

This Week

- Finish relational semantics
- Hoare logic
- Interlude on one-point rule
- Building formulas from programs

Synthesis, Analysis, and Verification

Lecture 03a

Relational Semantics and Consequences

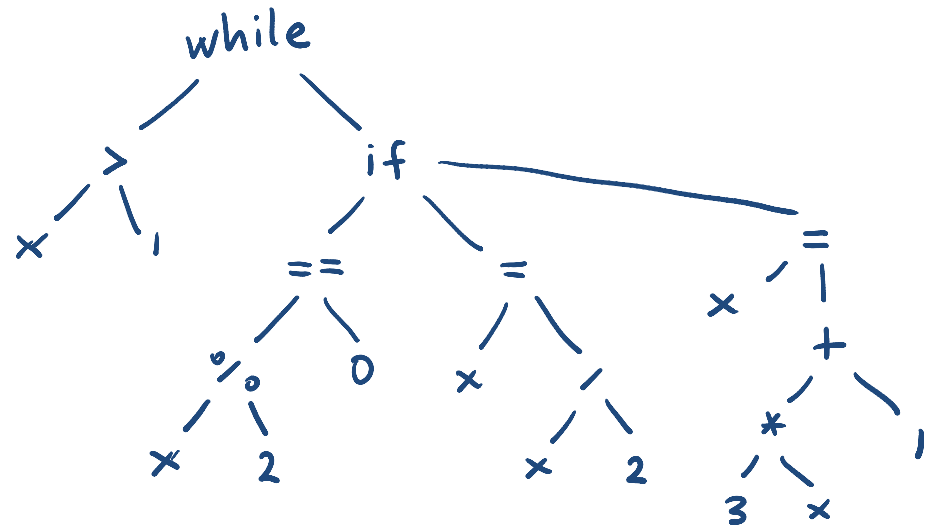
Hoare Logic

Lectures:

Viktor Kuncak

Mapping Programs

```
while (x > 1) {  
  if (x % 2 = 0)  
    x = x / 2  
  else  
    x = 3 * x + 1  
}
```



into relations

$$\{((x_1, \dots, x_n), (x'_1, \dots, x'_n)) \mid F(x_1, \dots, x_n, x'_1, \dots, x'_n)\}$$

Guarded Command Language

$\text{assume}(F)$ - stop execution if F does not hold
pretend execution never happened

$s1 \ [] \ s2$ - non-deterministic execution of
both $s1$ and $s2$

s^* - execute s zero, once, or more times

Guarded Commands and Relations - Idea

$x = T$

$\{(x,T) \mid \text{true}\}$

gets more complex for more variables

$\text{assume}(F)$

Δ_S

S is set of values for which F is true
(satisfying assignments of F)

s^*

r^*

$s_1 \parallel s_2$

$r_1 \cup r_2$

Assignment for More Variables

var x,y

...

y = x + 1

$$\{ ((x,y), (x',y')) \mid y' = x+1 \wedge x' = x \}$$

↑
frame
condition

State as a Map from Variables to Values

V - variables

$s: V \rightarrow \mathbb{Z}$ states

statement

$x=3;$

becomes

$$\{ (s, s') \mid s' = s("x" := 3) \} \subseteq (V \rightarrow \mathbb{Z})^2$$

and

$x = t$

becomes

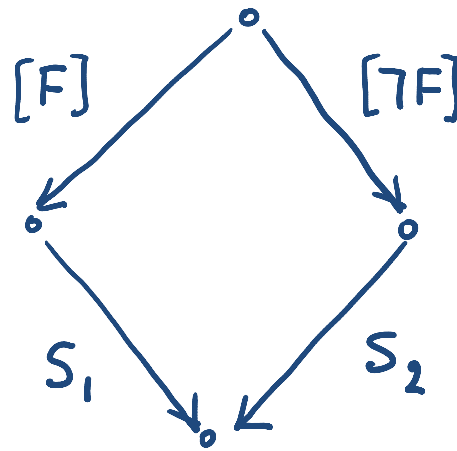
$$\{ (s, s') \mid s' = s("x" := \underbrace{[t]_s}_{\text{meaning of } t \text{ is state } s}) \}$$

'if' condition using assume and []

```
if (F)  
  s1  
else  
  s2
```

```
(assume(F); s1)  
[]  
(assume( $\neg$ F); s2)
```

