Foundational Program verification using VST

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Styles of program verification

IDE-embedded verification tool

- annotation-enriched code
- verification carried out on intermediate form, using SAT/SMT
- assertions: expressions from the target programming language
- first-order quantification
- multitude of verification/modeling styles, encoded e.g. as ghost state
- automated verification for correct annotations
- relationship to compiler's view of language unclear (soundness?)

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VST: realization in interactive proof assistant (Coq)

- loop-invariants proof-embedded; function specs separate
- verification carried out on AST of source language
- assertions: mathematics (Gallina, dependent type theory)
- higher-order quantification
- specs can link to domain-specific theories (eg crypto, see below)
- interactive verification, enhanced by tactics + other automation
- formal soundness proof ("model") links to compiler (CompCert)

Formal Program Correctness Verification



Gallina

The pure functional language inside Coq's logic has a nice clean proof theory. This enables us to write specs that are easy to reason about, for students, practitioners,....

Gallina is **executable** inside Coq, so specifications can be **tested**.





Many kinds of applications are best **programmed** in a safe, garbagecollected functional programming language. Gallina is **extractable** to OCaml so can be integrated into existing software infrastructures.





Recent applications

<u>Top-to-bottom verification</u> <u>of crypto primitives</u>



Recent applications

Top-to-bottom verification of crypto primitives



Nonblocking concurrency



Automation & Performance

- assertions in canonical form: PROP (P) LOCAL (Q) SEP (R)
- SL proof rules for C complex! Many entailments!
- · full employment theorem for tactics programmers
- horizontal frame, not vertical: PROP (P) LOCAL (Q) SEP (R) FR (F)



Current & Future Work

Concurrency:

- Semantic justification of concurrent ghost state a la Iris/GPS
- Derivation of proof rules for C11 atomics
- Application to nonblocking algorithms and data structures



Try it yourself: http://vst.cs.princeton.edu/download