

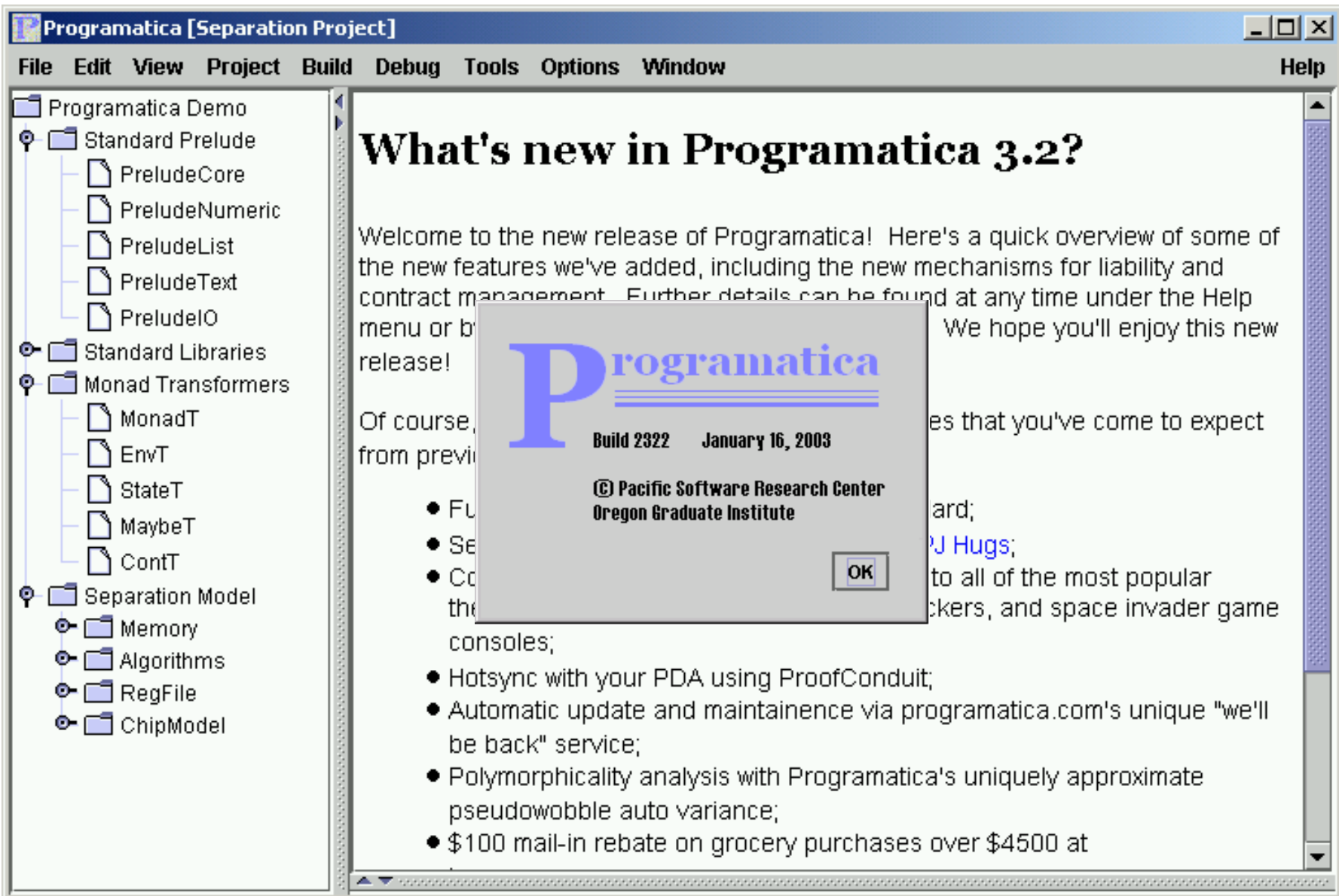


**Programmatica:**

**The early years**

**A personal recollection**

**Mark P Jones, OGI**



# What's new in Programatica 3.2?

Welcome to the new release of Programatica! Here's a quick overview of some of the new features we've added, including the new mechanisms for liability and contract management. Further details can be found at any time under the Help menu or by clicking on the 'What's new' link. We hope you'll enjoy this new release!



Build 2322 January 16, 2003

© Pacific Software Research Center  
Oregon Graduate Institute

- Full support for the Haskell standard;
- Separation of concerns with PJ Hugs;
- Continued support for all of the most popular consoles, and space invader game consoles;
- Hotsync with your PDA using ProofConduit;
- Automatic update and maintenance via programatica.com's unique "we'll be back" service;
- Polymorphicality analysis with Programatica's uniquely approximate pseudowobble auto variance;
- \$100 mail-in rebate on grocery purchases over \$4500 at

OK

Programatica [Separation Project]

File Edit View Project Build Debug Tools Options Window Help

Standard Libraries  
 Prelude  
 Prelude  
 Standard Libraries  
 Monad Transformers  
 Separation Model  
 Memory  
 Algorithms  
 RegFile  
 ChipModel

```

/** Implementation of a simple memory ADT
import
import
abstract type Memory = Addr -> Word
the empty memory is initialized to all zeros:
pty :: Memory
application:

```


What would you like to do?

Context-sensitive, online help system  
 scripting, preferences, ...

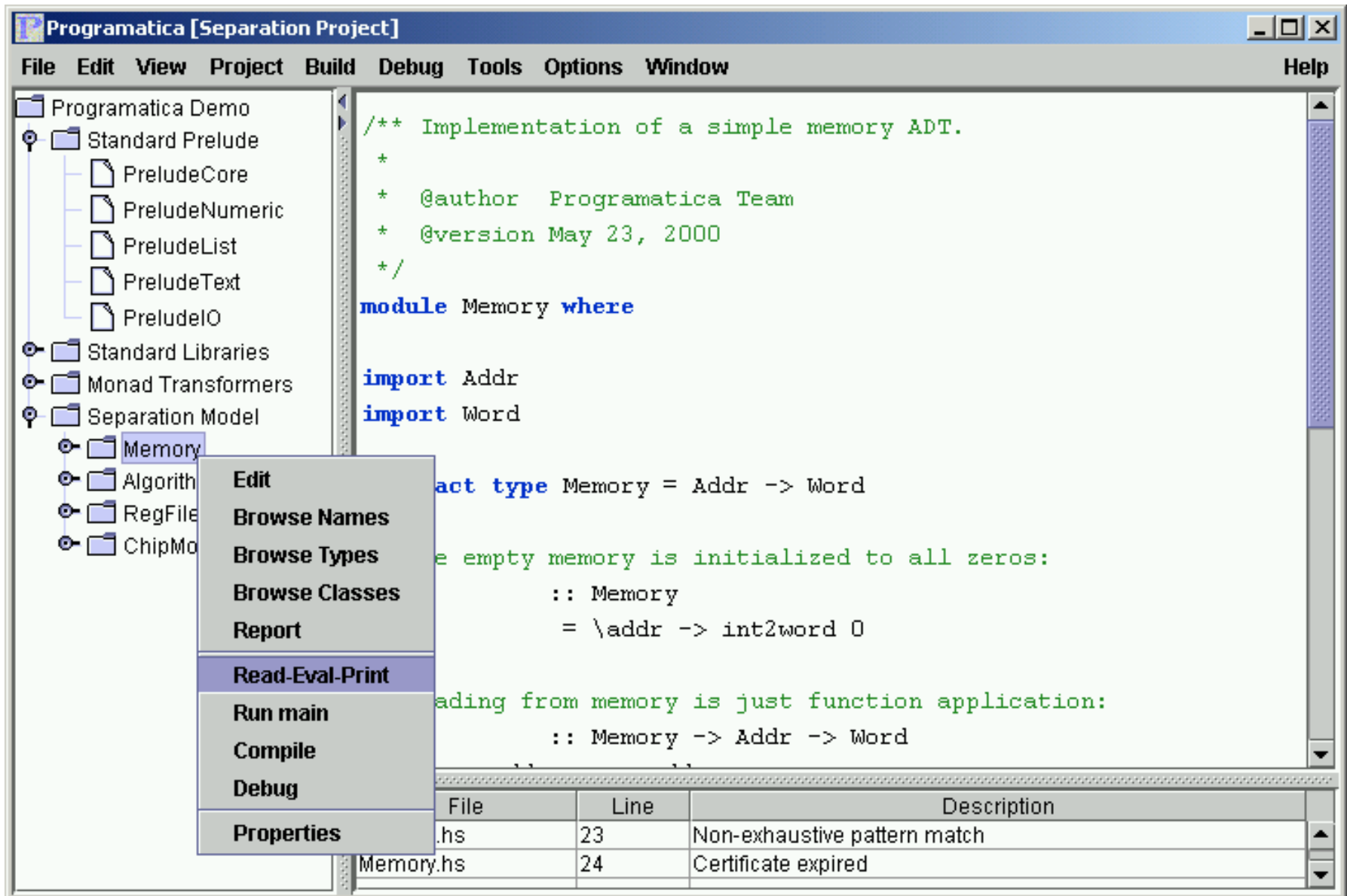
space prompt,  
 NothingToDeclare™, ...

