

# Sliced Path Prefixes: An Effective Method to Enable Refinement Selection

Dirk Beyer, Stefan Löwe, Philipp Wendler

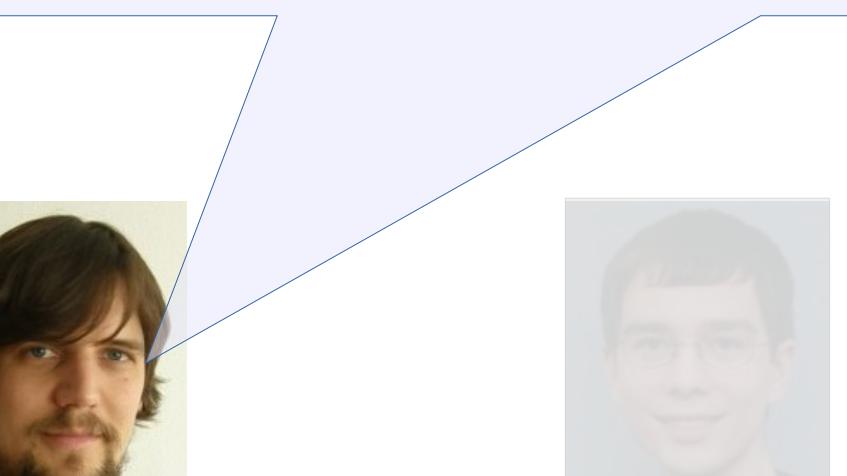


We want Refinement Selection !!!  
Because straight-forward interpolation  
completely and utterly sucks !!!11!

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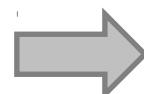
# Software Verification

Goal: Build an **automatic** software verifier

C program

```
int main() {  
    int x = 10;  
    int y = 3;  
    int z = x+y;  
    assert(z > 0);  
}
```

specification



software  
verifier



**SAFE**

i.e., assertions  
cannot be violated

**UNSAFE**

i.e., there is a bug  
in the program

# Software Verification

# Goal: Build an **automatic** software verifier

# C program – Linux Device Driver

# software verifier

## SAFE

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## UNKNOWN

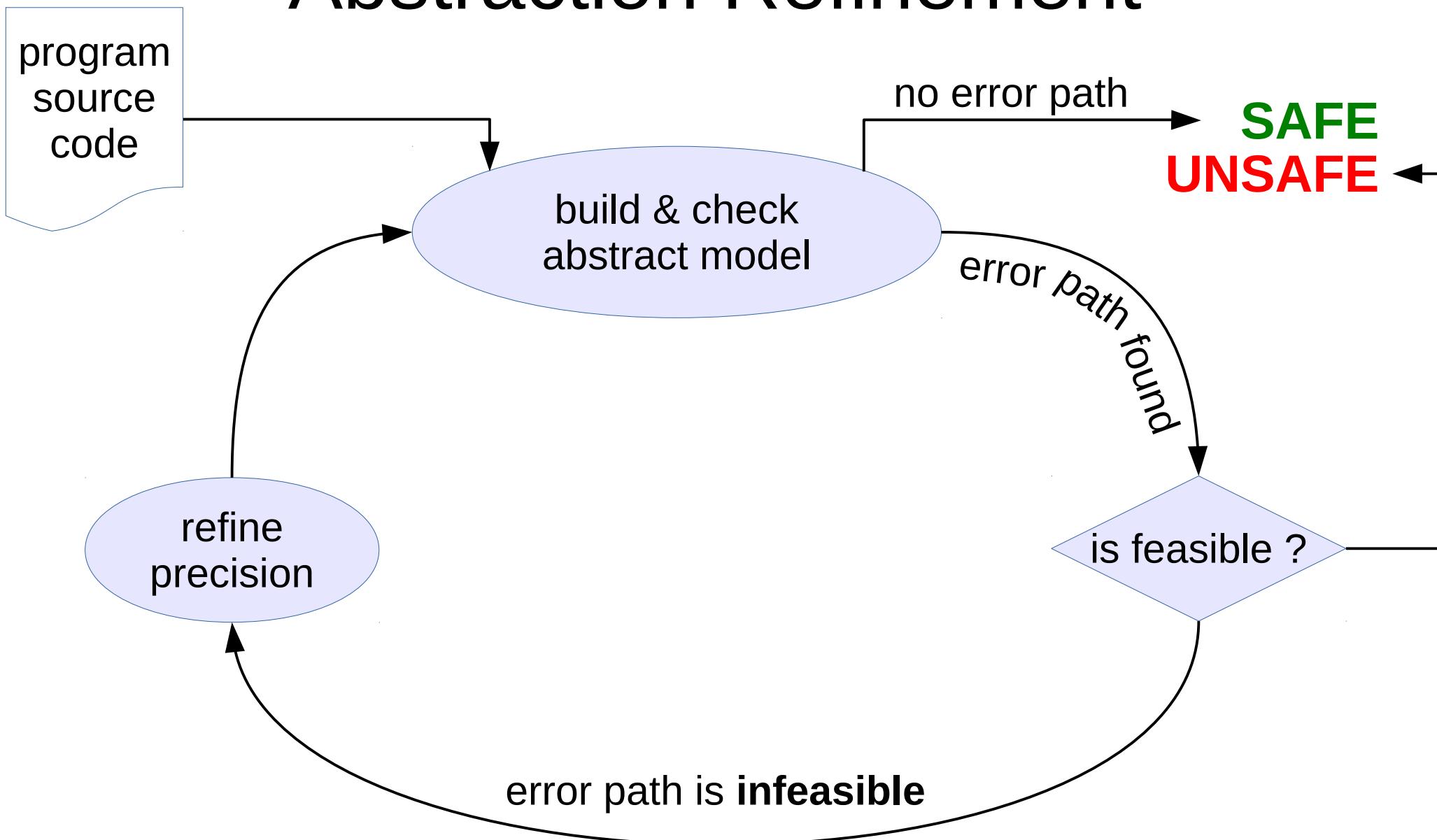
timeout, memory out ...

