

# VCC: CONTRACT-BASED MODULAR VERIFICATION OF CONCURRENT C

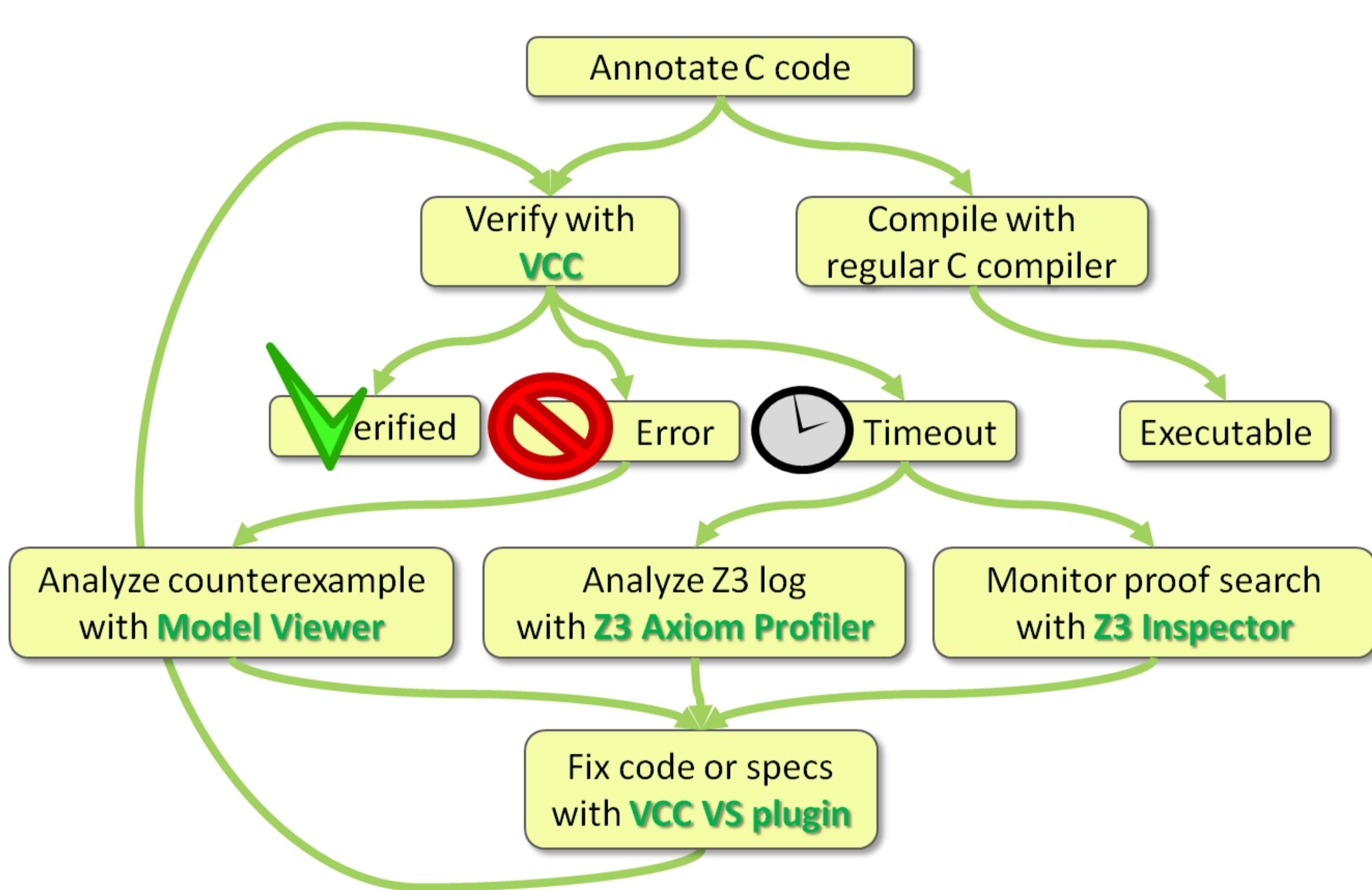
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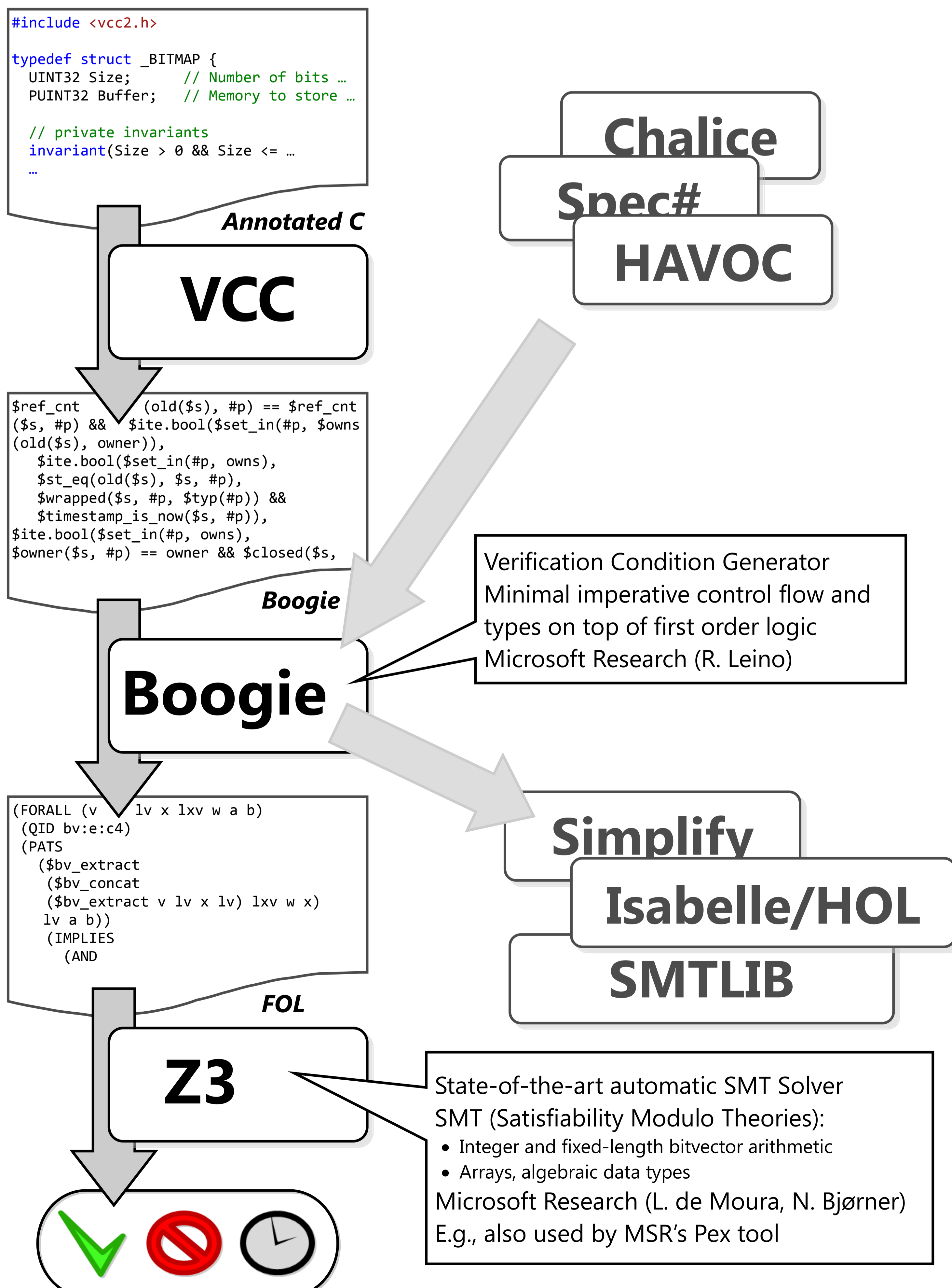
## FEATURES:

- Correctness:** Verified programs never go wrong (i.e., violate their specification)
- Concurrency:** Operating systems stopped being single-threaded 20 years ago
- Modularity:** Functions and data structures as natural abstraction boundaries
- Low-level C:** Bit fields, unions, machine arithmetic, lock-free algorithms, ...
- Inline contracts:** Specifications live and evolve along their code
- Tool integration:** Plug into existing Microsoft developer tools
- Application:** Used to verify Microsoft **Hyper-V's** (virtualization) kernel

## WORKFLOW:



## VERIFICATION CONDITION-BASED VERIFICATION WITH BOOGIE AND Z3:



## DATA STRUCTURE INVARIANTS:

```

typedef struct _BITMAP {
    UINT32 Size; // Number of bits in bit map
    PUINT32 Buffer; // Memory to store the bit map

    // private invariants
    invariant(Size > 0 && Size <= (UINT32)INT_MAX)
    invariant(Size % 32 == 0)

    spec(obj_t BufferObj);
    invariant(BufferObj == as_array(Buffer, Size / 32))
    invariant(keeps(BufferObj))

    // public abstraction
    spec(bool BM[UINT32]);
    invariant(forall(UINT32 i;
        i < Size ==> BM[i] == ToBm32(Buffer[i/32])[i%32]))
} BITMAP, *PBITMAP;
  
```

**Data structures with objects invariants**

**Ownership controls concurrent access**

**Specification fields and types (maps, records)**

**Abstractions**

## FUNCTION CONTRACTS WITH PRE- AND POSTCONDITIONS:

```

VOID
ClearBit (
    PBITMAP BitMap,
    UINT32 BitNumber
)
writes(BitMap)
maintains(wrapped(BitMap))
requires(BitNumber < BitMap->Size)
ensures(BitMap->BM[BitNumber] == false)
ensures(forall(UINT32 i; BitMap->BM[i] ==
    (i == BitNumber ? false : old(BitMap->BM[i])))
ensures(unchanged(BitMap->Size))
;
  
```

**Framing via writes-clauses and ownership**

**Access to function pre-state**

## SPECIFICATION CODE TO (RE-)ESTABLISH INVARIANTS:

```

VOID
ClearBit (
    PBITMAP BitMap,
    UINT32 BitNumber
)
{
    expose(BitMap) {
        expose(BitMap->BufferObj) {
            __bittestandreset(BitMap->Buffer, BitNumber);
            speonly(BitMap->BM =
                lambda(UINT32 i; true; i == BitNumber ? false : BitMap->BM[i]));
        }
    }
}
  
```

**Temporarily suspend invariants of exclusively owned objects**

**Specification code to re-establish invariants**

## INTEGRATED ERROR REPORTING AND ANALYSIS:

```

expose(BitMap) {
    expose(BitMap->BufferObj) {
        bittestandset(BitMap->Buffer, BitNumber);
        speonly(BitMap->BM =
            lambda(UINT32 i; true; i == BitNumber ? true : BitMap->BM[i]));
    }
}
  
```

Post condition 'BitMap->BM[BitNumber] == ((bool)0)' did not verify.