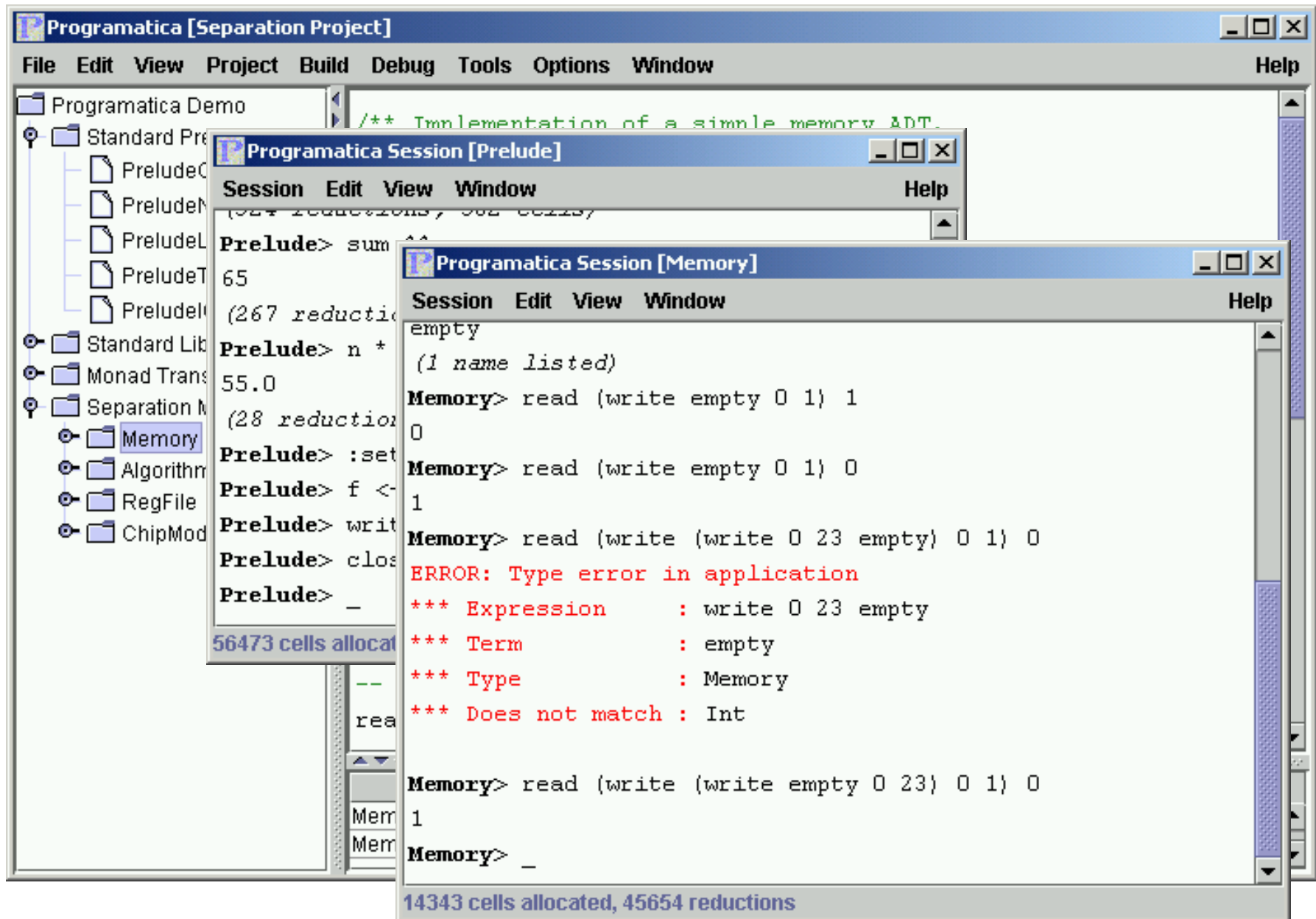
Text editor with syntax coloring, auto-complete, spell-as-you-type, type-as-you-type, ...

Project source code  
 Application form  
 Configuration



File	Line	Description
Memory.hs	23	Non-exhaustive pattern match
Memory.hs	24	Certificate expired





- ◆ In its 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, Wall Street Journal  
March 2007

## ◆ Back then:

- Priorities: Time to market, raw functionality, ...
- Non-issues: reliability, security, robustness, accountability, ...
- Formal methods: academic toys, expensive, won't scale, irrelevant, ...

## ◆ Programmatica was part of the new wave:

“Programming as if correctness mattered”



# The Programmatica Vision:

- ◆ Build 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.

Programatica [Separation Project]

File Edit View Project Build Debug Tools Options Window Help

Programatica Demo  
Standard Prelude  
Standard Libraries  
Monad Transformers  
Separation Model  
Memory  
Algorithms  
RegFile

```
-- reading from memory is just function application:  
read      :: Memory -> Addr -> Word  
read mem addr = mem addr  
  
property ReadEmpty = All (a::Addr).  
                    read empty a == 0  
  
-- write to memory is just function extension:  
write     :: Addr -> Word -> Memory  
write mem addr w = mem addr w  
  
property ReadWrite = All (a::Addr).  
                    All (w::Word).  
                    All (m::Memory).  
                    read (write m a w) a == w  
  
property WriteWrite = All (a::Addr).  
                    All (w,w' :: Word).  
                    All (m::Memory).  
                    write (write m a w') a w = write m a w
```

Property statements as an integral part of source code.

