Machine-code verification

Experience of tackling medium-sized case studies using decompilation into logic

ACL2'14, Vienna

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Currently at UNIVERSITY OF CAMBRIDGE but soon at CHALMERS UNIVERSITY OF TECHNOLOGY .

Why machine code?

Computer systems:

- computer networks
- multi-language implementations
- source code (Java, Lisp, C etc.)
- bytecode or LLVM
- machine code
- hardware
- electric charge

Proofs only target a model of reality.

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- extensive manuals
- least ambiguous(?), cf. C semantics

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Ultimately all program verification ought to reach real machine code.

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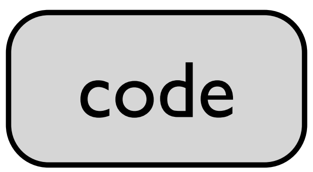
Reason:

- all types are concrete: `word32`, `word8`, bool.
- state consists of a few simple components: a few registers, a memory and some status bits.
- each instruction performs only small well-defined updates.

Challenges of Machine Code

machine code



Challenges of Machine Code

machine code

code

correctness

{P} code {Q}

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ARM/x86/PowerPC model
(1000...10,000 lines each)

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Challenges:

- several large, detailed models
- unstructured code
- very low-level and limited resources

This talk

Part 1: my approach (PhD work)

Part 2: verification of existing code

Part 3: construction of correct code

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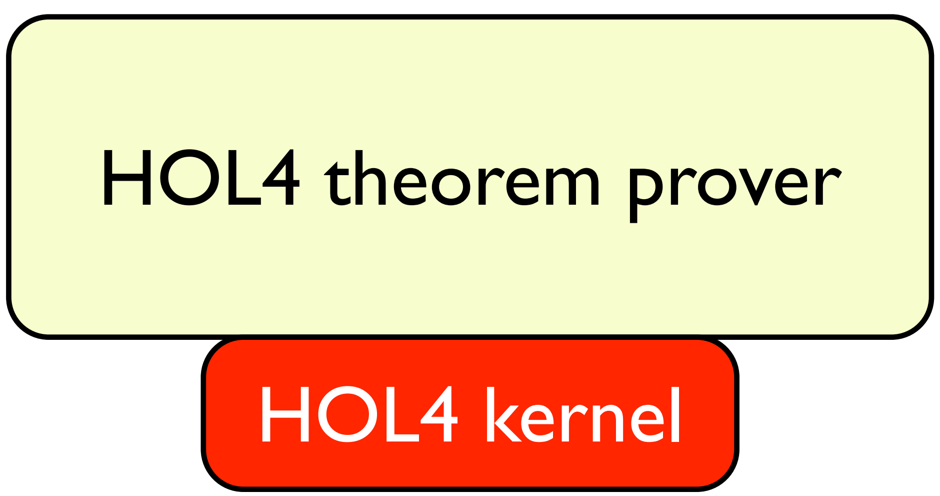
Part 3: construction of correct code

- verified implementation of Lisp that can run Jared Davis' Milawa

HOL: fully-expansive LCF-style prover

The aim is to prove deep functional properties of machine code.

Proofs are performed in HOL4 — a fully expansive theorem prover

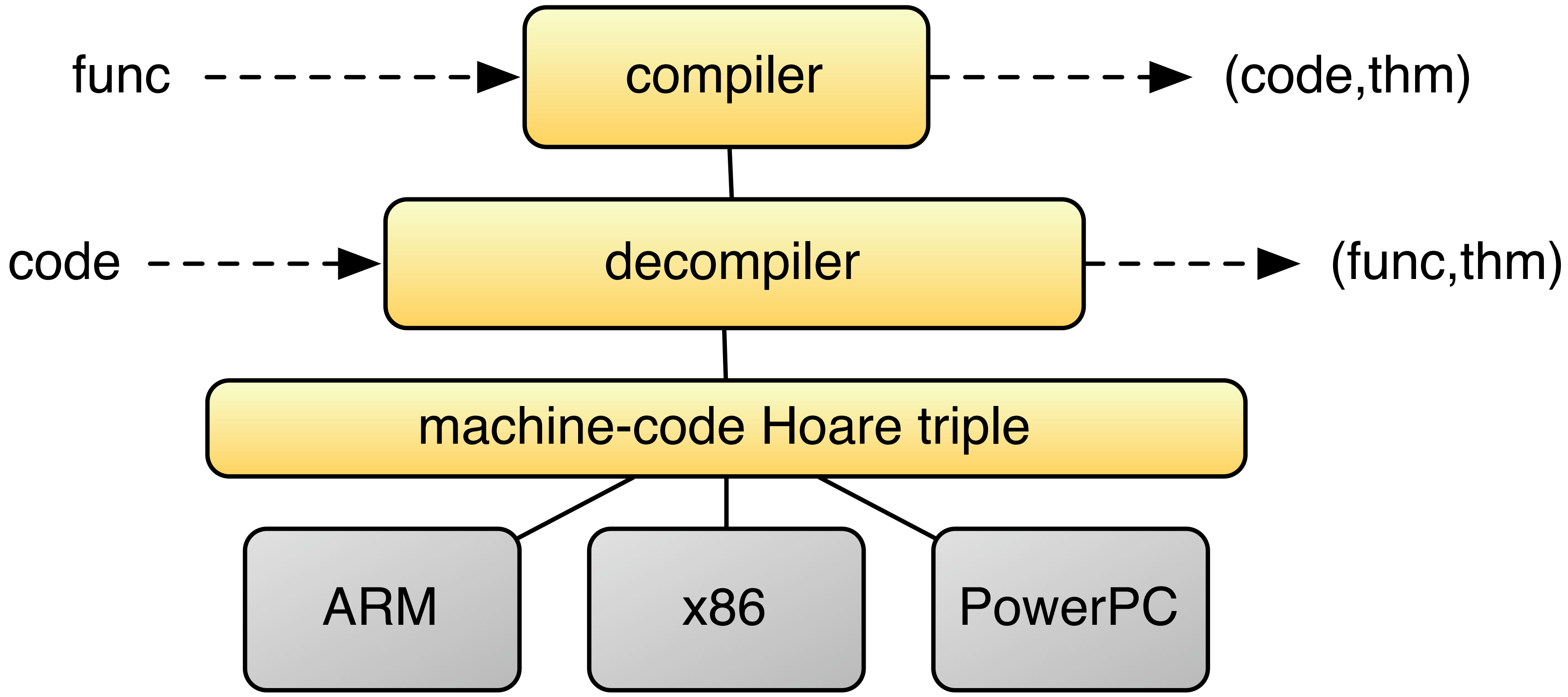


All proofs expand at runtime into primitive inferences in the HOL4 kernel.

The kernel implements the axioms and inference rules of higher-order logic.

Infrastructure

During my PhD, I developed the following infrastructure:



. . . each part will be explained in the next slides.

Models of machine code

Machine models borrowed from work by others:

ARM model, by Fox [TPHOLs'03]

- covers practically all ARM instructions, for old and new ARMs
- still actively being developed

x86 model, by Sarkar et al. [POPL'09]

- covers all addressing modes in 32-bit mode x86
- includes approximately 30 instructions

PowerPC model, originally from Leroy [POPL'06]

- manual translation (Coq $\longrightarrow$ HOL4) of Leroy's PowerPC model
- instruction decoder added

Hoare triples

Each model can be evaluated, e.g. ARM instruction `add r0,r0,r0` is described by theorem:

```
|- (ARM_READ_MEM ((31 >< 2) (ARM_READ_REG 15w state)) state =
    0xE0800000w) ∧ ¬state.undefined ⇒
   (NEXT_ARM_MMU cp state =
     ARM_WRITE_REG 15w (ARM_READ_REG 15w state + 4w)
     (ARM_WRITE_REG 0w
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```

As a total-correctness machine-code Hoare triple:

```
|- SPEC ARM_MODEL
     (aR 0w x * aPC p)
     {(p,0xE0800000w)}
     (aR 0w (x+x) * aPC (p+4w))
```

Informal syntax for this talk:

$\{\,\mathrm{R0}\ x * \mathrm{PC}\ p\,\}$

p : E0800000

$\{\,\mathrm{R0}\ (x{+}x) * \mathrm{PC}\ (p{+}4)\,\}$

Definition of Hoare triple

$$\{p\}\ c\ \{q\} \quad\iff\quad \begin{array}{l} \forall s\ r.\ \ (p * r * \mathsf{code}\ c)\ s \implies \\ \qquad \exists n.\ (q * r * \mathsf{code}\ c)\ (\mathsf{run}\ n\ s) \end{array}$$

Definition of Hoare triple

frame

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frame   code separate

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Program logic can be used directly for verification.

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Program logic can be used directly for verification.
But direct reasoning in this embedded logic is tiresome.

Decompiler

Decompiler automates Hoare triple reasoning.

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Example: Given some ARM machine code,

```
 0: E3A00000      mov r0, #0
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the decompiler automatically extracts a readable function:

$$
\begin{array}{lcl}
f(r_0, r_1, m) & = & \text{let } r_0 = 0 \text{ in } g(r_0, r_1, m) \\
g(r_0, r_1, m) & = & \text{if } r_1 = 0 \text{ then } (r_0, r_1, m) \text{ else} \\
 & & \quad \text{let } r_0 = r_0{+}1 \text{ in} \\
 & & \quad \text{let } r_1 = m(r_1) \text{ in} \\
 & & \quad \quad g(r_0, r_1, m)
\end{array}
$$

Decompilation, correct?

Decompiler automatically proves a certificate theorem:

$$f_{pre}(r_0, r_1, m) \Rightarrow$$
$$\{\, (\mathsf{R0}, \mathsf{R1}, \mathsf{M}) \text{ is } (r_0, r_1, m) * \mathsf{PC}\ p * \mathsf{S}\,\}$$
p : `E3A00000 E3510000 12800001 15911000 1AFFFFFB`
$$\{\, (\mathsf{R0}, \mathsf{R1}, \mathsf{M}) \text{ is } f(r_0, r_1, m) * \mathsf{PC}\ (p + 20) * \mathsf{S}\,\}$$

which informally reads:

for any initially value (r_0, r_1, m) in reg 0, reg 1 and memory,
the code terminates with $f(r_0, r_1, m)$ in reg 0, reg 1 and memory.

Decompilation verification example

To verify code: prove properties of function f,

$$\begin{array}{lcl} \forall x\, l\, a\, m.\;\; list(l,a,m) & \Rightarrow & f(x,a,m) = (length(l), 0, m) \\ \forall x\, l\, a\, m.\;\; list(l,a,m) & \Rightarrow & f_{pre}(x,a,m) \end{array}$$

since properties of f carry over to machine code via the certificate.

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Proof reuse: Given similar x86 and PowerPC code:

```
31C085F67405408B36EBF7
```

```
38A000002C14000040820010 7E80A02E38A500014BFFFFF0
```

which decompiles into f' and f'', respectively. Manual proofs above can be reused if $f = f' = f''$.

Decompilation

How to decompile:

```
e0810000  add   r0, r1, r0
e1a000a0  lsr   r0, r0, #1
e12fff1e  bx    lr
```

Decompilation

How to decompile:

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e1a000a0

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```

Decompilation

{ R0 i * R1 j * PC p }
 p+0 : `e0810000`
{ R0 (i+j) * R1 j * PC (p+4) }

{ R0 i * PC (p+4) }
 p+4 : `e1a000a0`
{ R0 (i >> 1) * PC (p+8) }

{ LR lr * PC (p+8) }
 p+8 : `e12fff1e`
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{ R0 i * R1 j * LR lr * PC p }
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2. compose Hoare triples

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3

avg (i,j) = (i+j)>>1

How to decompile:

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1. derive Hoare triple theorems using Cambridge ARM model
2. compose Hoare triples
3. extract function

(Loops result in recursive functions.)

Decompiler implementation

Implementation:

- ML program which fully-automatically performs forward proof,
- no heuristics and no dangling proof obligations,
- loops are handled by a special loop rule which introduces tail-recursive functions:

$$tailrec(x) = \text{if } G(x) \text{ then } tailrec(F(x)) \text{ else } D(x)$$

with termination and side-conditions H collected as:

$$pre(x) = (\text{if } G(x) \text{ then } pre(F(x)) \text{ else true}) \wedge H(x)$$

Details in Myreen et al. [FMCAD'08].

Comparison of approaches

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pro

-

veri

- de(!)

> decompilation into logic
>
> =
>
> symbolic simulation + support for loops (tail-rec.),
>
> done over a program logic (not machine model)

decompilation into logic

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Proof-producing compilation

Synthesis often more practical. Given function f,

$$f(r_1) \;=\; \text{if } r_1 < 10 \text{ then } r_1 \text{ else let } r_1 = r_1 - 10 \text{ in } f(r_1)$$

our *compiler* generates ARM machine code:

```
E351000A      L:  cmp r1,#10
2241100A          subcs r1,r1,#10
2AFFFFFC          bcs L
```

and automatically proves a certificate HOL theorem:

$$\begin{array}{l} \vdash \;\{\,\mathsf{R1}\ r_1 * \mathsf{PC}\ p * \mathsf{s}\,\} \\ \quad\; p : \mathtt{E351000A\ 2241100A\ 2AFFFFFC} \\ \quad\; \{\,\mathsf{R1}\ f(r_1) * \mathsf{PC}\ (p{+}12) * \mathsf{s}\,\} \end{array}$$

Compilation, example cont.

One can prove properties of f since it lives inside HOL:

$$\vdash \; \forall x.\ f(x) = x \bmod 10$$

Properties proved of f translate to properties of the machine code:

$$\vdash \; \{\mathrm{R1}\ r_1 * \mathrm{PC}\ p * \mathrm{s}\}$$
$$p : \texttt{E351000A 2241100A 2AFFFFFC}$$
$$\{\mathrm{R1}\ (r_1 \bmod 10) * \mathrm{PC}\ (p{+}12) * \mathrm{s}\}$$

Additional feature: the compiler can use the above theorem to extend its input language with: let $r_1 = r_1$ mod 10 in _

Implementation

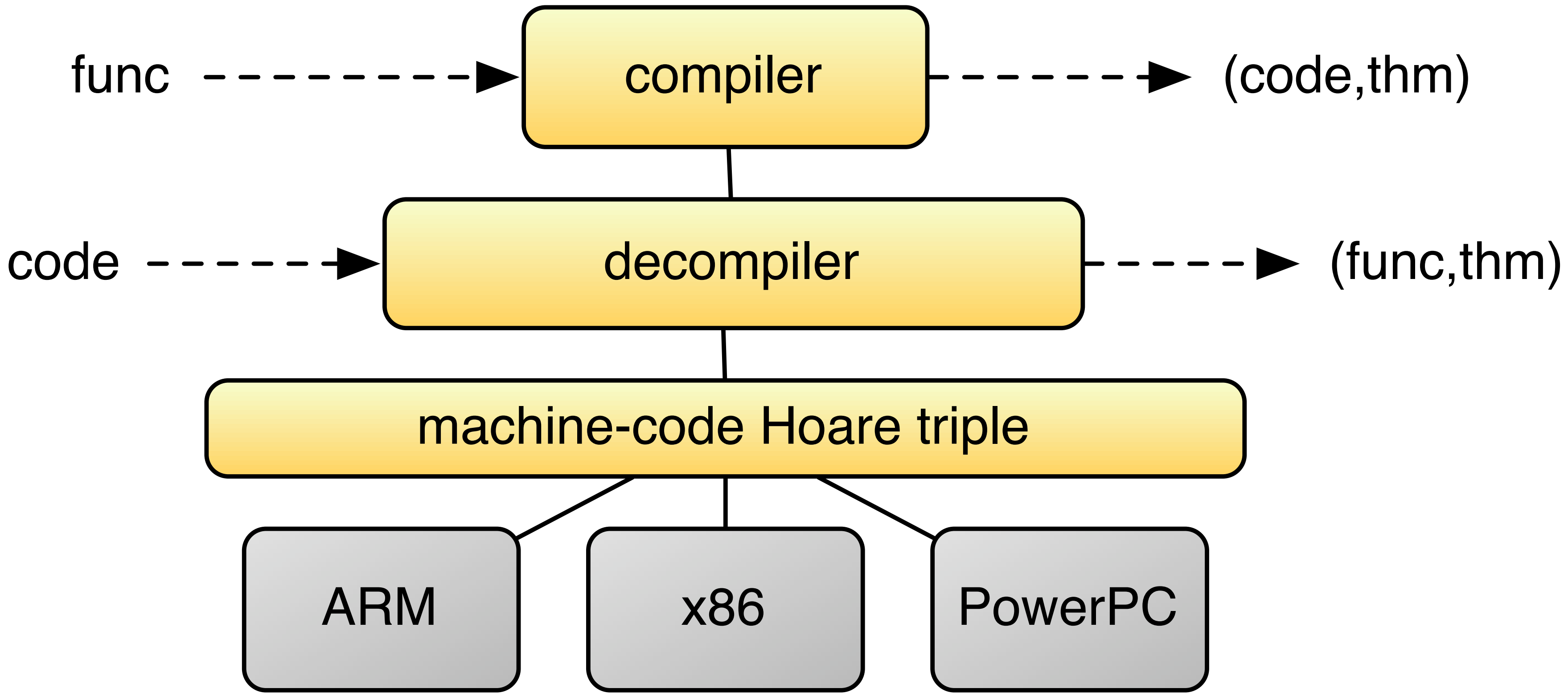
To compile function f:

1. generate, without proof, code from input f;
2. decompile, with proof, a function f' from generated code;
3. prove $f = f'$.

