

Vérification de systèmes et réécriture de plus en plus efficace

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JIRC 08, Orléans

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Context

Java Bytecode analysis

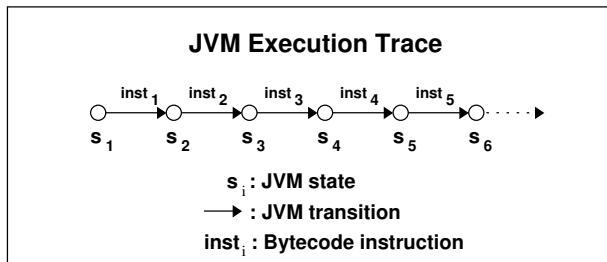
- ▶ Rewriting semantics for the Java Bytecode
- ▶ Static analysis from reachability analysis in rewriting
 - ▶ Tree automata technique [RTA98]
 - ▶ Timbuk tool (<http://www.irisa.fr/lande/genet/timbuk>)

Context

Java Bytecode analysis

- ▶ Rewriting semantics for the Java Bytecode
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 - ▶ Tree automata technique [RTA98]
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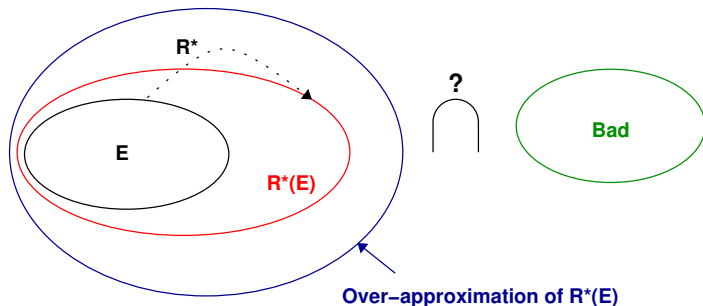
Rewriting Semantics for the Java Bytecode



For a given program P

- ▶ JVM states as Terms
- ▶ Rewrite rules for
 - ▶ the Bytecode instructions interpretation (generic rules)
 - ▶ the program

Reachability Analysis in Rewriting



E : initial terms

————→ JVM initial state

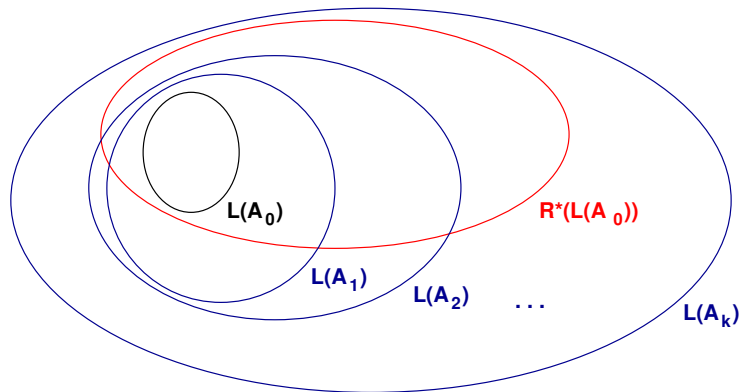
R : term rewriting system

————→ JVM Transition relation for the given program

Bad : forbidden terms

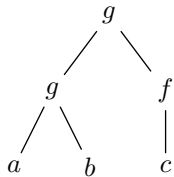
————→ Forbidden JVM states

Tree automata completion

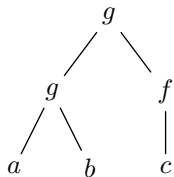


- ▶ A set of terms is represented by a tree automaton language
- ▶ $\mathcal{A}_{i+1} = \mathcal{A}_i +$ new transitions and states
- ▶ Completion stops when a fix point automaton is found

Computing substitutions for a completion step

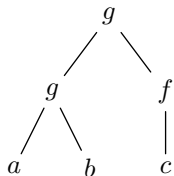


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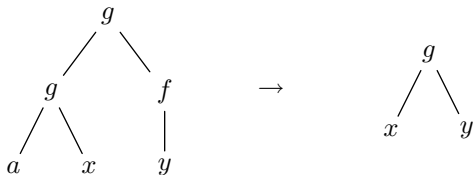
a	\rightarrow	q_a
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\mathcal{A} $g(q_a, q_b)$	\rightarrow	q_{g1}
$f(q_c)$	\rightarrow	q_f
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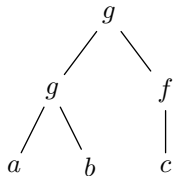


