# **Automated Program Reasoning**

Laura Kovács



#### **Automated Reasoning**

In a vague sense, automated reasoning involves:



- 1. Representing a problem as a mathematical/logical statement
- 2. Computer-supported automatic check whether this statement is true

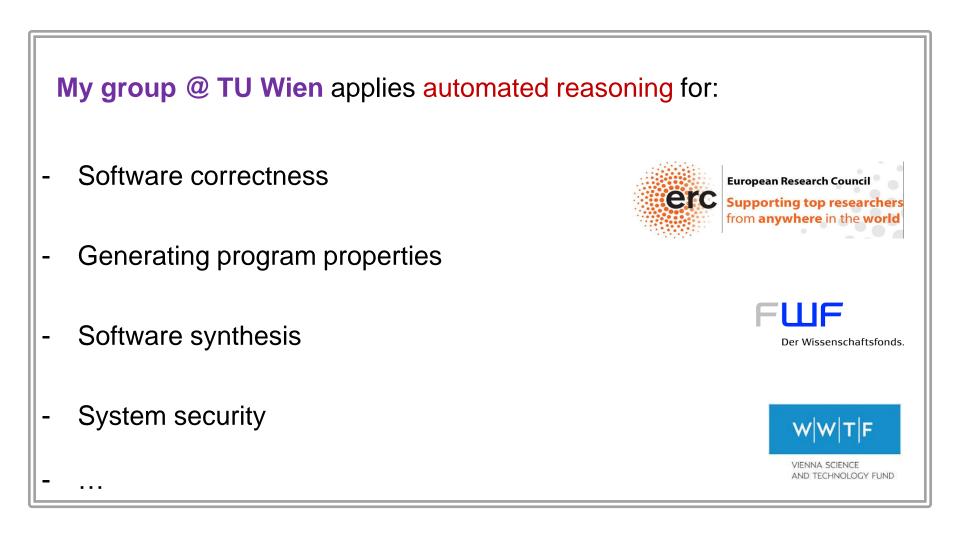
### **Automated Reasoning**

#### in Program Analysis

My group @ TU Wien applies automated reasoning for:

- Software correctness
- Generating program properties
- Software synthesis
- System security

## **Automated Reasoning**



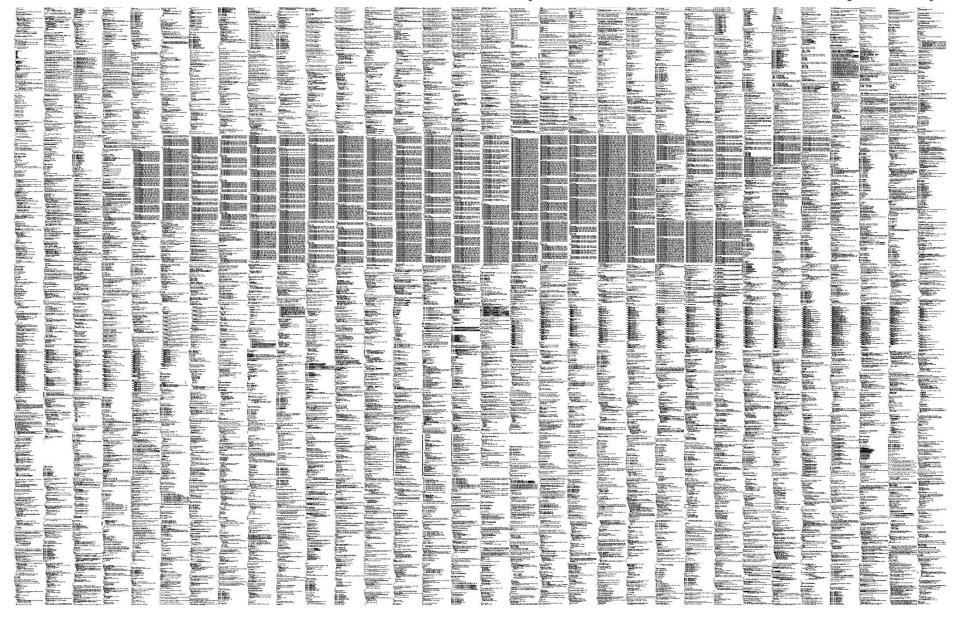




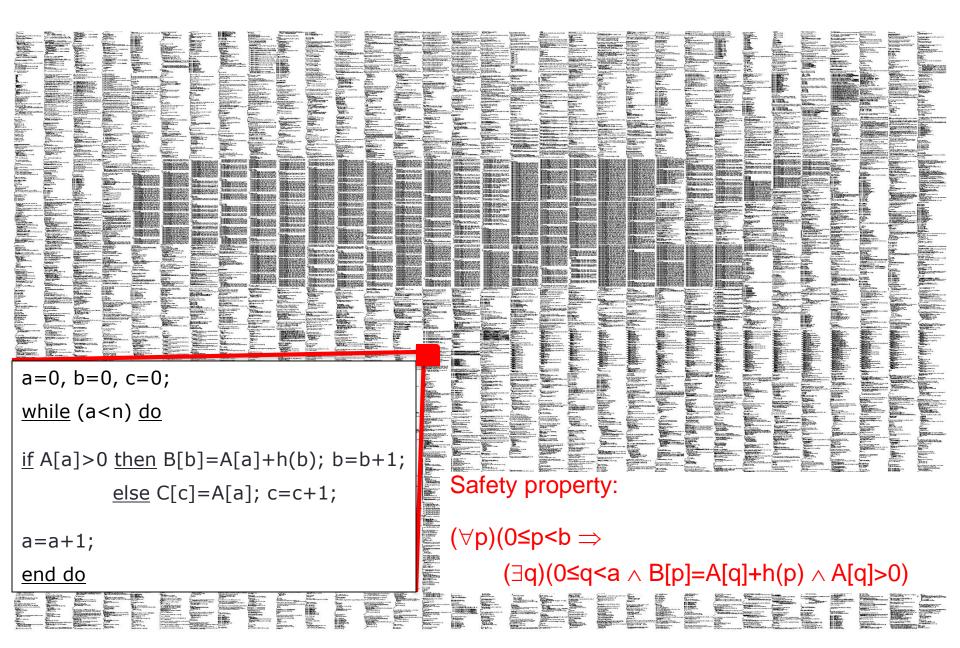


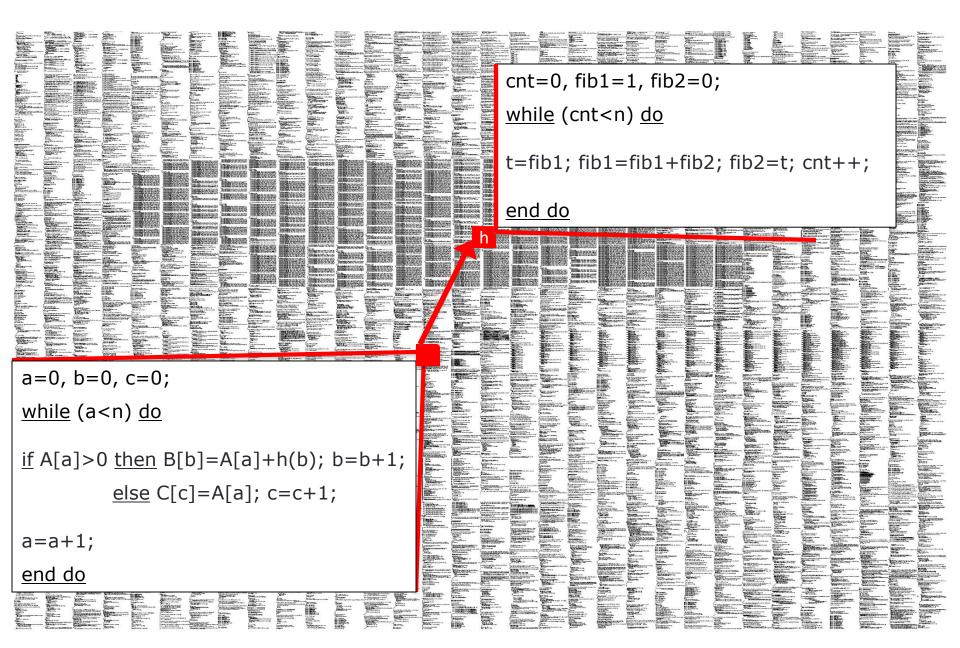
in Program Analysis

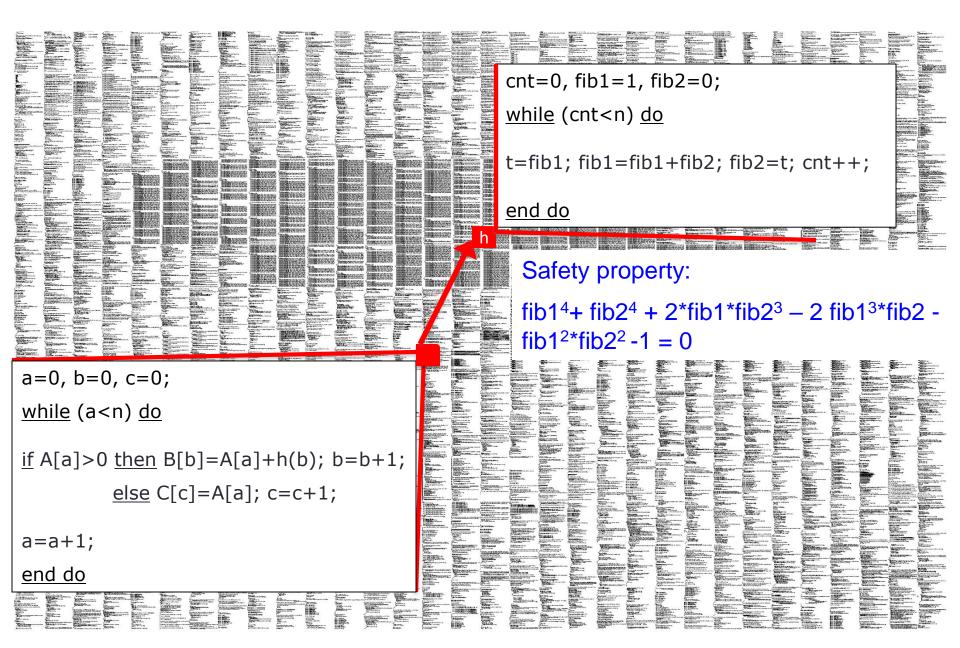
#### (ex. ~200kLoC, VAMPIRE prover)

