

Introduction to Program Reasoning

19CSE205 : PROGRAM REASONING

Dr. Swaminathan J

Assistant Professor

Department of Computer Science and Engineering



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- 2 Code Inspection
- 3 Testing
- 4 Debugging
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The task of reasoning about the **correctness** of a program, for a given **specification**, either through **manual** or **automated** means.

- The goal is to identify the presence of errors or prove their absence.
- Static approaches \Rightarrow Based on source code
 - Code inspection
 - Peer review
 - Static analysis
 - Formal verification
- Dynamic approaches \Rightarrow Based on program execution
 - Testing
 - Debugging
 - Tracing
 - Instrumentation

A **formal review** carried out by **self**, **peer** and/or **group** to evaluate the **quality** of code. Usually a **manual** activity. Errors are categorized based on the **severity** of their impact.

- Static approaches
 - Code inspection
 - Peer review
 - Static analysis
 - Formal verification
- Dynamic approaches
 - Testing
 - Debugging
 - Tracing
 - Instrumentation

Good quality code is

- Modular
- Readable
- Correct
- Adheres to standards
- ...

Execution of the program with various (preferably all possible) inputs and checking the output. Testing can be either manual or automated.

- Static approaches

- Code inspection ✓
- Peer review ✓
- Static analysis
- Formal verification

in¹ in² in³ in⁴

↓ ↓ ↓ ↓

Program

↓ ↓ ↓ ↓

out¹ out² out³ out⁴

↑ ↓ ↑ ↓ ↑ ↓ ↑ ↓

exp¹ exp² exp³ exp⁴

✓ X ✓ ✓

Inputs

Execute

Actual output

Expected output

- Dynamic approaches

- Testing
- Debugging
- Tracing
- Instrumentation

The process of locating errors in the code and fix them. It is a manual activity. Debuggers are integral part of almost all IDEs.

- Static approaches
 - Code inspection ✓
 - Peer review ✓
 - Static analysis
 - Formal verification
- Dynamic approaches
 - Testing ✓
 - Debugging
 - Tracing
 - Instrumentation

Debuggers allow users to

- Pause execution by setting breakpoints
- Inspect program state and modify them
- Step into/out of/skip functions

Tracing is the process of inserting print statements to the code to trace the program flow. It is usually a manual activity.

- Static approaches
 - Code inspection ✓
 - Peer review ✓
 - Static analysis
 - Formal verification
- Dynamic approaches
 - Testing ✓
 - Debugging ✓
 - **Tracing**
 - Instrumentation

Tracing a factorial program

```
int factorial(int n) {  
    int fact = 1;  
    printf("%d ",fact);  
    for (int i=2; i<n; i++)  
        fact = fact * i;  
    printf("%d ",fact);  
    return fact;  
}  
int main() {  
    int result = factorial(6);  
}
```

1 2 6 24 120

Instrumentation is **automatic injection** of print statements to source or binary code.

$P \rightarrow \text{Instrumenter} \rightarrow P'$

Debug tracing: An alternate method to **hook** into program execution, which then spits out runtime events by **pause-spit-resume** mechanism.

- Static approaches

- Code inspection ✓
- Peer review ✓
- Static analysis
- Formal verification

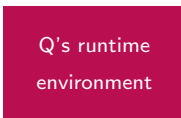
- Dynamic approaches

- Testing ✓
- Debugging ✓
- Tracing ✓
- **Instrumentation**

Program P
(under execution)



Program Q
(hooking into P)



hooks



events

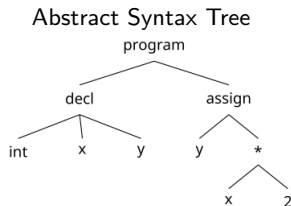
Static analysis is an automated way to analyze the source code. The source code is first converted to a tree or graph form and analysis is carried out by traversing through the structure.

- Static approaches
 - Code inspection ✓
 - Peer review ✓
 - **Static analysis**
 - Formal verification
- Dynamic approaches
 - Testing ✓
 - Debugging ✓
 - Tracing ✓
 - Instrumentation ✓

Sample program

```
int x, y;  
y = x * 2;
```

The initial value
of x is not set



Symbol table

var	type	value
x	int	?
y	int	?

There are so many representations and several analysis techniques!

The program is turned into **logical formulae** or a **model**. User states the **correctness criteria**. **Theorem provers / SMT solvers / Model checkers** are then used to prove that correctness specifications are met.

- Static approaches
 - Code inspection ✓
 - Peer review ✓
 - Static analysis ✓
 - **Formal verification**
- Dynamic approaches
 - Testing ✓
 - Debugging ✓
 - Tracing ✓
 - Instrumentation ✓

Verification in Frama-C

```
/*@ ensures \result >= a
        && \result >= b;
*/
int max(int a, int b) {
    if (a > b)
        return a;
    else
        return b;
}
```

Unlike other methods discussed earlier, which seek to identify errors, formal verification seeks to prove the absence of errors.

- **Static:** Based on source (or executable) code
- **Dynamic:** Based on execution of the program
- **Manual:** Activity carried out by a human
- **Automated:** Activity performed by a program
- **Semi-automated:** Partly automated, human intervention necessary
- **Code inspection:** Examining source code to identify errors
- **Peer review:** A peer inspects the source code
- **Static analyser:** A program that analyzes the code and reports warnings and potential errors
- **Program verifier:** A program that takes source code and correctness criteria from user to ascertain if they will be met
- **Testing:** Execution of the program with different inputs and check if the actual output deviates from the expected
- **Debugging:** Interrupt the execution to examine the state in order to determine the cause of an error
- **Tracing:** Insert print statements in the program to trace errors
- **Instrumentation:** A program that inserts prints statements automatically during the execution