NICTA

Lyrebird

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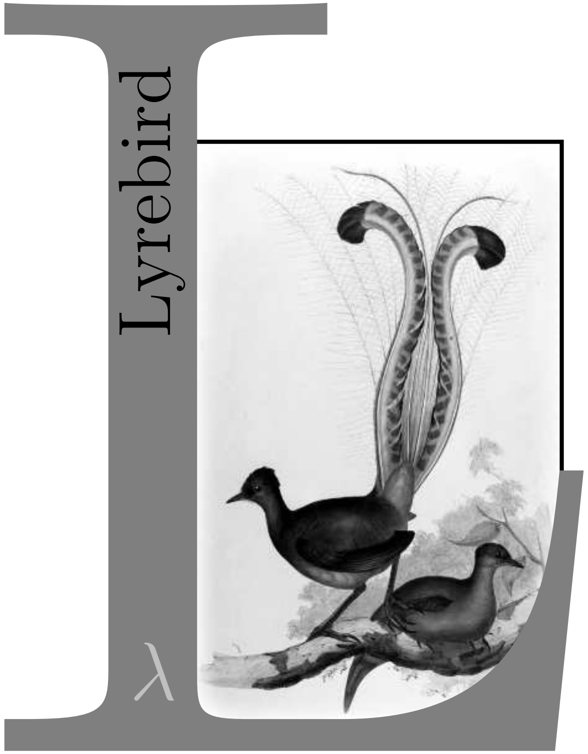

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What is the Motivation?

Program proof is important, but there's more to do.

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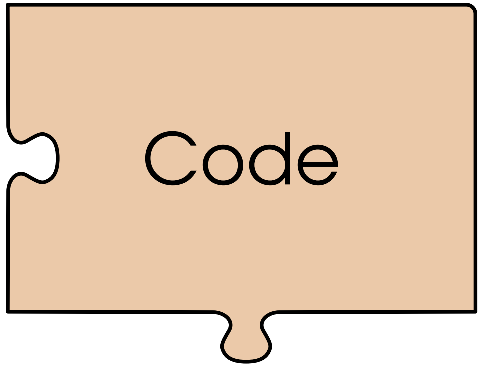

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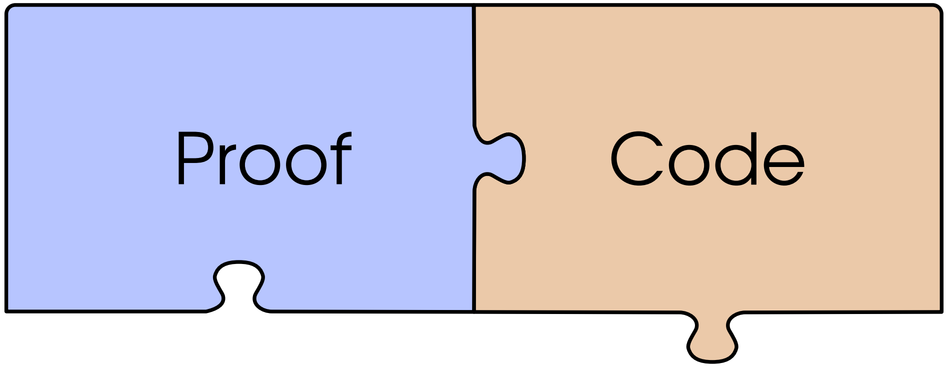

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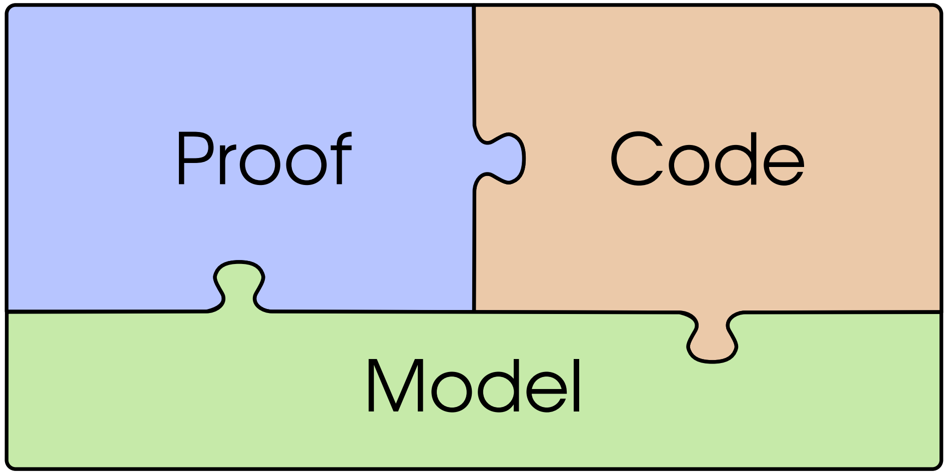

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It must be read as ", under Q - my model of the world".

Goal: *Development outcomes: program, proof and model.*

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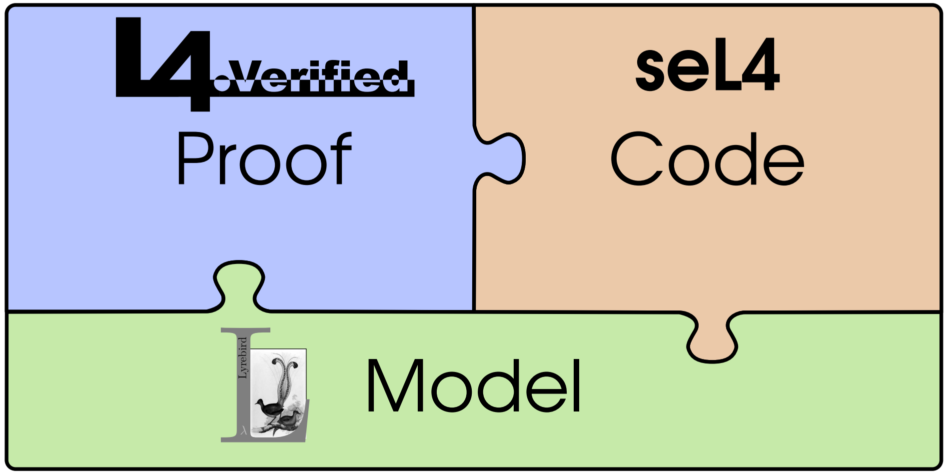

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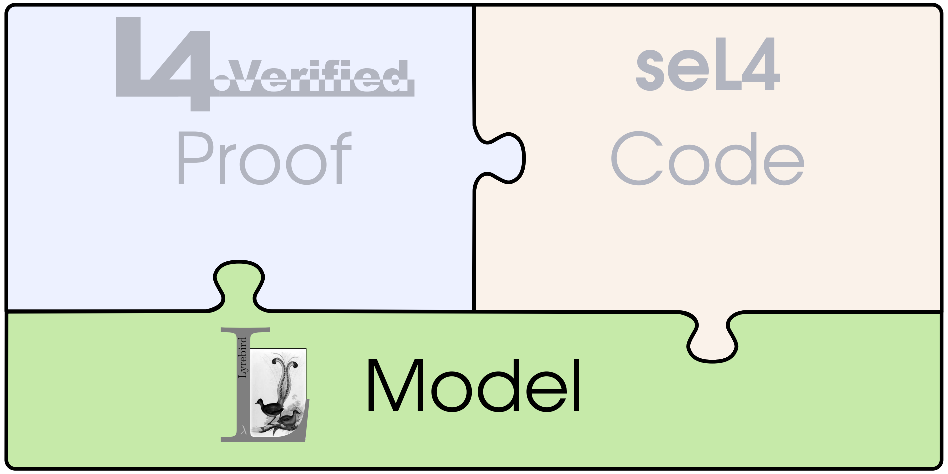

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Our approach is a language framework: *Lyrebird*.

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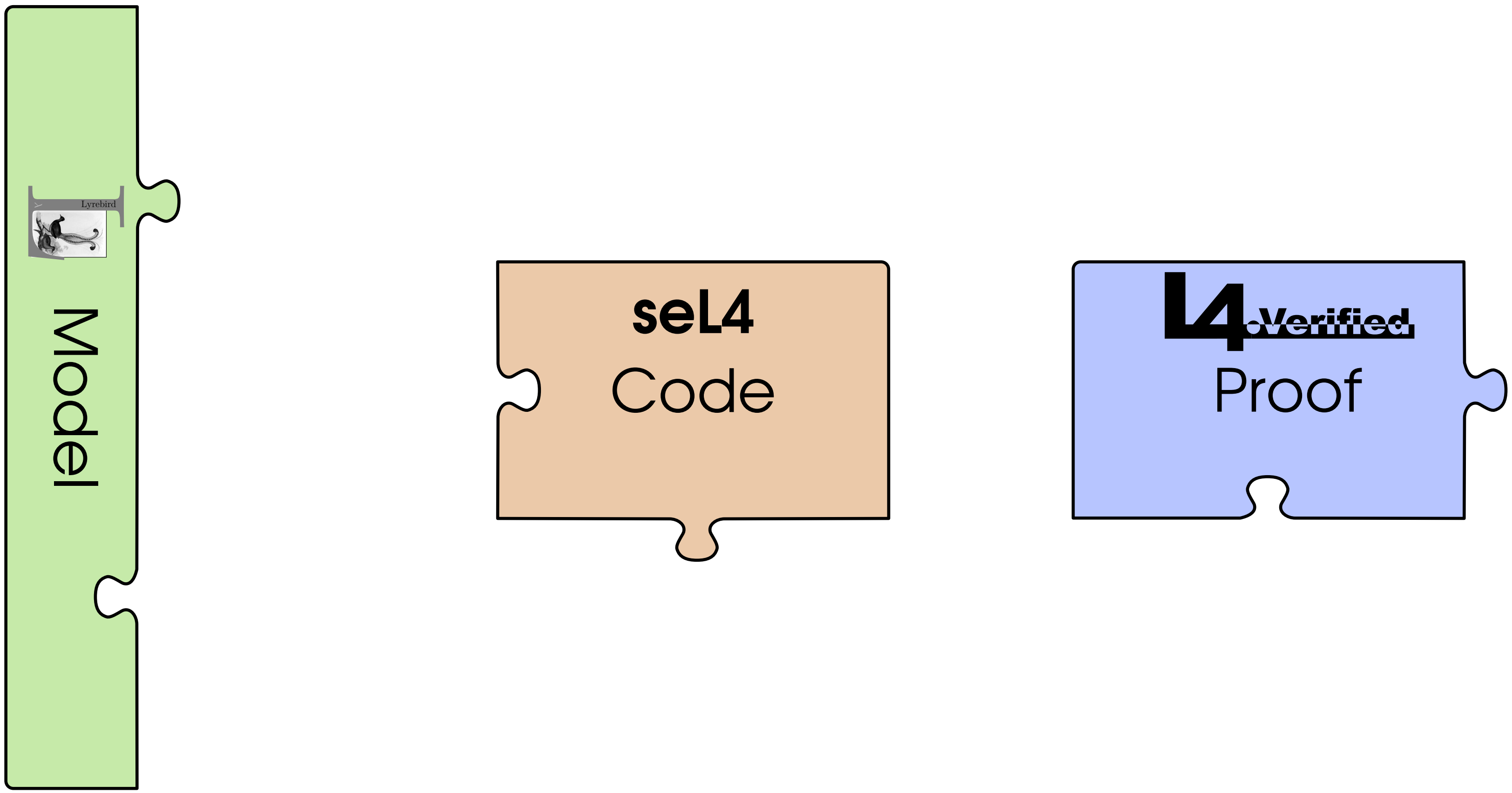