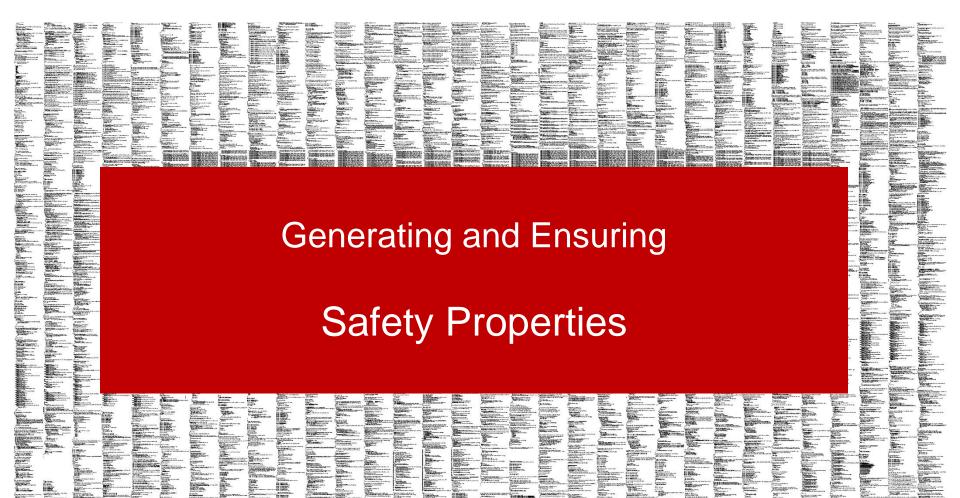


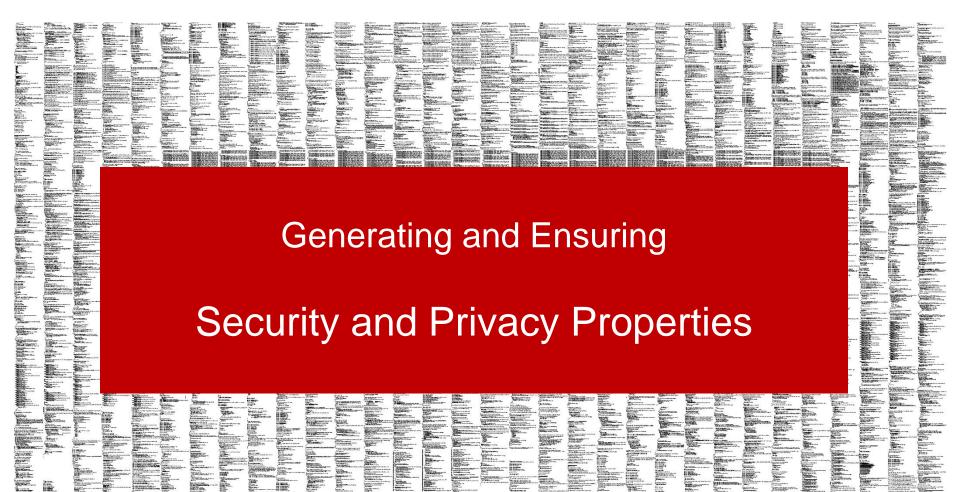
a=0, b=0, c=0;	
<u>while</u> (a <n) <u="">do</n)>	
<u>if</u> A[a]>0 <u>then</u> B[b]=A[a]+h(b); b=b+1; <u>else</u> C[c]=A[a]; c=c+1;	
a=a+1; end do	

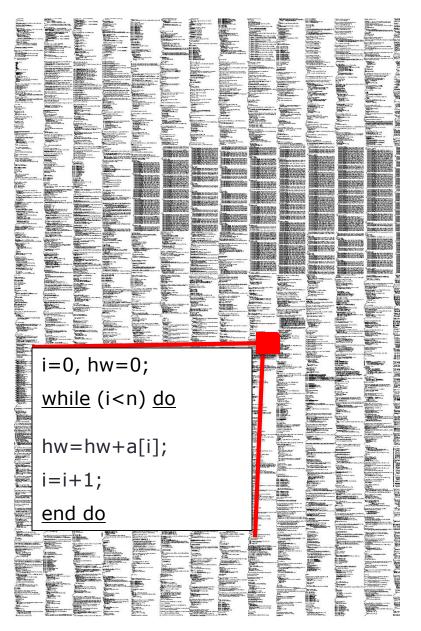




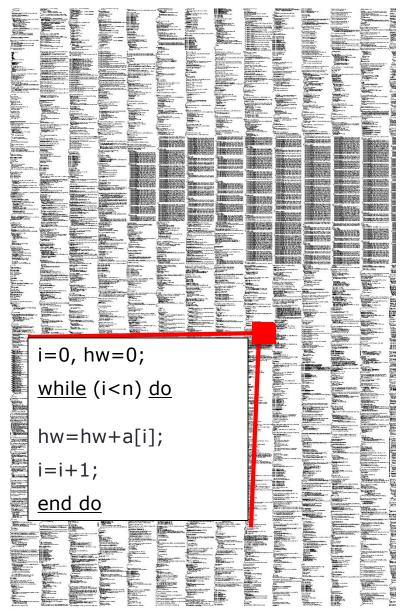








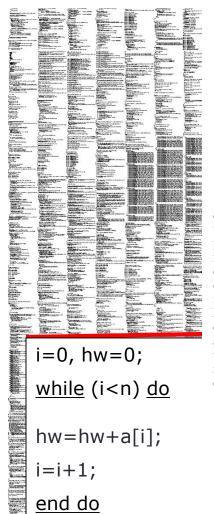
- Array **a**: bit-wise representation of a secret key
- Hamming weight hw: number of 1s in the key



- Array **a**: bit-wise representation of a secret key
- Hamming weight hw: number of 1s in the key

- Leaking hw ?

(e.g. measure of side-channel leakage)



#### Verifying Relational Properties using Trace Logic

Gilles Barthe\*<sup>†</sup>, Renate Eilers<sup>‡</sup>, Pamina Georgiou<sup>‡</sup>, Bernhard Gleiss<sup>‡</sup>, Laura Kovács<sup>‡§</sup>, Matteo Maffei<sup>‡</sup>

\*Max Planck Institute for Security and Privacy, Germany

<sup>†</sup>IMDEA Software Institute, Spain <sup>‡</sup>TU Wien, Austria <sup>§</sup>Chalmers University of Technology, Sweden

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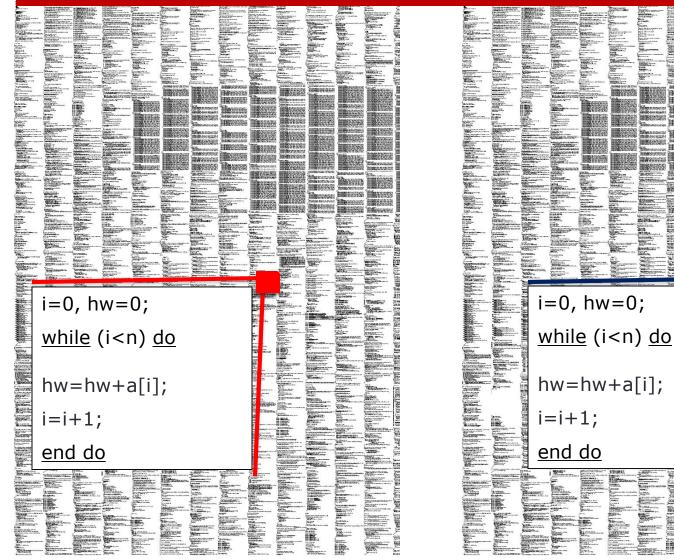
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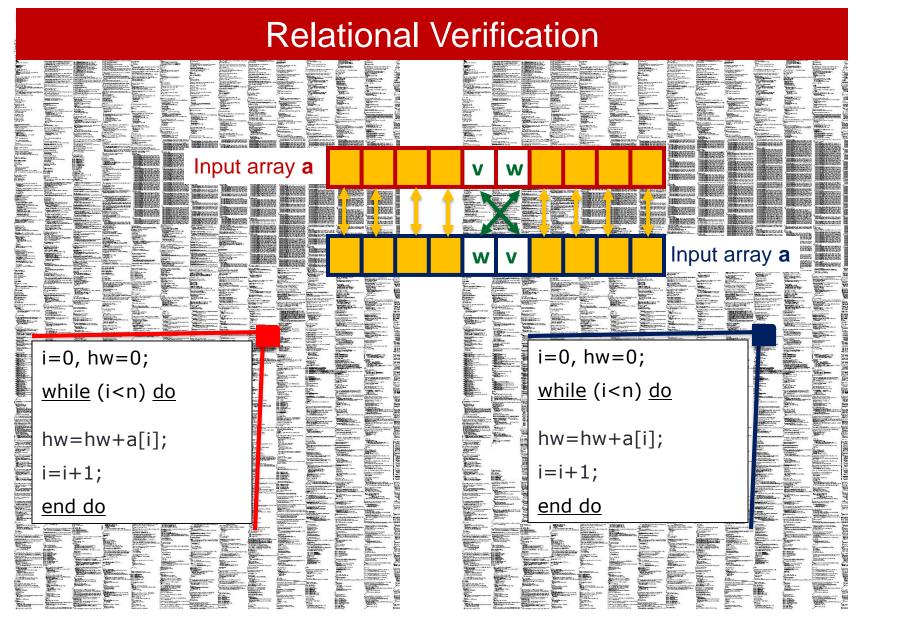
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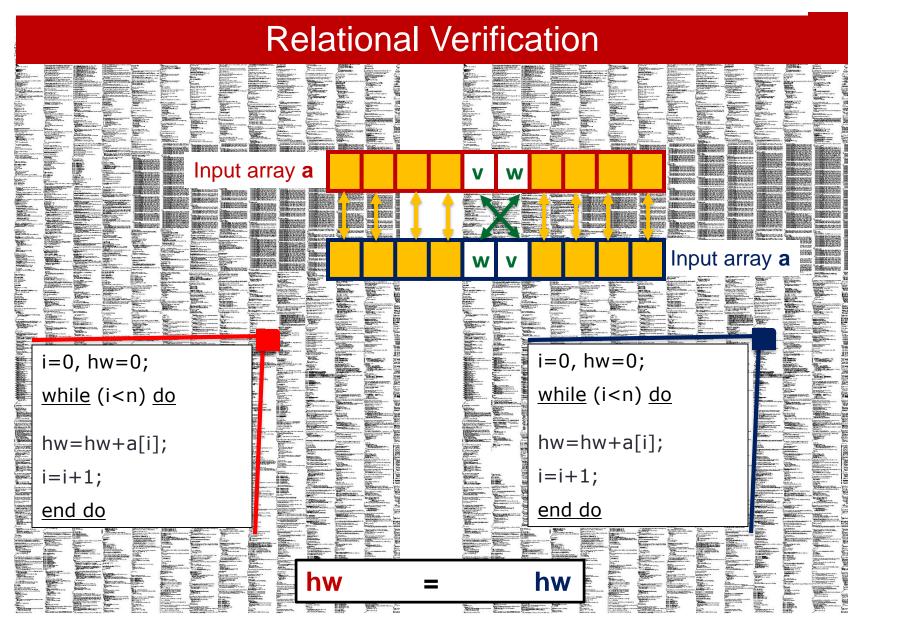
Abstract—We present a logical framework for the verification of relational properties in imperative programs. Our framework reduces verification of relational properties of imperative programs to a validity problem in trace logic, an expressive instance of first-order predicate logic. Trace logic draws its expressiveness from its syntax, which allows expressing properties over computation traces. Its axiomatization supports fine-grained reasoning about intermediate steps in program execution, notably loop iterations. We present an algorithm to encode the semantics of programs as well as their relational properties in trace logic, and then show how first-order theorem proving can be used to reason about the resulting trace logic formulas. Our work is implemented in the tool RAPID and evaluated with examples coming from the security field.

