

Towards an Axiomatic Basis for C++

Gregory Malecha, Abhishek Anand, Gordon Stewart
BedRock Systems

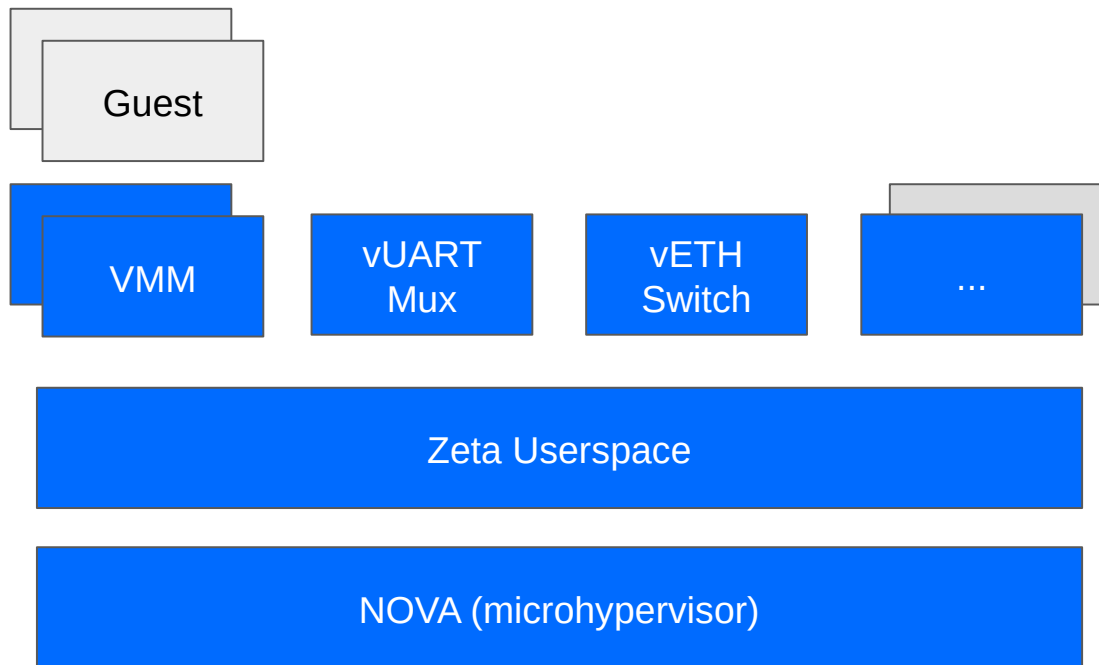
BedRock Systems

Formally verified,
deep specifications.

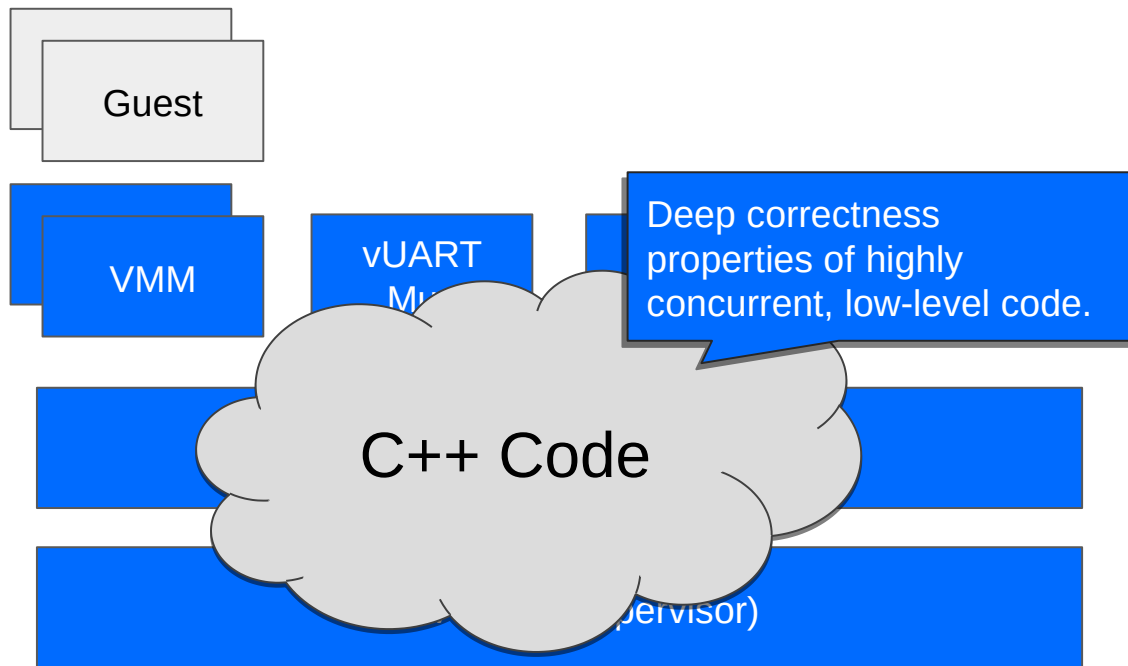
***Unbreakable Foundation for
the Software Defined World***