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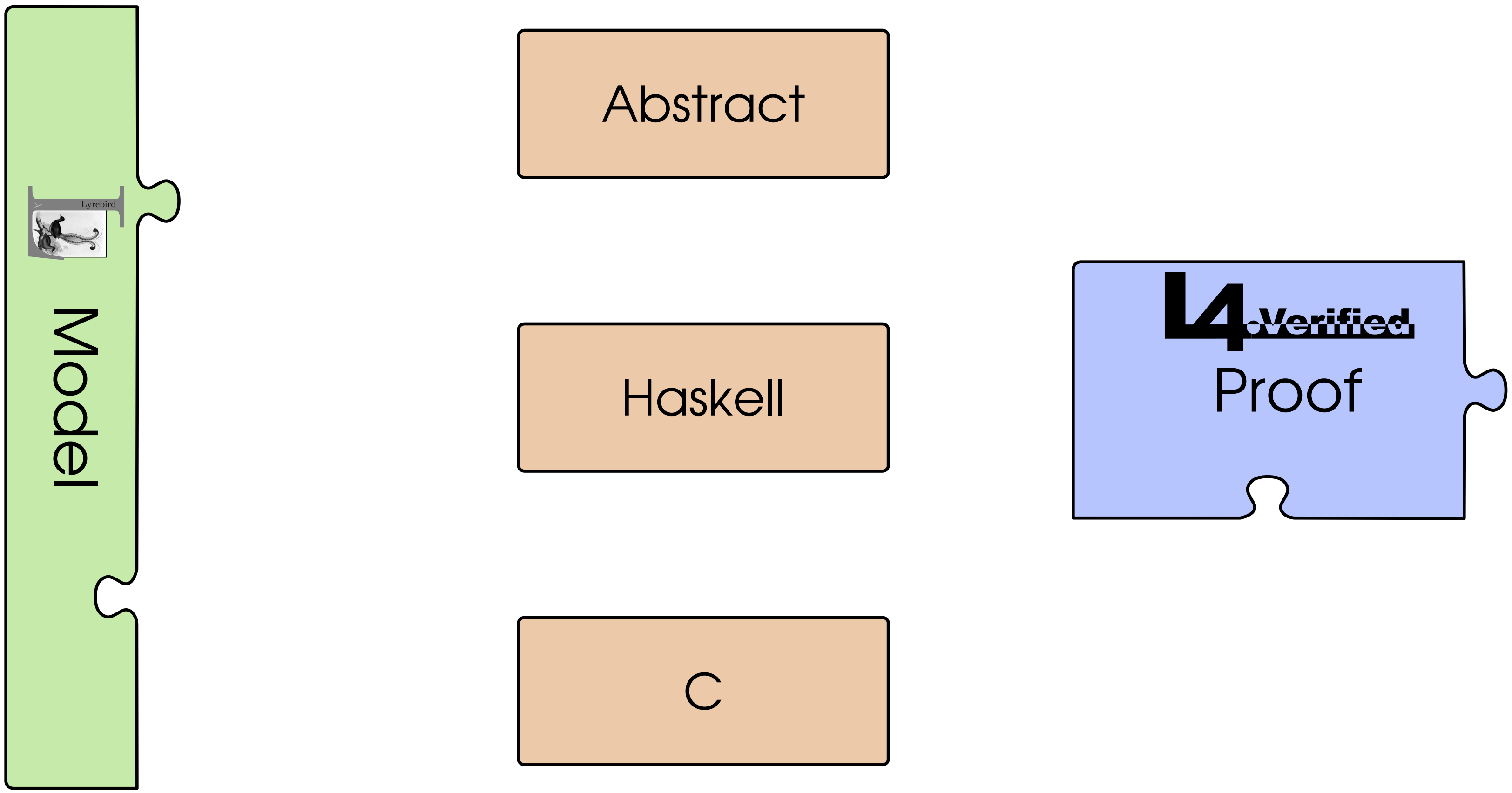

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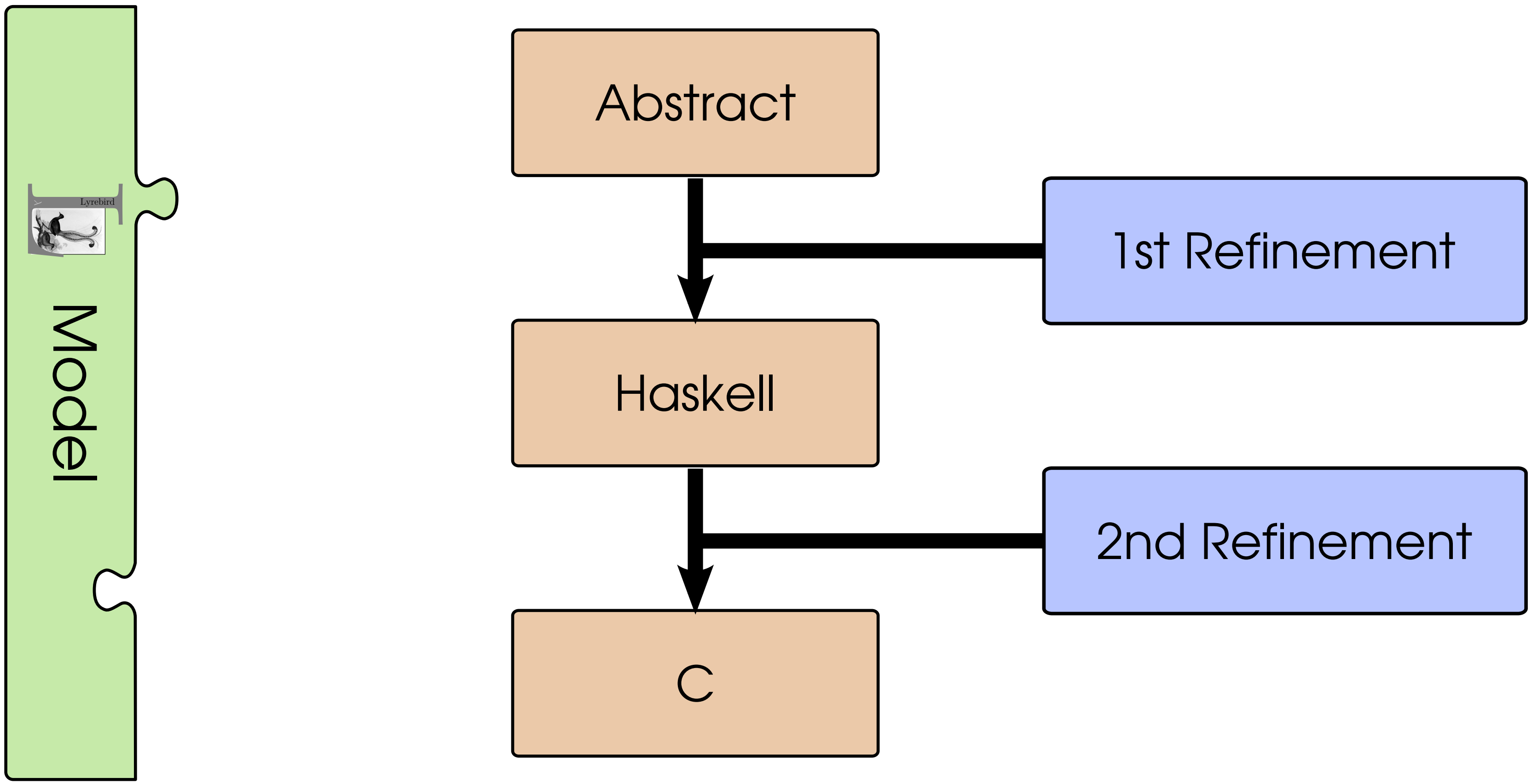

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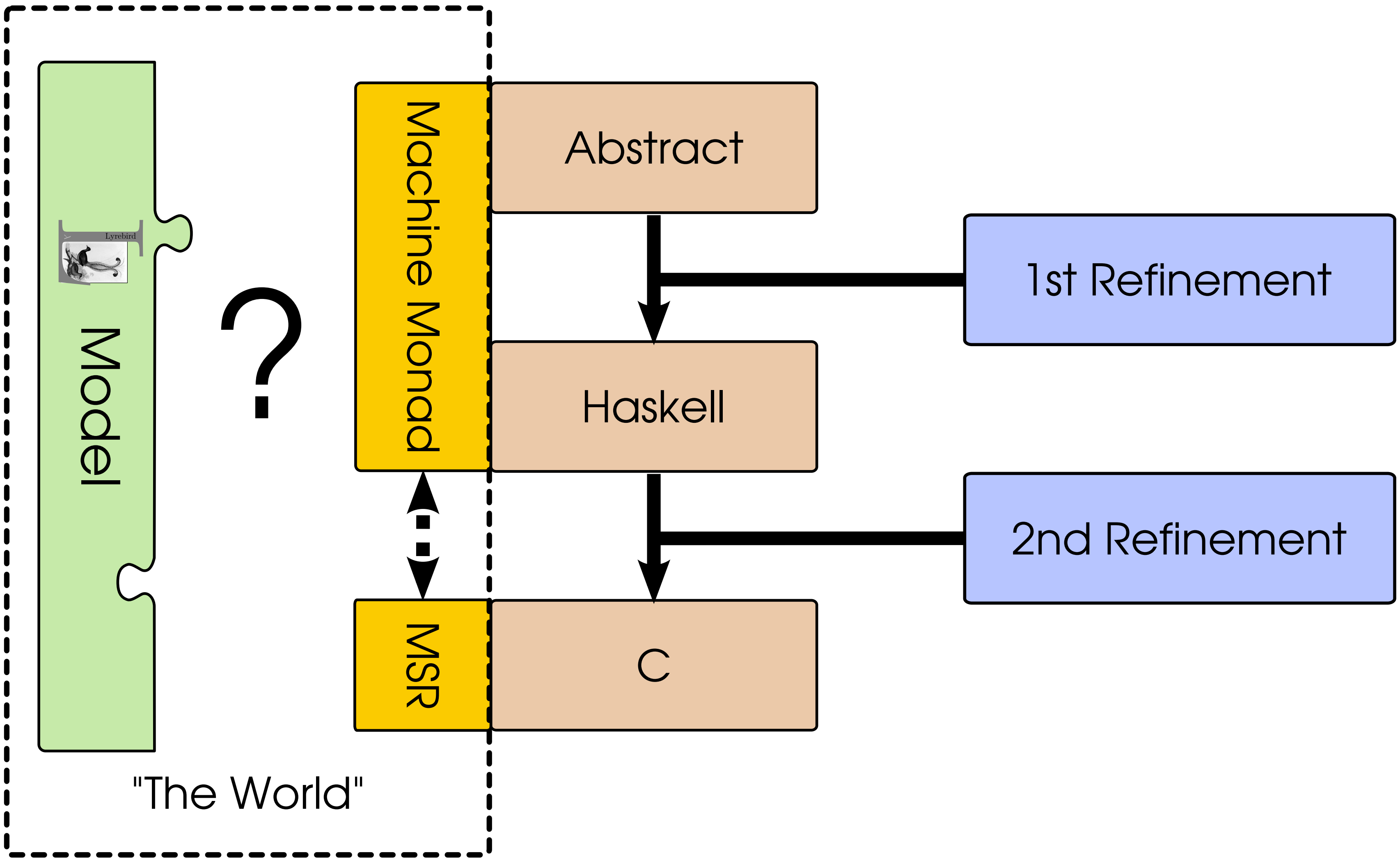