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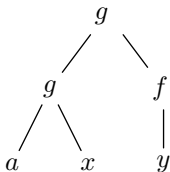
\mathcal{R}



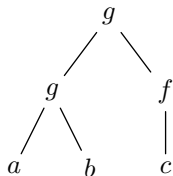
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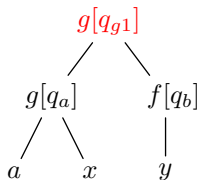
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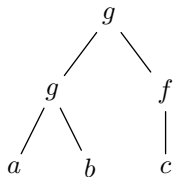
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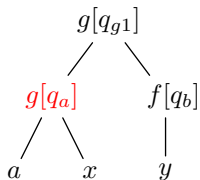
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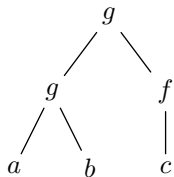
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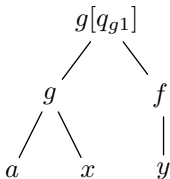
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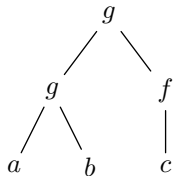
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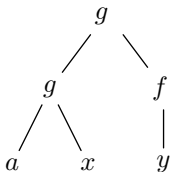
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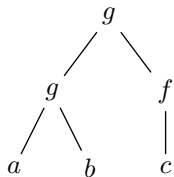
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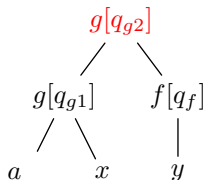
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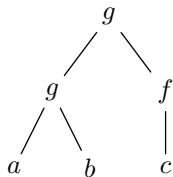
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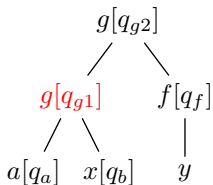
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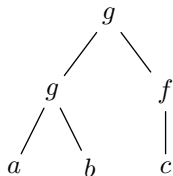
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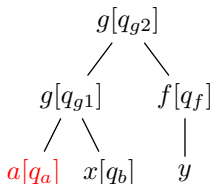
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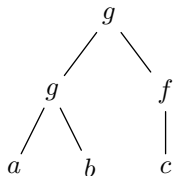
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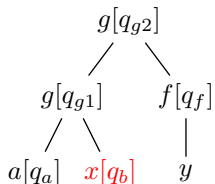
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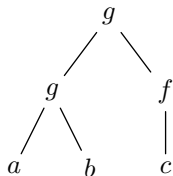
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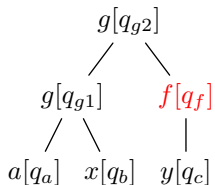
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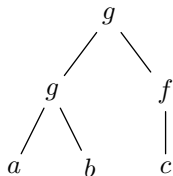
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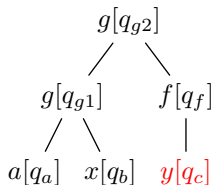
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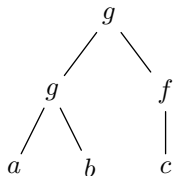
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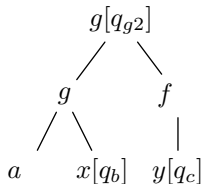
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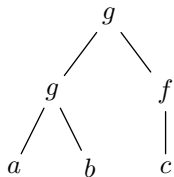
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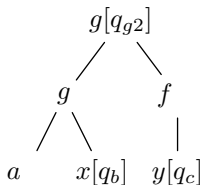
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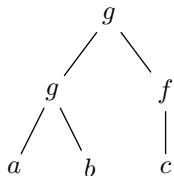
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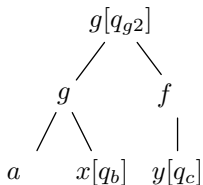
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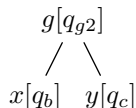
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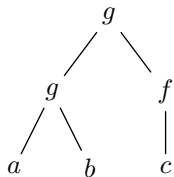
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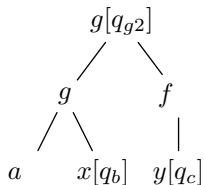
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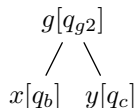
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Don't forget that it is used for Verification!

