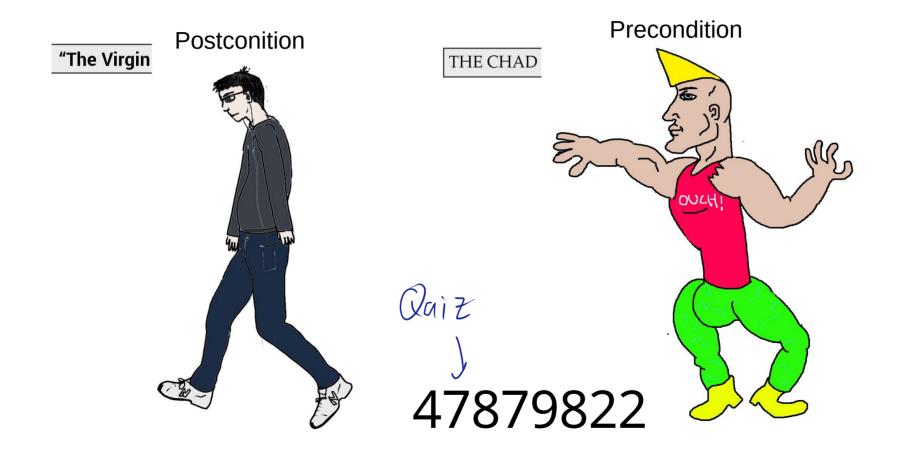
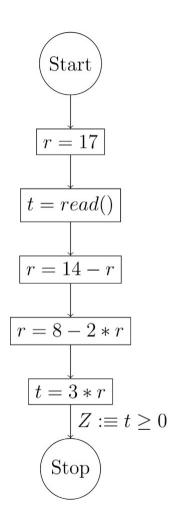
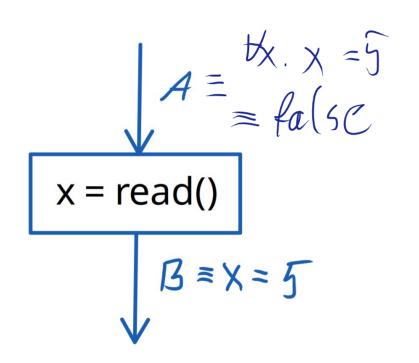
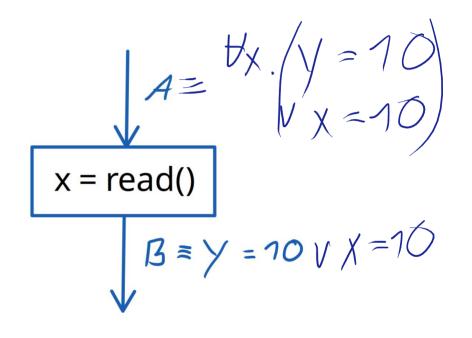
## Week 2: Weakest Preconditions

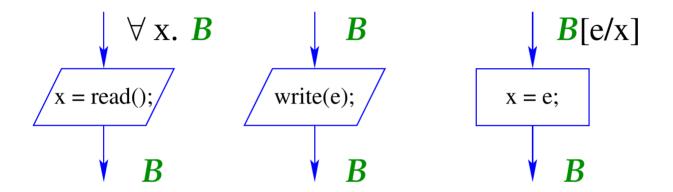




$$\begin{array}{c|c}
 & 3 \\
\hline
 & 1 \\
\hline
 & 20 \\
\hline
 & 1 \\
\hline
 & 20 \\
\hline
 & 1 \\
\hline
 & 20 \\
\hline$$





