



Bloomberg



# Bi-Abductive Adversarial Program Synthesis

and software security applications

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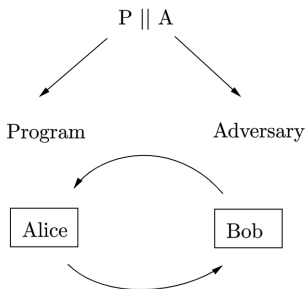
# Why Incorrectness Logic Matters



1. The world's software stack becomes even more distributed.
  - There is industry pressure to adopt compositional & incremental program analysis techniques.
2. Large scale review of program analysis alerts requires prioritization.
  - *No False Positive* logic is needed for CI/CD integration.
3. Program errors must be explained to developers.
  - Often requires a proof of vulnerability.



1. How to prioritize bug investigation and fixing?
  - Help bug triage by using incorrectness reasoning.
2. Which bugs are critical security vulnerabilities?
  - Extend incorrectness logic for *exploitability*
3. Can we generate a bug witness automatically?
  - Guide program synthesis adversarially



Incorrectness Logic  
+ Dolev-Yao Model  
= Adversarial Logic

# Example: Oscillating Bit Protocol



```
// pre: client socket established
1. uint secret = rand();
2. void program(int sock)
3. {
4.   uint err = 0;
5.   uint cred = 0;
6.   while (true) {
7.     recv(sock, cred);
8.     if (secret == cred)
9.       err = 0;
10.    else if (secret < cred)
11.      err = 1;
12.    else if (secret > cred)
13.      err = 2;
14.    if (!err) do_serve(sock);
15.    send(sock, err);
16.  }
17.}

// pre: server socket established
1. int adversary(int sock)
2. {
3.   uint ret = 1;
4.   uint guess = UINT_MAX;
5.   uint step = (UINT_MAX/2)+1;
6.   while (true) {
7.     send(sock, guess);
8.     recv(sock, ret);
9.     if (ret == 1)
10.      guess = guess - step;
11.    else if (ret == 2)
12.      guess = guess + step;
13.    step = (step / 2) + 1;
14.    adv_assert(ret == 0);
15.  }
16.}
```



CASL = CISL + Adversarial Reasoning + Rely-Guarantee

```
send(c, 8);  
recv(c, y);
```

```
local secret := *;  
local w[8] := {0};  
local z := 0;  
recv(c, x);  
if (x ≤ 8)  
  z := w[x];  
send(c, z);
```

See also:

A marriage of rely/guarantee and separation logic  
by Viktor Vafeiadis and Matthew Parkinson (CONCUR'07)

CISL: Concurrent Incorrectness Separation Logic  
by Azalea Raad, Josh Berdine, Dereck Dreyer and Peter O'Hearn (POPL'22)

CASL: A General Approach to Under-Approximate Reasoning About Concurrent Programs (CONCUR'23)  
by Azalea Raad, Julien Vanegue, Josh Berdine and Peter O'Hearn

# What is next?



AL / CASL requires an input adversarial program to reason about.

Can we **synthesize** the adversarial program and conditions?

**Idea:** Combine bi-abduction and deductive program synthesis

See also:

Compositional Shape Analysis By means of Bi-Abduction  
by Cristiano Calcagno, Dino Distefano, Peter O'Hearn and Hongseok Yang (POPL'09)

Bi-abductive resource invariant synthesis  
by Cristiano Calcagno, Dino Distefano, and Viktor Vafeiadis (APLAS'09)

Inductive Invariant Generation Via Abductive Inference  
by Isil Dillig, Thomas Dillig, Boyang Li and Ken McMillan (OOPSLA'13)

JaVerT: JavaScript Verification and Testing Framework  
by Philippa Gardner (PPDP'18)

# Recall: (Bi-)Abduction



## Abduction:

Compute the missing part  $\delta$  of precondition  $P$ , such that  $P * \delta \vdash Q$

## Bi-Abduction:

Compute anti-frame  $\mathcal{U}$  and frame  $\mathcal{F}$ , such that  $P * \mathcal{U} \vdash Q * \mathcal{F}$

## Chaining:

$$\text{BA-seq} \frac{\{P_1\}c_1\{Q_1\} \quad \{P_2\}c_2\{Q_2\}}{\{P_1 * \mathcal{U}\} c_1 ; c_2 \{Q_2 * \mathcal{F}\}} Q_1 * \mathcal{U} \vdash P_2 * \mathcal{F}$$



```
[AdvPre : Emp]
adversary(int x)
{
  int ret = program(x);
}
[AdvPost : ret = vs]
```

```
[AdvPre : P * U]
program(int x)
{
  local secret := vs;
  local w[8] := {0};
  local z := 0;
  if (x ≤ 8)
    z := w[x];
  return(z);
}
[AdvPost : Q * F]
```

# Adversarial Frame and Anti-frame



```
[AdvPre :  $P * \mathcal{U}$ ]  
program(int x)  
{  
  local secret :=  $v_s$ ;  
  local w[8] := {0};  
  local z := 0;  
  if ( $x \leq 8$ )  
    z := w[x];  
  return(z);  
}  
[AdvPost :  $Q * \mathcal{F}$ ]
```

We want  $[P * \mathcal{U}] \text{ c } [Q * \mathcal{F}]$

That is:

$VCGen(c, P) * \mathcal{U} \vdash Q * \mathcal{F}$

We pick:

$\mathcal{U} : x = 8$

$P : Emp$

$\mathcal{F} : z \mapsto l_z * l_z = v_s$

$Q : *_{i=0}^7 w_i \mapsto l_i * l_i = 0$   
 $* sec \mapsto l_s * l_s = v_s$

$VCGen(c, P) = Q *$

$((x < 8 \Rightarrow z \mapsto l_z * l_z = 0) \vee$   
 $(x = 8 \Rightarrow z \mapsto l_z * l_z = v_s))$

Program synthesis:

$$\exists c : \{P\} c \{Q\}$$

Adversarial synthesis:

$$\exists c_a : \{Emp * P_p\} c_a \parallel c_p \{Q_a * Q_p\}$$

Our new separated problem:

$$\exists c_a : \{Emp\} c_a \{P_p\} \text{ and } \{P_p\} c_p \{Q_p\} \text{ and } Q_p \implies Q_a$$

We reduced adversarial synthesis to a sequential program synthesis.