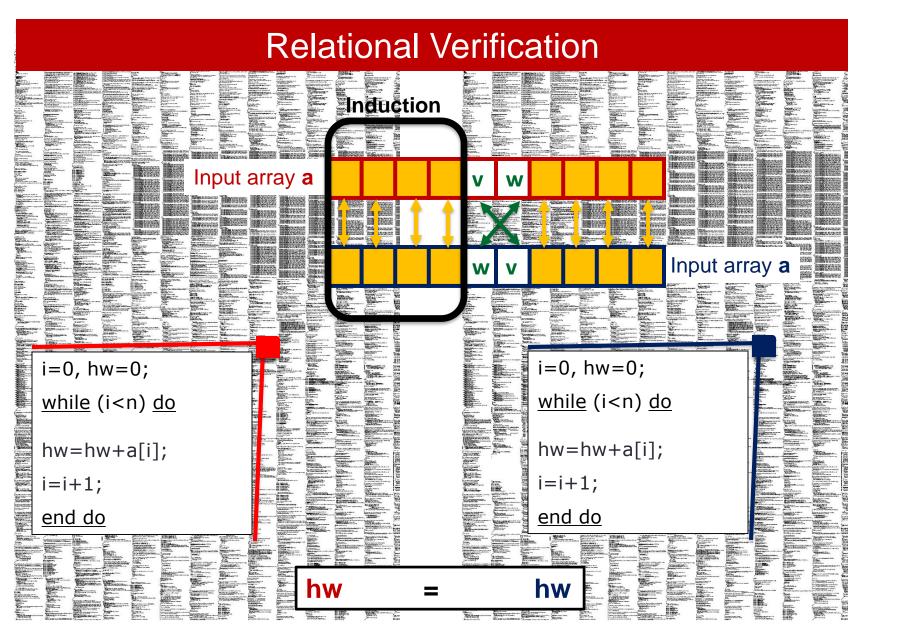
- hw = hw + a[i]; i = i + 1; end do hw = hw + a[i]; i = i + 1; hw = hw + a[i]; i = i + 1; hw = hw + a[i]; hw = hw + hw + hw + hw + hw + hw +
- No matter what permutation of a, the hw is the same

