

# Applications of SMT Solving at Microsoft

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FSE & RISE

# This Talk

- Using Decision Engines for Software @ Microsoft.
  - Dynamic Symbolic Execution
  - Bit-precise Scalable Static Analysis
  - and several others
- What is Important for Decision Engines
  - The sweet spot for SMT solvers
  - Shameless, blatant propaganda for the SMT solver

# A Decision Engine for Software

## Some Microsoft engines:

- **SDV:** The Static Driver Verifier
- **PREfix:** The Static Analysis Engine for C/C++.
- **Pex:** Program EXploration for .NET.
- **SAGE:** Guided Execution
- **Spec#:**
- **VCC:**
- **HAVOC:** The Viridian Hyper-Visor of C-code.
- **SpecExplorer:** of protocol specs.
- **Yogi:**
- **FORMULA:** Microsoft | Virtualization
- **F7:**
- **M3:**
- **VS3:**



They all use the SMT solver Z3.

# .. Ok Z3 is not everything ..yet

The screenshot shows the Microsoft DevLabs website with a blue header bar. The header includes the Internet Explorer 8 logo, the text "Internet Explorer 8 - faster, safer, easier", the DevLabs logo, a search bar with "Search MSDN with Bing", and the Bing logo. Below the header is a navigation bar with links for Home, About, Projects (which is highlighted in blue), and Forums. A secondary navigation bar below shows links for CHESS, Code Contracts, Axum, STM.NET, Doloto, Spec Explorer, and Rx. The main content area is titled "DevLabs: CHESS" and features a large purple "CHESS" logo with a yellow cube icon. To the right of the logo is a code editor window showing C# code related to concurrent tasks and locks. Below the logo, there is a section titled "About CHESS – Finding and Reproducing Heisenbugs in Concurrent Programs". It mentions the latest release (v0.1.30610.2, 06/12/2009) and highlights features like data race detection for managed code and ChessBoard, an interactive shell for CHESS.

Internet Explorer 8 - faster, safer, easier

DevLabs

Search MSDN with Bing

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Home About Projects Forums

CHESS Code Contracts Axum STM.NET Doloto Spec Explorer Rx

DevLabs: CHESS

**CHESS**

```
public void \int r = read lock(this) { balance }
```

About CHESS – Finding and Reproducing Heisenbugs in Concurrent Programs

Latest CHESS release: Major features in the new release of CHESS (v0.1.30610.2, 06/12/2009) include:

- Data race detection for managed code; **ChessBoard**, an interactive shell for CHESS that simplifies the typical user interactions with CHESS, such as launching CHESS runs and managing test results; and

Model Checker  
For Multi-threaded  
Software

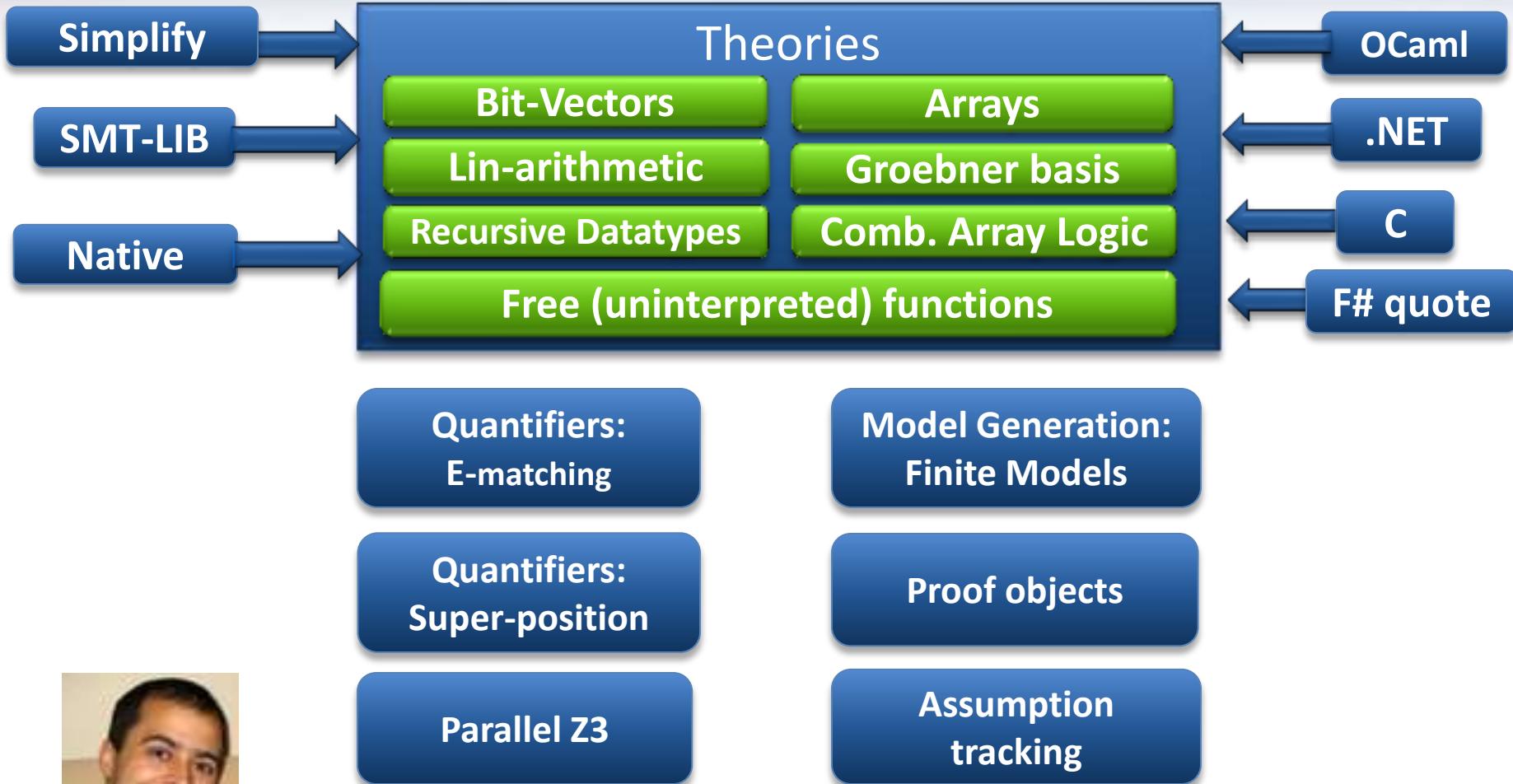
- k-bounded  
exhaustive

Cuzz:  
- Randomized

# The Inner Research Market @ MSFT

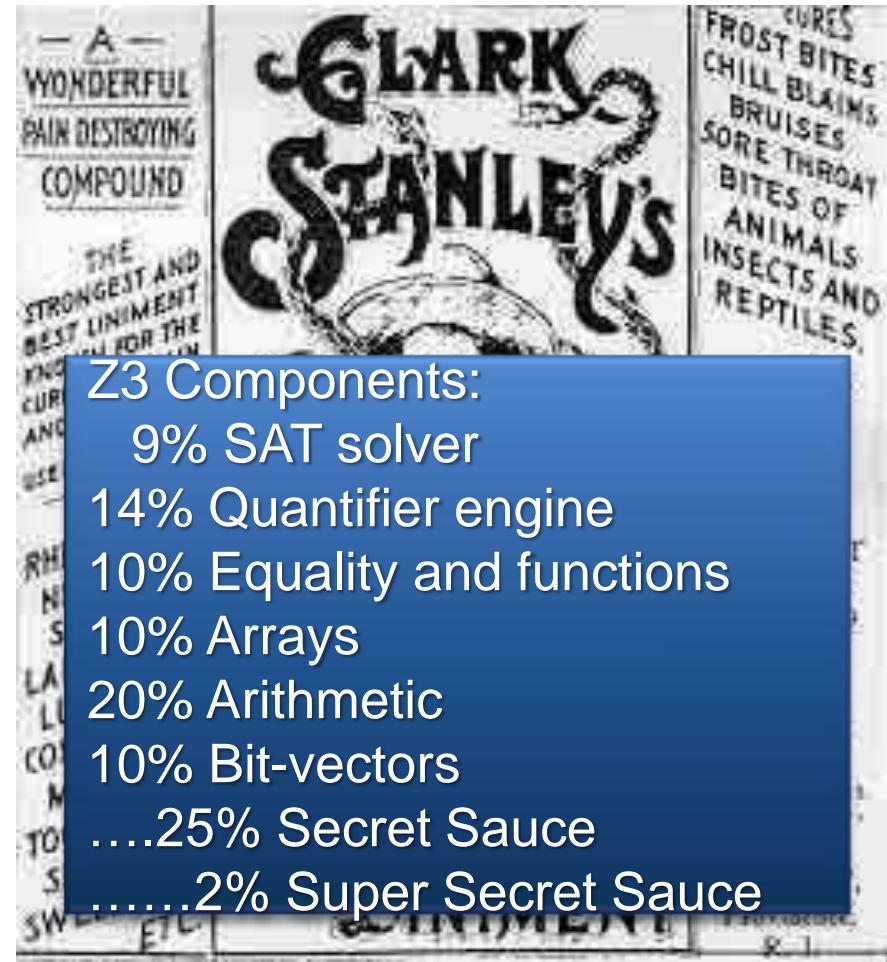


# What is Z3?



By Leonardo de Moura & Nikolaj Bjørner <http://research.microsoft.com/projects/z3>

