

# CERTORA

Move fast and break nothing



# The Certora Prover Pipeline

Chandrakana Nandi Stanford Workshop August 30, 2022















Systematically translate code + spec to equivalent formula

- Wrap code in specification using ergonomic DSL (CVL)
- Break code down into simple operations
- Meaning preserving simplifications and optimizations



## Certora Prover Architecture





```
contract Bank {
    mapping (address => uint256) public funds;
```

```
function deposit (uint256 amount) public payable {
   funds[msg.sender] += amount;
}
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How do we know that **deposit** increases **funds** by **amount**?

function deposit (uint256 amount) public payable {
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## Certora Prover to the Rescue!





# Certora Prover Works on Bytecode



Compile Solidity to get EVM Bytecode

Can support other EVM languages (Vyper)

Helps find compiler bugs!

IΑ



# Compiler Bugs Found by Certora Prover

#### Non-deterministic Solidity Transactions — Certora Bug Disclosure



The Solidity Compiler Silently Corrupts Storage — Certora Bug Disclosure



Memory Isolation Violation in Deserialization Code — Certora Bug Disclosure



Bug Disclosure — Solidity Code Generation Bug Can Cause Memory Corruption





Counterexamples



Break down code into small simple steps

One operation per TAC instruction

Only a small number of instructions in TAC

Easier to analyze

Bytecode to Three-Address Code



# Bytecode to Three-Address Code

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#### Generator

contract Bank {
 mapping (address => uint256) public funds;

function deposit (uint256 amount) public payable {
 funds[msg.sender] += amount;

function getFunds (address account) public view returns (uint256) {
 return funds[account];

Counterexamples



Block 0 0 0 0 0 0 0 0: lastHasThrown = false lastReverted = false R0 = tacExtcodesize[tacAddress] B1 = R0 > 0x0TRANSIENT::MetaKey(name=internal.func.finder.info, typ=class analysis.jp.InternalFunctionFinderReport)=InternalFunctionFinderReport(unresolvedFunctions=[])::  $tac\dot{M}0x4\dot{0} = 0x80$ R2 = tacCalldatasizeB4 = R2 < 0x4sume !B4 R15 = tacSighash B19 = 0xb6b55f25 == R15JUMPDEST 57 1024 0 0 0 0 0 0 R21 = tacCalldatasizeR22 = R21 - 0x4B25 = R22 < 0x20if B25:bool goto 75 1021 0 0 0 0 0 0 else goto 79 1021 0 0 0 0 0 0

Block 75 1021 0 0 0 0 0 0: lastHasThrown = false lastReverted = true TRANSIENT::MetaKey(name=tac.revert.path, typ=class java.lang.Boolean)=true:: revert and return M@0[0x0:0x0+0x0]

Block 79 1021 0 0 0 0 0: JUMPDEST 79 1021 0 0 0 0 0 R35 = tacCalldatabuf!4TRANSIENT::MetaKey(name=internal.func.start, typ=class analysis.ip.InternalFuncStartAnnotation)=InternalFuncStartAnnotation(id=2, startPc=208, exitPc=[86], args=[InternalFuncArg(s=R35:bv256, offset=1, sort=SCALAR)], unctionId=ParseableName(exp=deposit(uint256)), stackOffsetToArgPos={1=0}):: JUMPDEST 208\_1022\_0\_0\_0\_0\_0 TRANSIENT::MetaKey(name=tac.internal.function.hint, typ=class analysis.ip.InternalFunctionHint)=InternalFunctionHint(id=0, flag=0, sym=0xf196e50000):: TRANSIENT::MetaKey(name=tac.internal.function.hint, typ=class analysis.ip.InternalFunctionHint)=InternalFunctionHint(id=0, flag=1, sym=0x1):: TRANSIENT::MetaKey(name=tac.internal.function.hint, typ=class analysis.ip.InternalFunctionHint)=InternalFunctionHint(id=0, flag=4096, sym=R35:by256):: R53 = tacCaller tacM0x0 = R53tacM0x20 = 0x0R65 = keccak256simple(tacM0x0,tacM0x20) R68 = tacS!ce4604a0000000000000000000000001[R65] R76 = R35 + R68TRANSIENT::MetaKey(name=internal.func.end, typ=class analysis.ip.InternalFuncExitAnnotation)=InternalFuncExitAnnotation(id=2, rets=[]):: JUMPDEST 86 1024 0 0 0 0 0 0 TRANSIENT::MetaKey(name=tac.return.path, typ=class java.lang.Boolean)=true:: return M@0[0x0:0x0+0x0]

TAC

. . . . . . . . . . . . .

. . . . . . . . . . . .

Decompiler

EVM Bytecode

<



Even in TAC, instructions can have subtle dependencies

Gather facts at various program points (e.g., points-to relation)

Segment memory into disjoint non-interfering sets of pointers

Lower burden on subsequent steps in the pipeline





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MyStruct memory x = { f: 1 }; MyStruct memory y = { f: 2 }; y.f = 3; assert(x.f == 1);



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Thus, if  $P \Rightarrow WP(S, Q)$  then  $\{P\} S \{Q\}$ 



Hoare Triple: {P} S {Q}

Where do P and Q come from?

If P holds before executing S, then Q holds after executing S

WP (S, Q): weakest predicate such that Q holds after executing S {WP (S, Q)} S {Q}

Then to prove the triple, just show that  $P \Rightarrow WP(S, Q)$ 

Thus, if  $P \Rightarrow WP(S, Q)$  then  $\{P\} S \{Q\}$ 







# Writing the Specification

How do we know that deposit increases funds by amount?

function deposit (uint256 amount) public payable {
 funds[msg.sender] += amount;

Need to first write "deposit increases funds by amount" more formally so that we can automatically check it!



rule deposit\_ok (uint256 amount) {
 env e;
 uint256 before\_deposit = getFunds (e.msg.sender);
 deposit (e, amount);
 uint256 after\_deposit = getFunds (e.msg.sender);
 assert (after\_deposit == before\_deposit + amount);



rule deposit\_ok (uint256 amount) {
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Inline from contract



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Allows us to get pre and post conditions!



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 env e;
 uint256 before\_deposit = getFunds (e.msg.sender);
 deposit (e, amount);
 uint256 after\_deposit = getFunds (e.msg.sender);
 assert (after\_deposit == before\_deposit + amount);

Must hold for ALL values of amount!











# Putting It All Together







after\_deposit=0

https://demo.certora.com



# Quis custodiet ipsos custodes?



# Is the spec itself trustworthy?



# Is the Spec Trustworthy?

