

FPV Tutorübung

Woche 1

Implications, Assertions and Conditions

Manuel Lerchner

20.04.2023

Organisatorisches

Grade Bonus

- Successful participation ($\geq 70\%$) in quizzes and programming tasks will lead to a bonus of 0.3 in the final exam, provided that you passed the exam.
- Programming homework and quizzes are to be submitted individually.
- Discussing solutions before the end of the week is considered plagiarism.
- Plagiarism will not be tolerated and will (at the very least) lead to exclusion from the bonus system

Changes

- Manual correction of homework not possible. However, non-programming exercises remain crucial for the exam
- 20% of the exam will be Single-Choice
- To receive points in the exam, your code needs to compile
- We currently anticipate an in-person exam using Artemis

Materialien

The screenshot shows the GitHub interface for the repository 'ManuelLerchner / fpv-tutorial-SS23'. The repository is public and has 334 commits. The main content area displays a list of files and folders, including .github/workflows, docs, md, ocaml, slides, .gitignore, README.md, and render.sh. The README.md file is selected, showing the title 'FPV Tutorial - SS23' and a description: 'Materialien für Manuel's FPV-Tutorium im Sommersemester 2023.' The repository also features a 'Code' button, a 'Pull requests' button, and a 'Deploy static content to Pages' button. The right sidebar shows the repository's 'About' section, including a link to the repository's website, a 'Readme' button, and a 'Languages' section showing the distribution of code files: OCaml (61.5%) and Shell (38.5%).

ManuelLerchner / fpv-tutorial-SS23 **Zellen** 334 Public

generated from ManuelLerchner/markdown-script

<> Code Issues Pull requests Actions Projects Wiki Security Insights Settings

master 1 branch 0 tags

github-actions[bot] Update PDFs 8778f55 2 weeks ago 32 commits

- .github/workflows fix 2 weeks ago
- docs Update PDFs 2 weeks ago
- md add slide template 2 weeks ago
- ocaml clean up project 2 weeks ago
- slides clean up project 2 weeks ago
- .gitignore improve rendering 2 weeks ago
- README.md add slide template 2 weeks ago
- render.sh initial commit last month

README.md

FPV Tutorial - SS23

Rerender PDFs **passing** Deploy static content to Pages **passing**

About

Materialien für Manuel's FPV-Tutorium im Sommersemester 2023.

Die Materialien sind privat erstellt und können Fehler enthalten. Im Zweifelsfall haben immer die offiziellen

About

Materialien für das FPV-Tutorium im Sommersemester 2023

manuellerchner.github.io/fpv-tutorial-SS...

Readme

0 stars

1 watching

0 forks

Environments 1

github-pages **Active**

Languages

OCaml 61.5% Shell 38.5%

Quiz

The screenshot shows the Artemis 6.1.3 interface. At the top, the navigation bar includes the Artemis logo, version 6.1.3, a notification bell, a sun icon, a user profile 'ge47wer', and a menu icon. Below this, the breadcrumb trail reads 'Courses > Funktionale Programmierung und Verifikation (Sommersemester 2023) > Exercises > Week 02 Quiz'. The main header area displays 'Week 02 Quiz' with a green 'Quiz' tag and 'Points: 20'. A blue button labeled 'Open quiz' is visible. To the right, a message states 'The quiz is not active.' with three small icons (a calendar, a play button, and a refresh button). Below this is a 'Communication' section with a search bar, filters for 'Unresolved', 'Own', and 'Reacted', and a 'Date' dropdown. The search results show 'No posts found.' and a blue button with a plus sign.

Password:

T01: Recap Implications

1. $x = 1 \implies 0 < x$
2. $x < 6 \implies x = 3$
3. $x > 0 \implies x \geq 0$
4. $x = -2 \implies x < -1 \vee x > 1$
5. $x = 0 \vee x = 7 \implies 4 \neq x$
6. $x = 1 \implies x \leq 3 \wedge y > 0$
7. $x < 8 \wedge y = x \implies y \neq 12$
8. $x = 1 \vee y = 1 \implies x > 0$
9. $x \neq 5 \implies \text{false}$
10. $\text{true} \implies x \neq y$
11. $\text{false} \implies x = 1$
12. $x \geq 1 \implies 2x + 3 = 5$
13. $A \wedge x = y \implies A$
14. $B \implies A \vee B$
15. $A \implies (B \implies A)$
16. $(A \implies B) \implies A$

T02: Assertions



1. Which of the following assertions hold at point A ?

- a) $i \geq 0$
- b) $x = 0$
- c) $i \leq 10 \wedge x \neq 0$
- d) true
- e) $i = 0$
- f) $x = i$

2. Which of the following assertions hold at point B ?

- a) $x = 0 \wedge i = 0$
- b) $x = i$
- c) $i < x$
- d) $0 \leq i \leq 10$
- e) $i \geq 0 \wedge x \geq 0$
- f) $n = 1 \implies x = i$

3. Which of the following assertions hold at point C ?

- a) $i \geq 0$
- b) $i = 10$
- c) $i > 0$
- d) $x \neq n$
- e) $x = 10n$
- f) $x = i * n \wedge i = 10$

T03: The Strong and the Weak

3. Which of the following assertions hold at point C ?

- a) $i \geq 0$ ✓
- b) $i = 10$ ✓
- c) $i > 0$ ✓
- d) $x \neq n$ ✗
- e) $x = 10n$ ✓
- f) $x = i * n \wedge i = 10$ ✓

Again consider the assertions that hold at point C of assignment 2. Discuss the following questions:

1. When annotating the control flow graph, can you say that one of the given assertions is "better" than the others?
2. Can you arrange the given assertions in a meaningful order?
3. How can you define a *stronger than* relation formally?
4. How do *true* and *false* fit in and what is their meaning as an assertion?
5. What are the strongest assertions that still hold at A , B and C ?



T04: Strongest Postconditions 1

1.



3.



5.



2.



4.



6.

