

Automatisierte Logik und Programmierung

Einheit 16

Anwendungsbeispiele



1. Mathematik:

Automatisierung von Kategorientheorie

2. Programmierung:

Analyse und Optimierung verteilter Systeme

3. Aktuelle Fragestellungen:

Language-based Security

AUTOMATING PROOFS IN CATEGORY THEORY

- **Category Theory analyzes structure**

What properties of mathematical domains depend only on structure?

- Focus on mathematical objects and morphisms on these objects
- Develop a generic framework for expressing abstract properties
- Results have a wide impact on mathematics and computer science

AUTOMATING PROOFS IN CATEGORY THEORY

- **Category Theory analyzes structure**

What properties of mathematical domains depend only on structure?

- Focus on mathematical objects and morphisms on these objects
- Develop a generic framework for expressing abstract properties
- Results have a wide impact on mathematics and computer science

- **Category Theory is extremely precise**

- Even basic proofs can be very tedious
- Diagrams illustrate the essential insights but are not considered proofs

- **Category Theory analyzes structure**

What properties of mathematical domains depend only on structure?

- Focus on mathematical objects and morphisms on these objects
- Develop a generic framework for expressing abstract properties
- Results have a wide impact on mathematics and computer science

- **Category Theory is extremely precise**

- Even basic proofs can be very tedious
- Diagrams illustrate the essential insights but are not considered proofs

- **Can category theoretical proofs be automated ?**

- Detailed proofs often follow standard patterns of reasoning
- It should be possible to formalize these as proof rules

- **Category Theory analyzes structure**

What properties of mathematical domains depend only on structure?

- Focus on mathematical objects and morphisms on these objects
- Develop a generic framework for expressing abstract properties
- Results have a wide impact on mathematics and computer science

- **Category Theory is extremely precise**

- Even basic proofs can be very tedious
- Diagrams illustrate the essential insights but are not considered proofs

- **Can category theoretical proofs be automated ?**

- Detailed proofs often follow standard patterns of reasoning
 - It should be possible to formalize these as proof rules
- Key insights are often considered “the only obvious choice”
 - It should be possible to write tactics that construct proofs

AXIOMATIZATION OF ELEMENTARY CATEGORY THEORY

Make standard reasoning patterns precise

AXIOMATIZATION OF ELEMENTARY CATEGORY THEORY

Make standard reasoning patterns precise

- **Formulate as first-order reasoning system**
 - Rules about products, functors, natural transformations, ...
 - Analysis and synthesis of structures
 - Equational reasoning is essential in most proofs

Make standard reasoning patterns precise

- **Formulate as first-order reasoning system**

- Rules about products, functors, natural transformations, ...
- Analysis and synthesis of structures
- Equational reasoning is essential in most proofs

- **Example: Analysis rules for functors**

- Rules essentially explain what functors are and how to use them

$$\frac{\Gamma \vdash F : \text{Fun}[C, D], \quad \Gamma \vdash A : C}{\Gamma \vdash F^1 A : D}$$

$$\frac{\Gamma \vdash F : \text{Fun}[C, D], \quad \Gamma \vdash A, B : C, \quad \Gamma \vdash f : C(A, B)}{\Gamma \vdash F^2 f : D(F^1 A, F^1 B)}$$

$$\frac{\Gamma \vdash F : \text{Fun}[C, D], \quad \Gamma \vdash A, B, C : C, \quad \Gamma \vdash f : C(A, B), \quad \Gamma \vdash g : C(B, C)}{\Gamma \vdash F^2(g \circ f) = F^2 g \circ F^2 f}$$

$$\frac{\Gamma \vdash F : \text{Fun}[C, D], \quad \Gamma \vdash A : C}{\Gamma \vdash F^2 1_A = 1_{F^1 A}}$$

IMPLEMENTATION OF THE FORMAL THEORY

Non-conservative extension with CTT support

IMPLEMENTATION OF THE FORMAL THEORY

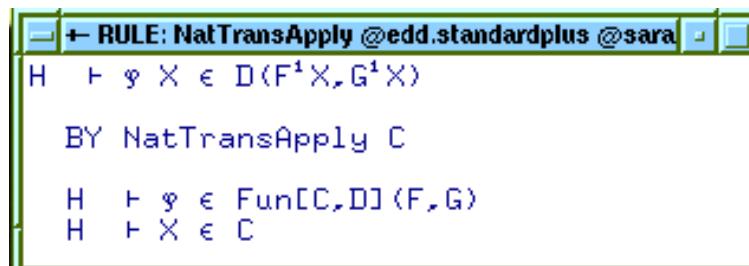
Non-conservative extension with CTT support

- **Encode the language of Category Theory**
 - Abstractions explain category theoretical concepts in CTT
 - Display forms introduce MacLane's textbook notation

IMPLEMENTATION OF THE FORMAL THEORY

Non-conservative extension with CTT support

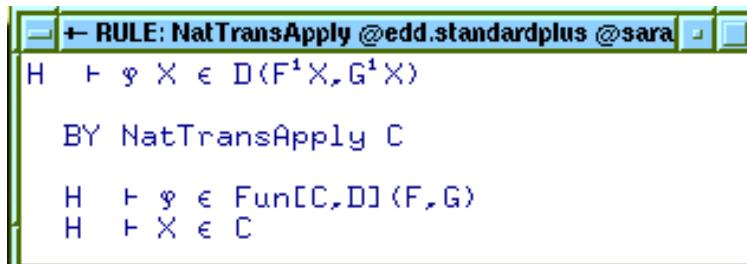
- **Encode the language of Category Theory**
 - Abstractions explain category theoretical concepts in CTT
 - Display forms introduce MacLane's textbook notation
- **Implement first-order inference rules**
 - Introduce (top-down) rule objects for each inference rule



IMPLEMENTATION OF THE FORMAL THEORY

Non-conservative extension with CTT support

- **Encode the language of Category Theory**
 - Abstractions explain category theoretical concepts in CTT
 - Display forms introduce MacLane's textbook notation
- **Implement first-order inference rules**
 - Introduce (top-down) rule objects for each inference rule



- Justify inference rules by proving them correct in CTT
- Convert primitive inferences into simple tactics

PROOF AUTOMATION

- **Most steps are straightforward decompositions**

- Apply analysis and synthesis rules where possible
- Block application of analysis rules that create subgoals previously decomposed by a synthesis rule
- Assert goals that will re-occur several times in subproofs

- **Most steps are straightforward decompositions**
 - Apply analysis and synthesis rules where possible
 - Block application of analysis rules that create subgoals previously decomposed by a synthesis rule
 - Assert goals that will re-occur several times in subproofs
- **Equality reasoning needs guidance**
 - Convert equality rules into directed rewrite rules
 - Use Knuth-Bendix completion to make the rewrite system confluent

- **Most steps are straightforward decompositions**
 - Apply analysis and synthesis rules where possible
 - Block application of analysis rules that create subgoals previously decomposed by a synthesis rule
 - Assert goals that will re-occur several times in subproofs
- **Equality reasoning needs guidance**
 - Convert equality rules into directed rewrite rules
 - Use Knuth-Bendix completion to make the rewrite system confluent
- **Specify functors component-wise**
 - E.g. use $\vartheta^1 G^1 A^1 X \equiv G^1 \langle A, X \rangle$ and $\vartheta^1 G^1 A^2 h \equiv G^2 \langle 1_A, h \rangle$ instead of $\vartheta \equiv \lambda G, A \dots$, which is no category theory expression
 - Method keeps reasoning methods first-order

- **Most steps are straightforward decompositions**
 - Apply analysis and synthesis rules where possible
 - Block application of analysis rules that create subgoals previously decomposed by a synthesis rule
 - Assert goals that will re-occur several times in subproofs
- **Equality reasoning needs guidance**
 - Convert equality rules into directed rewrite rules
 - Use Knuth-Bendix completion to make the rewrite system confluent
- **Specify functors component-wise**
 - E.g. use $\vartheta^1 G^1 A^1 X \equiv G^1 \langle A, X \rangle$ and $\vartheta^1 G^1 A^2 h \equiv G^2 \langle 1_A, h \rangle$ instead of $\vartheta \equiv \lambda G, A \dots$, which is no category theory expression
 - Method keeps reasoning methods first-order
- **Guess witnesses for existential quantifiers**
 - Introduce meta-variables for existentially quantified variables
 - Decompose as long as possible and focus of typing subgoals
 - Introduce the simplest term that satisfies the typing requirements

AN EXAMPLE PROOF

```
*- PRF : Currying Tactic Test @edd.standardplus @sarah
* top
 $\forall C, D, E: \text{Categories}, \quad \text{Fun}[C \times D, E] \cong \text{Fun}[C, \text{Fun}[D, E]]$ 

BY Unfold `CatIso` 0 THEN prover.

* 1

1. C : Categories
2. D : Categories
3. E : Categories
 $\vdash \exists \theta: \text{Fun}[\text{Fun}[C \times D, E], \text{Fun}[C, \text{Fun}[D, E]]],$ 
 $\exists \eta: \text{Fun}[\text{Fun}[C, \text{Fun}[D, E]], \text{Fun}[C \times D, E]]. \theta \text{ and } \eta \text{ are inverse}$ 

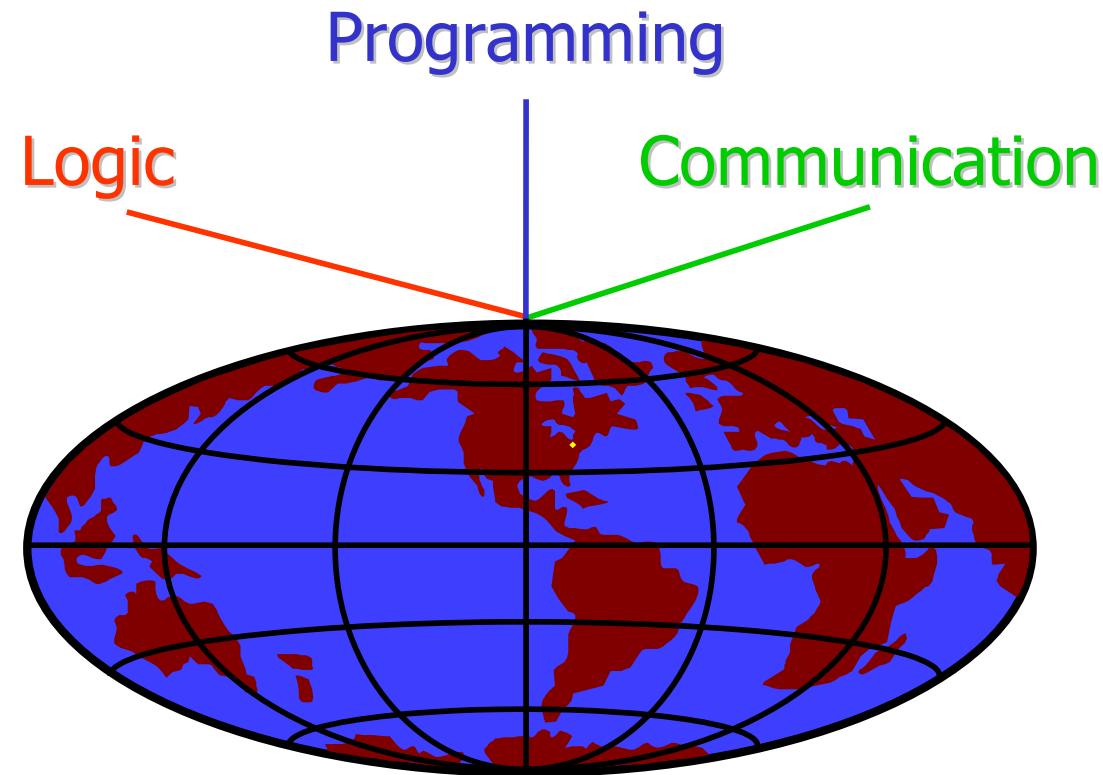
BY GUESS `θ` THEN GUESS `η`.

* 1 1

4. theta : Top
5.  $\forall \phi, k, X_1, X, f, G: \text{Top},$ 
    $(\theta^1 G^2 f X \equiv G^2 \langle f, 1X \rangle$ 
    $\wedge \theta^1 G^1 X^1 X_1 \equiv G^1 \langle X, X_1 \rangle$ 
    $\wedge \theta^1 G^1 X^2 k \equiv G^2 \langle 1X, k \rangle$ 
    $\wedge \theta^2 g X X_1 \equiv g \langle X, X_1 \rangle)$ 
6. eta : Top
7.  $\forall X_1, \phi, g, f, X, A, G: \text{Top},$ 
    $(\eta^1 G^1 \langle A, X \rangle \equiv G^1 A^1 X$ 
    $\wedge \eta^1 G^2 \langle f, g \rangle \equiv ((G^2 f \text{ cod}(g)) \circ G^1 \text{ dom}(f))^2 g)$ 
    $\wedge \eta^2 g \langle A, X_1 \rangle \equiv g A X_1)$ 
 $\vdash \theta \text{ and } \eta \text{ are inverse}$ 

BY Unfold `FunInverse` 0 THEN AutoCAT2
```

TOWARDS RELIABLE, HIGH-PERFORMANCE NETWORKS



Secure software infrastructure

Apply Formal Reasoning to a real-world system

THE ENSEMBLE GROUP COMMUNICATION TOOLKIT

Modular group communication system

- Developed by Cornell's System Group (Ken Birman)
- Used commercially (BBN, JPL, Segasoft, Alier, Nortel Networks)

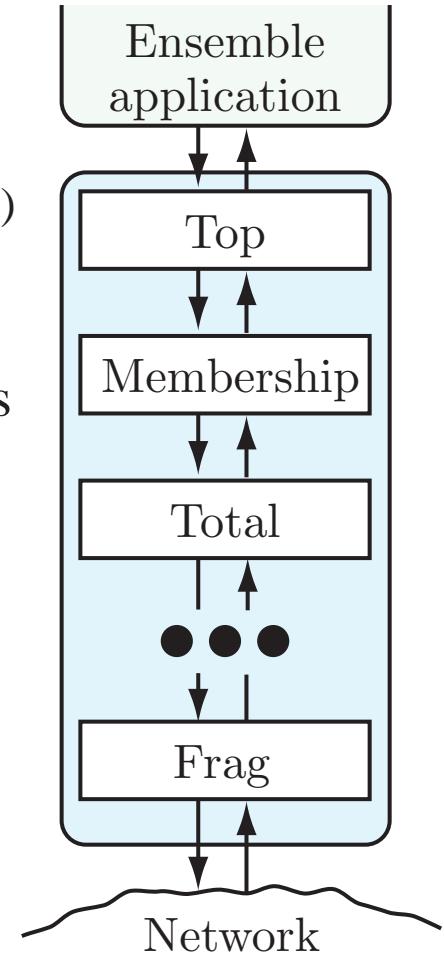
THE ENSEMBLE GROUP COMMUNICATION TOOLKIT

Modular group communication system

- Developed by Cornell's System Group (Ken Birman)
- Used commercially (BBN, JPL, Segasoft, Alier, Nortel Networks)

Architecture: stack of micro-protocols

- Select from more than 60 micro-protocols for specific tasks
- Modules can be stacked arbitrarily
- Modeled as state/event machines



THE ENSEMBLE GROUP COMMUNICATION TOOLKIT

Modular group communication system

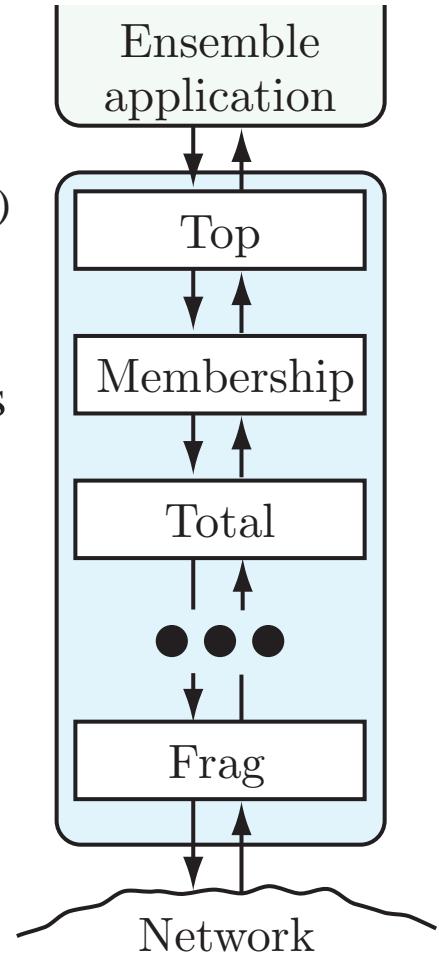
- Developed by Cornell's System Group (Ken Birman)
- Used commercially (BBN, JPL, Segasoft, Alier, Nortel Networks)

Architecture: stack of micro-protocols

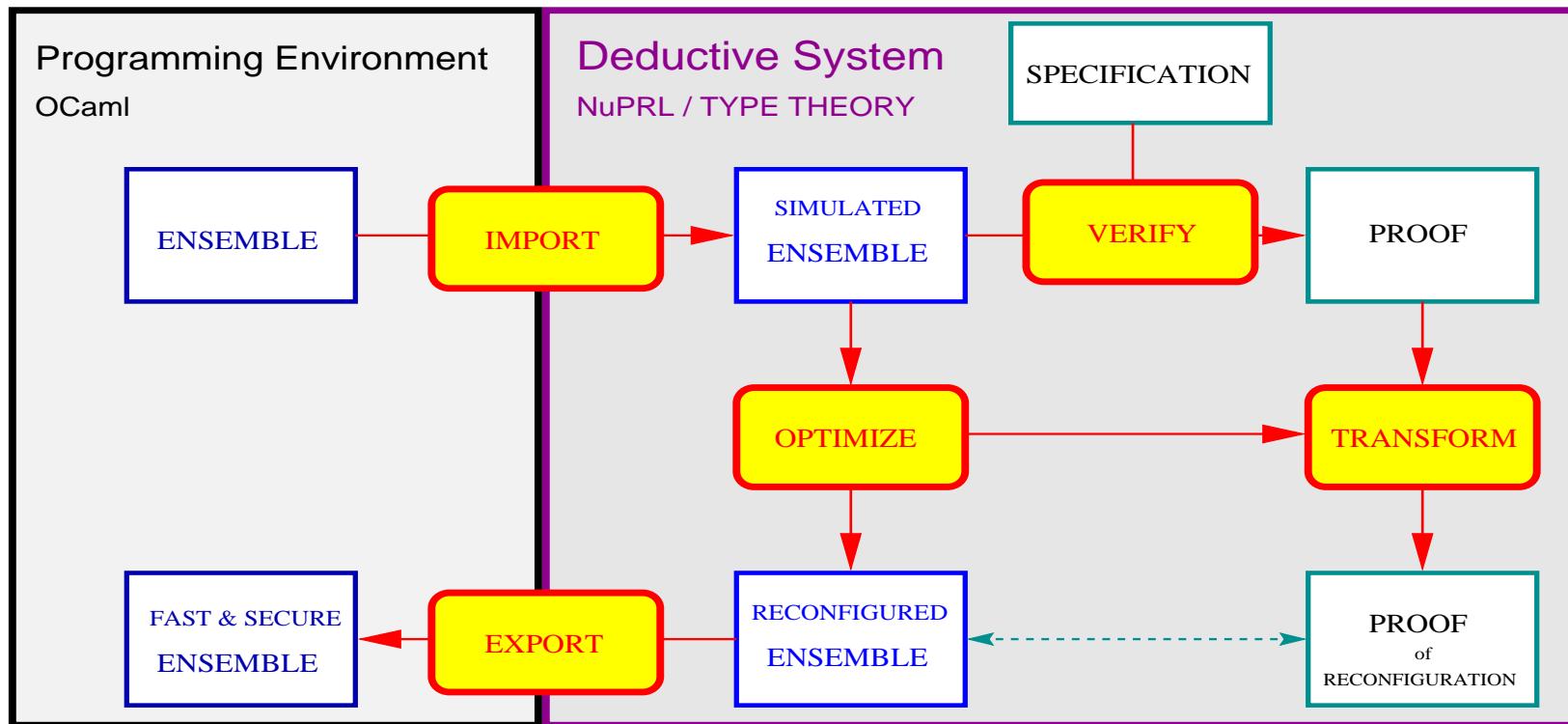
- Select from more than 60 micro-protocols for specific tasks
- Modules can be stacked arbitrarily
- Modeled as state/event machines

