

Abstract Interpretation

SAVE 2016,
Changsha, 10 December 2016

Patrick Cousot

pcousot@cs.nyu.edu cs.nyu.edu/~pcousot

This is an abstract interpretation

Colloquium d'Informatique
de l'UPMC Sorbonne Universités

contact : colloquium@lip6.fr
<http://www.lip6.fr/colloquium/>
Vidéo disponible sur le site

Abstract interpretation

Patrick Cousot

New York University

Amphi 15

4, place Jussieu
75005 Paris
Metro Jussieu

29 Septembre 2016
à 18h00

The complexity of large programs grows faster than the intellectual ability of programmers in charge of their development and maintenance. The direct consequence is a lot of errors and bugs in programs mostly debugged by their end-users. Programmers are not responsible for these bugs. They are not required to produce provably safe and secure programs. This is because professionals are only required to apply state of the art techniques, that is testing on finitely many cases. This state of the art is changing rapidly and so will irresponsibility, as in other manufacturing disciplines.

Scalable and cost-effective tools have appeared recently that can avoid bugs with possible dramatic consequences for example in transportation, banks, privacy of social networks, etc. Entirely automatic, they are able to capture all bugs involving the violation of software healthiness rules such as the use of operations with arguments for which they are undefined.

These tools are formally founded on abstract interpretation. They are based on a definition of the semantics of programming languages specifying all possible executions of the programs of a language. Program properties of interest are abstractions of these semantics abstracting away all aspects of the semantics not relevant to a particular reasoning on programs. This yields proof methods.

Full automation is more difficult because of undecidability: programs cannot always prove programs correct in finite time and memory. Further abstractions are therefore necessary for automation, which introduce imprecision. Bugs may be signalled that are impossible in any execution (but still none is forgotten). This has an economic cost, much less than testing. Moreover, the best static analysis tools are able to reduce these false alarms to almost zero. A time-consuming and error-prone task which is too difficult, if not impossible for programmers, without tools.

Patrick Cousot received the Doctor Engineer degree in Computer Science and the Doctor ès Sciences degree in Mathematics from the University Joseph Fourier of Grenoble, France. He was a Research Scientist at the French National Center for Scientific Research at the University Joseph Fourier of Grenoble, France, then professor at the University of Metz, the Ecole Polytechnique, the Ecole Normale Supérieure, Paris, France. He is Silver Professor of Computer Science at the Courant Institute of Mathematical Sciences, New York University, USA. Patrick Cousot is the inventor, with Radhia Cousot, of Abstract Interpretation.



Scientific research

Scientific research

- In **Mathematics/Physics**:

trend towards **unification** and **synthesis** through **universal principles**

- In **Computer science**:

trend towards **dispersion** and **parcellation** through a ever-growing collection of **local ad-hoc techniques for specific applications**

An exponential process, will stop!

Example: reasoning on computational structures

WCET
Axiomatic semantics
Confidentiality analysis
Program synthesis
Grammar analysis
Statistical model-checking
Invariance proof
Probabilistic verification
Parsing

Security protocols verification
Dataflow analysis
Obfuscation
Denotational semantics
Theories combination
Code contracts
Quantum entanglement detection
Steganography

Partial evaluation
Effect systems
Trace semantics
Symbolic execution
Type theory

Model checking
Dependence analysis
CEGAR
Program transformation
Abstract model checking
Bisimulation
SMT solvers
Tautology testers

Systems biology analysis
Database query
Operational semantics
Abstraction refinement
Type inference
Separation logic
Termination proof
Shape analysis
Malware detection
Code refactoring

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Intuition I

Concrete



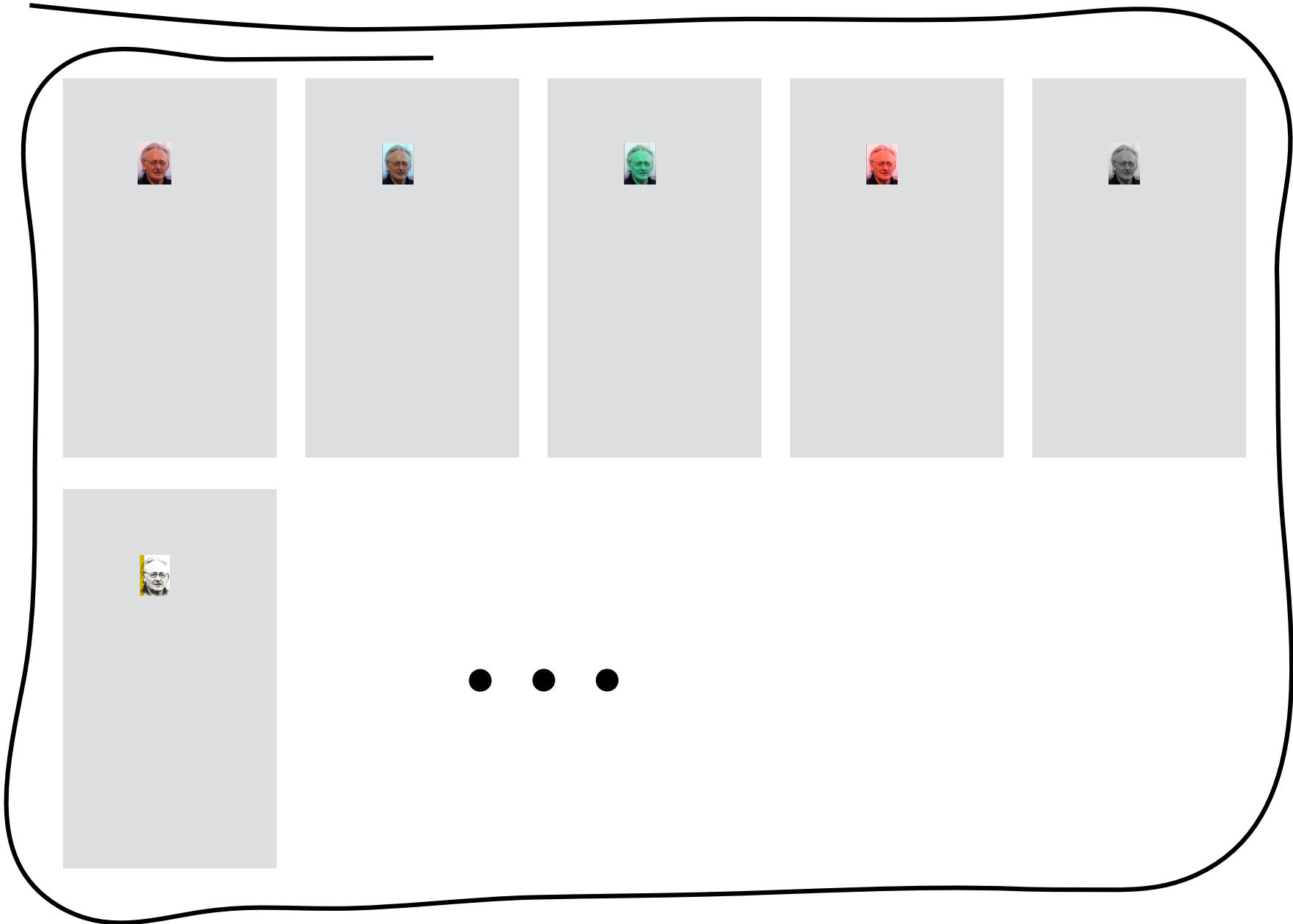
Abstraction I



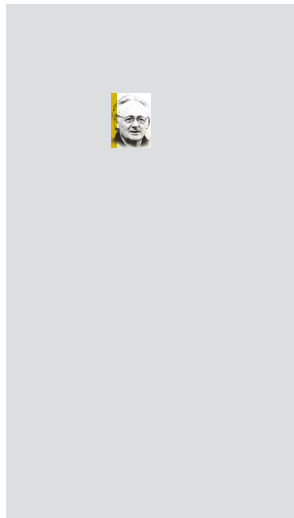
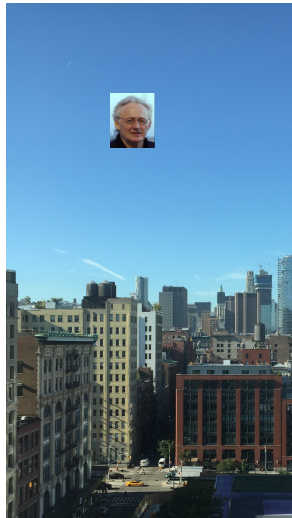
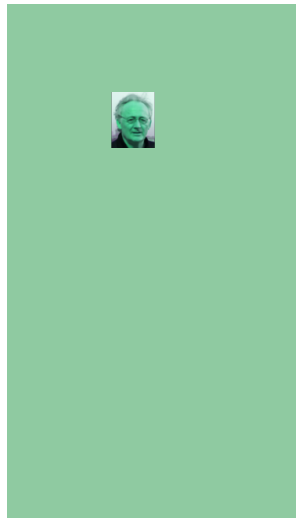
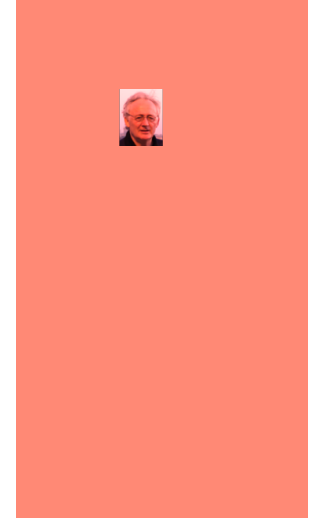
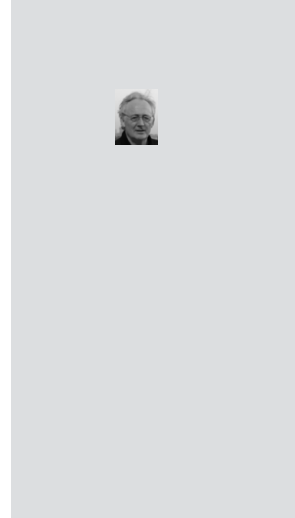
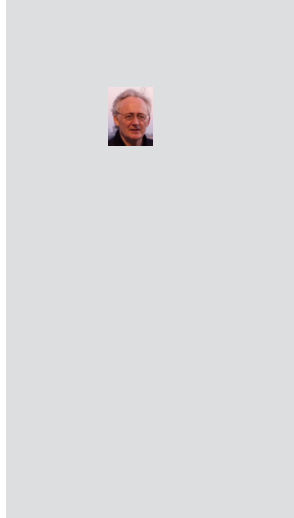
Abstraction 2



