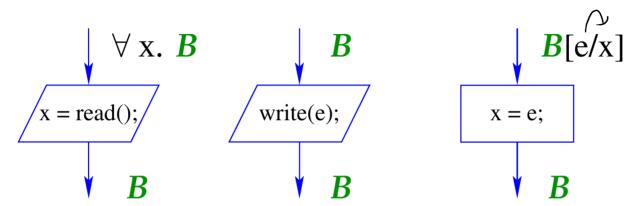


#### Week 03 Tutorial 01 — MiniJava 2.0



#### Week 03 Tutorial 01 — MiniJava 2.0

```
1. rand x:
```

Assigns a random value to variable x,

2.  $x = either e_0, \ldots, e_k$ :

Assigns one of the values of the expressions  $e_0, \ldots, e_k$  to variable x non-deterministically,

3. x = e in a, b:

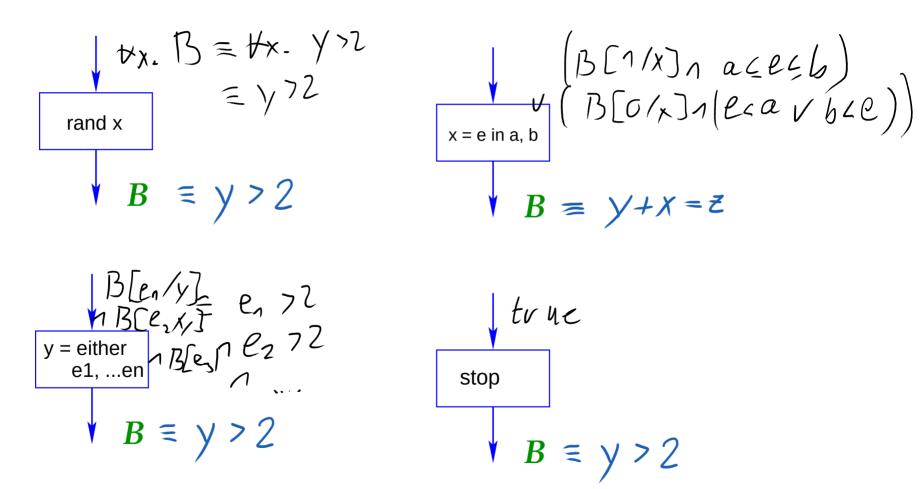
Assigns the value 1 to variable x, if the value of expression e is in the range [a,b] and 0 if e is not in the range or the range is empty (a>b),

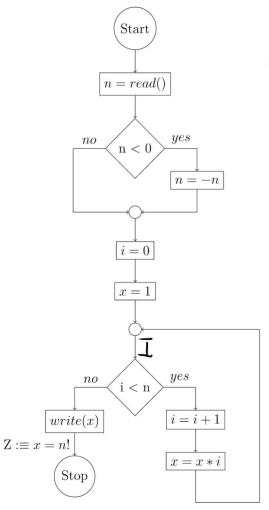
4. stop:

Immediately stops the program.

Define the weakest precondition operator  $\mathbf{WP}[\![\ldots]\!](B)$  for each of these statements.

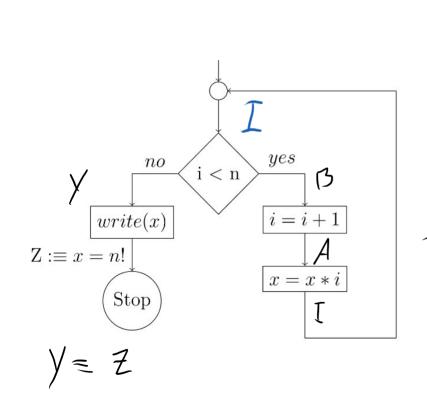
#### Week 03 Tutorial 01 — MiniJava 2.0





- 1. Discuss the problem that arises when computing weakest preconditions to prove Z.
- 2. How can you use weakest preconditions to prove  $oldsymbol{Z}$  anyway?





