

# Formal Foundations for Translational Separation Logic Verifiers

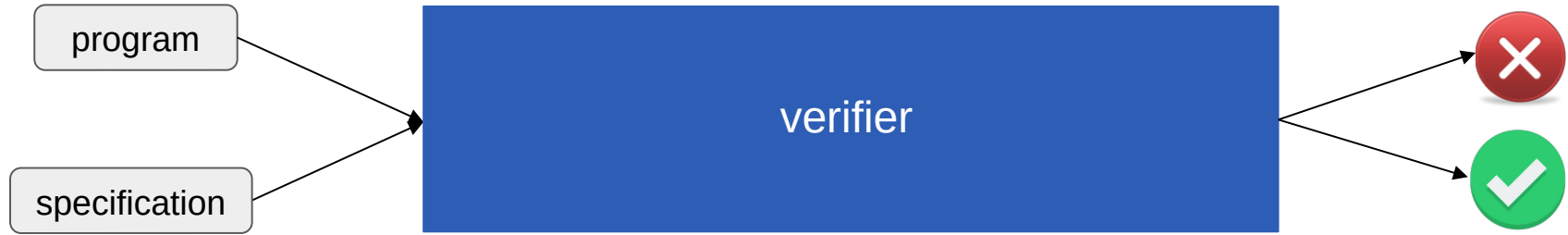
Thibault Dardinier<sup>1</sup>, Michael Sammler<sup>1</sup>, Gaurav Parthasarathy<sup>1</sup>,  
Alexander J. Summers<sup>2</sup>, and Peter Müller<sup>1</sup>

<sup>1</sup> **ETH** zürich

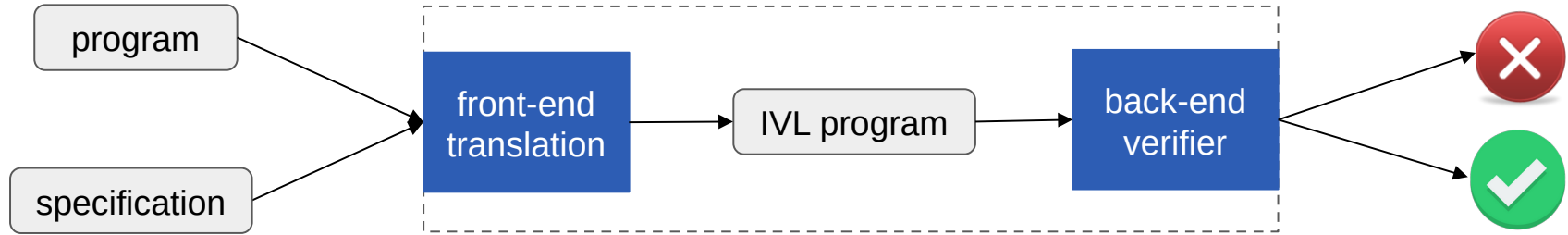


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OF BRITISH COLUMBIA

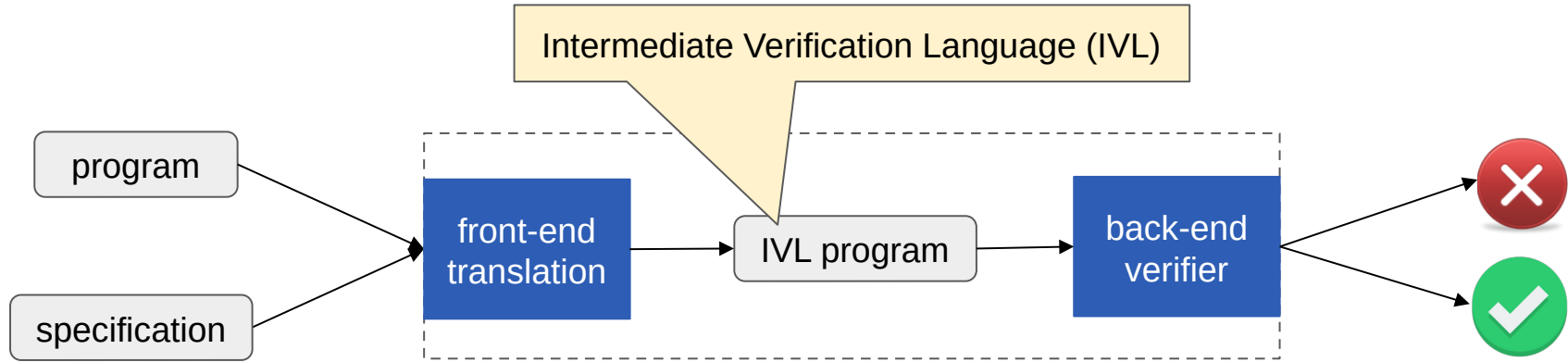
# Translational Verifiers



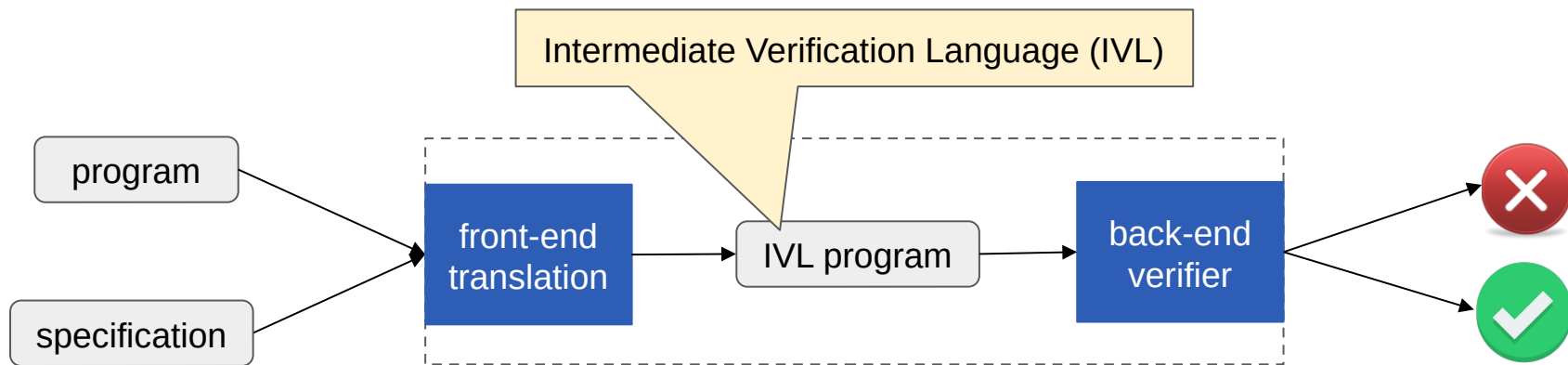
# Translational Verifiers



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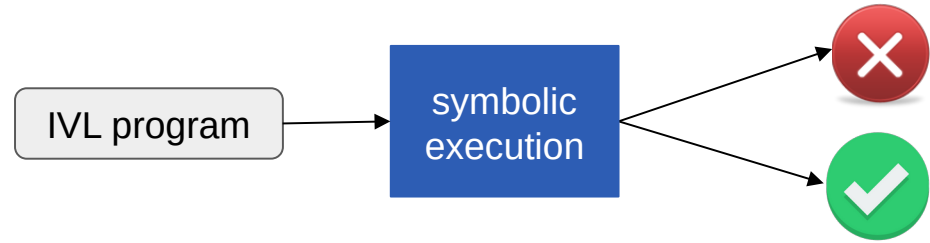
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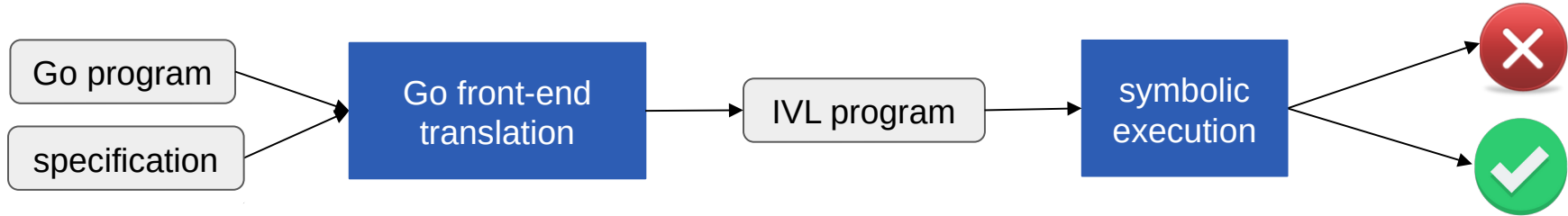
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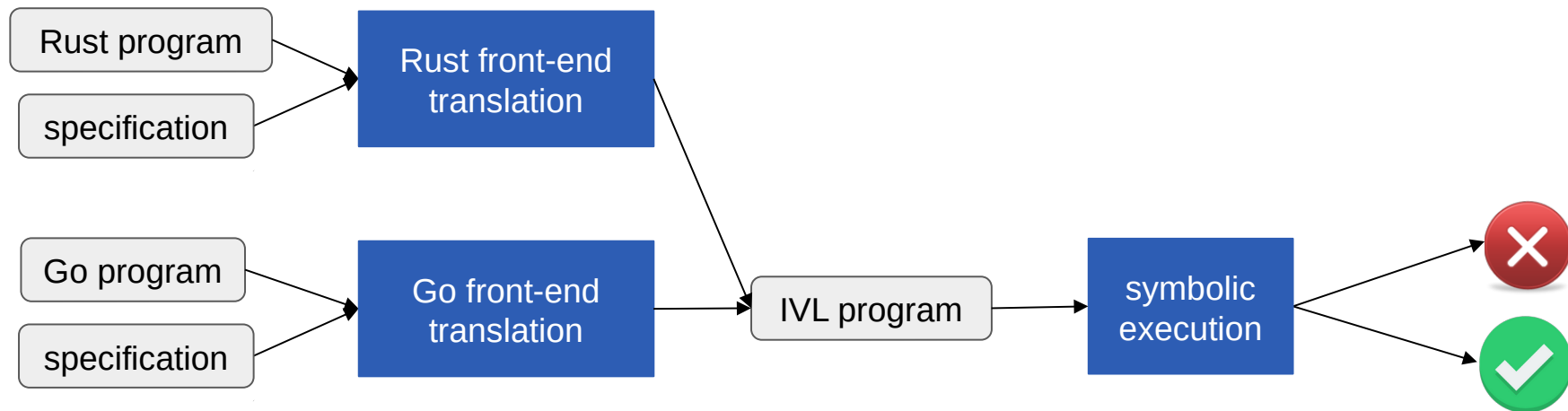
# Translational Separation Logic (SL) Verifiers



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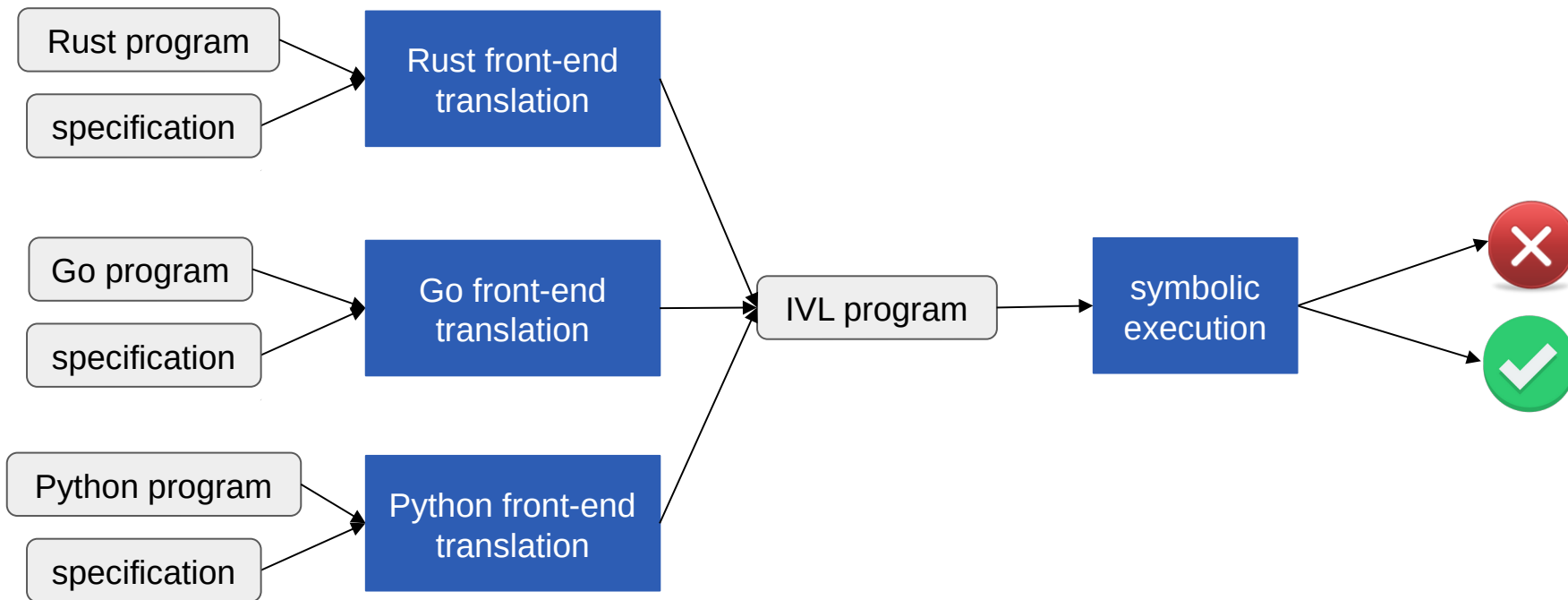


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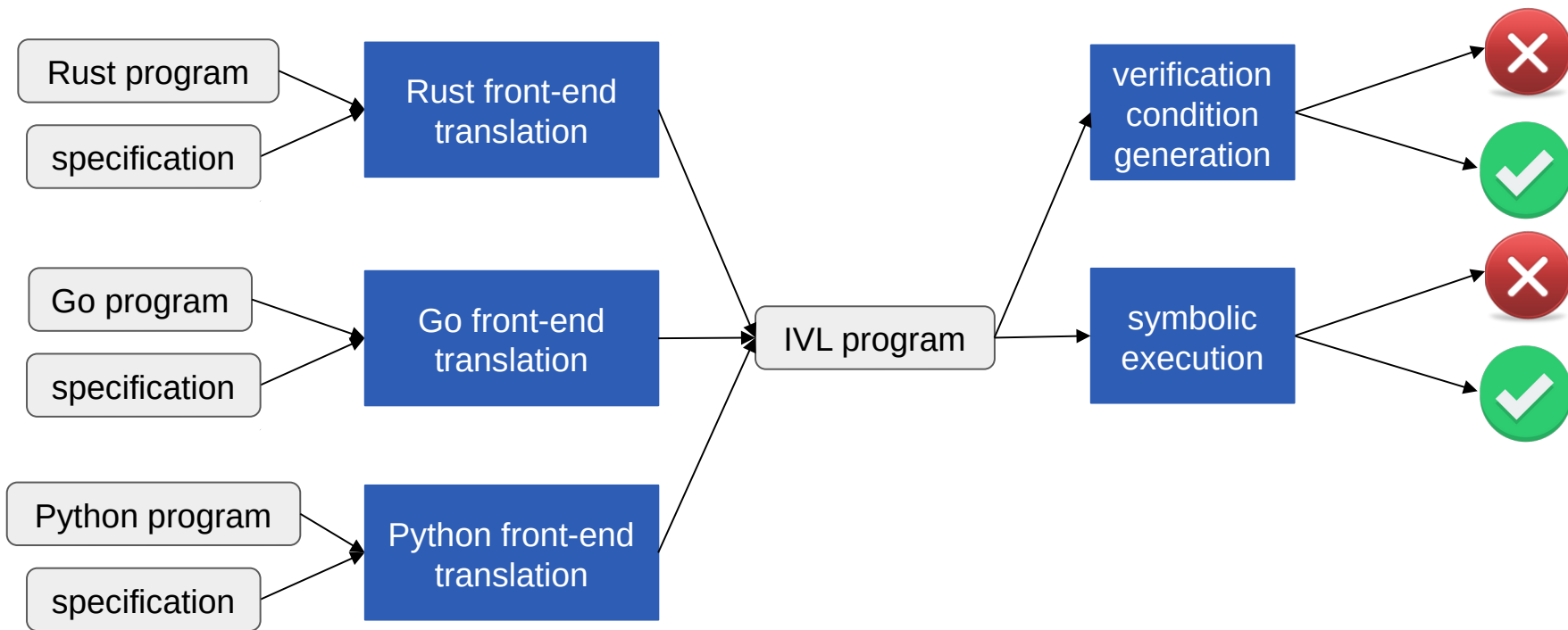




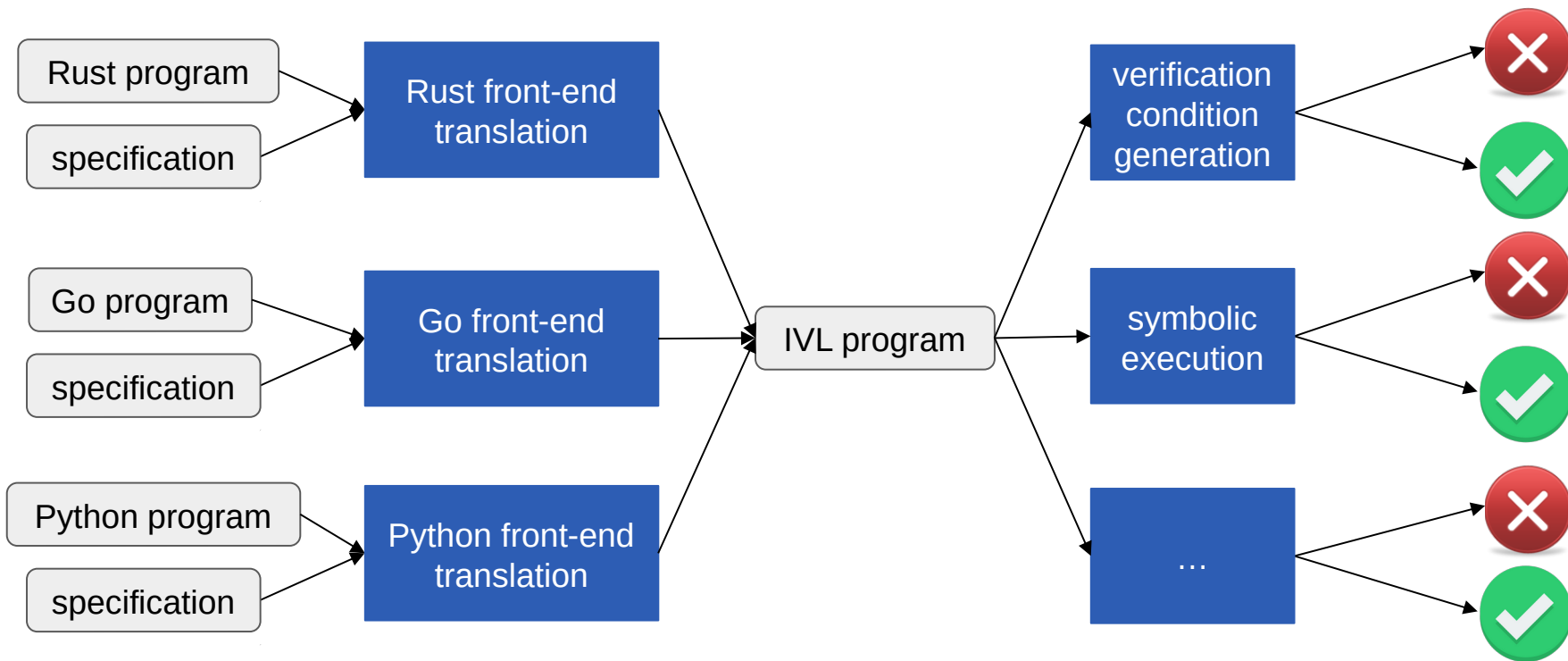
# Translational Separation Logic (SL) Verifiers



