



A Framework for Automated Reasoning

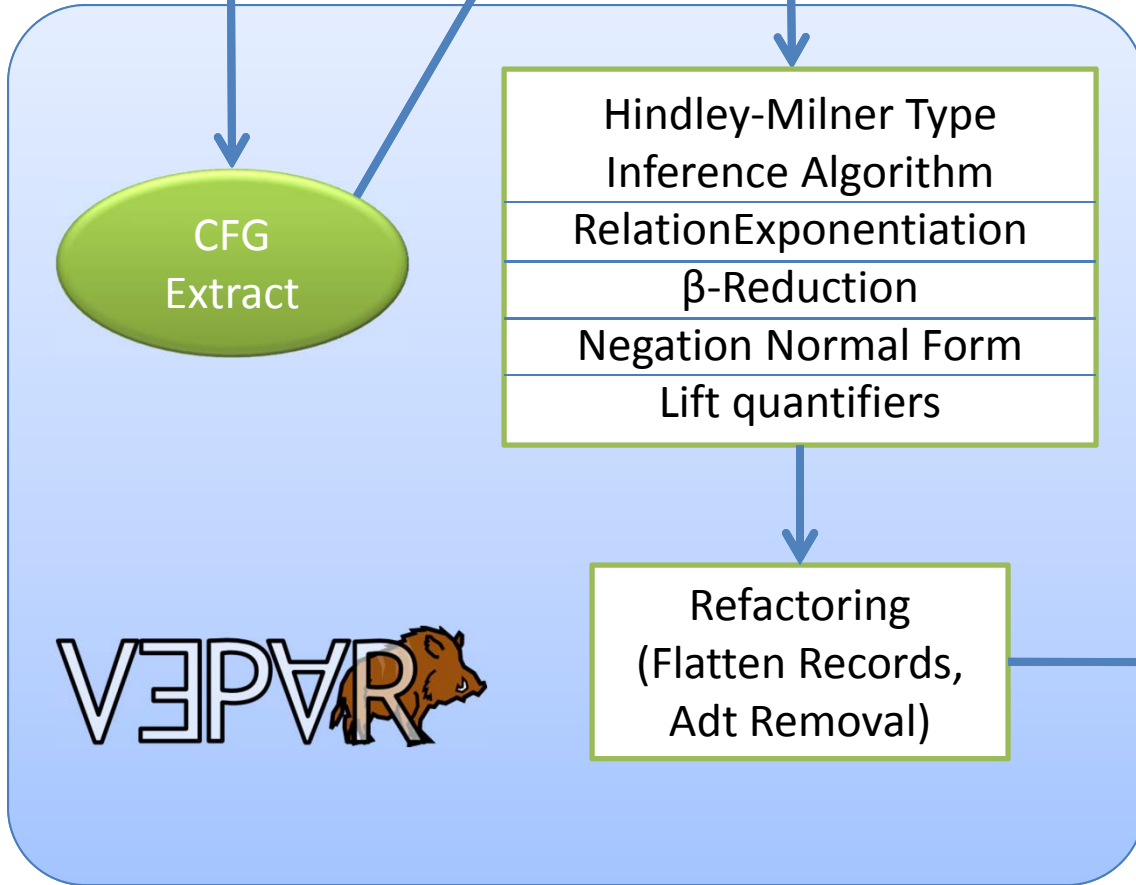
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 **Scala**