# The Language of Properties:

- ◆ Properties expressed using:
  - Standard logical constructs and primitives;
  - The same syntactic conventions as executable code.
- ◆ In short, a property notation that was immediately familiar to programmers:

**property** `ReadWrite`

**= All** `a v m.`

`read a (write a v m) === v`

```
Programatica [Separation Project]
File Edit View Project Build Debug Tools Options Window Help
Programatica Demo
  Standard Prelude
  Standard Libraries
  Monad Transformers
  Separation Model
    Memory
    Algorithms
    RegFile
    ChipModel
-- reading from memory is just function application:
read  :: Memory -> Addr -> Word
read mem addr = mem addr

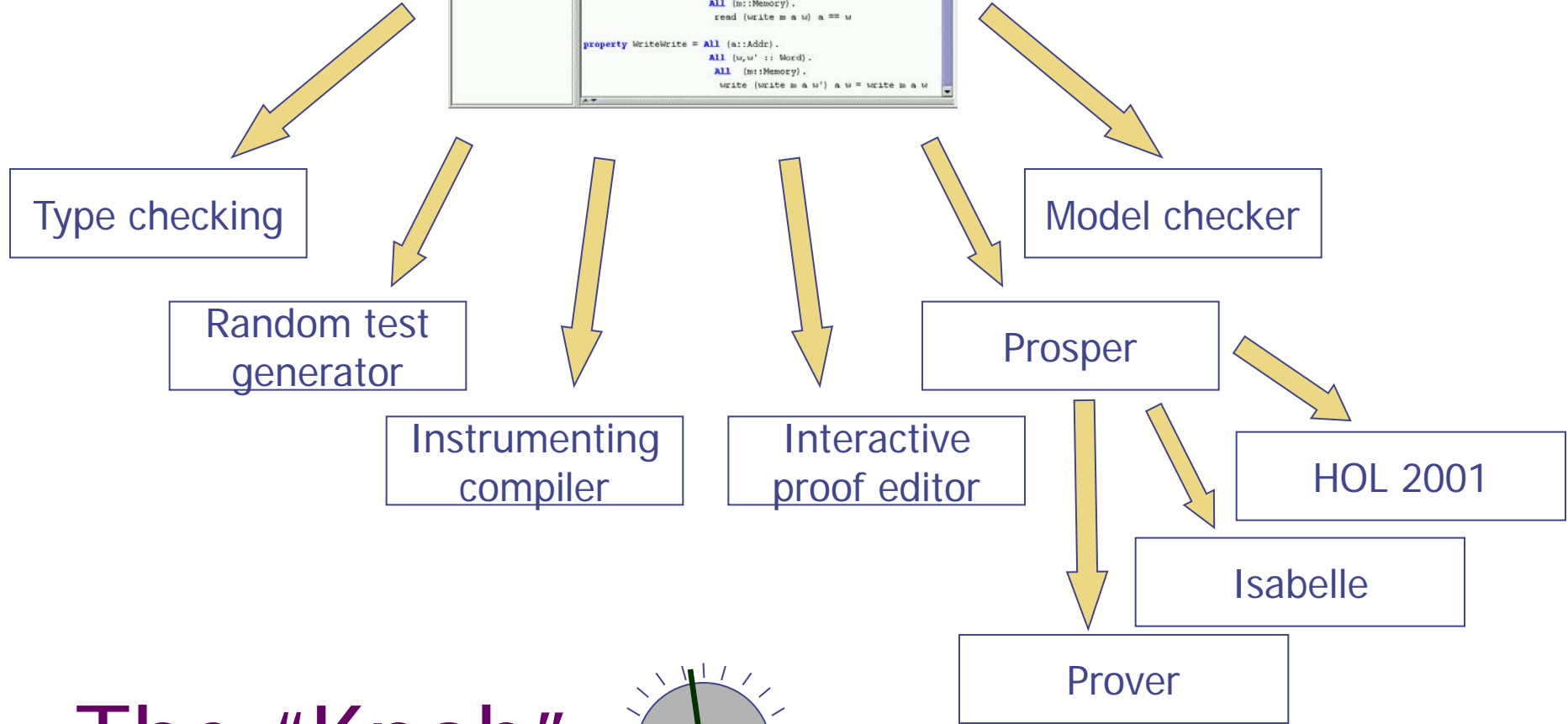
property ReadEmpty = All (a::Addr).
  read empty a == 0

-- writing to memory is function extension:
write  :: Memory -> Addr -> Word -> Memory
write mem addr val
  = \addr' -> if addr==addr' then val else mem addr'

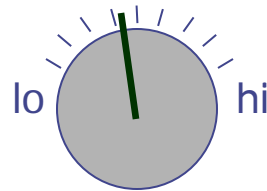
property ReadWrite = All (a::Addr).
  All (w::Word).
  All (m::Memory).
  read (write m a w) a == w

property WriteWrite = All (a::Addr).
  All (u,w' :: Word).
  All (m::Memory).
  write (write m a w') a w = write m a w
```

User supplied,  
domain-specific  
toolsets...



# The "Knob"



Programatica [Separation Project]

