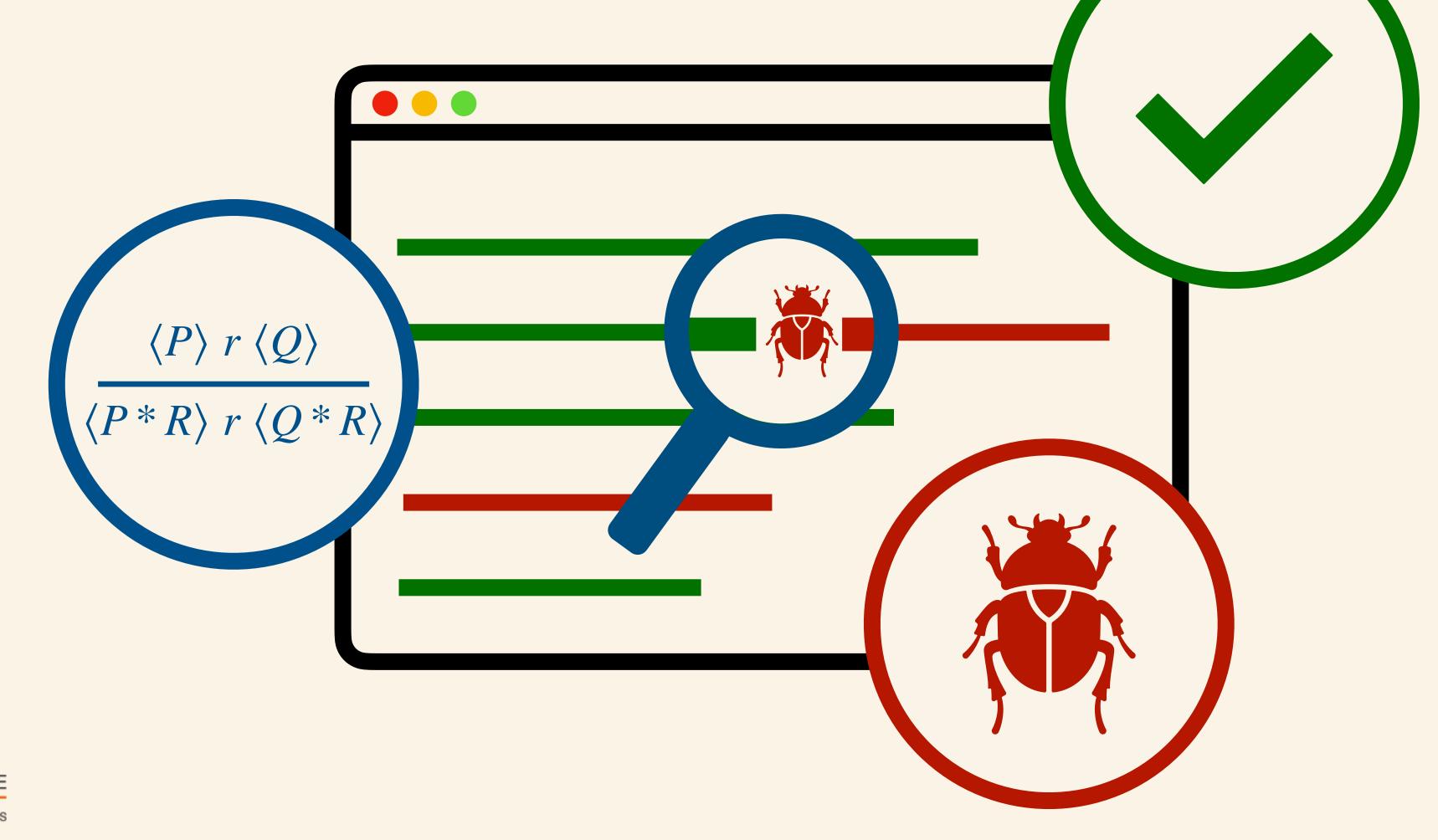


# Program Analysis

Lecture #2

### Roberto Bruni







### Consequence rule

$$P \Rightarrow P' \quad \{P'\} \; r \; \{Q'\} \quad Q' \Rightarrow Q$$
 forward / backward 
$$\{P\} \; r \; \{Q\} \qquad \text{weakening}$$

$$\{x - y < x \land x + y \ge 0\}$$

$$n := x - y;$$

$$\{n < x \land x + y \ge 0\}$$

# Consequence rule

$$P\Rightarrow P'\quad \{P'\}\ r\ \{Q'\}\quad Q'\Rightarrow Q$$
 forward / backward 
$$\{P\}\ r\ \{Q\}$$
 weakening

