

Computer-Aided Reasoning for Software

CSLE507

Solver-Aided Programming II

Emina Torlak

emina@cs.washington.edu

Topics

Last lecture

- Getting started with solver-aided programming.

Today

- Going pro with solver-aided programming.

A programming model that integrates solvers into the language, providing constructs for program verification, synthesis, and more.

ROSETTE

Solver-aided programming in two parts:
(1) getting started and (2) going pro

How to use a solver-aided language: the workflow, constructs, and gotchas.

How to build your own solver-aided tool via direct symbolic evaluation or language embedding.

How to build your own solver-aided tool or language

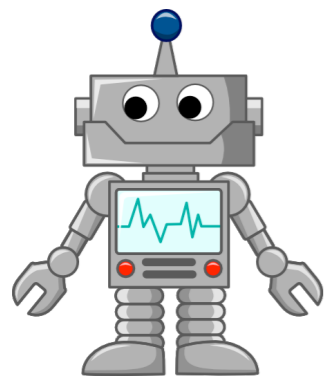


SDSL



SVM

SMT



The classic (hard) way to build a tool

What is hard about building a solver-aided tool?

An easier way: tools as languages

How to build tools by stacking layers of languages.

Behind the scenes: symbolic virtual machine

How Rosette works so you don't have to.

A last look: a few recent applications

Cool tools built with Rosette!

How to build your own solver-aided tool or language

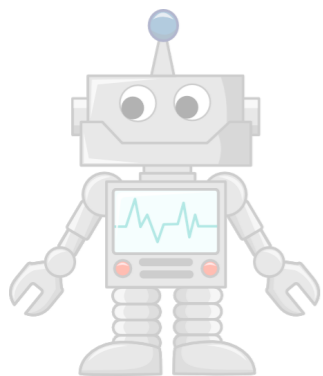


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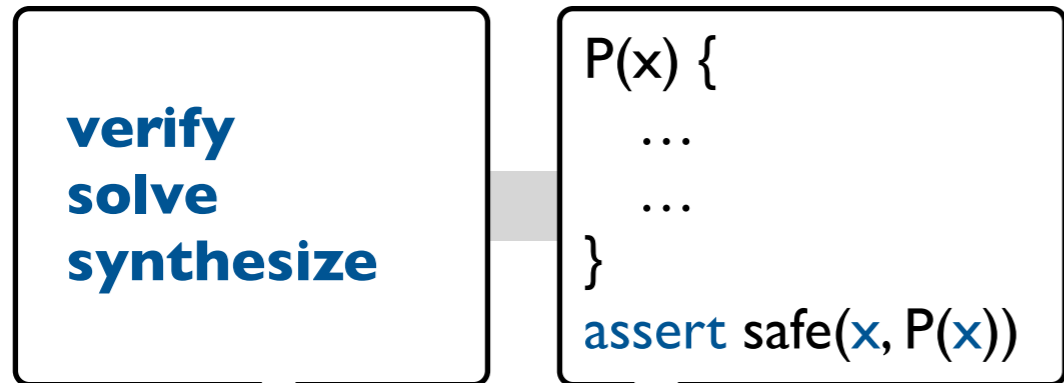
Behind the scenes: symbolic virtual machine

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A last look: a few recent applications

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The classic (hard) way to build a tool

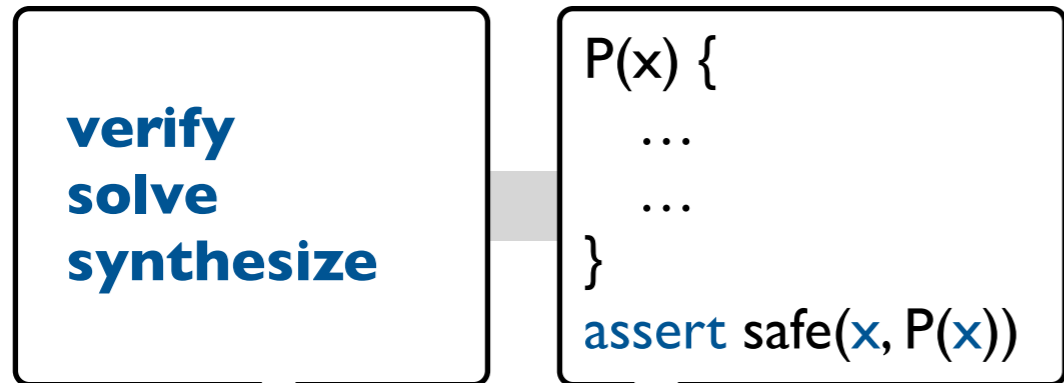


Recall the solver-aided programming tool chain: the tool reduces a query about program behavior to an SMT problem.

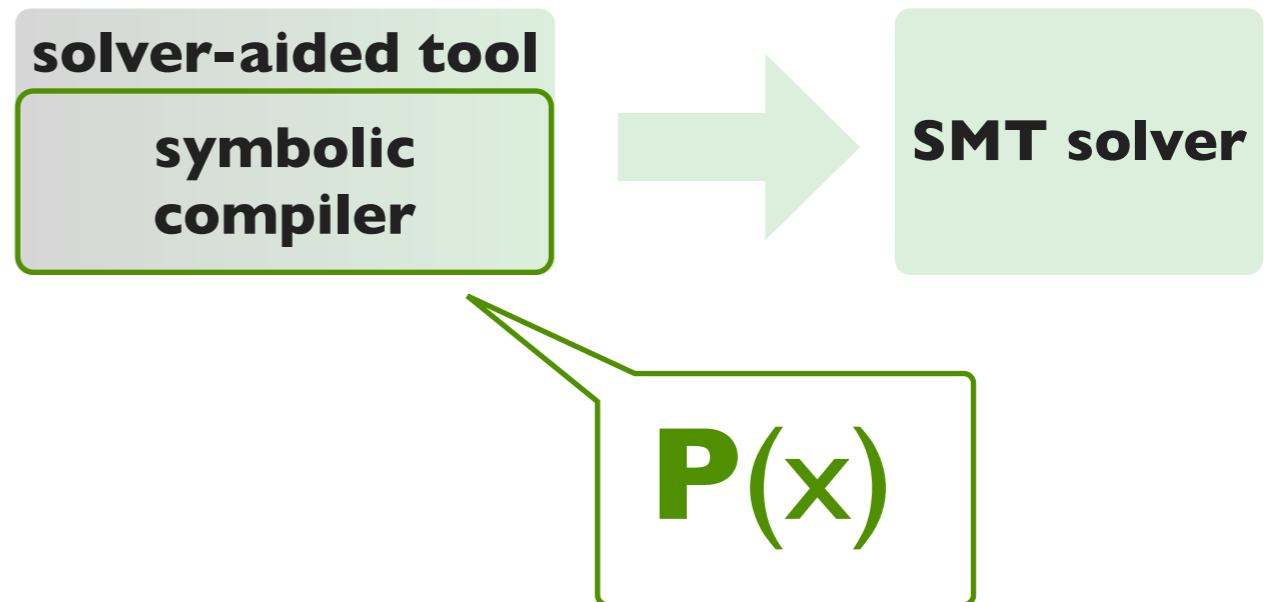


$\exists x . \neg \mathbf{safe}(x, \mathbf{P}(x))$
 $x = 42 \wedge \mathbf{safe}(x, \mathbf{P}(x))$
 $\exists e . \forall x . \mathbf{safe}(x, \mathbf{P}_e(x))$

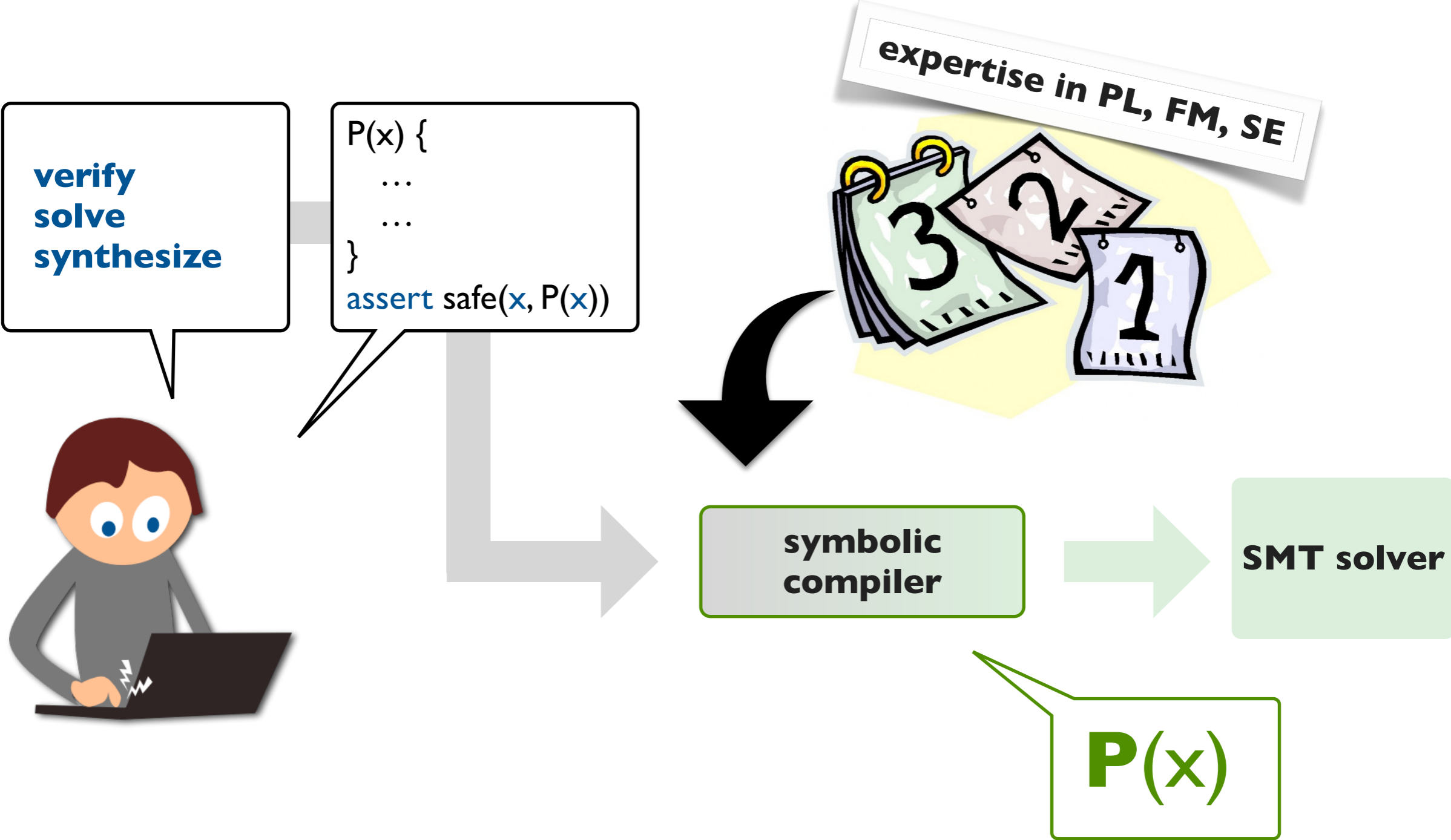
The classic (hard) way to build a tool



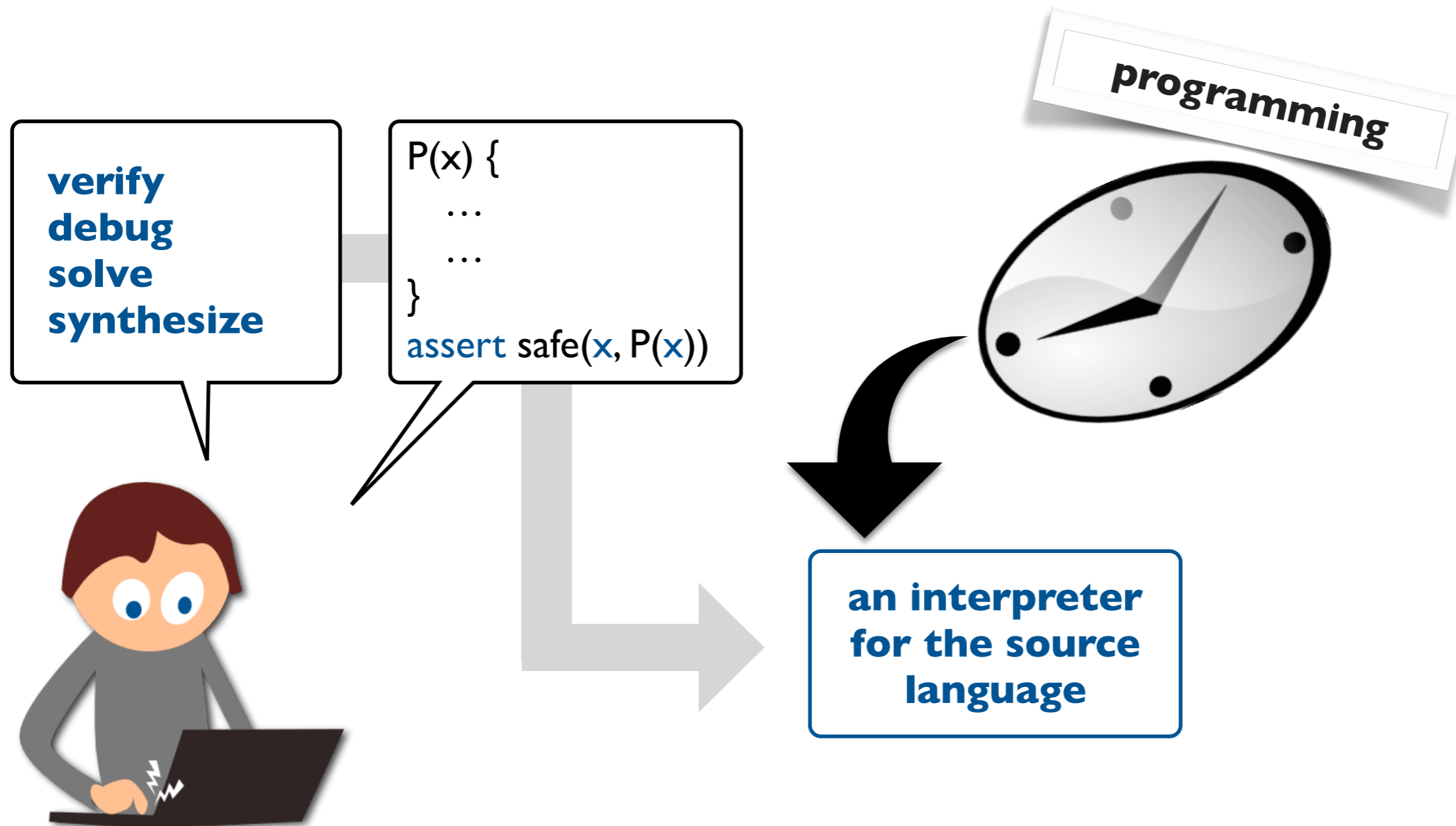
Recall the solver-aided programming tool chain: the tool reduces a query about program behavior to an SMT problem.
What all queries have in common: they need to translate programs to constraints!



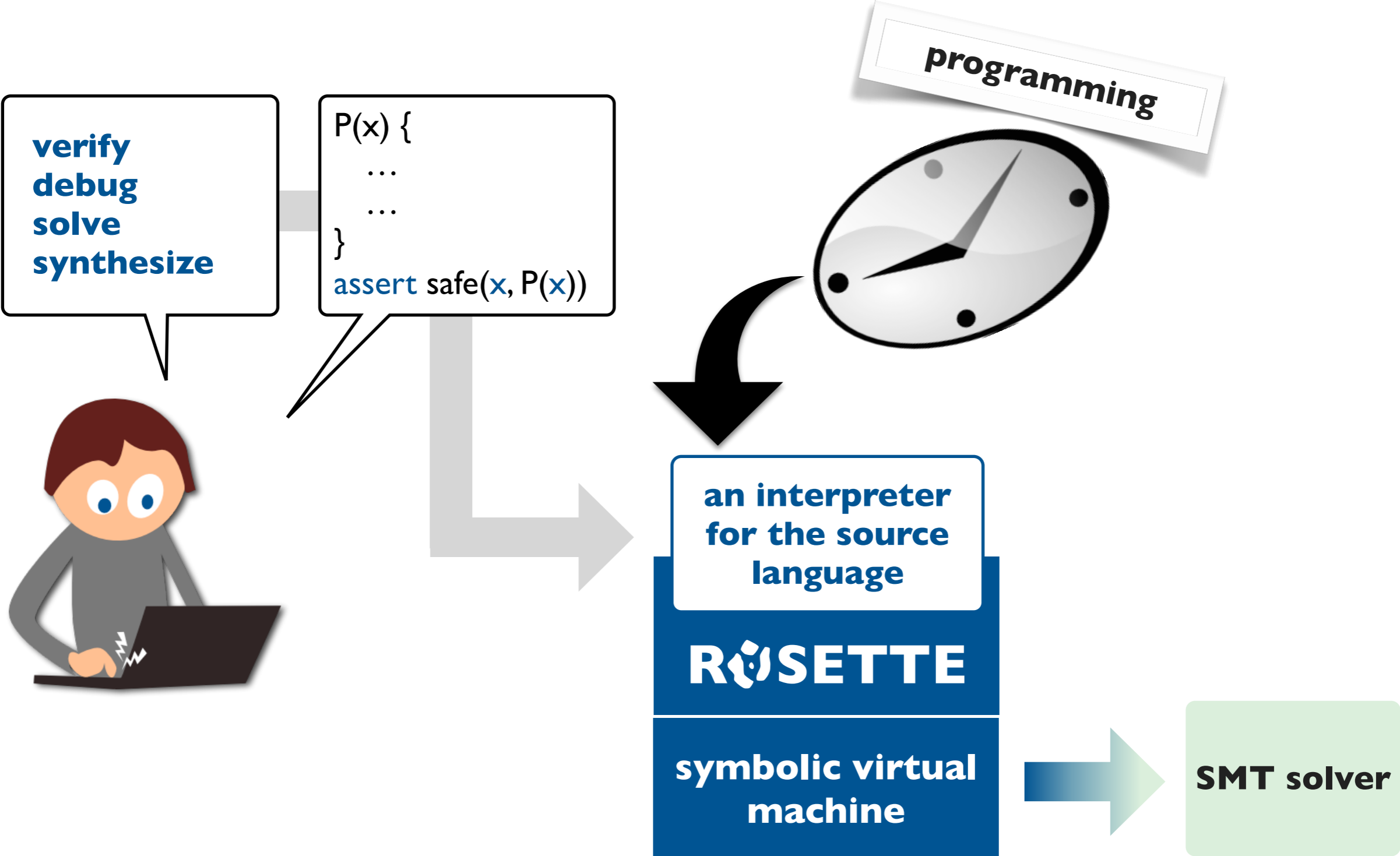
The classic (hard) way to build a tool



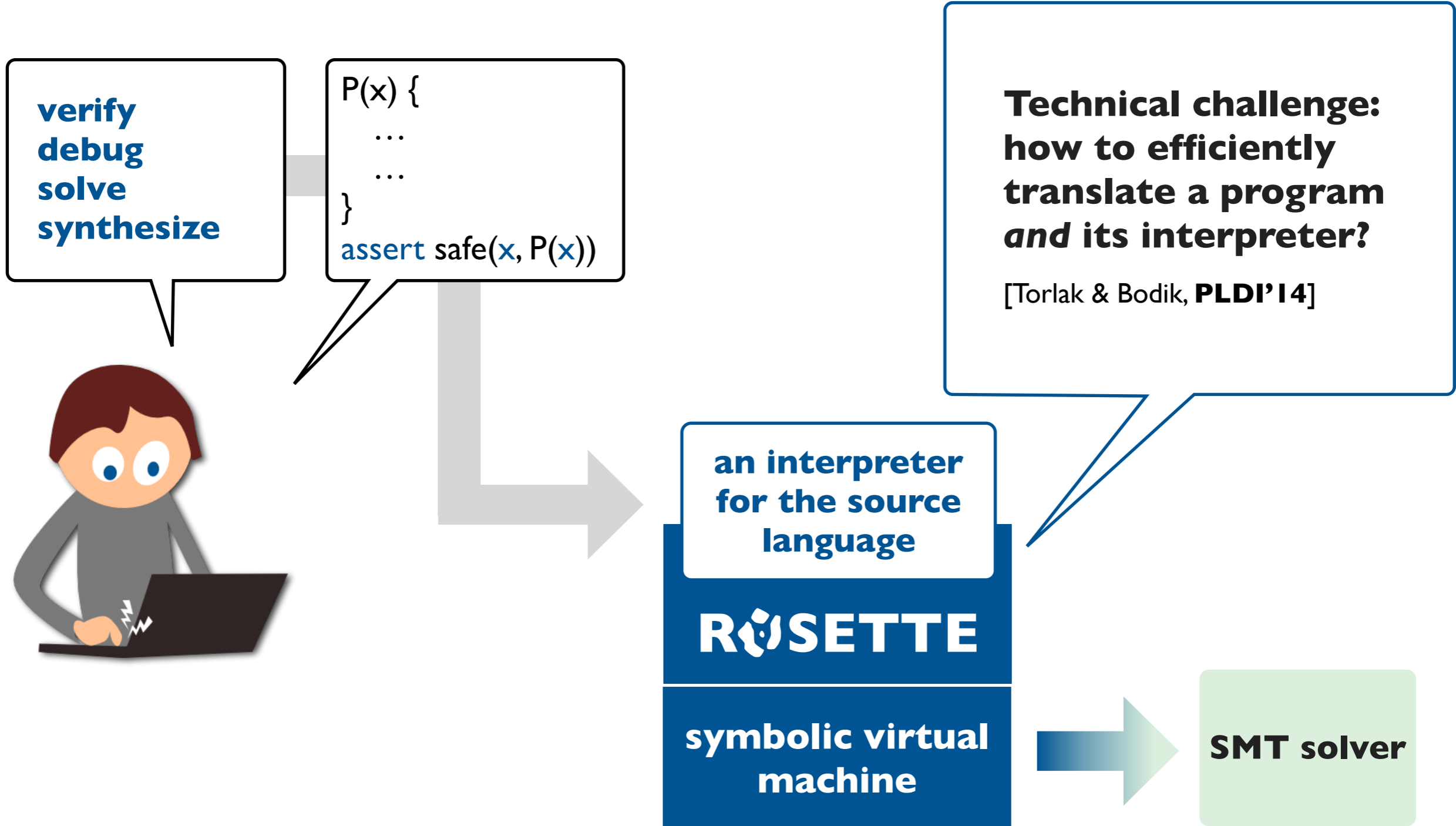
Wanted: an easier way to build tools



Wanted: an easier way to build tools



Wanted: an easier way to build tools



How to build your own solver-aided tool or language

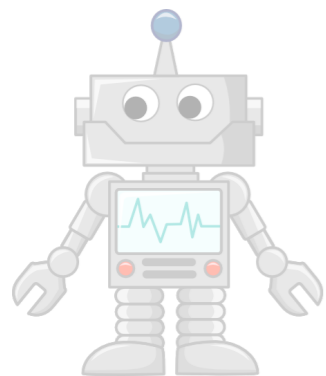


SDSL



SVM

SMT



The classic (hard) way to build a tool

What is hard about building a solver-aided tool?

