

Local Reasoning about the Presence of Bugs: Incorrectness Separation Logic (ISL)

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State of the Art: **Correctness**

- ❖ Lots of work on **local reasoning** for proving **correctness**
 - ➔ Prove the **absence of bugs**
 - ➔ **Over-approximate** reasoning

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in **code** \Rightarrow reasoning about **incomplete components**

in **resources** accessed \Rightarrow spatial locality

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 - in **code** \Rightarrow reasoning about **incomplete components**
 - in **resources** accessed \Rightarrow spatial locality
 - ➔ **Scalability** to large teams and codebases

State of the Art: **Bug Catching**

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 - ➔ Prove the **presence of bugs**
 - ➔ E.g. symbolic model checking, symbolic execution for testing
 - ➔ **Under-approximate** reasoning

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 - ➔ Using **correctness**-based compositional analysis

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❖ Lots of work on *bug catching*

→ Prove the *presence of bugs*

→ E.g. symbolic model checking, symbolic execution for testing

→ *UI*

Incorrectness Logic (O'Hearn)

Formal Foundations

for

Bug Catching

❖ Base

❖ Exce

→ e.

→ Us

Incorrectness Logic (IL)

Hoare triples

$\{p\} C \{q\}$

Incorrectness Logic (IL)

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*For all states s in p
if running C on s terminates in s' , then s' is in q*

Incorrectness Logic (IL)

Hoare triples $\{p\} C \{q\}$ *iff* $\text{post}(C)p \subseteq q$

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triples $[p] C [q]$ iff $\text{post}(C)p \supseteq q$

*For all states s in q
 s can be reached by running C on some s' in p*

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Incorrectness Logic (IL)

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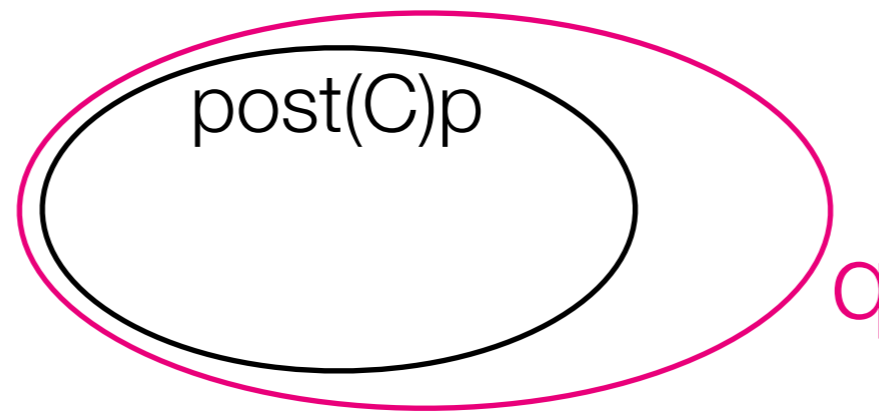
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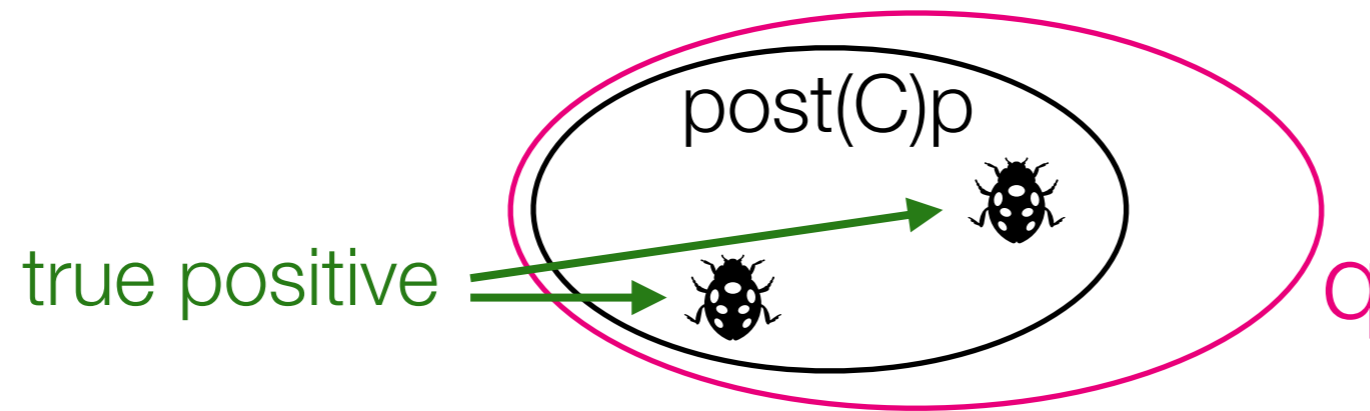