Implementation in Objective Caml (INRIA)

- Easy maintenance (small code, good data structures)
- Mathematical semantics, strict data type concepts
- Efficient compilers and type checkers

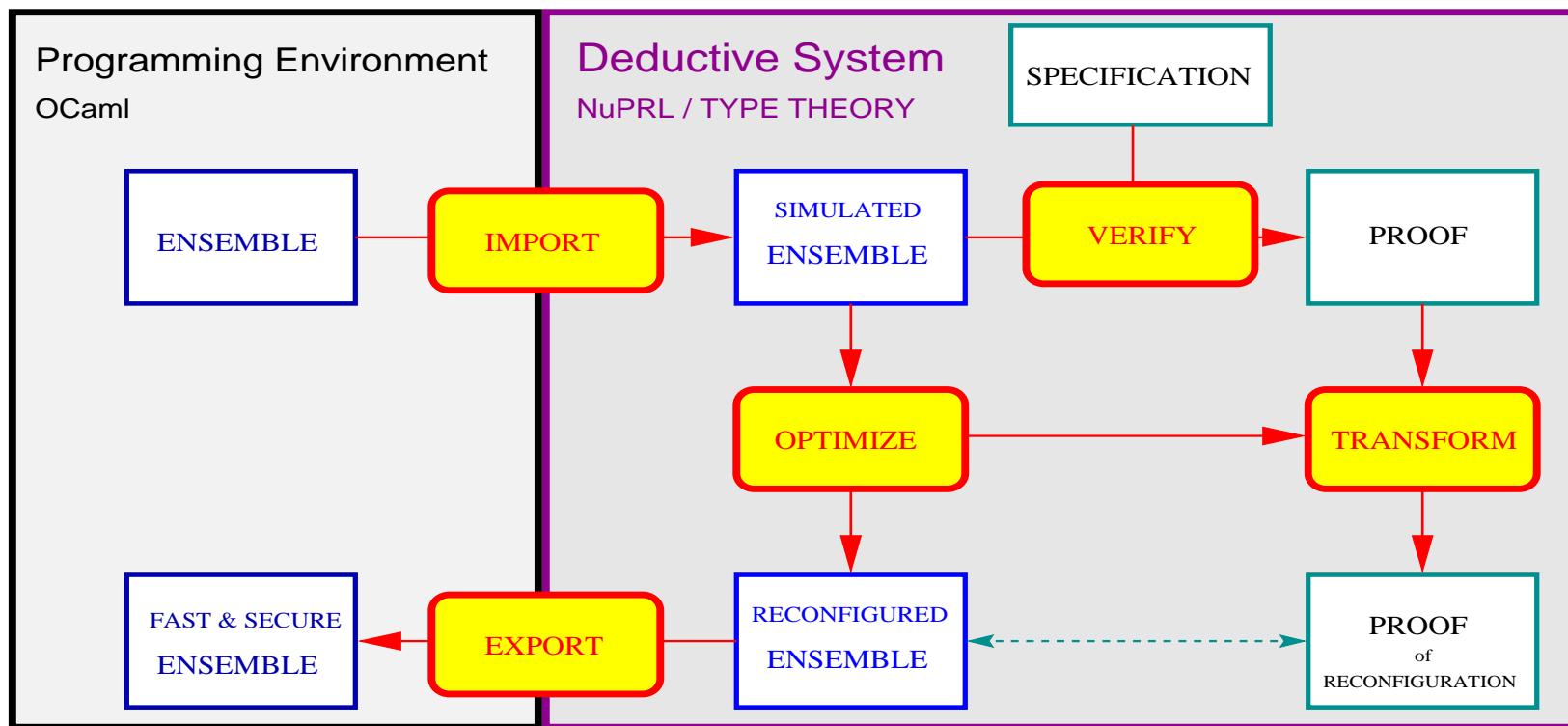


FORMAL REASONING ABOUT A REAL-WORLD SYSTEM



Link the ENSEMBLE and Nuprl systems

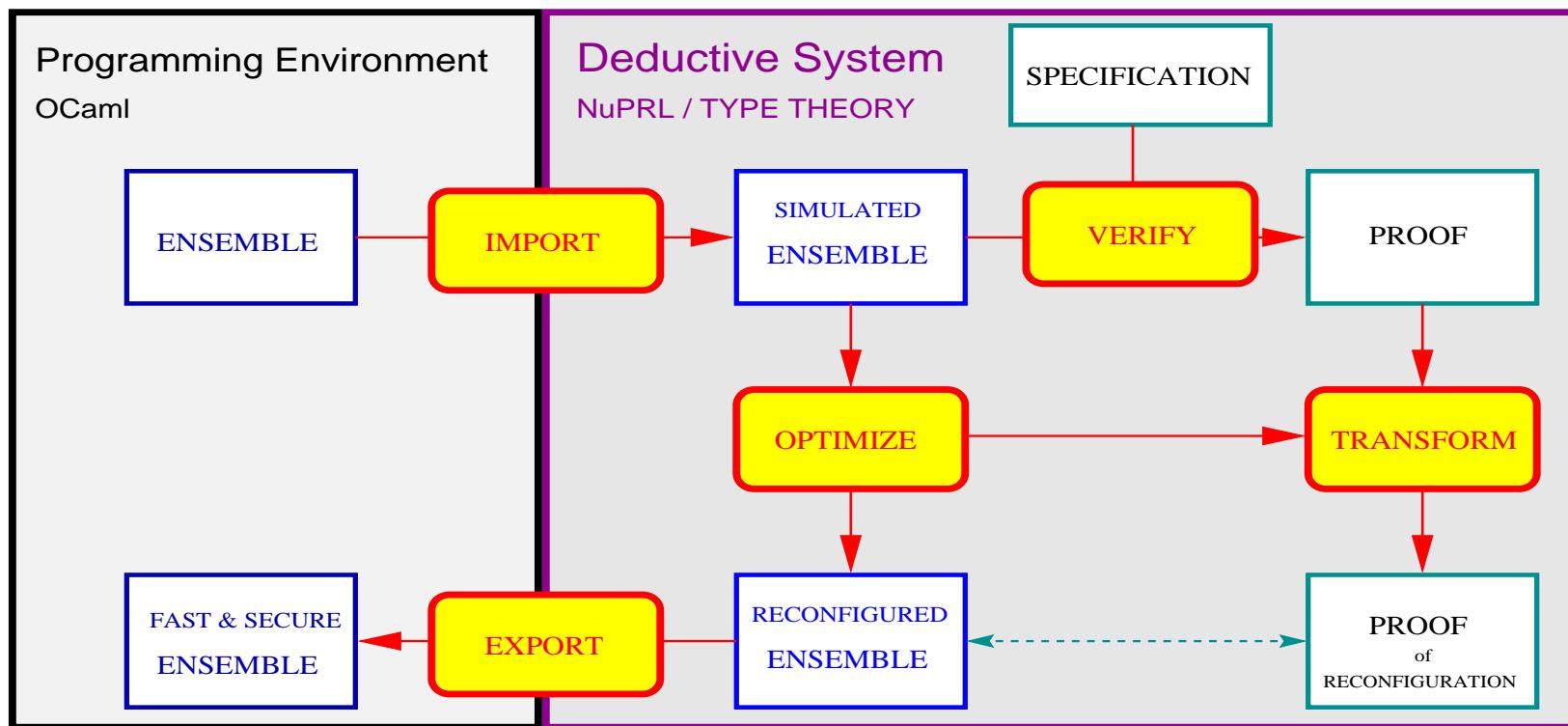
FORMAL REASONING ABOUT A REAL-WORLD SYSTEM



Link the ENSEMBLE and Nuprl systems

– Embed ENSEMBLE's code into Nuprl's language

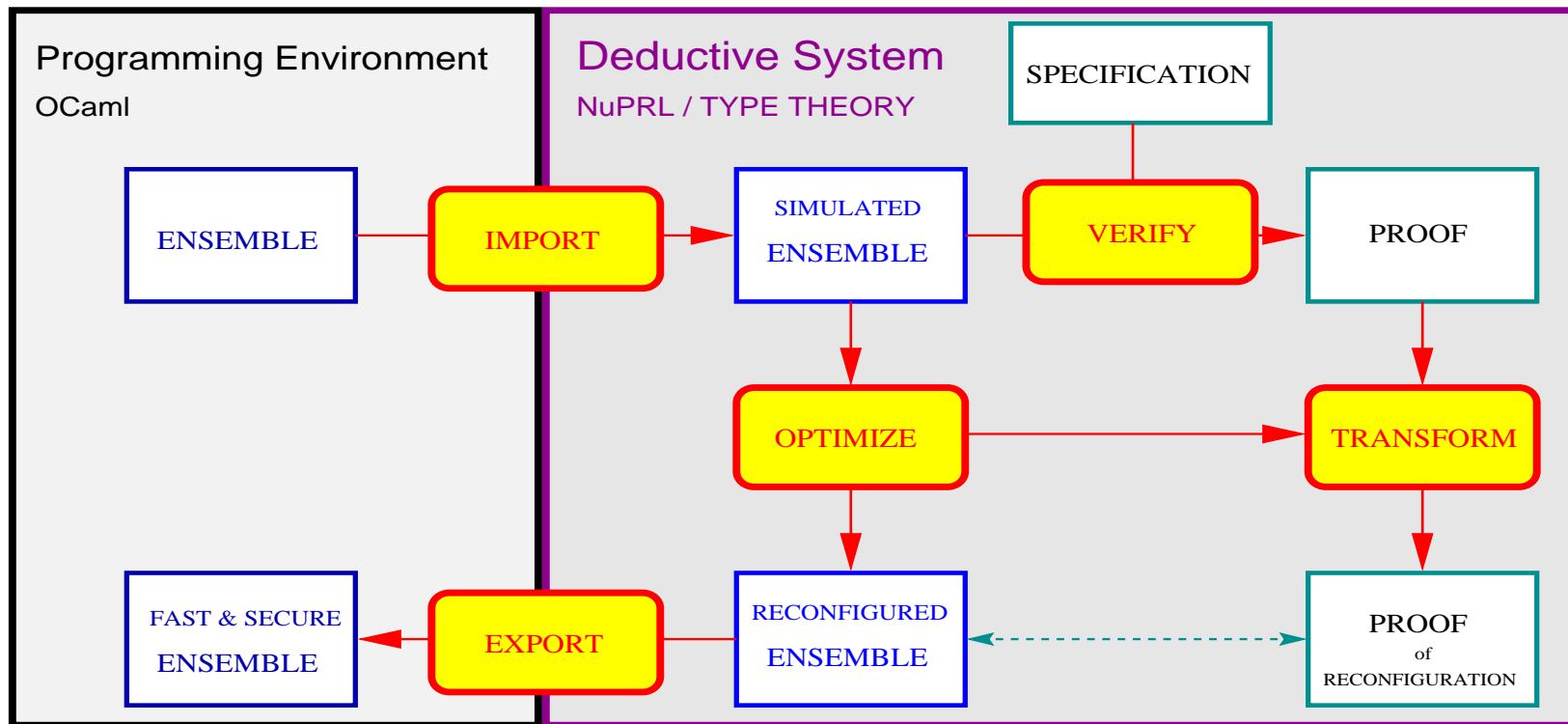
FORMAL REASONING ABOUT A REAL-WORLD SYSTEM



Link the ENSEMBLE and Nuprl systems

- Embed ENSEMBLE's code into Nuprl's language
- Verify protocol components and system configurations

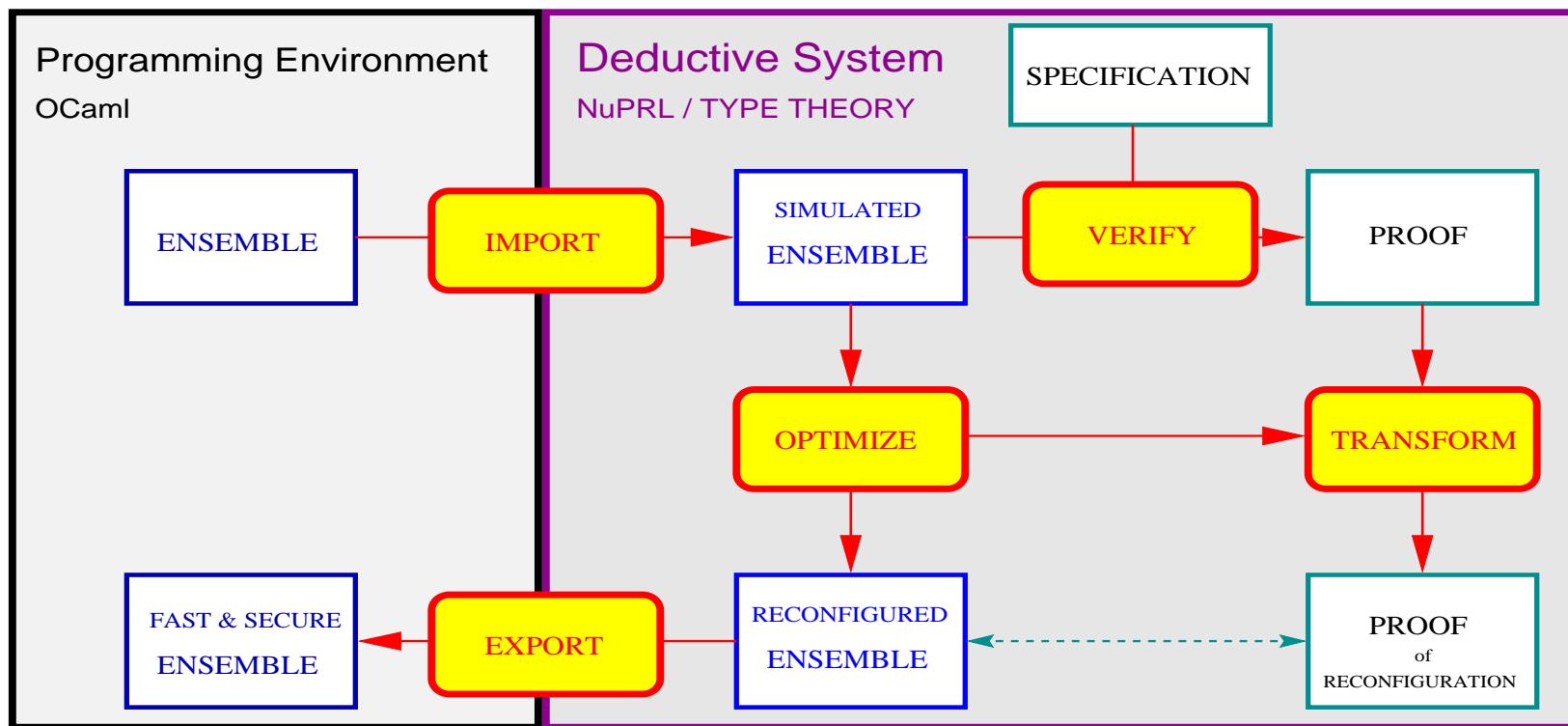
FORMAL REASONING ABOUT A REAL-WORLD SYSTEM



Link the ENSEMBLE and Nuprl systems

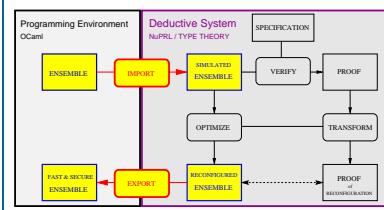
- Embed ENSEMBLE's code into Nuprl's language
- Verify protocol components and system configurations
- Optimize performance of configured systems

FORMAL REASONING ABOUT A REAL-WORLD SYSTEM



Link the ENSEMBLE and Nuprl systems

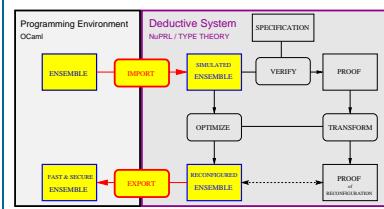
- Embed ENSEMBLE's code into Nuprl's language
- Verify protocol components and system configurations
- Optimize performance of configured systems
- Formally design and verify new protocols



EMBEDDING ENSEMBLE'S CODE INTO NUPRL

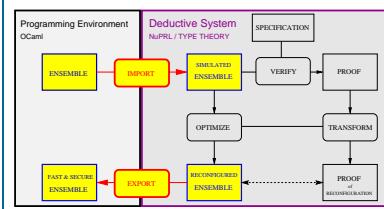
- Develop **type-theoretical semantics of OCaml**

- Functional core, pattern matching, exceptions, references, modules,...