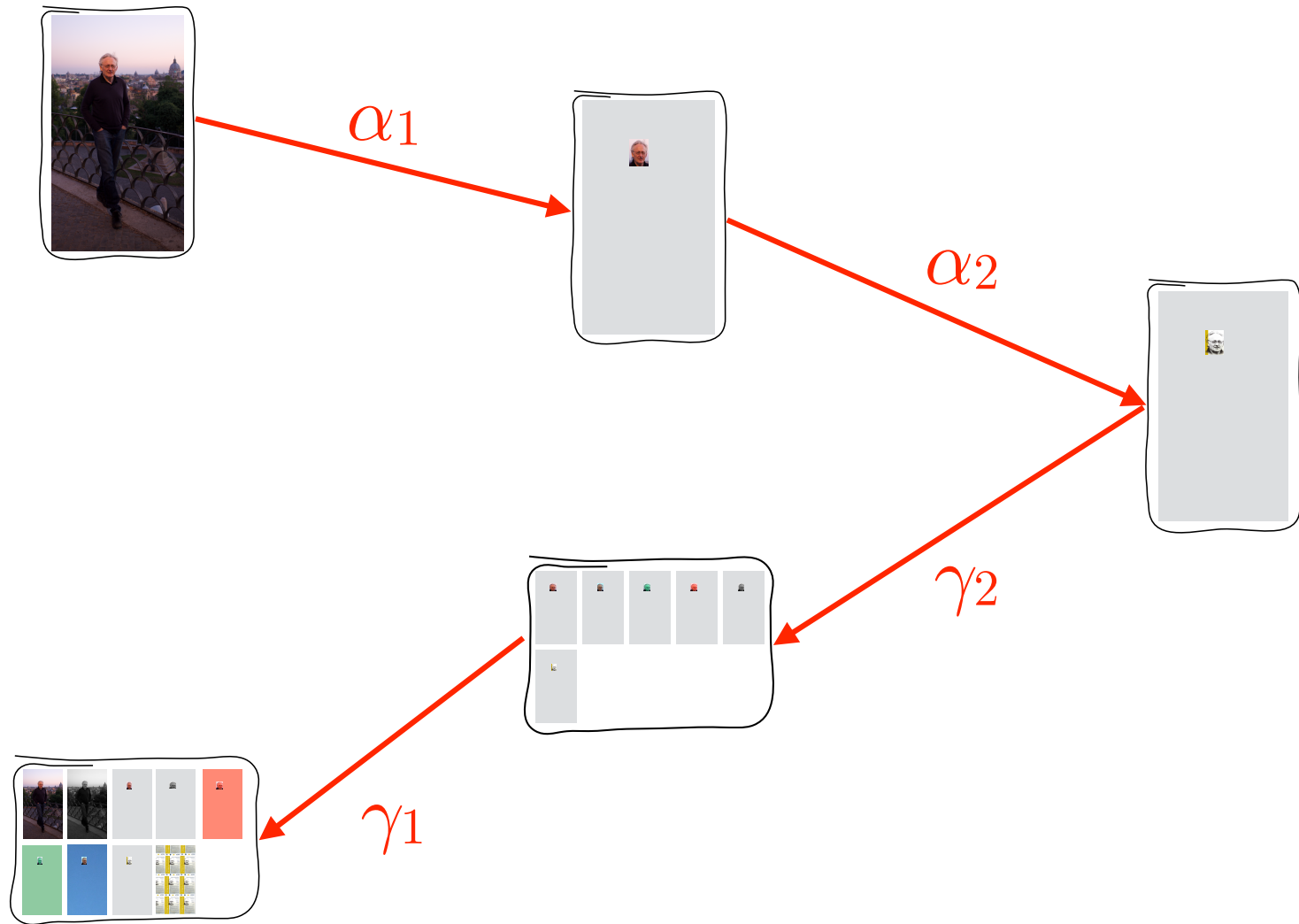
Concretization 2



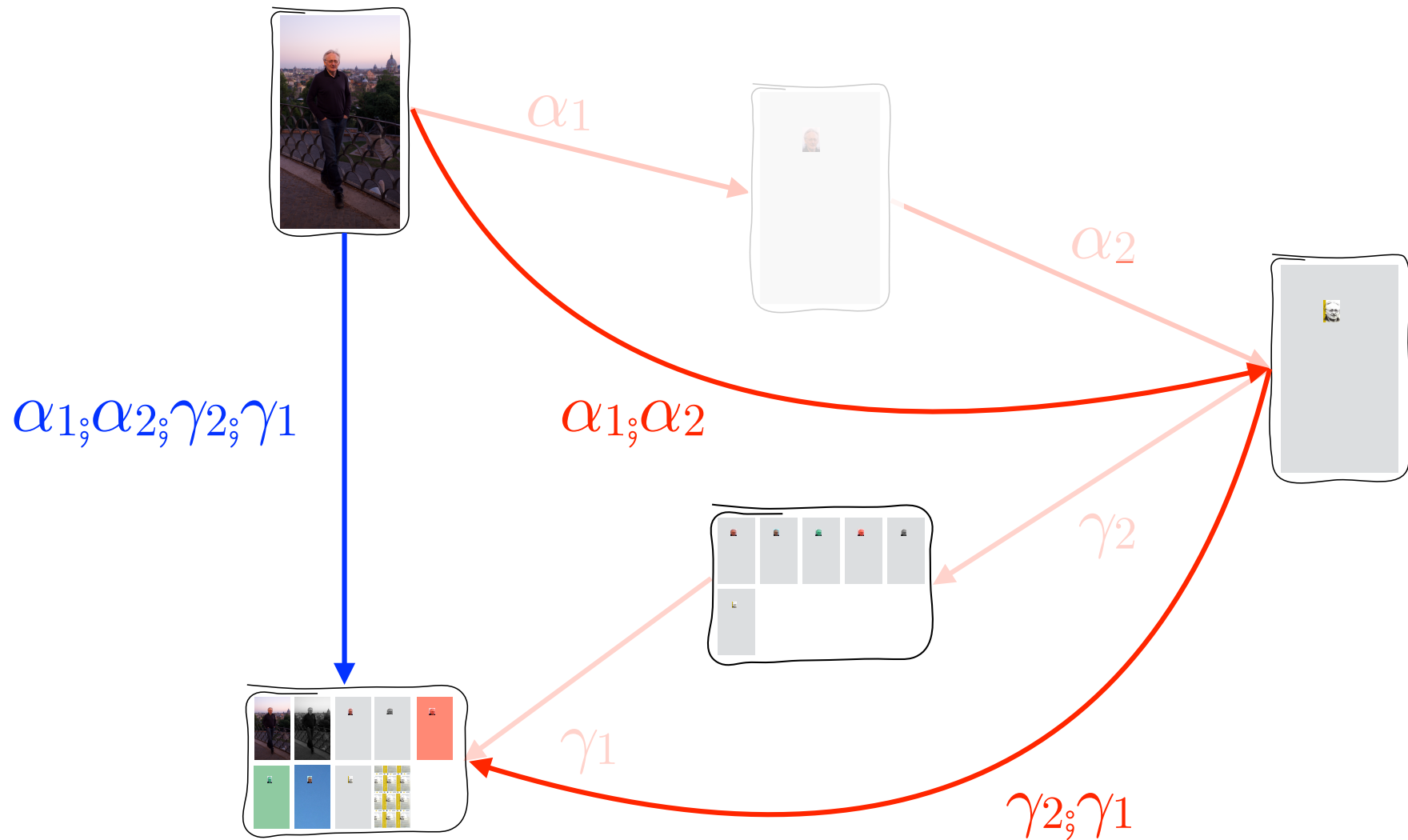
Concretization I



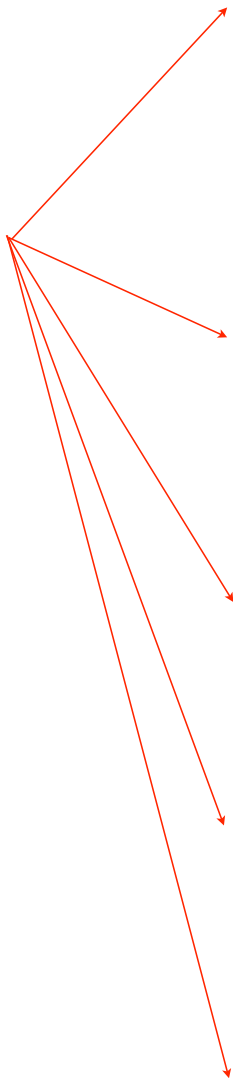
Abstract interpretations



Abstract interpretations



Intuition 2



Height



Fingerprint



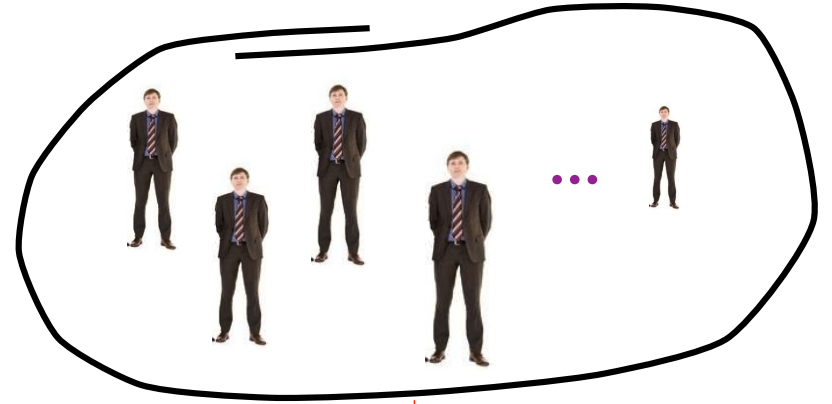
Eye color



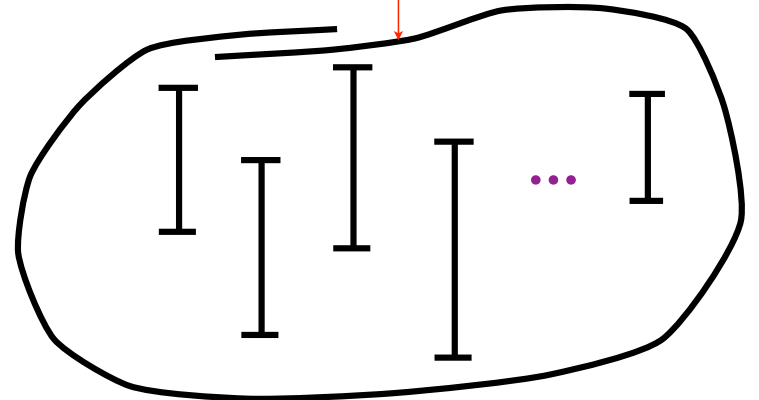
DNA



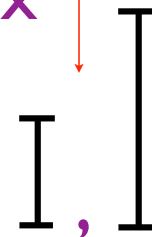
Phone metadata



Individual heights

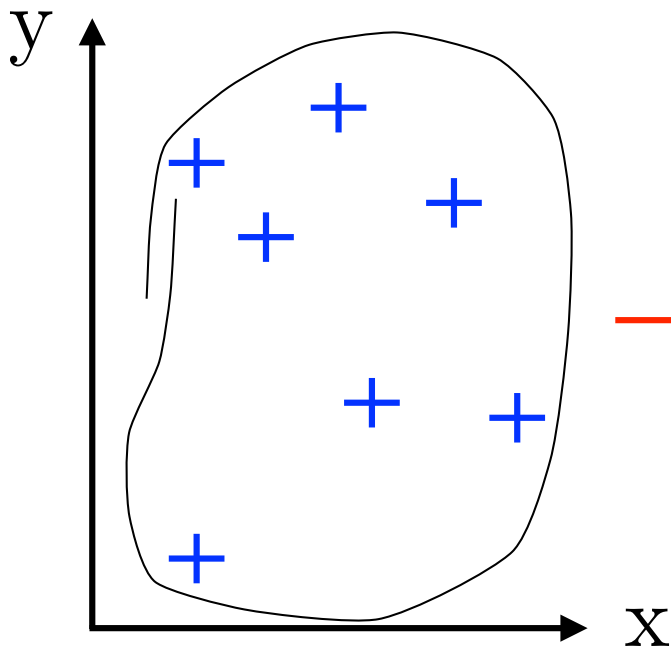


min, max

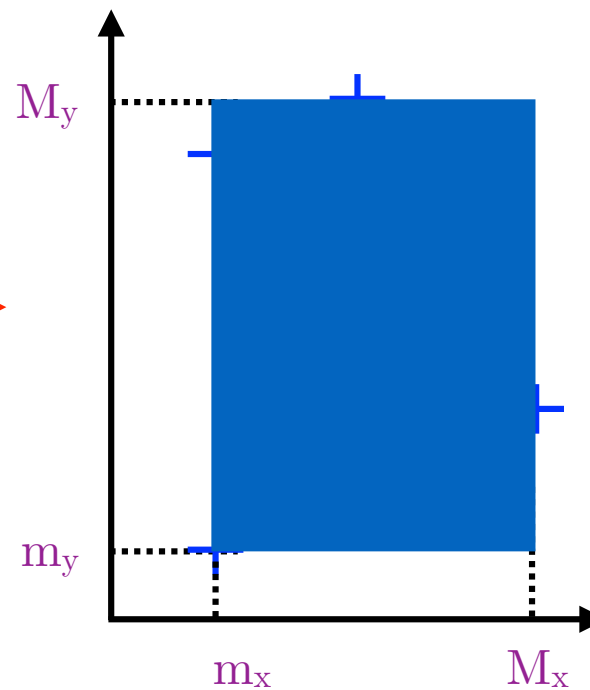


Interval abstraction

- Example: interval abstraction (also called *box abstraction*)



Set of points



Interval abstraction
 $[m_x, M_x] \times [m_y, M_y]$

Intuition 3

A C program and one of its executions

```
#include <stdio.h>
int main()
{
    int x, y;
    printf("Enter two integers: ");
    scanf("%d %d",&x, &y);
    /* 1: */ while ((x != 6) || (y != 0)) {
        printf("x = %d, y = %d\n",x,y);
        /* 2: */ x = x + 3;
        /* 3: */ if (x > 10) x = -x;
        /* 4: */ y = y - 2;
        /* 5: */ if (y < -5) y = -y;
    }
    /* 6: */ printf("x = %d, y = %d\n",x,y);
}
```

Enter two integers: x = 0, y = 0

x = 3, y = -2

x = 6, y = -4

x = 9, y = 6

x = -12, y = 4

x = -9, y = 2

x = -6, y = 0

x = -3, y = -2

x = 0, y = -4

x = 3, y = 6

x = 6, y = 4

x = 9, y = 2

x = -12, y = 0

x = -9, y = -2

x = -6, y = -4

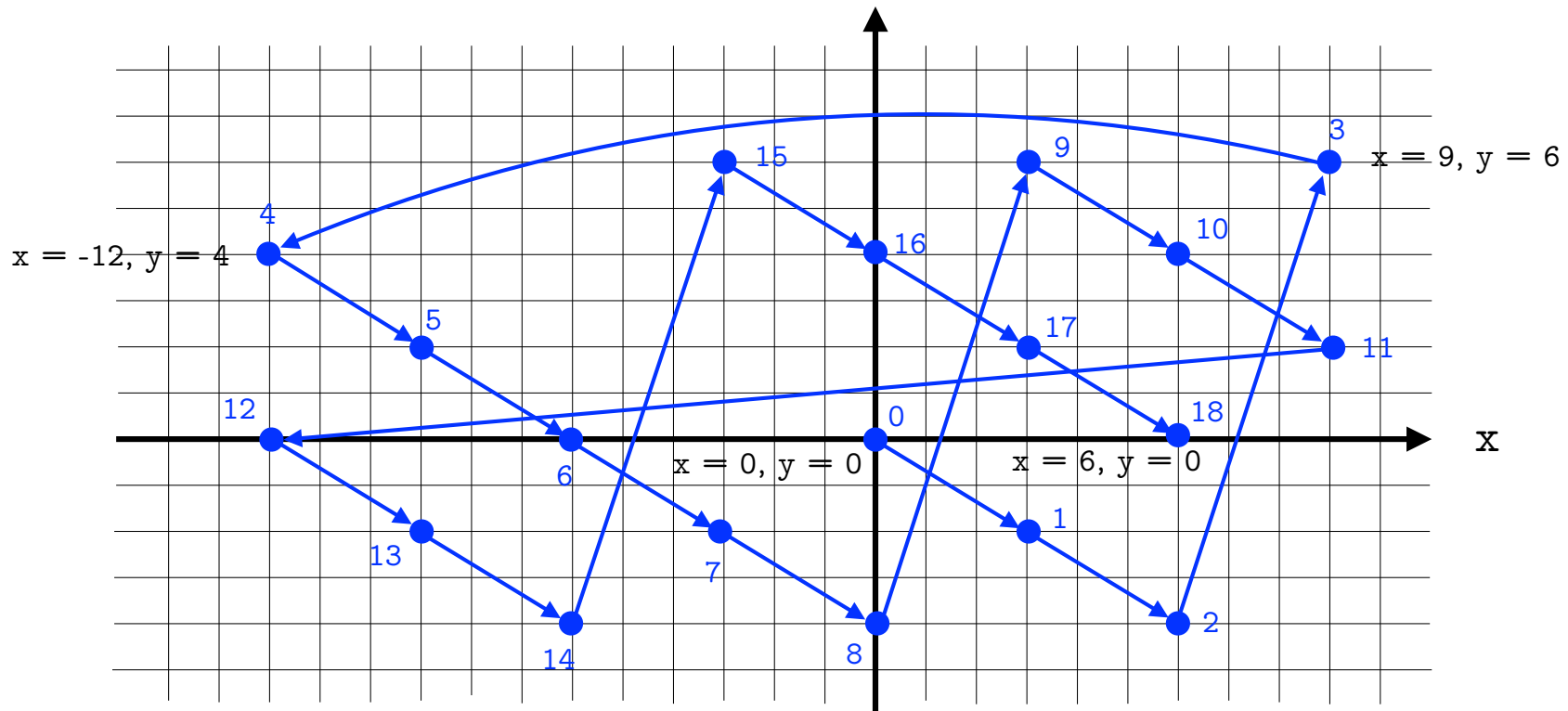
x = -3, y = 6

x = 0, y = 4

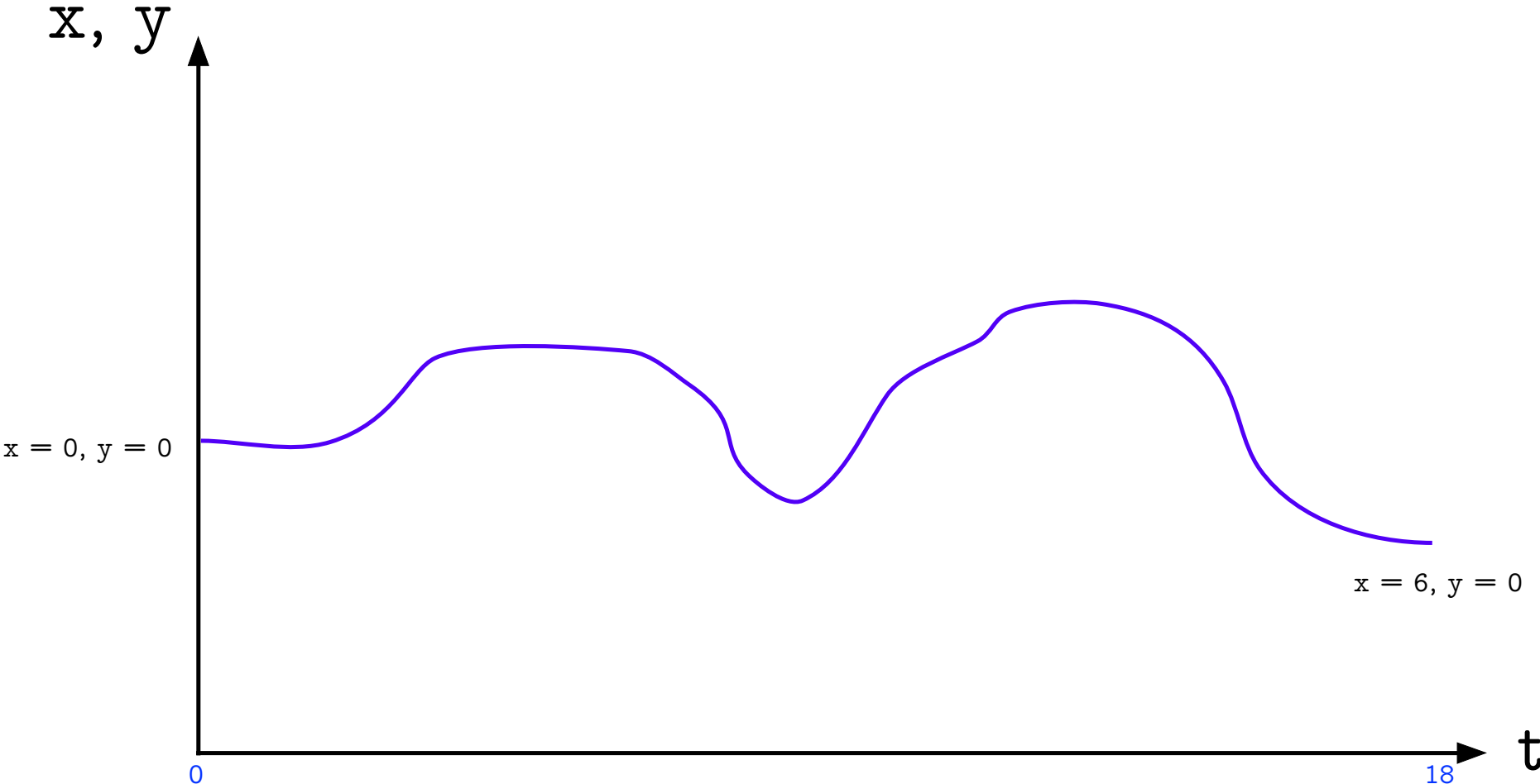
x = 3, y = 2

x = 6, y = 0

Graphical representation of the execution (I)



