**Formal Verification of Software** 

# **Dynamic Logic for Java**

**Bernhard Beckert** 



**UNIVERSITÄT KOBLENZ-LANDAU** 

- Subset of Java
- **Sun's official standard for SMARTCARDS and embedded devices**

- Subset of Java
- **Sun's official standard for SMARTCARDS and embedded devices**

Why Java Card?

- Subset of Java
- **Sun's official standard for SMARTCARDS and embedded devices**

#### Why Java Card?

Good example for real-world object-oriented language

- Subset of Java
- Sun's official standard for SMARTCARDS and embedded devices

#### Why Java Card?

Good example for real-world object-oriented language

Java Card has no

- garbage collection
- dynamical class loading
- multi-threading
- floating-point arithmetic

- Subset of Java
- Sun's official standard for SMARTCARDS and embedded devices

#### Why Java Card?

Good example for real-world object-oriented language

Java Card has no

- garbage collection
- dynamical class loading
- multi-threading
- floating-point arithmetic

**Application Area** 

- security critical
- financial risk (e.g. exchanging smart cards is expensive)

**Problems to address** 

**Pointers / objects attributes** 

Modelled as non-rigid constants and functions

#### **Problems to address**

**Pointers / objects attributes** 

Modelled as non-rigid constants and functions

Side effects

Expressions in programs have side effects, for example

if ((y=3) + y < 0) .. else ..

#### **Problems to address**

**Pointers / objects attributes** 

Modelled as non-rigid constants and functions

**Side effects** 

Expressions in programs have side effects, for example

if 
$$((y=3) + y < 0)$$
 .. else .

#### Aliasing

Different names may refer to the same location, for example

o.a, u.a in a state g where  $g \models o \doteq u$ 

method invocation, dynamic binding

- method invocation, dynamic binding
- polymorphism

- method invocation, dynamic binding
- polymorphism
- abrupt termination

- method invocation, dynamic binding
- polymorphism
- abrupt termination
- checking for nullpointer exceptions

- method invocation, dynamic binding
- polymorphism
- abrupt termination
- checking for nullpointer exceptions
- object creation and initialisation

- method invocation, dynamic binding
- polymorphism
- abrupt termination
- checking for nullpointer exceptions
- object creation and initialisation
- arrays

- method invocation, dynamic binding
- polymorphism
- abrupt termination
- checking for nullpointer exceptions
- object creation and initialisation
- arrays
- finiteness of integer data types

- method invocation, dynamic binding
- polymorphism
- abrupt termination
- checking for nullpointer exceptions
- object creation and initialisation
- arrays
- finiteness of integer data types
- transactions

#### **Similar concepts**

- Object attributes
- Arrays
- Pointers

#### **Similar concepts**

- Object attributes
- Arrays
- Pointers

#### **Non-rigid functions**

Attributes are considered to be non-rigid functions on objects

#### **Similar concepts**

- Object attributes
- Arrays
- Pointers

#### **Non-rigid functions**

Attributes are considered to be non-rigid functions on objects

#### **Extended to program variables**

Program variables are considered to be non-rigid constants

### **Side Effects: Symbolic Execution Paradigm**

Expressions may have side effects, for example a simple assignment

(y=3) + y < 0

does not only evaluate to a boolean value, but also assigns a value to y.

Expressions may have side effects, for example a simple assignment

(y=3) + y < 0

does not only evaluate to a boolean value, but also assigns a value to y. Problem: Terms in logic have to be side effect free Expressions may have side effects, for example a simple assignment

(y=3) + y < 0

does not only evaluate to a boolean value, but also assigns a value to y. Problem: Terms in logic have to be side effect free Solution:

Calculus rules realise a stepwise symbolic execution of the programs (program transformation)

Expressions may have side effects, for example a simple assignment

(y=3) + y < 0

does not only evaluate to a boolean value, but also assigns a value to y. Problem: Terms in logic have to be side effect free Solution:

- Calculus rules realise a stepwise symbolic execution of the programs (program transformation)
- Restrict applicability of some rules. For example, if-then-else is only applicable, if the guard is free of side-effects