Isabelle File



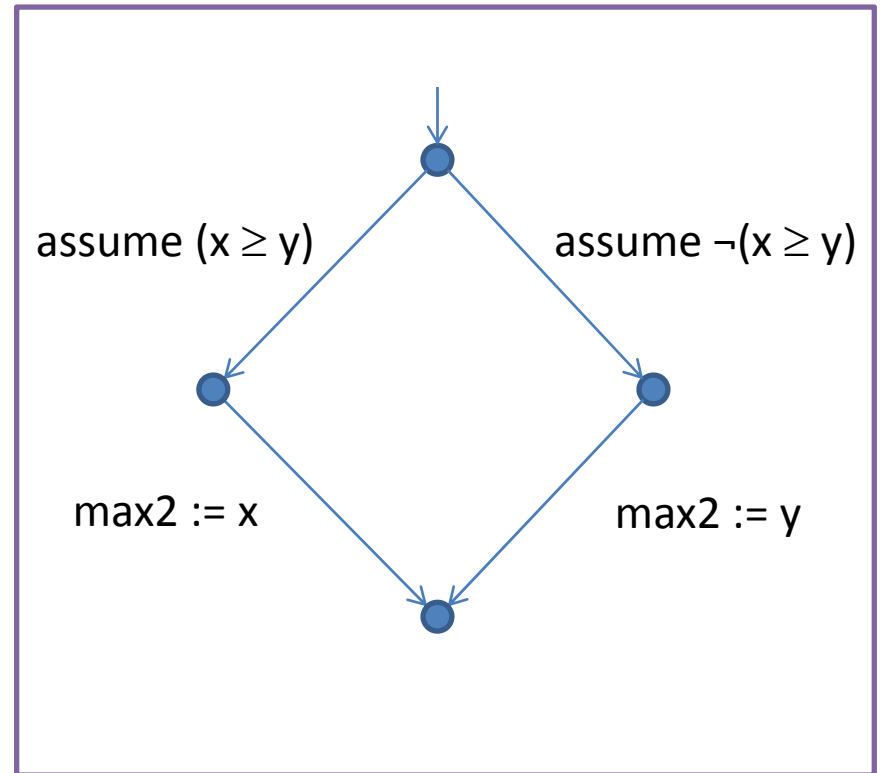
Princess
Prover

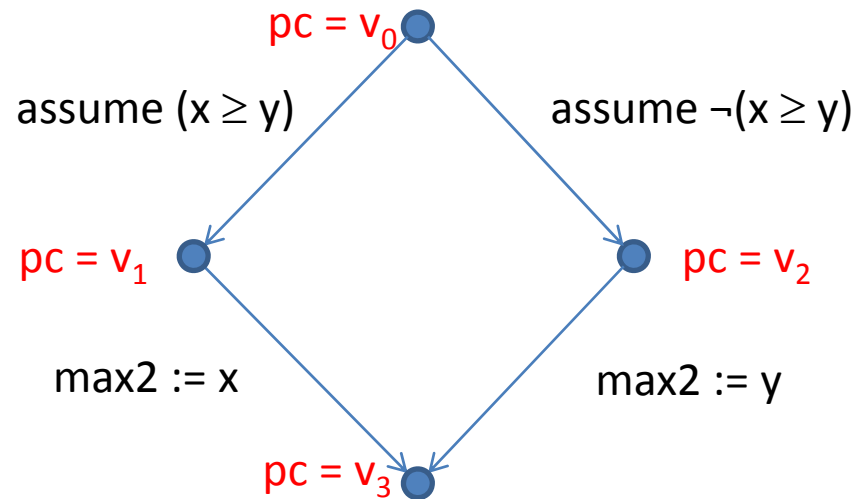
Mona

Z3

From program to CFG

```
def max2(x: Int, y: Int): Int = {  
  if( x >= y) x else y  
}
```





record state =

pc :: label
 x :: int
 y :: int
 max2 :: int

definition program :: "(state × state) set" **where**

"program ≡ {(s,s'). s' = (pc s = v₀) ∧ s(| pc := v₁ |) ∧ (x s >= y s) ∨
 (pc s = v₀) ∧ s' = s(| pc := v₂ |) ∧ ¬(x s >= y s) ∨
 (pc s = v₁) ∧ s' = s(| pc := v₃, max2 := x s |) ∨
 (pc s = v₂) ∧ s' = s(| pc := v₃, max2 := y s |)}"

```

def max2(x: Int, y: Int): Int = {
  if( x >= y) x else y
  assert ( max2 >= x && max2 >=y )
}

```

record state =

pc :: label

x :: int

y :: int

max2 :: int

error :: bool

definition program :: "(state × state) set" **where**

"program ≡ {(s,s'). s' = (pc s = v₀) ∧ s(| pc := v₁ |) ∧ (x s >= y s) ∨

(pc s = v₀) ∧ s' = s(| pc := v₂ |) ∧ ¬(x s >= y s) ∨

(pc s = v₁) ∧ s' = s(| pc := v₃, max2 := x s |) ∨

(pc s = v₂) ∧ s' = s(| pc := v₃, max2 := y s |)}"

(pc s = v₃) ∧ s' = s(| pc := v_e, **error** := True) ∧ (max2 s < x ∨ max2s < y)}"

lemma assert: "∀s. ∀s'. (pc s = v₀) ∧ (**error** s = False) ∧ (program^{*})(s,s') →
 (error s' = False)"

