# Program Reasoning

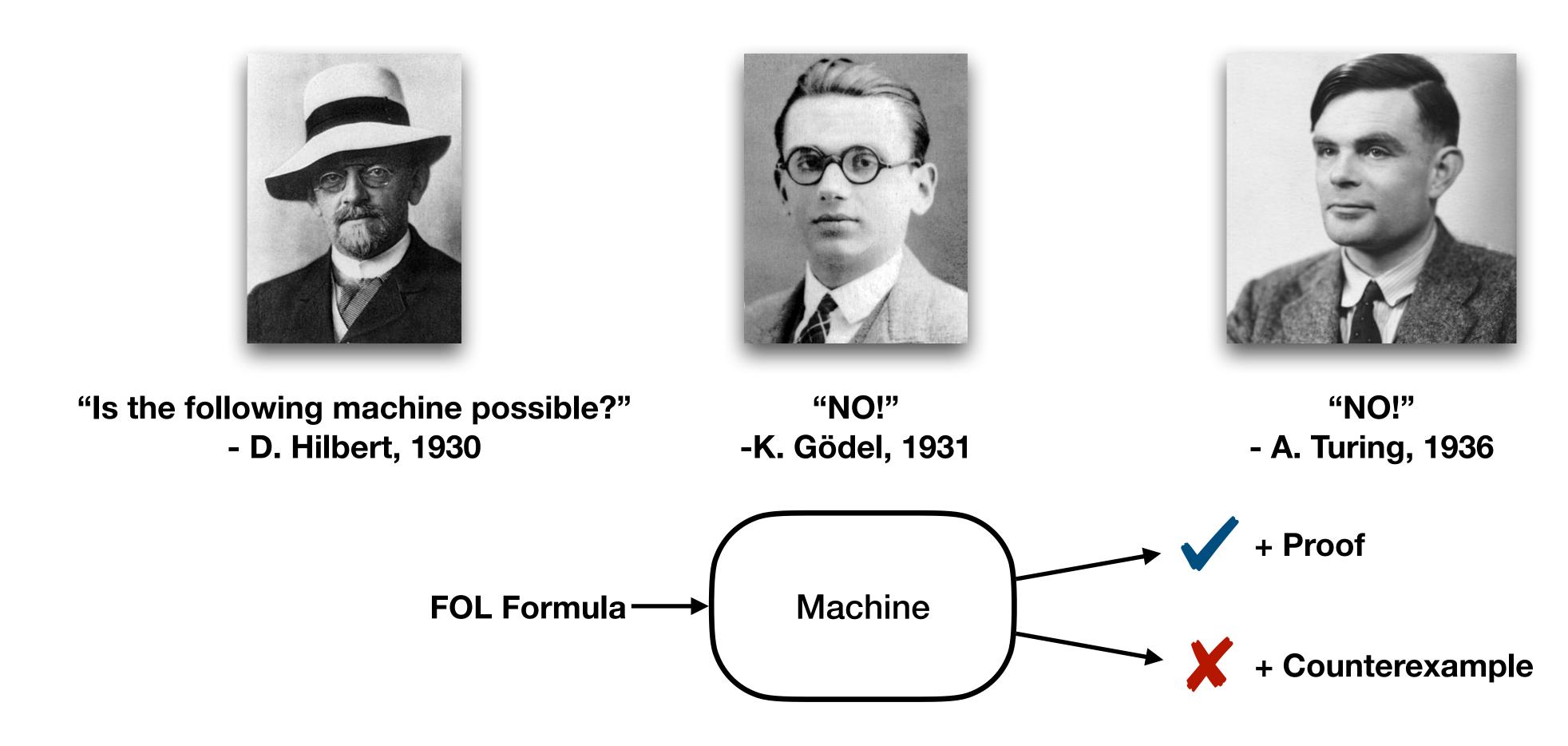
7. Hoare Logic

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# The Story So Far

Mechanization of logic and mathematics



# Never Ending Story

Reasoning about programs



"How to check a program is correct?"
- A. Turing, 1949



"Hoare Logic"
- T. Hoare, 1969

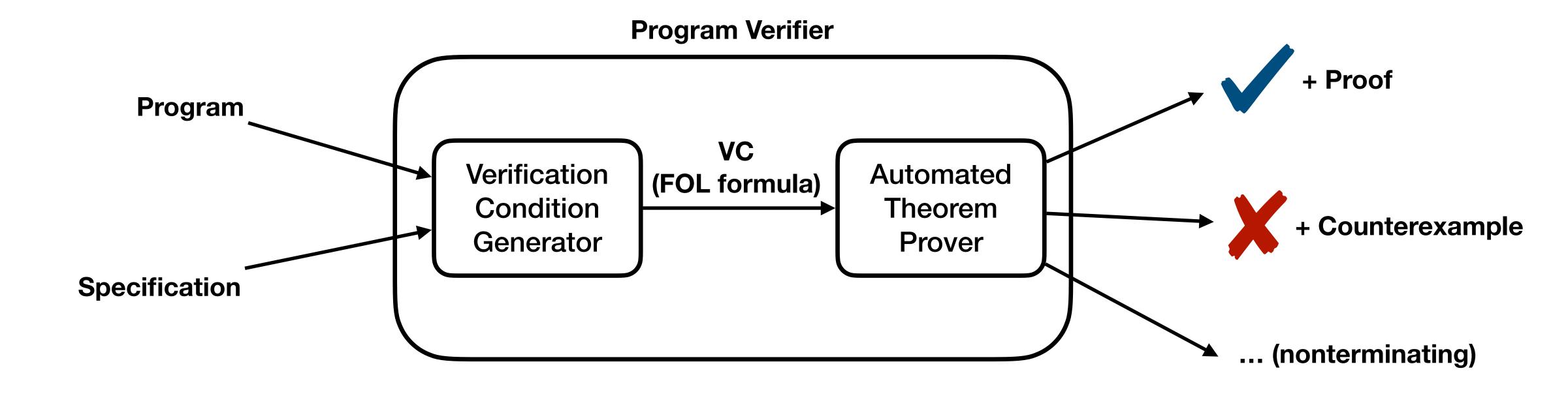


"Weakest Precondition Calculus" - E. Dijkstra, 1975

# Program Verification

- Specifying and proving properties of programs
- Specification: precise statement of properties that a program should exhibit in FOL
- Partial correctness properties: certain states cannot ever occur during the execution
  - "Bad things never happen" (e.g., integer overflow, buffer overflow, deadlock, etc)
  - Proof by inductive assertion method
- Total correctness properties: certain states are eventually reached during the execution
  - "Good things will eventually happen" (e.g., termination, fairness)
  - Proof by ranking function method

#### Overview



# Specification

- Typically embedded into program text as program annotations
- An annotation is a FOL formula  ${\cal F}$
- ullet An annotation F at location L asserts that F is true whenever program control reaches L
- Three types of annotations:
  - Function specification
