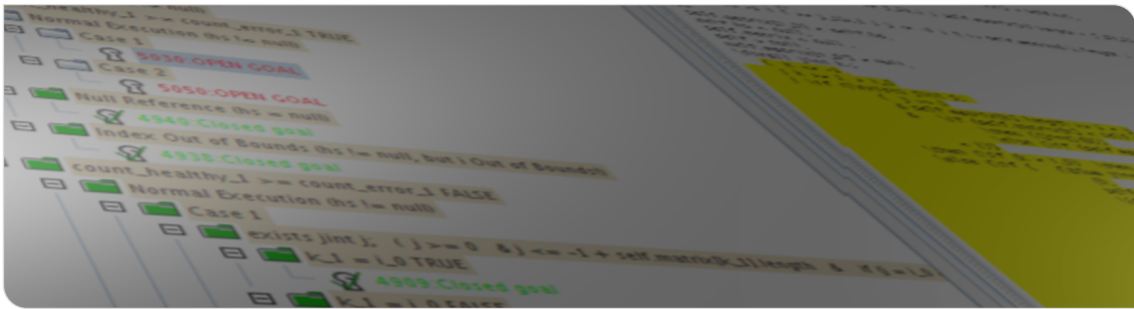


KeY Tutorial

Verify This 2021

Mattias Ulbrich | 26 March 2021





KeY

**more than 20
years experience**



KeY

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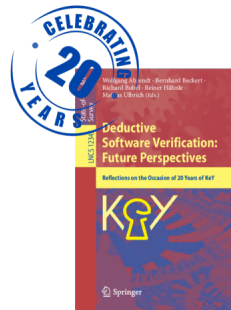


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many, many, many
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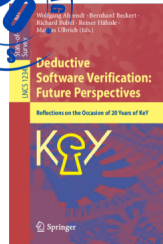


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KeY

Java



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KeY

Java

Deductive Verification



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Verification**

**Java Modeling
Language JML**



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KeY



Java

**Java 1.4
(+ a bit)**

**Deductive
Verification**



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The KeY Book

The reference for the system:

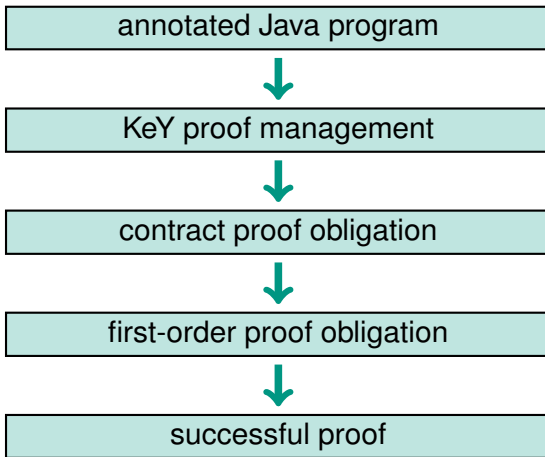
*Deductive Software
Verification – The KeY Book*

LNCS volume 10001

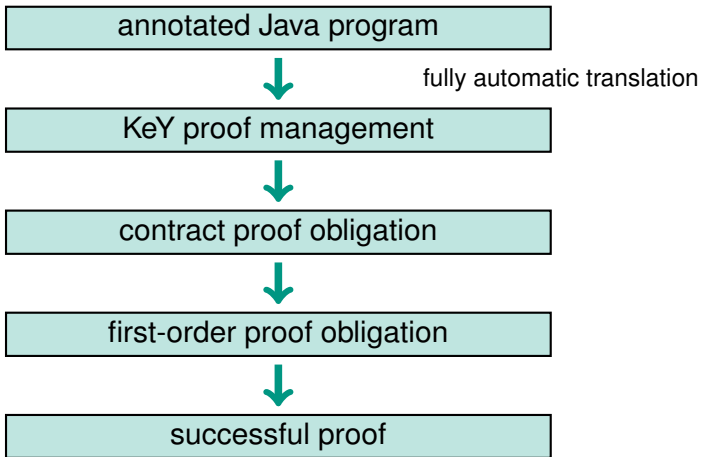
Springer 2016.