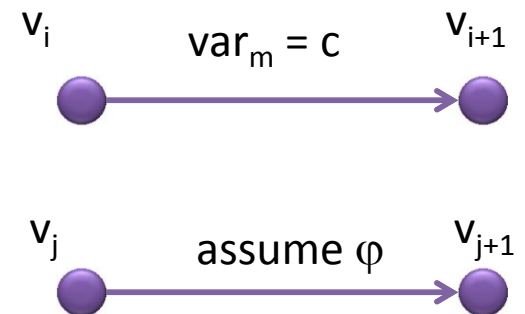
Control Flow Graph in Isabelle

record state =

$\text{var}_0 \quad :: \text{type}_0$ \dots $\text{var}_n \quad :: \text{type}_n$	}	<i>program variables</i>
$\text{error} \quad :: \text{bool}$		

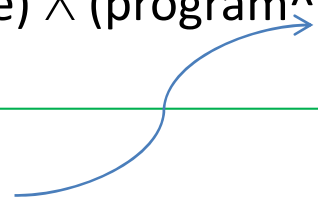
definition program :: "(state × state) set" **where**
 "program ≡ {(s,s').

... \vee
 (pc s = v_i) ∧ s' = s (pc := v_{i+1} , var_m = c) \vee
 ... \vee
 (pc s = v_j) ∧ φ ∧ s' = s (pc := v_{j+1}) \vee
 ... } "



lemma assert: "∀s. ∀s'. (pc s = v0) ∧ (error s = False) ∧ (programⁿ)(s,s') →
 (error s' = False) "

Bounded model checking



record state =

x :: int

pc :: label

definition program :: "(state × state) set" **where**

"program ≡ {(s,s').

... ∨

(pc s = v_i) ∧ s' = s(pc := v_j , x = c)

∨ ... } "



Record Flattening:
Replace records with their fields



definition program :: "(int × label × int × label) set" **where**

"program ≡ {(s_x, s_pc, s'_x, s'_pc).

... ∨

(s_pc = v_i) ∧ (s'_pc = v_j) ∧ (s'_x = c)

∨ ... } "

From Isabelle to SMT-LIB

```
record state =
```

```
  x    :: int
```

```
definition program :: "(state × state) set" where
```

```
"program ≡ {(s,s'). (s' = s(| x := 0 |))}"
```

```
lemma dumb: "∀s. ∀s'. state. (program(s,s')2) → (x s' = 0) "
```



```
lemma dumb: "∃s_x. ∃s'_x. (s'_x = 0) ∧ (¬(s'_x = 0)) "
```

