

# The Dafny and Boogie Verification Tools

## Software-Engineering Seminar, Winter 2017/18

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# Content

1 Introduction

2 Dafny

3 Boogie

4 Interaction of the Tools

5 Conclusion

# Motivation

A **correct** implementation of the recursive insertion sort?

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```
1  method insertionSort(a: array<int>, b: int) {
2      if (b = 1) { return; }
3      insertionSort(a, b-1);
4      var j: int := b-1;
5      while j > 0 ∧ (a[j] < a[j-1]) {
6          swap (a, j-1, j);
7          j := j - 1;
8      }
9  }
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# Motivation

- Writing correct algorithms = Writing + Verification
- Traditionally shown by proof with pen and paper
- Interactive proof-systems simplified process
- SMT-solvers allow automatic verification

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## Desirable features:

- Completeness (*i.e.* find all errors)
- Abstraction (algebraic datatypes, side-effect free methods)
- Unrestricted quantifier support
- Termination metrics
- Verified standard libraries

Developed tools (*e.g.* ESC/Java, Spec#) **miss** some functionalities.

# Dafny

- Imperative, class-based language
- Identically named, automatic verifier
- Uses Boogie as underlying system
- Just-in-time verification by using appropriate tools

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## Language features:

- No syntactic sugar (e.g. do-while loops)
- Pre- and postconditions, predicates
- Loop invariants, termination metrics
- Ghost variables, functions, assertions
- Integrated datatypes, user defined datatypes, custom classes
- *No libraries*

# Boogie

- Unstructured, non-deterministic, intermediate language
- Automatic verifier

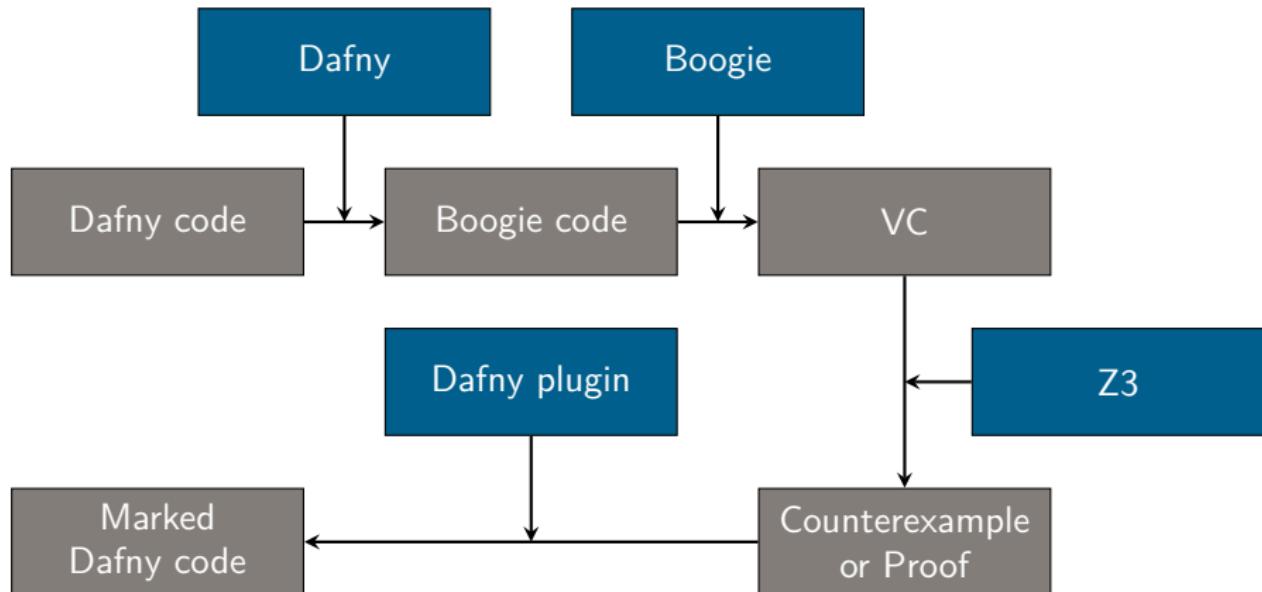
# Boogie

- Unstructured, non-deterministic, intermediate language
- Automatic verifier

## Language features:

- Similar annotations as in Dafny
- Implementations and declarations for methods
- **goto** with labels
- **havoc** commands and **where** clauses
- **Explicit** Heap
- No call-by-reference parameter passing
- Axioms for language features

# Interaction of the Tools



# Dafny – Conclusion

## The Good

- Slim, Easy to use
- Design-time-feedback
- Finds all errors

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## The Bad

- Spurious counterexamples
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## The Ugly

- No true invariants for objects
- Boogie knowledge required (e.g. error messages, counterexamples)

# Back to the Start

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1 method insertionSort(a: array<int>, b: int)
2
3
4
5
6     {
7     if (b = 1) { return; }
8     insertionSort(a, b-1);
9     var j: int := b-1;
10    while j > 0 ∧ (a[j] < a[j-1])
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12
13
14     {
15     swap (a, j-1, j);
16     j := j - 1;
17     }
18 }
```

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```
1 method insertionSort(a: array<int>, b: int)
2     requires a ≠ null
3     requires a.Length ≥ b > 0
4     modifies a
5     ensures sorted(a, 0, b)
6         {
7         if (b = 1) { return; }
8         insertionSort(a, b-1);
9         var j: int := b-1;
10        while j > 0 ∧ (a[j] < a[j-1])
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14         {
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```
1 method insertionSort(array<int> a, int b)
2   requires a  $\neq$  null
3   requires a.Length  $\geq$  b  $>$  0
4   modifies a
5   ensures sorted(a, 0, b)
6   {
7     if (b = 1) { return; }
8     insertionSort(a, b-1);
9     var j: int := b-1;
10    while j  $>$  0  $\wedge$  (a[j]  $<$  a[j-1])
11      invariant b  $\geq$  j  $\geq$  0
12      invariant sorted(a, 0, j)  $\wedge$  sorted(a, j, b)
13      invariant  $\forall k, l \bullet 0 \leq k < j \wedge j < l < b \implies a[k] \leq a[l]$ 
14      {
15        swap (a, j-1, j);
16        j := j - 1;
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```
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2   requires a  $\neq$  null
3   requires a.Length  $\geq$  b  $>$  0
4   modifies a
5   ensures sorted(a, 0, b)
6   decreases b {
7     if (b = 1) { return; }
8     insertionSort(a, b-1);
9     var j: int := b-1;
10    while j  $>$  0  $\wedge$  (a[j]  $<$  a[j-1])
11      invariant b  $\geq$  j  $\geq$  0
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## References

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