

# Automatic Generation of Local Repairs for Boolean Programs

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# Outline

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- Motivation
- Solution Framework
- The Algorithm
- Conclusions





# The road to correct programs . . .

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- Program *synthesis*

- Correct by construction
- Detailed specification
- Hard
- Also, legacy code?

- Program *verification*

- Program design + *verification* + *fault localization* + *repair*
  - Long, iterative cycle
  - Long, unreliable error traces
  - Eventually manual intervention



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    - Iterative process
    - Long, unscalable error traces
    - Potentially flawed reasoning



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# The repair problem

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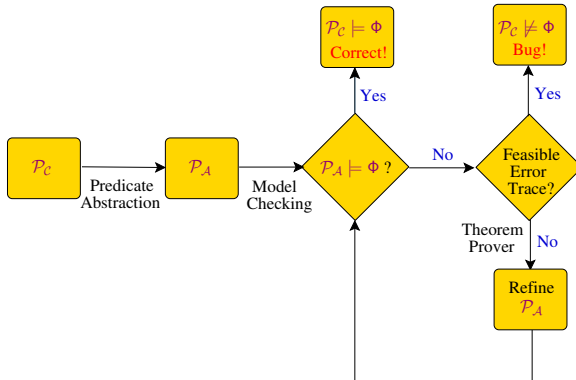
Given a program  $\mathcal{P}$  and a specification  $\phi$  such that  $\mathcal{P} \not\models \phi$ ,  
transform  $\mathcal{P}$  to  $\mathcal{P}'$  such that  $\mathcal{P}' \models \phi$

# A specialization . . .

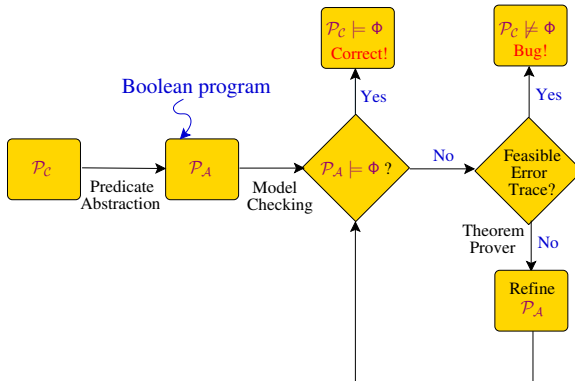
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- Program model: sequential Boolean programs
- Specifications: Hoare-style pre-conditions, post-conditions
- Permissible faults/repairs: incorrect Boolean expressions

# Iterative (predicate) abstraction-refinement



# Iterative (predicate) abstraction-refinement



# What are Boolean programs?

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- Abstractions of concrete programs
- Boolean variables
- Similar control flow
  - Conditionals, loops, procedures
- Nondeterminism
  - Some expressions may evaluate to either *true* or *false*

# Example C program and Boolean program

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```
while (x>0){  
  x := x-1;  
}
```

```
while (p){  
  p := nd(0,1);  
}
```

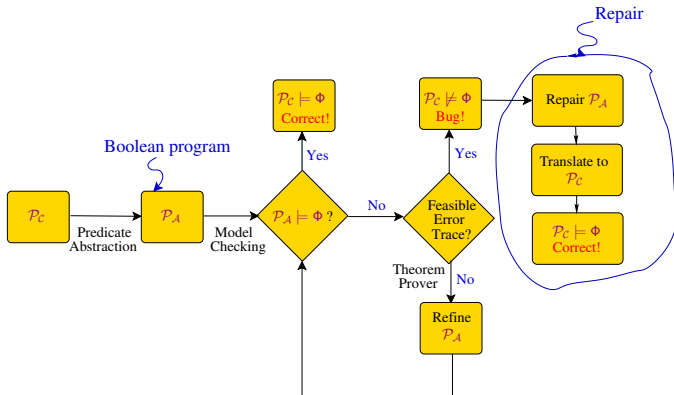


# Why Boolean programs?

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- Used as program abstractions for software verification
  - *e.g.*, SLAM, BLAST, *etc.*

## Repair of software programs



# Why Boolean programs?

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- Used as program abstractions for software verification
  - *e.g.*, SLAM, BLAST, *etc.*
- Could be used to model some Boolean circuits



# Program Syntax

- Prog  $\mathcal{P} = (\mathcal{V}, \text{main}, \mathcal{F})$ 
  - $\mathcal{V} = \{v_1, v_2, \dots, v_t\}$ : Boolean vars
  - $\text{main} = (S, \mathcal{V})$ ,  $S: s_1; s_2; \dots; s_n$ : stmts
  - $\mathcal{F}$ : functions,  $f = (S_f, \mathcal{V}_{f,l})$
- Expr  $E$ : Boolean expr +  $nd(0, 1)$ 
  - e.g.,  $v_2 \wedge nd(0, 1)$
- Prog stmt  $s_i$ : function call or return or,
  - assignment:  $v_j := E;$
  - conditional:  $\text{if } (G) S_{if} \text{ else } S_{else};$
  - loop:  $\text{while } (G) S_{body};$

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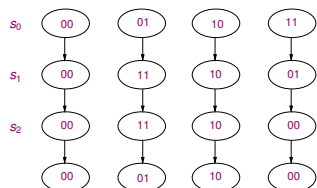
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  - loop: while ( $G$ )  $S_{body}$ ;

## Example Boolean program and its state diagram