Negation
Conversion to SMT-LIB

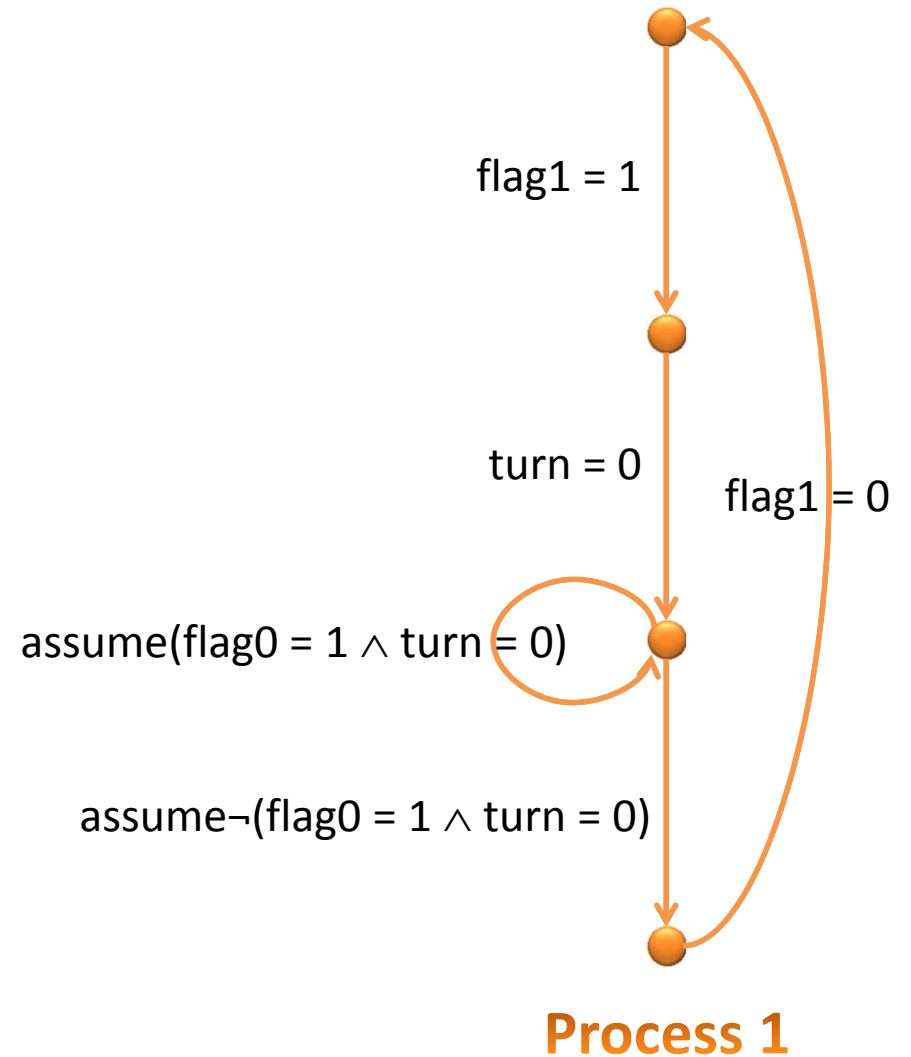
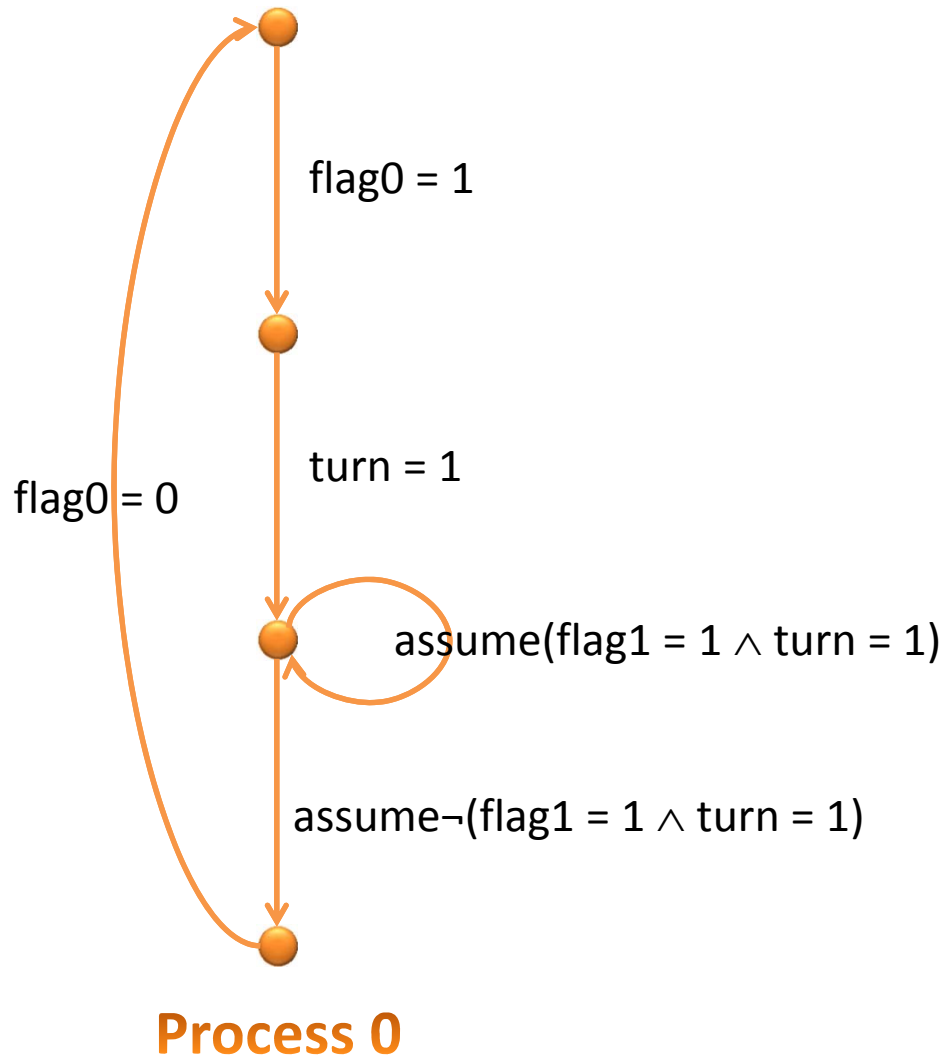


```
(and (= (s'_x) 0) (not (= (s'_x) 0))))
```