An easier way: tools as languages

How to build tools by stacking layers of languages.

Behind the scenes: symbolic virtual machine

How Rosette works so you don't have to.

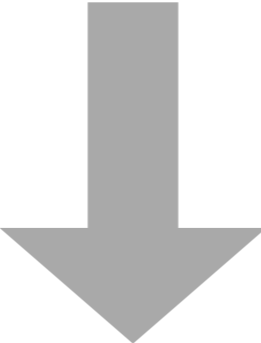
A last look: a few recent applications

Cool tools built with Rosette!

Layers of classic languages: guests and hosts

guest language

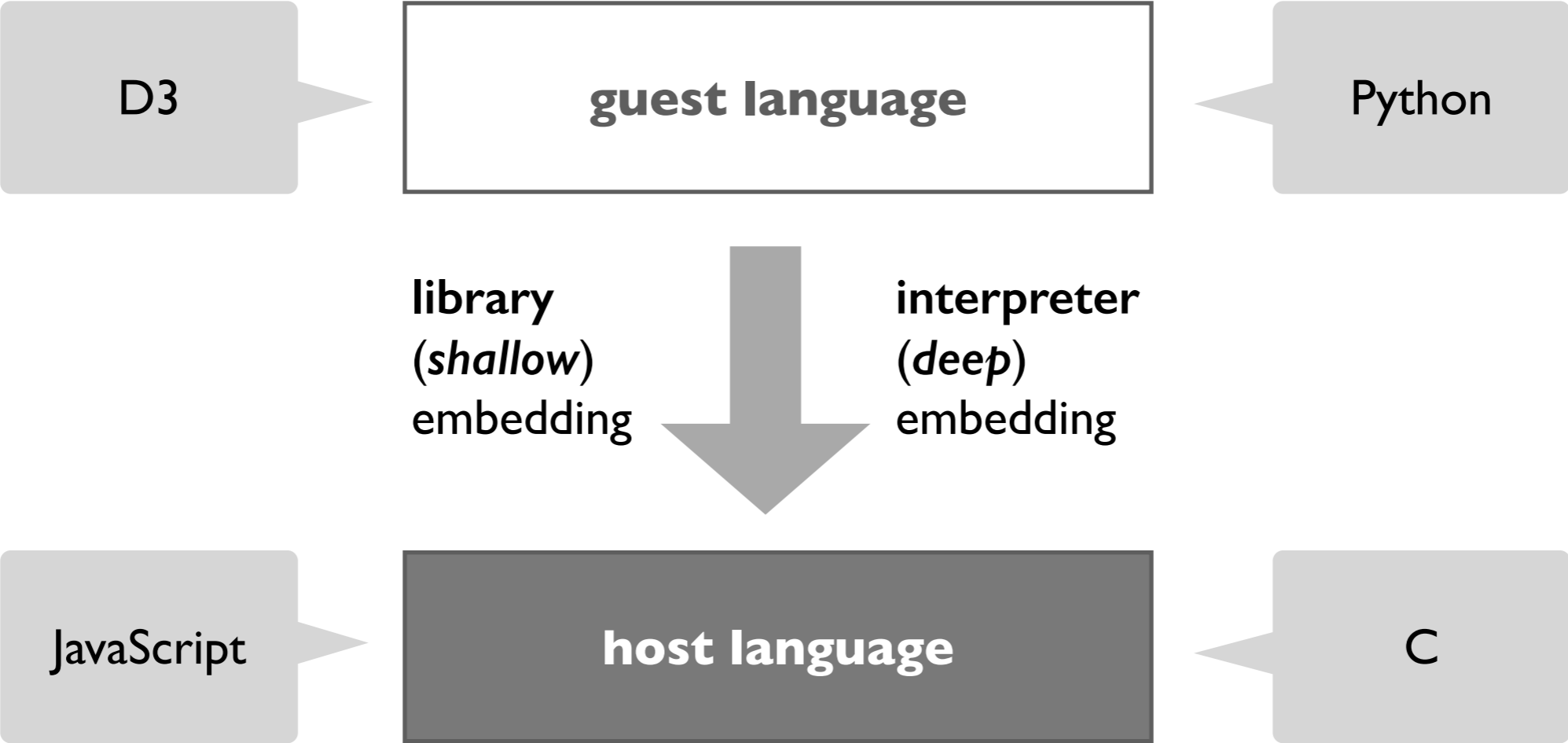
library
(*shallow*)
embedding



interpreter
(*deep*)
embedding

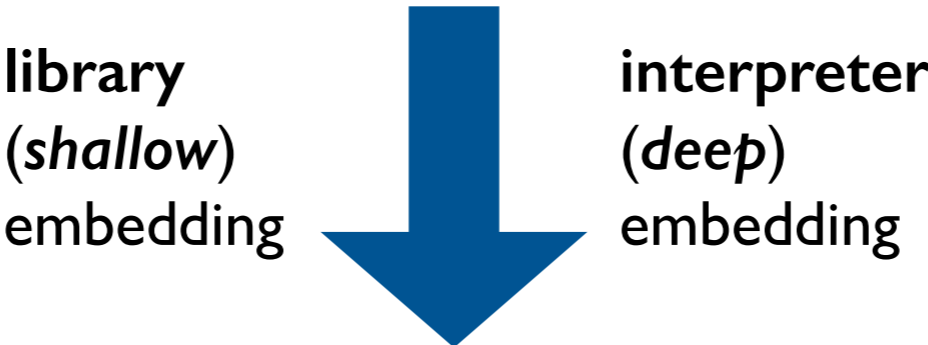
host language

Layers of classic languages: guests and hosts



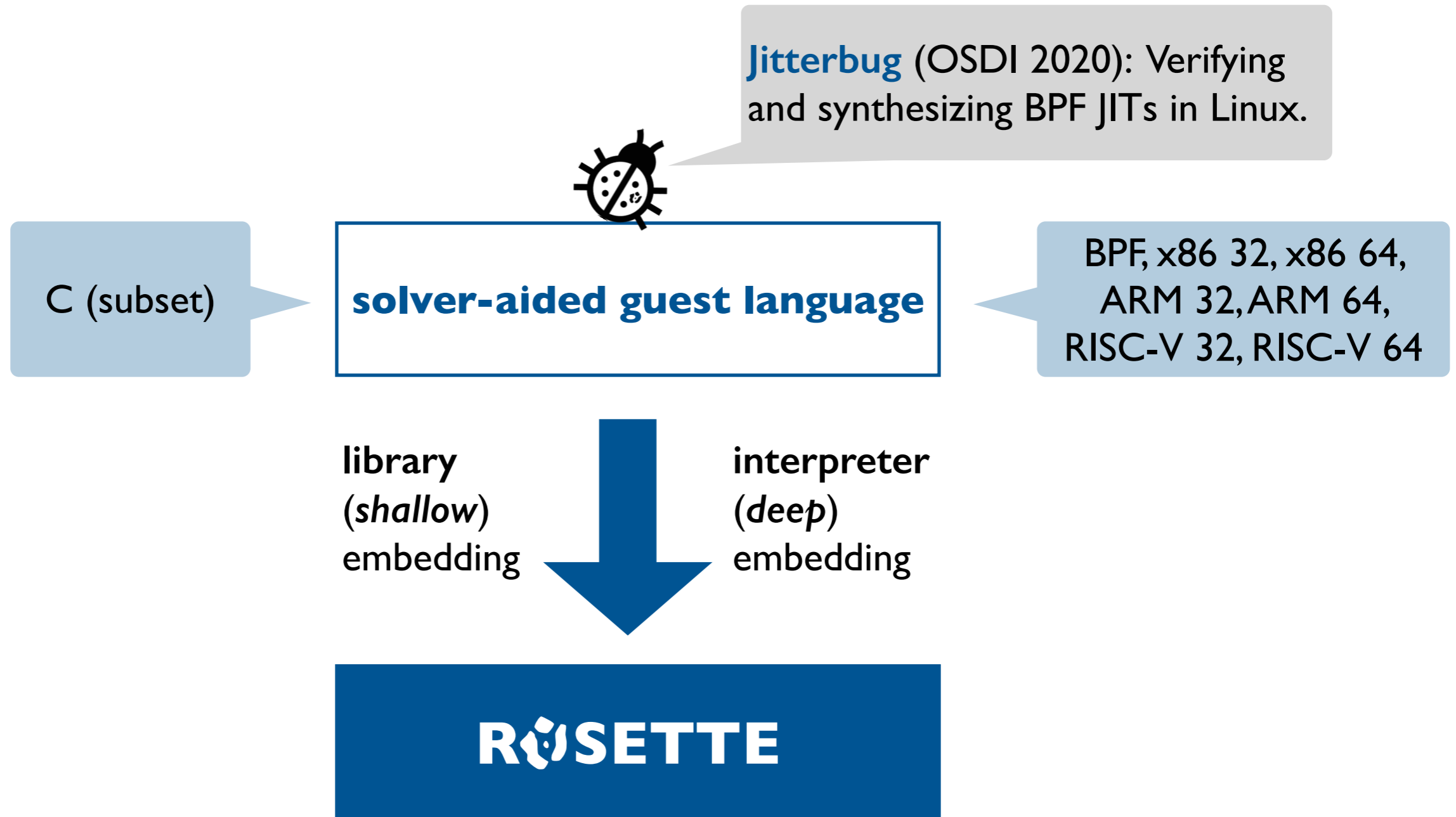
Layers of solver-aided languages

solver-aided guest language



solver-aided host language

Layers of solver-aided languages



A tiny example solver-aided guest language

```
def bvmax(r0, r1) :  
    r2 = bvsge(r0, r1)  
    r3 = bvneg(r2)  
    r4 = bvxor(r0, r2)  
    r5 = bvand(r3, r4)  
    r6 = bvxor(r1, r5)  
return r6
```

BV: A tiny assembly-like language for writing fast, low-level library functions.

A tiny example solver-aided guest language

```
def bvmax(r0, r1) :  
    r2 = bvsge(r0, r1)  
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return r6
```

We want to **test, verify,**
and **synthesize** programs
in the BV SDSL.

BV: A tiny assembly-like
language for writing fast, low-
level library functions.

A tiny example solver-aided guest language

```
def bvmax(r0, r1) :  
    r2 = bvsge(r0, r1)  
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    return r6
```

We want to **test, verify,**
and **synthesize** programs
in the BV SDSL.

BV: A tiny assembly-like
language for writing fast, low-
level library functions.

1. interpreter [50 LOC]
2. verifier [free]
3. synthesizer [free]

A tiny example language

R⁰SETTE

```
def bvmax(r0, r1) :  
    r2 = bvsge(r0, r1)  
    r3 = bvneg(r2)  
    r4 = bvxor(r0, r2)  
    r5 = bvand(r3, r4)  
    r6 = bvxor(r1, r5)  
return r6
```

```
> bvmax(-2, -1)
```

A tiny example language

ROSETTE

```
def bvmax(r0, r1) :  
  r2 = bvsge(r0, r1)  
  r3 = bvneg(r2)  
  r4 = bvxor(r0, r2)  
  r5 = bvand(r3, r4)  
  r6 = bvxor(r1, r5)  
  return r6
```

```
> bvmax(-2, -1)
```

parse

```
(define bvmax  
  `((2 bvsge 0 1)  
    (3 bvneg 2)  
    (4 bvxor 0 2)  
    (5 bvand 3 4)  
    (6 bvxor 1 5)))
```

A tiny example language

ROSETTE

```
def bvmax(r0, r1) :  
  r2 = bvsge(r0, r1)  
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```

(out opcode in ...)

A tiny example language

R⁰SETTE

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```

```
> bvmax(-2, -1)
```

interpret

```
(define bvmax  
  `((2 bvsge 0 1)  
    (3 bvneg 2)  
    (4 bvxor 0 2)  
    (5 bvand 3 4)  
    (6 bvxor 1 5)))
```

```
`(-2 -1)
```

```
(define (interpret prog inputs)  
  (make-registers prog inputs)  
  (for ([stmt prog])  
    (match stmt  
      [(list out opcode in ...)  
       (define op (lookup opcode))  
       (define args (map load in))  
       (store out (apply op args))]))  
  (load (last)))
```

A tiny example language

R0SETTE

```
def bvmax(r0, r1) :  
  r2 = bvsge(r0, r1)  
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  r4 = bvxor(r0, r2)  
  r5 = bvand(r3, r4)  
  r6 = bvxor(r1, r5)  
  return r6
```

```
> bvmax(-2, -1)
```

interpret

```
(define bvmax  
  `((2 bvsge 0 1)  
    (3 bvneg 2)  
    (4 bvxor 0 2)  
    (5 bvand 3 4)  
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```

0	-2
1	-1
2	
3	
4	
5	
6	

```
(define (interpret prog inputs)  
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A tiny example language

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A tiny example language

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```
> bvmax(-2, -1)
```

interpret

```
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1	-1
2	
3	
4	
5	
6	

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1	-1
2	0
3	
4	
5	
6	

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A tiny example language

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  return r6
```

```
> bvmax(-2, -1)  
-1
```

interpret

R0SETTE

```
(define bvmax  
  `((2 bvsge 0 1)  
    (3 bvneg 2)  
    (4 bvxor 0 2)  
    (5 bvand 3 4)  
    (6 bvxor 1 5)))
```

0	-2
1	-1
2	0
3	0
4	-2
5	0
6	-1

```
(define (interpret prog inputs)  
  (make-registers prog inputs)  
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```

```
> bvmax(-2, -1)  
-1
```

ROSETTE

```
(define bvmax  
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    (6 bvxor 1 5)))
```

- ▶ pattern matching
- ▶ first-class & higher-order procedures
- ▶ side effects

```
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  r6 = bvxor(r1, r5)  
  return r6
```

```
> verify(bvmax, max)
```

query

R^oSETTE

```
(define-symbolic x y int32?)  
(define in (list x y))  
(verify  
  (assert (equal? (interpret bvmax in)  
                  (apply max in))))
```


A tiny example language

```
def bvmax(r0, r1) :  
  r2 = bvsge(r0, r1)  
  r3 = bvneg(r2)  
  r4 = bvxor(r0, r2)  
  r5 = bvand(r3, r4)  
  r6 = bvxor(r1, r5)  
  return r6
```

```
> verify(bvmax, max)
```

```
(define (max x y)  
  (if (bvsge x y) x y))
```

query

R^oSETTE

```
(define-symbolic x y int32?)  
(define in (list x y))  
(verify  
  (assert (equal? (interpret bvmax in)  
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A tiny example language

```
def bvmax(r0, r1) :  
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  r6 = bvxor(r1, r5)  
  return r6  
  
> verify(bvmax, max)
```

query

ROSETTE

Creates two fresh symbolic values of type 32-bit integer and binds them to the variables x and y.

```
(define-symbolic x y int32?)  
(define in (list x y))  
(verify  
  (assert (equal? (interpret bvmax in)  
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A tiny example language

```
def bvmax(r0, r1) :  
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  return r6  
  
> verify(bvmax, max)
```

query

ROSETTE

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(define-symbolic x y int32?)  
(define in (list x y))  
(verify  
  (assert (equal? (interpret bvmax in)  
                  (apply max in))))
```

Symbolic values can be used just like concrete values of the same type.

A tiny example language

ROSETTE

```
def bvmax(r0, r1) :  
  r2 = bvsge(r0, r1)  
  r3 = bvneg(r2)  
  r4 = bvxor(r0, r2)  
  r5 = bvand(r3, r4)  
  r6 = bvxor(r1, r5)  
  return r6  
  
> verify(bvmax, max)
```

query

Creates two fresh symbolic values of type 32-bit integer and binds them to the variables *x* and *y*.

```
(define-symbolic x y int32?)  
(define in (list x y))
```

```
(verify  
  (assert (equal? (interpret bvmax in)  
                  (apply max in))))
```

(*verify expr*) searches for a concrete interpretation of symbolic values that causes *expr* to fail.

Symbolic values can be used just like concrete values of the same type.

A tiny example language

```
def bvmax(r0, r1) :  
  r2 = bvsge(r0, r1)  
  r3 = bvneg(r2)  
  r4 = bvxor(r0, r2)  
  r5 = bvand(r3, r4)  
  r6 = bvxor(r1, r5)  
  return r6
```

```
> verify(bvmax, max)  
[0, -2]
```



query

R⁰SETTE

```
(define-symbolic x y int32?)  
(define in (list x y))  
(verify  
  (assert (equal? (interpret bvmax in)  
                  (apply max in))))
```

A tiny example language

```
def bvmax(r0, r1) :  
  r2 = bvsge(r0, r1)  
  r3 = bvneg(r2)  
  r4 = bvxor(r0, r2)  
  r5 = bvand(r3, r4)  
  r6 = bvxor(r1, r5)  
  return r6
```

```
> verify(bvmax, max)  
[0, -2]
```

```
> bvmax(0, -2)  
-1
```



query

R⁰SETTE

```
(define-symbolic x y int32?)  
(define in (list x y))  
(verify  
  (assert (equal? (interpret bvmax in)  
                  (apply max in))))
```

A tiny example language

```
def bvmax(r0, r1) :  
  r2...r6 = inst??(bvsge, bvneg,  
                  bvxor, bvand)  
  return r6
```

```
> synthesize(bvmax, max)
```

query

ROSETTE

```
(define-symbolic x y int32?)  
(define in (list x y))  
(synthesize  
  #:forall in  
  #:guarantee  
  (assert (equal? (interpret bvmax in)  
                  (apply max in))))
```

A tiny example language

```
def bvmax(r0, r1) :  
  r2 = bvsge(r0, r1)  
  r3 = bvneg(r2)  
  r4 = bvxor(r0, r1)  
  r5 = bvand(r3, r4)  
  r6 = bvxor(r1, r5)  
  return r6  
  
> synthesize(bvmax, max)
```



query

ROSETTE

```
(define-symbolic x y int32?)  
(define in (list x y))  
(synthesize  
  #:forall in  
  #:guarantee  
  (assert (equal? (interpret bvmax in)  
                  (apply max in))))))
```


How to build your own solver-aided tool or language

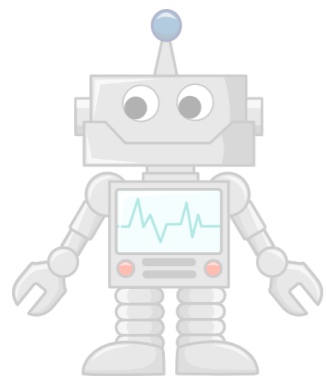


SDSL



SVM

SMT



The classic (hard) way to build a tool

What is hard about building a solver-aided tool?

An easier way: tools as languages

How to build tools by stacking layers of languages.

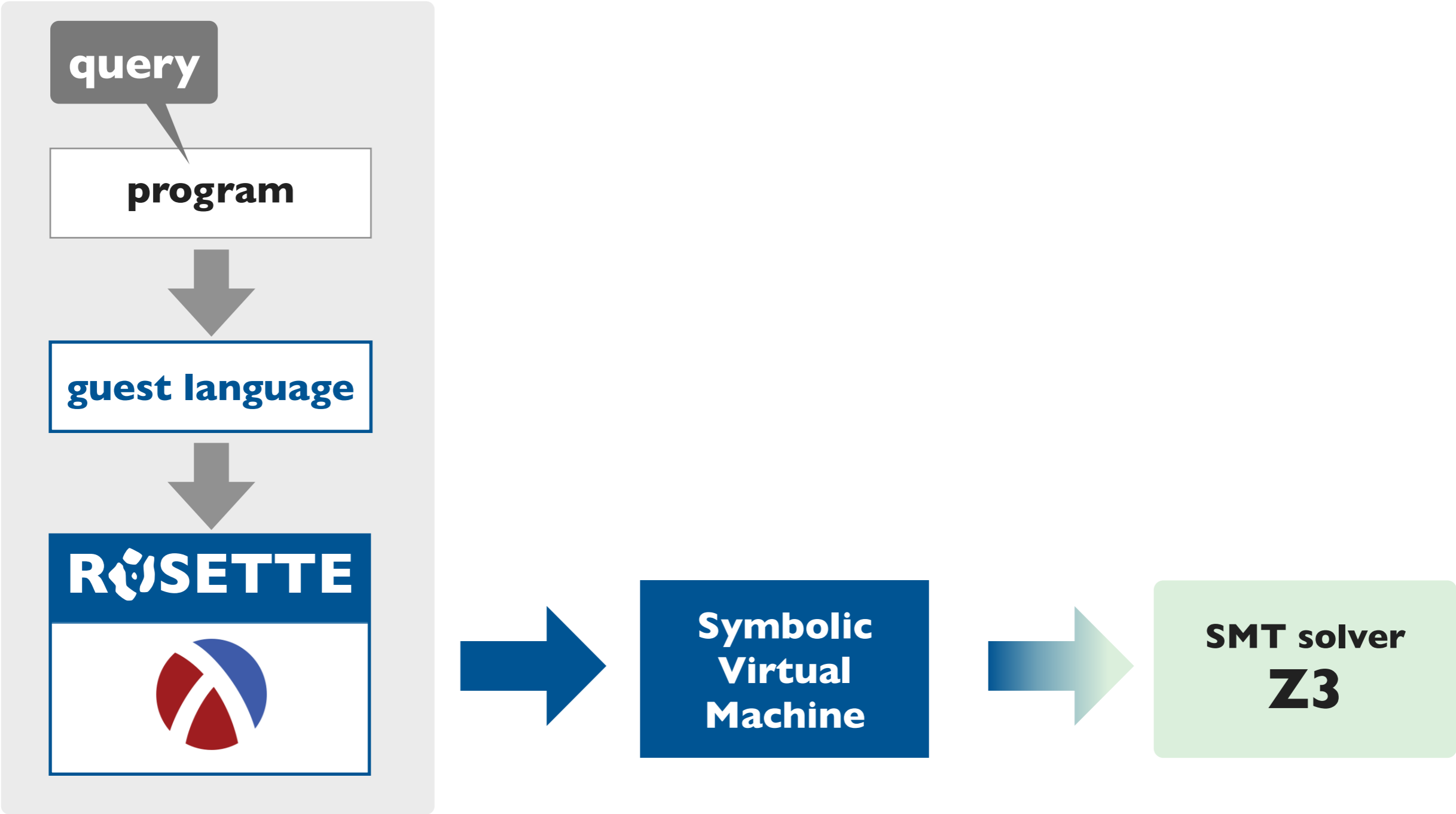
Behind the scenes: symbolic virtual machine

How Rosette works so you don't have to.