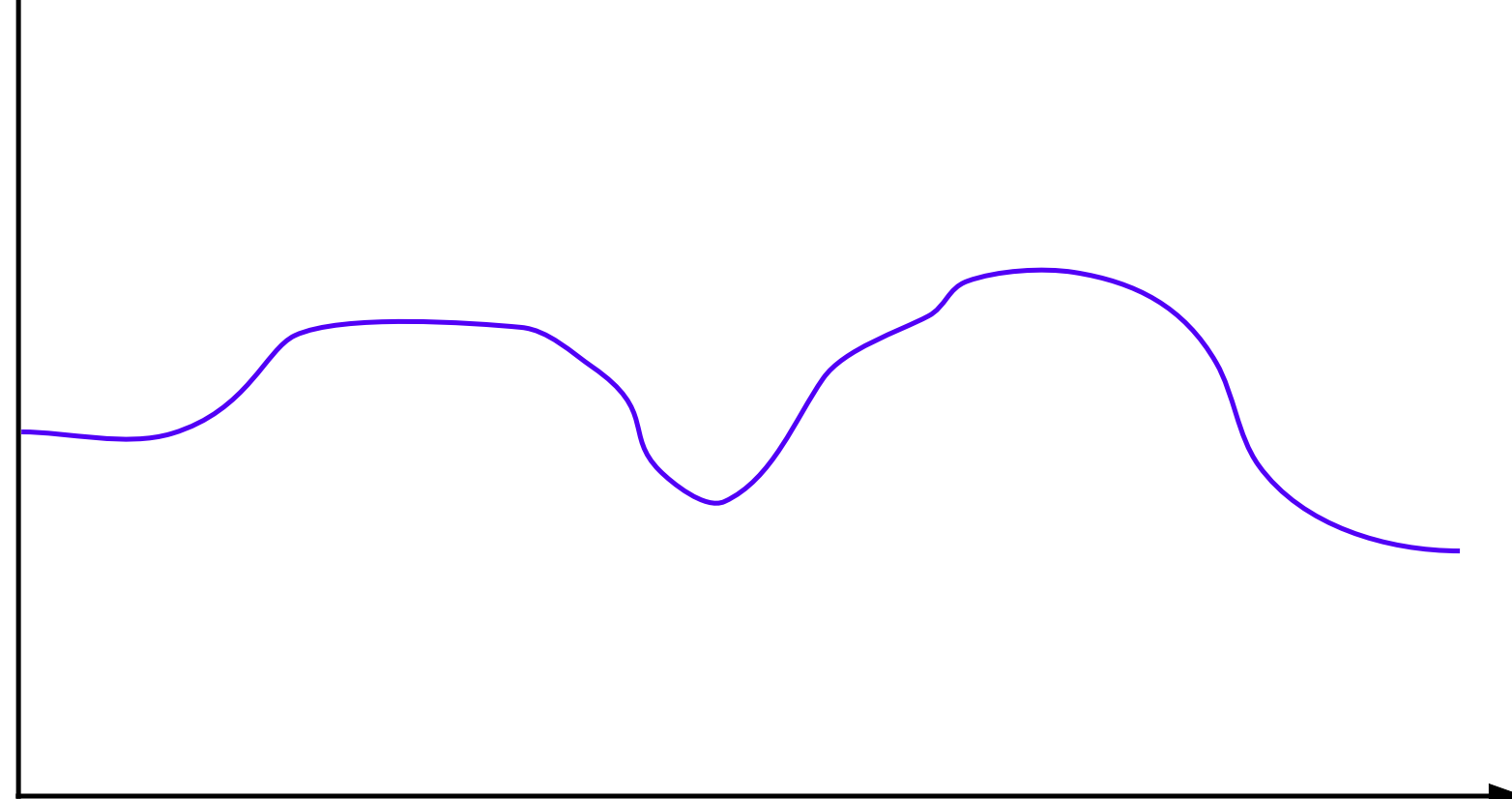
Graphical representation of the execution (2)



Semantics

Formalize what it means to run a program

state

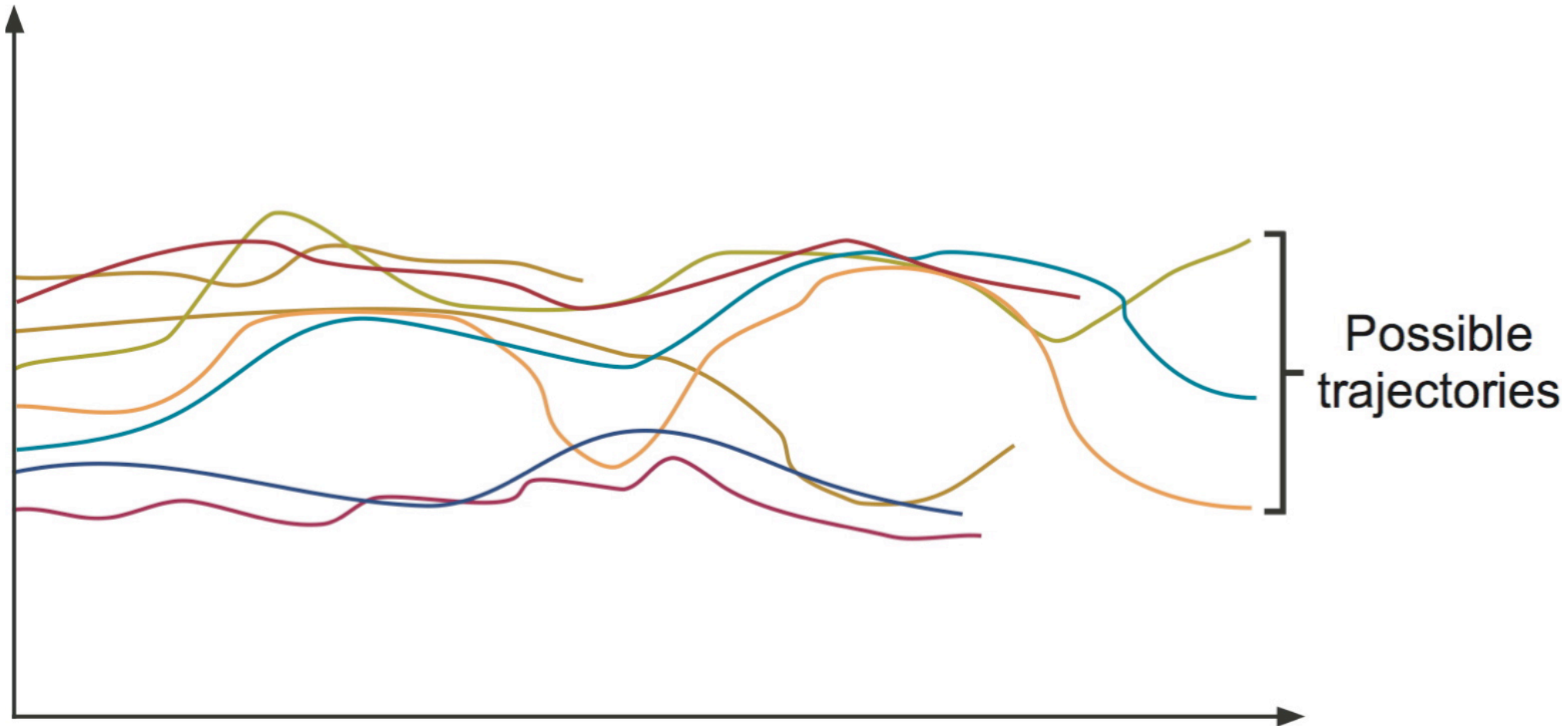


trajectory

time

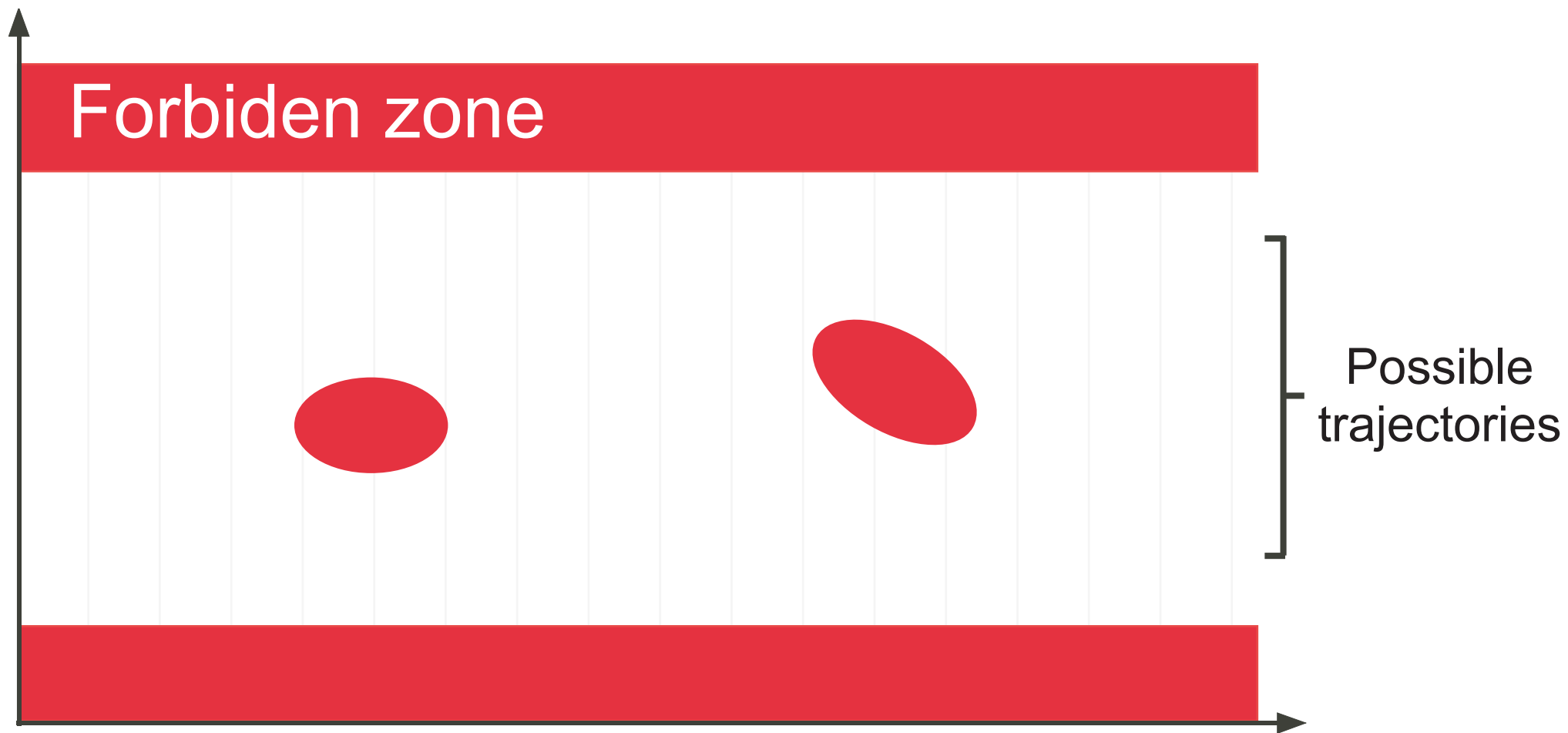
Properties (Collecting semantics)