Enable ***everyone*** to write
and share verified code!

Verification target

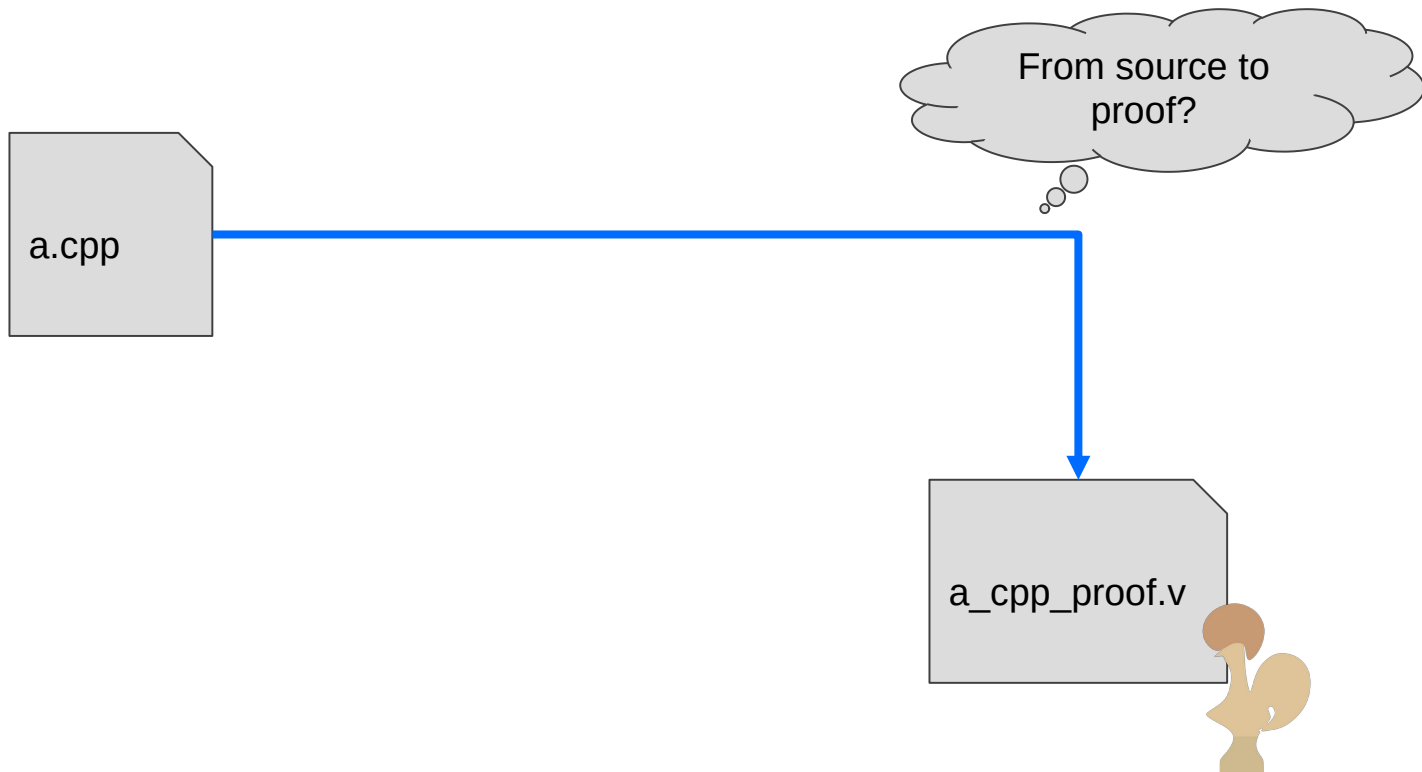


Verification target

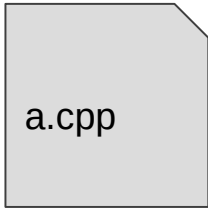


Working with C++

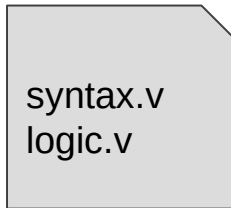
The **verification** toolchain



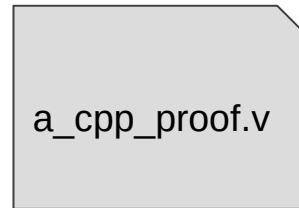
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a.cpp

