

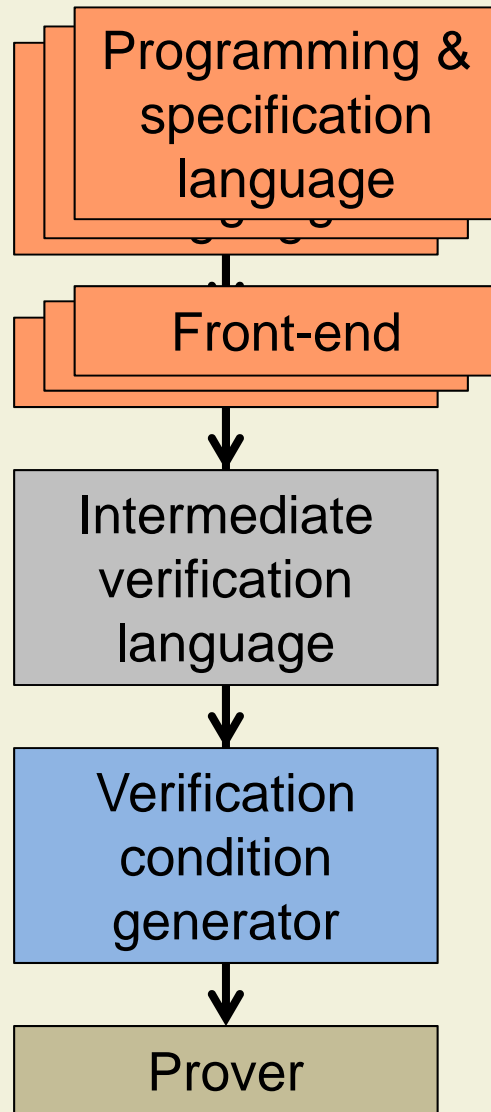
# **Viper**

## **A Verification Infrastructure for Permission-based Reasoning**

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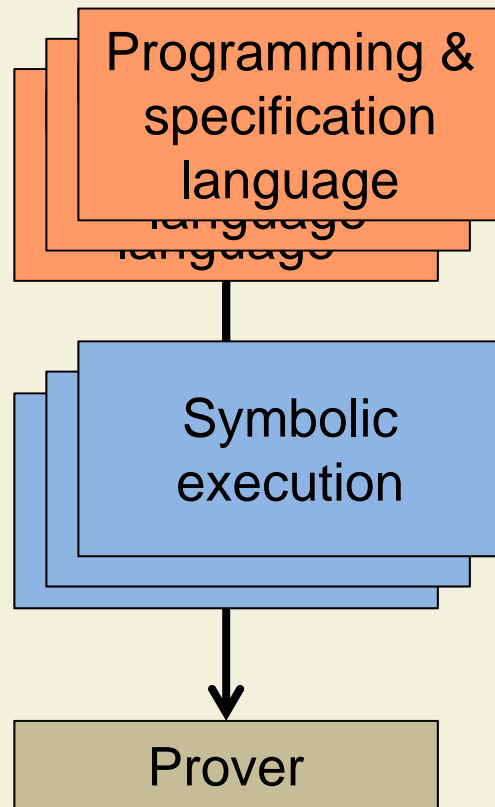
Joint work with  
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# Automatic Program Verification