# Message ☺



**Microsoft's SMT solver  
Z3 is the snake oil when  
rubbed on solves all  
your problems**

## Composition of snake oil

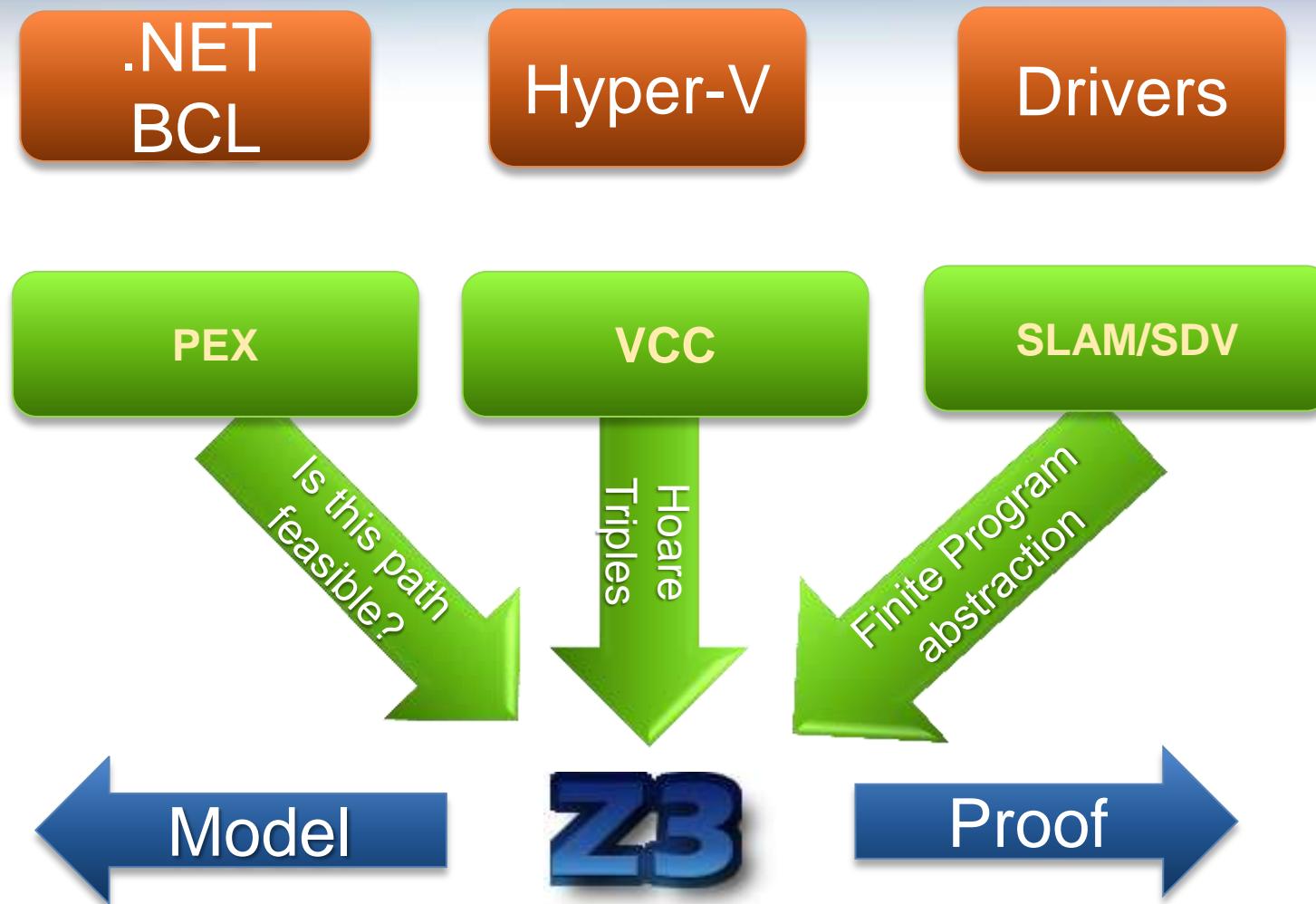
The composition of snake oil medicines varies markedly between products.

Snake oil sold in San Francisco's Chinatown in 1989 was found <sup>[4]</sup> to contain:

- 75% unidentified carrier material, including camphor
- 25% oil from Chinese water snakes, itself consisting of:
  - 20% eicosapentaenic acid (EPA) - an omega 3 derivative
  - 48% myristic acid (14:0)
  - 10% stearic acid (18:0)
  - 14% oleic acid (18:1 $\omega$ 9)
  - 7% linoleic acid (18:2 $\omega$ 6) plus arachidonic acid (20:4 $\omega$ 6)

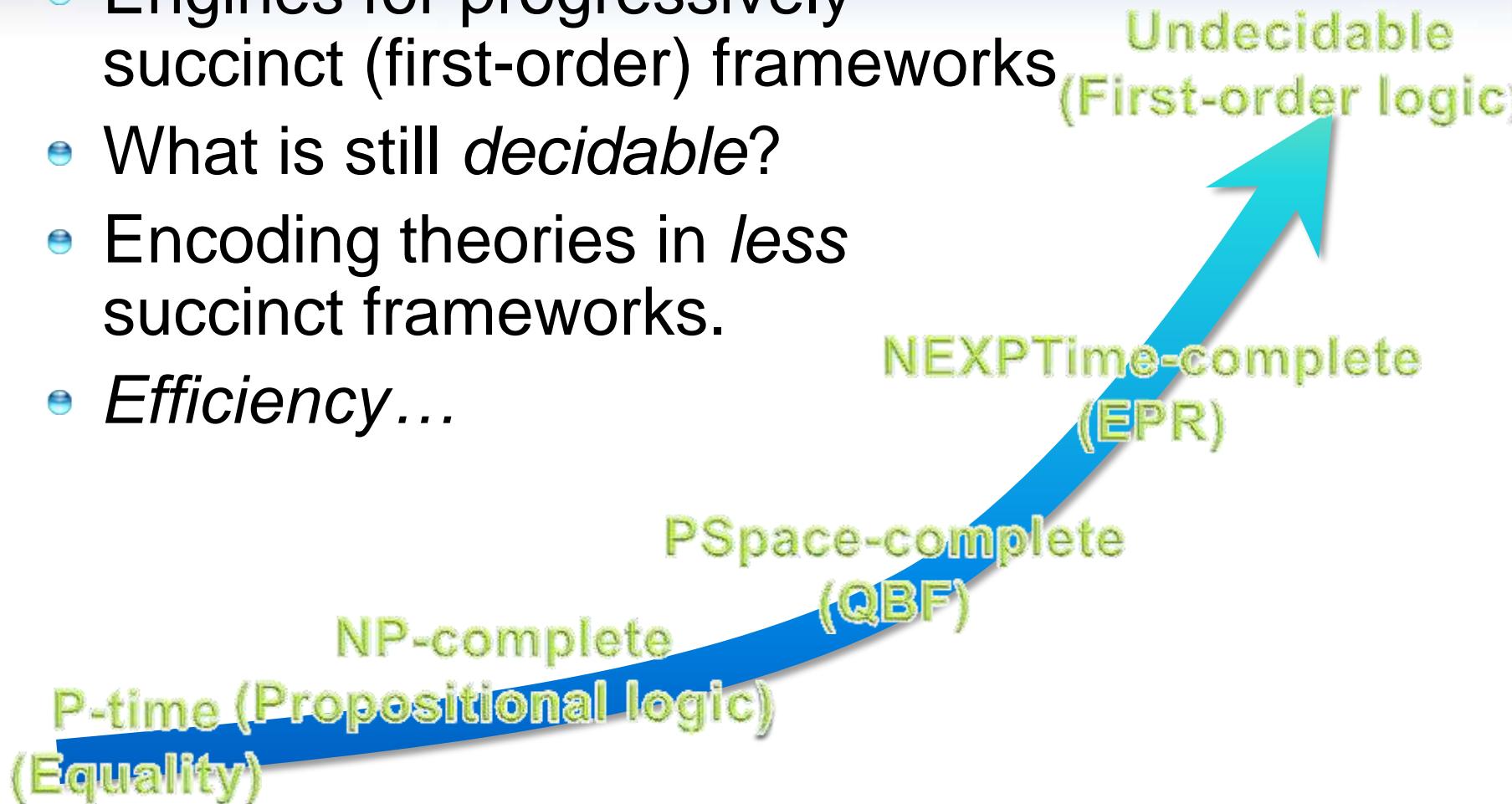


# Z3: Some Microsoft Clients



# Z3 Aspirations

- Engines for progressively succinct (first-order) frameworks
- What is still *decidable*?
- Encoding theories in *less* succinct frameworks.
- *Efficiency*...