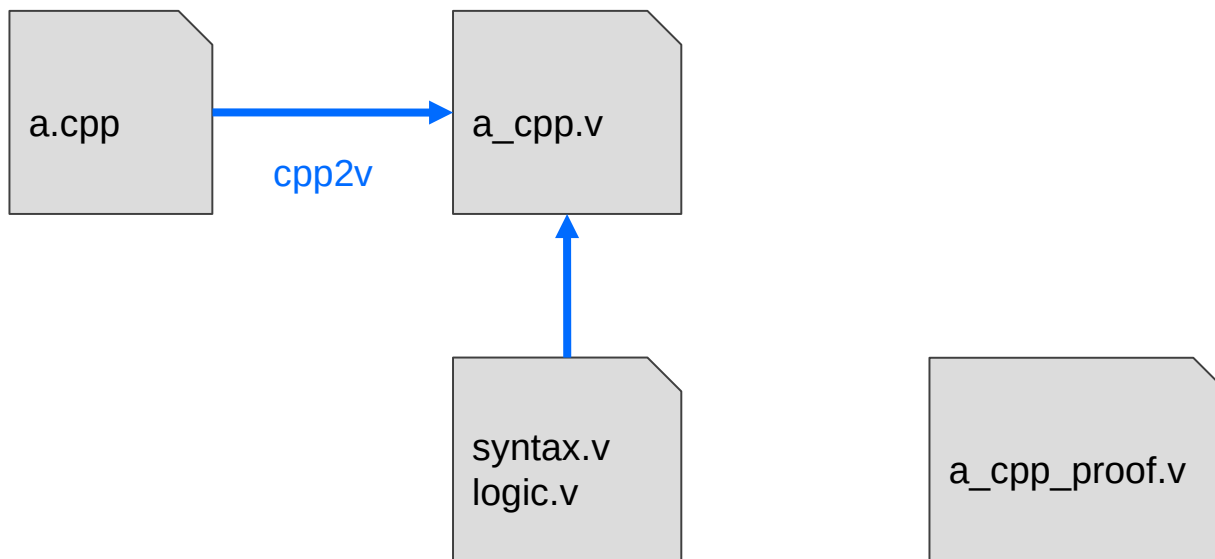


syntax.v
logic.v

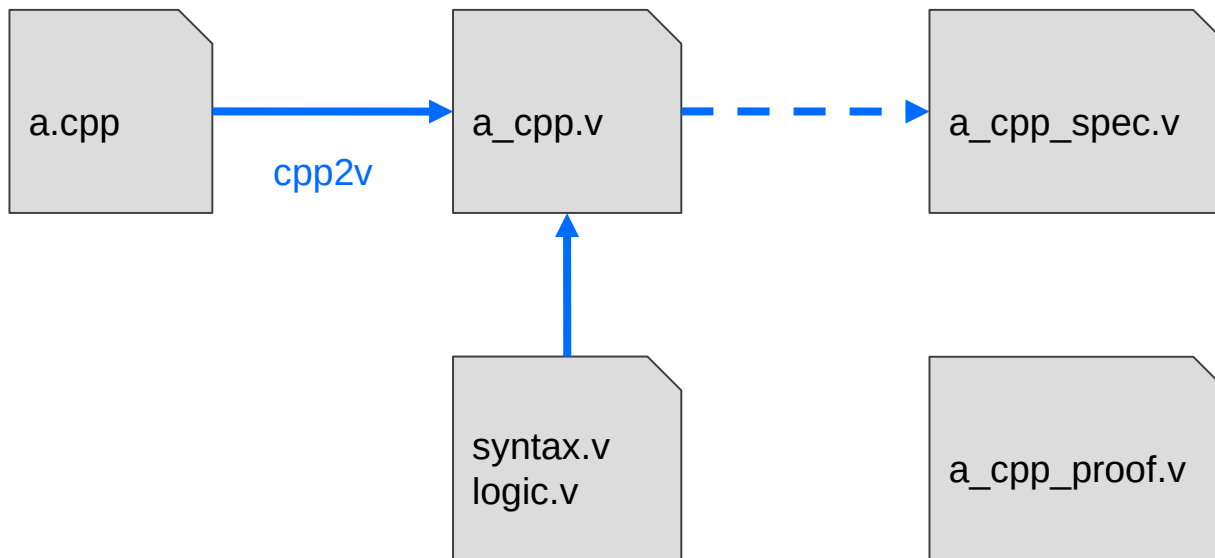


a_cpp_proof.v

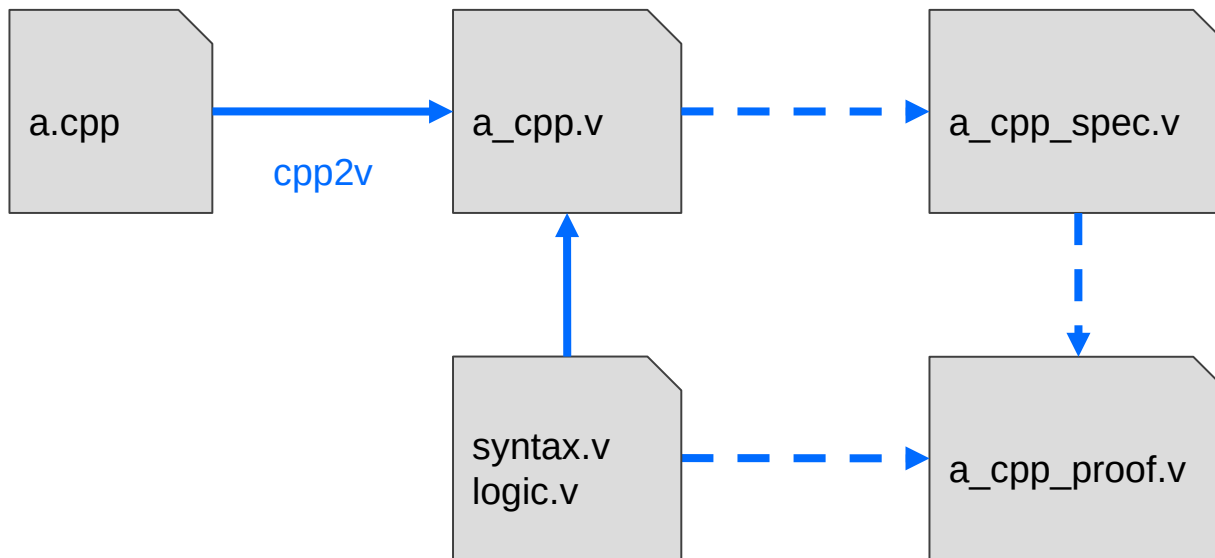
