

# An Interface Theory for Program Verification

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# Motivation

**What** A compositional viewpoint of software verification

**Why** Decompose software verification into parts

**Example** Counterexample-guided abstraction refinement (CEGAR)

# Verification Interfaces

Verification interfaces are descriptions of behavior that occurs in a program:

- ▶ Program Interface
- ▶ Specification Interface
- ▶ Correctness Interface
- ▶ Violation Interface

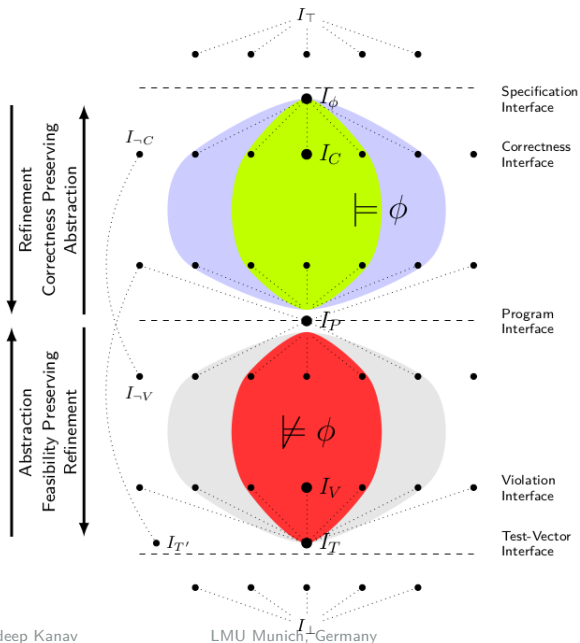
# Verification Problem

*Given a program  $P$  and a specification  $\phi$ , verification is the problem of finding either a correctness proof for  $I_P \preceq I_\phi$  or a violation proof for  $I_P \not\preceq I_\phi$ .<sup>1</sup>*

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<sup>1</sup>There are various ways for reasoning in order to obtain a proof, for example, strongest post-conditions [9] are traditionally used for correctness proofs and incorrectness logic [10] was proposed for violation proofs.

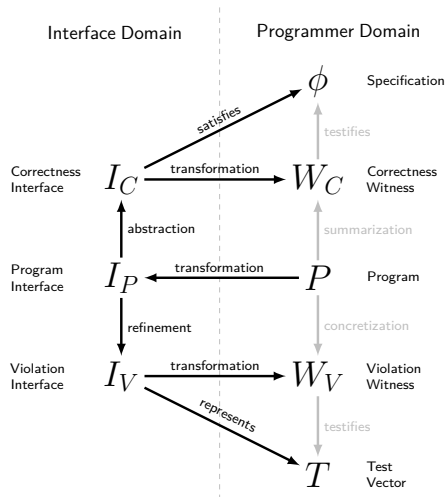
# Space of Verification Interfaces (Fig. 3 in [6])



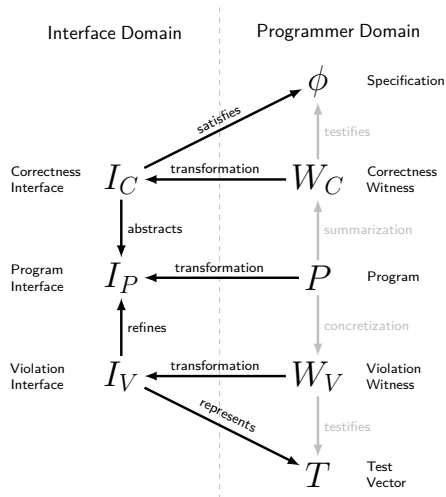
# Theorems ...

- ▶ Refinement preserves correctness
- ▶ Abstraction preserves violation
- ▶ Substitutivity of interfaces

# Verification



# Result Validation (Fig. 10 in [6])





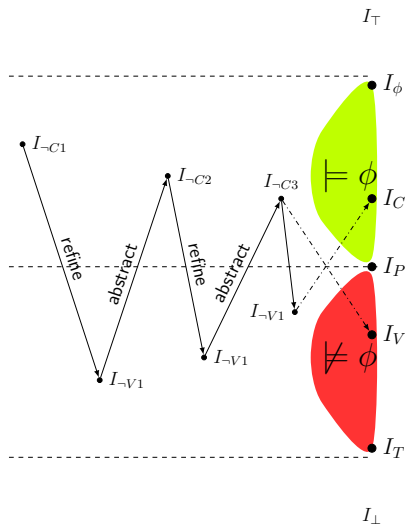
# Decompose Verification Tools

- ▶ Interface synthesizers, to construct an interface
- ▶ Refinement checkers, to check  $I_1 \preceq I_2$
- ▶ Specification checkers, to check  $I \models \phi$

# CEGAR Using Verification Interfaces

1. construct an abstract model  $I_0$
2. check  $I_0 \models \phi$ ; if it holds, terminate with answer (TRUE,  $W_C$ ) (the interface  $I_0$  corresponds to an interface  $I_C$  in Fig. 3, the correctness witness  $W_C$  in Fig. 10 is an abstraction of  $I_C$ )
3. extract counterexample interface  $I_1$  from  $I_0$  (interface  $I_0$  corresponds to interface  $I_{\neg C}$  in Fig. 3)
4. check  $I_1 \not\models \phi$ ; if it holds, terminate with answer (FALSE,  $W_V$ ) (the interface  $I_1$  corresponds to an interface  $I_V$  in Fig. 3, the violation witness  $W_V$  in Fig. 10 is an abstraction of  $I_V$ )
5. extract new facts (derived from the infeasibility of  $I_1$ ) and continue with step (1); (the interface  $I_1$  corresponds to an interface  $I_{\neg V}$  in Fig. 3)

# CEGAR Using Verification Interfaces



# Conclusion

- ▶ Unified viewpoint
- ▶ Decompose monolithic approaches
- ▶ Off-the-shelf combinations
- ▶ Document verification results using witnesses

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