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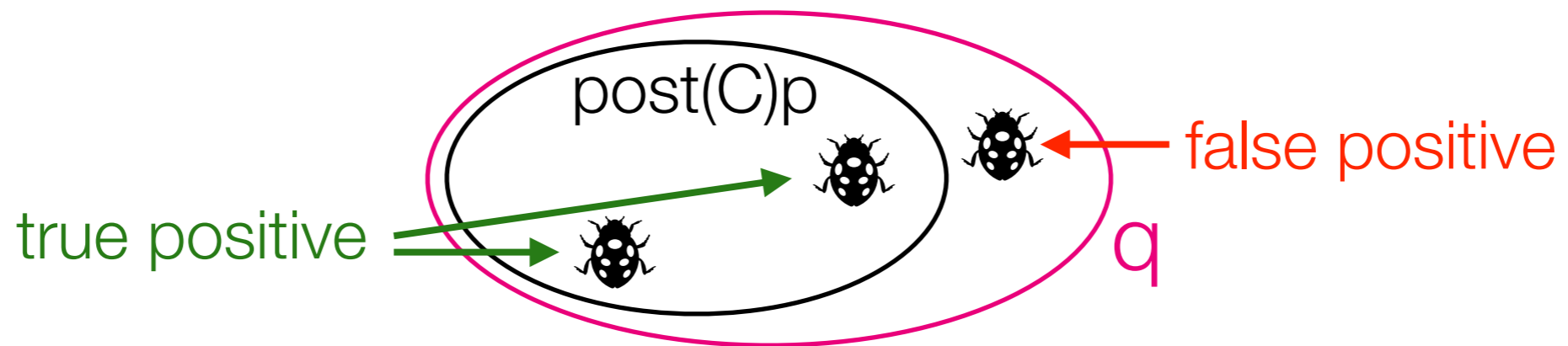


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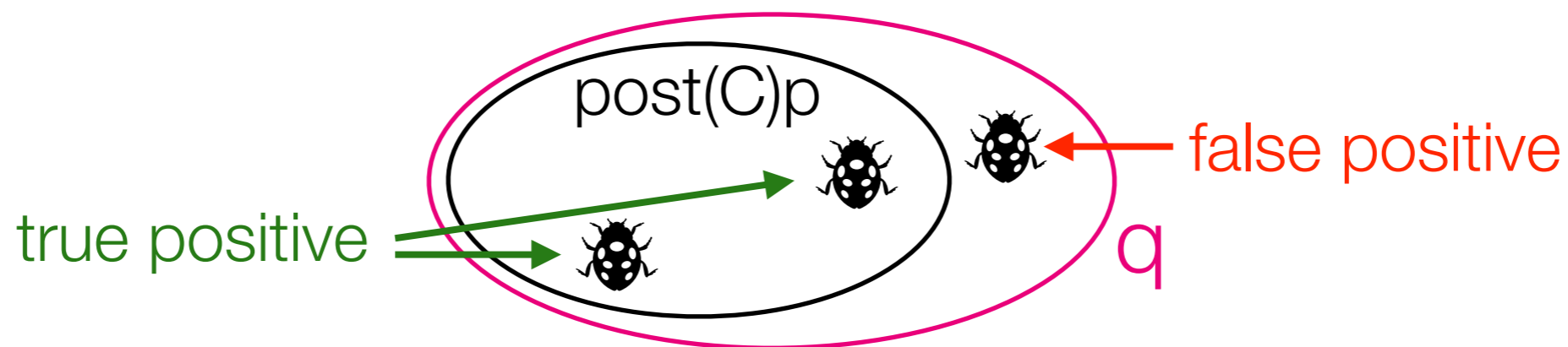