$$\{-y < 0 \land x \ge 0 \land y \ge 0\} \Rightarrow$$

$$\{x - y < x \land x + y \ge 0\}$$

$$n := x - y;$$

$$\{n < x \land x + y \ge 0\}$$

# Consequence rule

$$P\Rightarrow P'\quad \{P'\}\ r\ \{Q'\}\quad Q'\Rightarrow Q$$
 forward / backward 
$$\{P\}\ r\ \{Q\}$$
 weakening

$$\{x \ge 0 \land y > 0\} \Rightarrow$$

$$\{-y < 0 \land x \ge 0 \land y \ge 0\} \Rightarrow$$

$$\{x - y < x \land x + y \ge 0\}$$

$$n := x - y;$$

$$\{n < x \land x + y \ge 0\}$$

### {true}

$$r := x$$

$$q := 0;$$

while  $y \leq r$  do

$$r := r - y$$
;

$$q := q + 1$$

```
\{\text{true}\} \equiv \{x = x\}
r := x
\{x = r\}
q := 0;
```

while  $y \leq r$  do

$$r := r - y;$$

$$q := q + 1$$

$$\{Q[a/x]\}\ x := a \{Q\}$$

```
\{\text{true}\} \equiv \{x = x\}
r := x
  \{x=r\} \equiv \{x=r+0y\}
q := 0;
  \{x = r + qy\}
while y \leq r do
  r := r - y;
  q := q + 1
```

$$\{Q[a/x]\}\ x := a \{Q\}$$

```
\{\text{true}\} \equiv \{x = x\}
r := x
  \{x=r\} \equiv \{x=r+0y\}
q := 0;
                      loop invariant?
  \{x = r + qy\}
while y \leq r do
  r := r - y;
  q := q + 1
```

$$\{P \land b\} \ c \ \{P\}$$

$$\{P\} \text{ while } b \text{ do } c \ \{P \land \neg b\}$$

```
\{ \text{true} \} \equiv \{ x = x \}
r := x
  \{x=r\} \equiv \{x=r+0y\}
 \{x = r + qy\}
q := 0;
while y \leq r do
    \{x = r + qy \land y \le r\}
  r := r - y;
  q := q + 1
    \{x = r + qy\}
  \{x = r + qy \land y > r\}
```

$$\{P \land b\} \ c \ \{P\}$$
 $\{P\} \text{ while } b \text{ do } c \ \{P \land \neg b\}$ 

```
\{ \text{true} \} \equiv \{ x = x \}
                                                              \{P \land b\} \ c \ \{P\}
r := x
  \{x=r\} \equiv \{x=r+0y\}
                                                    \{P\} while b do c \{P \land \neg b\}
q := 0;
                       loop invariant?
  \{x = r + qy\}
                                        consequence
                                            rule
while y \leq r do
    \{x = r + qy \land y \le r\} \Rightarrow \{x = r + qy\}
  r := r - y;
  q := q + 1
     \{x = r + qy\}
```

 $\{x = r + qy \land y > r\}$ 

```
\{\text{true}\} \equiv \{x = x\}
                                                           \{P \land b\} \ c \ \{P\}
r := x
  \{x=r\} \equiv \{x=r+0y\}
                                                 \{P\} while b do c \{P \land \neg b\}
q := 0;
                      loop invariant?
  \{x = r + qy\}
                                      consequence
while y \leq r do
                                         rule
    \{x = r + qy \land y \le r\} \Rightarrow \{x = r + qy\} \equiv \{x = (r - y) + (q + 1)y\}
  r := r - y;
    {x = r + (q + 1)y}
                                                      \{Q[a/x]\} x := a \{Q\}
  q := q + 1
    \{x = r + qy\}
  \{x = r + qy \land y > r\}
```

### Wait a moment...

```
\{\text{true}\} \equiv \{x = x\}
r := x
  \{x=r\} \equiv \{x=r+0y\}
                                         ||c||x \mapsto 5, y \mapsto -2| = \dots = \emptyset
q := 0;
  \{x = r + qy\}
while y \leq r do
     \{x = r + qy \land y \le r\} \Rightarrow \{x = (r - y) + (q + 1)y\}
  r := r - y;
     \{x = r + (q + 1)y\}
  q := q + 1
     \{x = r + qy\}
  \{x = r + qy \land y > r\}
```

### Wait a moment...

```
\{\text{true}\} \equiv \{x = x\}
r := x
  \{x = r\} \equiv \{x = r + 0y\}
                                   [\![c]\!][x\mapsto 5,y\mapsto 2,z\mapsto 0]=\ldots=\emptyset
q := 0;
  \{x = r + qy\}
while z = 0 do
     \{x = r + qy \land z = 0\} \Rightarrow \{x = (r - y) + (q + 1)y\}
  r := r - y;
     {x = r + (q + 1)y}
  q := q + 1
     \{x = r + qy\}
  \{x = r + qy \land z \neq 0\}
```