Features:

- code generation completely separate from proof
- supports many light-weight optimisations without any additional proof burden: instruction reordering, conditional execution, dead-code elimination, duplicate-tail elimination, ...
- allows for significant user-defined extensions

Infrastructure (again)



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Part 1:

- automation: code to spec
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Part 2: verification of existing code

- verification of gcc output for microkernel (7,000 lines of C)

Part 3:

- verified
  that can run Jared Davis'

L4.verified

seL4 = a formally verified general-purpose microkernel

(Work by Gerwin Klein's team at NICTA, Australia)

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200,000 lines of Isabelle/HOL proofs

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Assumptions

L4.verified project assumes correctness of:

- C compiler (gcc)
- inline assembly
- hardware
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- boot code
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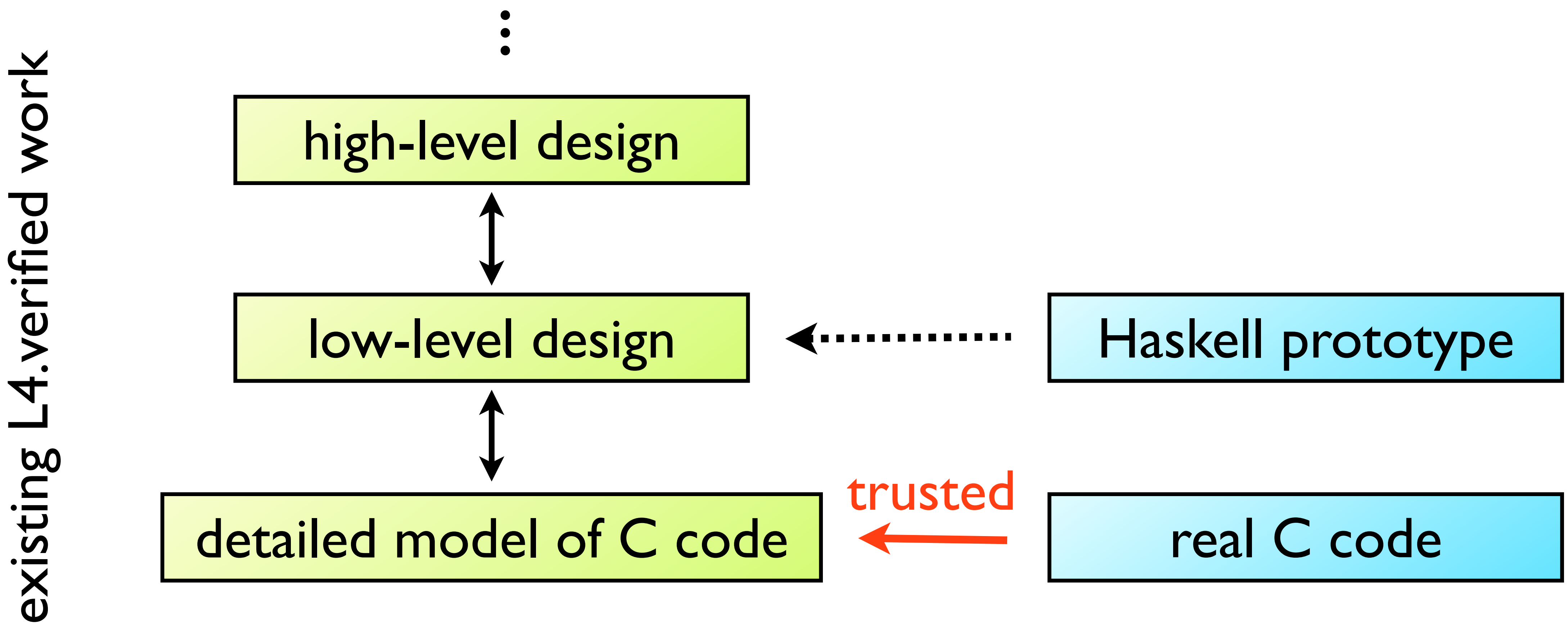
The aim of this work is to remove the first assumption.

Aim: extend downwards



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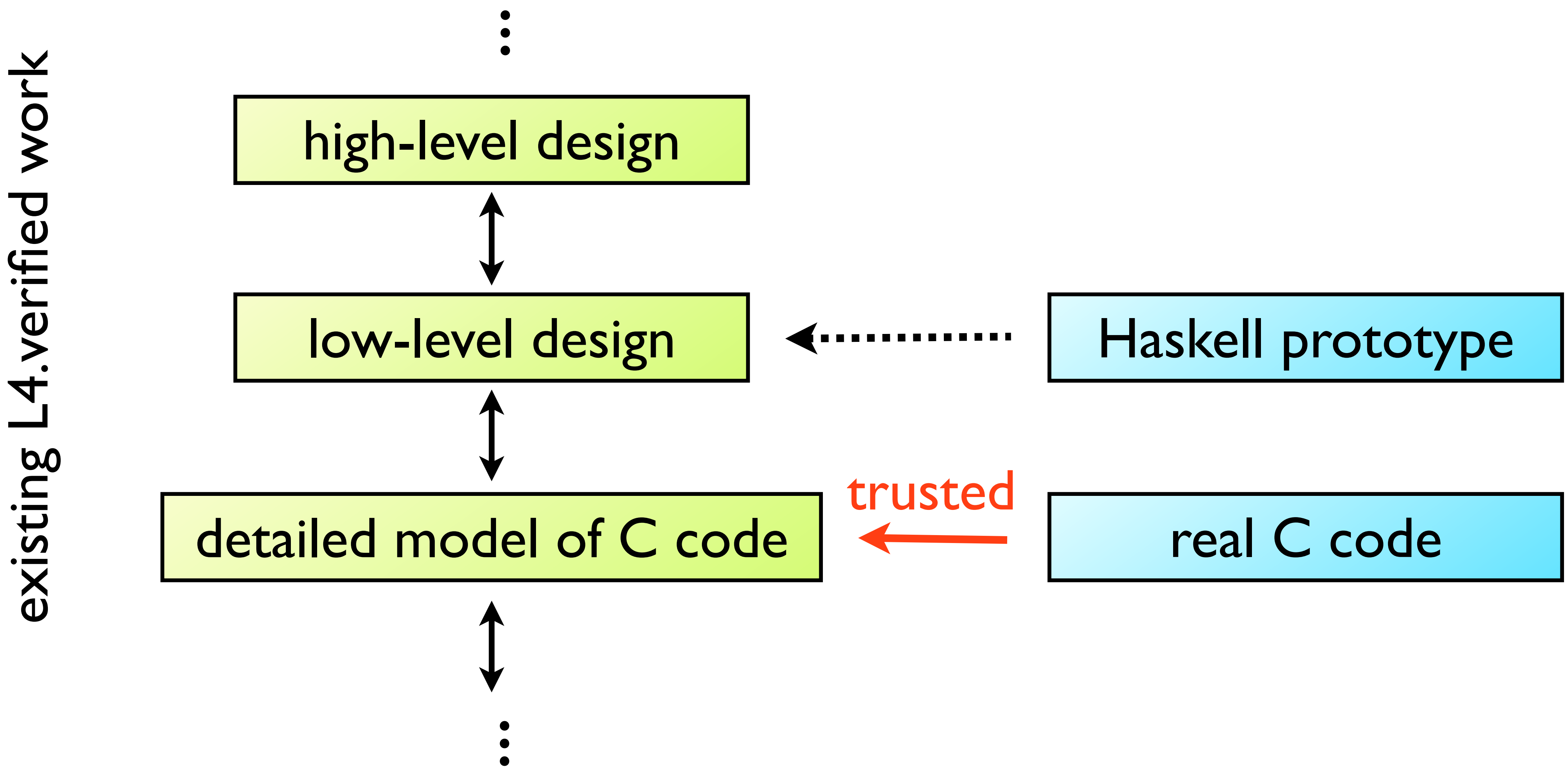

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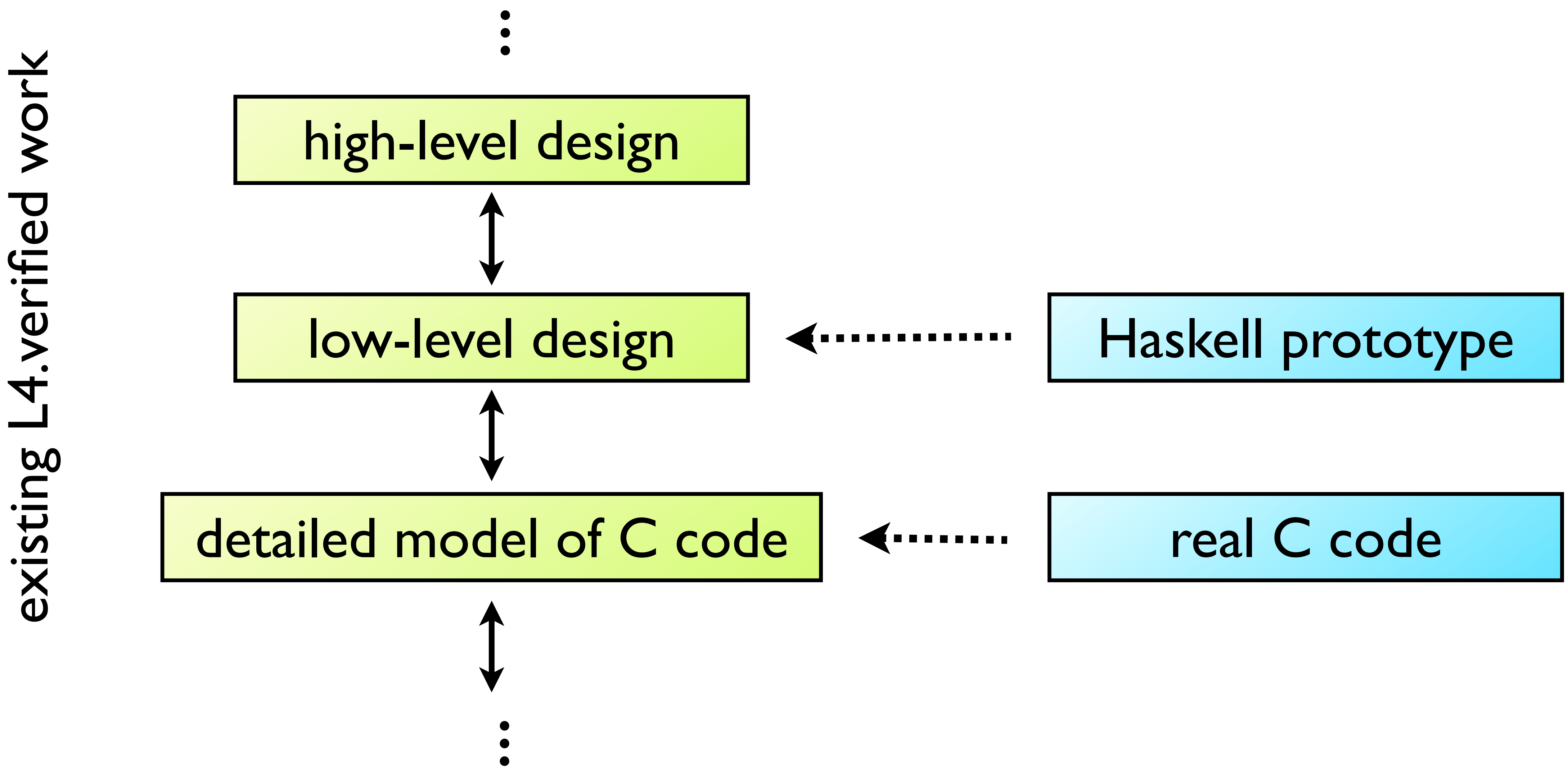

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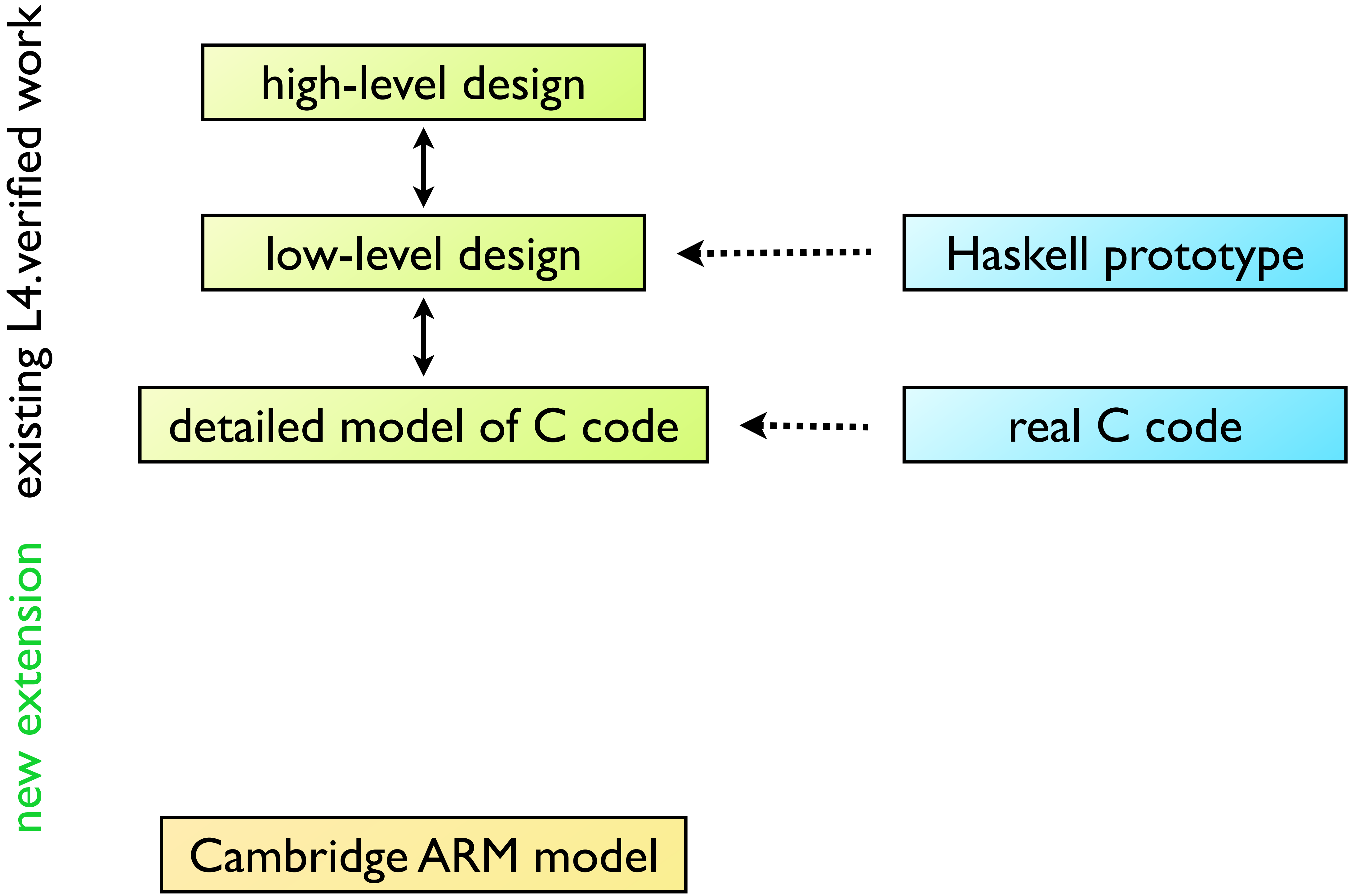
Using Cambridge ARM model



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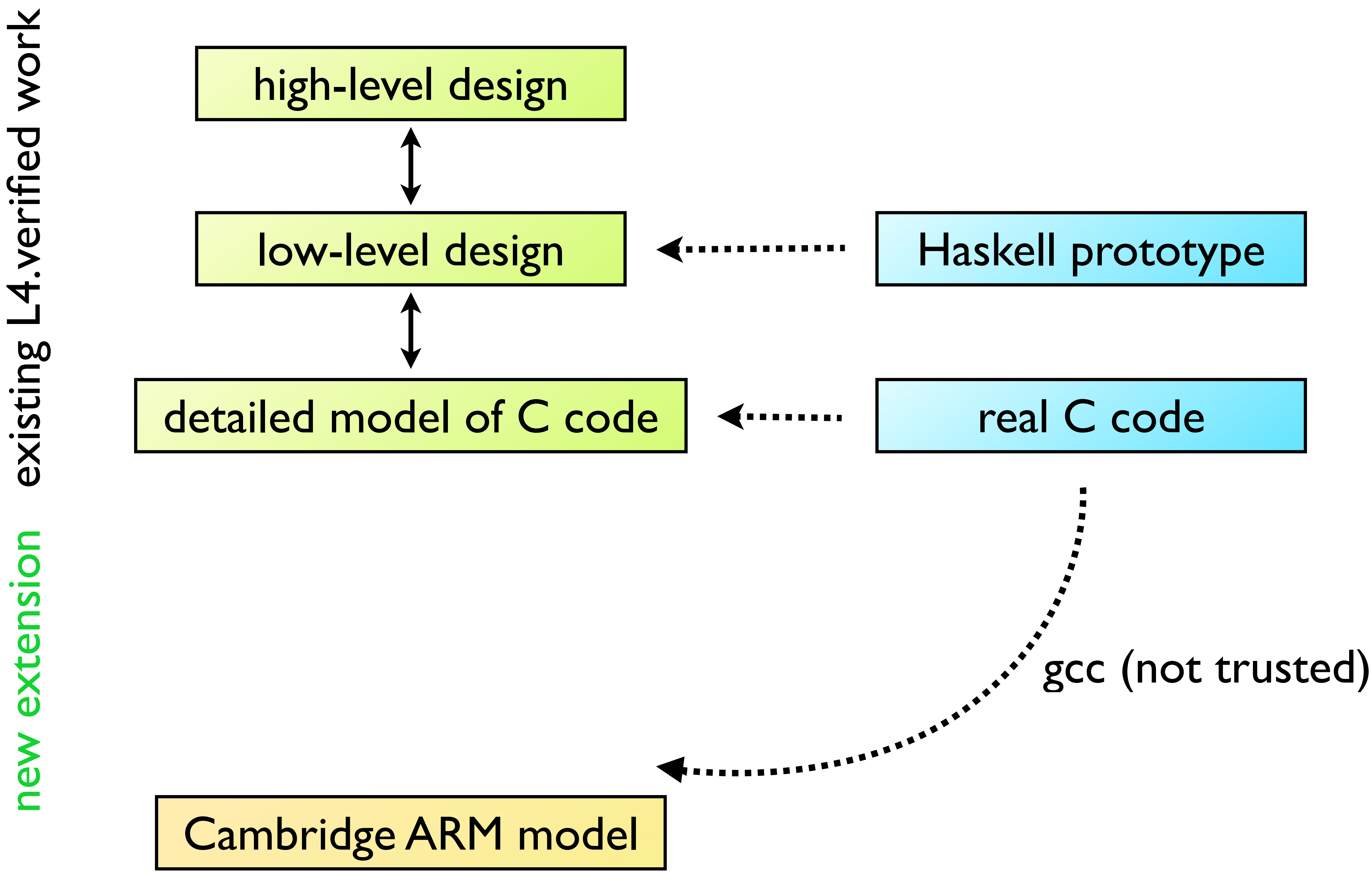