## **UNSAFE**

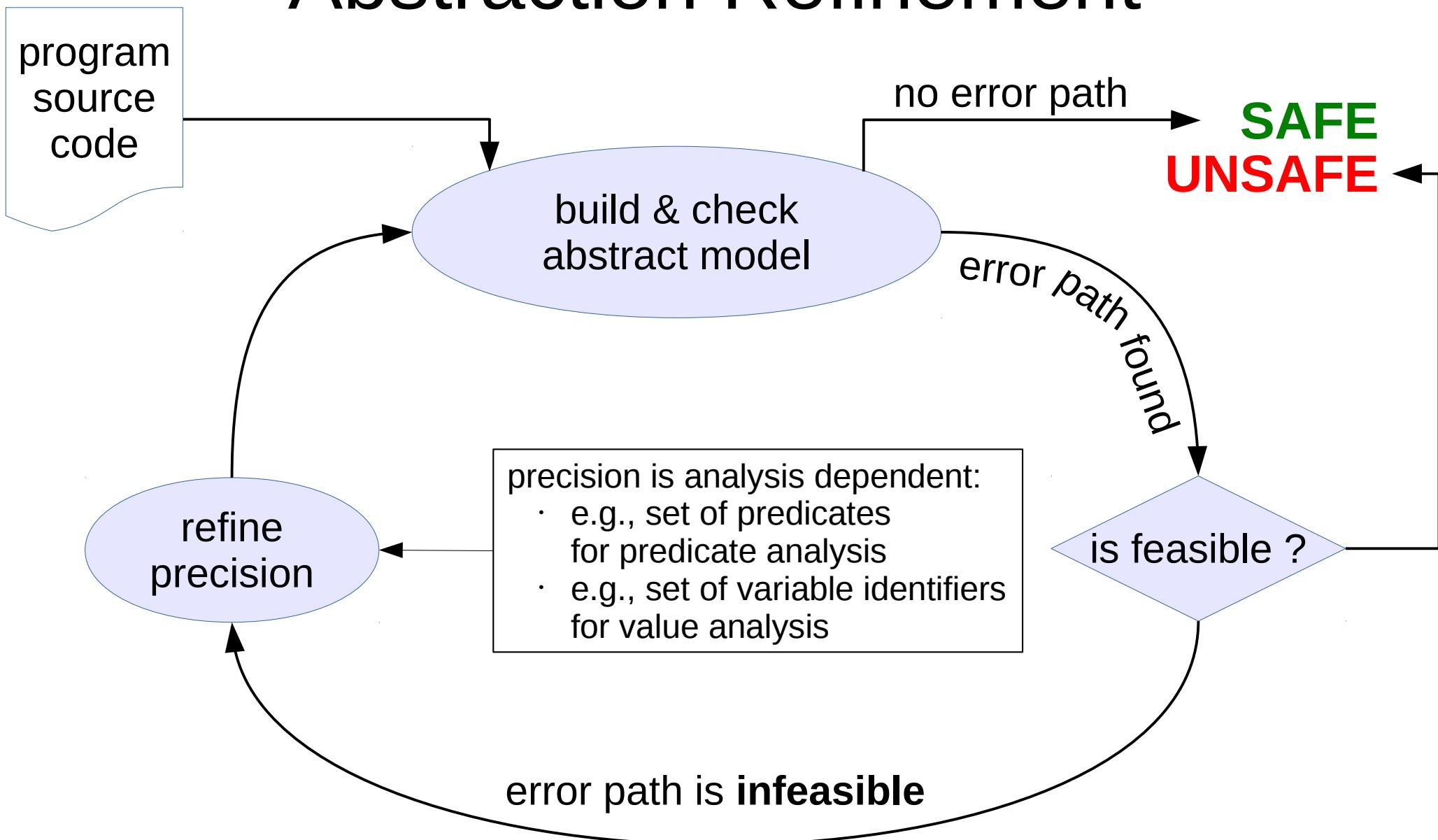
# Abstraction

- Disregard irrelevant information
  - Avoids state-space explosion
  - Allows verification of real-world software to scale
  - Success story of **SLAM** project at Microsoft
- But how does a **good** abstraction look like?
  - Too coarse → False alarms
  - Too precise → More timeouts
  - Impossible to do manually → Automation needed

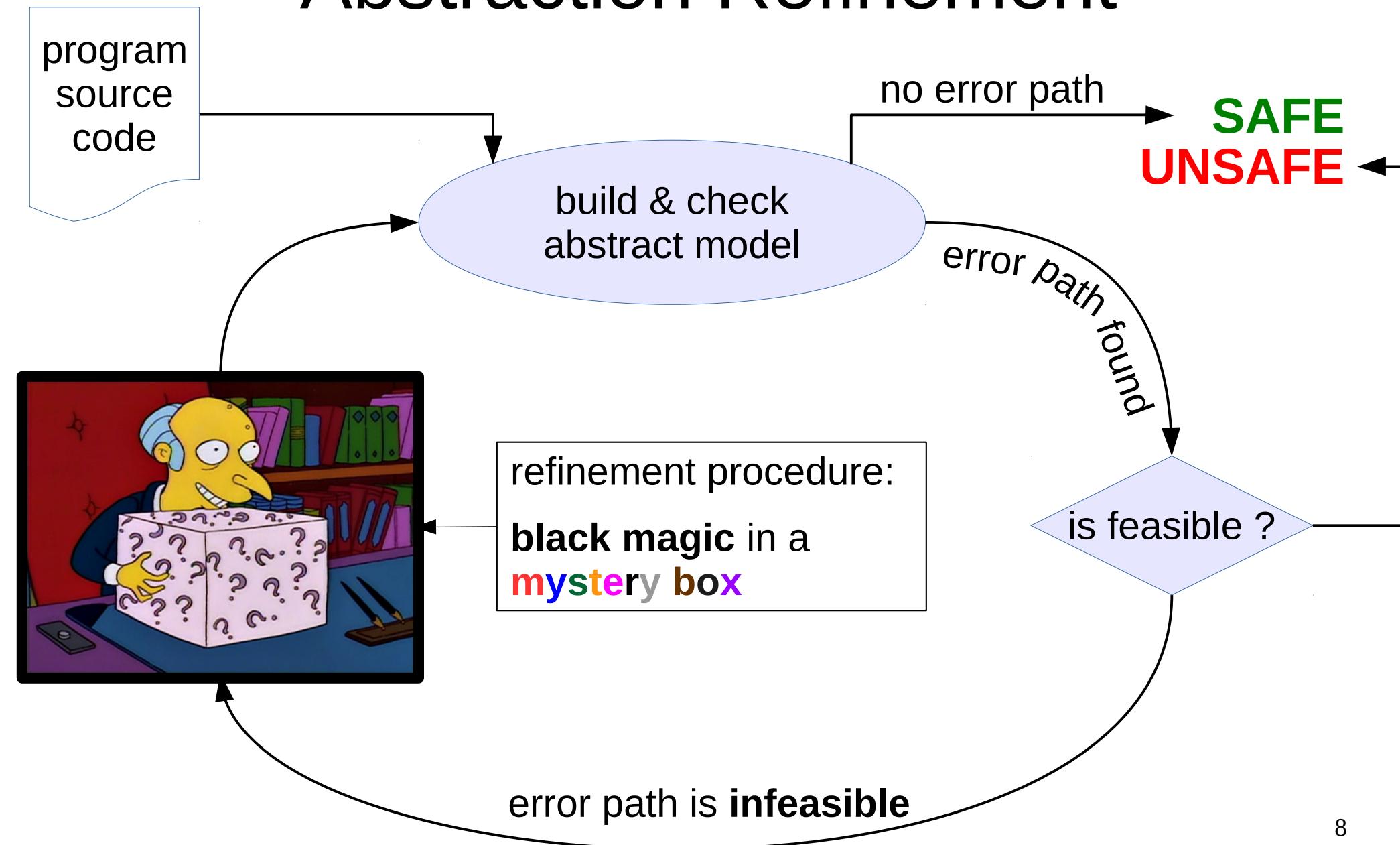
# Counterexample-Guided Abstraction Refinement