### No guarantee of termination

# False positive

output!

```
\{x = 1\} while x > 0 do x := x + 1 \{x = 0\}
```

```
\{x = 1\} \Rightarrow \{?\}
while x > 0 do
\{? \land x > 0\}
x := x + 1;
\{?\}
\{? \land x \le 0\} \Rightarrow \{x = 0\}
```

complete the proof below

### Partial vs total correctness

when the precondition is met, executing the command establishes the postcondition



total

 $\{P\}\ c\ \{Q\}$ 

when the precondition is met, executing the command **terminates** and establishes the postcondition

total correctness = partial correctness + termination

### Total correctness: the idea

choose a measure
called "variant"
(e.g., an arithmetic expression)

 $\{P\}$ while b do  $\{P \land b\}$  C  $\{P\}$   $\{P \land \neg b\}$ 

prove that each execution of the body c decreases the value of t

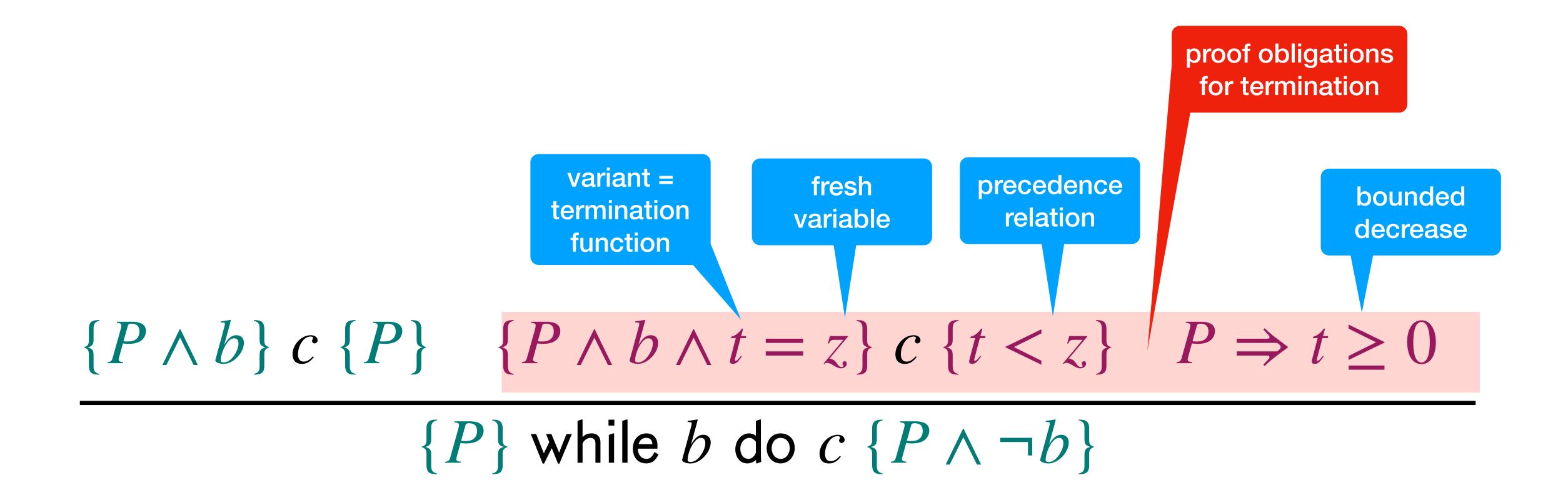
t < z

here z is a fresh variable that keeps the value of t before the execution of c

prove that whenever the loop invariant holds the value of t is bounded below

$$t \ge 0$$

### Rule for total correctness



### Total correctness proof

```
\{x \ge 0\} \text{ take } t \triangleq x
while x > 0 do
\{x \ge 0 \land x > 0\} \equiv \{x - 1 \ge 0\}
x := x - 1;
\{x \ge 0\}
\{x \ge 0 \land x \le 0\} \equiv \{x = 0\}
```

$$P \Rightarrow t \ge 0$$

$$x \ge 0 \Rightarrow x \ge 0$$

$$\{P \land b \land t = z\} \ c \ \{t < z\}$$

$$\{x \ge 0 \land x > 0 \land x = z\} \Rightarrow$$

$$\{x = z\} \Rightarrow$$

$$\{x < z + 1\} \equiv$$

$$\{x - 1 < z\} \Rightarrow$$

$$x := x - 1$$

$$\{x < z\}$$

# Total correctness proof

```
\{x \ge 0 \land y > 0\} \equiv \{x \ge 0 \land y > 0 \land x = x + 0y\}
r := x
  \{x \ge 0 \land y > 0 \land x = r + 0y\} \equiv \{r \ge 0 \land y > 0 \land x = r + 0y\}
q := 0;
  \{r \ge 0 \land y > 0 \land x = r + qy\} \text{ take } t \triangleq r
while y \leq r do
     \{r \ge y > 0 \land x = r + qy\} \Rightarrow \{r - y \ge 0 \land y > 0 \land x = r - y + (q + 1)y\}
  r := r - y;
     \{r \ge 0 \land y > 0 \land x = r + (q + 1)y\}
  q := q + 1
     \{r \ge 0 \land y > 0 \land x = r + qy\}
   \{y > r \ge 0 \land x = r + qy\}
```