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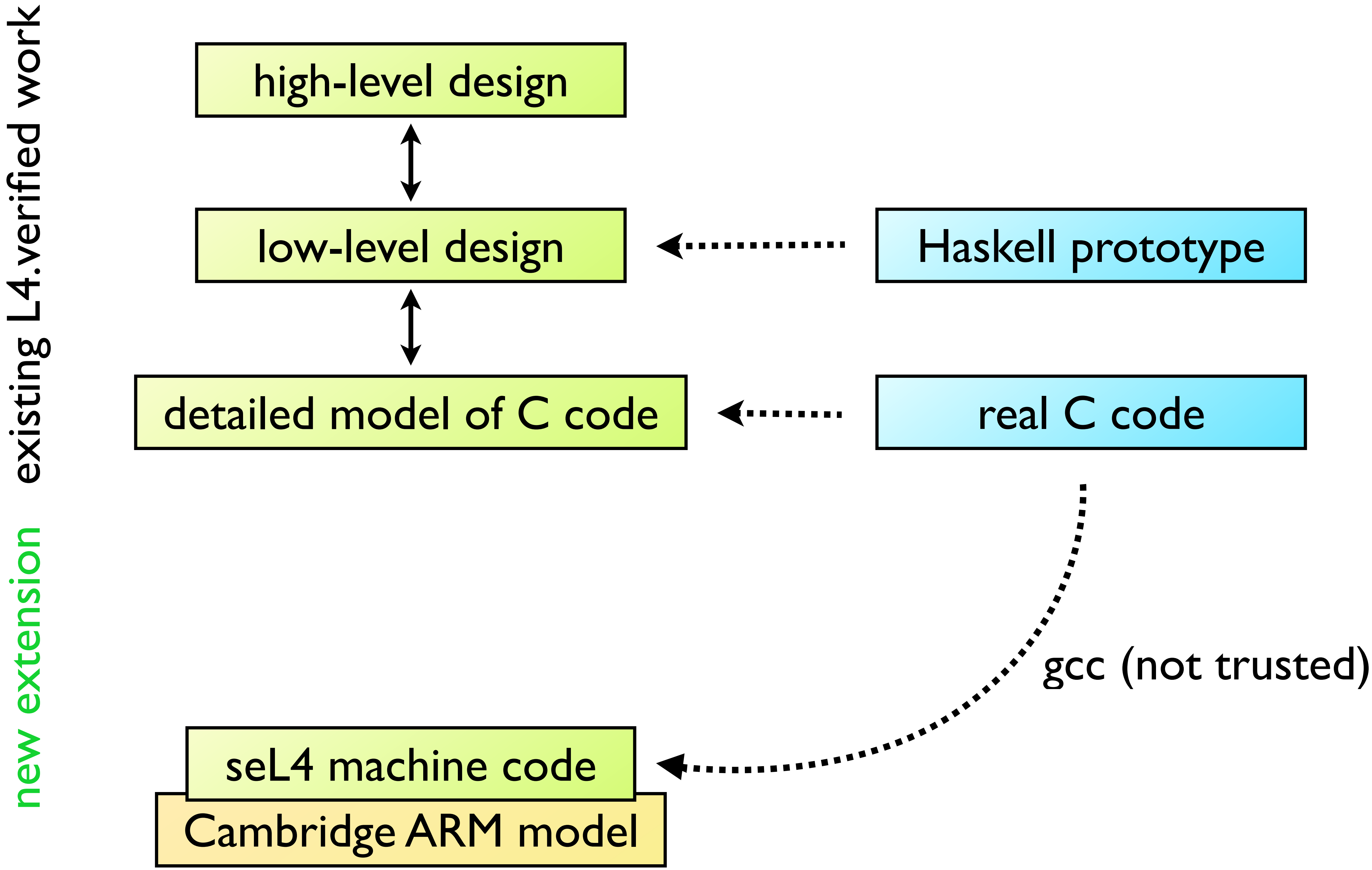

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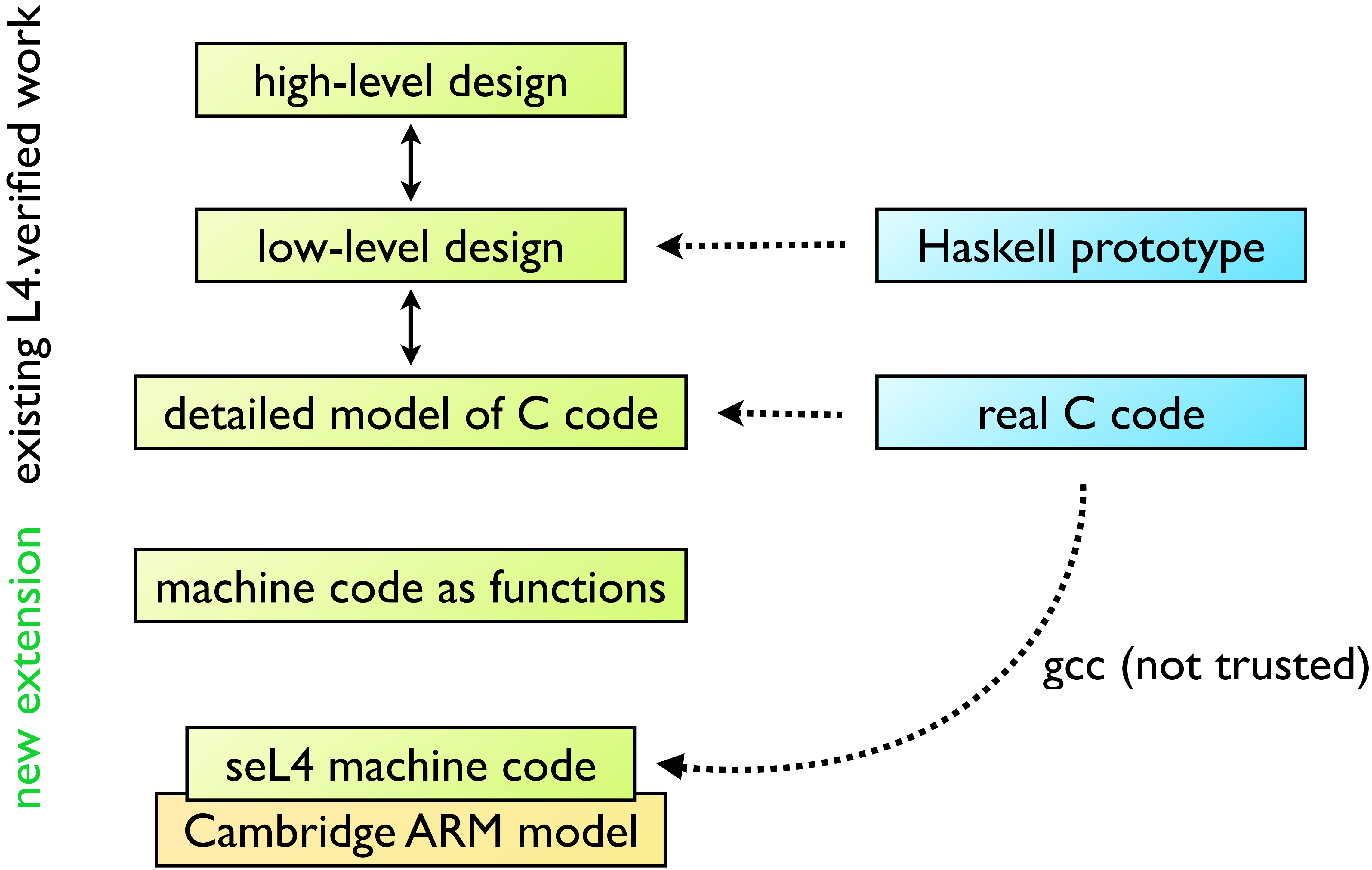

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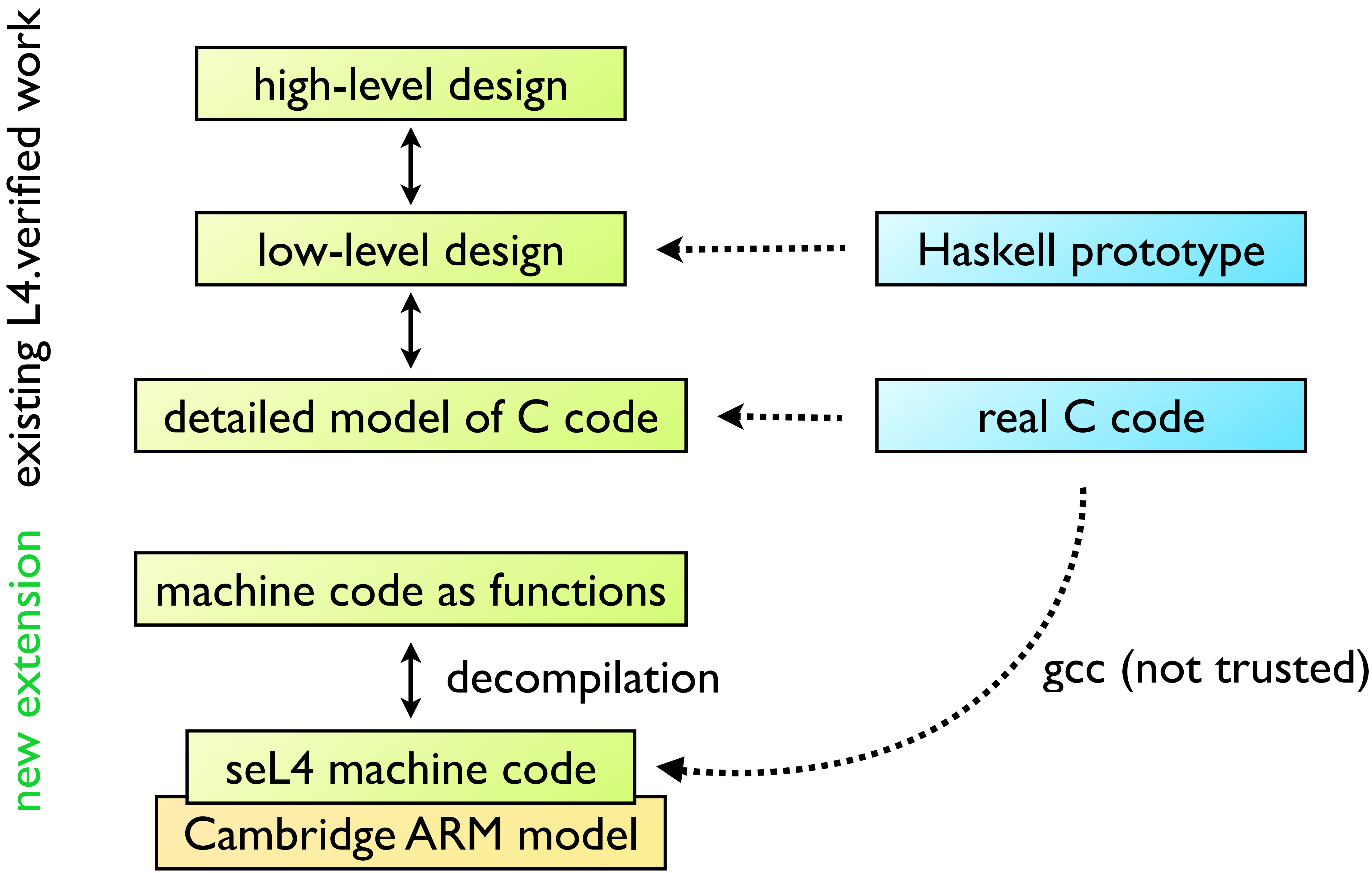

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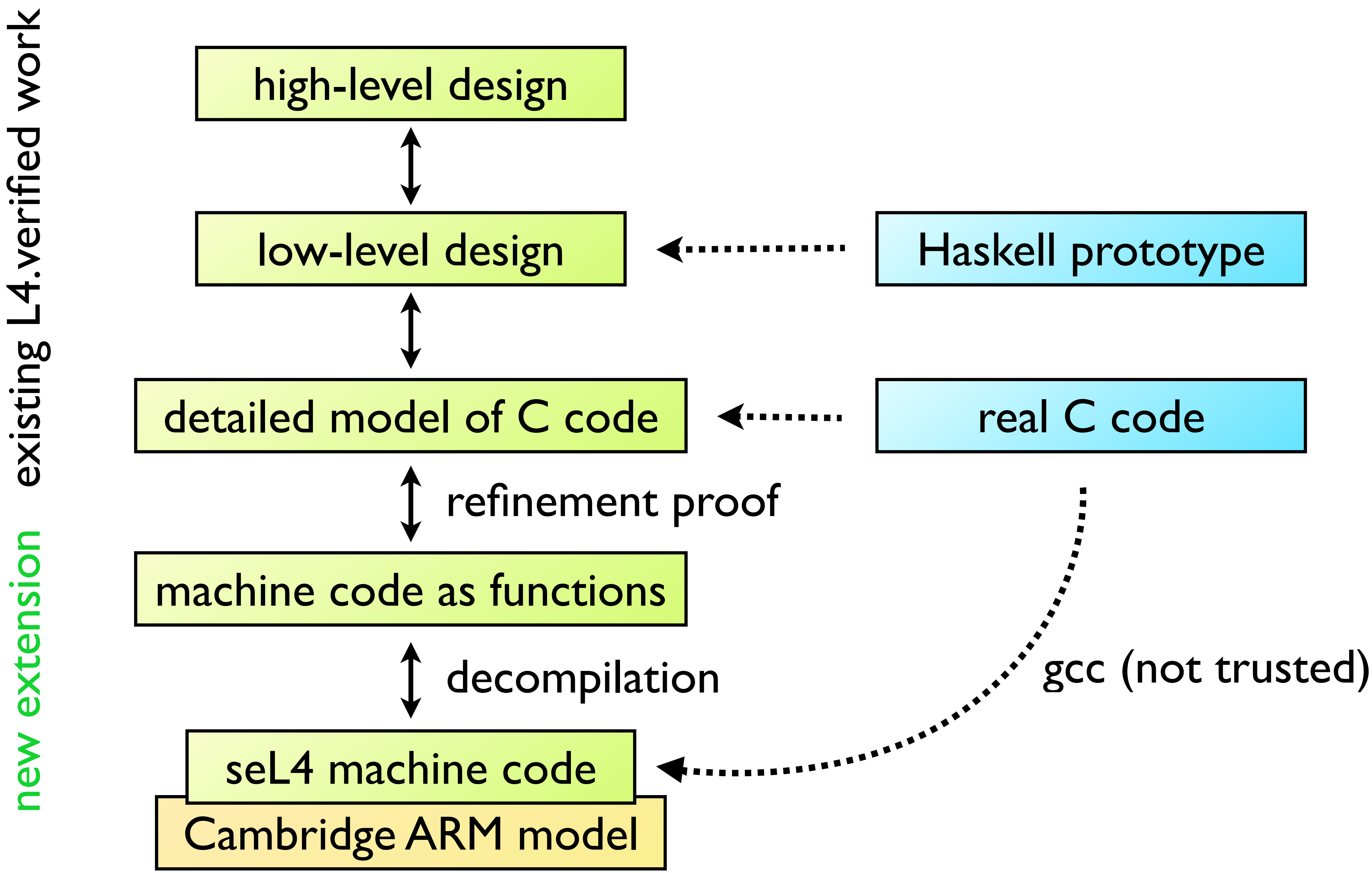
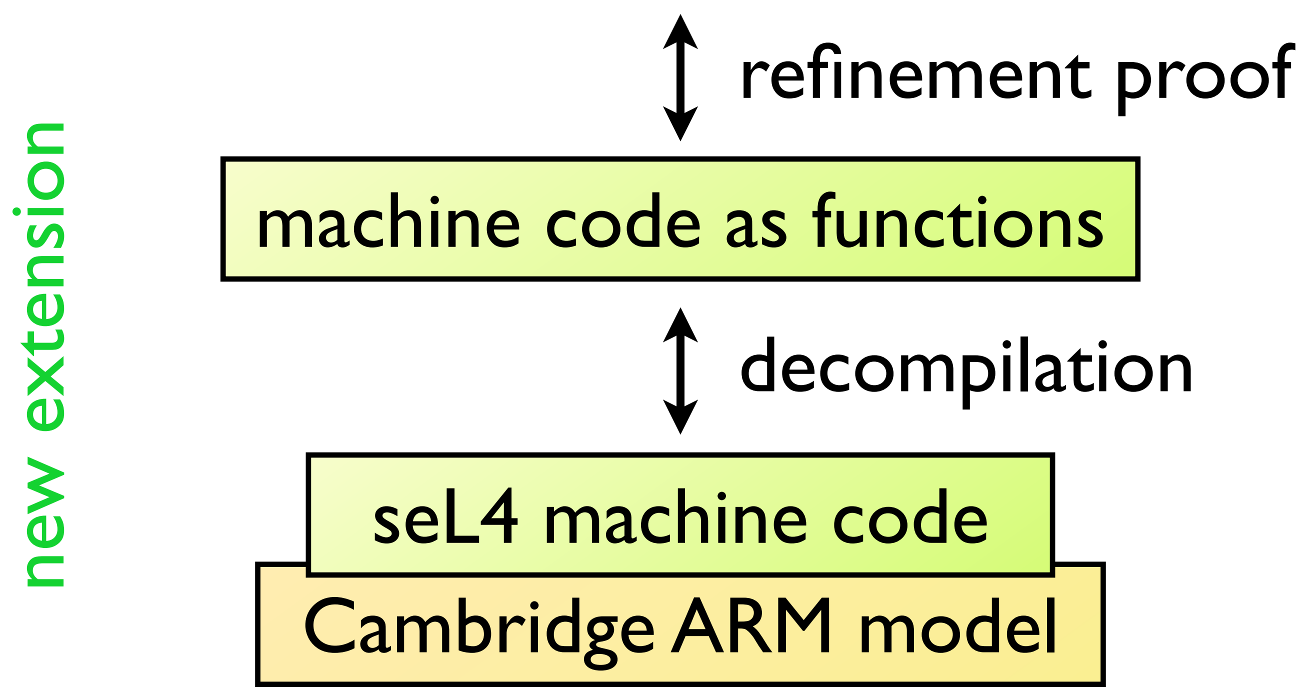
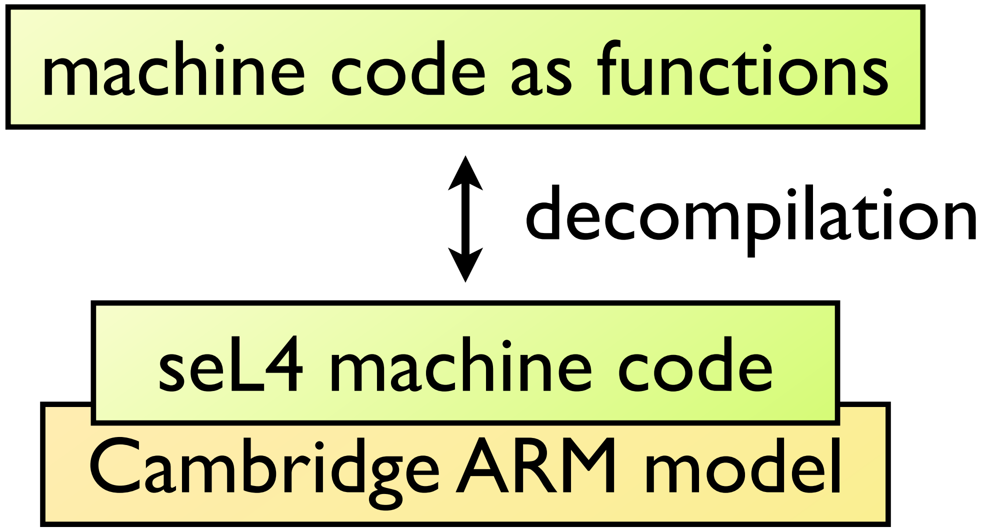


Approach



- decompilation by me
- refinement proof by Thomas Sewell (NICTA)

Stage 1: decompilation



Decompilation

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gcc

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decompilation via ARM model

Resulting function:

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Decompiling seL4: Challenges

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- must be compatible with L4.verified proof
  - ➡ stack requires special treatment