```
swap(x, y) {  
    x := x  $\oplus$  y;  
    y := x  $\wedge$  y;  
    x := x  $\oplus$  y;  
}
```



# Specification

*Total correctness:*  $\langle \varphi \rangle \mathcal{P} \langle \psi \rangle$

- Pre-condition  $\varphi$  : init states of  $\mathcal{P}$
- Post-condition  $\psi$  : desired final states

$\mathcal{P}$  is correct *iff* execution of  $\mathcal{P}$ , begun in any state in  $\varphi$ , terminates in a state in  $\psi$ , for *all* choices that  $\mathcal{P}$  might make.



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# Example Boolean program with its specification

$\varphi : \text{true}$

$x := x \oplus y;$

$y := x \wedge y;$

$x := x \oplus y;$

$\psi : (y_f \equiv x(0) \wedge (x(f) \equiv y(0)))$

# Fault/repair model

- Extra statement (needs deletion)
- Assignment: faulty LHS or RHS
- Conditional: faulty  $G$  or faulty statement in  $S_{if}$  or  $S_{else}$
- Loop: faulty  $G$  or faulty statement in  $S_{body}$

Our algorithm seeks to repair only the above kinds of faults.

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# Algorithm sketch

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- *Annotation:*
  - Propagate  $\varphi$  and  $\psi$  through statements
- *Repair:*
  - Use annotations to inspect statements for *repairability*
  - Generate repair if possible



# Program annotation

$\varphi_0 : \text{true}$

*Incorrect Program*

$s_0: x' := x(0) \oplus y(0);$

$s_1: y' := x \wedge y;$

$s_2: x(f) := x \oplus y;$

$\psi_3 : x(f) \equiv y(0) \wedge y(f) \equiv x(0)$



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## Backward propagation of $\psi_i$ through $s_i$

Weakest pre-condition  $wp(s_i, \psi_i)$ :

Set of all *input* states from which  $s_i$  is guaranteed to terminate in  $\psi_i$  for all choices made by  $s_i$ .

To propagate  $\psi_i$  back through  $s_i$ , compute  $wp(s_i, \psi_i)$ .



## Details ...

Assignments:  $v_j := E;$   
 $\psi_{i-1} = \psi_i[v'_j \rightarrow E, \text{ for each } m \neq j, v'_m \rightarrow v_m]$

Rule for sequential composition:  
 $wp((s_{i-1}; s_i), \psi_i) = wp(s_{i-1}, wp(s_i, \psi_i))$

Conditionals: if ( $G$ )  $S_{if}$  else  $S_{else};$   
 $\psi_{i-1} = (G \Rightarrow wp(S_{if}, \psi_i)) \wedge (\neg G \Rightarrow wp(S_{else}, \psi_i))$

Loops: while ( $G$ )  $S_{body};$   
 $\psi_{i-1} = (\psi_i \wedge \neg G) \vee \bigvee_{l=1}^L wp(S_{body}, Y_{l-1} \wedge \neg G)$   
 where,  $Y_0 = \psi_i, Y_k = wp(S_{body}, Y_{k-1} \wedge \neg G)$



## Forward propagation of $\varphi_{i-1}$ through $s_i$

Strongest post-condition  $sp(s_i, \varphi_{i-1})$ :

Smallest set of *output* states in which  $s_i$  is guaranteed to terminate, starting in  $\varphi_{i-1}$ , for all choices that  $s_i$  might make.

To propagate  $\varphi_{i-1}$  forward through  $s_i$ , compute  $sp(s_i, \varphi_{i-1})$ .



# Example program annotation

*Pre-condition propagation*

$\varphi_0: \text{true}$

$\varphi_1: x' \equiv (x(0) \oplus y(0)) \wedge$   
 $y' \equiv y(0)$

$\varphi_2: x' \equiv (x(0) \oplus y(0)) \wedge$   
 $y' \equiv (\neg x(0) \wedge y(0))$

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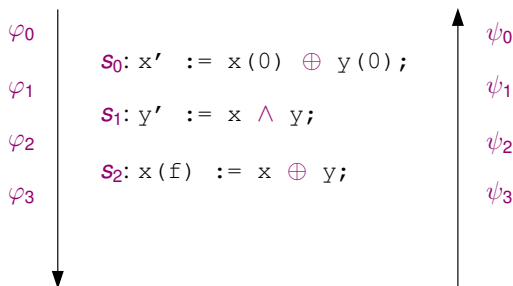
$\psi_2: y(0) \equiv x \oplus y \wedge$   
 $x(0) \equiv y$

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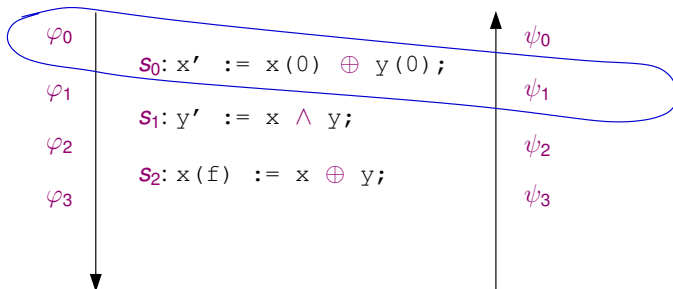


## Local Hoare triples

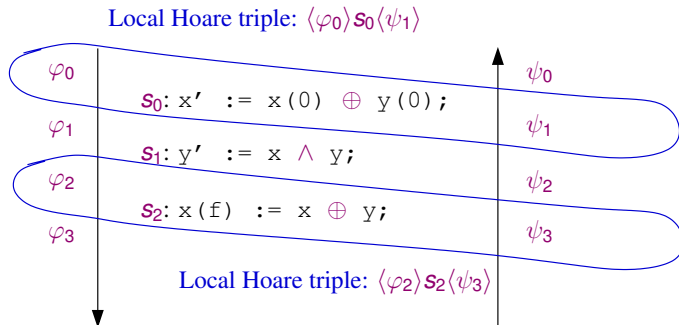


# Local Hoare triples

Local Hoare triple:  $\langle \varphi_0 \rangle S_0 \langle \psi_1 \rangle$



## Local Hoare triples



# A key lemma

---