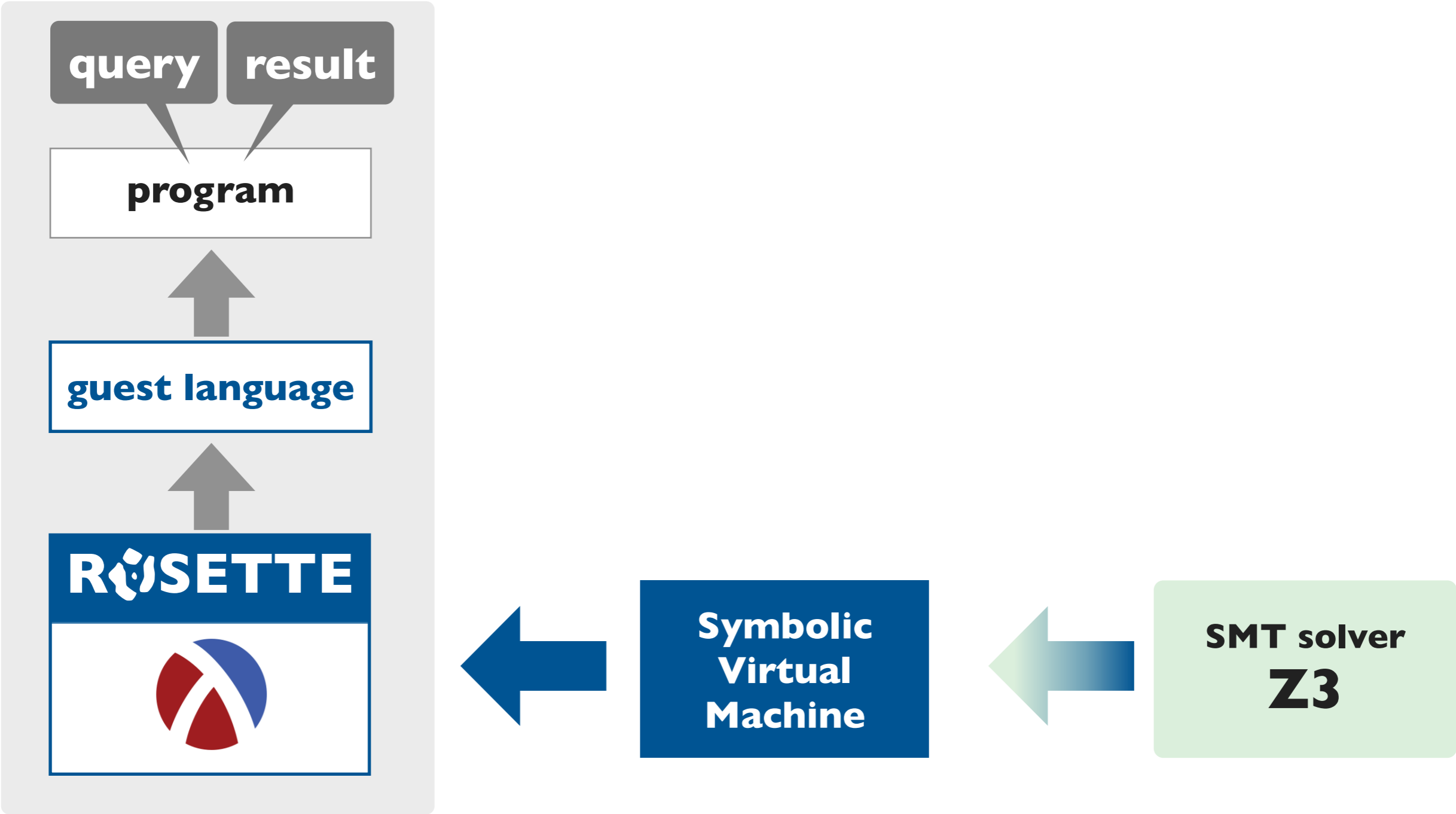
A last look: a few recent applications

Cool tools built with Rosette!

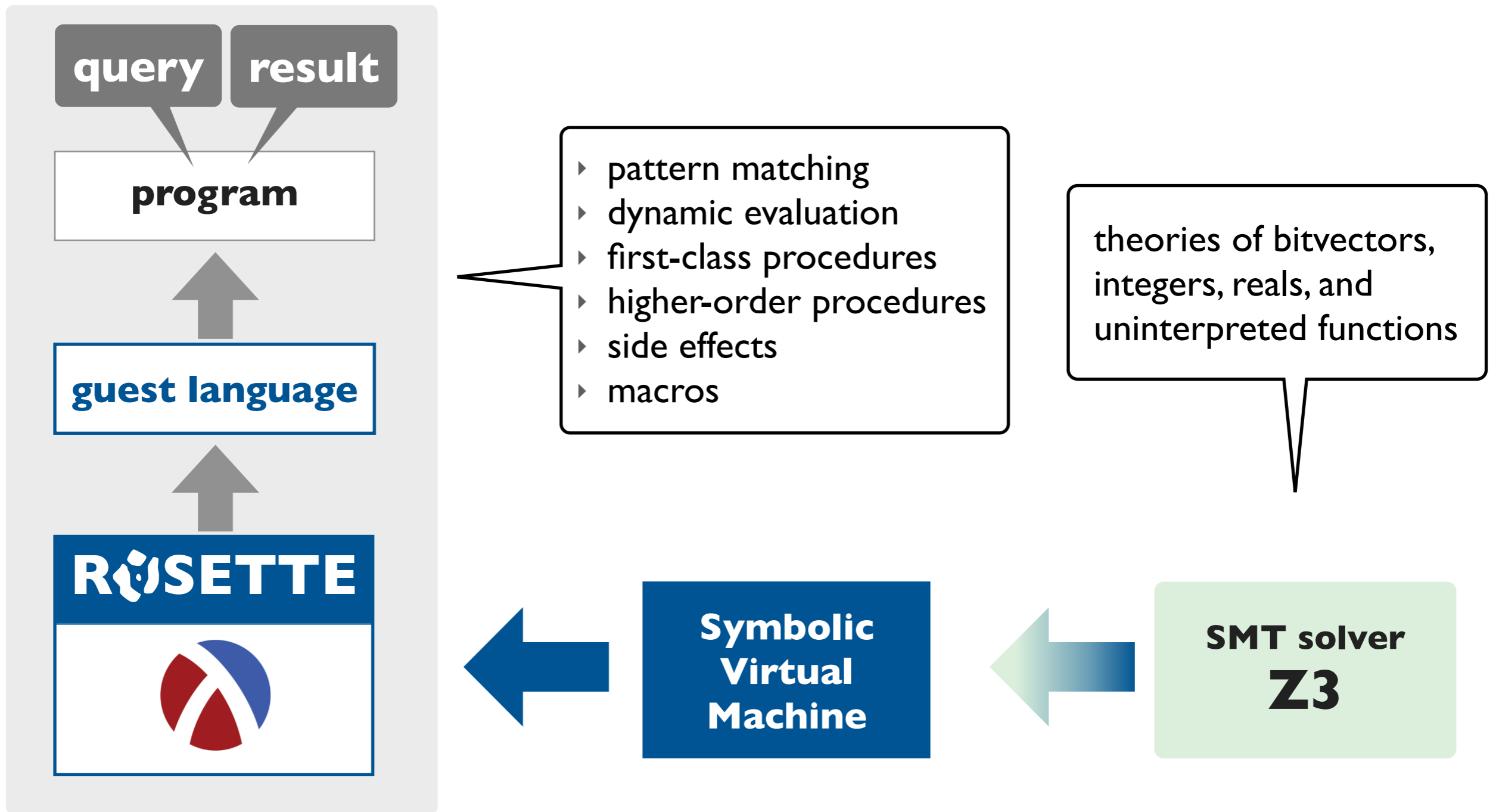
How it all works: a big picture view



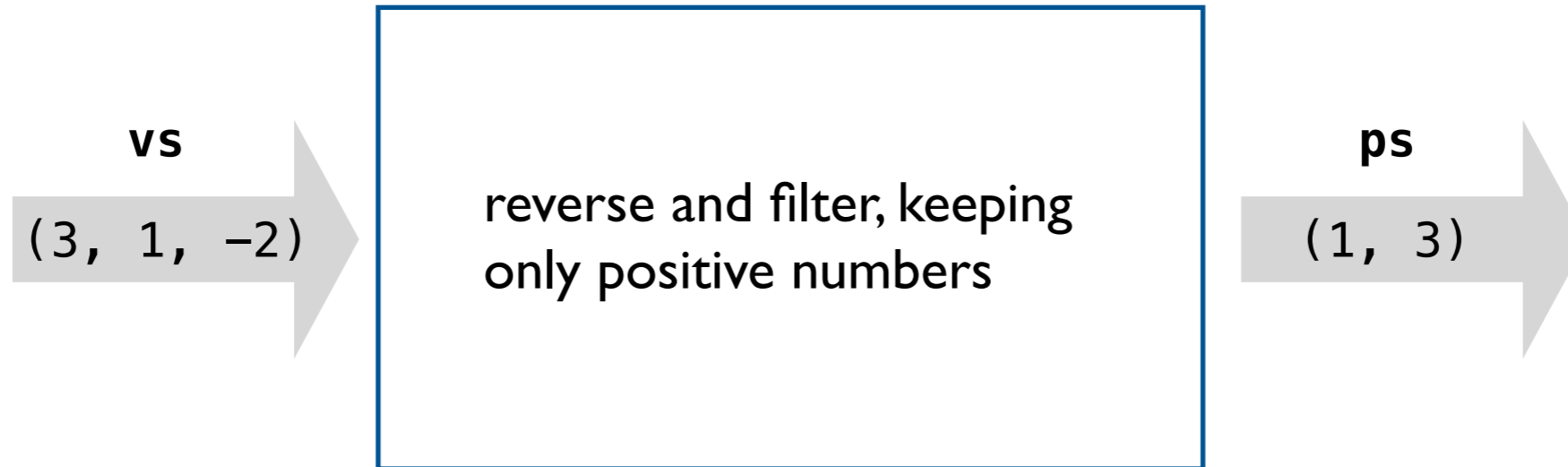
How it all works: a big picture view



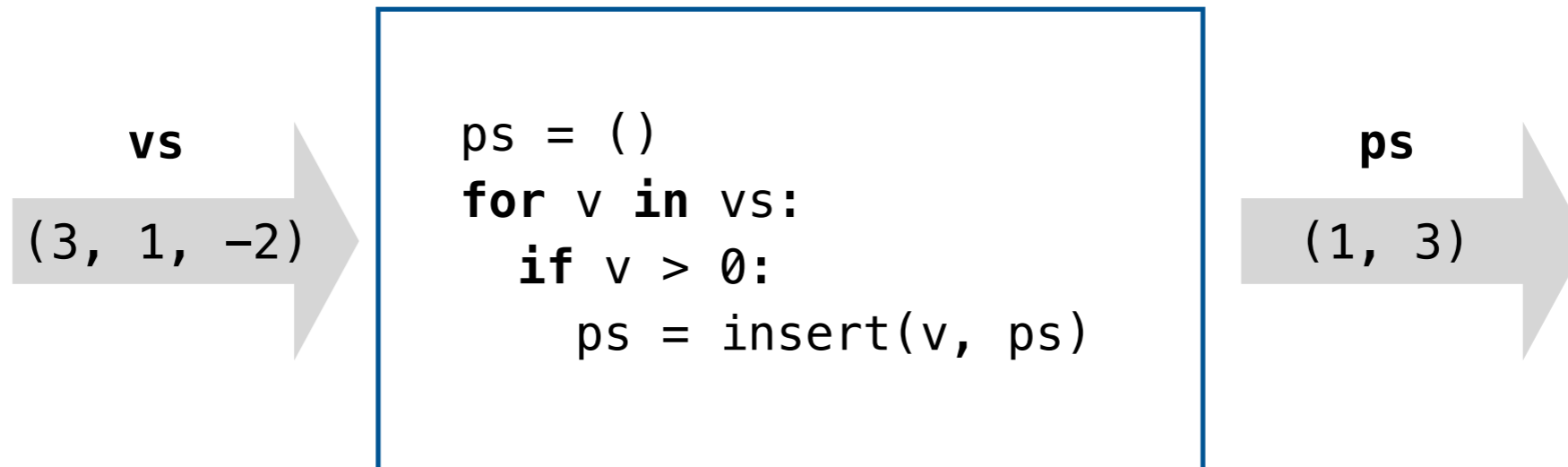
How it all works: a big picture view



Translation to constraints by example



Translation to constraints by example



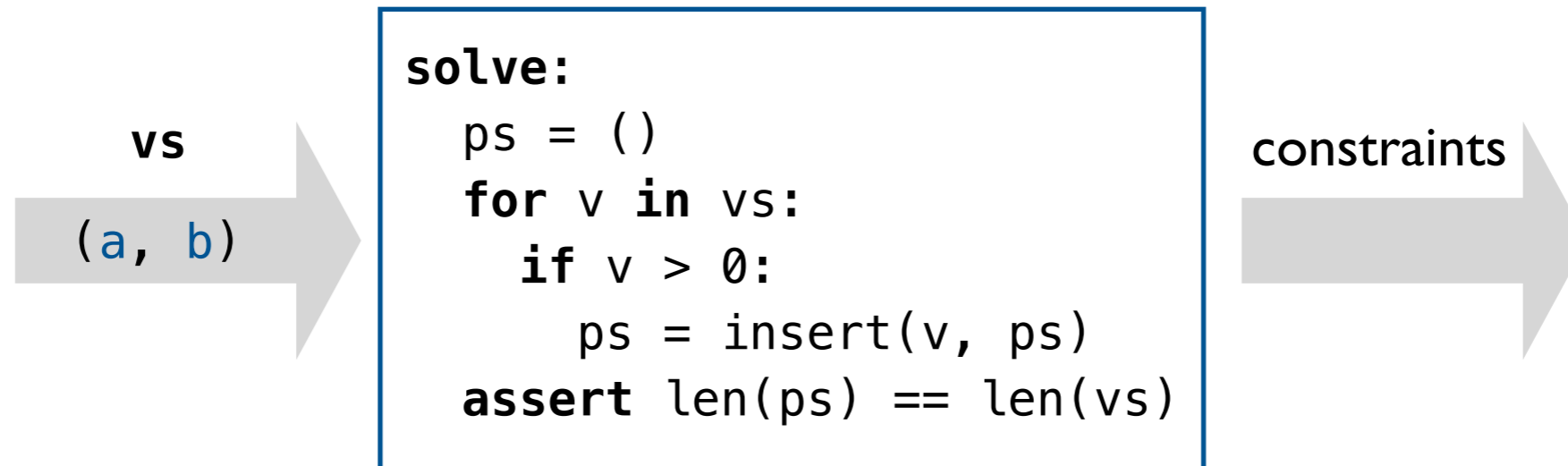
Translation to constraints by example

vs

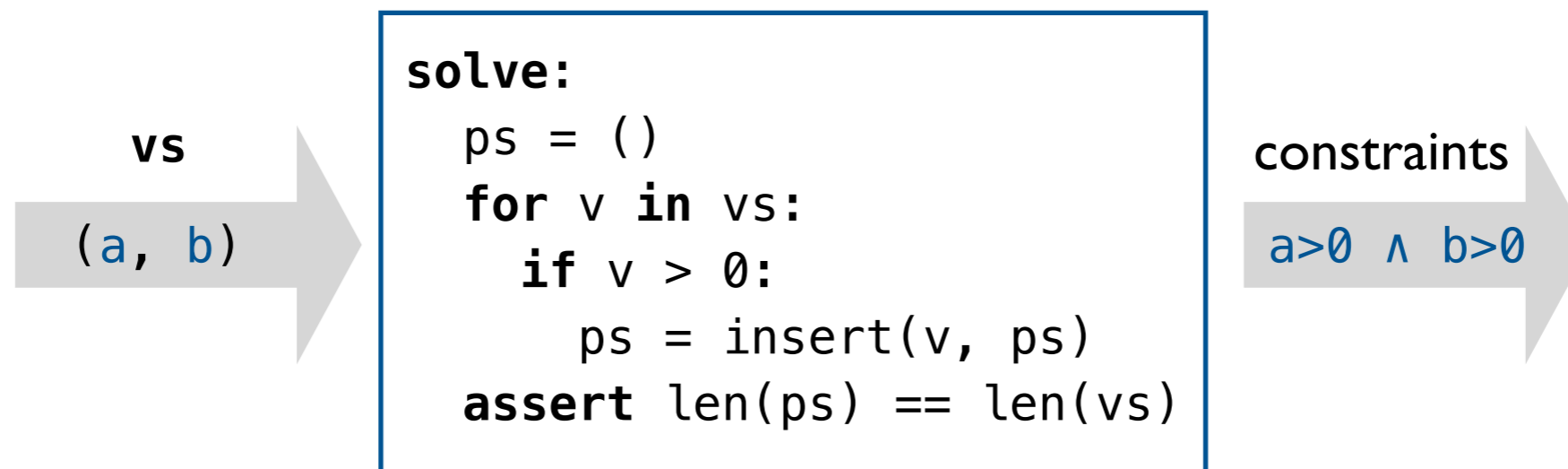
```
solve:  
ps = ()  
for v in vs:  
    if v > 0:  
        ps = insert(v, ps)  
assert len(ps) == len(vs)
```

constraints

Translation to constraints by example



Translation to constraints by example

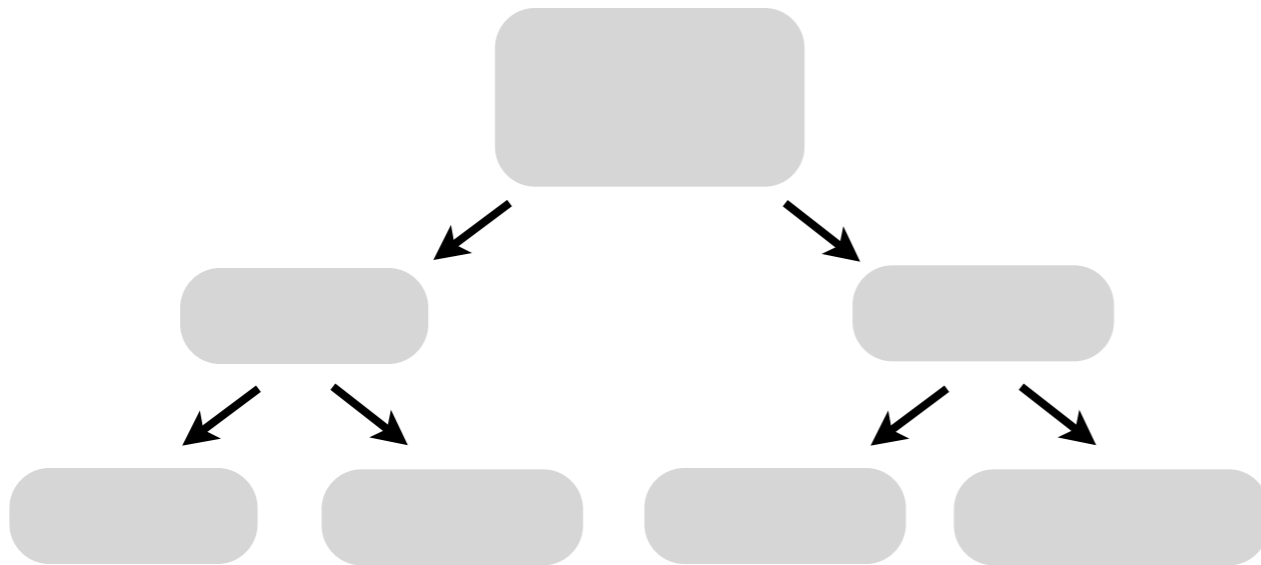


Design space of precise symbolic encodings

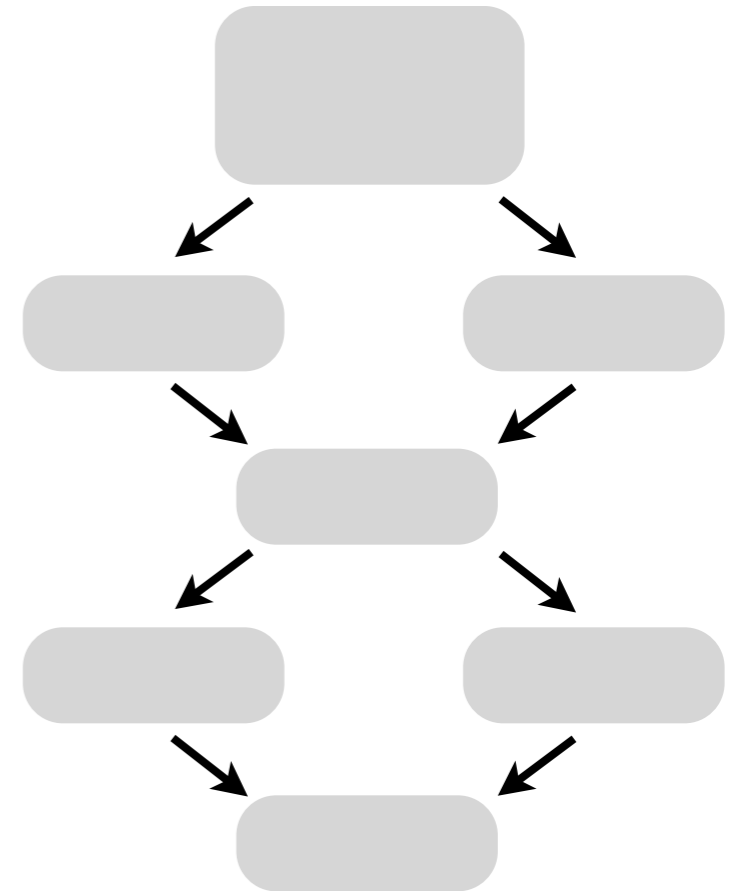
solve:

```
ps = ()  
for v in vs:  
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        ps = insert(v, ps)  
assert len(ps) == len(vs)
```