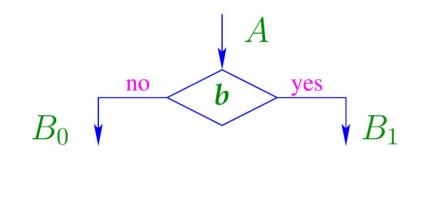


$$\mathbf{WP}[\![;]\!](B) \equiv B$$

$$\mathbf{WP}[\![x = e;]\!](B) \equiv B[e/x]$$

$$\mathbf{WP}[\![x = read();]\!](B) \equiv \forall x. B$$

$$\mathbf{WP}[\![write(e);]\!](B) \equiv B$$



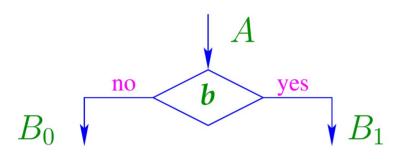
$$A = (B_1 16) V (B_0 176)$$

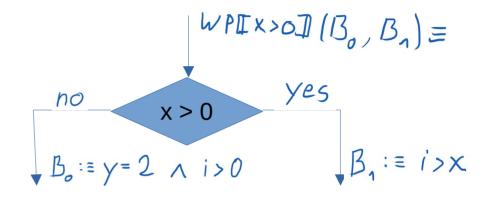
$$= (6 - 3 B_1) 1 (16 - 3 B_0)$$

MPEXSOD 
$$(B_0, B_n) = A$$

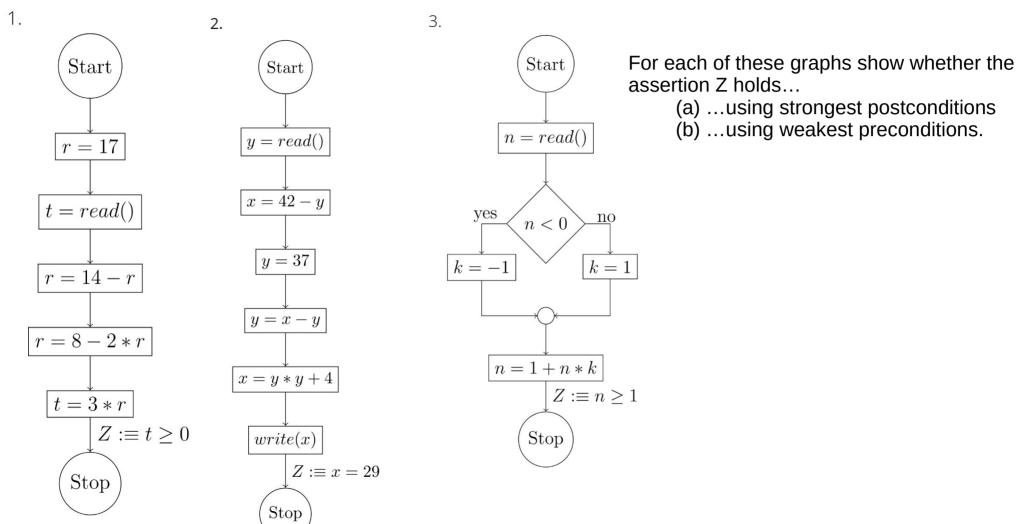
yes

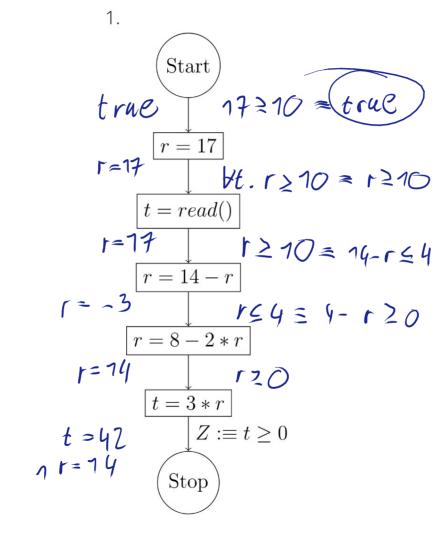
 $B_0 := y = 2 \land i > 0$ 
 $A = (X > 0 =) i > X$ 
 $A = (X > 0 =) (Y = 2 \land i > 0)$ 
 $A = (X + 0) = 0$ 



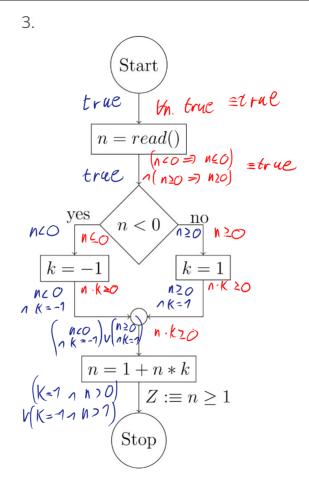


$$\mathbf{WP}\llbracket b \rrbracket (B_0, B_1) \equiv ((\neg b) \Rightarrow B_0) \land (b \Rightarrow B_1)$$
  
$$\equiv (\neg b \land B_0) \lor (b \land B_1)$$





Start trac  $\forall y. \ y = 0 \ v \ y = 10 = fe(4e)$ trac  $(5-y)^2 = 25 = y = 0 \ v \ y = 10$ x = 42 - y x = 42 - y y = 37 y = 37 y = x - y y = x - y y = x - y y = x - yx = y \* y + 4 x = y \* y + 4 x = 29 write(x)  $x = y^{2} + 4$   $Z :\equiv x = 29$ Stop