- ▶ Security protocols: [CADE00,WITS03,CAV05,TFIT06,ICTAC06]
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Goal: Propose practical techniques to solve scalability issues

Reachability Preserving TRS Transformation

Fact: Collecting all possible ground instances of a deep pattern may be expensive

Idea: Transform TRS into simpler TRS

- ▶ A **simple form** for the left hand-side of rules (depth $\max=2$)
 - ▶ Flat: $f(x_1, \dots, x_n)$ or c
 - ▶ $f(t_1, \dots, t_n)$ where each t_i is flat
- ▶ **Reachability preserving** (Terms computed with the original TRS must be also computed by the resulting TRS)

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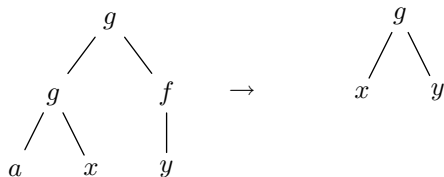
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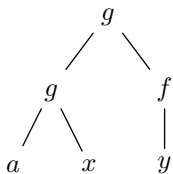
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Transformation of the example rule

\mathcal{R}

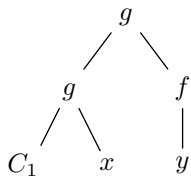


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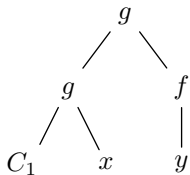
$a \rightarrow C_1$

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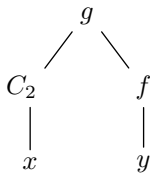
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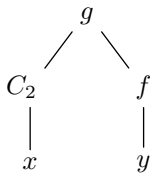
$$\begin{array}{l} a \\ g(C_1, x) \end{array} \quad \begin{array}{l} \rightarrow \\ \rightarrow \end{array} \quad \begin{array}{l} C_1 \\ C_2(x) \end{array}$$

Transformation of the example rule



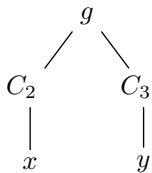
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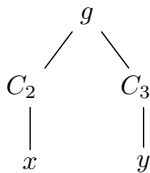
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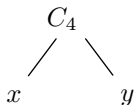
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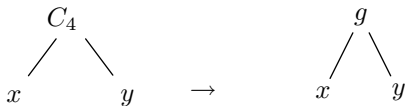
$$\begin{array}{ll} a & \rightarrow C_1 \\ g(C_1, x) & \rightarrow C_2(x) \\ f(y) & \rightarrow C_3(y) \\ g(C_2(x), C_3(y)) & \rightarrow C_4(x, y) \end{array}$$

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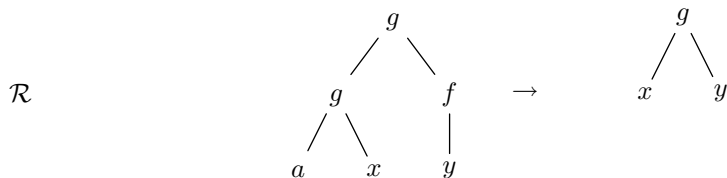
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Transformation of the example rule



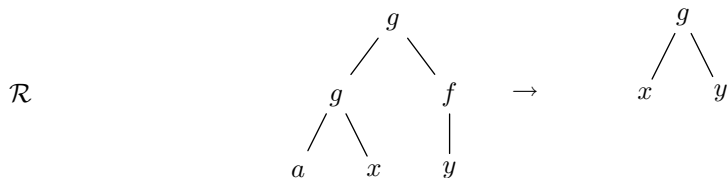
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$$\begin{array}{l} a \\ g(C_1, x) \\ \phi(\mathcal{R}) \quad f(y) \\ g(C_2(x), C_3(y)) \\ C_4(x, y) \end{array} \quad \begin{array}{l} \rightarrow \\ \rightarrow \\ \rightarrow \\ \rightarrow \\ \rightarrow \end{array} \quad \begin{array}{l} C_1 \\ C_2(x) \\ C_3(y) \\ C_4(x, y) \\ g(x, y) \end{array}$$