$$I:= X=0$$

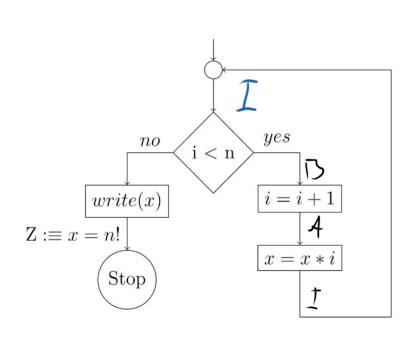
$$A:=WP[x=x\cdot i](xz0)=X\cdot iz0$$

$$B:= X(i+1)\geq 0$$

$$In ich \Rightarrow B$$

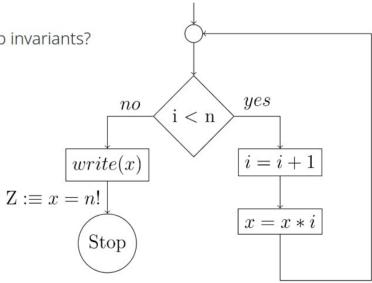
$$X = Z(i+1)\geq 0$$

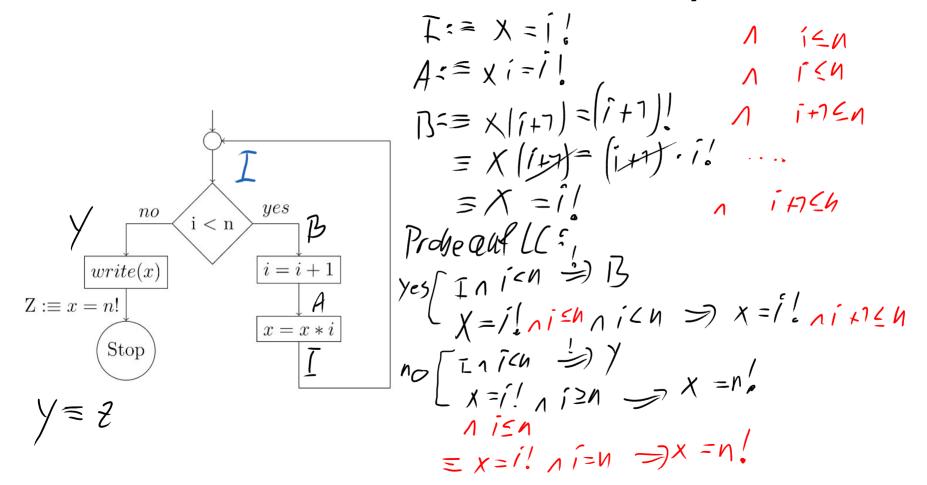
$$X = Z(i+1)\geq 0$$

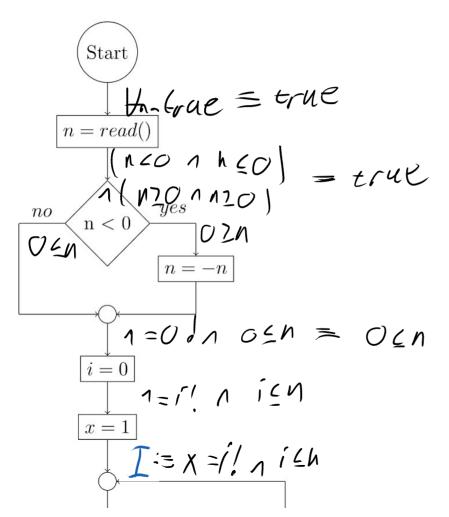


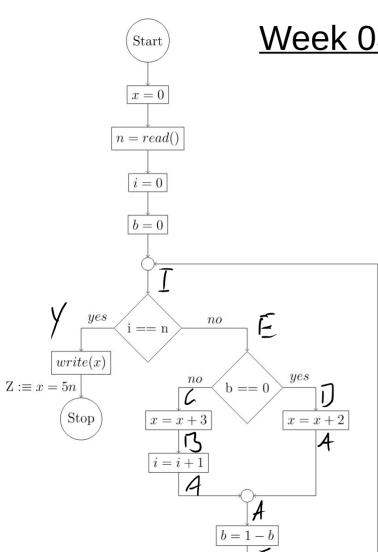
I:= 
$$i=0$$
  $\wedge$   $X=1$   $\wedge$   $n=0$ 
 $A:=\int_{0}^{\infty} (-1) A = 0$ 
 $A:=\int_{0}^{\infty} (-1) A = 0$ 

- $\circ$  a) How has a useful loop invariant be related to Z?
- o b) What happens if the loop invariant is chosen too strong?
- o c) What happens if the loop invariant is chosen too weak?
- o d) Can you give a meaningful lower and upper bound for useful loop invariants?









#### Week 03 Tutorial 03 — Two b, or Not Two b

#### <u>Week 03 Tutorial 03 — Two b, or Not Two b</u>