File Edit View Project Build Debug Tools Options Window Help

- Programatica Demo
  - Standard Prelude
  - Standard Libraries
  - Monad Transformers
  - Separation Model
    - Memory
      - Types
      - Values
      - Properties
    - Algorithms
    - RegFile
    - ChipModel

```
-- reading from memory is just function application:
read      :: Memory -> Addr -> Word
read mem addr = mem addr

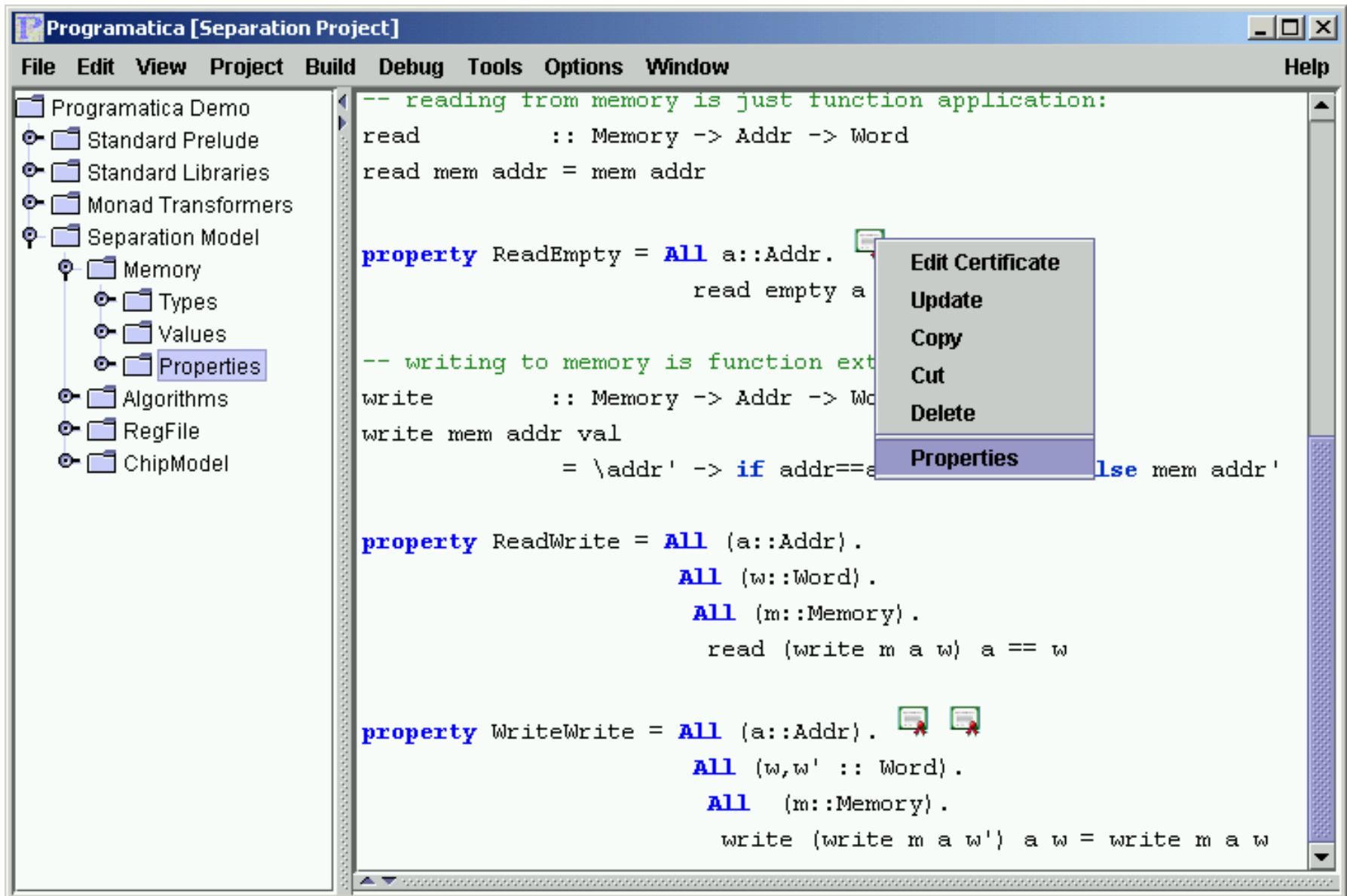
property ReadEmpty = ALL a::Addr.
                    read empty a == 0

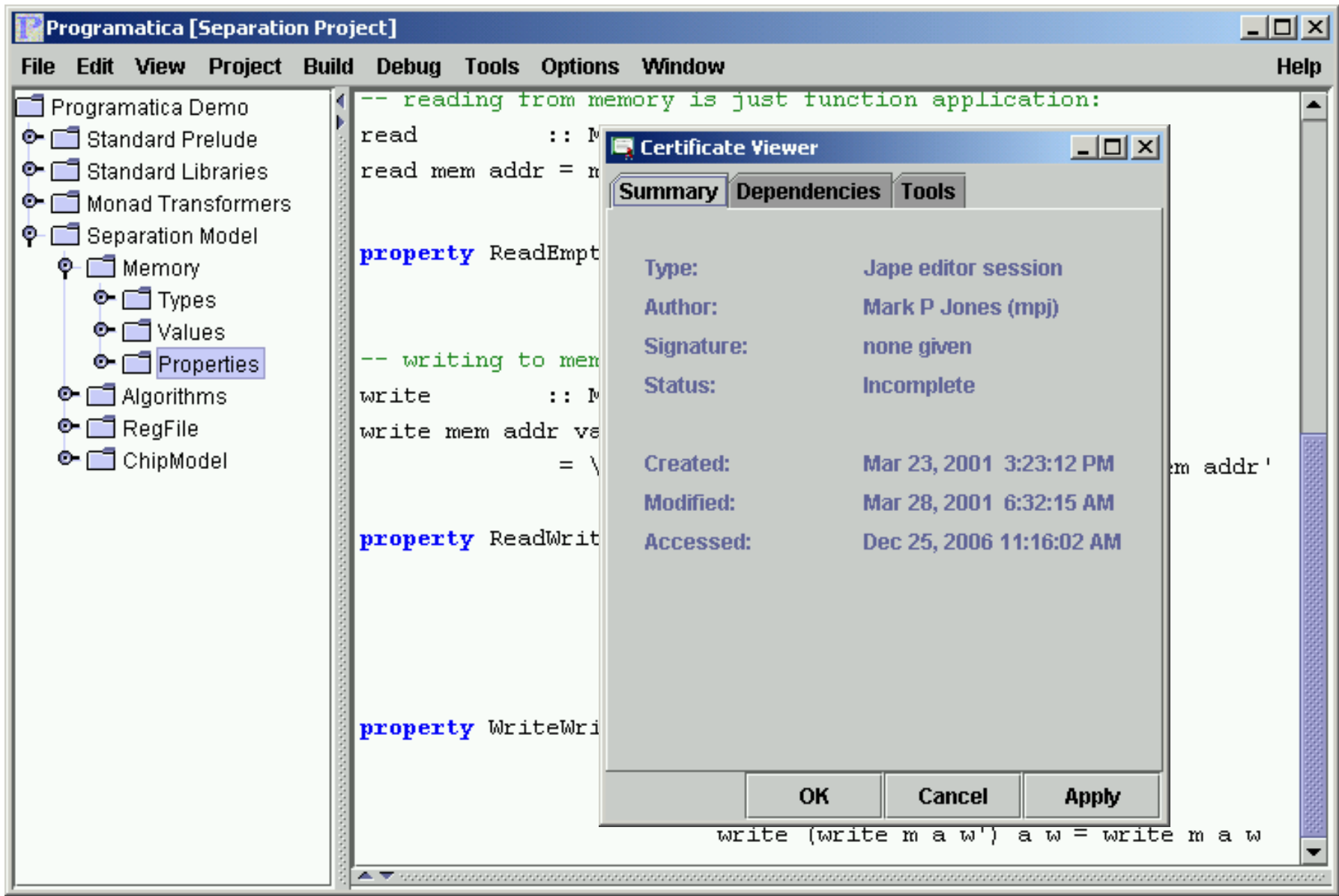
-- w
write
write      :: Memory -> Addr -> Word

property ReadWrite = ALL (a::Addr).
                    ALL (w::Word).
                    ALL (m::Memory).
                    read (write m a w) a == w

property WriteWrite = ALL (a::Addr).
                    ALL (w,w' :: Word).
                    ALL (m::Memory).
                    write (write m a w') a w = write m a w
```

These property statements have been annotated with certificates...





# Certificates:

- ◆ Certificates were “embedded objects” in source documents.
- ◆ Certificates were not part of the language:
  - ◆ They were not named or typed;
  - ◆ They were not propagated between modules.
- ◆ Programatica could be configured to support many different certificate types.
- ◆ They were queried and invoked through a generic interface/API: the “validation bus”.