symbolic execution



bounded model checking

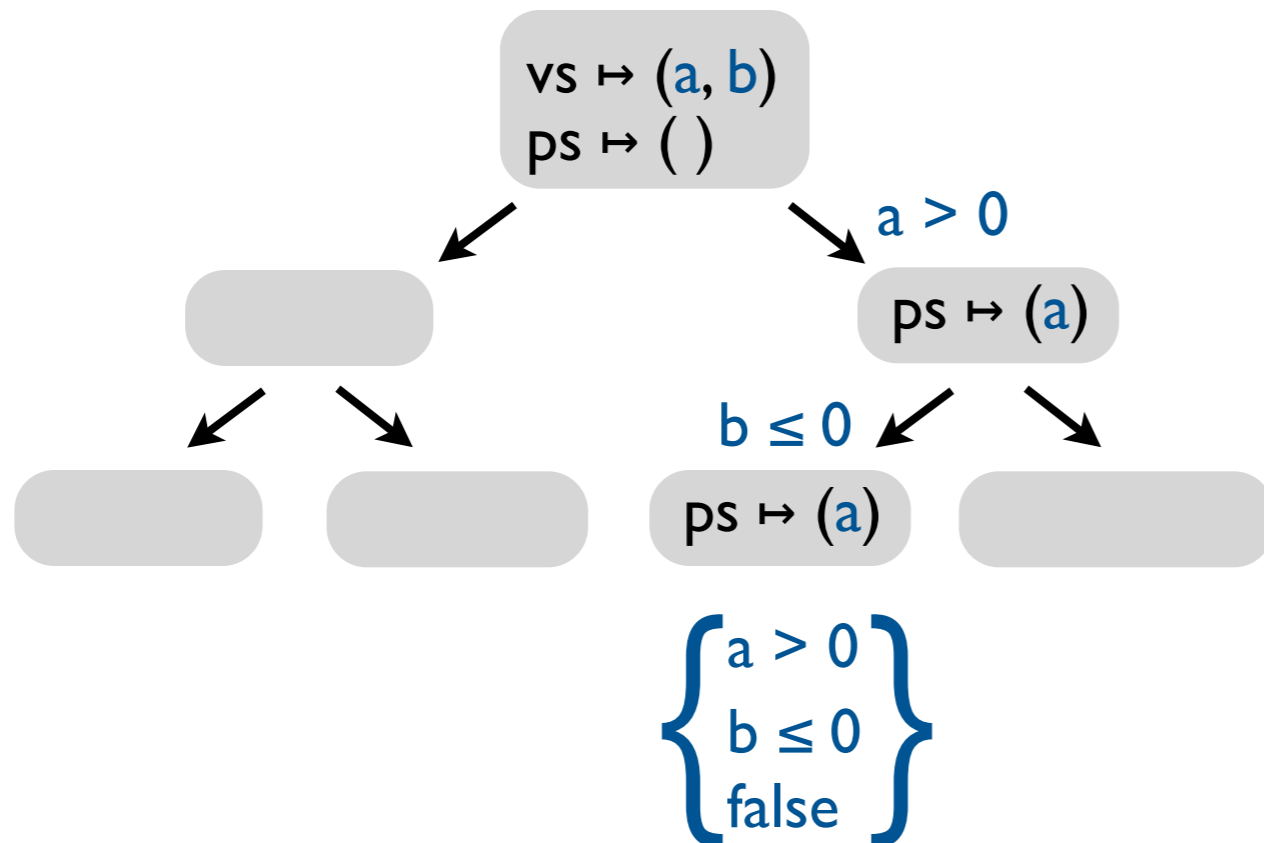


Design space of precise symbolic encodings

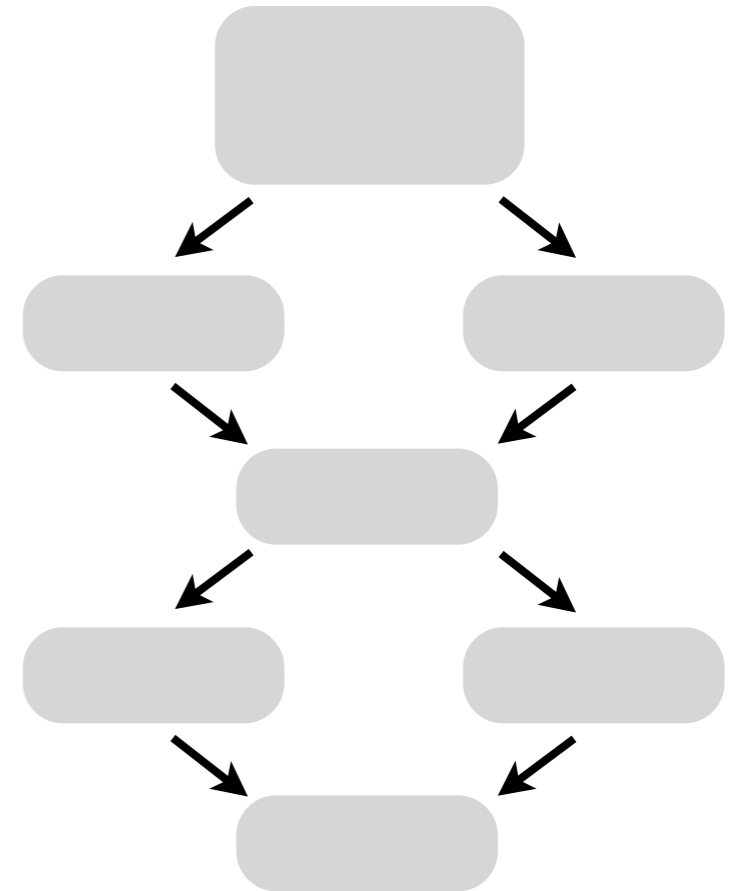
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assert len(ps) == len(vs)
```

symbolic execution



bounded model checking

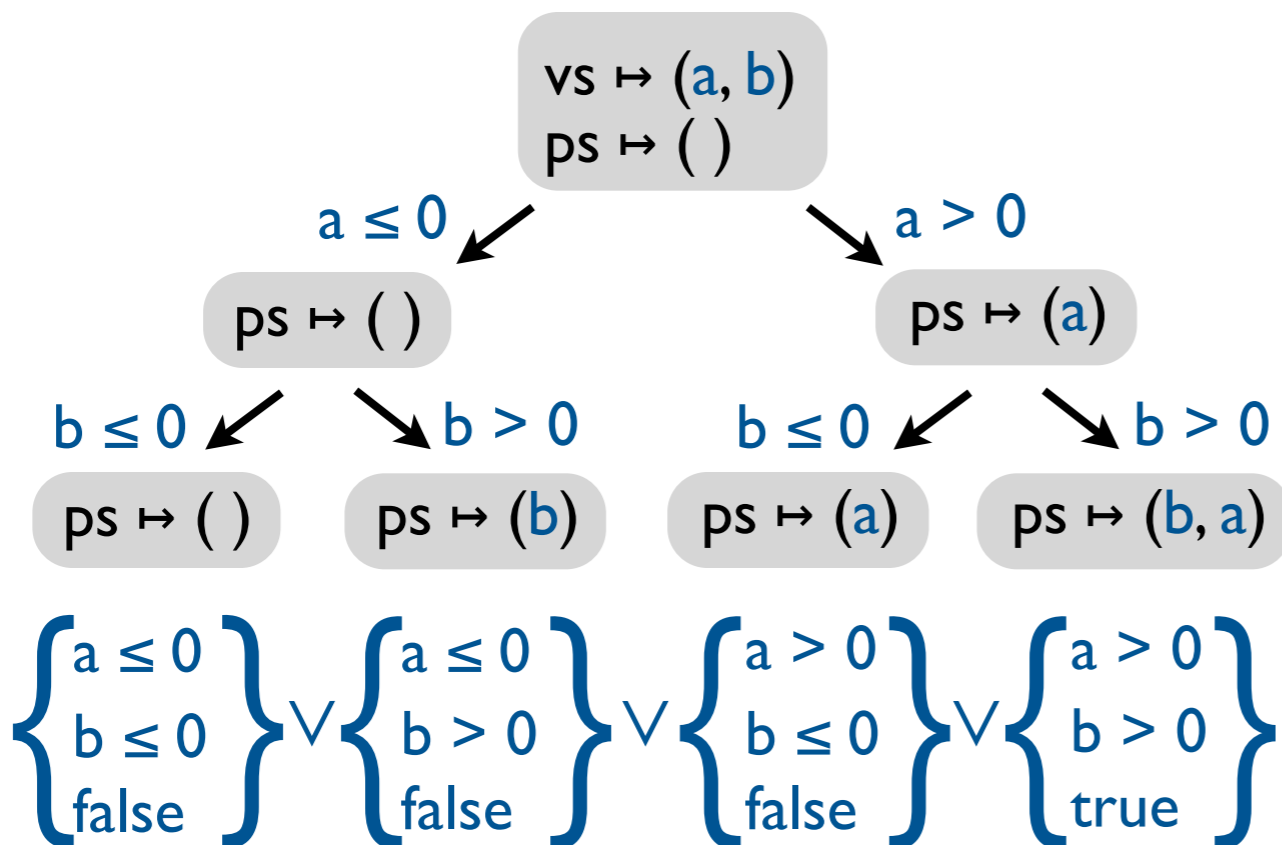


Design space of precise symbolic encodings

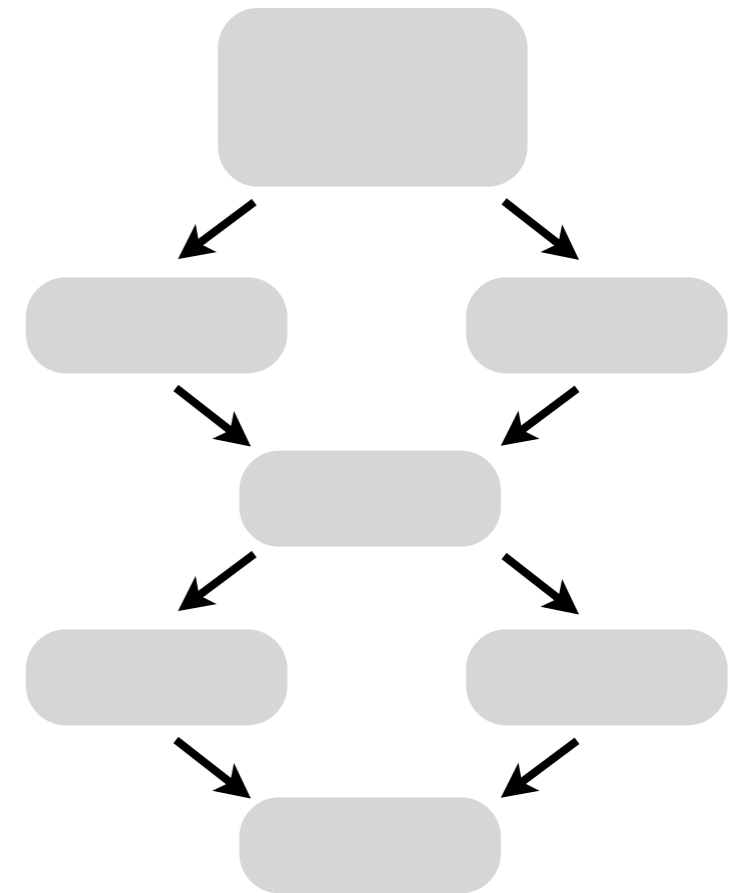
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symbolic execution



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Design space of precise symbolic encodings

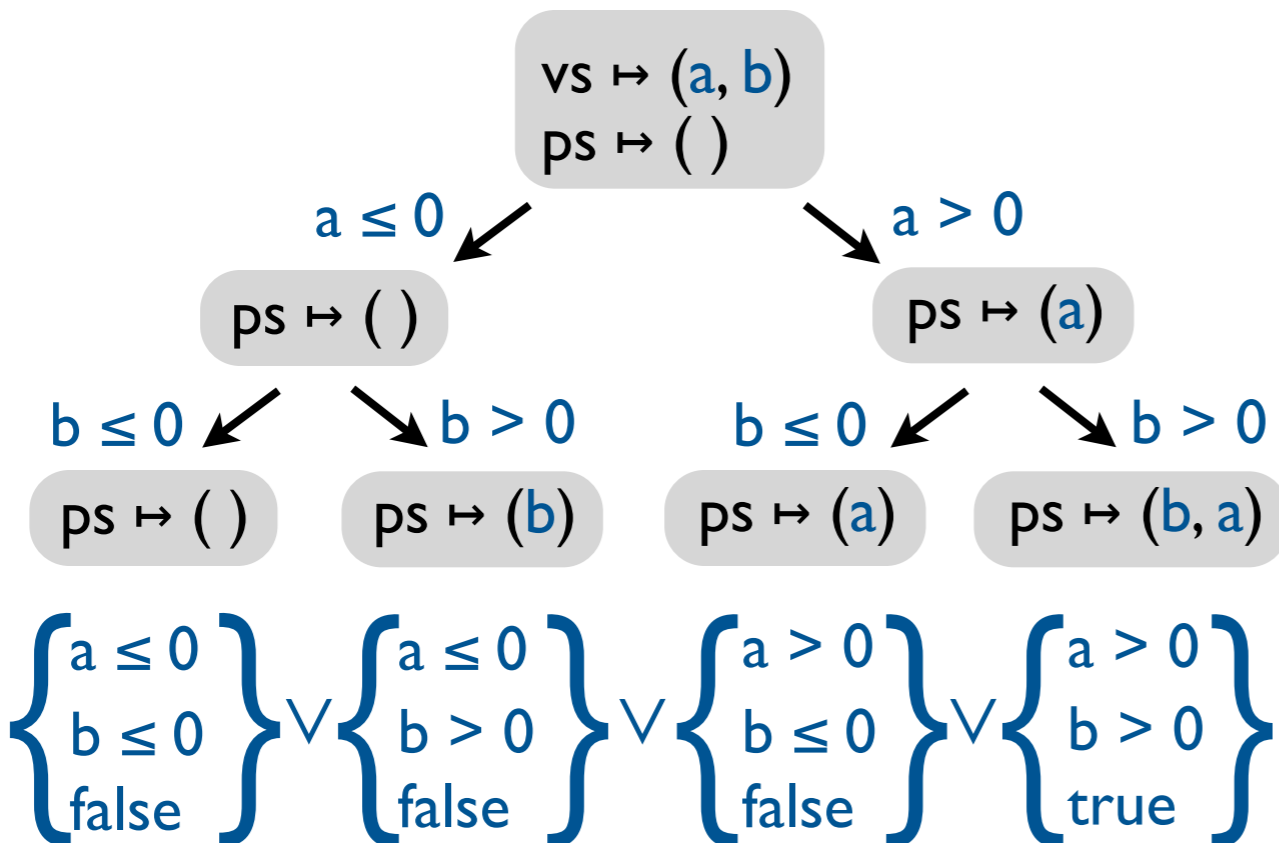
solve:

```

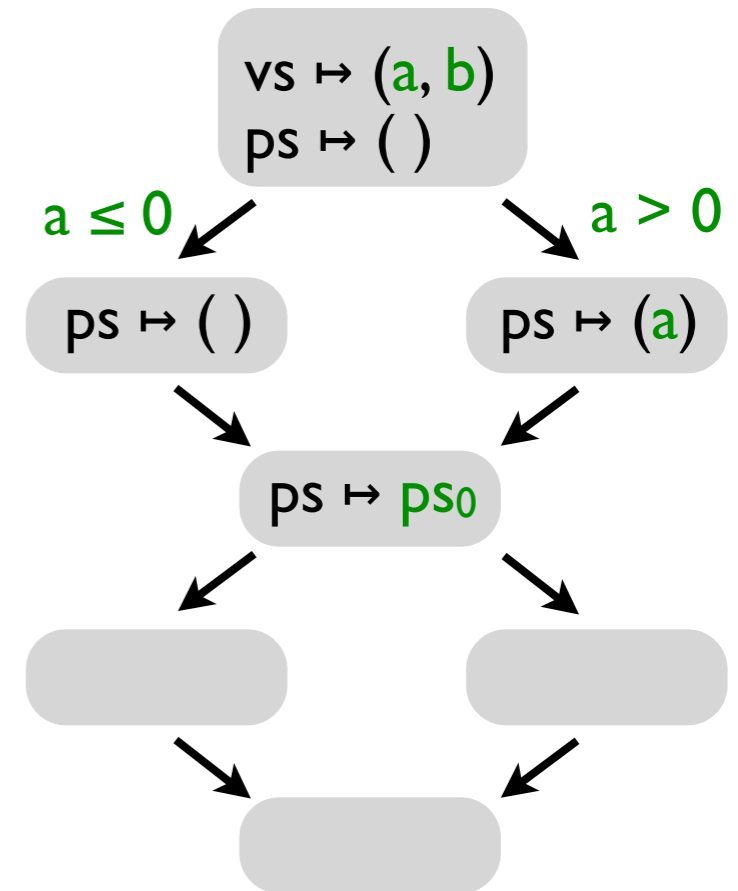
ps = ()
for v in vs:
    if v > 0:
        ps = insert(v, ps)
assert len(ps) == len(vs)

```

symbolic execution



bounded model checking



$ps_0 = \text{ite}(a > 0, (a), ())$

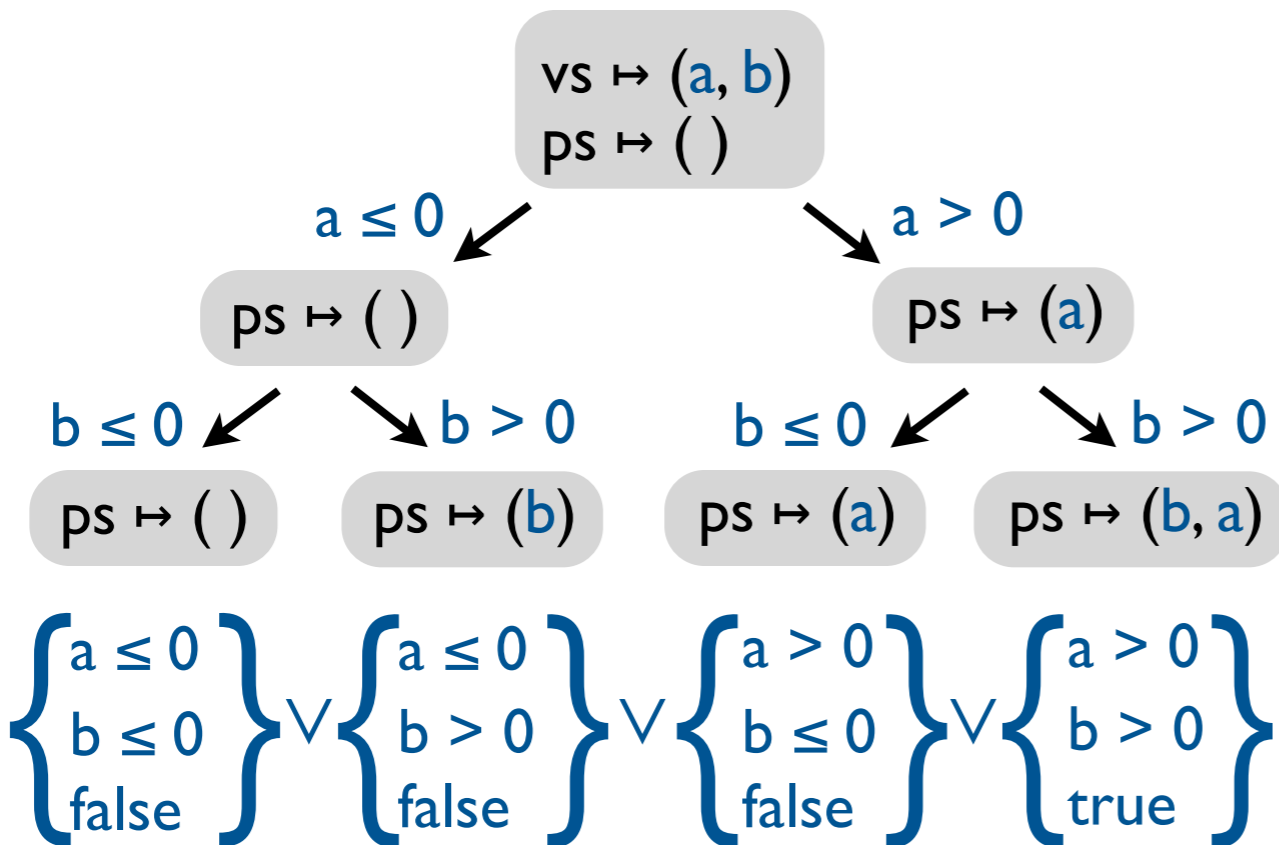
Design space of precise symbolic encodings

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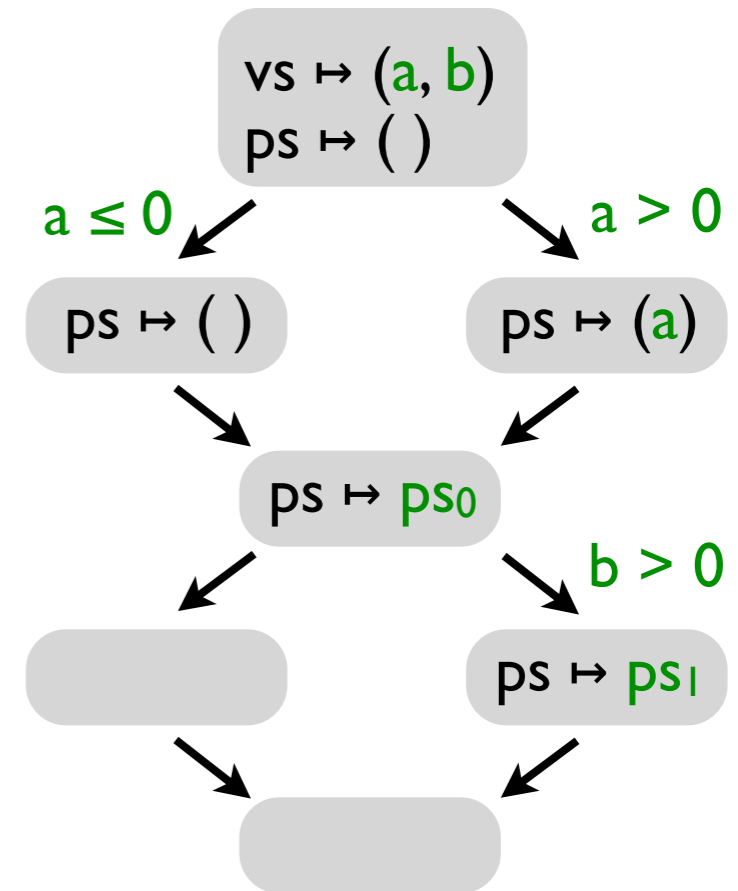
```

ps = ()
for v in vs:
    if v > 0:
        ps = insert(v, ps)
assert len(ps) == len(vs)
    
