CSSE3100 Crib Sheet

Exam Format

The confirmed format of the exam is:

Q1 weakest precondition reasoning.
Q2 method specification and loop invariants.
Q3 recursion and termination metrics.
Q4 classes and data structures.
Q5 lemmas and functional programming

This section will be removed before the exam

Question 1

Predicate Logic

$A \wedge (A \vee B) \equiv A \equiv A \vee (A \wedge B)$ (A.6)
$A \wedge (B \vee C) \equiv (A \wedge B) \vee (A \wedge C)$ (A.7)
$A \vee (B \wedge C) \equiv (A \vee B) \wedge (A \vee C)$ (A.8)
$\neg(A \wedge B) \equiv \neg A \vee \neg B$ (A.18)
$\neg(A \vee B) \equiv \neg A \wedge \neg B$ (A.19)
$A \vee (\neg A \wedge B) \equiv A \vee B$ (A.20)
$A \wedge (\neg A \vee B) \equiv A \wedge B$ (A.21)
$A \Rightarrow B \equiv \neg A \vee B$ (A.22)
$A \Rightarrow B \equiv \neg(A \wedge \neg B)$ (A.24)
$\neg(A \Rightarrow B) \equiv A \wedge \neg B$ (A.25)
$A \Rightarrow B \equiv \neg B \Rightarrow \neg A$ (A.26)
$C \Rightarrow (A \wedge B) \equiv (C \Rightarrow A) \wedge (C \Rightarrow B)$ (A.33)
$(A \vee B) \Rightarrow C \equiv (A \Rightarrow C) \wedge (B \Rightarrow C)$ (A.34)
$C \Rightarrow (A \vee B) \equiv (C \Rightarrow A) \vee (C \Rightarrow B)$ (A.35)
$(A \wedge B) \Rightarrow C \equiv (A \Rightarrow C) \vee (B \Rightarrow C)$ (A.36)
$A \Rightarrow (B \Rightarrow C) \equiv (A \wedge B) \Rightarrow C \equiv B \Rightarrow (A \Rightarrow C)$ (A.37)
$(A \Rightarrow B) \wedge (\neg A \Rightarrow C) \equiv (A \wedge B) \vee (\neg A \wedge C)$ (A.38)
$(\forall x \text{ s.t. } x = E \Rightarrow A) \equiv A[x \backslash E] \equiv (\exists x \text{ s.t. } x = E \wedge A)$ (A.56)
$\forall x :: A \wedge B = (\forall x :: A) \wedge (\forall x :: B)$ (A.65)
$\forall x :: A = A$ provided x not free in A (A.74)

Rules to know

Basic Function

```
method MyMethod(x: int) returns (y: int)
    requires x == 10
    ensures y >= 25
{
    {x == 10}
    {x + 3 + 12 == 25}
    var a := x + 3;
    {a + 12 == 25}
    var b := 12;
    {a + b == 25}
    y := a + b;
    {y >= 25}
}
```

Loops

```
{J}
while B
        invariant J
{
        {B && J}
        ...
        {J}
}
{J && !B}
```

```
{y >= 4 && z >= x}
while z < 0
        invariant y >= 4 && z >= x
{
        {z < 0 && y >= 4 && z >= x}
        {y >= 4 && z + y >= x}
        z := z + y;
        {y >= 4 && z >= x}
}
{z >= 0 && y >= 4 && z >= x}
```

Arrays

```
var a := new string[20];
# Type of a is array<string>
var m := new bool[3, 10];
# Type of m is array2<bool>

idk what else to put here
```

```
method LinearSearch<T>(a: array<T>, P: T -> bool)
returns (n: int)
ensures 0 <= n <= a.Length
ensures n == a.Length || P(a[n])
ensures n == a.Length ==>
forall i :: 0 <= i < a.Length ==> !P(a[i])
{
n := 0;
while n != a.Length
        invariant 0 <= n <= a.Length
        invariant forall i :: 0 <= i < n ==>
                        !P(a[i])
{ 0 <= n < a.Length &&
(!P(a[n]) ==> (forall i :: 0 <= i < n ==>
                        !P(a[i]))
                                && !P(a[n])) }
{ (P(a[n]) ==> 0 <= n <= a.Length &&
(n == a.Length || P(a[n])) &&
(n == a.Length ==>
forall i :: 0 <= i < a.Length ==> !P(a[i]))) &&
(!P(a[n]) ==> (forall i :: 0 <= i < n ==>
                        !P(a[i])) && !P(a[n])) }
if (P(a[n])) {
        return;
}
{ (forall i :: 0 <= i < n ==> !P(a[i])) (A.56)
&& (forall i :: i == n ==> !P(a[i])) } (A.65)
{ forall i :: (0 <= i < n ==> !P(a[i])) &&
                        (i == n ==>
                        !P(a[i])) } (A.34)
{ forall i :: 0 <= i < n || i == n ==> !P(a[i])}
{ forall i :: 0 <= i < n + 1 ==> !P(a[i]) }
n := n + 1;
{ forall i :: 0 <= i < n ==> !P(a[i]) }
```