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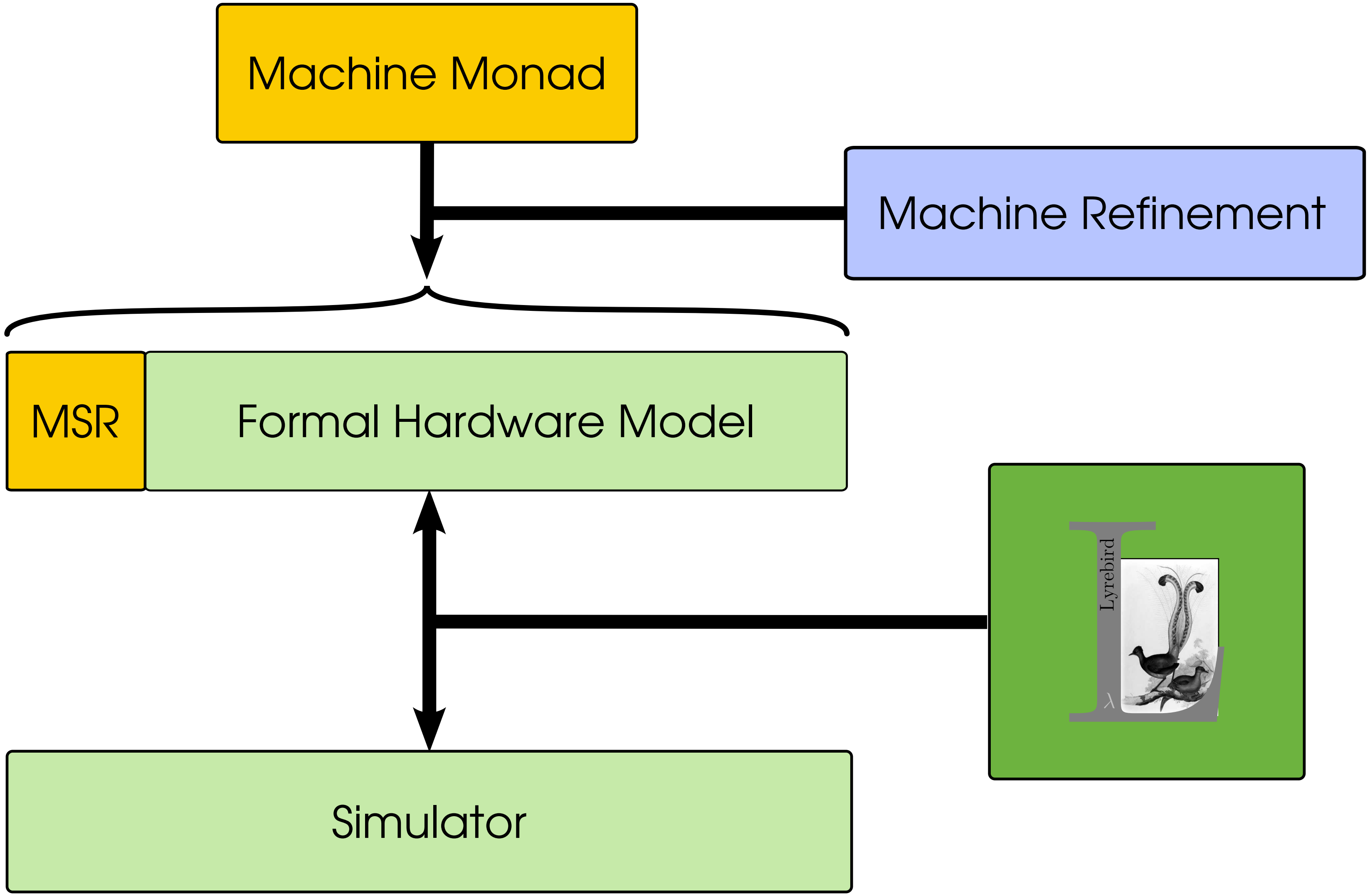

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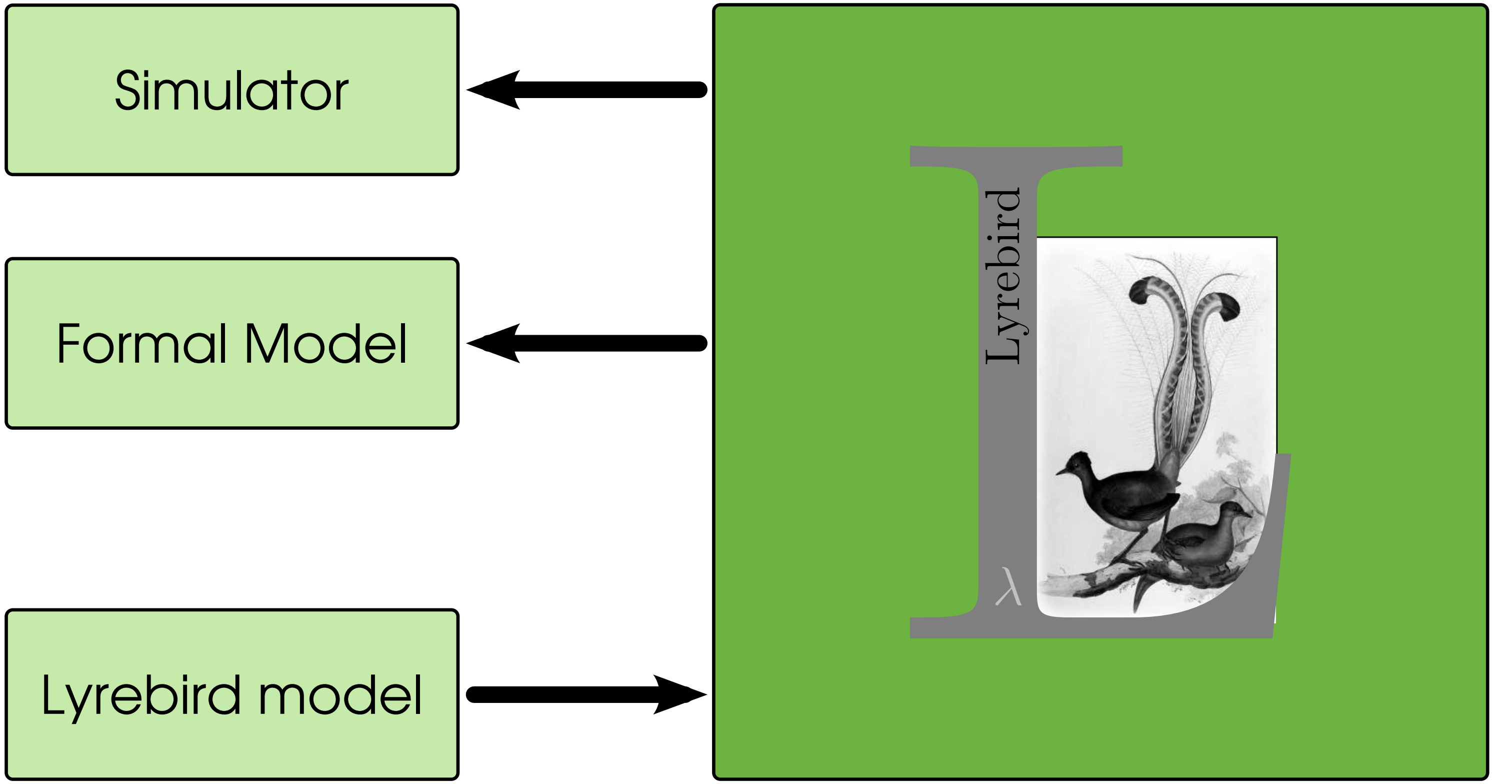
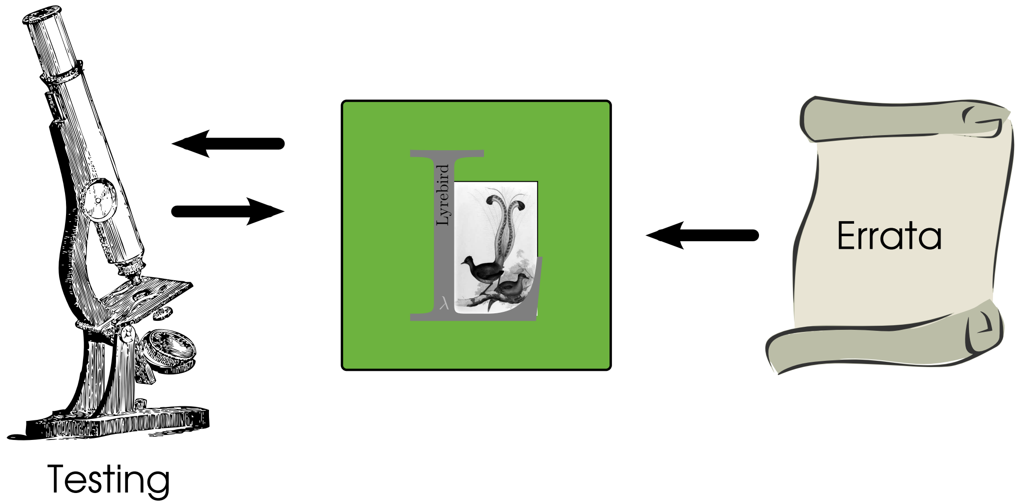


Lyrebird is a framework built around a modelling language.

Tools are included to generate simulators and formal models.

Observations



The Model Should be Progressively Refined:

Even the manufacturer doesn't have a complete model, they publish errata when they find mistakes.

Goal: *Updating the model should be easy.*

Observations

To a program, the world is the machine.

Building machine models is hard, often boring work.

It's easy to get started, and cover the part that's well behaved.

Handling the rest, and *getting it right* takes a lot longer.

It's also mind-numbingly, soul-destroyingly dull.

So only model those parts that we actually need.

Example

What does this code do? What ends up in `r1`?

address	data	instruction	r1	r2	r3	@100	@108
...	...	...	...	100	108	42	...
1000	e5921000	ldr r1, [r2]					
1004	e5832000	str r1, [r3]					
1008	e2811001	add r1, r1, #1					

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Most code is like the above, and it's easy to understand;
The challenge here is how to express that formally.

Goal: *Easy things should be straightforward.*

Example

90% is not too bad and moreover it's been done.

We should focus on the 10%, the hard parts.

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So what *is* a hard part?

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We should focus on the 10%, the hard parts.

So what *is* a hard part?

Let's have another look at that example...

Example

Another look at the example:

What value ends up in r1 now?

			r1	r2	r3	@1000	@1008
...	...	...	...	**1000**	**1008**	e5921000	...
1000	e5921000	ldr r1, [r2]					
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			r1	r2	r3	@1000	@1008
...	...	...	...	**1000**	**1008**	e5921000	...
1000	e5921000	ldr r1, [r2]	e5921000	1000	1008	e5921000	...
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1000	e5921000	ldr r1, [r2]	e5921000	1000	1008	e5921000	...
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1000	e5921000	ldr r1, [r2]	e5921000	1000	1008	e5921000	...
1004	e5832000	str r1, [r3]	e5921000	1000	1008	e5921000	e5921000
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Wait a minute, what was that address? Didn't we just overwrite this instruction?