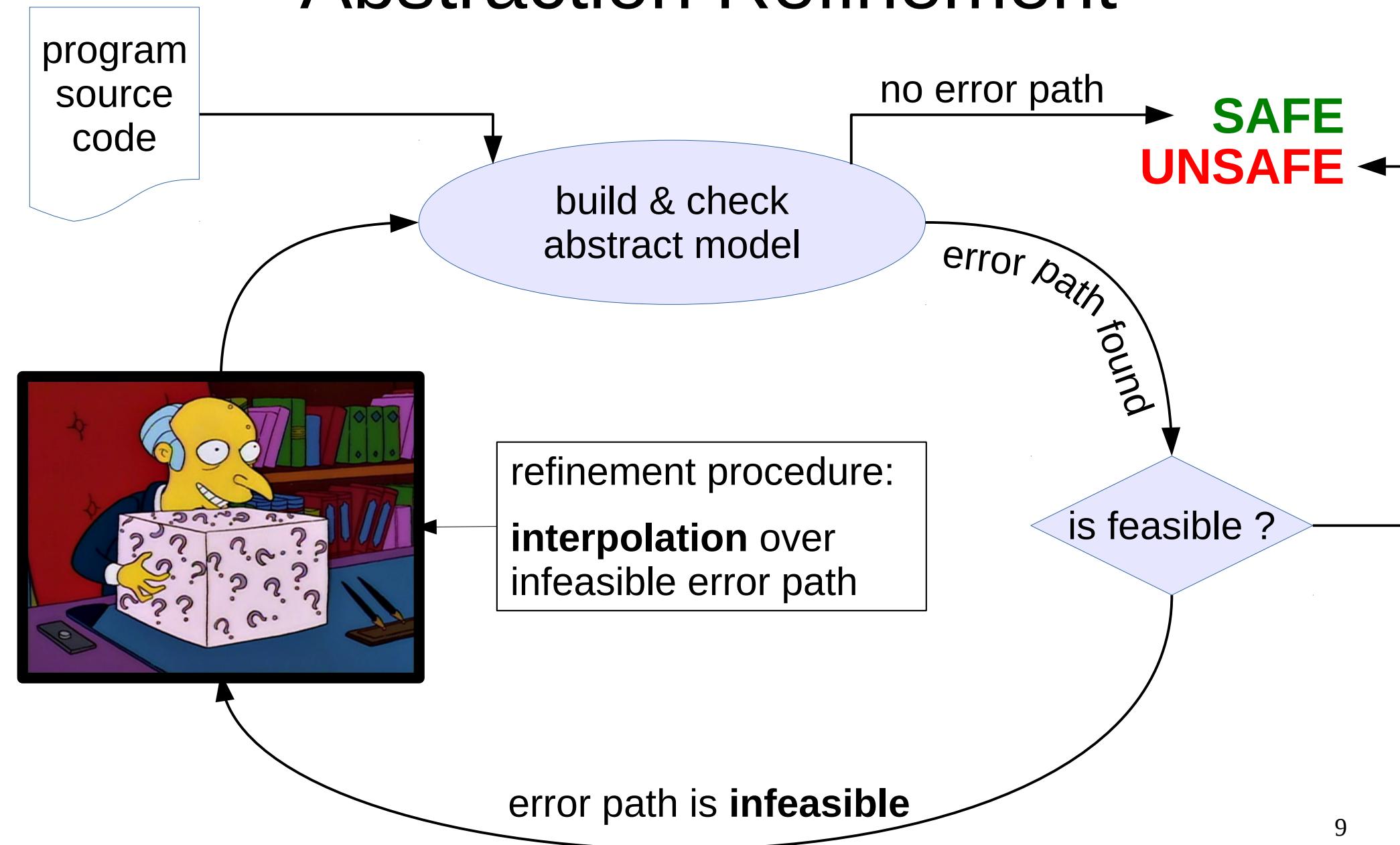
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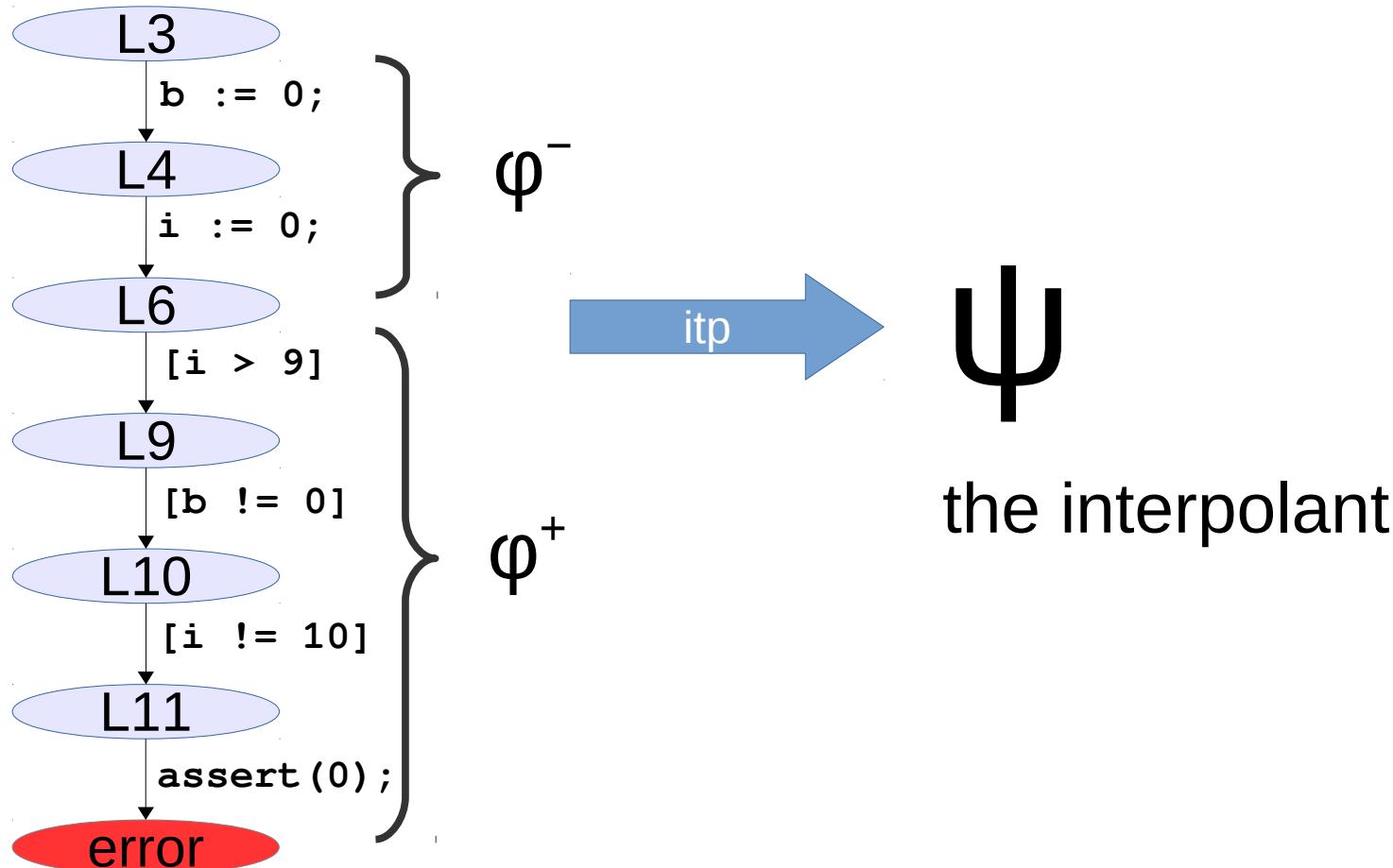
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# Craig Interpolation



At L6 the interpolant  $\Psi$  for  $\varphi^-$  and  $\varphi^+$  could be:  
[b = 0], or [i = 0], or [b = 0  $\wedge$  i = 0], or ...

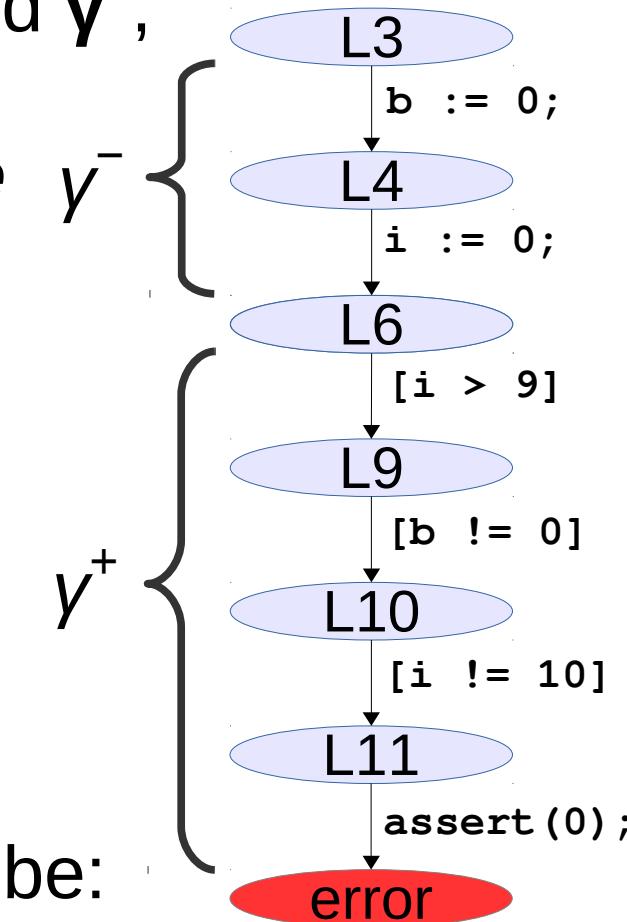
[Abstractions from Proofs, 2004, Henzinger, Jhala, Majumdar, McMillan]

# “Explicit-Value” Interpolation

For a pair of **constraint sequences**  $y^-$  and  $y^+$ , such that  $y^- \wedge y^+$  is **contradicting**, **interpolant**  $\psi$  is a **constraint sequence**  $y^-$  that fulfills the following requirements:

- 1)  $y^-$  implies  $\psi$
- 2)  $\psi \wedge y^+$  is unsatisfiable
- 3)  $\psi$  only contains symbols that are common to both  $y^-$  and  $y^+$

At L6 the interpolant  $\psi$  for  $y^-$  and  $y^+$  could be:  
[ $b = 0$ ], or [ $i = 0$ ], or [ $b = 0 \wedge i = 0$ ], or ...