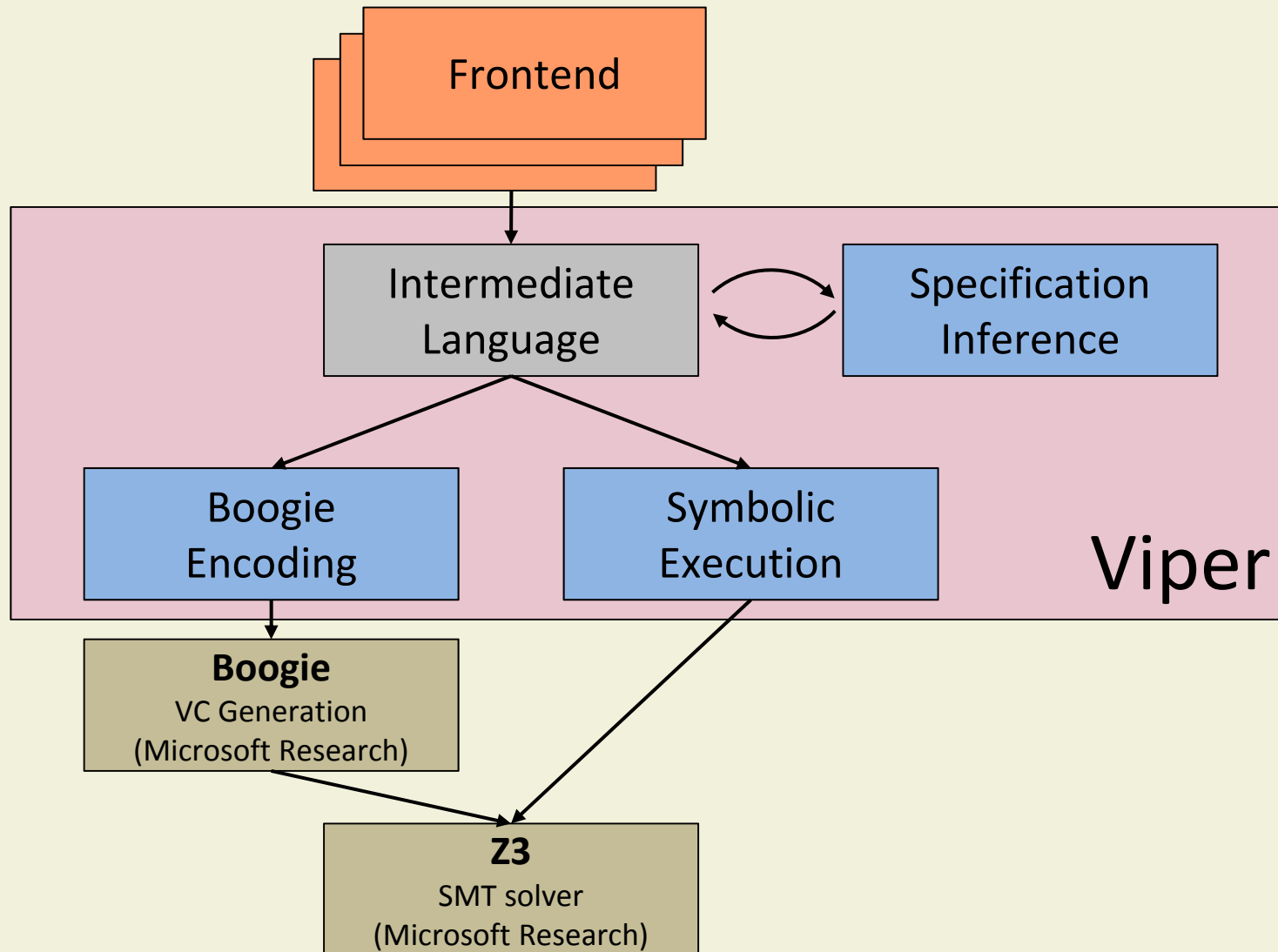
- Most automatic deductive verifiers use solvers for first order logic (Z3, CVC4)
- Verification conditions are computed via translation to intermediate verification language (Boogie, Why)
- Many success stories: Corral, Dafny, Frama-C, Spec#, VCC

# Verifiers for Permission Logics



- Separation Logic (and other permission logics) use custom logics to reason about heap-manipulating programs
- Custom verification engines (jStar, Smallfoot, VeriFast)

# Viper Infrastructure



# Permissions

- Permissions denoted by accessibility predicates
- Expressions  $e$  may depend on the heap
- Support for fractional permissions
- Conjunction is multiplicative (as in in separation logic)