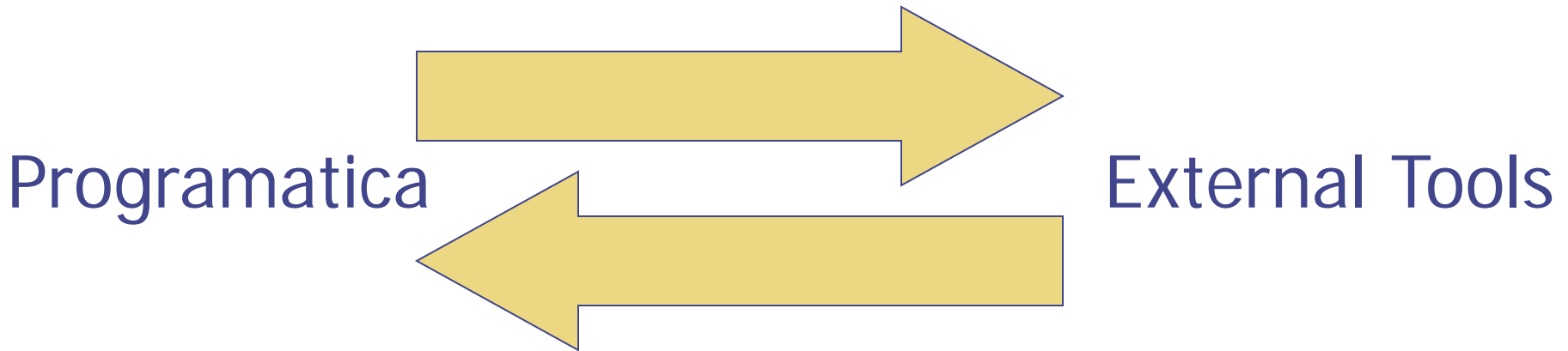


# The Validation Bus:

Property translation and subsetting

Property propagation and theory formation

Query and invocation mechanisms



Status reporting and auditing

Embedded display and editing

Encapsulated sessions and state

# Property Management:

- ◆ Programatica's property management facilities provided the link between property statements and certificates;
- ◆ Programatica supported:
  - ◆ *Pay-as-you-go*: Zero or more certificates for each property;
  - ◆ *Mix-and-match*: Different types of certificate could be used together in any given program.
- ◆ The tools helped users (and their managers) to understand the extent to which properties had been validated: “where is the knob”?

Programatica [Separation Project]

File Edit View Project Build Debug Tools Options Window Help

Programatica Demo

- Standard Prelude
- Standard Libraries
- Monad Transformers
- Separation Model
  - Memory
    - Types
    - Values
    - Properties
      - ReadEmpty ✓
      - ReadWrite ○
      - WriteWrite !
  - Algorithms
  - RegFile
  - ChipModel

```

-- reading from memory is just function application:
read      :: Memory -> Addr -> Word
read mem addr = mem addr

```

Key:

- ✓ At least one “valid” certificate;
- ! Certificate invalid, or proof incomplete;
- No certificates provided;
- P Parameterized property.

```

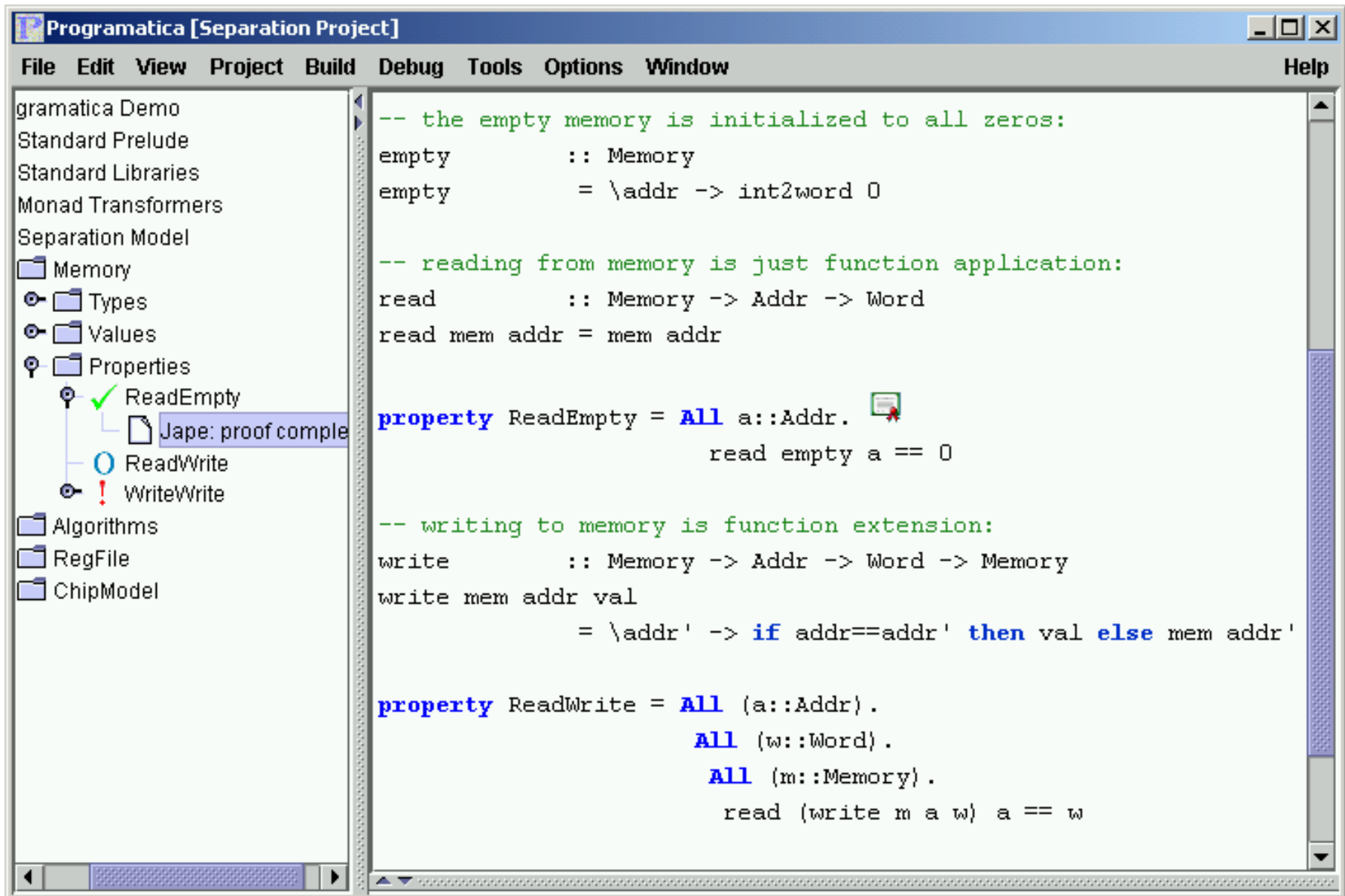
pre
--
wr
wr
pre
pre

```

```

ALL (w,w' :: Word).
ALL (m :: Memory).
write (write m a w') a w = write m a w

```



Programatica [Separation Project]

