

Pinaka: Symbolic Execution Meets Incremental Solving

Eti Chaudhary Saurabh Joshi



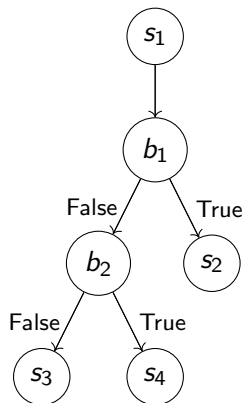
Department of Computer Science and Engineering
Indian Institute of Technology Hyderabad

Department of Computer Science and Engineering
IIT Hyderabad, India

TOOLympics, TACAS, 2019

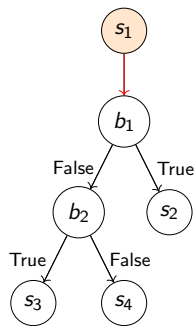
Underlying Approach: An Example

```
1 int x,y,output;
2
3 if(x>0){
4   output = x;
5 }
6 else{
7   if(y>0){
8     output = y;
9   }
10  else{
11    output = 0;
12  }
13 }
14
15 assert(output>=0);
```



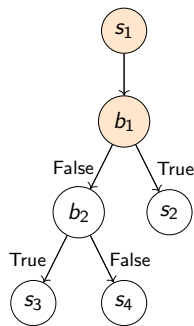
Underlying Approach: Partial Incremental Mode

```
1  int x,y,output;
2
3  if ( x > 0 ){
4      output = x;
5  }
6  else {
7      if ( y > 0 ){
8          output = y;
9      }
10     else{
11         output = 0;
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```



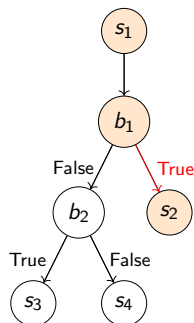
Underlying Approach: Partial Incremental Mode

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1  int x,y,output;  
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3  if ( x > 0 ){  
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5  }  
6  else {  
7      if ( y > 0 ){  
8          output = y;  
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13 }  
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15 assert(output ≥ 0);
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Underlying Approach: Partial Incremental Mode

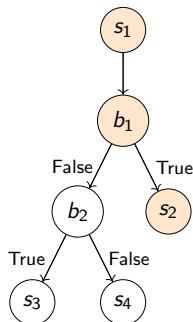
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15 assert(output ≥ 0);
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$$(x_1 > 0) \wedge (output_1 == x_1)$$

Underlying Approach: Partial Incremental Mode

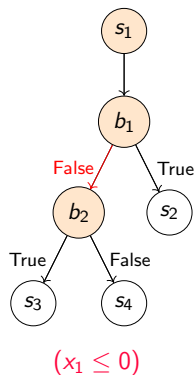
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15 assert(output ≥ 0);
```



$$(x_1 > 0) \wedge (output_1 == x_1) \wedge \neg(output_1 \geq 0)$$

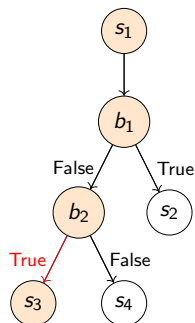
Underlying Approach: Partial Incremental Mode

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Underlying Approach: Partial Incremental Mode

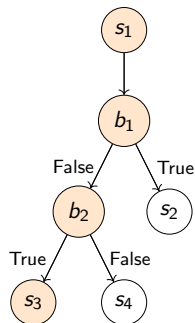
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```



$$(x_1 \leq 0) \wedge (y_1 > 0) \wedge (output_2 == y_1)$$

Underlying Approach: Partial Incremental Mode

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1  int x,y,output;
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3  if ( x > 0 ){
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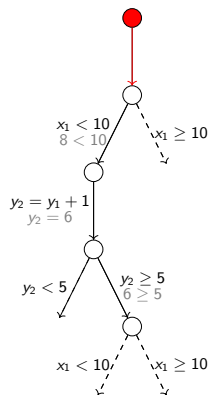
$$(x_1 \leq 0) \wedge (y_1 > 0) \wedge (output_2 == y_1) \\ \wedge \neg(output_2 \geq 0)$$

Underlying Approach: Handling Loops

Non-Terminating Case

Suppose by the loop is reached, we have $x_1 = 8$ and $y_1 = 5$.

```
1 while ( x < 10 )
2 {
3   y = y+1;
4   if ( y < 5 )
5   {
6     x = x+1;
7   }
8 }
```

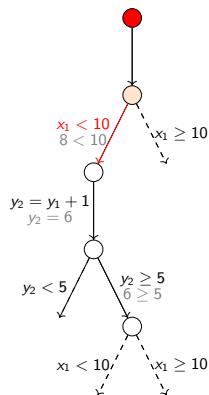


Underlying Approach: Handling Loops

Non-Terminating Case

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2  {
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5      {
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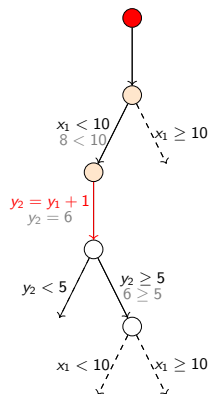


Underlying Approach: Handling Loops

Non-Terminating Case

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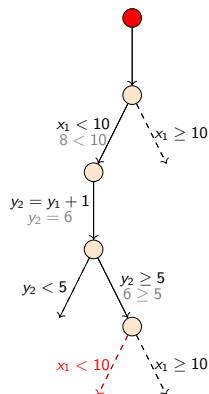


Underlying Approach: Handling Loops

Non-Terminating Case

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```

Suppose by the loop is reached, we have $x_1 = 8$ and $y_1 = 5$.



Verification Outcomes

	Safe Program	Unsafe Program
Terminating	Safe	Unsafe
Non-Terminating	Won't Terminate	Might report unsafe

Note:

- For a safe program, if Pinaka terminates, it also ensures that the program is terminating.
- If Pinaka reports a bug, it will indeed be a bug.
- For an unsafe non-terminating program, Pinaka might not terminate if it takes the non-terminating path *first* along the search.

SVCOMP Configuration: DFS + PI

Category	Rank
ReachSafety-Arrays	4
ReachSafety-Floats	2
ReachSafety-Heaps	9
ReachSafety-ProductLines	9
ReachSafety-Recursive	8
ReachSafety-BitVectors	10
ReachSafety-ControlFlow	11
ReachSafety-ECA	10
ReachSafety-Loops	14

Thank You!

Available at:

<https://github.com/sbjoshi/Pinaka>

Developed at:



भारतीय प्रौद्योगिकी संस्थान हैदराबाद
Indian Institute of Technology Hyderabad

Funded by:

SERB, DST, India