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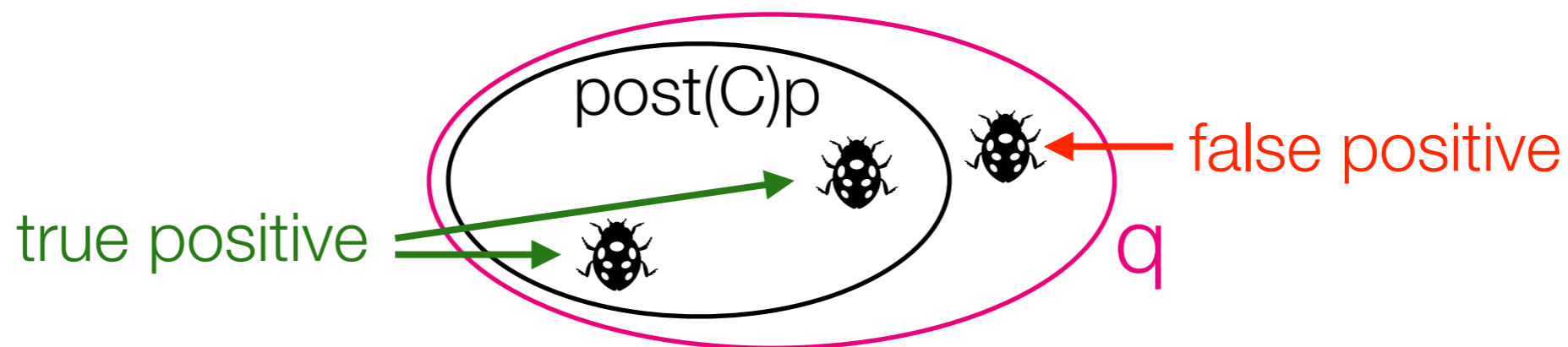
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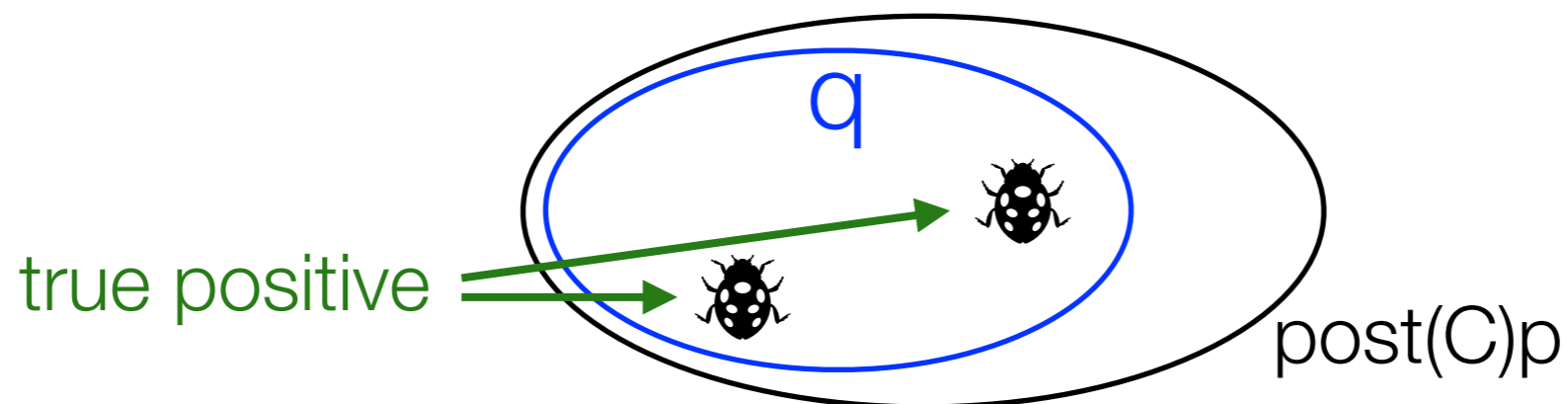
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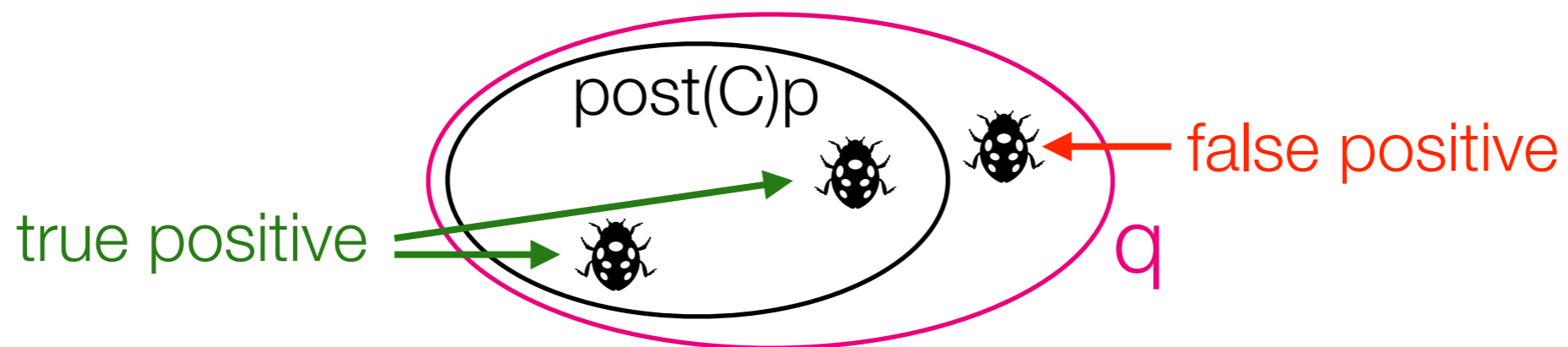


