Programatica Tools for **Certifiable, Auditable Development** of **High Assurance Systems** in Haskell

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Flashback to HCSS in 2001:

We had assembled a team ...

In the Programatica Project had not officially started ...

 I presented our vision of what Programatica might become ...

The Programatica Vision:

Suild a program development environment that supports and encourages its users in thinking about, stating, and validating key properties.

Enable programming and validation to proceed hand in hand, using properties to link the two.

Allow users to realize benefits gradually by choosing between varying levels of assurance.



Back then: Mockups



Today: Real, Working Tools



Back then: A view from 2020

In it's time, Programatica was the most sophisticated program development environment on the market;

"It scares me to think that we nearly ended up in a world dominated by Java technology ... Programatica was a godsend; we couldn't have made the transition to Haskell without it ..."

James Gosling, Microsoft CEO, eComdex 2007

Today: The view from 2003

We're on track to have a public release of the tools early in the summer ...

We're preparing materials for a short course on the Programatica approach to software development, and on the toolset, to coincide with the release ...

Building High-assurance Software:

There are many ways to increase assurance:

- Test programs on specific cases
- Test programs on randomly generated test cases derived from expected properties
- Peer review
- Use algorithms from published papers
- Reason about equational properties
- Reason about meta-properties (e.g., using types)
- Use theorem provers to validate (translated) code

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Each one can contribute significantly to increased reliability, security, and trustworthiness

Evidence: A Unifying Feature

There are significant differences in the applicability, assurance, and technical details of each of these techniques.

But there is a common feature:

 Each one results in some tangible form of evidence that provides a basis for trust

Examples of Evidence:

There are many kinds of evidence:

- An (input, expected output) pair for a test case
- A property statement, and heuristics for guiding the selection of "interesting" random test cases
- A record of a code review meeting
- A citation/URL for a published paper or result
- An equational proof
- A type and the associated derived property
- A translation of the source program into a suitable theory and a user-specified proof tactic

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In Programatica, each different kind of evidence is stored with the program as a **certificate**

Evidence and Certificates:

The certificate abstraction is designed to support:

- Capture of evidence of validity (in many different forms) and Collation with source materials
- Combination of evidence
- Tracking dependencies and detecting when evidence needs to be revalidated because of changes in the source code
- Management of evidence by analyzing and reporting on what has been established, identifying weaknesses, guiding further effort, etc...

Programatica Components:

A semantically rich, formal modeling language (Haskell)

An expressive programming logic that can be used to capture critical program properties (P-logic)

A toolset for creating, maintaining, and auditing the supporting evidence (pfe,cert,...)

Example: Modeling a Crypto-Chip

- An example based (very loosely) on the General Dynamics AIM crypto-chip
- Conceptual view:



One chip, multiple channels
 Channels may use different algorithms
 GUARANTEED separation between channels



The Separation Property:





The Separation Property:

This law guarantees that:

- Outputs do not depend on inputs to other channels.
- Channels do not generate spurious outputs.



Putting Programatica to Work:

Our goal is to build tools that will help to establish and automate validation of properties like this

We have described the non-interference property at a high-level

But we want to model the chip at a level that is closer to its implementation on silicon



Receive packets, save in shared memory.



Load saved registers & algorithm for channel.



Invoke lower engine to process packet.



Save register set, if lower engine completes successfully.



Zero out shared register set.



Pass processed packet data to output.



Building the Model:



Execution (upper engine):

Processing of a single packet in the upper engine is described by a function:

onePacket :: Algs -> Packet -> State (Memory, Regs) (Maybe Packet)

Processing of packet streams:

Execution (upper engine):

```
onePacket algs (chan, ws)
                                            1
 = do regs <- inSnd readState
                                          Shared Memory
                                                Registers
                                                       ReaF
                                            Î
                                                  1
      rng <- inFst (malloc ws)</pre>
                                                         Ala
                                                      ReaF
                                                         Alg
                                            Lower Engine
      let alg = algs `at` chan
                                              Î
                                             Algorithm
           regfile = regs `at` chan
           valid = includes rng
           code = runAlg (alg (fst rng) regfile)
       res <- inFst (runProtected valid code)
       case res of
         Nothing -> return Nothing
         Just regfile' ->
          let regs' = extend chan regfile' regs
          in do inSnd (setState regs')
                packet <- inFst (readPacket rng)</pre>
                return (Just (chan, packet))
```

Upper Engine

Why Haskell?

One reason: no hidden side-effects

Purity: if f is a function of type A \rightarrow B, the result of f x will depend only on x

Monads: using abstract datatypes to encapsulate and control the scope of effects explicitly:

 inFst (runProtected valid code)

 Language semantics enforces protection, without lower level OS/API wrapper.