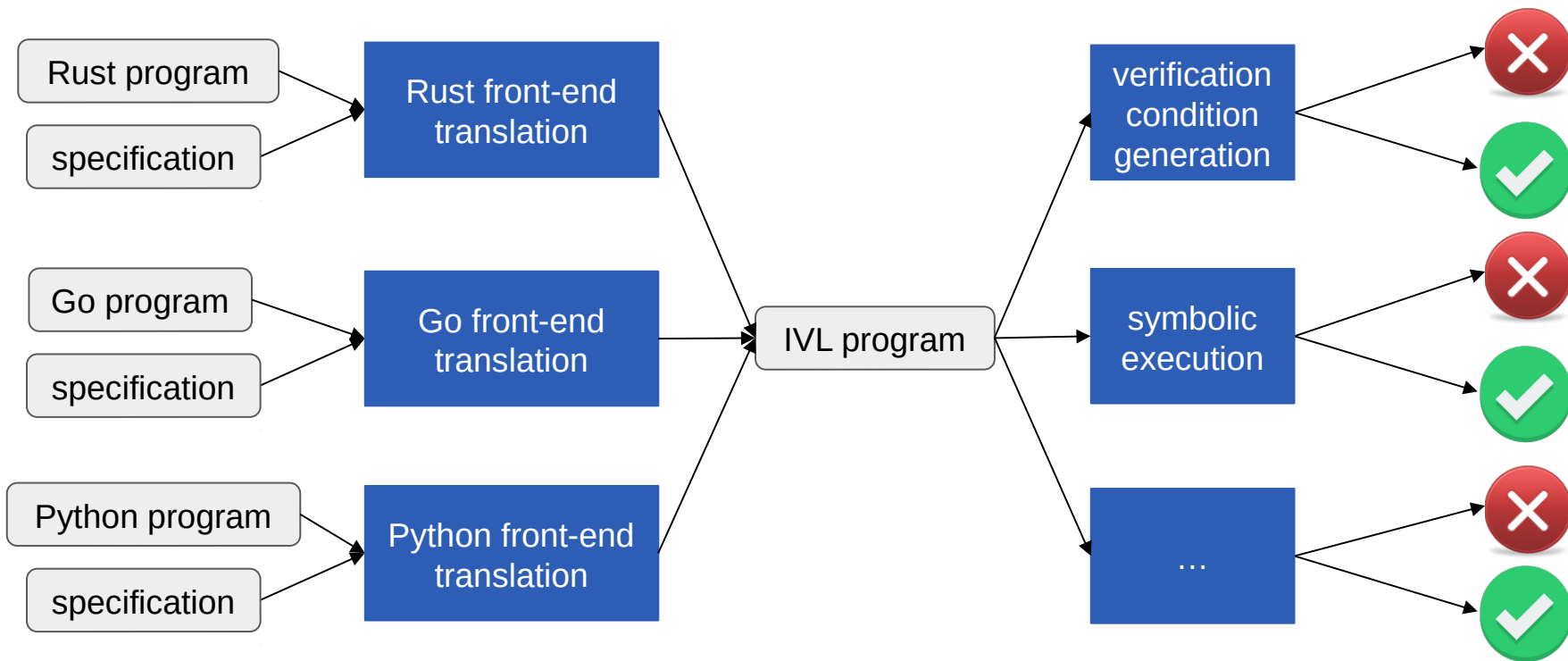
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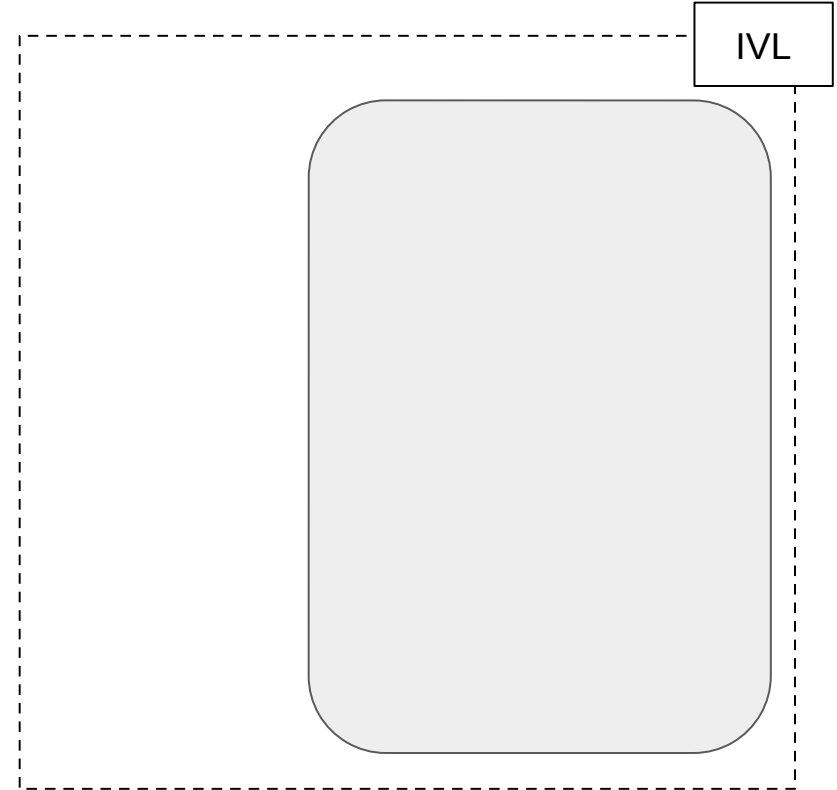
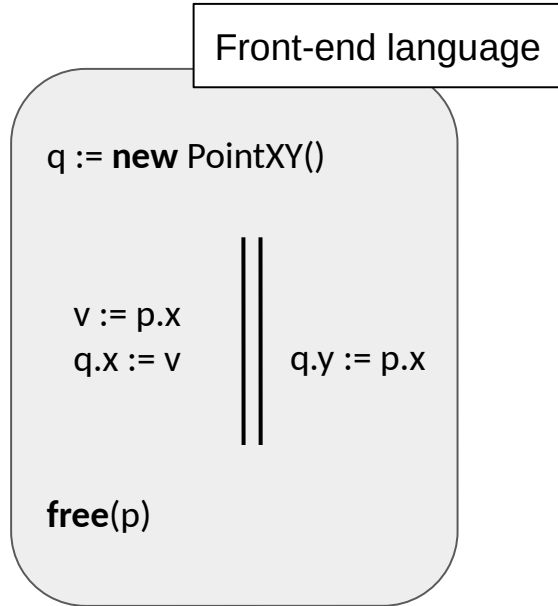
# Translational Separation Logic (SL) Verifiers



# Translational Separation Logic (SL) Verifiers



# Example: Encoding a Simple Parallel Program



# Example: Encoding a Simple Parallel Program

Front-end language

`q := new PointXY()`

Object with fields *x* and *y*

`v := p.x`

`q.x := v`

`q.y := p.x`

`free(p)`

IVL

# Example: Encoding a Simple Parallel Program

Front-end language

```
{ p.x ↦ 5 * p.y ↦ _ }  
q := new PointXY()
```

Object with  
fields x and y

```
v := p.x  
q.x := v
```

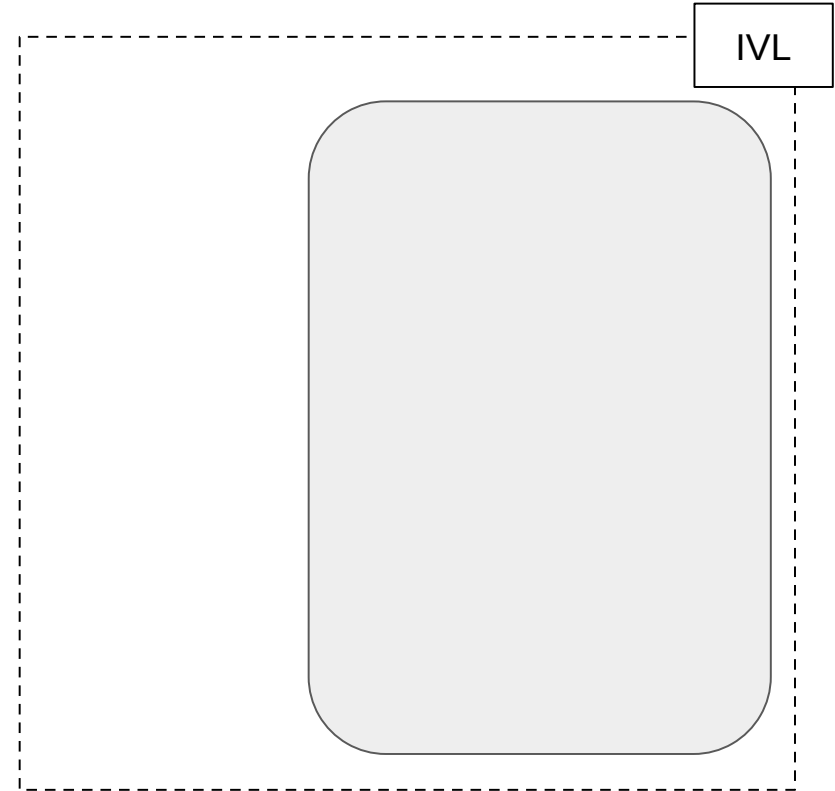
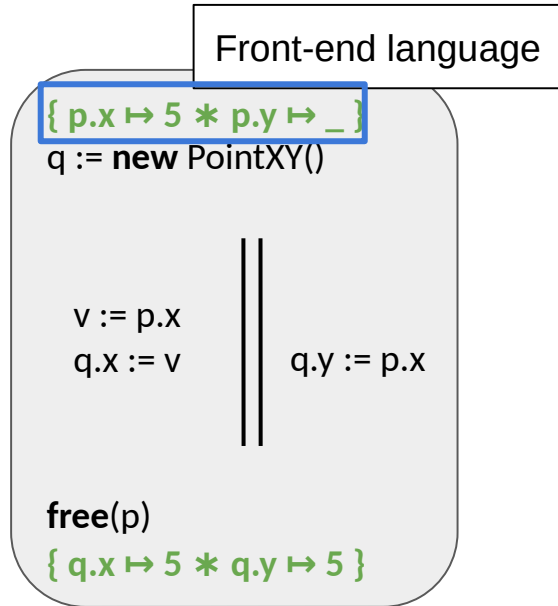
```
q.y := p.x
```

```
free(p)
```

```
{ q.x ↦ 5 * q.y ↦ 5 }
```

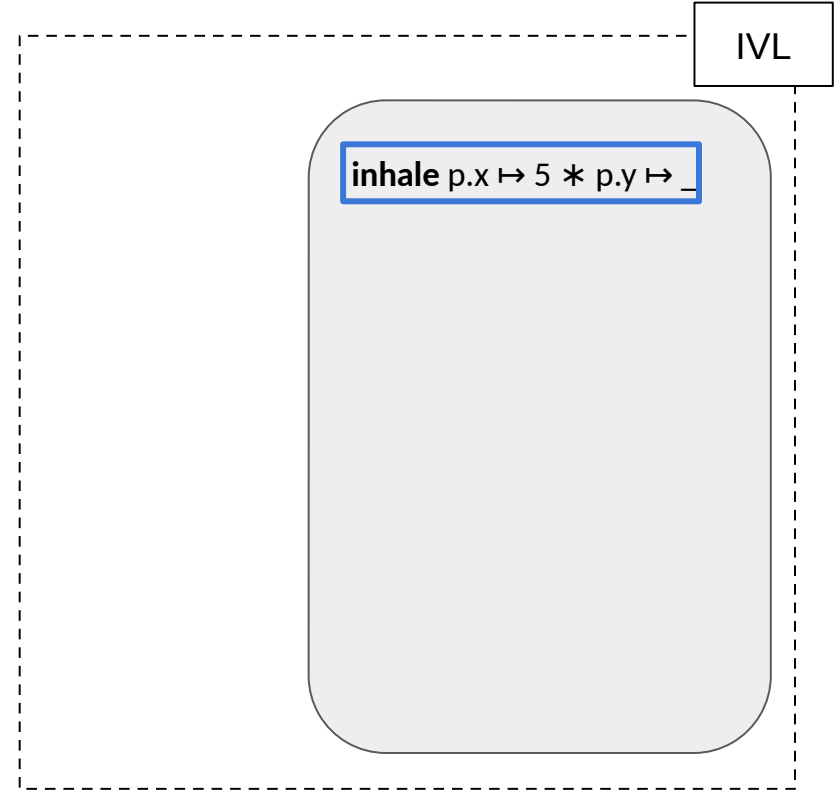
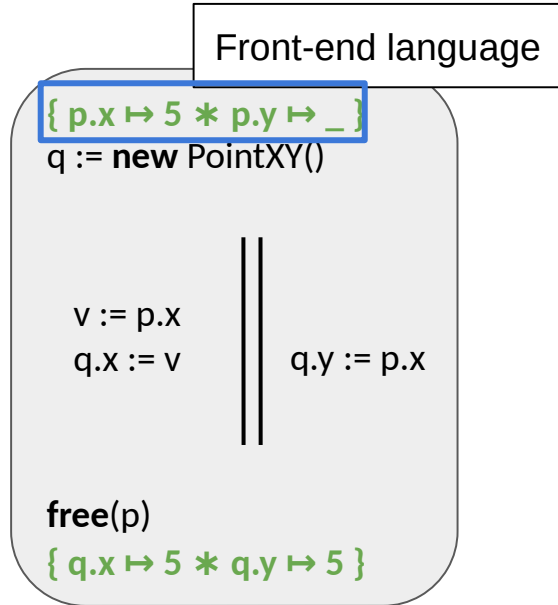
IVL

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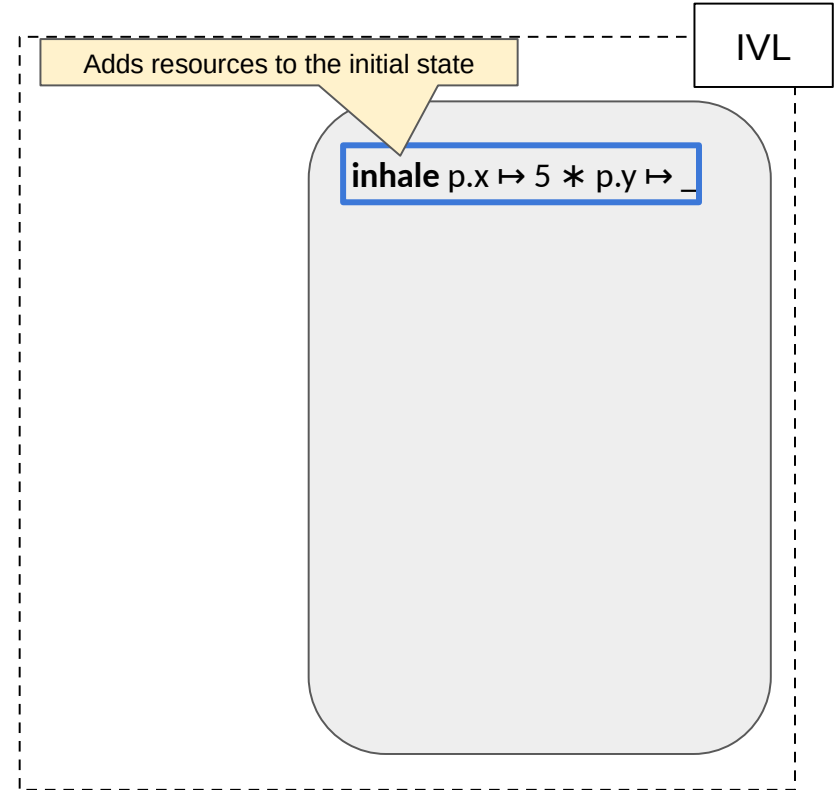
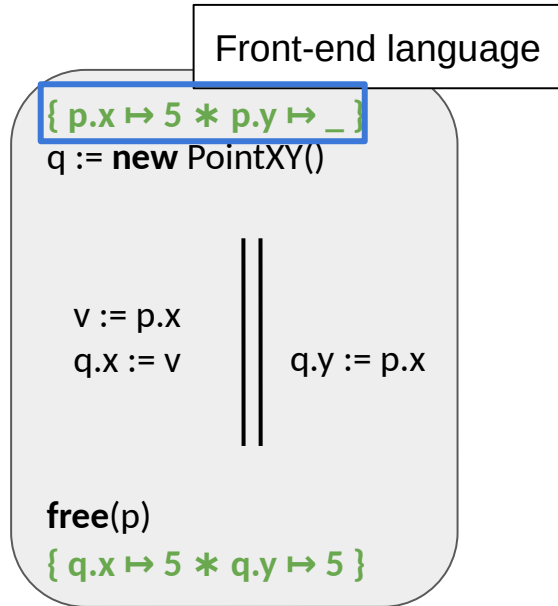