```
rule deposit_ok (uint256 amount) {
```

```
env e;
uint256 before_deposit = getFunds (e.msg.sender);
deposit (e, amount);
uint256 after_deposit = getFunds (e.msg.sender);
assert (after_deposit == before_deposit + amount);
```



```
contract Bank {
  mapping (address => uint256) public funds;
  function deposit (uint256 amount) public payable {
     funds[msg.sender] += amount;
 function getFunds (address account) public view returns (uint256) {
      return funds[account];
```





# Is the Spec Trustworthy?

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rule deposit_ok (uint256 amount) {
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deposit (e, amount);
uint256 after_deposit = getFunds (e.msg.sender);
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```

#### Is it vacuously true? Does it catch errors?

```
contract Bank {
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```
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contract Bank {
   mapping (address => uint256) public funds;
   function deposit (uint256 amount) public payable {
      funds[msg.sender] += amount;
   }
}
```

Is it vacuously true? Does it catch errors?

```
function getFunds (address account) public view returns (uint256) {
    return funds[account];
```

```
}
```



```
rule deposit_ok (uint256 amount) {
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```
env e;
uint256 before_deposit = getFunds (e.msg.sender);
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```

```
contract Bank {
   mapping (address => uint256) public funds;
   function deposit (uint256 amount) public payable {
      funds[msg.sender] += 1;
}
```

Is it vacuously true? Does it catch errors?

```
function getFunds (address account) public view returns (uint256) {
    return funds[account];
```

```
}
```



```
rule deposit_ok (uint256 amount) {
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```
env e;
uint256 before_deposit = getFunds (e.msg.sender);
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```

```
contract Bank {
   mapping (address => uint256) public funds;
   function deposit (uint256 amount) public payable {
      // funds[msg.sender] += amount;
   }
}
```

Is it vacuously true? Does it catch errors?

```
function getFunds (address account) public view returns (uint256) {
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```
contract Bank {
   mapping (address => uint256) public funds;
   function deposit (uint256 amount) public payable {
     funds[msg.sender] += amount;
}
```

Is it vacuously true? Does it catch errors?

```
function getFunds (address account) public view returns (uint256) {
return funds[account] - 1;
```









# Thank You!





rule deposit\_ok (uint256 amount) {
 env e;
 uint256 before\_deposit = getFunds (e.msg.sender);
 deposit (e, amount);
 uint256 after\_deposit = getFunds (e.msg.sender);
 assert (after\_deposit == before\_deposit + amount);

Not executable but looks like Solidity!