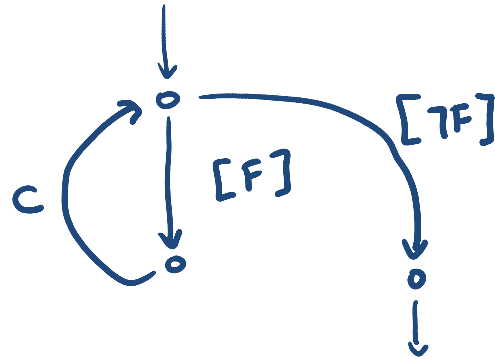
CFG:



$(\Delta_{\text{"F"}} \circ S_1)$
 $\cup (\Delta_{\text{"¬F"}} \circ S_2)$

'while' using assume and *

while (F)
c



$(\text{assume}(F); c)^*$;
 $\text{assume}(\neg F)$

$$\llbracket \text{while } (F) \ c \rrbracket = (\Delta_{\llbracket F \rrbracket} \circ \llbracket c \rrbracket)^* \circ \Delta_{\llbracket \neg F \rrbracket}$$

Compute Relation for this Program

`r = 0;` *→ ... assume (...) ...*

`while (x > 0) {`

`r = r + 3;`

`x = x - 1`

`}`

r = { ((r, x), (r', x')) | ... } ?

As the program state use the pair of integer variables (r,x)

1) compute guarded command language for this program (express 'while' and 'if' using 'assume').

Compute Relation for this Program

```

r = 0;
while (x > 0) {
  r = r + 3;
  x = x - 1
}

```



```

r = 0;
( assume(x>0);
  r = r + 3;
  x = x - 1 ) * ;
assume(x <= 0)

```

$$\left[\begin{array}{l} \text{assume}(x>0); \\ r = r + 3; \\ x = x - 1 \end{array} \right] = \llbracket B \rrbracket = \{ \dots \mid$$

$$\left. \begin{array}{l} x' = x - 1 \wedge \\ r' = r + 3 \wedge \\ x > 0 \end{array} \right\}$$

$$\llbracket B^* \rrbracket = \llbracket B \rrbracket^* = \bigcup_{k \geq 0} \llbracket B \rrbracket^k = \{ \dots \mid \begin{array}{l} r' = r + 3(x - x') \wedge \\ x' \geq 0 \wedge x - x' \geq 0 \end{array} \} \cup \dots$$

$$\left[\begin{array}{l} r = 0; \\ B^*; \\ \text{assume}(x \leq 0) \end{array} \right] = \{ \dots \mid \begin{array}{l} r' = 3(x - x') \wedge x' \geq 0 \wedge x - x' \geq 0 \\ x' \leq 0 \end{array} \} \cup \dots$$

$$= \{ \dots \mid r' = 3x \wedge x' = 0 \wedge x \geq 0 \} \cup \{ \dots \mid x < 0 \wedge x' = x \wedge r' = 0 \}$$

2) compute meaning of program pieces, from smaller to bigger

B

$$r' = r + 3 \ \&\&$$

$$x' = x - k \ \&\&$$

$$x > 0$$

B^k

$$r' = r + 3k \ \&\&$$

$$x' = x - k \ \&\&$$

$$x > 0 \ \&\& \ x - 1 > 0 \ \&\& \ \dots \ \&\& \ x - (k-1) > 0$$

i.e.

$$r' = r + 3k \ \&\&$$

$$x' = x - k \ \&\&$$

$$x - (k - 1) > 0$$

i.e. $x - k \geq 0$

B^*

$(s, s') \in B^* \iff \text{exists } k. (s, s') \in B^k$

B^* :

exists $k. k \geq 0 \ \&\&$

$$r' = r + 3k \ \&\&$$

$$x' = x - k \ \&\&$$

$$x - k \geq 0$$

i.e. by one-point rule:

$$r' = r + 3(x - x') \ \&\& \ x' \geq 0 \ \&\& \ x - x' \geq 0$$

and we must also add the diagonal

Havoc Statement

Havoc Statement

- Havoc statement is another useful declarative statement. It changes a given variable entirely arbitrarily: there will be one possible state for each possible value of integer variable.

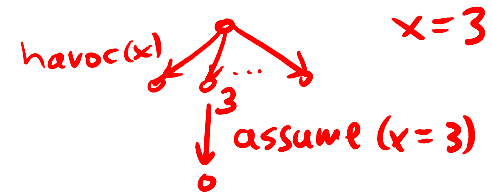
$$\text{havoc}(x) \\ \{(r, x), (r', x') \mid r' = r\}$$

$$\{(s, s') \mid \exists v. s' = s ("x" := v)\}$$

Expressing Assignment with Havoc+Assume

- We can prove that the following equality holds under certain conditions:

$$x = E \quad \text{is} \quad \text{havoc}(x); \text{assume}(x == E)$$



In other words, assigning a variable is the same as changing it arbitrarily and then assuming that it has the right value.