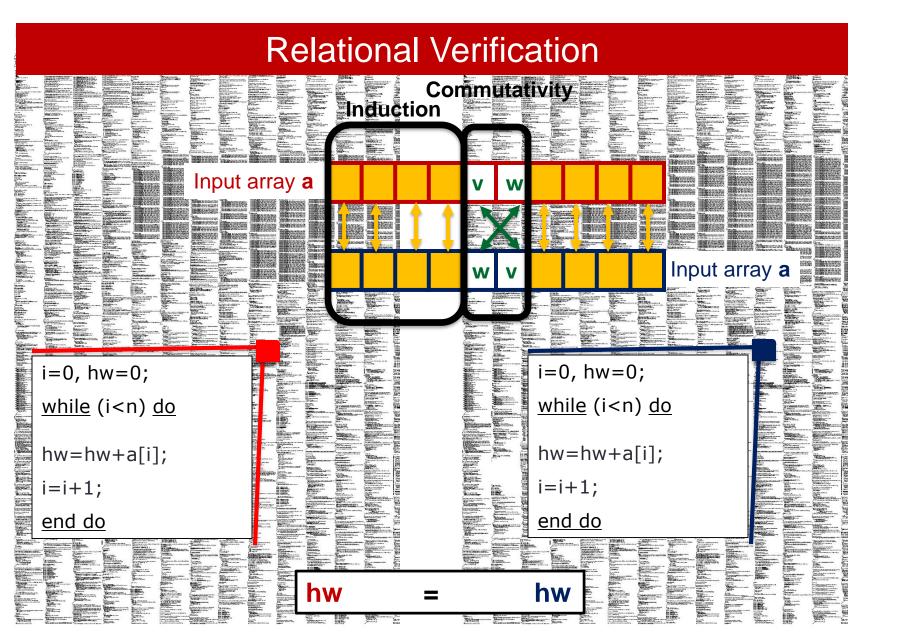
#### **Relational Verification**

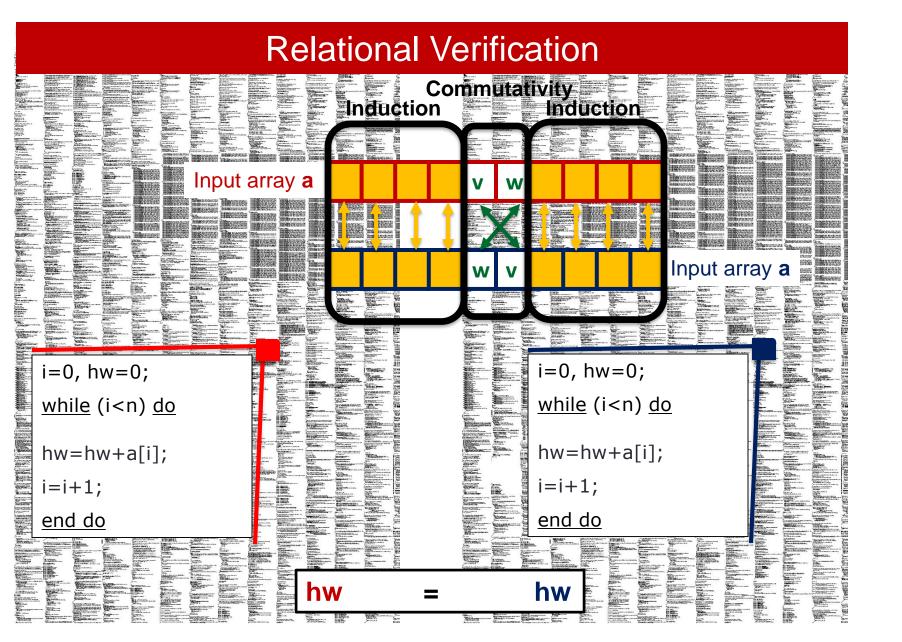


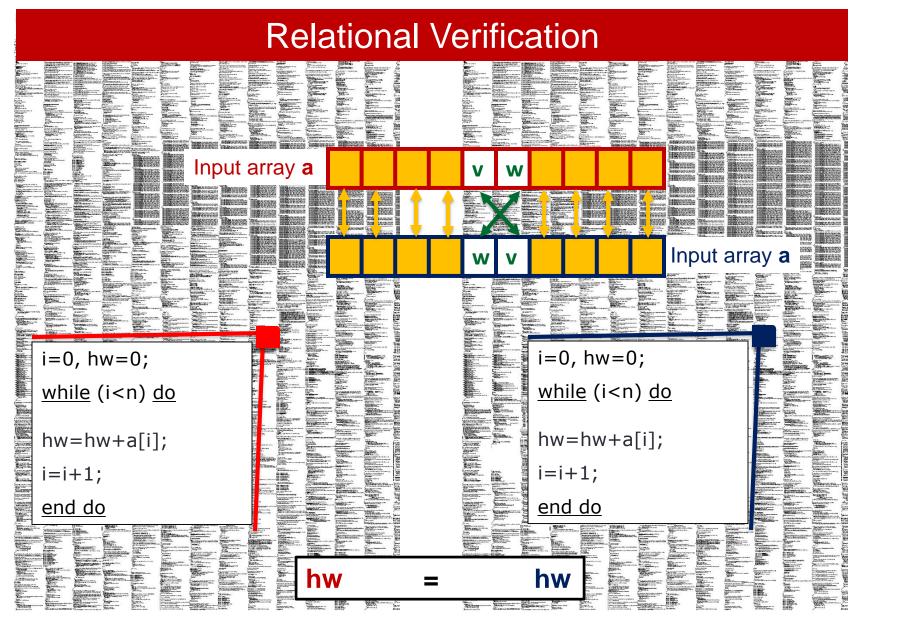




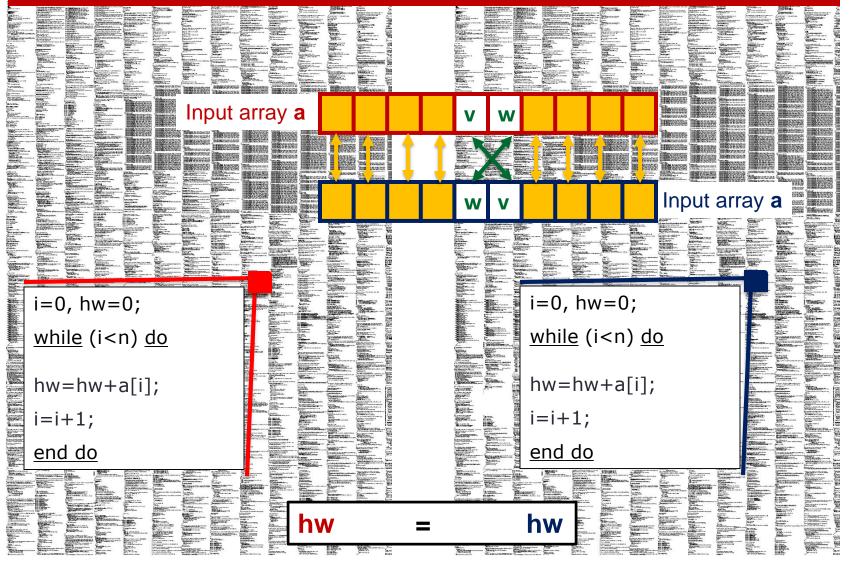


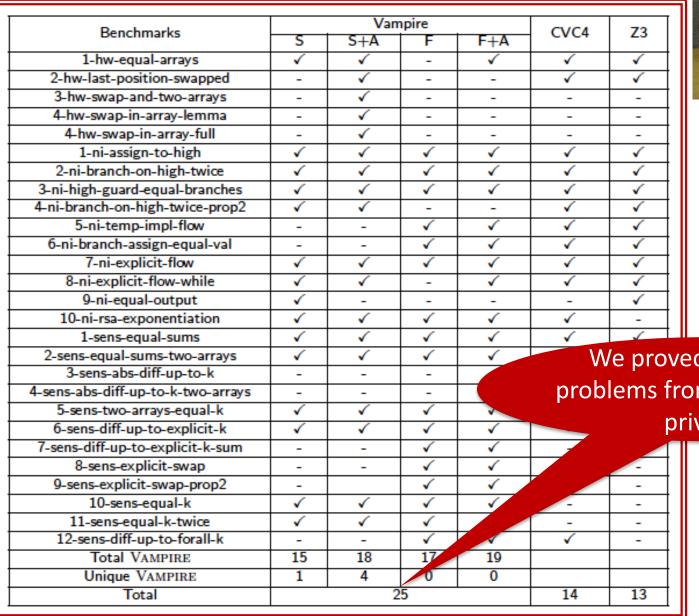






#### Relational Verification (non-interference, sensitivity)







We proved 11 unique problems from security and privacy. Automated Reasoning for Security, Privacy, Safety, ...

New Reasoning Challenges:

• **Software semantics** in (extensions) of first-order logic

• First-order theories of data structures

Induction

#### What Kind of Automated Reasoners can be Used?

	Input	Examples	Impact
SAT Solver	Propositional formulae	MiniSat, Lingeling	Intel
SMT Solvers	(First-order) formulae + theories	CVC4, Z3	Microsoft, Amazon
Theorem Provers	First-order formulae (+ theories)	Vampire, E	Intel, Amazon
Proof Assistants (interactive)	Higher-order formulae	Isabelle, Coq	Intel, Apple

### **Our Automated Reasoner: VAMPIRE**

	Input	Examples	Impact
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### What is VAMPIRE?

• An automated theorem prover for first-order logic and theories.

https://vprover.github.io/download.html

- Completely automatic: once you started a proof attempt, it can only be interrupted by terminating the process.
- Champion of the CASC world-cup in first-order theorem proving: won CASC > 55 times.



#### VAMPIRE

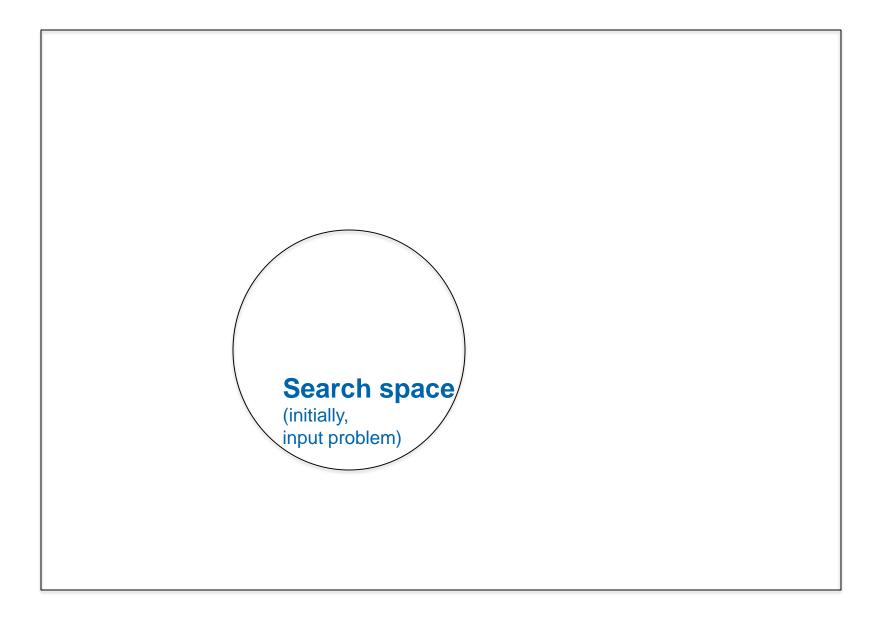
- It produces detailed proofs
- It competes with SMT solvers on their problems
- In normal operation, it is saturation-based
- It is portfolio-based works best when uses lots of strategies
- It supports lots of extra features and options helpful, for example, system security, including induction and theory reasoning.

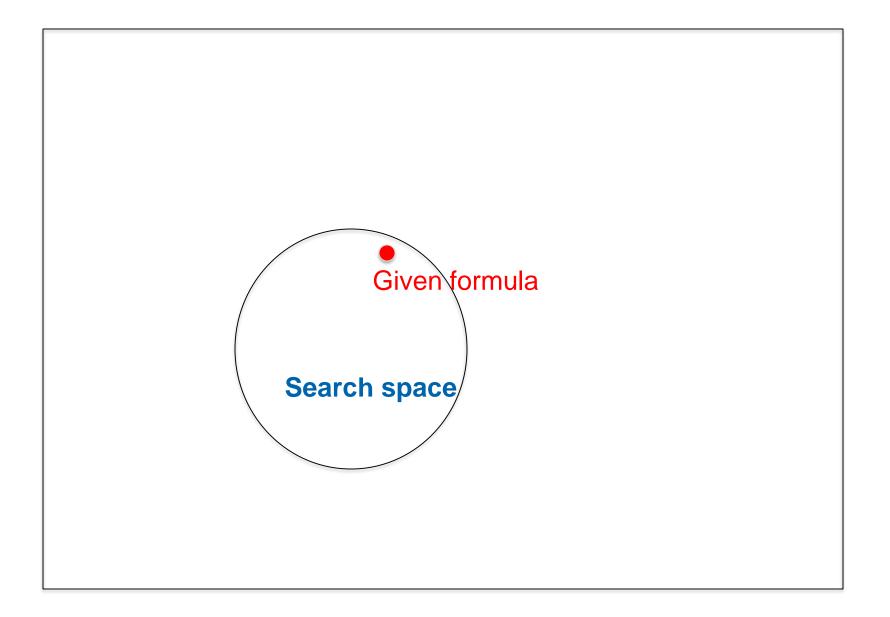
### **Automated Reasoning with VAMPIRE**

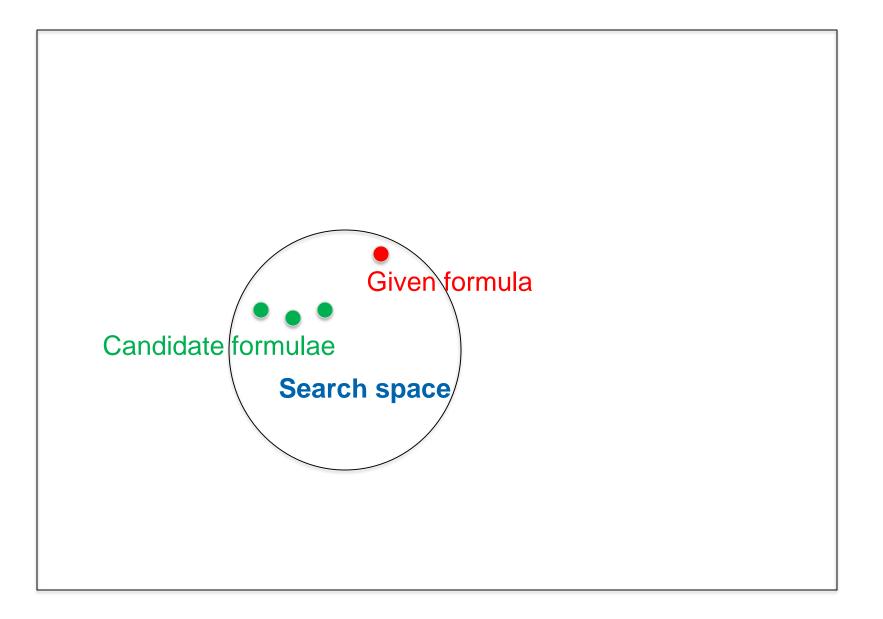
#### **Proof by Refutation**

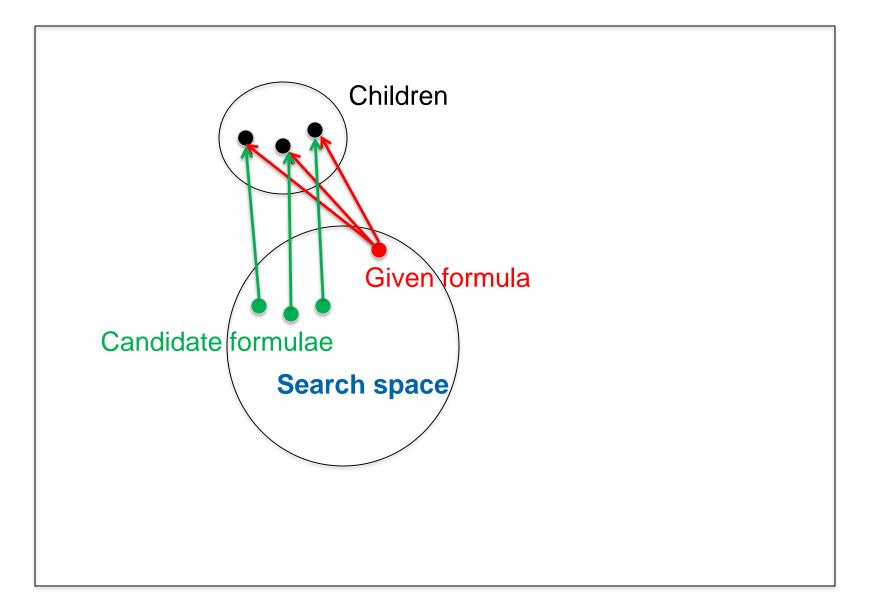
Given an input problem with assumptions  $F_1, ..., F_n$  and goal G:

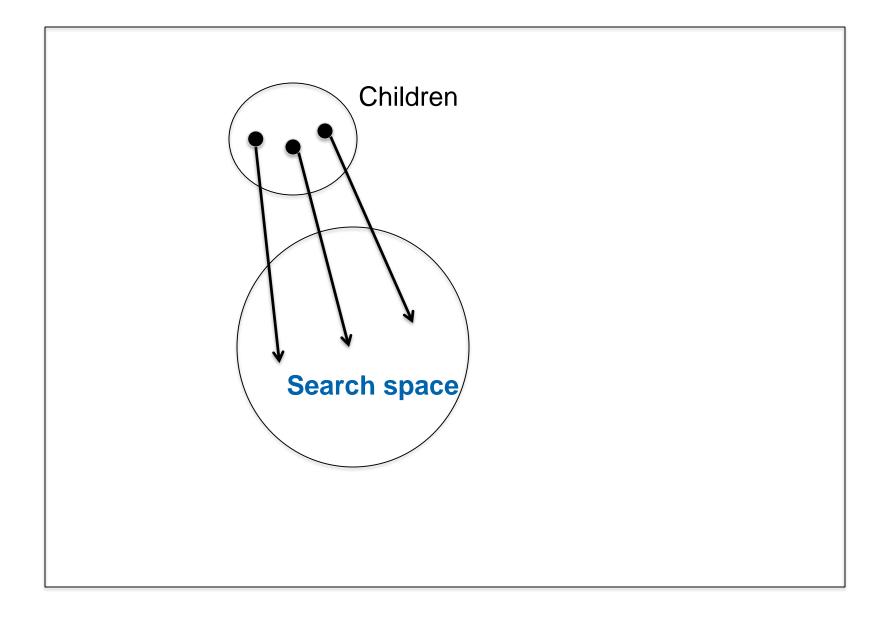
- **1.** Negate the conjecture  $(\neg G)$ ;
- 2. Establish unsatisfiability of the set of formulas  $F_1, ..., F_n, \neg G$ .