# Interpolants

- Represent **concise** explanations for infeasibility of error
- Therefore, ideally suited for refinement of precision

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- **Theoretically**, well suited for refinement of precision

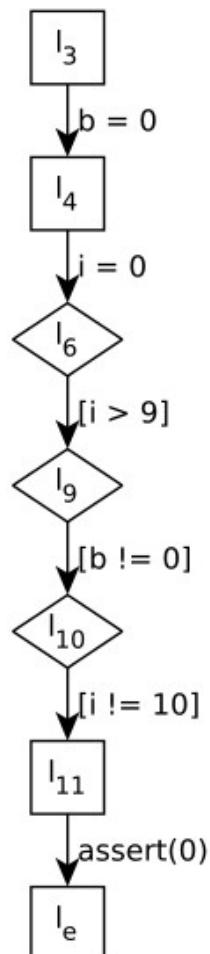
# Example – Good vs. Bad Interpolants

## Input Program

```
1  extern int f(int x);
2  int main() {
3      int b = 0;
4      int i = 0;
5      while(1) {
6          if( i > 9) break;
7          f( i++ );
8      }
9      if( b != 0) {
10         if( i != 10) {
11             assert(0);
12         }
13     }
14 }
```

# Example – Good vs. Bad Interpolants

	<u>Input Program</u>	<u>Abstract Error Path</u>
1	<b>extern int f(int x);</b>	
2	<b>int main() {</b>	
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4	<b>int i = 0;</b>	
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6	<b>if( i &gt; 9) break;</b>	
7	<b>f( i++);</b>	
8	}	
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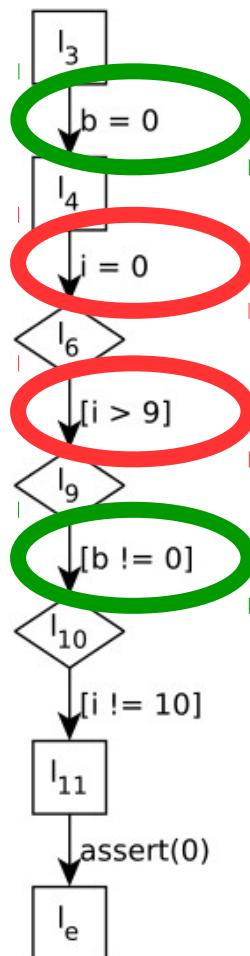


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Input Program

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```

Abstract Error Path



# Example – Good vs. Bad Interpolants

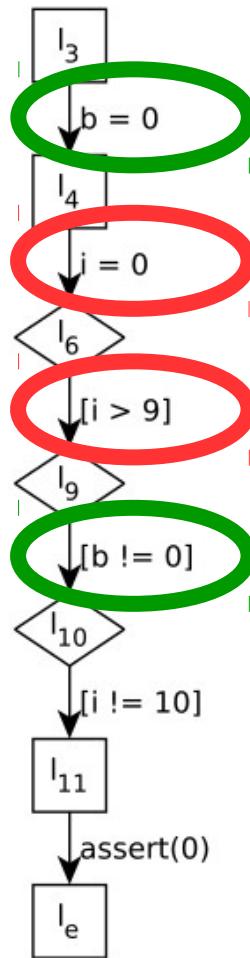
<u>Input Program</u>	<u>Abstract Error Path</u>	<u>Good Interpolants</u>	<u>Bad Interpolants</u>
<pre>1 extern int f(int x); 2 int main() { 3     int b = 0; 4     int i = 0; 5     while(1) { 6         if(i &gt; 9) break; 7         f(i++); 8     } 9     if(b != 0) { 10        if(i != 10) { 11            assert(0); 12        } 13    } 14 }</pre>	<pre>graph TD     l3[l3] --&gt; l4[l4]     l4 --&gt; l6{I6}     l6 --&gt; l9{I9}     l9 --&gt; l10{l10}     l10 --&gt; l11[l11]     l11 --&gt; le[le]     style l3 fill:#fff,stroke:#000,stroke-width:1px     style l4 fill:#fff,stroke:#000,stroke-width:1px     style l6 fill:#fff,stroke:#000,stroke-width:1px     style l9 fill:#fff,stroke:#000,stroke-width:1px     style l10 fill:#fff,stroke:#000,stroke-width:1px     style l11 fill:#fff,stroke:#000,stroke-width:1px     style le fill:#fff,stroke:#000,stroke-width:1px</pre>	<pre>true b==0 b==0 b==0 false false false</pre>	<pre>true true i==0 false false false false</pre>

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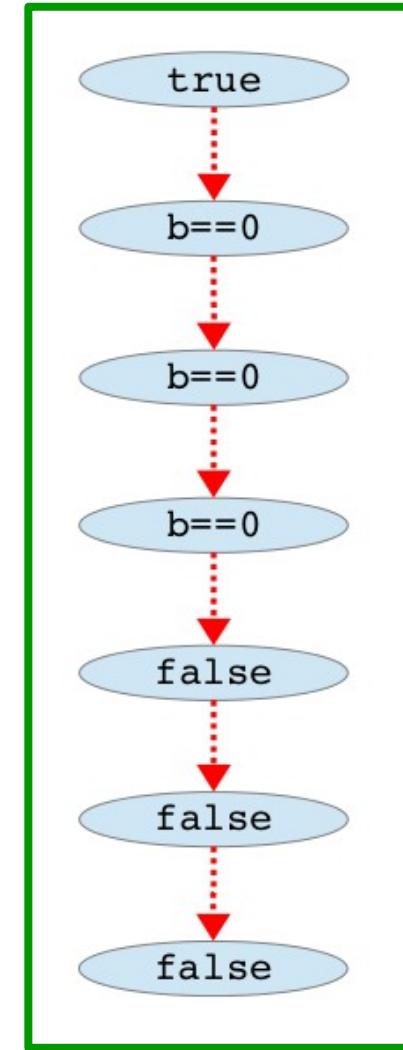
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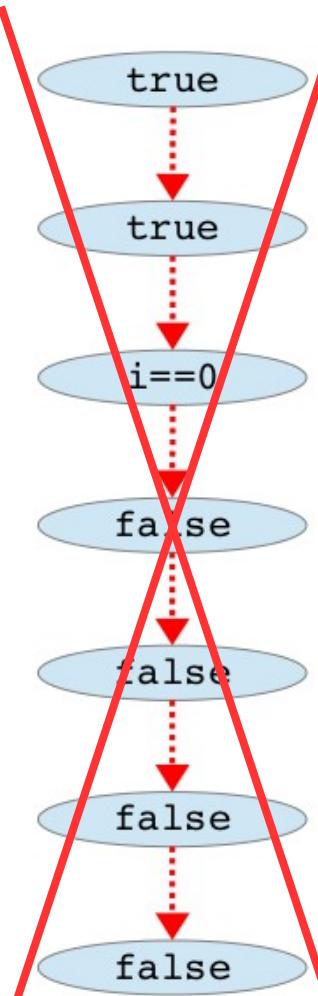
Abstract Error Path



Good Interpolants



Bad Interpolants

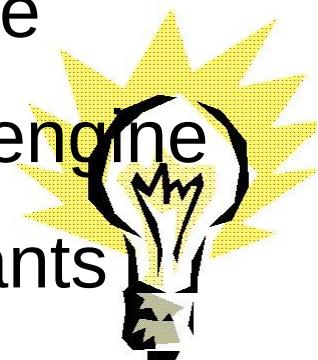


# Interpolation – Recap

- Represent **concise** explanations for infeasibility of error
  - ~~Therefore, ideally suited for refinement of precision~~
  - **Theoretically**, well suited for refinement of precision
- Single interpolation problem typically has several solutions
  - Which interpolant do we get?
  - Some are “good”, others might lead to divergence
  - Selection controlled by internals of interpolation engine

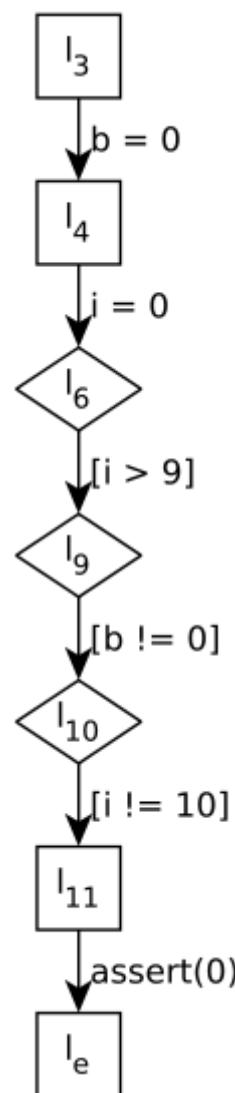
# Interpolation – Guided

- Represent **concise** explanations for infeasibility of error
  - ~~Therefore, ideally suited for refinement of precision~~
  - **Theoretically**, well suited for refinement of precision
- Single interpolation problem typically has several solutions
  - Which interpolant do we get?
  - Some are “good”, others might lead to divergence
  - Selection controlled by internals of interpolation engine
- Guide interpolation, ideally towards good interpolants