Under what condition does this equality hold?

Correctness as Relation Inclusion

program \rightarrow relation p

specification \rightarrow relation s

program meets specification:

$$p \subseteq s$$

example: $p = \{((r,x),(r',x')). r'=2x \ \&\& \ x'=0 \}$

$s = \{((r,x),(r',x')). x > 0 \rightarrow r' > x' \}$

then the above program p meets the specification s

because implication holds:

$$r'=2x \ \&\& \ x'=0 \rightarrow (x > 0 \rightarrow r' > x')$$

Normal form for Loop-Free Programs

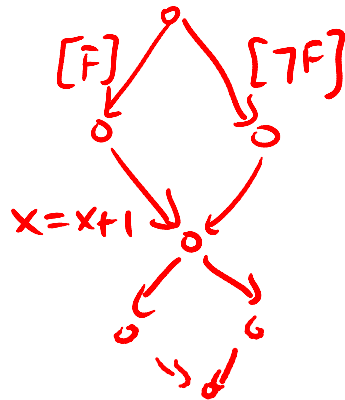
Lemma: Let P be a program without loops. Then for some natural number n ,

$$\llbracket P \rrbracket = \bigcup_{i=1}^n p_i$$

where each p_i is relation composition of

- relations for assignments
- diagonal relations $\Delta_{\text{"F"}}$

Prove this.



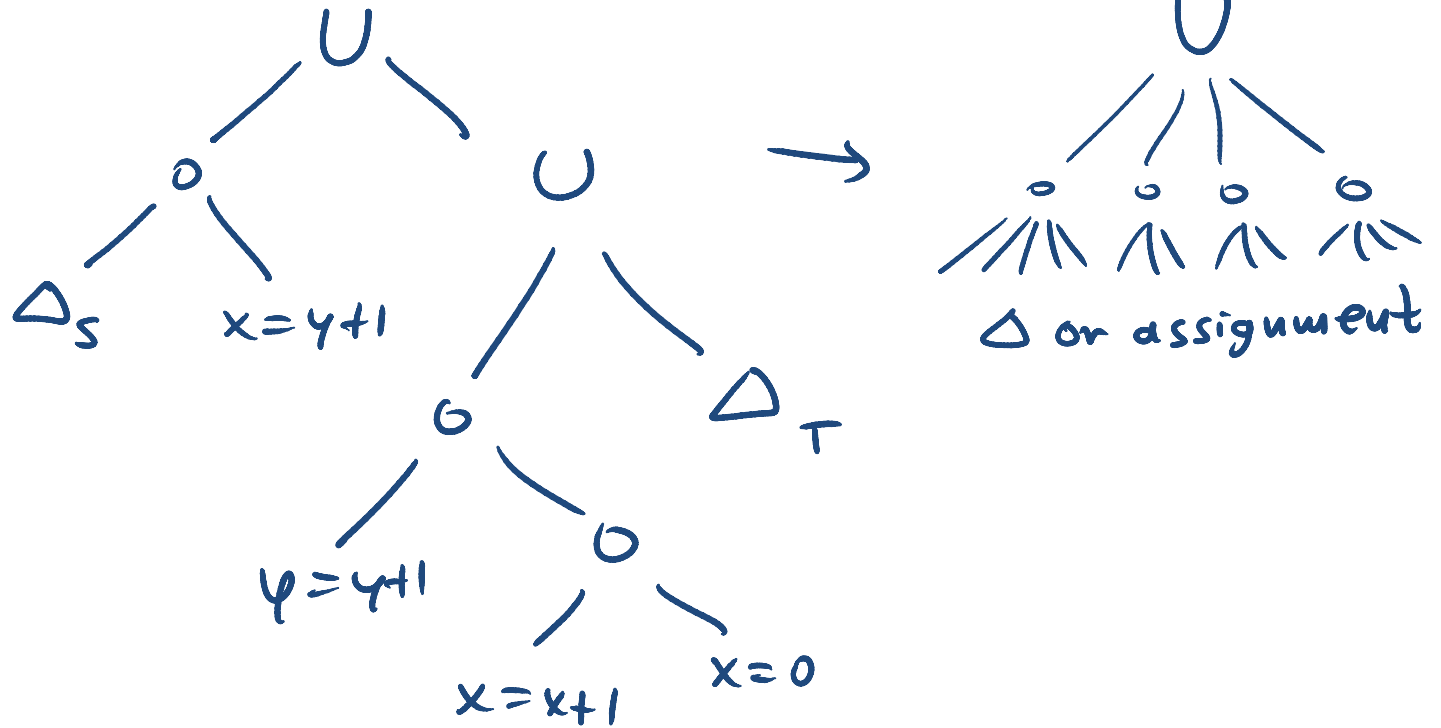
$$\Delta_S \circ \llbracket x = x + 1 \rrbracket \circ \Delta_T \circ \llbracket x = \perp \rrbracket \circ \llbracket y = \dots \rrbracket$$