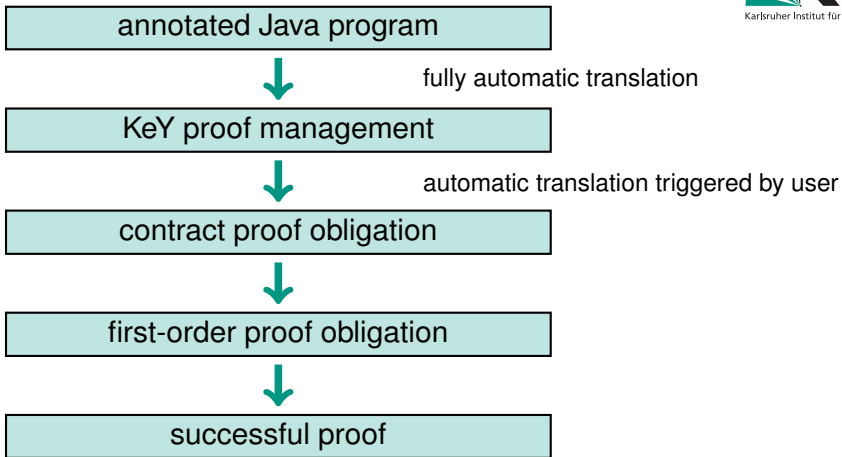
KeY Workflow



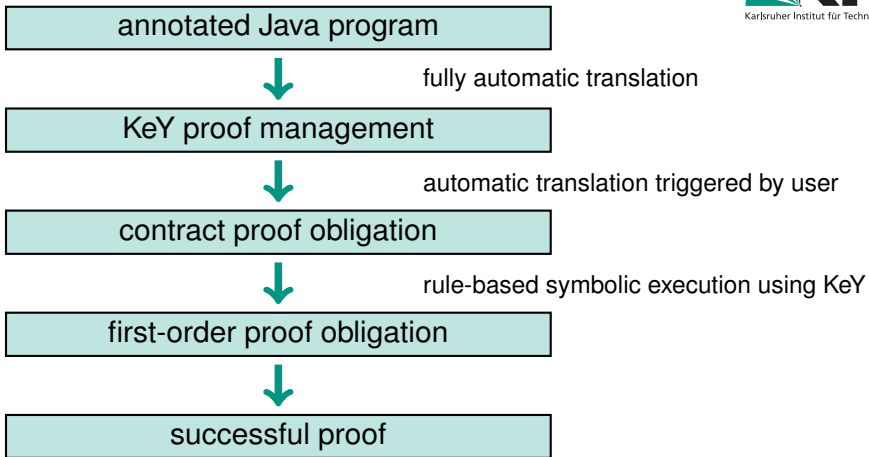
KeY Workflow



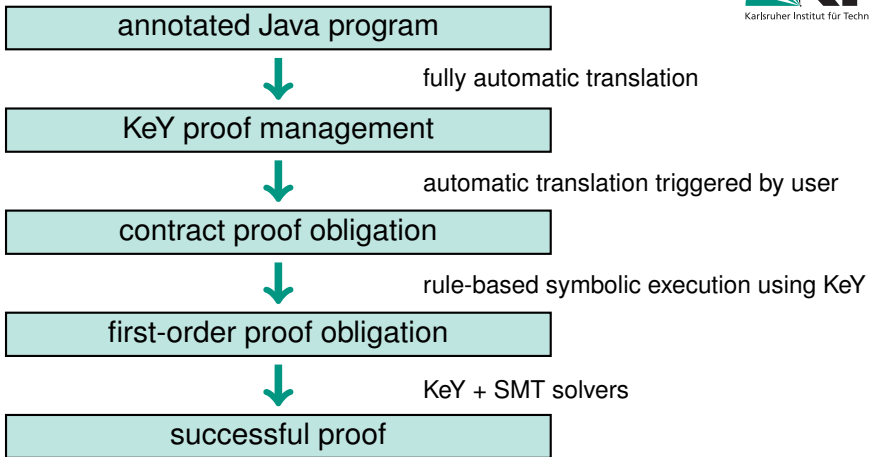
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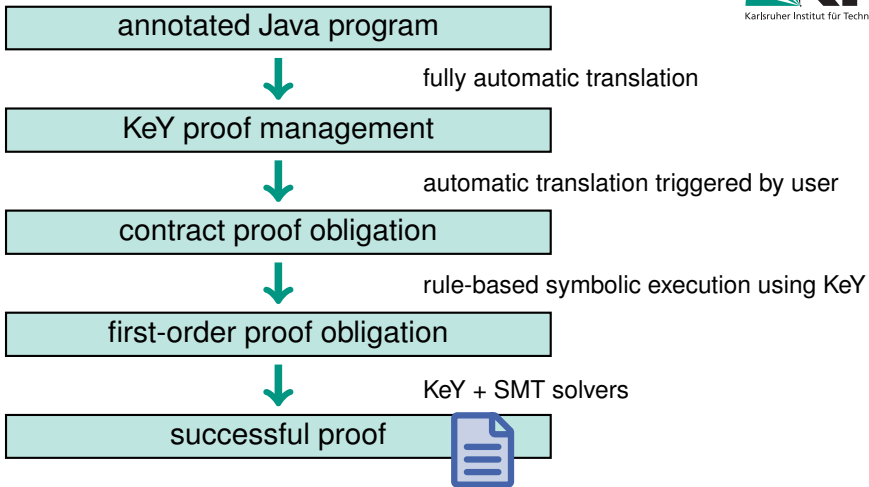
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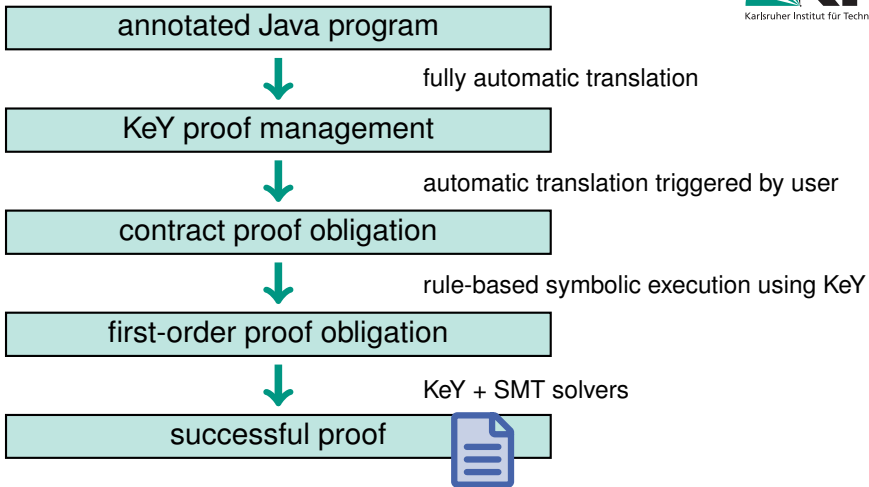