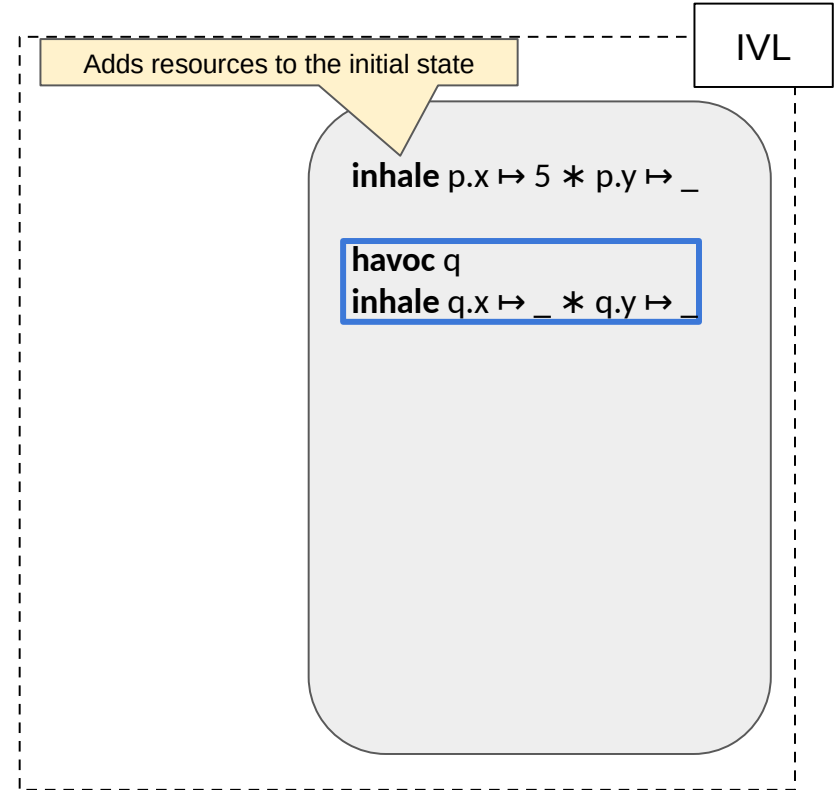
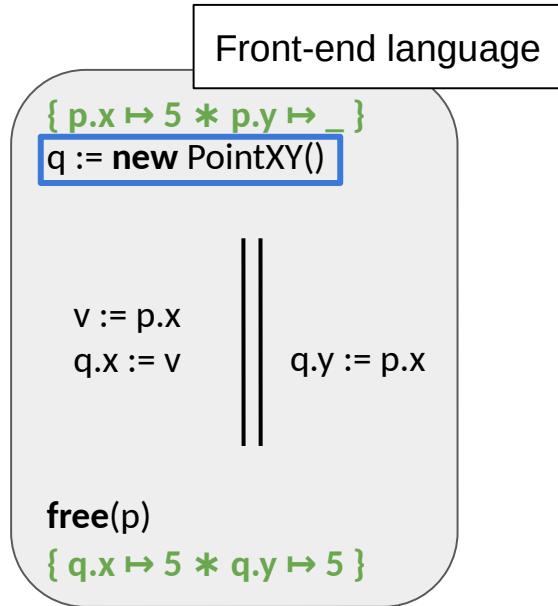
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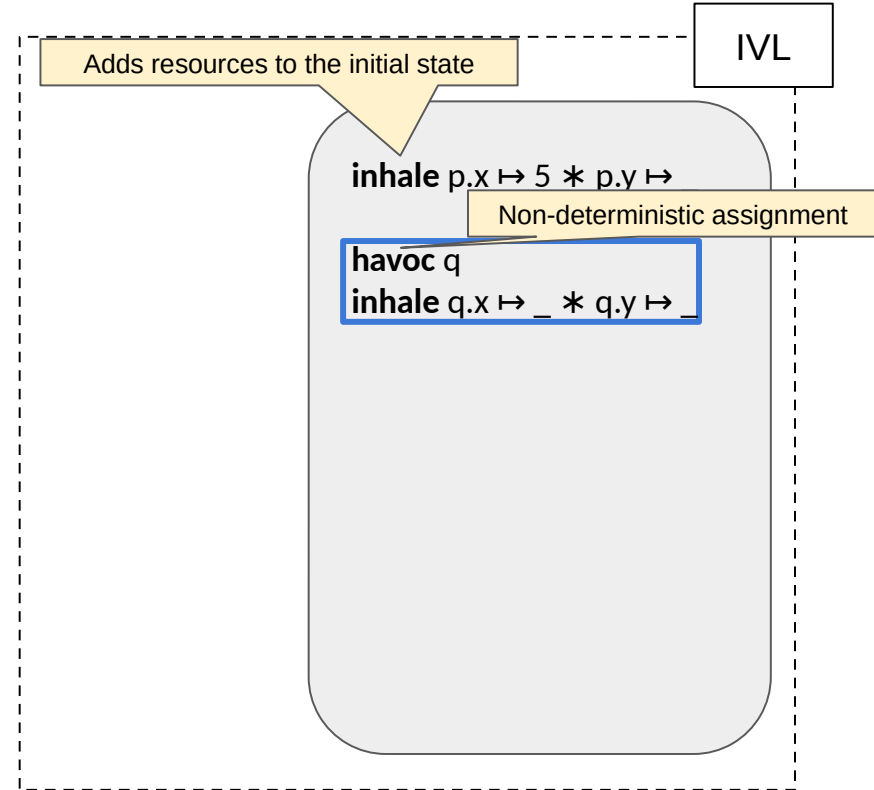
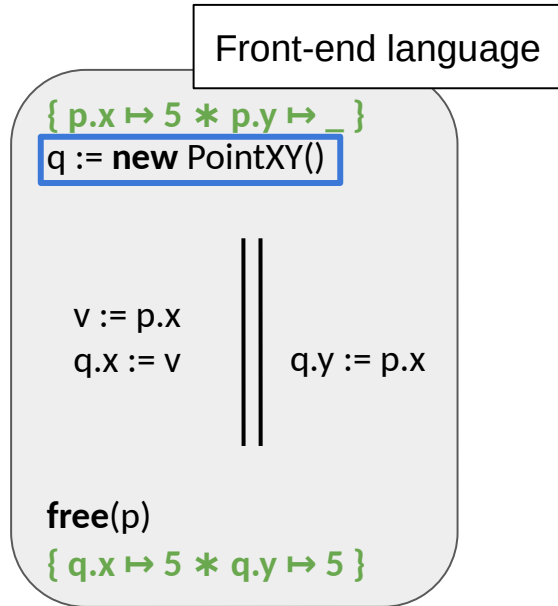
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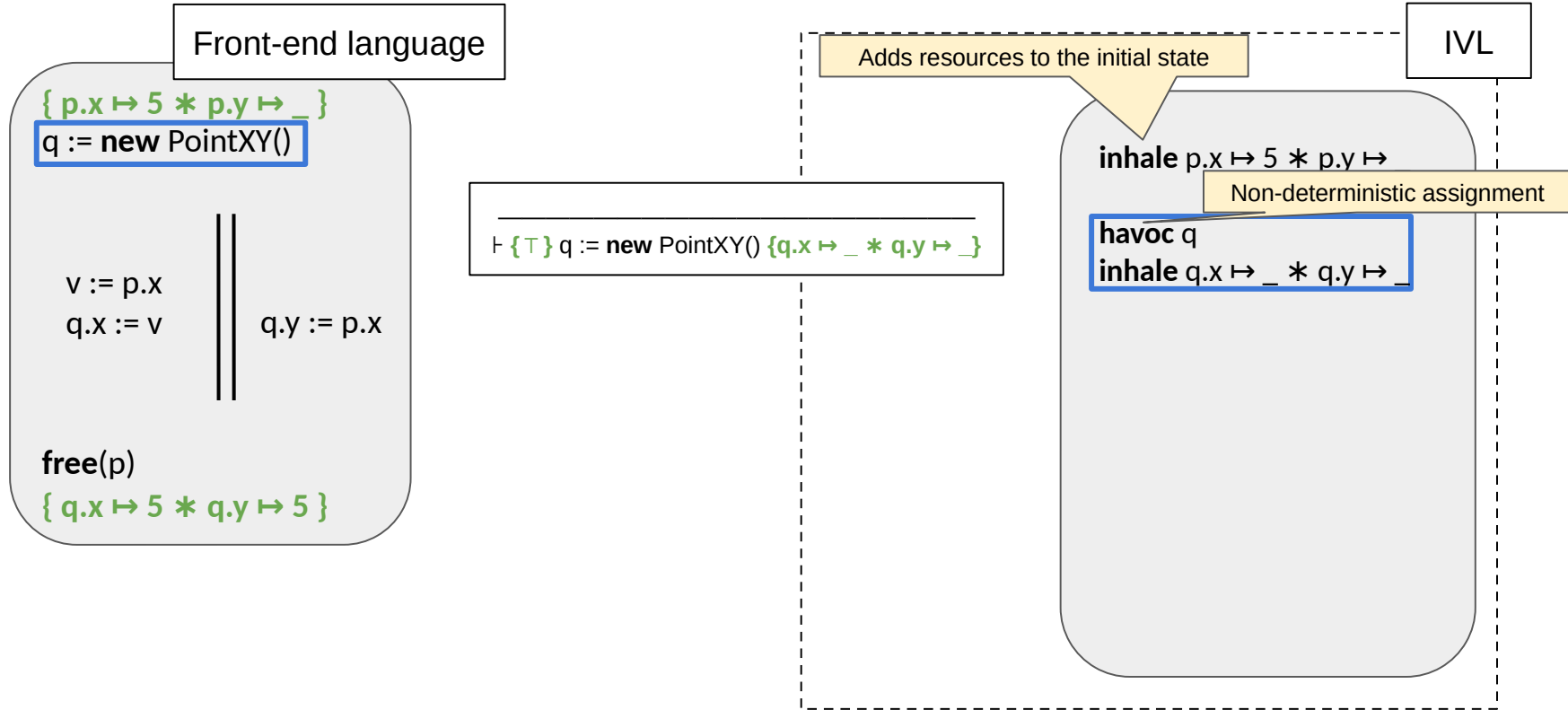
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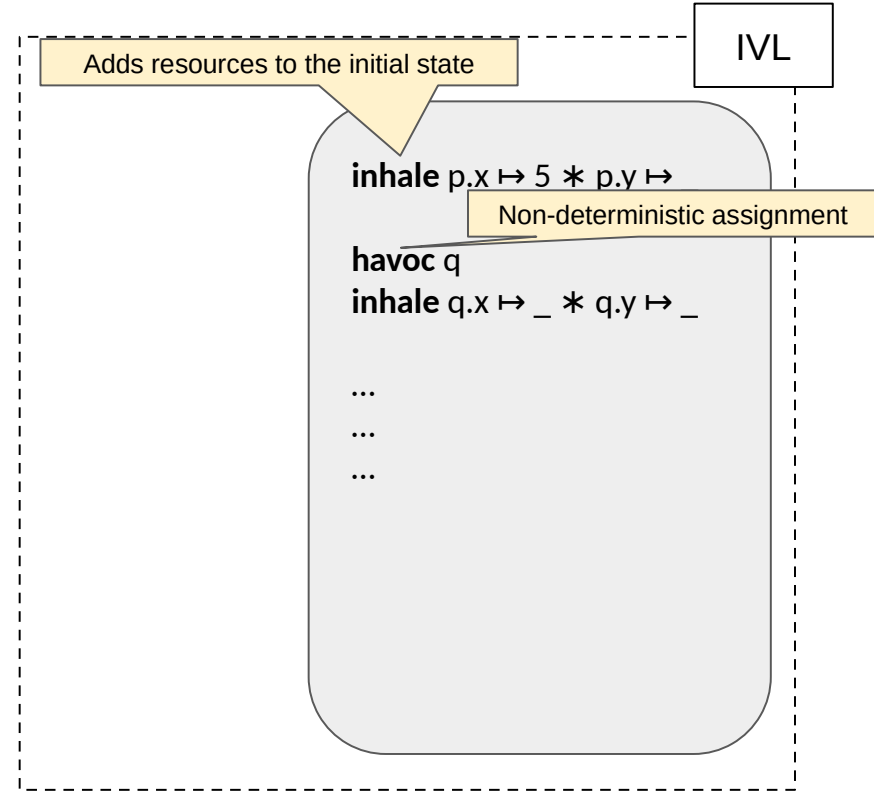
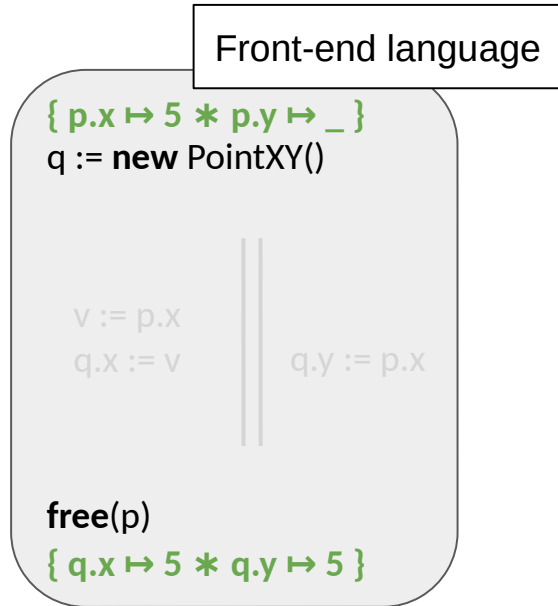
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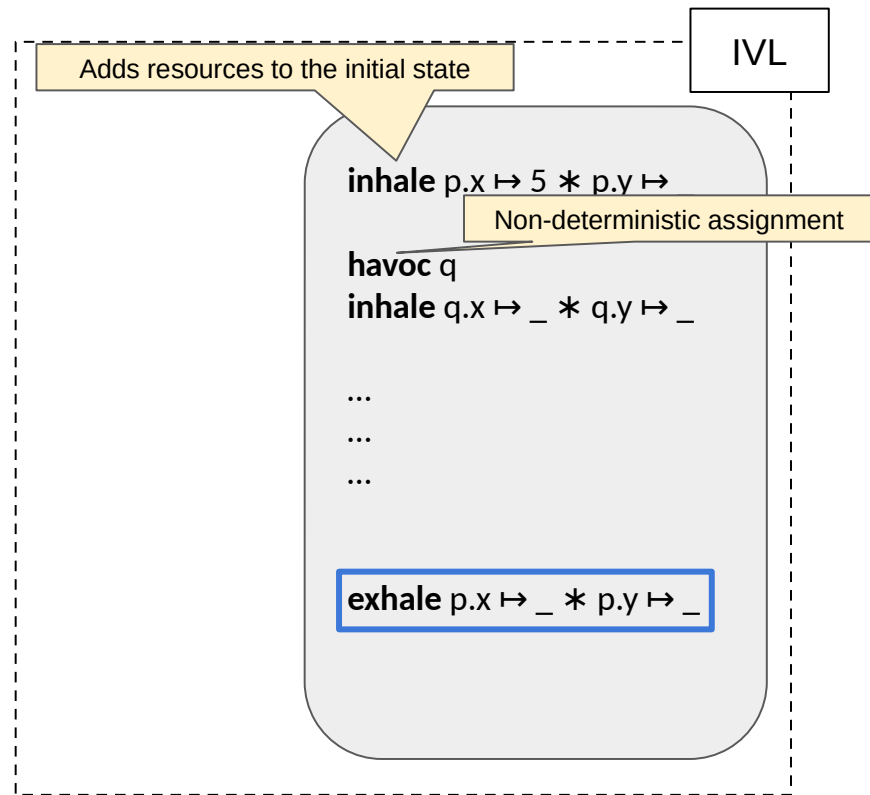
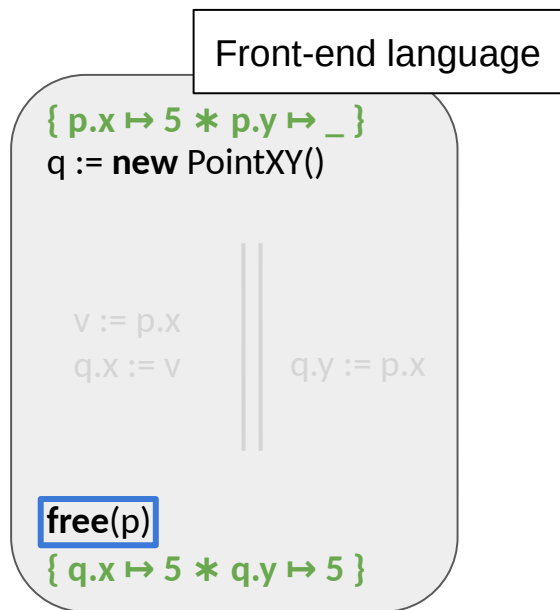
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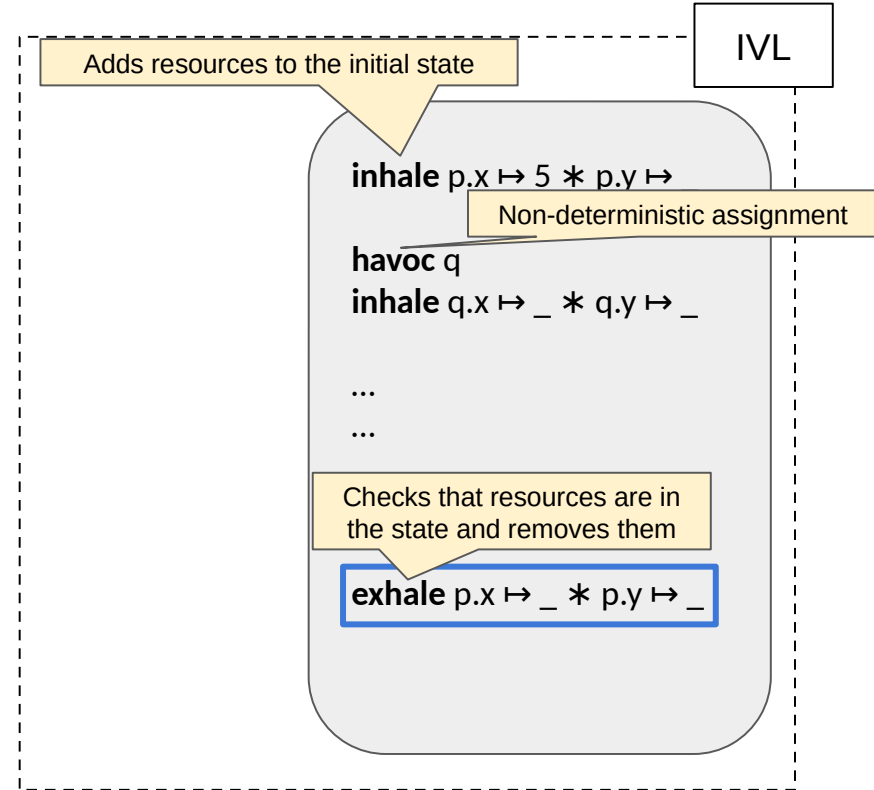
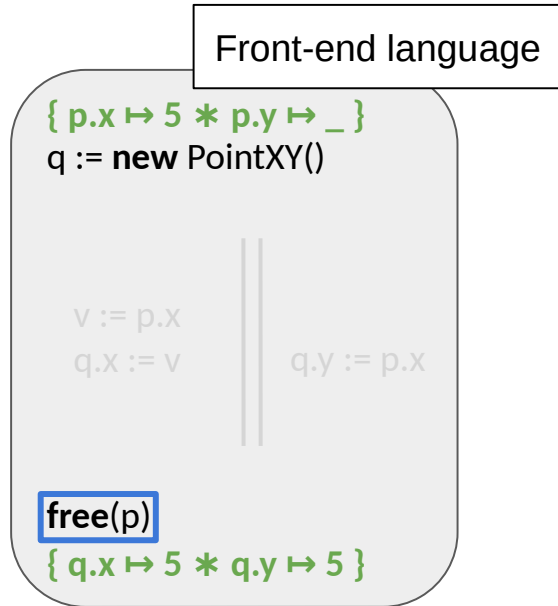
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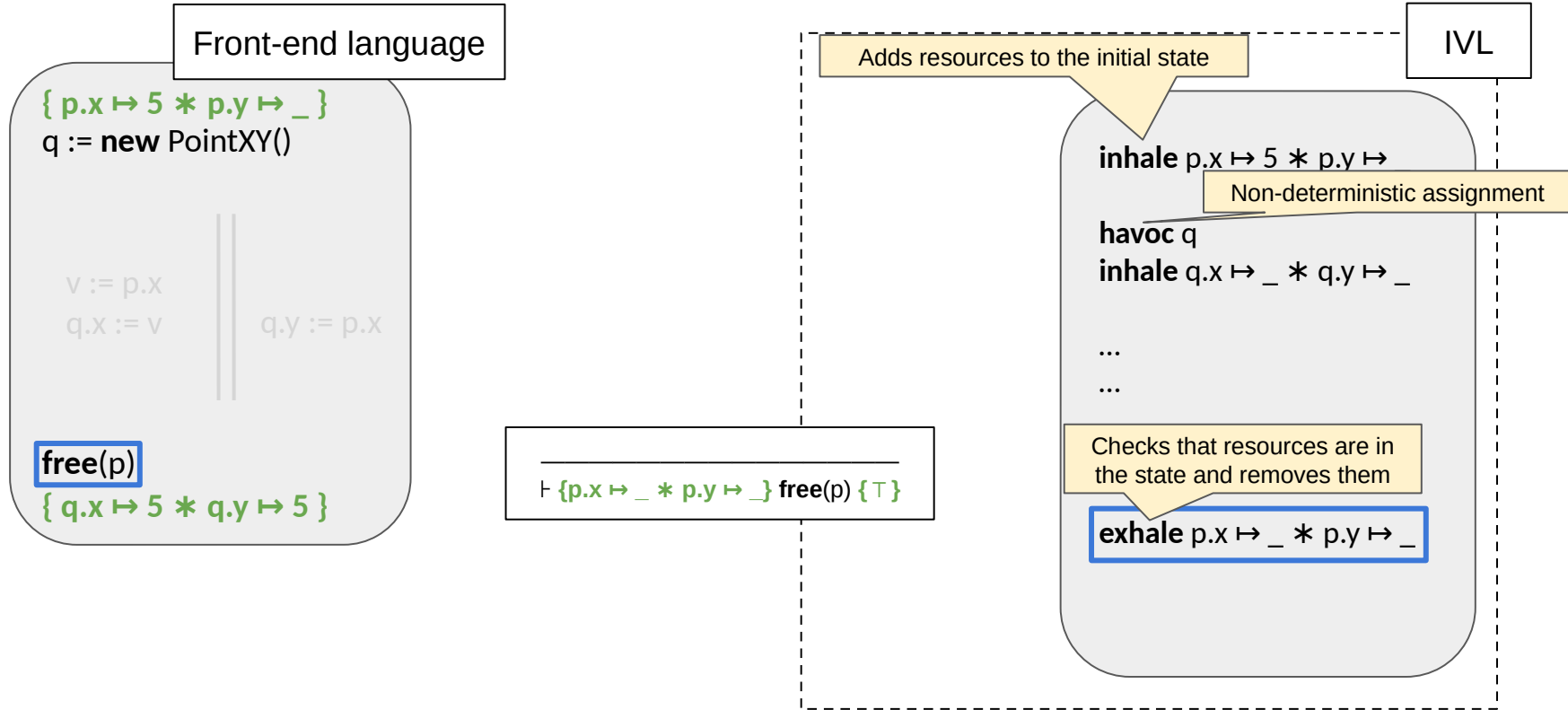