```

symbolic execution



bounded model checking



$ps_0 = \text{ite}(a > 0, (a), ())$
 $ps_1 = \text{insert}(b, ps_0)$

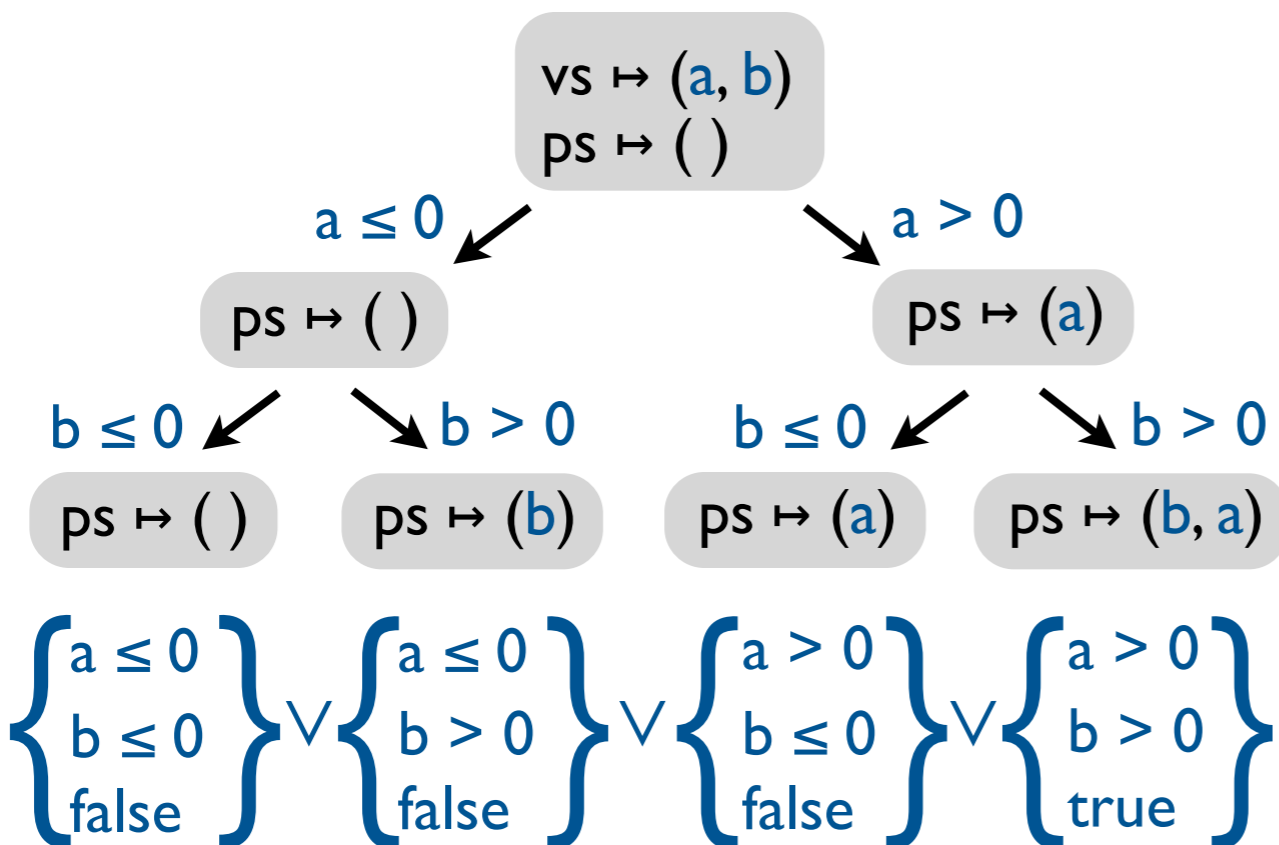
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solve:

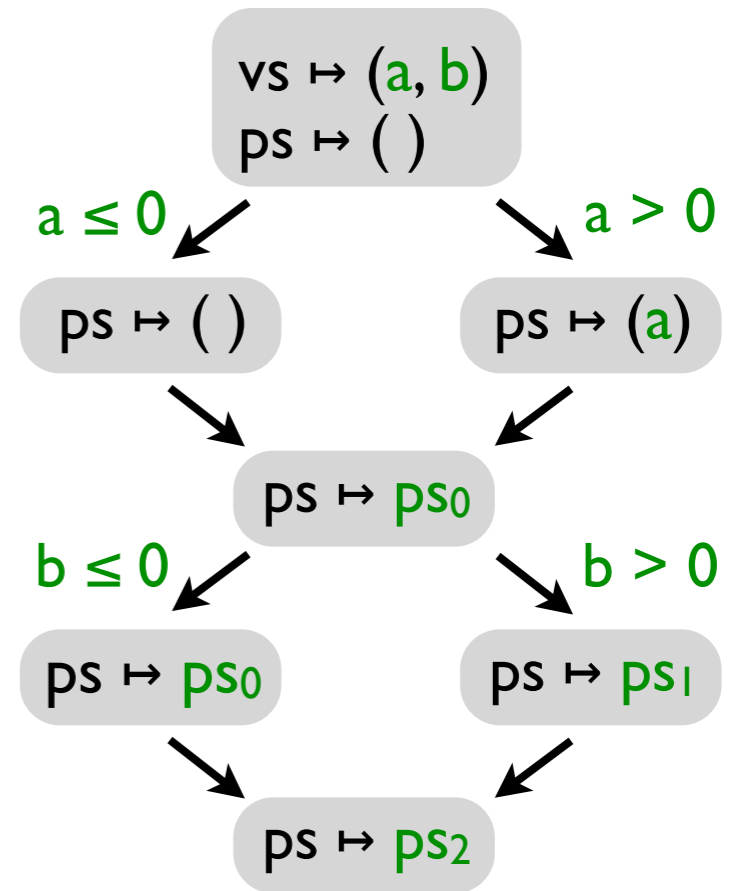
```

ps = ()
for v in vs:
    if v > 0:
        ps = insert(v, ps)
assert len(ps) == len(vs)
    
```

symbolic execution

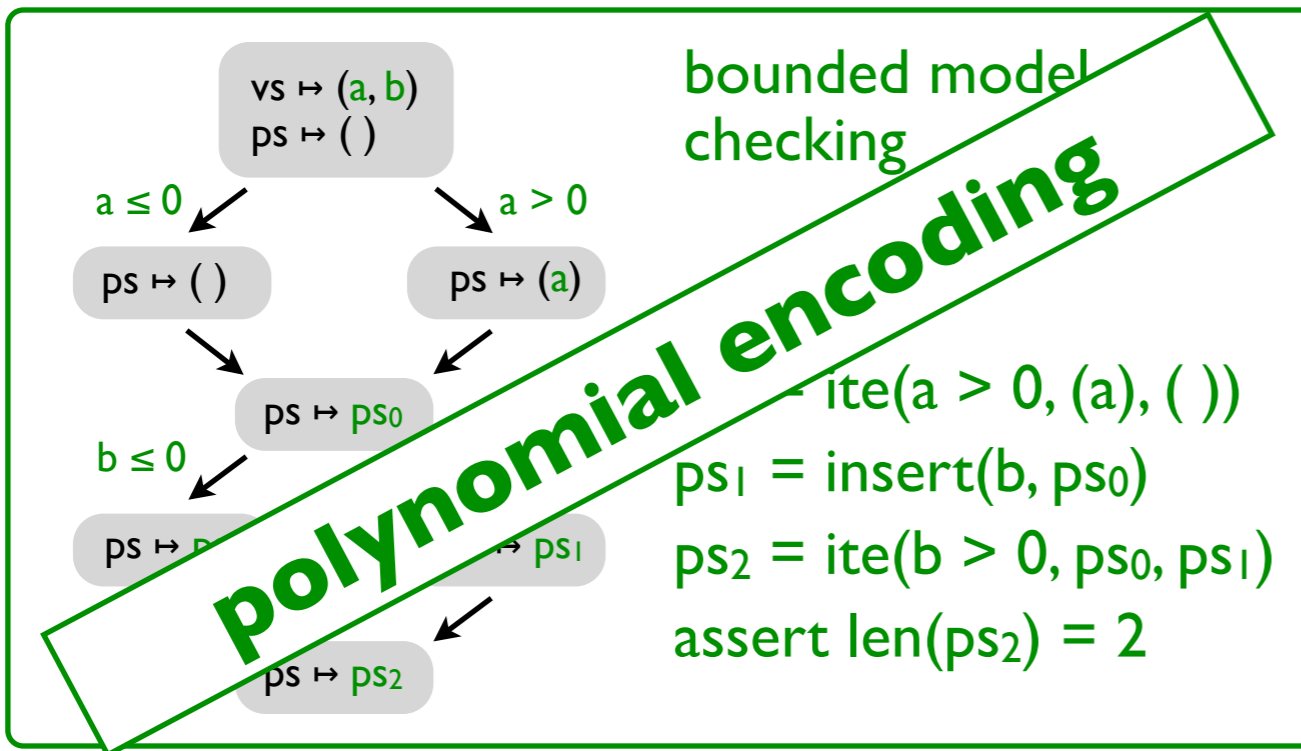


bounded model checking

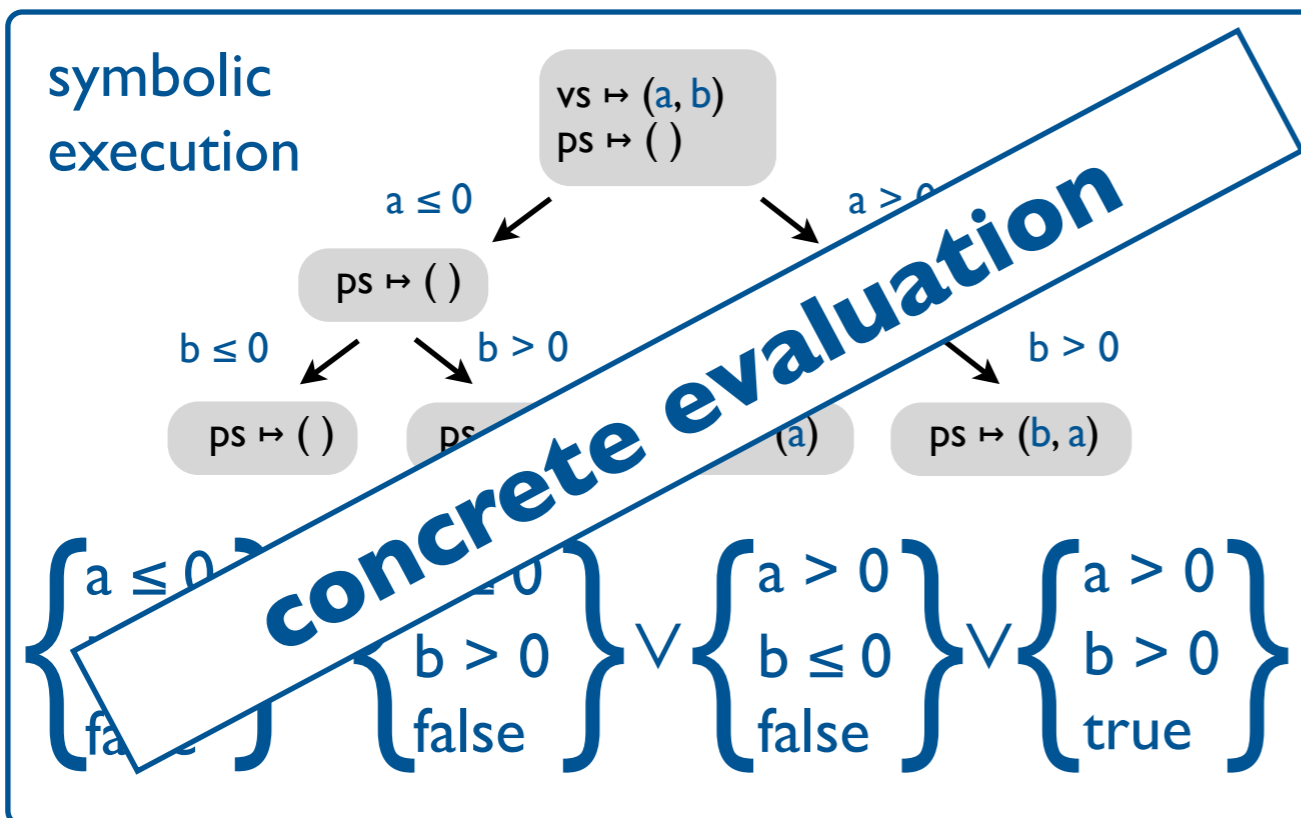


$ps_0 = \text{ite}(a > 0, (a), ())$
 $ps_1 = \text{insert}(b, ps_0)$
 $ps_2 = \text{ite}(b > 0, ps_0, ps_1)$
 $\text{assert len}(ps_2) = 2$

Challenge: simple vs compact encoding (SE and BMC)



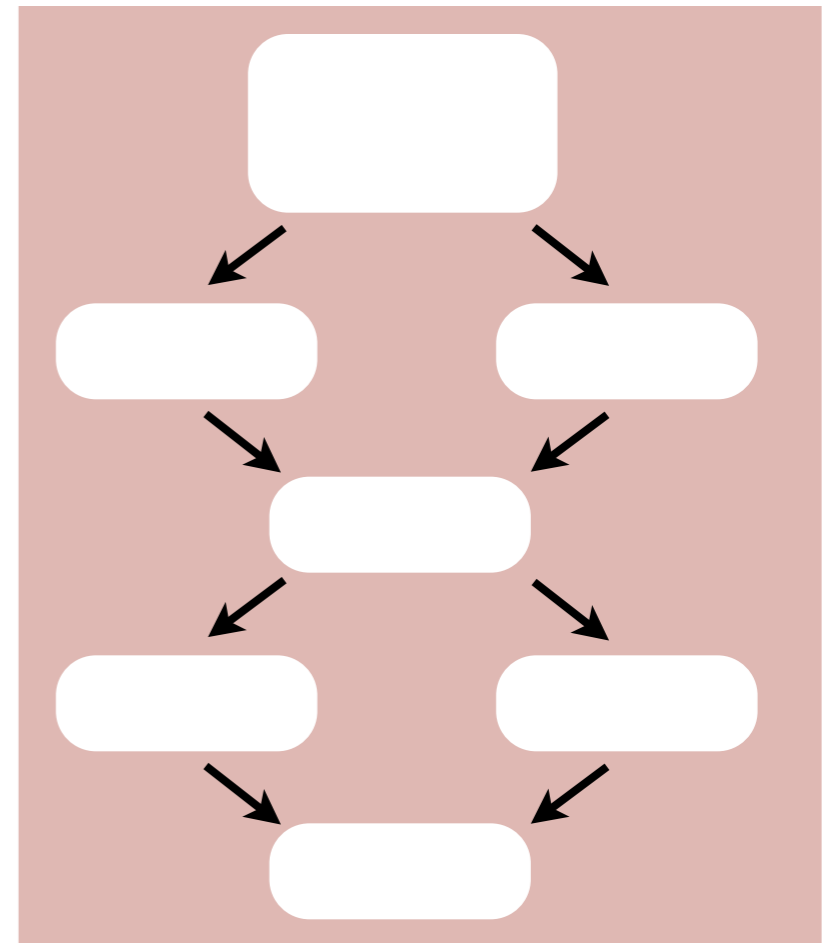
Can we have **both** a polynomially sized encoding (like BMC) and concrete evaluation of complex operations (like SE)?



Solution: type-driven state merging

solve:

```
ps = ()  
for v in vs:  
    if v > 0:  
        ps = insert(v, ps)  
assert len(ps) == len(vs)
```



$\left\{ \begin{array}{l} a > 0 \\ b > 0 \\ \text{true} \end{array} \right\}$



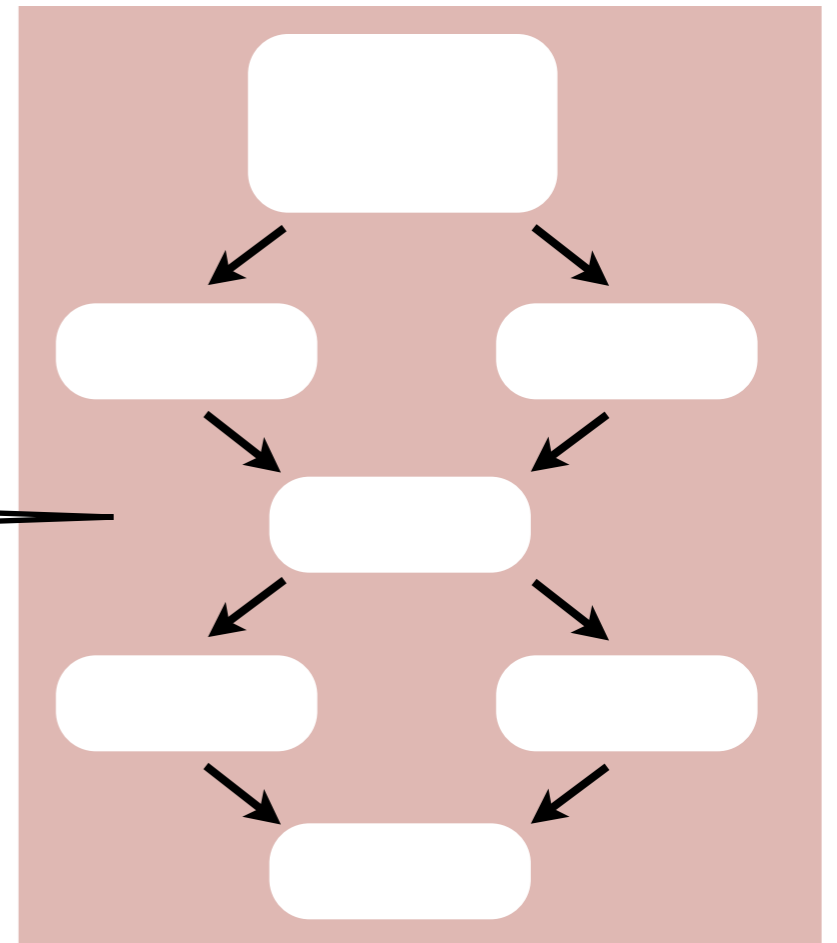
Solution: type-driven state merging

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```
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        ps = insert(v, ps)  
assert len(ps) == len(vs)
```

Merge instances of

- ▶ primitive types: **symbolically**
- ▶ value types: **structurally**
- ▶ all other types: **via unions**


$$\left\{ \begin{array}{l} a > 0 \\ b > 0 \\ \text{true} \end{array} \right.$$

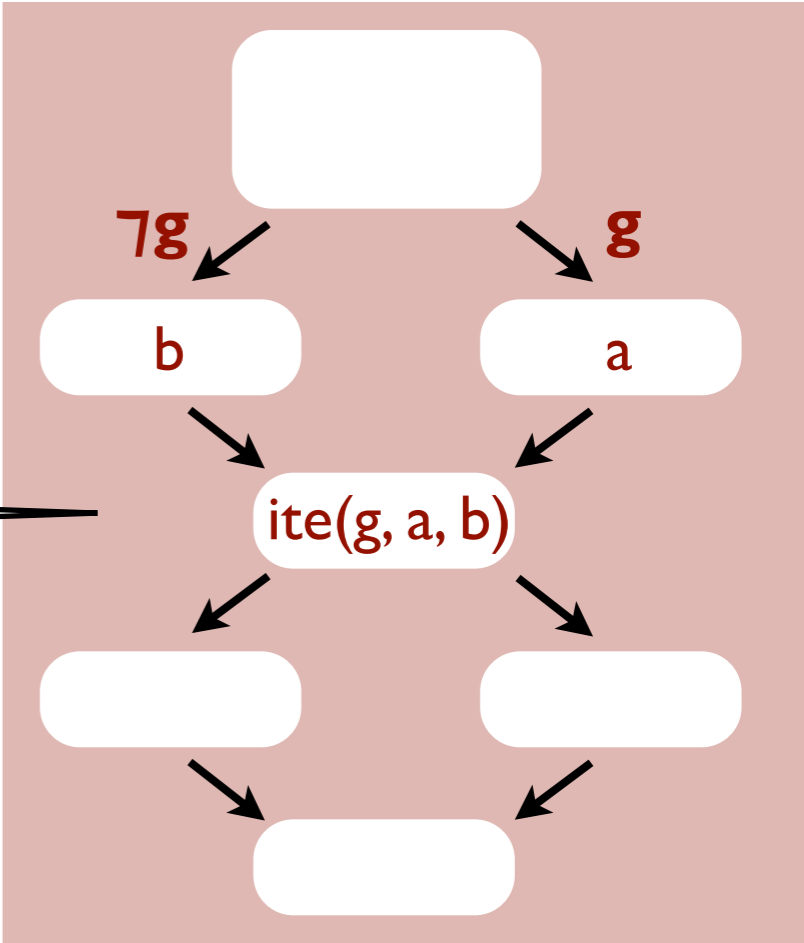

Solution: type-driven state merging

solve:

```
ps = ()  
for v in vs:  
    if v > 0:  
        ps = insert(v, ps)  
assert len(ps) == len(vs)
```