File Edit View Project Build Debug Tools Options Window Help

gramatica Demo  
Standard Prelude  
Standard Libraries  
Monad Transformers  
Separation Model  
Memory  
Types  
Values  
Properties  
ReadEmpty  
Jape: proof comple  
ReadWrite  
WriteWrite  
SMV: found counter  
Prosper.HOL: old c  
Algorithms  
RegFile  
ChipModel

```
-- reading from memory is just function application:
read      :: Memory -> Addr -> Word
read mem addr = mem addr

property ReadEmpty = All a::Addr.
    read empty a == 0

-- writing to memory is function extension:
write     :: Memory -> Addr -> Word -> Memory
write mem addr val
    = \addr' -> if addr==addr' then val else mem addr'

property ReadWrite = All (a::Addr).
    All (w::Word).
    All (m::Memory).
    read (write m a w) a == w

property WriteWrite = All (a::Addr).
    All (w,w' :: Word).
    All (m::Memory).
    write (write m a w') a w = write m a w
```



\*\*\* STOP: 0x0000000A (0x00000000,0x00000002,0x00000000,8038c240)  
IRQL\_NOT\_LESS\_OR\_EQUAL\*\*\* Address 8038c240 has base at 8038c000 - Ntfs.SYS

CPUID:Genuine Intel 6.3.3 irql:1f SYSVER 0xf0000565

Dll Base	DateStmp	- Name	Dll Base	DateStmp	- Name
80100000	336546bf	- ntoskrnl.exe	80010000	33247f88	- hal.dll
80000100	334d3a53	- atapi.sys	80007000	33248043	- SCSIPORT.SYS
802aa000	33013e6b	- epst.mpd	802b5000	336016a2	- Disk.sys
802b9000	336015af	- CLASS2.SYS	8038c000	3356d637	- Ntfs.sys
802bd000	33d844be	- Siwvid.sys	803e4000	33d84553	- NTice.sys
f9318000	31ec6c8d	- Floppy.SYS	f95c9000	31ec6c99	- Null.SYS
f9468000	31ed868b	- KSecDD.SYS	f95ca000	335e60cf	- Beep.SYS
f9358000	335...	- Time Machine			.sys
f947c000	31e...				.SYS
f9370000	332...				
f9490000	31e...				
f90f0000	332...				
a0000000	335...				
fe0c9000	335...				SYS
fe108000	31e...				YS
f9050000	332...				



Rebooting into the Year 2001

Please wait a moment ...

Address	dword	dump	Build [1314]	- Name			
801afc24	80149905	80149905	ff8e6b8c	80129c2c	ff8e6b94	8025c000	- Ntfs.SYS
801afc2c	80129c2c	80129c2c	ff8e6b94	00000000	ff8e6b94	80100000	- ntoskrnl.exe
801afc34	801240f2	80124f02	ff8e6df4	ff8e6f60	ff8e6c58	80100000	- ntoskrnl.exe
801afc54	80124f16	80124f16	ff8e6f60	ff8e6c3c	8015ac7e	80100000	- ntoskrnl.exe
801afc64	8015ac7e	8015ac7e	ff8e6df4	ff8e6f60	ff8e6c58	80100000	- ntoskrnl.exe
801afc70	80129bda	80129bda	00000000	80088000	80106fc0	80100000	- ntoskrnl.exe

Restart and set the recovery options in the system control panel or the /CRASHDEBUG system start option. If this message reappears, contact your system administrator or technical support group.

# The Real Programatica:

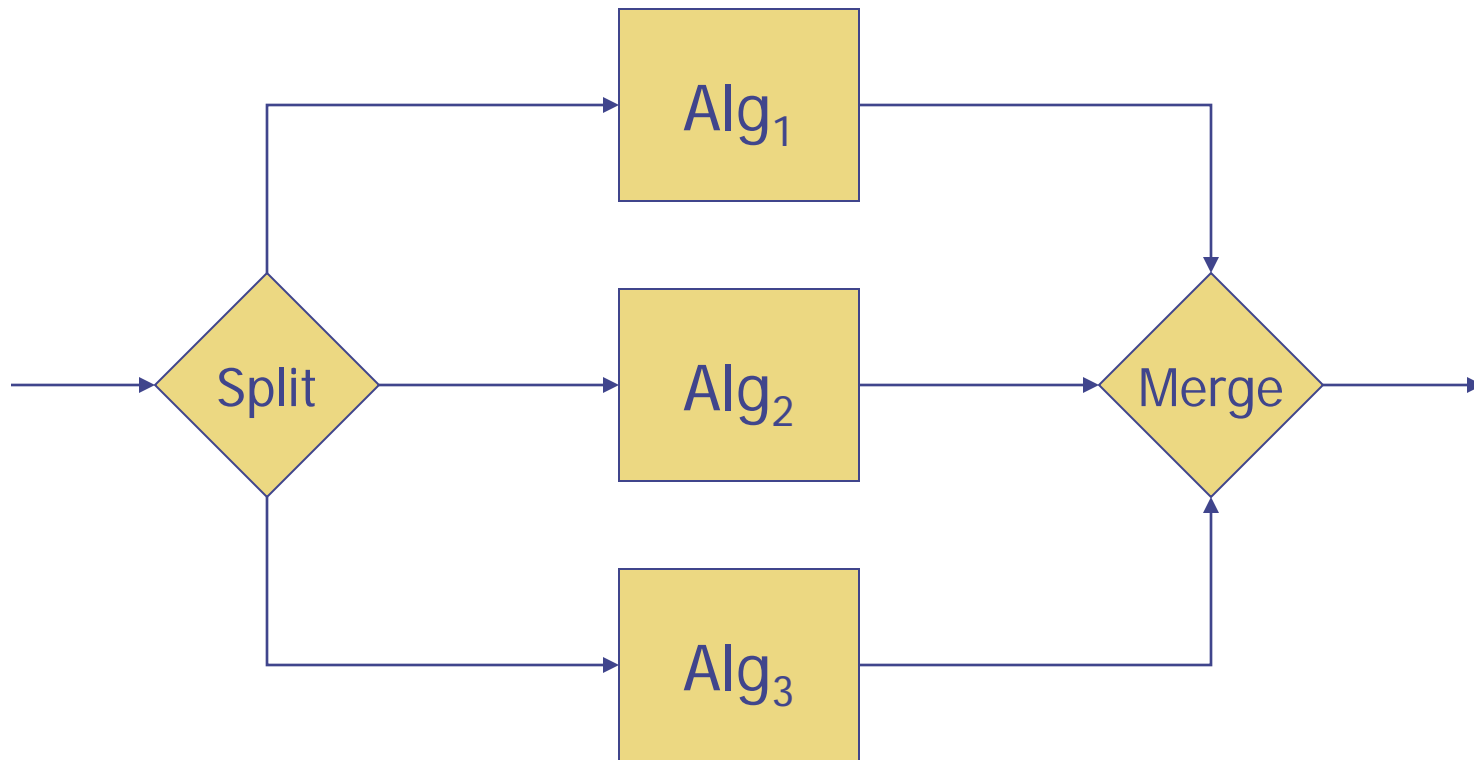
- ◆ There really is a Programatica project at OGI ...
- ◆ The team includes: Jim Hook (PI), Mark Jones, Dick Kieburtz, John Launchbury, Tim Sheard, Peter White, Bill Harrison, and Andy Moran.
- ◆ Peter White is also our first “Customer”.



# The Road to Programatica:

- ◆ We are currently building Programatica, version 1
- ◆ It will look quite different to the mockups I showed earlier ...
- ◆ But the basic vision and concepts are the same!
- ◆ Our design & development efforts are informed by ongoing experiments to help us understand how we will use the Programatica tools in practice ...