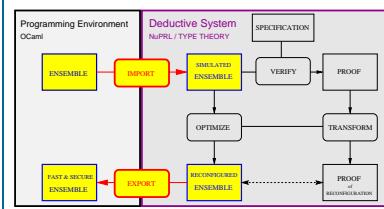
EMBEDDING ENSEMBLE'S CODE INTO NUPRL

- **Develop type-theoretical semantics of OCaml**
 - Functional core, pattern matching, exceptions, references, modules,...
- **Implement using Nuprl's definition mechanism**
 - Represent OCaml's semantics via abstraction objects
 - Represent OCaml's syntax using associated display objects



EMBEDDING ENSEMBLE'S CODE INTO NUPRL

- **Develop type-theoretical semantics of OCaml**
 - Functional core, pattern matching, exceptions, references, modules,...
- **Implement using Nuprl's definition mechanism**
 - Represent OCaml's semantics via abstraction objects
 - Represent OCaml's syntax using associated display objects
- **Develop programming logic for OCaml**
 - Implement as rules derived from the abstract representation
 - Raises the level of formal reasoning from Type Theory to OCaml



EMBEDDING ENSEMBLE'S CODE INTO NUPRL

- **Develop type-theoretical semantics of OCaml**
 - Functional core, pattern matching, exceptions, references, modules,...
- **Implement using Nuprl's definition mechanism**
 - Represent OCaml's semantics via abstraction objects
 - Represent OCaml's syntax using associated display objects
- **Develop programming logic for OCaml**
 - Implement as rules derived from the abstract representation
 - Raises the level of formal reasoning from Type Theory to OCaml
- **Develop tools for importing and exporting code**
 - Translators between OCaml program text and Nuprl terms

OCaml SEMANTICS: THE FUNCTIONAL CORE

- **Basic OCaml expressions similar to CTT terms**
 - Numbers, tuples, lists etc. can be mapped directly onto CTT terms

OCaml SEMANTICS: THE FUNCTIONAL CORE

- **Basic OCaml expressions similar to CTT terms**

- Numbers, tuples, lists etc. can be mapped directly onto CTT terms

- **Complex data structures have to be simulated**

Records $\{f_1=e_1; \dots; f_n=e_n\}$ are functions in $f : \text{FIELDS} \rightarrow T[f]$

- Abstraction for representing the semantics of record expressions
 $\text{RecordExpr}(field; e; next) \equiv \lambda f. \text{if } f=field \text{ then } e \text{ else } next(f)$
 - Display form for representing the flexible syntax of record expressions

$$\begin{array}{ll} \{field=e; next\} & \equiv \text{RecordExpr}(field; e; next) \\ \{field=e\} & \equiv \text{RecordExpr}(field; e; \lambda f. ()) \\ \text{HD}:: \{field=e; \#} & \equiv \text{RecordExpr}(field; e; \#) \\ \text{TL}:: field=e; \# & \equiv \text{RecordExpr}(field; e; \#) \\ \text{TL}:: field=e\} & \equiv \text{RecordExpr}(field; e; \lambda f. ()) \end{array}$$

OCaml SEMANTICS: THE FUNCTIONAL CORE

- **Basic OCaml expressions similar to CTT terms**

- Numbers, tuples, lists etc. can be mapped directly onto CTT terms

- **Complex data structures have to be simulated**

Records $\{f_1=e_1; \dots; f_n=e_n\}$ are functions in $f : \text{FIELDS} \rightarrow T[f]$

- Abstraction for representing the semantics of record expressions

$$\text{RecordExpr}(\text{field}; e; \text{next}) \equiv \lambda f. \text{if } f = \text{field} \text{ then } e \text{ else } \text{next}(f)$$

- Display form for representing the flexible syntax of record expressions

$$\{\text{field}=e; \text{next}\} \equiv \text{RecordExpr}(\text{field}; e; \text{next})$$

$$\{\text{field}=e\} \equiv \text{RecordExpr}(\text{field}; e; \lambda f. ())$$

$$\text{HD}:: \{\text{field}=e; \#\} \equiv \text{RecordExpr}(\text{field}; e; \#)$$

$$\text{TL}:: \text{field}=e; \# \equiv \text{RecordExpr}(\text{field}; e; \#)$$

$$\text{TL}:: \{\text{field}=e\} \equiv \text{RecordExpr}(\text{field}; e; \lambda f. ())$$

- **Sufficient for representing micro protocols**

- Simple state-event machines, encoded via updates to certain records
 - Transport module and protocol composition require imperative model

EXTENSIONS OF THE SEMANTICAL MODEL (1)

- Type Theory is purely functional
 - Terms are evaluated solely by reduction
 - OCaml has pattern matching, reference cells, exceptions, modules, ...

EXTENSIONS OF THE SEMANTICAL MODEL (1)

- **Type Theory is purely functional**

- Terms are evaluated solely by **reduction**
- OCaml has pattern matching, reference cells, exceptions, modules, ...

- **Modelling Pattern Matching:** `let pat=e in t`

“Variables of pat in t are bound to corresponding values of e”

- Evaluation of OCaml-expressions uses an environment of bindings
- Patterns are functions that modify the environment of expressions

$$x \equiv \lambda \text{val}, t. \lambda \text{env}. t (\text{env} @ \{x \mapsto \text{val}\})$$

$$p_1, p_2 \equiv \lambda \text{val}, t. \lambda \text{env}. \text{let } \langle v_1, v_2 \rangle = \text{val} \text{ in } (p_1 v_1 (p_2 v_2 t)) \text{ env}$$

$$\{f_1 = p_1; \dots; f_n = p_n\} \equiv \lambda \text{val}, t. \lambda \text{env}. p_1 (\text{val } f_1) (\dots (p_n (\text{val } f_n) t) \dots) \text{ env}$$

$$\vdots \qquad \vdots$$

- Local bindings are represented as applications of these functions

$$\text{let } p = e \text{ in } t \equiv \lambda \text{env}. (p (e \text{ env}) t) \text{ env}$$

EXTENSIONS OF THE SEMANTICAL MODEL (2)

• Modelling Reference cells

- Evaluation of OCaml-expressions may lookup/modify a global store
- The global store is represented as table with addresses and values

$$\begin{aligned}\text{ref}(e) &\equiv \lambda s, \text{env}. \text{ let } \langle v, s_1 \rangle = e \text{ s env in} \\ &\quad \text{let } \text{addr} = \text{NEW}(s_1) \text{ in } \langle \text{addr}, s_1[\text{addr} \leftarrow v] \rangle \\ !e &\equiv \lambda s, \text{env}. \text{ let } \langle \text{addr}, s_1 \rangle = e \text{ s env in } \langle s_1[\text{addr}], s_1 \rangle \\ e_1 := e_2 &\equiv \lambda s, \text{env}. \text{ let } \langle v, s_1 \rangle = e_2 \text{ s env in} \\ &\quad \text{let } \langle \text{addr}, s_2 \rangle = e_1 \text{ s env in } \langle (), s_2[\text{addr} \leftarrow v] \rangle\end{aligned}$$

EXTENSIONS OF THE SEMANTICAL MODEL (2)

• Modelling Reference cells

- Evaluation of OCaml-expressions may lookup/modify a global store
- The global store is represented as table with addresses and values

$$\begin{aligned}\text{ref}(e) &\equiv \lambda s, \text{env}. \text{ let } \langle v, s_1 \rangle = e \text{ s env in} \\ &\quad \text{let } \text{addr} = \text{NEW}(s_1) \text{ in } \langle \text{addr}, s_1[\text{addr} \leftarrow v] \rangle \\ !e &\equiv \lambda s, \text{env}. \text{ let } \langle \text{addr}, s_1 \rangle = e \text{ s env in } \langle s_1[\text{addr}], s_1 \rangle \\ e_1 := e_2 &\equiv \lambda s, \text{env}. \text{ let } \langle v, s_1 \rangle = e_2 \text{ s env in} \\ &\quad \text{let } \langle \text{addr}, s_2 \rangle = e_1 \text{ s env in } \langle (), s_2[\text{addr} \leftarrow v] \rangle\end{aligned}$$

• Modelling Exceptions

- Expressions like x/y may raise exceptions, which can be caught
- Exceptions must have the same type as the expression that raises them
- An OCaml type T must be represented as $\text{EXCEPTION} + T$

EXTENSIONS OF THE SEMANTICAL MODEL (2)

• Modelling Reference cells

- Evaluation of OCaml-expressions may lookup/modify a global store
- The global store is represented as table with addresses and values

$$\begin{aligned}\text{ref}(e) &\equiv \lambda s, \text{env}. \text{ let } \langle v, s_1 \rangle = e \text{ s env in} \\ &\quad \text{let } \text{addr} = \text{NEW}(s_1) \text{ in } \langle \text{addr}, s_1[\text{addr} \leftarrow v] \rangle \\ !e &\equiv \lambda s, \text{env}. \text{ let } \langle \text{addr}, s_1 \rangle = e \text{ s env in } \langle s_1[\text{addr}], s_1 \rangle \\ e_1 := e_2 &\equiv \lambda s, \text{env}. \text{ let } \langle v, s_1 \rangle = e_2 \text{ s env in} \\ &\quad \text{let } \langle \text{addr}, s_2 \rangle = e_1 \text{ s env in } \langle (), s_2[\text{addr} \leftarrow v] \rangle\end{aligned}$$

• Modelling Exceptions

- Expressions like x/y may raise exceptions, which can be caught
- Exceptions must have the same type as the expression that raises them
- An OCaml type T must be represented as $\text{EXCEPTION} + T$

• Modules

- Modules are second class objects that structure the name space
- Modules are represented by operations on a global environment

SUMMARY OF THE FORMAL MODEL

- OCaml expressions are represented as functions
 - Evaluation depends on environment and store
 - Evaluation results in value or exception and an updated store
 - Nuprl type is $\text{STORE} \rightarrow \text{ENV} \rightarrow (\text{EXCEPTION} + T) \times \text{STORE}$

SUMMARY OF THE FORMAL MODEL

- OCaml expressions are represented as functions
 - Evaluation depends on environment and store
 - Evaluation results in value or exception and an updated store
 - Nuprl type is $\text{STORE} \rightarrow \text{ENV} \rightarrow (\text{EXCEPTION} + T) \times \text{STORE}$
- Equivalent to Wright/Felleisen model
 - The standard model for building ML compilers
 - Model combines several mechanisms for evaluating ML programs
 - Nuprl representation simulates these models functionally

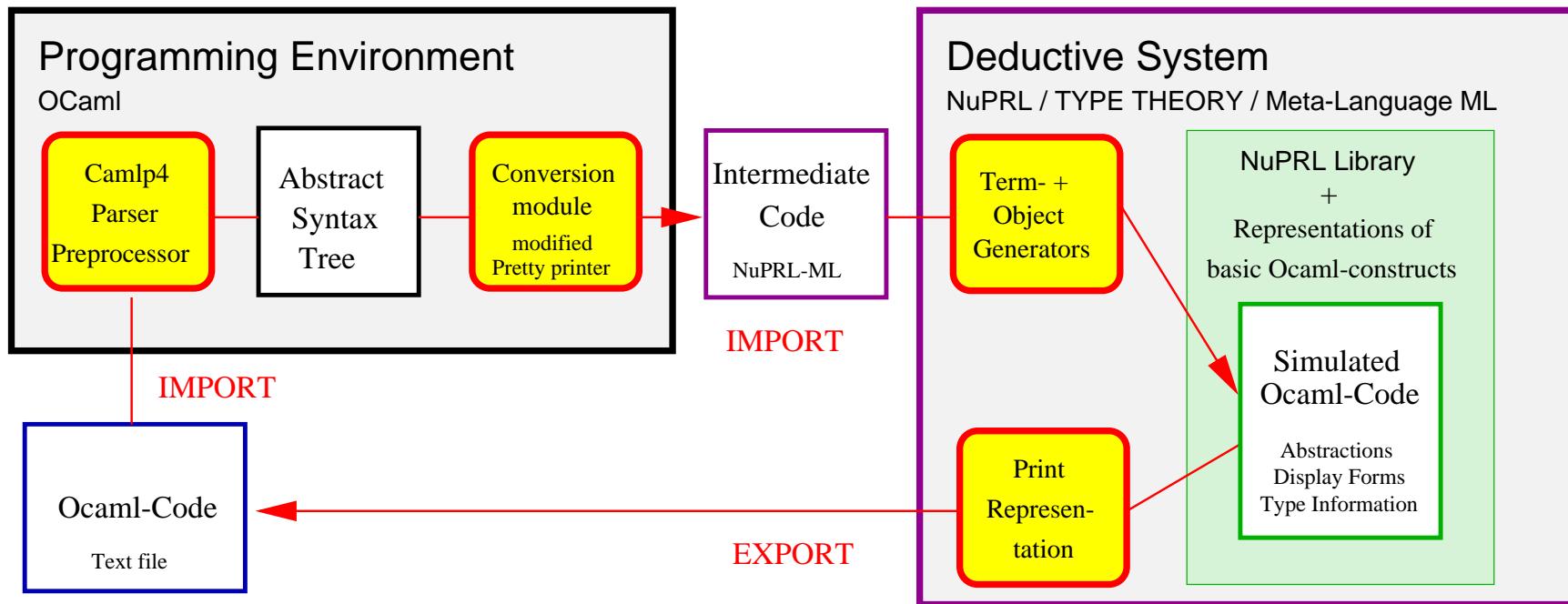
SUMMARY OF THE FORMAL MODEL

- OCaml expressions are represented as functions
 - Evaluation depends on environment and store
 - Evaluation results in value or exception and an updated store
 - Nuprl type is $\text{STORE} \rightarrow \text{ENV} \rightarrow (\text{EXCEPTION} + T) \times \text{STORE}$
- Equivalent to Wright/Felleisen model
 - The standard model for building ML compilers
 - Model combines several mechanisms for evaluating ML programs
 - Nuprl representation simulates these models functionally

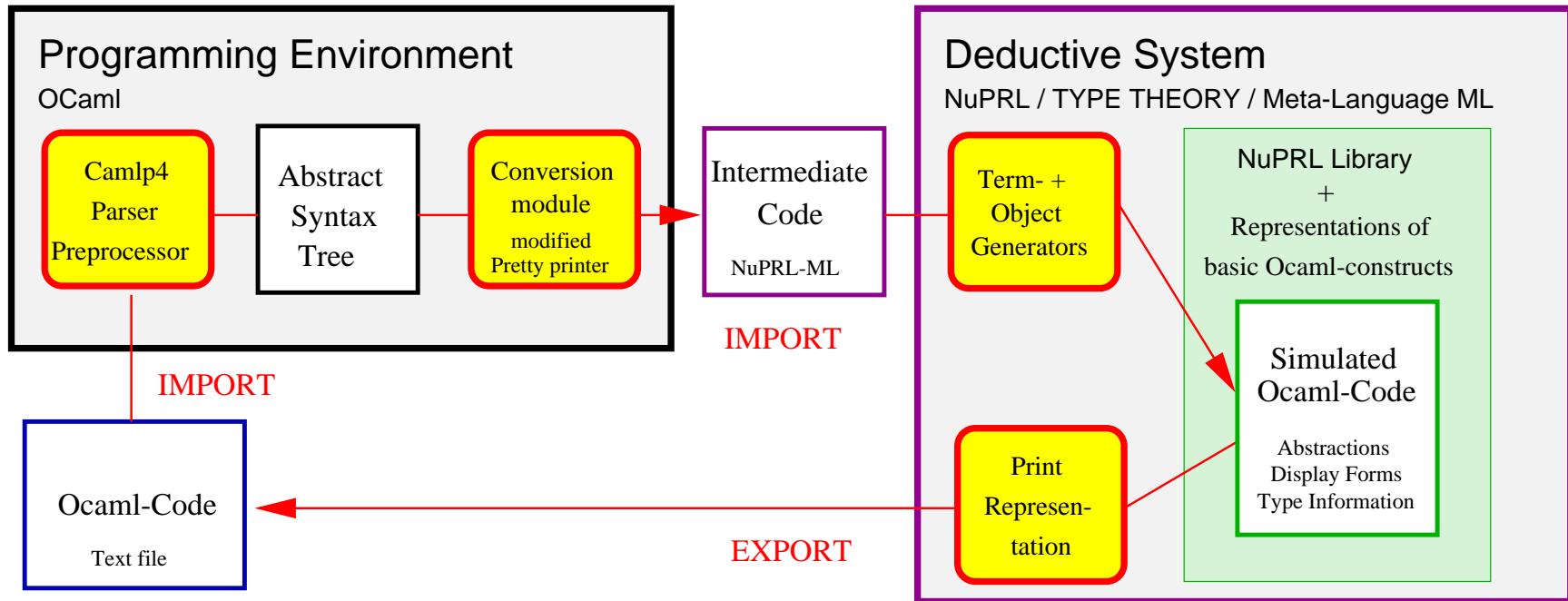


Genuine OCaml code may occur in formal theorems

IMPORTING AND EXPORTING SYSTEM CODE

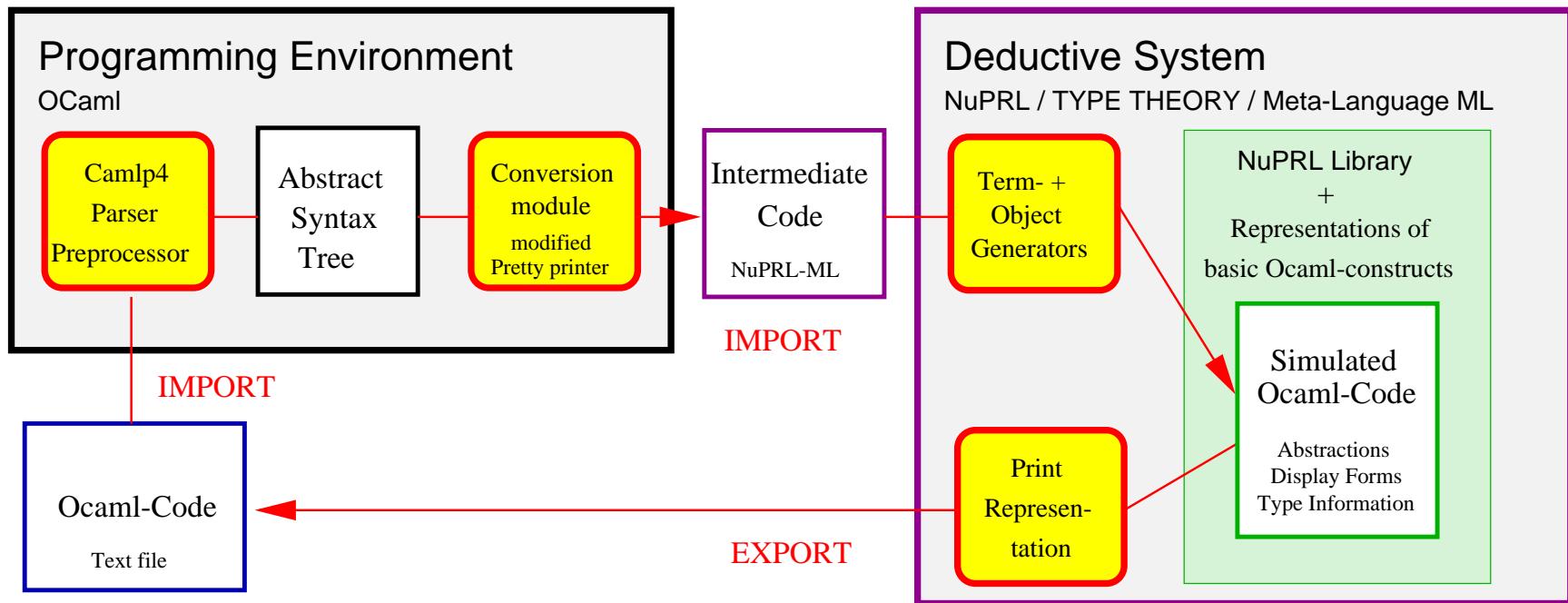


IMPORTING AND EXPORTING SYSTEM CODE



Import: – Parse with **Camlp4** parser-preprocessor
– Convert abstract syntax tree into term- & object generators
– Generators perform second pass and **create Nuprl** library objects