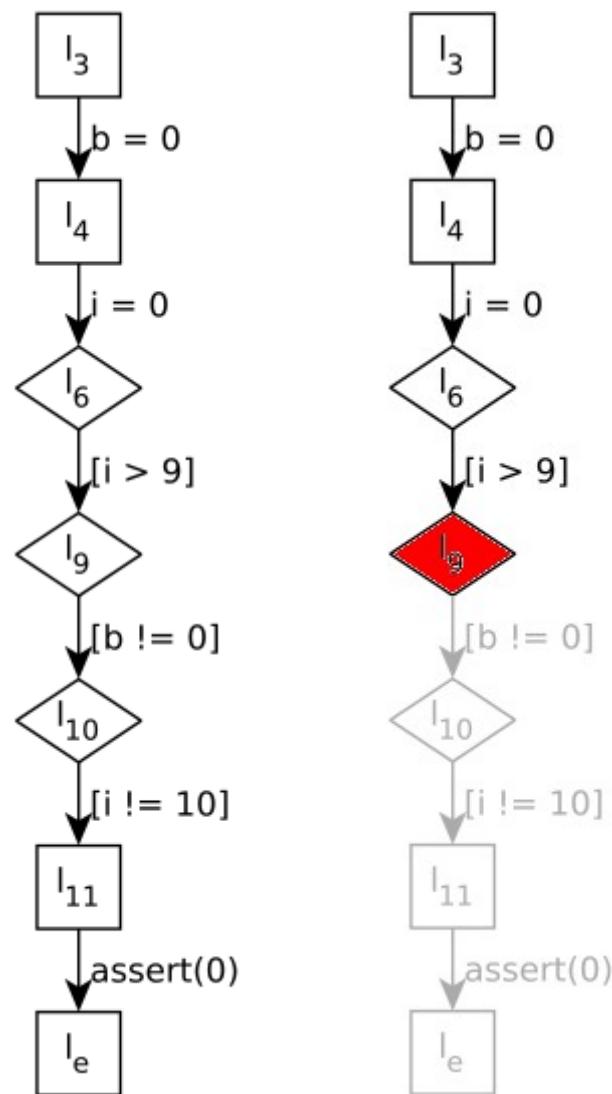
# Extraction of Infeasible Sliced Prefixes

## Abstract Error Path



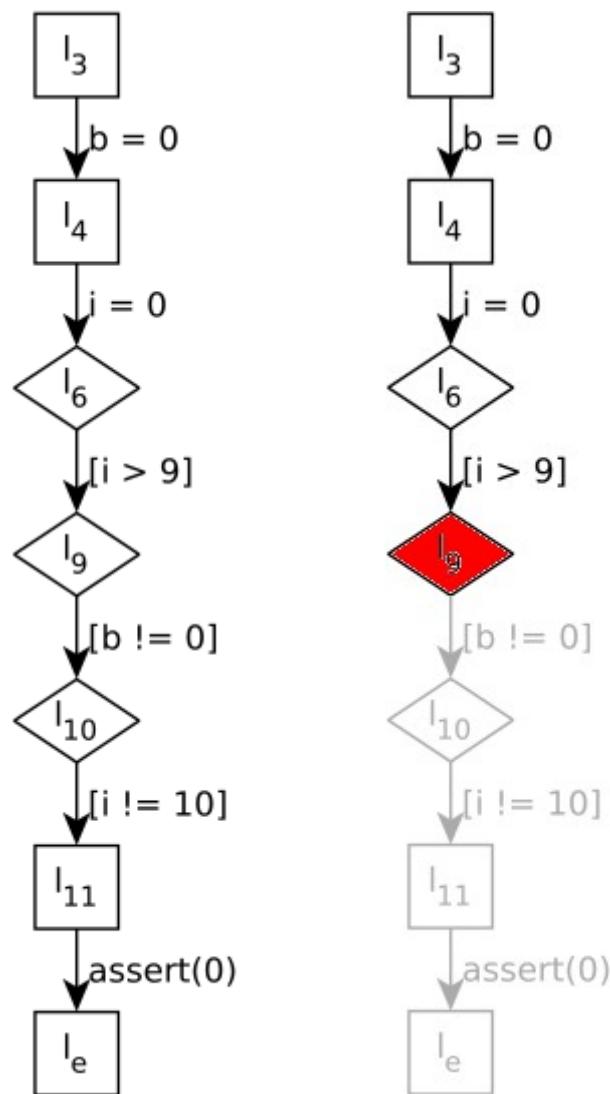
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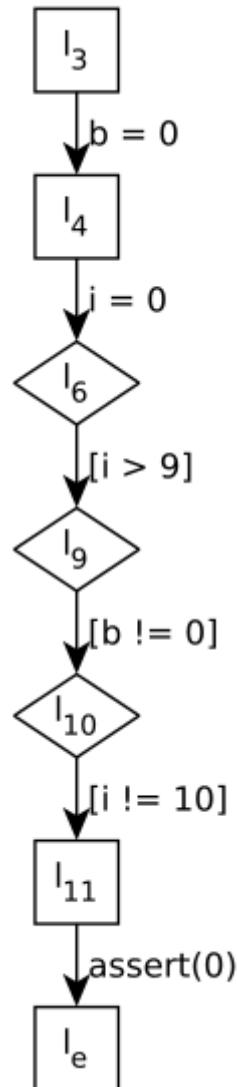
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Abstract Error Path    1<sup>st</sup> Prefix

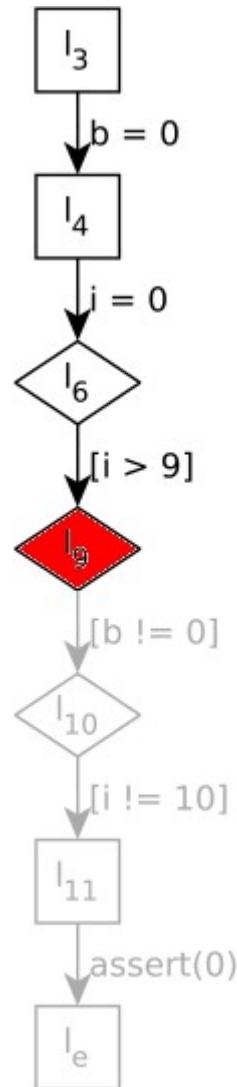


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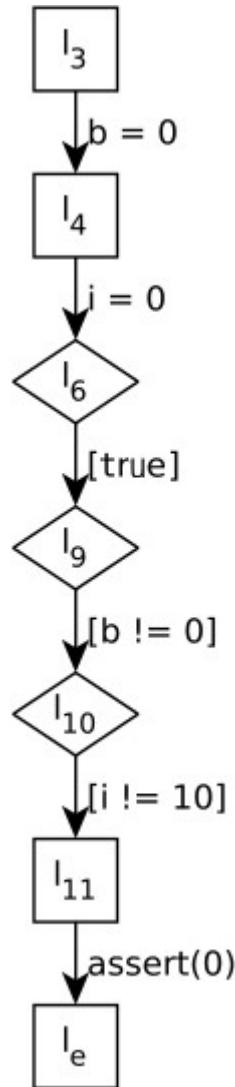
Abstract Error Path



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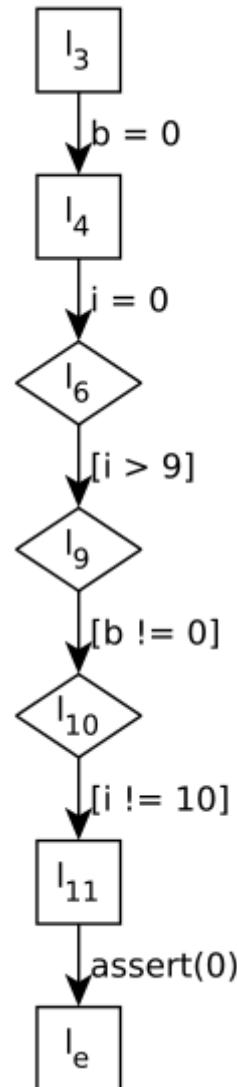