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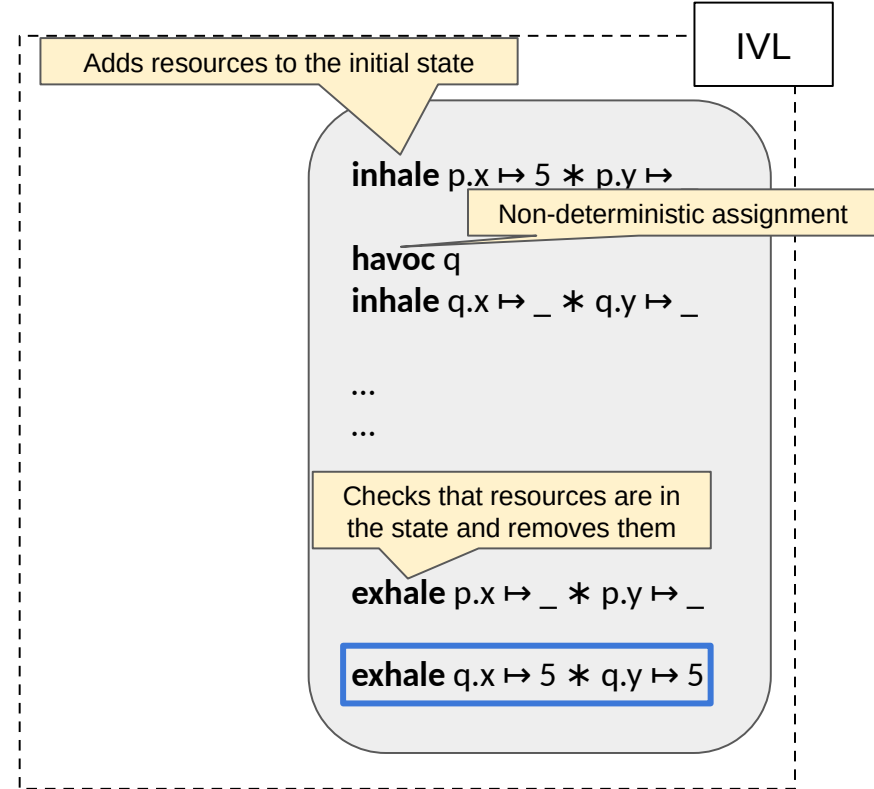
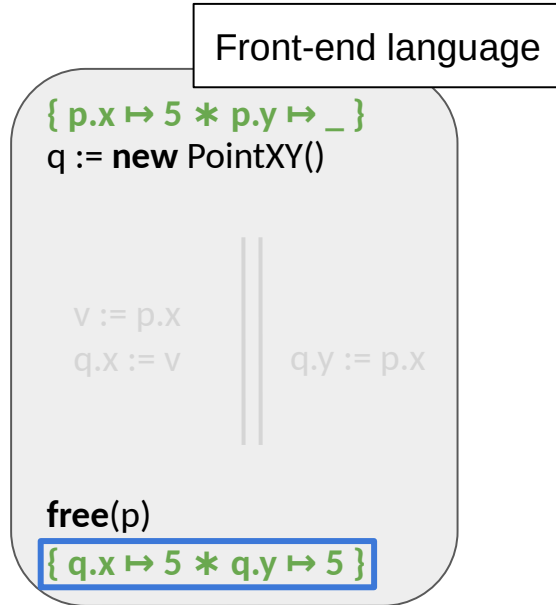




# Example: Encoding a Simple Parallel Program



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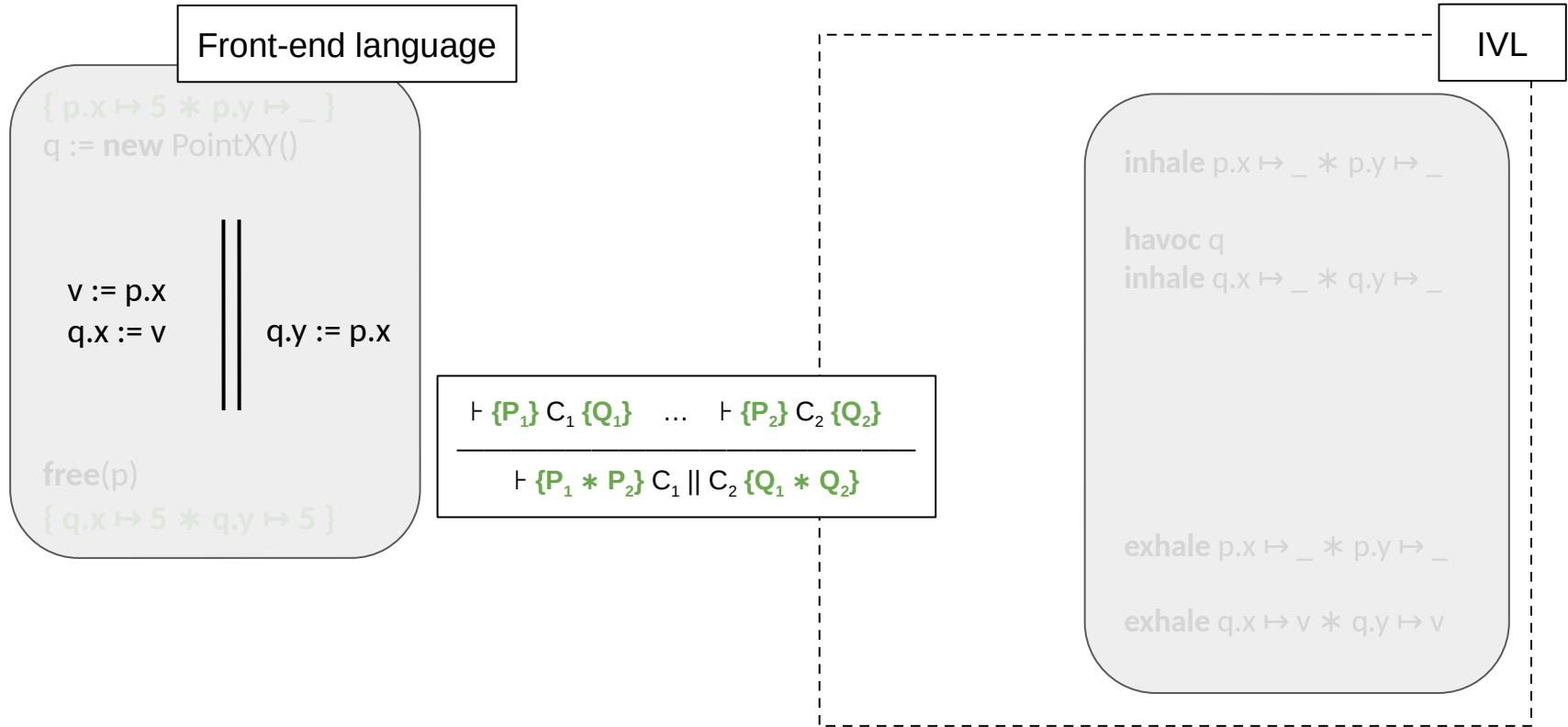
Front-end language

```
{ p.x ↦ 5 * p.y ↦ _ }  
q := new PointXY()  
  
v := p.x  
q.x := v      ||      q.y := p.x  
  
free(p)  
{ q.x ↦ 5 * q.y ↦ 5 }
```

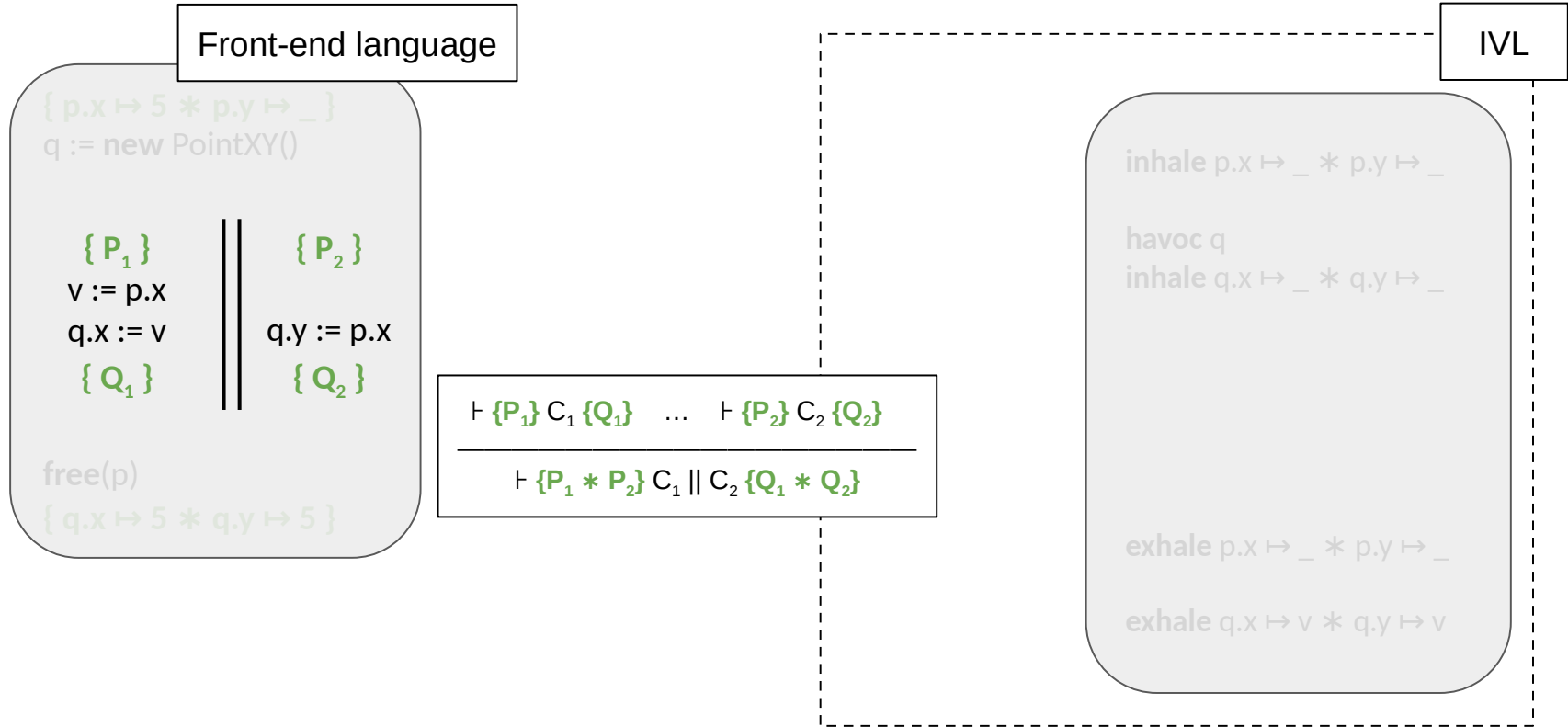
IVL

```
inhale p.x ↦ _ * p.y ↦ _  
  
havoc q  
inhale q.x ↦ _ * q.y ↦ _  
  
exhale p.x ↦ _ * p.y ↦ _  
  
exhale q.x ↦ v * q.y ↦ v
```

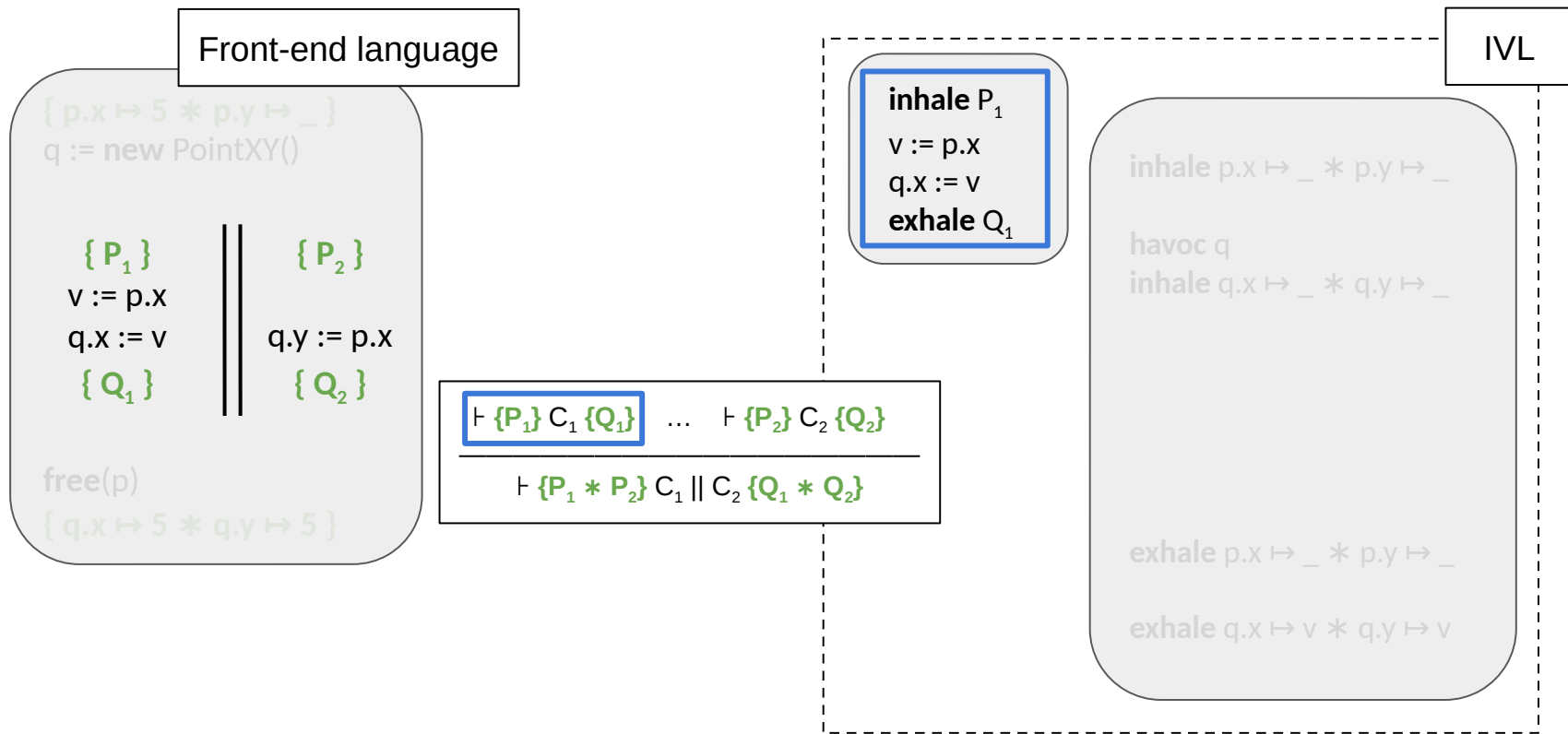
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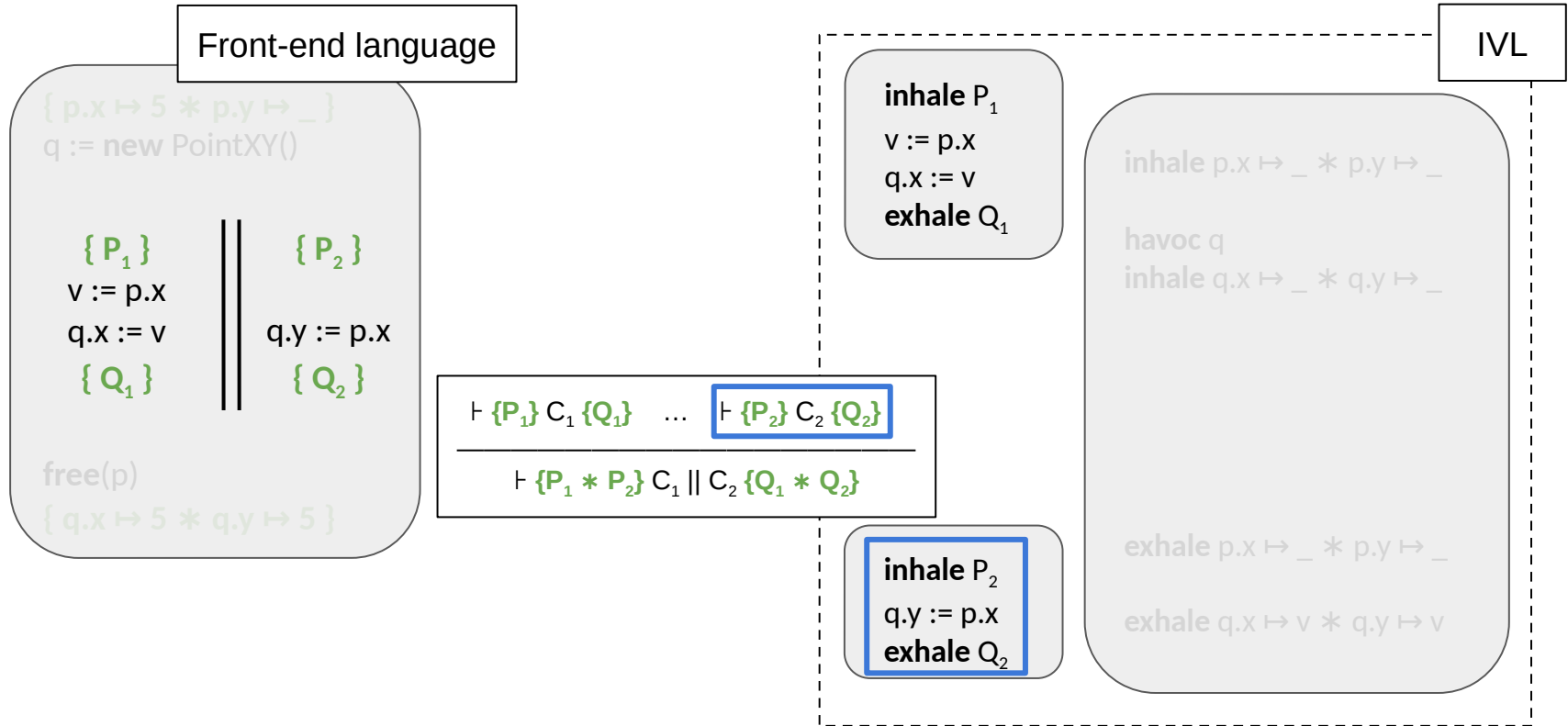
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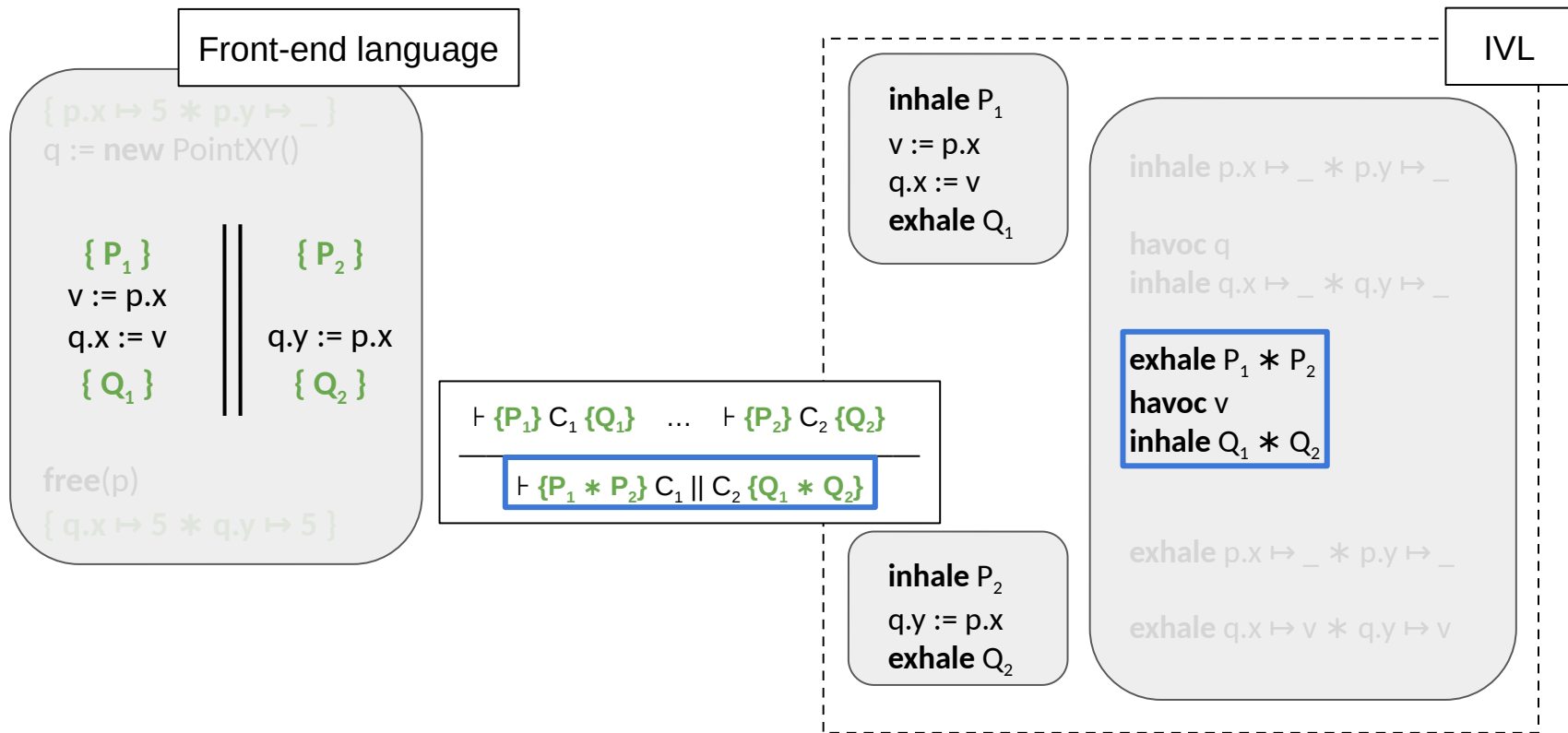
# Example: Encoding a Simple Parallel Program