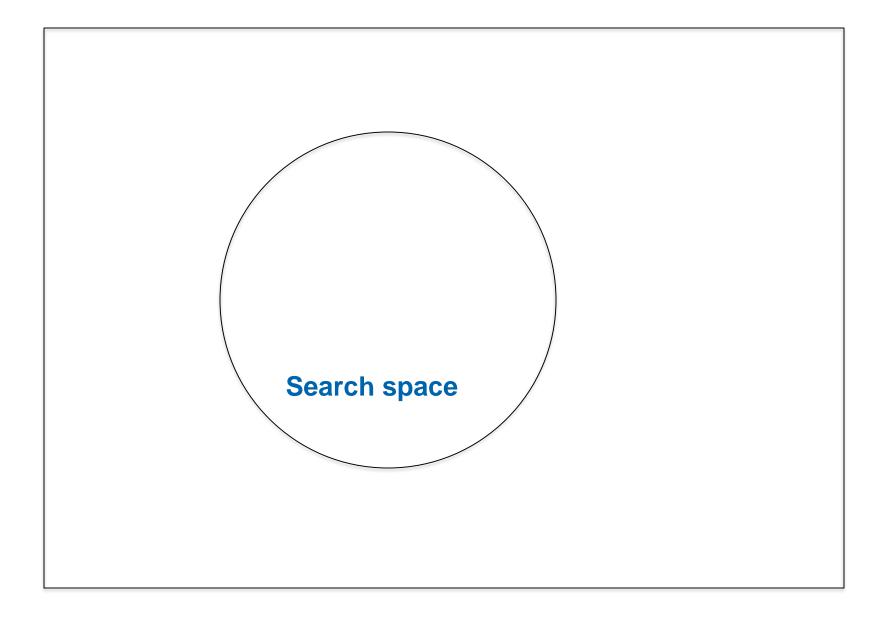


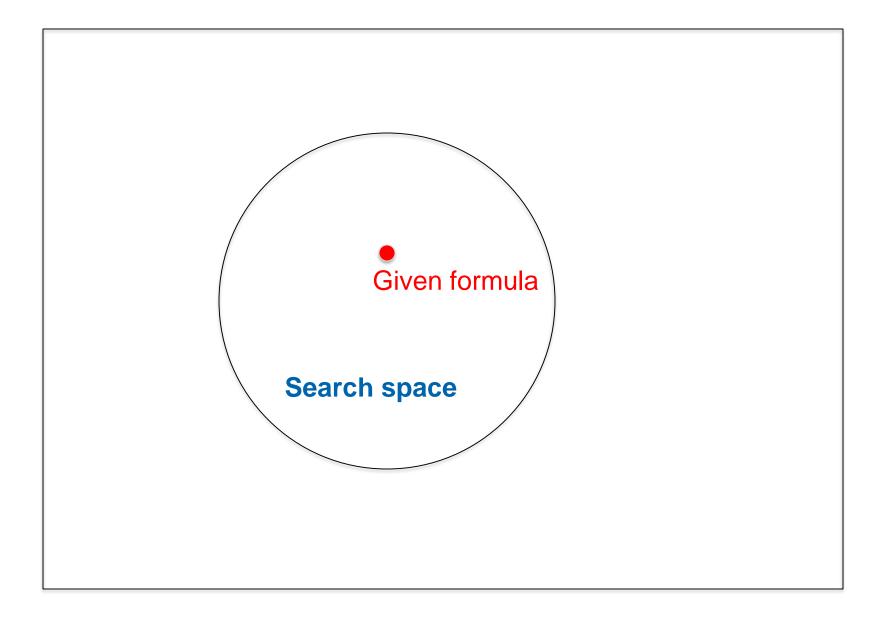


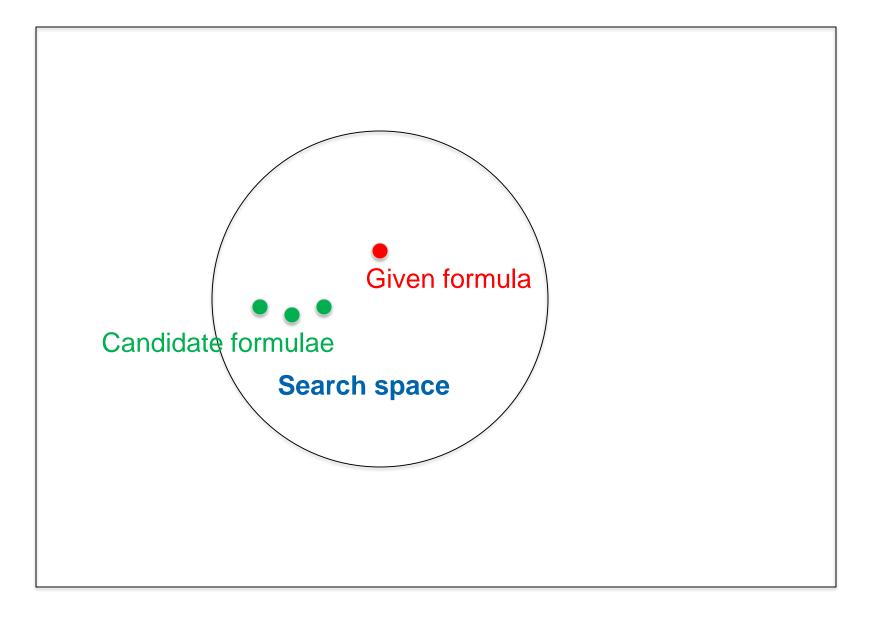


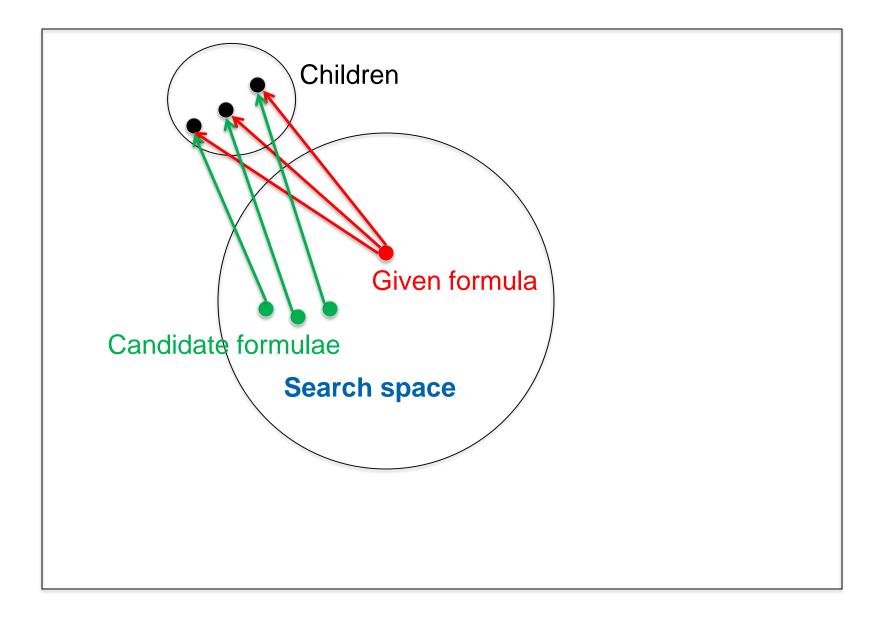


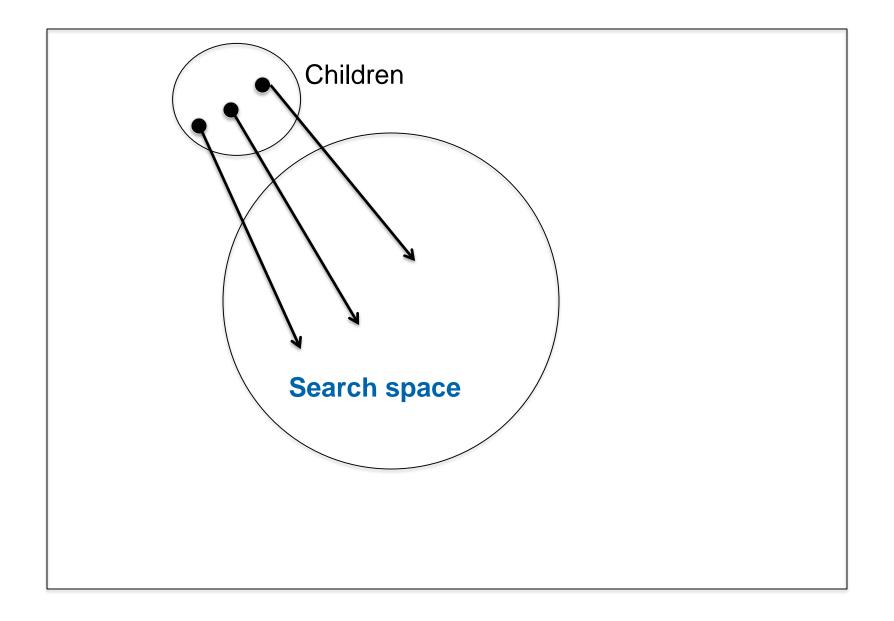


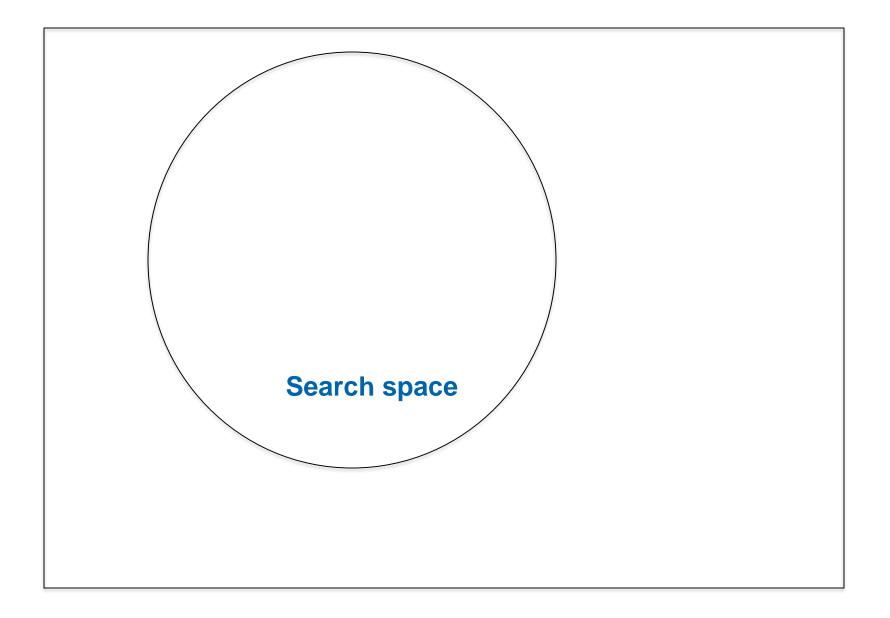


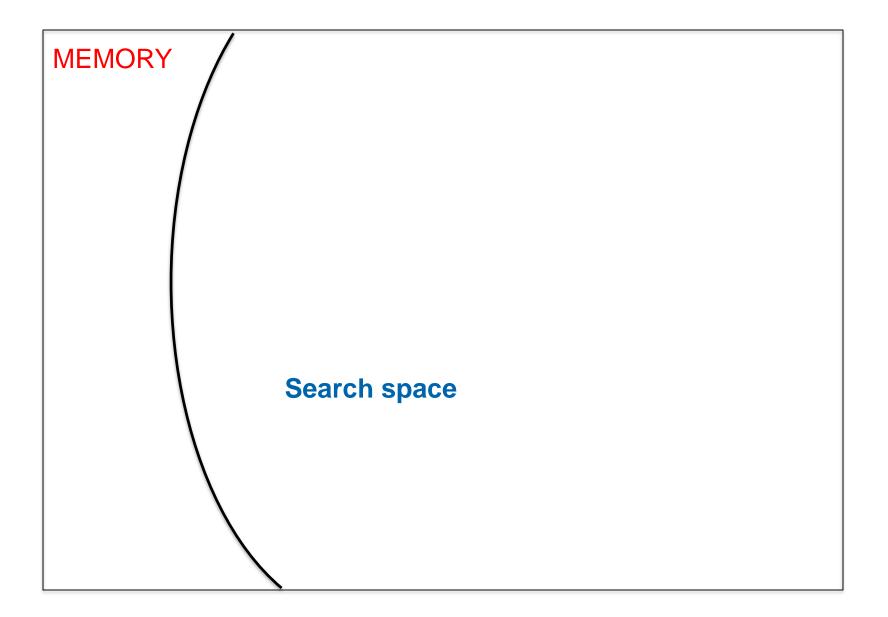












# Automated Reasoning with VAMPIRE – In practice

In practice there are three possible scenarios:

- 1. At some moment proof is found; in this case, the input is valid/true.
- 2. Saturation will terminate <u>without ever finding a proof</u>, in this case the input is satisfiable.
- 3. Saturation will run <u>until we run out of resources</u>, but without ever finding a proof. In this case it is <u>unknown</u> whether the input is valid.

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### CHALLENGE: How to solve <u>unknown</u>?

# Automated Reasoning with VAMPIRE – In practice

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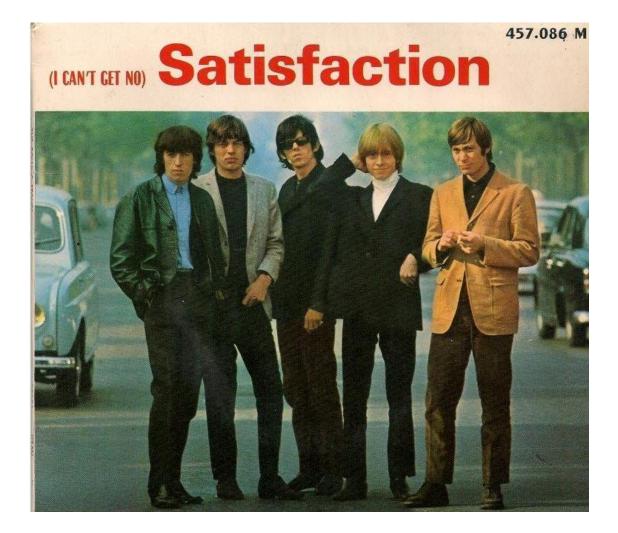
3. Saturation will run <u>until we run out of resources</u>, but without ever finding a proof. In this case it is <u>unknown</u> whether the input is valid.

CHALLENGE: How to solve unknown? How to improve performance?

### Automated Program Reasoning – Our recipe

### **First-Order Theorem Proving in Software Development**

# Automated Program Reasoning – Our recipe



#### I can't get no satisfaction:

-and I try ... -and I try ... -and I try ... -and I try

[The Rolling Stones]

New Reasoning Challenges in Systems Engineering

• **Software semantics** in (extensions) of first-order logic

• First-order theories of data structures

Induction

**New Reasoning Challenges** in Systems Engineering

### Software semantics in (extensions) of first-order logic

Formal Methods in Computer-Aided Design 2020

#### Trace Logic for Inductive Loop Reasoning

Pamina Georgiou<sup>®</sup>, Bernhard Gleiss<sup>®</sup>, Laura Kovács<sup>®</sup> TU Wien, Austria

Abstract—We propose trace logic, an instance of many-sorted first-order logic, to automate the partial correctness verification of programs containing loops. Trace logic generalizes semantics of program locations and captures loop semantics by encoding properties at arbitrary timepoints and loop iterations. We guide and automate inductive loop reasoning in trace logic by using generic trace lemmas capturing inductive loop invariants. Our work is implemented in the RAPID framework, by extending and integrating superposition-based first-order reasoning within RAPID. We successfully used RAPID to prove correctness of many programs whose functional behavior are best summarized in the first-order theories of linear integer arithmetic, arrays and inductive data types.

#### I. INTRODUCTION

One of the main challenges in automating software verification comes with handling inductive reasoning over programs containing loops. Until recently, automated reasoning in formal verification was the primary domain of satisfiability modulo theory (SMT) solvers [1], [2], yielding powerful advancements

```
1
       func main()
2
         const Int[] a;
 3
 4
         Int[] b;
 5
         Int i = 0;
 6
         Int j = 0;
7
         while (i < a.length) {</pre>
 8
            if (a[i] \ge 0) {
 9
              b[j] = a[i];
10
               j = j + 1:
11
12
              = i + 1;
13
14
15
       assert (\forall k_{I}.\exists l_{I}.((0 \le k < j \land a.length \ge 0))
                   \rightarrow b(k) = a(1))
16
```

Fig. 1. Program copying positive elements from array a to b.

**New Reasoning Challenges** in Systems Engineering

### Software semantics in (extensions) of first-order logic

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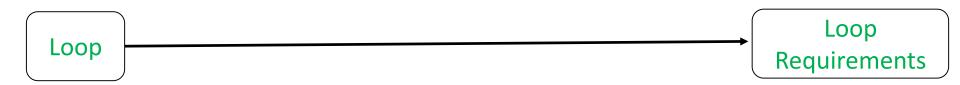
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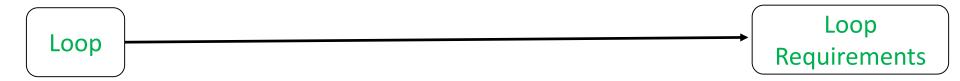
```
func main() {
    const Int[] a;
    Int[] b;
    Int i = 0;
    Int j = 0;
    while (i < a.length) {
        if (a[i] ≥ 0) {
            b[j] = a[i];
            j = j + 1:
        }
        i = i + 1;
    }
    assert (∀kI.∃II.((0 ≤ k < j ∧ a.length ≥ 0)
        → b(k) = a(1)))</pre>
```

Fig. 1. Program copying positive elements from array a to b.

