# **Assignment 2**

## COS30023 - Languages in Software Development

Daniel Parker - 971328X

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# 1. Problem 1

## 1.1. Hoare Triple

#### 1.2. Rules

$$\mathbf{C} = {}^{\mathrm{def}} \mathbf{C}.\mathbf{Target} := \mathbf{C}.\mathbf{Source} : \frac{true}{\{Q[C.Target\ C.Source]\}C\{Q\}}$$

$$\mathbf{C} = ^{\mathrm{def}} \mathbf{C}_1; \, \mathbf{C}_2: \frac{ \{P\} C_1 \{R\} \quad \{R\} C_2 \{Q\} }{ \{P\} C_1; C_2 \{Q\} }$$

## 1.3. Proof

$$\frac{\{a>4,b=7\}x:=b\{R\}\quad \{R\}y:=a\{a>4,b=7,x=7,y>4\}}{\{a>4,b=7\}x:=b;y:=a;\{a>4,b=7,x=7,y>4\}}$$

$${R}C_2: y := a; {a > 4, b = 7, x = 7, y > 4}$$

$$\begin{split} \{R\} &= \{a > 4, b = 7, x = 7, y > 4\}[y \backslash a] \\ &= \{a > 4, b = 7, x = 7, a > 4\} \\ &= \{a > 4, b = 7, x = 7, \frac{a > 4}\} \\ \{R\} &= \{a > 4, b = 7, x = 7\} \end{split}$$

$$\{a > 4, b = 7\}C_1 : x := b; \{R : a > 4, b = 7, x = 7\}$$

$$\{a > 4, b = 7\} = \{a > 4, b = 7, x = 7\}[x \setminus b]$$

$$= \{a > 4, b = 7, b = 7\}$$

$$= \{a > 4, b = 7, b = 7\}$$

$$\{a > 4, b = 7\} = \{a > 4, b = 7\}$$

## 2. Problem 2

## 2.1. Hoare Triple

```
{true}
  if x < 0 then val := -x; else val := x;
{val = abs(x)}</pre>
```

#### 2.2. Rules

$$\mathbf{C} = ^{\mathrm{def}} \text{ if C.Test then C.Then else C.Else} : \frac{ \{P \land C.Test\}C.Then\{Q\} - \{P \land \neg C.Test\}C.Else\{Q\} - \{P\}C\{Q\} \} }{ \{P\}C\{Q\} }$$

$$P \Rightarrow P'$$
  $\{P'\}C\{Q'\}$   $Q' \Rightarrow Q$   $\{P\}C\{Q\}$ 

#### 2.3. Proof

## 2.3.1. Premise 1

$$x < 0 \Rightarrow -x = abs(x)$$

$$\{-x = abs(x)\} val := -x; \{val = abs(x)\}$$

$$\{x < 0\} val := -x; \{val = abs(x)\}$$

#### 2.3.2. Premise 2

$$x \ge 0 \Rightarrow x = abs(x)$$

$$\{x = abs(x)\} val := x; \{val = abs(x)\}$$

$$\{x \ge 0\} val := x; \{val = abs(x)\}$$

## 2.3.3. Full Proof

 $\{true\}\ if\ x<0\ then\ val:=-x;\ else\ val:=x;\{val=abs(x)\}$