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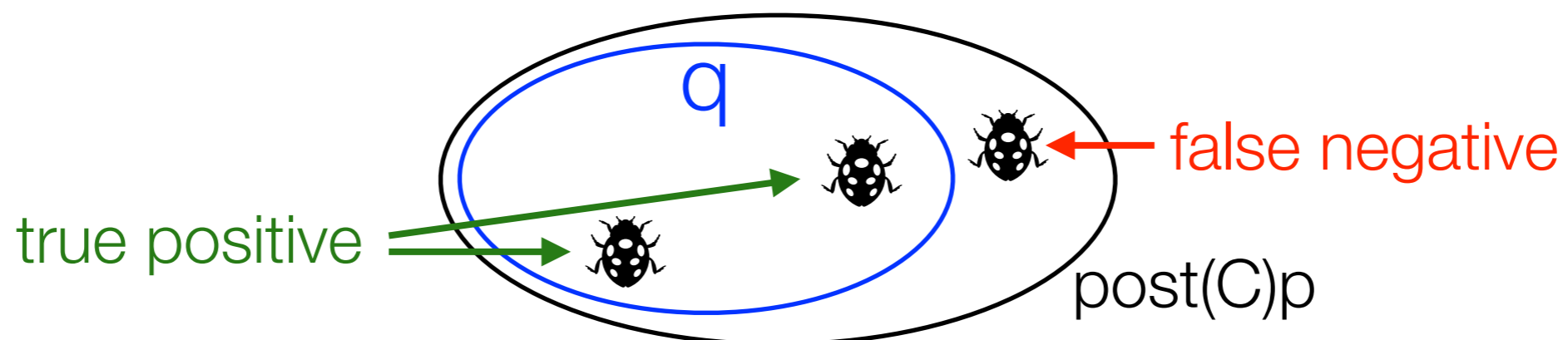
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ε : exit condition

ok: normal execution

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$$[y=v] x:=y [ok: x=y=v]$$
$$[p] \text{error}() [er: p]$$

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$$[p] C [\varepsilon: q] \quad \textit{iff} \quad \text{post}(C, \varepsilon)p \supseteq q$$

Equivalent Definition (reachability)

$$[p] C [\varepsilon: q] \quad \textit{iff} \quad \forall s \in q. \exists s' \in p. (s', s) \in [C]_{\varepsilon}$$

Incorrectness Logic: Summary

- + ***Under-approximate*** analogue of Hoare Logic
- + Formal foundation for ***bug catching***

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- + Formal foundation for ***bug catching***
- Global reasoning: ***non-compositional*** (as in original Hoare Logic)
- Cannot target ***memory safety bugs*** (e.g. use-after-free)

Incorrectness Logic: Summary

+ *Under-approximate* analogue of Hoare Logic

+ Formal foundation for *bug catching*

- Glob

- Can

Our Solution

Incorrectness Separation Logic

(Logic)

Contributions

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- ❖ Combining IL+SL: not straightforward
 - ➔ **invalid frame** rule!

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All bugs found are true bugs

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This talk

What Is Separation Logic (SL)?

SL : **Local** & **compositional** reasoning via **ownership** & **separation**

 ideal for heap-manipulating programs with **aliasing**

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[x] := 1;  
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$n!/2$ conjuncts !

