Software Verification Approaches

- **Unit Testing / Fuzzing**
  - Throw many test inputs (often randomly generated) at software and see whether it fails.
  - Good for fault detection. Inadequate for security.
    - input space usually infinite
    - attackers seek out and exploit untested inputs

- **Program-Proof Co-Development (Coq)**
  - Implement software in a “nice” (e.g., functional) language.
  - Write formal correctness properties and proofs.
  - Proofs are *machine-checked* (not trusted).
  - Pros: highest assurance, covers infinite state space
  - Cons: painful to write proofs

- **Today: Model-checking**
  - A middle-ground between random fuzzing and formal proofs
  - Express software as an abstract, finite-state model $\mathcal{M}$.
  - Express security property as a logical predicate $\phi$.
  - Decide $\mathcal{M} \models \phi$ by exhaustive state-space search.
Some History

- First developed in 1980s by Clarke, Emerson, and Sifakis (Turing Award 2007)
  - primarily targeted hardware verification
  - disillusionment with proofs in 80s and 90s
  - found previously undetected errors in 1992 IEEE Future+ cache coherence protocol
  - 1994 Intel Pentium floating-point bug
    - passed unit testing
    - cost Intel $400–500 million
    - could have been detected by model-checking
  - model-checking now routinely used by Intel, AMD, IBM, Lucent, etc.
- Rise of Software Model-checking in late 90s
  - VeriSoft (Lucent), SPIN (Holtzmann, Bell Labs)
  - Big challenge: state-space explosion
Example (from JavaPathFinder documentation)

```
1 Random random = new Random();
2 int a = random.nextInt(2);
3 System.out.println("a=" + a);

// lots of code here

4 int b = random.nextInt(3);
5 System.out.println("b=" + b);
6 int c = a/(b+a-2);
7 System.out.println("c=" + c);
```

- Sample run:
  - a = 1
  - b = 0
  - c = -1
State Space

\[
\begin{align*}
\text{start} & \quad a = 0 \\
 & \quad a = 1 \\
& \quad a = 0 \\
& \quad a = 1 \\
& \quad a = 0 \\
& \quad a = 1 \\
& \quad a = 1 \\
& \quad a = 0 \\
\end{align*}
\]

\[
\begin{align*}
& \quad b = 0 \\
& \quad b = 1 \\
& \quad b = 2 \\
& \quad b = 0 \\
& \quad b = 1 \\
& \quad b = 2 \\
& \quad b = 0 \\
& \quad b = 1 \\
& \quad b = 2 \\
\end{align*}
\]

\[
\begin{align*}
& \quad c = 0 \\
& \quad c = 0 \\
& \quad c = 0 \\
& \quad c = 0 \\
& \quad c = 1 \\
& \quad c = -1 \\
& \quad c = 1 \\
& \quad c = -1 \\
\end{align*}
\]
State Spaces

- Not always (or even usually) trees
  - conditionals = multiple in-edges
  - program loops = cycles
- Does not always match control-flow graph structure
  - One program line could correspond to many different states, depending on the values of its variables.
  - Abstracting coalesces states (more on this later...)
- Can be huge
  - How many states if we change the “2” argument in line 2?
Properties

- Typically expressed in a temporal logic
- Flagship example: Linear Temporal Logic (LTL)
- Assertions: $\pi \models \phi$ — path $\pi$ models property $\phi$
  - atomic propositions (e.g., is_error, $a = 2$, etc.)
  - $\neg \phi$ — negation
  - $\phi_1 \lor \phi_2$ — disjunction
  - $X(\phi)$ — next $\phi$
  - $U(\phi_1, \phi_2)$ — $\phi_1$ until $\phi_2$
  - $F(\phi)$ — finally $\phi$
  - $G(\phi)$ — globally $\phi$

- Exercise: Do all paths from “start” model the following?
  - $X(a = 0)$
  - $U(\neg \text{is\_error}, b > 0)$
  - $F(U(\text{false}, b \leq 2))$
Branching Temporal Logics

