can interleave symbolic and concrete evaluation to force tests to all reachable control locations
    - Concolic testing (Dart etc.)

Software, Again

- Software model checking, interactive program verification, even static analysis often need user-supplied invariants, and other annotations
- Difficult to obtain, even a spec can be difficult to obtain
- Powerful type systems can help
  - Predicate subtypes, dependent types
- But software engineering is rarely concerned with creating truly new code, mostly it is modifying existing code: fixing bugs, adding APIs or functionality, refactoring
- The new code should be the same as the old code, except for what was changed
- This is equivalence checking
- Tractable to SMT without annotations
- E.g., SymDiff (Microsoft)

Cyber Physical Systems

- We have realtime
- And a controlled plant
  - Typically described by differential equations
- These yield timed automata, hybrid automata etc.
- Verification problems are harder, but the payoffs greater
  - Because testing seldom encounters critical cases
- A lot of progress recently
- Some of it direct automation: UPPALL, SpaceEX
- Some of it abstractions to problems solved by SMT
  - Timeout automata, relational abstractions etc.

State of the Art

- Few off the shelf tools for std. programming environments
  - Some sound, often specialized, static analysis: Astrée
  - Mostly unsound: Coverity, Code Sonar, PRQA etc.
- Quite good tools for some CPS environments
  - Design Verifier for Stateflow/Simulink
  - Similar for SCADE, Statemate
- Many good backend tools (model checkers), tool components (SMT)
- SOA applications often employ many of these in ad-hoc toolchains with a lot of glue code and engineering
- Sometimes starting from standard languages, sometimes from specialized ones (SAL, Charon etc.)
- What's needed is an ecosystem of components and a tool bus
- We are building one (ETB)

Interim Summary

- There's a lot of backend power available (SMT)
- And a lot of good ideas, experimental tools, components
- Most of the work is building toolchains that start from something acceptable to the shop concerned
- And that does something valuable while limiting annotation and user interaction to a level acceptable to the shop concerned
- It need not be full verification

So what? Verification and Safety

- Even if it is full verification, it is not an unequivocal guarantee of properties like safety
- Safety often concerns attributes of the plant
- Like the hazards that it poses
- Verification may establish that each hazard is adequately eliminated or managed
- But how do we know we've identified all the hazards?

Safety/Assurance Cases

- The intellectual foundation of all methods of system assurance is that we have
  - Claims about safety (or other critical attribute)
  - Evidence about our system (tests, reputation of developers, prior systems, formal assurance)
  - Arguments that justify the claims, based on the evidence
- In standards-based approaches, claims and argument are implicit, the standard specifies what evidence to produce
- But there is a notion of Safety (or more generally) Assurance Case that makes the CAE structure explicit
  - That's why our tool bus is an Evidential Tool Bus (ETB)
- Standards work well in slow-moving, uniform fields (aircraft)
- Safety Cases may be best where there is a lot of innovation and diversity (medical devices)

Epistemic and Logic Vulnerabilities in Safety Cases

- In civil aircraft, all accidents and incidents caused by software are due to flaws in the system requirements specification or to gaps between this and the software specification
  - i.e., none are due to coding errors
  - Because their verification is pretty good, albeit manual
- Verification is wrt. assumptions, requirements, knowledge of the system and its environment
- These are all about epistemology: what you know
  - Can get these wrong: e.g., overlooked hazard
- So there are two sources of vulnerability in safety cases
  - Epistemic (flawed knowledge): new ideas needed here
    - ⋆ Maybe moving formal modeling upward
  - Logic (flawed reasoning): verification can fix this
    - ⋆ Subject to epistemic concerns about its own soundness
- Cf. validation and verification in traditional V&V

A Conundrum

- Cannot eliminate failures with certainty (because the environment is uncertain), so top-level safety claims about systems are stated quantitatively
  - E.g., no catastrophic failure in the lifetime of all airplanes of one type
- And these lead to probabilistic requirements for software-intensive subsystems
  - E.g., probability of failure in civil flight control $< 10^{-9}$ per hour
- To assure this, do lots of verification and validation (V&V)
- But V&V is all about showing correctness
- And for stronger claims, we do more V&V
  - Or more intensive V&V: e.g., formal verification
- So how does amount of V&V relate to probability of failure?