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‘and **separately**’

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The diagram illustrates Separation Logic (SL) with pre and post conditions, ownership, and heap cell assignments. The pre-condition is $\{ x \mapsto - * y \mapsto - * z \mapsto - \}$, where $x \mapsto -$ and $*$ are highlighted with blue boxes. The post-condition is $\{ x \mapsto 1 * y \mapsto 2 * z \mapsto 3 \}$. The heap cell assignments are $[x] := 1;$, $[y] := 2;$, and $[z] := 3;$. The word **ownership** is written in blue, with a line pointing to the $x \mapsto -$ part of the pre-condition. The phrase **'and separately'** is written in blue, with a line pointing to the $*$ operator in the pre-condition.

```
pre: { x ↦ - * y ↦ - * z ↦ - }
ownership of heap cell at x
[x] := 1;
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 [y] := 2;
 [z] := 3;

 ‘and **separately**’

post: $\{ x \mapsto 1 * y \mapsto 2 * z \mapsto 3 \}$

$\forall x, v, v'. x \mapsto v * x \mapsto v' \Rightarrow \text{false}$

The Essence of Separation Logic (SL)

Frame Rule

$$\frac{\{p\} \ C \ \{q\}}{\{p * r\} \ C \ \{q * r\}}$$

$$x \mapsto v * x \mapsto v' \Leftrightarrow \text{false}$$

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FREE $\{x \mapsto -\} \text{free}(x) \{\text{emp}\}$

Incorrectness Separation Logic (ISL)

IL

$[p] \text{ C } [\varepsilon: q]$

SL

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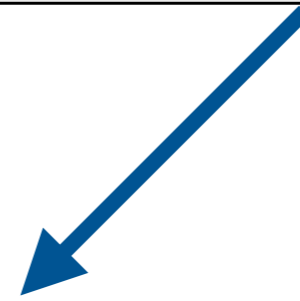
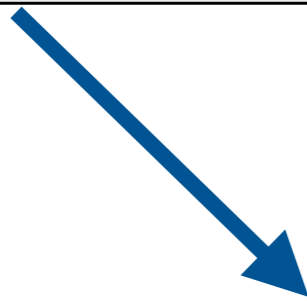
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ISL

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$x \mapsto v * x \mapsto v' \Leftrightarrow \text{false}$
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ISL: Local Axioms (First Attempt)

WRITE

$[x \mapsto v'] [x] := v [ok: x \mapsto v]$

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null-pointer dereference error

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ALLOC

$[emp] x := alloc() [ok: \exists l. l \mapsto v \wedge x=l]$

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ISL

$$\frac{[p] \text{ C } [\varepsilon: q]}{[p * r] \text{ C } [\varepsilon: q * r]}$$

$$x \mapsto v * x \mapsto v' \Leftrightarrow \text{false}$$

$$x \mapsto v * \text{emp} \Leftrightarrow x \mapsto v$$

$$[x \mapsto v] \text{ free}(x) \text{ [ok: emp]}$$

$$[p] \text{ C } [\varepsilon: q] \quad \textit{iff} \quad \forall s \in q. \exists s' \in p. (s', s) \in [C]_{\varepsilon}$$

ISL: Local Axioms (First Attempt)

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$$x \mapsto v * \text{emp} \Leftrightarrow x \mapsto v$$

$$\frac{[x \mapsto v] \text{free}(x) [\text{ok}: \text{emp}]}{[x \mapsto v * x \mapsto v] \text{free}(x) [\text{ok}: \text{emp} * x \mapsto v]} \quad (\text{Frame})$$

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ISL: Local Axioms (First Attempt)

$$\text{ISL} \quad \frac{[p] \text{ C } [\varepsilon: q]}{[p * r] \text{ C } [\varepsilon: q * r]} \quad \begin{array}{l} x \mapsto v * x \mapsto v' \Leftrightarrow \text{false} \\ x \mapsto v * \text{emp} \Leftrightarrow x \mapsto v \end{array}$$

$$\frac{[x \mapsto v] \text{ free}(x) [\text{ok}: \text{emp}]}{[x \mapsto v * x \mapsto v] \text{ free}(x) [\text{ok}: \text{emp} * x \mapsto v]} \quad (\text{Frame})$$