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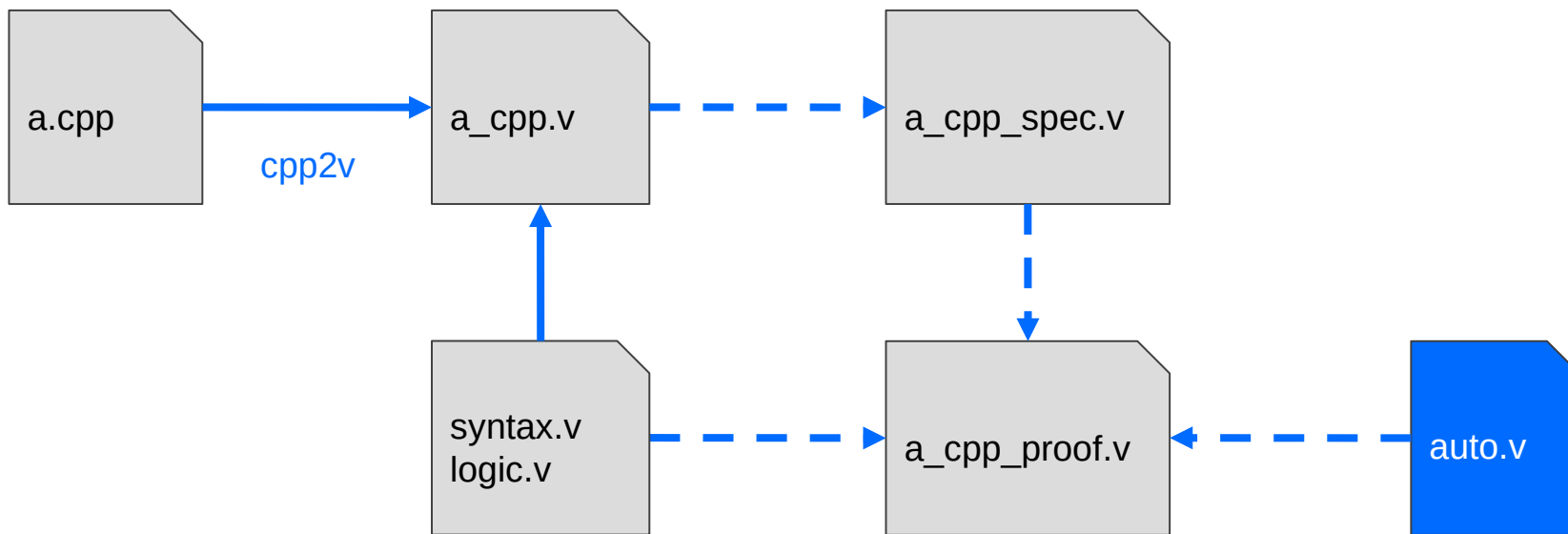
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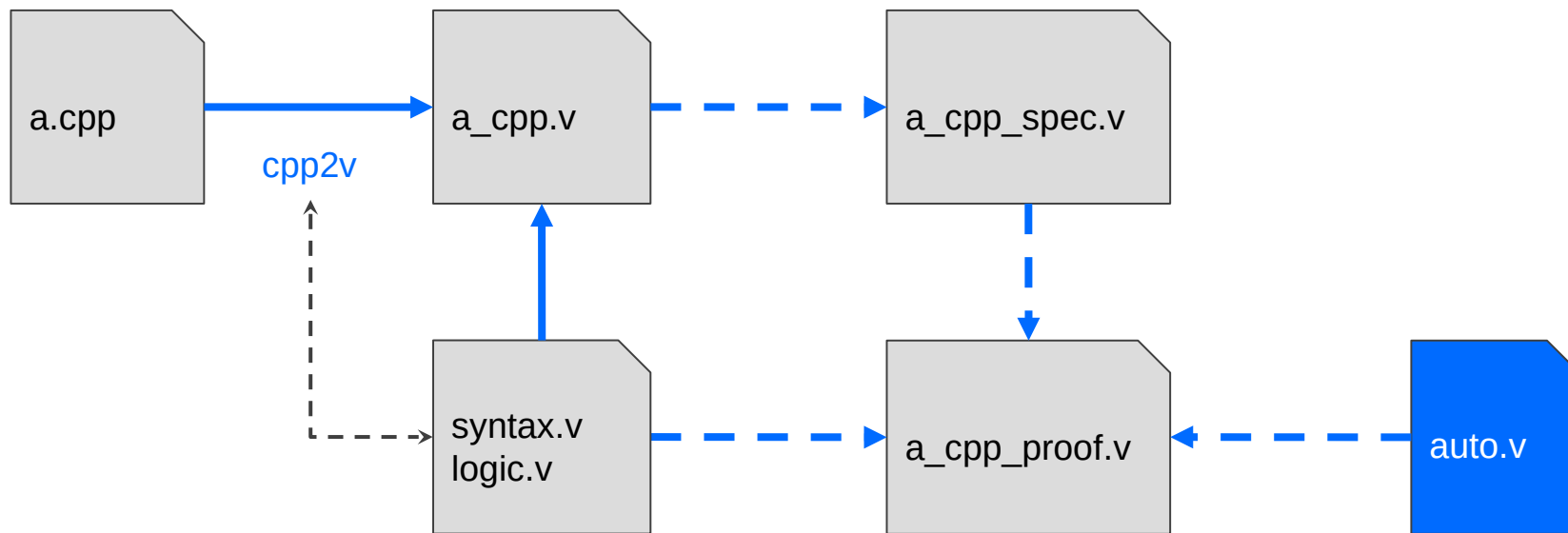