$$\Delta_S, \llbracket x = E \rrbracket, \circ, U$$

move U to top level

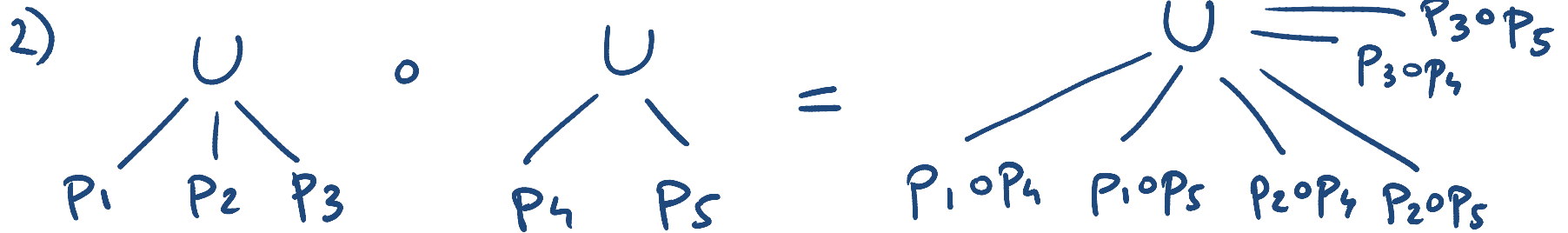
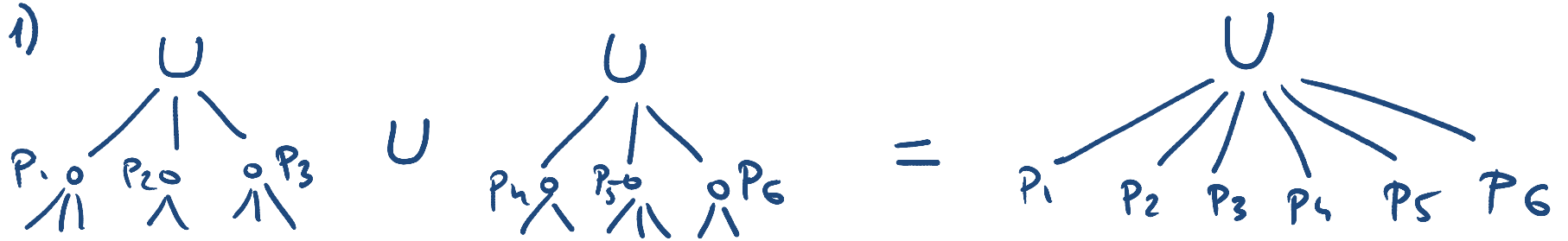
Proof

structural induction on program tree



base case: trivial

Inductive Case



$$(r \overset{n?}{U} s) \circ t = r \circ t \overset{n?}{U} s \circ t$$

$$r \circ (P \overset{n?}{U} Q) = r \circ P \overset{n?}{U} r \circ Q$$

A Hoare Logic Proof

```
//{0 <= y}
i = y;
//{0 <= y & i = y}
r = 0;
//{0 <= y & i = y & r = 0}
while //{r = (y-i)*x & 0 <= i}
  (i > 0) (
    //{r = (y-i)*x & 0 < i}
    r = r + x;
    //{r = (y-i+1)*x & 0 < i}
    i = i - 1
    //{r = (y-i)*x & 0 <= i}
  )
//{r = x * y}
```

$\{ r = (y-i)*x \wedge 0 < i \}$

$r = r + x$

$\{ r = (y-i+1)*x \wedge 0 < i \}$

Hoare Logic

- see wiki