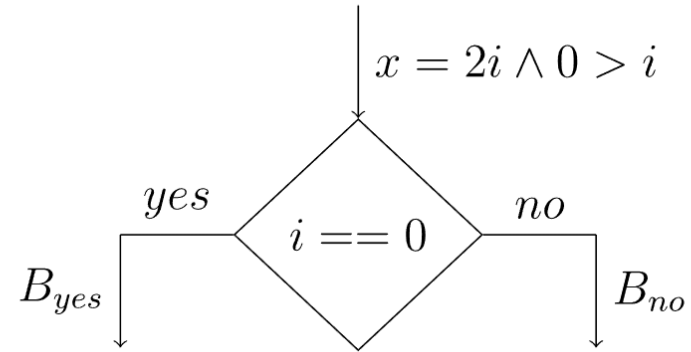


T04: Strongest Postconditions 2

7.



8.



T04: Strongest Postconditions 3

9.



FPV Tutorübung

Woche 2

Preconditions, Postconditions and Local Consistency

Manuel Lerchner

03.05.2023

Quiz

The screenshot shows the Artemis 6.1.3 interface. At the top, the navigation bar includes the Artemis logo, version 6.1.3, a notification bell, a sun icon, a user profile 'ge47wer', and a menu icon. Below this, the breadcrumb trail reads: 'Courses > Funktionale Programmierung und Verifikation (Sommersemester 2023) > Exercises > Week 02 Quiz'. The main header area displays 'Week 02 Quiz' with a green 'Quiz' tag and 'Points: 20'. A blue button labeled 'Open quiz' is present, along with a message 'The quiz is not active.' and three small icons (a calendar, a play button, and a refresh button). Below the header is a 'Communication' section with a search bar, filters for 'Unresolved', 'Own', and 'Reacted', and a 'Date' dropdown. The search results show 'No posts found.' and a blue button with a plus sign.

Password:

T01: From Post- to Preconditions

1.



2.



3.



1. For each of these graphs show whether the assertion Z holds...
 - (a) ...using strongest postconditions and
 - (b) ...using weakest preconditions.
2. Discuss advantages and disadvantages of either approach.

T01: From Post- to Preconditions 1

Post-Condition:

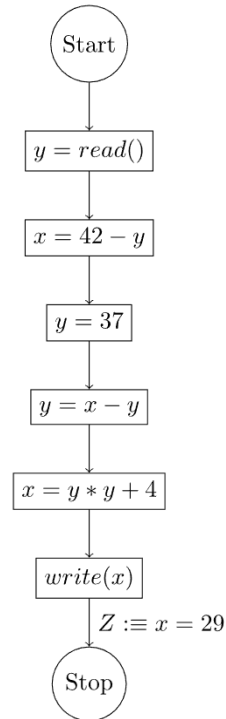


Pre-Condition:

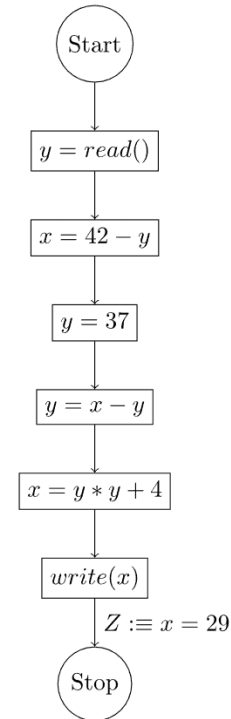


T01: From Post- to Preconditions 2

Post-Condition:

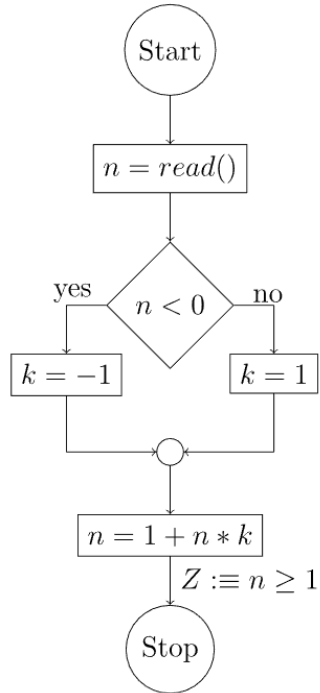


Pre-Condition:



T01: From Post- to Preconditions 3

Post-Condition:



Pre-Condition:

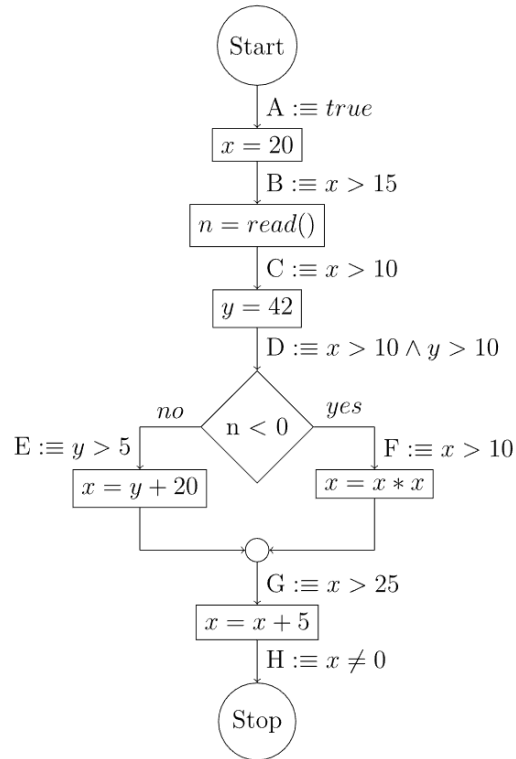


T02: Local Consistency

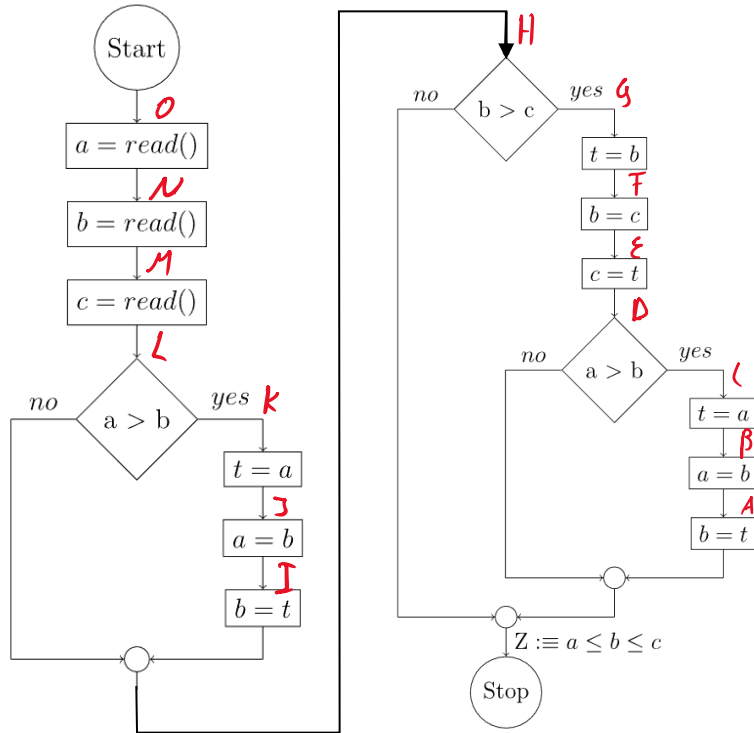


Check whether the annotated assertions prove that the program computes an $x \neq 0$ and discuss why this is the case.

T02: Local Consistency (Extra Space)



T03: Trouble Sort



1. Annotate each program point in the following control flow diagram with a suitable assertion, then show that your annotations are locally consistent and prove that Z holds at the given program point.
2. Discuss the drawbacks of annotating each program point with an assertion before applying weakest preconditions, and discuss how you could optimize the approach to proving that Z holds.

T03: Trouble Sort (Extra Space)



FPV Tutorübung


Woche 3

MiniJava 2.0, Loop Invariants

Manuel Lerchner

09.05.2023

Quiz



Artemis 6.1.6

Courses > Funktionale Programmierung und Verifikation (Sommersemester 2023) >

✓ Week 03 Quiz **Quiz**

Points: 20

▶ Open quiz

Password:

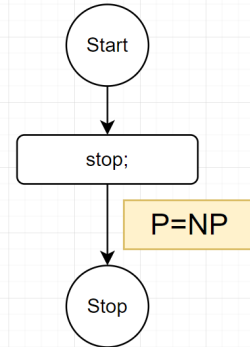
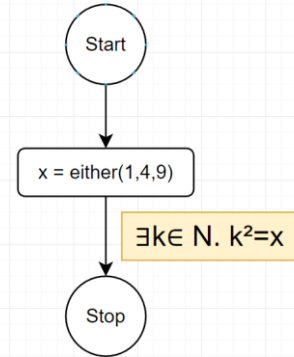
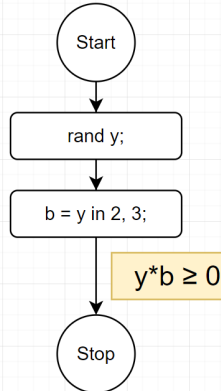
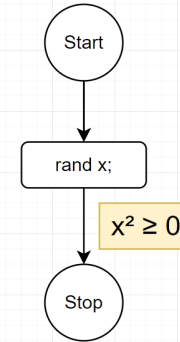
T01: MiniJava 2.0

In the lecture, the weakest precondition operator has been defined for all statements of MiniJava. In this assignment, we consider an extension of the MiniJava language, which provides four new statements:

1. **rand x**:
Assigns a random value to variable x ,
2. **x = either e_0, \dots, e_k** :
Assigns one of the values of the expressions e_0, \dots, 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.

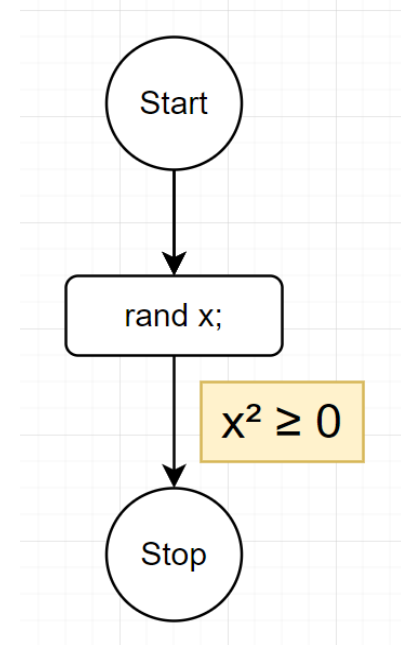
Define the weakest precondition operator $\mathbf{WP}[\cdot](B)$ for each of these statements. (In terms of B)

Beispiele zum Testen:



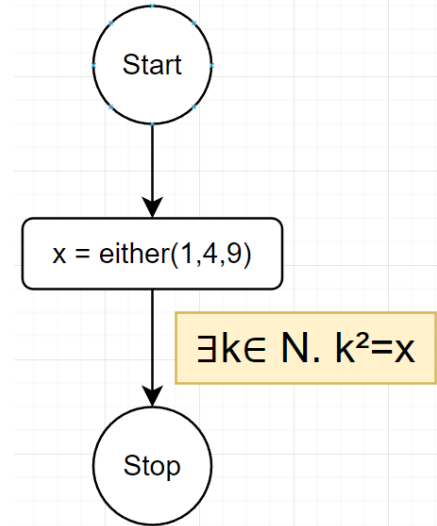
T01: MiniJava 2.0

$WP[\text{rand } x;](B) =$



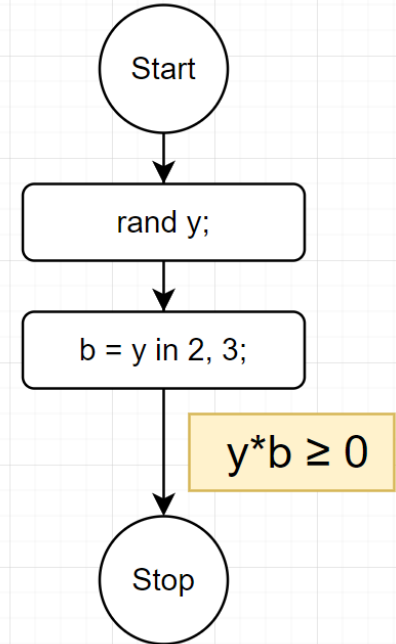
T01: MiniJava 2.0

$WP[x = \text{either } e_0, e_1 \dots e_k](B) =$



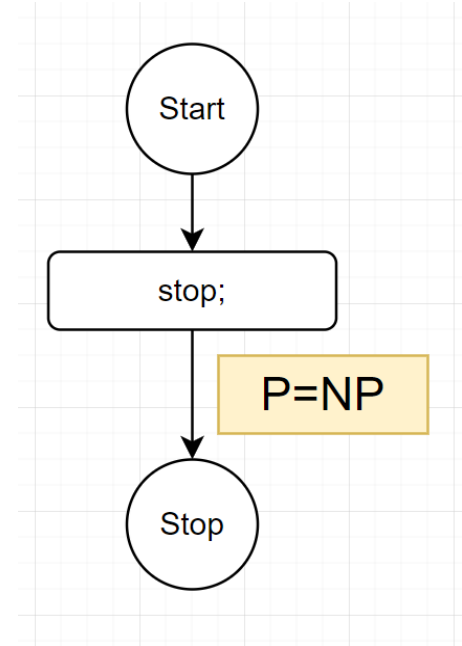
T01: MiniJava 2.0

$WP[x \text{ e in } a, b](B) =$



T01: MiniJava 2.0

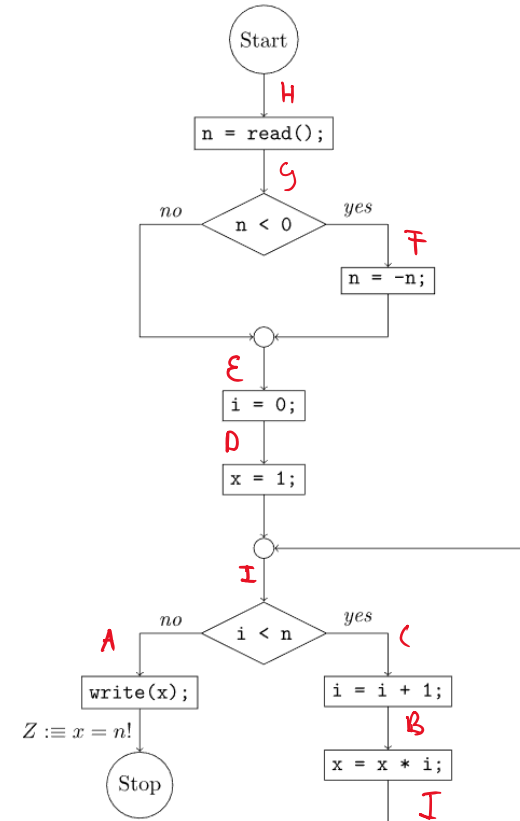
$WP[\text{stop}](B) =$



T02: Loop Invariants

1. Discuss the problem that arises when computing weakest preconditions to prove Z .
2. How can you use weakest preconditions to prove Z anyway?
3. Try proving Z using the the loop invariants $x \geq 0$ and $i = 0 \wedge x = 1 \wedge n = 0$ at the end of the loop body and in particular discuss these questions:
 - a) How has a useful loop invariant be related to Z ?
 - b) What happens if the loop invariant is chosen too strong?
 - c) What happens if the loop invariant is chosen too weak?
 - d) Can you give a meaningful lower and upper bound for useful loop invariants?
4. Retry proving Z using the loop invariant $x = i!$ (again at the end of the loop body) and improve this invariant until the proof succeeds.

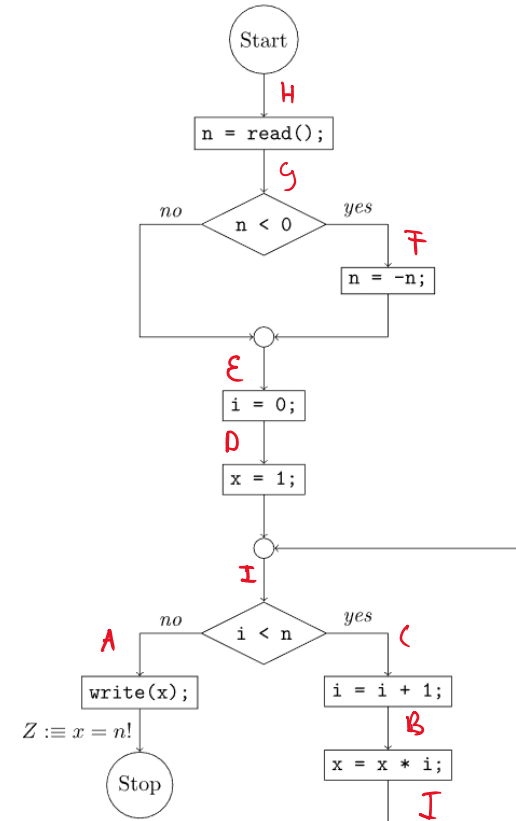
A program computes the factorial of its input:



T02: Loop Invariants 1

3. Try proving Z using the the loop invariants $x \geq 0$ and $i = 0 \wedge x = 1 \wedge n = 0$ at the end of the loop body and in particular discuss these questions:

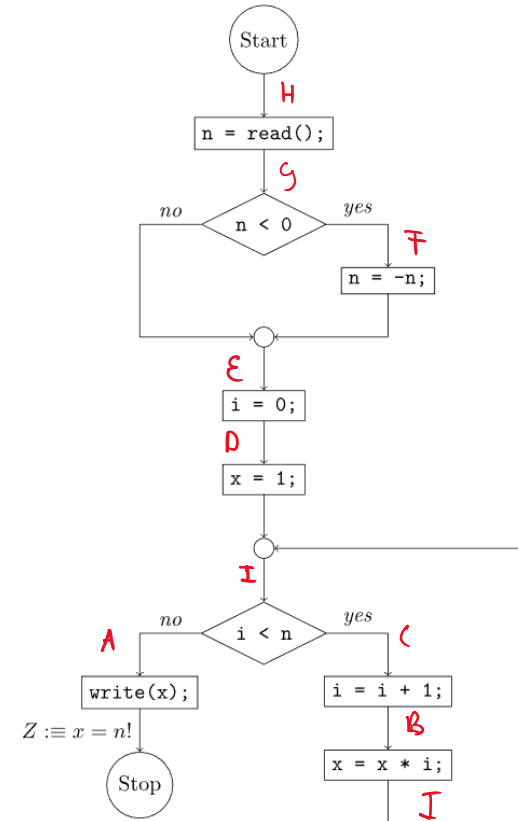
A program computes the factorial of its input:



T02: Loop Invariants 2

3. Try proving Z using the the loop invariants $x \geq 0$ and $i = 0 \wedge x = 1 \wedge n = 0$ at the end of the loop body and in particular discuss these questions:

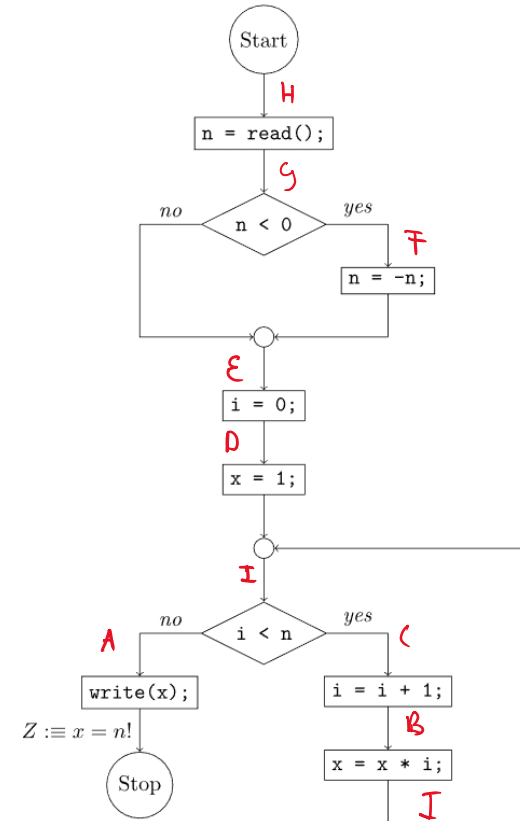
A program computes the factorial of its input:



T02: Loop Invariants 3

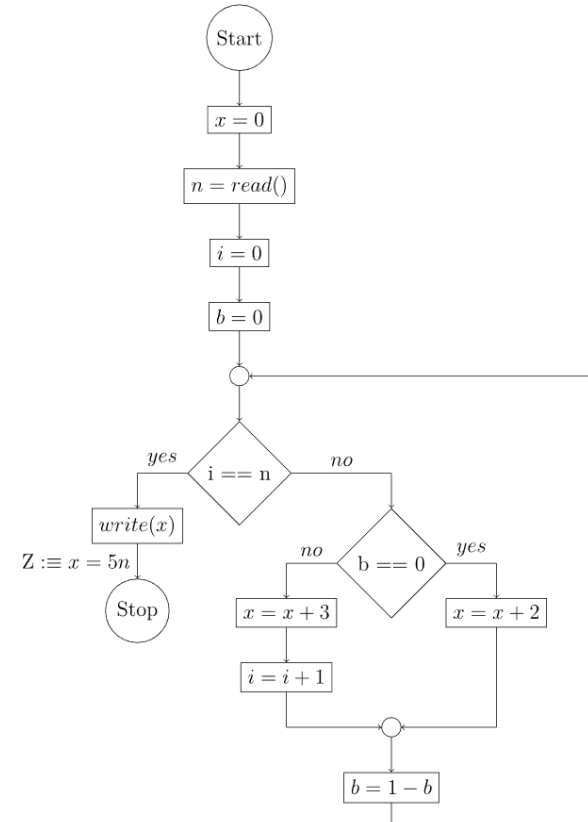
4. Retry proving Z using the loop invariant $x = i!$ (again at the end of the loop body) and improve this invariant until the proof succeeds.

A program computes the factorial of its input:



T03: Two b, or Not Two b

Prove Z using weakest preconditions.



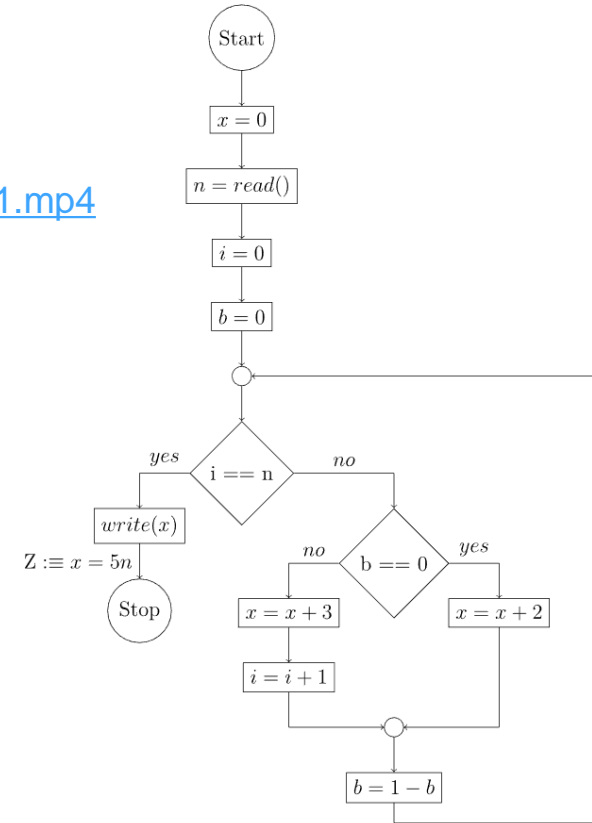
T03: Two b, or Not Two b

Tipps zum finden von Loop Invarianten:

https://ttt.in.tum.de/recordings/Info2_2017_11_24-1/Info2_2017_11_24-1.mp4

Beispieltrace: $n=3$

Variable \ Schleifendurchgang	0	1	2	3	4	5	6
x	0	2	5	7	10	12	15
i	0	0	1	1	2	2	3
b	0	1	0	1	0	1	0