See Peter White's talk for more ...

standard menus, navigation, browsing, options & certificate management actions are here



The Programatica Front End:

The GUI, pfebrowser, usually provides the most convenient interface for working with
 Programatica

```
A command line tool,
pfe, is also available
```

 Both are useful tools in their own right for Haskell programmers

```
add <files> -- add files to the project
remove <files> -- remove files from the project
files -- list files in the project
options -- show options in effect
modules <modules> -- list modules in the project
graph <modules> -- show module dependecy (sub)graph
dotgraph <modules> -- dot format module dependency graph
revgraph <modules> -- show reverse module dependecy (sub)graph
unused <modules> -- show unimported and unreachable modules
prune <modules> -- remove unreachable modules from the project
file <modules> -- which file is the module in
module <files> -- which module does the file contain
defined <modules> -- list entities defined in the module
free <modules> -- list names referenced but not defined in the module
pragmas <modules> -- extract pragmas from modules
lex <files> -- show the result of lexical analysis
exports <modules> -- list entities exported by the modules
find <identifiers> -- find exported entities with the given names
inscope <modules> -- list entities in modules' top-level environment
pp <modules> -- parse and pretty-print modules
tc <modules> -- type check and display decorated modules
tcpb <modules> -- remove pattern bindings, then tc
tclc <modules> -- remove list comprehensions, then tc
types <modules> -- show types/kinds of top-level entities
instances <modules> -- list instances defined in a module
iface <modules> -- show the interfaces of modules
usedtypes <modules> -- show what types identifers are used at
chase <files> -- look for imported modules in given files/directories
htmlfiles <modules> -- generate HTML files for modules
deps <modules> -- compute dependency graph for value definitions
tdeps <modules> -- compute dependency graph for value definitions
dotdeps <modules> -- dot format dependency graph for value definitions
tdotdeps <modules> -- dot format dependency graph for value definitions
needed <M1.x1 ... Mn.xn> -- needed values
tneeded <M1.x1 ... Mn.xn> -- needed values
neededmodules <M1.x1 ... Mn.xn> -- names of modules containing needed values
tneededmodules <M1.x1 ... Mn.xn> -- names of modules containing needed values
dead <M1.x1 ... Mn.xn> -- dead code (default: Main.main)
tdead <M1.x1 ... Mn.xn> -- dead code (default: Main.main)
uses <M.x> -- find uses of an entity
assertions <modules> -- list names of named assertion
asig <M.x> -- write an assertion signature to stdout
tasig <M.x> -- write an assertion signature to stdout
adiff <M.x> -- compare an assertion signature with stdin
tadiff <M.x> -- compare an assertion signature with stdin
qc <modules> -- translate to QuickCheck
slice <M.x> -- extract a slice (needed part) of the program
poc <M.x> -- pruned translation to OuickCheck
qcslice <M.x> -- translate a slice to QuickCheck
prove <modules> -- translate to Stratego
clean -- list files in the project
```

A Development Environment:

- Standard Haskell compilers and interpreters are used to compile and execute code
- pfebrowser provides sophisticated browsing capabilities with hyperlinking, integrated type checking, ...



Programatica is a program development environment

Using Properties:



We annotated the model with properties ...



... and quickly spotted bugs in our code!

Programatica: "Programming as if Properties Matter"

Properties are



- written
- parsed
- analyzed
- type-checked

as an integral part of the source text

Goals:

- Maintain consistency between code and properties
- Capture programmer expectations/intentions as part of the programming process
- Just writing down properties heightens thinking about correctness



Testing and Programming proceed hand in hand

Testing reveals errors in the program
 Programming reveals errors in the test cases



- Programming and Validation proceed hand in hand
- Validation reveals errors in the program
- Programming reveals errors in the specification
Generating Evidence:



We began the process of validation, using QuickCheck to generate random test cases for asserted properties

🖌 Programatica Haske	ell Browser: Memory 💶 🗖 🗙		
File I View I Windows I Cert I			
Module Graph	File: Memory.hs		
-Files	↔ ↔ Module: Memory Imports 🗄 Imported By 🗐		
-Alg.hs	releaseMem :: Range -> Memory -> Memory		
- Chip Model.hs	releaseMem (lb,ub) (free, mem) = if ub == free then (lb, $a \rightarrow$ if $a < lb$ then mem a		
-MemMonad.h	else readMem a initMem)		
- Memory.hs - State.hs	else error "Memory must be deallocated from the		
-fm.hs hi-+	includes :: Range -> Addr -> Bool includes (l,u) a = l<=a && a <u< th=""><th></th></u<>		
Modules +	assert ReadEmpty = All a::Addr . {readMem a initMem} === {nullWord}		
	assert ReadUrite = All a::Addr . All v::Word . All m::Memory . {readMem a (writeMem a v m)} ==== {v}		
	assert WriteWrite = All a::Addr . All v::Word . All v'::Word .		
	{writeMem a v . writeMem a v'} === {writeMem a v}		
	assert WriteSwap =)U	
		^{'u}	
	ReadWrite: Memory.ReadWrite, Assertion		
	Certificates: none. <u>Create a new certificate!</u> Prelude,Prop	-	
		0	

... and found bugs in our **specification**! ... and bugs in our **code**!