Formalize what you are interested to **know** about program behaviors



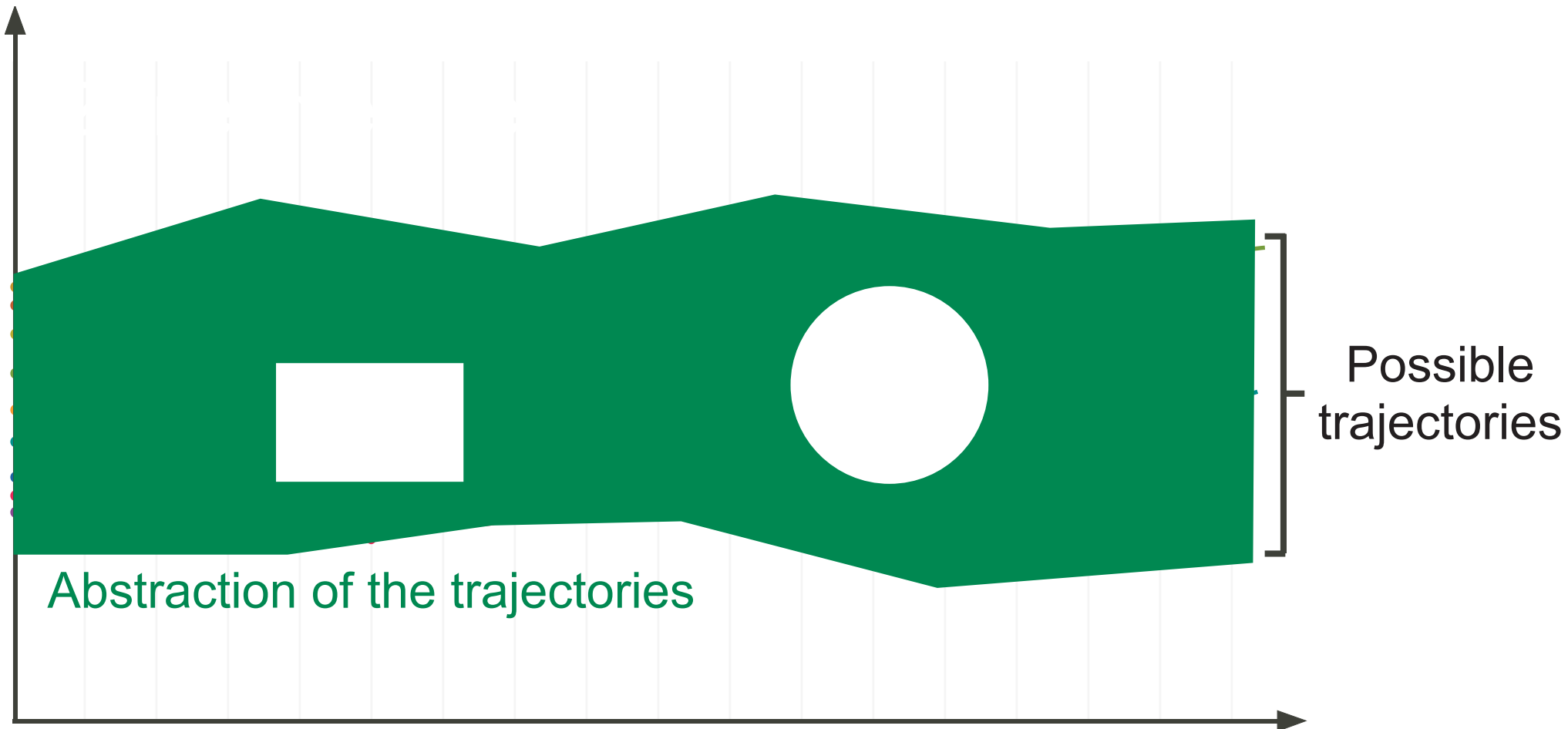
Specification

*Formalize what you are interested to **prove** about program behaviors*



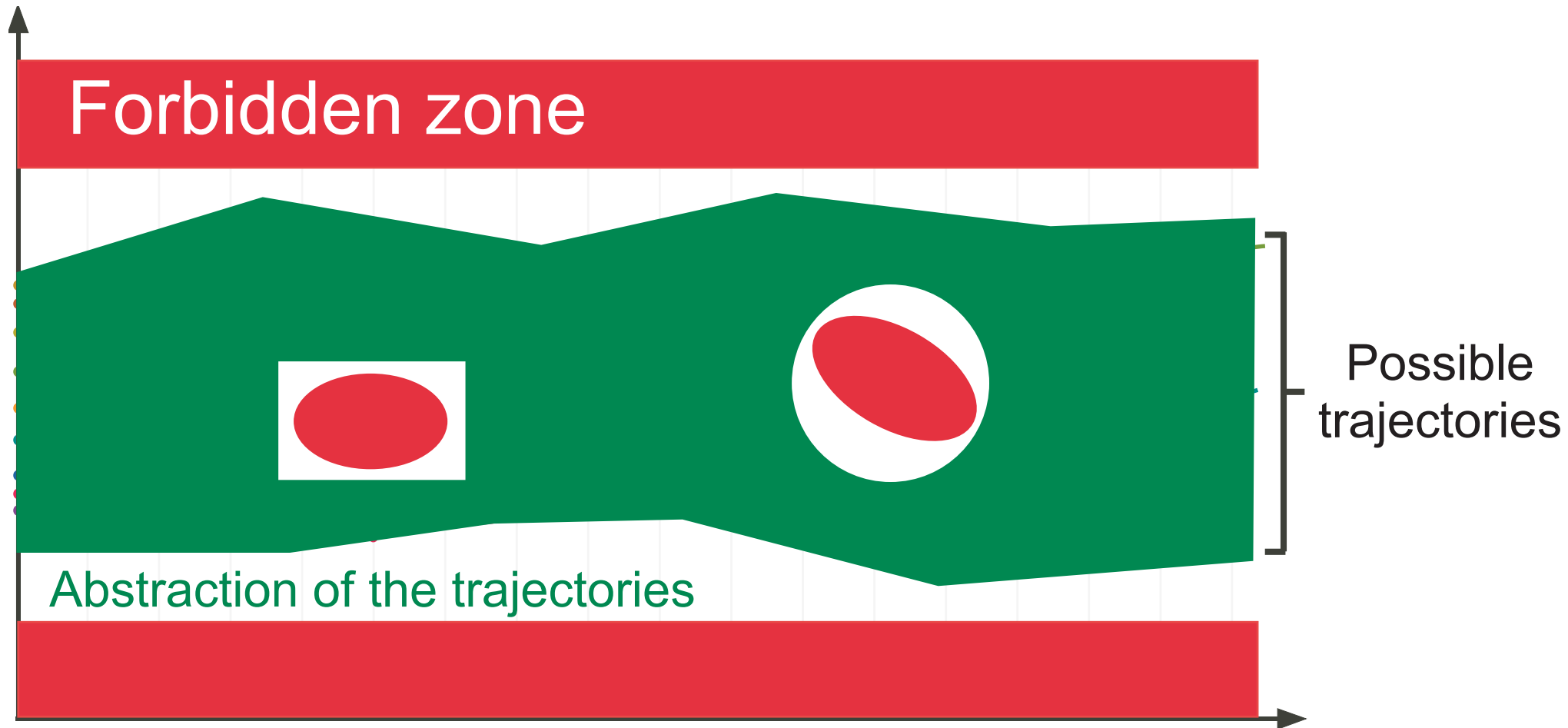
Abstraction

Abstract away all information on program behaviors irrelevant to the proof



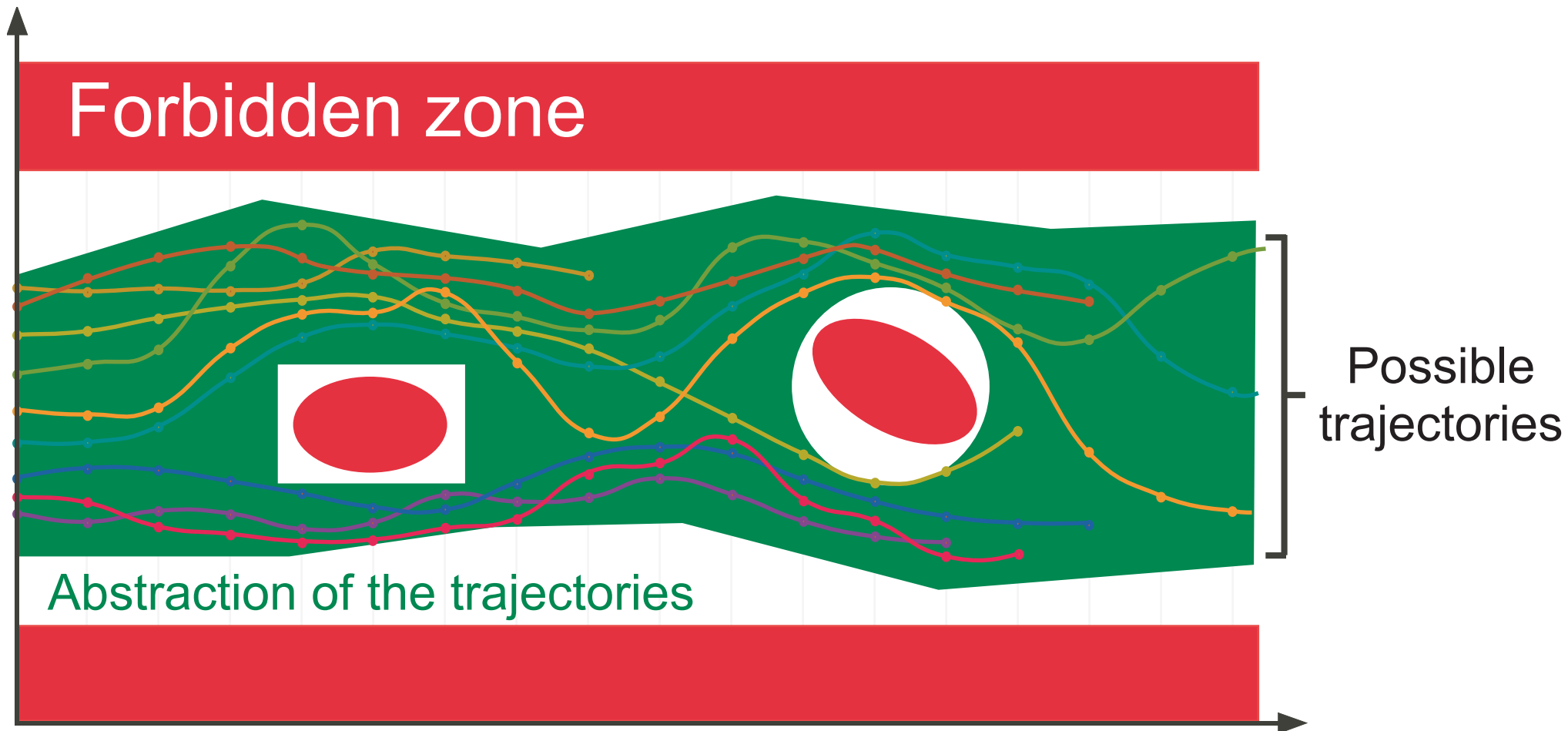
Verification

The proof is fully automatic



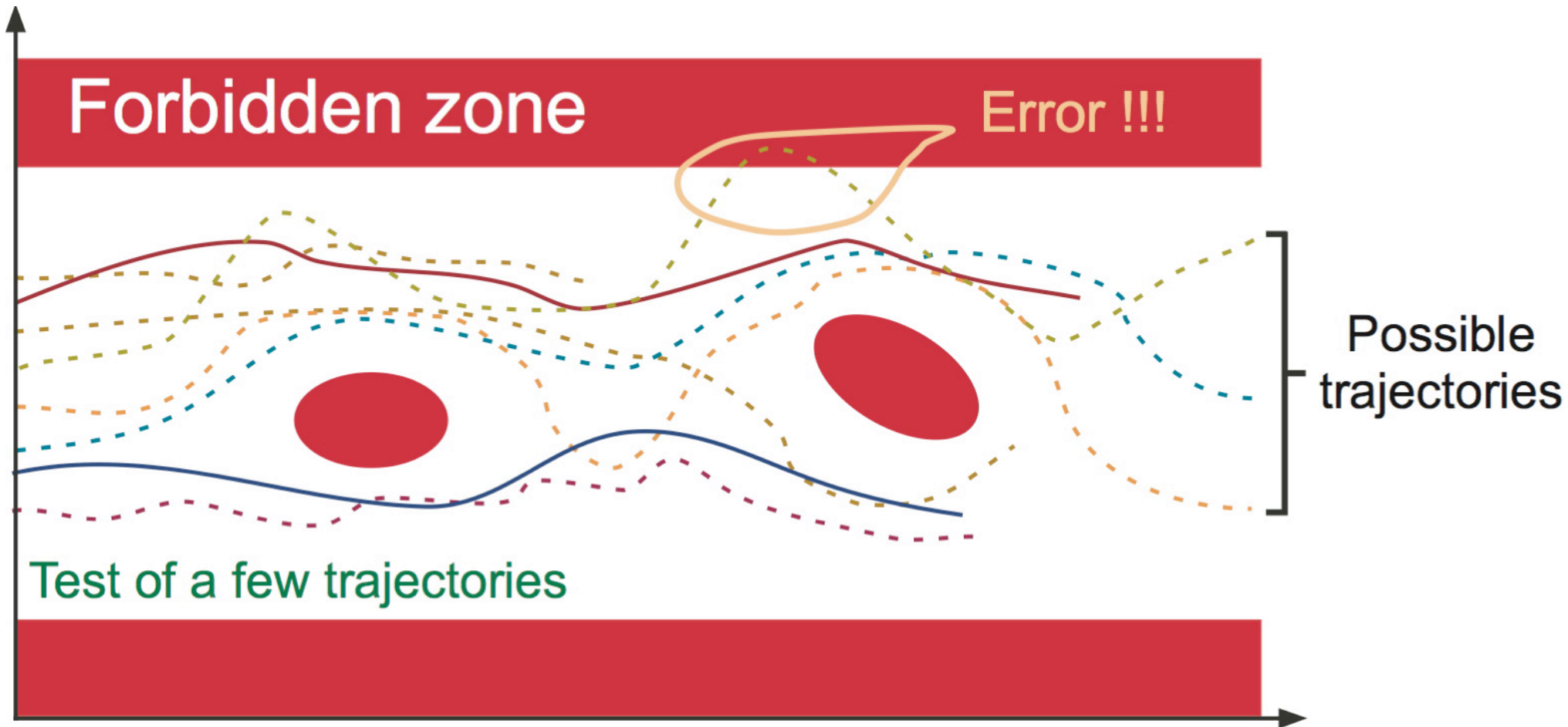
Soundness

Never forget any possible case so the *abstract proof is correct in the concrete*



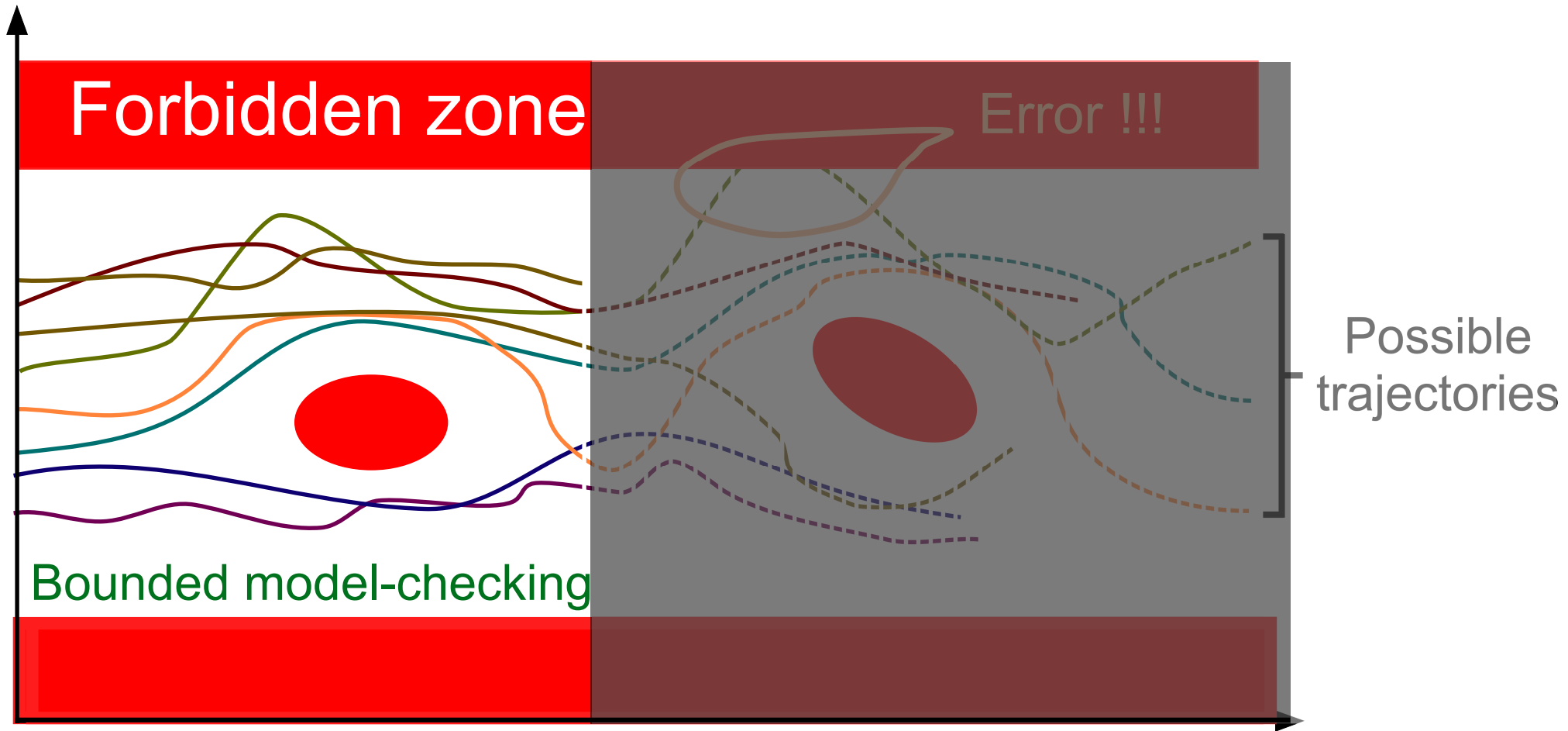
Unsound methods: testing

Try a few cases



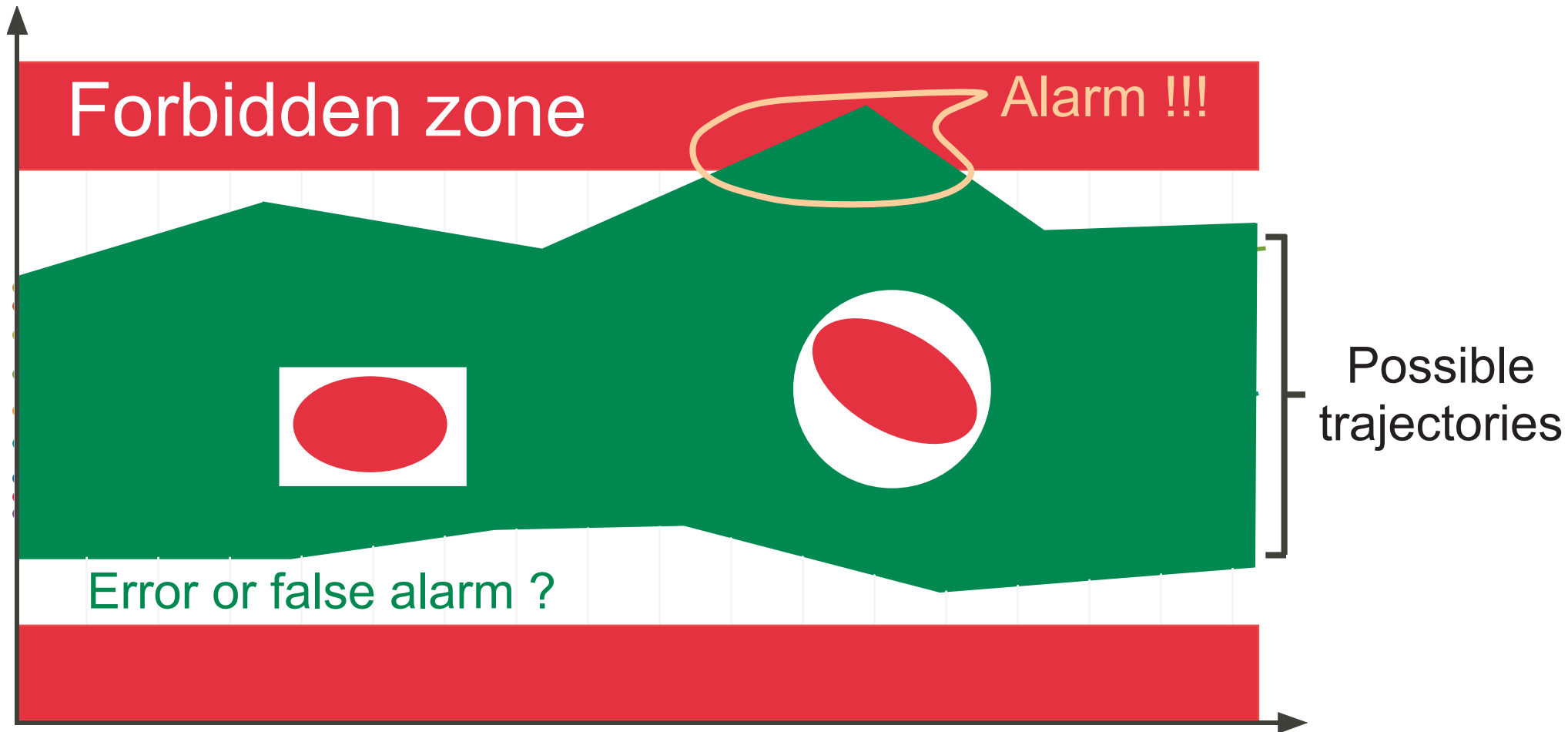
Unsound methods: bounded model checking

Simulate the beginning of all executions (so called bounded model-checking)