### Proof obligations

$$P \Rightarrow t \geq 0$$

$$(r \ge 0 \land y > 0 \land x = r + qy) \Rightarrow r \ge 0$$

take  $t \triangleq r$ 

$$\{P \land b \land t = z\} \ c \ \{t < z\}$$

$$\{r \ge y > 0 \land \cdots \land r = z\} \Rightarrow \{r \ge 0 \land y > 0 \land \cdots \land r - y < z\}$$

$$r := r - y;$$

$$\{r \ge 0 \land y > 0 \land \cdots \land r < z\}$$

$$q := q + 1$$

$$\{r \ge 0 \land y > 0 \land \cdots \land r < z\} \Rightarrow \{r < z\}$$

### If rule

```
\{P \land b\}\ c_1\ \{Q\}\ \{P \land \neg b\}\ c_2\ \{Q\}
                         \{P\} if b then c_1 else c_2 \{Q\}
 {true}
if x \ge 0 then
    \{x \geq 0\}
   skip
    \{x \geq 0\}
else
    \{\neg(x \ge 0)\} \equiv \{-x > 0\}
    x := -x
     \{x > 0\} \Rightarrow \{x \ge 0\}
 \{x \geq 0\}
```

# Finding invariants is difficult!

```
{true}
k := 1;
r := x;
while k > 0 do
  if r > 100 then
    r := r - 10;
     k := k - 1
  else
     r := r + 11;
     k := k + 1
 \{r=f(x)\}
                   what is
                    f?
```

# McCarthy's 91 function

```
{true}
k := 1;
r := x;
while k > 0 do
  if r > 100 then
    r := r - 10;
    k := k - 1
  else
    r := r + 11;
    k := k + 1
 \{r=f(x)\}
```

$$f(x) \triangleq \begin{cases} f(f(x+11)) & x \le 100 \\ x-10 & \text{otherwise} \end{cases}$$
$$f(x) \triangleq \begin{cases} 91 & x \le 100 \\ x-10 & \text{otherwise} \end{cases}$$

# Invariant for McCarthy's 91 function?

```
{true}
k := 1;
r := x;
\{?\}
while k > 0 do
  if r > 100 then
     r := r - 10;
     k := k - 1
  else
     r := r + 11;
     k := k + 1
  \{?\} \Rightarrow \{r = f(x)\}
```

$$f(x) \triangleq \begin{cases} f(f(x+11)) & x \le 100 \\ x - 10 & \text{otherwise} \end{cases}$$
$$f(x) \triangleq \begin{cases} 91 & x \le 100 \\ x - 10 & \text{otherwise} \end{cases}$$

can you help me finding an invariant for the program: "r:=x;q:=0;while (y<=r) do { r:=r-y; q:=q+1 }" ?

Yes! To find an invariant for the given program:

```
    ○ Copia    ② Modifica
    ○

plaintext
r := x;
q := 0;
while (y <= r) do {
   r := r - y;
    q := q + 1;
```

we need to determine a property that holds before and after each iteration of the loop.

### Step 1: Understanding the Program's Behavior

- The program initializes r = x and q = 0.
- In each iteration, it subtracts y from r and increments q.
- The loop continues until r < y.</li>
- Essentially, this computes the quotient q and the remainder r of the division x ÷ y, meaning:

$$x = a \cdot u + r$$

at the end of the program, where  $0 \le r < y$ .

### Step 2: Finding the Invariant

We want an expression that remains true throughout execution. Observing the program's logic, we see that before and after each loop iteration, the equation:

$$x = q \cdot y + r$$

remains valid. This is because:

- 1. Initially: q=0 and r=x, so  $x=0\cdot y+x$  holds.
- In each iteration:
- r is reduced by y, and q is increased by 1.
- The equation transforms as:

$$x = (q+1) \cdot y + (r-y)$$

which maintains the form  $x = q \cdot y + r$ .

### Step 3: Expressing the Invariant Formally

Thus, the loop invariant is:

$$x = q \cdot y + r$$

which holds before entering the loop and remains true after each iteration.