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1008	e5921000	ldr r1, [r2]	**e5921000**	1000	1008	e5921000	e5921000

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1000	e5921000	ldr r1, [r2]	e5921000	1000	1008	e5921000	...
1004	e5832000	str r1, [r3]	e5921000	1000	1008	e5921000	e5921000
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Wait a minute, what was that address? Didn't we just overwrite this instruction?							
1008	e5921000	ldr r1, [r2]	**e5921000**	1000	1008	e5921000	e5921000

Which of these is the right answer?

Example

It depends . . . on the CPU, the cache, and the state.

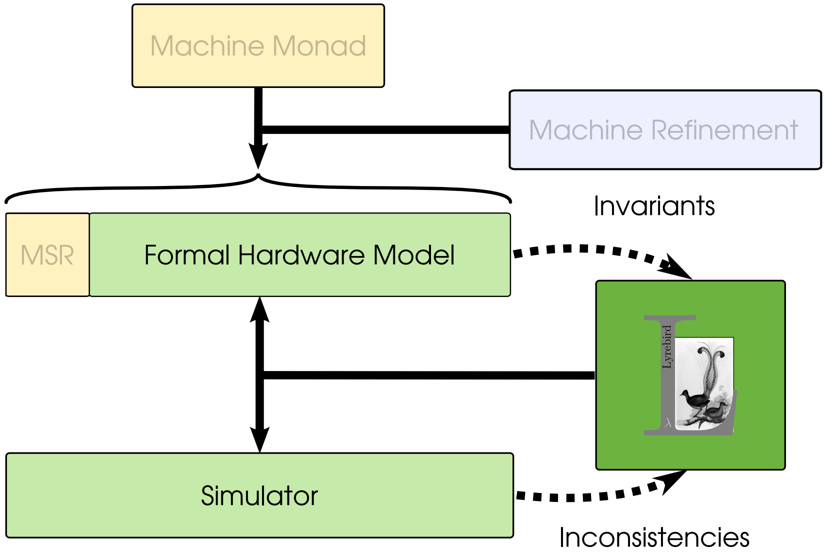
This isn't hypothetical;
We need to write code to memory and then run it
. . . and we need to make sure we do it right.

In a formal model, this is a corner case and it's abstracted.

Sometimes, however, you've got to get your hands dirty.

Goal: *Hard things should be possible.*

How to Build Models



Verification uncovers what the machine *should* do.

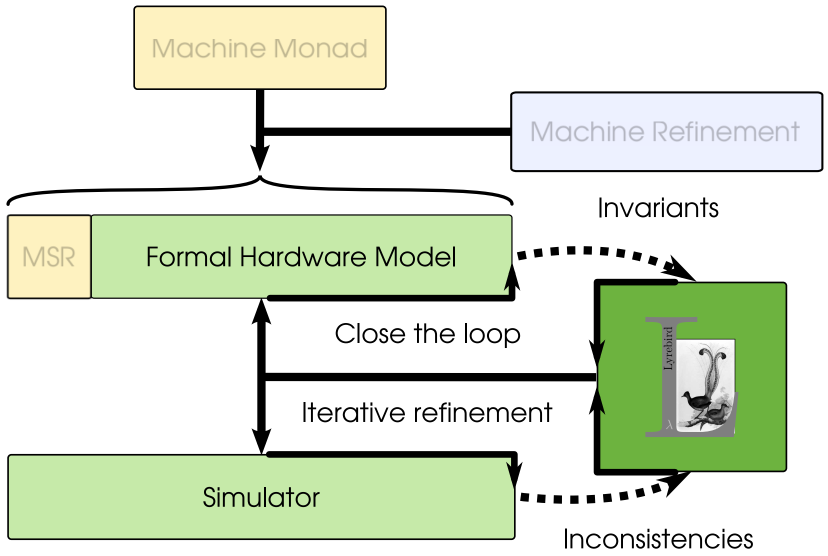
These models are too abstract.

Programming uncovers what the machine *does*.

These models are too informal.

We must combine this knowledge rigorously.

How to Build Models



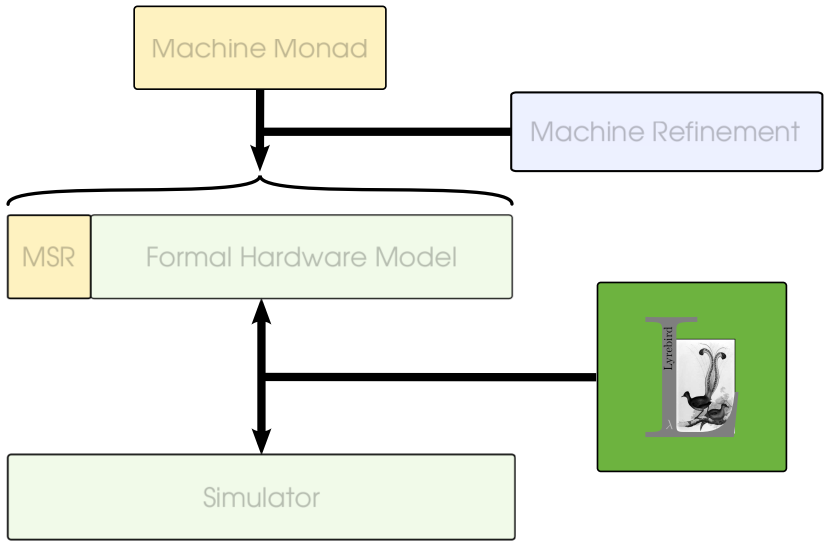
Work Iteratively:

Start with a simple model and only add details as required.

When verification uncovers a requirement, update the model.

When programming discovers a behaviour, update the model.

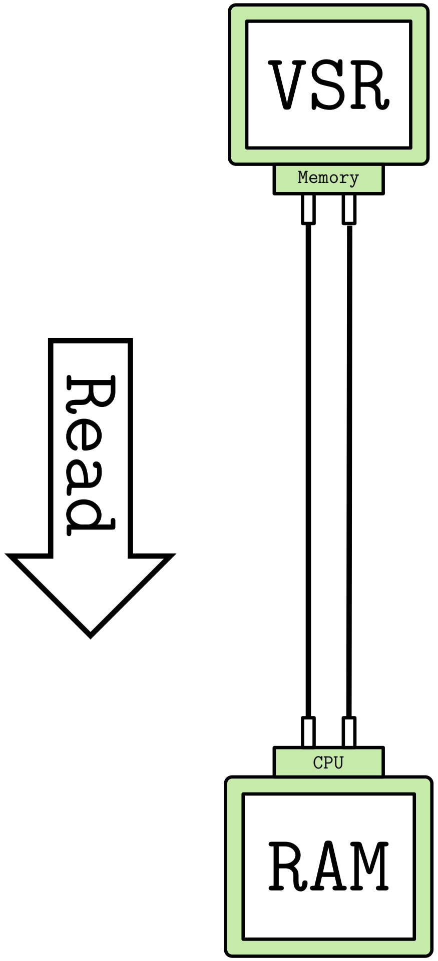
How to Build Models



This workflow requires a common language.