Stack visible in m. code

C code:

```
uint avg8 (uint x0, x1, x2, x3, x4, x5, x6, x7) {
  return (x0+x1+x2+x3+x4+x5+x6+x7) / 8;
}
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gcc

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Some arguments are passed on the stack, and cause memory ops in machine code

gcc

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```
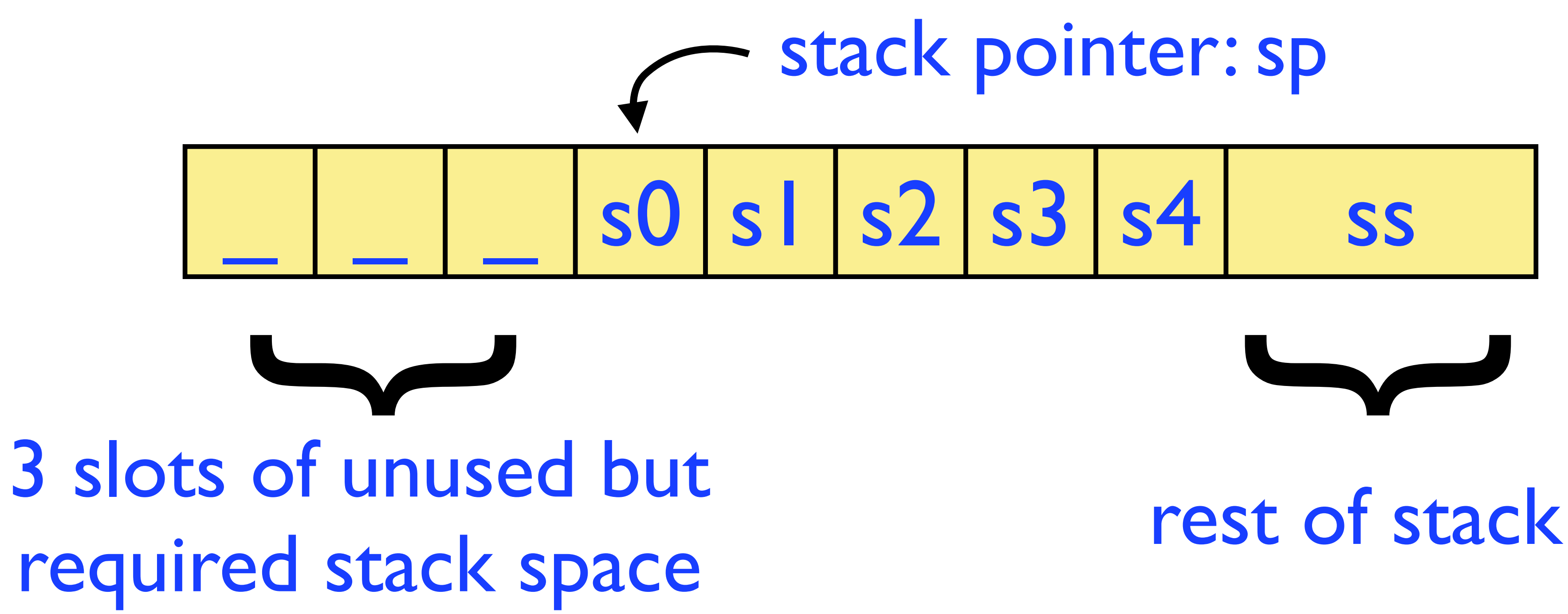

... that are not present in C semantics.

Solution

Use separation-logic inspired approach



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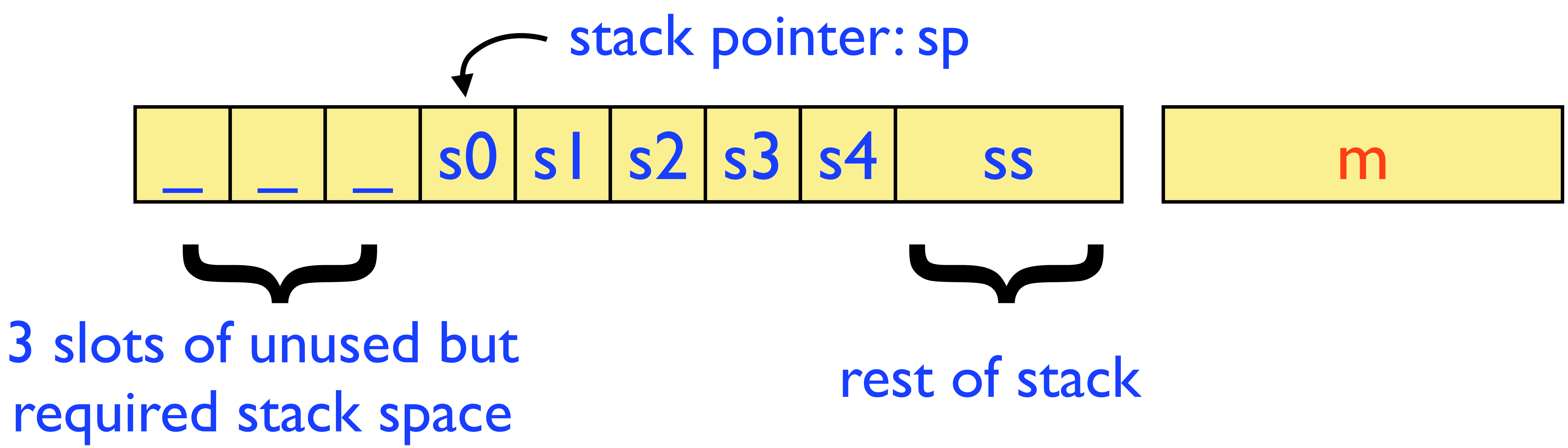

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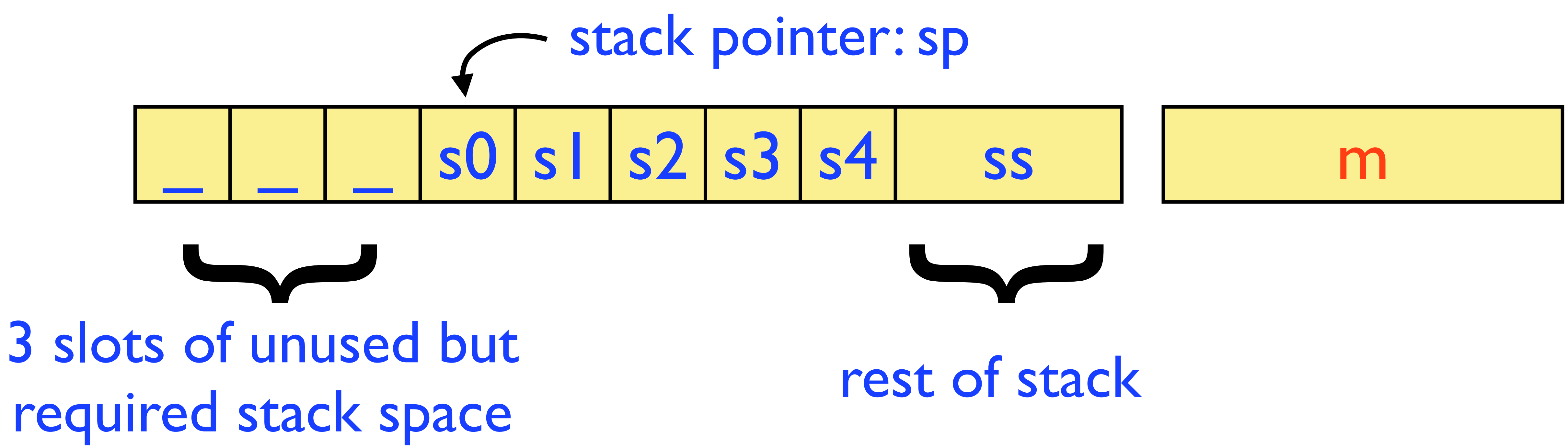

stack sp 3 (s0::s1::s2::s3::s4::ss)

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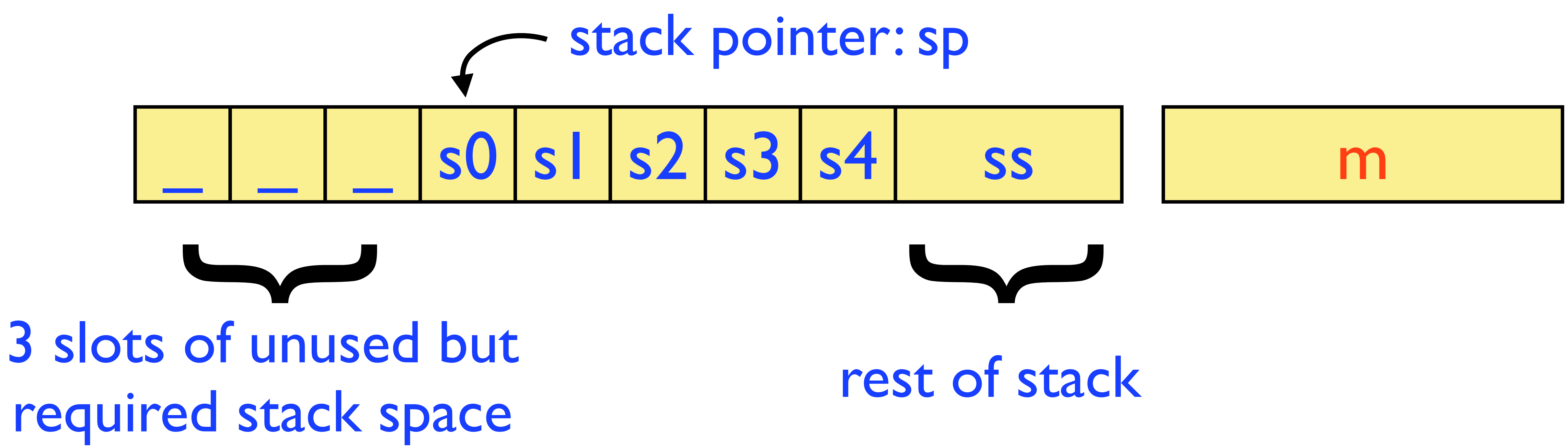

stack sp 3 (s0::s1::s2::s3::s4::ss) * memory m

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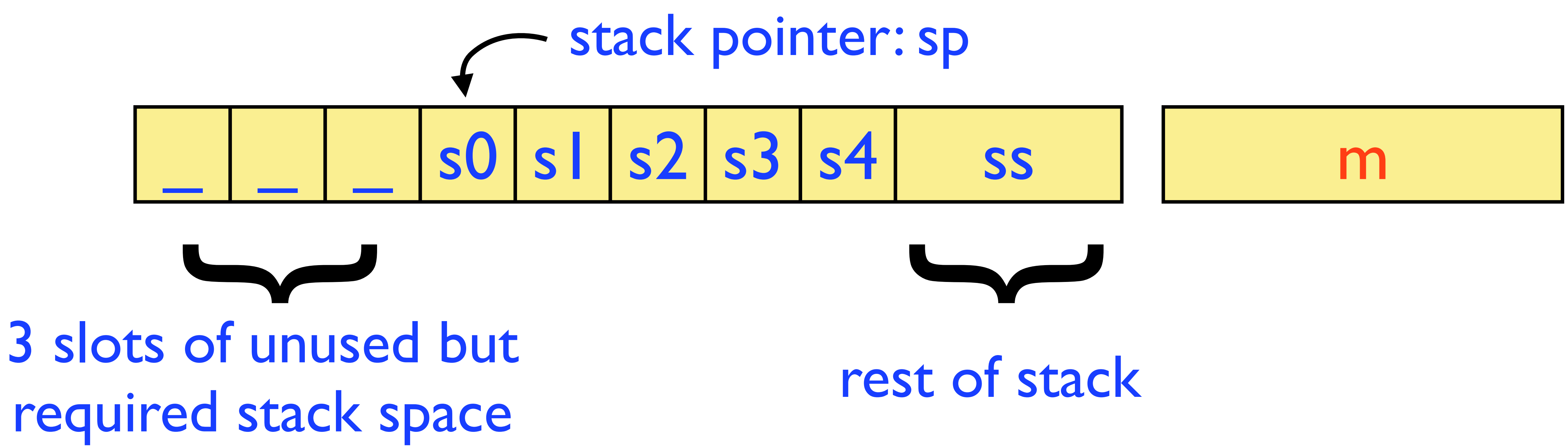

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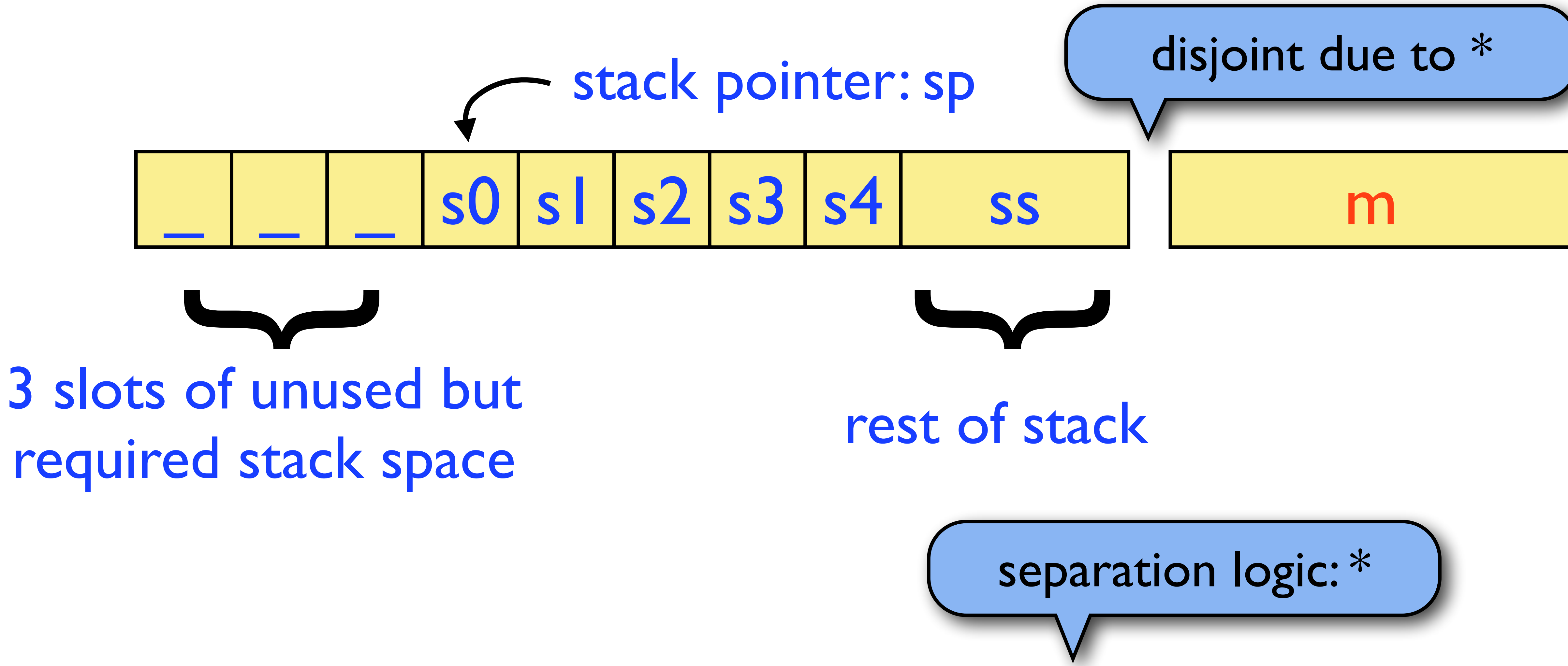

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```

Method:

1. static analysis to find stack operations,
2. derive stack-specific Hoare triples,
3. then run decompiler as before.

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Stack load/stores become straightforward assignments.

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  let (r2,r3) = (s1,s2) in
  let r0 = r0 + r2 in
  let r0 = r0 + r3 in
  let r3 = s3 in
  let r0 = r0 + r3 in
  let r0 = r0 >> 3 in
    r0
```

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Stack load/stores become straightforward assignments.

<u>Additional benefit:</u>

automatically proved certificate theorem states explicitly stack shape/usage:

{ stack sp n (s0::s1::s2::s3::s) * ... * PC p }
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promises to leave stack unchanged

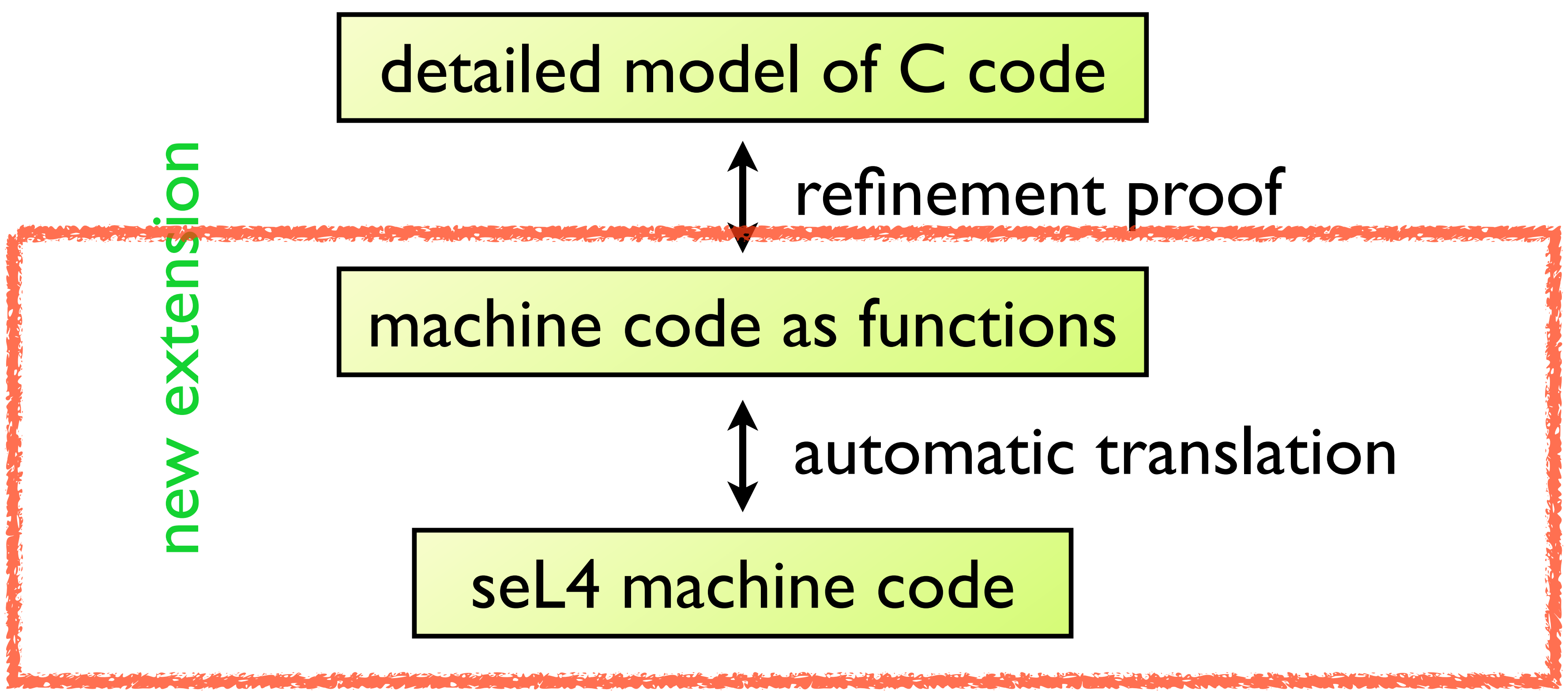
bx lr

r0

Other C-specifics

- struct as return value
  - case of passing pointer of stack location
  - stack assertion strong enough
- switch statements
  - position dependent
  - must decompile elf-files, not object files
- infinite loops in C
  - make gcc go weird
  - must be pruned from control-flow graph