### Step 4: Verifying Initialization and Termination

- Initialization: Before the loop starts, q = 0, r = x, so x = 0 · y + x is true.
- Preservation: Each iteration updates q and r in a way that maintains the equation.
- Termination: The loop stops when r < y. At this point, the final values of q and r satisfy:</li>

$$x = q \cdot y + r, \quad 0 \le r < y$$

which correctly represents the division.

### Conclusion

The invariant for this program is:

$$x = q \cdot y + r$$

This property helps us reason about the correctness of the algorithm, which effectively computes the quotient and remainder of x divided by y.

# Ask an expert?

can you help me finding an invariant for the program:

"r:=x;q:=0;while (y<=r) do { r:=r-y; q:=q+1 }"?

The invariant for this program is:

 $x = q \cdot y + r$ 

can you help me finding an invariant for the program: "k:=1;r:=x;while (k>0) do { if (r>100) then { r:=r-10;k:=k-1} else

{r:=r+11;k:=k+1} }"?

The **loop invariant** for this program is:

r = x + 11k

can you help me finding an invariant for the program:

### Yes! Let's analyze and find an invariant for the given program

```
if (r > 100) then
  r := r - 10;
} else {
  r := r + 11;
  k := k + 1;
```

### Step 1: Understanding the Program's Behavior

- The program initializes k = 1 and r = x.
- The loop condition is k > 0, meaning it runs as long as k remains positive.

- r decreases by 10.
- k decreases by 1. • If  $r \le 100$ :
- r increases by 11.
- k increases by 1.
- The loop ends when k eventually reaches 0

### Step 2: Observing Changes to $\boldsymbol{r}$ and $\boldsymbol{k}$

- If r > 100, we decrease r and decrease k
- If  $r \leq 100$ , we increase r and increase k. The key observation is that the program fluctuates around 100:
- If r starts above 100, it tends to decrease
- If r starts below or at 100, it tends to increase.
- The interplay between increasing and decreasing  $\boldsymbol{k}$  ensures termination

We need to find a property that remains true before and after every iteration.

- Each time k changes, r is updated by a constant amount
- If k increases by 1, r increases by 11
- If k decreases by 1. r decreases by 10.

This suggests the key invariant

which we will prove by induction

### Step 4: Verifying the Invariant

- Initially: k = 1, r = x.
- r = x + 11(1) = x + 11

This holds because r = x.

### Inductive Step (Loop Iteration)

- r changes: r' = r − 10.
- k changes: k' = k − 1.
- New equation:  $r' = x + 11k 10 = x + 11(k-1) + 1 \label{eq:r'}$
- which still follows the form r' = x + 11k'.
- If r ≤ 100: r changes: r' = r + 11
- k changes: k' = k + 1.
- New equation: r' = x + 11k + 11 = x + 11(k + 1)which still follows r' = x + 11k'.

### Step 5: Confirming the Invariant at Termination

- The loop stops when k = 0.
- When k = 0, the invariant says

So the final value of  $\tau$  is x, showing correctness.

### Conclusion

The loop invariant for this program is

This equation remains true throughout execution, ensuring that the changes in k and r are always balanced according to their relationship.

# Invariant for McCarthy's 91 function?

```
{true}
k := 1;
r := x;
don't think so!
 \{ r = x + 11k \}
while k > 0 do
  if r > 100 then
     r := r - 10;
     k := k - 1
  else
     r := r + 11;
     k := k + 1
  \{?\} \Rightarrow \{r = f(x)\}
```

when (k = 1, r = x) then r = x + 11k does not hold!

$$f(x) \triangleq \begin{cases} f(f(x+11)) & x \le 100 \\ x - 10 & \text{otherwise} \end{cases}$$
$$f(x) \triangleq \begin{cases} 91 & x \le 100 \\ x - 10 & \text{otherwise} \end{cases}$$

can you help me finding an invariant for the program: "r:=x;q:=0;while (y<=r) do { r:=r-y; q:=q+1}"?

Yes! To find an invariant for the given program:

we need to determine a property that holds before and after each iteration of the loop.

### Step 1: Understanding the Program's Behavior

- The program initializes r = x and q = 0.
- In each iteration, it subtracts y from r and increments q.
- The loop continues until r < y.</li>
- Essentially, this computes the quotient q and the remainder r of the division x ÷ y, meaning:

$$x = q \cdot y + r$$

at the end of the program, where  $0 \le r < y$ .

### Step 2: Finding the Invariant

We want an expression that remains true throughout execution. Observing the program's logic, we see that **before and after each loop iteration**, the equation:

$$x = q \cdot y + r$$

remains valid. This is because:

- Initially: q = 0 and r = x, so x = 0 · y + x holds.
- 2. In each iteration:
- r is reduced by y, and q is increased by 1.
- The equation transforms as:

$$x = (q+1) \cdot y + (r-y)$$

which maintains the form  $x = q \cdot y + r$ .