# Example: Encoding a Simple Parallel Program



# Example: Encoding a Simple Parallel Program





# Example: Encoding a Simple Parallel Program

Front-end language

```
{ p.x ↦ 5 * p.y ↦ _ }  
q := new PointXY()
```

{ P <sub>1</sub> }		{ P <sub>2</sub> }
v := p.x		q.y := p.x
q.x := v		
{ Q <sub>1</sub> }		{ Q <sub>2</sub> }

```
free(p)  
{ q.x ↦ 5 * q.y ↦ 5 }
```

IVL

```
inhale P1  
v := p.x  
q.x := v  
exhale Q1
```

```
inhale p.x ↦ _ * p.y ↦ _
```

```
havoc q  
inhale q.x ↦ _ * q.y ↦ _
```

```
exhale P1 * P2  
havoc v  
inhale Q1 * Q2
```

```
exhale p.x ↦ _ * p.y ↦ _
```

```
exhale q.x ↦ v * q.y ↦ v
```

# Example: Encoding a Simple Parallel Program

Front-end language

$\{ p.x \mapsto 5 * p.y \mapsto \_ \}$

$q := \text{new PointXY}()$

$\{ P_1 \}$

$v := p.x$

$q.x := v$

$\{ Q_1 \}$

||

$\{ P_2 \}$

$q.y := p.x$

$\{ Q_2 \}$

$\text{free}(p)$

$\{ q.x \mapsto 5 * q.y \mapsto 5 \}$

IVL

**inhale**  $P_1$

$v := p.x$

$q.x := v$

**exhale**  $Q_1$

**inhale**  $P_2$

$q.y := p.x$

**exhale**  $Q_2$

**inhale**  $p.x \mapsto \_ * p.y \mapsto \_$

**havoc**  $q$

**inhale**  $q.x \mapsto \_ * q.y \mapsto \_$

**exhale**  $P_1 * P_2$

**havoc**  $v$

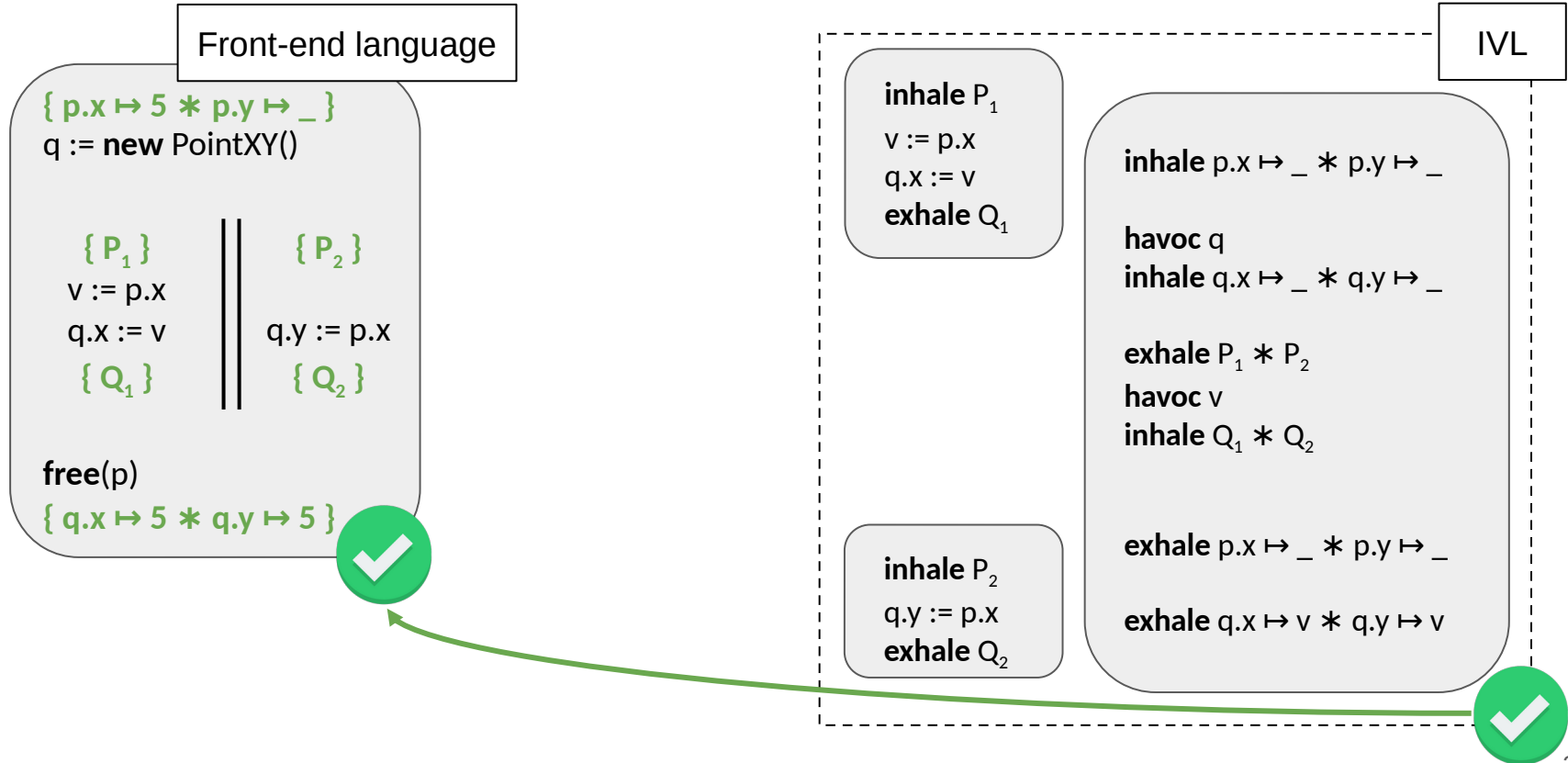
**inhale**  $Q_1 * Q_2$

**exhale**  $p.x \mapsto \_ * p.y \mapsto \_$

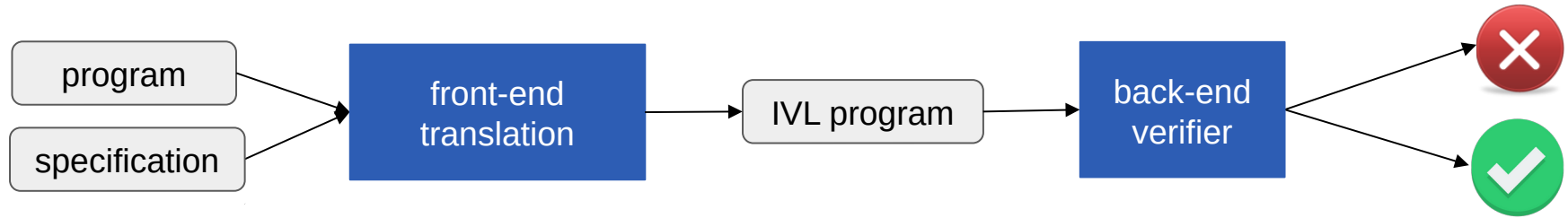
**exhale**  $q.x \mapsto v * q.y \mapsto v$



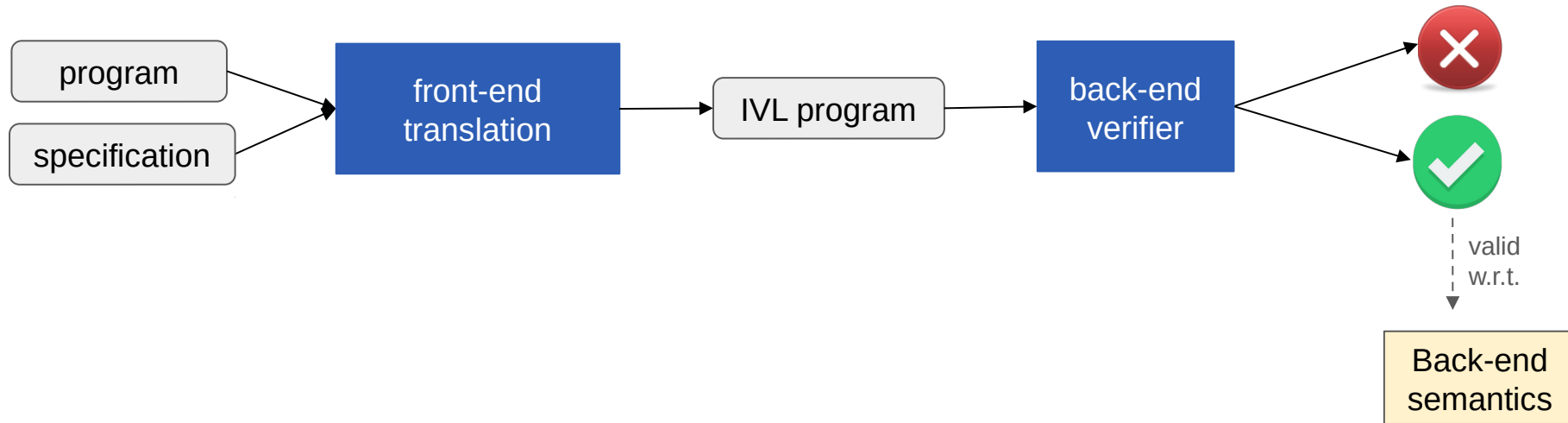
# Example: Encoding a Simple Parallel Program



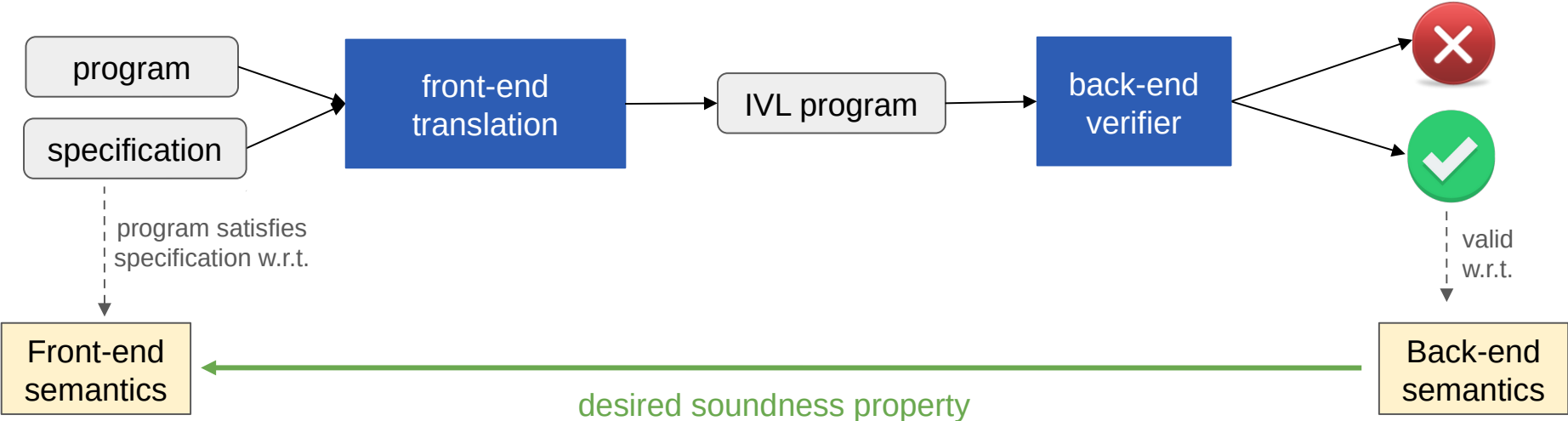
# Soundness of Translational Verifiers



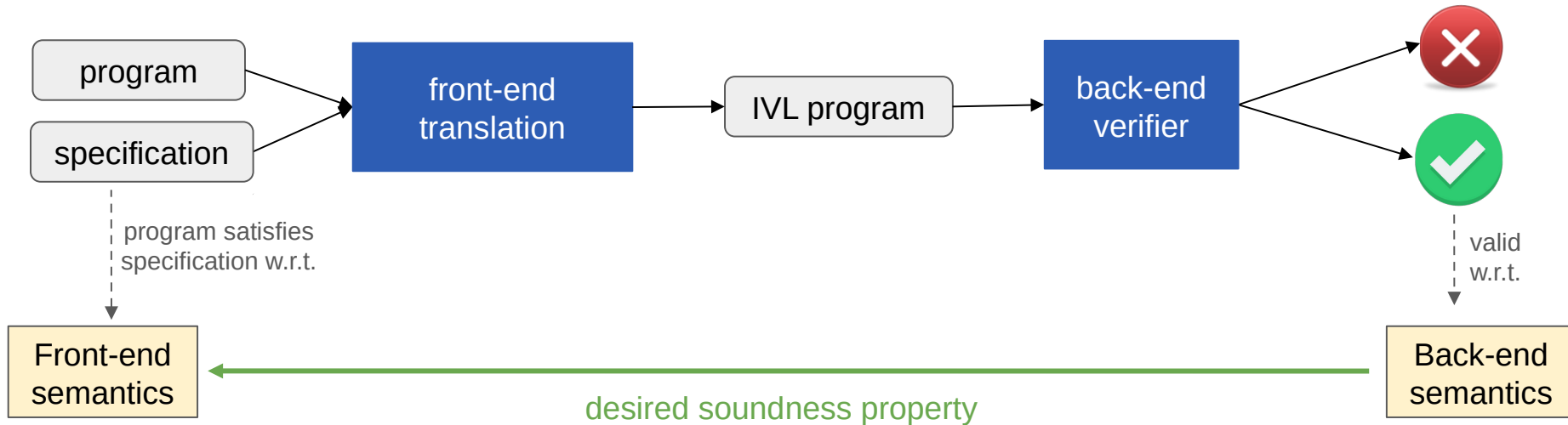
# Soundness of Translational Verifiers



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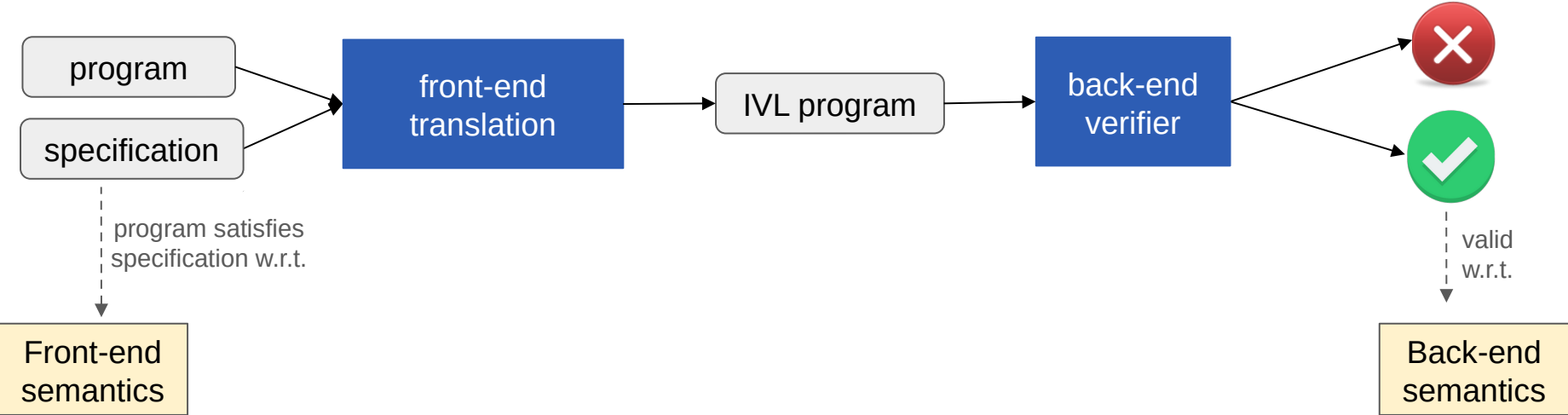


# Soundness of Translational Verifiers



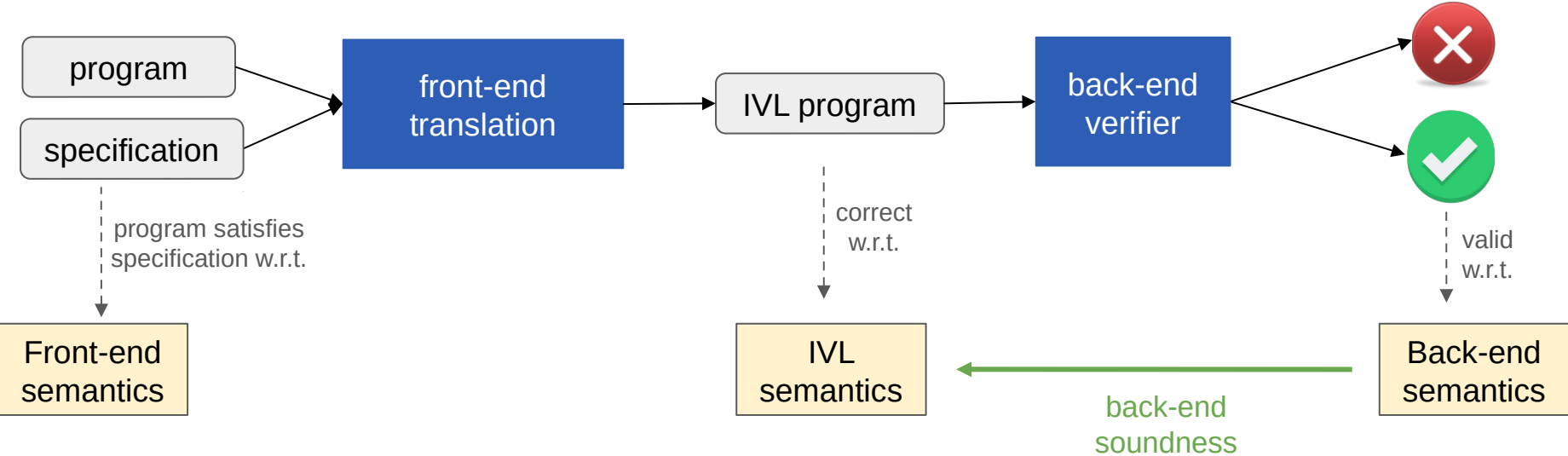
**Goal:** Developing a general framework for formally establishing the desired soundness property.