# Program Synthesis for Heap



$$\begin{array}{c}
 \text{EMP} \\
 \frac{\text{EV}(\Gamma, \mathcal{P}, \mathcal{Q}) = \emptyset \quad \vdash \phi \Rightarrow \psi}{\Gamma; \{\phi; \text{emp}\} \rightsquigarrow \{\psi; \text{emp}\} | \text{skip}} \\
 \\
 \text{READ} \\
 \frac{a \in \text{GV}(\Gamma, \mathcal{P}, \mathcal{Q}) \quad y \notin \text{Vars}(\Gamma, \mathcal{P}, \mathcal{Q})}{\Gamma \cup \{y\}; [y/a]\{\phi; \langle x, t \rangle \mapsto a * P\} \rightsquigarrow [y/a]\{\mathcal{Q}\} | c} \\
 \Gamma; \{\phi; \langle x, t \rangle \mapsto a * P\} \rightsquigarrow \{\mathcal{Q}\} | \text{let } y = *(x + t); c \\
 \\
 \text{WRITE} \\
 \frac{\text{Vars}(e) \subseteq \Gamma \quad e \neq e'}{\Gamma; \{\phi; \langle x, t \rangle \mapsto e * P\} \rightsquigarrow \{\psi; \langle x, t \rangle \mapsto e * Q\} | c} \\
 \Gamma; \{\phi; \langle x, t \rangle \mapsto e' * P\} \rightsquigarrow \left. \begin{array}{l} \{\psi; \langle x, t \rangle \mapsto e * Q\} \\ *(x + t) = e; c \end{array} \right| \\
 \\
 \text{FRAME} \\
 \frac{\text{EV}(\Gamma, \mathcal{P}, \mathcal{Q}) \cap \text{Vars}(R) = \emptyset}{\Gamma; \{\phi; P\} \rightsquigarrow \{\psi; Q\} | c} \\
 \Gamma; \{\phi; P * R\} \rightsquigarrow \{\psi; Q * R\} | c
 \end{array}$$

$$\begin{array}{c}
 \frac{}{\{x, y, a2, b2\}; \{\text{emp}\} \rightsquigarrow \{\text{emp}\}} \text{EMP with } c_7 = \text{skip} \\
 c_6 = c_7 \\
 \\
 \frac{}{\{x, y, a2, b2\}; \{y \mapsto a2\} \rightsquigarrow \{y \mapsto a2\} | c_6} \text{FRAME} \\
 c_5 = *y = a2; c_6 \\
 \\
 \frac{}{\{x, y, a2, b2\}; \{y \mapsto b2\} \rightsquigarrow \{y \mapsto a2\} | c_5} \text{WRITE} \\
 c_4 = c_5 \\
 \\
 \frac{}{\{x, y, a2, b2\}; \{x \mapsto b2 * y \mapsto b2\} \rightsquigarrow \{x \mapsto b2 * y \mapsto a2\} | c_4} \text{FRAME} \\
 c_3 = *x = b2; c_4 \\
 \\
 \frac{}{\{x, y, a2, b2\}; \{x \mapsto a2 * y \mapsto b2\} \rightsquigarrow \{x \mapsto b2 * y \mapsto a2\} | c_3} \text{WRITE} \\
 c_2 = \text{let } b2 = *y; c_3 \\
 \\
 \frac{}{\{x, y, a2\}; \{x \mapsto a2 * y \mapsto b\} \rightsquigarrow \{x \mapsto b * y \mapsto a2\} | c_2} \text{READ} \\
 c_1 = \text{let } a2 = *x; c_2 \\
 \\
 \frac{}{\{x, y\}; \{x \mapsto a * y \mapsto b\} \rightsquigarrow \{x \mapsto b * y \mapsto a\} | c_1} \text{READ}
 \end{array}$$

From *Structuring the synthesis of heap-manipulating programs*  
 by Nadia Polikarpova and Ilya Sergey (POPL'19)

$$\text{Seq} \frac{\Gamma; \{\phi; P\} \rightsquigarrow \{\psi; Q\} | c_1 \quad \Sigma; \{\psi'; Q\} \rightsquigarrow \{\kappa; R\} | c_2 \quad \psi \implies \psi'}{\Gamma, \Sigma; \{\phi; P\} \rightsquigarrow \{\kappa; R\} | c_1; c_2}$$

$$\text{Par} \frac{\Gamma; \{\phi; P_1\} \rightsquigarrow \{\psi; Q_1\} | c_1 \quad \Sigma; \{\phi'; P_2\} \rightsquigarrow \{\psi'; Q_2\} | c_2}{\Gamma, \Sigma; \{\phi; P_1 * \phi'; P_2\} \rightsquigarrow \{\psi; Q_1 * \psi'; Q_2\} | c_1 || c_2}$$

Similar rules can be defined for Send, Recv, etc.

To be continued



Thank you Peter!

# Thank you



What are your questions?

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