### Step 3: Expressing the Invariant Formally

Thus, the loop invariant is:

$$x = q \cdot y + r$$

which holds before entering the loop and remains true after each iteration.

### Step 4: Verifying Initialization and Termination

- Initialization: Before the loop starts, q=0, r=x, so  $x=0\cdot y+x$  is true.
- Preservation: Each iteration updates q and r in a way that maintains the equation.
- Termination: The loop stops when r < y. At this point, the final values of q and r satisfy:

$$x = q \cdot y + r, \quad 0 \le r < y$$

which correctly represents the division.

### Conclusion

The invariant for this program is:

$$x = q \cdot y + r$$

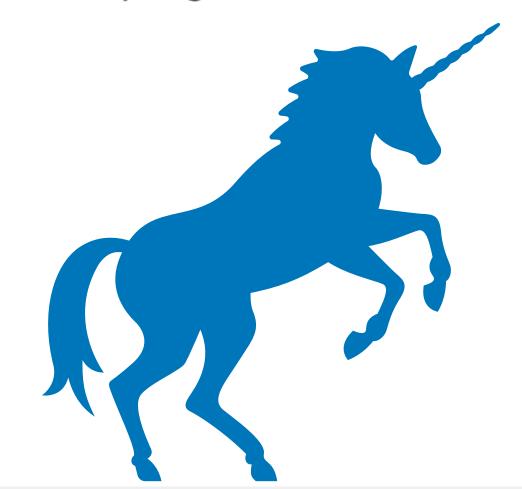
This property helps us reason about the correctness of the algorithm, which effectively computes the quotient and remainder of x divided by y.

### Ask an expert?

can you help me finding an invariant for the program:

"r:=x;q:=0;while (y<=r) do { r:=r-y; q:=q+1 }"?

The invariant for this program is:



 $x = q \cdot y + r$ 

can you help me finding an invariant for the program:

"k:=1;r:=x;while (k>0) do { if (r>100) then { r:=r-10;k:=k-1} else {r:=r+11;k:=k+1} }"?

The loop invariant for this program is:

r = x + 11k

can you help me finding an invariant for the program:

"k:=1;r:=c;while (k>0) do ( if (r>100) then ( r:=r-10;k:=k-1) (r:=r+11:k:=k+1) \)?

```
Yes! Let's analyze and find an invariant for the given program
```

### Step 1: Understanding the Program's Behavior

- The program initializes k = 1 and r = x.
- The loop condition is k>0, meaning it runs as long as k remains positive.
- The loop has two ca
- r decreases by 10.
   k decreases by 1.
- If r ≤ 100:
- r increases by 11
- k increases by 1.
- The loop ends when k eventually reaches 0.

### Step 2: Observing Changes to r and l

- Each iteration modifies both k and r:
- If r>100, we decrease r and decrease k.
- If  $r \leq 100$ , we increase r and increase k.
- The key observation is that the program fluctuates around 100:
- If r starts above 100, it tends to decrease.
- If r starts below or at 100, it tends to increase
- The interplay between increasing and decreasing  $\boldsymbol{k}$  ensures termination.

### Step 3: Finding the Invariar

We need to find a property that remains true before and after every iteration.

serving the changes.

- Specifically:
- If k increases by 1, r increases by 11
- If k decreases by 1, r decreases by 10.

This suggests the key invarian

r = s

### Step 4: Verifying the Invariant

### Base Case (Before the Loop Star

which we will prove by induction

- $\bullet \quad \text{Initially: } k=1, r=x.$
- Plugging into the invariant:  $r = x + 11(1) = x + 11 \label{eq:resolvent}$

Inductive Step (Loop Iteration)

• Suppose the invariant holds before an iteration, i.e., r=x+11

Now, consider both o

- If r > 100:
   r changes: r' = r 10
- r changes: r = r 10.
   k changes: k' = k 1.
- New equation:
- r' = x + 11k 10 = x + 11(k 1) + 1
- If r ≤ 100:
- r changes: r' = r + 11.
   k changes: k' = k + 1.

New equation: r'=x+11k+11=x+11(k+1) which still follows r'=x+11k'.

nus, the invariant remains true after every iteration.

### Step 5: Confirming the Invariant at Termination

- The loop stops when k=0.
- When k=0, the invariant says

r = x + 11(0)

So the final value of r is x, showing correctness.

### Conclusion

The loop invariant for this program is

r = x + 1

This equation remains true throughout execution, ensuring that the changes in k and r are always balanced according to their relationship.

