

Contents

1 Program Graphs	1
1.1 Program Graphs	1
1.2 Semantics	3
1.3 The Structure of the Memory	7
1.4 Properties of Program Graphs	9
1.5 Bit-Level Semantics (Bonus Material)	11
2 Guarded Commands	15
2.1 Syntax	15
2.2 Program Graphs	17
2.3 Semantics	21
2.4 Alternative Approaches	24
2.5 More Control Structures (Bonus Material)	26
3 Program Verification	31
3.1 Predicates	31
3.2 Predicate Assignments	34
3.3 Partial Predicate Assignments	36
3.4 Guarded Commands with Predicates	40
3.5 Reverse Postorder (Bonus Material)	43

4 Program Analysis	47
4.1 Abstract Properties	47
4.2 Analysis Assignments	49
4.3 Analysis Functions	51
4.4 Analysis Specification	55
4.5 Computing Solutions (Bonus Material)	58
5 Language-Based Security	61
5.1 Information Flow	61
5.2 Reference-Monitor Semantics	63
5.3 Security Analysis	67
5.4 Multi-Level Security	70
5.5 Non-Interference (Bonus Material)	73
6 Model Checking	77
6.1 Transition Systems	77
6.2 Computation Tree Logic – CTL	80
6.3 Syntax and Semantics of CTL	82
6.4 From Program Graphs to Transition Systems	84
6.5 Towards an Algorithm (Bonus Material)	86
7 Procedures	91
7.1 Declarations	91
7.2 Blocks	93
7.3 Procedures with Dynamic Scope	98
7.4 Procedures with Static Scope	104
8 Concurrency	109
8.1 Shared Variables	109

8.2 Asynchronous Communication	112
8.3 Synchronous Communication	117
8.4 Broadcast and Gather (Bonus Material)	119
Epilogue	125
A The MicroC Language	129
B Programming Projects	133
C Realisation in F#	137
C.1 The Core Development	137
C.2 Program Verification	140
C.3 Program Analysis	142
C.4 Language-Based Security	145
D A Learning Environment	149
D.1 The Welcome Screen	150
D.2 Step-Wise Execution	151
D.3 Verification Conditions	152
D.4 Detection of Signs Analysis	153
D.5 Security Analysis	154
Symbols	155
Index	157