# Soundness of Translational Verifiers

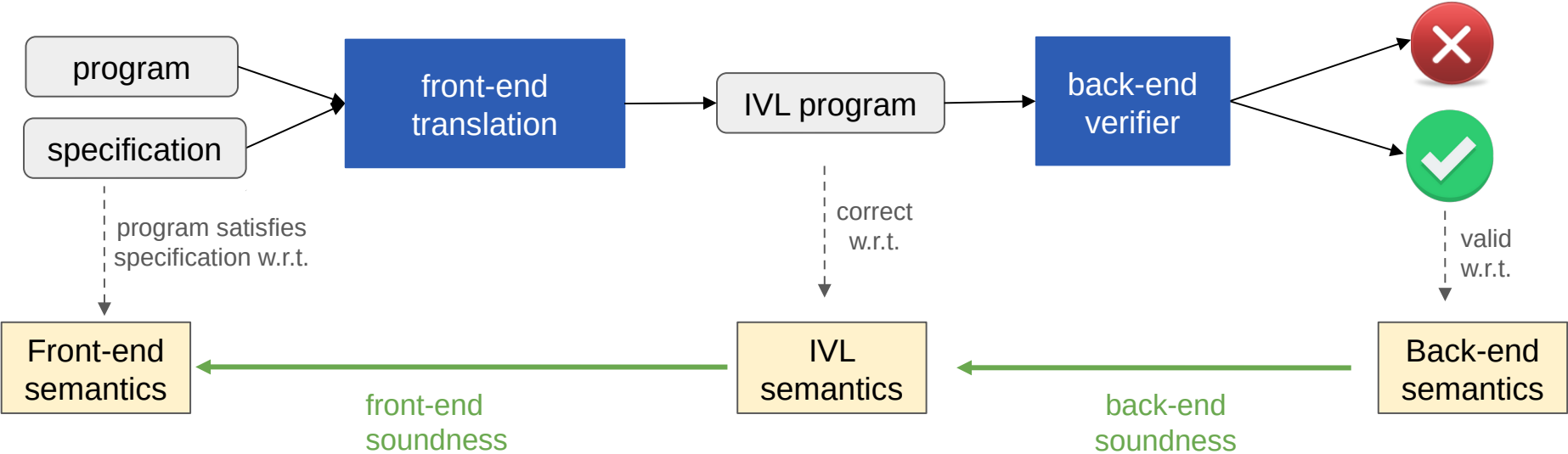




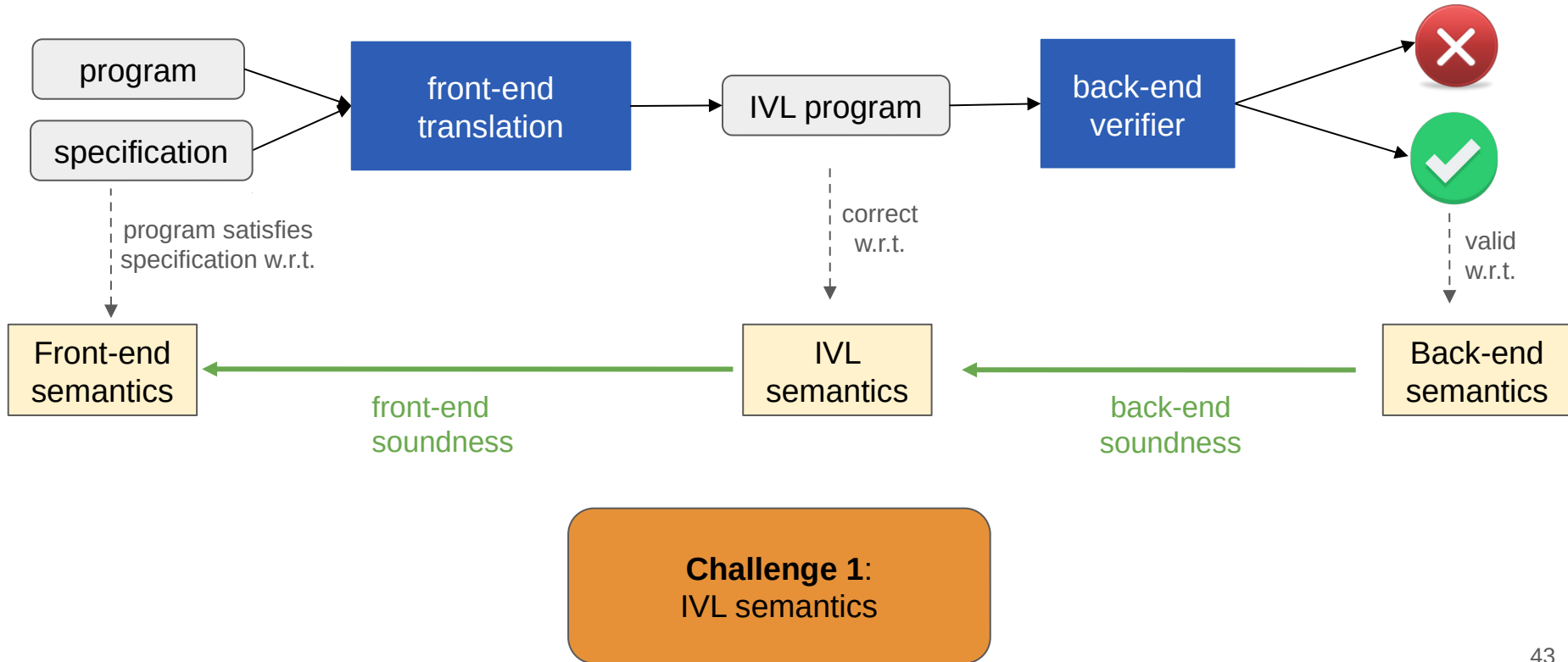
# Soundness of Translational Verifiers



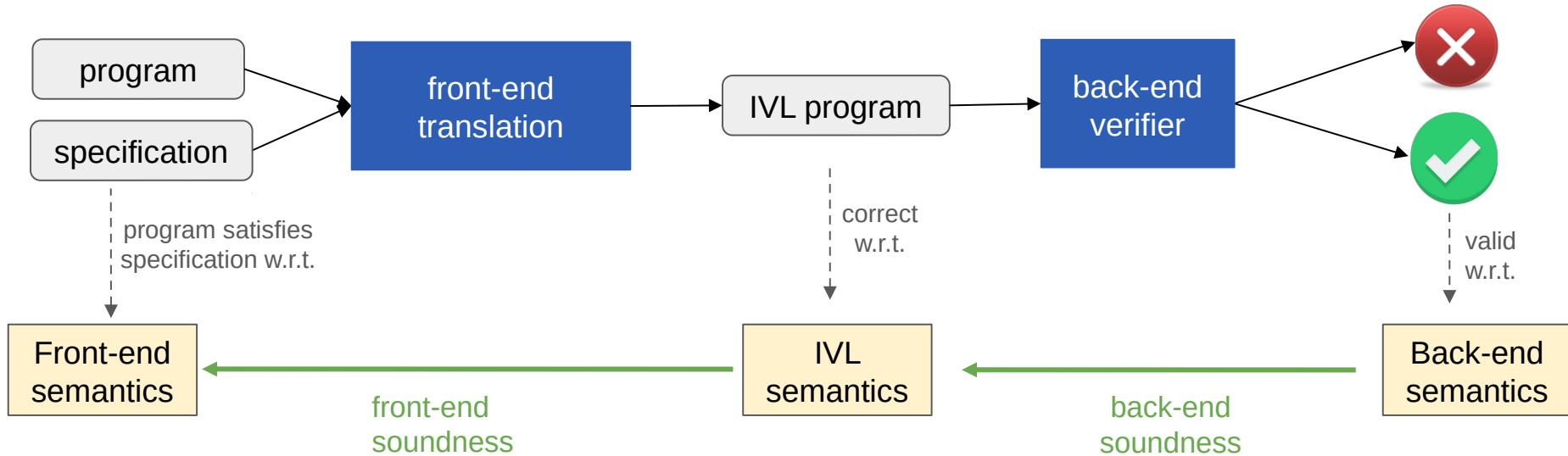
# Soundness of Translational Verifiers



# Soundness of Translational Verifiers



# Soundness of Translational Verifiers



**Challenge 3:**  
Front-end soundness

**Challenge 1:**  
IVL semantics

**Challenge 2:**  
Back-end soundness

# CoreIVL: A Core Language for SL-based IVLs



VeriFast



# CoreIVL: A Core Language for SL-based IVLs



VeriFast



$C ::= \text{inhale } A \mid \text{exhale } A \mid \text{havoc } x \mid C;C \mid \text{if}(b) \{C\} \text{else } \{C\} \mid x := e \mid \text{skip} \mid \text{custom } K$

# CoreIVL: A Core Language for SL-based IVLs



VeriFast



Adds resources

$C ::= \text{inhale } A \mid \text{exhale } A \mid \text{havoc } x \mid C;C \mid \text{if}(b) \{C\} \text{else } \{C\} \mid x := e \mid \text{skip} \mid \text{custom } K$

# CoreIVL: A Core Language for SL-based IVLs



VeriFast



Adds resources

Removes resources

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# CoreIVL: A Core Language for SL-based IVLs



VeriFast



Adds resources

Removes resources

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Non deterministic assignment

# CoreIVL: A Core Language for SL-based IVLs



VeriFast



Adds resources

Removes resources

Custom statements for IVL,  
e.g. field assignment

$C ::= \text{inhale } A \mid \text{exhale } A \mid \text{havoc } x \mid C; C \mid \text{if}(b) \{C\} \text{ else } \{C\} \mid x := e \mid \text{skip} \mid \text{custom } K$

Non deterministic assignment

# CoreIVL: A Core Language for SL-based IVLs



$C ::= \text{inhale } A \mid \text{exhale } A \mid \text{havoc } x \mid C;C \mid \text{if}(b) \{C\} \text{else } \{C\} \mid x := e \mid \text{skip} \mid \text{custom } K$

# CoreIVL: A Core Language for SL-based IVLs



$C ::=$  **inhale**  $A$  | **exhale**  $A$  | **havoc**  $x$  |  $C;C$  | **if**( $b$ ) { $C$ } **else** { $C$ } |  $x := e$  | **skip** | **custom**  $K$

# CoreIVL: A Core Language for SL-based IVLs



$C ::= \text{inhale } A \mid \text{exhale } A \mid \text{havoc } x \mid C;C \mid \text{if}(b) \{C\} \text{ else } \{C\} \mid x := e \mid \text{skip} \mid \text{custom } K$

Assertions parametric over novel **generalized separation algebra**  
(capturing both *separation logic* and *implicit dynamic frames*)

# CoreIVL: A Core Language for SL-based IVLs

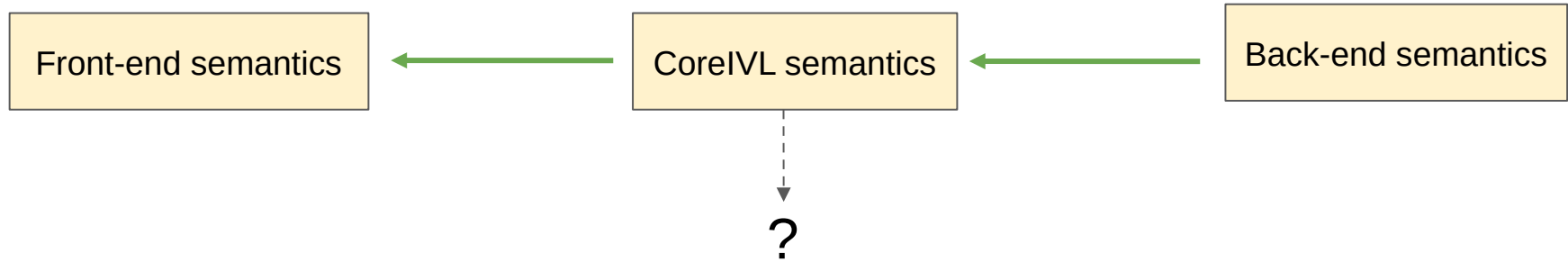


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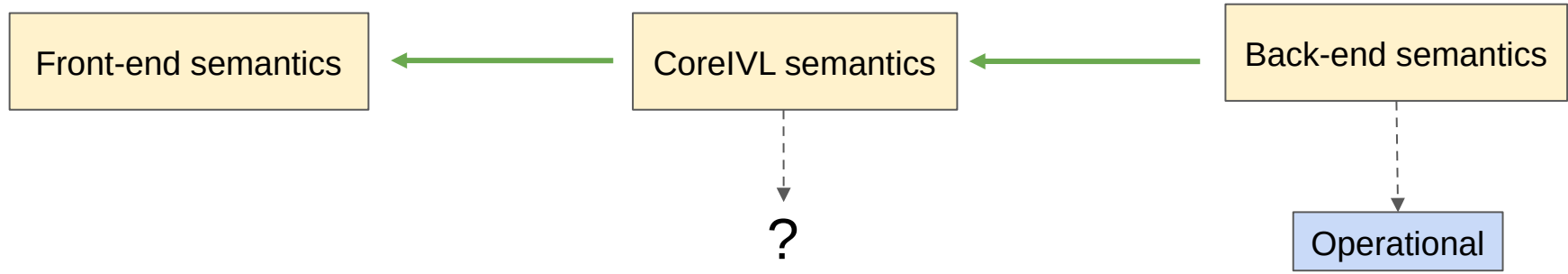
Assertions parametric over novel **generalized separation algebra**  
(capturing both *separation logic* and *implicit dynamic frames*)

What kind of semantics for CoreIVL?