Alarms

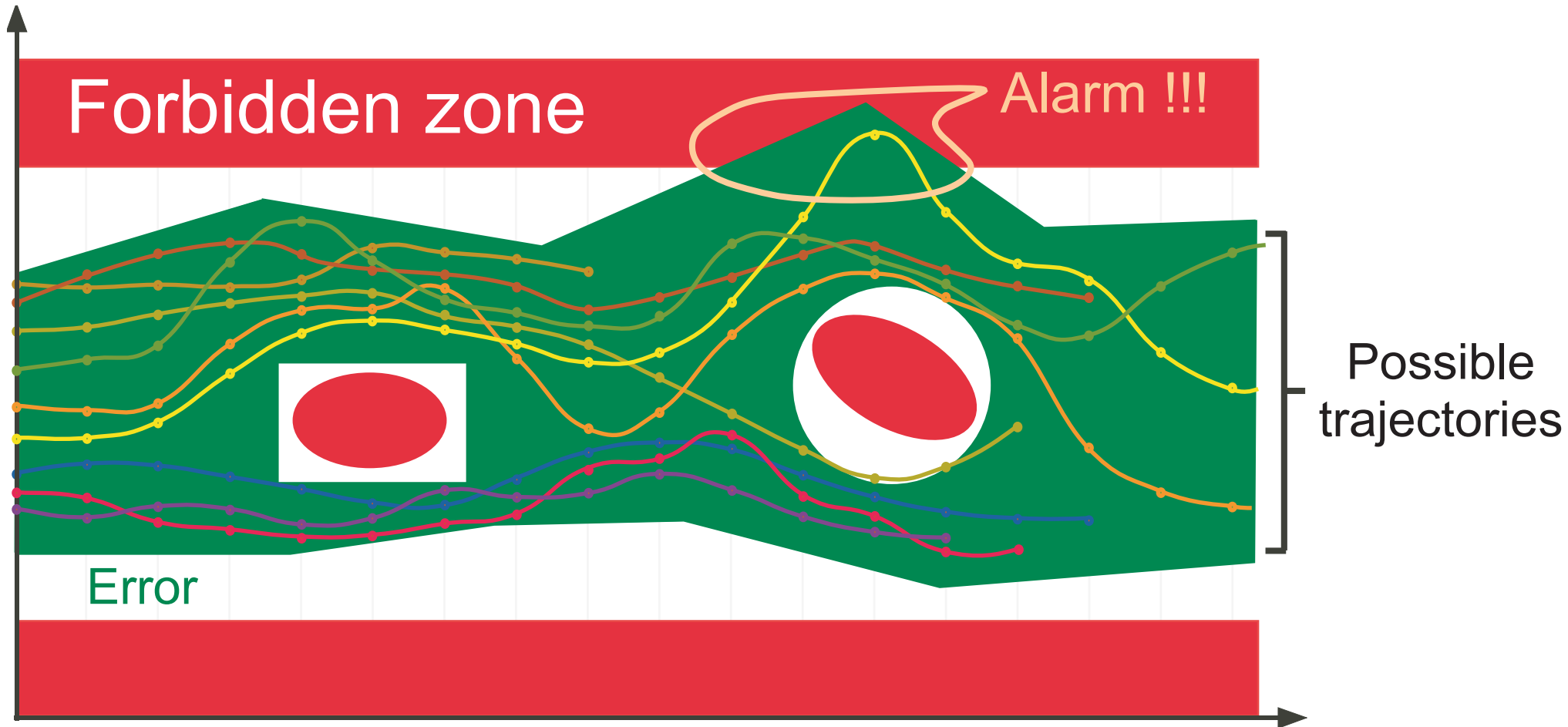
When abstract proofs may fail while concrete proofs would succeed



By soundness an alarm must be raised for this over-approximation!

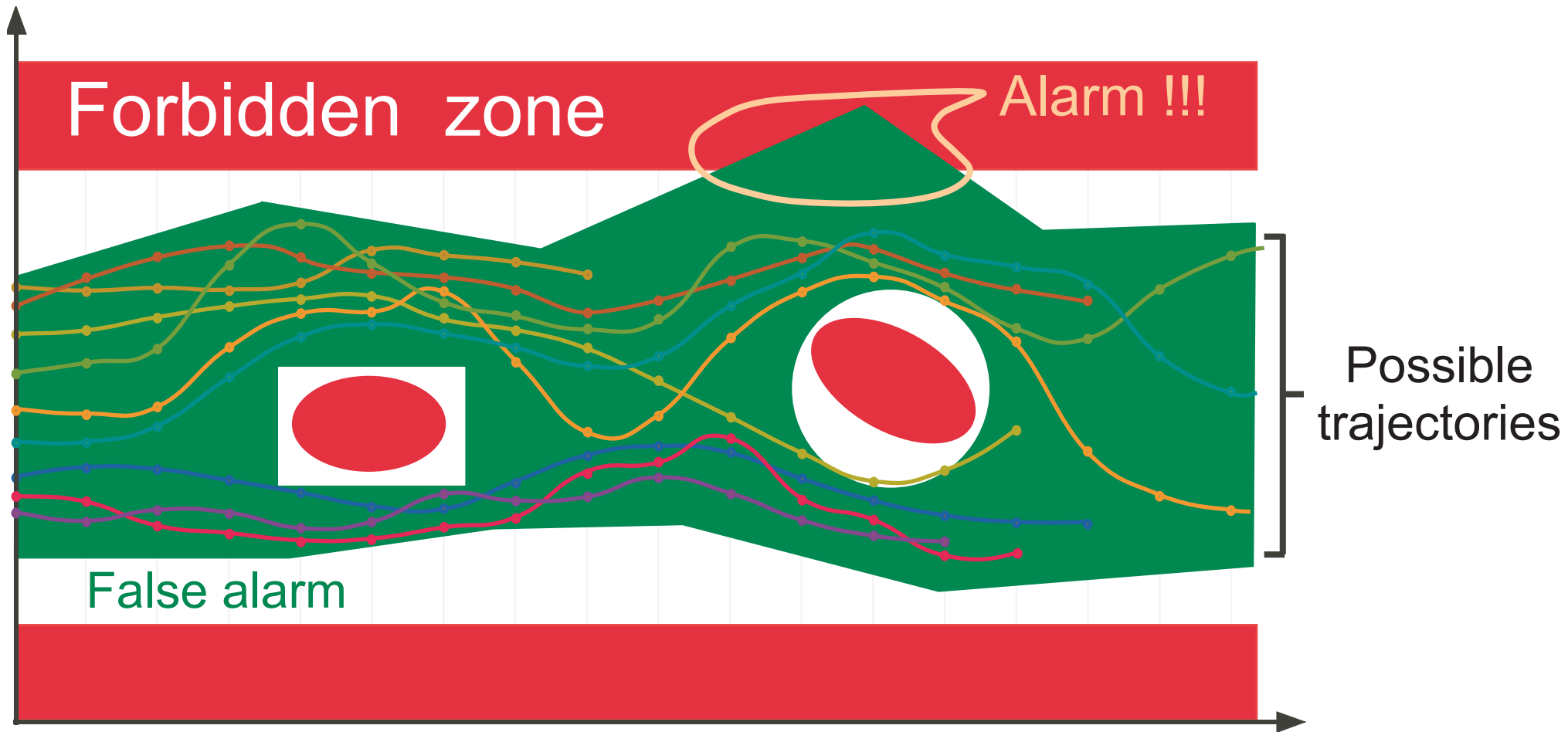
True alarm

The abstract alarm may correspond to a concrete error



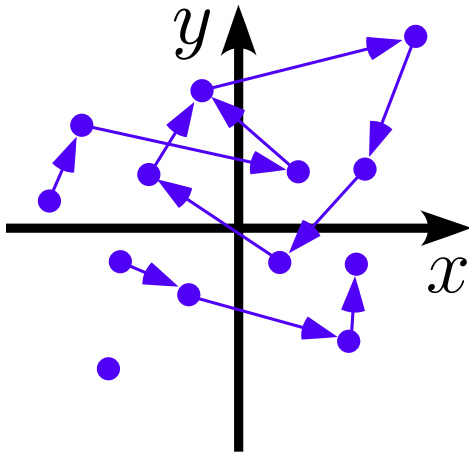
False alarm

The abstract alarm may correspond to no concrete error (false negative)

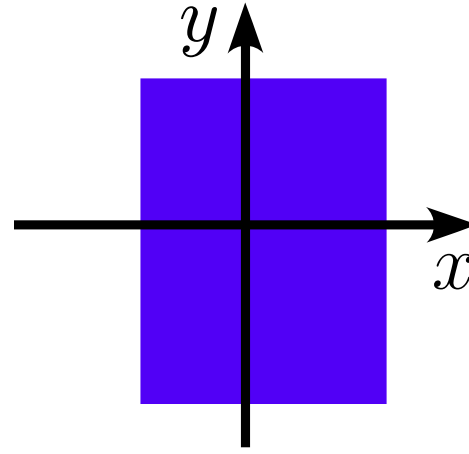


What to do in presence of false alarms

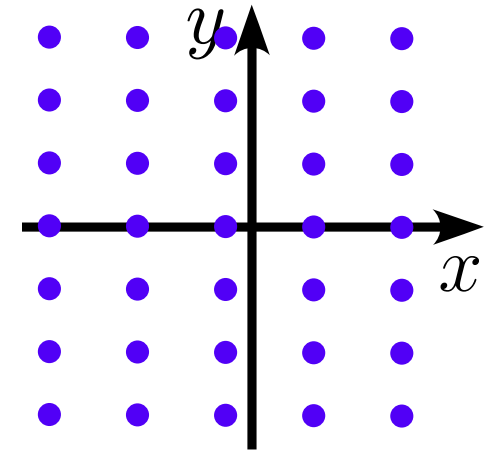
- False alarms are ultimately unavoidable (Gödel's incompleteness)
- Consider **finite** cases or **decidable cases** only (model-checking, *does not scale*)
- Ask for **human help** by providing information on the program behavior (theorem provers, SMT solvers), *program specific and labor costly*
- Have specialists **refine the abstract interpretation** (e.g. Astrée, <http://www.absint.com/astree/index.htm>), *shared cost*



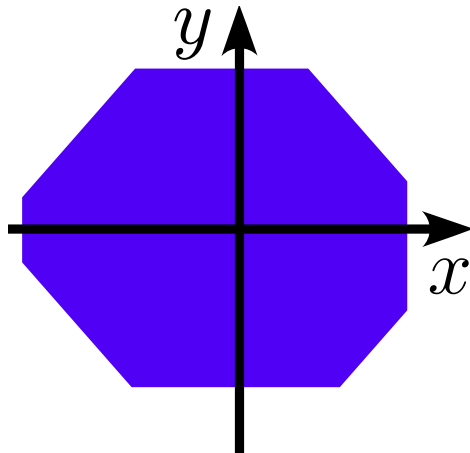
Collecting semantics:
partial traces



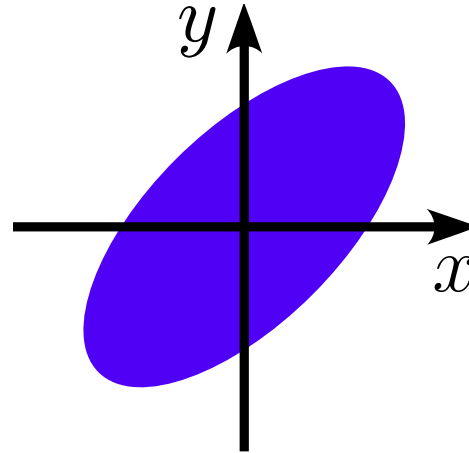
Intervals:
 $\mathbf{x} \in [a, b]$



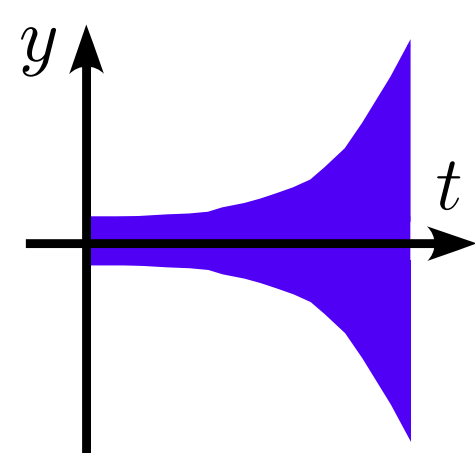
Simple congruences:
 $\mathbf{x} \equiv a[b]$



Octagons:
 $\pm \mathbf{x} \pm \mathbf{y} \leq a$



Ellipses:
 $\mathbf{x}^2 + b\mathbf{y}^2 - a\mathbf{x}\mathbf{y} \leq d$



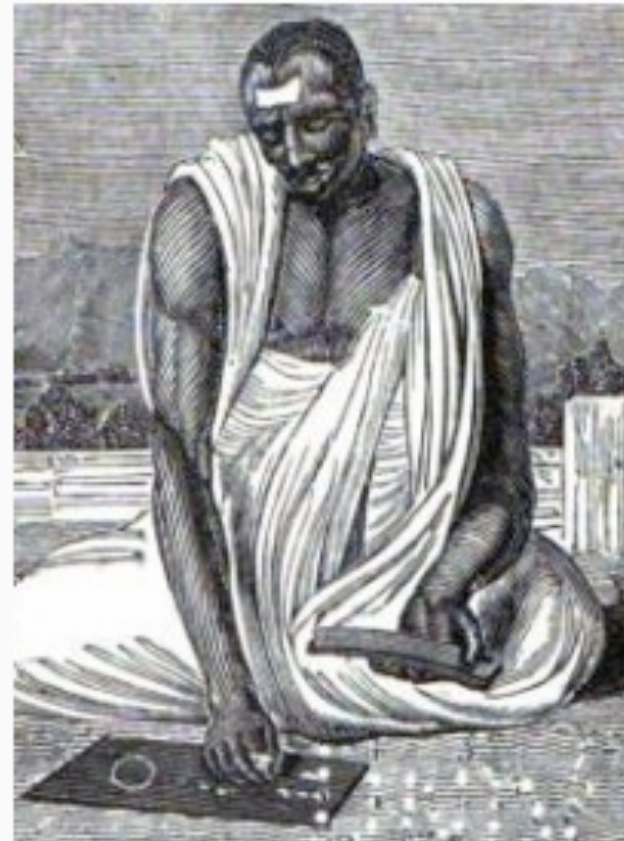
Exponentials:
 $-a^{bt} \leq \mathbf{y}(t) \leq a^{bt}$

The very first static analysis

Brahmagupta

Brahmagupta (Sanskrit: ब्रह्मगुप्त; (598–c.670 CE) was an Indian mathematician and astronomer who wrote two important works on Mathematics and Astronomy: the *Brāhmasphuṭasiddhānta* (Extensive Treatise of Brahma) (628), a theoretical treatise, and the *Khaṇḍakhādyaka*, a more practical text.

Brahmagupta



Born	598 CE
Died	c.670 CE
Fields	Mathematics, Astronomy
Known for	Zero, modern Number system

The rule of signs by Brahmagupta (628)

18.30. [The sum] of two positives is positives, of two negatives negative;

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- The **abstraction** is that you do not (always) need to know the **absolute value** of the arguments to know the **sign** of the result;

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- **Useful in practice** (if you know what to do when you don't know the sign)

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- The **abstraction** is that you do not (always) need to know the **absolute value** of the arguments to know the **sign** of the result;
- Sometimes **imprecise** (don't know the sign of the sum of a positive and a negative)
- **Useful in practice** (if you know what to do when you don't know the sign)
- e.g. in **compilation**: do not optimize (a division by 2 into a shift when positive^(*))

^(*) Unless processor uses 2's complement and can shift the sign.

The rule of signs by Brahmagupta (628)

18.30. [The sum] of two positives is positives, of two negatives negative; [...]

18.32. A negative minus zero is negative, a positive [minus zero] positive; zero [minus zero] is zero. When a positive is to be subtracted from a negative or a negative from a positive, then it is to be added.

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18.33. The product of a negative and a positive is negative, of two negatives positive, and of positives positive; the product of zero and a negative, of zero and a positive, or of two zeros is zero.