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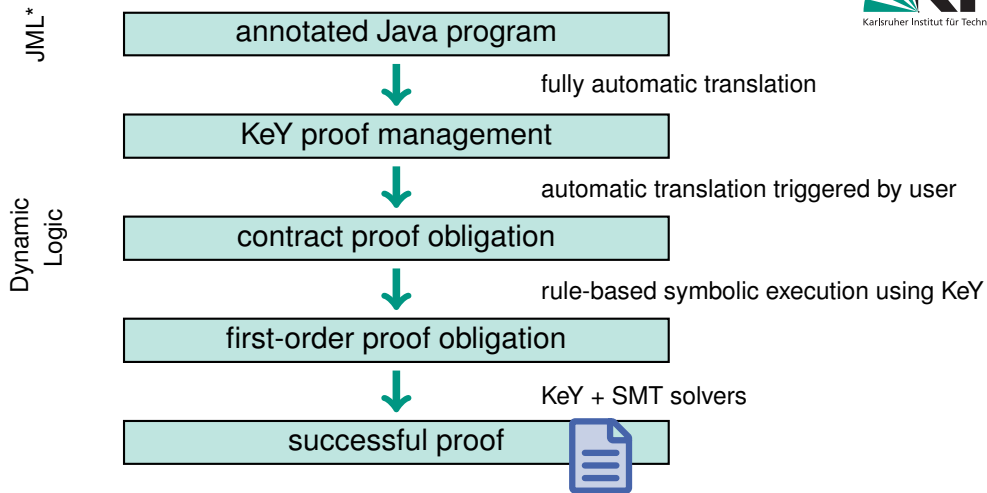


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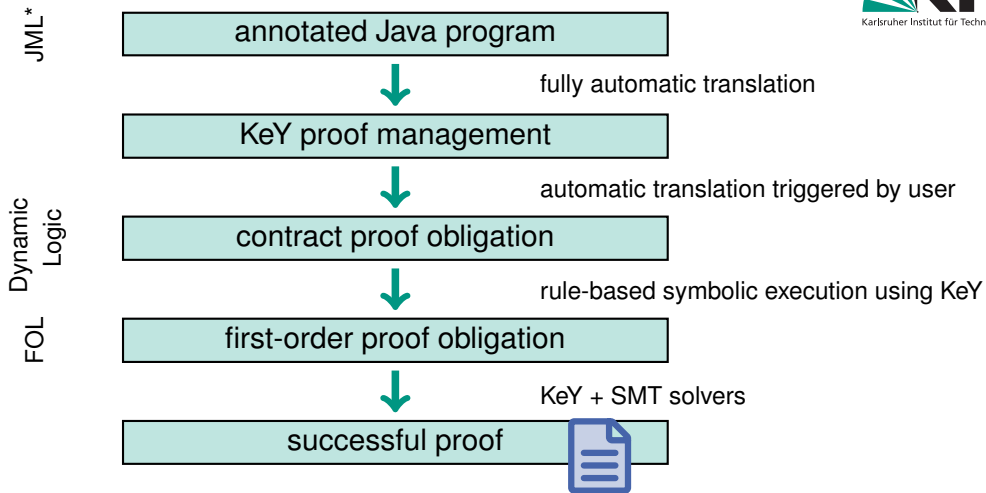
JML*