Sliced Error Path

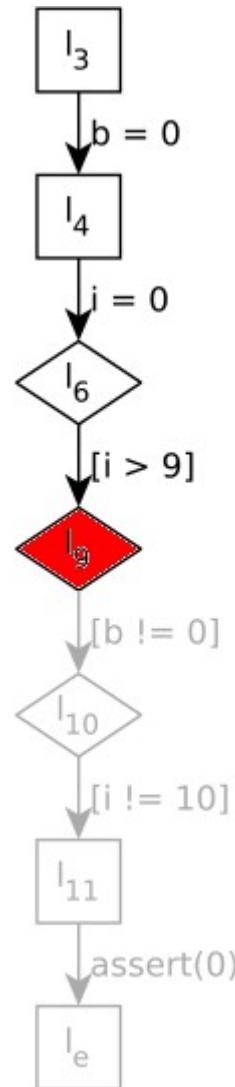


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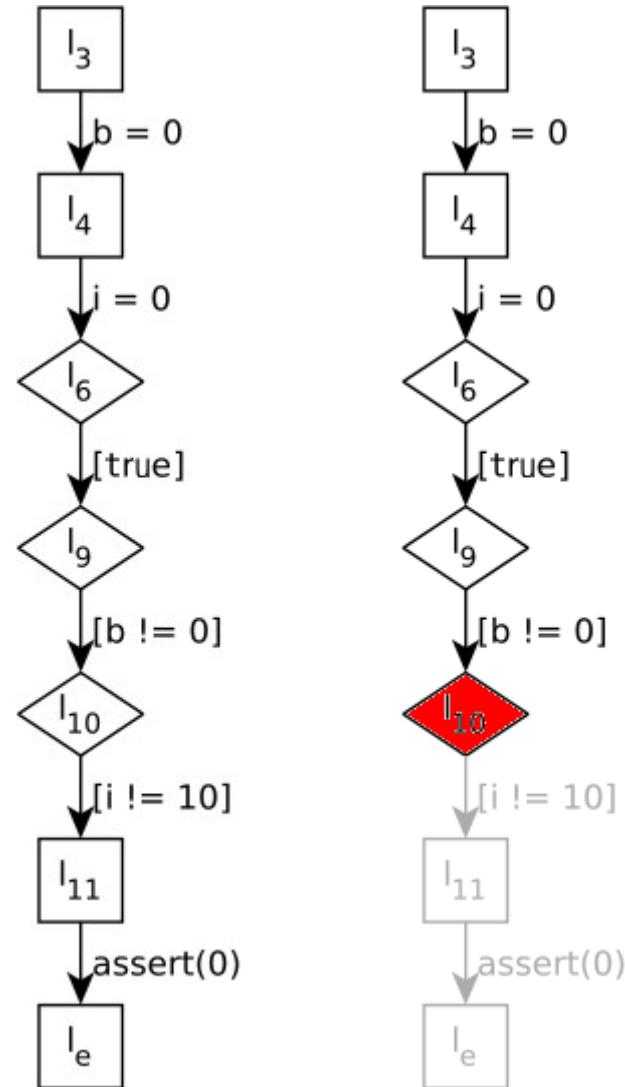
Abstract Error Path



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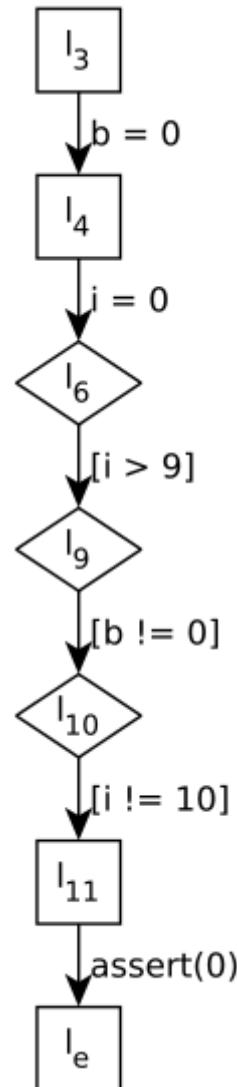


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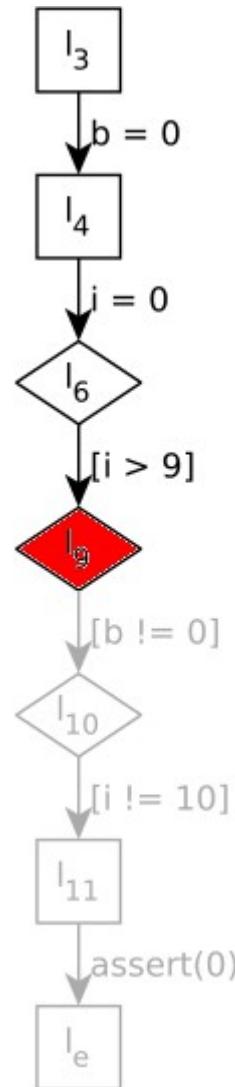


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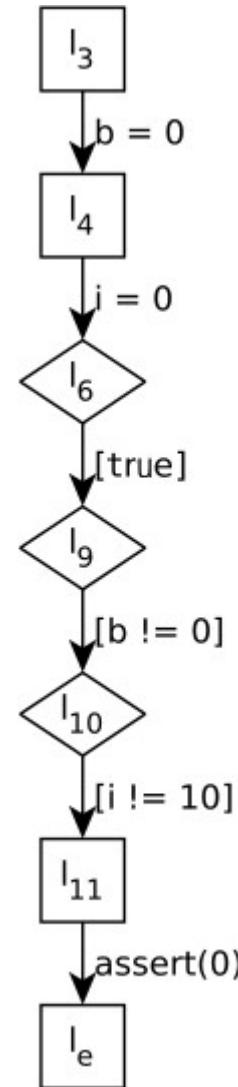
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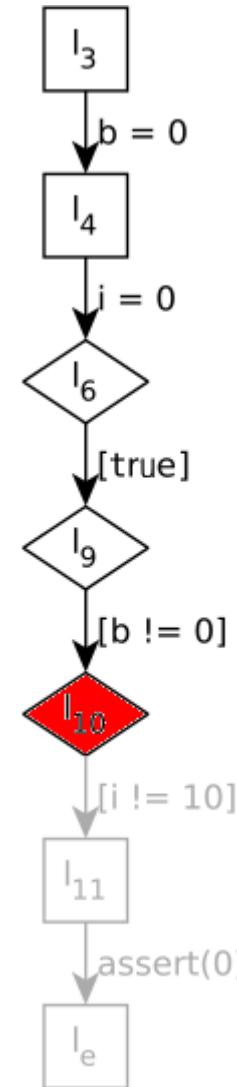
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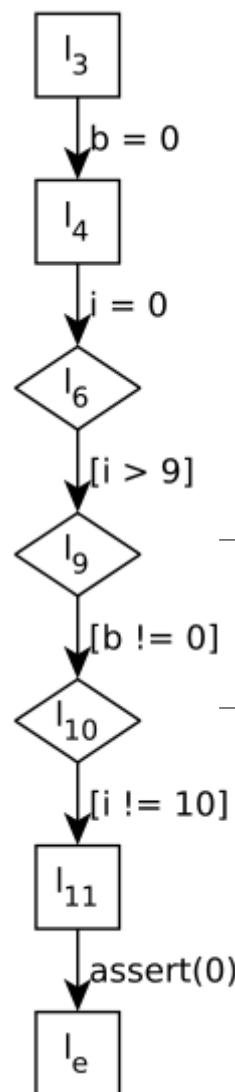


2<sup>nd</sup> Prefix

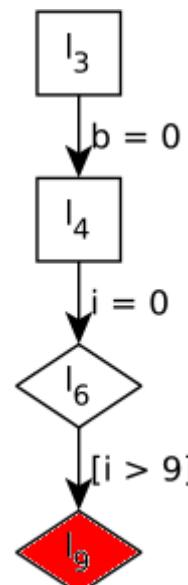


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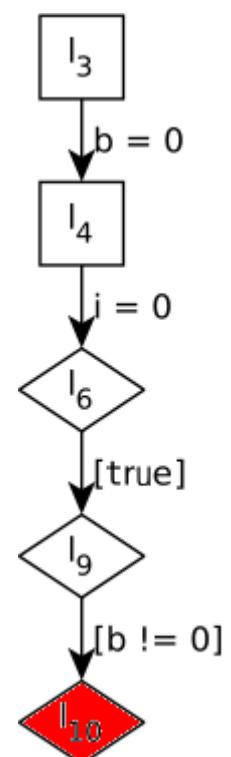
Single Abstract Error Path