# Z3/SMT Aspirations

Encoding efficiently supported theories in /less succinct frameworks.

Do more with less

What is still  
*decidable*?

Engines for progressively succinct (first-order) frameworks

P-time

NP

PSpace

Nexp-time

Undecidable

# What is SMT?

# Satisfiability Modulo Theories (SMT)

$$x + 2 = y \Rightarrow f(\text{read}(\text{write}(a, x, 3), y - 2)) = f(y - x + 1)$$

Array Theory

Arithmetic

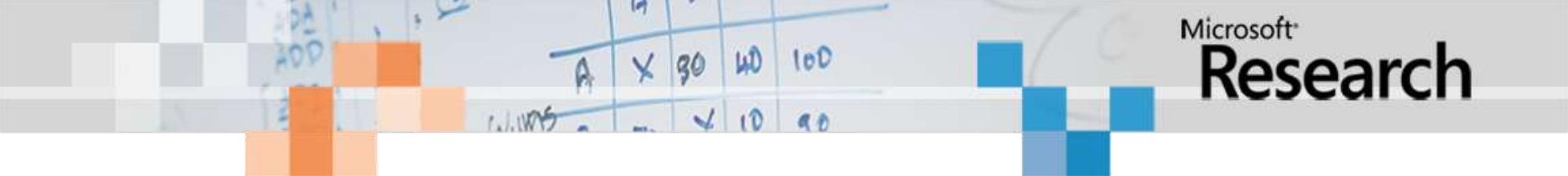
Uninterpreted  
Functions

$$\text{read}(\text{write}(a, i, v), i) = v$$

$$i \neq j \Rightarrow \text{read}(\text{write}(a, i, v), j) = \text{read}(a, j)$$

# Domains from programs

- Bits and bytes  $0 = ((x - 1) \& x) \Leftrightarrow x = 00100000..00$
- Numbers  $x + y = y + x$
- Arrays  $\text{read}(\text{write}(a,i,4),i) = 4$
- Records  $\text{mkpair}(x, y) = \text{mkpair}(z, u) \Rightarrow x = z$
- Heaps  $n \rightarrow^* n' \wedge m = \text{cons}(a, n) \Rightarrow m \rightarrow^* n'$
- Data-types  $\text{car}(\text{cons}(x, \text{nil})) = x$
- Object inheritance  $B <: A \wedge C <: B \Rightarrow C <: A$

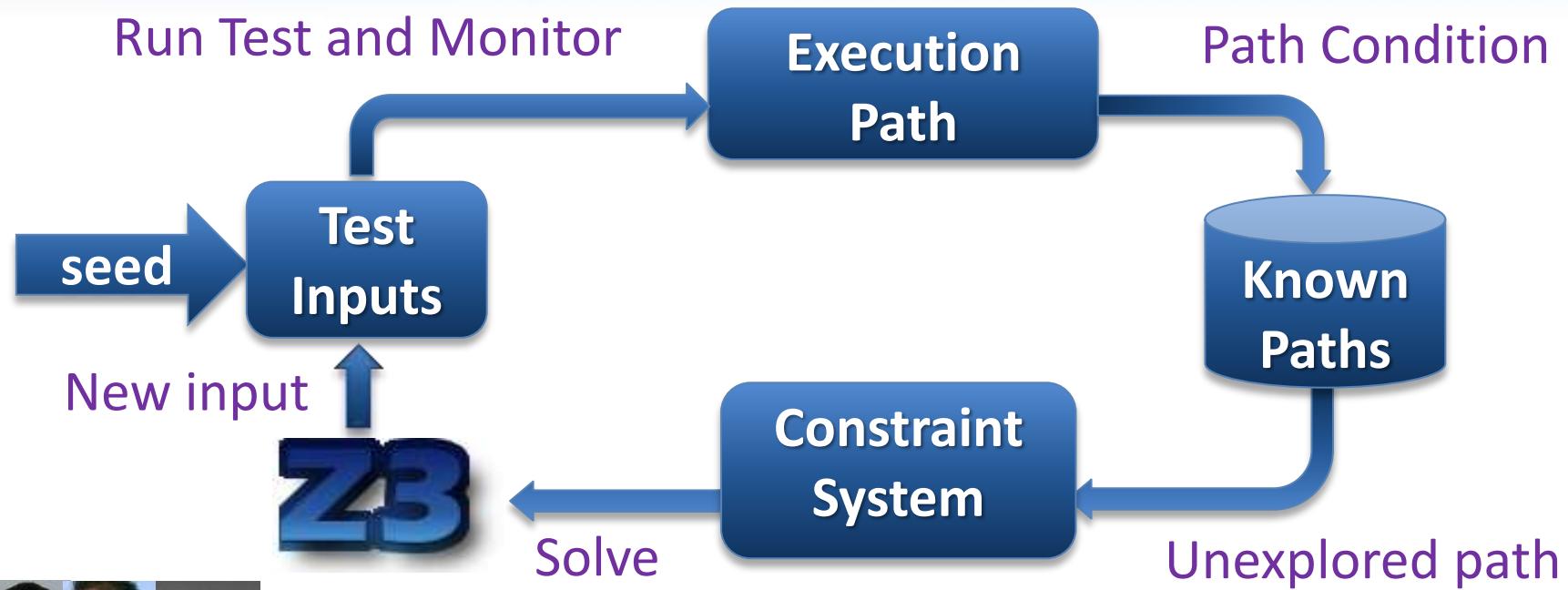


Application:

# *Dynamic Symbolic Execution*

- Pex, SAGE, Yogi, Vigilante

# Dynamic Symbolic Execution



Vigilante   SAGE

Nikolai Tillmann Peli de Halleux (Pex), Patrice Godefroid (SAGE)

Aditya Nori, Sriram Rajamani (Yogi), Jean Philippe Martin, Miguel Castro,  
Manuel Costa, Lintao Zhang (Vigilante)

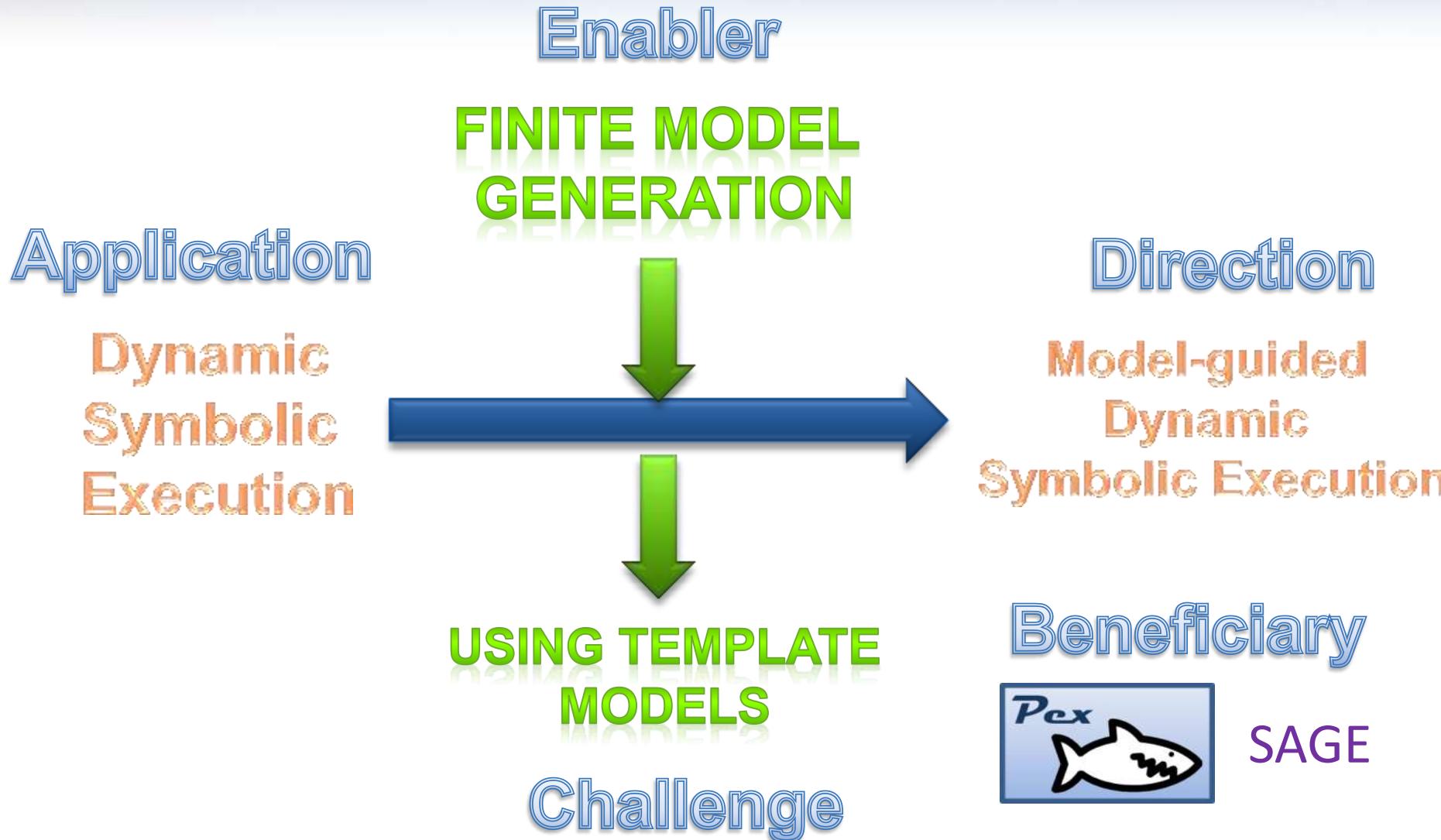
# Test-case generation with SAGE for exploring x86 binaries