Moving on to stage 2



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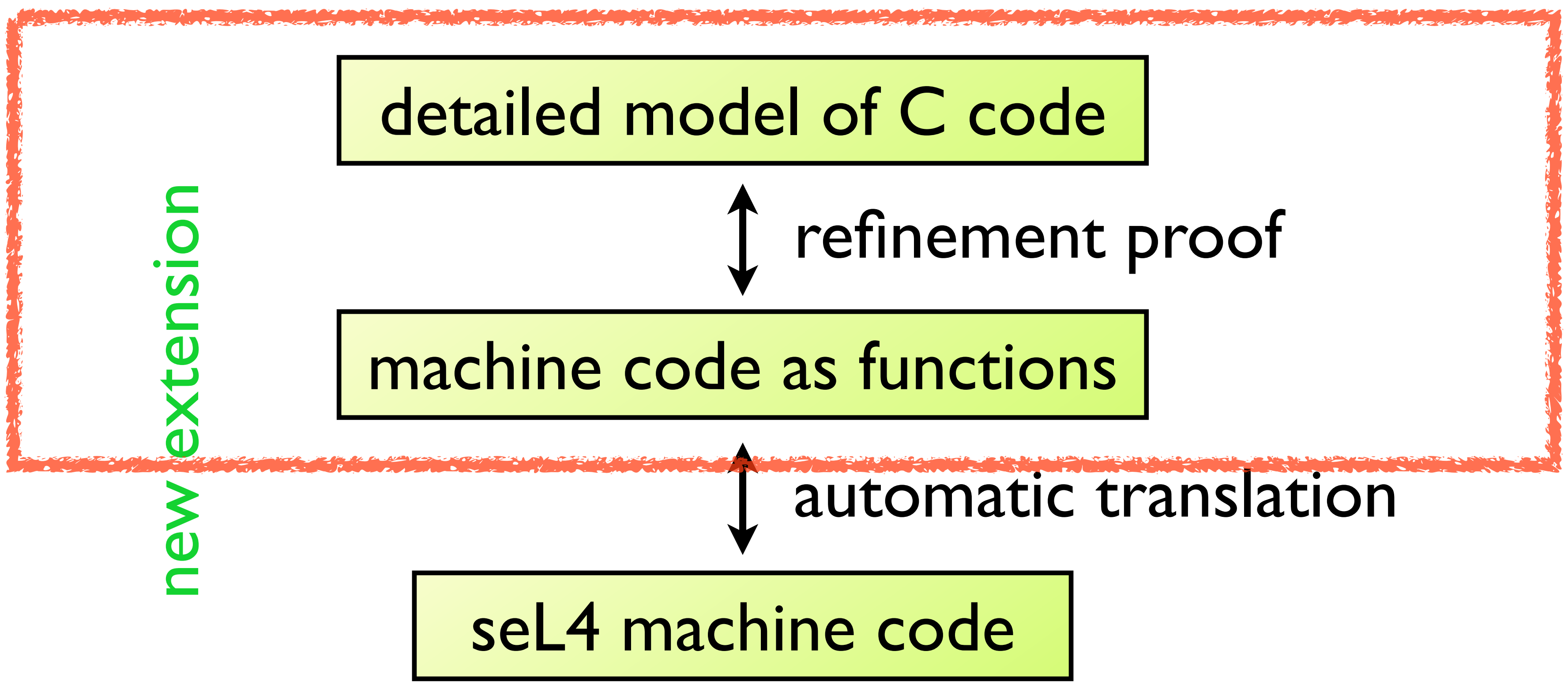
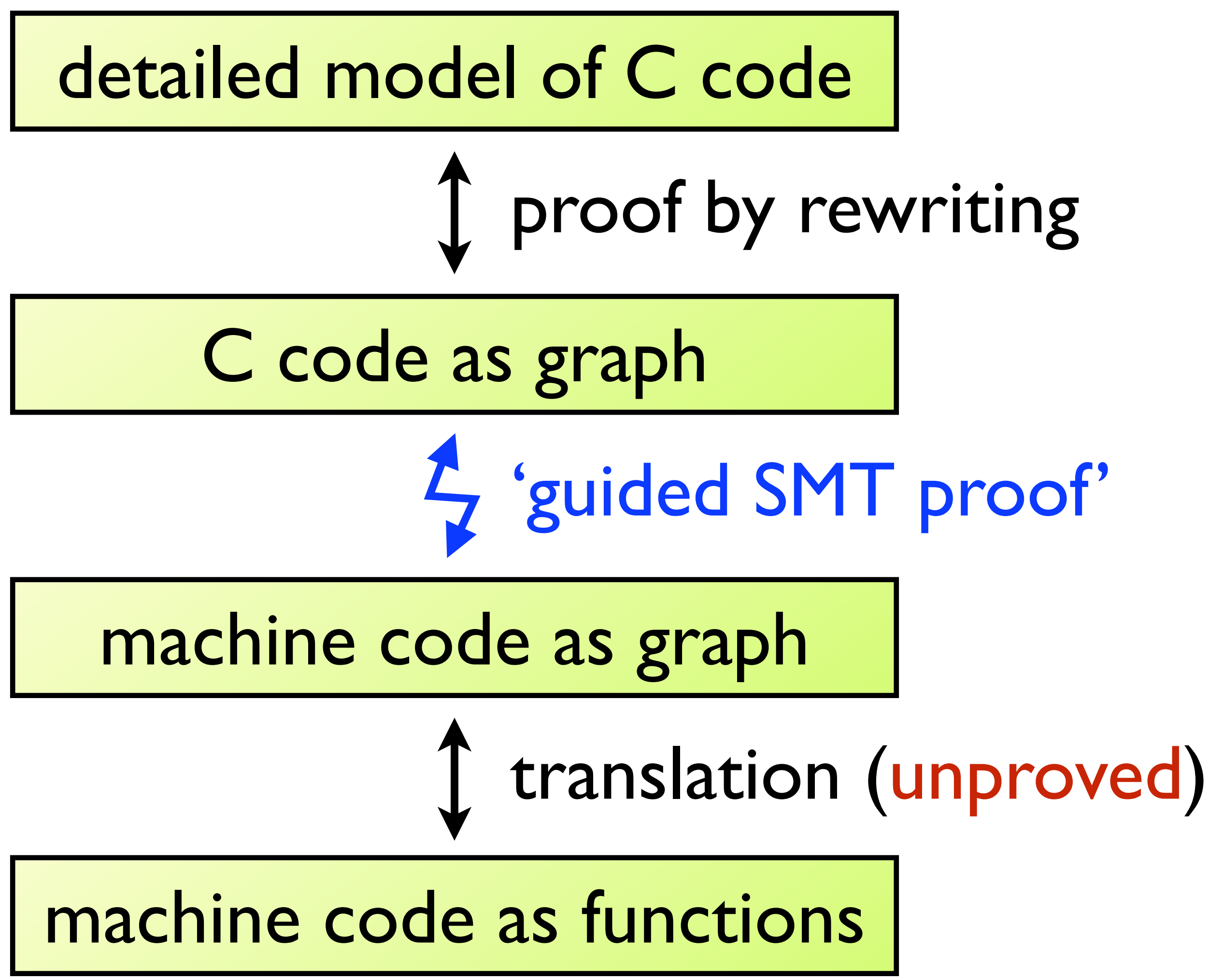
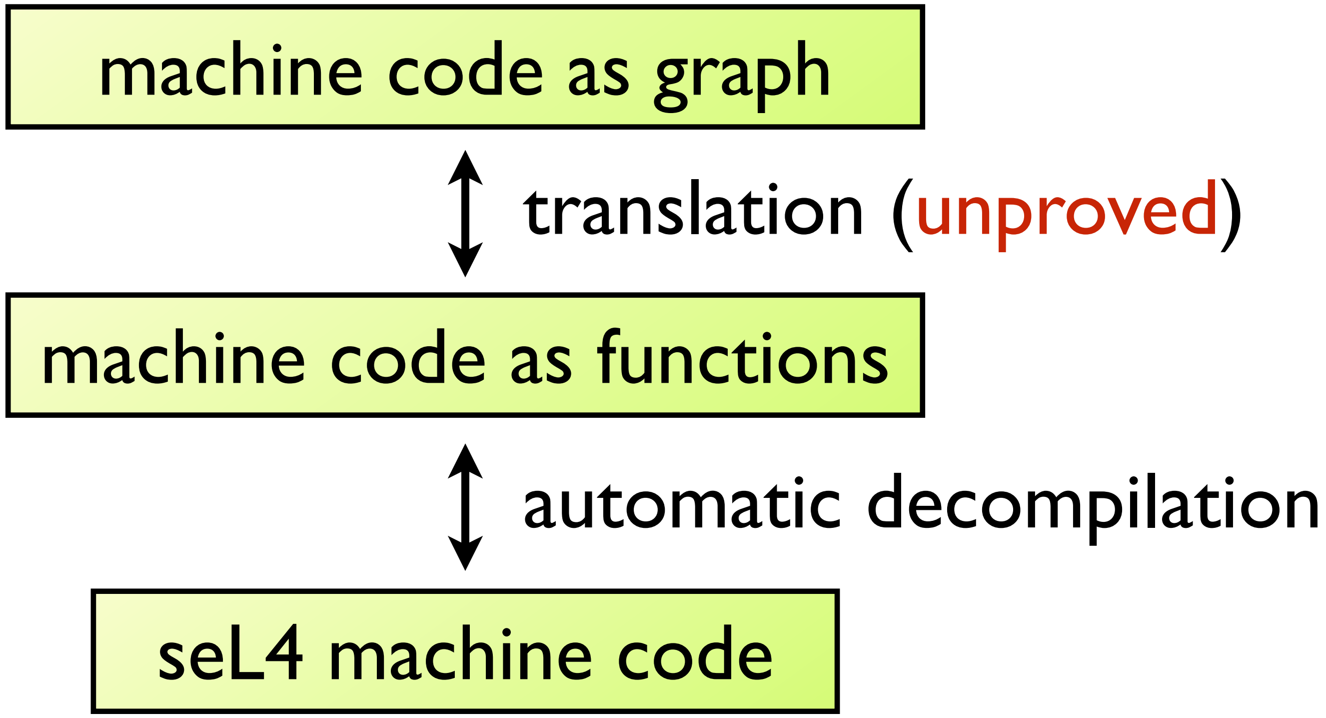


Refinement proof

(Work by Thomas Sewell, NICTA)



Graph language



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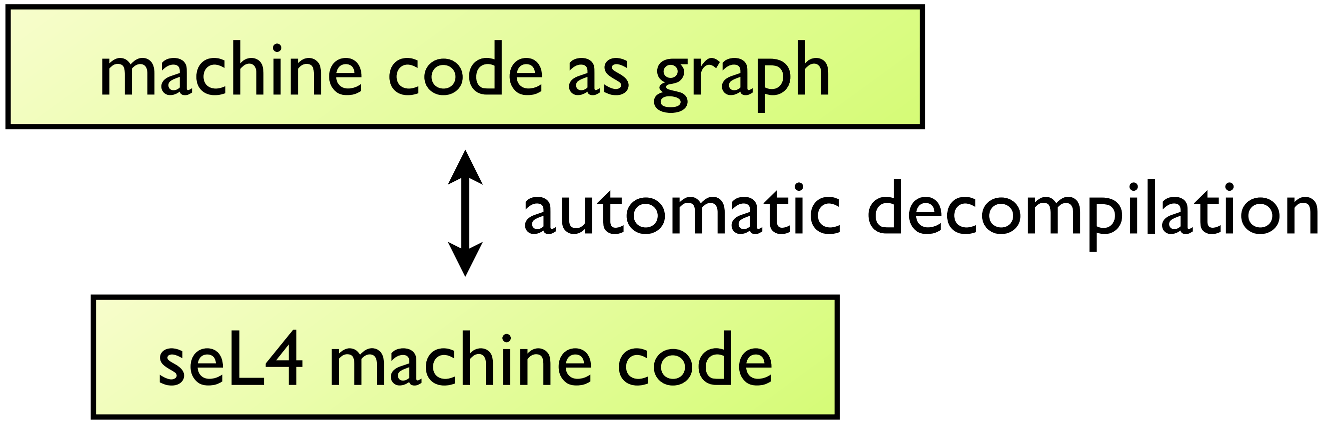

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Node types:

- state update
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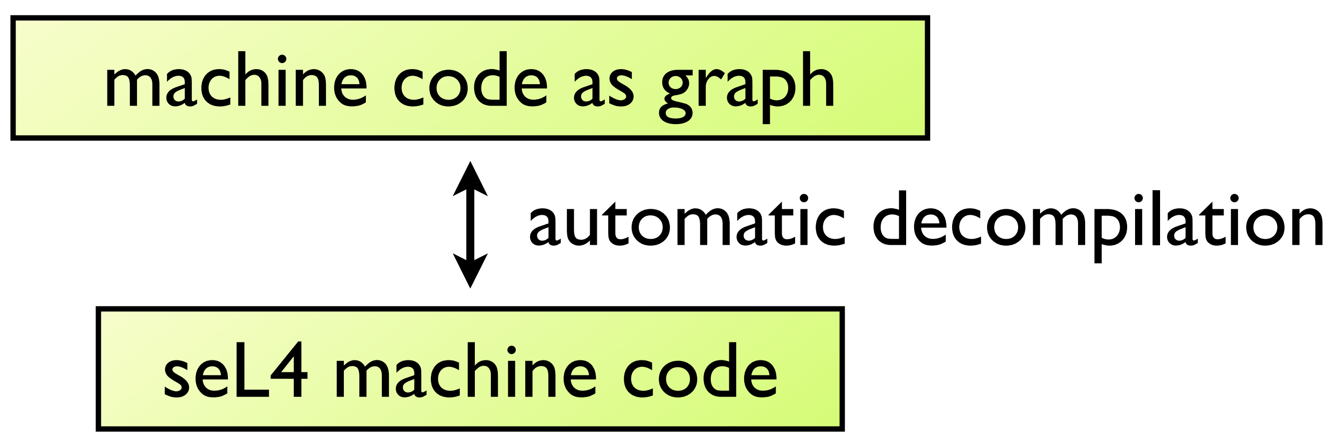

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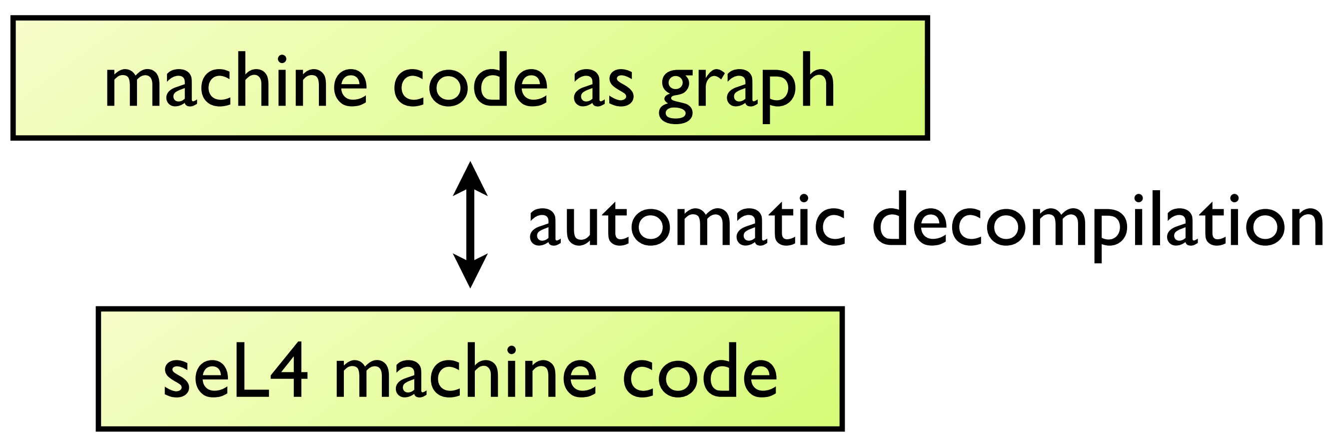

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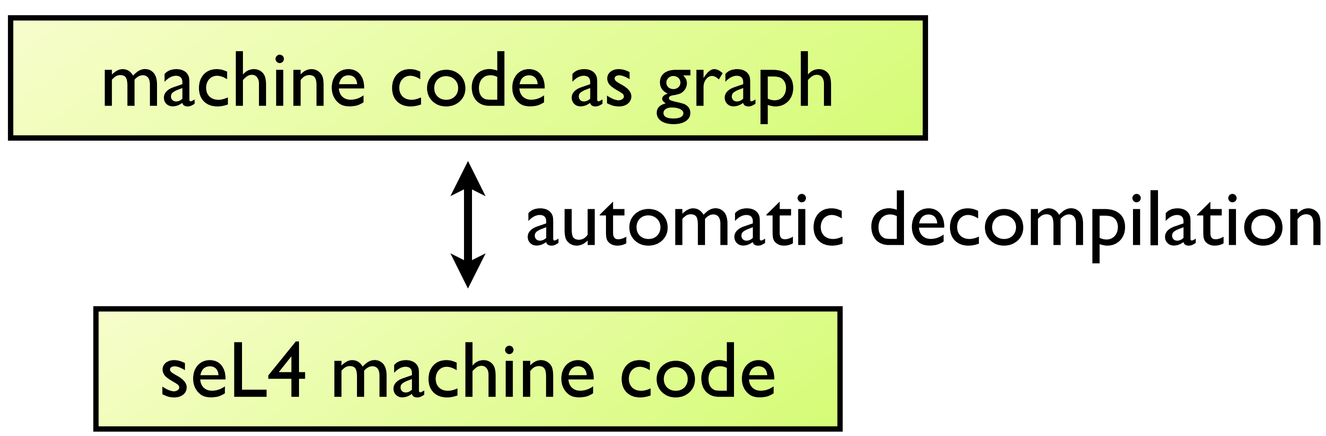

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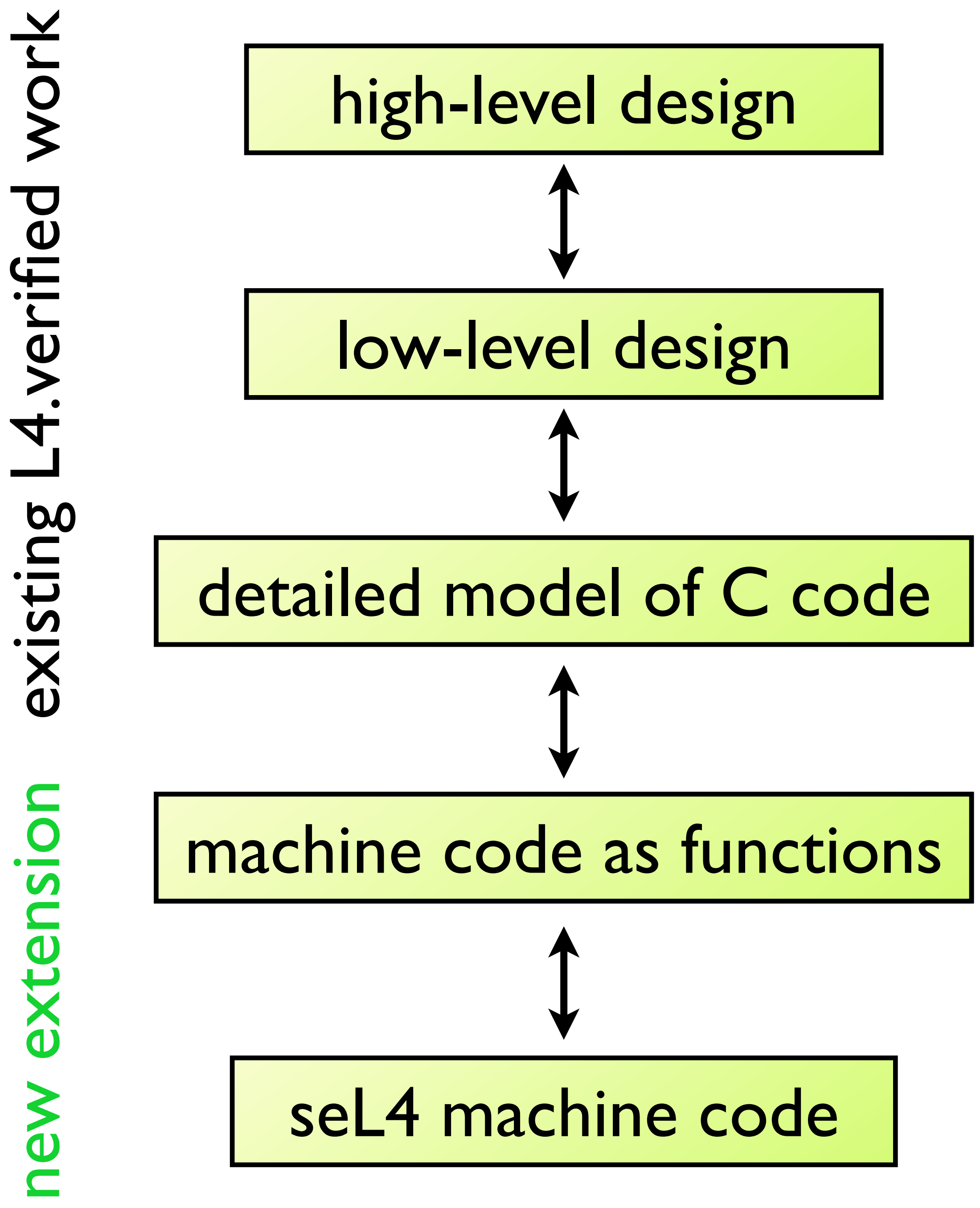
machine code as graph

automatic decompilation

seL4 machine code

Potential to suit other applications better, e.g. safety analysis.

