CS 292C Computer-Aided Reasoning for Software

Lecture 12: Reasoning about Programs using Hoare Logic II

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Summary of previous lecture

- 2nd homework is due now
- Reasoning about (partial) correctness with Hoare Logic

Simple Imperative Programming Language

Expression E

• $Z | V | E_1 + E_2 | E_1 * E_2$

Conditional C

True | False | $E_1 = E_2 | E_1 \le E_2$

Statement S

• skip (Skip)

• abort. (Abort)

V := E (Assignment)

• $S_1; S_2$. (Composition)

• if C then S₁ else S₂ (If)

• while C do S (While)

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A minimalist programming language for demonstrating key features of Hoare logic.

Hoare logic rules

$$\vdash$$
 {P} Skip {P}

$$\vdash \{Q[E/x]\} x := E\{Q\}$$

$$\frac{\vdash \{P_I\} \ S \ \{Q_I\} \ P \Rightarrow P_I \ Q_I \Rightarrow Q}{\vdash \{P\} \ S \ \{Q\}}$$

$$\frac{\vdash \{P\} \ S_1 \ \{R\} \ \vdash \{R\} \ S_2 \ \{Q\}}{\vdash \{P\} \ S_1; S_2 \ \{Q\}}$$

$$\vdash \{P \land C\} \ S_1 \ \{Q\}$$

$$\vdash \{P \land \neg C\} S_2 \{Q\}$$

 $\vdash \{P\}$ if C then S_1 else S_2 $\{Q\}$

$$\vdash \{I \land C\} \ S \ \{I\}$$

 $\vdash \{I\}$ while C do $S\{I \land \neg C\}$

Outline of this lecture

- Loop invariant
- Automating Hoare logic with verification condition (VC)
- A brief introduction about the Dafny tool

Proof rule for loop

- A loop invariant I has following properties:
 - I holds before the loop
 - I holds after each iteration of the loop

- Suppose I is a loop invariant for this loop. What is guaranteed to hold after loop terminates?
- This rule simply says "If I is a loop invariant, then I ∧ ¬C must hold after loop terminates"

Proof rule for loop

Consider the statement S= while x<n do x=x+1

Let's prove validity of $\{x \le n\}$ $S\{x \ge n\}$

What is the appropriate loop invariant?

First, let's prove $x \le n$ is loop invariant. What do we need to show?

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Invariant vs. Inductive Invariant

- Suppose I is a loop invariant for "while C do S"
- Does it always satisfy $\{I \land C\} S \{I\}$?
- Consider $I = j \ge 1$ and the code:

```
i:=1; j:=1; while i < n do {j:=j+i; i:=i+1}
```