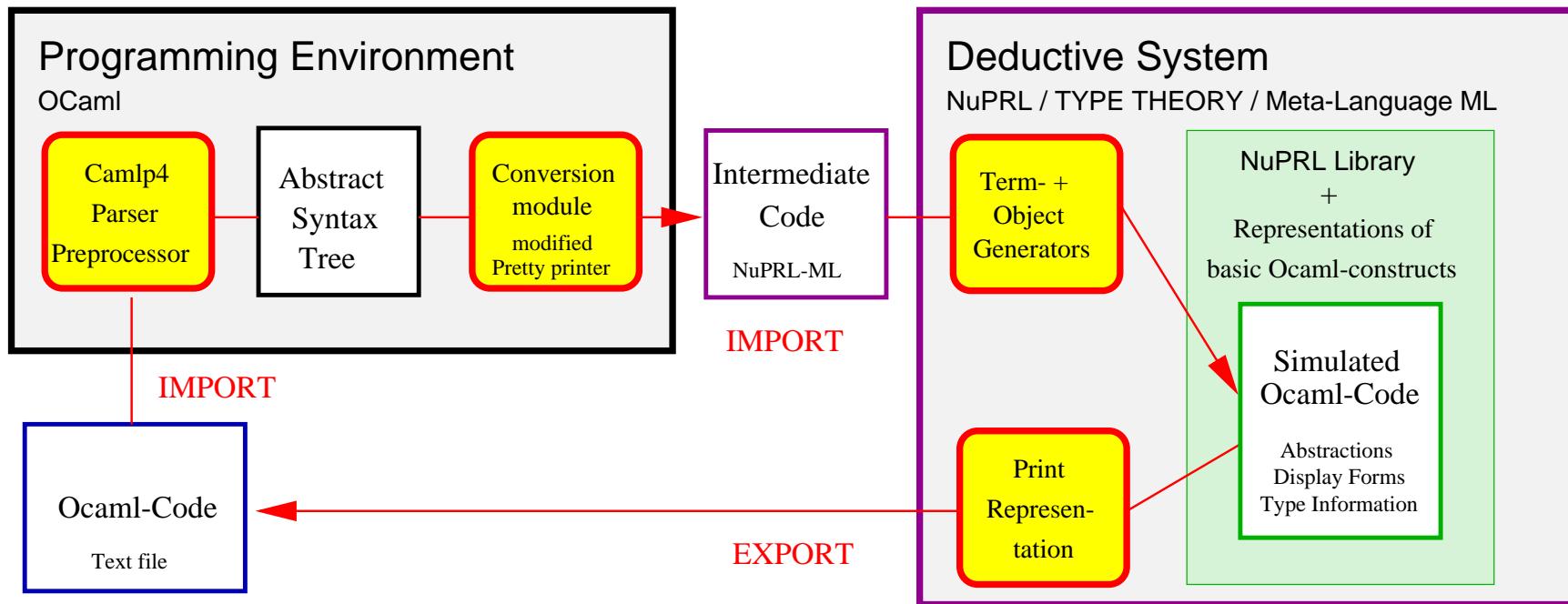
IMPORTING AND EXPORTING SYSTEM CODE



Import: – Parse with **Camlp4** parser-preprocessor
– Convert abstract syntax tree into term- & object generators
– Generators perform second pass and **create Nuprl** library objects

Export: – Print-representation is genuine OCaml-code

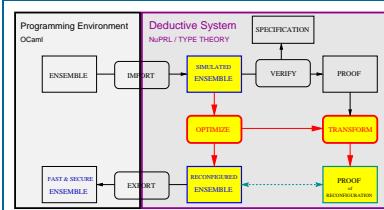
IMPORTING AND EXPORTING SYSTEM CODE



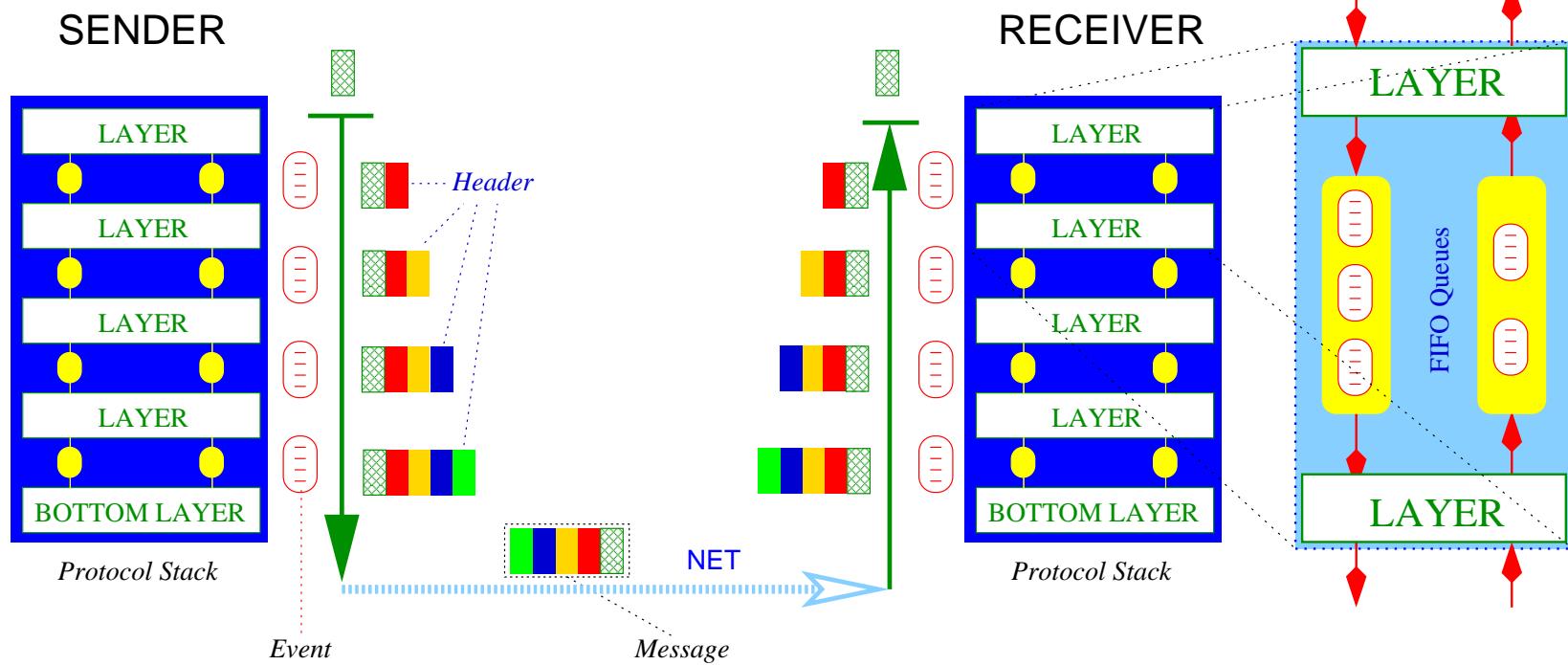
Import: – Parse with **Camlp4** parser-preprocessor
– Convert abstract syntax tree into term- & object generators
– Generators perform second pass and **create Nuprl** library objects

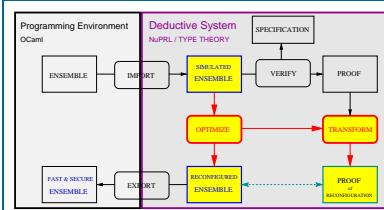
Export: – Print-representation is genuine OCaml-code

Actual ENSEMBLE code available for formal reasoning

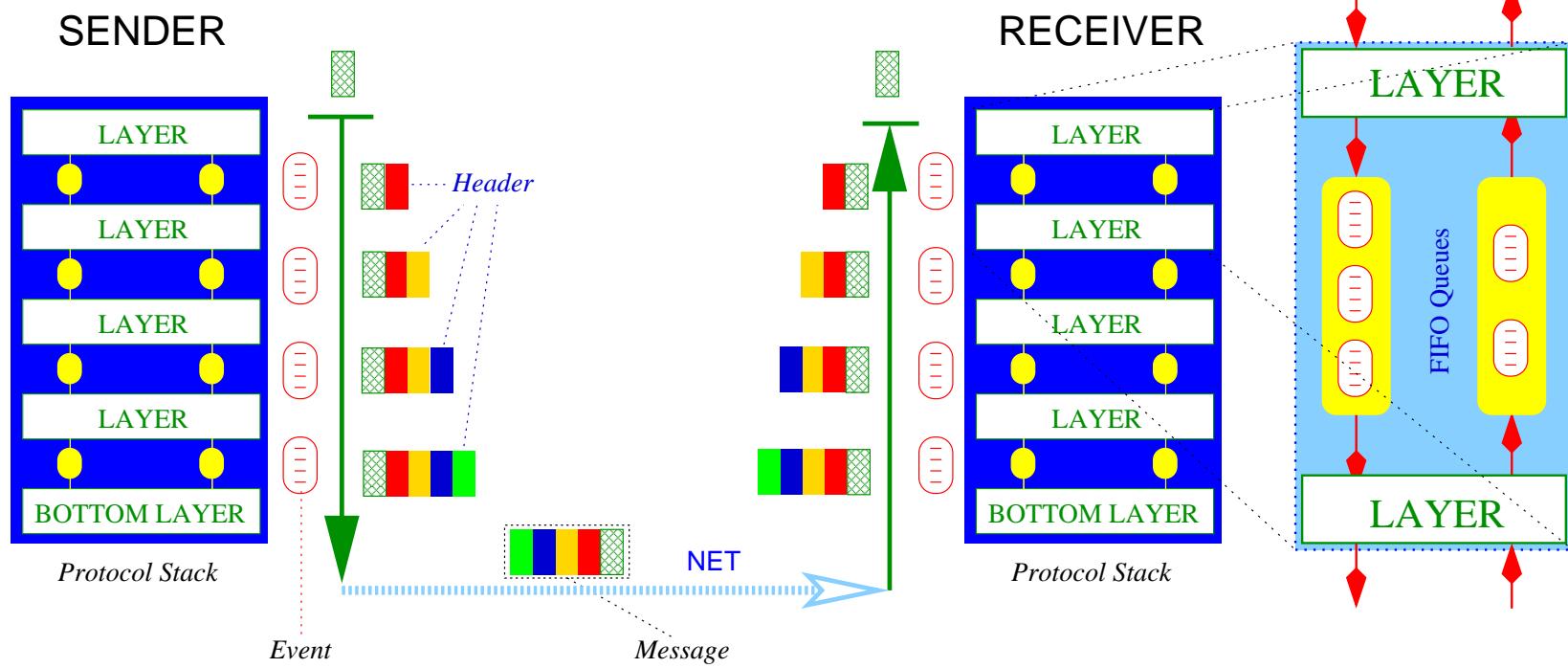


OPTIMIZATION OF PROTOCOL STACKS

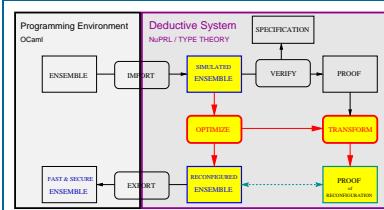




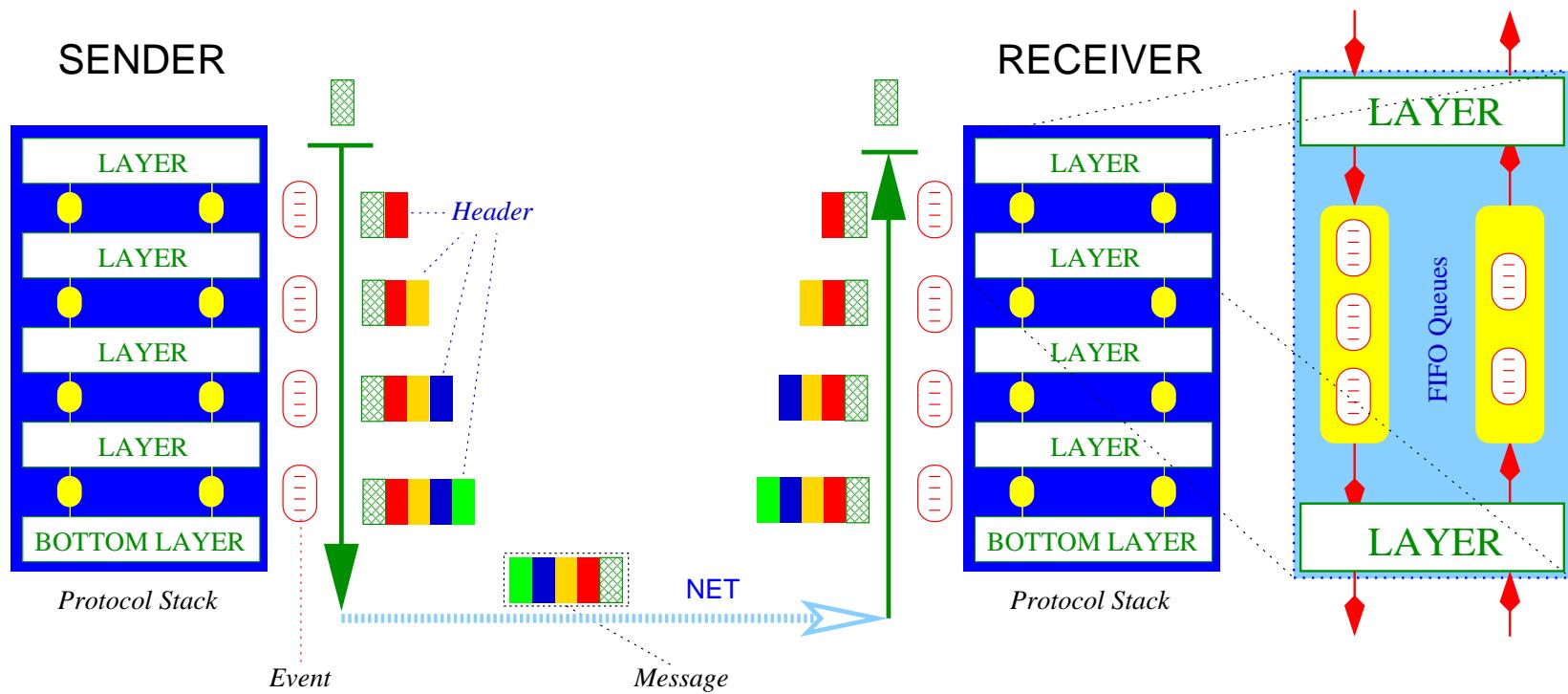
OPTIMIZATION OF PROTOCOL STACKS



Performance loss: redundancies, internal communication, large message headers

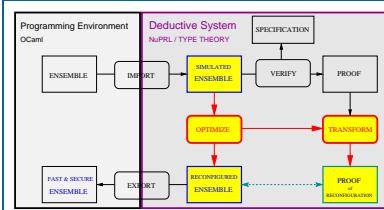


OPTIMIZATION OF PROTOCOL STACKS

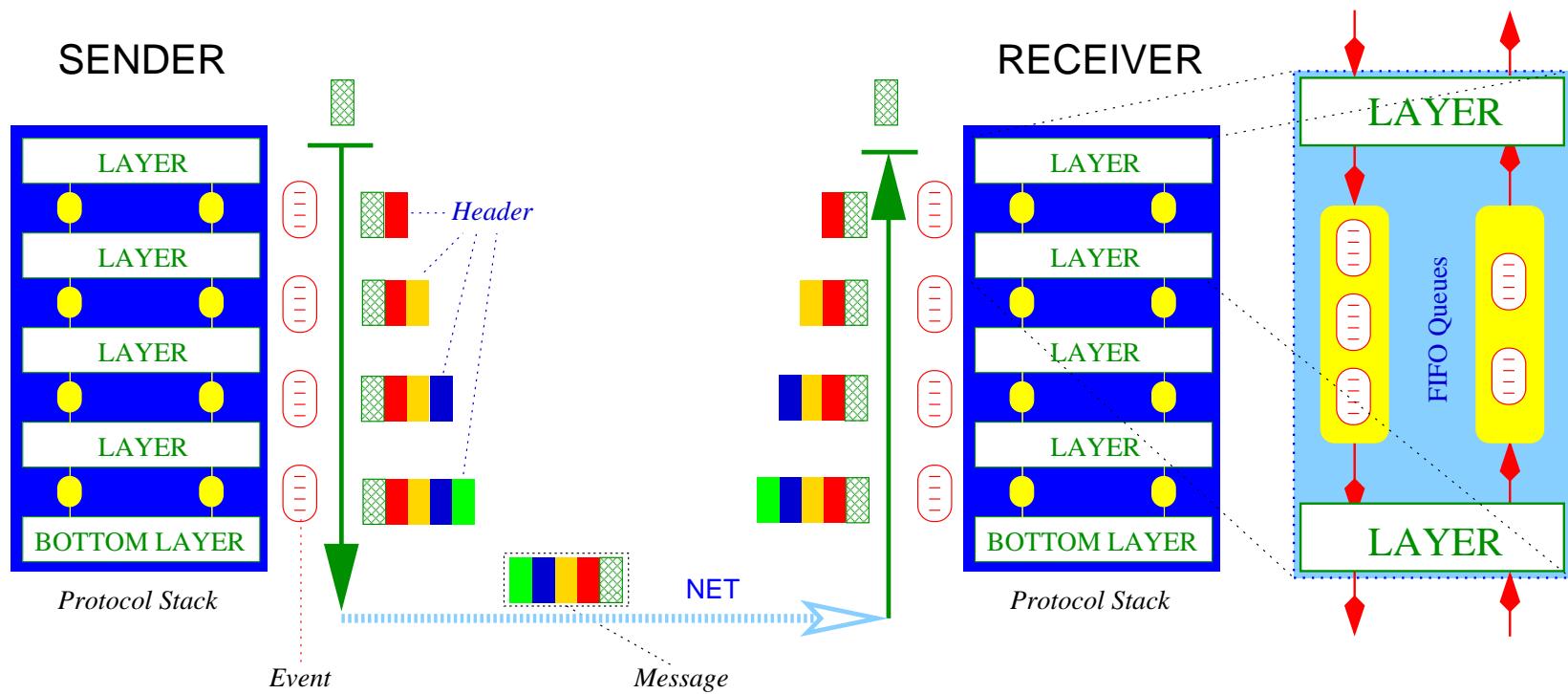


Performance loss: redundancies, internal communication, large message headers

Optimizations: bypass-code for common execution sequences, header compression



OPTIMIZATION OF PROTOCOL STACKS



Performance loss: redundancies, internal communication, large message headers

Optimizations: bypass-code for common execution sequences, header compression

Need formal methods to do this correctly

EXAMPLE PROTOCOL STACK Bottom::Mnak::Pt2pt

Trace downgoing Send events and upgoing Cast events

Bottom (200 lines)

```

let name = Trace.source_file "BOTTOM"

type header = NoHdr | ... | ...

type state = {mutable all_alive : bool ; ... }

let init _ (ls,vs) = {.....}

let hdlrs s (ls,vs)
  {up_out=up;upnm_out=upnm;
   dn_out=dn;dnlm_out=dnlm;dnnm_out=dnnm}
= ...
let up_hdlr ev abv hdr =
  match getType ev, hdr with
  | (ECast|ESend), NoHdr ->
    if s.all_alive or not (s.bottom.failed.(getPeer ev))
      then up ev abv
      else free name ev
  | :
  and uplm_hdlr ev hdr  = ...
  and upnm_hdlr ev      = ...
  and dn_hdlr ev abv    =
    if s.enabled then
      match getType ev with
      | ECast          -> dn ev abv NoHdr
      | ESend          -> dn ev abv NoHdr
      | ECastUnrel     -> dn (set name ev [Type ECast]) abv Unrel
      | ESendUnrel     -> dn (set name ev [Type ESend]) abv Unrel
      | EMergeRequest  -> dn ev abv MergeRequest
      | EMergeGranted   -> dn ev abv MergeGranted
      | EMergeDenied   -> dn ev abv MergeDenied
      | _ -> failwith "bad down event[1]"
      else (free name ev)
  and dnnm_hdlr ev      = ...
  in {up_in=up_hdlr;uplm_in=uplm_hdlr;upnm_in=upnm_hdlr;
       dn_in=dn_hdlr;dnnm_in=dnnm_hdlr}

let l args vs = Layer.hdr init hdlrs args vs
Layer.install name (Layer.init l)

