

Type Theory in Software Verification

TYPES in Munich

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This Talk

- Question:

What's the impact of research in Type Theory on “practical” Software Verification

a (major) side interest

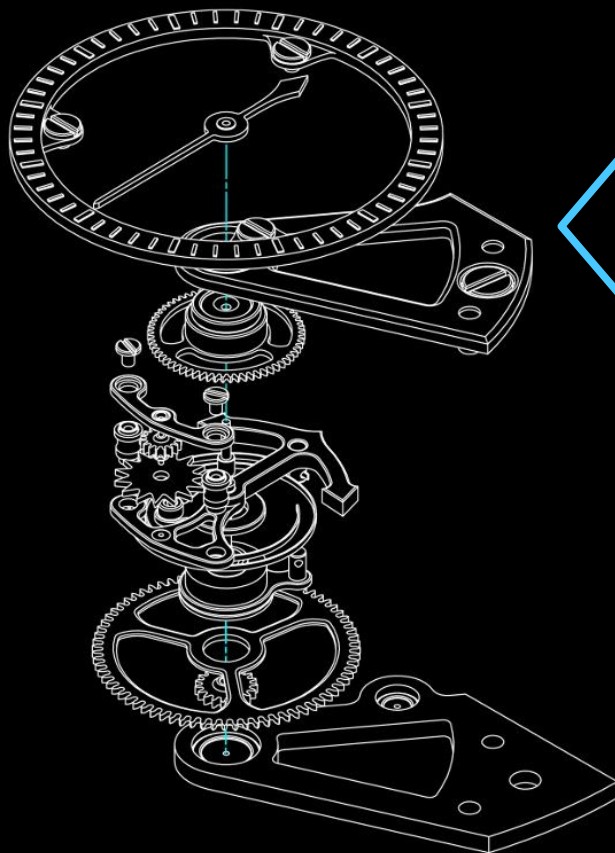
- Background
- Examples
- Conclusions

my main research area

Software Verification (Analogy)

concrete system

abstract model



laws of
physics

$$\frac{d \text{ hour}}{d \text{ minute}} = \frac{1}{60}$$

easy to understand
unambiguous

Software Verification

concrete system

abstract model



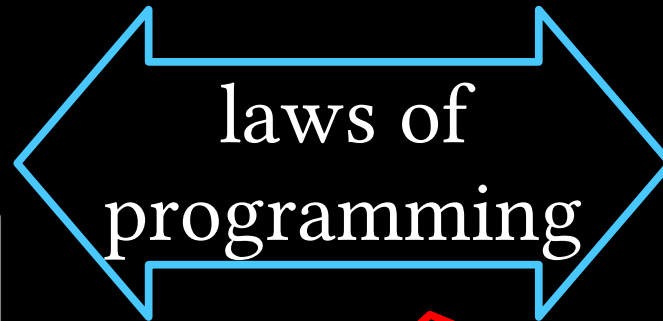
```
>a[0];
t[1];
c->nSrc-1; i++, pRight++, pLeft++){
tTab = pRight->pTab;

Left->pTab==0 || pRightTab==0) con
Right->fg.jointype & JT_OUTER)!=0;

NATURAL keyword is present, add WHE
umn that the two tables have in com

fg.jointype & JT_NATURAL ){
->pOn || pRight->pUsing ){
ErrorMsg(pParse, "a NATURAL join may
ON or USING clause", 0);
;

<pRightTab->nCol; j++){
Name; /* Name of column in the rig
t; /* Matching left table */
```



$$read(write(x)) = x$$

hard with automation
impossible without

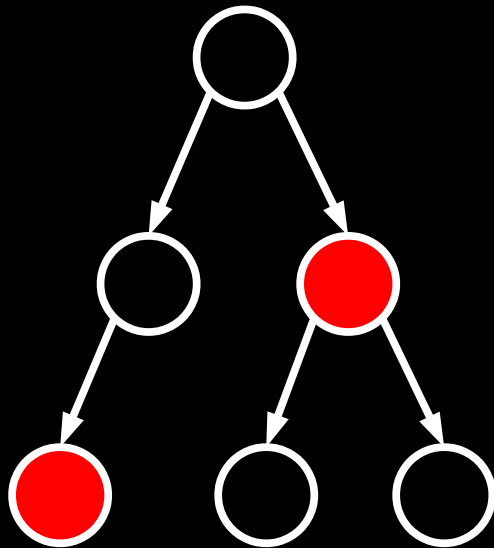
How much Effort?