 $\Gamma \, \vdash \big\langle \texttt{if} \; ((\texttt{y}=\texttt{3}) \, + \, \texttt{y} \; < \; \texttt{0}) \big\{ \alpha \big\} \; \texttt{else} \big\{ \beta \big\} \big\rangle \Phi, \Delta$ 

$$\begin{split} \Gamma \vdash \langle \texttt{boolean guard} \; = \; (\texttt{y} = \texttt{3}) \; + \; \texttt{y} \; < \; \texttt{0}; \; \; \texttt{if} \; (\texttt{guard}) \{\alpha\} \; \texttt{else} \{\beta\} \; \rangle \; \Phi, \; \Delta \\ \Gamma \vdash \langle \texttt{if} \; ((\texttt{y} = \texttt{3}) \; + \; \texttt{y} \; < \; \texttt{0}) \{\alpha\} \; \texttt{else} \{\beta\} \rangle \; \Phi, \; \Delta \end{split}$$

$$\begin{split} \Gamma \vdash \left\langle \begin{array}{l} \text{int val0} &= (\texttt{y} = \texttt{3}) + \texttt{y}; \\ \text{boolean guard} &= \texttt{val0} < \texttt{0}; \end{array} \right\rangle \Phi, \, \Delta \\ & \texttt{if} (\texttt{guard})\{\alpha\} \, \texttt{else}\{\beta\} \\ \\ \hline \Gamma \vdash \left< \texttt{boolean guard} &= (\texttt{y} = \texttt{3}) + \texttt{y} < \texttt{0}; \text{ if} (\texttt{guard})\{\alpha\} \, \texttt{else}\{\beta\} \left> \Phi, \, \Delta \\ \\ \hline \Gamma \vdash \left< \texttt{if} ((\texttt{y} = \texttt{3}) + \texttt{y} < \texttt{0})\{\alpha\} \, \texttt{else}\{\beta\} \right> \Phi, \Delta \end{split} \end{split}$$

$$\Gamma \vdash \left\langle \begin{array}{c} \texttt{int val1} = \texttt{y} = \texttt{3}; \\ \texttt{int val0} = \texttt{val1} + \texttt{y} \end{array} \right\rangle \Phi, \Delta$$

$$\Gamma \vdash \left\langle egin{array}{ll} ext{int val0} &= ( ext{y} = ext{3}) \, + \, ext{y}; \ ext{boolean guard} &= ext{val0} \, < \, ext{0}; \ ext{d} \ ext{boolean guard} \ ext{if (guard)} \{lpha\} \, ext{else} \{eta\} \end{array} 
ight
angle$$

$$\begin{split} \Gamma \vdash \langle \texttt{boolean guard} &= (\texttt{y}=\texttt{3}) \, + \, \texttt{y} \, < \, \texttt{0}; \; \texttt{if} \; (\texttt{guard})\{\alpha\} \; \texttt{else}\{\beta\} \; \rangle \Phi, \; \Delta \\ \Gamma \vdash \langle \texttt{if} \; ((\texttt{y}=\texttt{3}) \, + \, \texttt{y} \, < \, \texttt{0})\{\alpha\} \; \texttt{else}\{\beta\} \rangle \Phi, \Delta \end{split}$$

### **Rule Application for** if-then-else

. . .

$$ext{y} = 3; \ \Gamma dash igg< igg| \ ext{int val1} = ext{y}; \ ext{int val0} = ext{val1} + ext{y} \ igg> \Phi, \Delta$$

$$\Gamma \vdash \left\langle \begin{array}{c} \texttt{int val1} = \texttt{y} = \texttt{3}\texttt{;} \\ \texttt{int val0} = \texttt{val1} + \texttt{y} \end{array} \right\rangle \Phi, \Delta$$

$$\Gamma \vdash \left\langle egin{array}{ll} ext{int val0} &= ( ext{y} = ext{3}) + ext{y}; \ ext{boolean guard} &= ext{val0} < ext{0}; \ ext{dollar} \ \Phi, \Delta \ ext{if (guard)} \{lpha\} ext{ else} \{eta\} \end{array} 
ight
angle$$

 $\Gamma \vdash \langle \texttt{boolean guard} = (\texttt{y} = \texttt{3}) + \texttt{y} < \texttt{0}; \texttt{ if } (\texttt{guard}) \{ \alpha \} \texttt{else} \{ \beta \} \rangle \Phi, \Delta$ 

$$\Gamma \, \vdash \langle \texttt{if} \; ((\texttt{y}=\texttt{3}) \, + \, \texttt{y} \; < \; \texttt{0}) \{\alpha\} \; \texttt{else}\{\beta\} \rangle \, \Phi, \Delta$$

#### **Classical rule for assignment**

$$\frac{\Gamma^{x \leftarrow y}, x \doteq t^{x \leftarrow y}}{\Gamma} \vdash \langle x = t \rangle \Phi, \Delta \quad (y \text{ new variable})$$