```

Mnak (350 lines)

```

let init ack_rate (ls,vs) = {.....}
let hdlrs s (ls,vs) { ..... }
= ...
let ...
and dn_hdlr ev abv =
  match getType ev with
  | ECast ->
    let iov = getIov ev in
    let buf = Arraye.get s.buf ls.rank in
    let seqno = Iq.hi buf in
    assert (Iq.opt_insert_check buf seqno) ;
    Arraye.set s.buf ls.rank
      (Iq.opt_insert_doread buf seqno iov abv) ;
    s.acct_size <- s.acct_size + getIovLen ev ;
    dn ev abv (Data seqno)
  | _ -> dn ev abv NoHdr
  | :

```

Pt2pt (250 lines)

```

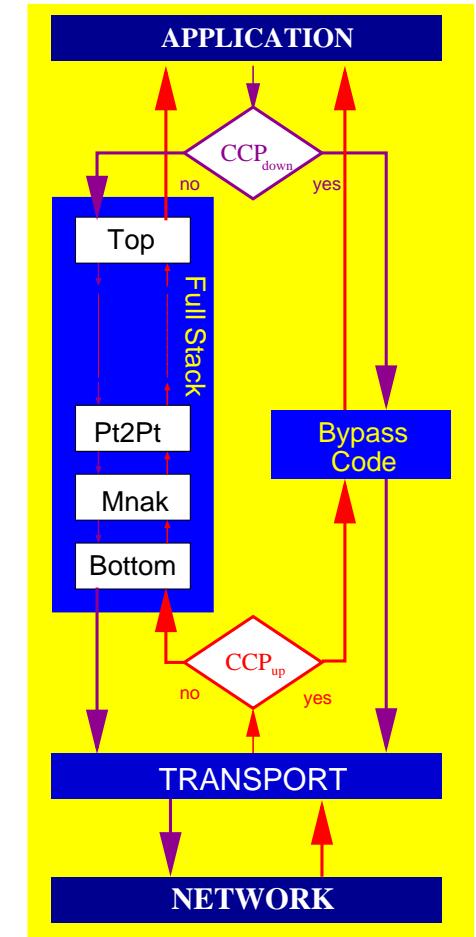
let init _ (ls,vs) = {.....}
let hdlrs s (ls,vs) { ..... }
= ...
let ...
and dn_hdlr ev abv =
  match getType ev with
  | ESend ->
    let dest = getPeer ev in
    if dest = ls.rank then (
      eprintf "PT2PT:%s\nPT2PT:%s\n"
        (Event.to_string ev) (View.string_of_full (ls,vs));
      failwith "send to myself" ;
    );
    let sends = Arraye.get s.sends dest in
    let seqno = Iq.hi sends in
    let iov = getIov ev in
    Arraye.set s.sends dest (Iq.add sends iov abv) ;
    dn ev abv (Data seqno)
  | _ -> dn ev abv NoHdr
  | :

```

FAST-PATH OPTIMIZATION WITH Nuprl

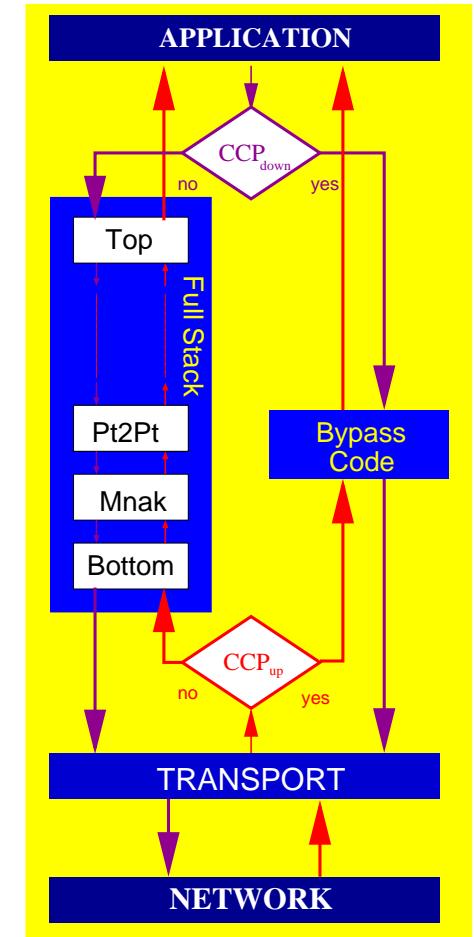
- **Identify Common Case**

- Events and protocol states of regular communication
- Formalize as **Common Case Predicate**



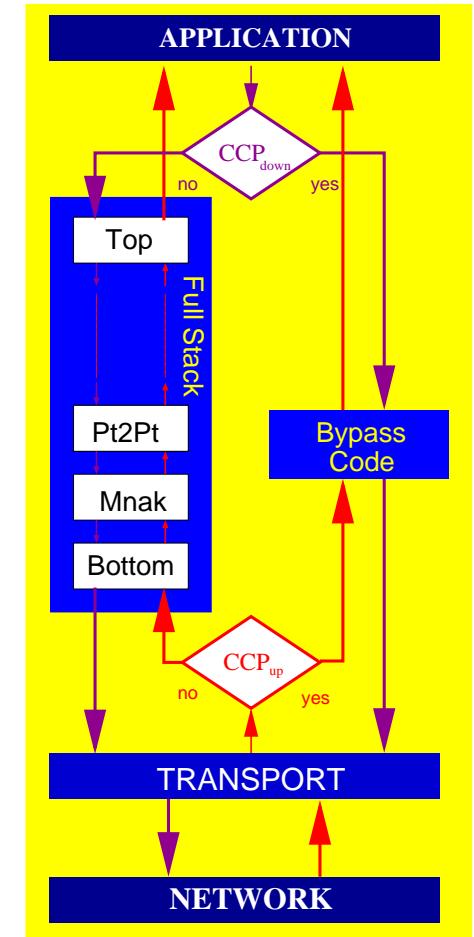
FAST-PATH OPTIMIZATION WITH Nuprl

- Identify Common Case
 - Events and protocol states of regular communication
 - Formalize as **Common Case Predicate**
- Analyze path of events through stack



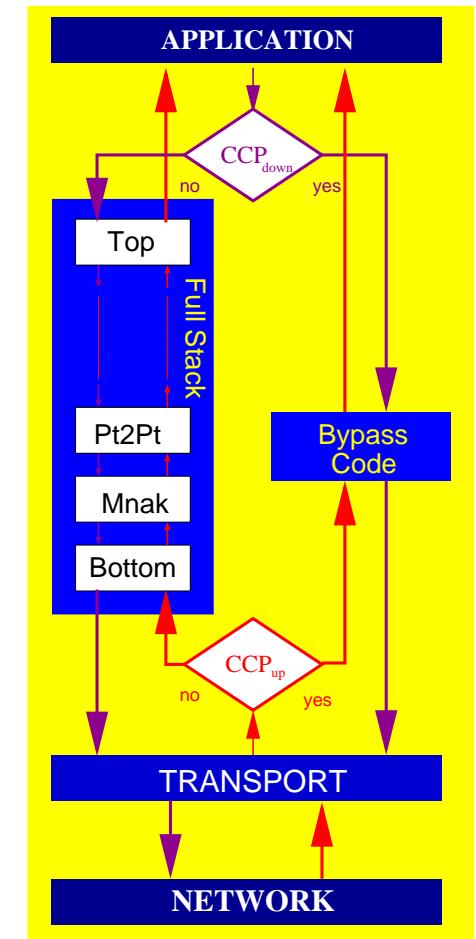
FAST-PATH OPTIMIZATION WITH Nuprl

- Identify Common Case
 - Events and protocol states of regular communication
 - Formalize as **Common Case Predicate**
- Analyze path of events through stack
- Isolate code for **fast-path**



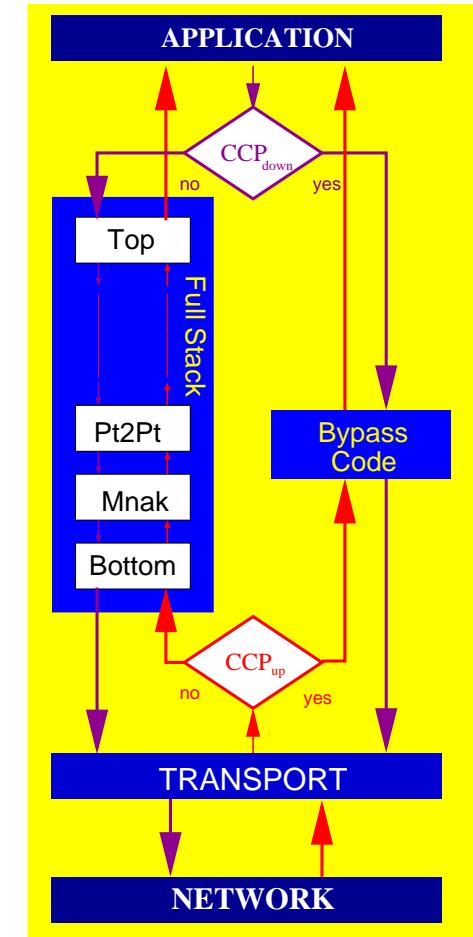
FAST-PATH OPTIMIZATION WITH Nuprl

- Identify Common Case
 - Events and protocol states of regular communication
 - Formalize as **Common Case Predicate**
- Analyze path of events through stack
- Isolate code for **fast-path**
- Integrate code for compressing headers of common messages



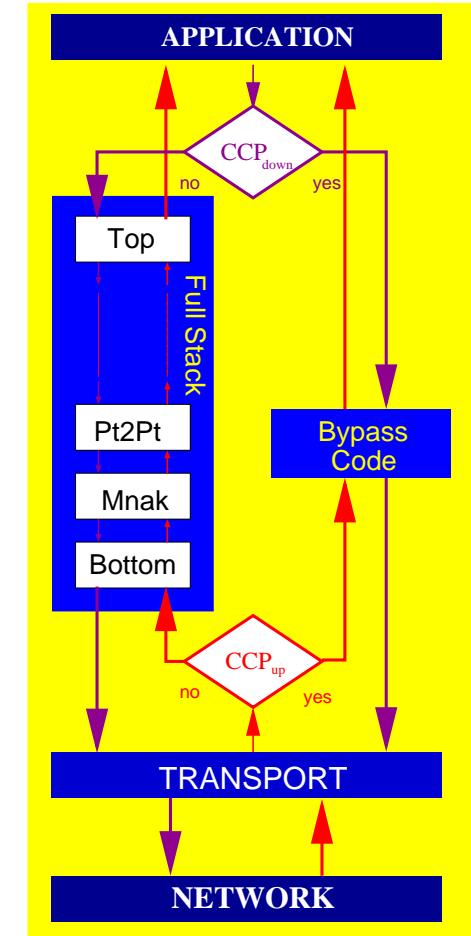
FAST-PATH OPTIMIZATION WITH Nuprl

- **Identify Common Case**
 - Events and protocol states of regular communication
 - Formalize as **Common Case Predicate**
- **Analyze path of events through stack**
- **Isolate code for fast-path**
- **Integrate code for compressing headers of common messages**
- **Generate bypass-code**
 - Insert CCP as runtime switch



FAST-PATH OPTIMIZATION WITH Nuprl

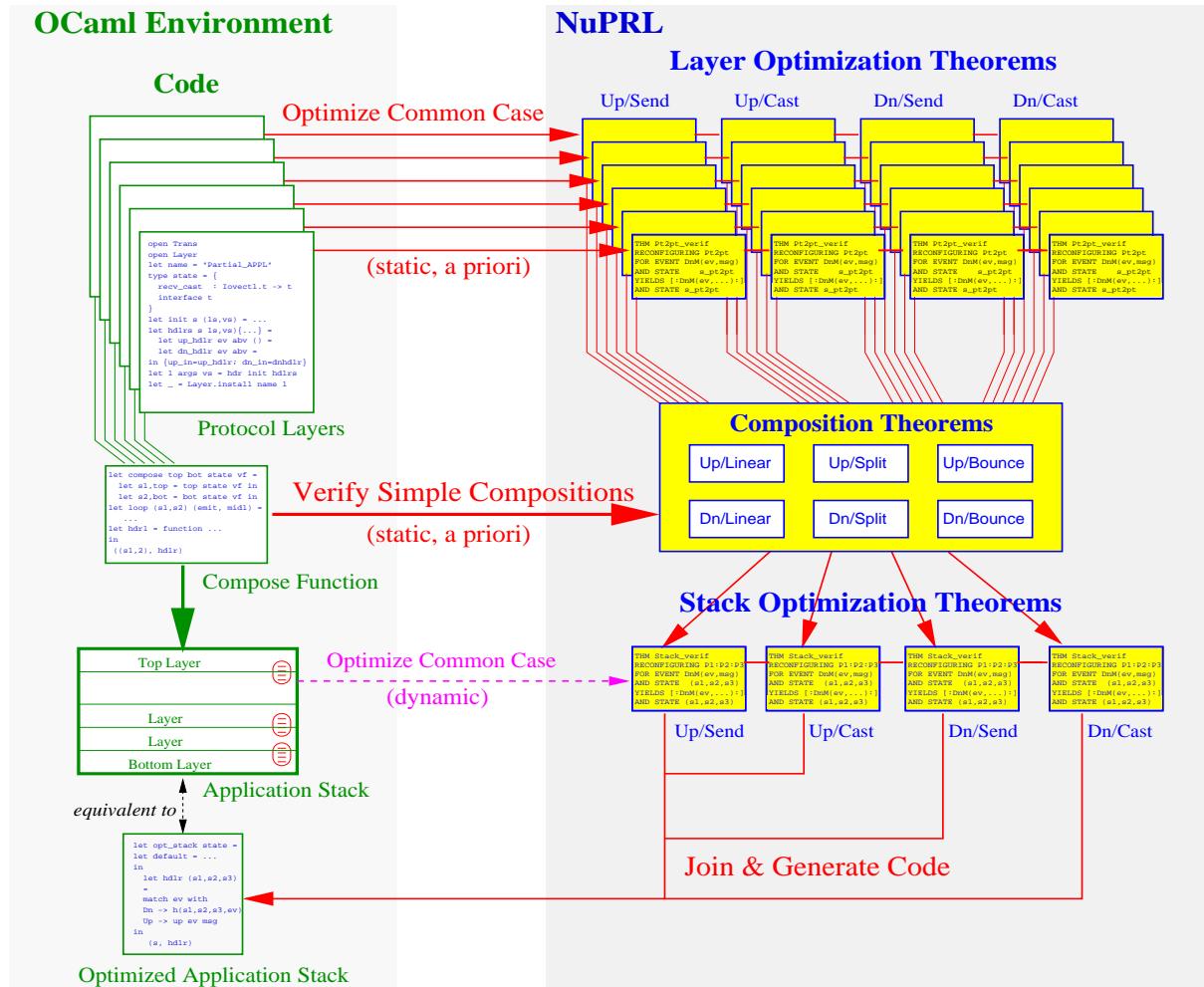
- Identify Common Case
 - Events and protocol states of regular communication
 - Formalize as **Common Case Predicate**
- Analyze path of events through stack
- Isolate code for **fast-path**
- Integrate code for compressing headers of common messages
- Generate bypass-code
 - Insert CCP as runtime switch



Methodology: compose formal optimization theorems

Fast, error-free, independent of programming language, **speedup factor 3-10**

METHODOLOGY: COMPOSE OPTIMIZATION THEOREMS



1. Use known optimizations of micro-protocols
2. Compose into optimizations of protocol stacks
3. Integrate message header compression
4. Generate code from optimization theorems and reconfigure system

A priori: ENSEMBLE + Nuprl experts

automatic: application designer

automatic: :

automatic: :

STATIC OPTIMIZATION OF MICRO PROTOCOLS

- **A-priori analysis of common execution sequences**
 - Generate local CCP from conditionals in a layer's code

- **A-priori analysis of common execution sequences**

- Generate local CCP from conditionals in a layer's code

- **Assuming the CCP, apply code transformations**

- Controlled function inlining and symbolic evaluation (rewrite tactics)
 - Directed equality substitutions (lemma application)
 - Context-dependent simplifications (substitute part of CCP and rewrite)

STATIC OPTIMIZATION OF MICRO PROTOCOLS

- **A-priori analysis of common execution sequences**

- Generate local CCP from conditionals in a layer's code

- **Assuming the CCP, apply code transformations**

- Controlled function inlining and symbolic evaluation (rewrite tactics)
 - Directed equality substitutions (lemma application)
 - Context-dependent simplifications (substitute part of CCP and rewrite)