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18.34. A positive divided by a positive or a negative divided by a negative is positive; a zero divided by a zero is zero; a positive divided by a negative is negative; a negative divided by a positive is [also] negative.

wrong



The rule of signs by Michel Sintzoff (1972)

For example, $a \times a + b \times b$ yields the value 25 when a is 3 and b is -4 , and when $+$ and \times are the arithmetic multiplication and addition. But $a \times a + b \times b$ yields always the object "pos" when a and b are the objects "pos" or "neg", and when the valuation is defined as follows :

$\text{pos} + \text{pos} = \text{pos}$	$\text{pos} \times \text{pos} = \text{pos}$
$\text{pos} + \text{neg} = \text{pos}, \text{neg}$	$\text{pos} \times \text{neg} = \text{neg}$
$\text{neg} + \text{pos} = \text{pos}, \text{neg}$	$\text{neg} \times \text{pos} = \text{neg}$
$\text{neg} + \text{neg} = \text{neg}$	$\text{neg} \times \text{neg} = \text{pos}$
$V(p+q) = V(p) + V(q)$	$V(p \times q) = V(p) \times V(q)$

$V(0) = V(1) = \dots = \text{pos}$

$V(-1) = V(-2) = \dots = \text{neg}$

The valuation of $a \times a + b \times b$ yields "pos" by the following computations :

$V(a) = \text{pos}, \text{neg}$	$V(b) = \text{pos}, \text{neg}$
$V(a \times a) = \text{pos} \times \text{pos}, \text{neg} \times \text{neg}$	$V(b \times b) = \text{pos} \times \text{pos}, \text{neg} \times \text{neg}$
$= \text{pos}, \text{pos} = \text{pos}$	$= \text{pos}, \text{pos} = \text{pos}$

$V(a \times a + b \times b) = V(a \times a) + V(b \times b) = \text{pos} + \text{pos} = \text{pos}$

This valuation proves that the result of $a \times a + b \times b$ is always positive and hence allows to compute its square root without any preliminary dynamic test on its sign. On the other hand, the

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$\text{neg} + \text{pos} = \text{pos}, \text{neg}$	$\text{neg} \times \text{pos} = \text{neg}$
$\text{neg} + \text{neg} = \text{neg}$	$\text{neg} \times \text{neg} = \text{pos}$
$V(p+q) = V(p) + V(q)$	$V(p \times q) = V(p) \times V(q)$

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$\text{pos} + \text{pos} = \text{pos}$

$\text{pos} + \text{neg} = \text{pos}, \text{neg}$

$\text{neg} + \text{pos} = \text{pos}, \text{neg}$

$\text{neg} + \text{neg} = \text{neg}$

$V(p+q) = V(p) + V(q)$

$V(0) = V(1) = \dots = \text{pos}$

$V(-1) = V(-2) = \dots = \text{neg}$

$\text{pos} \times \text{pos} = \text{pos}$

$\text{pos} \times \text{neg} = \text{neg}$

$\text{neg} \times \text{pos} = \text{neg}$

$\text{neg} \times \text{neg} = \text{pos}$

$V(p \times q) = V(p) \times V(q)$

wrong

$0 \in \text{pos} \times -1 \in \text{neg}$
 $= 0 \notin \text{neg}$

The valuation of $a \times a + b \times b$ yields "pos" by the following computations :

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$V(b) = \text{pos}, \text{neg}$

$V(a \times a) = \text{pos} \times \text{pos}, \text{neg} \times \text{neg}$

$V(b \times b) = \text{pos} \times \text{pos}, \text{neg} \times \text{neg}$

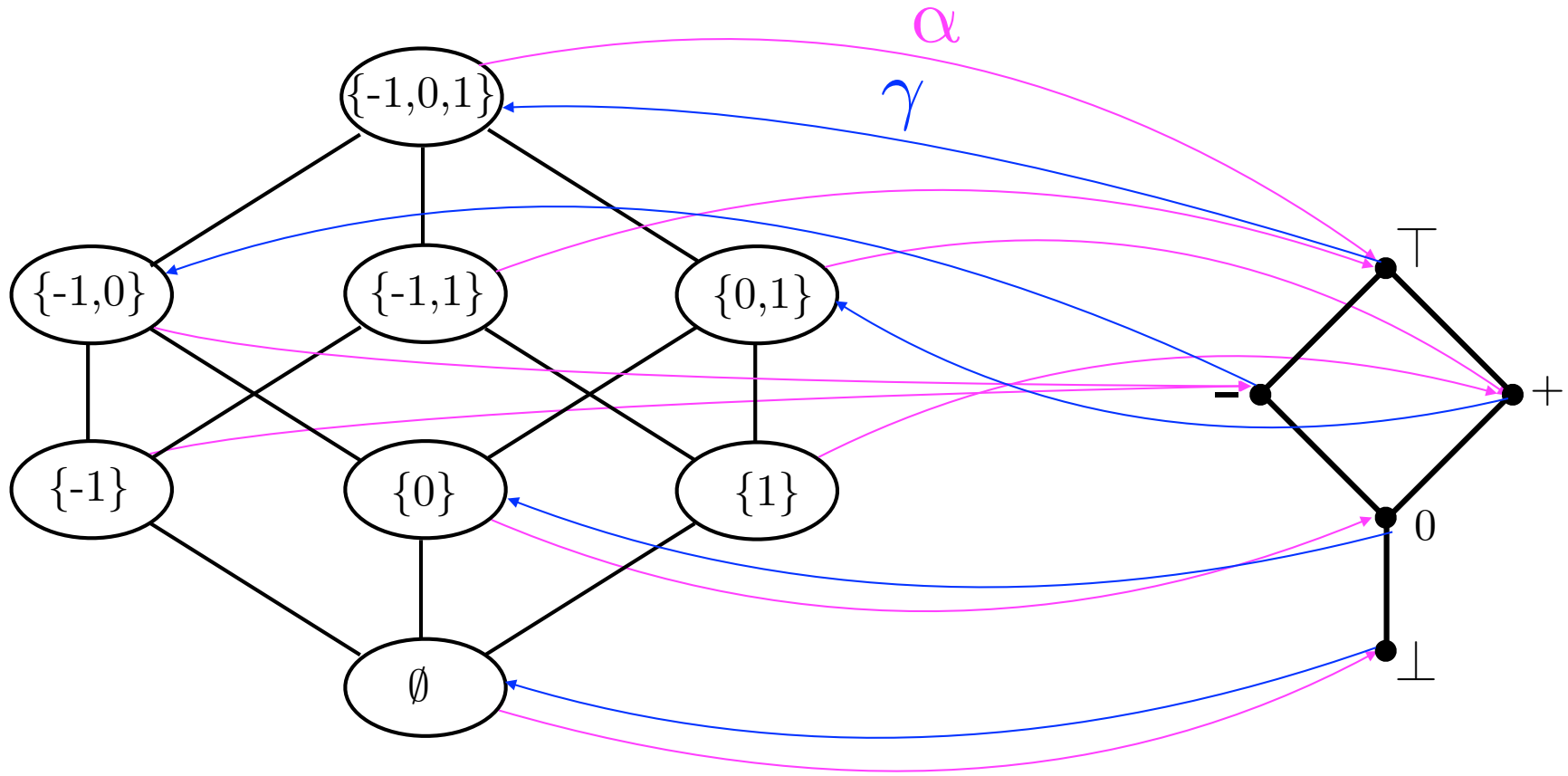
$= \text{pos}, \text{pos} = \text{pos}$

$= \text{pos}, \text{pos} = \text{pos}$

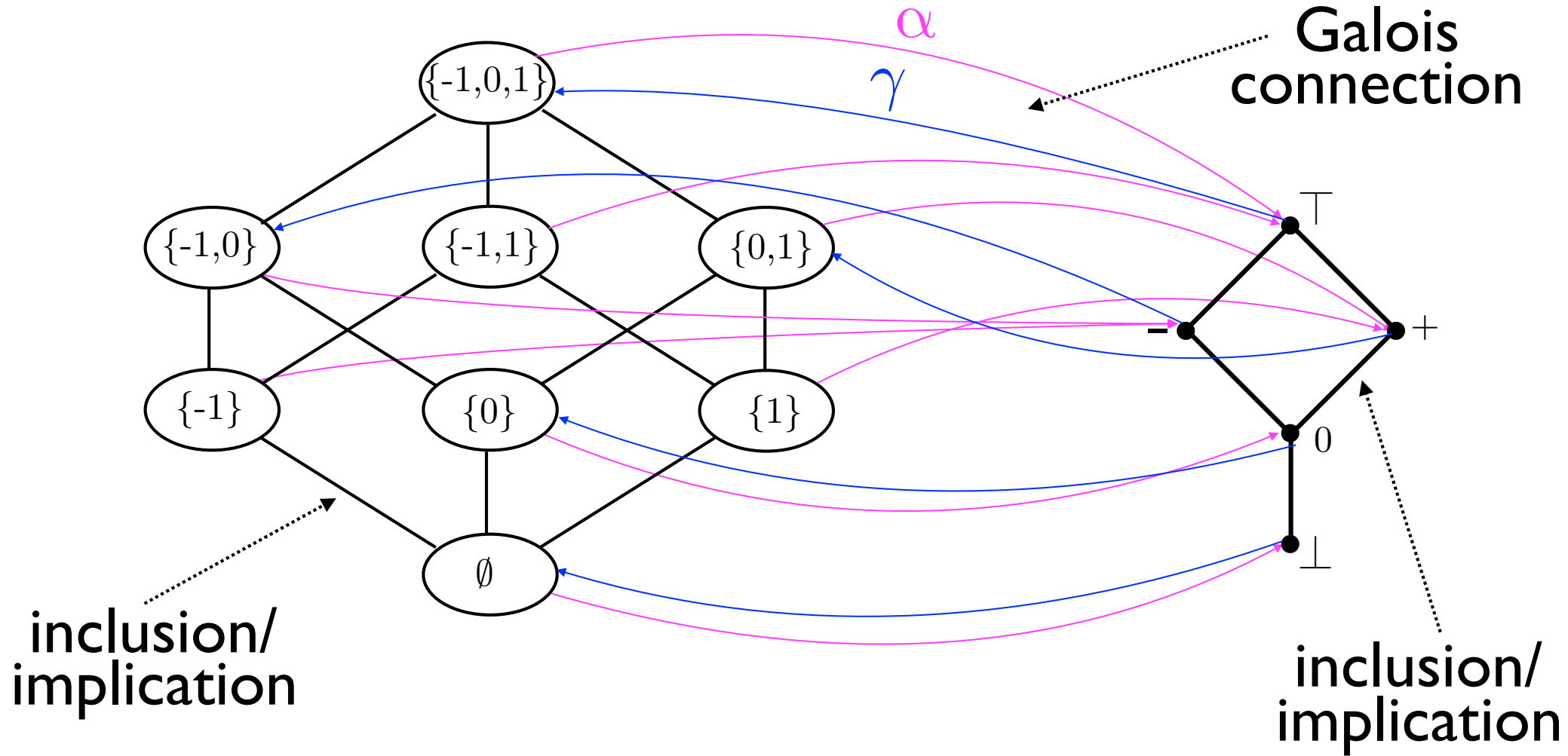
$V(a \times a + b \times b) = V(a \times a) + V(b \times b) = \text{pos} + \text{pos} = \text{pos}$

This valuation proves that the result of $a \times a + b \times b$ is always positive and hence allows to compute its square root without any preliminary dynamic test on its sign. On the other hand, the

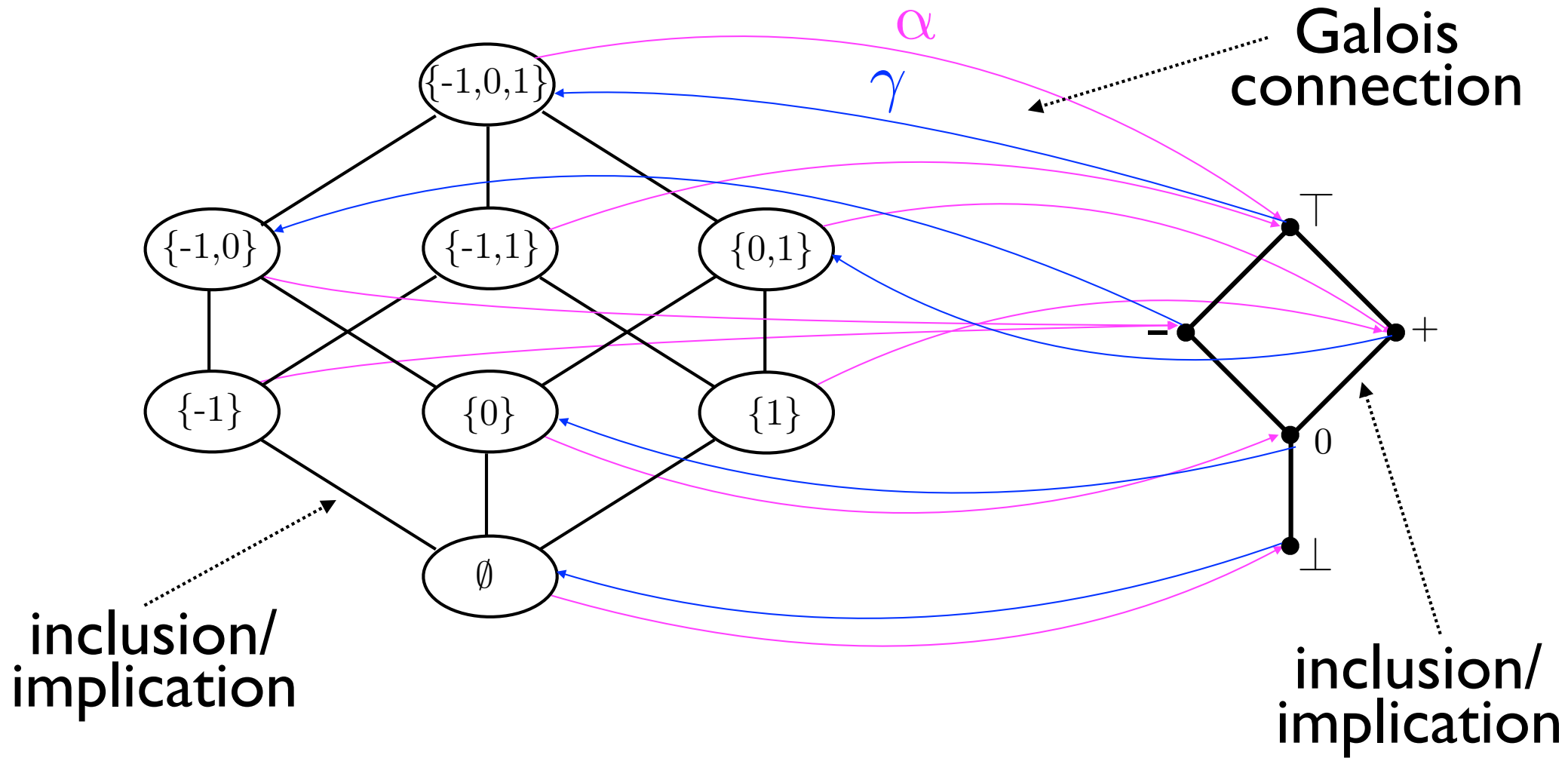
The rule of signs Cousot & Cousot (1979)



The rule of signs Cousot & Cousot (1979)



The rule of signs Cousot & Cousot (1979)



calculational design method

$$\begin{array}{c}
 + \quad + \quad + \\
 \downarrow \gamma \quad \downarrow \gamma \\
 \{0,1\} \quad + \quad \{0,1\} \\
 \uparrow \alpha \\
 +
 \end{array}
 = \{0,1,2[2]\} = \{0,1\}$$

Application of abstract interpretation to static analysis

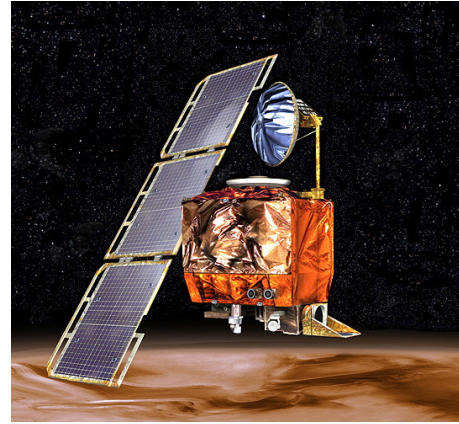
All computer scientists have experienced bugs



Ariane 5.01 failure
(overflow)



Patriot failure
(float rounding)



Mars orbiter loss
(unit error)

```
unsigned int payload = 18; /* Sequence number + random bytes */
unsigned int padding = 16; /* Use minimum padding */

/* Check if padding is too long, payload and padding
 * must not exceed 2^14 - 1 = 16381 bytes in total.
 */
OPENSSL_assert(payload + padding <= 16381);

/* Create HeartBeat message, we just use a sequence number
 * as payload to distinguish different messages and add
 * some random stuff.
 * - Message Type, 1 byte
 * - Payload Length, 2 bytes (unsigned int)
 * - Payload, the sequence number (2 bytes uint)
 * - Payload, random bytes (16 bytes uint)
 * - Padding
 */

buf = OPENSSL_malloc(1 + 2 + payload + padding);
p = buf;
/* Message Type */
*pp++ = TLS1_HB_REQUEST;
/* Payload length (16 bytes here) */
s2n(payload, p);
/* Sequence number */
s2n(s->tlsextr.hb_seq, p);
/* 16 random bytes */
RAND_pseudo_bytes(p, 16);
p += 16;
/* Random padding */
RAND_pseudo_bytes(p, padding);

ret = dtls1_write_bytes(s, TLS1_RT_HEARTBEAT, buf, 3 + payload + padding);
```

Heartbleed
(buffer overrun)

- Checking the **presence** of bugs by debugging is great
- Proving their **absence** by static analysis is even better!

