## Abstract Interpretation Based Software Technologies

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# What is (or should be) the essential preoccupation of computer scientists?

The production of reliable software, its maintenance and safe evolution year after year (up to 20 even 30 years).

#### Software Design/Engineering

- A well-organized large international community;
- Lot of progress (OO, components, etc.)
- But:
  - Good for software created ex-nihilo but hard to apply to existing software, its reuse and modification;
  - Basic tools are still traditional compilers, version managers and debuggers;
  - Traditional errors (at interfaces, unexpected exceptions, etc.) still found by manual debugging (which does not scale up).

#### **Formal Methods**

- A well-organized large international community;
- Lot of progress (factor of 100 in formal design, deductive methods, model checking, etc. in past 10 years);
- But:
  - Does consider hand-made models not program semantics;
  - Still to scale up (design, maintenance, exhaustive exploration of hand-made models is extremely costly);
  - Does not fulfill their verification promises (debugging).

#### **Approximate Methods**

Effective static program analyzes from the DA3DVL&S project:

- On large critical embedded real-time synchronous avionic software (250 000 lines of C):
  - Absence of unexpected interrupts;
  - WCET: worst-case execution time (after compilation on a given processor); ware/sofware, embedded/distributed/mobile software, secu-
- On large commercial asynchronous distributed avionic software (80 000 lines of C & POSIX):
  - Presence/absence of race-conditions;
- On excerpts of embedded real-time avionic software:
  - Localization of the origin and estimation of floating-point errors;

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#### **Abstract Interpretation Based Methods**

- A bit scattered community (European origin);
- A large variety of applications from program compilation, reverse engineering, mobile computing to security of crypto-graphic protocols, codesign, etc;
- A large variety of languages, from Prolog, C to Java(Card);
- A large variety of subjects from very theoretical to applied experimentations;
- Difficult (real large programs are much harder to handle than small handmade software models);
- At the beginning of industrialization in Europ (Absint a, PolySpace)

### **European Perspectives**

- Support the community of European researchers working on abstract interpretation and static analysis;
- Avoid the *pensée unique* and favorize alternative solutions;
- Allow for transversal research (on solutions common to hard-
- r); ware/sofware, embedded/distributed/mobile software, security/correctness verification, etc) as opposed to short-term application domains;
- Favorize the dissemination in education and industry;
- Favorize the international cooperation (Australia, Korea, USA); Through a Network of Excellence and/or an Integrated Project!