Tipps für Loop Invarianten

https://tut.in.tum.de/recordings/Info2_2017_11_24-1/Info2_2017_11_24-1.mp4

Tipps

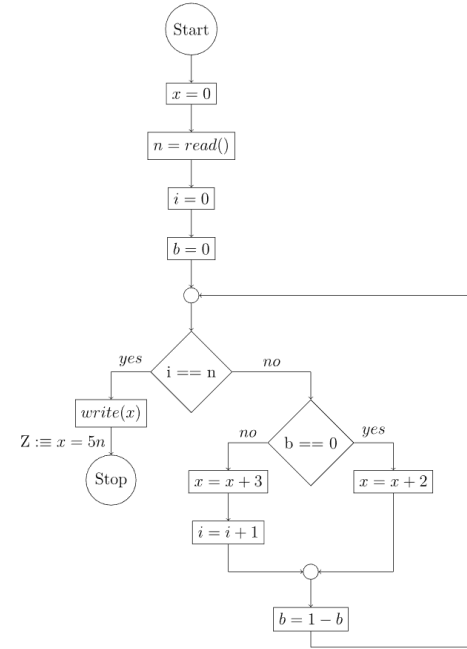
Tipps 1
Wir benötigen eine Aussage über den Wert der Variablen, über die wir etwas beweisen wollen (x) in der Schleifeninvariante. Die Aussage muss dabei mindestens so präzise ($\neq, \geq, \leq, =$) sein, wie die Aussage, die wir beweisen wollen.

Tipps

Tipps 2
Variablen, die an der Berechnung von x beteiligt sind **und** Werte von einer Schleifeniteration in die nächste transportieren ("loop-carried"), müssen in die Schleifeninvariante aufgenommen werden.

Tipps

Tipps 3
Die Schleife zu verstehen ist unerlässlich. Eine Tabelle für einige Schleifendurchläufe kann helfen die Zusammenhänge der Variablen (insbesondere mit dem Schleifenzähler i) aufzudecken. Oft lassen sich mit einer Tabelle, in der man die einzelnen Berechnungsschritte notiert, diese Zusammenhänge deutlich leichter erkennen, als mit einer Tabelle, die nur konkrete Werte enthält.



$$I := x = 5i + 2b \wedge b \in \{0, 1\} \wedge (i = n \implies b = 0)$$

FPV Tutorübung

Woche 4

Loop Invariants and Termination proofs

Manuel Lerchner

15.05.2023

Quiz



Artemis 6.1.7

Courses > Funktionale Programmierung und Verifikation (Sommersemester 2

✓ Week 04 Quiz

Quiz

Points: 23



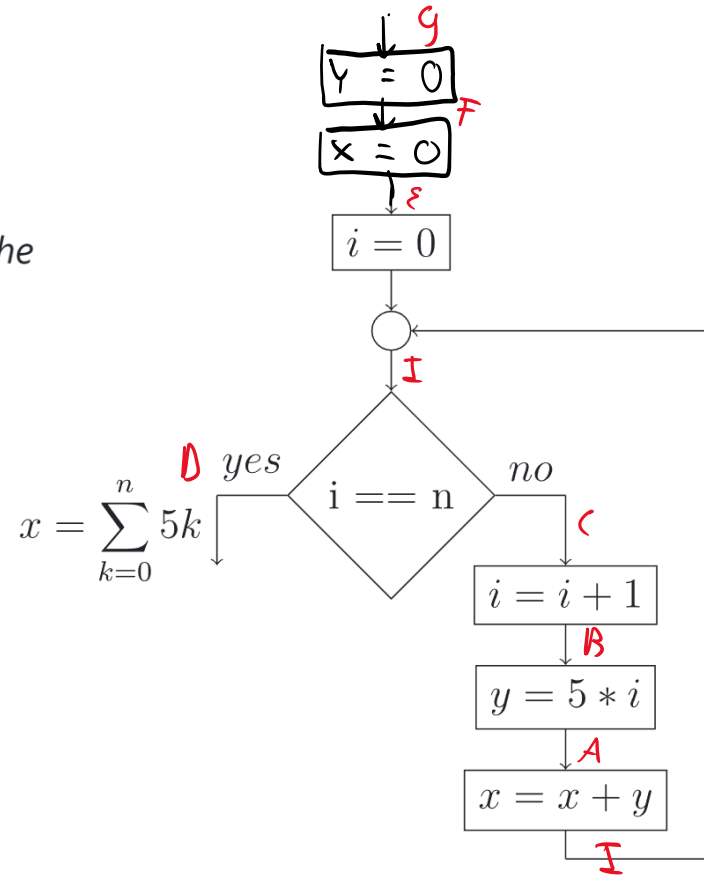
Open quiz

Password:

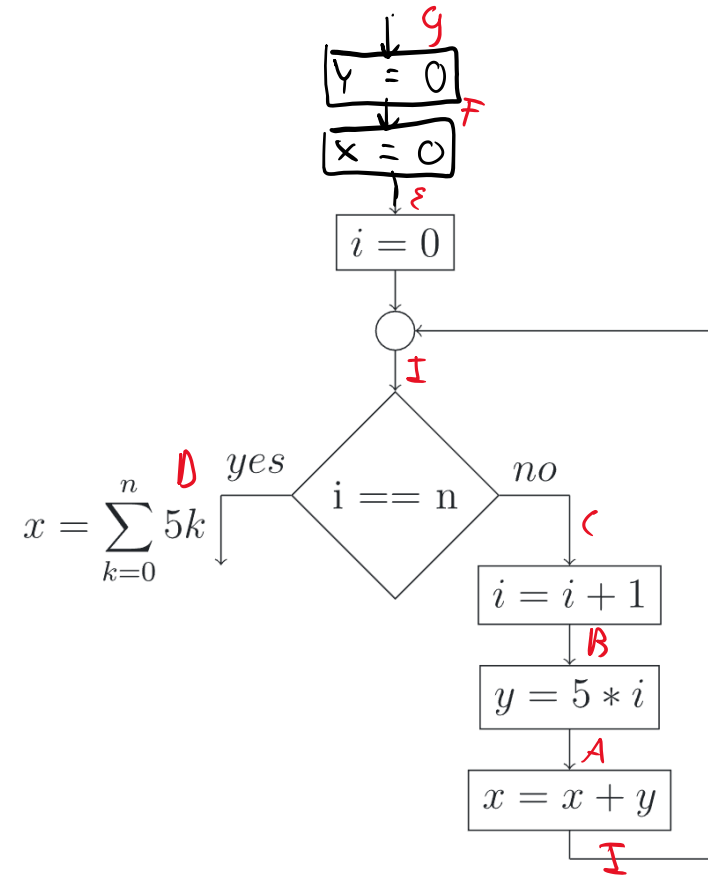
T01: Loop Invariants

Find a suitable loop invariant and prove it locally consistent.