# CoreIVL Semantics

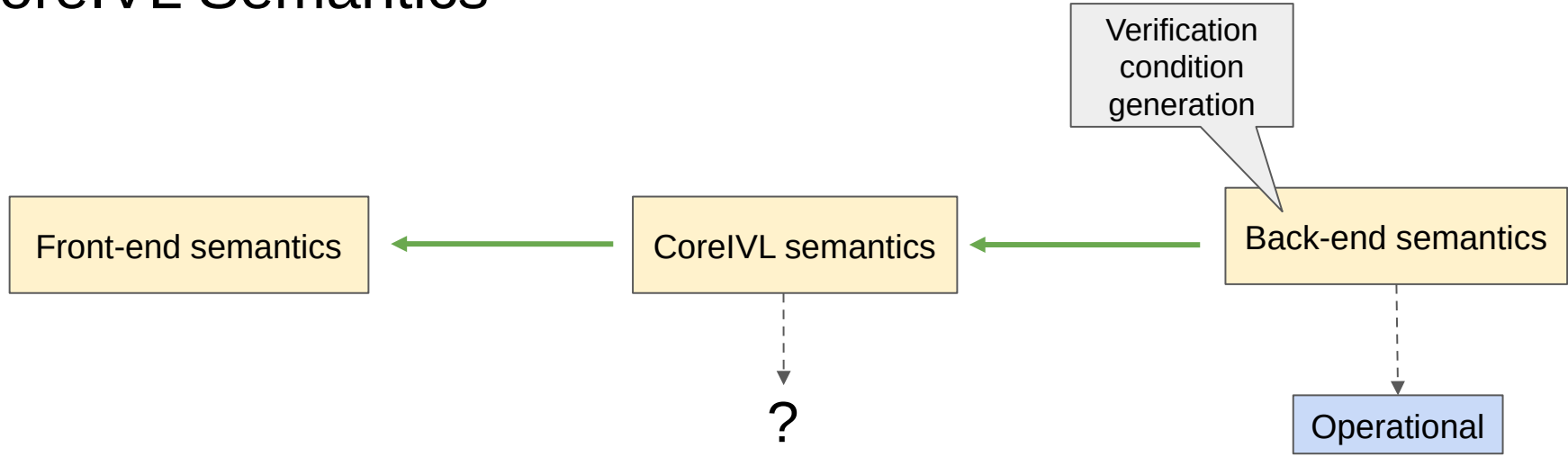


# CoreIVL Semantics

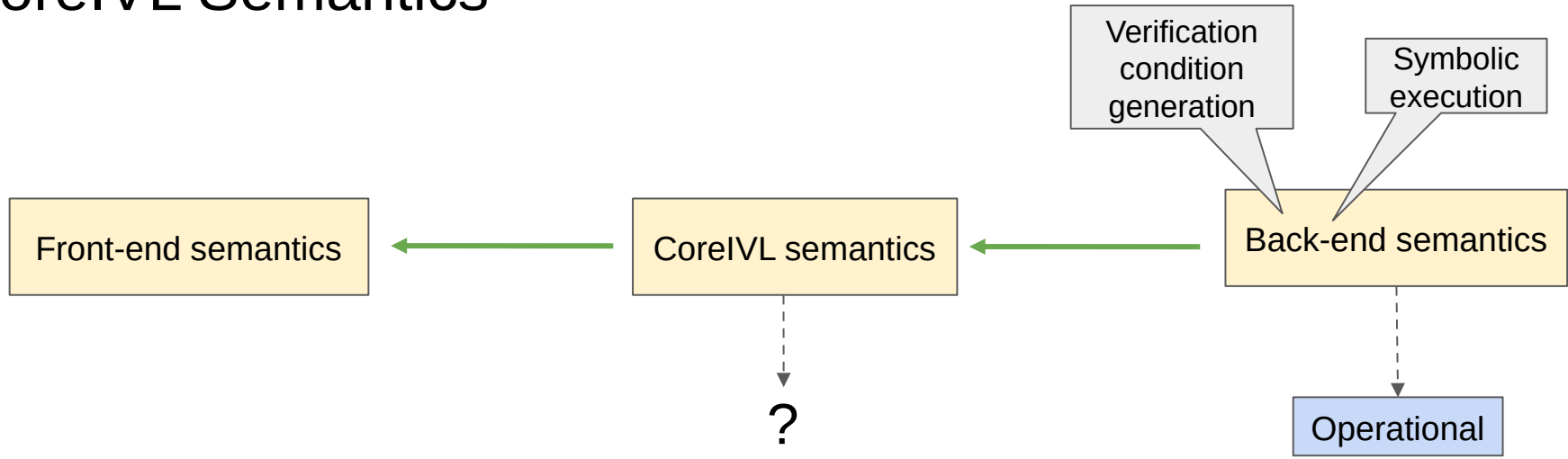




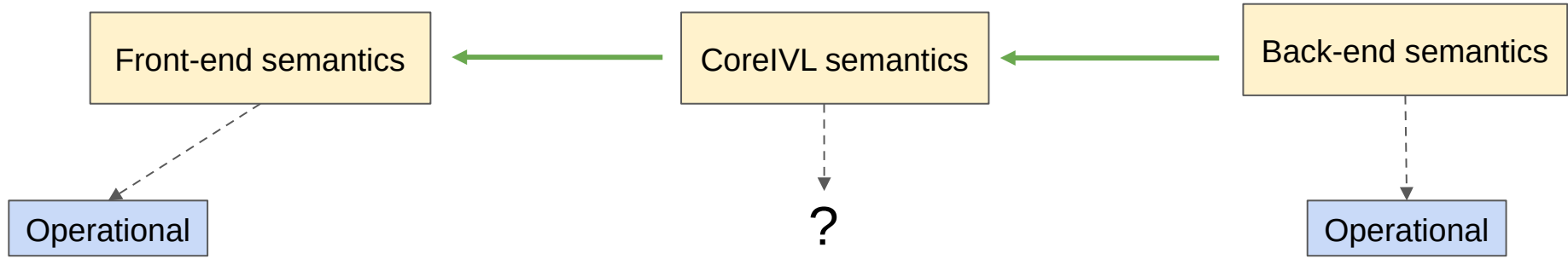
# CoreIVL Semantics



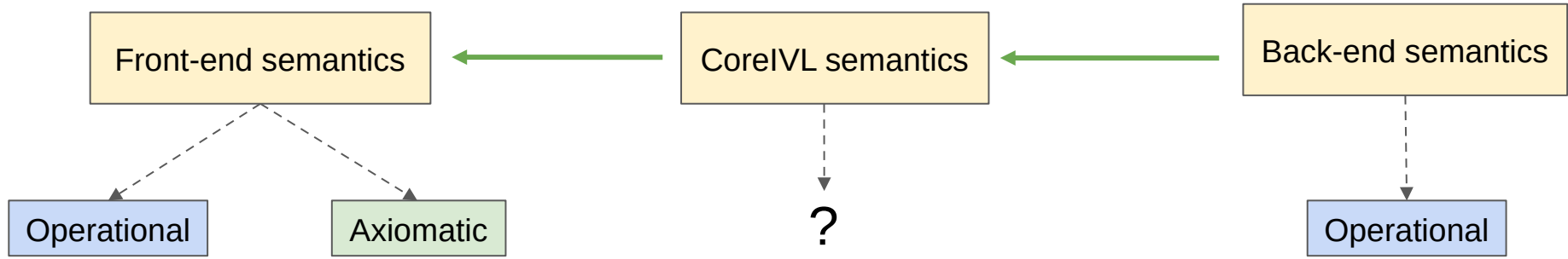
# CoreIVL Semantics



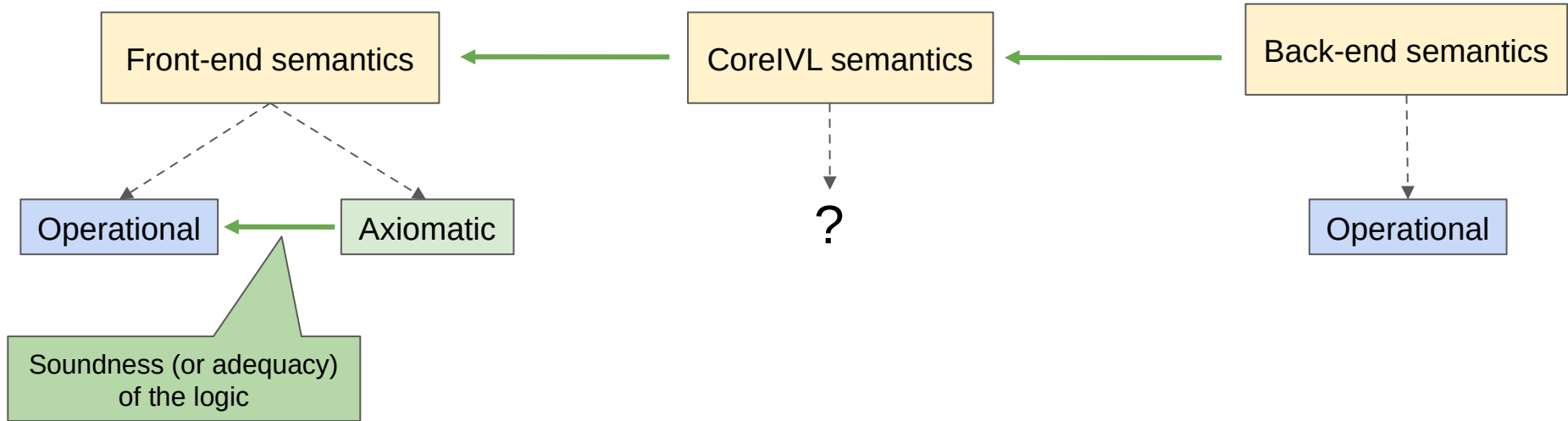
# CoreIVL Semantics



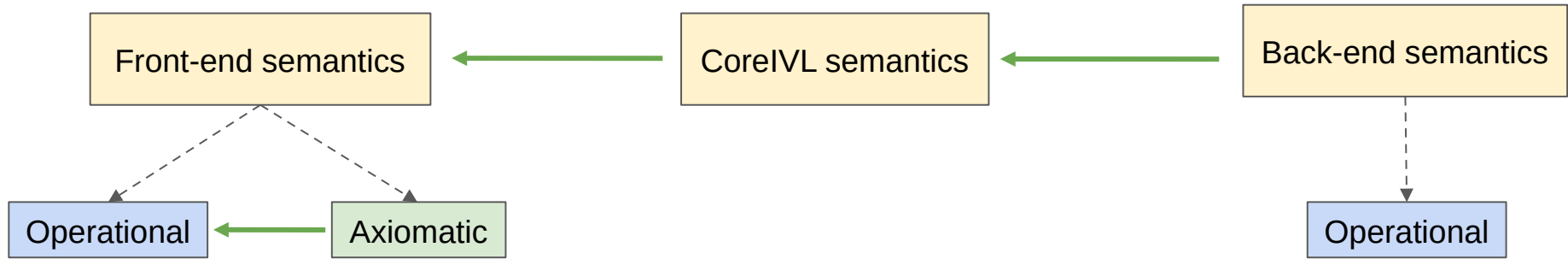
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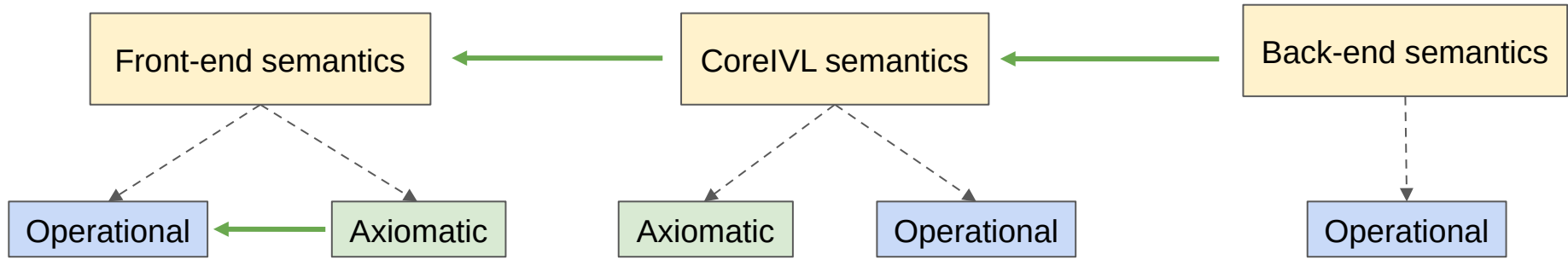
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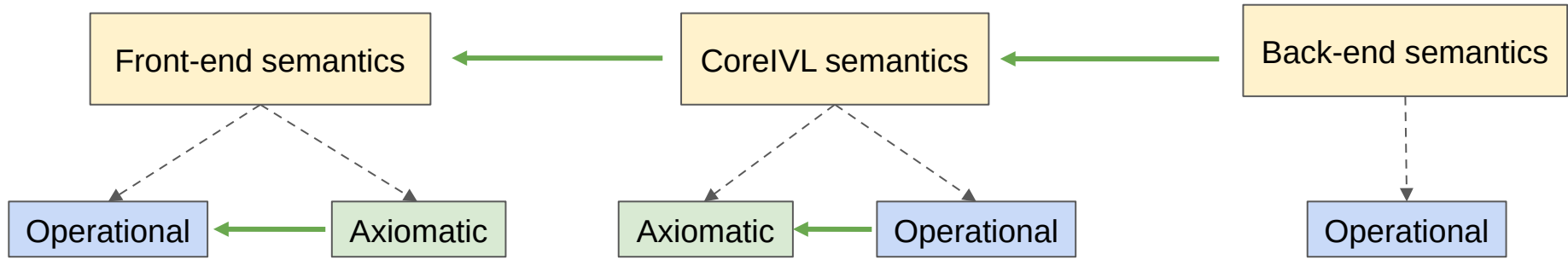
# Key Idea: Two CoreIVL Semantics



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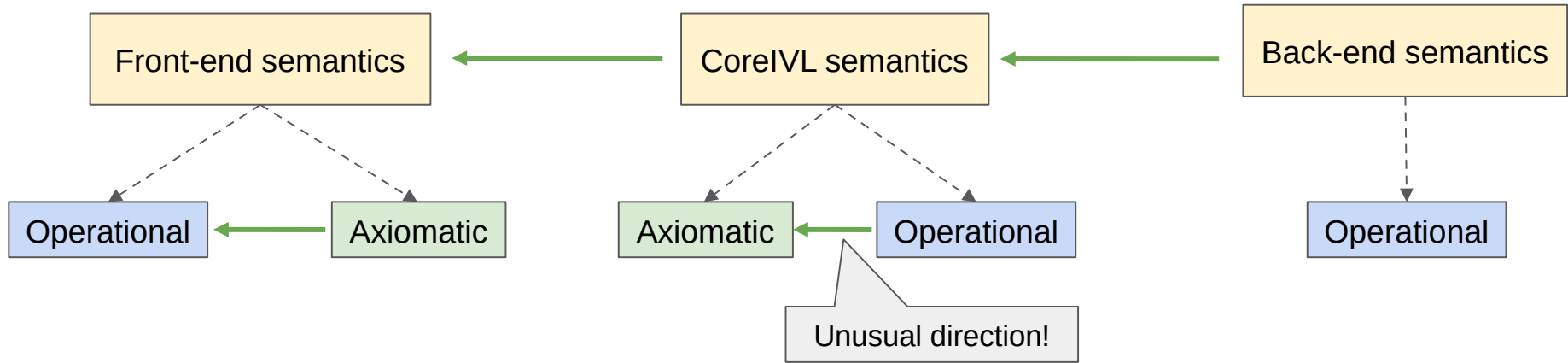


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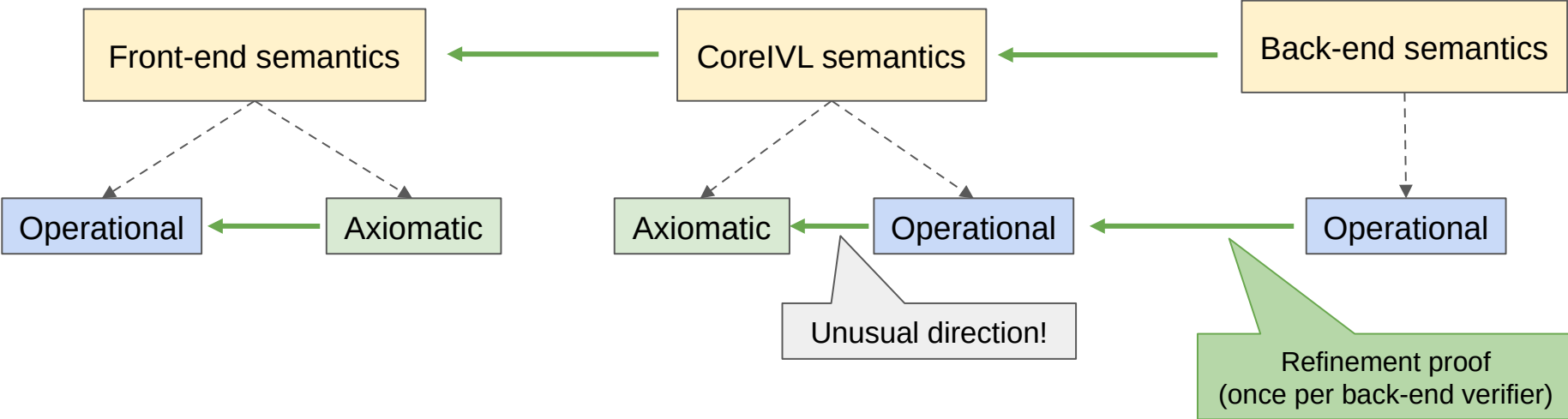




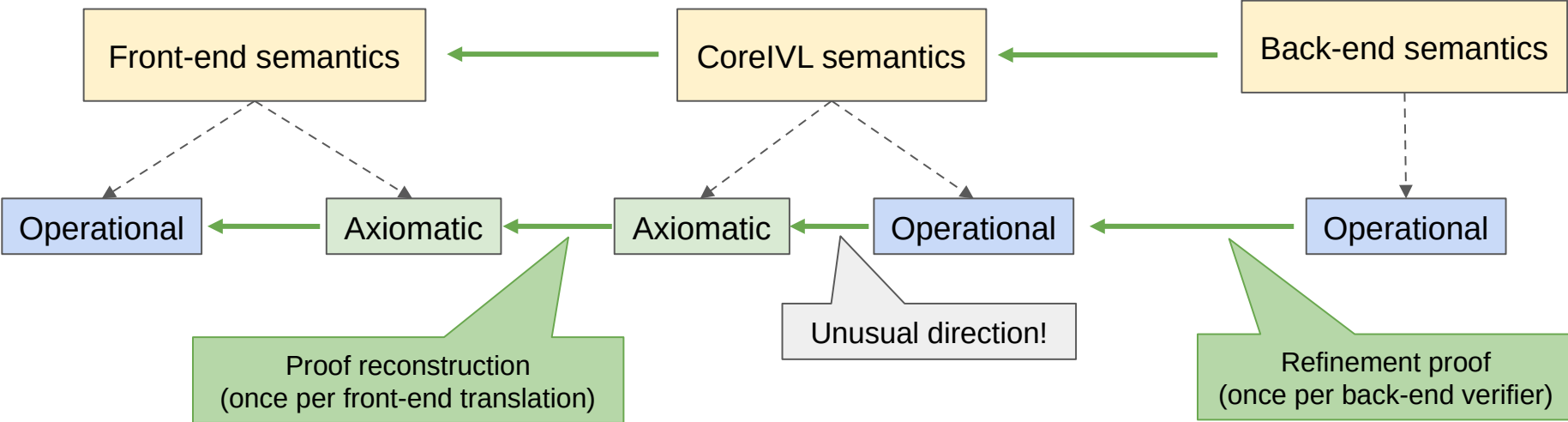
# Key Idea: Two CoreIVL Semantics



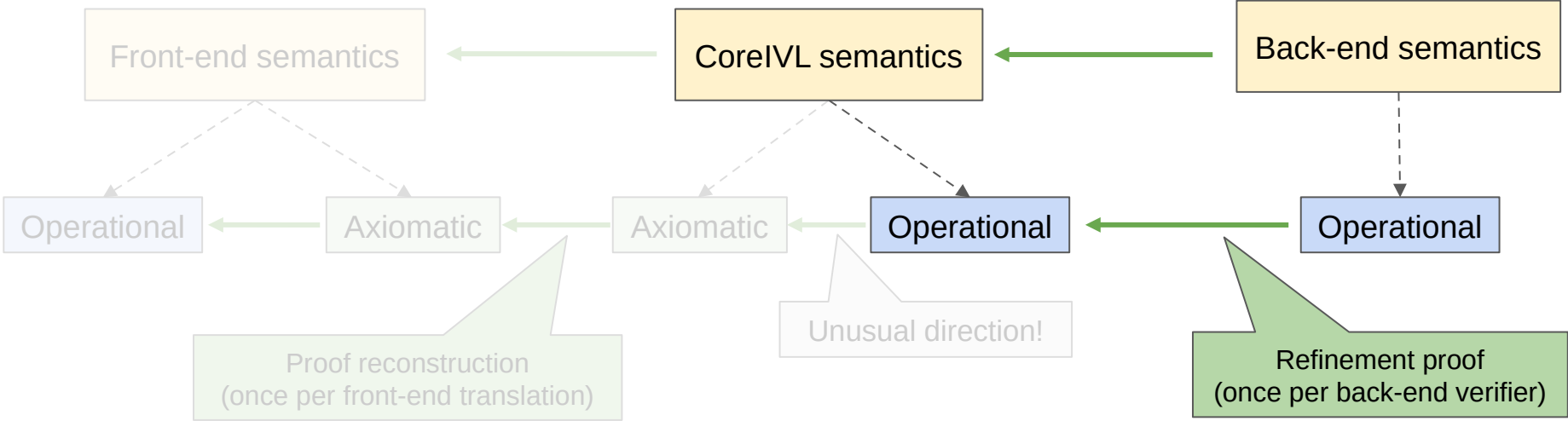
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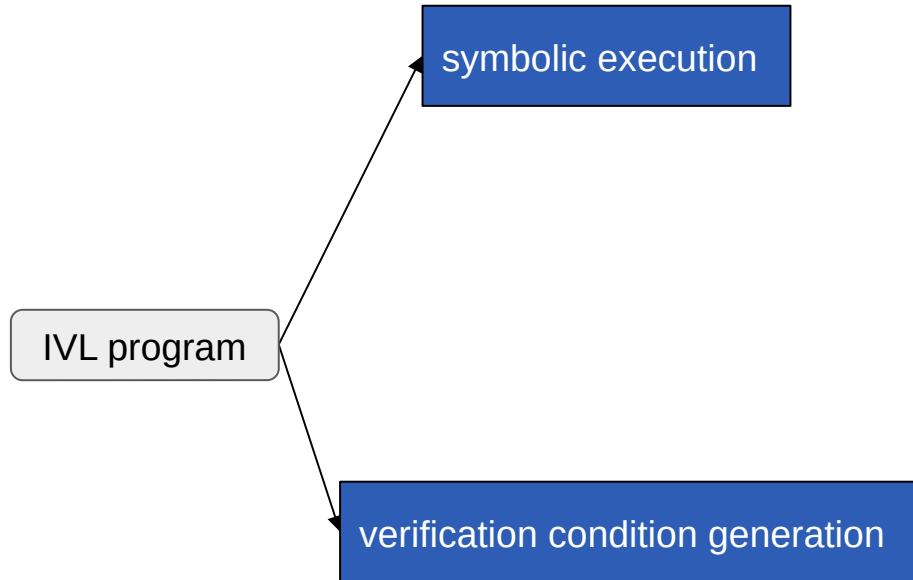
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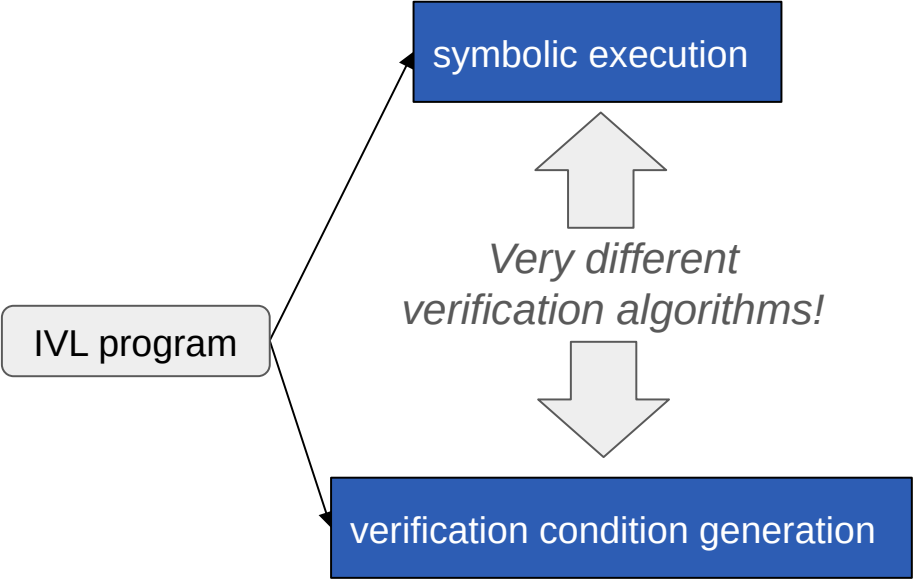
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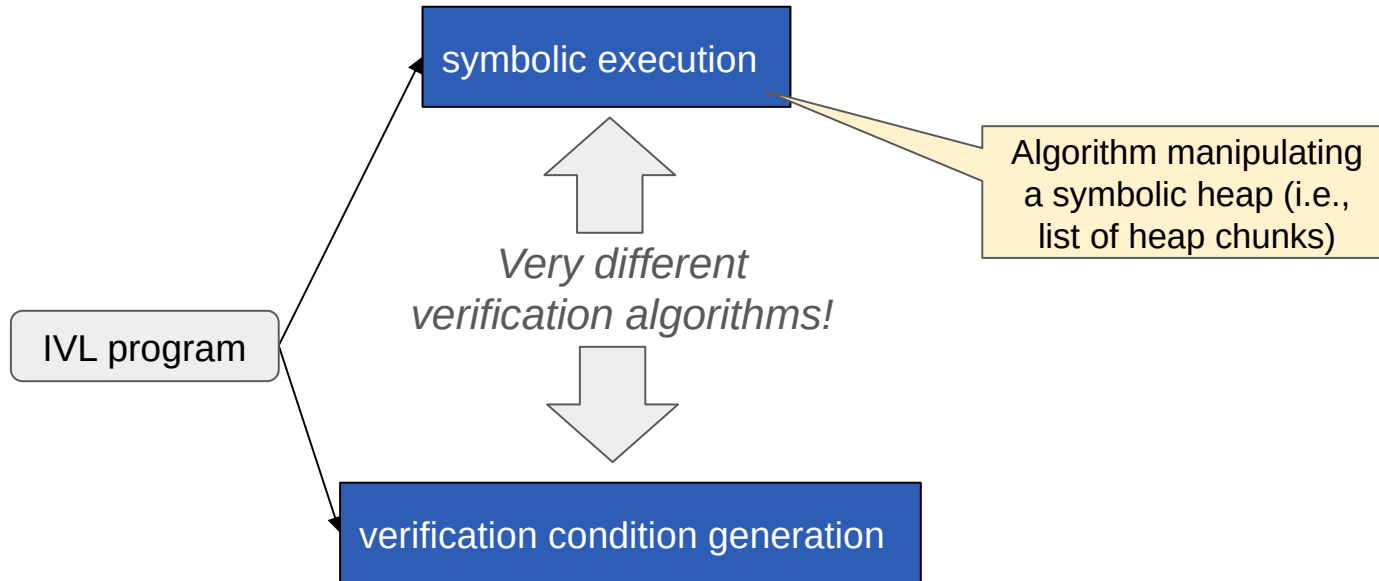
# Different Verification Algorithms



