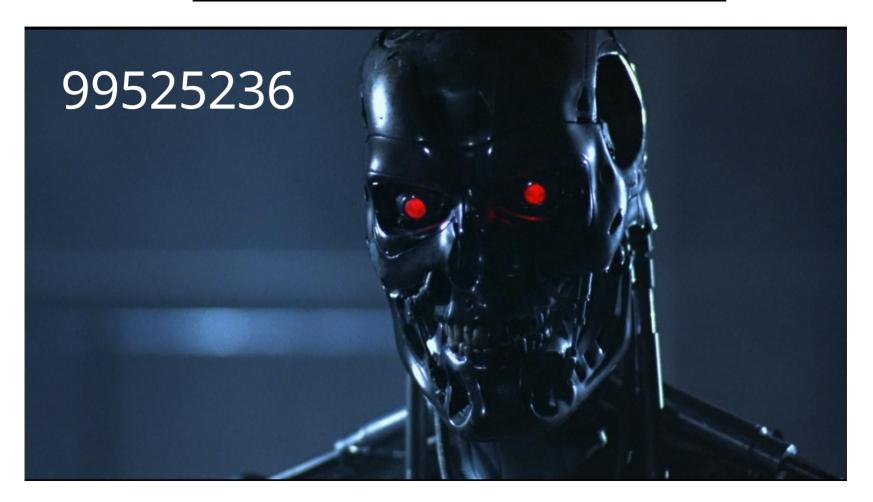
Week 4: Termination



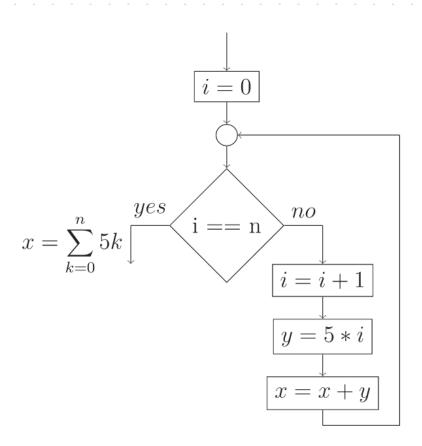
Local Consistency revisited

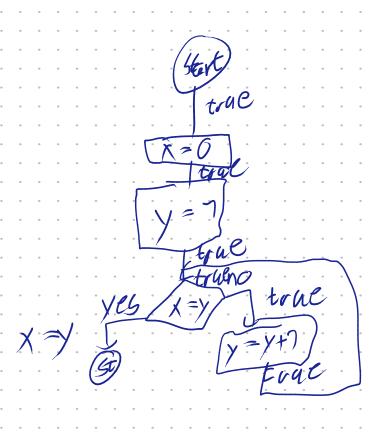
$$x = 7$$

$$A = 100 \land 2 = -3$$

$$x = x*x + y$$

$$B = x > 20 \land x*$$





Idea

- Make sure that each loop is executed only finitely often ...
- For each loop, identify an indicator value r, that has two properties
 - (1) r > 0 whenever the loop is entered;
 - (2) r is decreased during every iteration of the loop.
- Transform the program in a way that, alongside ordinary program execution, the indicator value r is computed.
- Verify that properties (1) and (2) hold!