Connecting provers



In general, hard.
Easy in this case.

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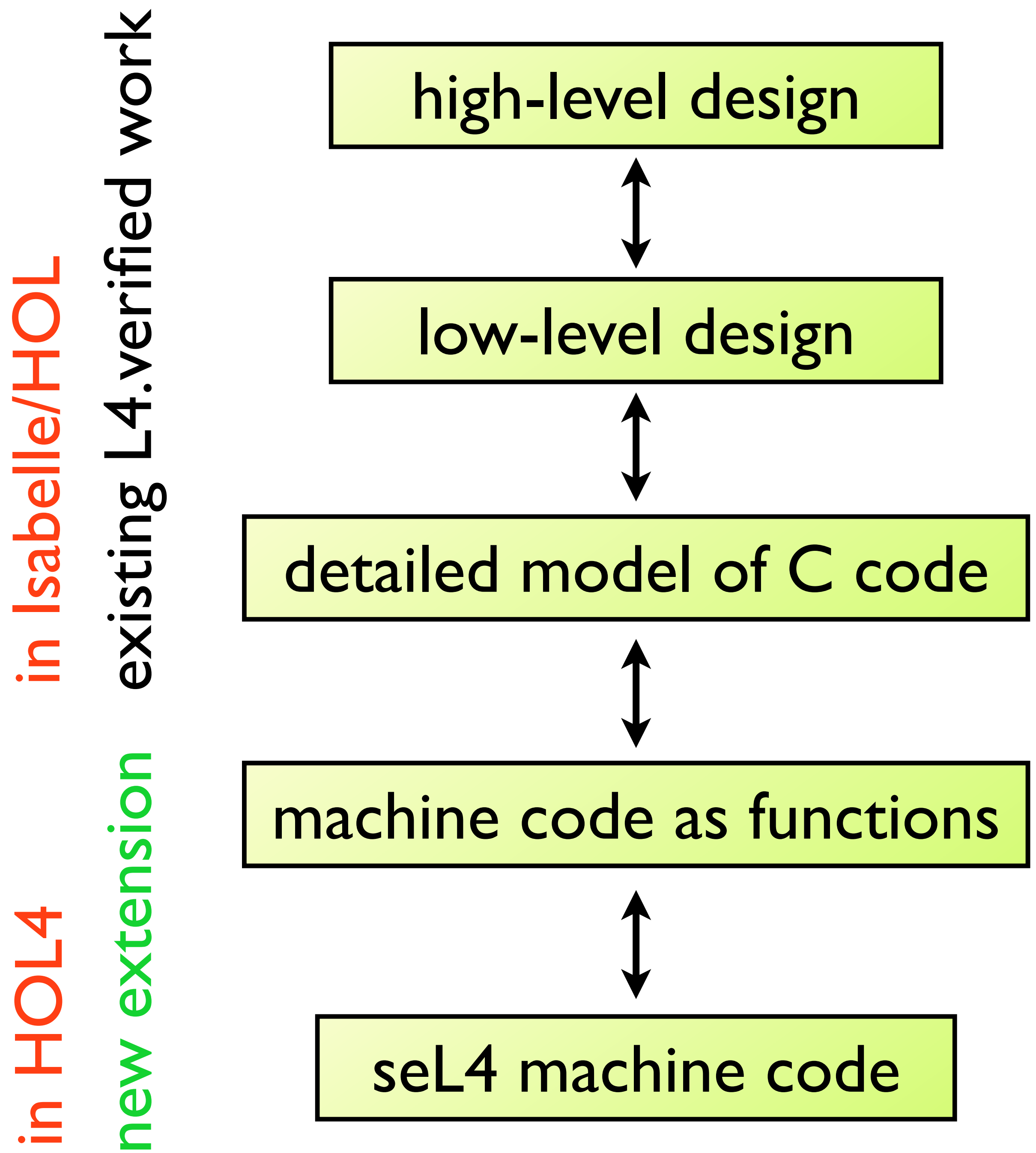

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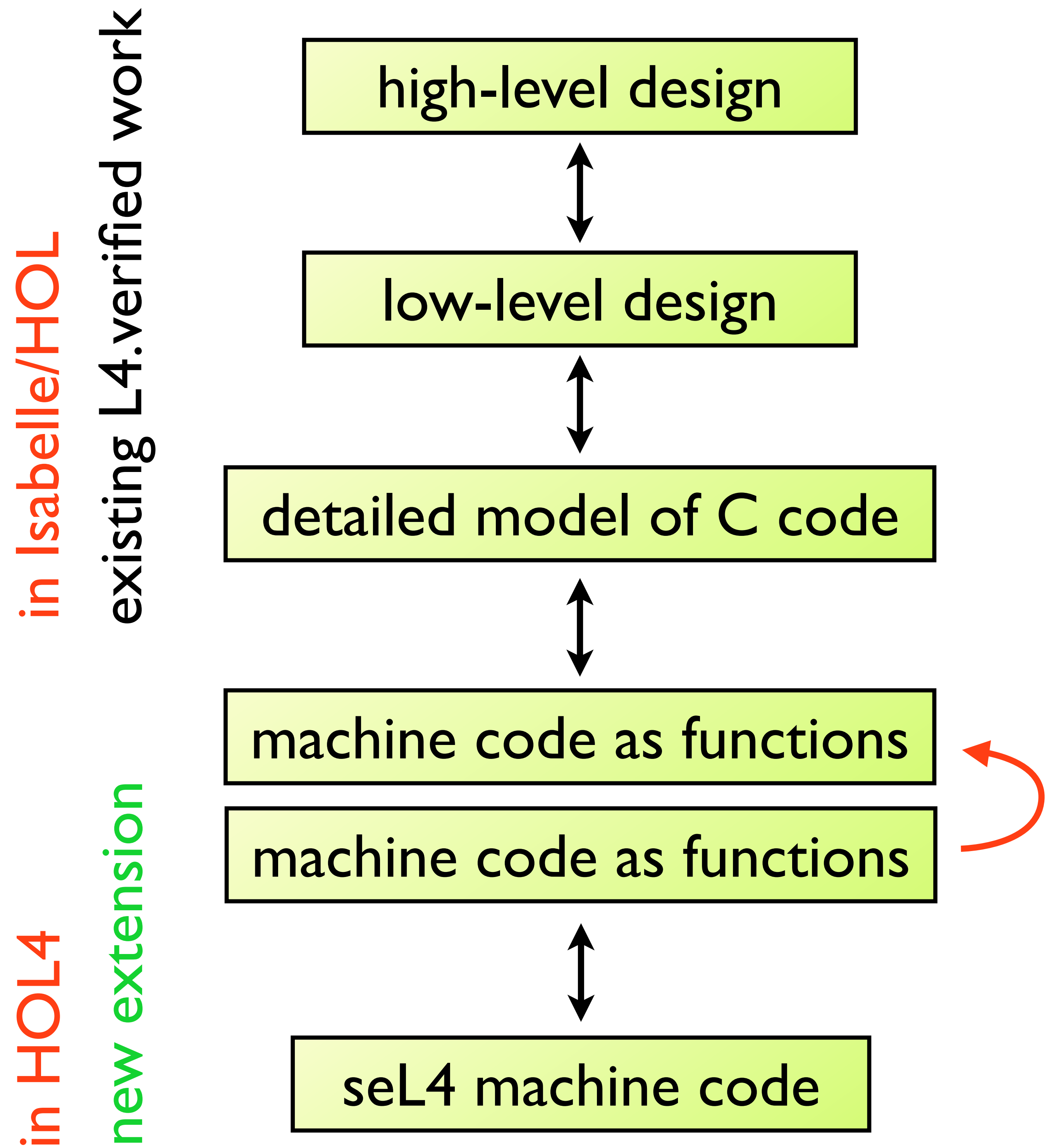

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automatic translation of definitions from HOL4 to Isabelle/HOL

Looking back

Success: gcc output for -O1 and -O2 on seL4 decompiles.

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Should decompilation be over program logic or machine model?

This talk

Part 1:

- automation: code to spec
- automation: spec to code

Part 2:

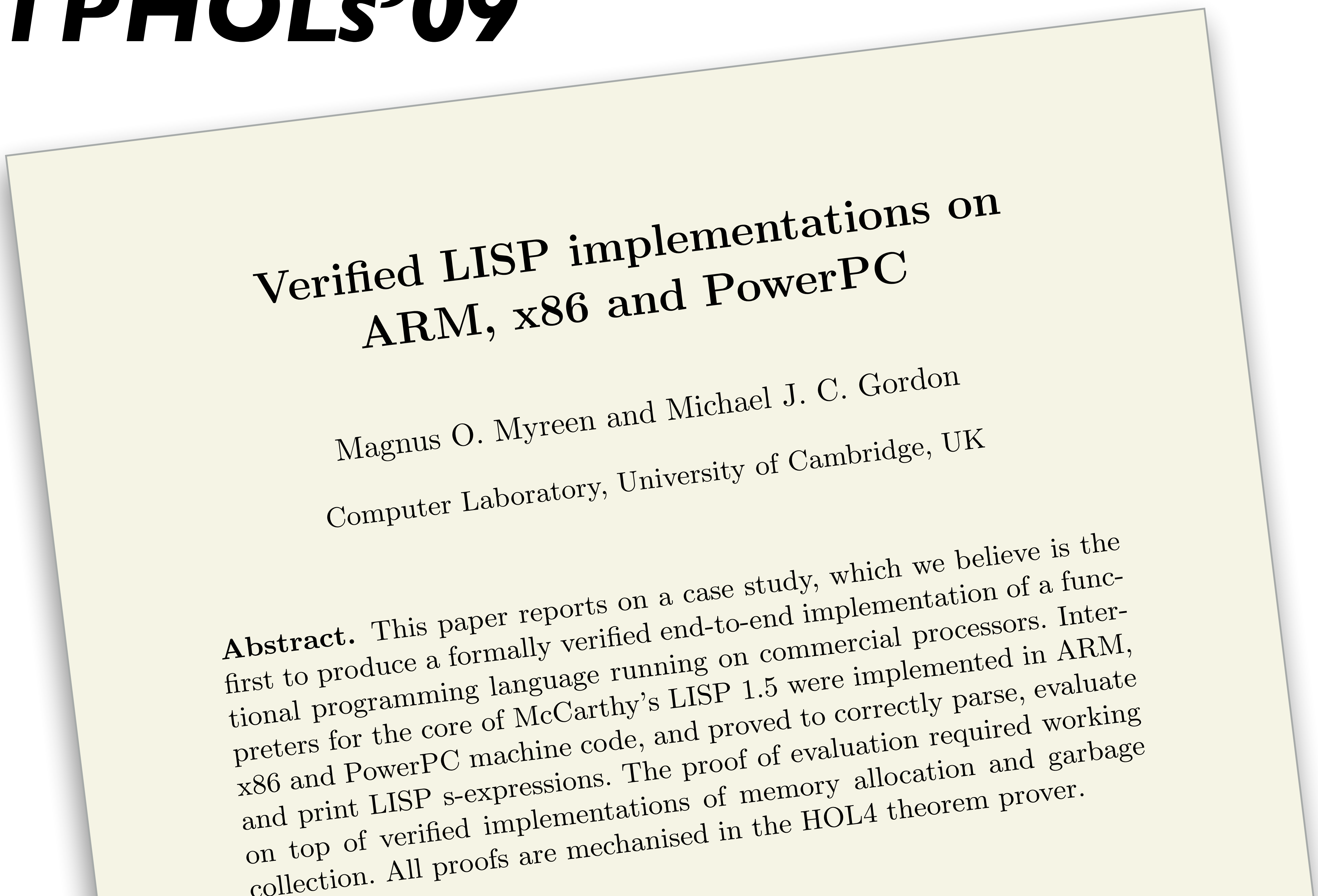
- verification of microkernel

Part 3: construction of correct code

- verified implementation of Lisp that can run Jared Davis' Milawa

Inspiration: Lisp interpreter

TPHOLs'09



Verified LISP implementations on ARM, x86 and PowerPC

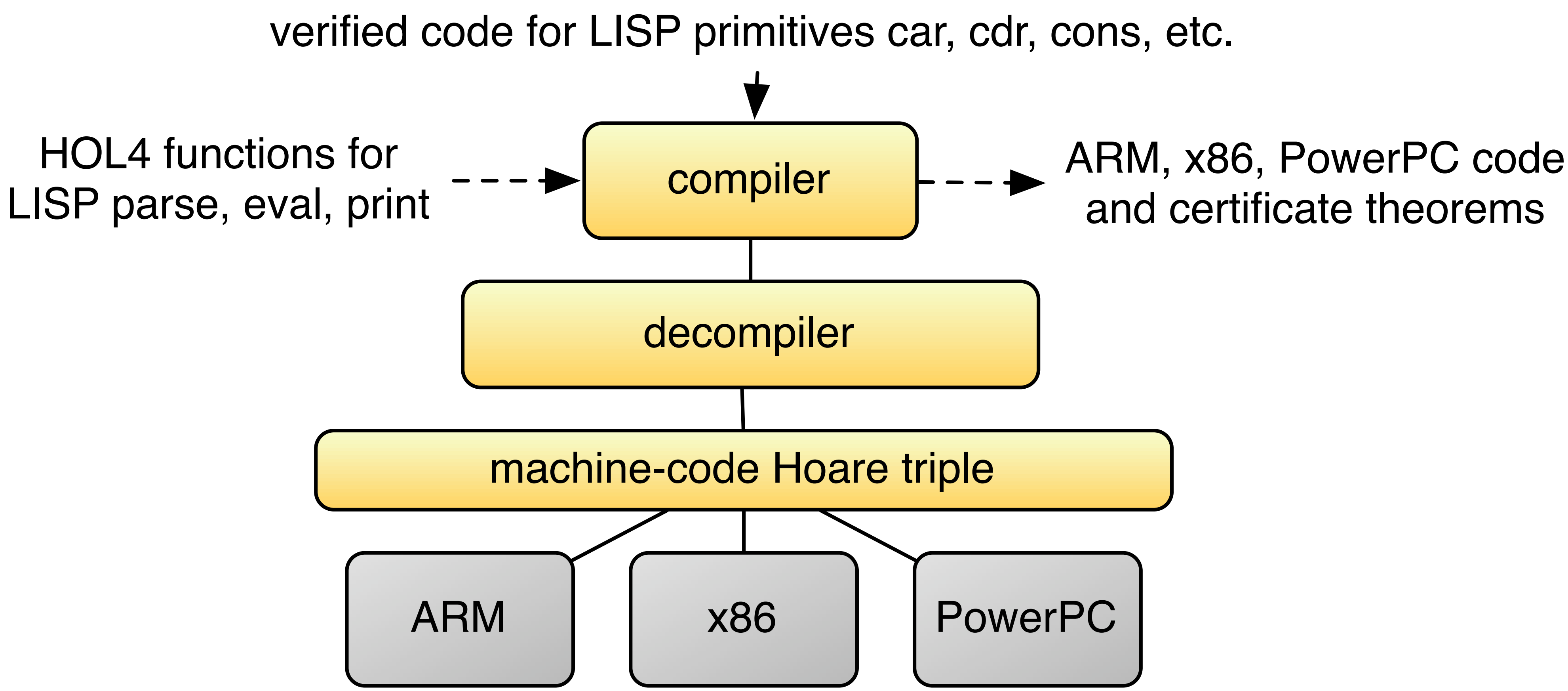
Magnus O. Myreen and Michael J. C. Gordon

Computer Laboratory, University of Cambridge, UK

Abstract. This paper reports on a case study, which we believe is the first to produce a formally verified end-to-end implementation of a functional programming language running on commercial processors. Interpreters for the core of McCarthy's LISP 1.5 were implemented in ARM, x86 and PowerPC machine code, and proved to correctly parse, evaluate and print LISP s-expressions. The proof of evaluation required working on top of verified implementations of memory allocation and garbage collection. All proofs are mechanised in the HOL4 theorem prover.

A verified Lisp interpreter

Idea: create LISP implementations via compilation.