**acc**( $e.f$ )

**acc**( $x.f$ ) &&  $x.f > 0$

**acc**( $x.f, \frac{1}{2}$ )

**acc**( $x.f, \frac{1}{2}$ ) && **acc**( $x.f, \frac{1}{2}$ )

# Inhale and Exhale

- **inhale** A means:

- all permissions required by A are obtained
- all logical constraints (e.g.,  $x.f > 0$ ) are assumed

- **exhale** A means:

- check and remove all permissions required by A
- all logical constraints (e.g.,  $x.f > 0$ ) are asserted
- any locations to which all permissions is lost are implicitly havoced (their values are no longer known)

- Analogues of **assume** and **assert**

# Example: Modeling Locks

```
class C {  
    @GuardedBy("this") int[ ] data;  
  
    void Foo( ) {  
        acquire this;  
        int i = data.length;  
        while( 0 < i ) {  
            ...;  
            i = i - 1;  
        }  
        release this;  
    }  
}
```

# Mathematical Domains

```
domain Array {  
  function loc( a: Array, i: Int ): Ref  
  function length( a: Array ): Int  
  
  axiom all_diff {  
    forall a1: Array, a2: Array, i: Int, j: Int ::  
      ( a1 != a2 || i != j ) ==> loc( a1, i ) != loc( a2, j )  
  }  
  
  axiom length_nonneg {  
    forall a: Array :: length( a ) >= 0  
  }  
}
```



# Symbolic Read Permissions

```
int eval( State s )  
  requires acc( s.map, read ) && s.map != null  
  ensures acc( s.map, read )
```

```
int eval( State s ) {  
  leftTk := fork left.eval( s );  
  rightTk := fork right.eval( s );  
  return ( join leftTk ) + ( join rightTk );  
}
```

# Heap-Dependent Functions

```
class List {  
    int value;  
    List next;  
  
    int len() {  
        if( next == null ) return 1;  
        else                return 1 + next.len();  
    }  
  
    int itemAt( int i ) {  
        if( i == 0 )    return value;  
        else          return next.itemAt( i - 1 );  
    }  
}
```

# Inhale-Exhale Pairs

- Proof principles
- Properties justified elsewhere
- Context-dependent proof obligations