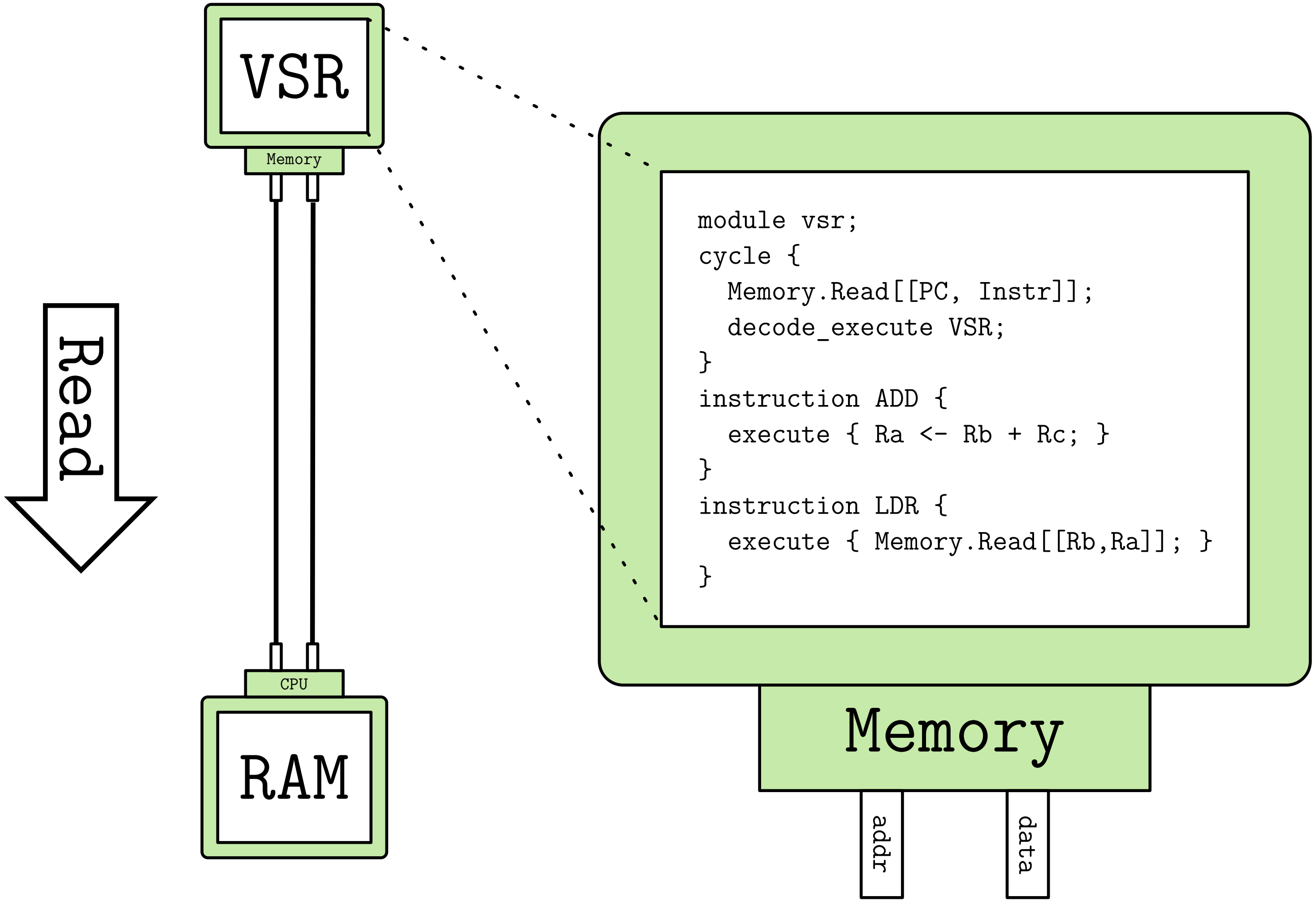
Our solution is *Lyrebird*

Lyrebird



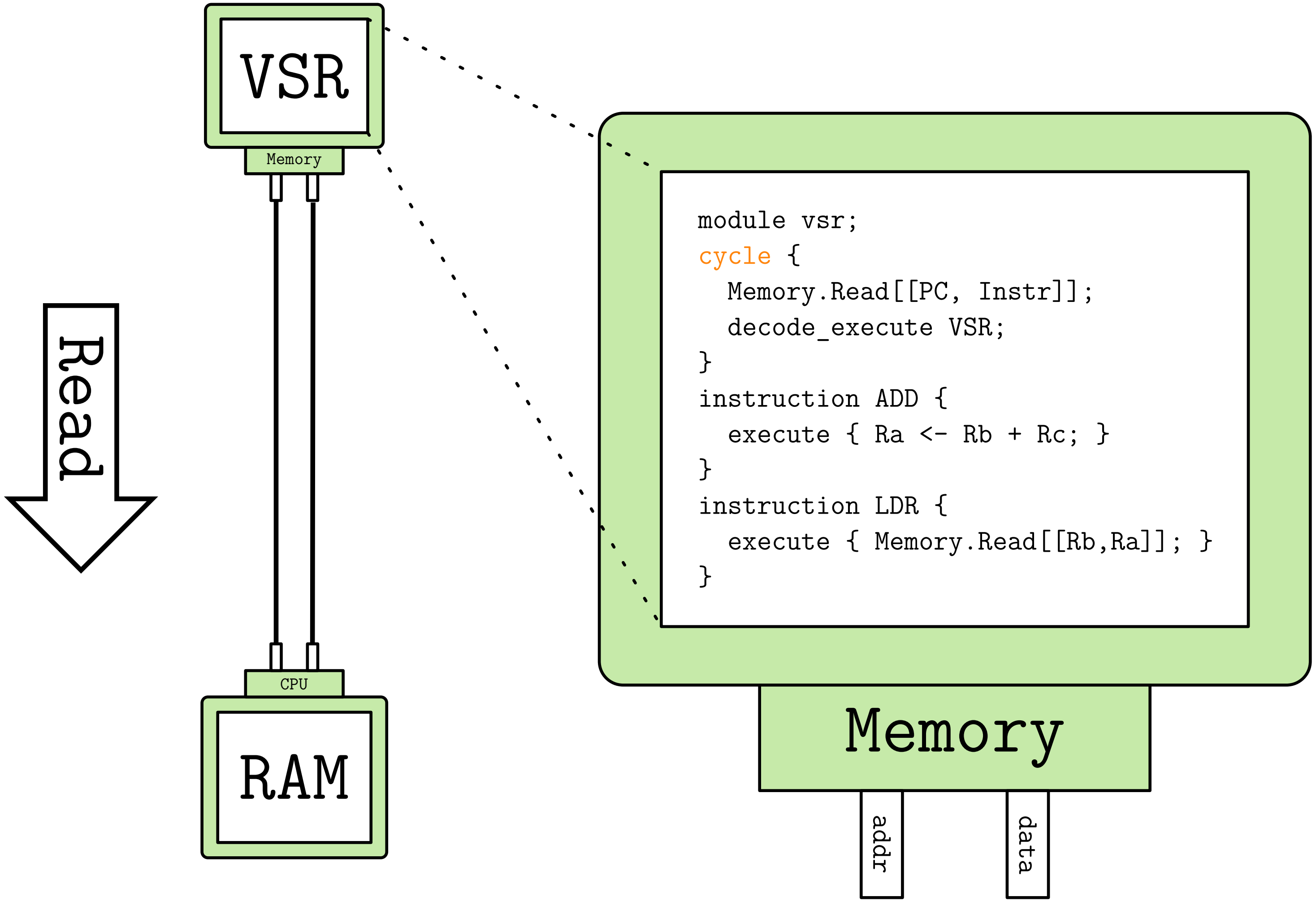
A simple model of a CPU connected to RAM.

Lyrebird



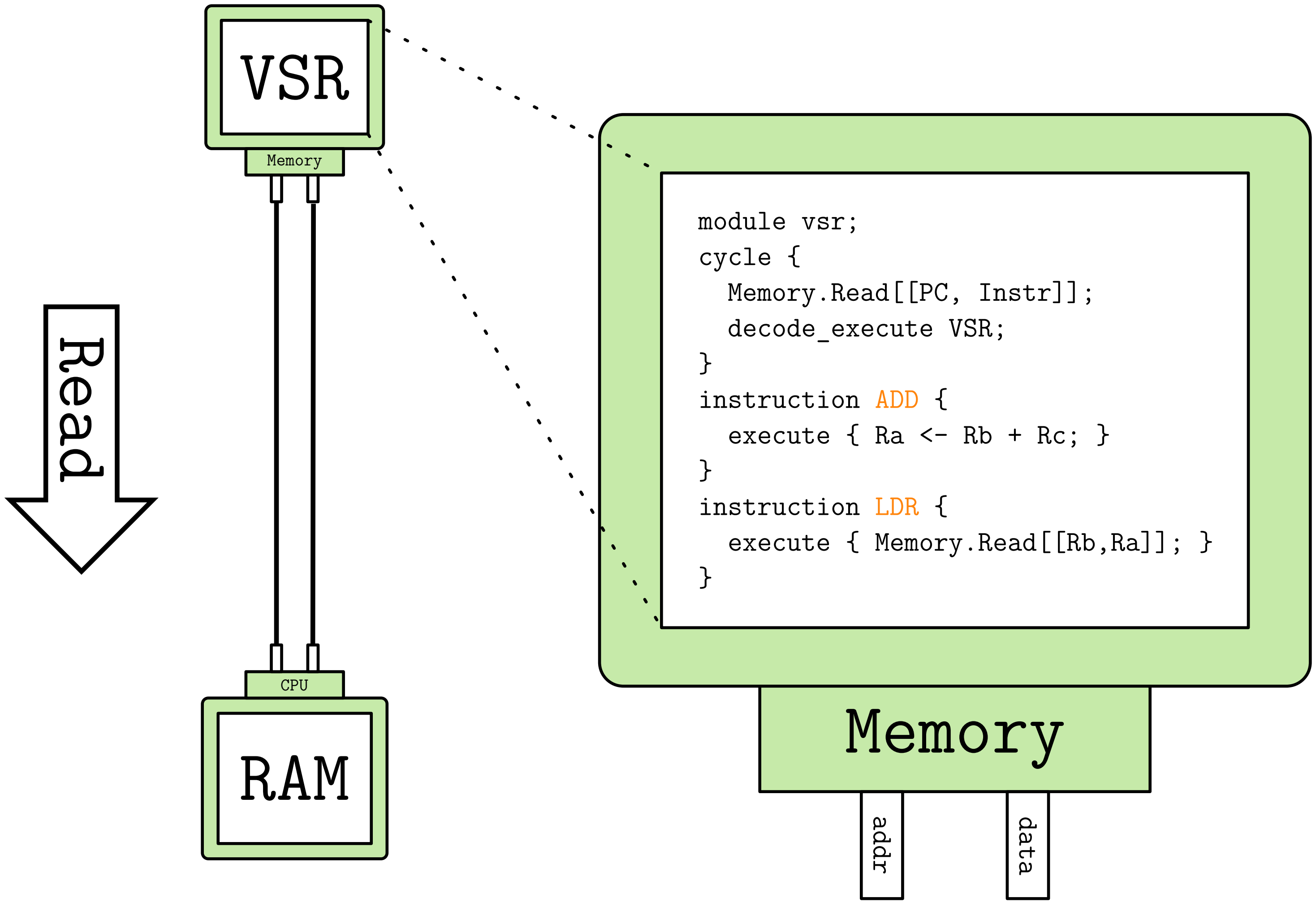
Modules are written in Lyrebird.

Lyrebird



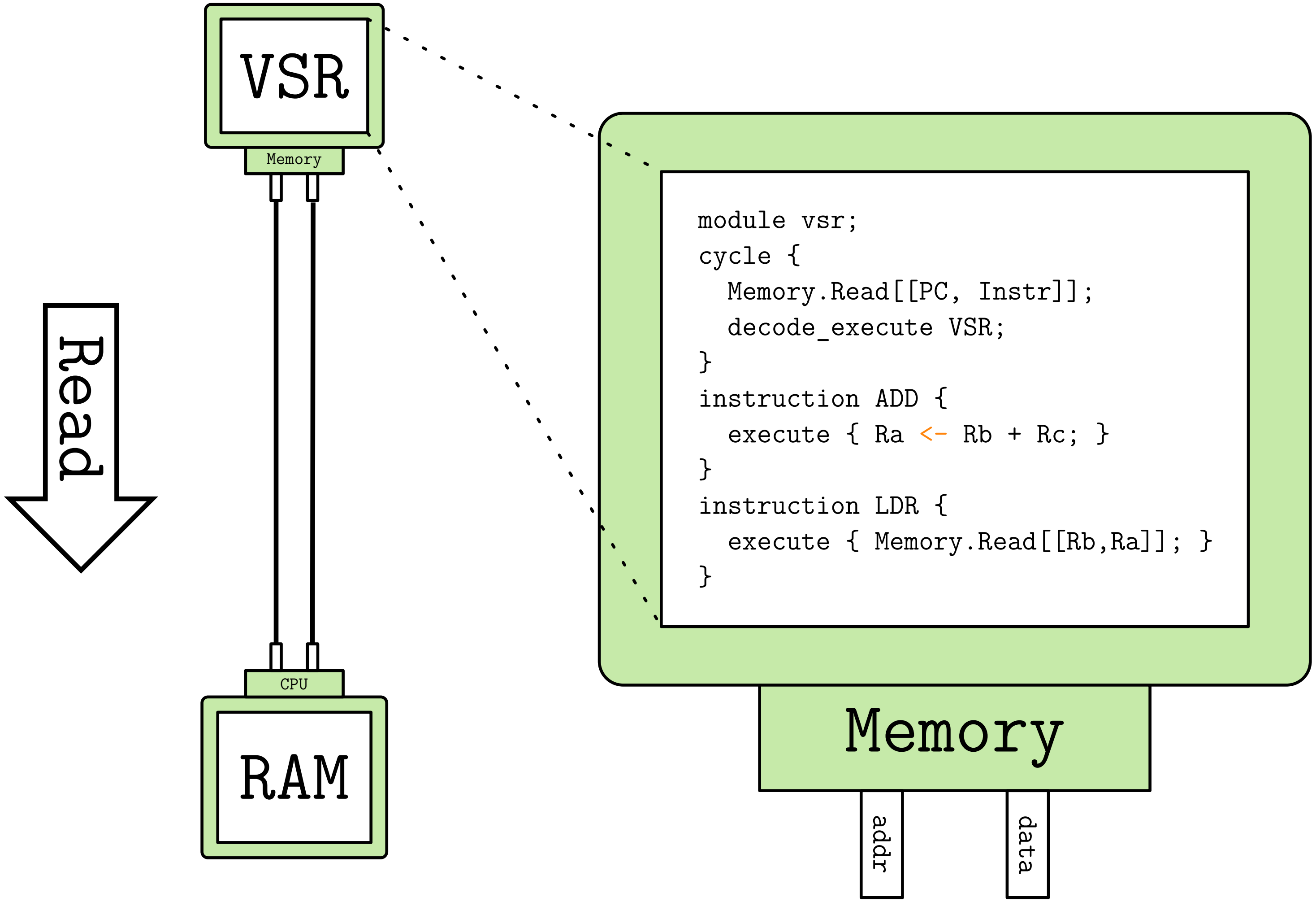
The **cycle** specifies asynchronous behaviour.