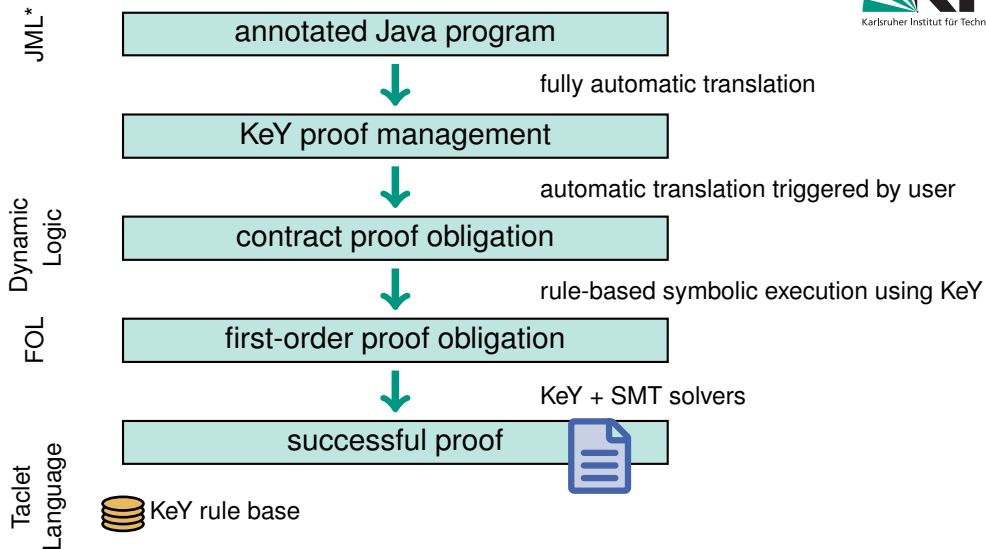
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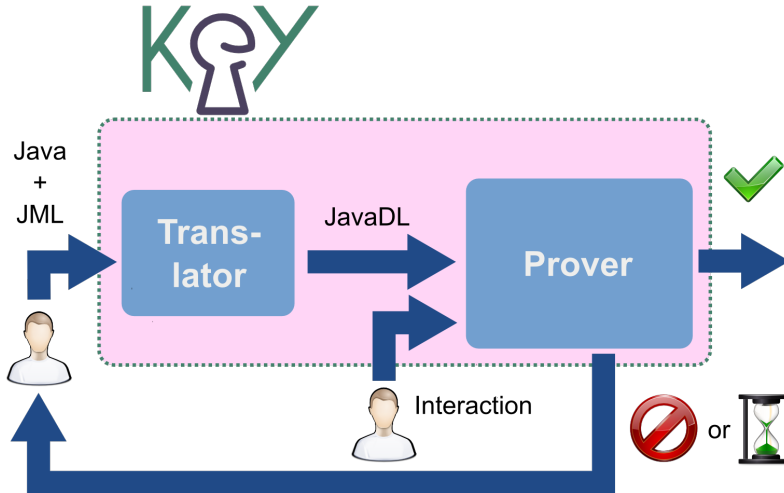
KeY Workflow



KeY Workflow



KeY Verification Process



A Case Study: The TimSort Bug

[De Gouw et al., CAV 2015]

TimSort

- Standard algorithm: Open JDK, Android, Apache, Haskell, Python
- Clever combination of merge sort and insertion sort

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Bug found during (failed) verification attempt with KeY

- Throws uncaught `ArrayIndexOutOfBoundsException` for certain inputs
- Symbolic counter example generation & analysis lead to witness
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Verification of fixed version with KeY

- Proof: JDK code with bug fix does not throw an exception
- 2,200,000 rule applications – 99.8 % automatic

The Java Modeling Language

JML

- JML independent of KeY.
- There is a JML community on its own.
- Main person: Gary Leavens (UCF Orlando)
- KeY is one tool amongst others, in particular OpenJML (David Cok)
- Influenced other specification languages, e.g., ACSL

Post increment

```
class Increment {
    int x, y;

    /*@ behavior
       @ requires true;
       @ ensures x == \old(y);
       @ ensures y == \old(y)+1;
       @ assignable this.x, this.y;
       @ signals (Exception e) false;
    @*/
    public void increment() {
        x = y++;
    }
}
```

Method contracts in JML:

- B. Meyer's *Design by contract*

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- Exceptional cases specified separately (**signals**)
- mostly interested in the **normal_behavior**

Array access

```
class SomeClass {  
    int[] array;  
    int index;  
    // ...  
  
    //@ invariant  
  
    /*@ normal_behavior  
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Object invariants in JML:

Array access

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class SomeClass {  
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- Explicit predicate: **\invariant_for(·)**
- There are defaults:
 - **requires \invariant_for(this);**
 - **ensures \invariant_for(this);**

Loop Specifications

```
/*@ loop_invariant 0 <= i && i < a.length;  
  @ loop_invariant (\forall int k;  
    @          0 <= k && k < i; a[k] == k);  
  @ decreases a.length - i;  
  @ assignable a[*];  
  @*/  
for(int i = 0; i < a.length; i++) {  
  a[i] = i;  
}
```

Three specification items

- Loop invariant(s) **loop_invariant**
(must hold before and after every loop iteration)
- Loop variant **decreases**
- A loop frame **assignable**

Loop Specifi

```
/*@ loop_inva  
@ loop_inva  
@  
@ decreases  
@ assignabl  
@*/  
for(int i = 0  
  a[i] = i;  
}
```

Java allows more than we'd wish for.

Find invariants for these loops:

```
do {  
  [...]  
} while (a[++left] >= a[left - 1]);  
  
for (int k = left; ++left <= right; k = ++left) {  
  [...]  
}
```

(taken verbatim from `java.util.DualPivotQuicksort`, `openjdk-7`)

Proving JDK's Dual Pivot Quicksort Correct [Beckert et al. VSTEE 2017]

invariant
every loop

JML extends Java

Any side-effect-free Java expression is also a JML expression.

JML expressions

- $A \implies B$... logical implication
- $A \iff B$... logical equivalence
- `\old(·)` ... value at method start

Quantifiers

- **always** in parentheses
- mostly used with integers
- allowed to quantify over all types, not only integer (which raises questions on the domain of all objects ...)
- generalisations exist: `\sum`, `\count`, etc.