$$P(0)$$

$$\forall n \in \mathbb{N} \bullet n > 0 \wedge P(n-1) \Rightarrow P(n)$$


---


$$\forall n \in \mathbb{N} \bullet P(n)$$


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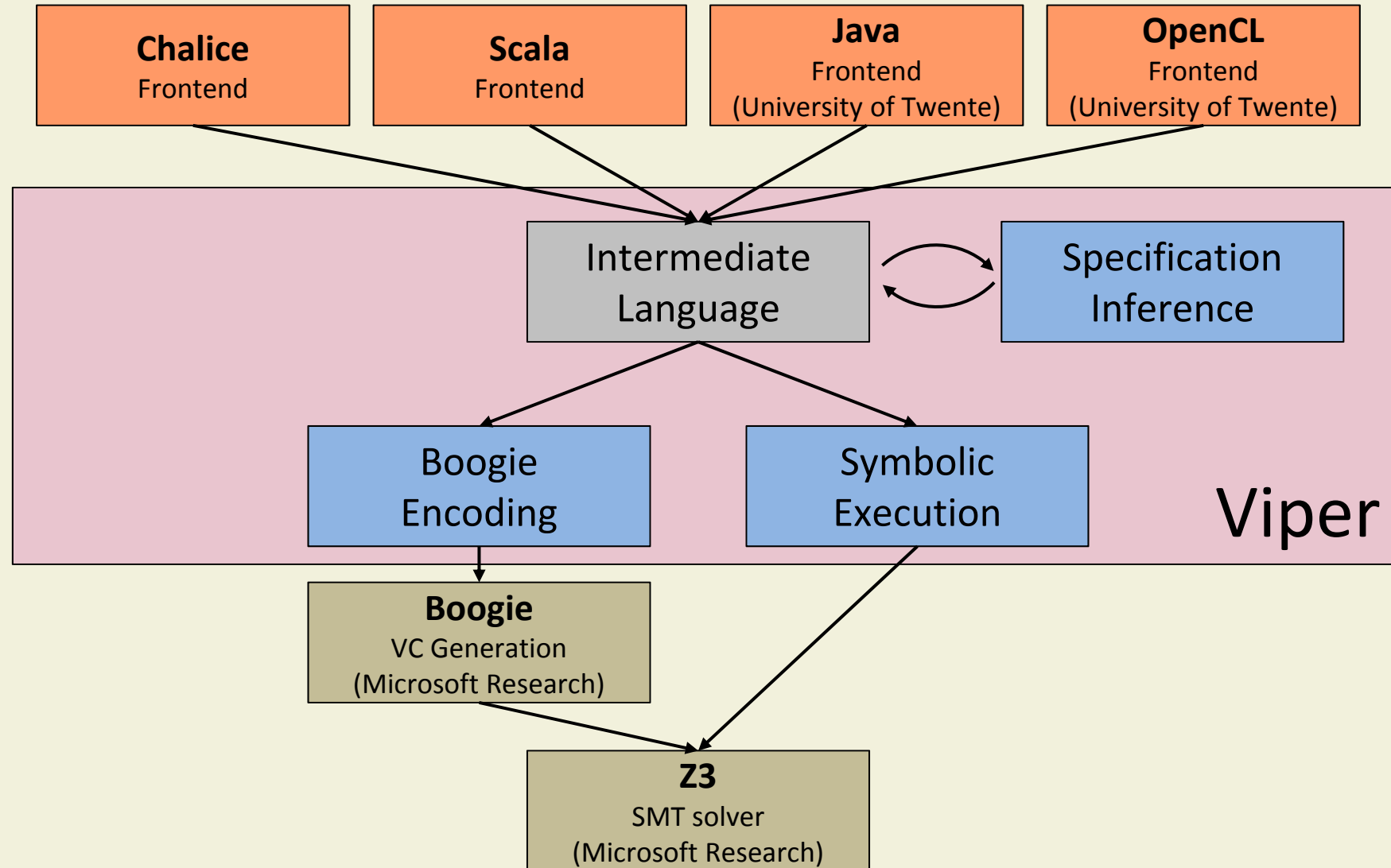

$$\text{type}( \text{this} ) <: T$$

$$\text{forallrefs}[ \text{holds} ] x :: \text{false}$$


---


$$\text{true}$$

# Viper – Frontends



# Conclusion

- Viper is useful to
  - Develop verifiers based on permission-logics
  - Prototype new verification techniques
  - Experiment with and integrate different back-ends
  
- Current work
  - Increase expressiveness of intermediate language
  - Encode more languages and program logics
  - Improve inference
  
- Try Viper online at [viper.ethz.ch](http://viper.ethz.ch)

# Intermediate Language

- Top-level declarations
  - Fields
  - Methods
  - Heap-dependent functions
  - Predicates
  - Domains
- Types
  - Int, Bool, Ref, Perm
  - Set[T], Seq[T]
  - Types declared in domains
- Statements
  - Assignments, calls, conditionals, loops
  - inhale, exhale
  - fold, unfold
- Assertions
  - Permissions
  - Predicates
  - Magic wands
  - Quantifiers

# Example: Leak Check

```
class C {  
    @GuardedBy("this") int[ ] data;  
  
    void Foo( ) {  
        acquire this;  
        int i = data.length;  
        while( 0 < i ) {  
            ...;  
            i = i - 1;  
        }  
        release this;  
    }  
}
```

# Example: Two-State Invariants

```
class C {  
    @GuardedBy("this") int[ ] data;  
    @GuardedBy("this") int count;  
  
    monitor invariant count == old( count ) + 1;  
  
    void Foo( ) {  
        acquire this;  
        count++;  
        int i = data.length;  
        while( 0 < i ) { ...; i = i - 1; }  
        release this;  
    }  
}
```