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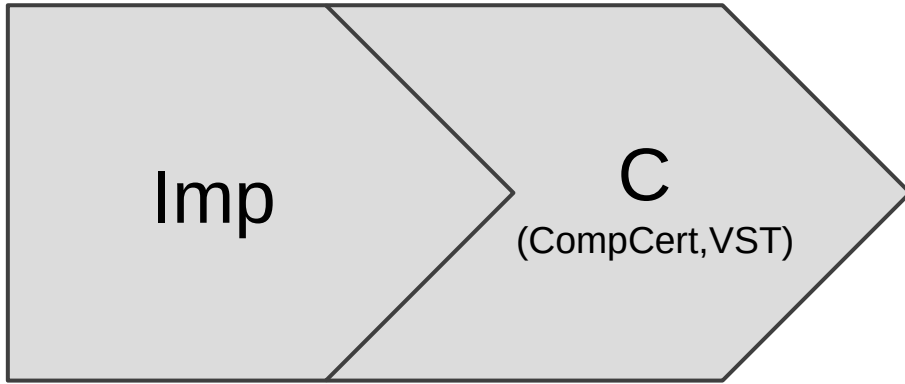
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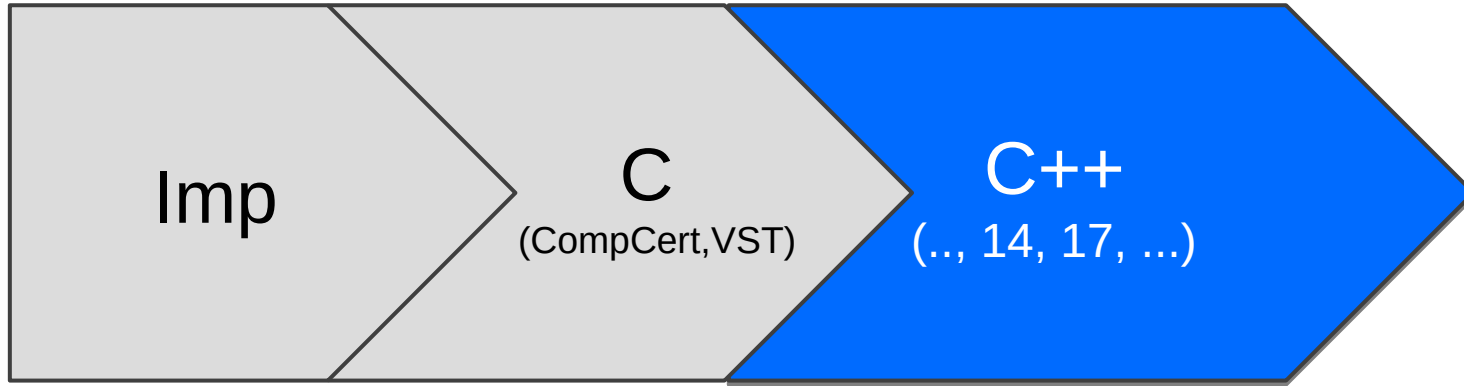