# Invariant for McCarthy's 91 function

```
{true}
k := 1;
                           when (k = 1, r = x) then both k \ge 0 and f^k(r) = f^1(x) = f(x) hold
r := x;
 \{k \ge 0 \land f^k(r) = f(x)\}
while k > 0 do
                                                   f(x) \triangleq \begin{cases} f(f(x+11)) & x \le 100 \\ x-10 & \text{otherwise} \end{cases}
   if r > 100 then
       r := r - 10;
      k := k - 1
                                                   f(x) \triangleq \begin{cases} 91 & x \le 100 \\ x - 10 & \text{otherwise} \end{cases}
   else
      r := r + 11;
       k := k + 1
  \{k = 0 \land f^k(r) = f(x)\} \Rightarrow \{r = f(x)\}
```

# Variant for McCarthy's 91 function?

```
{true}
                                               which variant
k := 1;
                                             (for termination)?
r := x;
 while k > 0 do
                                                f(x) \triangleq \begin{cases} f(f(x+11)) & x \le 100 \\ x-10 & \text{otherwise} \end{cases}
   if r > 100 then
      r := r - 10;
      k := k - 1
                                                f(x) \triangleq \begin{cases} 91 & x \le 100 \\ x - 10 & \text{otherwise} \end{cases}
   else
      r := r + 11;
      k := k + 1
  \{k = 0 \land f^k(r) = f(x)\} \Rightarrow \{r = f(x)\}
```

# Finding invariants (McCarthy91)

```
{true}
                                                                                       lexicographic
k := 1;
                                                                                          order
r := x;
   \begin{cases} -\infty, \\ \{k \ge 0 \land f^k(r) = f(x)\} \end{cases} \quad t = (|101 - r + 10k|, k) 
while k > 0 do
                                                         f(x) \triangleq \begin{cases} f(f(x+11)) & x \le 100 \\ x-10 & \text{otherwise} \end{cases}
    if r > 100 then
       r := r - 10;
       k := k - 1
                                                         f(x) \triangleq \begin{cases} 91 & x \le 100 \\ x - 10 & \text{otherwise} \end{cases}
    else
        r := r + 11;
        k := k + 1
  \{k = 0 \land f^k(r) = f(x)\} \Rightarrow \{r = f(x)\}
```

# Validity, soundness, completeness

### Validity

A HL triple  $\{P\}$  c  $\{Q\}$  is valid if  $[\![c]\!]P\subseteq Q$ 

Is 
$$\{x > 0\}$$
  $x := 10x$   $\{x > 10\}$  valid?

Is 
$$\{x > 0, y > 0\}$$
  $x := yx \{x \ge 0\}$  valid?

Is 
$$\{false\} c \{Q\}$$
 valid?

Is 
$$\{P\}$$
  $c$   $\{true\}$  valid?

### Correctness

Th. Any derivable HL triple is valid

Proof. By induction on the derivation tree, e.g.

$$\{P\}\ c_1\ \{R\}\ \{R\}\ c_2\ \{Q\}$$

We prove the conclusion is valid assuming the premises are valid

$$[\![c_1; c_2]\!]P = [\![c_2]\!]([\![c_1]\!]P) \subseteq [\![c_2]\!]R \subseteq Q$$

### Incompleteness

Conjecture Any valid HL triple is derivable

### Counterexample:

 $\{ true \} \ c \ \{ false \} \ is valid only when $c$ diverges but halting problem is not r.e. while the set of derivable HL triples is r.e.$ 

# Incompleteness II

Conjecture Any valid HL triple is derivable

### Counterexample:

 $\{true\}\ skip\ \{Q\}\ is\ valid\ when\ Q\ is\ a\ tautology$  but Godel's Incompleteness Theorem (1939) tells us that there is no *effective* proof system such that its theorems coincide with all valid arithmetic assertions

## Relative completeness I

**Relative completeness:** suppose we can consult an oracle to check if an assertion  $P \Rightarrow P'$  is valid or not, then HL is complete

In other words, we separate concerns about programs and reasoning about them from concerns to do with arithmetic and the incompleteness of any proof system for it

## Dijkstra's weakest precondition

Given a command c and a postcondition Q a weakest liberal precondition is a predicate P such that for any precondition R

$$\{R\} \ c \ \{Q\} \ \text{iff} \ R \Rightarrow P$$

i.e.,  $\emph{P}$  is the least restrictive requirement that guarantees that  $\emph{Q}$  holds after executing  $\emph{c}$  (if it terminates)

Typically, it is denoted by  $wlp(c,Q) \triangleq \{\sigma \in \Sigma \mid [\![c]\!] \{\sigma\} \subseteq Q\}$ 

## Adjoints

# (Relative) Completeness

for any postcondition Q expressible in the logic and for any command c, the precondition wlp(c,Q) is also expressible in the logic

**Th.** If the logic language is *expressive enough*, then any valid HL triple can be derived.

**Proof.** Suppose  $\{P\}$  c  $\{Q\}$  is valid (with P and Q expressible). By structural induction on c we can build an assertion R that is equivalent to wlp(c,Q) and such that  $\{R\}$  c  $\{Q\}$  is derivable. By applying the consequence rule we derive  $\{P\}$  c  $\{Q\}$ .