**Classical rule for assignment** 

$$\frac{\Gamma^{x \leftarrow y}, x \doteq t^{x \leftarrow y}}{\Gamma} \vdash \langle x = t \rangle \Phi, \Delta \qquad (y \text{ new variable})$$

**Problems:** 

*cannot* be handled as substitution

#### **Classical rule for assignment**

$$\frac{\Gamma^{x \leftarrow y}, x \doteq t^{x \leftarrow y}}{\Gamma} \vdash \langle x = t \rangle \Phi, \Delta \qquad (y \text{ new variable})$$

**Problems:** 

*cannot* be handled as substitution

• aliasing:
 ?
  $o.a \doteq 3$  ⊢  $\langle u.a = 5; \rangle \phi$ 

**Requires to split the proof for the cases** o = u and  $o \neq u$ .

## The Active Statement in a Program

#### **Example**



first active command i=0;

non-active prefix  $\pi$ 

rest  $\omega$ 

#### **Syntax:** Updates are syntactical elements

$$\{loc := val\}\Phi \text{ or } \{loc := val\}t$$

where

 $\mathit{loc}$  either a

- program variable *x*
- an attribute o.attr or
- an array access *a*[*i*]

val a logical term (no side effects)

#### Syntax: Updates are syntactical elements

$$\{loc := val\}\Phi \text{ or } \{loc := val\}t$$

where

 $\mathit{loc}$  either a

- program variable *x*
- an attribute o.attr or
- an array access *a*[*i*]

val a logical term (no side effects)

#### Semantic:

$$g \models \{loc := val\}\Phi$$
 iff  $g' \models \Phi$  where  $g' = g_{loc}^{val}$ 

## **Assignment Rule in KeY**

 $\frac{\Gamma \vdash \{ \texttt{loc} := \texttt{val} \} \langle \pi \ \omega \rangle \Phi, \ \Delta}{\Gamma \vdash \langle \pi \ \texttt{loc} = \texttt{val}; \ \omega \rangle \Phi, \ \Delta}, \text{ where } loc, \ val \ \texttt{side effect free}}$ 

$$\frac{\Gamma \vdash \{ \texttt{loc} := \texttt{val} \} \langle \pi \ \omega \rangle \Phi, \ \Delta}{\Gamma \vdash \langle \pi \ \texttt{loc} = \texttt{val}; \ \omega \rangle \Phi, \ \Delta}, \text{ where } loc, \ val \ \texttt{side effect free}}$$

#### Advantages:

no renaming as in the classical version

 $\begin{array}{l} \Gamma \vdash \{ \texttt{loc} := \texttt{val} \} \langle \pi \; \omega \rangle \Phi, \; \Delta \\ \hline \Gamma \vdash \langle \pi \; \texttt{loc} = \texttt{val}; \; \omega \rangle \Phi, \; \Delta \end{array}$ , where  $loc, \; val \; \texttt{side effect free}$ 

#### **Advantages:**

- no renaming as in the classical version
- delayed proof branching

$$\Gamma \vdash \langle x = 3; x = 4; \rangle \Phi$$
 or  
 $\Gamma \vdash \langle o.a = 3; o.a = 4; \rangle \Phi$ 

Use conditional terms to delay splitting further

$$(s[t_1 ? = t_2] \mapsto e)^{I,\beta} = \begin{cases} e^{I,\beta} & t_1^{I,\beta} = t_2^{I,\beta} \\ (s[t_1])^{I,\beta} & \text{otherwise} \end{cases}$$

.

#### **Application on**

#### program variable

 $\{x := t\} y \quad \rightsquigarrow \quad y$  $\{x := t\} x \quad \rightsquigarrow \quad t$  $\{o.a := t\} y \quad \rightsquigarrow \quad y$ 

# Application of updates $\mathcal{U}$

# **Application on**

#### **Application on attribute**

#### program variable

- $\{o.a := t\} o.a \quad \rightsquigarrow \quad t$  $\{x := t\} y \quad \rightsquigarrow \quad y$  $\{o.a := t\} u.a \quad \rightsquigarrow \quad (\{o.a := t\}u? = o).a \mapsto t$
- $\{o.a := t\} y \rightsquigarrow y$