Static analysis

- **Check program properties** (automatically, using the program text only, without running the program)
- Difficulties:
 - **Undecidability / complexity:**
 - Precision
 - Scalability
 - **Soundness (correctness)**
 - **Induction:** widening/narrowing

Fixpoint

```
{y ≥ 0} ← hypothesis
x = y
{I(x, y)} ← loop invariant
while (x > 0) {
  x = x - 1;
}
```

Floyd-Naur-Hoare verification conditions:

$$(y \geq 0 \wedge x = y) \implies I(x, y)$$

initialisation

$$(I(x, y) \wedge x > 0 \wedge x' = x - 1) \implies I(x', y)$$

iteration

Equivalent fixpoint equation:

$$I(x, y) = x \geq 0 \wedge (x = y \vee I(x + 1, y))$$

$$(i.e. I = F(I)^{(5)})$$

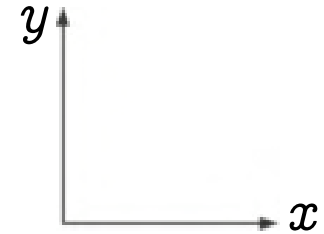
Fixpoint equation

(5) We look for the most precise invariant I , implying all others, that is $\text{lfp} \implies F$.

Iterates

$$I^0(x, y) = \text{false}$$

Iterates $I = \lim_{n \rightarrow \infty} F^n(\text{false})$

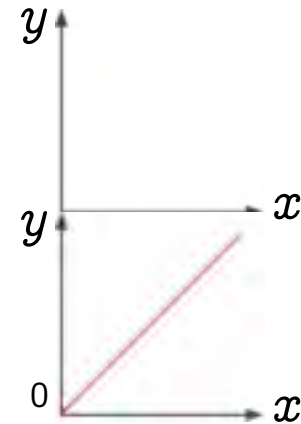


Iterates

Iterates $I = \lim_{n \rightarrow \infty} F^n(\text{false})$

$$I^0(x, y) = \text{false}$$

$$\begin{aligned} I^1(x, y) &= x \geq 0 \wedge (x = y \vee I^0(x + 1, y)) \\ &= 0 \leq x = y \end{aligned}$$



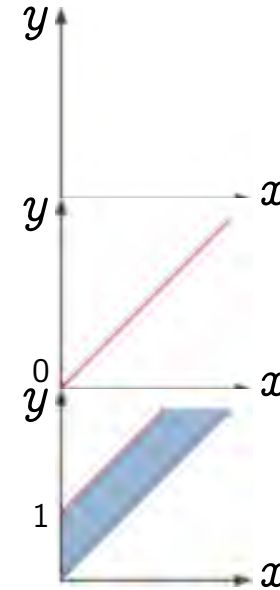
Iterates

Iterates $I = \lim_{n \rightarrow \infty} F^n(\text{false})$

$$I^0(x, y) = \text{false}$$

$$\begin{aligned} I^1(x, y) &= x \geq 0 \wedge (x = y \vee I^0(x + 1, y)) \\ &= 0 \leq x = y \end{aligned}$$

$$\begin{aligned} I^2(x, y) &= x \geq 0 \wedge (x = y \vee I^1(x + 1, y)) \\ &= 0 \leq x \leq y \leq x + 1 \end{aligned}$$



Iterates

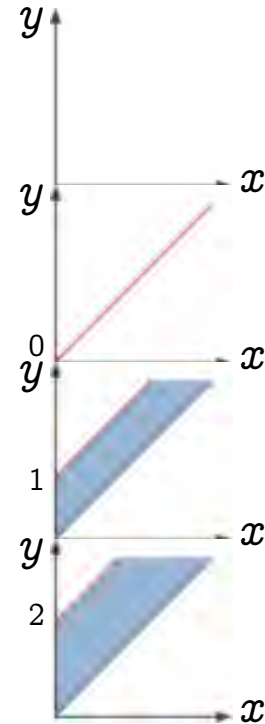
Iterates $I = \lim_{n \rightarrow \infty} F^n(\text{false})$

$$I^0(x, y) = \text{false}$$

$$\begin{aligned} I^1(x, y) &= x \geq 0 \wedge (x = y \vee I^0(x + 1, y)) \\ &= 0 \leq x = y \end{aligned}$$

$$\begin{aligned} I^2(x, y) &= x \geq 0 \wedge (x = y \vee I^1(x + 1, y)) \\ &= 0 \leq x \leq y \leq x + 1 \end{aligned}$$

$$\begin{aligned} I^3(x, y) &= x \geq 0 \wedge (x = y \vee I^2(x + 1, y)) \\ &= 0 \leq x \leq y \leq x + 2 \end{aligned}$$



Convergence acceleration: widening

Accelerated Iterates $I = \lim_{n \rightarrow \infty} F^n(\text{false})$

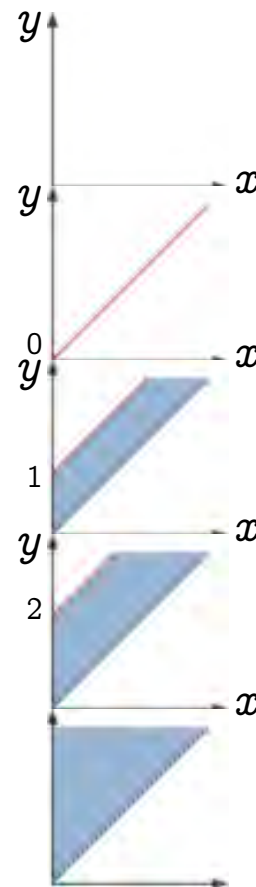
$$I^0(x, y) = \text{false}$$

$$\begin{aligned} I^1(x, y) &= x \geq 0 \wedge (x = y \vee I^0(x + 1, y)) \\ &= 0 \leq x = y \end{aligned}$$

$$\begin{aligned} I^2(x, y) &= x \geq 0 \wedge (x = y \vee I^1(x + 1, y)) \\ &= 0 \leq x \leq y \leq x + 1 \end{aligned}$$

$$\begin{aligned} I^3(x, y) &= x \geq 0 \wedge (x = y \vee I^2(x + 1, y)) \\ &= 0 \leq x \leq y \leq x + 2 \end{aligned}$$

$$\begin{aligned} I^4(x, y) &= I^2(x, y) \nabla I^3(x, y) \leftarrow \text{widening} \\ &= 0 \leq x \leq y \end{aligned}$$



Fixed point

Accelerated Iterates $I = \lim_{n \rightarrow \infty} F^n(\text{false})$

$$I^0(x, y) = \text{false}$$

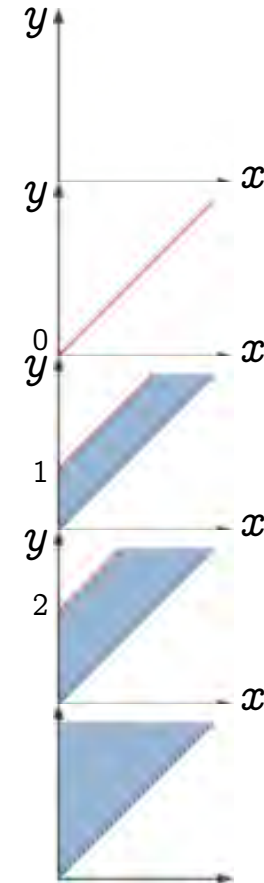
$$\begin{aligned} I^1(x, y) &= x \geq 0 \wedge (x = y \vee I^0(x + 1, y)) \\ &= 0 \leq x = y \end{aligned}$$

$$\begin{aligned} I^2(x, y) &= x \geq 0 \wedge (x = y \vee I^1(x + 1, y)) \\ &= 0 \leq x \leq y \leq x + 1 \end{aligned}$$

$$\begin{aligned} I^3(x, y) &= x \geq 0 \wedge (x = y \vee I^2(x + 1, y)) \\ &= 0 \leq x \leq y \leq x + 2 \end{aligned}$$

$$\begin{aligned} I^4(x, y) &= I^2(x, y) \nabla I^3(x, y) \leftarrow \text{widening} \\ &= 0 \leq x \leq y \end{aligned}$$

$$\begin{aligned} I^5(x, y) &= x \geq 0 \wedge (x = y \vee I^4(x + 1, y)) \\ &= I^4(x, y) \quad \text{fixed point!} \end{aligned}$$



Octagons

Accelerated Iterates $I = \lim_{n \rightarrow \infty} F^n(\text{false})$

$$I^0(x, y) = \text{false}$$

$$\begin{aligned} I^1(x, y) &= x \geq 0 \wedge (x = y \vee I^0(x + 1, y)) \\ &= 0 \leq x = y \end{aligned}$$

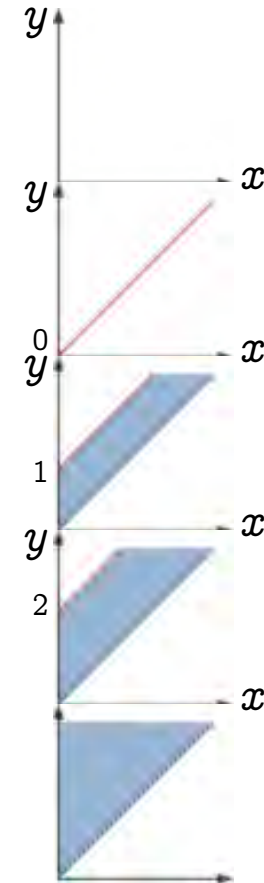
$$\begin{aligned} I^2(x, y) &= x \geq 0 \wedge (x = y \vee I^1(x + 1, y)) \\ &= 0 \leq x \leq y \leq x + 1 \end{aligned}$$

$$\begin{aligned} I^3(x, y) &= x \geq 0 \wedge (x = y \vee I^2(x + 1, y)) \\ &= 0 \leq x \leq y \leq x + 2 \end{aligned}$$

$$\begin{aligned} I^4(x, y) &= I^2(x, y) \nabla I^3(x, y) \leftarrow \text{widening} \\ &= 0 \leq x \leq y \end{aligned}$$

$$\begin{aligned} I^5(x, y) &= x \geq 0 \wedge (x = y \vee I^4(x + 1, y)) \\ &= I^4(x, y) \quad \text{fixed point!} \end{aligned}$$

The invariants are computer representable with octagons!



Industrialisation: Development in cooperation with Airbus France

- Automatic proofs of absence of runtime errors in **Electric Flight Control Software**:



- A340/600: 132.000 lines of C, 40mn on a PC 2.8 GHz, 300 Mb (Nov. 2003)
- A380: 1.000.000 lines of C, 34h, 8 Gb (Nov. 2005)

no false alarm, World premières !

- Automatic proofs of absence of runtime errors in the **ATV software**⁽²⁾:



- C version of the automatic docking software: 102.000 lines of C, 23s on a Quad-Core AMD Opteron™ processor, 16 Gb (Apr. 2008)

(2) the Jules Vernes Automated Transfer Vehicle (ATV) enabling ESA to transport payloads to the International Space Station.

Application of abstract interpretation to program proof methods

Maximal execution trace

```
#include <stdio.h>
int main() {
    int x,y;
    printf("Enter an integer: ");
    scanf("%d",&x); y = x;
    /* 1: */ while (x != 0) {
        printf("x = %d, y = %d\n",x,y);
    /* 2: */     x = x - 1;
    /* 3: */     y = y + 2;
    }
    /* 4: */ printf("x = %d, y = %d\n",x,y); }
```

```
Enter an integer: 3
x = 3, y = 3
x = 2, y = 5
x = 1, y = 7
x = 0, y = 9
```

```
Enter an integer: -1
x = -1, y = -1
x = -2, y = 1
x = -3, y = 3
x = -4, y = 5
...
x = -738245, y = 1476487
...
```

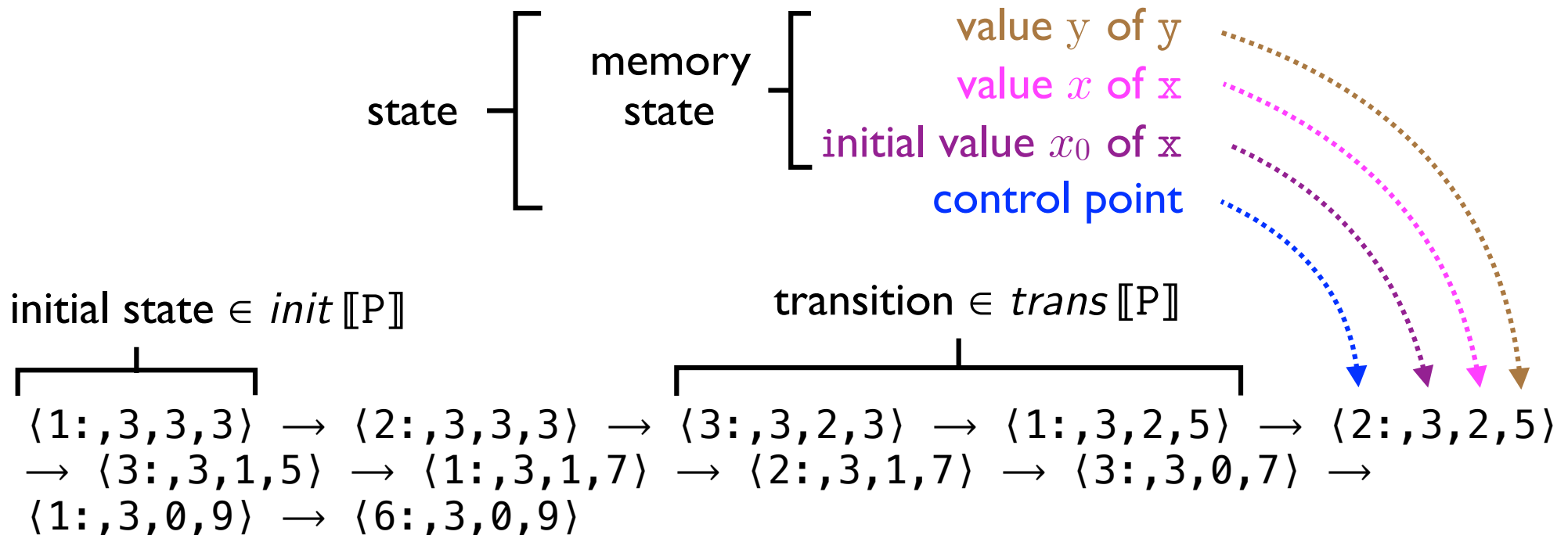
$\langle 1:, 3, 3, 3 \rangle \rightarrow \langle 2:, 3, 3, 3 \rangle \rightarrow \langle 3:, 3, 2, 3 \rangle \rightarrow \langle 1:, 3, 2, 5 \rangle \rightarrow \langle 2:, 3, 2, 5 \rangle$
 $\rightarrow \langle 3:, 3, 1, 5 \rangle \rightarrow \langle 1:, 3, 1, 7 \rangle \rightarrow \langle 2:, 3, 1, 7 \rangle \rightarrow \langle 3:, 3, 0, 7 \rangle \rightarrow$
 $\langle 1:, 3, 0, 9 \rangle \rightarrow \langle 6:, 3, 0, 9 \rangle$

Maximal execution trace

```
#include <stdio.h>
int main() {
    int x,y;
    printf("Enter an integer: ");
    scanf("%d",&x); y = x;
    /* 1: */ while (x != 0) {
        printf("x = %d, y = %d\n",x,y);
    /* 2: */     x = x - 1;
    /* 3: */     y = y + 2;
    }
    /* 4: */ printf("x = %d, y = %d\n",x,y); }
```

```
Enter an integer: 3
x = 3, y = 3
x = 2, y = 5
x = 1, y = 7
x = 0, y = 9
```

```
Enter an integer: -1
x = -1, y = -1
x = -2, y = 1
x = -3, y = 3
x = -4, y = 5
...
x = -738245, y = 1476487
```



Maximal trace semantics

- The **trace semantics of a program** is the set of all possible maximal finite or infinite execution traces for that program
- The **trace semantics of a programming language** maps programs to their trace semantics

Inductive definition

- **Partial traces:**
 - A trace with one initial state is a partial trace
 - A partial trace extended by a transition is a partial trace
- **Maximal traces:**
 - Finite traces with no extension by a transition
 - Infinite traces whose prefixes are all partial traces

Fixpoint partial trace semantics

- initial states of program P : $init \llbracket P \rrbracket$
- transitions of programs P : $trans \llbracket P \rrbracket$
- $F^t \llbracket P \rrbracket X = \{ s \mid s \in init \llbracket P \rrbracket \} \cup \{ \sigma s s' \mid \sigma s \in X \wedge s s' \in trans \llbracket P \rrbracket \}$
- $S^t \llbracket P \rrbracket = \text{lfp}^{\subseteq} F^t \llbracket P \rrbracket$

Invariance abstraction

- Collect at each control point the possible values of variables when execution reaches that control point
- $\alpha(X)c = \{m \mid \exists \sigma, \sigma'. \sigma \langle c, m \rangle \sigma' \in X\}$
- **Invariance semantics:** $S^i[[P]] = \alpha(S^t[[P]])$