Building on previous work



Iris separation
logic library

Building on previous work



Iris separation
logic library

Features of C++

Surface Complexities

- Parsing
- Type checking
- Overload resolution
- Syntactic sugar

Semantic Challenges

- Value categories
- Side-effects
- Modularity

Classes + Objects

- Constructors
- Destructors
- Inheritance

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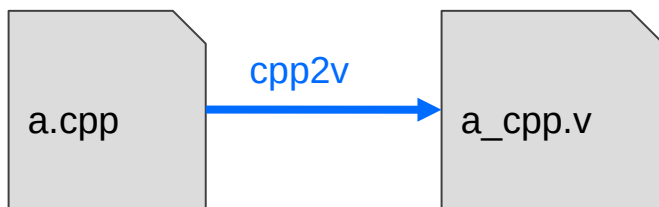
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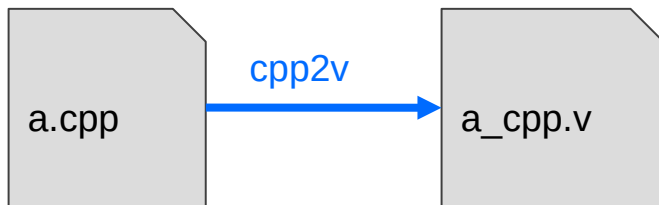
cpp2v



Uses clang to build C++ ASTs from source files.