Lisp formalised

LISP s-expressions defined as data-type SExp:

$$\begin{aligned} \mathsf{Num} &: \mathbb{N} \rightarrow \mathsf{SExp} \\ \mathsf{Sym} &: \mathsf{string} \rightarrow \mathsf{SExp} \\ \mathsf{Dot} &: \mathsf{SExp} \rightarrow \mathsf{SExp} \rightarrow \mathsf{SExp} \end{aligned}$$

LISP primitives were defined, e.g.

$$\begin{aligned} \mathsf{cons}\ x\ y &= \mathsf{Dot}\ x\ y \\ \mathsf{car}\ (\mathsf{Dot}\ x\ y) &= x \\ \mathsf{plus}\ (\mathsf{Num}\ m)\ (\mathsf{Num}\ n) &= \mathsf{Num}\ (m + n) \end{aligned}$$

The semantics of LISP evaluation was taken to be Gordon's formalisation of 'LISP 1.5'-like evaluation

Extending the compiler

We define heap assertion 'lisp $(v_1, v_2, v_3, v_4, v_5, v_6, l)$' and prove implementations for primitive operations, e.g.

$$
\begin{array}{l}
\text{is\_pair } v_1 \;\Rightarrow \\
\{\ \text{lisp}\ (v_1, v_2, v_3, v_4, v_5, v_6, l) * \text{pc}\ p\ \} \\
\ p : \texttt{E5934000} \\
\{\ \text{lisp}\ (v_1, \text{car}\ v_1, v_3, v_4, v_5, v_6, l) * \text{pc}\ (p+4)\ \}
\end{array}
$$

$$
\begin{array}{l}
\text{size } v_1 + \text{size } v_2 + \text{size } v_3 + \text{size } v_4 + \text{size } v_5 + \text{size } v_6 < l \;\Rightarrow \\
\{\ \text{lisp}\ (v_1, v_2, v_3, v_4, v_5, v_6, l) * \text{pc}\ p\ \} \\
\ p : \texttt{E50A3018 E50A4014 E50A5010 E50A600C ...} \\
\{\ \text{lisp}\ (\text{cons}\ v_1\ v_2, v_2, v_3, v_4, v_5, v_6, l) * \text{pc}\ (p+332)\ \}
\end{array}
$$

with these the compiler understands:

$$
\begin{array}{l}
\text{let } v_2 = \text{car } v_1 \text{ in } \ldots \\
\text{let } v_1 = \text{cons } v_1\ v_2 \text{ in } \ldots
\end{array}
$$

Reminder

{ R0 i * R1 j * PC p }
p+0 : `e0810000`
{ R0 (i+j) * R1 j * PC (p+4) }

{ R0 i * PC (p+4) }
p+4 : `e1a000a0`
{ R0 (i >> 1) * PC (p+8) }

{ LR lr * PC (p+8) }
p+8 : `e12fff1e`
{ LR lr * PC lr }

2

{ R0 i * R1 j * LR lr * PC p }
p : `e0810000 e1a000a0 e12fff1e`
{ R0 ((i+j)>>1) * R1 j * LR lr * PC lr }

3

avg (i,j) = (i+j)>>1

How to decompile:

```
e0810000  add   r0, r1, r0
e1a000a0  lsr   r0, r0, #1
e12fff1e  bx    lr
```

1. derive Hoare triple theorems using Cambridge ARM model
2. compose Hoare triples
3. extract function

(Loops result in recursive functions.)

Reminder

{ R0 i * R1 j * PC p }
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avg (i,j) = (i+j)>>1

How to decompile:

We change these triples to be about lisp heap. Result: more abstraction.

1. derive Hoare triple theorems using Cambridge ARM model
2. compose Hoare triples
3. extract function

(Loops result in recursive functions.)

Running the Lisp interpreter

Nintendo DS lite (ARM)

MacBook (x86)

old MacMini (PowerPC)

```
(pascal-triangle '((1)) '6)
```

returns:

```
((1 6 15 20 15 6 1)
 (1 5 10 10 5 1)
 (1 4 6 4 1)
 (1 3 3 1)
 (1 2 1)
 (1 1)
 (1))
```

Can we do better than a simple Lisp interpreter?

Two projects meet

Jared Davis

A self-verifying theorem prover

Milawa

Magnus Myreen

Verified Lisp implementations

verified **LISP** *on*
ARM, x86, PowerPC

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My theorem prover is written in Lisp.
Can I try your verified Lisp?

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Sure, try it.

Does your Lisp support ..., ... and ...?

No, but it could ...

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Running Milawa

Milawa

verified **LISP** *on*
ARM, x86, PowerPC
(TPHOLs 2009)

Running Milawa

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Milawa's bootstrap proof:

Running Milawa

Milawa

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Milawa's bootstrap proof:

- 4 gigabyte proof file:
  >500 million unique conses

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hopelessly "toy"

Running Milawa

Milawa

Jitawa: *verified* **LISP**
with JIT compiler

Milawa's bootstrap proof:

- 4 gigabyte proof file:
  >500 million unique conses
- takes 16 hours to run on a state-of-the-art runtime (CCL)

Contribution:

- a new verified Lisp which is able to host the Milawa thm prover

work by Jared Davis

A short introduction to Milawa

- Milawa is styled after theorem provers such as NQTHM and ACL2,
- has a small trusted logical kernel similar to LCF-style provers,
- ... but does not suffer the performance hit of LCF's fully expansive approach.

work by Jared Davis

Comparison with LCF approach

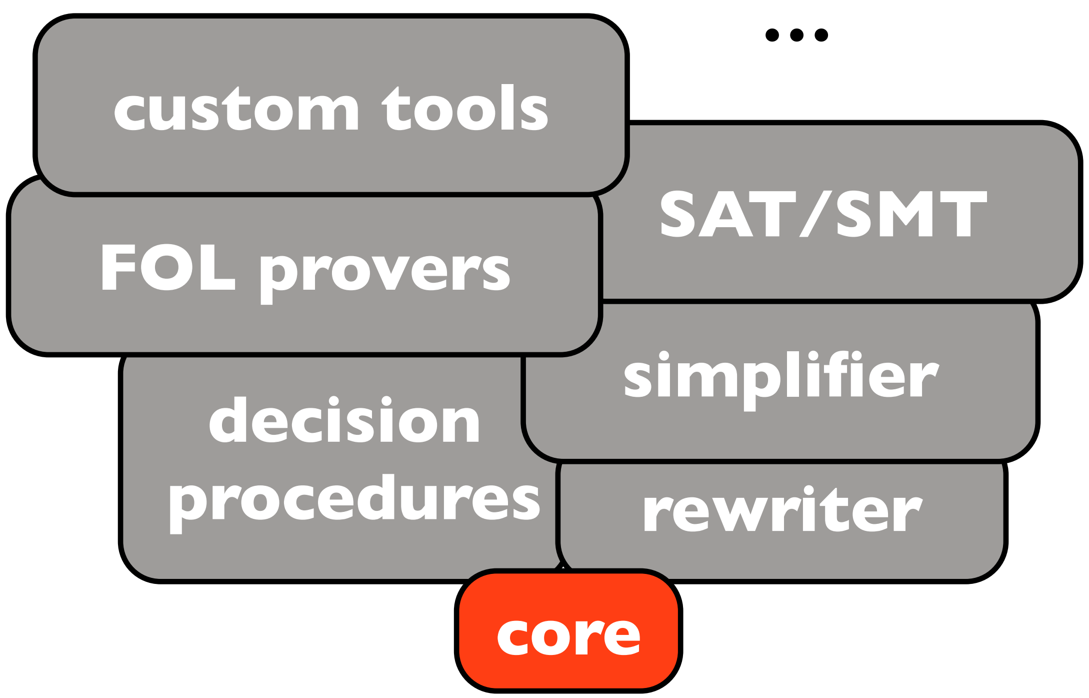
core

LCF-style approach

- all proofs pass through the core's primitive inferences
- extensions steer the core

work by Jared Davis

Comparison with LCF approach



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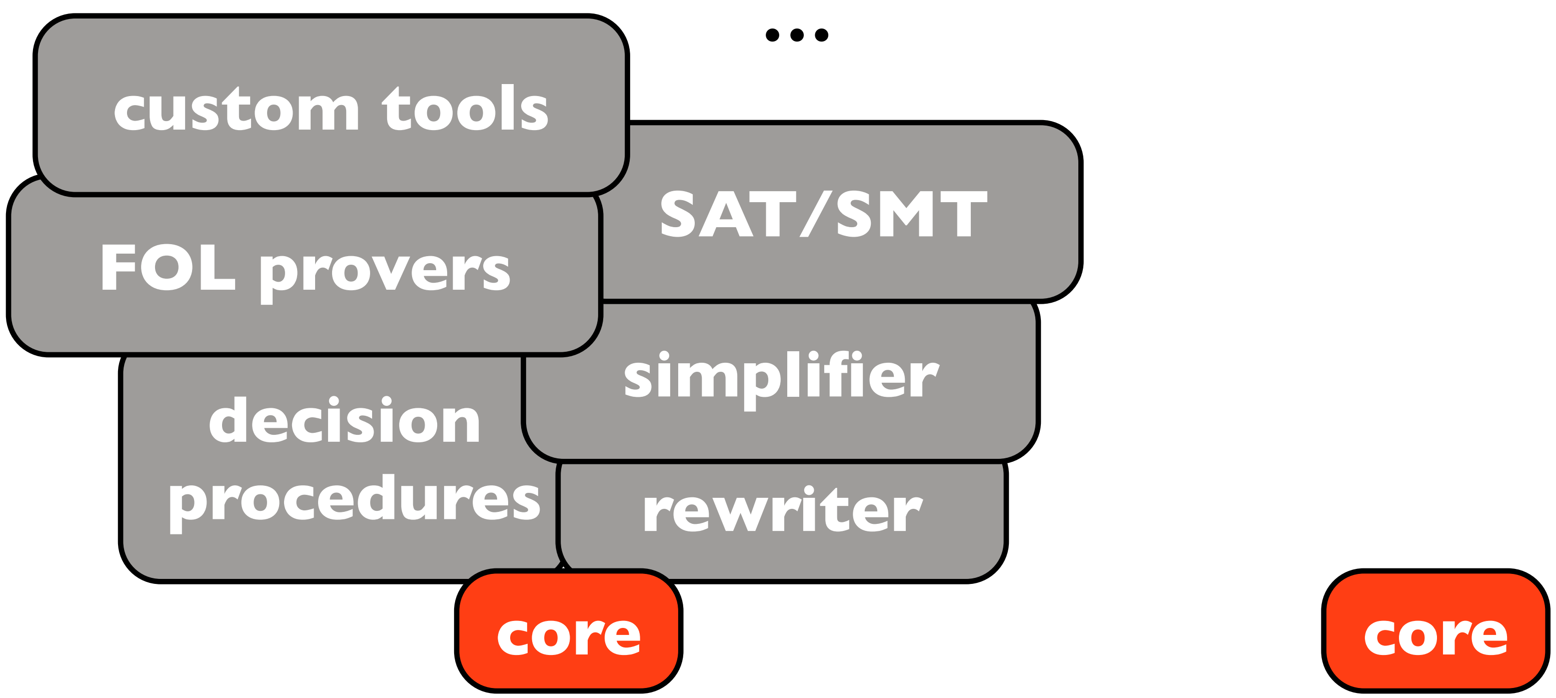

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the Milawa approach

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- the core proof checker can be replaced at runtime

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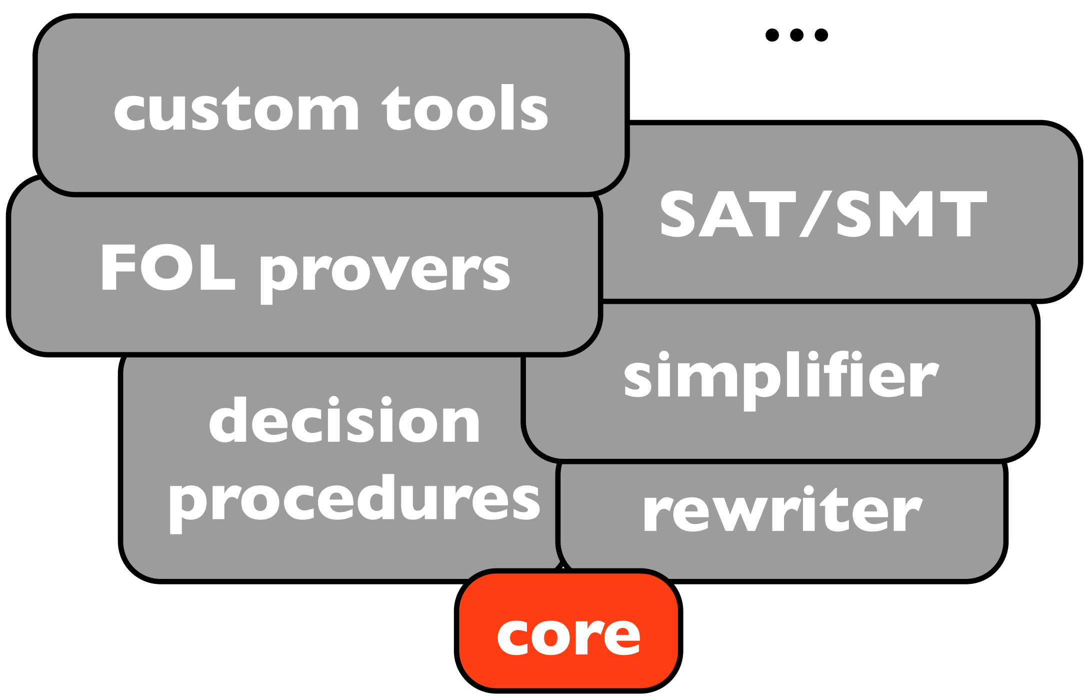

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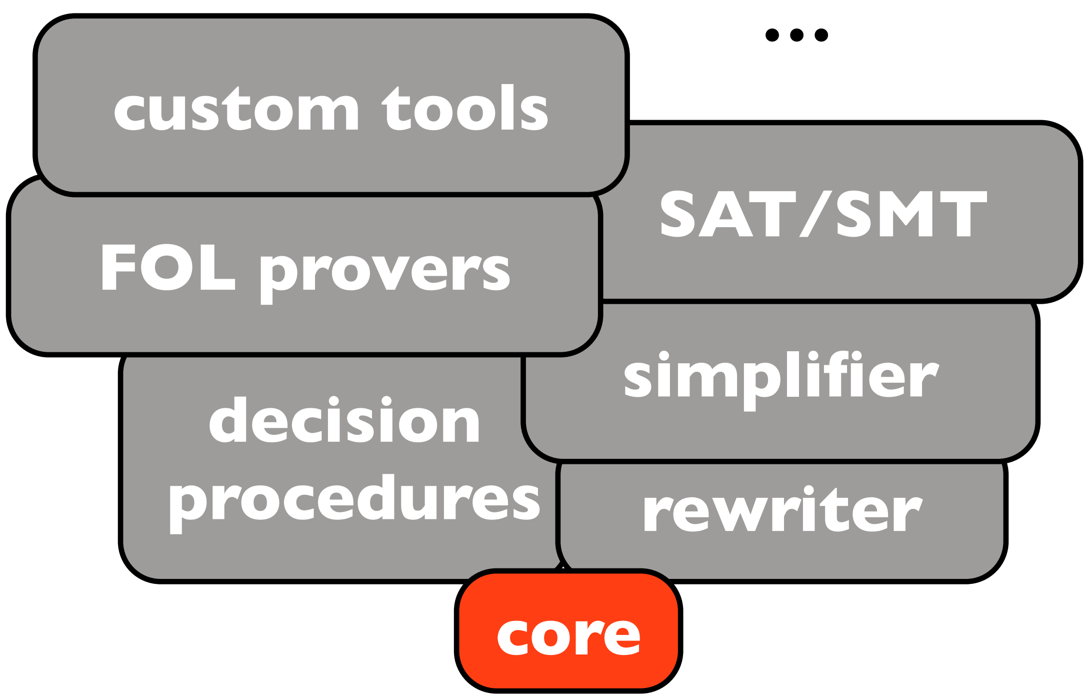

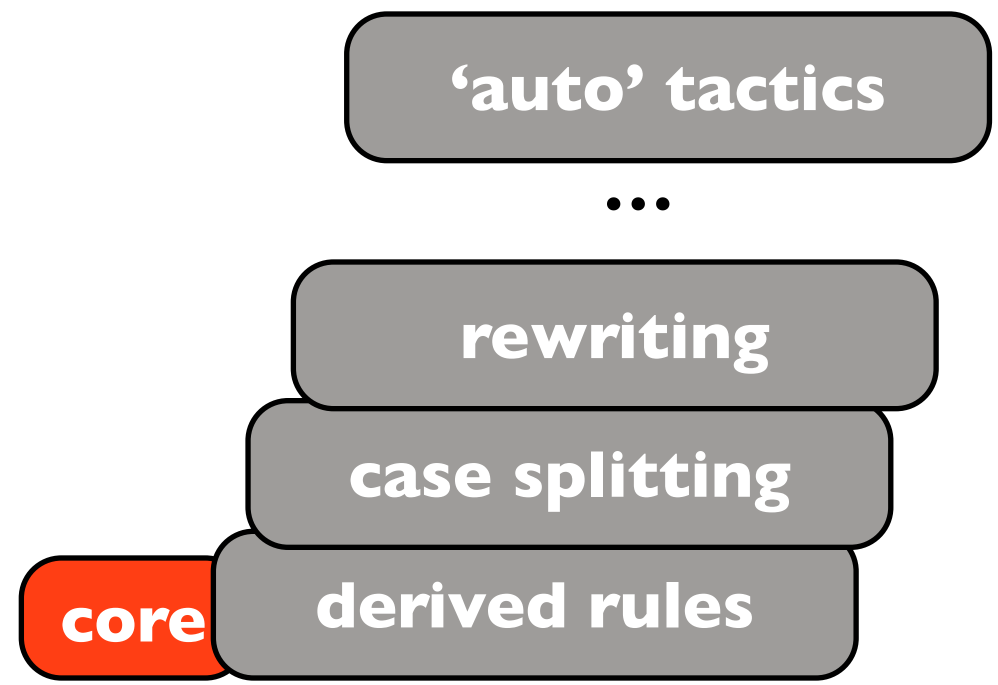

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work by Jared Davis

Requirements on runtime

Milawa uses a subset of Common Lisp which

is for most part first-order pure functions over natural numbers, symbols and conses,

uses primitives: `cons car cdr consp natp symbolp equal + - < symbol-< if`

macros: `or and list let let* cond first second third fourth fifth`

and a simple form of lambda-applications.

(Lisp subset defined on later slide.)

work by Jared Davis

Requirements on runtime

...but Milawa also

- uses destructive updates, hash tables
- prints status messages, timing data
- uses Common Lisp's checkpoints
- forces function compilation
- makes dynamic function calls
- can produce runtime errors

(Lisp subset defined on later slide.)

work by Jared Davis

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work by Jared Davis

Requirements on runtime

...but Milawa also

- ~~uses destructive updates, hash tables~~
- ~~prints status messages, timing data~~
- ~~uses Common Lisp's checkpoints~~

not necessary

- forces function compilation
- makes dynamic function calls
- can produce runtime errors

runtime must support

(Lisp subset defined on later slide.)