Internal user: “WEX Security team”

- Use 100s of dedicated machines 24/7 for months
- Apps: image processors, media players, file decoders,...
- Bugs: Write/read A/Vs, Crash,..
- Uncovered bugs not possible with “black-box” methods.



# ABCDE: Application Beneficiary Challenge Direction Enabler



# Application:

*Bit-precise Scalable  
Static Analysis*

PREfix [Moy, B., Sielaff 2010]

# What is wrong here?

```
int binary_se
```

```
while (low <= hig
```

```
{
```

```
    // Find middle value
```

```
    int mid = (low + high) / 2;
```

```
    int val = arr[mid];
```

```
    if (val == key) return mid;
```

```
    if (val < key) low = mid+1;
```

```
    else high = mid-1;
```

```
}
```

```
return -1;
```

$$3(\text{INT\_MAX}+1)/4 + \\ (\text{INT\_MAX}+1)/4 \\ = \text{INT\_MIN}$$

Package: java.util.Arrays  
Function: binary\_search

```
id itoa(int n, char*
```

```
if (n < 0) {
```

```
*s++ = '-';
```

```
n = -n;
```

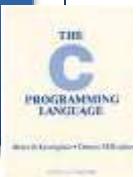
```
}
```

```
// Add digits to s
```

```
....
```

-INT\_MIN=  
INT\_MIN

Book: Kernighan and Ritchie  
Function: itoa (integer to ascii)



# The PREfix Static Analysis Engine

```
int init_name(char **outname, uint n)
{
    if (n == 0) return 0;
    else if (n > UINT16_MAX) exit(1);
    else if ((*outname = malloc(n)) == NULL) {
        return 0xC0000095; // NT_STATUS_NO_MEM;
    }
    return 0;
}

int get_name(char* dst, uint size)
{
    char* name;
    int status = 0;
    status = init_name(&name, size);
    if (status != 0) {
        goto error;
    }
    strcpy(dst, name);
error:
    return status;
}
```

model for function init\_name  
outcome init\_name\_0:  
guards: n == 0  
results: result == 0  
outcome init\_name\_1:  
guards: n > 0; n <= 65535  
results: result == 0xC0000095  
outcome init\_name\_2:  
guards: n > 0; n <= 65535  
constraints: valid(outname)  
results: result == 0; init(\*outname)

path for function get\_name  
guards: size == 0  
constraints:  
facts: init(dst); init(size); status == 0

pre-condition for function strcpy  
init(dst) and valid(name)

models

Can  
Pre-condition  
be violated?

Yes: name  
is not  
initialized

C/C++ functions

warnings

# Overflow on unsigned addition

```
iElement = m_nSize;  
if( iElement >= m_nMaxSize )  
{  
    bool bSuccess = GrowBuffer( iElement+1 ),  
    ...  
}  
::new( m_pData+iElement ) E( element );  
m_nSize++;
```

m\_nSize == m\_nMaxSize == UINT\_MAX

iElement + 1 == 0

Write in  
unallocated  
memory

Code was  
written for  
address  
space < 4GB

# Using an overflowed value as allocation size

```
ULONG AllocationSize;  
while (CurrentBuffer != NULL) {  
    if (NumberOfBuffers > MAX ULONG / sizeof(MYBUFFER)) {  
        return NULL;  
    }  
    NumberofBuffers++;  
    CurrentBuffer = CurrentBuffer->NextBuffer;  
}  
AllocationSize = sizeof(MYBUFFER)*NumberOfBuffers;  
UserBuffersHead = malloc(AllocationSize);
```

Overflow check

Increment and exit  
from loop

Possible  
overflow

# PREfix – Summary.

- Integration of Z3 into PREfix
  - A recent project with Yannick Moy.
- ☺: catches more bugs than old version of PREfix using incomplete ad-hoc solver.
- ☹: complete solver for bit-vector operations incurs overhead compared to incomplete solver.
- Ran v1 through “large Microsoft code-base”
  - Filed a few dozen bugs during the first run.

# ABCDE

Application

Static  
Program  
Analysis

Enabler

**FAST, PRECISE  
SOLVER**

Direction

Static Analysis  
Using  
Symbolic Execution

EFFICIENT TRUTH  
MAINTAINANCE  
Challenge

Beneficiary

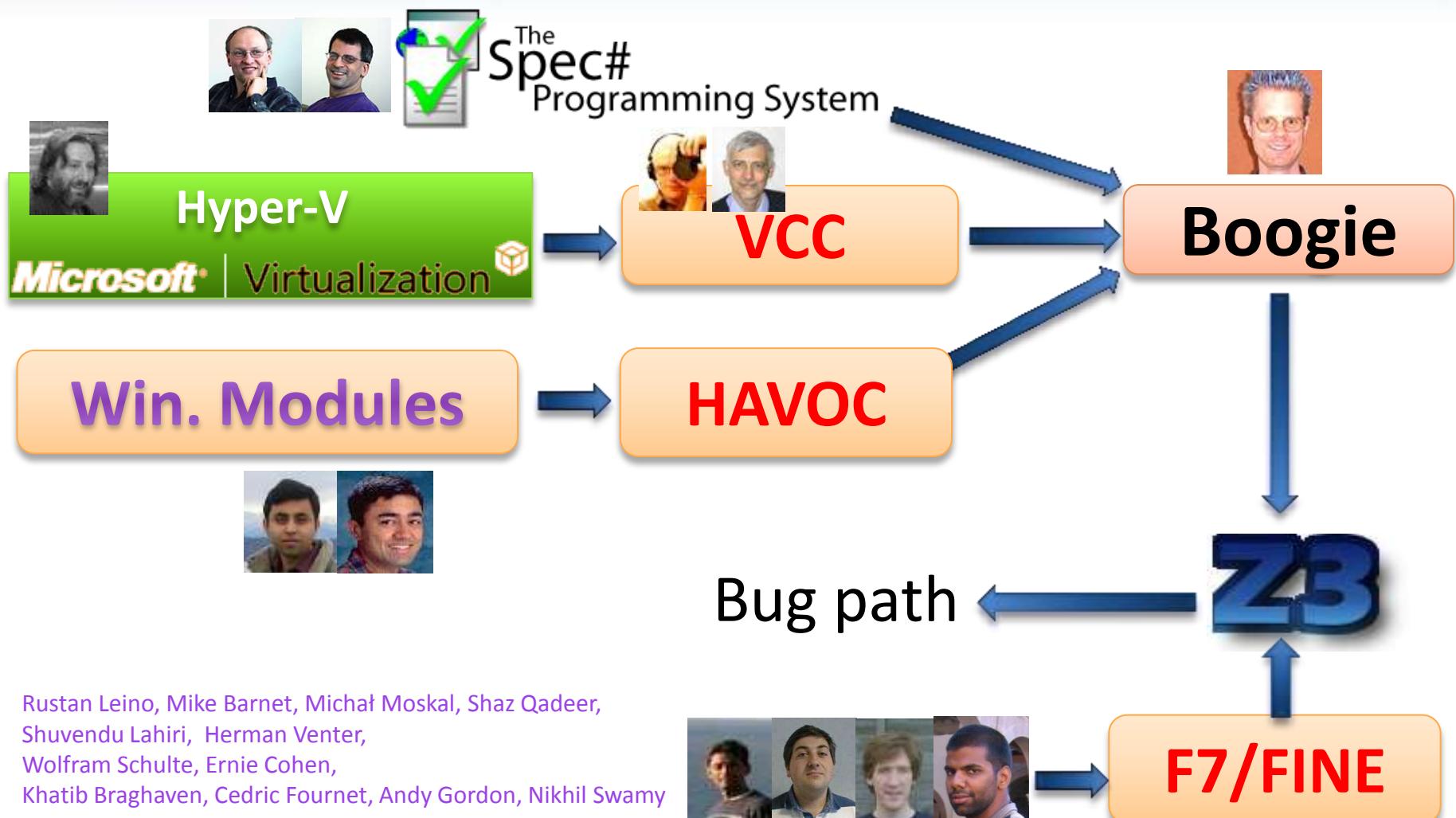
PREfix

Application:

# *Program Verification*

- Spec#, VCC, HAVOC

# Extended Static Checking and Verification



# Tool Chain: Boogie

```
#include <vcc2.h>
```

## Annotated C

```
typedef struct _BITMAP {
    UINT32 Size;           // Number of bits ...
    PUINT32 Buffer;        // Memory to store ...

    // private invariants
    invariant(Size > 0 && Size % 32 == 0)
    ...
}
```

```
$ref_cnt(old($s), #p) == $ref_cnt($s,
#p) && $ite.bool($set_in(#p,
$owns(old($s), owner)),
$ite.bool($set_in(#p, owns),
$st_eq(old($s), $s, #p),
$wrapped($s, #p, $typ(#p)) &&
$timestamp_is_now($s, #p)),
$ite.bool($set_in(#p, owns),
$owns($s, #p) == owner && $closed($s,
```

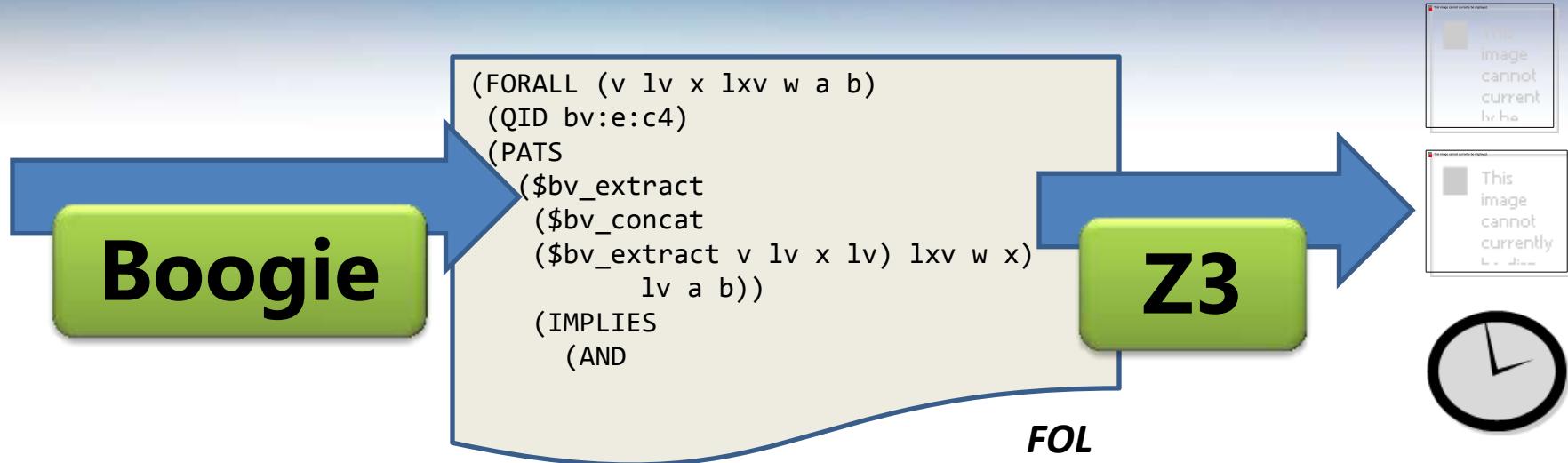


*Boogie*

- Verification Condition Generator

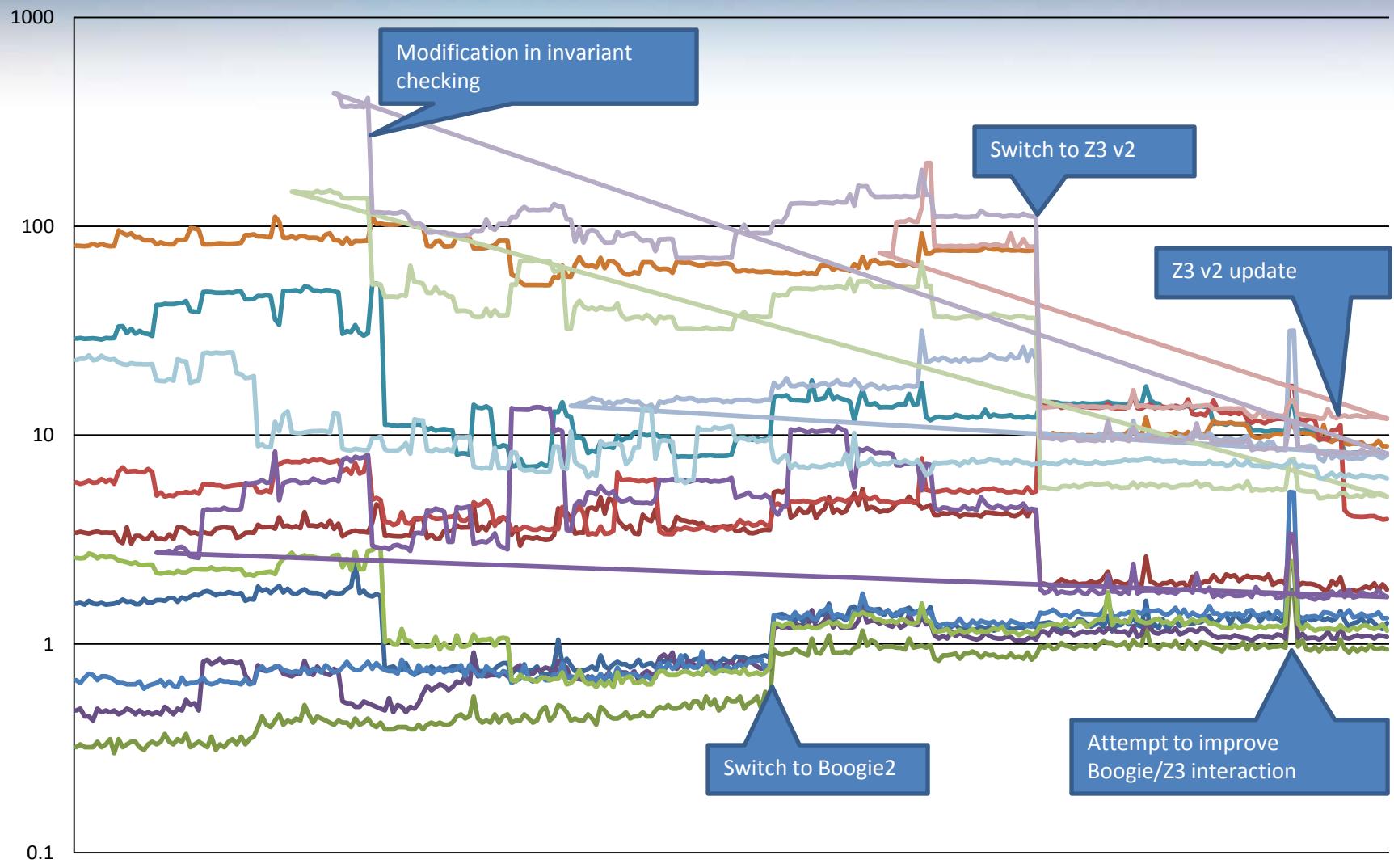
<http://vcc.codeplex.com/>

# Tool Chain: Z3



- Using Z3's support for quantifier instantiation + theories

# VCC Performance Trends Nov 08 – Mar 09



# The Importance of Speed

**Subject:** FW: Der neue Z3 ist höllisch schnell (und ich meine kein Auto)

Fyi.

Wi  Translator

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Su: Ich habe einmal den neuen VCC auf mein Beispiel losgelassen, das ansonsten erst nach 50000 Sekunden irgendein Ergebnis produziert hat. Nun erhalte ich die ersten Fehler schon nach 200-300 Sekunden. Von daher bin ich sehr glücklich und zufrieden! Das ist gewaltiger Fortschritt.

I have released the new VCC once on my example has produced any result otherwise after 50000 seconds. Now, I receive the first error already after 200-300 seconds. That is why I am very happy and satisfied! This is huge progress.

Hal: Ich habe einmal den neuen VCC auf mein Beispiel losgelassen, das ansonsten erst nach 50000 Sekunden irgendein Ergebnis produziert hat. Nun erhalte ich die ersten Fehler schon nach 200-300 Sekunden. Von daher bin ich sehr glücklich und zufrieden! Das ist gewaltiger Fortschritt.