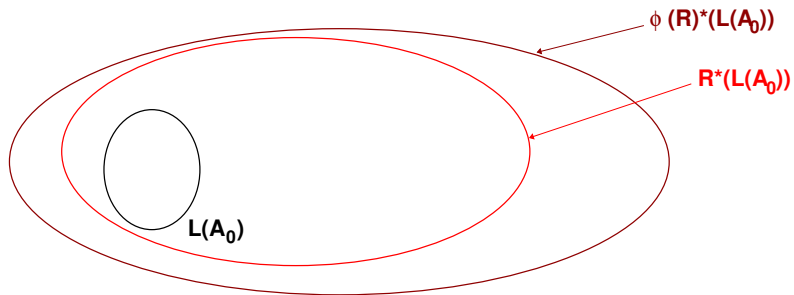
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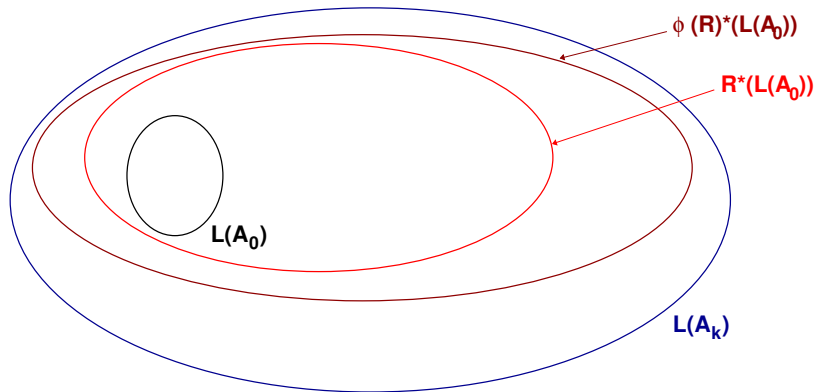
$$\forall t, t' \in \mathcal{T}(\mathcal{F}). t \rightarrow_{\mathcal{R}} t' \implies t \rightarrow_{\phi(\mathcal{R})}^* t'$$

Main Result



Main Result

An over-approximation computed for $\phi(\mathcal{R})$ is also an over-approximation for \mathcal{R}



Dedicated completion algorithm (1)

Facts

- ▶ For each $l \rightarrow r \in \phi(\mathcal{R})$, l does not exceed a depth of 2
 $g(C_2(x), C_3(y)) \rightarrow C_4(x, y)$
- ▶ Very close to a direct pattern-matching on transitions
 $g(q_{g1}, q_f) \rightarrow q_{g2}$
- ▶ For this transition, the current matching algorithm computes all possible instances from $g(q_{g1}, q_f)$

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 $C_1 \rightarrow q_a$
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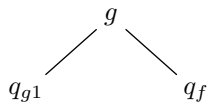
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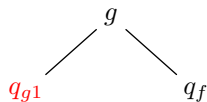
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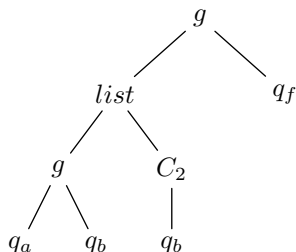
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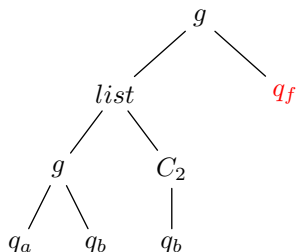
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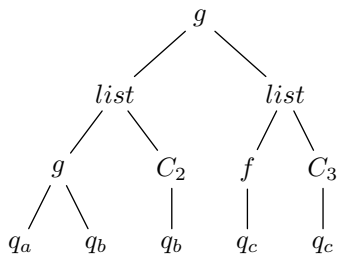
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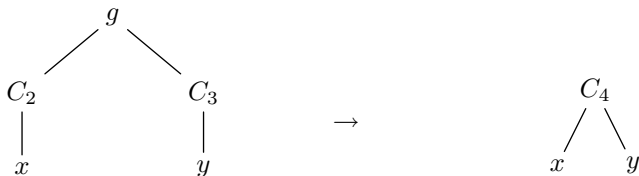
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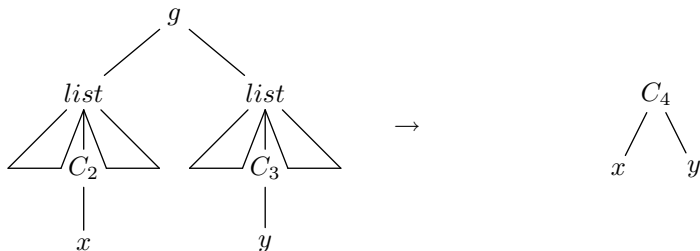
We want to do a completion step with the rule $g(C_2(x), C_3(y)) \rightarrow C_4(x, y)$.