Useful Small Systems: Monitors

- These are particularly interesting in safety critical applications, where you need extreme reliability
  - One operational "channel" does the business
  - Simpler monitor channel can shut it down on error
- Used in airplanes (ARP 4754)
- Turns malfunction and unintended function into loss of function
  - Which is dealt with OK by higher-level fault handling

  Also prevents transitions into bad states
- Monitors against system requirements, not software requirements
- Can be simple because it only need observe, rather than generate, behavior
- Can be formally verified or synthesized

Reliability of Monitored Systems (1)

- The most critical aircraft software needs failure rates below 10^{-9} per hour sustained for 15 hours
- Suppose the failure rate of the operational system is 10^{-4} and that of the monitor is 10^{-5}, does that give us 10^{-9}?
- No! Failures may not be independent
  - Failure of one channel probably indicates a hard demand
- No good way forward
  - Need "covariance of the difficulty function"

Reliability of Monitored Systems (2)

- But the monitor is simple enough that it can be formally verified or synthesized
- Claim is not that it is reliable but that it is perfect. . . probably
  - Perfection means will never have a failure in operation
  - Failure is defined wrt. system requirements, not software requirements, hence differs from correctness
- Attach subjective probability to likelihood of perfection
- Theorem: probability of failure of monitor alone is related to its probability of perfection: $pfd = p_{np} \times p_{f|np}$
- Theorem: probability of perfection of the monitor is conditionally independent of the failure rate of the primary
- So if the monitor has probability of imperfection of 10^{-5}, we do get 10^{-9} overall!

Reliability of Monitored Systems (3)

- Lots of technical details omitted here
- This analysis is aleatoric, need the epistemic assessment
- And is 10^{-5} credible as a probability of imperfection?
- Monitor may go off when it should not (Type 2 failure)
- But the basic idea is sound
  - IEEE TSE Spotlight Paper September/October 2012
- Idea is that you monitor the system specification
  - Get this right by assumption synthesis etc.
- Whereas the operational system is built to the software requirements specification
- Recall, all aircraft incidents due to problems precisely here
- So this approach precisely addresses most vulnerable point

Finally, A Thought Experiment

- Suppose that at some point in a system development I discern the need to make some part of it fault tolerant
- I must choose the types and numbers of faults that it should tolerate (this is called the fault model)
- Suppose I choose a "simple" fault model
  e.g., "crash" faults, and no more than two of them
- Then that might enable me to design a correspondingly simple algorithm to perform the fault tolerance
- Thus, I might have very few doubts about whether my algorithm is correct (wrt. its fault model)
  - i.e., little logic doubt
- But I might have considerable doubts about whether the fault model will be valid in the real context of its deployment
  - i.e., large epistemic doubt

Alternatively

- I could make very few assumptions about the faults
  - That is, a weak fault model
- But then the mechanisms to tolerate those faults might take me into the world of complex adaptive systems
- So here I reduce my epistemic doubt at the price of larger logic doubt
- Traditionally, in critical systems, we have favored reducing logic doubt at the expense of epistemic doubt
  - e.g., no adaptive systems in flight control
- Resilience is about tipping the balance in the other direction
- But without too much logic doubt
- This is the verification challenge of the future

Summary

- There's a lot of verification technology available
- Off the shelf toolchains for weak properties
- For strong properties, still need to roll your own
- Emerging ecosystem of components, standardized intermediate representations, APIs, tool buses
- Beyond the science and technology, big issues are integration
  - Into industrial workflows and toolchains
  - Into totality of an assurance case
- New opportunities
  - Synthesis rather than verification: $\exists\forall$ SMT solvers
    - $\exists A, B, C : \forall x, y : A \times x + B \times y = C$
  - Resilience: possibly move the verification to runtime
    - Adaptive systems, online synthesis