Lyrebird



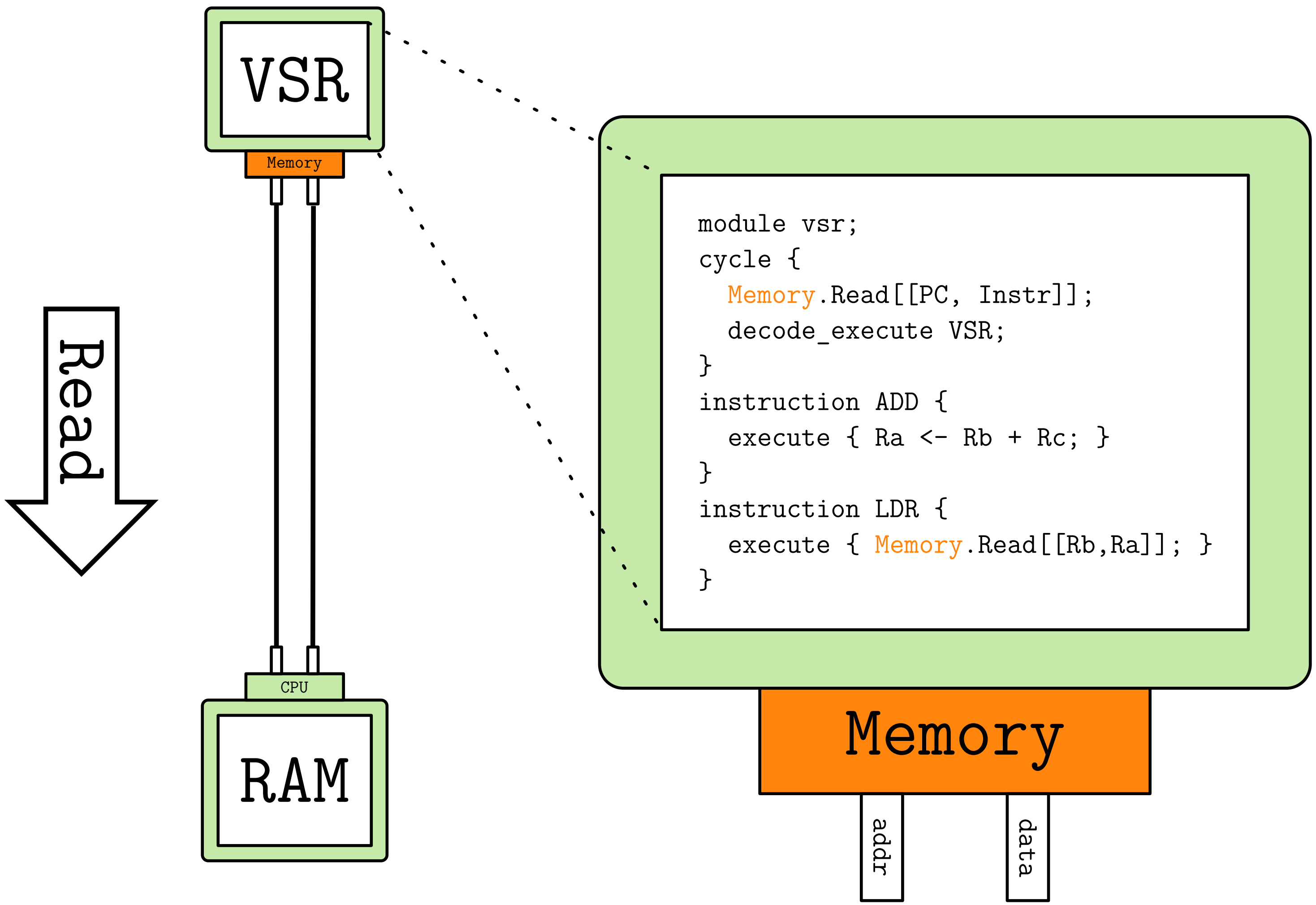
Modules export **instructions**.

Lyrebird



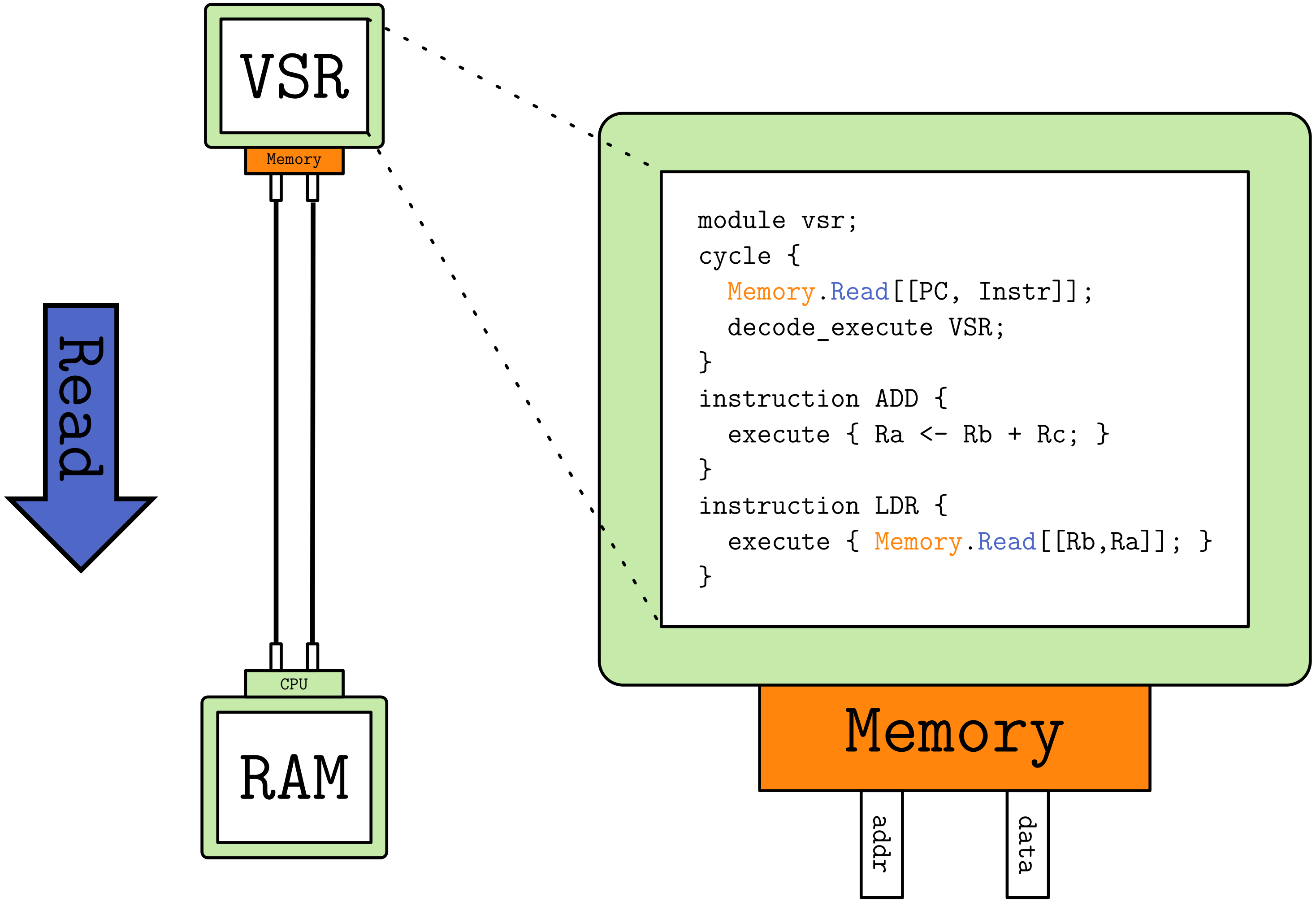
All behaviour is built from **register transfers.**

Lyrebird



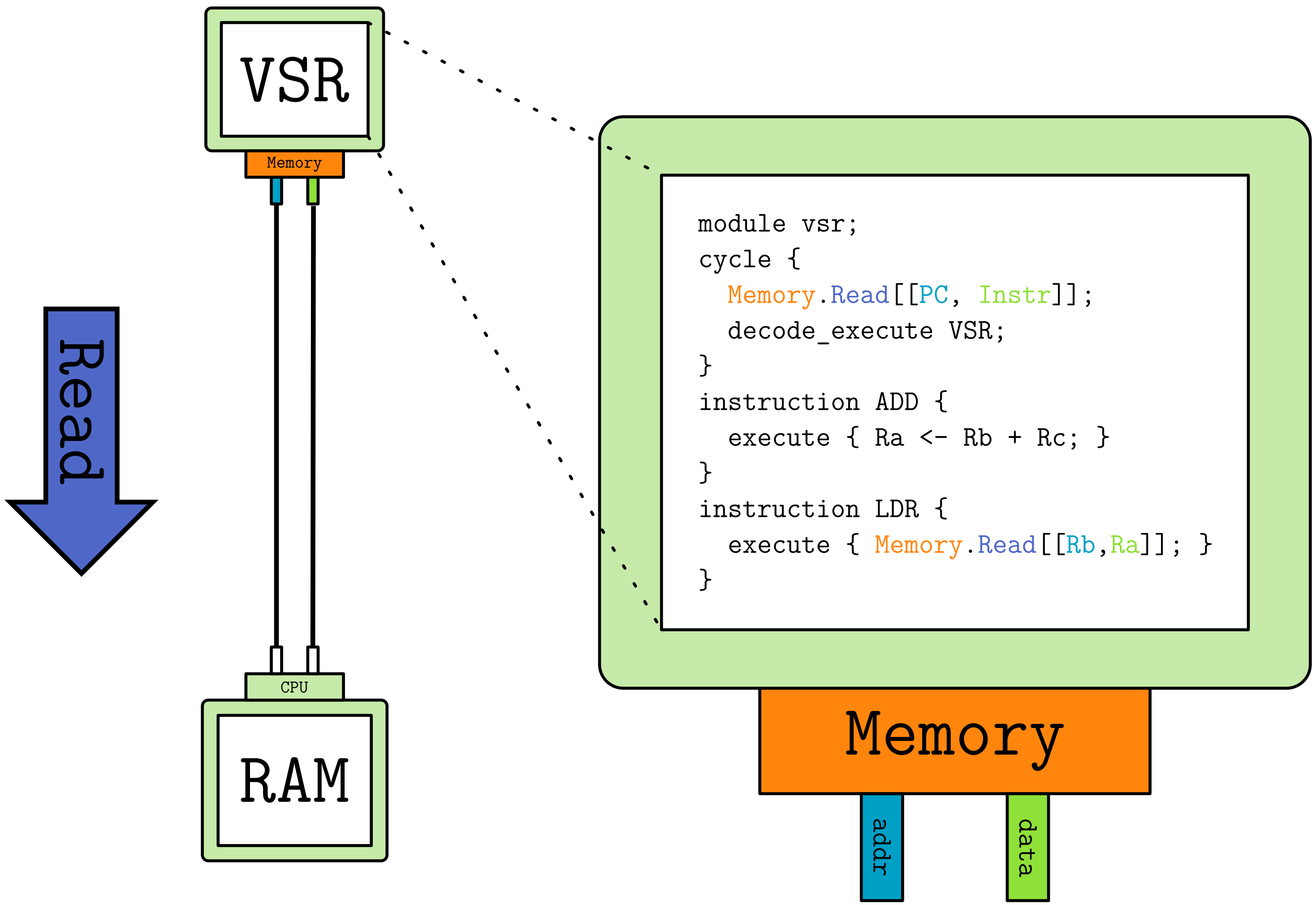
Modules are linked by **interfaces**.