```
(\exists int x; x/2 == x/4)
```

```
(\forall int i,j; 0<=j && i<j && j<a.length; a[i] < a[j])
```

```
(\sum int i; 0<=i && i<a.length; a[i])
```

Java Dynamic Logic

JavaDL

- Dynamic Logic proposed late 70s/early 80s
- Pratt, Vaughan, Fisher, Ladner
- Harel has good theory

- Basis: Typed first-order logic
- Modal logic
- Programs constitute the modalities.
- Class declarations remain in background

$[p]\varphi$: If p terminates, then φ holds in the final state (partial)
 $\langle p \rangle \varphi$: p terminates and φ holds in the final state (total)

Other Program Logics

$$\begin{array}{ccccc} \psi \rightarrow [p]\varphi & \iff & \{\psi\} p \{\varphi\} & \iff & \psi \rightarrow wlp(p, \varphi) \\ \text{DL} & & \text{Hoare calculus} & & \text{weakest (liberal) precondition} \end{array}$$

(mostly)

- Sequent calculus (Gentzen-style calculus)
- Sequent is of the shape

$$\gamma_1, \dots, \gamma_n \Longrightarrow \delta_1, \dots, \delta_m$$

(meaning $\bigwedge \gamma_i \rightarrow \bigvee \delta_i$)

- Rules are of the form

$$\frac{\Gamma_1 \Longrightarrow \Delta_1 \quad \dots \quad \Gamma_n \Longrightarrow \Delta_n}{\Gamma \Longrightarrow \Delta}$$

- Rules are applied from bottom to top:
“If I have to show the conclusion, I can instead show the premisses.”

Sample FOL rules

$$\frac{a, b \Longrightarrow}{a \wedge b \Longrightarrow}$$

$$\frac{\Longrightarrow a \quad \Longrightarrow b}{\Longrightarrow a \wedge b}$$

$$\frac{\Longrightarrow \varphi[x/c]}{\Longrightarrow \forall x. \varphi}$$

for a fresh constant c

Local variable assignment

$$\frac{\implies \{x := v\}\varphi}{\implies [x = v;]\varphi}$$

Think of $\{x := v\}\varphi$ as “let $x = v$ in φ ”

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$$\frac{\implies \{x := v\}\varphi}{\implies [x = v;]\varphi} \quad \text{Think of } \{x := v\}\varphi \text{ as "let } x = v \text{ in } \varphi\text{"}$$

Field assignment

$$\frac{\begin{array}{l} [\text{NULL}] \quad o = \text{null} \implies [\text{throw new NullPointerException();}]\varphi \\ [\text{NORMAL}] \quad o \neq \text{null} \implies \{heap := \text{store}(heap, o, C::f, v)\}\varphi \end{array}}{\implies [o.f = v;]\varphi}$$

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Field assignment

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and many, many more rules

about 200 rules for symbolic execution
over 1500 rules in total

$$\begin{array}{l}
 \implies inv \\
 \implies \mathcal{A}_{heap} \mathcal{A}_{local} ((inv \wedge se \doteq TRUE) \rightarrow [p_{norm}] inv) \\
 \implies \mathcal{A}_{heap} \mathcal{A}_{local} ((inv \wedge se \doteq FALSE) \rightarrow [\pi \ \omega] \varphi) \\
 \text{simpleInv} \frac{}{\implies [\pi \ \text{while}(se) \ \{ \ p_{norm} \ } \ \omega] \varphi}
 \end{array}$$

where

- se is a simple expression and p_{norm} cannot terminate abruptly;
- $(inv, mod, term)$ is a loop specification for the loop to which the rule is applied;
- $\mathcal{A}_{heap} = \{\mathbf{heap} := c_h\}$ anonymizes the heap; $c_h:Heap$ is a fresh constant;
- $\mathcal{A}_{local} = \{l_1 := c_1 \parallel \dots \parallel l_n := c_n\}$ anonymizes all local variables l_1, \dots, l_n that are the target of an assignment (left-hand side of an assignment statement) in p_{norm} ; each c_i is a fresh constant of the same type as l_i .

$$\begin{array}{l}
 \implies inv \\
 \implies \mathcal{A}_{heap} \mathcal{A}_{local} \left((inv \wedge [b=nse;] b \doteq TRUE) \rightarrow [\widehat{b=nse}; p] post \right) \\
 \implies \mathcal{A}_{heap} \mathcal{A}_{local} \left((inv \wedge [b=nse;] b \doteq FALSE) \rightarrow [\pi b=nse; \omega] \varphi \right) \\
 \text{abruptTermInv} \frac{}{\implies [\pi \text{ while}(nse) \{ p \} \omega] \varphi}
 \end{array}$$

$$\begin{array}{l}
 post \quad (EXCEPTION \neq null \rightarrow [\pi \text{ throw EXCEPTION}; \omega] \varphi) \\
 \wedge (BREAK \doteq TRUE \rightarrow [\pi \omega] \varphi) \\
 \wedge (RETURN \doteq TRUE \rightarrow [\pi \text{ return res}; \omega] \varphi) \\
 \wedge (NORMAL \rightarrow inv)
 \end{array}$$

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- `\locset` = `java.lang.Object` × *FieldName*

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$\backslash\text{locset}$ – data type for dynamic frames (JML*)

- $\backslash\text{locset} = \text{java.lang.Object} \times \textit{FieldName}$
- $o.f \rightsquigarrow (o, C::f), \quad o.* \rightsquigarrow \bigcup_f (o, f)$

Observation: Framing Problem

It may be more challenging to prove that things do *not* happen than that they happen.

Solutions include separation logic, ownership types, **dynamic frames**,

`\locset` – data type for dynamic frames (JML*)

- `\locset` = `java.lang.Object` × *FieldName*
- $o.f \rightsquigarrow (o, C::f), \quad o.* \rightsquigarrow \bigcup_f(o, f)$
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Typical pattern (+ a grain of salt)

```
//@ ghost \locset footprint;  
  
//@ invariant footprint =  
//@   this.* \cup next.footprint;  
  
//@ ...  
//@ ensures \new_elems_fresh(footprint);  
//@ assignable footprint;  
void m();  
  
//@ ...  
//@ accessible footprint;  
int /*@pure*/ query();
```


Dynamic Frames – Dependency Analysis

Typical problem

```
o.query() == o.query()@heap[p.g:=5]
```

- With **accessible** no need to look inside the definitions

Pure method

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- if two heaps are equal on footprint, then queries evaluate to same value.
- Proof obligation:

$$\frac{\begin{array}{l} o.\text{footprint}@h_1 = o.\text{footprint}@h_2, \\ \{heap := h_1\}[r = o.\text{query}();]q_1 = r, \\ \{heap := h_2\}[r = o.\text{query}();]q_2 = r \end{array}}{\implies q_1 = q_2}$$

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- Then axiom in logic: $o.\text{footprint}@h_1 = o.\text{footprint}@h_2 \rightarrow o.\text{query}()@h_1 = o.\text{query}()@h_2$

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- Caution with recursive queries ...
- Automation ...

Pure method