  - Loop invariant
  - Assertion

# Function Specification

- A pair of annotations: precondition and postcondition
- Precondition (전제조건): a formula whose free variables include only the formal parameters
  - "What should be true upon entering the function?"
- Postcondition (사후조건): a formula whose free variables include only the formal parameters and the return value
  - "What is the relationship between the input and output?"

### Example: Linear Search

What would be the pre and post conditions?

```
@pre: 0 \le l \land u < |a|
@post: rv \leftrightarrow \exists i.l \le i \le u \land a[i] = e
bool LinearSearch(int[] a, int l, int u, int e) {
   for (int i := l; i <= u; i := i + 1) {
      if (a[i] = e) return true;
   }
   return false;
}</pre>
```

- BTW, is this nontrivial precondition (a formula other than T) is always acceptable?
  - In terms of the software engineering practice (e.g., public API)

## Example: More Robust Linear Search

What would be the pre and post conditions?

```
@pre: T
@post: rv \leftrightarrow \exists i.0 \le l \le i \le u < |a| \land a[i] = e
bool LinearSearch(int[] a, int l, int u, int e) {
   if (l < 0 \/ u >= |a|) return false;
   for (int i := l; i <= u; i := i + 1) {
      if (a[i] = e) return true;
   }
   return false;
}</pre>
```