- **Store result in library as optimization theorem**

OPTIMIZING LAYER Pt2pt

```
FOR EVENT DnM (ev, msg)
AND STATE s_pt2pt
ASSUMING (getType ev) = ESend ∧ not (getPeer ev = ls.rank)
YIELDS HANDLERS dn ev (Full (Data (Iq.hi
                                (Arraye.get s_pt2pt.sends (getPeer ev))), msg))
AND UPDATES Iq.add (Arraye.get s_pt2pt.sends (getPeer ev))
                    (getIov ev) msg
```

- Theorem proves correctness of the local optimization
 - Optimizations of micro protocols part of ENSEMBLE's distribution

DYNAMIC OPTIMIZATION OF APPLICATION STACKS

• Compose Optimization Theorems

- Consult optimization theorems for individual layers
- Apply **composition theorems** to generate stack optimization theorems
(Linear, simple split, bouncing – send/receive)

```
OPTIMIZING LAYER Upper
    FOR EVENT DnM(ev, hdr) AND STATE s_up
    YIELDS HANDLERS dn ev msg1 AND UPDATES stmt1
^ OPTIMIZING LAYER Lower
    FOR EVENT DnM(ev, hdr1) AND STATE s_low
    YIELDS HANDLERS dn ev msg2 AND UPDATES stmt2
⇒ OPTIMIZING LAYER Upper || Lower
    FOR EVENT DnM(ev, hdr) AND STATE (s_up, s_low)
    YIELDS HANDLERS dn ev msg2 AND UPDATES stmt2; stmt1
```

DYNAMIC OPTIMIZATION OF APPLICATION STACKS

• Compose Optimization Theorems

- Consult optimization theorems for individual layers
- Apply **composition theorems** to generate stack optimization theorems
(Linear, simple split, bouncing – send/receive)

```
OPTIMIZING LAYER Upper
    FOR EVENT DnM(ev, hdr) AND STATE s_up
    YIELDS HANDLERS dn ev msg1 AND UPDATES stmt1
^ OPTIMIZING LAYER Lower
    FOR EVENT DnM(ev, hdr1) AND STATE s_low
    YIELDS HANDLERS dn ev msg2 AND UPDATES stmt2
⇒ OPTIMIZING LAYER Upper || Lower
    FOR EVENT DnM(ev, hdr) AND STATE (s_up, s_low)
    YIELDS HANDLERS dn ev msg2 AND UPDATES stmt2; stmt1
```

- Formal proof complex because of complex code for composition

DYNAMIC OPTIMIZATION OF APPLICATION STACKS

• Compose Optimization Theorems

- Consult optimization theorems for individual layers
- Apply **composition theorems** to generate stack optimization theorems
(Linear, simple split, bouncing – send/receive)

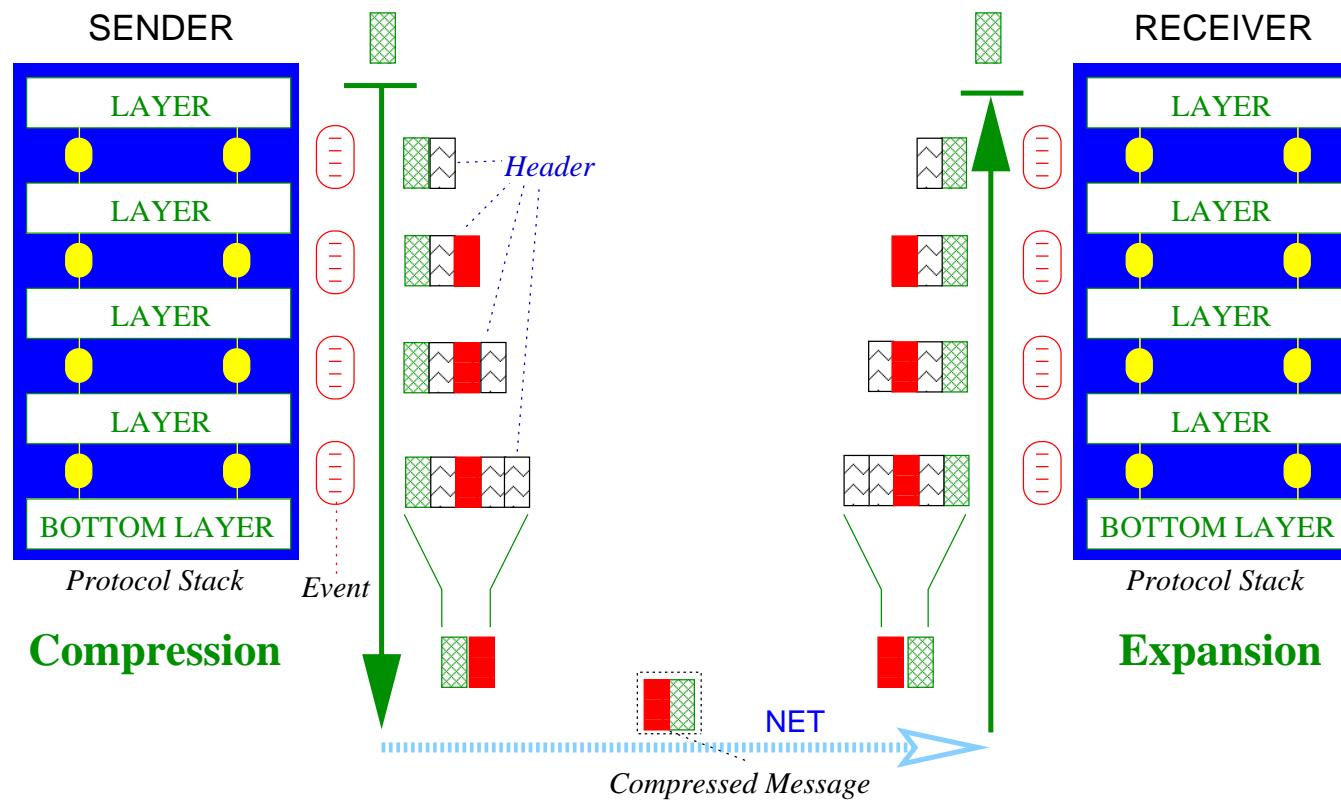
```
OPTIMIZING LAYER Upper
    FOR EVENT DnM(ev, hdr) AND STATE s_up
    YIELDS HANDLERS dn ev msg1 AND UPDATES stmt1
^ OPTIMIZING LAYER Lower
    FOR EVENT DnM(ev, hdr1) AND STATE s_low
    YIELDS HANDLERS dn ev msg2 AND UPDATES stmt2
⇒ OPTIMIZING LAYER Upper || Lower
    FOR EVENT DnM(ev, hdr) AND STATE (s_up, s_low)
    YIELDS HANDLERS dn ev msg2 AND UPDATES stmt2; stmt1
```

- Formal proof complex because of complex code for composition

• Optimization of Protocol Stacks in Linear Time

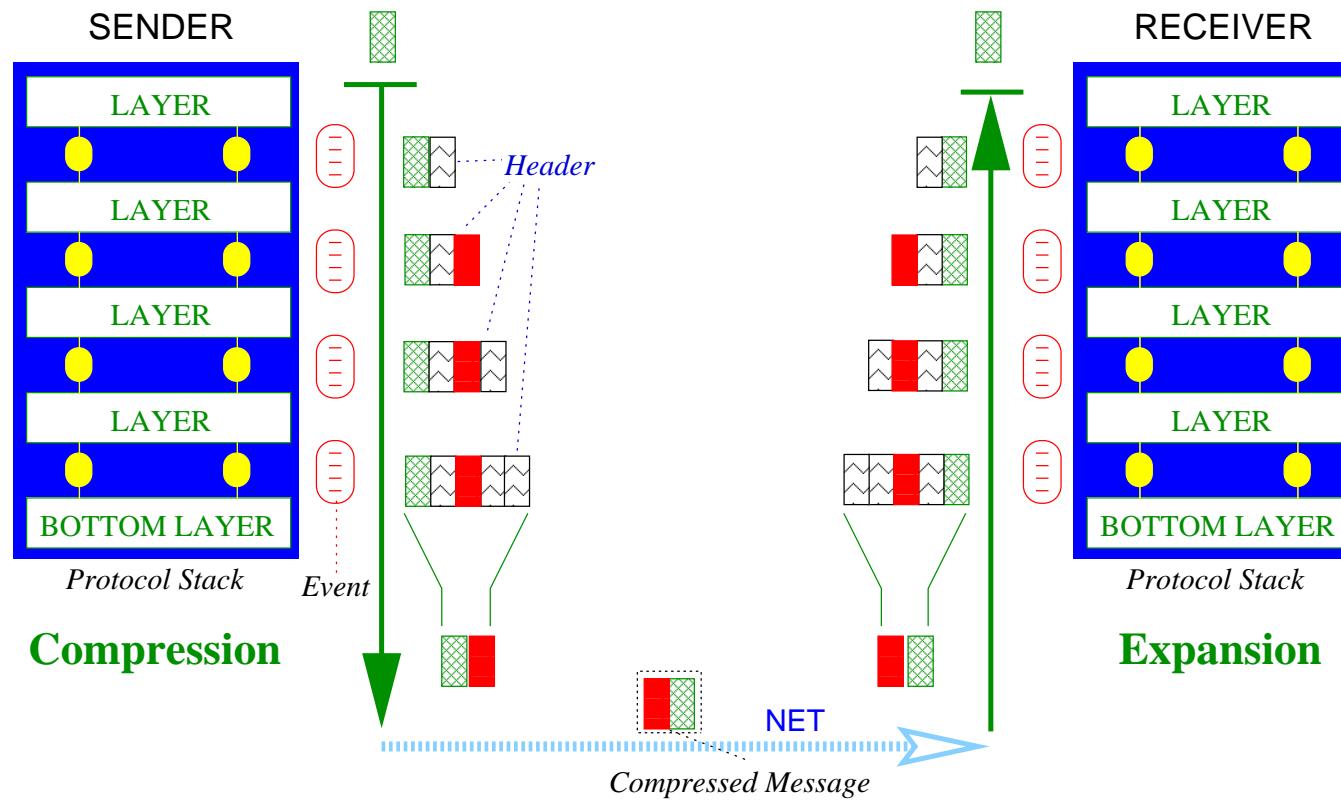
- Use of optimization theorems reduces proof burden for optimizer
- Pushbutton Technology: requires only configuration of stack

HEADER COMPRESSION FOR FAST-PATH CODE



Integrate compression into optimization process

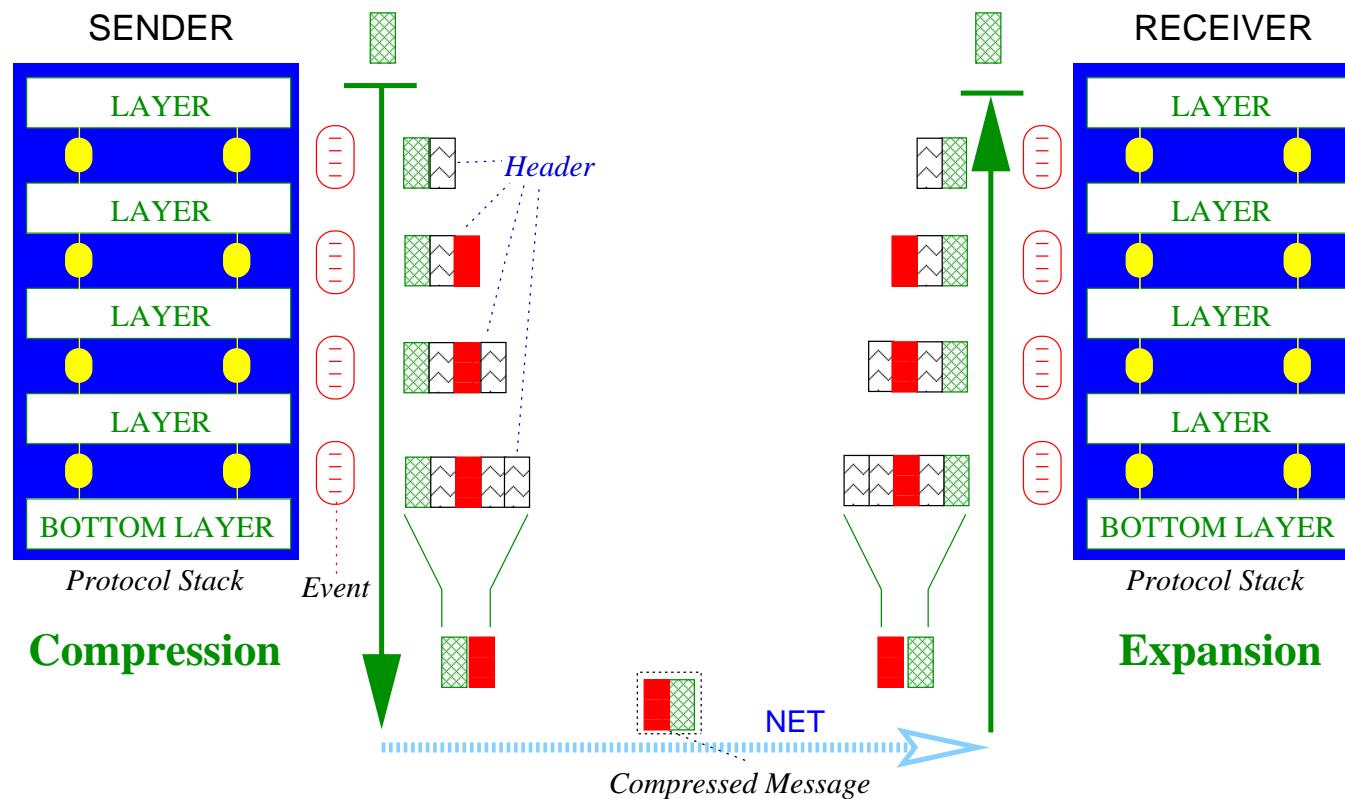
HEADER COMPRESSION FOR FAST-PATH CODE



Integrate compression into optimization process

– Generate code for compression and expansion from fast-path headers

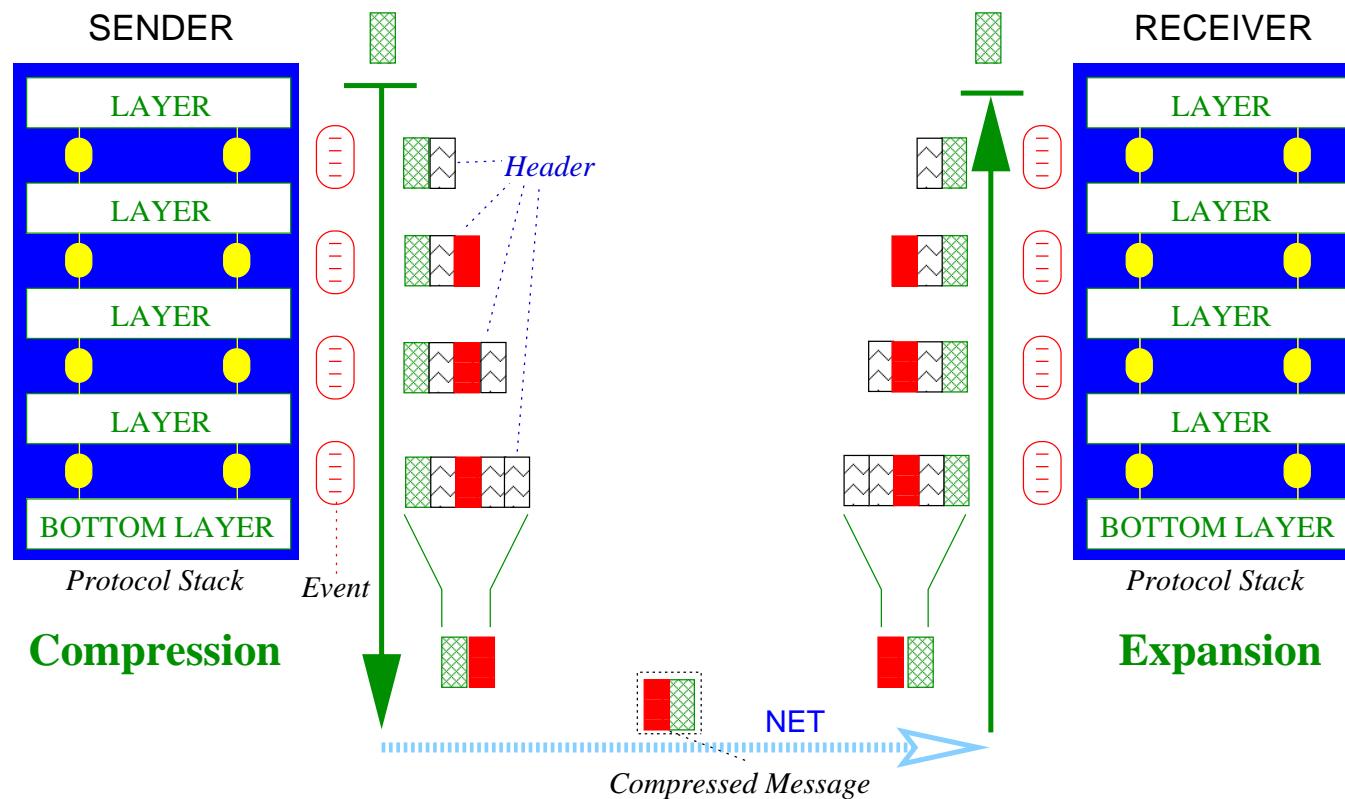
HEADER COMPRESSION FOR FAST-PATH CODE



Integrate compression into optimization process

- Generate code for compression and expansion from fast-path headers
- Combine optimization theorem for stack with **compression theorems**

HEADER COMPRESSION FOR FAST-PATH CODE



Integrate compression into optimization process

- Generate code for compression and expansion from fast-path headers
- Combine optimization theorem for stack with **compression theorems**
- Optimized stack uses compressed headers directly

EXAMPLE OPTIMIZATION OF Bottom::Mnak::Pt2pt

- Generated optimization theorem for application stack

```
OPTIMIZING LAYER Pt2pt::Mnak::Bottom
FOR EVENT DnM(ev, msg)
AND STATE (s_pt2pt, s_mnak, s_bottom)
ASSUMING getType ev = ESend ∧ getPeer ev ≠ ls.rank ∧ s_bottom.enabled
YIELDS HANDLERS dn ev (Full(NoHdr, Full(NoHdr,
                                         Full(Data(Iq.hi s_pt2pt.sends.(getPeer ev)), msg)))
AND UPDATES Iq.add (Arraye.get s_pt2pt.sends (getPeer ev))(getIov ev) msg
```