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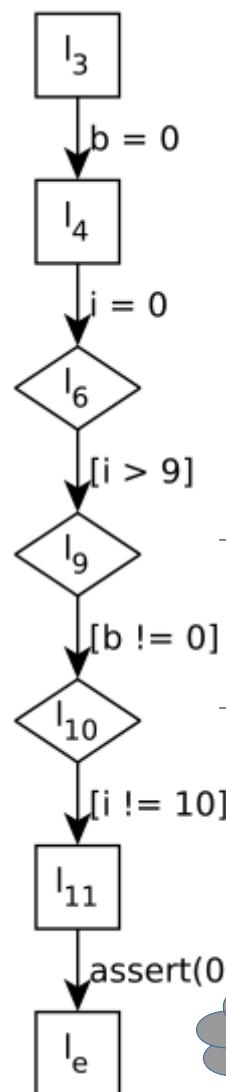


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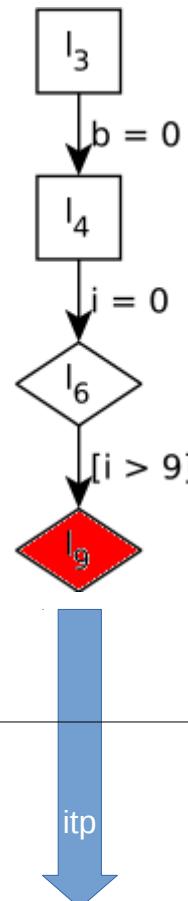


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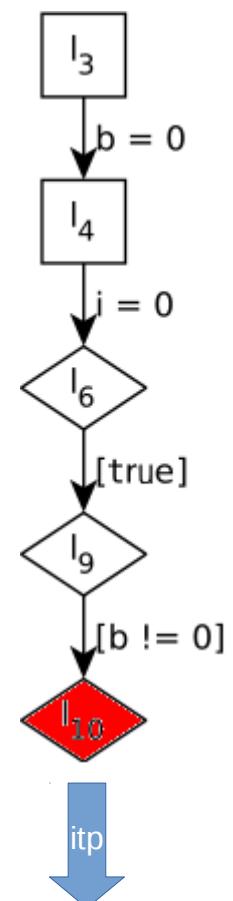
Single Abstract Error Path



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2<sup>nd</sup> Prefix



Interpolant sequence over  
loop-counter variable

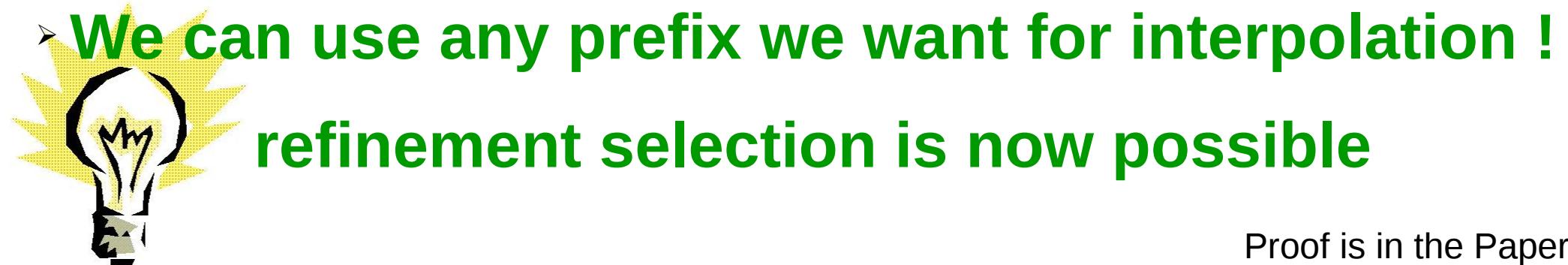
Interpolant sequence over  
boolean variable

# Proposition: Interpolants of Prefixes

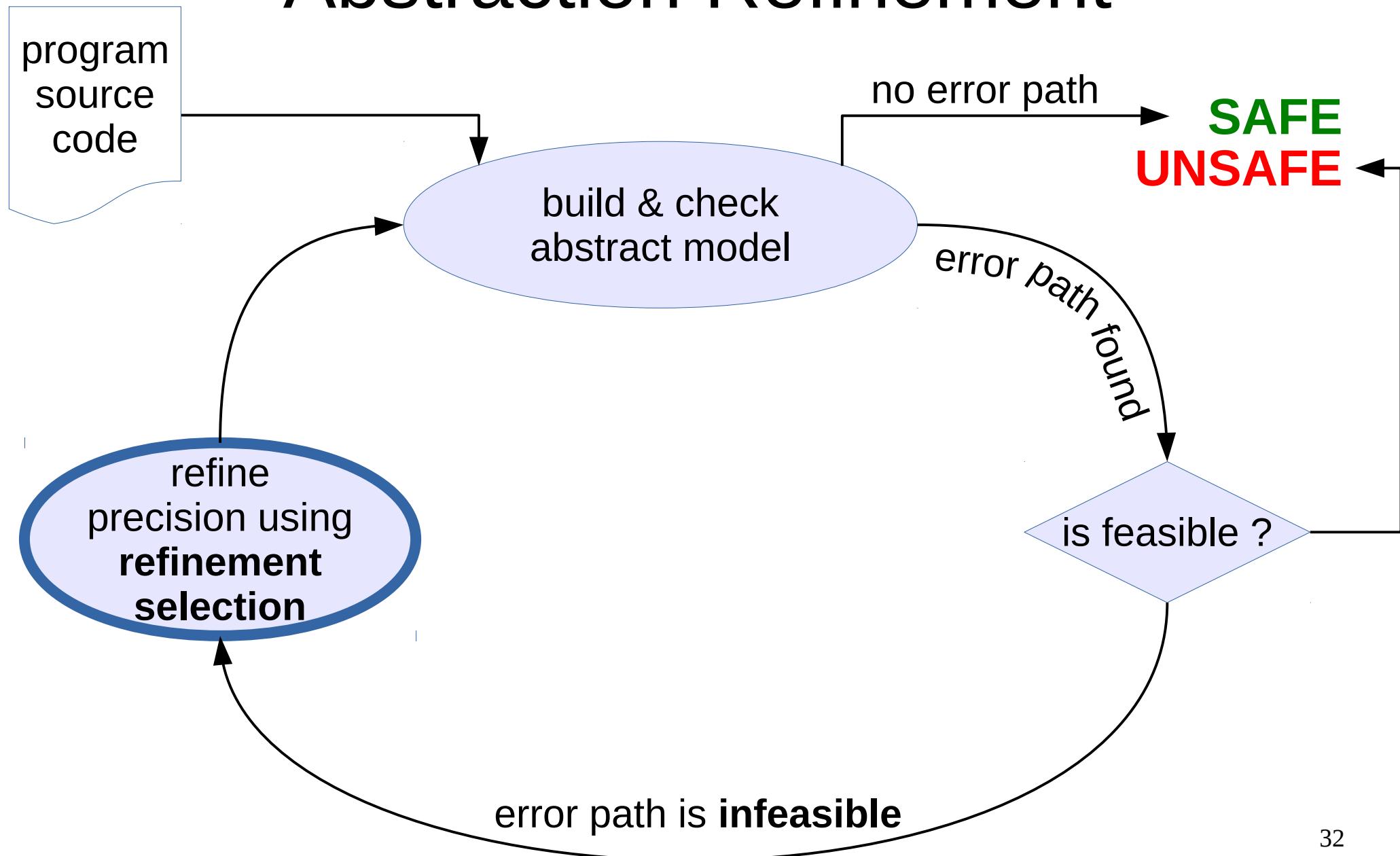
Any **infeasible sliced prefix**  $\varphi$   
that is extracted from an **infeasible error path**  $\sigma$   
can be used **for interpolation**  
to **exclude the original error path**  $\sigma$   
from **subsequent iterations** of CEGAR loop

# Proposition: Interpolants of Prefixes

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# Counterexample-Guided Abstraction Refinement



# Refinement Selection

- Refinement is now an optimization problem
- Select any refinement from a set of refinements
- Different heuristics for selecting an refinement
  - Shortest or longest prefix
  - Best or worst score based on Domain-Types
  - Width of precision
  - Depth of refinement root
  - ...