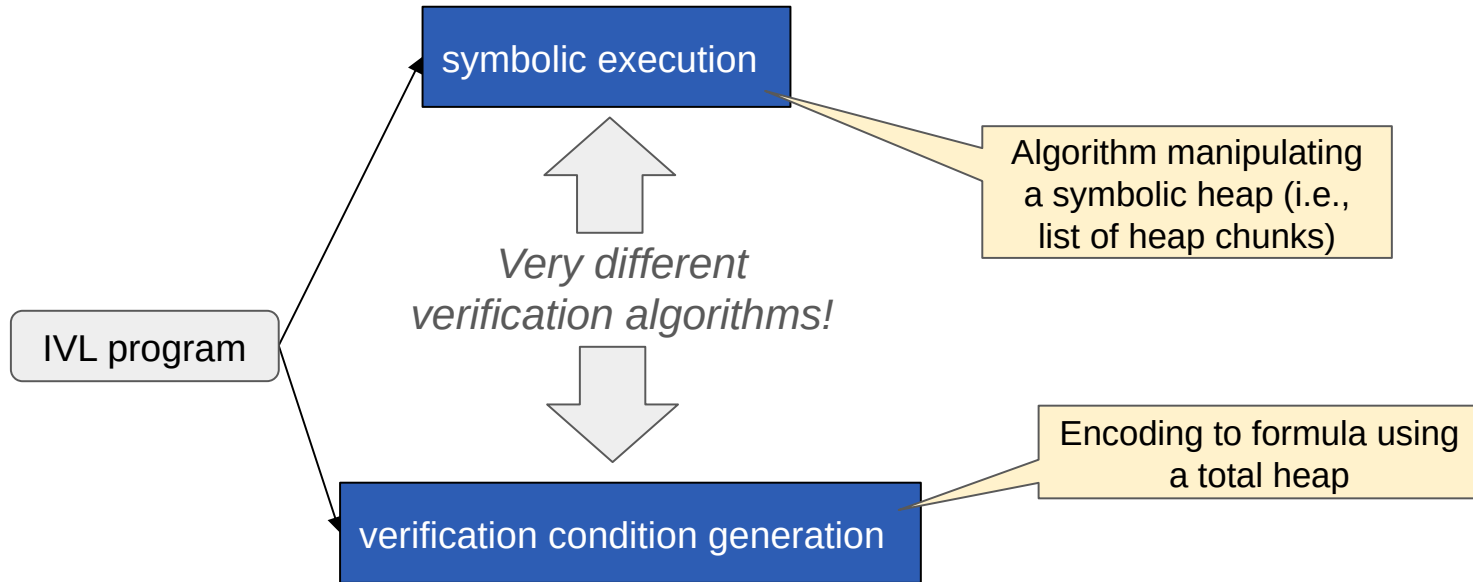
# Different Verification Algorithms



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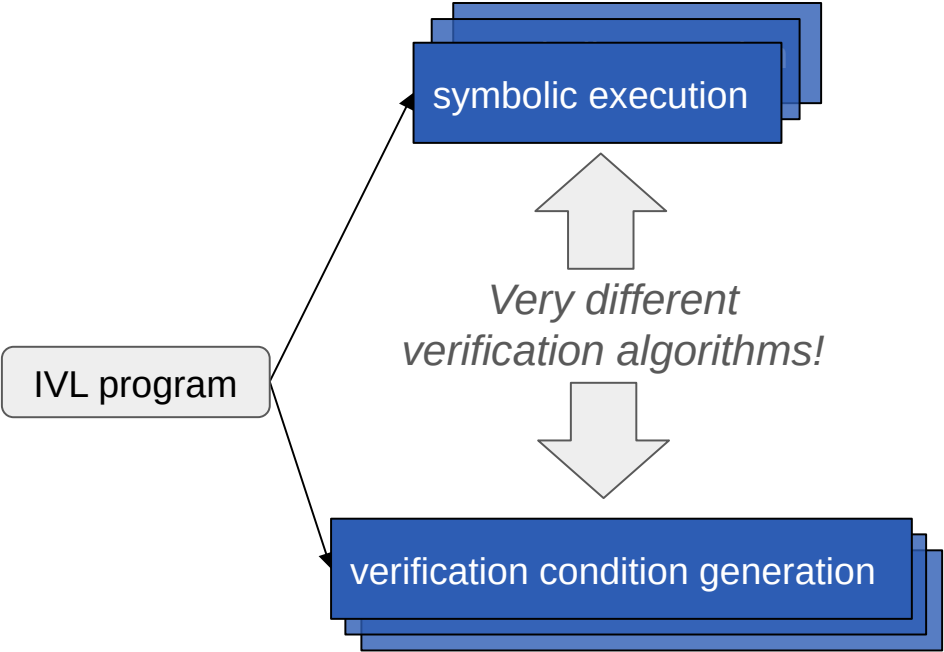


# Different Verification Algorithms

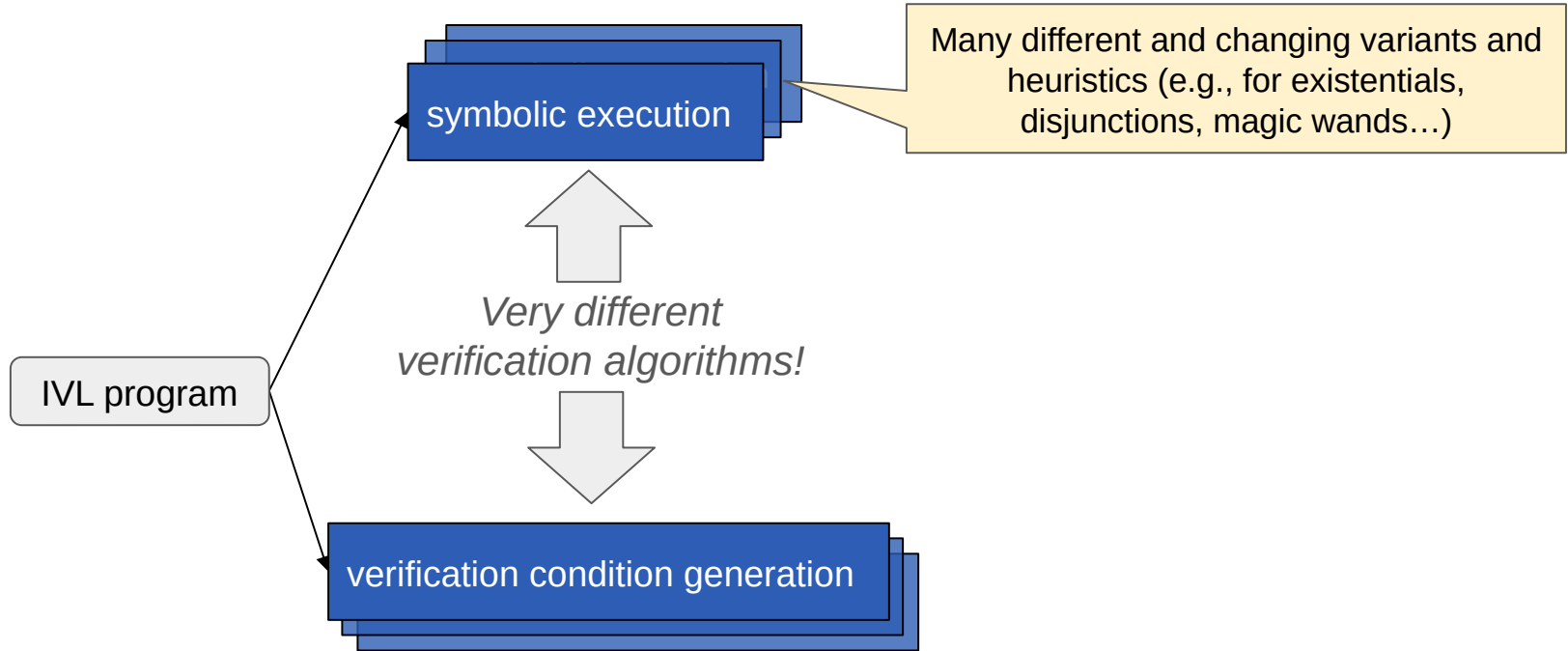




# Different Verification Algorithms



# Different Verification Algorithms



# Operational Semantics of Exhale

**inhale**  $P(a) * P(b)$   
**exhale**  $\exists v. P(v)$

# Operational Semantics of Exhale

What should be removed?  
 $P(a)$ ?  $P(b)$ ?

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$\vdash \{ P(a) * P(b) \}$  release lock  $\{ P(a) \}$

**inhale**  $P(a) * P(b)$   
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$\vdash \{P(a) * P(b)\} \text{ release lock } \{P(a)\}$

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**inhale**  $P(a) * P(b)$   
**exhale**  $\exists v. P(v)$   
**exhale**  $P(b)$

?

$\vdash \{ \exists v. P(v) \}$  **release** lock  $\{ \top \}$

$\vdash \{ P(a) * P(b) \}$  **release** lock  $\{ P(a) \}$

# Operational Semantics of Exhale

What should be removed?  
P(a)? P(b)?

**inhale**  $P(a) * P(b)$   
**exhale**  $\exists v. P(v)$   
**exhale**  $P(a)$  ?

$\vdash \{ \exists v. P(v) \}$  release lock  $\{ \top \}$

$\vdash \{ P(a) * P(b) \}$  release lock  $\{ P(a) \}$

**inhale**  $P(a) * P(b)$   
**exhale**  $\exists v. P(v)$   
**exhale**  $P(b)$  ?

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**inhale**  $P(a) * P(b)$   
**exhale**  $\exists v. P(v)$   
**exhale**  $P(b)$

?

$$\frac{\vdash \{ \exists v. P(v) \} \text{ release lock } \{ \top \}}{\vdash \{ P(b) \} \text{ release lock } \{ \top \}} \text{(Cons)}$$
$$\frac{\vdash \{ P(b) \} \text{ release lock } \{ \top \}}{\vdash \{ P(a) * P(b) \} \text{ release lock } \{ P(a) \}} \text{(Frame)}$$

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$$\frac{\vdash \{ P(b) \} \text{ release lock } \{ \top \}}{\vdash \{ P(a) * P(b) \} \text{ release lock } \{ P(a) \}} \text{(Frame)}$$

with frame  $P(a)$



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$$\frac{\vdash \{ \exists v. P(v) \} \text{ release lock } \{ \top \}}{\text{(Cons)}}$$
$$\frac{\vdash \{ P(b) \} \text{ release lock } \{ \top \}}{\text{(Frame)}}$$
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with frame  $P(a)$

$$\frac{\vdash \{ \exists v. P(v) \} \text{ release lock } \{ \top \}}{\vdash \{ P(a) \} \text{ release lock } \{ \top \}} \text{(Cons)}$$
$$\frac{\vdash \{ P(a) \} \text{ release lock } \{ \top \}}{\vdash \{ P(a) * P(b) \} \text{ release lock } \{ P(b) \}} \text{(Frame)}$$

with frame  $P(b)$

# Operational Semantics of Exhale

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with frame  $P(a)$

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with frame  $P(b)$

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$$\frac{\vdash \{ \exists v. P(v) \} \text{ release lock } \{ \top \}}{\text{(Cons)}}$$
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with frame  $P(a)$

$$\frac{\vdash \{ \exists v. P(v) \} \text{ release lock } \{ \top \}}{\text{(Cons)}}$$
$$\frac{\vdash \{ P(a) \} \text{ release lock } \{ \top \}}{\text{(Frame)}}$$
$$\vdash \{ P(a) * P(b) \} \text{ release lock } \{ P(b) \}$$

with frame  $P(b)$

**Angelic non-determinism** in the operational semantics captures the different behaviors (e.g., different choices of frame) of different back-end verifiers.

# Contributions



# Contributions



Generic CoreIVL framework

# Contributions



Parametric over a generalized separation algebra  
(for *separation logic* and *implicit dynamic frames*)

Generic CoreIVL framework

# Contributions



Parametric over a generalized separation algebra  
(for *separation logic* and *implicit dynamic frames*)

Generic CoreIVL framework

Axiomatic  
semantics



Operational  
semantics



# Contributions



Parametric over a generalized separation algebra  
(for *separation logic* and *implicit dynamic frames*)

With **angelic** and **demonic**  
non-determinism

Generic CoreIVL framework

Axiomatic  
semantics



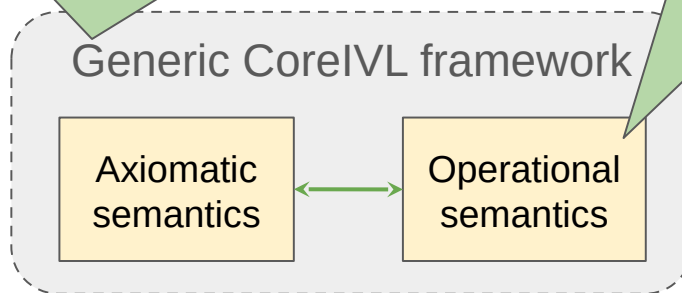
Operational  
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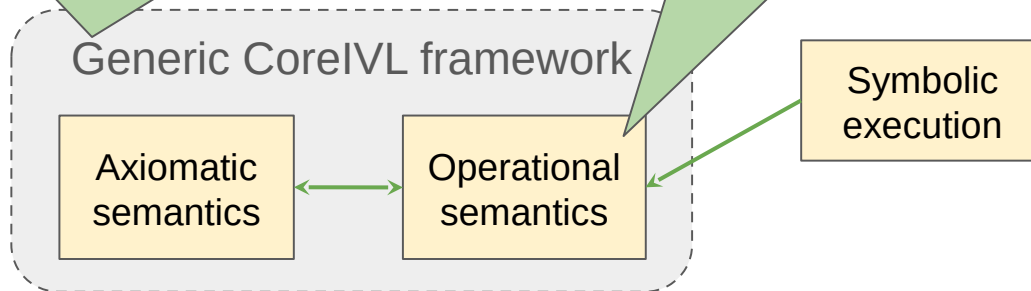
Instantiated for Viper

# Contributions



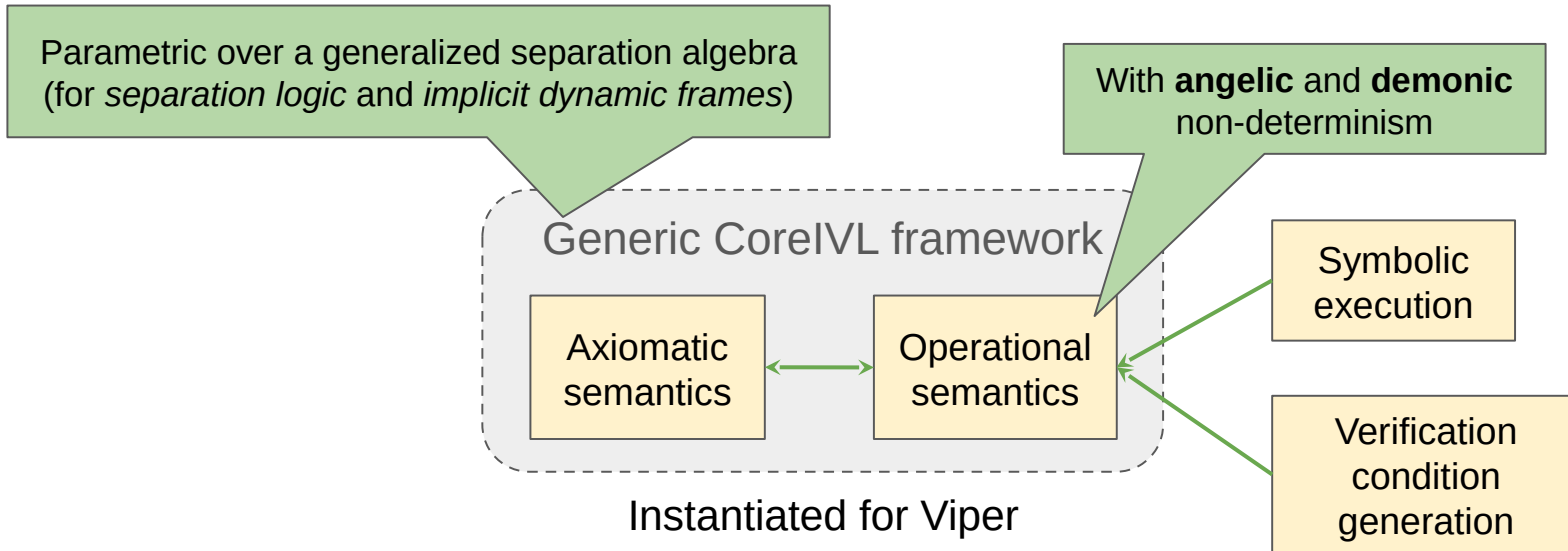
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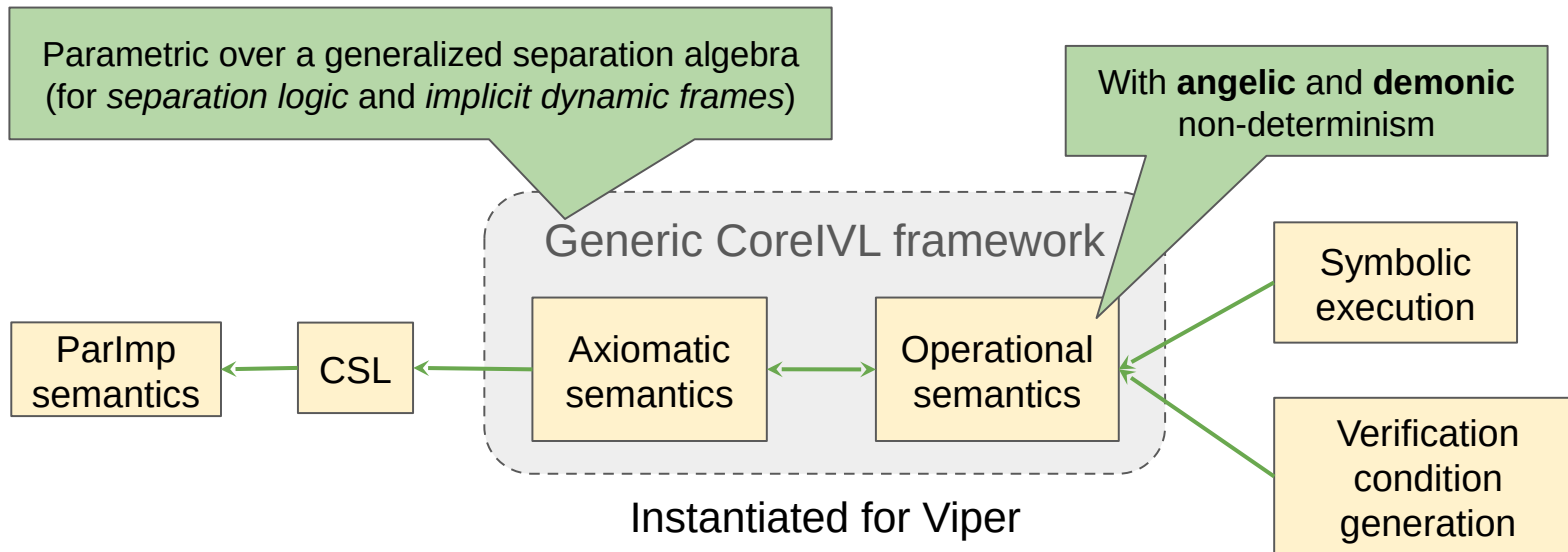


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