General Method

- For every occurring loop while (b) s we introduce a fresh variable r.
- Then we transform the loop into:

```
r = e0;

while(b) {

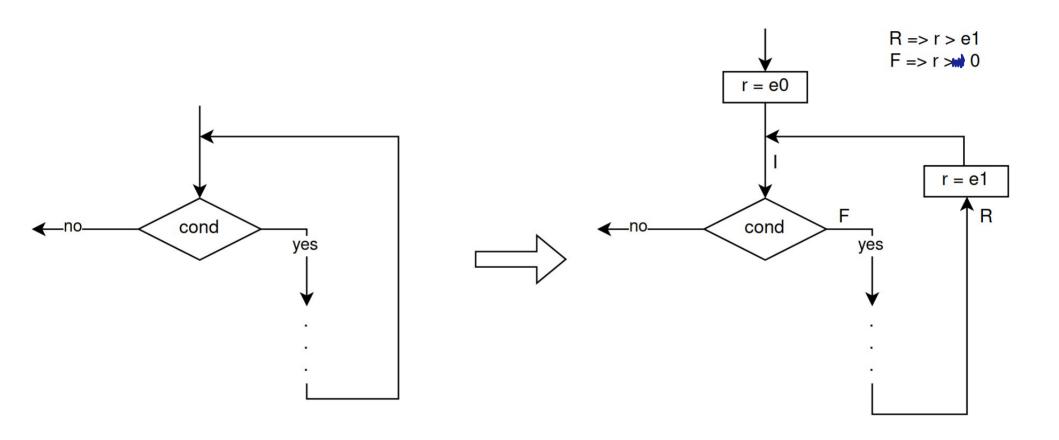
assert(r > 0);

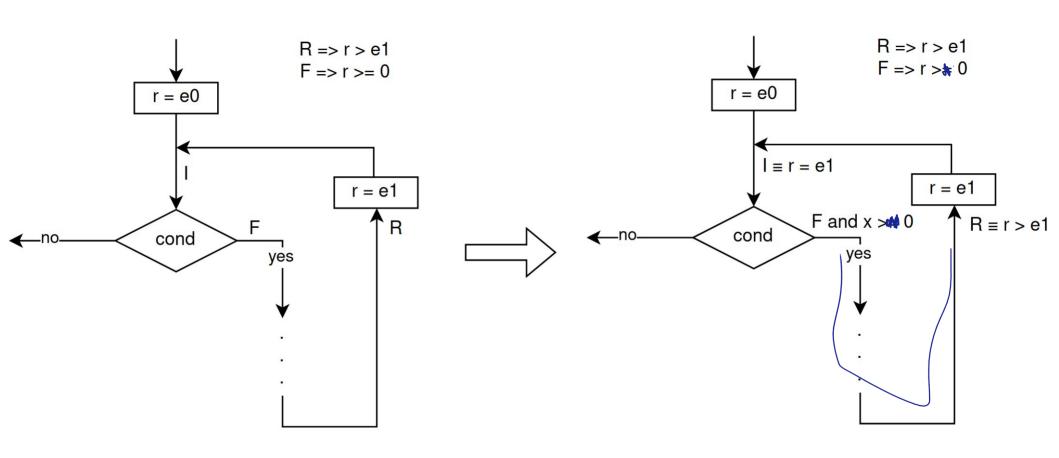
s;

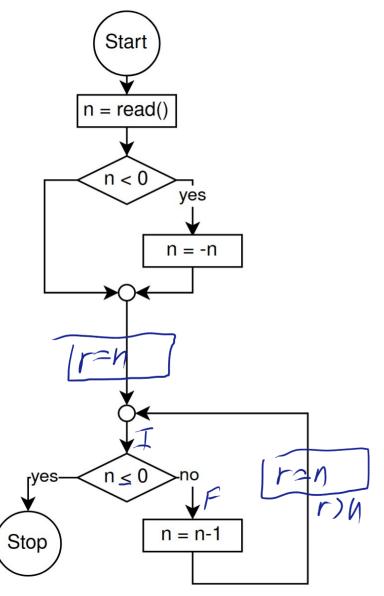
(assert(r > e1);

r = e1;
```

for suitable expressions e0, e1.