- ▶ First-order AST,
- ▶ embedded types

cpp2v



```
cpp2v -o a_cpp.v src/a.cpp -- --target=aarch64-none-elf -  
std=gnu++17 -O2 -fno-exceptions -fno-rtti -fno-  
threadsafe-statics -fno-builtin -I./include  
-I./include/aarch64
```

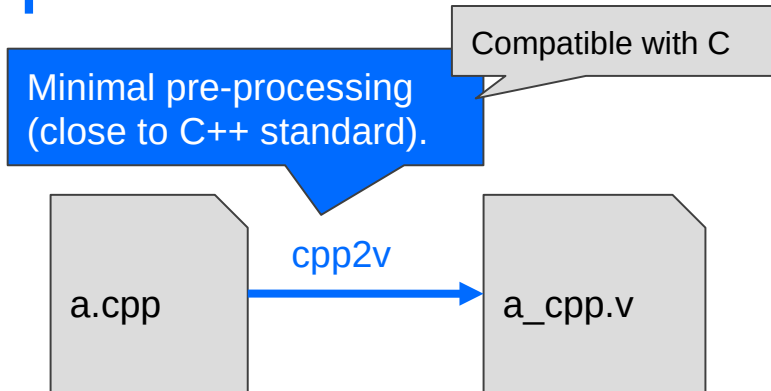
Standard clang
compiler options.

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Also runnable as a clang plugin.

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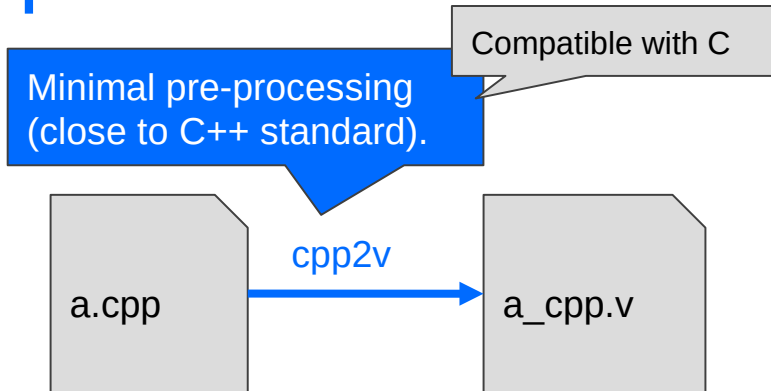
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Standard clang
compiler options.

Uses clang to build C++ ASTs from source files.

- ▶ First-order AST,
- ▶ embedded types

Include extra information to ease consumption:

- ▶ value categories,
- ▶ types,
- ▶ implicit initializers,
- ▶ overload resolution,
- ▶ some desugaring,
- ▶ etc.

Also runnable as a clang plugin.

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Weakest precondition
semantics in Iris

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The program logic for C++

These are values,
e.g. integers

```
(* semantics of an expression interpreted as a prvalue *)  
Parameter wp_prval :  $\forall$  { $\sigma$ :genv},  
  coPset  $\rightarrow$  thread_info  $\rightarrow$  region  $\rightarrow$   
  Expr  $\rightarrow$   
  (val  $\rightarrow$  FreeTemps  $\rightarrow$  epred)  $\rightarrow$   
  mpred.
```

And for other value categories & language constructs: wp_lval, wp_xval

The program logic for C++

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(* semantics of an expression i as a prvalue *)  
Parameter ... {σ:genv},  
coPset → thread_info → region →  
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```

Declarations

“Thread identifier”

Iris mask

Locals

Temporaries to destroy

These are values, e.g. integers

And for other value categories & language constructs: wp_lval, wp_xval

Variables & Regions

All program state is represented uniformly as resources

- ▶ Simple representation of stack-allocated structs
- ▶ More uniform representation predicates

All locations are accessed uniformly.

```
(* variables are lvalues *)  
Axiom wp_lval_lvar :  $\forall$  ty x Q,  
  Exists a, _local  $\rho$  x &~ a ** Q (Vptr a) emp  
  |-- wp_lval M ti  $\rho$  (Evar (Lname x) ty) Q.
```