Methods

```
wp(t := M(E), Q )
  = P[x \backslash E]
    &&  forall y' ::
      R[x,y \backslash E, y']
        ==> Q[t \backslash y']
```

```
method Triple(x: int) returns (y: int)
requires x >= 0
ensures y == 3*x {
        { u == 15}
        { u + 3 >= 0 &&
                3*(u + 3) == 54 } (A.56)
        { u + 3 >= 0 &&
                forall y' :: y' == 3*(u + 3)
                        ==> y' == 54 }
        t := Triple(u + 3);
        { t == 54 }
}
```

```
function SeqSum(s: seq<int>, lo: int, hi: int): int
requires 0 <= lo <= hi <= |s|
decreases hi - lo
{
        if lo == hi then 0 else s[lo] + SeqSum(s, lo + 1, hi)
}
```


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{ 0 <= n < a.Length &&
(!P(a[n]) ==> (forall i :: 0 <= i < n ==>
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{ (P(a[n]) ==> 0 <= n <= a.Length &&
(n == a.Length || P(a[n])) &&
(n == a.Length ==>
forall i :: 0 <= i < a.Length ==> !P(a[i]))) &&
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if (P(a[n])) {
        return;
}
{ (forall i :: 0 <= i < n ==> !P(a[i])) (A.56)
&& (forall i :: i == n ==> !P(a[i])) } (A.65)
{ forall i :: (0 <= i < n ==> !P(a[i])) &&
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{ forall i :: 0 <= i < n || i == n ==> !P(a[i])}
{ forall i :: 0 <= i < n + 1 ==> !P(a[i]) }
n := n + 1;
{ forall i :: 0 <= i < n ==> !P(a[i]) }
```

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        t := Triple(u + 3);
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}
```

```
function SeqSum(s: seq<int>, lo: int, hi: int): int
requires 0 <= lo <= hi <= |s|
decreases hi - lo
{
        if lo == hi then 0 else s[lo] + SeqSum(s, lo + 1, hi)
}
```

Question 5

Lemmas

lemma $name(x_1 : T, x_2 : T, \ldots, x_n : T)$

  requires P
  ensures R

{ }

Lemmas can be called in a method to **prove** the lemmas property from that point onwards.

Weakest Precondition

wp(M(E), Q) = `P[x\E] && (R[x\E] ==> Q)`

Calc

To prove a lemma by hand, you can add a **calc** section into the lemmas body, where γ is the default transitive operator between lines.

calc γ {

$5 * (x + 3);$
$== 5 * x + 5 * 3;$
$== 5x + 15;$

}

You can use use any transitive operator between lines (e.g. ==>). If no default operator is specific, the default is ==.

The **calc** statements can also be added inline within a method instead of creating and calling a lemma.

Induction

Lemmas can also be used to prove using induction by recursively calling the lemma in the body. E.g.

lemma SumLemma(a: *array¡int¿*, i: *int*, j: *int*)

  requires P
  ensures R

{

  if i == j {} // base case: Dafny can prove
  else {
    SumLemma(a, i+1, j); // inductive case
  }

}

Functional Programming

Key features:

- Program structures as mathematical functions
- Data is immutable (i.e. no heap, no side effects)

Match

Match is dafny's version of a switch statement, but it must cover all cases.

  match x
  case c_1
  case c_2
  ...
  case c_n

Descriminators

Discriminators can be used to check if a variable is a given type. E.g. xs.Nil**?** checks if xs is type Nil.

Destructors

Destructors are used to access data in a composite datatype. E.g. for a variable xs of the datatype **datatype** `List<T>` = Nil — Cons(head: T, tail: `List<T>`), head can be accessed using xs.head. Similarly tail can be accessed using xs.tail.

Instrinsic vs Extrinsic Property

- An intrinsic property is a property defined within a specification.
- An extrinsic property is a property defined externally using a lemma.
- Methods in Dafny are opaque, so all properties in the specification are intrinsic.
- Functions are transparent, so properties can be intrinsic or extrinsic.
- Intrinsic properties are available every time we apply a function, whereas extrinsic properties are only available if we call the lemma.
- Having all properties exposed instrinsicly can lead to long verification times, so only define properties intrinsicly if they will be required for all applications of the function.