Viel Spaß und liebe Grüße an Lieven,  
Markus

# ABCDE

Application

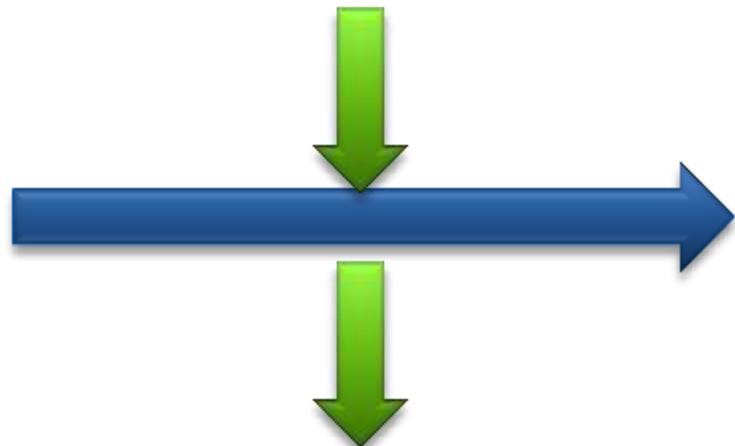
Program  
Verification

Enabler

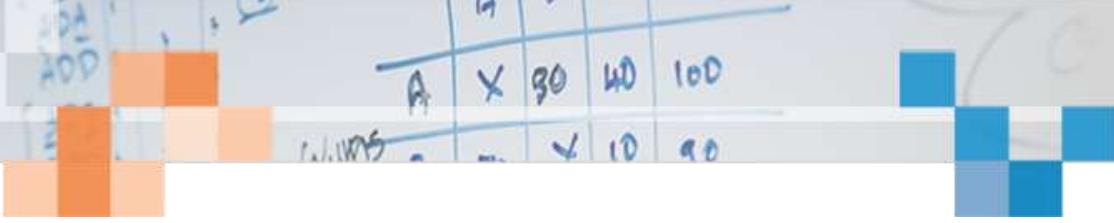
QUANTIFIER  
INSTANTIATION

Direction

Trusted OS  
With  
Certificates



QUANTIFIER  
HEURISTICS AND COMPLETENESS  
Challenge

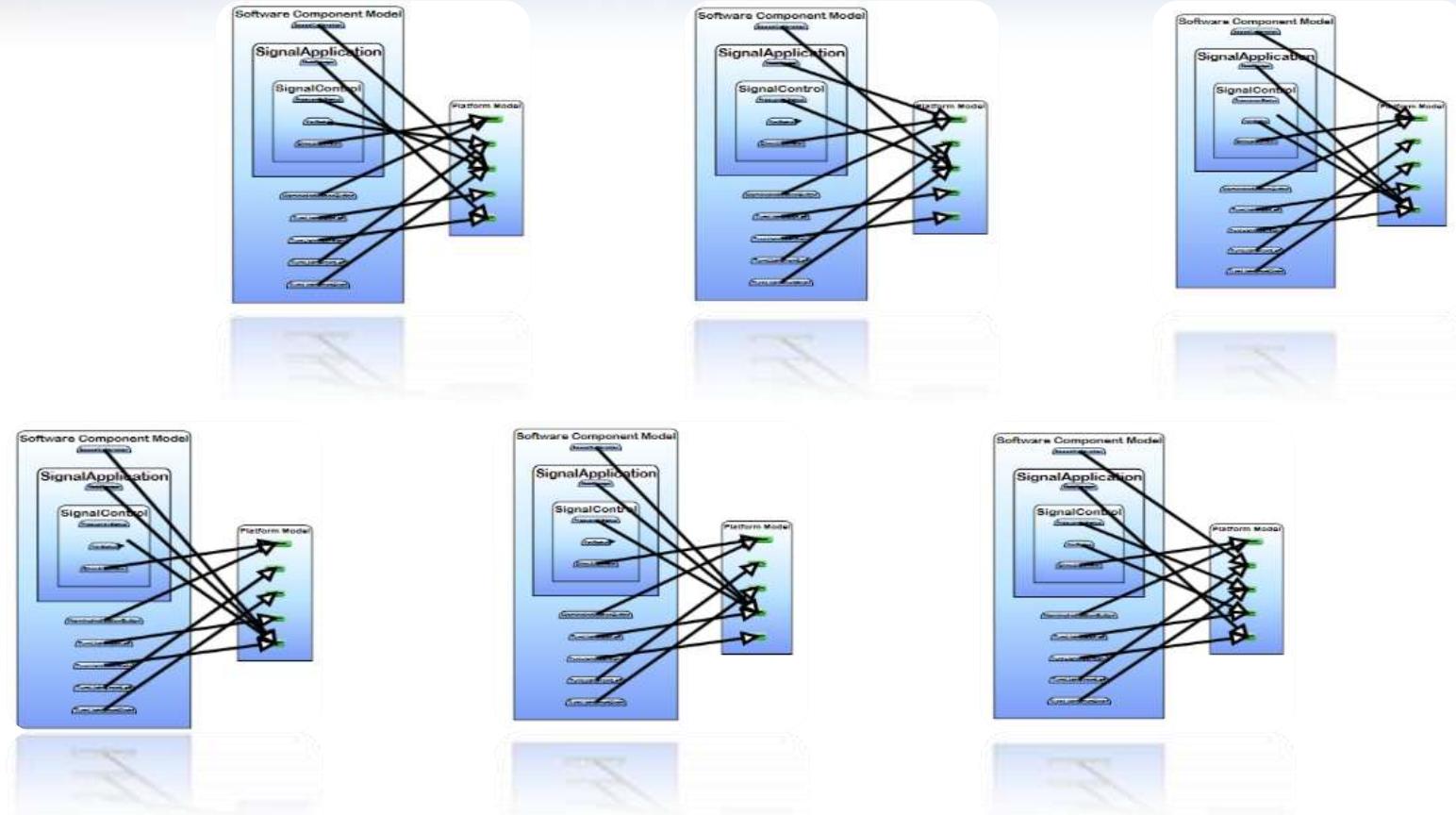


Application:

# *Model-Based Design*

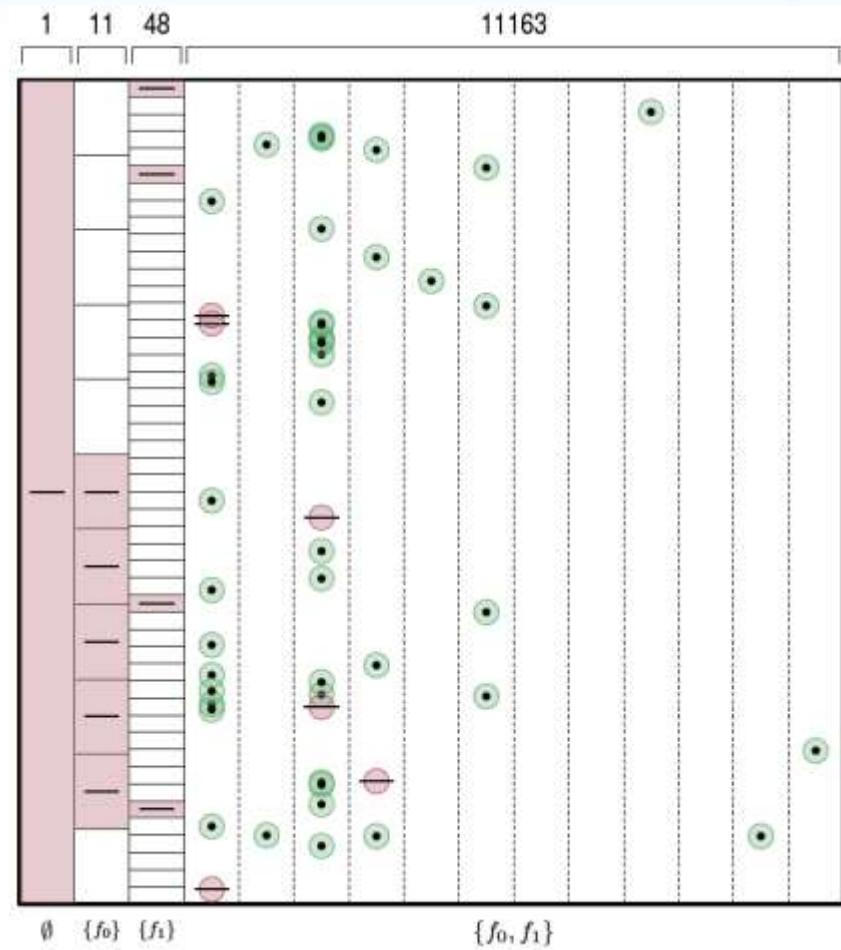
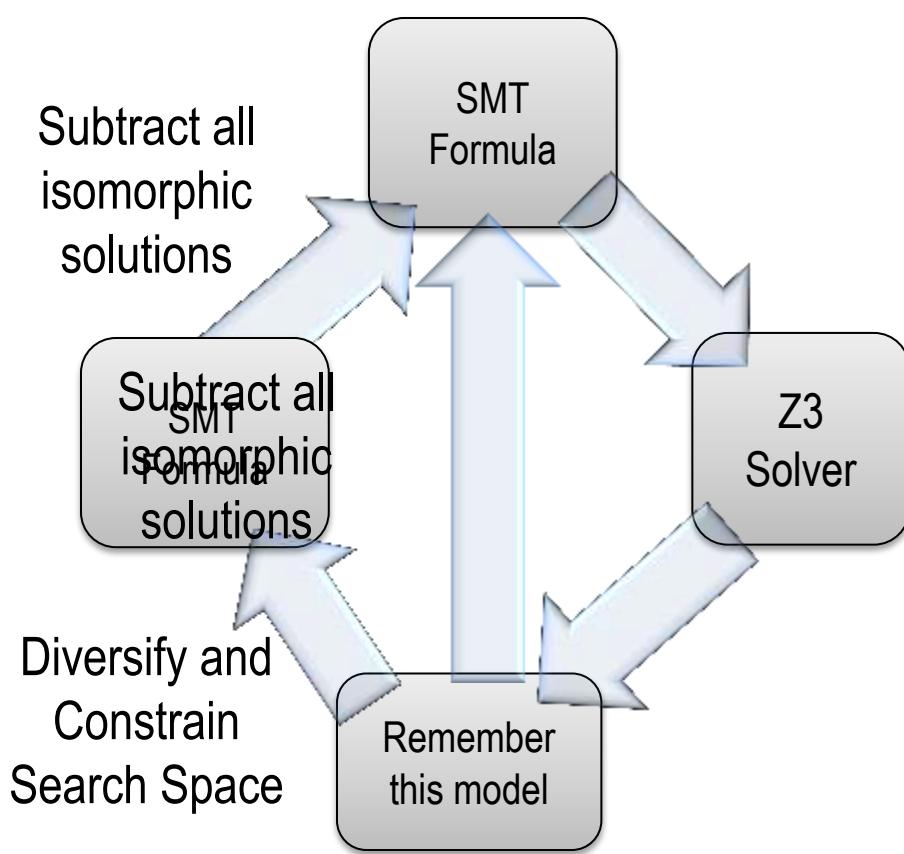
- FORMULA