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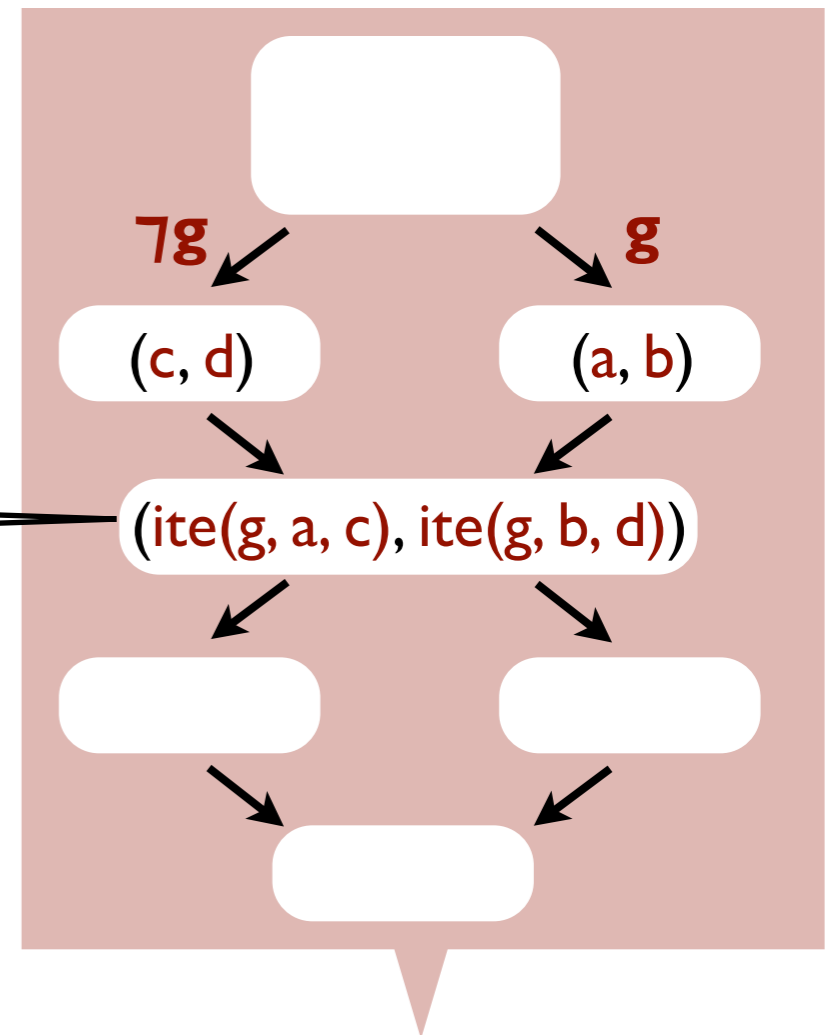
Solution: type-driven state merging

solve:

```
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for v in vs:  
    if v > 0:  
        ps = insert(v, ps)  
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```

Merge instances of

- ▶ primitive types: *symbolically*
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$$\left\{ \begin{array}{l} a > 0 \\ b > 0 \\ \text{true} \end{array} \right\}$$

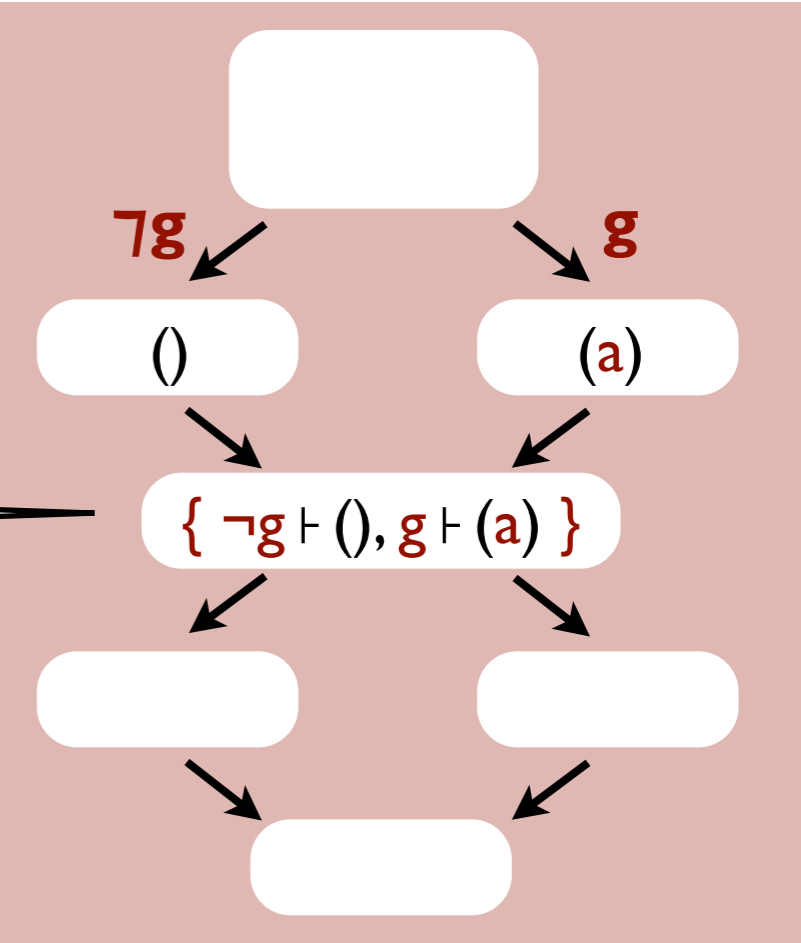

Solution: type-driven state merging

solve:

```
ps = ()  
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    if v > 0:  
        ps = insert(v, ps)  
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Merge instances of

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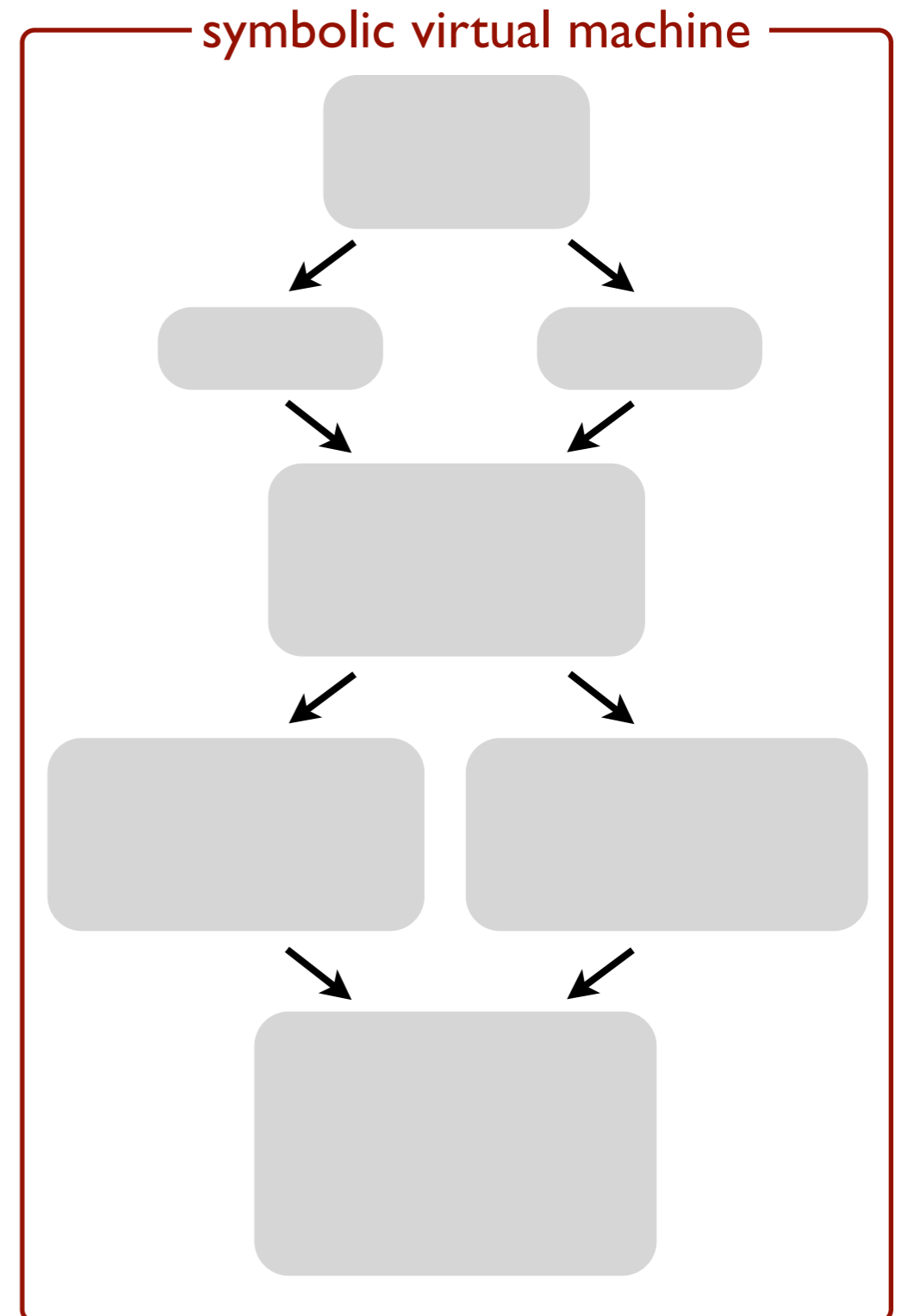
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Solution: type-driven state merging

solve:

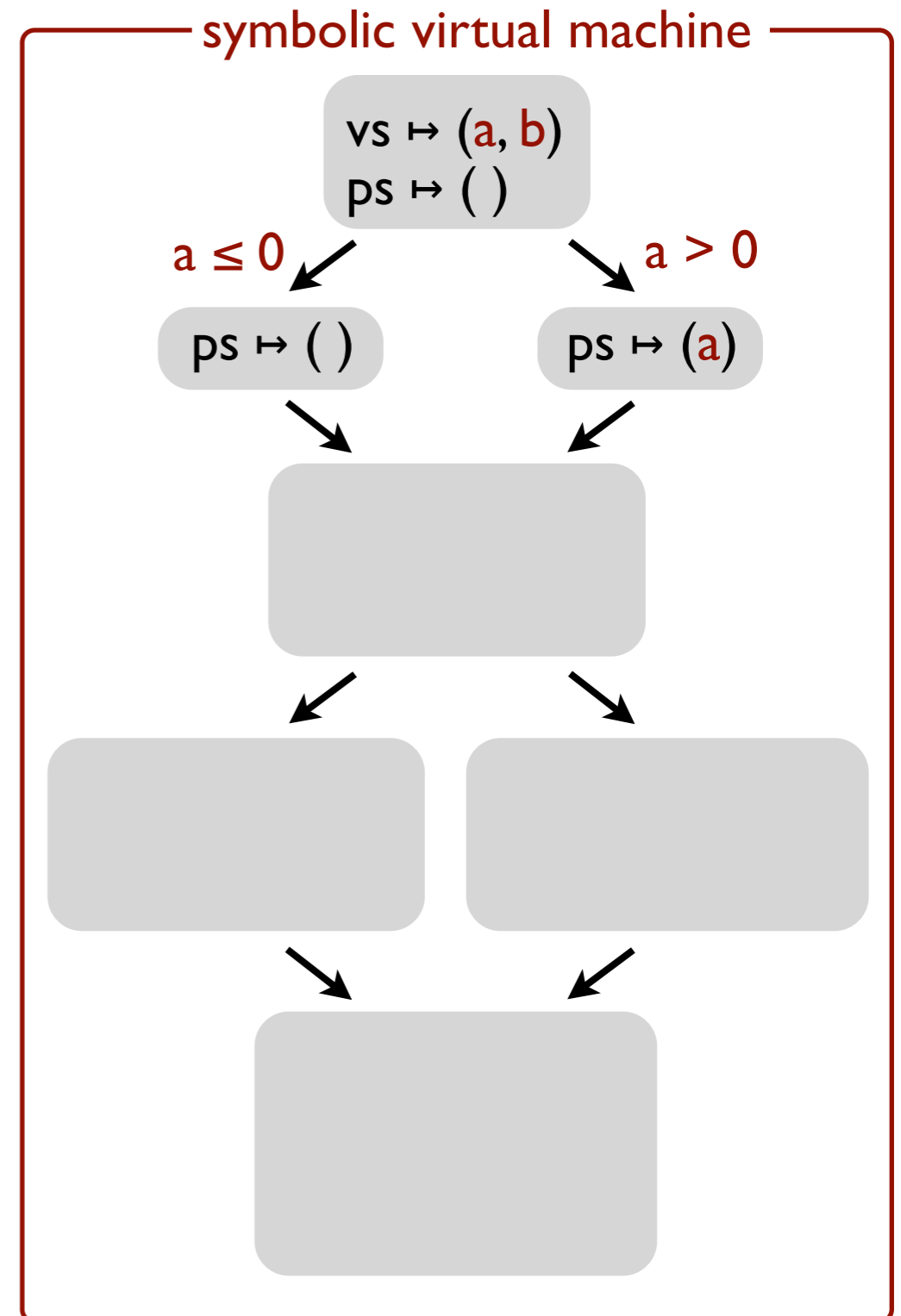
```
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for v in vs:  
    if v > 0:  
        ps = insert(v, ps)  
assert len(ps) == len(vs)
```



Solution: type-driven state merging

solve:

```
ps = ()  
for v in vs:  
    if v > 0:  
        ps = insert(v, ps)  
assert len(ps) == len(vs)
```



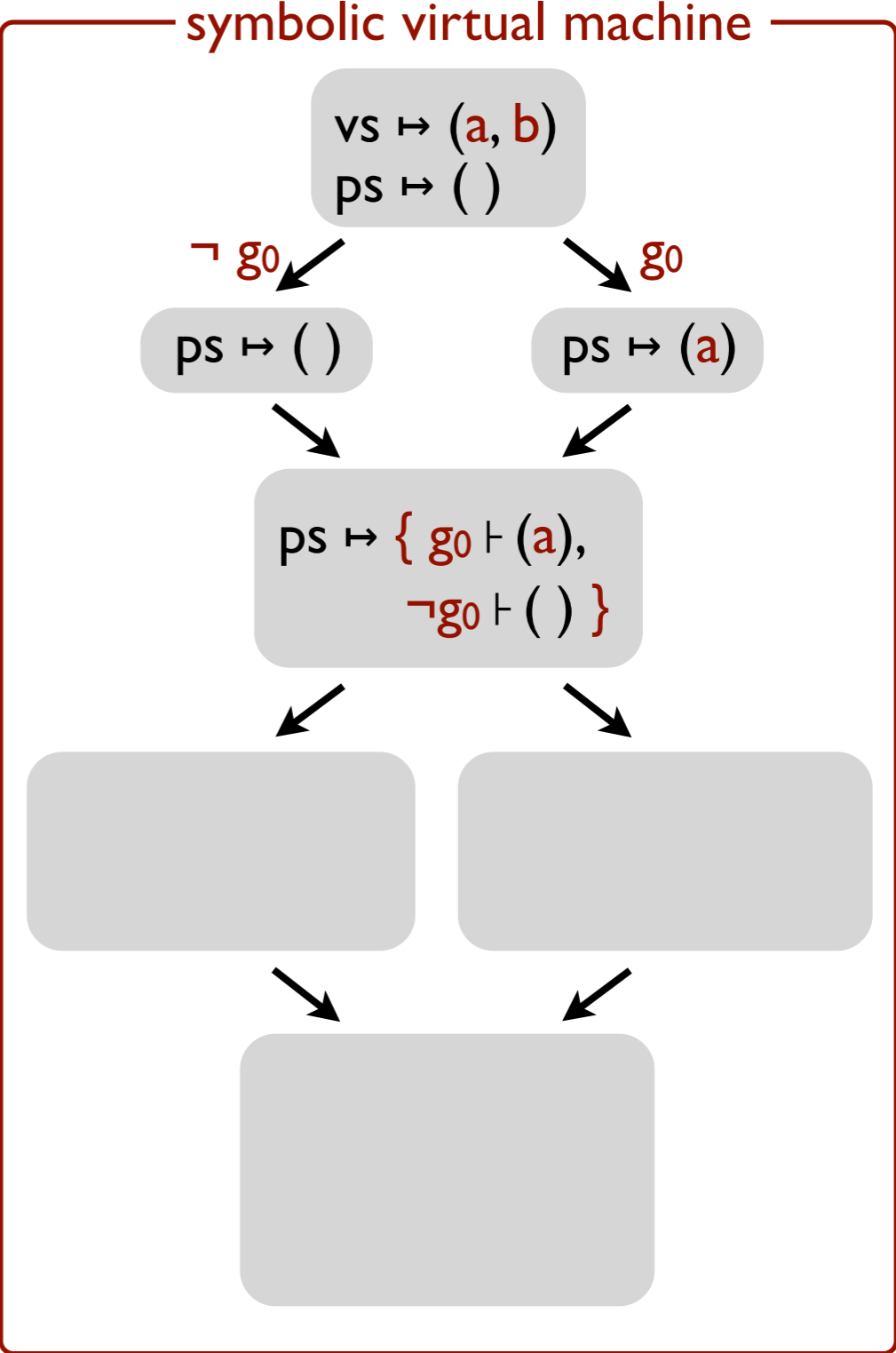
Solution: type-driven state merging

solve:

```
ps = ()  
for v in vs:  
    if v > 0:  
        ps = insert(v, ps)  
assert len(ps) == len(vs)
```

Symbolic union: a set of guarded values, with disjoint guards.

$g_0 = a > 0$



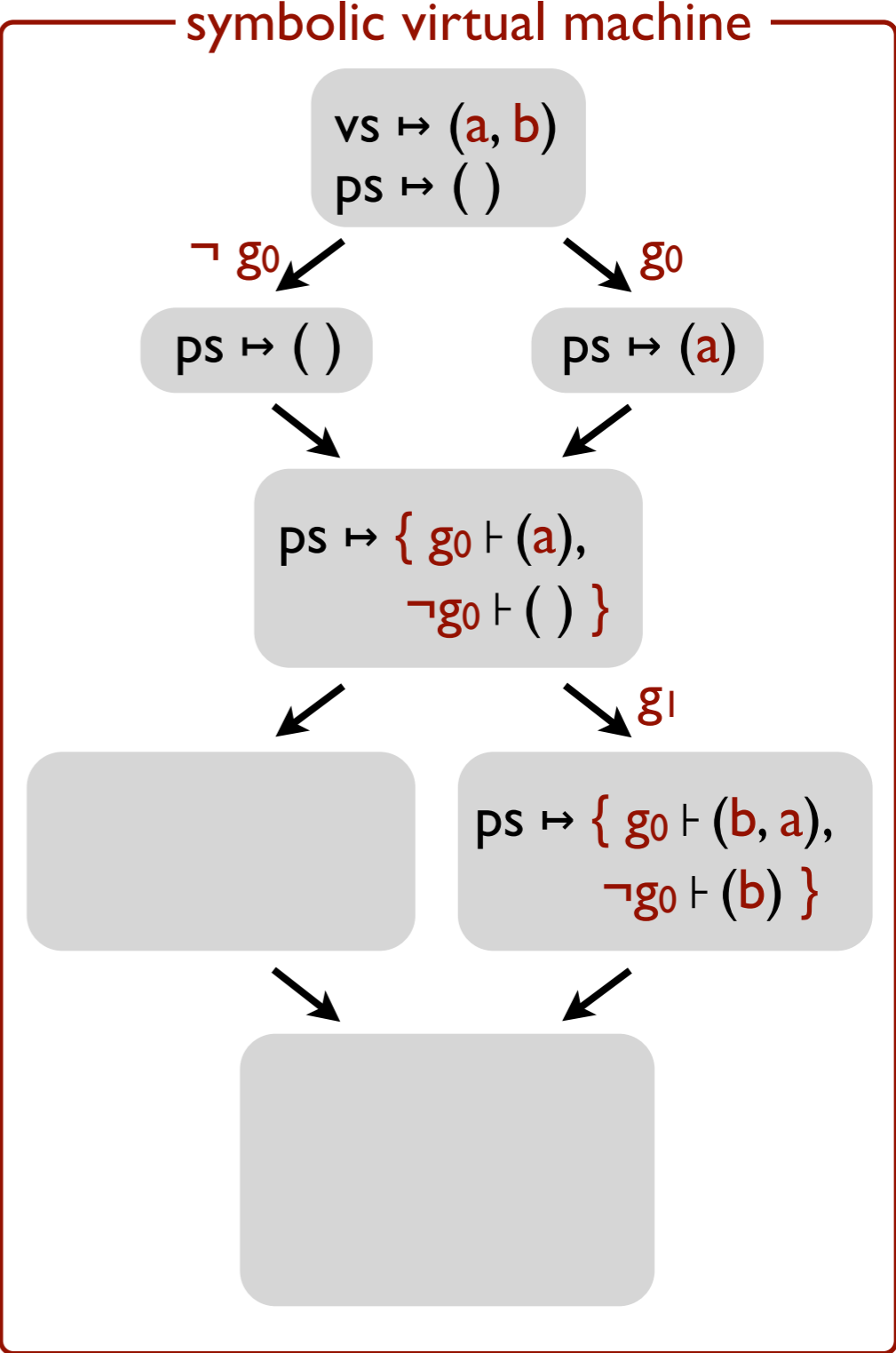
Solution: type-driven state merging

solve:

```
ps = ()  
for v in vs:  
    if v > 0:  
        ps = insert(v, ps)  
assert len(ps) == len(vs)
```

Execute insert concretely on all lists in the union.