 $\{x := t\} x \quad \rightsquigarrow \quad t$ 

Application on

#### **Application on attribute**

#### program variable

 $\{x := t\} y \quad \rightsquigarrow \quad y \qquad \{o.a := t\} o.a \quad \rightsquigarrow \quad t \\ \{x := t\} x \quad \rightsquigarrow \quad t \qquad \{o.a := t\} u.a \quad \rightsquigarrow \quad (\{o.a := t\}u? = o).a \mapsto t \\ \{o.a := t\} y \quad \rightsquigarrow \quad y \end{cases}$ 

#### Application stops before modal operators, e.g.

$$\{o.a := t\} \langle \alpha \rangle \Phi \rightsquigarrow \{o.a := t\} \langle \alpha \rangle \Phi$$

Application is shoved over operators to the subformulas (terms)

$$\{o.a := t\} \Phi \land \Psi \rightsquigarrow \{o.a := t\} \Phi \land \{o.a := t\} \Psi$$

# Application of updates $\mathcal{U}$

# **Application on**

#### **Application on attribute**

#### program variable

$$\{x := t\} y \quad \rightsquigarrow \quad y \qquad \{o.a := t\} o.a \quad \rightsquigarrow \quad t \\ \{x := t\} x \quad \rightsquigarrow \quad t \qquad \{o.a := t\} u.a \quad \rightsquigarrow \quad (\{o.a := t\}u? = o).a \mapsto t \\ \{o.a := t\} y \quad \rightsquigarrow \quad y \end{cases}$$

#### Example

 $\{x\}$ 

*{x* 

 ${o.a := o}o.a.a.b$ 

# Application of updates $\mathcal{U}$

# **Application on**

#### **Application on attribute**

## program variable $\{x := t\}$

$$\{x := t\} y \quad \rightsquigarrow \quad y \qquad \{o.a := t\} o.a \quad \rightsquigarrow \quad t \\ \{x := t\} x \quad \rightsquigarrow \quad t \qquad \{o.a := t\} u.a \quad \rightsquigarrow \quad (\{o.a := t\}u? = o).a \mapsto t \\ \{o.a := t\} y \quad \rightsquigarrow \quad y \end{cases}$$

$$\{o.a := o\}o.a.a.b \quad \rightsquigarrow \quad \{o.a := o\}o.a.a.b$$

# Application on program variable

#### **Application on attribute**

# $\{x := t\} y \quad \rightsquigarrow \quad y \qquad \{o.a := t\} o.a \quad \rightsquigarrow \quad t \\ \{x := t\} x \quad \rightsquigarrow \quad t \qquad \{o.a := t\} u.a \quad \rightsquigarrow \quad (\{o.a := t\}u? = o).a \mapsto t \\ \{o.a := t\} y \quad \rightsquigarrow \quad y \end{cases}$

$$\{o.a := o\}o.a.a.b \quad \leadsto \quad (\{o.a := o\}o.a.a).b$$

# Application on program variable

#### **Application on attribute**

# $\{x := t\} y \quad \rightsquigarrow \quad y \qquad \{o.a := t\} o.a \quad \rightsquigarrow \quad t \\ \{x := t\} x \quad \rightsquigarrow \quad t \qquad \{o.a := t\} u.a \quad \rightsquigarrow \quad (\{o.a := t\}u? = o).a \mapsto t \\ \{o.a := t\} y \quad \rightsquigarrow \quad y \end{cases}$

$$\{o.a := o\} o.a.a.b \quad \rightsquigarrow \quad ((\{o.a := o\} o.a? = o).a \mapsto o).b$$

# Application on program variable

#### **Application on attribute**

# $\{x := t\} y \quad \rightsquigarrow \quad y \qquad \{o.a := t\} o.a \quad \rightsquigarrow \quad t \\ \{x := t\} x \quad \rightsquigarrow \quad t \qquad \{o.a := t\} u.a \quad \rightsquigarrow \quad (\{o.a := t\}u? = o).a \mapsto t \\ \{o.a := t\} y \quad \rightsquigarrow \quad y \end{cases}$

$$\{o.a := o\}o.a.a.b \quad \leadsto \quad ((o? = o).a \mapsto o).b$$

# Application on program variable

#### **Application on attribute**

# $\{x := t\} y \quad \rightsquigarrow \quad y \qquad \{o.a := t\} o.a \quad \rightsquigarrow \quad t \\ \{x := t\} x \quad \rightsquigarrow \quad t \qquad \{o.a := t\} u.a \quad \rightsquigarrow \quad (\{o.a := t\}u? = o).a \mapsto t \\ \{o.a := t\} y \quad \rightsquigarrow \quad y \end{cases}$