- Strengthened invariant $j \ge 1 \land i \ge 1$
- Key challenge in verification is finding inductive loop invariants

```
\{x \le n\} // precondition

while (x < n) do

\{x \le n \land x < n\} // loop invariant

x := x + 1

\{x = n\} // postcondition
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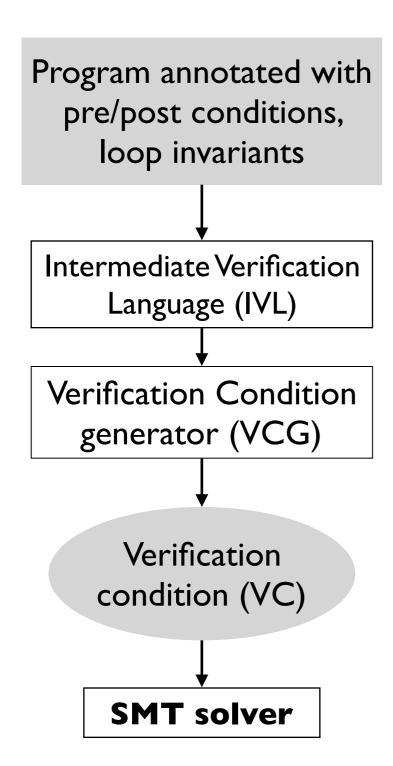
x := x + 1

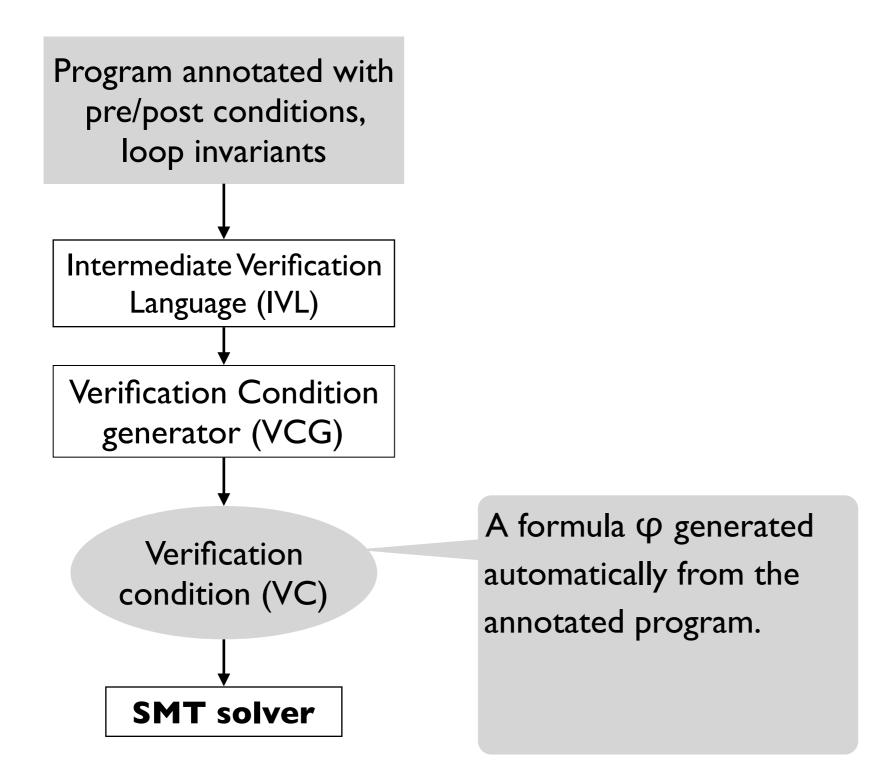
\{x = n\} // postcondition
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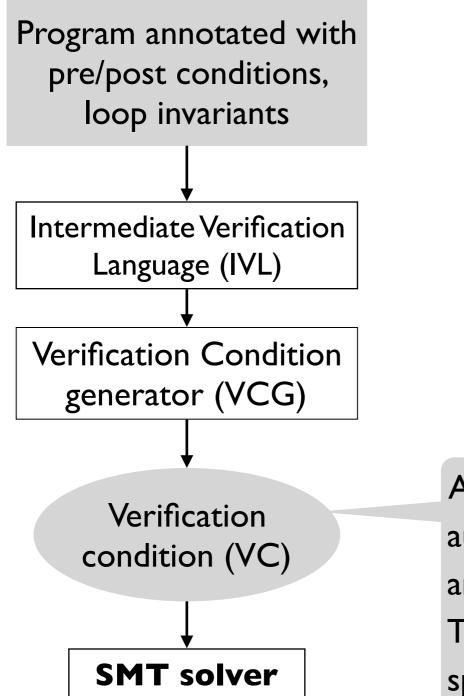
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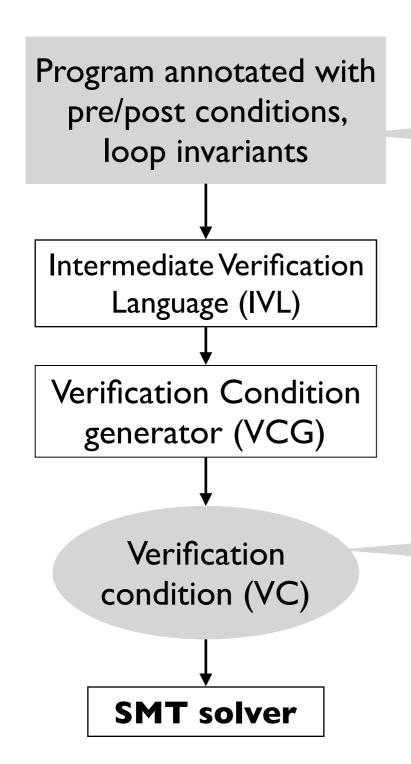
- When to apply the rule of consequence?
- What loop invariants to use?

We can automate much of the proof process with **verification condition generation!**But loop invariants still need to be provided...

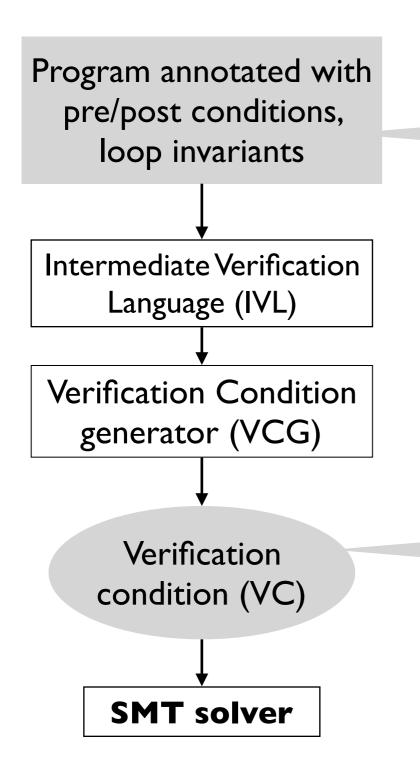






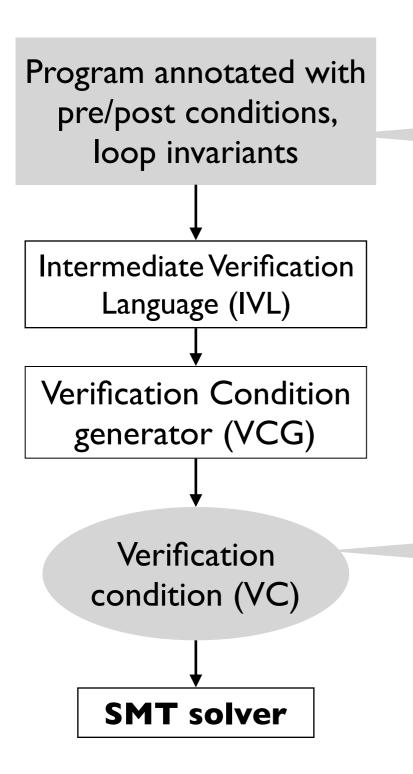