Runtime must scale

Designed to scale:

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- just-in-time compilation for speed
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- efficient scannerless parsing + abbreviations
  - must cope with 4 gigabyte input

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- efficient scannerless parsing + abbreviations
  - must cope with 4 gigabyte input
- graceful exits in all circumstances
  - allowed to run out of space, but must report it

Workflow

1. specified input language: syntax & semantics
2. verified necessary algorithms, e.g.
   - compilation from source to bytecode
   - parsing and printing of s-expressions
   - copying garbage collection
3. proved refinements from algorithms to x86 code
4. plugged together to form read-eval-print loop

Workflow

~30,000 lines of HOL4 scripts

1. specified input language: syntax & semantics
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   - compilation from source to bytecode
   - parsing and printing of s-expressions
   - copying garbage collection
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AST of input language

$term$	$::=$	Const $sexp$		$sexp$	$::=$	Val num
	$\mid$	Var $string$			$\mid$	Sym $string$
	$\mid$	App $func$ ($term$ list)			$\mid$	Dot $sexp$ $sexp$
	$\mid$	If $term$ $term$ $term$				
	$\mid$	LambdaApp ($string$ list) $term$ ($term$ list)				
	$\mid$	Or ($term$ list)				
	$\mid$	And ($term$ list)	(macro)			
	$\mid$	List ($term$ list)	(macro)			
	$\mid$	Let (($string \times term$) list) $term$	(macro)			
	$\mid$	LetStar (($string \times term$) list) $term$	(macro)			
	$\mid$	Cond (($term \times term$) list)	(macro)			
	$\mid$	First $term$ $\mid$ Second $term$ $\mid$ Third $term$	(macro)			
	$\mid$	Fourth $term$ $\mid$ Fifth $term$	(macro)			
$func$	$::=$	Define $\mid$ Print $\mid$ Error $\mid$ Funcall				
	$\mid$	PrimitiveFun $primitive$ $\mid$ Fun $string$				
$primitive$	$::=$	Equal $\mid$ Symbolp $\mid$ SymbolLess				
	$\mid$	Consp $\mid$ Cons $\mid$ Car $\mid$ Cdr $\mid$				
	$\mid$	Natp $\mid$ Add $\mid$ Sub $\mid$ Less				

compile: AST $\longrightarrow$ bytecode list

bytecode	$::=$	Pop	pop one stack element
	$\mid$	PopN *num*	pop n stack elements
	$\mid$	PushVal *num*	push a constant number
	$\mid$	PushSym *string*	push a constant symbol
	$\mid$	LookupConst *num*	push the nth constant from system state
	$\mid$	Load *num*	push the nth stack element
	$\mid$	Store *num*	overwrite the nth stack element
	$\mid$	DataOp *primitive*	add, subtract, car, cons, ...
	$\mid$	Jump *num*	jump to program point n
	$\mid$	JumpIfNil *num*	conditionally jump to n
	$\mid$	DynamicJump	jump to location given by stack top
	$\mid$	Call *num*	static function call (faster)
	$\mid$	DynamicCall	dynamic function call (slower)
	$\mid$	Return	return to calling function
	$\mid$	Fail	signal a runtime error
	$\mid$	Print	print an object to stdout
	$\mid$	Compile	compile a function definition

How do we get just-in-time compilation?

We have verified compilation algorithm:

compile: AST → bytecode list

but compiler must produce real x86 code....

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Solution:

- bytecode is represented by numbers in memory that are x86 machine code
- we prove that jumping to the memory location of the bytecode executes it

How do we get just-in-time compilation?

Treating code as data:

$$\forall p\ c\ q. \quad \{p\}\ c\ \{q\} \;=\; \{p * \textsf{code}\ c\}\ \emptyset\ \{q * \textsf{code}\ c\}$$

(POPL'10)

Solution:

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$$\forall p\ c\ q.\quad \{p\}\ c\ \{q\} \;=\; \{p * \textsf{code}\ c\}\ \emptyset\ \{q * \textsf{code}\ c\}$$

(POPL'10)

Definition of Hoare triple:

$$\begin{aligned}\{p\}\ c\ \{q\} \quad = \quad \forall s\ r.\ & (p * r * \textsf{code}\ c)\ s \implies \\ & \exists n.\ (q * r * \textsf{code}\ c)\ (\textsf{run}\ n\ s)\end{aligned}$$

I/O and efficient parsing

Jitawa implements a read-eval-print loop:

Use of external C routines adds assumptions to proof:

- reading next string from stdin
- printing null-terminated string to stdout

Read-eval-print loop

- Result of reading lazily, writing eagerly
- Eval = compile then jump-to-compiled-code
- Specification: read-eval-print until end of input

$$\frac{\textsf{is\_empty}\ (\textsf{get\_input}\ io)}{(k, io) \xrightarrow{\textsf{exec}} io}$$

$$\frac{\begin{array}{l}\neg\textsf{is\_empty}\ (\textsf{get\_input}\ io) \wedge \\ \textsf{next\_sexp}\ (\textsf{get\_input}\ io)) = (s, rest) \wedge \\ (\textsf{sexp2term}\ s, [], k, \textsf{set\_input}\ rest\ io) \xrightarrow{\textsf{ev}} (ans, k', io') \wedge \\ (k', \textsf{append\_to\_output}\ (\textsf{sexp2string}\ ans)\ io') \xrightarrow{\textsf{exec}} io''\end{array}}{(k, io) \xrightarrow{\textsf{exec}} io''}$$

Correctness theorem

Top-level correctness theorem:

$$\{\,\text{init\_state}\ io * \text{pc}\ p * \langle \text{terminates\_for}\ io \rangle\,\}$$
$$p : \text{code\_for\_entire\_jitawa\_implementation}$$
$$\{\,\text{error\_message} \vee \exists io'.\ \langle ([], io) \xrightarrow{\text{exec}} io' \rangle * \text{final\_state}\ io'\,\}$$

Correctness theorem

There must be enough memory and I/O assumptions must hold.

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list of numbers

Each execution is allowed to fail with an error message.

If there is no error message, then the result is described by the high-level op. semantics.

Verified code

```
$ cat verified_code.s

    /*  Machine code automatically extracted from a HOL4 theorem.  */
    /*  The code consists of 7423 instructions (31840 bytes).      */

     .byte   0x48, 0x8B, 0x5F, 0x18
     .byte   0x4C, 0x8B, 0x7F, 0x10
     .byte   0x48, 0x8B, 0x47, 0x20
     .byte   0x48, 0x8B, 0x4F, 0x28
     .byte   0x48, 0x8B, 0x57, 0x08
     .byte   0x48, 0x8B, 0x37
     .byte   0x4C, 0x8B, 0x47, 0x60
     .byte   0x4C, 0x8B, 0x4F, 0x68
     .byte   0x4C, 0x8B, 0x57, 0x58
     .byte   0x48, 0x01, 0xC1
     .byte   0xC7, 0x00, 0x04, 0x4E, 0x49, 0x4C
     .byte   0x48, 0x83, 0xC0, 0x04
     .byte   0xC7, 0x00, 0x02, 0x54, 0x06, 0x51
     .byte   0x48, 0x83, 0xC0, 0x04
     ...
```

Running Milawa on Jitawa

Running Milawa's 4-gigabyte booststrap process:

CCL	16 hours	
SBCL	22 hours	
Jitawa	128 hours	(8x slower than CCL)

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Jitawa's compiler performs almost no optimisations.

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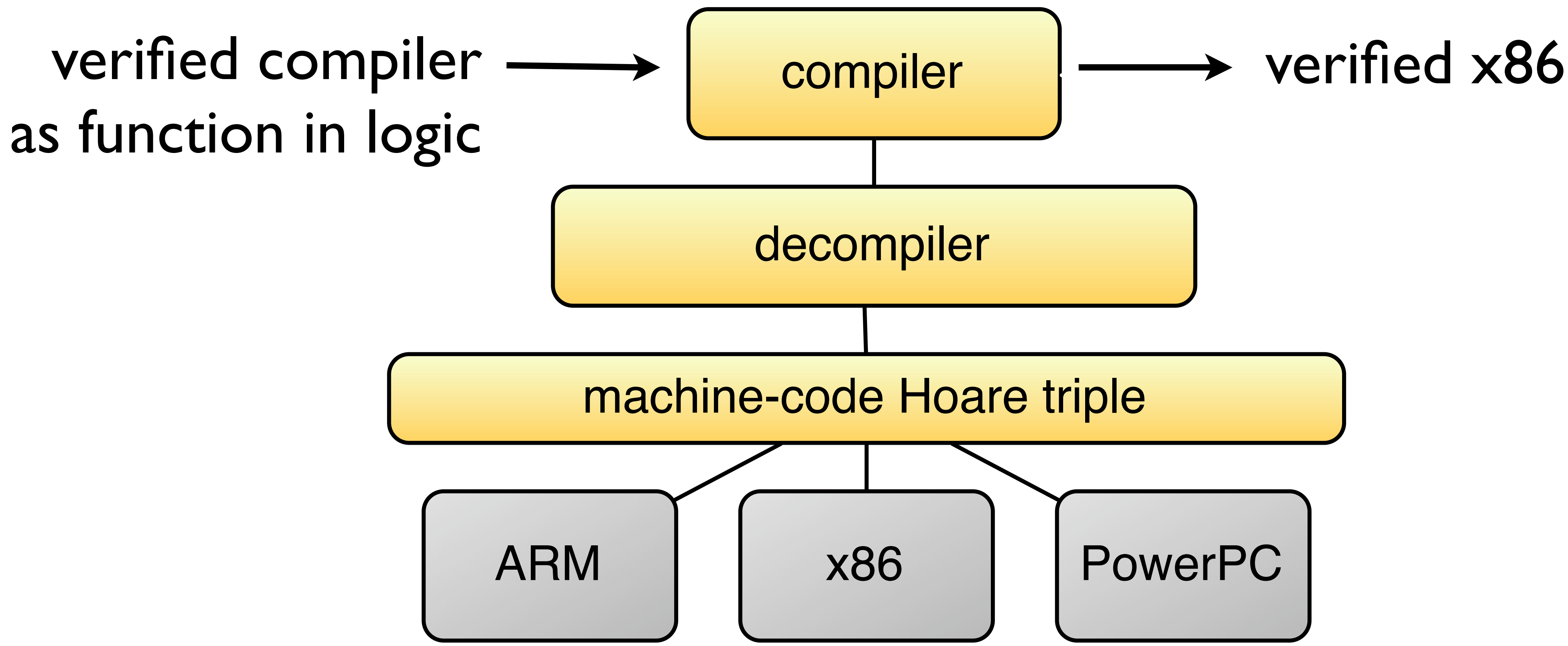
Parsing the 4 gigabyte input:

CCL	716 seconds	(9x slower than Jitawa)
Jitawa	79 seconds	

Looking back…

The x86 for the compile function was produced as follows:



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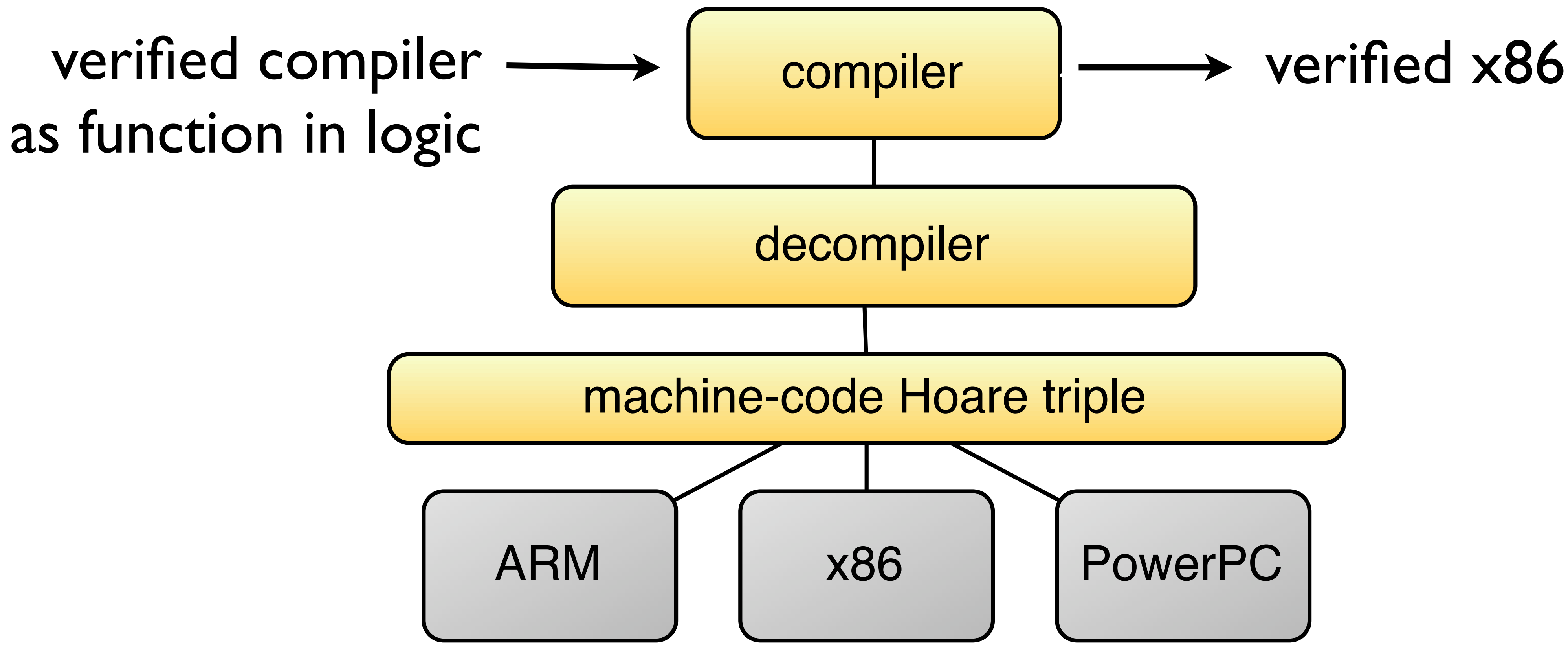

Very cumbersome....

...should have compiled the verified compiler using itself!

Bootstrapping the compiler

Instead: we bootstrap the verified compile function,
we evaluate the compiler on a deep embedding
of itself within the logic:

EVAL ``compile COMPILE``

derives a theorem:

compile COMPILE = compiler-as-machine-code

The first(?) bootstrapping of a formally verified compiler.

Bootstrapping the compiler

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we evaluate the compiler on a deep embedding
of itself within the logic:

EVAL ``compile COMPILE``

in Lisp (eval '(compile compile)) ?

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The first(?) bootstrapping of a formally verified compiler.

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(Uni. Cambridge)

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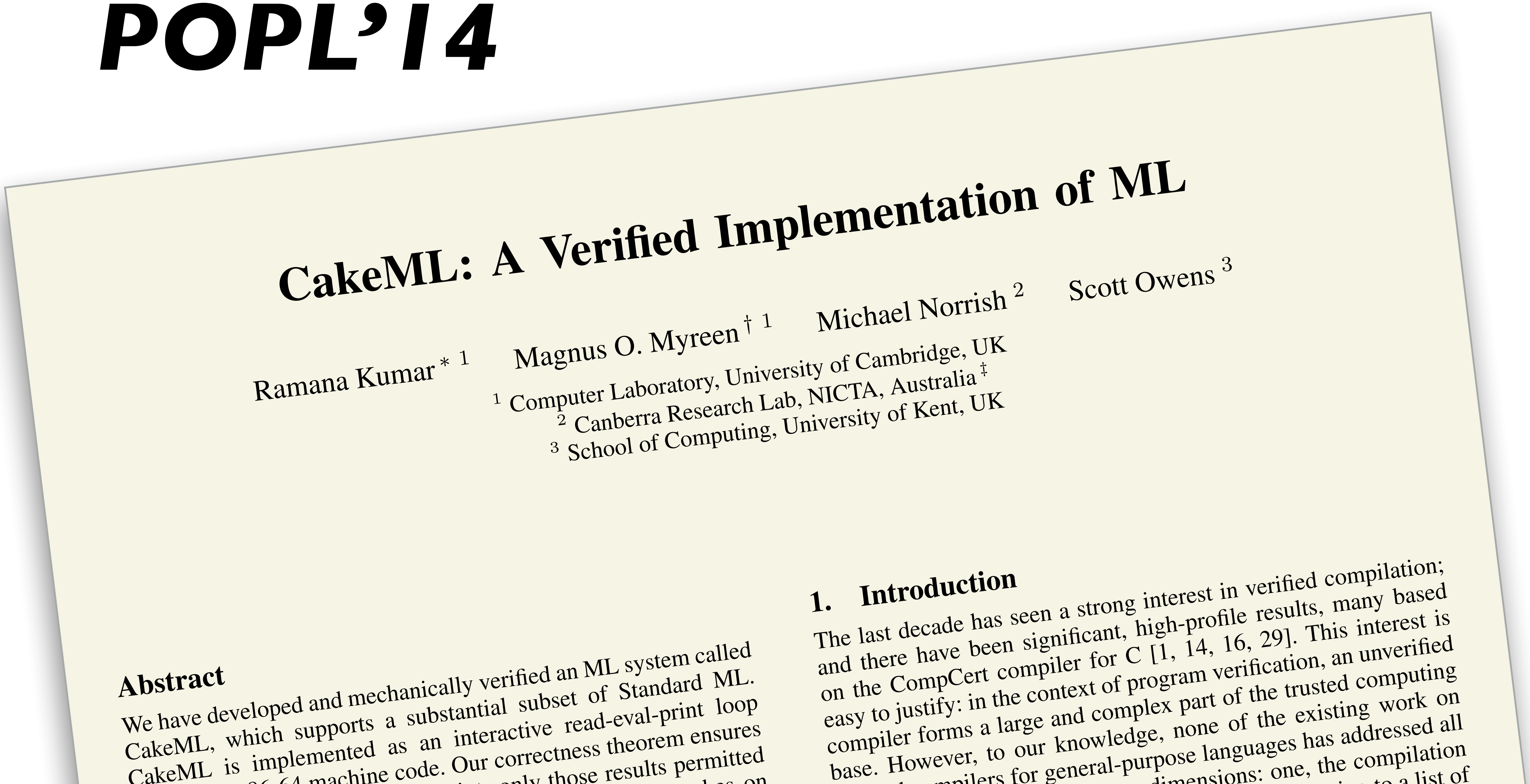

CakeML: A Verified Implementation of ML

Ramana Kumar * [1] Magnus O. Myreen † [1] Michael Norrish [2] Scott Owens [3]

[1] Computer Laboratory, University of Cambridge, UK
[2] Canberra Research Lab, NICTA, Australia ‡
[3] School of Computing, University of Kent, UK

Abstract

We have developed and mechanically verified an ML system called CakeML, which supports a substantial subset of Standard ML. CakeML is implemented as an interactive read-eval-print loop ... x86-64 machine code. Our correctness theorem ensures ... only those results permitted

1. Introduction

The last decade has seen a strong interest in verified compilation; and there have been significant, high-profile results, many based on the CompCert compiler for C [1, 14, 16, 29]. This interest is easy to justify: in the context of program verification, an unverified compiler forms a large and complex part of the trusted computing base. However, to our knowledge, none of the existing work on ... compilers for general-purpose languages has addressed all ... dimensions: one, the compilation ... to a list of

This talk

Part 1: my approach (PhD work)

- automation: code to spec
- automation: spec to code

Part 2: verification of existing code

- verification of gcc output for microkernel (7,000 lines of C)

Part 3: construction of correct code

- verified implementation of Lisp that can run Jared Davis' Milawa

Summary

Techniques from my PhD

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worked for two non-trivial case studies:

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Lessons were learnt:

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