## Adding nondeterminism

## Regular commands

regular atomic  $e := \text{skip} \mid x := a \mid b? \mid \dots$ command command  $\llbracket b? \rrbracket P \triangleq \llbracket b \rrbracket P$ choice  $[[r_1 + r_2]]P \triangleq [[r_1]]P \cup [[r_2]]P$ Kleene  $\llbracket r^{\star} \rrbracket P \triangleq \bigcup \llbracket r \rrbracket^k P$ star

### Encoding while commands

if b then 
$$c_1$$
 else  $c_2 \triangleq (b?; c_1) + (\neg b?; c_2)$ 

while 
$$b \operatorname{do} c \triangleq (b?; c)^*; \neg b?$$

#### Minimal set of rules

$$\frac{\{P\}\;r_1\;\{R\}\;\{R\}\;r_2\;\{Q\}}{\{P\}\;e\;\{[\![e]\!]P\}} \text{ atom}\} \qquad \frac{\{P\}\;r_1;r_2\;\{Q\}}{\{P\}\;r_1;r_2\;\{Q\}}$$

$$\frac{P \Rightarrow P' \quad \{P'\} \ r \ \{Q'\} \quad Q' \Rightarrow Q}{\{P\} \ r \ \{Q\}} \quad \{cons\}$$

## Auxiliary rules

$$\frac{\{P_1\}\ r\ \{Q_1\}\ \{P_2\}\ r\ \{Q_2\}}{\{P_1\lor P_2\}\ r\ \{Q_1\lor Q_2\}} \ \{\text{disj}\}$$

$$\frac{\{P_1\} \ r \ \{Q_1\} \ \{P_2\} \ r \ \{Q_2\}}{\{P_1 \land P_2\} \ r \ \{Q_1 \land Q_2\}} \ \{\text{conj}\} \quad \frac{\{P\} \ r \ \{Q\}}{\{P \land R\} \ r \ \{Q \land R\}} \ \{\text{frame}\}$$

free variables in R

assigned variables in r

are disjoint from

$$\frac{\{P\}\ r\ \{Q\}}{\{P \land R\}\ r\ \{Q \land R\}} \text{ {frame}}\}$$

$$\frac{P \Rightarrow P' \{P'\} r \{Q\}}{\{P\} r \{Q\}}$$
 {stren}

$$\frac{\{P\} \ r \ \{Q'\} \quad Q' \Rightarrow Q}{\{P\} \ r \ \{Q\}}$$
 {weak}

Can we take  $P = \neg b$  an invariant?

$$\{P \land b\} \ c \ \{P\}$$

$$\{P\} \text{ while } b \text{ do } c \ \{P \land \neg b\}$$

Find a derivation for the HL triple

```
\{\text{true}\}\ \text{if}\ x \ge y\ \text{then}\ z := x\ \text{else}\ z := y\ \{z = \max(x, y)\}
  {true}
if x \ge y then
     \{x \geq y\}
  z := x
     {z = x \ge y} \Rightarrow {z = \max(x, y)}
else
    \{x < y\}
  z := y
    \{z = y > x\} \Rightarrow \{z = \max(x, y)\}
```

 $\{z = \max(x, y)\}$ 

Prove that rule {conj} is sound 
$$\frac{\{P_1\}\ r\ \{Q_1\}\ \{P_2\}\ r\ \{Q_2\}}{\{P_1\land P_2\}\ r\ \{Q_1\land Q_2\}} \text{ {conj}}$$

Assume 
$$[\![r]\!]P_1\subseteq Q_1$$
 and  $[\![r]\!]P_2\subseteq Q_2$   
By monotonicity of  $[\![r]\!]$  we have:  $[\![r]\!](P_1\wedge P_2)\subseteq [\![r]\!]P_1\subseteq Q_1$  and  $[\![r]\!](P_1\wedge P_2)\subseteq [\![r]\!]P_2\subseteq Q_2$   
Therefore  $[\![r]\!](P_1\wedge P_2)\subseteq Q_1\wedge Q_2$ 

Show that the following rule for assignment is not sound

```
Consider the instance \{x = y\} \ x := 0 \ \{y = 0\}
then [[x := 0]][x \mapsto 1, y \mapsto 1] = [x \mapsto 0, y \mapsto 1] \not\models \{y = 0\}
```