$\langle \varphi \rangle \mathcal{P} \langle \psi \rangle$  *false*  $\Leftrightarrow$  all local Hoare triples *false*.  
 All local Hoare triples *false*  $\Leftrightarrow$  some local Hoare triple *false*.

# What does this lemma mean for us?

If for some  $i$ ,  $s_i$  can be fixed to make  $\langle \varphi_{i-1} \rangle s_i \langle \psi_i \rangle$  *true*,  
then we have found  $\mathcal{P}'$  such that  $\langle \varphi \rangle \mathcal{P}' \langle \psi \rangle$ !

This is the basis for our repair algorithm.

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# Sketch of repair algorithm

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- Choose promising order
- **Query** stmts in turn for repairability
  - If yes, **Repair** stmt, return modified program
  - If not, move to next stmt
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## Query for assignment statement

- Let  $\hat{s}_j: v_j := \text{expr}$  be potential repair for  $s_j$
- Use variable  $z$  to denote  $\text{expr}$  to enable formulation of Quantified Boolean Formula (QBF)

Query returns yes iff following QBF is *true* for some  $j$ :

$$\forall v_1(0) \forall v_2(0) \dots \forall v_l(0) \exists z \varphi_{i-1} \Rightarrow \hat{\psi}_{i-1,j}$$



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## Repair for assignment statement

- Let  $m^{th}$  QBF be *true*
- Thus,  $\hat{S}_i: v_m := z;$
- How do we obtain  $z$  in terms of variables in  $\mathcal{V}$ ?

$$\forall v_1(0) \forall v_2(0) \dots \forall v_t(0) \exists z \underbrace{\varphi_{l-1} \Rightarrow \hat{\psi}_{l-1,m}}_T$$

$z = T|_z$  is a witness to QBF validity



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# Example

*Pre-condition propagation*

$\varphi_0$ : *true*

$\varphi_1$ :  $x' \equiv (x(0) \oplus y(0)) \wedge$   
 $y' \equiv y(0)$

$\varphi_2$ :  $x' \equiv (x(0) \oplus y(0)) \wedge$   
 $y' \equiv (\neg x(0) \wedge y(0))$

$\varphi_3$ :  $x' \equiv (x(0) \wedge \neg y(0)) \wedge$   
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*Incorrect Program*

$x' := x(0) \oplus y(0);$

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 $x(0) \equiv y$

$\psi_3$ :  $x(f) \equiv y(0) \wedge$   
 $y(f) \equiv x(0)$

*Post-condition propagation*

QBF for  $\hat{s}_2$ :  $\forall x(0) \forall y(0) \exists z \varphi_1 \Rightarrow \hat{\psi}_{1,y} = \text{true}$   
Synthesized repair:  $y' := x \oplus y;$

# Complexity

Worst-case complexity exponential in # Boolean predicates

In practice, most computations are efficient using BDDs

- Symbolic storage
- Efficient manipulation of pre-/post-conditions
- Efficient computation of fix-points
- Easy QBF validity checking
- Easy cofactor computation

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## Extant work

---

- Error localization based on analyzing error traces: [Ze02], [RenRei03], [BaNaRa03], [ShQiLi04], [Gro05]
- Repair of Boolean programs: [GrBlCoo06]
- Sketching: [S-LTaBoSeSa06]
- Repair of circuits using QBFs: [StBl07]
- Dynamic repair of data structures: [DeRi03], [ElGaSuKh07]



# Contributions

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- Novel application of Hoare logic
- Identification of program model, fault model and specification logic for tractable repair algorithm
- Framework for repair without prior fault localization
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# The road ahead . . .

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- More general fault models
  - e.g., swapped statements, multiple incorrect expressions
- Boolean programs with arbitrary recursion
- Bit-vector programs
  - VHDL or Verilog programs
  - Software programs with small integer domains