Loop Language  $\rightarrow$  First-Order Language



Extended Loop Language --> First-Order Language Extended with Extra Symbols



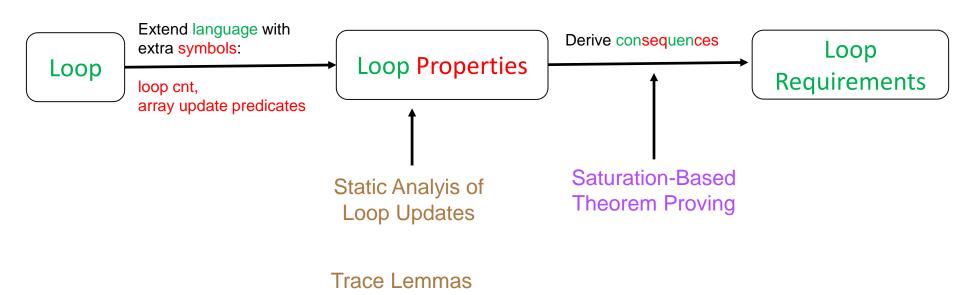
Extended Loop Language — First-Order Language Extended with Extra Symbols



Extended Loop Language --> First-Order Language Extended with Extra Symbols







```
assume ((∀x) h(x)=0) ∧ (0<n<a.length)

a=0, b=0, c=0;

while (a<n) do

if A[a]>0 then B[b]=A[a]+h(b);

b=b+1;

else C[c]=A[a];

c=c+1;

a=a+1;

end do
```

assert ( $\forall$ p) (0 $\leq$ p $\leq$ b  $\Rightarrow$ ( $\exists$ i)(0 $\leq$ i<n  $\land$  A[i]=B[p]))

```
assume ((\forall x) h(x)=0) \land (0<n<a.length)
```

```
a=0, b=0, c=0;
```

```
while (a<n) do
```

```
\underline{if} A[a] > 0 \underline{then} B[b] = A[a] + h(b);
```

b=b+1;

else C[c]=A[a];

c=c+1;

a=a+1;

end do

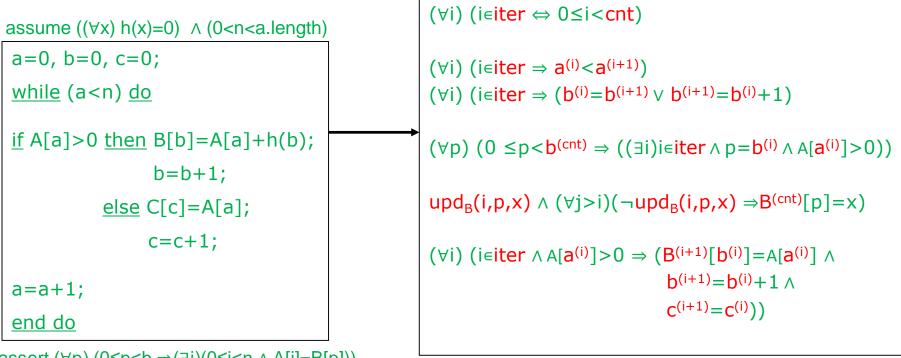
assert ( $\forall p$ ) (0 $\leq p \leq b \Rightarrow (\exists i)(0 \leq i \leq n \land A[i]=B[p])$ )

Extra Symbols of Trace Logic

- loop counter cnt
- loop iteration predicate iter
- loop variable v as functions  $v^{(i)}$  of iteration i

- array update properties  $upd_V(i,p)$ ,  $upd_V(i,p,x)$ for array variable V, loop iteration i, array position p, array element value x

Loop Properties in Trace Logic



assert ( $\forall p$ ) (0 $\leq p \leq b \Rightarrow (\exists i)(0 \leq i \leq n \land A[i]=B[p])$ )

```
(\forall i) (i e iter \Leftrightarrow 0 \le i < cnt)
 assume ((\forall x) h(x)=0) \land (0<n<a.length)
  a=0, b=0, c=0;
                                                                                (\forall i) (i e iter \Rightarrow a^{(i)} < a^{(i+1)})
  while (a < n) do
                                                                                (\forall i) (i \in iter \Rightarrow (b^{(i)} = b^{(i+1)} \lor b^{(i+1)} = b^{(i)} + 1)
  if A[a] > 0 then B[b] = A[a] + h(b);
                                                                                (\forall p) \ (0 \le p < b^{(cnt)} \Rightarrow ((\exists i)i \in iter \land p = b^{(i)} \land A[a^{(i)}] > 0))
                             b=b+1;
                                                                                upd_{B}(i,p,x) \land (\forall j > i)(\neg upd_{B}(i,p,x) \Rightarrow B^{(cnt)}[p] = x)
                   else C[c]=A[a];
                           c=c+1;
                                                                                (\forall i) (i \in iter \land A[a^{(i)}] > 0 \Rightarrow (B^{(i+1)}[b^{(i)}] = A[a^{(i)}] \land
                                                                                                                             b^{(i+1)}=b^{(i)}+1
  a = a + 1;
                                                                                                                             C^{(i+1)}=C^{(i)}
  end do
assert (\forall p) (0 \le p \le i \le (\exists i)(0 \le i \le n \land A[i] = B[p]))
                                                            Derive consequences
```

Loop Properties in Trace Logic

using saturation-based theorem-proving

```
(\forall i) (i e iter \Leftrightarrow 0 \le i < cnt)
 assume ((\forall x) h(x)=0) \land (0<n<a.length)
  a=0, b=0, c=0;
                                                                                 (\forall i) (i e iter \Rightarrow a^{(i)} < a^{(i+1)})
  while (a < n) do
                                                                                 (\forall i) (i e iter \Rightarrow (b<sup>(i)</sup>=b<sup>(i+1)</sup> \lor b<sup>(i+1)</sup>=b<sup>(i)</sup>+1)
  if A[a] > 0 then B[b] = A[a] + h(b);
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                                                                                                                              b^{(i+1)}=b^{(i)}+1
  a = a + 1;
                                                                                                                              C^{(i+1)}=C^{(i)}
  end do
assert (\forall p) (0 \le p \le i \le (\exists i)(0 \le i \le n \land A[i] = B[p]))
                                                             Derive consequences
                                                      using saturation-based theorem-proving
                                             (\forall p) (0 \le p < b \implies (\exists i)(0 \le i < a \land A[i] = B[p]))
                                                                                                           Invariant
```

Loop Properties in Trace Logic

```
(\forall i) (i e iter \Leftrightarrow 0 \le i < cnt)
 assume ((\forall x) h(x)=0) \land (0<n<a.length)
  a=0, b=0, c=0;
                                                                             (\forall i) (i e iter \Rightarrow a^{(i)} < a^{(i+1)})
  while (a < n) do
                                                                             (\forall i) (i \in iter \Rightarrow (b^{(i)} = b^{(i+1)} \lor b^{(i+1)} = b^{(i)} + 1)
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                                                                             (\forall p) (0 \le p < b^{(cnt)} \Rightarrow ((\exists i)i \in iter \land p = b^{(i)} \land A[a^{(i)}] > 0))
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                                                                                                                        b^{(i+1)}=b^{(i)}+1
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assert (\forall p) (0 \le p \le i \le (\exists i)(0 \le i \le n \land A[i] = B[p]))
                                                          Derive consequences
                                                   using saturation-based theorem-proving
                                                                                                                      Tailored changes in
                                                                                                                      saturation
```

Loop Properties in Trace Logic

**Deriving useful loop properties in saturation** 

- for every loop variable v  $\rightarrow$  target symbols v<sub>0</sub> and v v<sup>(0)</sup>=v<sub>0</sub> and v<sup>(cnt)</sup>=v

### **Deriving useful loop properties in saturation**

- for every loop variable  $v \rightarrow$  target symbols  $v_0$  and v

- useable symbols:

- target or interpreted symbols
- skolem functions introduced while preprocessing

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- useful clauses:
  - contain only useable symbols

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- useable symbols:

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- skolem functions introduced while preprocessing

- useful clauses:

x+y=y+x is not useful

- contain only useable symbols
- contains at least a target symbols or a skolem functions

### **Deriving useful loop properties in saturation**

- for every loop variable  $v \rightarrow$  target symbols  $v_0$  and v

### - useable symbols:

- target or interpreted symbols
- skolem functions introduced while preprocessing
- useful clauses:
  - contain only useable symbols
  - contains at least a target symbols or a skolem functions
- simplication/derivation ordering > in saturation :
  - useless symbols > useable symbols

New Reasoning Challenges in Systems Engineering

### • Software semantics in trace logic

Formal Methods in Computer-Aided Design 2020

#### Trace Logic for Inductive Loop Reasoning

Pamina Georgiou, Bernhard Gleiss, Laura Kovács TU Wien, Austria

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Abstract—We propose trace logic, an instance of many-sorted first-order logic, to automate the partial correctness verification of programs containing loops. Trace logic generalizes semantics of program locations and captures loop semantics by encoding properties at arbitrary timepoints and loop iterations. We guide and automate inductive loop reasoning in trace logic by using generic trace lemmas capturing inductive loop invariants. Our work is implemented in the RAPID framework, by extending and integrating superposition-based first-order reasoning within RAPID. We successfully used RAPID to prove correctness of many programs whose functional behavior are best summarized in the first-order theories of linear integer arithmetic, arrays and inductive data types.

#### I. INTRODUCTION

One of the main challenges in automating software verification comes with handling inductive reasoning over programs containing loops. Until recently, automated reasoning in formal verification was the primary domain of satisfiability modulo theory (SMT) solvers [1], [2], yielding powerful advancements const Int[] a; Int[] b; Int i = 0; Int j = 0; while (i < a.length) { if (a[i] ≥ 0) { b[j] = a[i]; j = j + 1: } i = i + 1; } assert (∀k<sub>I</sub>.∃l<sub>I</sub>.((0 ≤ k < j ∧ a.length ≥ 0) → b(k) = a(1)))

func main()

Fig. 1. Program copying positive elements from array a to b.

# **Automated Reasc**

# New Reasoning Cl

### • Software semantics

### Proved 24 unique problems

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13 14

15 a

Fig.