$$\frac{[x \mapsto v * x \mapsto v] \text{ free}(x) [\text{ok}: \text{emp} * x \mapsto v]}{[\text{false}] \text{ free}(x) [\text{ok}: x \mapsto v]} \quad (\text{Cons})$$


$$[p] \text{ C } [\varepsilon: q] \quad \textit{iff} \quad \forall s \in q. \exists s' \in p. (s', s) \in [C]_\varepsilon$$

ISL: Local Axioms (First Attempt)

ISL
$$\frac{[p] C [\varepsilon: q]}{[p * r] C [\varepsilon: q * r]}$$

$x \mapsto v * x \mapsto v' \Leftrightarrow \text{false}$
 $x \mapsto v * \text{emp} \Leftrightarrow x \mapsto v$

$$\frac{[x \mapsto v] \text{free}(x) [\text{ok}: \text{emp}]}{[x \mapsto v * x \mapsto v] \text{free}(x) [\text{ok}: \text{emp} * x \mapsto v]} \quad \text{(Frame)}$$

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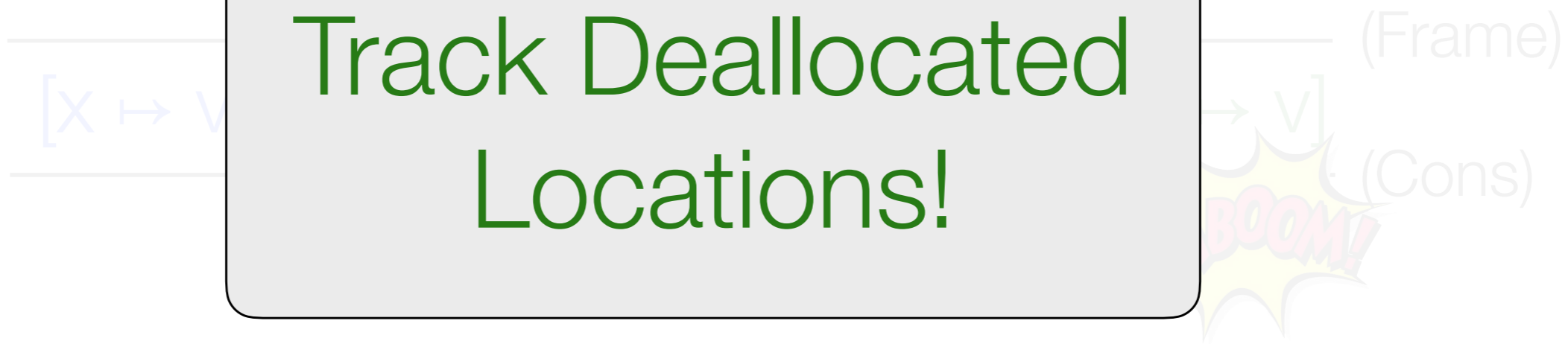
$$[p] C [\varepsilon: q] \quad \text{iff} \quad \forall s \in q. \exists s' \in p. (s', s) \in [C]_\varepsilon$$

$$[false] C [\varepsilon: q] \quad \times \quad (\text{unless } q \Rightarrow \text{false})$$

ISL: Local Axioms (First Attempt)

$$\text{ISL} \quad \frac{[p] C [\varepsilon: q]}{[p * r] C [\varepsilon: q * r]} \quad \begin{array}{l} x \mapsto v * x \mapsto v' \Leftrightarrow \text{false} \\ x \mapsto v * \text{emp} \Leftrightarrow x \mapsto v \end{array}$$

Solution:
Track Deallocated Locations!



$$[p] C [\varepsilon: q] \quad \text{iff} \quad \forall s \in q. \exists s' \in p. (s', s) \in [C]_\varepsilon$$

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$[x \mapsto v] \text{ free}(x) \text{ [ok: } x \not\mapsto \text{]}$

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$$[p] C [\varepsilon: \text{false}] \quad \checkmark \quad (\text{vacuous})$$

ISL: Local Axioms

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$[x=\text{null}] \text{ free}(x) \text{ [er: } x=\text{null}]$

FREE

ISL: Local Axioms

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use-after-free error

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$[x \not\mapsto]$ free(x) [er: $x \not\mapsto$]

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$[x \mapsto v']$ $[x] := v$ [ok: $x \mapsto v$]

WRITE

$[x=null]$ $[x] := v$ [er: $x=null$]

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$[x \mapsto v] y := [x] \text{ [ok: } x \mapsto v \wedge y = v \text{]}$

READ

$[x=\text{null}] y := [x] \text{ [er: } x=\text{null}]$

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$[\text{emp}] x := \text{alloc}() \text{ [ok: } \exists l. l \mapsto v \wedge x=l \text{]}$

ALLOC

ISL: Local Axioms

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ALLOC

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 - ➔ A rigorous foundation for bug catching
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Thank You for Listening!

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- ▶ ***Compositionality***
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Incorrectness logic: global reasoning for **bug catching**
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Separation logic: correctness-based **local** reasoning

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Formal foundation for **local & compositional bug catching**