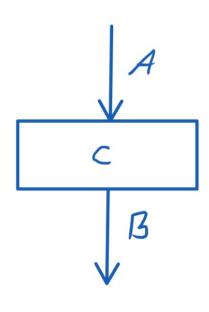
# **Local Consistency**

$$A := X = 10 \Rightarrow X < 25$$

$$x = 2 * x;$$

$$A = X = 20 \Rightarrow B := X < 50$$

# **Local Consistency**



A, B und c sind Locally Consistent, falls eine der folgenden Aussagen gilt:

1) 
$$A \Rightarrow WPICI(B)$$
  
2)  $SPICI(A) \Rightarrow B$ 

Beachte: 1) und 2) sind gleichbedeutend

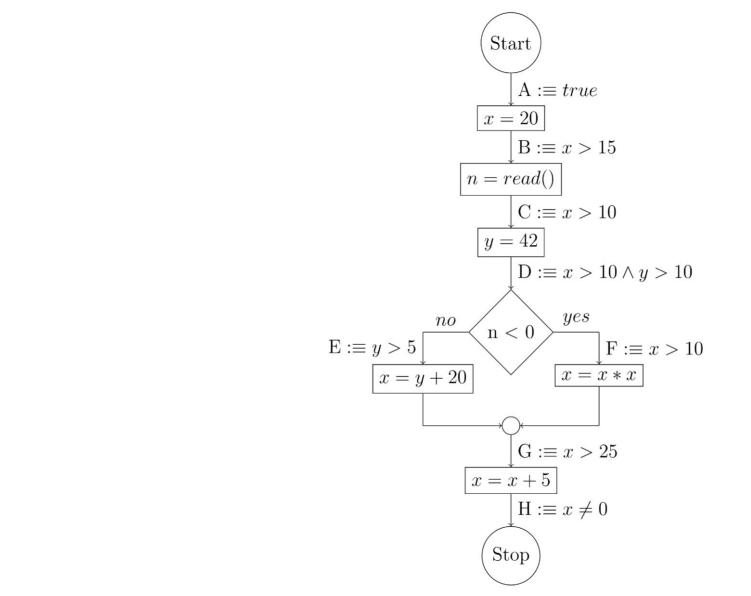
#### Start $A :\equiv true$ x = 20 $B :\equiv x > 15$ n = read() $C :\equiv x > 10$ y = 42 $D :\equiv x > 10 \land y > 10$ yesn < 0x = y + 20 $G := x > 25 \implies x \not= -5$ x = x + 5 $H :\equiv x \neq 0$

Stop

 $E :\equiv y > 5$ 

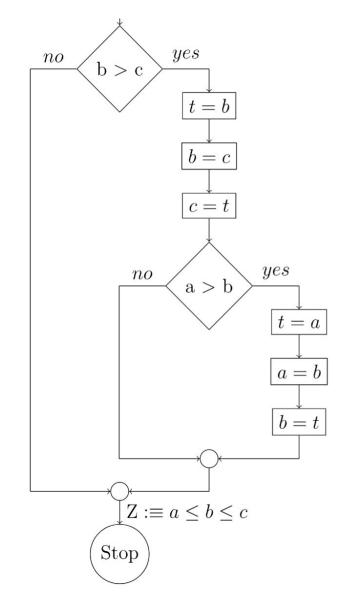
## Week 02 Tutorial 02 Local Consistency

Check whether the annotated assertions prove that the program computes an x = 0 and discuss why this is the case.

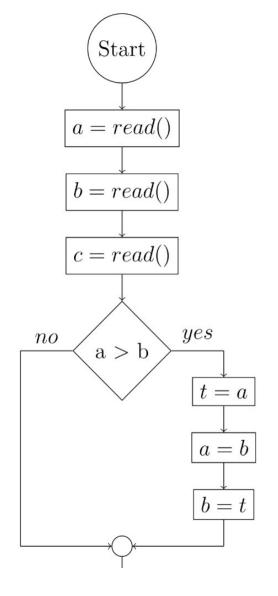


# Local Consistency

Week 02 Tutorial 02



#### Week 02 Tutorial 03 — Trouble Sort



#### Week 02 Tutorial 03 — Trouble Sort