# FORMULA: Design Space Exploration



Use Design Space Exploration to identify valid candidate architectures

# FORMULA: Diversified Search



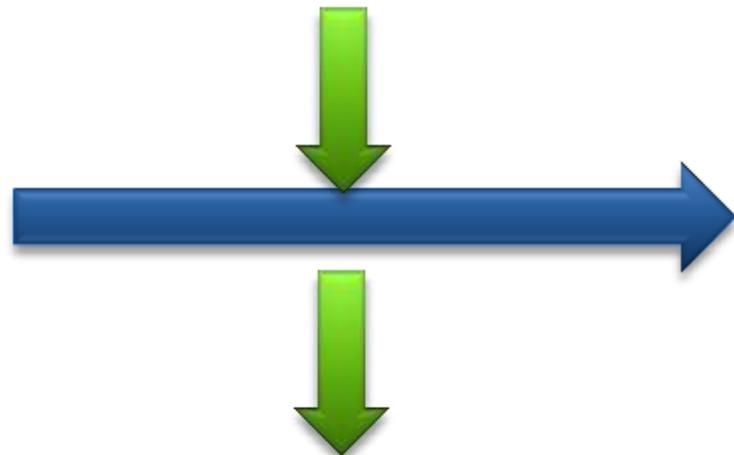
# ABCDE

Application

Model-Based  
Design

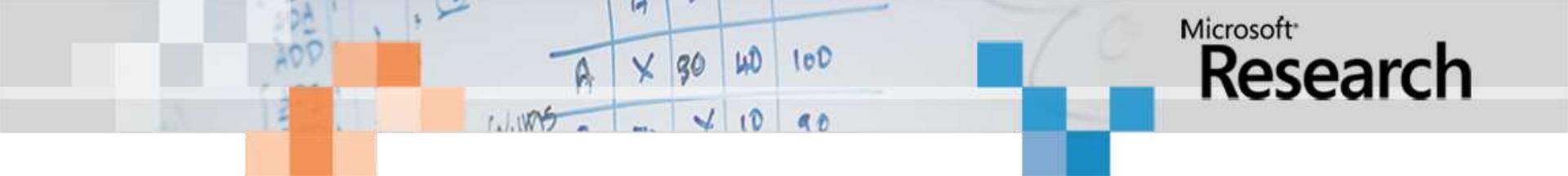
Enabler

**GENERATING  
FINITE MODELS**



Direction

Embedded  
Real-time  
systems



Application:

# *Model-Based Testing*

- SpecExplorer, M3

# Model-based Testing and Design

## Example Microsoft protocol:

- SMB2 (= remote file) Protocol Specification
- 200+ other Microsoft Protocols

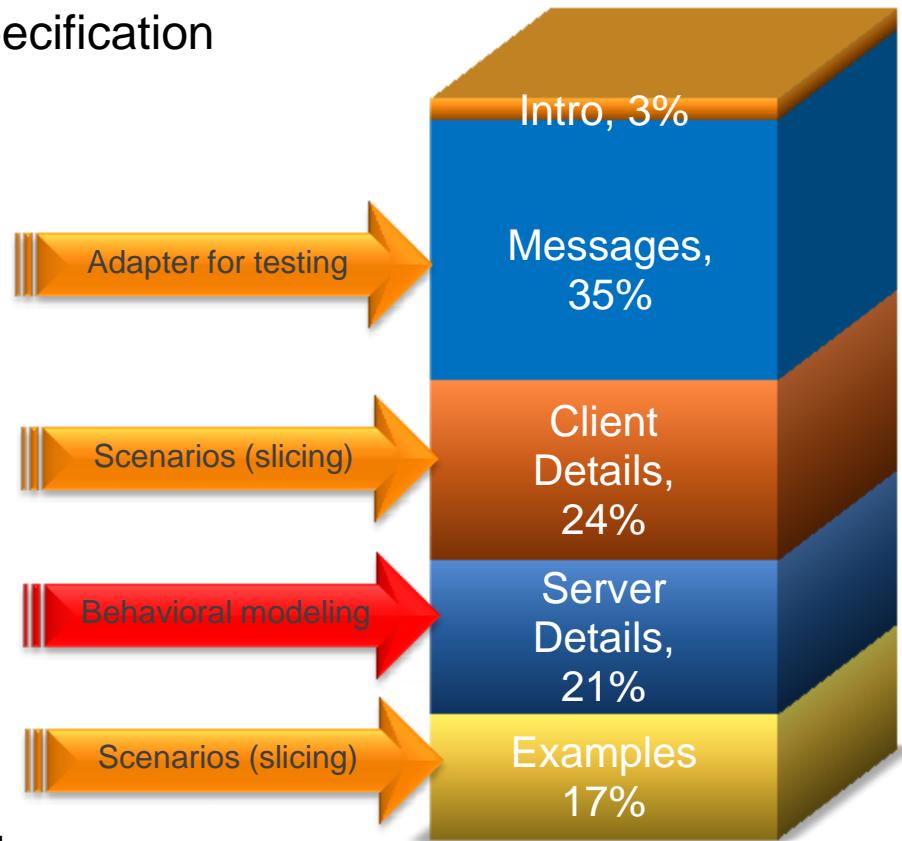
## Tools:

Symbolic Exploration of protocol models to generate tests.

Pair-wise independent input generation for constrained algebraic data-types.

Design time model debugging using

- Bounded Model Checking
- Bounded Conformance Checking
- Bounded Input-Output Model Programs



# Next steps – Model-based Testing

Application

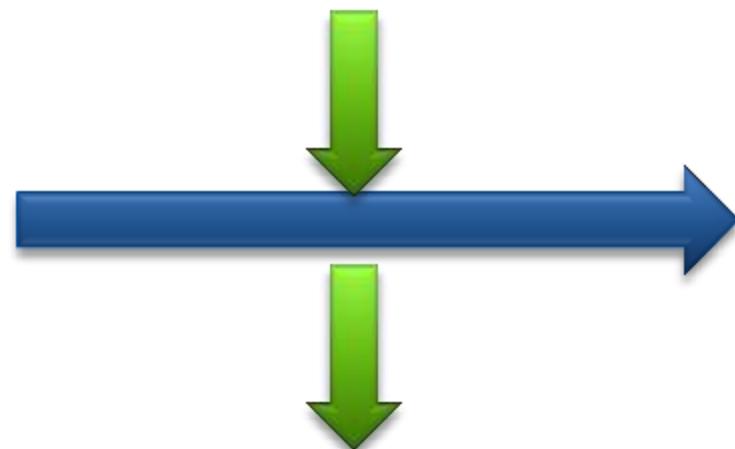
Model-based  
Testing

Enabler

**SEARCH ONLY  
RELEVANT SPACE**

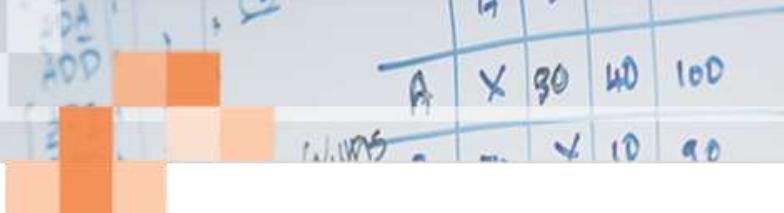
Direction

Program  
Synthesis



**SEARCH STRATEGIES**

Challenge



# Selected Z3 Technologies

# Research around Z3

## Decision Procedures

Modular Difference Logic is Hard

Linear Functional Fixed-points.