# Example: Modeling a Crypto-Chip



- ◆ One chip, multiple channels;
- ◆ Channels may use different algorithms;
- ◆ Separation of channels **GUARANTEED**.

# High-level view:

Map channels to algorithms

$\text{chip} :: (\text{Channel} \rightarrow \text{Alg}) \rightarrow$   
 $[\text{Packet}] \rightarrow [\text{Packet}]$

Packet Filter

$\text{type Packet} = (\text{Channel}, \text{Data})$

Channel Id

Payload

# Separation of Channels:

All (algs :: (Channel → Alg)).

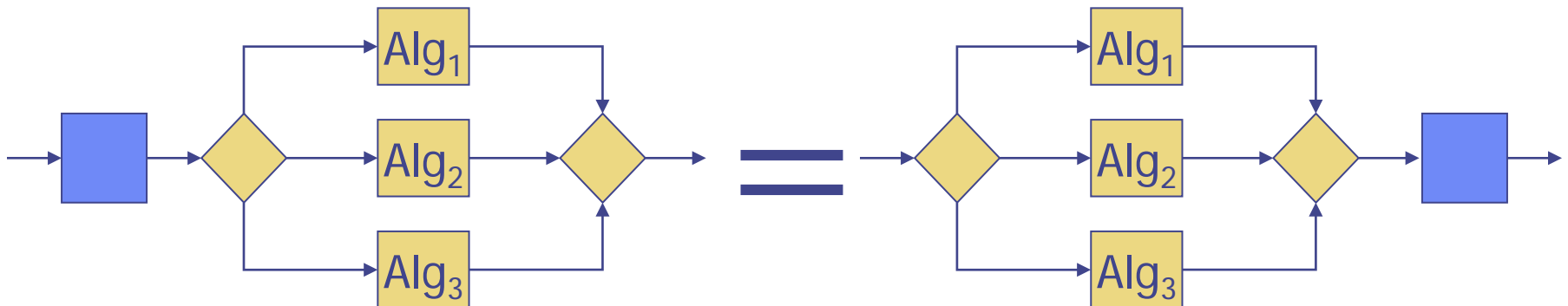
All (select :: (Channel → Bool)).

All (ps :: [Packet]).

filter (select . fst) (chip algs ps)

==

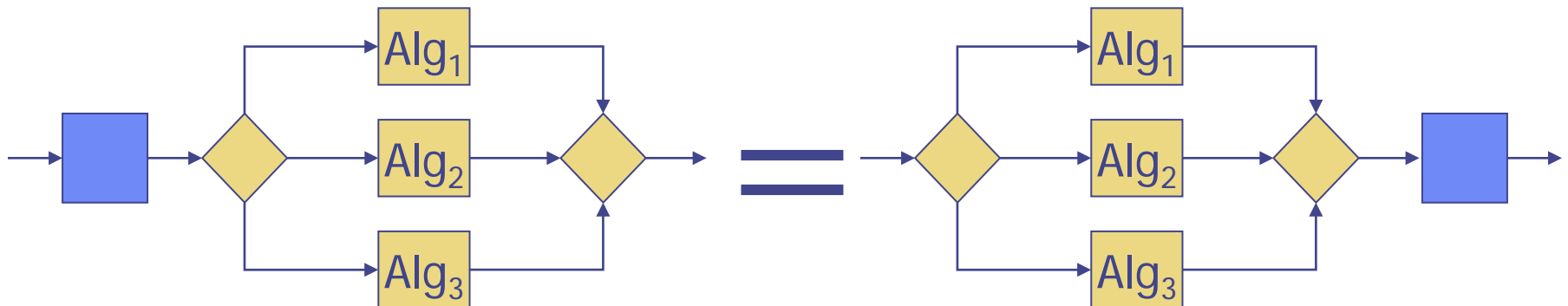
chip algs (filter (select . fst) ps)



# Separation of Channels:

This law guarantees that:

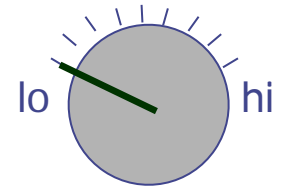
- ◆ Outputs do not depend on inputs to other channels.
- ◆ Channels do not generate spurious outputs.



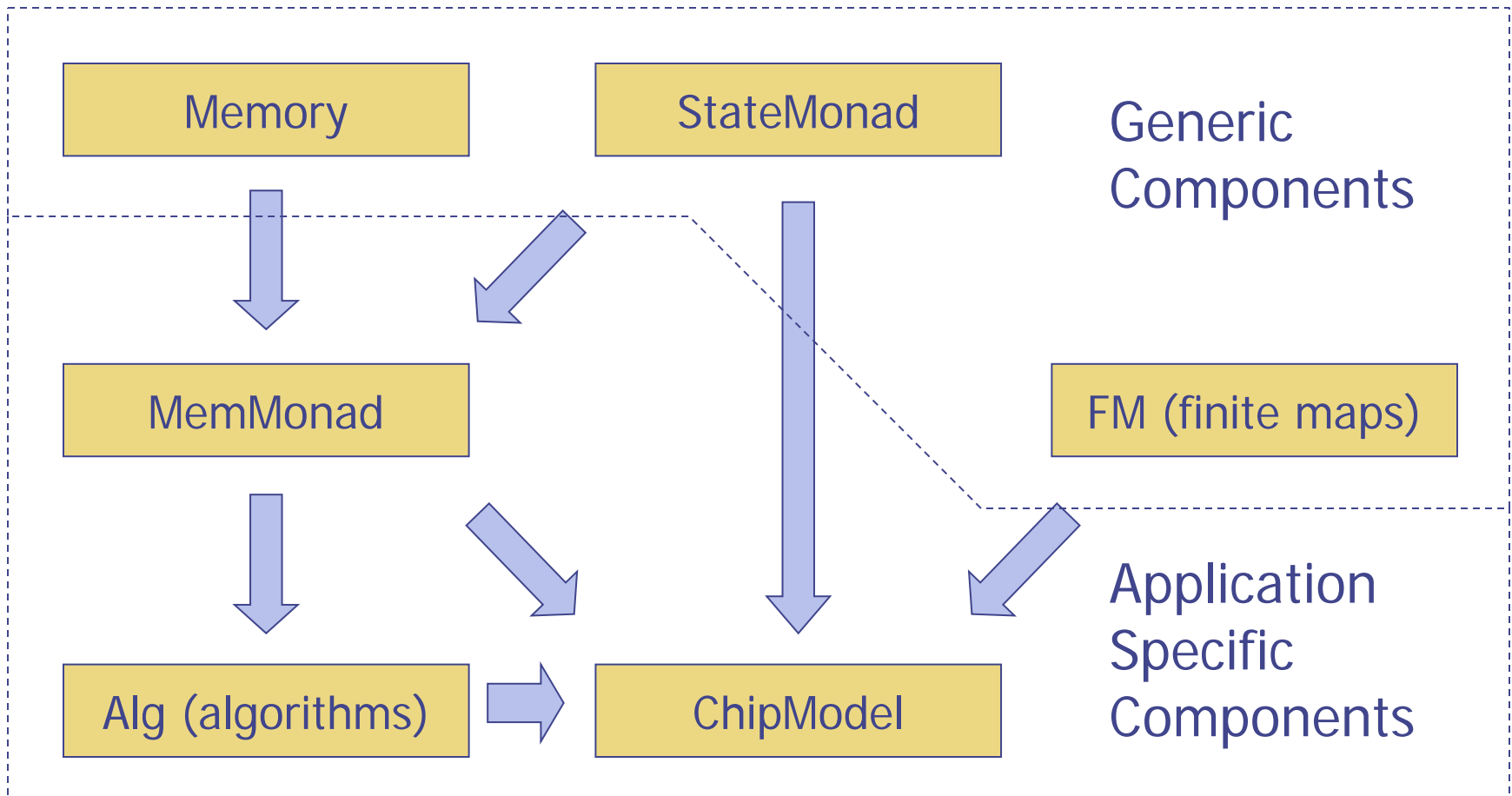
# Putting Programatica to Work:

- ◆ 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.