# Example: Binary Search

What would be the pre and post conditions?

```
@pre: 0 \le l \land u < |a| \land sorted(a, l, u)
@post: rv \leftrightarrow \exists i . l \le i \le u \land a[i] = e
bool BinarySearch(int[] a, int l, int u, int e) {
   if (l > u) return false;
   int m := (l + u) / 2;
   if (a[m] = e) return true;
   else if (a[m] < e) return BinarySearch(a, m + 1, u, e)
   else return BinarySearch(a, l, m - 1, e)
}</pre>
```

The sorted predicate is defined in the combined theory of integers and arrays:

$$sorted(a, l, u) \iff \forall i, j . l \le i \le j \le u \rightarrow a[i] \le a[j]$$

#### Example: Bubble Sort

What would be the pre and post conditions?

```
@pre: ⊤
@post: sorted(rv, 0, |rv| - 1)
bool BubbleSort(int[] a0) {
  int a[] := a0;
  for (int i := |a| - 1; i > 0; i := i - 1) {
    for (int j := 0; j < i; j := j + 1) {
      if (a[j] > a[j + 1]) {
        int t := a[j];
        a[j] := a[j + 1];
        a[j + 1] := t;
                                                                Enough?
  return a;
```

### Loop Invariants

Each loop has an annotation called loop invariant

```
while @F (\langle condition \rangle) \{ \langle body \rangle \}
```

- ullet The assertion F must hold at the beginning of every iteration
  - $F \land \langle condition \rangle$  holds on entering the body
  - $F \land \neg \langle condition \rangle$  holds when exiting the loop
- Why are loop invariants needed?

### Example: Linear Search

What would be the loop invariant?

```
@pre: 0 \le l \land u < |a|
@post: rv \leftrightarrow \exists i . l \le i \le u \land a[i] = e

bool LinearSearch(int[] a, int l, int u, int e) {
   int i := l;
   while
     @L : l \le i \land (\forall j . l \le j < i \rightarrow a[j] \ne e)
     (i <= u) {
     if (a[i] = e) return true;
     i := i + 1;
   }
   return false;
}</pre>
```

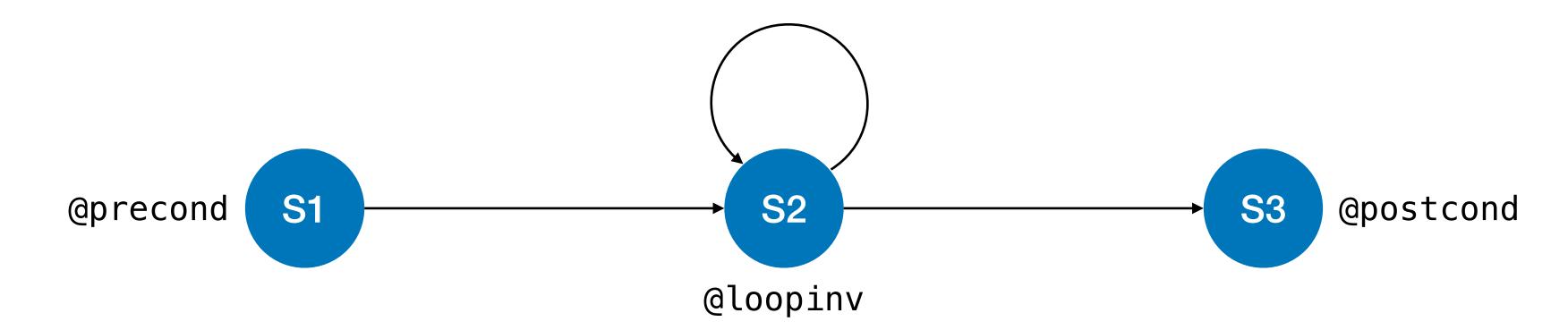
#### Assertions

- Allows programmers to provide a formal comment
- Runtime assertions: a special class of assertions
  - E.g., division by 0, null dereference, etc
- Example: linear search with runtime assertions

```
bool LinearSearch(int[] a, int l, int u, int e) {
   int i := l;
   while (i <= u) {
     @ 0 \leq i < |a|
        if (a[i] = e) return true;
        i := i + 1;
     }
     return false;
}</pre>
```