$g_0 = a > 0$
 $g_1 = b > 0$

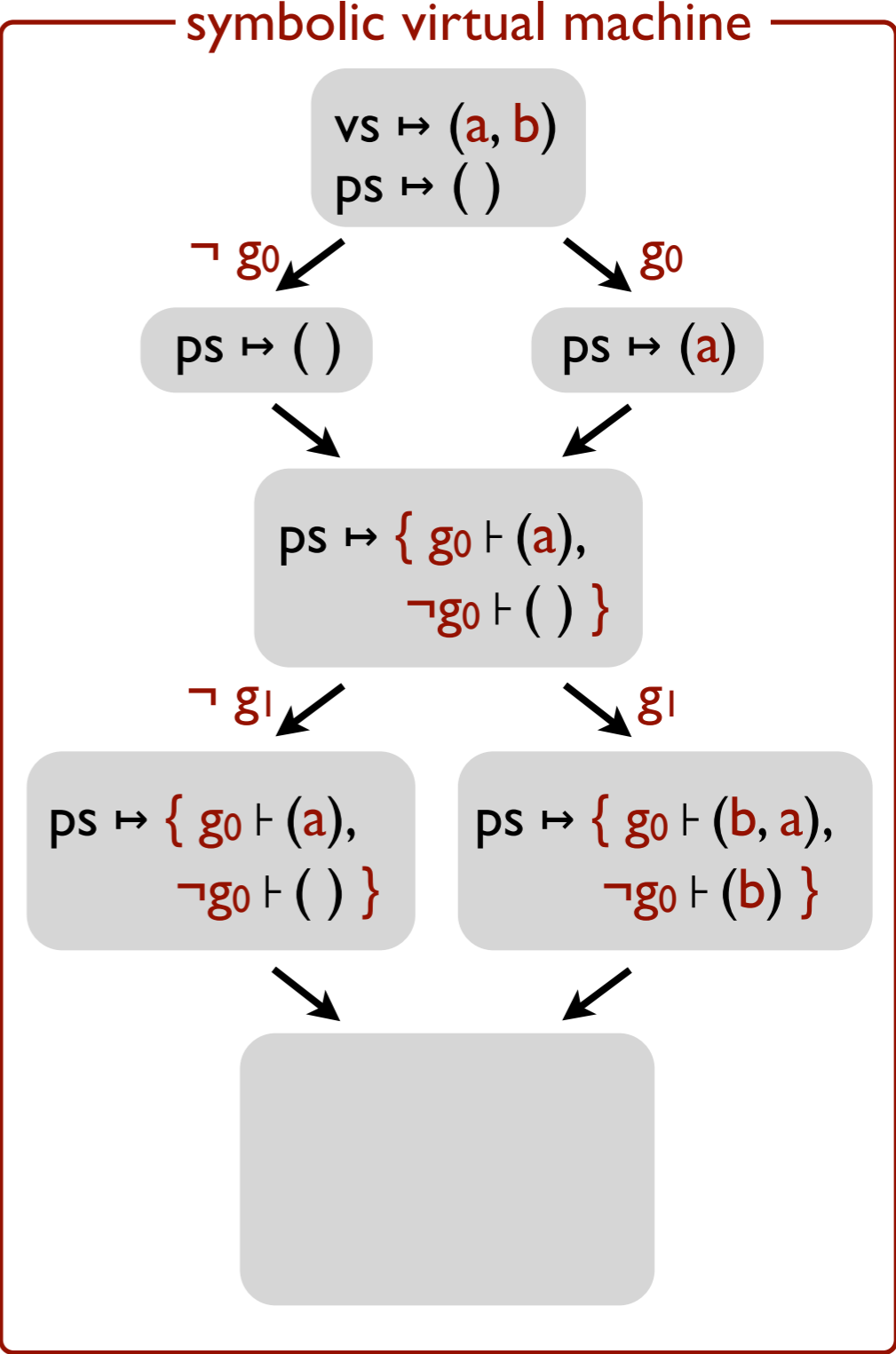


Solution: type-driven state merging

solve:

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$g_0 = a > 0$
 $g_1 = b > 0$

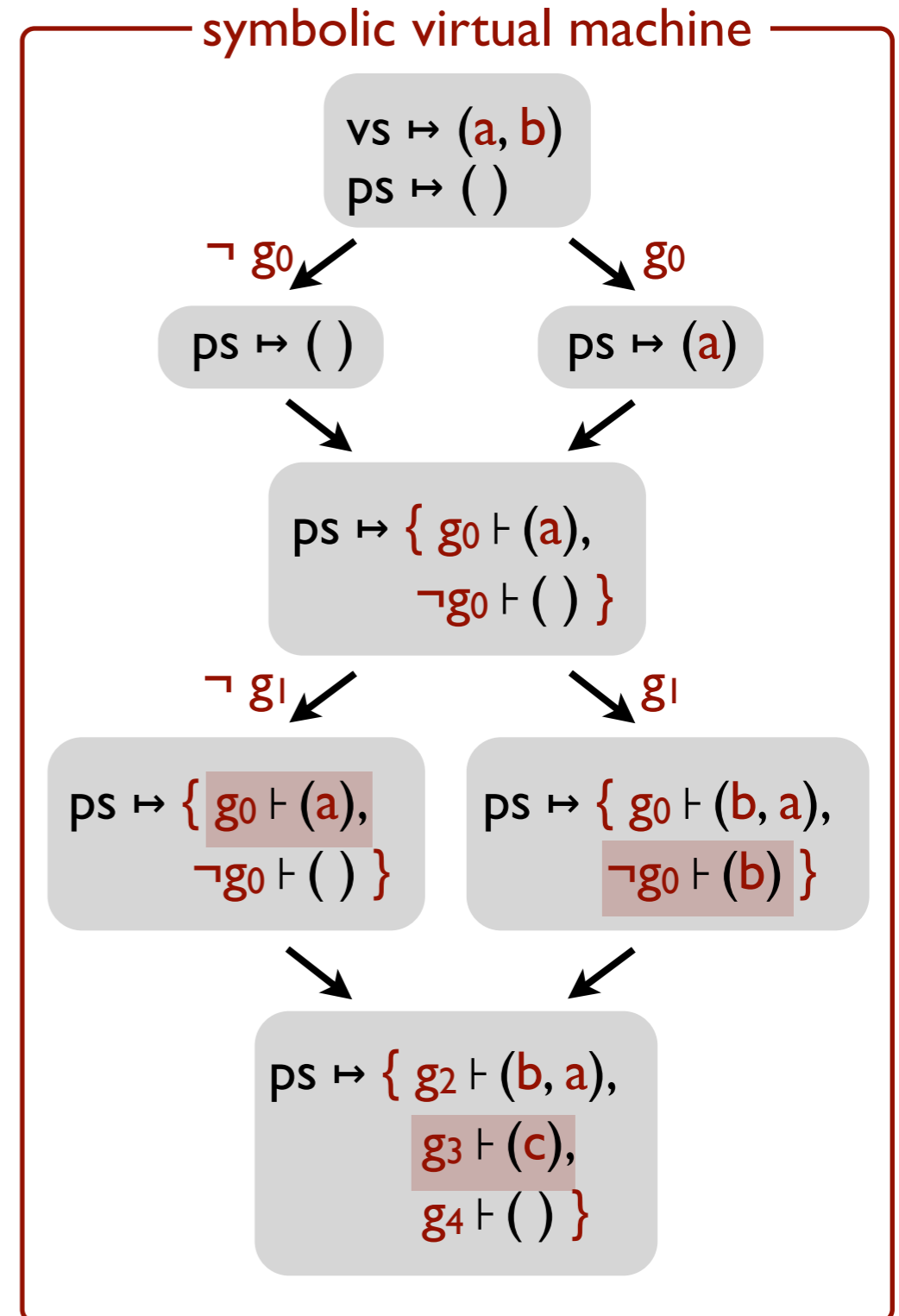


Solution: type-driven state merging

solve:

```
ps = ()  
for v in vs:  
    if v > 0:  
        ps = insert(v, ps)  
assert len(ps) == len(vs)
```

```
g0 = a > 0  
g1 = b > 0  
g2 = g0 & g1  
g3 = ¬(g0 ⇔ g1)  
g4 = ¬g0 & ¬g1  
c = ite(g1, b, a)
```



Solution: type-driven state merging

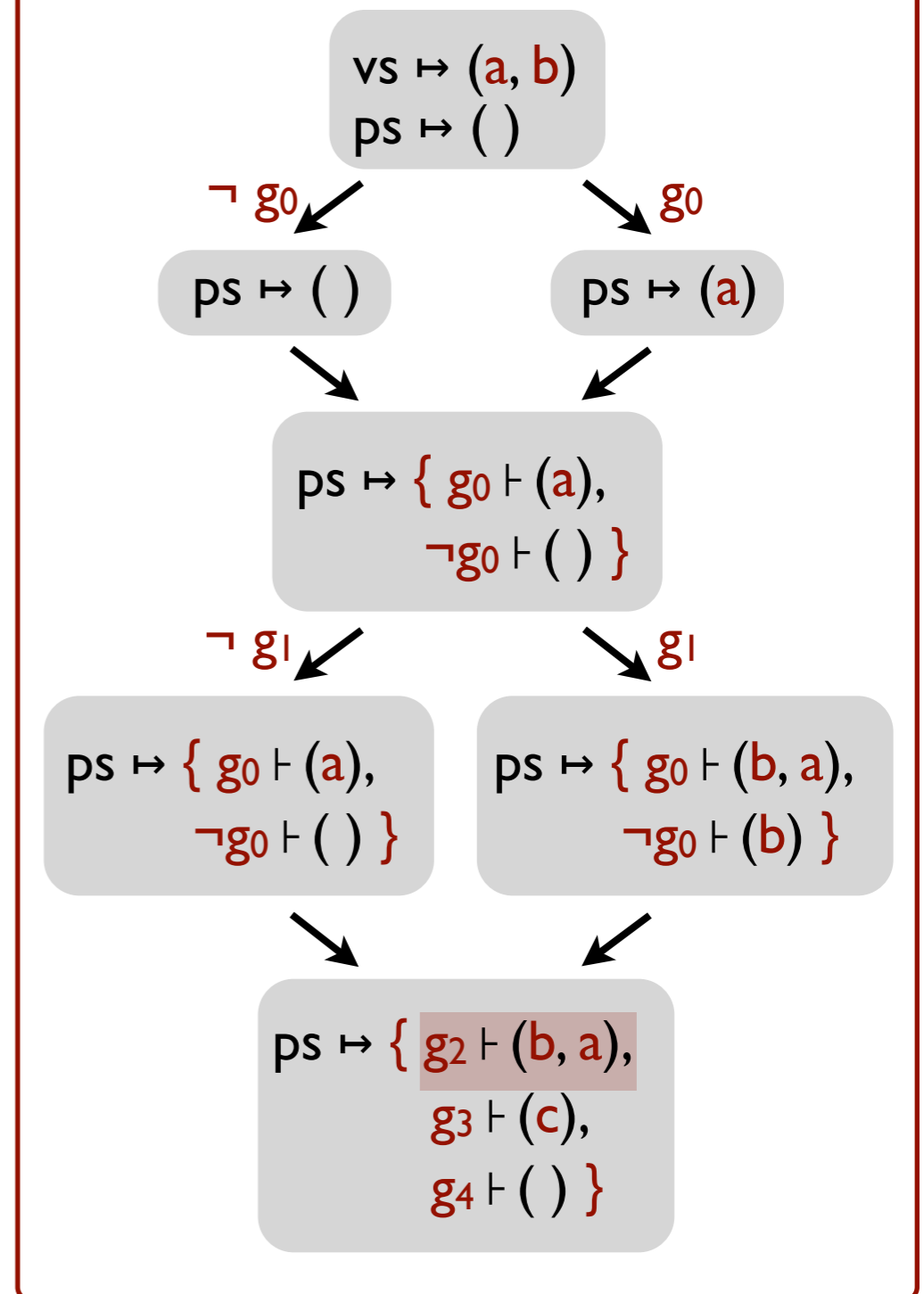
solve:

```
ps = ()  
for v in vs:  
    if v > 0:  
        ps = insert(v, ps)  
assert len(ps) == len(vs)
```

Evaluate len concretely on all lists in the union; assertion true only on the list guarded by g_2 .

```
g0 = a > 0  
g1 = b > 0  
g2 = g0 ∧ g1  
g3 = ¬(g0 ⇔ g1)  
g4 = ¬g0 ∧ ¬g1  
c = ite(g1, b, a)  
assert g2
```

symbolic virtual machine



Solution: type-driven state merging

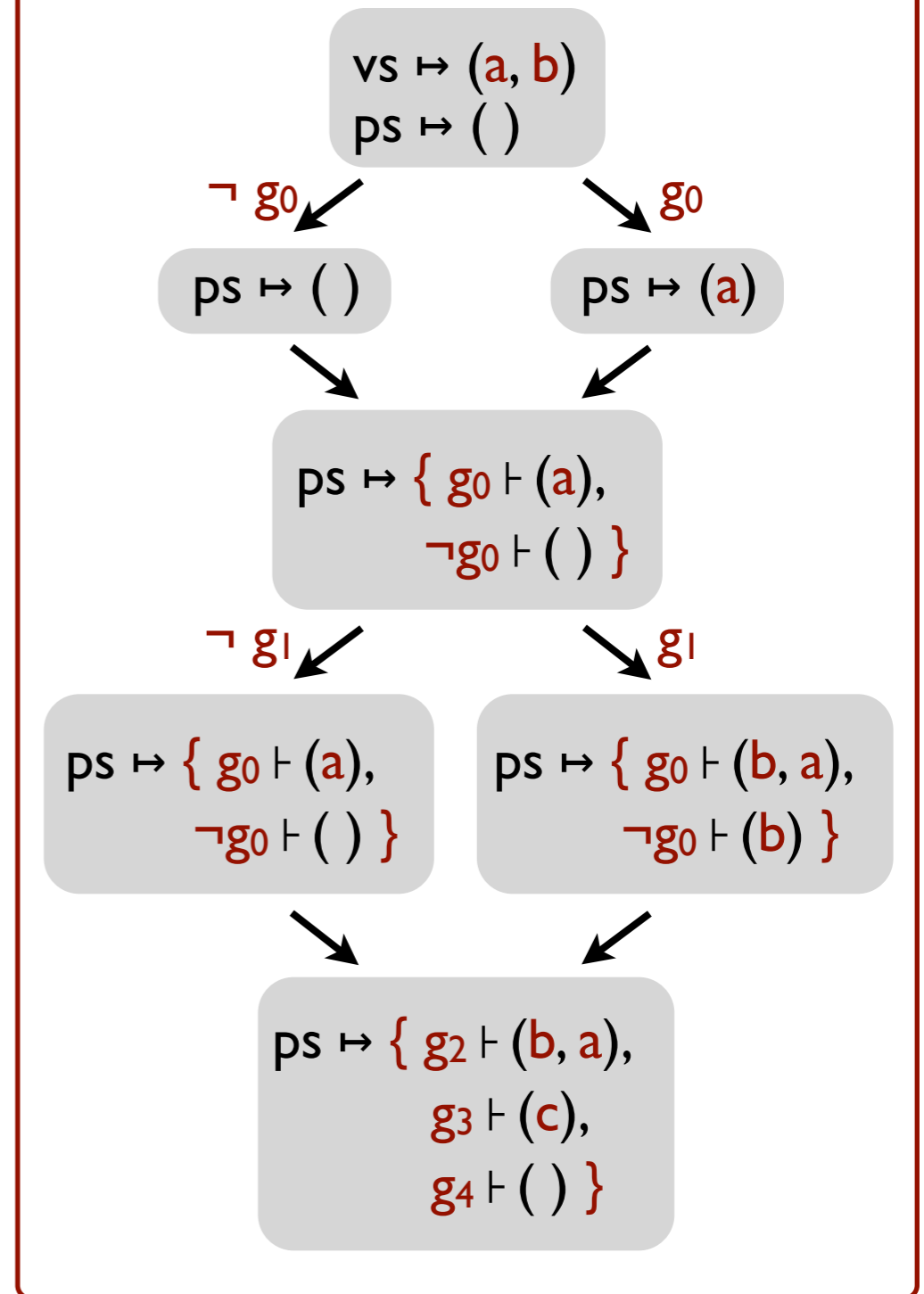
solve:

```
ps = ()  
for v in vs:  
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        ps = insert(v, ps)  
assert len(ps) == len(vs)
```

polynomial encoding
concrete evaluation

```
g0 = a > 0  
g1 = b > 0  
g2 = g0 ∧ g1  
g3 = ¬(g0 ⇔ g1)  
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assert g2
```

symbolic virtual machine



Solution: type-driven state merging

solve:

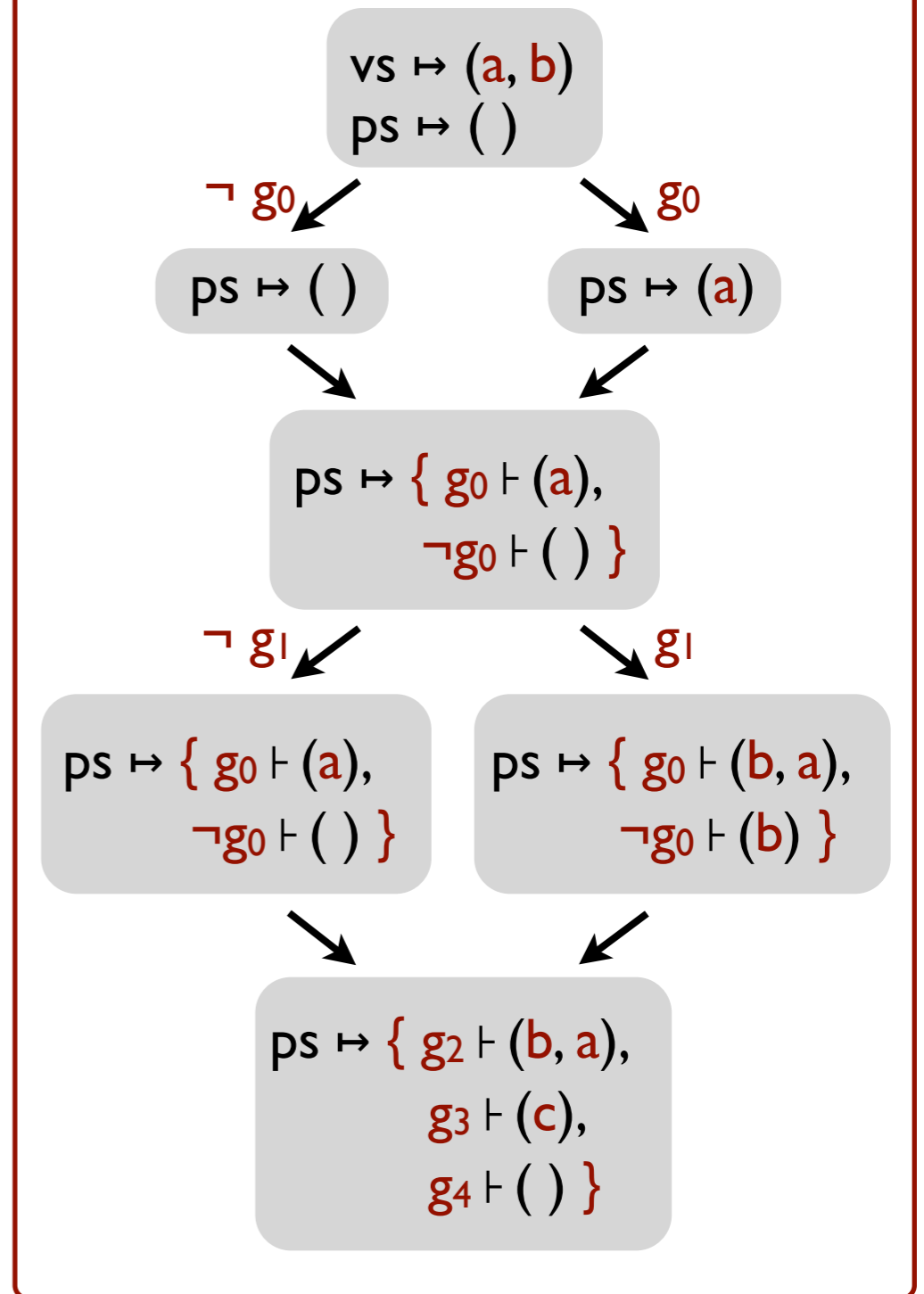
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ps = ()  
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assert len(ps) == len(vs)
```

SymPro (OOPSLA'18): use **symbolic profiling** to find performance bottlenecks in solver-aided code.

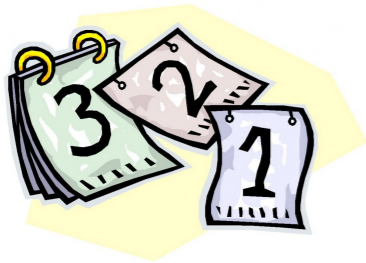
polynomial encoding
concrete evaluation

