

Automatic Validation of Transformation Rules for Java Verification against a Rewriting Semantics

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KeY - Dynamic Logic

KeY:

- Interactive Java source code prover.
- Based on Java Dynamic Logic.
- Dynamic Logic formula:

$$\langle \pi \rangle \phi$$

- Example:

$$\langle i = (j = i) * (i++) ; \rangle i \doteq j * j$$

- Sequent calculus: Dynamic Logic rules.

Example Rule

Rule:

$$\frac{\Gamma \vdash \langle \text{typeof}(e) \ v_1 = e; \ \text{typeof}(n) \ v_2 = n; \ l = v_1 * v_2; \ rs \rangle \ \phi, \ \Delta}{\Gamma \vdash \langle l = e * n; \ rs \rangle \ \phi, \ \Delta}$$

Variables are schema variables.

Special case here: *program transformation* rule.

Rules Implemented as Taclets

Rule:

$$\frac{\Gamma \vdash \langle \text{typeof}(e) \ v_1 = e; \ \text{typeof}(n) \ v_2 = n; \ l = v_1 * v_2; \ rs \rangle \ \phi, \ \Delta}{\Gamma \vdash \langle l = e * n; \ rs \rangle \ \phi, \ \Delta}$$

Implementing taclet:

find($\langle l = e * n; rs \rangle$ b)

replacewith($\langle \text{typeof}(e) \ v_1 = e; \ \text{typeof}(n) \ v_2 = n; \ l = v_1 * v_2; \ rs \rangle$ b)

varcond(new typeof(e) v₁, typeof(n) v₂)

Taclet Application

Taclet:

find($\langle l = e * n; rs \rangle b$)

replacewith($\langle \text{typeof}(e) v_1 = e; \text{typeof}(n) v_2 = n; l = v_1 * v_2; rs \rangle b$)

varcond(new typeof(e) v₁, typeof(n) v₂)

Taclet applicable in this formula:

$\langle i = (j = i) * (i++) ; \rangle i \doteq j * j$

Result of that application:

$\langle \text{int eval1} = (j = i) ; \text{int eval2} = i++ ; i = \text{eval1} * \text{eval2} ; \rangle$

$i \doteq j * j$

Aim

Java Dynamic Logic Calculus: 480 rules.

Out of that: 210 *program transformation* rules.

- Other formalisations of Java:
e.g. Java semantics in rewriting logic.

Aim:

automated validation
of
transformation rules
vs.
rewriting logic Java semantics

Rewriting Logic

- Rewrite Theory: (Σ, E, \mathcal{R})
- Logical and computational view.
- Rule: $t \rightarrow t'$,
- Equation: $t = t'$, (Church-Rosser and terminating).
- Rule application modulo equations.

Rewriting Logic - \mathcal{R}_{Java}

- Rewriting Logic implementation: Maude.
- Java semantics given in Maude, call it \mathcal{R}_{Java} :
 - (executable) specification of Java,
 - interpreter for free.
- Used \mathcal{R}_{Java} version is a prototype.

(Cross-)Validating transformation tactics

General form of a program transformation rule:

$$\frac{\Gamma \vdash \langle \Pi' \text{ rs} \rangle \phi, \Delta}{\Gamma \vdash \langle \Pi \text{ rs} \rangle \phi, \Delta}$$

- Problem: Π, Π' schematic, cannot execute schematic code in \mathcal{R}_{Java} .
- Program transformation with Π, Π' correct if for all instances π, π' this holds:

$$\langle \pi, s \rangle \xrightarrow{\mathcal{R}_{Java}} s'$$

$$\langle \pi', s \rangle \xrightarrow{\mathcal{R}_{Java}} s''$$

$$s' == s''$$

(Cross-)Validating transformation tactics

Program transformation with Π, Π' correct if for all instances π, π' this holds:

$$\begin{aligned} \langle \pi, s \rangle &\xrightarrow{\mathcal{R}_{Java}} s' \\ \langle \pi', s \rangle &\xrightarrow{\mathcal{R}_{Java}} s'' \\ s' &=== s'' \end{aligned}$$

Idea: Lift semantics to allow execution of schematic code.

$$\begin{aligned} \langle \Pi, s \rangle &\xrightarrow{\mathcal{R}_{Java}^{lift}} s' \\ \langle \Pi', s \rangle &\xrightarrow{\mathcal{R}_{Java}^{lift}} s'' \\ s' &=== s'' \end{aligned}$$

$\mathcal{R}_{Java}^{lift}$ – a taster

Basic problem: evaluating schematic expressions.