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Benchmark	VAMPIRE			CVC4				Z3				
Demoninaria	A+T		F+T	F+I	A+T		F+T	F+I	A+T	_	F+T	F+I
absolute-prop1		$\checkmark$		$\checkmark$	t	t	t	t	t	t	t	t
absolute-prop1	l v	<b>√</b>	t		t	t	t	t	t	t	t	t
atleast-one-iteration	Š	t	↓ ✓		t	t	t	t		√ √	$\checkmark$	↓ v
both-or-none	l v		¥	t	t t	t t	t t	t		√ t	√ t	
booth of home		$\checkmark$			-	-	-	- 1	-	-	-	t
check-equal-set-flag	t	t	t	t	t	t	t	t	t	t	t	t
copy		<ul> <li>✓</li> </ul>			t	t	t	t	t	t	t	t
copy-nonzero-prop1	t	t	t	t	t	t	t	t	t	t	t	t
copy-nonzero-prop2	t	t	t	t	t	t	t	t	t	t	t	t
copy-odd	$\checkmark$	√	<ul> <li>✓</li> </ul>		t	t	t	t	t	t	t	t
copy-partial	<ul> <li>✓</li> </ul>	$\checkmark$	✓	<	t	t	t	t	t	t	t	t
copy-positive	t	t	t	t	t	t	t	t	t	t	t	t
copy-two-indices	t	$\checkmark$	t	✓	t	t	t	t	t	t	t	t
find1-prop1	<ul> <li>✓</li> </ul>	t	✓	t	t	t	t	t	✓	$\checkmark$	$\checkmark$	✓
find1-prop2	<ul> <li>✓</li> </ul>	t	✓	t	t	t	t	t	t	t	t	t
find1-prop3	<ul> <li>✓</li> </ul>	$\checkmark$	<ul> <li>✓</li> </ul>	🗸	t	t	t	t	t	t	t	t
find2-prop1	<ul> <li>✓</li> </ul>	$\checkmark$	✓	<	✓	t	$\checkmark$	t	✓	$\checkmark$	$\checkmark$	✓
find2-prop2	$\checkmark$	$\checkmark$	<ul> <li>✓</li> </ul>	<	t	t	t	t	t	$\checkmark$	t	t
find2-prop3	1	1	1		t	t	t	t	t	1	t	t
find-max	t	t	t	t	t	t	t	t	t	t	t	t
find-max-up-to-prop1	t	t	t	t	t	t	t	t	t	t	t	t
find-max-up-to-prop2	v v	v	v v		ť	ť	ť	ť	t	ť	ť	t
find-max-from-second	t	t	t	t	ť	ť	ť	ť	t	ť	ť	t
find-min	t	ť	t	t	ť	ť	ť	ť	t	ť	ť	t
find-min-up-to	v v	~	v V		t	t	t	t	t	t	t	t
find-sentinel	<b>`</b>	<b>√</b>	<b>↓</b>		t	t	t	t	t	~	t	t
					t					-	t t	
two-max-prop1	t	t	t	t		t	t	t	t	t	-	t
x-prop2	t	t	t	t	t	t	t	t	t	t	t	1
	t	t	t	t	t	t	t	t	t	t	t	t
ems -prop1	$\checkmark$	<ul> <li>✓</li> </ul>	$\checkmark$		t	t	t	t	t	t	t	t
	$\checkmark$	<ul> <li>✓</li> </ul>	t	✓	t	t	t	t	t	t	t	t
ength	$\checkmark$	$\checkmark$	<ul> <li>✓</li> </ul>		t	t	t	t	<ul> <li>✓</li> </ul>	$\checkmark$	$\checkmark$	✓
	$\checkmark$	$\checkmark$	✓	<	t	t	t	t	t	t	t	t
onditionally-prop1	t	t	t	t	t	t	t	t	t	t	t	t
init-conditionally-prop2	t	t	t	t	t	t	t	t	t	t	t	t
init-even	t	$\checkmark$	t	<	t	t	t	t	t	$\checkmark$	t	t
init-non-constant	✓	<ul> <li>✓</li> </ul>	✓	✓	l t	t	t	t	t	t	t	t
init-partial	<ul> <li>✓</li> </ul>	$\checkmark$	✓	<	t	t	t	t	t	$\checkmark$	t	t
it-previous-plus-one	t	t	t	t	t	t	t	t	t	t	t	🗸
-prop1	<ul> <li>✓</li> </ul>	$\checkmark$	<ul> <li>✓</li> </ul>	<	t	t	t	t	t	t	t	t
rop2	$\checkmark$	$\checkmark$	<ul> <li>✓</li> </ul>	1	t	t	t	t	t	t	t	t
nterleave-prop1	t	$\checkmark$	t		t	t	t	t	t	t	t	t
erleave-prop2	t	t	t	t	t	t	t	t	t	t	t	t
P	t	t	t	t	t	t	t	t	t	t	t	t
part	t	t	t	t	t	t	t	t	t	t	t	t
partit	t	t	t	t	t	t	t	t	t	t	t	t
push-bac	t	$\checkmark$	t		t	t	t	t	t	$\checkmark$	t	$\checkmark$
push-back-	t	<i>v</i>	t		ť	ť	ť	ť	t	t	ť	t
reverse	v V	<b>v</b>	v v		ť	t	t	t	t	t	ť	t
set-to-one		t	¥	t	t	t t	t	t	↓ ✓		$\checkmark$	↓ ✓
	<b>v</b>									<b>1</b>		
str-cpy	<b>1</b>	V.	×		t +	t +	t +	t	t t	t +	t +	t
str-len	Y.	$\checkmark$			t	t	t	t	t	t	t	t
swap-prop1	t	t	t	t	t	t	t	t	t	t	t	t
swap-prop2		t	t	t	t	t	t	t	t	t	t	t
vector-addition	•	<b>√</b>	<ul> <li>✓</li> </ul>		t	t	t	t	t	t	t	t
vector-subtraction		$\checkmark$	✓	✓	t	t	t	t	t	t	t	t
Total		3	5		1			13				
Unique		2				0	)			2	2	
Chique	1	2	•						1			

New Reasoning Challenges in Systems Engineering

Software semantics in trace logic

First-order theories of data structures

New Reasoning Challenges in Systems Engineering

Software semantics in trace logic

- First-order theories of data structures
  - Term algebras: subterm predicate for finite axiomatisations

New Reasoning Challenges in Systems Engineering

### Software semanti

#### Coming to Terms with Quantified Reasoning

Laura Kovács

TU Wien, Austria laura.kovacs@tuwien.ac.at Chalmers Univ. of Technology, Sweden simon.robillard@chalmers.se

Simon Robillard

Andrei Voronkov

University of Manchester, UK Chalmers Univ. of Technology, Sweden andrei@voronkov.com

#### First-order theorie Abstract

Term algebras: <sup>1</sup>/<sub>2</sub>

Proved 50 unique problems

The theory of finite term algebras provides a natural framework to describe the semantics of functional languages. The ability to efficiently reason about term algebras is essential to automate program analysis and verification for functional or imperative programs over pleabraic data types such as lists and trees. However, as the theory

lgebras is challenging.

t-order reasoning about propn algebras, and describe two mrst-order theorem proving. Our we extension of the theory of term alge-

umber of statements, while our second method

program analysis. Terms may be used to formalize the semantics of programming languages (Goguen et al. 1977; Clark 1978; Courcelle 1983); they can also themselves be the object of computation. The latter is especially obvious in the case of functional programming languages, where algebraic data structures are manipulated. Consider for example the following declaration, in the functional language ML:

datatype nat = zero | succ of nat;

Although the functional programmer calls this a data type declaration, the logician really sees the declaration of an (initial) algebra whose signature is composed of two symbols: the constant *zerc* and the unary function *succ*. The elements of this data type/algebra

	Total	Vamp.	TVC4	Z3	Unique-Vampire	Unique-CVC4	Unique-Z3
Data types only	3457	999		947	23	0	0
Co-data types only	1301	430	415	2	16	2	0
Both	1524	356	341	334	11	2	0
Union	6282	1785	1712	1663	50	4	0

New Reasoning Challenges in Systems Engineering

Software semantics in trace logic

### First-order theories of data structures

- Term algebras: subterm predicate for finite axiomatisations
- Arrays: polymorphic theory with extensionality
- Integers/reals: incomplete but sound set of axioms
- Natural numbers: integer vs term algebra encoding

New Reasoning Challenges in Systems Engineering

Software semantics in trace logic

First-order theories of data structures

Bridiging the gap between

SMT solving and first-order theorem proving

**New Reasoning Challenges** in Systems Engineering

Software semantics in trace logic

First-order theories of data structures reasoning with quantifiers + int/real, naturals/term algebras, arrays, ...

Induction

### **New Reasoning Challenges** in Systems Engineering



#### Induction with Generalization in Superposition Reasoning

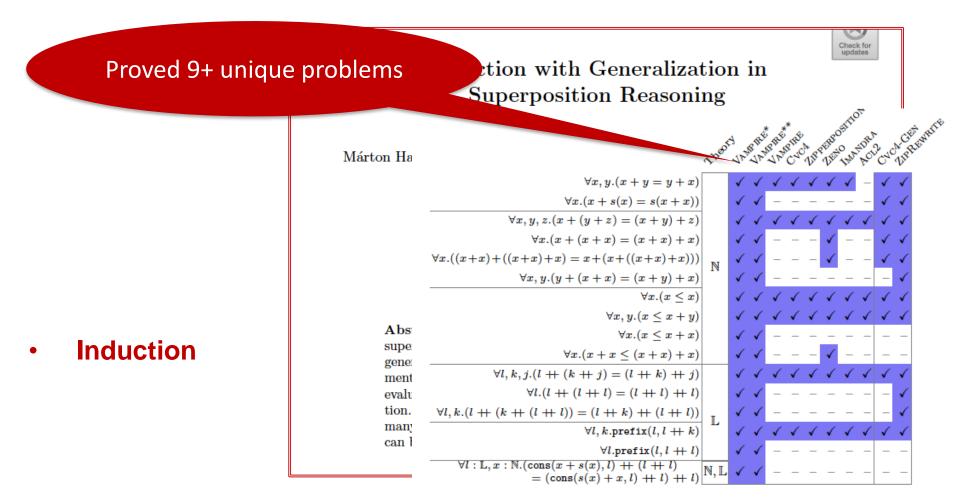
Márton Hajdú<sup>1</sup>, Petra Hozzová<sup>1</sup>, Laura Kovács<sup>1,2</sup>( $\boxtimes$ ), Johannes Schoisswohl<sup>1,3</sup>, and Andrei Voronkov<sup>3,4</sup>

 <sup>1</sup> TU Wien, Vienna, Austria laura.kovacs@tuwien.ac.at
 <sup>2</sup> Chalmers University of Technology, Gothenburg, Sweden
 <sup>3</sup> University of Manchester, Manchester, UK
 <sup>4</sup> EasyChair, Manchester, UK

Abstract. We describe an extension of automating induction in superposition-based reasoning by strengthening inductive properties and generalizing terms over which induction should be applied. We implemented our approach in the first-order theorem prover VAMPIRE and evaluated our work against state-of-the-art reasoners automating induction. We demonstrate the strength of our technique by showing that many interesting mathematical properties of natural numbers and lists can be proved automatically using this extension.

### Induction

New Reasoning Challenges in Systems Engineering



New Reasoning Challenges in Systems Engineering



First-order theories of data structures reasoning with quantifiers + int/real, naturals/term algebras, arrays, ...

Induction not a first-order property

1. Automated reasoning will remain central in rigorous systems engineering.

The role of automated reasoning in these areas is and will be growing.







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2. Automated reasoners will be used by a large number of users who do not understand automated reasoning and by users with very elementary knowledge of logic.

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The role of automated reasoning in these areas is and will be growing.

2. Automated reasoners will be used by a large number of users who do not understand automated reasoning and by users with very elementary knowledge of logic.

3. Automated reasoning with theories will remain the main challenge in ensuring system reliability (at least) for the next decade.