Lyrebird



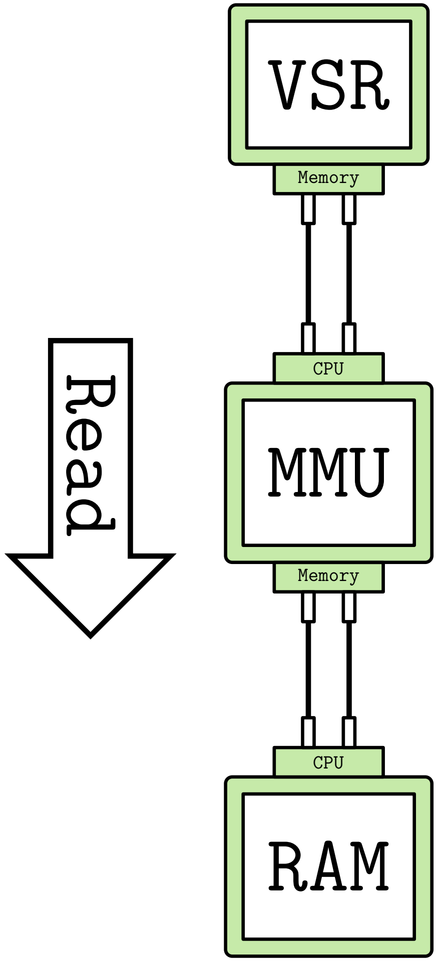
Interfaces define **transactions**.

Lyrebird



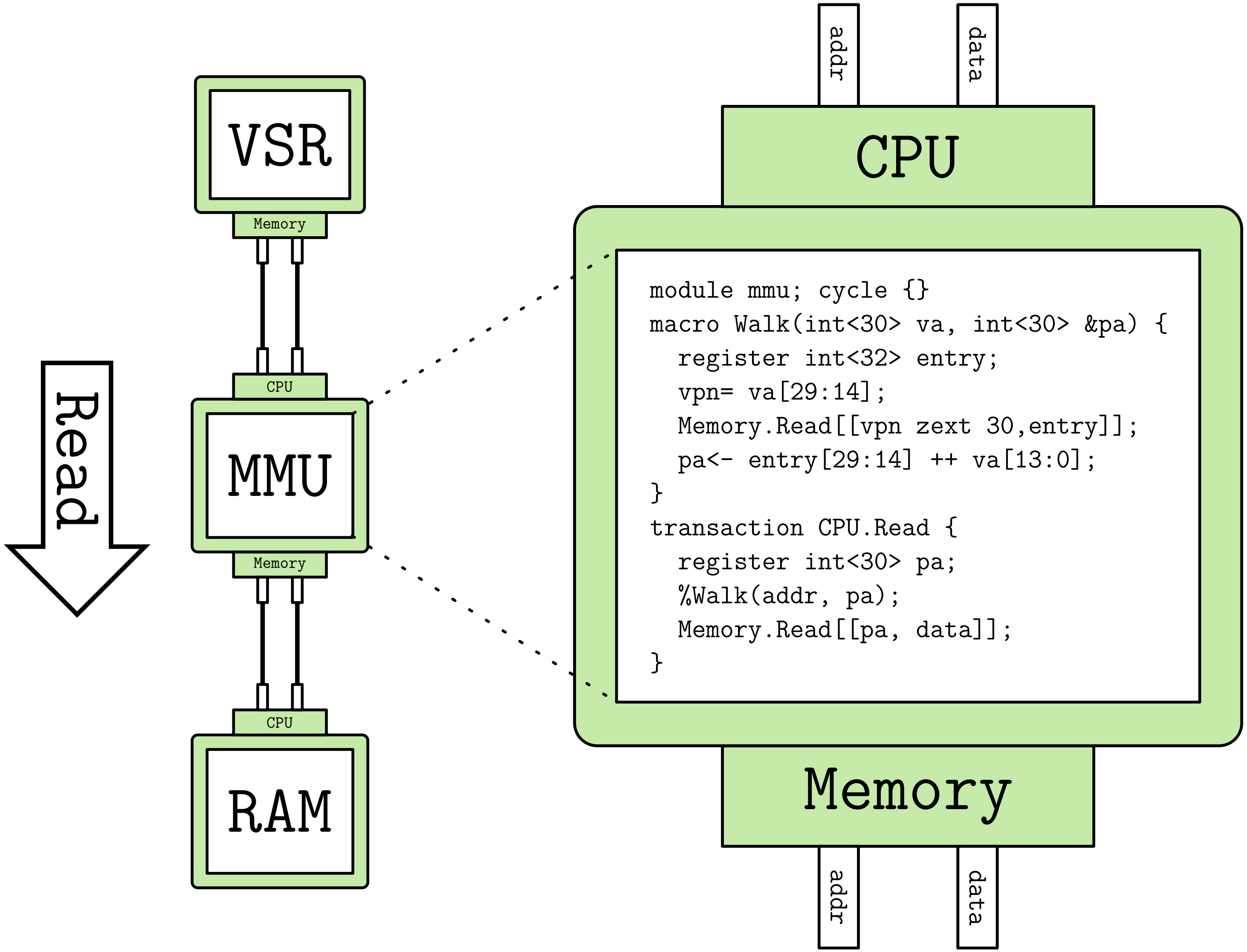
Transactions access the **datapath**.

Lyrebird



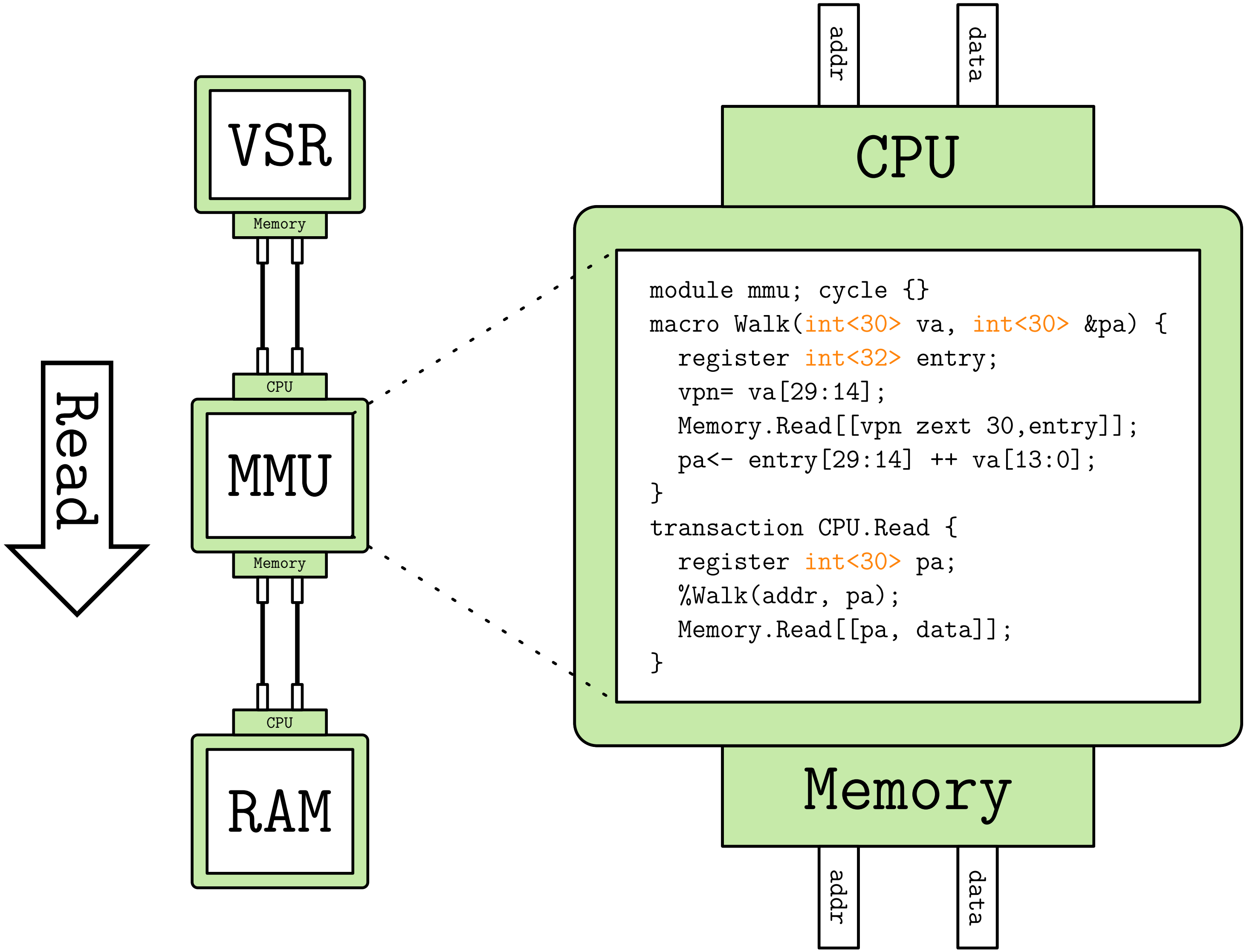
Interfaces and modules allow different implementations.

Lyrebird



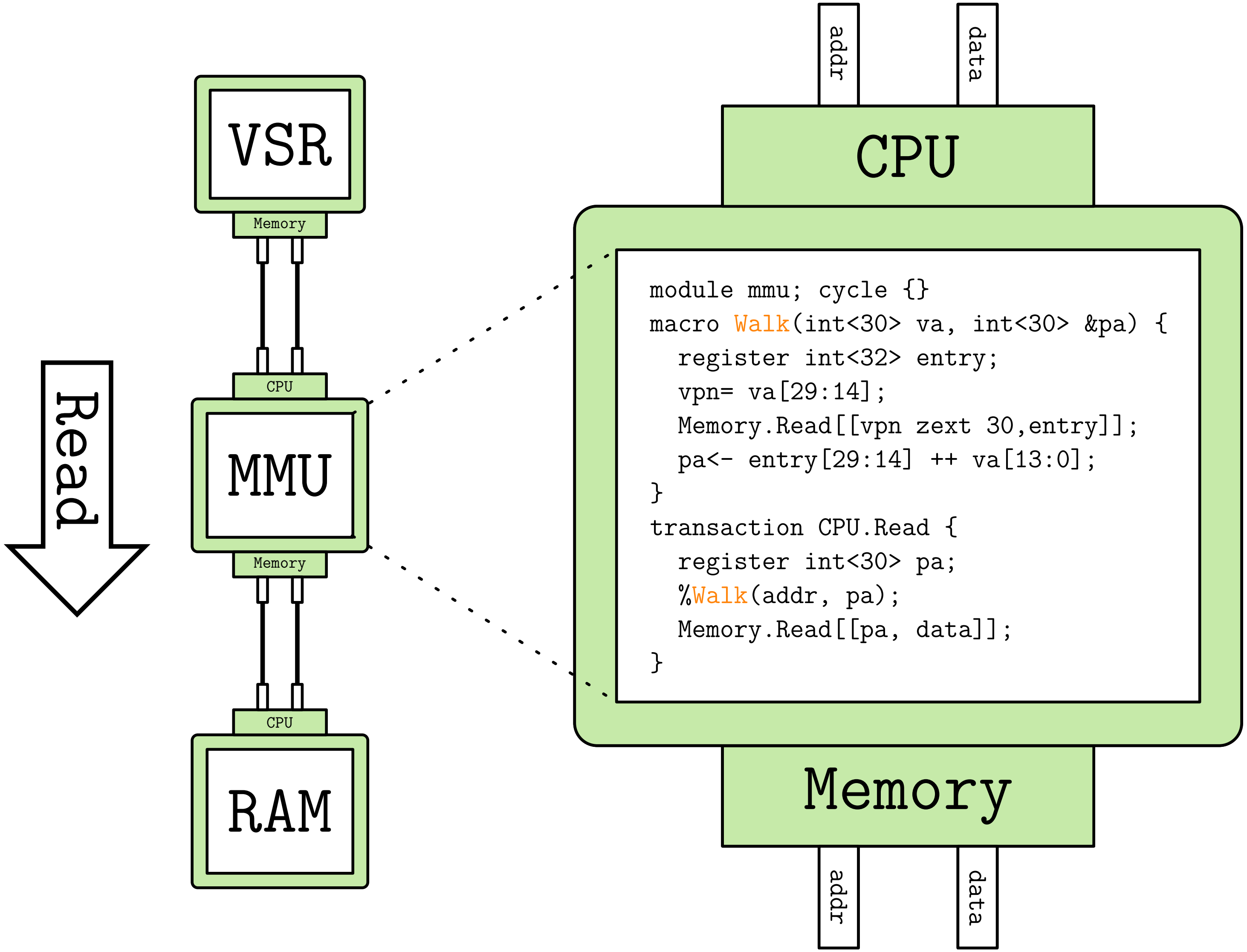
Lyrebird can also be used to model **devices**.