#### Inductive Assertion Method

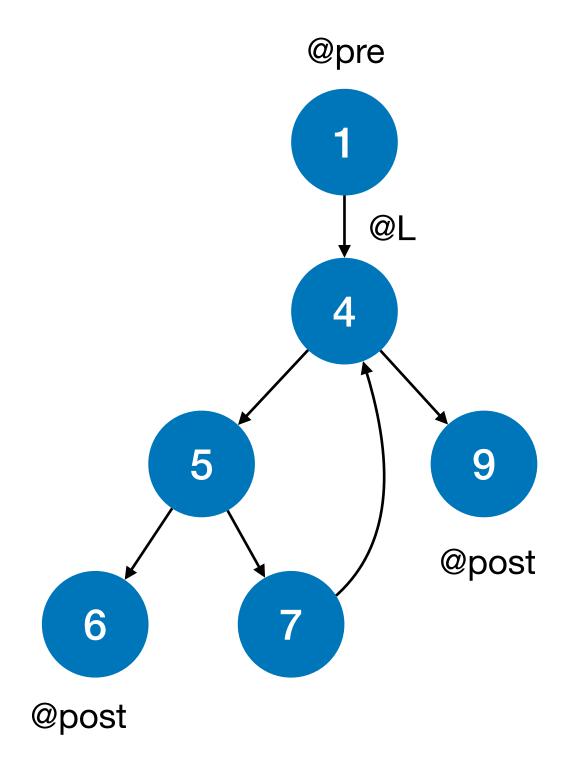
- Proof technique for partial correctness of programs
- Idea: derive verification conditions from a function given annotations
- Example:



## Hoare Triple

- Partial correctness specified using Hoare triple:  $\{P\}$  S  $\{Q\}$ 
  - S: program fragment
  - P: precondition
  - Q: postcondition
- Meaning of Hoare triple:
  - If S is executed in a state satisfying P and if the execution of S terminates
  - ullet Then, the program state after S terminates satisfies Q

#### Example



What conditions should be proven?

```
{@pre} S1 {@L} S4; S5; S6 {@post} {@L} S4; S5; S7 {@L} {@L} S4; S9 {@post}
```

What about {@L} S4; S5; S7; S4; S5; S6 {@post} ? Why?

# Hoare Logic

- A logic to prove the validity of Hoare triple
- A set of logical rules for reasoning about the partial correctness of programs
- In this lecture, we assume the following simple imperative language

```
S 	o \operatorname{skip} \mid x := E \mid S; S \mid \operatorname{if} E \operatorname{then} S \operatorname{else} S \mid \operatorname{while} E \operatorname{do} S
```

### Example

- Which one is valid?
  - $\{x = 0\} \ x := x + 1 \{x = 1\}$
  - $\{x = 0 \land y = 1\} \ x := x + 1 \ \{x = 1 \land y = 2\}$
  - $\{x = 0\} \ x := x + 1 \ \{x = 1 \lor y = 2\}$
  - $\{x = 0\}$  while true do x := 0  $\{x = 1\}$

## Hoare Rules (1)

- Rule for skip  $\overline{\{P\} \text{ skip } \{P\}}$
- Rule for assignment  $\frac{}{\{Q[E/x]\}\ x := E\ \{Q\}\}}$ 
  - Intuition: revert to the state before the assignment
  - Example:

$$\{\mathsf{true}\}\ x := 1\ \{x = 1\} \qquad \qquad \{x + 1 > 0\}\ x := x + 1\ \{x > 0\}$$

$$\{y=1\}\ x:=y\ \{x=1\}$$
 {false}  $x:=y+3\ \{y=0 \land x=12\}$ 

# Hoare Rules (2)

- Rule for precondition strengthening  $\frac{\{P'\}\ S\ \{Q\}\quad P\implies P'}{\{P\}\ S\ \{Q\}}$ 
  - Example:

$$\frac{\{y > 0[x/y]\} \ y := x \ \{y > 0\}}{\{x > 0\} \ y := x \ \{y > 0\}} \quad x = 2 \implies x > 0}$$
$$\{x = 2\} \ y := x \ \{y > 0\}$$