Java expressions:

- depend on state
- may have side-effects

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schematic Java expressions:

- depend on *symbolic* state
- have *unknown* side-effects

$\mathcal{R}_{Java}^{lift}$ – a taster

Basic problem: evaluating schematic expressions.

Java expressions:

- depend on state
- may have side-effects

schematic Java expressions:

- depend on *symbolic* state
 - modeled by ‘*snapshots*’
- have *unknown* side-effects
 - modeled by ‘*extended conditional values*’ in memory

Snapshots

- $\mathcal{R}_{Java}^{lift}$ uses symbolic configuration, consisting of: memory, environment, continuation, ...
- e.g. symbolic memory: $[L1, V1] [L2, V2] \text{rm}$
- Snapshots save relevant parts of configuration: memory, environment and current object.

Extended Conditional Values

Treating schematic expressions e with unknown side effects and result:

- Side effect in general: change n locations L_1, \dots, L_n to values V_1, \dots, V_n .
- e executed in configuration s : location list $\mathbb{L}\mathbb{L}(e, s)$ changed to value list $\mathbb{V}\mathbb{L}(e, s)$.
- Execute e in configuration s : for all $[\mathbb{L}, \mathbb{V}]$ in memory afterwards at location \mathbb{L} the extended conditional value:
 $\mathbb{L} \text{ in } \mathbb{L}\mathbb{L}(e, s) \quad ?? \quad \mathbb{V}\mathbb{L}(e, s) \quad :: \quad \mathbb{V}$
- Introduced into memory by operator walking through it. Finally sticks at symbolic memory rest $\mathbb{r}\mathbb{m}$.

Configuration Generation

- Still: types for schema variables too general for $\mathcal{R}_{Java}^{lift}$.
- e.g.: type *lefthandside* could be either of:
 - local variable:
add $[x, \perp]$ to local environment,
 - static variable:
add $[x, \perp]$ to static environment,
 - attribute of the current object:
add $[x, \perp]$ to the current object's environment.
- In each case: add $[\perp, \vee]$ to generic memory.
- Check all possible combinations, can be over 100 cases per taclet.
- Automated generation of start configurations.

Results

- Lifted semantics for concrete Java:
 $\mathcal{R}_{Java}^{lift}$, can now handle schematic Java!
- Program Transformation Tactlets:
 - Automatically validated 56 of 210 transformation tactlets,
 - could validate more, if original \mathcal{R}_{Java} was complete
- Daily automated use of this method validates transformation tactlets in KeY every night. Run takes about 3 minutes.
- Found 3 unsounds tactlets.

Example

Actual KeY program transformation rule:

$$\frac{\Gamma \vdash \langle x = y ; y = y + 1 ; rs \rangle \phi, \Delta}{\Gamma \vdash \langle x = y++ ; rs \rangle \phi, \Delta}$$

Same Instantiations for Different SVs

Program transformation (wrong)

$$x=y++; \rightsquigarrow x=y; y=y+1;$$

Instantiate x and y with a :

$a=a++;$ keeps a (according to Java Lang. Spec.)

$a=a; a=a+1;$ changes a (obviously).

Corrected program transformation:

$$x=y++; \rightsquigarrow v=y; y=y+1; x=v;$$

Future Work

- \mathcal{R}_{Java} with more features: check more different transformation taclets.
 - Specifically exception-handling!
- Extend scope and handle more than pure transformation taclets: e.g. branching rules.