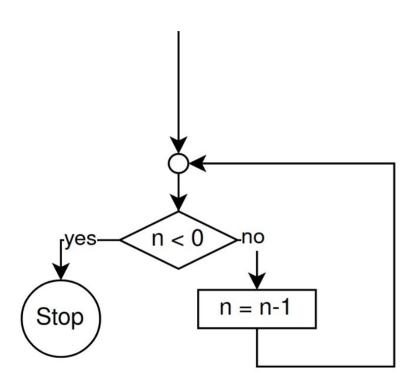




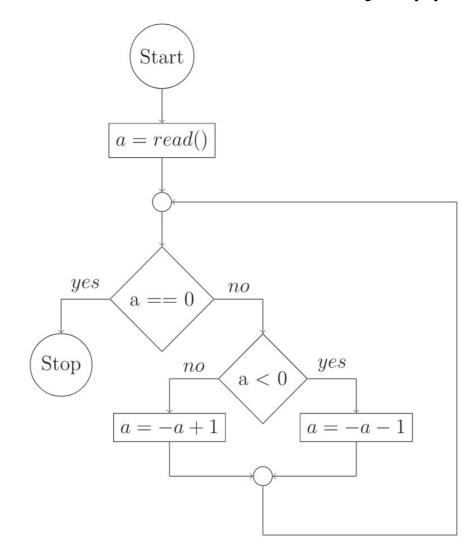


$$1 \ge r = N$$

$$F \ge r > h-1 \quad 1 \quad r > 0$$



Week 04 Tutorial 03 — A Wavy Approach



Week 04 Tutorial 03 — A Wavy Approach
$$\downarrow = r = a^{2}$$

$$\downarrow = r = a^{2}$$

$$\downarrow = r = a^{2}$$

$$\downarrow = r > a^{2}$$

$$\downarrow = r > a^{2}$$

$$\downarrow = r > (1-a)^{2} = a$$

$$\downarrow = r > (-a-1)^{2} = a$$

$$\downarrow = r > (-a-1)^{2} = a$$

$$\downarrow = r > (-a-1)^{2} = a$$

tract

$$I = r = a^{2}$$

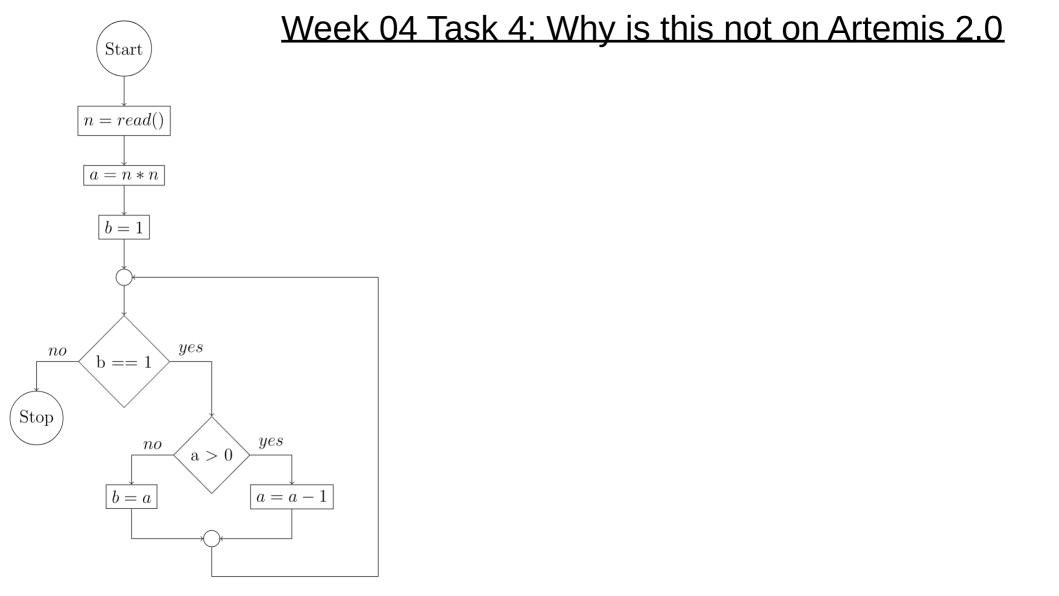
$$R = r > a^{2}$$

$$A = r > (1-a)^{2} = a^{2} - 2a + 1$$

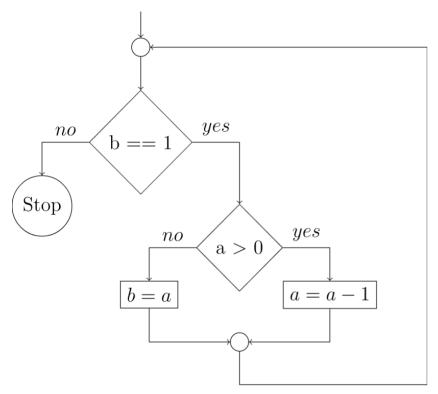
$$B = r > (-a-1)^{2} = a^{2} + 2a + 1$$

$$F = (a > 0 \Rightarrow r > a^{2} - 2a + 1) \land r > 0$$

$$1(a < 0 \Rightarrow r > a^{2} + 2a + 1) \land r > 0$$



Week 04 Task 4: Why is this not on Artemis 2.0



$$T = a + b$$

$$I = r = a + b \quad n \quad a \ge 0$$