- Generated code for header compression

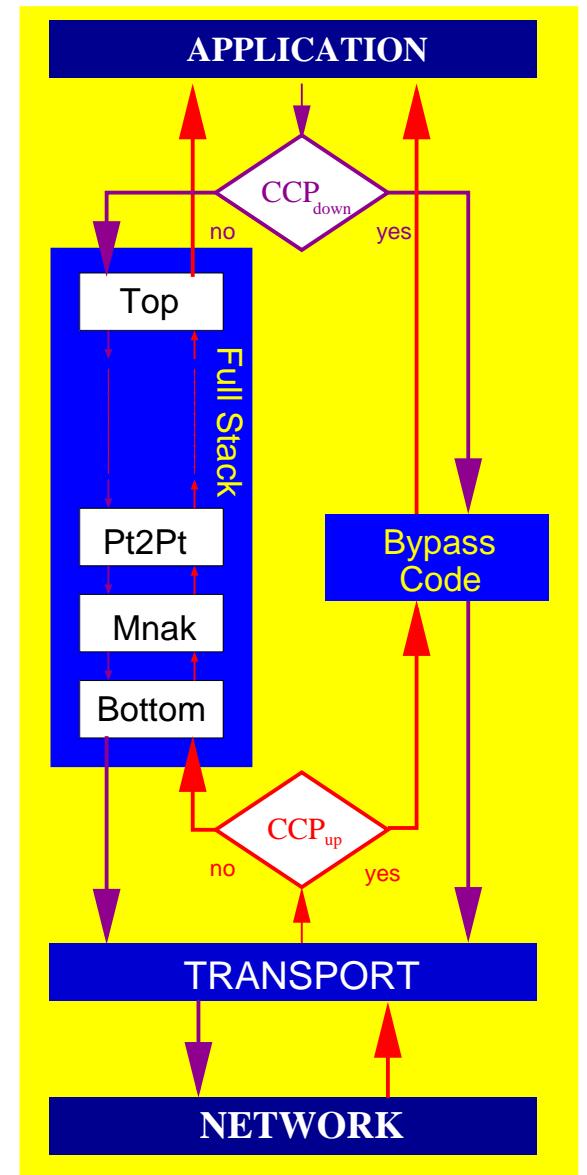
```
let compress hdr = match hdr with
  Full(NoHdr, Full(NoHdr, Full(Data(seqno), hdr))) -> OptSend(seqno, hdr)
| Full(NoHdr, Full(Data(seqno), Full(NoHdr, hdr))) -> OptCast(seqno, hdr)
| hdr                                     -> Normal(hdr)
```

- Optimization theorem including header compression

```
OPTIMIZING LAYER Pt2pt::Mnak::Bottom
FOR EVENT DnM(ev, msg)
AND STATE (s_pt2pt, s_mnak, s_bottom)
ASSUMING getType ev = ESend ∧ getPeer ev ≠ ls.rank ∧ s_bottom.enabled
YIELDS HANDLERS dn ev (OptSend(Iq.hi s_pt2pt.sends.(getPeer ev), msg))
AND UPDATES Iq.add (Arraye.get s_pt2pt.sends (getPeer ev))(getIov ev) msg
```

1. Convert Theorems into Code Pieces

- handlers + updates \mapsto command sequence
- CCP \mapsto conditional / case-expression
- Call original event handler if CCP fails

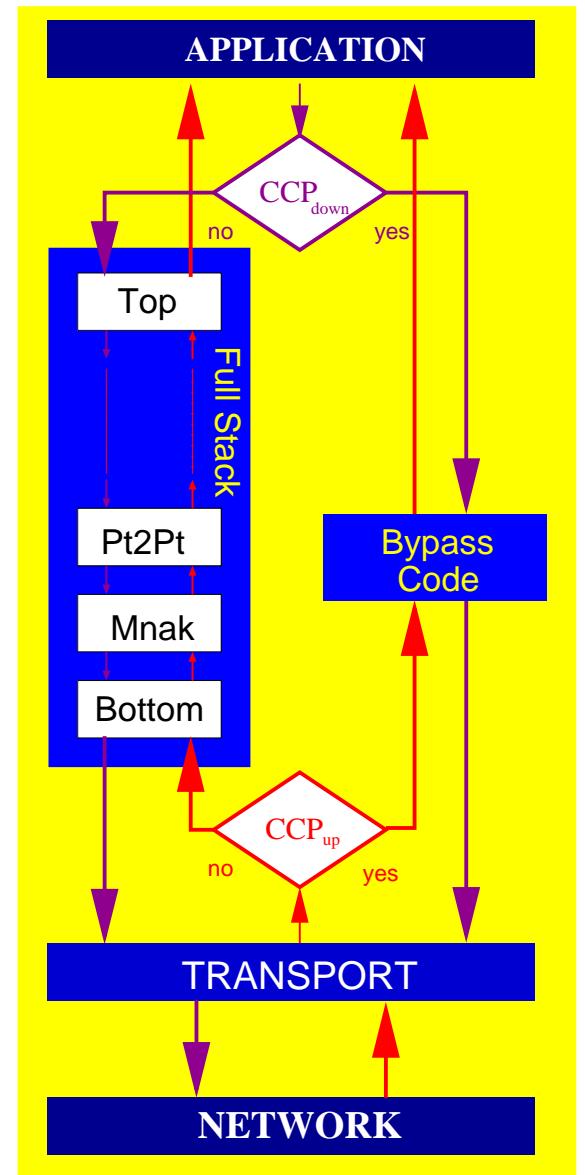


1. Convert Theorems into Code Pieces

- handlers + updates \mapsto command sequence
- CCP \mapsto conditional / case-expression
- Call original event handler if CCP fails

2. Assemble Code Pieces

- Case expression for 4 common cases
(send/receive, broadcast/point-to-point)
- Call original event handler in final case



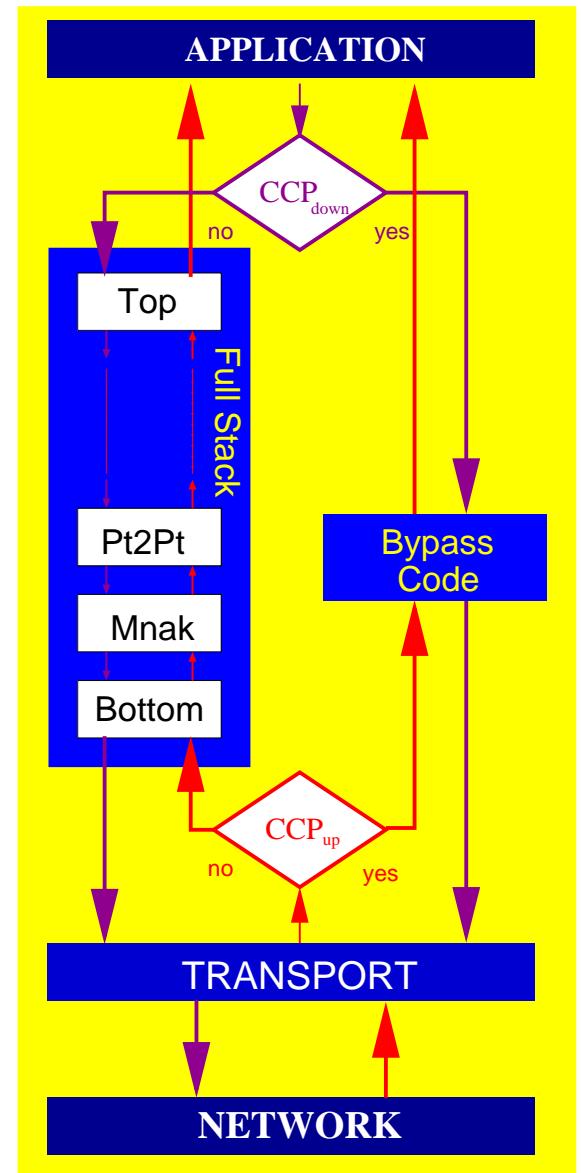
1. Convert Theorems into Code Pieces

- handlers + updates \mapsto command sequence
- CCP \mapsto conditional / case-expression
- Call original event handler if CCP fails

2. Assemble Code Pieces

- Case expression for 4 common cases
(send/receive, broadcast/point-to-point)
- Call original event handler in final case

3. Export into OCaml environment



1. Convert Theorems into Code Pieces

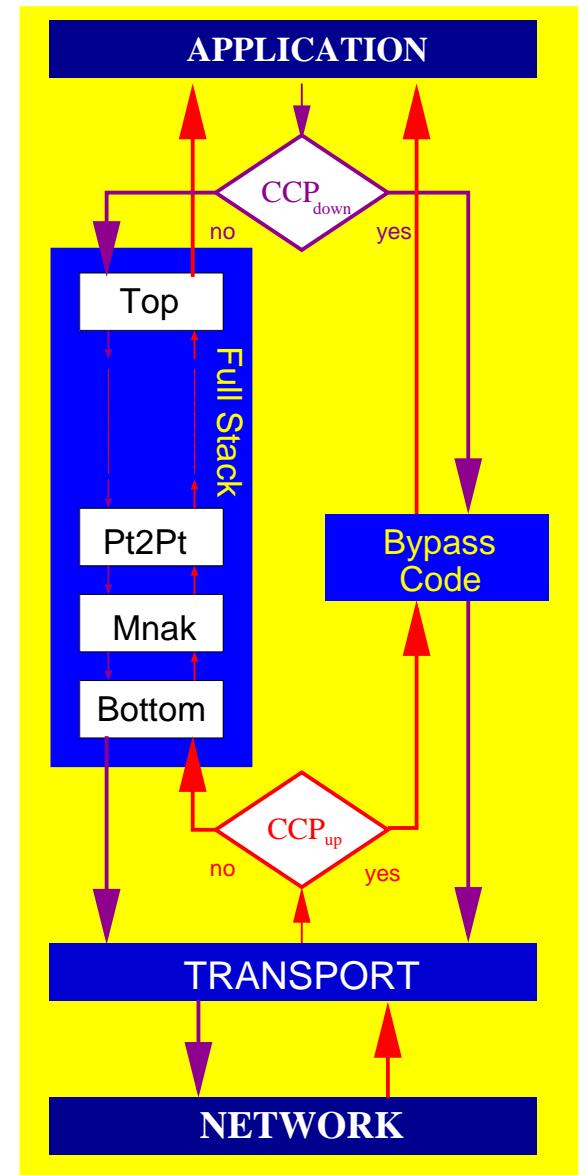
- handlers + updates \mapsto command sequence
- CCP \mapsto conditional / case-expression
- Call original event handler if CCP fails

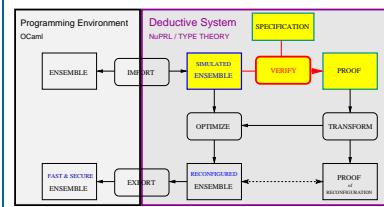
2. Assemble Code Pieces

- Case expression for 4 common cases
(send/receive, broadcast/point-to-point)
- Call original event handler in final case

3. Export into OCaml environment

Fully automated,
generated code 3–10 times faster



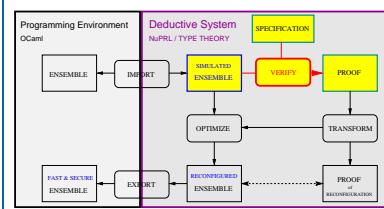


SPECIFICATIONS AND CORRECTNESS

- ## System properties

“Messages are received in the same order in which they were sent”

- Represented in formal mathematics



SPECIFICATIONS AND CORRECTNESS

- **System properties**

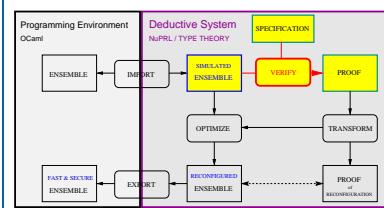
“Messages are received in the same order in which they were sent”

- Represented in formal mathematics

- **Abstract (global) behavioral specification**

“Messages may be appended to global event queue and removed from its beginning”

- Represented as formal nondeterministic I/O Automaton



SPECIFICATIONS AND CORRECTNESS

- **System properties**

“Messages are received in the same order in which they were sent”

- Represented in formal mathematics

- **Abstract (global) behavioral specification**

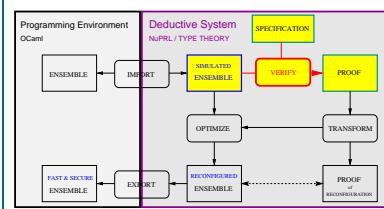
“Messages may be appended to global event queue and removed from its beginning”

- Represented as formal nondeterministic I/O Automaton

- **Concrete (local) behavioral specification**

“Messages whose sequence number is too big will be buffered”

- Represented as deterministic I/O Automaton



SPECIFICATIONS AND CORRECTNESS

- **System properties**

“Messages are received in the same order in which they were sent”

- Represented in formal mathematics

- **Abstract (global) behavioral specification**

“Messages may be appended to global event queue and removed from its beginning”

- Represented as formal nondeterministic I/O Automaton

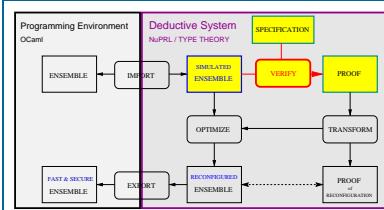
- **Concrete (local) behavioral specification**

“Messages whose sequence number is too big will be buffered”

- Represented as deterministic I/O Automaton

- **Implementation**

- ENSEMBLE module Pt2pt.ml: 250 lines of OCaml code



SPECIFICATIONS AND CORRECTNESS

- **System properties**

“Messages are received in the same order in which they were sent”

- Represented in formal mathematics

- **Abstract (global) behavioral specification**

“Messages may be appended to global event queue and removed from its beginning”

- Represented as formal nondeterministic I/O Automaton

- **Concrete (local) behavioral specification**

“Messages whose sequence number is too big will be buffered”

- Represented as deterministic I/O Automaton

- **Implementation**

- ENSEMBLE module Pt2pt.ml: 250 lines of OCaml code

All formalisms can be represented in Nuprl's type theory

EXAMPLE SPECIFICATIONS OF A FIFO NETWORK

FIFO property

$$\forall i, j, k, l < |tr|. (i < j \wedge tr[i] \downarrow tr[k] \wedge tr[j] \downarrow tr[l]) \Rightarrow k < l$$

EXAMPLE SPECIFICATIONS OF A FIFO NETWORK

FIFO property

$$\forall i, j, k, l < |tr|. (i < j \wedge tr[i] \downarrow tr[k] \wedge tr[j] \downarrow tr[l]) \Rightarrow k < l$$

Abstract behavioral specification as formal I/O-automaton

Specification `FifoNetwork()`

Variables in-transit: queue of $\langle Address, Message \rangle$

Actions *Send(dst : Address; msg : Message)*

condition: true {in-transit.append(<dst, msg>)}

Deliver(*dst* : *Address*; *msg* : *Message*)

condition: `in-transit.head() = ⟨dst, msg⟩` {`in-transit.dequeue()`}

EXAMPLE SPECIFICATIONS OF A FIFO NETWORK

FIFO property

$$\forall i, j, k, l < |\text{tr}| . (i < j \wedge \text{tr}[i] \downarrow \text{tr}[k] \wedge \text{tr}[j] \downarrow \text{tr}[l]) \Rightarrow k < l$$

Abstract behavioral specification as formal I/O-automaton

Specification `FifoNetwork()`

Variables `in-transit: queue of <Address, Message>`

Actions `Send(dst : Address; msg : Message)`

`condition: true` {`in-transit.append(<dst, msg>)`}

`Deliver(dst : Address; msg : Message)`

`condition: in-transit.head() = <dst, msg>` {`in-transit.dequeue()`}

Concrete behavioral specification as formal I/O-automaton

Specification `FifoProtocol(p : Address)`

Variables `send-window, recv-window, ...`

Actions `Above.Send(dst : Address; msg : Message)`
{ ... list of individual sub-actions ... }

`Below.Send(dst : Address; <hdr, msg> : <Header, Message>)`

`Below.Deliver(dst : Address; <hdr, msg> : <Header, Message>)`

`Above.Deliver(dst : Address; msg : Message)`

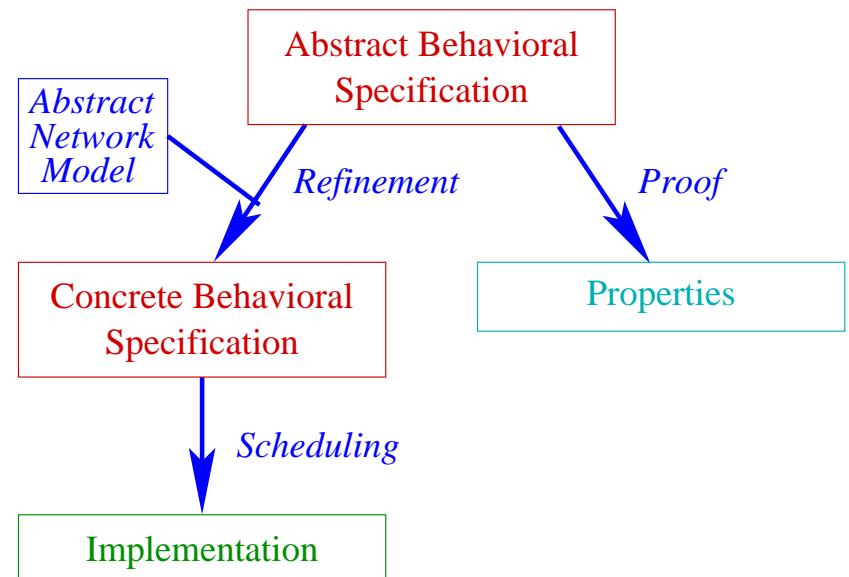
`Timer()`

VERIFICATION METHODOLOGY

- Verify **IOA-specifications** of micro-protocols

- Concrete specification \leftrightarrow abstract specification \rightarrow system properties
- Easy for benign networks

\rightsquigarrow **subtle bug discovered**



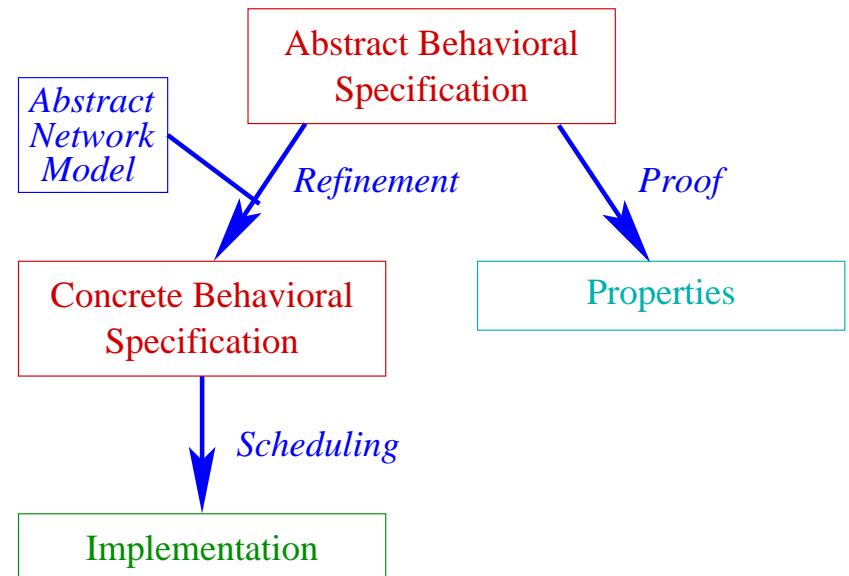
VERIFICATION METHODOLOGY

- Verify **IOA-specifications of micro-protocols**

- Concrete specification \leftrightarrow abstract specification \rightarrow system properties
- Easy for benign networks \rightsquigarrow subtle bug discovered