Forwards computation:



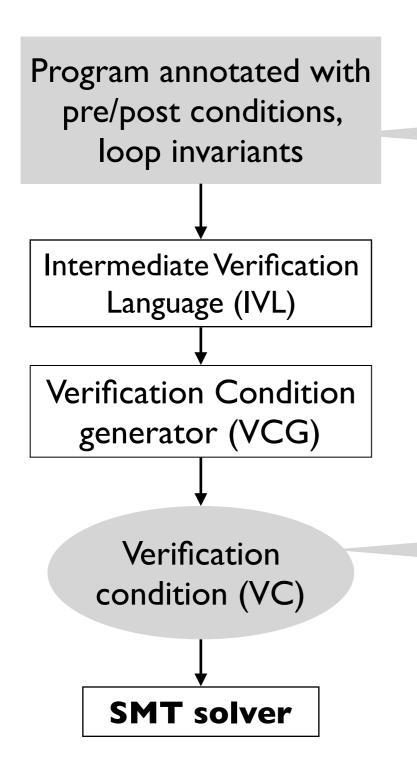
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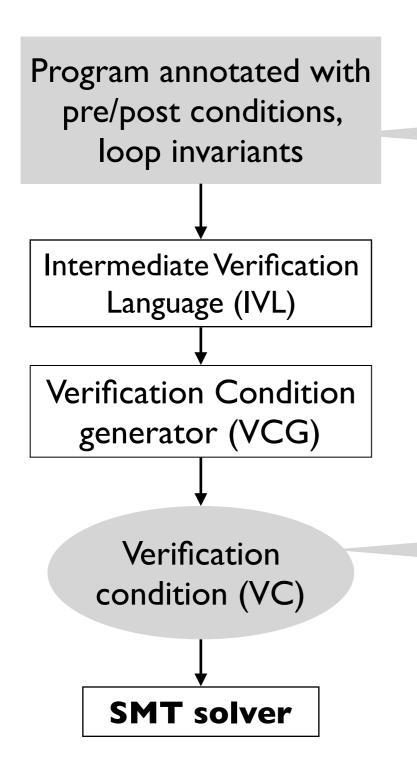
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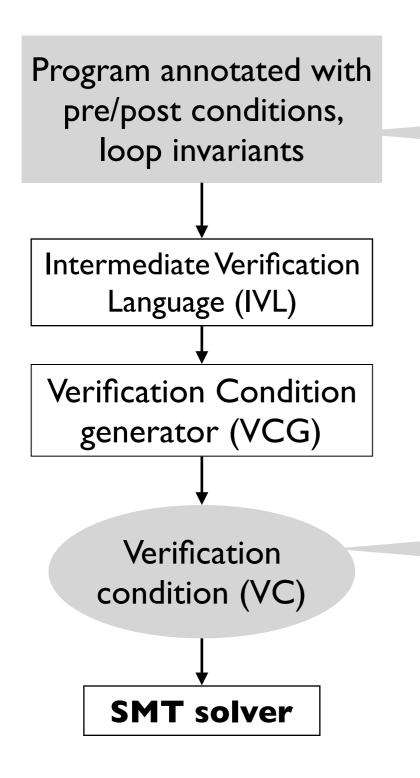


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Backwards computation:

- Starting from the postcondition, generate formulas to prove the precondition.
- Based on computing weakest preconditions (wp).

• sp (S, P)

 The strongest predicate that holds for states produced by executing S on a state satisfying P.

• wp (S, Q)

 The weakest predicate that guarantees Q will hold for states produced by executing S on a state satisfying that predicate.

• {P} S {Q} is valid if

• $P \Rightarrow wp(S, Q) \text{ or } sp(S, P) \Rightarrow Q$

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VC generation with WP

wp (S, Q)

- wp(skip, Q) = Q
- wp(abort, Q) = true
- $wp(assert C,Q) = C \wedge Q$
- wp(assume C,Q) = $C \rightarrow Q$
- wp(havoc x,Q) = \forall x .Q
- wp(x := E, Q) = Q[E / x]
- $wp(S_1; S_2, Q) = wp(S_1, wp(S_2, Q))$
- wp(if C then S_I else S₂,Q) = (C \rightarrow wp(S_I,Q)) \land (\neg C \rightarrow wp(S₂,Q))
- wp(while C {I} do S, Q) = ?

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 - $I \land C \Rightarrow awp(S,I) \land VC(S,I)$

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- Putting this together, verification condition for a while loop
 S=while C do{I} S is:
 - $VC(S,Q) = (I \land C \Rightarrow awp(S,I) \land VC(S,I)) \land (I \land \neg C \Rightarrow Q)$

Verifying a Hoare triple

Verifying a Hoare triple

Theorem: {P} S {Q} is valid if the following formula is valid:

 $P \rightarrow wp(S_{IVL}, Q)$

TODOs by next lecture

- No class on Monday
- The last reading review will be out
- Start to work on your final report/project! (40%)