Software Verification Introduction to CEGAR/Predicate Abstraction

Ahmed Rezine

IDA, Linköpings Universitet

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Predicate abstraction and CEGAR

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Outline

Verification and approximations

Predicate abstraction and CEGAR



The idea is to come up with efficient approximations to give correct answers in as many cases as possible.





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Program verification and the price of approximations

- A sound analysis cannot give false negatives
- A complete analysis cannot give false positives





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We discussed:

- Explicit/symbolic model checking
- Symbolic Execution relying on SMT solvers
- Deductive frameworks with Hoare triples
- Last time: abstract interpretation: define an abstract domain and abstract transformers.

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▶ Today: define an abstract domain iteratively

Predicate abstraction and CEGAR



An example

```
state {
 enum {Locked, Unlocked}
  s = Unlocked;
3
KeAcquireSpinLock.entry{
 if(s == Locked)
    abort;
  else
    s= Locked;
3
KeReleaseSpinLock.entry{
  if(s == Unlocked)
    abort;
  else
    s= Unlocked;
}
```

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An example

```
state {
  enum {Locked, Unlocked}
  s = Unlocked:
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KeAcquireSpinLock.entry{
  if (s == Locked)
    abort;
  else
    s= Locked:
3
KeReleaseSpinLock.entry{
  if(s == Unlocked)
    abort;
  else
    s= Unlocked;
}
```

do {

```
KeAquireSpinLock();
nPacketsOld= nPackets;
if(request){
   request = request->next;
   KeReleaseSpinLock();
   nPackets++;
}
}while(nPackets != nPacketsOld);
KeReleaseSpinLock();
```

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An example: Refinement

```
f ob
                                             do f
  KeAquireSpinLock();
                                                KeAquireSpinLock();
                                                nPacketsOld= nPackets;
  if( * ){
                                                if(request){
                                                  request = request->next;
    KeReleaseSpinLock();
                                                  KeReleaseSpinLock();
                                                  nPackets++;
  3
                                                3
}while( * );
                                             }while(nPackets != nPacketsOld);
KeReleaseSpinLock();
                                             KeReleaseSpinLock();
```

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Acquire the lock twice seems possible. Spurious?

An example: Refinement

```
dof
                                             do {
  KeAquireSpinLock();
                                               KeAquireSpinLock();
                                               nPacketsOld= nPackets: //b= true
  if( * ){
                                               if(request){
                                                 request = request->next;
    KeReleaseSpinLock();
                                                 KeReleaseSpinLock();
                                                 nPackets++; //b= b? false; *
                                               }
  3
}while( * );
                                             }while(nPackets != nPacketsOld); // !b
KeReleaseSpinLock();
                                             KeReleaseSpinLock();
```

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The predicate b representing nPacketsOld==nPackets seems important.

An example: Refinement

```
do{
   KeAquireSpinLock();
   b= true;
   if( * ){
      KeReleaseSpinLock();
      b= b? false: *;
   }
}while( !b );
KeReleaseSpinLock();
```

```
do{
   KeAquireSpinLock();
   nPacketsOld= nPackets; //b= true
   if(request){
      request = request->next;
      KeReleaseSpinLock();
      nPackets++; //b= b? false; *
   }
}while(nPackets != nPacketsOld); //!b
KeReleaseSpinLock();
```

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The predicate b representing nPacketsOld==nPackets seems important.

An example: CEGAR



Counterexample-guided abstraction refinement

Predicate abstraction and CEGAR

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Further readings

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