Note: We follow the standard practice that the empty sum, where the number of terms is zero, is 0, e.g.: $\sum_{k=0}^{-1} (\dots) = 0$.



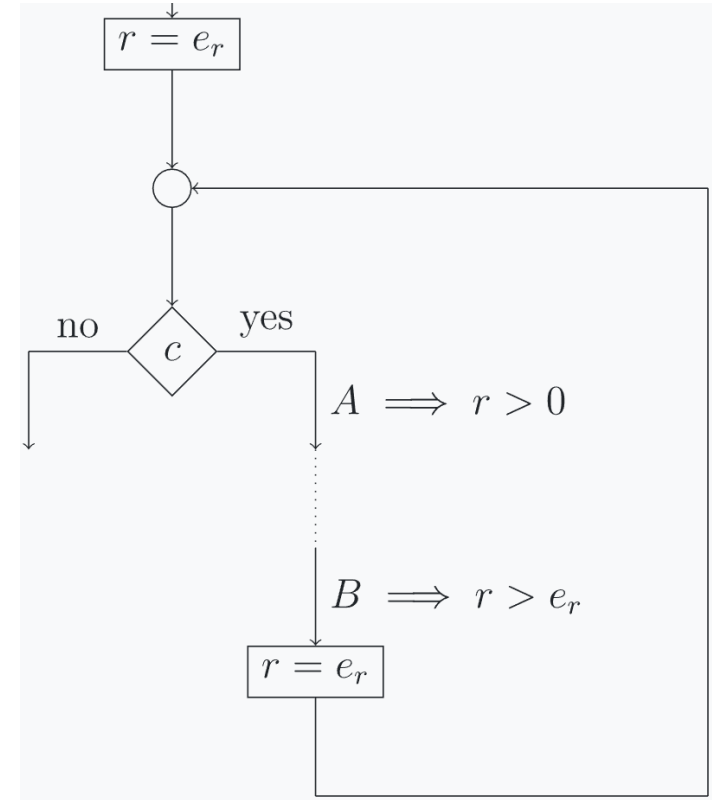
T01: Loop Invariants



T02: Termination

In the lecture, you have learned how to prove termination of a MiniJava program. Discuss these questions:

1. How can you decide whether a termination proof is required at all?
2. What is the basic idea of the termination proof?
3. How is the program to be modified?
4. What has to be proven?
5. How is the loop invariant influenced?

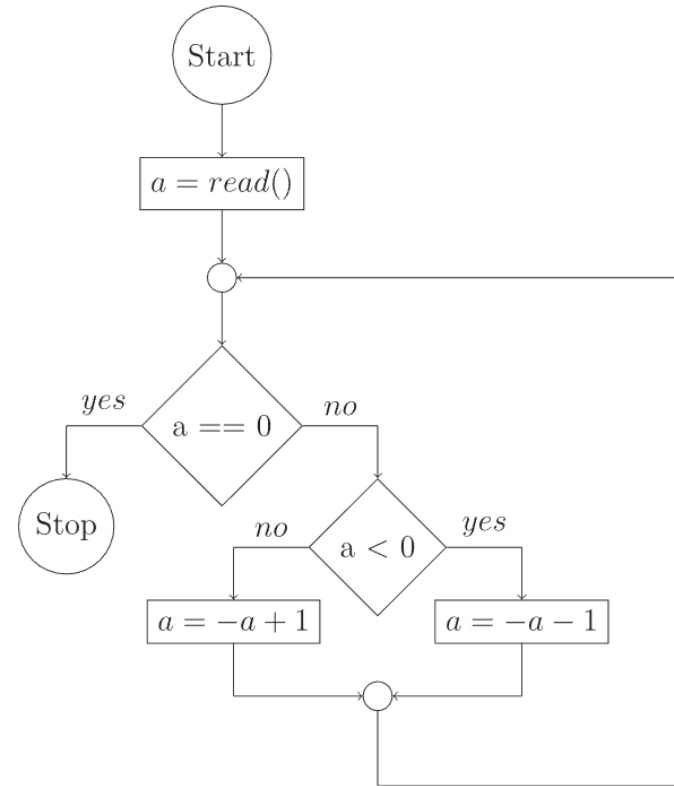


T03: A Wavy Approach

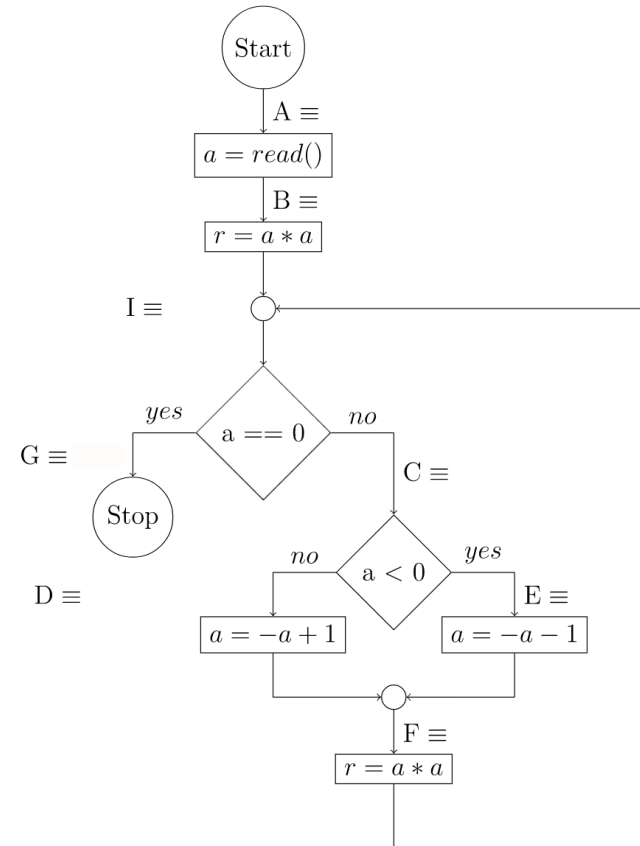
Prove termination of the following program:

Todos:

1. Schleife verstehen
2. Variable r definieren / finden
 - $r \geq 0$ in jedem Durchgang
 - r wird strikt kleiner
3. Neue Variable und Assertions einfügen
 - Am Ende „true“ Assertion!
4. Local-Consistency zeigen



T03: A Wavy Approach



Tipps für Loop Invarianten

https://tut.in.tum.de/recordings/Info2_2017_11_24-1/Info2_2017_11_24-1.mp4

Tipps

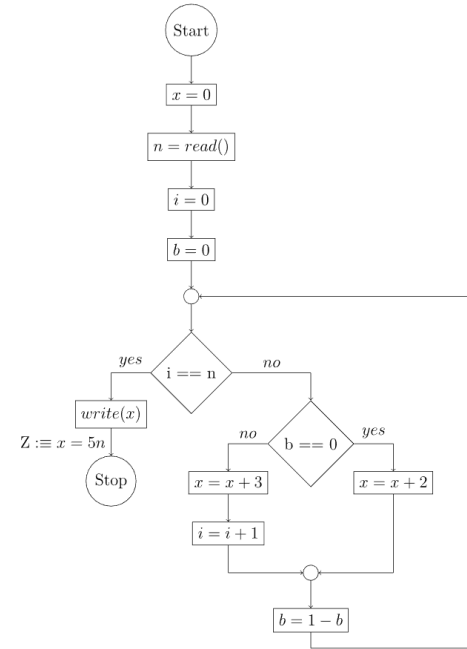
Tipps
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Tipps

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Tipps

Tipps
Die Schleife zu verstehen ist unerlässlich. Eine Tabelle für einige Schleifendurchläufe kann helfen die Zusammenhänge der Variablen (insbesondere mit dem Schleifenzähler i) aufzudecken. Oft lassen sich mit einer Tabelle, in der man die einzelnen Berechnungsschritte notiert, diese Zusammenhänge deutlich leichter erkennen, als mit einer Tabelle, die nur konkrete Werte enthält.



$$I := x = 5i + 2b \wedge b \in \{0, 1\} \wedge (i = n \implies b = 0)$$

FPV Tutorübung

Woche 5

Ocaml

Manuel Lerchner

22.05.2023

T01: Expressions

So far, you learned about the following types of expressions:

- Constants
- Variables
- Unary operators
- Binary operators
- Tuples
- Records
- Lists
- If-then-else
- Pattern matching
- Function definition
- Function application
- Variable binding

1. For each of the aforementioned types of expressions, give the general structure and two concrete examples with different subexpressions.

T01: Expressions

- Constants:
- Variables:
- Unary Operator:
- Binary Operator:
- Tuples:

T01: Expressions

- Records (definition):
- Records (access):
- Lists:
- if-then-else:

T01: Expressions

- Pattern Matching:
- Function Definition :
- Function Application :
- Variable Binding:

T01: Expressions

2. For the following expressions, list all contained subexpressions and give their corresponding types. Then evaluate the expressions:

(* a *)

let a = fun x y -> x + 2 in a 3 8 :: []

(* a *) let a = fun x y -> x + 2 in a 3 8 :: []

(* b *) ((fun x -> x :: []) (9 - 5), true, ('a', 7))

T01: Expressions

```
(* a *) let a = fun x y -> x + 2 in a 3 8 :: []
```

T01: Expressions

```
(* b *) ((fun x -> x::[]) (9 - 5), true, ('a', 7))
```

T02: What's the Point

Using what you learned about tuple types in the lecture, implement functionality for computing with three-dimensional vectors.

1.  **Define a suitable data type for your point.** 0 of 1 tests passing

The type `vector3` should be a tuple of 3 float values.

2.  **Define three points** 0 of 1 tests passing

The points `p1`, `p2` and `p3` should all be different, but their exact values don't matter. Use them, along with other points, to test your functions.

3.  **string_of_vector3** 0 of 1 tests passing

Implement a function `string_of_vector3 : vector3 -> string` to convert a vector into a human-readable representation.

For example, the string for the zero vector should be: `(0.,0.,0.)`.

Hint: use `string_of_float` to convert components.

4.  **vector3_add** 0 of 1 tests passing

Write a function `vector3_add : vector3 -> vector3 -> vector3` that adds two vectors component-wise.

5.  **vector3_max** 0 of 1 tests passing

Write a function `vector3_max : vector3 -> vector3 -> vector3` that returns the larger argument vector (the vector with the greater magnitude).

6.  **combine** 0 of 1 tests passing

Write a function `combine : vector3 -> vector3 -> vector3 -> string` that adds its first argument to the larger of the other two arguments and returns the result as a string.

T03: Student Database

In this assignment, you have to manage the students of a university.

1. **? Type** No results

First you need to define some types.

- Define a data type for a `student`.

A student should be represented as a record of the students `first_name`, `last_name`, identification number `id`, number of the current `semester` as well as the list of `grades` received in different courses.

The grades should be a pair of the course number and the grade value, a floating point number.

- To actually manage student you need a `database` which shall be represented as a list of students.

2. **? insert** No results

Write a function `insert : student -> database -> database` that inserts a student into the database.

3. **? find_by_id** No results

Write a function `find_by_id : int -> database -> student list` that returns a list with the (first) student with the given id (either a single student or an empty list, if no such student exists).

4. **? find_by_last_name** No results

Implement a function `find_by_last_name : string -> database -> student list` to find all students with a given last name.