standard
algorithms:
> 1 h

academic
prototype:
1-5 py

production
quality:
> 20 py

search tree



file systems



CompCert
C compiler



OS Kernel



How much Effort?

standard
algorithms:
> 1 h

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> 20 py



bottlenecks:

writing good specifications
engineering & tool aspects
new correctness criteria
proof automation

Typical Hoare-style verification (Dafny)

```
method bsearch(value: int, a: array<int>) returns (res: bool)
  requires a ≠ null && sorted(a)
  ensures  res = contains(value, a)
{
  var low, high := 0, a.Length;
  while low < high
    invariant forall i ::
      0 ≤ i < low || high ≤ i < a.Length ⇒ a[i] ≠ value
    {
      ...
    }
  return false;
}
```

specification

proof guidance

<https://rise4fun.com/dafny/tutorialcontent/guide#h211>

Type Theory (for the purpose of this talk)

- Expressiveness: proposition = type

- $Even = \{ n \mid n \% 2 = 0 \}$

- $x : Vector\ n$

ease of specification

- Constructivism: proof = program

- $solve : A \rightarrow Bool$ (terminates)

- $com : n \rightarrow m \rightarrow n + m \equiv m + n$
(lemmas = functions)

ease of proof

Automath [de Bruijn 1967]

- early general & useful proof checker
- based on type theory
(flexible choice of which kind)
- high influence on design of later tools

Coq



- Calculus of inductive constructions
[Coquand, Huet, 1988]
- Impressive applications to software development
 - CompCert, DeepSpec, FSCQ, ...
- Similarly: verified programming in
 - Agda, Idris, Epigram, Lean (mostly math)
 - F★ (verified crypto in Firefox!)

PVS [Owre, Shankar, Rushby 1992]

classical, predicative + dependent types

```
below(i): TYPE  
  = {s: nat | s < i}
```

~ set-based semantics

```
is_finite(s): bool  
  = (EXISTS n,  
      (f: [(s) → below[n]]): injective?(f))
```

```
finite_set: NONEMPTY_TYPE  
  = (is_finite) CONTAINING emptyset
```

Data Invariants (Why3, VCC, JML, ...)

```
type array 'a = {  
  elts    : int → 'a;  
  length  : int  
} invariant {  
  0 ≤ length  
}
```

- Invariants are re-checked after modifications

Lemma Functions (Dafny, Why3, VCC, ...)

```
function index(x: T, xs: seq<T>) returns (r: int)
  decreases |xs| // inductive measure
  ensures r ≥ 0 ⇒ contains(x, xs) && xs[r] = x
{
  if xs = [] { r := -1; }
  else if x = xs[0] { r := 0; }
  else { r := index(xs[1..]); r := r + 1; }
}
```



programs represent proofs

Synthesis with Refinement Types

[Polikarpova et al 2016]

data BST a where

Empty :: BST a

Node :: x: a → l: BST {a | _v < x}
→ r: BST {a | _v > x} → BST a

measure keys :: BST a → Set a where

Empty → []

Node x l r → keys l + keys r + [x]

insert :: x: a → t: BST a

→ {BST a | keys _v = keys t + [x]}

insert = ??

search guided by type structure

New theories for Program Verification

- Mechanize meta-theory in proof assistant
- Two alternatives:
 - implement tool based on that (e.g. VeriFast)
→ potential gain in automation
 - shallow embedding into common logic (e.g. Coq)
→ re-use existing infrastructure

both approaches are practical and successful

Type Theory: Criticism

(Context: QED Manifesto retrospective)

Instead of trying to prove *as many* true statements as possible, constructive mathematics is about making it *difficult* to prove something. (Of course, *if* you then prove it, the proof contains a bit more information.)



[Wiedijk 2007]

The HOL type system is too poor. As we already argued in the previous section, it is too weak to properly do abstract algebra.

my opinion: theory is not at fault but user interface

Take-Away

- “Pure” Type-Theory
 - elegantly captures key concepts
 - good as foundations
 - good as vehicle of thought

- “Messy” verification methodology for programs
 - needs to cope with practical issues
 - focus on efficient and effective automation
 - gains a lot by incorporating foundational concepts