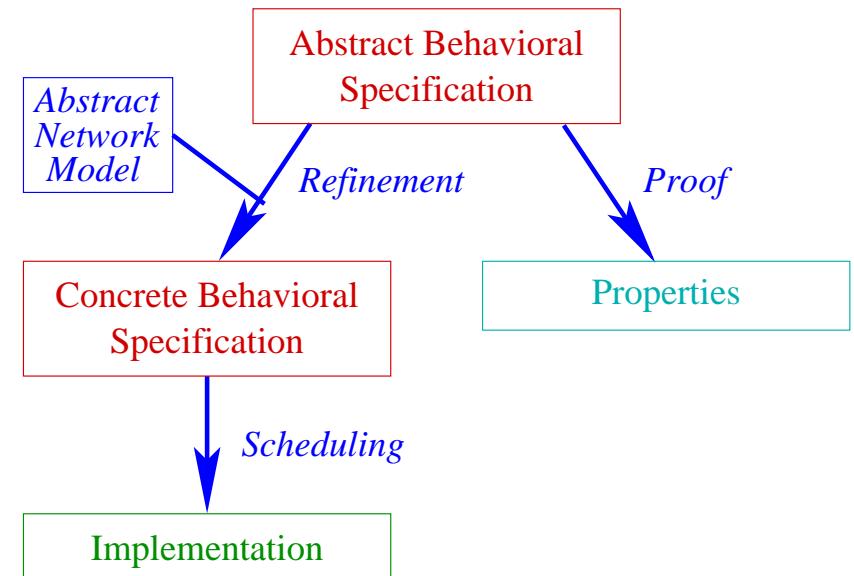
- Verify protocol stacks by **IOA-composition**

- IOA-Composition preserves all safety properties



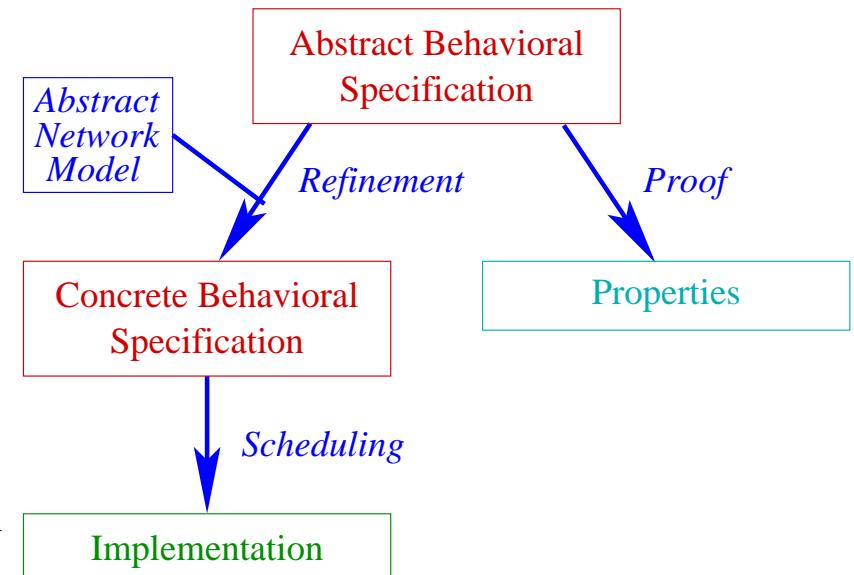
VERIFICATION METHODOLOGY

- Verify **IOA-specifications of micro-protocols**
 - Concrete specification \leftrightarrow abstract specification \rightarrow system properties
 - Easy for benign networks \rightsquigarrow subtle bug discovered
- Verify protocol stacks by **IOA-composition**
 - IOA-Composition preserves all safety properties
- Weave **Aspects** (subtle, still open)
 - Transformations add tolerance against network failures or security attacks



VERIFICATION METHODOLOGY

- Verify IOA-specifications of micro-protocols
 - Concrete specification ↔ abstract specification → system properties
 - Easy for benign networks
- ↗ subtle bug discovered
- Verify protocol stacks by IOA-composition
 - IOA-Composition preserves all safety properties
- Weave Aspects (subtle, still open)
 - Transformations add tolerance against network failures or security attacks
- Verify code
 - Micro-protocols ↔ IOA-specifications
 - Layer composition ↔ IOA-composition



LESSONS LEARNED

• Results

- Type theory expressive enough to formalize today's software systems
- Nuprl capable of supporting real design at reasonable pace
- Formal optimization can significantly improve practical performance
- Formal verification reveals errors even in well-investigated designs
- Formal design reveals hidden assumptions / limitations of specifications

LESSONS LEARNED

- **Results**

- Type theory **expressive enough** to formalize today's software systems
- Nuprl capable of supporting **real design** at reasonable pace
- Formal optimization can significantly improve **practical performance**
- Formal verification **reveals errors** even in well-investigated designs
- Formal design **reveals hidden assumptions / limitations** of specifications

- **Ingredients for success ...**

- **Collaboration** between systems and formal reasoning groups
- Small and **simple components**, well-defined module composition
- Implementation language with **precise semantics**

LESSONS LEARNED

- **Results**

- Type theory **expressive enough** to formalize today's software systems
- Nuprl capable of supporting **real design** at reasonable pace
- Formal optimization can significantly improve **practical performance**
- Formal verification **reveals errors** even in well-investigated designs
- Formal design **reveals hidden assumptions / limitations** of specifications

- **Ingredients for success ...**

- **Collaboration** between systems and formal reasoning groups
- Small and **simple components**, well-defined module composition
- Implementation language with **precise semantics**
- **Formal models** of: communication, IO-automata, programming language
- Employing formal methods at **every design stage**
- **Knowledge-based** approach using large library of algorithmic knowledge
- Cooperating reasoning tools

LESSONS LEARNED

• Results

- Type theory expressive enough to formalize today’s software systems
 - Nuprl capable of supporting real design at reasonable pace
 - Formal optimization can significantly improve practical performance
 - Formal verification reveals errors even in well-investigated designs
 - Formal design reveals hidden assumptions / limitations of specifications

• Ingredients for success ...

FUTURE CHALLENGES

The ENSEMBLE case study is just a ‘proof of concept’

FUTURE CHALLENGES

The ENSEMBLE case study is just a ‘proof of concept’

- **Build better reasoning tools**

- Build interactive **library** of formal algorithmic knowledge
- Increase performance and application range of proof tools
- Connect more **external systems**
- **Improve cooperation between research groups**

FUTURE CHALLENGES

The ENSEMBLE case study is just a ‘proof of concept’

- **Build better reasoning tools**

- Build interactive **library** of formal algorithmic knowledge
- Increase performance and application range of proof tools
- Connect more **external systems**
- **Improve cooperation between research groups**

- **Learn more from applications**

- Support reasoning about **real-time** & **embedded** systems
 - reason about probabilistic protocols
 - reason about end-to-end quality of service
- Support **programming languages** with less clean semantics
- Invert reasoning direction from verification to **synthesis**

NEW RESEARCH ISSUES: LANGUAGE-BASED SECURITY

When can we trust downloaded code?

When can we trust downloaded code?

- **Application scenarios**

- Programmable mobile devices (cell phones, smart cards, ...)
- Plug-ins for internet browsers
- Downloaded code has to be checked for secure behavior
- Acceptable code does not leak private data to other processes

When can we trust downloaded code?

- **Application scenarios**

- Programmable mobile devices (cell phones, smart cards, ...)
- Plug-ins for internet browsers
- Downloaded code has to be checked for secure behavior
- Acceptable code does not leak private data to other processes

- **This has nothing to do with**

- Encryption algorithms or cryptographic protocols
- Malicious behavior beyond revealing secrets

When can we trust downloaded code?

- **Application scenarios**

- Programmable mobile devices (cell phones, smart cards, ...)
- Plug-ins for internet browsers
- Downloaded code has to be checked for secure behavior
- Acceptable code does not leak private data to other processes

- **This has nothing to do with**

- Encryption algorithms or cryptographic protocols
- Malicious behavior beyond revealing secrets

- **It is about information flow**

- Simple setting: distinguish high and low confidence levels
- Secure code will be able to access high-confidence information (*h*)
- Modifications of low-confidence data (*l*) must not depend on *h*-data

Can we check secure behavior statically by looking at the code?

WHEN CAN CODE BE CONSIDERED SECURE?

- The decision is not always easy
 - $l := h$

WHEN CAN CODE BE CONSIDERED SECURE?

- The decision is not always easy

– `l := h`

obviously insecure, data are copied directly

WHEN CAN CODE BE CONSIDERED SECURE?

- **The decision is not always easy**

- `l:=h`

- obviously insecure, data are copied directly*

- `if h then l:=0 else l:=1`

WHEN CAN CODE BE CONSIDERED SECURE?

- **The decision is not always easy**

- `l:=h`

- obviously insecure, data are copied directly*

- `if h then l:=0 else l:=1`

- boolean information is revealed*

WHEN CAN CODE BE CONSIDERED SECURE?

- **The decision is not always easy**

- `l:=h` *obviously insecure, data are copied directly*
- `if h then l:=0 else l:=1` *boolean information is revealed*
- `l:=h; . . . ; l:=0`

WHEN CAN CODE BE CONSIDERED SECURE?

- **The decision is not always easy**

- `l:=h` *obviously insecure, data are copied directly*
- `if h then l:=0 else l:=1` *boolean information is revealed*
- `l:=h; . . . ; l:=0` *secure if attacker only sees final result*

WHEN CAN CODE BE CONSIDERED SECURE?

- **The decision is not always easy**

- `l:=h` *obviously insecure, data are copied directly*
- `if h then l:=0 else l:=1` *boolean information is revealed*
- `l:=h; . . . ; l:=0` *secure if attacker only sees final result*
- `if h then (skip; l:=1) else l:=1`

WHEN CAN CODE BE CONSIDERED SECURE?

- **The decision is not always easy**

- `l:=h` *obviously insecure, data are copied directly*
- `if h then l:=0 else l:=1` *boolean information is revealed*
- `l:=h; . . . ; l:=0` *secure if attacker only sees final result*
- `if h then (skip; l:=1) else l:=1` *not secure if attacker can measure execution time*

WHEN CAN CODE BE CONSIDERED SECURE?

- **The decision is not always easy**

- `l:=h` *obviously insecure, data are copied directly*
- `if h then l:=0 else l:=1` *boolean information is revealed*
- `l:=h; . . . ; l:=0` *secure if attacker only sees final result*
- `if h then (skip; l:=1) else l:=1` *not secure if attacker can measure execution time*

- **It depends on the capabilities of the attacker**

- Can the attacker see intermediate results?
- Can the attacker analyze hardware performance (heat, time, ...)?

WHEN CAN CODE BE CONSIDERED SECURE?

- **The decision is not always easy**

- `l:=h` *obviously insecure, data are copied directly*
- `if h then l:=0 else l:=1` *boolean information is revealed*
- `l:=h; . . . ; l:=0` *secure if attacker only sees final result*
- `if h then (skip; l:=1) else l:=1` *not secure if attacker can measure execution time*

- **It depends on the capabilities of the attacker**

- Can the attacker see intermediate results?
- Can the attacker analyze hardware performance (heat, time, ...)?

- **It also depends on the computation environment**

- How are multi-threaded processes handled by the scheduler?

WHEN CAN CODE BE CONSIDERED SECURE?

- **The decision is not always easy**

- `l:=h` *obviously insecure, data are copied directly*
- `if h then l:=0 else l:=1` *boolean information is revealed*
- `l:=h; . . . ; l:=0` *secure if attacker only sees final result*
- `if h then (skip; l:=1) else l:=1` *not secure if attacker can measure execution time*

- **It depends on the capabilities of the attacker**

- Can the attacker see intermediate results?
- Can the attacker analyze hardware performance (heat, time, ...)?

- **It also depends on the computation environment**

- How are multi-threaded processes handled by the scheduler?
What if program 4 runs concurrently with `skip; l:=0` ?

WHEN CAN CODE BE CONSIDERED SECURE?

- **The decision is not always easy**

- `l:=h` *obviously insecure, data are copied directly*
- `if h then l:=0 else l:=1` *boolean information is revealed*
- `l:=h; . . . ; l:=0` *secure if attacker only sees final result*
- `if h then (skip; l:=1) else l:=1` *not secure if attacker can measure execution time*

- **It depends on the capabilities of the attacker**

- Can the attacker see intermediate results?
- Can the attacker analyze hardware performance (heat, time, ...)?

- **It also depends on the computation environment**

- How are multi-threaded processes handled by the scheduler?
What if program 4 runs concurrently with `skip; l:=0` ?
 - Code is secure in sequential setting

WHEN CAN CODE BE CONSIDERED SECURE?

- **The decision is not always easy**

- `l:=h` *obviously insecure, data are copied directly*
- `if h then l:=0 else l:=1` *boolean information is revealed*
- `l:=h; . . . ; l:=0` *secure if attacker only sees final result*
- `if h then (skip; l:=1) else l:=1` *not secure if attacker can measure execution time*

- **It depends on the capabilities of the attacker**

- Can the attacker see intermediate results?
- Can the attacker analyze hardware performance (heat, time, ...)?

- **It also depends on the computation environment**

- How are multi-threaded processes handled by the scheduler?
What if program 4 runs concurrently with `skip; l:=0` ?
 - Code is secure in sequential setting
 - Not secure when schedule involves shared memory, round robin:
Final result of `l` is `1`, if `h` and otherwise `0`

WHEN CAN CODE BE CONSIDERED SECURE?

- **The decision is not always easy**

- `l:=h` *obviously insecure, data are copied directly*
- `if h then l:=0 else l:=1` *boolean information is revealed*
- `l:=h; . . . ; l:=0` *secure if attacker only sees final result*
- `if h then (skip; l:=1) else l:=1` *not secure if attacker can measure execution time*

- **It depends on the capabilities of the attacker**

- Can the attacker see intermediate results?
- Can the attacker analyze hardware performance (heat, time, ...)?

- **It also depends on the computation environment**

- How are multi-threaded processes handled by the scheduler?
What if program 4 runs concurrently with `skip; l:=0` ?
 - Code is secure in sequential setting
 - Not secure when schedule involves shared memory, round robin:
Final result of `l` is `1`, if `h` and otherwise `0`

Security checkers need precise security models

SECURITY FORMALIZED

- Use an abstract programming language
 - MWL: Multi-threaded while language
 - Allows clearer formulation of security conditions
 - Mechanism can be adapted to, e.g., Java byte code, “automatically”

SECURITY FORMALIZED

- Use an abstract programming language
 - MWL: Multi-threaded while language
 - Allows clearer formulation of security conditions
 - Mechanism can be adapted to, e.g., Java byte code, “automatically”
- Formalize security relations
 - Define program states that are undistinguishable for attackers
 - $s_1 =_L s_2 \equiv \forall v : \text{Lowvar}. \ s_1(v) = s_2(v)$

- Use an abstract programming language
 - MWL: Multi-threaded while language
 - Allows clearer formulation of security conditions
 - Mechanism can be adapted to, e.g., Java byte code, “automatically”
- Formalize security relations
 - Define program states that are undistinguishable for attackers
 - $s_1 =_L s_2 \equiv \forall v:\text{Lowvar}. \ s_1(v) = s_2(v)$
 - Programs are undistinguishable if they are always “low-equal”
 - $\sim_L \equiv \bigcup\{\sim \mid P \sim P' \wedge s =_L s' \wedge [P_i, s] \mapsto [X, t]$
 $\Rightarrow \exists X':\text{Com}. \exists t':\text{St}. \ [P'_i, s'] \mapsto [X', t'] \wedge t =_L t' \wedge X \sim X'\}$

SECURITY FORMALIZED

- Use an abstract programming language
 - MWL: Multi-threaded while language
 - Allows clearer formulation of security conditions
 - Mechanism can be adapted to, e.g., Java byte code, “automatically”
- Formalize security relations
 - Define program states that are undistinguishable for attackers
 - $s_1 =_L s_2 \equiv \forall v:\text{Lowvar}. \ s_1(v) = s_2(v)$
 - Programs are undistinguishable if they are always “low-equal”
 - $\sim_L \equiv \bigcup\{\sim \mid P \sim P' \wedge s =_L s' \wedge [P_i, s] \mapsto [X, t]$
 $\Rightarrow \exists X':\text{Com.} \exists t':\text{St.} \ [P'_i, s'] \mapsto [X', t'] \wedge t =_L t' \wedge X \sim X'\}$
- Introduce type-checking rules for security
 - 15 inference rules for proving equivalence of programs
 - Prove that the rules are correct and complete

CHECKING SECURITY OF CODE

Code is acceptable if it can be made secure

CHECKING SECURITY OF CODE

Code is acceptable if it can be made secure

- **Make information flow secure by transformation**
 - Insert and instantiate meta-variables into the code
 - Essentially add appropriate skip-operations
 - 11 transformation rules for modifying programs
 - **Prove that the transformed program is equivalent and has secure information flow**

CHECKING SECURITY OF CODE

Code is acceptable if it can be made secure

- **Make information flow secure by transformation**
 - Insert and instantiate meta-variables into the code
 - Essentially add appropriate skip-operations
 - 11 transformation rules for modifying programs
 - **Prove that the transformed program is equivalent and has secure information flow**
- **Automate application of transformation rules**
 - Automate injection and unification of meta-variables
 - Involves inference rules for **lifting** and **AC1-unification**
 - **Prove that automated mechanism is complete**

CHECKING SECURITY OF CODE

Code is acceptable if it can be made secure

- **Make information flow secure by transformation**
 - Insert and instantiate meta-variables into the code
 - Essentially add appropriate skip-operations
 - 11 transformation rules for modifying programs
 - **Prove that the transformed program is equivalent and has secure information flow**
- **Automate application of transformation rules**
 - Automate injection and unification of meta-variables
 - Involves inference rules for **lifting** and **AC1-unification**
 - **Prove that automated mechanism is complete**
- **Research challenge (e.g. thesis work)**
 - Validate correctness and completeness with tactical theorem prover
 - Develop proof tactics that can validate similar security concepts