```
//@ accessible footprint;  
int /*@pure*/ query();
```

<https://www.key-project.org/download/>

“Single Click Jar”



- deductive Java verification
- also for concurrent code (permissions)
- support for the full JavaCard language (incl. transactions)
- test case generation
- counterexample generation
- symbolic execution engine for Java
- symbolic execution debugger
- deductive information flow analysis (with two DL-operators)
- floating point support (brand new)
- open source (GPL / EPL)

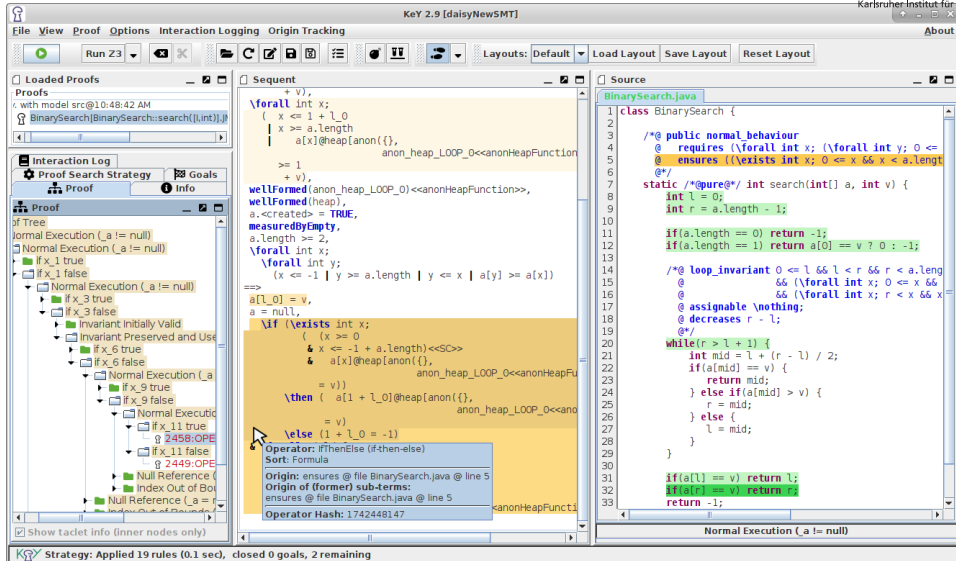
The tool

<https://www.key-project.org/download/> “Single Click Jar”

“Single Click Jar”

```
java -jar key-2.8.0-exe.jar
```

Demo



KeY 2.9 [daisyNewSMT]

File View Proof Options Interaction Logging Origin Tracking

Run Z3

Layouts: Default Load Layout Save Layout Reset Layout

Loaded Proofs

Proofs

with model src@10:48:42 AM

BinarySearch[BinarySearch::search((),int)]

Interaction Log

Proof Search Strategy Goals

Proof

of Tree

Normal Execution (a != null)

Normal Execution (a != null)

if x_1 true

if x_1 false

Normal Execution (a != null)

if x_3 true

if x_3 false

Invariant Initially Valid

Invariant Preserved and Use

if x_6 true

if x_6 false

Normal Execution (a != null)

if x_9 true

if x_9 false

Normal Execution (a != null)

if x_11 true

if x_11 false

Operator: IfThenElse (if-then-else)

Sort: Formula

Origin: ensures @ file BinarySearch.java @ line 5

Origin of (former) sub-terms: ensures @ file BinarySearch.java @ line 5

Operator Hash: 1742448147

Sequent

```

+ v),
\forall int x;
  ( x <= 1 + l_0
  | x >= a.length
  | a[x]@heap[anon({},
    anon_heap_LOOP_0<<anonHeapFunction
    >>
    >= 1
    + v),
wellFormed(anon_heap_LOOP_0)<<anonHeapFunction>>,
wellFormed(heap),
a.<created>= TRUE,
measuredByEmpty,
a.length >= 2,
\forall int x;
  \forall int y;
    (x <= -1 | y >= a.length | y <= x | a[y] >= a[x])
=>
a[l_0] = v,
a = null,
\if (\exists int x;
  ( x >= 0
  & x <= -1 + a.length)<<SC>>
  & a[x]@heap[anon({},
    anon_heap_LOOP_0<<anonHeapFu
    >>
    = v))
  \then ( a[1 + l_0]@heap[anon({},
    anon_heap_LOOP_0<<anon
    >>
    = v)
  \else (1 + l_0 = -1)
Operator: IfThenElse (if-then-else)
Sort: Formula
Origin: ensures @ file BinarySearch.java @ line 5
Origin of (former) sub-terms:
ensures @ file BinarySearch.java @ line 5
Operator Hash: 1742448147

```

Source

BinarySearch.java