- LTL cannot express most existential properties
  - Example: “for every state there exists a non-error step”
- Solution: Branching Temporal Logics
- Flagship example: Modal $\mu$-Calculus
- Assertions: $s \models \psi$ — state $s$ is a member of the set of all states denoted by $\psi$
  - $\psi_1 \land \psi_2$ — conjunction (intersection)
  - $\psi_1 \lor \psi_2$ — disjunction (union)
  - $[a]\psi$ — all outgoing $a$-transitions model $\psi$
  - $\langle a \rangle \psi$ — some outgoing $a$-transitions model $\psi$
  - $\mu X . \psi$ — least fixed point
  - $\nu X . \psi$ — greatest fixed point
- What are least and greatest “fixed points”?
Fixed Point Semantics

Definition: A fixed point of a function $f : A \rightarrow A$ is a value $x \in A$ such that $f(x) = x$.

Examples:
- What is a fixed point of $f(x) = x + 1$?
- What is a fixed point of $g(x) = x^2$?
- What is a fixed point of $h(S) = \{x^2 | x \in S\}$?

When $f$ is a function from sets to sets, we say $S$ is...
- ...a least fixed point if $S$ is a fixed point and all other fixed points are supersets of $S$.
- ...a greatest fixed point if $S$ is a fixed point and all other fixed points are subsets of $S$.

Can a function have multiple least fixed points or multiple greatest fixed points?
Fixed Point Operators

- Back to modal $\mu$-calculus:
  - $\mu X . \psi$ is the least set $S$ such that $S = \psi[X := S]$.
  - $\nu X . \psi$ is the greatest set $S$ such that $S = \psi[X := S]$.

- Finding least/greatest fixed points:
  - Find $\mu X . \psi$ inductively:
    - start with $X = \emptyset$
    - keep adding things to $X$ until no progress
  - Find $\nu X . \psi$ co-inductively:
    - start with $X =$ universe of all states
    - keep removing things from $X$ until no progress

- Examples:
  - What is $\mu X . (X \lor \langle \text{is_error} \rangle)$?
  - What is $\nu X . (\text{is_error} \lor \langle X \rangle)$?
State Space Explosion Problem

- Main challenge: What if the state space is huge?
- Example: How many states does the following program have?

```
    int i = 0;
    while true do
        i := i + 1;
```

- Solution: Abstract Interpretation
  - Instead of having one state for every mapping of variables to values, label states with abstract properties.
  - Example: What if we only care about whether \(i\) is zero (e.g., to avoid division-by-zero)?
  - Could instead just have one state for each possible sign of \(i\)
    - \(\text{zero} + \text{positive} = ?\)
    - \(\text{positive} + \text{positive} = ?\)
State Space Explosion Problem

- Main challenge: What if the state space is huge?
- Example: How many states does the following program have?

```plaintext
int i = 0;
while true do
    i := i + 1;
```

- Solution: Abstract Interpretation
  - Instead of having one state for every mapping of variables to values, label states with abstract properties.
  - Example: What if we only care about whether `i` is zero (e.g., to avoid division-by-zero)?
  - Could instead just have one state for each possible sign of `i`
    - `zero + positive = positive`
    - `positive + positive = ?`
State Space Explosion Problem

- Main challenge: What if the state space is huge?
- Example: How many states does the following program have?

```c
int i = 0;
while true do
    i := i + 1;
```

- Solution: Abstract Interpretation
  - Instead of having one state for every mapping of variables to values, label states with abstract properties.
  - Example: What if we only care about whether `i` is zero (e.g., to avoid division-by-zero)?
  - Could instead just have one state for each possible sign of `i`
    - `zero + positive = positive`
    - `positive + positive = positive`
  - We’re finished with only 2 states to explore!
Over-abstraction Problem

- If model-check succeeds on abstract model, then we’re done. But...
- Abstracting often forgets information needed to prove correctness.
- Results in false rejection (model-checker signals fault where there is none)

Solution: Iteratively Abstract and Refine

1. Abstract until search space is feasible.
2. Exhaustively search the space. If model-check rejects...
3. Test the counterexample on the original (non-abstract) search space. If it’s a real counterexample, we found a real bug. Otherwise...
4. We must have abstracted too much. Refine (opposite of abstract) and repeat.

Next time: Software Control-flow Hijacking!