Demo

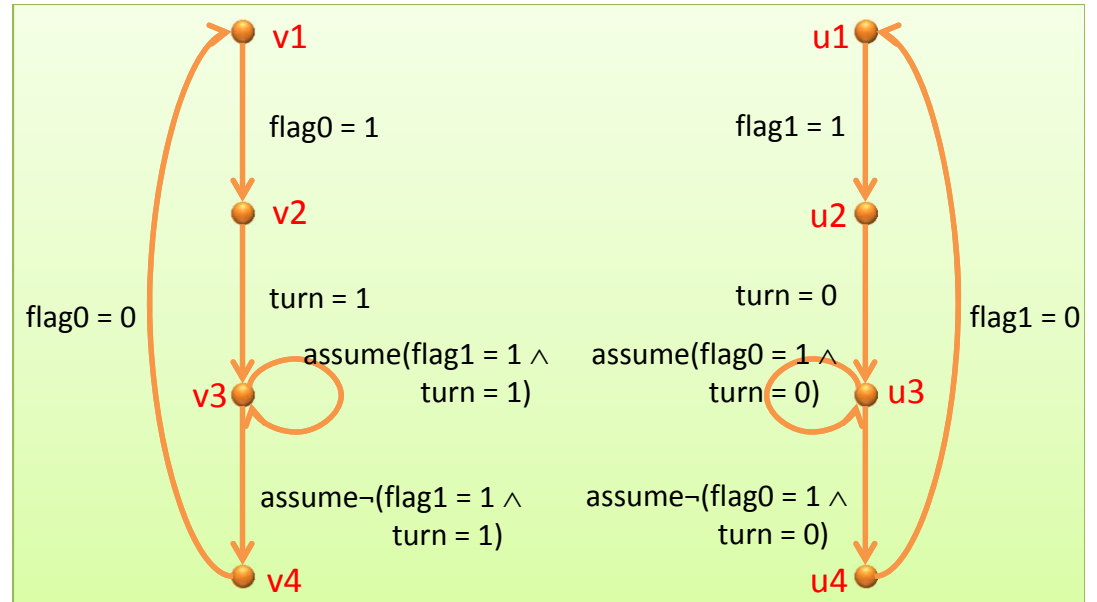
Peterson's algorithm



```

record state =
  pc0    :: label
  pc1    :: label
  flag0  :: nat
  flag1  :: nat
  turn   :: nat

```



definition transition :: "(state × state) set" **where**

"transition ==

{(s,s').

((pc0 s) = v1) ∧ s' = s(|pc0 := v2,flag0 := 1|) |

((pc0 s) = v2) ∧ s' = s(|pc0 := v3,turn := 1|) |

((pc0 s) = v3) ∧ s' = s ∧ (flag1 s = 1) ∧ (turn s = 1) |

((pc0 s) = v3) ∧ s' = s(|pc0 := v4|) ∧ ¬(flag1 s = 1 ∧ turn s = 1) |

((pc0 s) = v4) ∧ s' = s(|pc0 :=v1,flag0 := 0|) |

((pc1 s) = u1) ∧ s' = s(|pc1 := u2,flag1 := 1|) |

((pc1 s) = u2) ∧ s' = s(|pc1 := u3,turn := 0|) |

((pc1 s) = u3) ∧ s' = s ∧ (flag0 s = 1) ∧ (turn s = 0) |

((pc1 s) = u3) ∧ s' = s(|pc1 := u4|) ∧ ¬(flag0 s = 1 ∧ turn s = 0) |

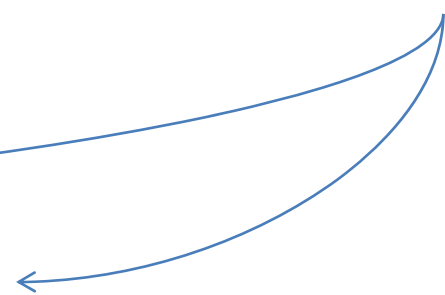
((pc1 s) = u4) ∧ s' = s(|pc1 :=u1,flag1 := 0|) |

(s = s')

}"

lemma critical: " ∀s. ∀s'. (pc0 s = v1) ∧ (pc1 s = u1) ∧ (transition¹⁰)(s,s') → ¬(pc0 s' = v4 ∧ pc1 s' = u4)"

Uncertainty on the unrolling number



Conclusions

- Framework for reasoning about programs
- Currently supports small subset of Scala programs
- Translation to Isabelle and from Isabelle to Z3

Future Work

- Incorporate more reasoning engines
- Support for Scala actors
- Connection to Isabelle/HOL