- Rule for postcondition weakening  $\frac{\{P\}\;S\;\{Q'\}\;\;Q'\Longrightarrow\;Q}{\{P\}\;S\;\{Q\}}$ 
  - Example:

$$\frac{\dots}{\{\mathsf{true}\}\; S\; \{x=y \land z=2\}} \quad x=y \land z=2 \implies x=y} \\ \{\mathsf{true}\}\; S\; \{x=y\}$$

# Hoare Rules (3)

Rule for composition

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

$$\frac{\{x=2[2/x]\} \ x:=2 \ \{x=2\}}{\{\mathsf{true}\} \ x:=2 \ \{x=2\}} \quad \frac{\{x=2 \land y=2[x/y]\} \ y:=x \ \{x=2 \land y=2\}}{\{x=2\} \ y:=x \ \{x=2 \land y=2\}}$$
 
$$\{\mathsf{true}\} \ x:=2; \ y:=x \ \{x=2 \land y=2\}$$

• Rule for if statement 
$$\frac{\{P\wedge E\}\;S_1\;\{Q\}\quad\{P\wedge\neg E\}\;S_2\;\{Q\}}{\{P\}\;\text{if}\;E\;\text{then}\;S_1\;\text{else}\;S_2\;\{Q\}}$$

$$\frac{\{y \geq 0[x/y]\} \ y := x \ \{y \geq 0\} \quad x > 0 \implies x \geq 0}{\{x > 0\} \ y := x \ \{y \geq 0\}} \qquad \frac{\{y \geq 0[-x/y]\} \ y := -x \ \{y \geq 0\}}{\{x \leq 0\} \ y := -x \ \{y \geq 0\}}$$
 
$$\{\text{true}\} \ \text{if} \ x > 0 \ \text{then} \ y := x \ \text{else} \ y := -x \ \{y \geq 0\}$$

## Hoare Rules (4)

• Rule for loop  $\frac{\{P \wedge E\} \ S \ \{P\}}{\{P\} \ \text{while} \ E \ \text{do} \ S \ \{P \wedge \neg E\}}$ 

$$\frac{1}{\{x \leq n \land x < n\}} \frac{1}{x \leq n} \frac{1}{x$$

## Loop Invariant

- Challenge: impossible to know how many times a given loop iterates
- How to prove the partial correctness of a loop within finite time?
- Analogy: mathematical induction
- Loop invariant I satisfies the following properties:
  - ullet I holds initially before the loop
  - I holds after each iteration of the loop
- Example

```
i := 0; sum := 0; n := 10;
while (i < n) { // loop invariants?
   i := i + 1;
   sum := sum + i;
}</pre>
```

#### Inductive Invariant

- Not all invariants are provable
- Example:

```
 \begin{array}{l} \textbf{i} := 5;\\ \textbf{while (i > 1) \{ // \text{ invariant: i > 0} \\ \textbf{i} := \textbf{i} - \textbf{2};\\ \textbf{}\\ \textbf{assert(i = 1);} \end{array}
```

- Inductive invariant: invariant we can prove using induction
- Challenge: finding inductive loop invariants
  - Practice: human, static analysis, machine learning, etc

# Automatically Proving Partial Correctness

- $\{P\}$  S  $\{Q\}$ : Given the precondition satisfied, the postcondition is satisfied after the execution (if it terminates)
- Assumption: loop invariants are given by an oracle
  - Oracle: human, static analysis, machine learning, etc
- How to automatically prove correctness?
- Idea: deriving verification conditions (VCs) and check the validity

#### Verification Condition

- ullet A FOL formula F such that the program is correct iff F is valid
- Automatically proving partial correctness
  - Generating VCs from a program + checking the validity of VCs by a theorem prover
- Two ways to generate verification conditions
  - Forward: starting from prediction, generate formulas to prove postcondition (strongest postconditions)
  - Backward: starting from postcondition, generate formulas to prove precondition (weakest preconditions)