```

1 class BinarySearch {
2
3   /*@ public normal_behaviour
4   @ requires (\forall int x; (\forall int y; 0 <=
5   @ ensures ((\exists int x; 0 <= x && x < a.length
6   @*/
7   static /*@pure*/ int search(int[] a, int v) {
8     int l = 0;
9     int r = a.length - 1;
10
11    if(a.length == 0) return -1;
12    if(a.length == 1) return a[0] == v ? 0 : -1;
13
14    /*@ loop_invariant 0 <= l && l < r && r < a.length
15    @                && (\forall int x; 0 <= x &&
16    @                && (\forall int x; r < x && x
17    @ assignable \nothing;
18    @ decreases r - l;
19    @*/
20    while(r > l + 1) {
21      int mid = l + (r - l) / 2;
22      if(a[mid] == v) {
23        return mid;
24      } else if(a[mid] > v) {
25        r = mid;
26      } else {
27        l = mid;
28      }
29    }
30
31    if(a[l] == v) return l;
32    if(a[r] == v) return r;
33    return -1;

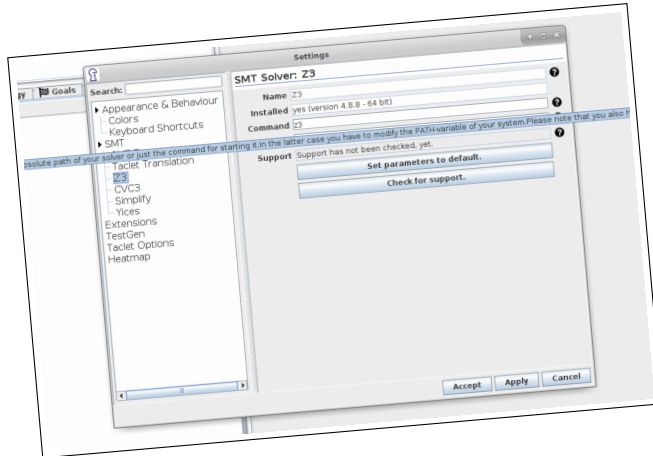
```

Normal Execution (a != null)

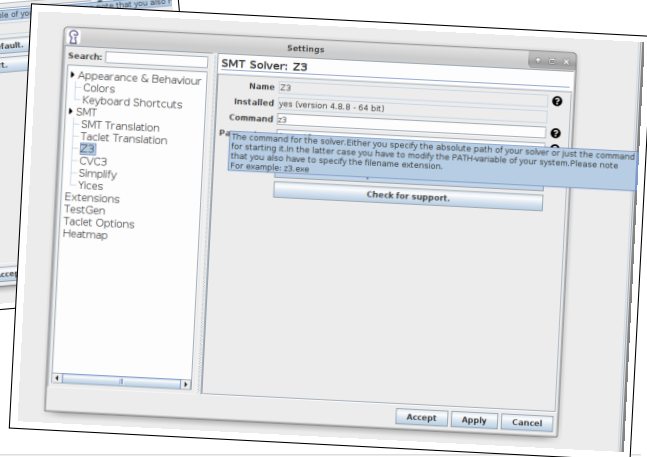
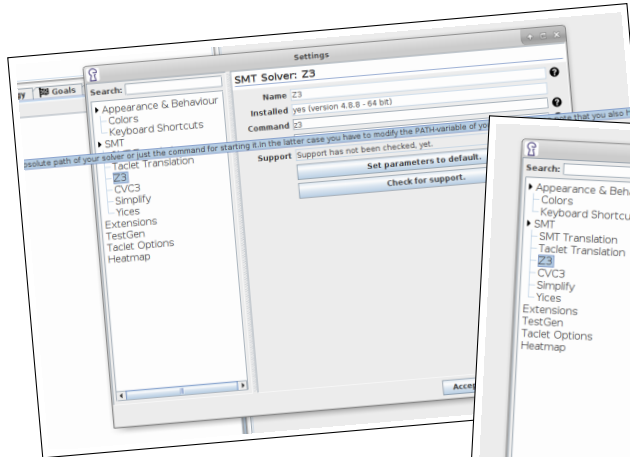
Strategy: Applied 19 rules (0.1 sec), closed 0 goals, 2 remaining

- ① KeY usually loads **all** .java files in a directory and all subdirectories.
- ② Good workflow:
 - Load proof obligation
 - Right click on \implies .
 - Choose the “Full Auto Pilot” Macro
 - Inspect unclosed goals.
 - When hoping for a closed goal apply macro “Try close goals below”.
- ③ “Hide Intermediate ProofSteps”, “Expand Goals Only” from context menu in proof make that a lot more readable.
- ④ Prefer `\strictly_nothing` over `\nothing`
- ⑤ The origin of a formula is highlighted when hovering (orange)
- ⑥ Symbolic execution trace is highlighted (green)
- ⑦ The challenges should work without help of an smt solver

Micro Challenge



Micro Challenge



Micro Challenge