Invariance abstraction

- Collect at each control point the possible values of variables when execution reaches that control point
- $S^i[[P]] = \alpha(S^t[[P]])c = \{m \mid \exists \sigma, \sigma'. \sigma \langle c, m \rangle \sigma' \in S^t[[P]]\}$

```

#include <stdio.h>
int main() {
    int x,y;
    printf("Enter an integer: ");
    scanf("%d",&x); y = x;
    while (x != 0) {
        printf("x = %d, y = %d\n",x,y);
        x = x - 1;
        y = y + 2;
    }
    printf("x = %d, y = %d\n",x,y); }

```

Abstraction of the code above:

- $\{ \langle x_0, x, y \rangle \mid y = 3x_0 - 2x \}$ ← `/* 1: */`
- $\{ \langle x_0, x, y \rangle \mid y = 3x_0 - 2x \}$ ← `/* 2: */`
- $\{ \langle x_0, x, y \rangle \mid y = 3x_0 - 2x - 2 \}$ ← `/* 3: */`
- $\{ \langle x_0, x, y \rangle \mid y = 3x_0 \wedge x = 0 \}$ ← `/* 4: */`

Calculations design of the verification conditions

- $\alpha(F^t[[P]]X)$
= $\lambda c. \{m \mid \exists \sigma, \sigma'. \sigma \langle c, m \rangle \sigma' \in X\}$
= ...
= $F^i[[P]](\alpha(X))$

where $F^i[[P]]$ are the Turing/Floyd/Naur/Hoare verification conditions

- It follows that $S^i[[P]] = \text{lfp}^{\dot{c}} F^i[[P]]$
- The proof method is then by fixpoint induction (Tarski 1955)

Application to the semantics of programming languages

General idea

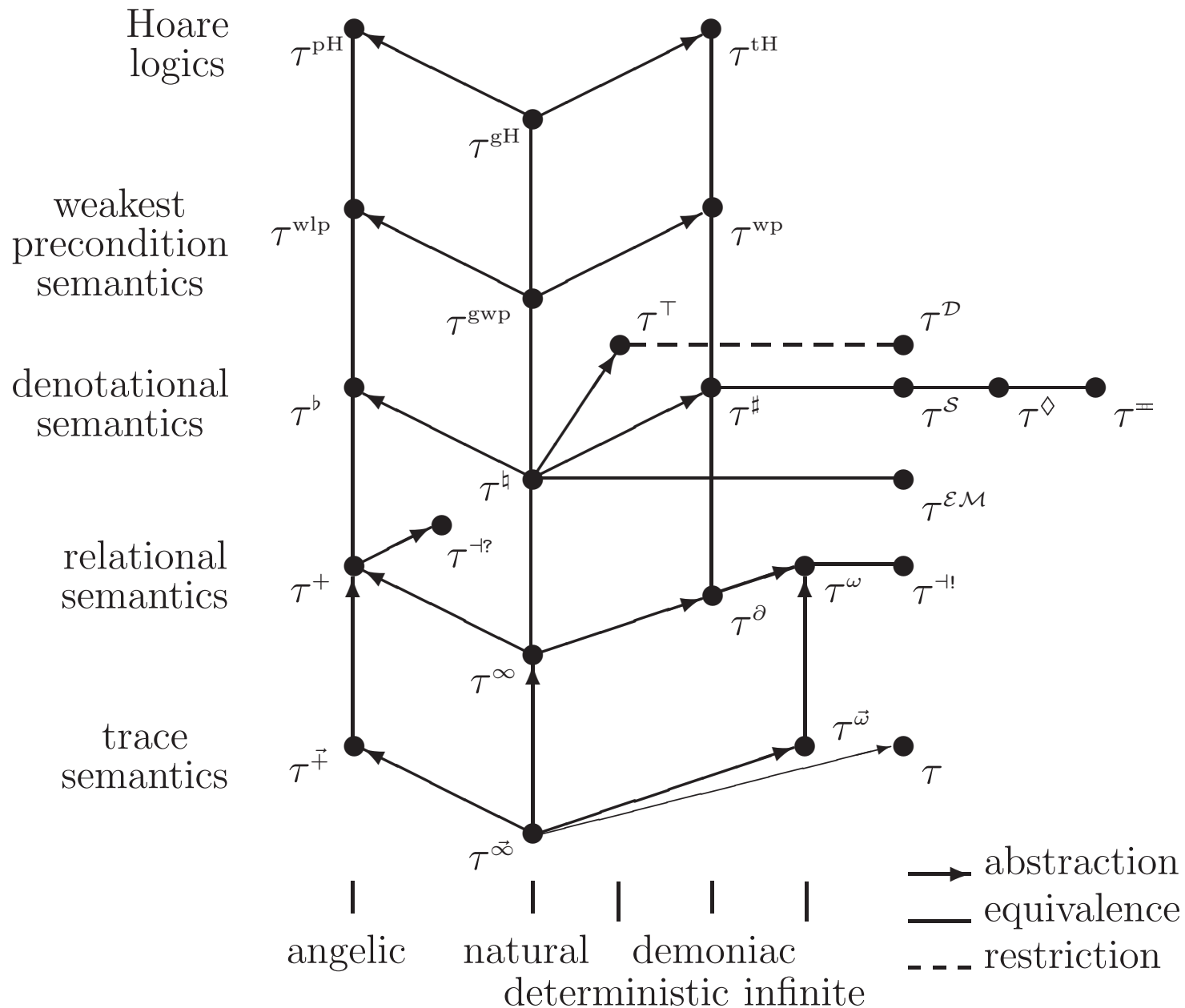
- All known semantics are abstractions of a most precise semantics

Abstraction to denotational semantics

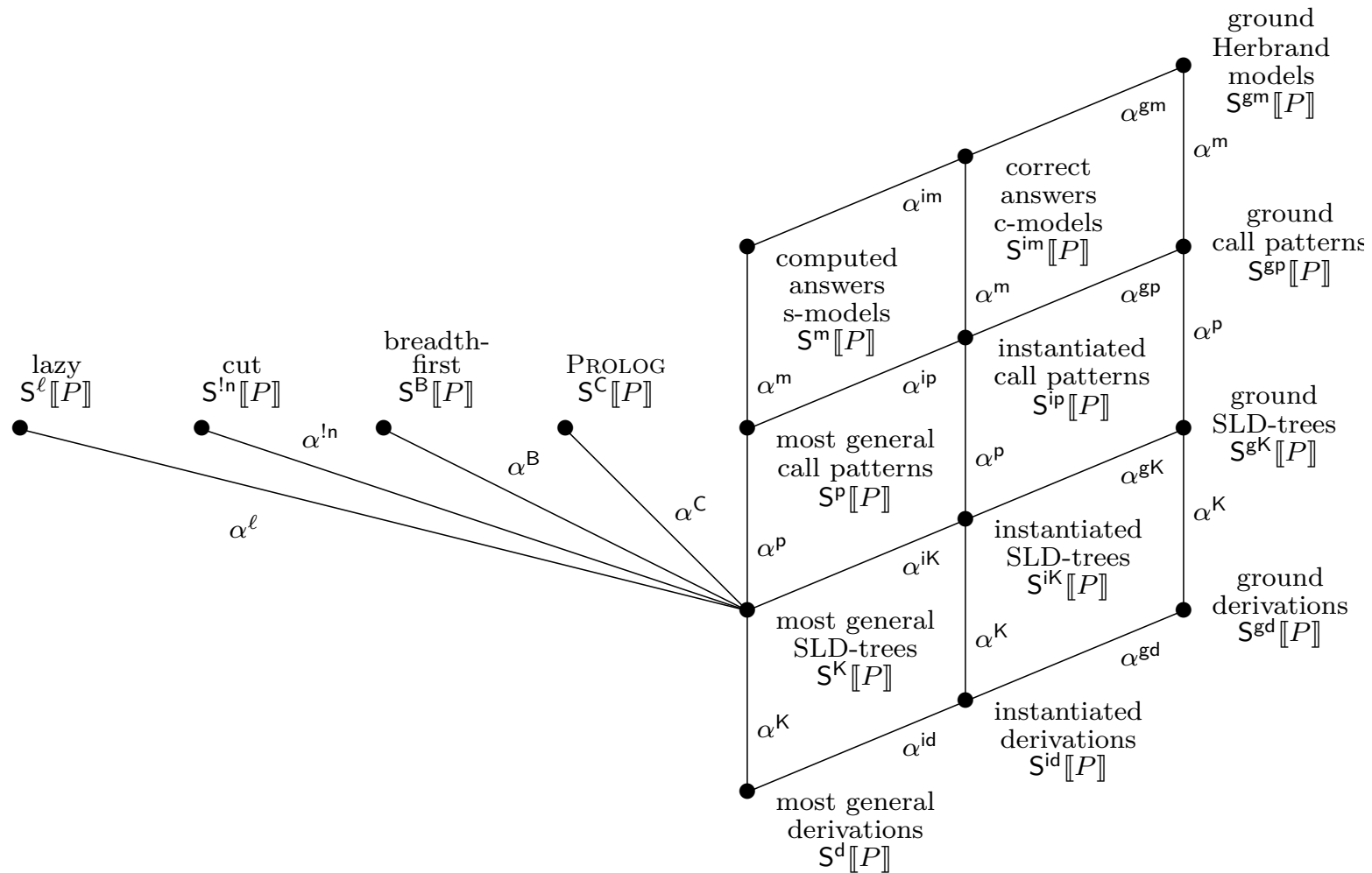
- The maximal trace semantics $S^m[[P]]$ (maximal finite and infinite execution traces)
- Denotational semantics abstraction:
 - $S^d[[P]] = \alpha(S^m[[P]])$
 - $\alpha(X) = \lambda s. \{s' \mid \exists \sigma. s\sigma s' \in X\} \cup \{\perp \mid \exists \sigma. s\sigma \dots \in X\}$

i.e. a map of initial states to the set of final states plus \perp in case of non-termination

Hierarchy of abstractions



idem for Prolog



- all semantics are abstractions of $S^d[[P]]$

Conclusion

Abstract interpretation

- A well-developed **theory**, still in progress
- Active **research** e.g.
 - abstract domains to handle e.g. complex data structures
 - abstraction of parallelism with weak memory models
 - applications to biology, ...
- Industrial-quality **static analyzers**

Industrialisation: Astrée

The screenshot displays the Astrée static analysis tool interface. The main window is split into two panes: 'Analyzed file: db/invalid/path/scenarios.c' and 'Original source: src/scenarios.c'. The analyzed file pane shows code with annotations such as `/* Type cast causing overflow. */` and `/* Precise handling of pointer arithmetics. */`. A specific error is highlighted in the analyzed file: `ArrayBlock[15] = 0x15; // easy case` at line 81, column 7. The original source file shows the corresponding code at line 77, column 1.

Below the code panes, a detailed error report is shown:

```
[ call#main@58 at scenarios.c:58.0-130.1
if@80=true at scenarios.c:80.4-82.5
ALARM (A): invalid dereference: dereferencing 1 byte(s) at offset(s) 15 may overflow the variable ArrayBlock of byte-size 10 at scenarios.c:81.6-20 ]
ERROR: Definite runtime error during assignment in this context. Analysis stopped for this context.
```

At the bottom of the interface, a table summarizes the findings:

Order	Type	Category	Location	Classification	Comment
4	Alarm (C)	Out-of-bound array access	# scenarios.c:81.17-19		out-of-bound array index {15} not incl
5	Definite Alarm (A)	Possible overflow upon dereference	# scenarios.c:81.6-20		invalid dereference: dereferencing 1 b
6	Alarm (A)	Use of uninitialized variables	# scenarios.c:84.8-23		uninitialized read: reading 4 byte(s) at
7	Definite Alarm (A)	Possible overflow upon dereference	# scenarios.c:85.6-17		invalid dereference: dereferencing 1 b
8	Alarm (A)	Assertion failure	# scenarios.c:127.4-40		assert failure __ASTREE_assert((second

On the left side, a sidebar shows the project configuration and results. The 'Files' section lists `astree.cfg` and `scenarios.c`. The 'Results' section shows a summary of errors and alarms.

Industrialisation: Astrée

Example 1: scenarios

Configuration: Preprocessor, Parser, Analyzer, Annotations

Results: Overview, Call graph, Reports

Files: Preprocessed, Original

- astree.cfg
- scenarios.c
 - main
 - msg1
 - msg2
 - registerMsg
 - sendMsg

Overview

Findings/C, Findings/F, Rule violations, Reachability, Metrics, Data flow, Filter

Count	Name
7	Alarms
3	Invalid usage of pointers and arrays
1	Out-of-bound array access
2	Possible overflow upon dereference
1	Invalid ranges and overflows
1	Overflow in conversion
1	Failed or invalid directives
1	Assertion failure
2	Uninitialized variables
2	Use of uninitialized variables
2	Errors

Alarms (7 findings)

42.9%

```
[ call#main@58 at scenarios.c:58.0-130.1
if@80=true at scenarios.c:80.4-82.5
ALARM (C): out-of-bound array index {15} not included in [0, 9] at scenarios.c:81.17-19 ]
```

Filter: Type filters Comment filters 8 of 8 findings visible Show unused comments Generate Annotations

Type	Category	Location	Classification	Comment
Notification	Invalid conversion	# scenarios.c:73.4-20		translate_warning(type): conversion from floating-p
Alarm (C)	Overflow in conversion	# scenarios.c:73.4-20		double->signed short conversion range [0, 40000] r
Alarm (A)	Use of uninitialized variables	# scenarios.c:80.8-23		uninitialized read: reading 4 byte(s) at offset(s) 0 in
Alarm (C)	Out-of-bound array access	# scenarios.c:81.17-19		out-of-bound array index {15} not included in [0, 9]
Definite Alarm (A)	Possible overflow upon dereference	# scenarios.c:81.6-20		invalid dereference: dereferencing 1 byte(s) at offse
Alarm (A)	Use of uninitialized variables	# scenarios.c:84.8-23		uninitialized read: reading 4 byte(s) at offset(s) 0 in

Project Summary Resource Monitor

Errors: 2

Alarms on code locations

Run-time errors: 7

Data flow anomalies: 0

Rule violations: 0

Alarms on memory locations

Data races: 0

Reached code: 100%

Duration: 19s

Output Findings Not reached Watch Search

Many other static analyzers

- Julia (Java) <http://www.juliasoft.com>
- Ikos, NASA <https://ti.arc.nasa.gov/opensource/ikos/>
- Clousot for code contract, Microsoft, <https://github.com/Microsoft/CodeContracts>
- Infer (Facebook) <http://fbinfer.com>
- Zoncolan (Facebook)
- Google
- ...

Static analysis for software development

- Users of Astrée:



- Why not all software developers use static analysis tools?

Irresponsibility

- Computer engineering is the only technology where developers are not responsible for their errors, even the trivial ones:

DISCLAIMER OF WARRANTIES. ... MICROSOFT AND ITS SUPPLIERS PROVIDE THE SOFTWARE, AND SUPPORT SERVICES (IF ANY) AS IS AND WITH ALL FAULTS, AND MICROSOFT AND ITS SUPPLIERS HEREBY DISCLAIM ALL OTHER WARRANTIES AND CONDITIONS, WHETHER EXPRESS, IMPLIED OR STATUTORY, INCLUDING, BUT NOT LIMITED TO, ANY (IF ANY) IMPLIED WARRANTIES, DUTIES OR CONDITIONS OF MERCHANTABILITY, OF FITNESS FOR A PARTICULAR PURPOSE, OF RELIABILITY OR AVAILABILITY, OF ACCURACY OR COMPLETENESS OF RESPONSES, OF RESULTS, OF WORKMANLIKE EFFORT, OF LACK OF VIRUSES, AND OF LACK OF NEGLIGENCE, ALL WITH REGARD TO THE SOFTWARE, AND THE PROVISION OF OR FAILURE TO PROVIDE SUPPORT OR OTHER SERVICES, INFORMATION, SOFTWARE, AND RELATED CONTENT THROUGH THE SOFTWARE OR OTHERWISE ARISING OUT OF THE USE OF THE SOFTWARE. ...

The future

- Safety and security does matter to the general public
- Computer scientists will ultimately be held responsible for there errors
- At least the automatically discoverable ones
- Since this is now part of the state of the art
- Automatic static analysis, verification, etc has a brilliant future.

Francesco Logozzo, designer of the Zoncolan static analyzer at Facebook wrote me on 09/12/2016:

“Finding people who really know static analysis is very hard, you should tell your students that if they want a great job in a Silicon Valley company they should study abstract interpretation not JavaScript. Feel free to quote me on that ;-)”

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The End, Thank You