A Priori Reductions to Zero for Strategy-Independent Gröbner Bases SYNASC 09 M& Passmore.

Efficient, Generalized Array Decision Procedures

TR 08 B, Blass Gurevich, Muthuvathi.

CAV 09 B. & Hendrix.

FMCAD 09 M & B

## Combining Decision Procedures

Model-based Theory Combination

Accelerating Lemma learning using DPLL(U)

Proofs, Refutations and Z3

On Locally Minimal Nullstellensatz Proofs.

A Concurrent Portfolio Approach to SMT Solving

SMT 07 M & B. .

LPAR 08 B, Dutetra & M

IWIL 08 M & B

SMT 09 M & Passmore.

CAV 09 Wintersteiger, Hamadi & M

## Quantifiers, quantifiers, quantifiers

Efficient E-matching for SMT Solvers. .

Relevancy Propagation.

Deciding Effectively Propositional Logic using DPLL(Sx)

Engineering DPLL(T) + saturation.

Complete instantiation for quantified SMT formulas

On deciding satisfiability by DPLL(  $\Gamma$ + T).

Linear Quantifier Elimination as Abstract Decision Proc.

CADE 07 M & B.

TR 07 M & B.

IJCAR 08 M & B.

IJCAR 08 M & B.

CAV 09 Ge & M.

CADE 09 Bonachina, M & Lynch.

IJCAR 10, B.

# Model-based Theory Combination

## Foundations

1979 Nelson, Oppen - Framework

1996 Tinelli & Harindri. N.O Fix

2000 Barrett et.al N.O + Rewriting

2002 Zarba & Manna. “Nice” Theories

2004 Ghilardi et.al. N.O. Generalized



## Efficiency using rewriting

1984 Shostak. Theory solvers

1996 Cyrluk et.al Shostak Fix #1

1998 B. Shostak with Constraints

2001 Rueß & Shankar Shostak Fix #2

2004 Ranise et.al. N.O + Superposition

2001: Moskewicz et.al. Efficient DPLL made guessing cheap

2006 Bruttomesso et.al. Delayed Theory Combination

2007 de Moura & B. Model-based Theory Combination

2010 Jovanovic & Barrett. Sharing is Caring

# Combinatory Array Logic

- A basis of operations

$$write(a, i, v) = \lambda j.ite(i = j, v, a[j])$$

$$K(v) = \lambda j.v$$

$$map_f(a, b) = \lambda j.f(a[j], b[j])$$

$$\delta(a) = a[\varepsilon(a)]$$

# Combinatory Array Logic

- Derived operations

$\emptyset$	$\triangleq$	$K(false)$	$\emptyset_{Bag}$	$\triangleq$	$K(0)$
$\{a\}$	$\triangleq$	$write(\emptyset, a, true)$	$\{a\}$	$\triangleq$	$write(\emptyset, a, 1)$
$a \in A$	$\triangleq$	$A[a]$	$mult(a, A)$	$\triangleq$	$A[a]$
$A \cup B$	$\triangleq$	$map_{\vee}(A, B)$	$A \oplus B$	$\triangleq$	$map_+(A, B)$
$A \cap B$	$\triangleq$	$map_{\wedge}(A, B)$	$A \Pi B$	$\triangleq$	$map_{\min}(A, B)$
$finite(A)$	$\triangleq$	$(\delta(A) = false)$	$finite_{Bag}(A)$	$\triangleq$	$(\delta(A) = 0)$

# Efficient E-graph Matching

- Match:  $\text{read}(\text{write}(\mathbf{A}, \mathbf{I}, \mathbf{V}), \mathbf{I}) = \text{read}(\text{write}(a, g(c), c), f(d, a))$   
Assuming
  - $E = \{ g(a) = f(b, c), b = d, a = c \}$
- Efficiency through:
  - **Code trees:**  
Runtime program specialization.
  - **Inverted path indexing:**  
When new equality enters, walk from sub-terms upwards to roots in index.

# Efficient E-graph Matching

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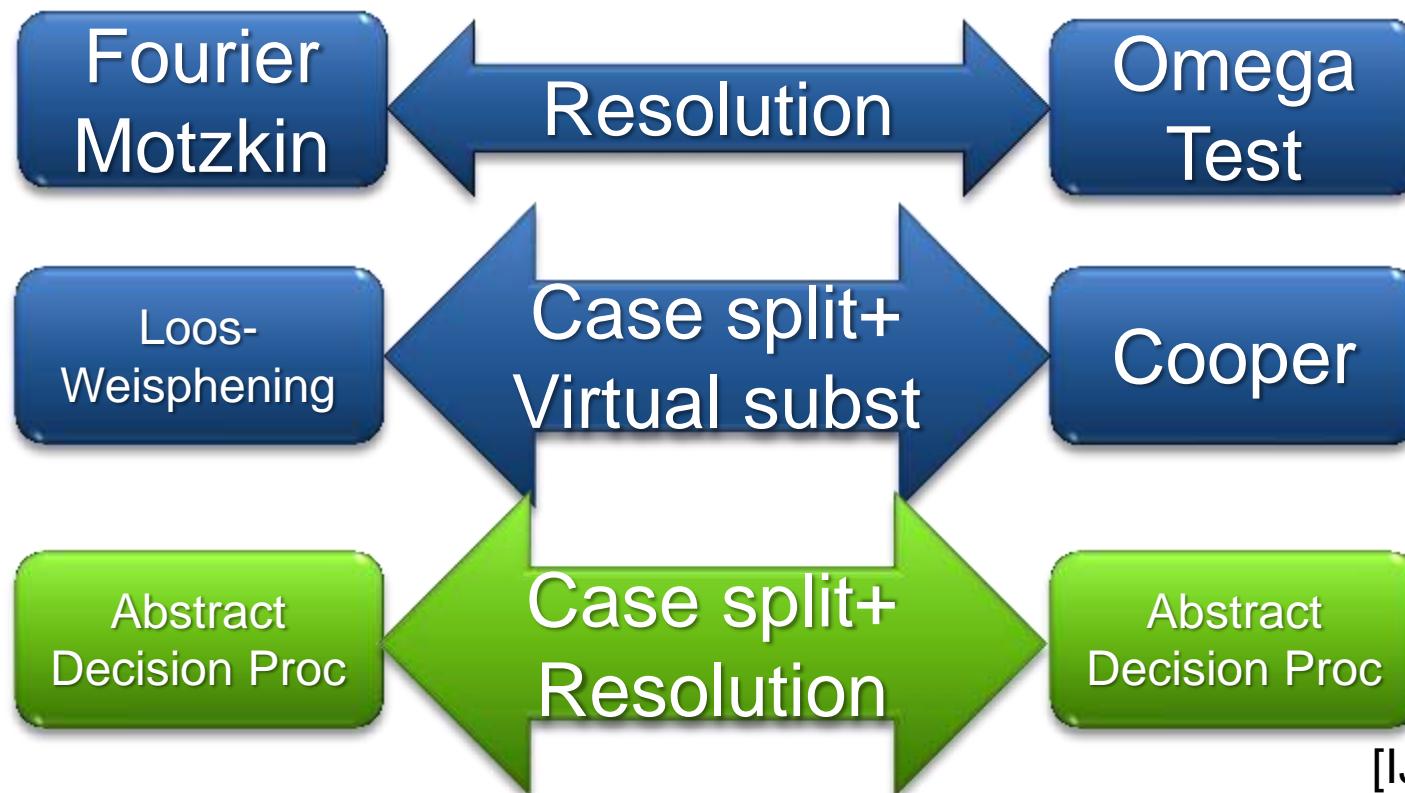
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# Linear quantifier Elimination as an Abstract Decision Procedure

- SMT for QE has some appeal:
  - Just use SMT(LA/LIA) for closed formulas.
- Algorithms:



# Conclusions



- SMT solvers are a great fit for software tools
- Current main applications:
  - Test-case generation.
  - Verifying compilers.
  - Model Checking & Predicate Abstraction.
  - Model-based testing and development
- Future opportunities in SMT research and applications abound