Gathering Evidence:



Source materials are stored with related evidence and dependency information.

A "hidden information" directory is shared between the files in a package.

Using QuickCheck:

QuickCheck is an independently developed random testing tool (Hughes and Claessen, Chalmers University, Sweden)

Haskell developer's perspective:



Using QuickCheck with pfe:

Programatica implementer's perspective:





Failed with counterexample

Servers and Certificates:





 Use of servers and certificates permits a generic interface that automates/hides the translation between Programatica and any external tools



The Registry:

Once again we are exploiting the existing filesystem in a design for the registry that is extensible, language neutral, and portable:



Servers in pfe:

Current implementation includes:

- "Paper and Pencil" (I say so!)
- QuickCheck
- Alfa (a proof assistant based on constructive type theory)

Create a	a new certificate 🖊 📒 🗖 🗙	
Create a new certificate		
Туре	L_say_so	
Name	Separation	
Conclusio	n Separation	
סג	cancel	

Others currently in progress/under consideration include:

- Free theorem generator
- Regression testing
- Isabelle (HOL theorem prover)
- Bounded model checker

Certificates in pfebrowser:



Stronger Evidence:



We began to construct a formal (hand) proof of Separation ...

The overall structure is modular:



Combining Evidence:



We began to construct a formal (hand) proof of Separation ...

The overall structure is modular:



Validation and Combination:

We want to validate and combine evidence from different sources:

- Certificates carry sequents "Assume Conclude" that act as an interface/contract between Programatica and any external tools.
- Servers for external tools are used to test validity (i.e., to check that a certificate's sequent is consistent with its evidence)
- Built-in servers use sequents of existing certificates to guide the construction of new, composite certificates.

Integrating Evidence:



Multiple tools can play a role in validating or assuring behavior of the system as a whole:



Separation Fails!:



We uncovered two bugs in our attempt to prove separation:

• Separation fails if an algorithm can fail to terminate



- Separation fails because the algorithm for a channel sees the absolute address of packets in shared memory.
 - Is this a bug in the code or the specification?
 - Is this a security loophole?
 - Several fixes are available: relative addressing, zeroing out memory, etc...

This is useful feedback for the designer/developer to discuss!

Dealing with Change:

Our model, our specification, or both must be revised to complete the task in hand

- Whatever happens, some of the evidence we have collected may no longer be valid.
- Some evidence can be reconstructed automatically, but some will be quite expensive to reconstruct
- In software development, change is the norm, not the exception, so we need to handle change as efficiently as possible.

Hashing to Detect Change:

When we parse a source file, we calculate a cryptographically robust hash (e.g., MD5) over the abstract syntax of each definition

These hashes are cached as hidden information: 0cc175b9c0f1b6a831c399e269772661 92eb5ffee6ae2fec3ad71c777531578f 81a5fe3d544359af13848e6192ece475 445a4ca24e10824e03ef42e2e1d755d9 987dd8f5f1293857dc7932c14c7f3d80 8b3ee2a3933b9c01878bcddc298ff9e2 bb53046df3ef7793ee7c37aec0d090d0

ad797e6f29cf558f7aeb8200563ecd3a 8959f36e873441e58dcc9222777b6d47 84de7ff93b201e8c5b4cf0e006dfe848 7a5acfc765e1875a49daffd8561ae025

If we find a definition whose hash is not listed, then it must be new/modified.

Using a Dependency Graph:



Using a Dependency Graph:



Using a Dependency Graph:



Benefits of Hashing:

Fine-grained dependency analysis reduces the cost of reconstructing evidence after the program has been modified

Sy hashing over abstract syntax, we do not flag any changes if the source text is reformatted, if comments are changed, etc...

Management Activities:

Evidence management tools let users ask (and answer) questions like the following:

- What properties have I verified (or not)?
- What tools did I use?
- Is the evidence up to date & consistent with the code?
- What other verification strategies should I pursue?
- Where am I most vulnerable?
- What should I do next?

Scoring & prioritization mechanisms required

Summary:

- Solid foundations:
 - Precise, formal semantics for Haskell
 - A sound & expressive programming logic, P-logic
- Extensible tools:
 - A flexible infrastructure for certification
 - A small but growing collection of servers

A vision for high-assurance development:

- Extends & integrates current methodologies
- An evolution path for applying formal methods