# Implementation & Experiments

- Evaluated on over 2500 benchmarks from SV-COMP'15
- Evaluated under rules of SV-COMP'15
  - 15 minutes CPU Time
  - 15 GB RAM
- All ideas and concepts described are implemented
  - Integrated into CPAchecker
  - Extended Value Analysis



<http://cpachecker.sosy-lab.org>

# Results

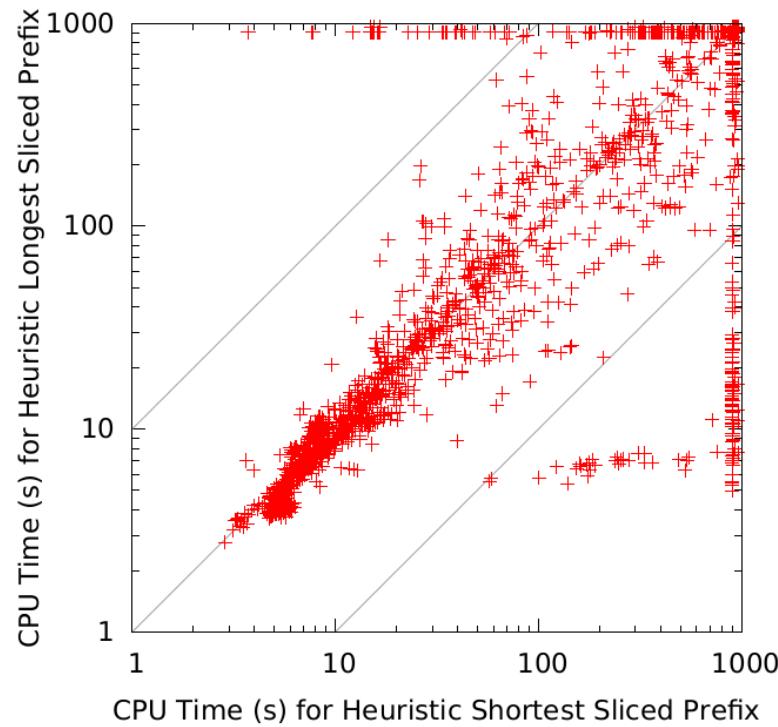
Heuristic	# Tasks	Sliced-Prefix Length		Score		Oracle		
		Shortest	Longest	Best	Worst	Best	Worst	Diff
DeviceDrivers64	619	326	395	399	319	403	315	88
ECA	1 140	489	512	570	478	611	410	201
ProductLines	597	456	361	402	360	463	353	110
Sequentialized	234	29	22	30	27	30	19	11
All Tasks	2 696	1 369	1 359	1 470	1 252	1 577	1 165	412

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# Results – Sliced-Prefix Length

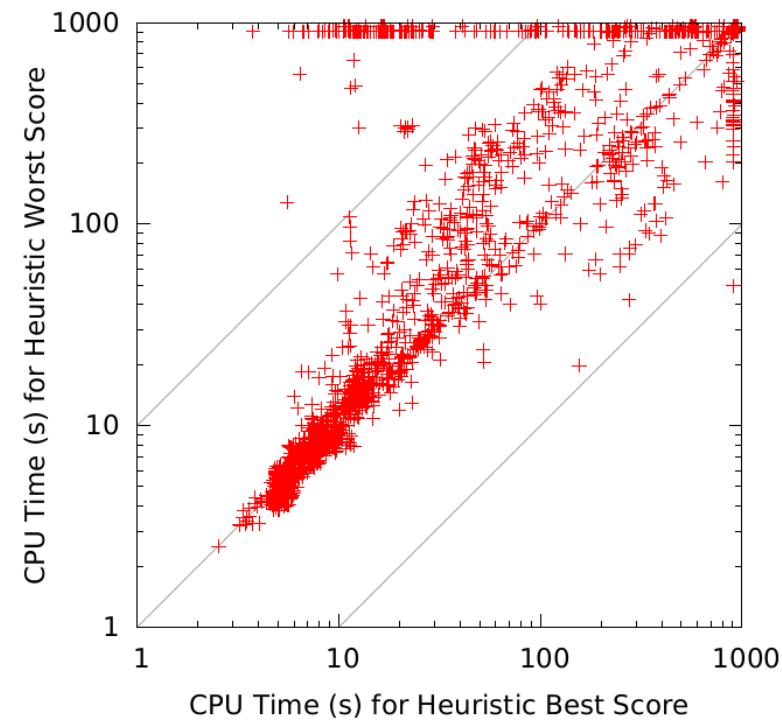
Heuristic	# Tasks	Sliced-Prefix Length	
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Heuristic “Shortest” vs. “Longest”

# Results – Domain-Type Score

Heuristic	# Tasks	Score	
		Best	Worst
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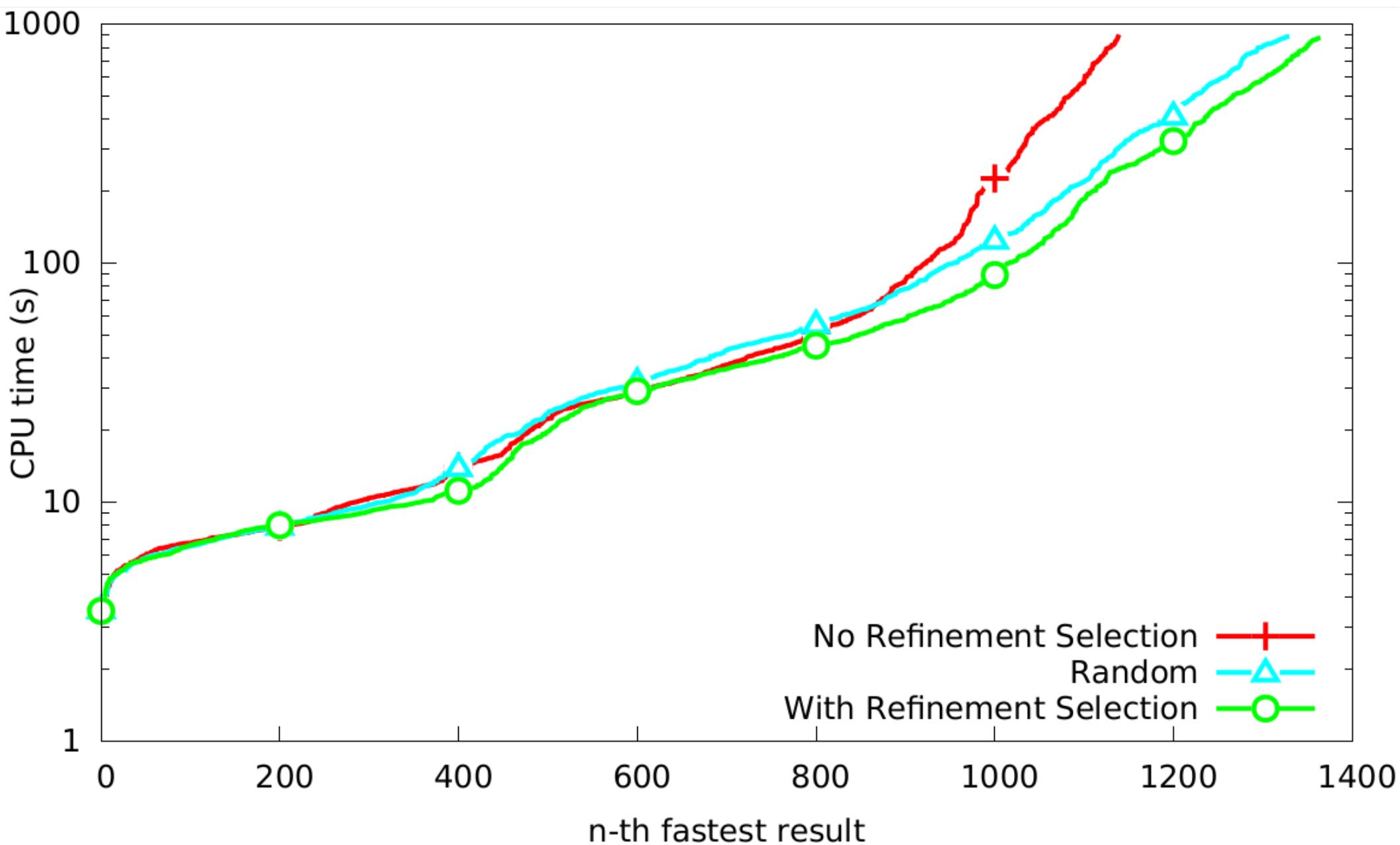
Heuristic “Best Score” vs. “Worst Score”

**We want Refinement Selection !!!**  
**Because straight-forward interpolation**  
**completely and utterly sucks !!!11!**

Stefan Löwe



# Now also for Predicate Abstraction!



# Conclusion

- Defined and implemented for two domains
  - infeasible sliced prefixes
  - precision selection heuristics
- Enables refinement selection



<http://cpachecker.sosy-lab.org>

- Nice Results
  - Refinement selection matters!
  - More research needed on how to select refinements