```
g0 = a > 0  
g1 = b > 0  
g2 = g0 ^ g1  
g3 = ¬(g0 ⇔ g1)  
g4 = ¬g0 ^ ¬g1  
c = ite(g1, b, a)  
assert g2
```

symbolic virtual machine



How to build your own solver-aided tool or language

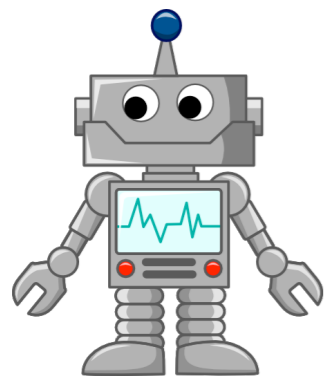


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The classic (hard) way to build a tool

What is hard about building a solver-aided tool?

An easier way: tools as languages

How to build tools by stacking layers of languages.

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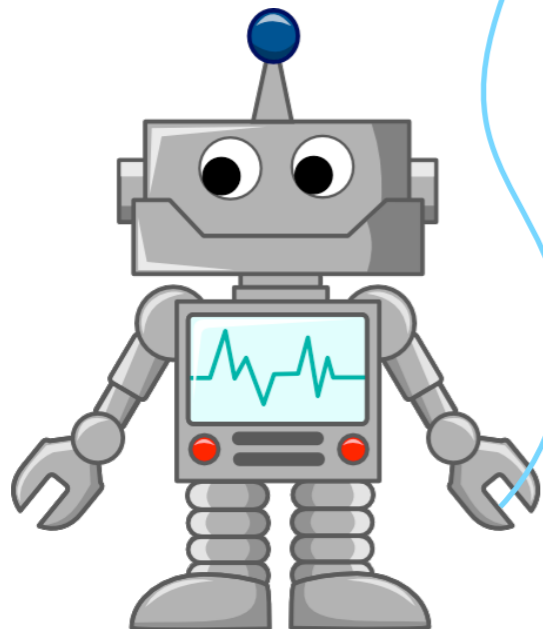
How Rosette works so you don't have to.

A last look: a few recent applications

Cool tools built with Rosette!

30+ tools

programming languages,
software engineering,
systems, architecture,
networks, security,
formal methods,
databases,
education,
games,
...



programming languages, formal methods, and software engineering

type systems and programming models
compilation and parallelization
safety-critical systems
test input generation
software diversification



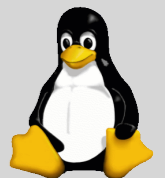
education and games

hints and feedback
problem generation
problem-solving strategies



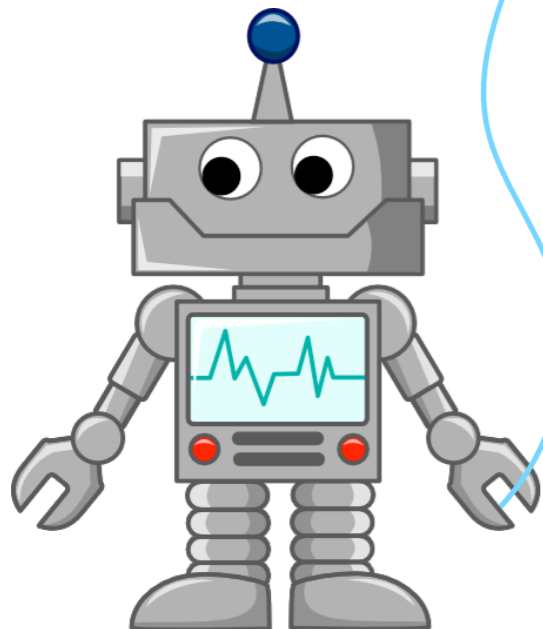
systems, architecture, networks, security, and databases

memory models
OS components
data movement for GPUs
router configuration
cryptographic protocols



30+ tools

programming languages,
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programming languages, formal methods, and software engineering

type systems and programming models
compilation and parallelization
safety-critical systems [CAV'16]
test input generation
software diversification



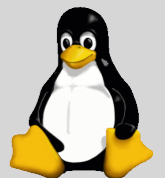
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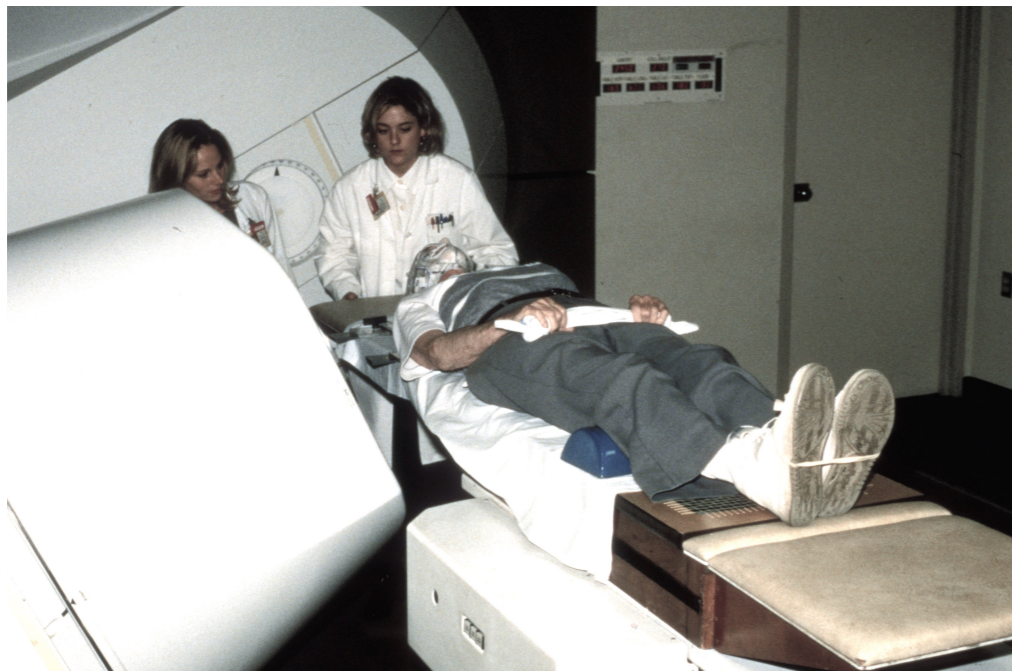
systems, architecture, networks, security, and databases

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Verifying a radiation therapy system

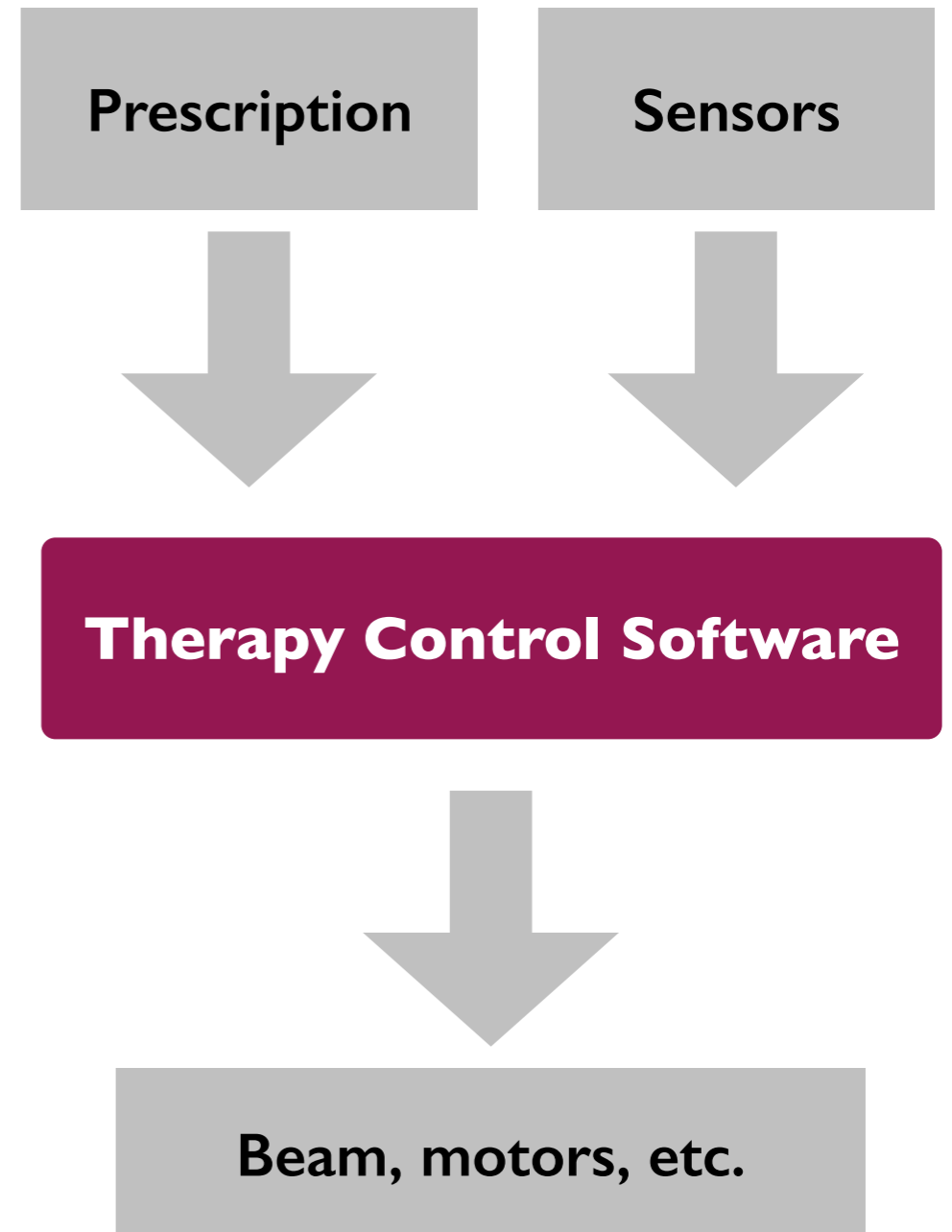
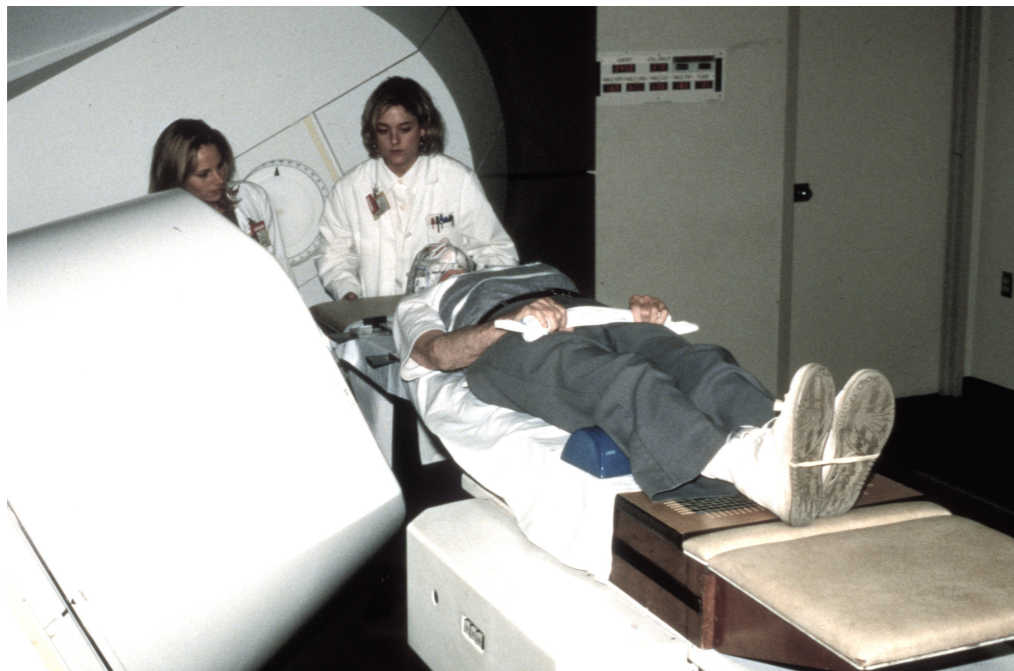
Clinical Neutron Therapy System (CNTS) at UW



- 30 years of incident-free service.
- Controlled by custom software, built by CNTS engineering staff.
- Third generation of Therapy Control software built recently.

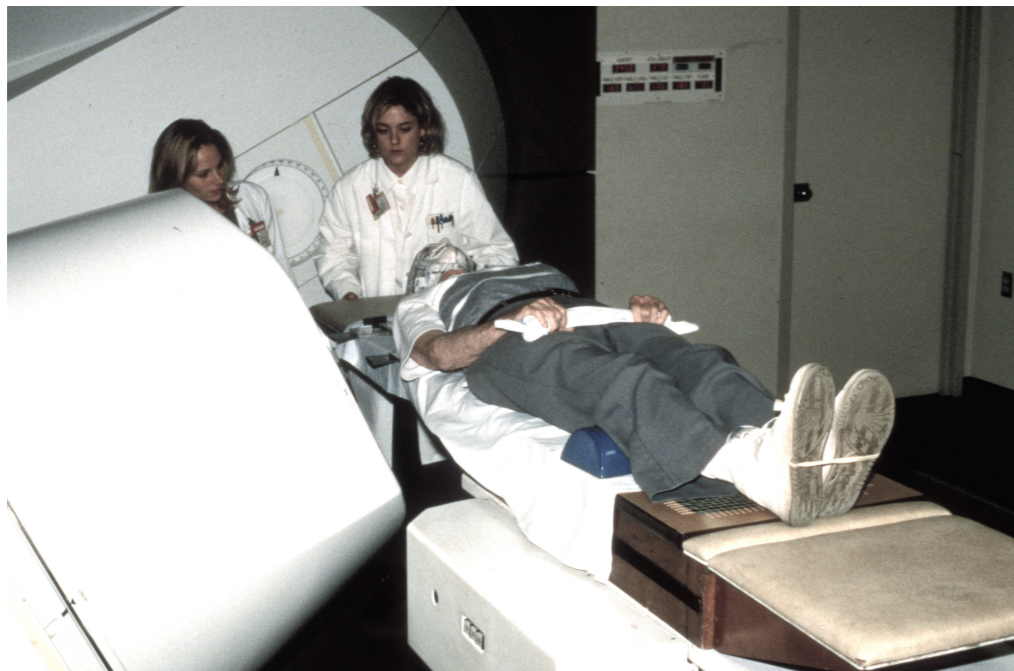
Verifying a radiation therapy system

Clinical Neutron Therapy System (CNTS) at UW



Verifying a radiation therapy system

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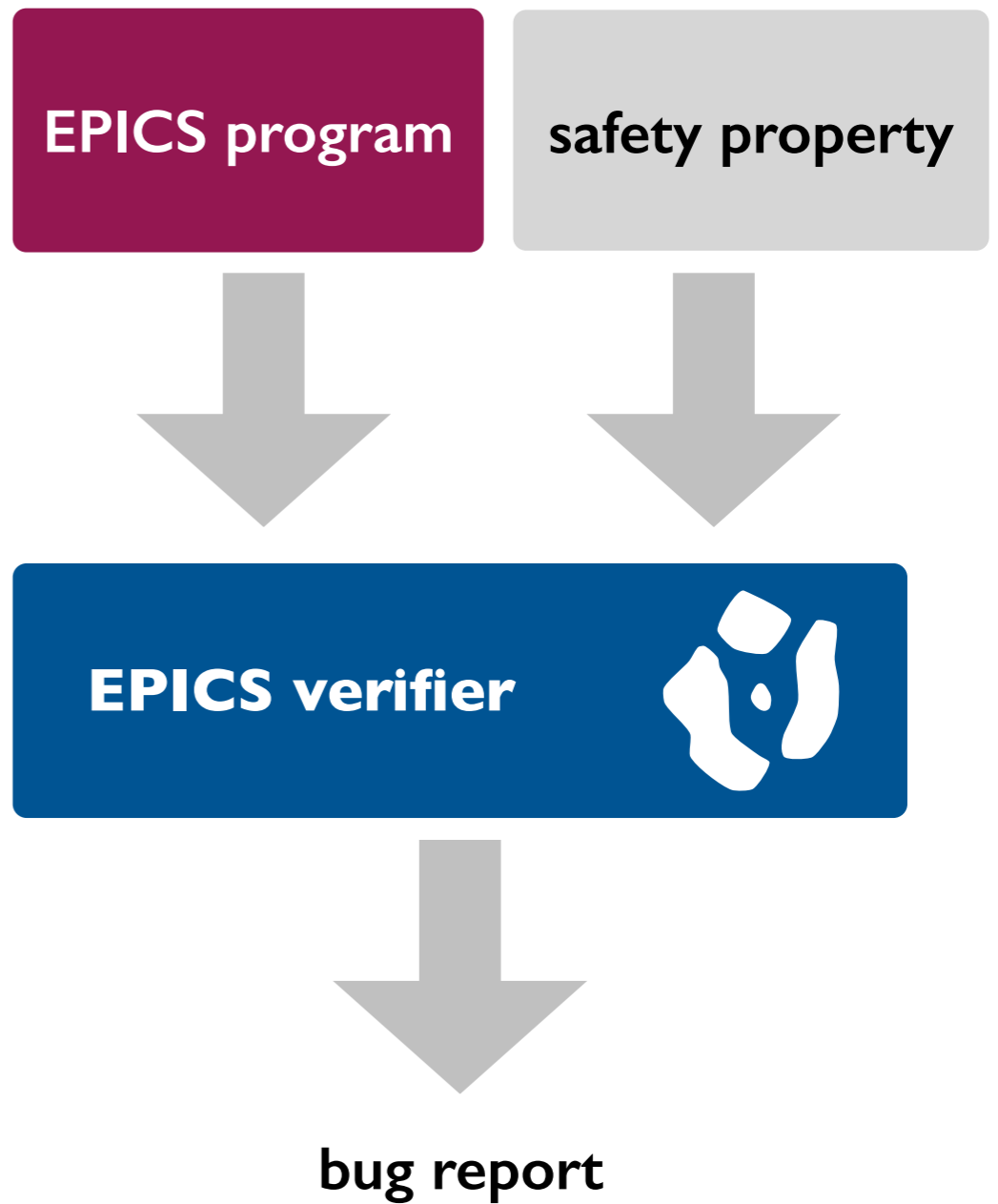
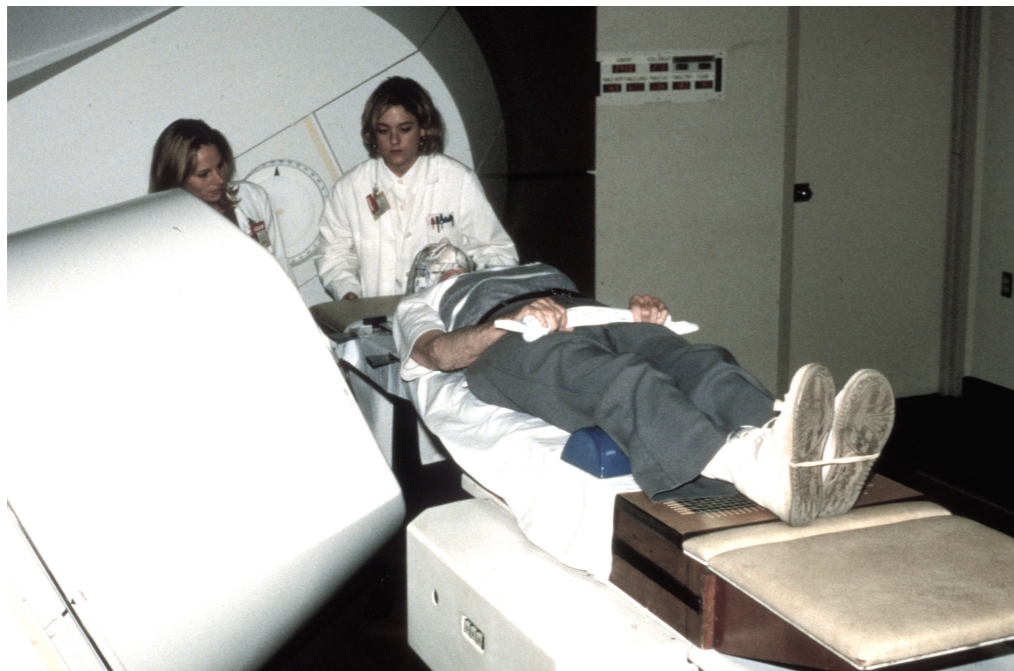


Experimental Physics and
Industrial Control System
(EPICS) Dataflow Language

Therapy Control Software

Verifying a radiation therapy system

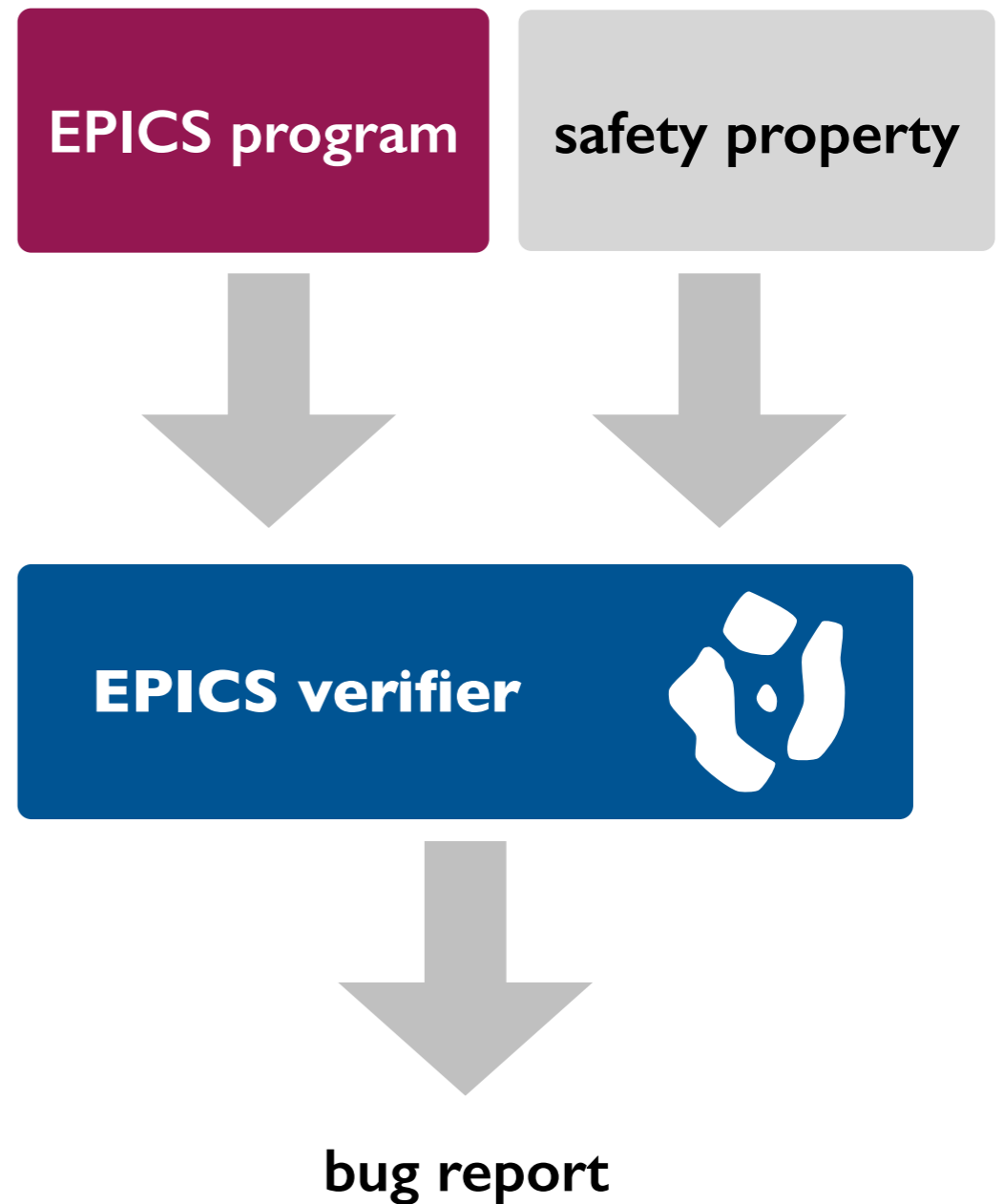
Clinical Neutron Therapy System (CNTS) at UW



Verifying a radiation therapy system



Found safety-critical defects in a pre-release version of the therapy control software. Used by CNTS staff to verify changes to the controller.



Summary

Today

- Going pro with solver-aided programming.

Next lecture

- Getting started with SAT solving!