Lyrebird



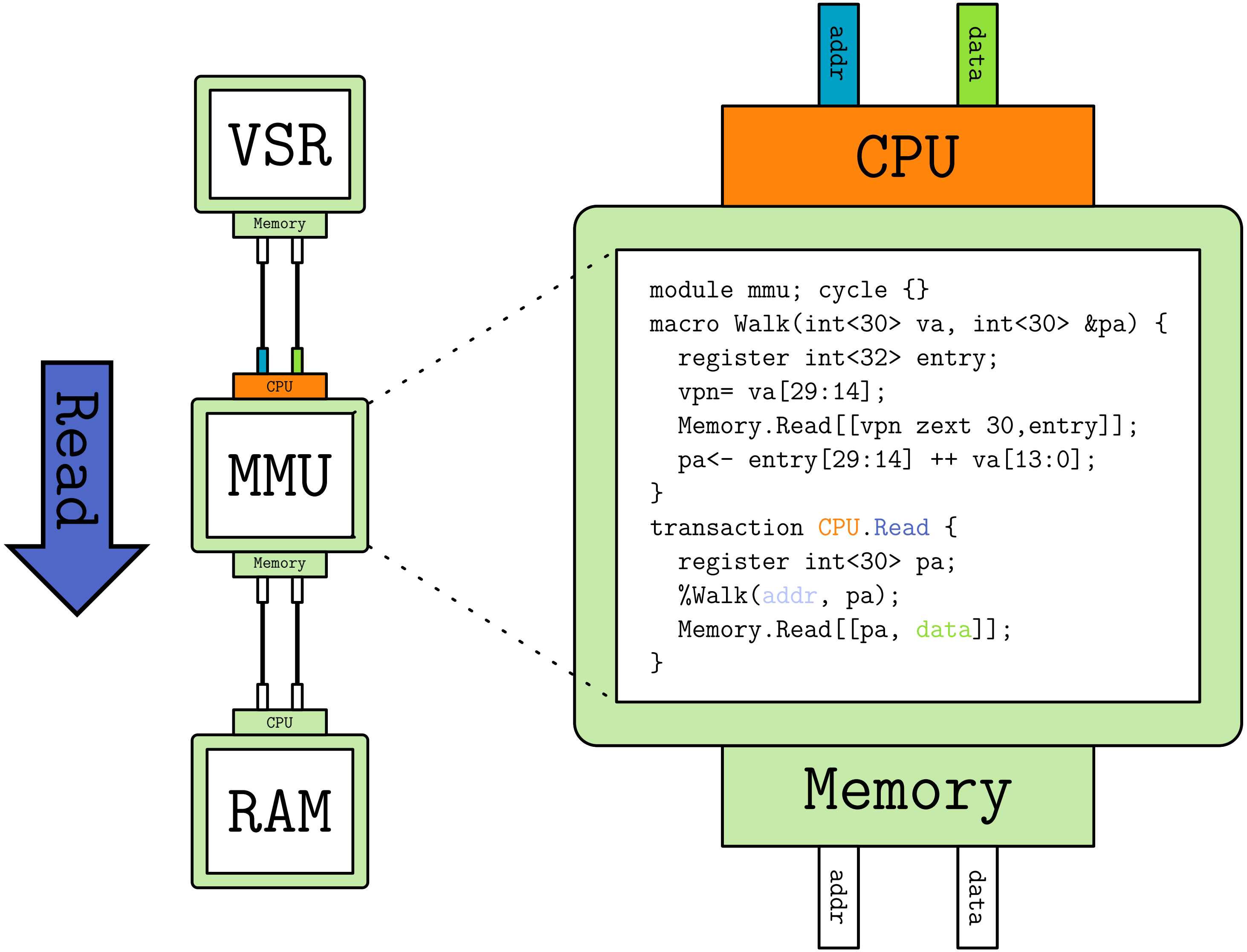
Register types have explicit **width**.

Lyrebird



Type-checked **macros** minimize duplication.

Lyrebird



Transactions are **implemented** by modules.

Lyrebird

ARMv6 Model:

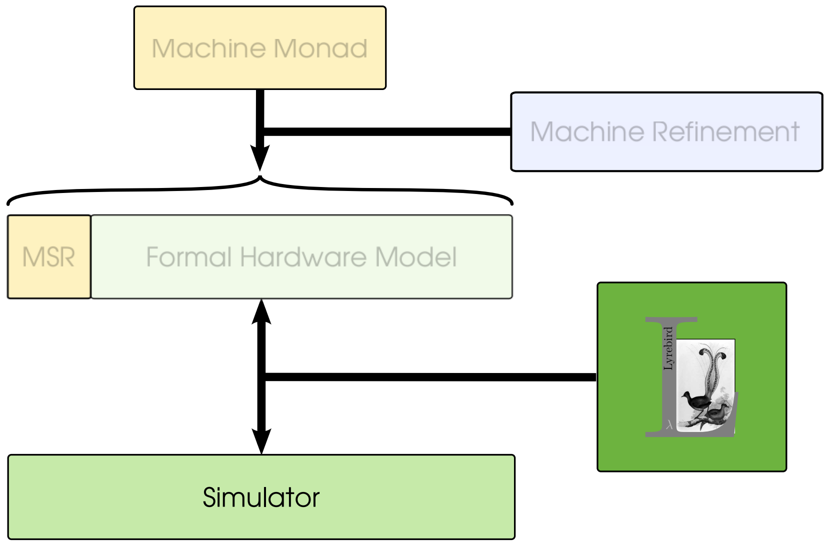
We have an ARMv6 user-level integer instruction model.

Floating-point and vector operations are excluded.

The complete model is approximately 1600 lines.

We used it to validate the seL4 Haskell prototype.

Lyrebird



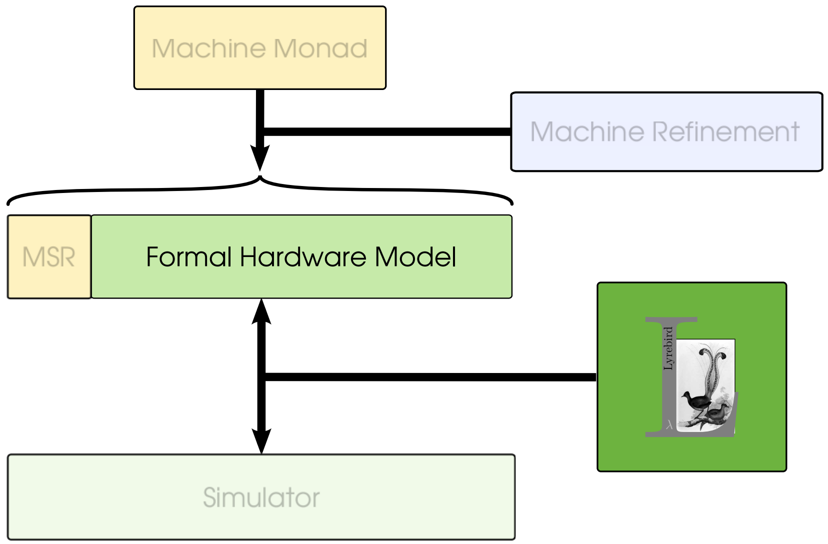
Simulation:

Register transfer is easy to simulate.

The simulator is portable and fast — 10MIPS for ARMv6 user.

The output is a single C module;
It is easily incorporated into larger simulations.

Lyrebird



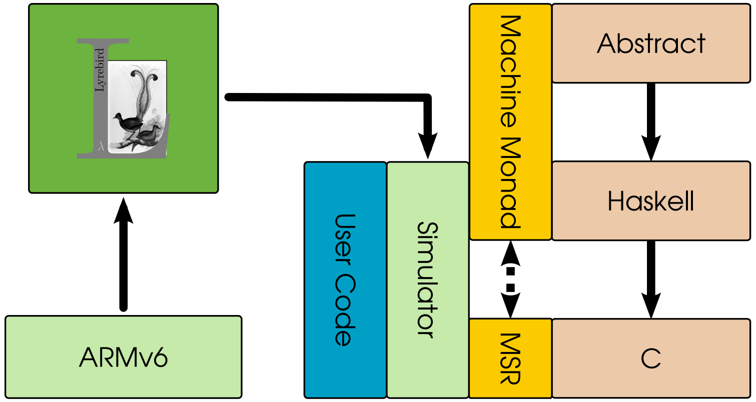
Generated Models:

An Isabelle model is generated by a tool.

We co-generate code and proofs for kernel objects.

We should be able to do the same for device structures.

Lyrebird



Rapid Modelling and Early Simulation:

We ran real user code against the Haskell seL4 model.

We found bugs in both the machine model and the kernel.

We *tested* the model against the implementation;
We fixed things before we tried to prove them.

Project Status

Goals:

➜ *Development outcomes: program, proof and model.*

➜ *Updating the model should be easy.*

➜ *Easy things should be straightforward.*

➜ *Hard things should be possible.*

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  Yes - Recompile for a new formal model.
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- ➜ *Updating the model should be easy.*
  Yes - Recompile for a new formal model.
- ➜ *Easy things should be straightforward.*
  Yes - User-level ARMv6 in 1600 lines.
- ➜ *Hard things should be possible.*
  Maybe - Work is ongoing.

Future Work

Semantics:

Model generation is not ideal, the generator is trusted.

A statement's meaning should be intrinsic.

Building a semantics early will force discipline.

Underspecification:

Behaviour is often undefined or non-deterministic.

Should be modelled by underspecification and assertions.

Future Work

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The Abstract Model Stack:

We should end up with a very detailed model of the machine.

We'd rather reason about a simple, abstract machine.

We'll build the simpler model in *layers*.

Validation:

Any model must be extensively validated against hardware.

It must also be consistent with existing models e.g. Fox et. al.

Many models exist in different formalisms, this is a challenge.

Questions?