$$\{o.a := o\}o.a.a.b \quad \leadsto \quad (o? = o).a \mapsto o).b$$

# Application of updates $\mathcal{U}$

# **Application on**

#### **Application on attribute**

#### program variable

$$\{x := t\} y \quad \rightsquigarrow \quad y \qquad \{o.a := t\} o.a \quad \rightsquigarrow \quad t \\ \{x := t\} x \quad \rightsquigarrow \quad t \qquad \{o.a := t\} u.a \quad \rightsquigarrow \quad (\{o.a := t\} u? = o).a \mapsto \quad t \\ \{o.a := t\} y \quad \rightsquigarrow \quad y \end{cases}$$

$$\{o.a := o\}o.a.a.b \rightsquigarrow o.b$$

Computing update followed by update

$$\{l_1 := r_1\}\{l_2 := r_2\} = \{\{l_1 := r_1\}, \{\{l_1 := r_1\} \downarrow l_2 := \{l_1 := r_1\}r_2\}\}$$

where  $u \downarrow l = \begin{cases} x & \text{if } l = x \text{ is a program variable} \\ (u u).a & \text{if } l = u.a \end{cases}$ 

**Results in parallel update:**  $\{l_1 := v_1, \ldots, l_n := v_n\}$ 

Computing update followed by update

$$\{l_1 := r_1\}\{l_2 := r_2\} = \{\{l_1 := r_1\}, \{\{l_1 := r_1\} \downarrow l_2 := \{l_1 := r_1\}r_2\}\}$$

where  $u \downarrow l = \begin{cases} x & \text{if } l = x \text{ is a program variable} \\ (u u).a & \text{if } l = u.a \end{cases}$ 

**Results in parallel update:**  $\{l_1 := v_1, \ldots, l_n := v_n\}$ 

#### **Semantics**

- All  $l_i$  and  $v_i$  computed in old state
- All updates done simultaneously
- If conflict  $l_i = l_j$ ,  $v_i \neq v_j$  later update wins

# **Quantifying over Program Variables**

#### **Cannot quantify over program variables (non-ridig constants)**

**Non allowed:**  $\forall i:int(\langle \alpha(i) \rangle F)$ 

**Non allowed:**  $\forall n (\langle \alpha(n) \rangle F)$ 

#### **Cannot quantify over program variables (non-ridig constants)**

**Non allowed:**  $\forall i:int(\langle \alpha(i) \rangle F)$ 

**Non allowed:**  $\forall n (\langle \alpha(n) \rangle F)$ 

#### **Solution**

 $\forall n \{i := n\} \langle \alpha(i) \rangle F$ 

### **Abrupt Changes of the Control Flow**

#### **Abrupt Termination:** Redirection of the control flow by

return, break, continue **Or** Exceptions

#### **Abrupt Termination:** Redirection of the control flow by

return, break, continue **Or** Exceptions

 $\langle try \{$  a = a/b; a = a + 1;  $\} catch(Exception e) \{...\}$ finally  $\{...\} \Phi$ 

Decomposition Rule not applicable

#### **Abrupt Termination:** Redirection of the control flow by

return, break, continue **Or** Exceptions

Solution: The rules work on the first active statement

 $\Gamma \vdash \langle \pi \ stmnt'; \ \omega \rangle \Phi, \Delta$ 

 $\Gamma \vdash \langle \pi \ stmnt; \ \omega \rangle \Phi, \Delta$ 

## **Catch Thrown Exception**

Rule

 $\Gamma \vdash \langle \text{try} \{ \text{throw exc}; p \}$   $\text{catch (Exception e) } \{q\}$   $\text{finally} \{r\} \rangle \Phi, \Delta$ 

#### Rule

 $\begin{array}{ll} \Gamma & \vdash & \langle \texttt{if} (\texttt{exc instanceof Exception}) \left\{ & \\ & & \texttt{try} \{\texttt{e} = \texttt{exc}; \ q \} \texttt{finally} \{r\} \\ & \\ & \\ & \\ & \\ \end{pmatrix} \texttt{else} \left\{ \begin{array}{l} r \texttt{throw} \texttt{exc}; \end{array} \right\} \rangle \Phi, \ \Delta \end{array}$ 

 $\Gamma \vdash \langle \text{try} \{ \text{throw exc}; p \}$   $\text{catch (Exception e) } \{q\}$   $\text{finally} \{r\} \rangle \Phi, \Delta$