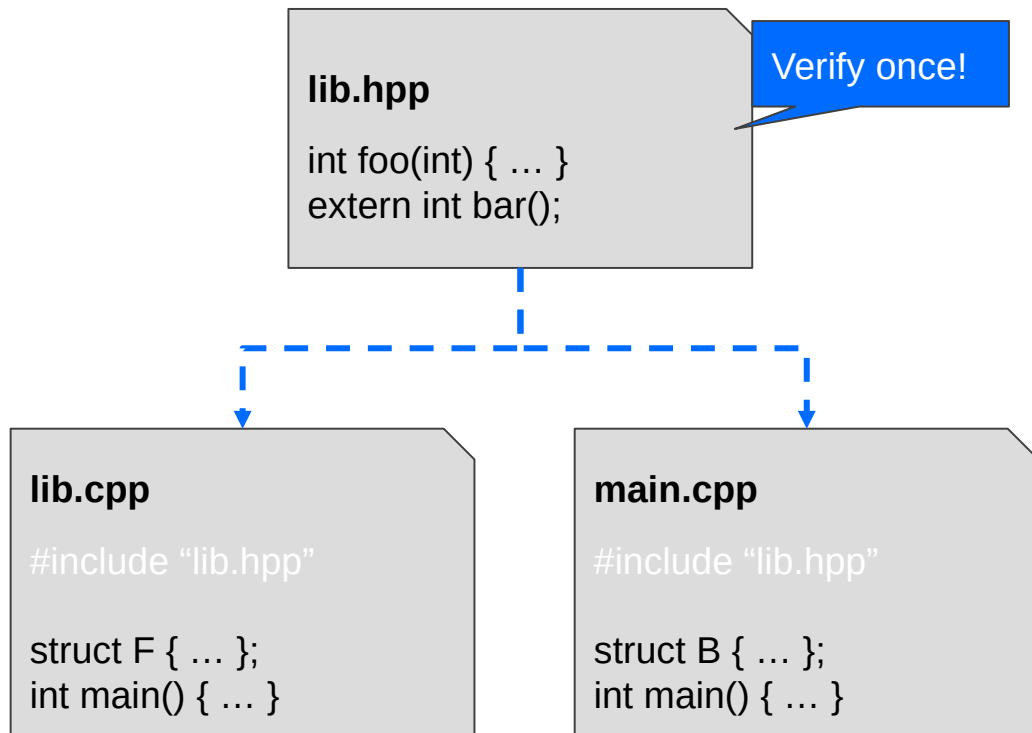
Location of x is a (persistent)

Mapping from names to location

```
(* left-to-right casts read locations *)  
Axiom wp_prval_cast_l2r_l :  $\forall$  ty e Q,  
  wp_lval M ti  $\rho$  e ( $\lambda$  a free  $\Rightarrow$  Exists q v,  
    (a |-> primR (erase_qualifiers ty) q v **  $\top$ )  $\wedge$   
    Q v free)  
  |-- wp_prval M ti  $\rho$  (Ecast Cl2r (Lvalue, e) ty) Q.
```


File-modular Verification

- **#include & macros**
 - Verification after macro expansion
 - C++ is moving away from macros towards language-based features, e.g. constexpr
- **Lots of code in header files.**



File-modular Verification

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- **Lots of code in header files.**

lib.hpp

```
int foo(int) { ... }  
extern int bar();
```

Preservation under compatible extension

```
Axiom wp_prval_frame :  
  ∀ σ1 σ2 M ti ρ e k1 k2,  
    genv_leq σ1 σ2 →  
    Forall v f, k1 v f -* k2 v f  
    |-- @wp_prval σ1 M ti ρ e k1 -* @wp_prval σ2 M ti ρ e k2.
```

#include "lib.hpp"

```
struct F { ... };  
int main() { ... }
```

#include "lib.hpp"

```
struct B { ... };  
int main() { ... }
```

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Describe the object system in separation logic.

Supporting Classes + Objects

Classes are a pervasive addition in C++

- ▶ Constructors
- ▶ Destructors
- ▶ Member functions
- ▶ Virtual functions



Fairly easy due to information in the AST, e.g. explicit cast nodes, etc.

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Object identity is intricate

- ▶ Track it using language-specific ghost state

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(** [identity  $\sigma$  this mdc q p] state that [p] is a pointer to a (live)
    object of type [this] that is part of an object of type [mdc].
*)
Parameter identity :  $\forall$  { $\sigma$  : genv}
  (this : globname) (most_derived : option globname),
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Still looking for a good abstraction for reasoning.
(Do you have ideas?)

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Weakest semantic

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the object system
allocation logic.

Unsupported Features

- Uninstantiated templates
- Lambda expressions
- virtual inheritance
- Exceptions
- Weak memory

Verification for Everyone

The future is built on BedRock.



It helps!

Separation logic
is central to this.

“Every engineer uses some form of “verification”
in their head ..., formal verification simply helps
putting that on paper precisely.”

~*Systems Engineer*

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- **Teaching *everyone* to specify their code**
 - Very helpful to tie verification to a language they already know.
 - Systems engineers able to write first-order specifications.
 - Seems to be some cognitive benefit to classes.

Summary

- ▶ **cpp2v is a tool for importing C++ code in Coq**
 - ▶ Built on top of the clang toolchain
- ▶ **Axiomatic semantics of (much of) C++**
 - ▶ Some interesting challenges in C++

Contributions, collaborations,
and users welcome

cpp2v

<https://github.com/bedrocksystems/cpp2v>