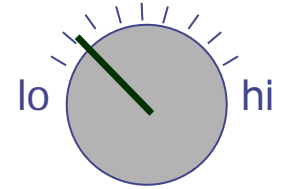
# Building the Model (1):



We developed an executable model of the **chip** as a short Haskell program:

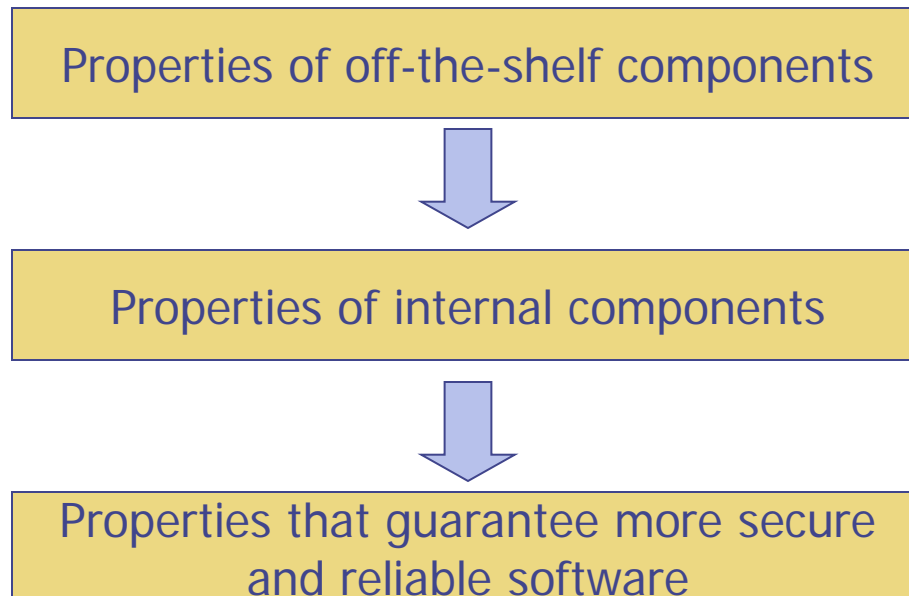


# Building the Model (2):



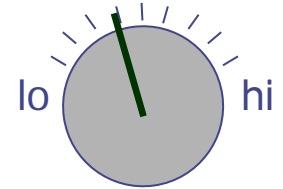
We annotated the model with properties ...  
... and quickly spotted bugs in our code!

Just writing properties had heightened our thinking about correctness ...





# Building the Model (3):



We built a quick prototype for parsing and type checking properties ...

```
property AllocMem
```

```
= forall ws m.
```

```
  let (m', r) = allocMem ws m
```

```
  in forall a.
```

```
    if (r `includes` a)
```

```
      then readMem a m' == ws!!(a-1) &&
```

```
         readMem a m == readMem a initMemory
```

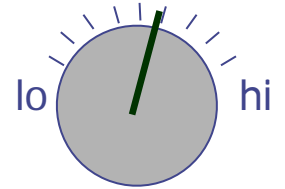
```
    else readMem a m' == readMem a m
```

Arguments in the wrong order!

Undefined symbols!

... and immediately found bugs in our specifications!

# Building the Model (4):

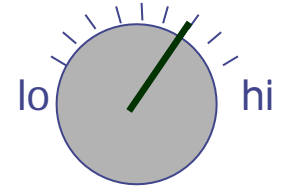


We recast the channel separation property in an imperative style using monads.

A serious bug was uncovered, the result of failing to zero temporary storage after each packet (or of using absolute addresses...)

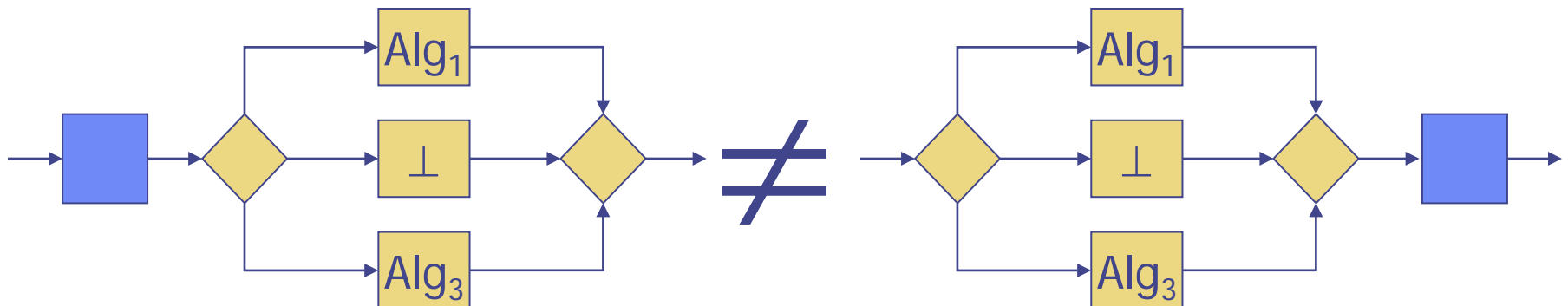
Bug detection and feedback to the designers!

# Building the Model (5):

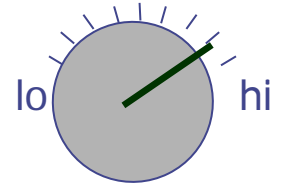


We proved channel separation by hand (and type checked the proof by machine):

- New insights into the pragmatics of designing and using a suitable logic;
- Details of interpretation must be pinned down (e.g., sets or pointed domains?) ...



# Building the Model (6):



We are formalizing the model in HOL and redoing the proof in this setting:

- To obtain more rigorous proofs (and debugged code!) for channel separation;
- To develop techniques for automating the translation into HOL;
- To determine conditions under which specs can be faithfully embedded in HOL.

# Key Points:

- ◆ A new kind of program development environment that encourages thinking about program correctness.
- ◆ A flexible and expressive notation for modeling, and for rapid prototyping. (Executable models!)
- ◆ Properties can be used to state key properties of software systems. Certificates can be used to attach supporting evidence of validity.
- ◆ Writing properties is easy, and proceeds hand in hand with programming.
- ◆ The quality of validation can be increased as higher levels of assurance are required:
  - From type checking ...
  - ... through automated test case generation ...
  - ... to full-blown theorem proving.