#### Weakest Liberal Preconditions

- Goal: verify Hoar triple  $\{P\}$  S  $\{Q\}$
- Weakest liberal precondition wlp(S, Q) [Dijkstra75]
  - ullet Weakest: most general condition that guarantees Q will hold after S in any execution
  - Liberal: we do not care about termination
- Proof of the Hoar triple  $\{P\}$  S  $\{Q\}$ :  $P \to wlp(S,Q)$
- Example:  $\{y \ge 10\} \ x := y + 1 \ \{x \ge 0\}$

#### Weakest Precondition Calculus

- Inductively define wlp following Hoare rules
- wlp(x := E, Q) = Q[E/x]
- $wlp(s_1; s_2, Q) = wlp(s_1, wlp(s_2, Q))$
- $wlp(if E then s_1 else s_2, Q) = E \rightarrow wlp(s_1, Q) \land \neg E \rightarrow wlp(s_2, Q)$
- $wlp(\text{while }E\text{ do }S,Q)=I\wedge\forall y_1,...,y_k.\left((E\wedge I\rightarrow wlp(S,I))\wedge(\neg E\wedge I\rightarrow Q)\right)[y_i/x_i]$ 
  - ullet Assumption: an inductive invariant I is provided
  - $x_i$  is an assigned variable in S and  $y_i$  is a fresh variable

# Example (1)

- S: x := y + 1; if x > 0 then z := 1 else z := -1
  - wlp(S, z > 0)?
  - $wlp(S, z \leq 0)$ ?
  - $\{y > -1\}$  S  $\{z > 0\}$ ?
  - $\{y = -2\} S \{z < 0\}$ ?

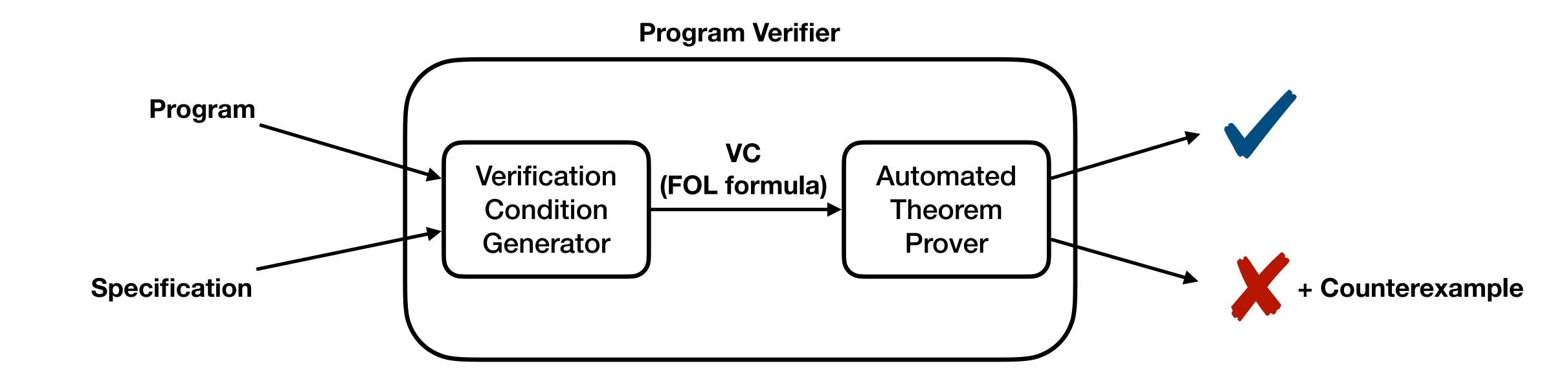
### Example (2)

• Prove the assertion when  $I: i \geq 0 \land \text{odd}(i)$ 

```
// @pre: T
i := 5
while (i > 1) {
   i := i - 2;
}
assert(i = 1);
```

# Verification of Hoare Triple

- Validity of  $\{P\}$  S  $\{Q\}$
- Verification condition:  $P \rightarrow wlp(S, Q)$



## Summary

- Hoare triple: specifications for partial correctness  $\{P\}$  S
- Hoare logic: a logic to prove the validity of Hoare triple
  - Proof rules for each program command
- Verification condition is valid iff the Hoare triple is valid
- Automated program verification: check whether the VC is valid using theorem provers