The particular form of the rules allows us to replace the substitution calculus by associative pattern-matching

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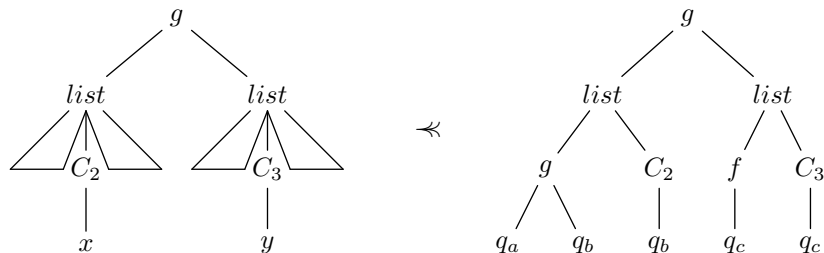
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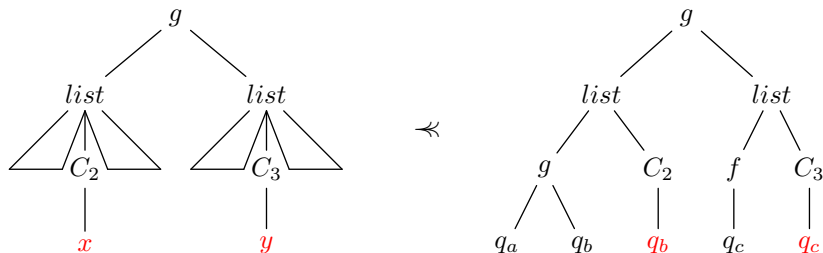
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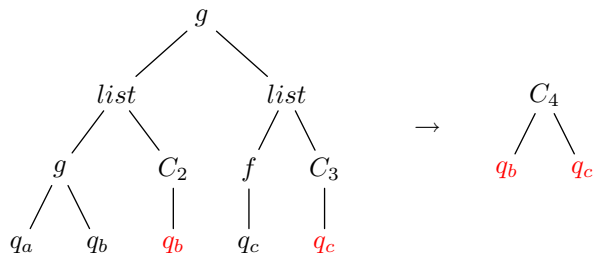
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General schema of the implementation

The Tom language [RTA'07]: Piggybacking Rewriting on top of Java

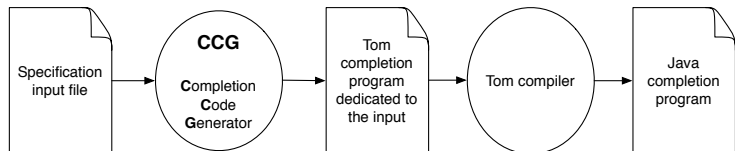
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Generator of dedicated completion programs written in Tom



Experimental results

	NSPK protocol	View-Only protocol	Java program (chained lists)
TRS size (nb of rules)	13	15	303
Timbuk: Time (secs)	19.7	6420	37387
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- ▶ Definition of a reachability preserving transformation on TRS
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- ▶ A factor 10 in general, and up to 100 on Java examples

Future work:

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- ▶ A better control of approximations
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