Formal Methods in Software Engineering

Specification and Verification — Spring 2025

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§1 Program Verification

Motivation

Is this program *correct*?

```
x = 0;
y = a;
while (y > 0) {
    x = x + b;
    y = y - 1;
}
```

Program Correctness

Note: A program can be *correct* only with respect to a *specification*.

Is this program correct with respect to the following specification? ✗

"Given integers a and b, the program computes and stores in x the product of a and b."

Program Correctness [2]

Note: A program can be *correct* only with respect to a *specification*.

Is this program correct with respect to the following specification? ✓

*"Given **positive** integers a and b, the program computes and stores in x the product of a and b."*

```
x = 0;
y = a;
while (y > 0) {
    x = x + b;
    y = y - 1;
}
```

Design by Contract

Specification of a program can be seen as a *contract*:

- *Pre-conditions* define what is *required* to get a meaningful result.
- *Post-conditions* define what is *guaranteed* to return when the precondition is met.

requires a and b to be positive integers
ensures x is the product of a and b

Formal Verification

To formally verify a program you need:

- A formal specification (mathematical description) of the program.
- A formal proof that the specification is correct.
- Automated tools for verification and reasoning.
- Domain-specific expertise.

There are many tools and even specific languages for writing specs and verifying them.

One of them is *Dafny*, both a specification language and a program verifier.

Next, we are going to learn how to:

- *specify* precisely what a program is supposed to do
- *prove* that the specification is correct
- *verify* that the program behaves as specified
- *derive* a program from a specification
- use the *Dafny* programming language and verifier

§2 Dafny

Introduction to Dafny

```
method Triple(x: int) returns (r: int)
  ensures r == 3 * x
{
  var y := 2 * x;
  r := x + y;
}
```

Note: The *caller* does not need to know anything about the *implementation* of the method, only its *specification*, which abstracts the method's behavior. The method is *opaque* to the caller.

Introduction to Dafny [2]

Completing the example:

```
method Triple(x: int) returns (r: int)
  requires x >= 0
  ensures r == 3 * x
{
  var y := Double(x);
  r := x + y;
}

method Double(x: int) returns (r: int)
  requires x >= 0
  ensures r == 2 * x
```

Exercise: Fix the above code/spec to avoid `requires x >= 0` in the `Triple` method.

Logic in Dafny

Dafny expression	Description
`true`, `false`	constants
`!A`	"not A"
`A && B`	"A and B"
`A || B`	"A or B"
`A ==> B`	"A implies B" or "A only if B"
`A <==> B`	"A iff B"
`forall x :: A`	"for all x, A is true"
`exists x :: A`	"there exists x such that A is true"

Precedence order: `!`, `&&`, `||`, `==>`, `<==>`

Verifying the Imperative Procedure

Below is the Dafny program for computing the maximum segment sum of an array. Source: [1]

```
// find the index range [k..m) that gives the
largest sum of any index range
method MaxSegSum(a: array<int>)
  returns (k: int, m: int)
  ensures 0 ≤ k ≤ m ≤ a.Length
  ensures forall p, q ::
          0 ≤ p ≤ q ≤ a.Length ==>
          Sum(a, p, q) ≤ Sum(a, k, m)
{
  k, m := 0, 0;
  var s, n, c, t := 0, 0, 0, 0;
  while n < a.Length
    invariant 0 ≤ k ≤ m ≤ n ≤ a.Length &&
              s == Sum(a, k, m)
    invariant forall p, q ::
              0 ≤ p ≤ q ≤ n ==> Sum(a, p, q) ≤ s
    invariant 0 ≤ c ≤ n && t == Sum(a, c, n)
    invariant forall b ::
              0 ≤ b ≤ n ==> Sum(a, b, n) ≤ t
  {
    t, n := t + a[n], n + 1;
    if t < 0 {
      c, t := n, 0;
    } else if s < t {
      k, m, s := c, n, t;
    }
  }
}

// sum of the elements in the index range [m..n)
function Sum(a: array<int>, m: int, n: int): int
  requires 0 ≤ m ≤ n ≤ a.Length
  reads a
{
  if m == n then 0
  else Sum(a, m, n-1) + a[n-1]
}
```

Program State

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

The program variables `x`, `y`, `a`, and `b`, together the method's *state*.

Note: Not all program variables are in scope the whole time.

Floyd Logic

Let's propagate the precondition *forward*:

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

The last constructed condition *implies* the required postcondition:

$$(x \geq 10) \land (a = x + 3) \land (b = 12) \land (y = a + b) \rightarrow (y \geq 25)$$

Floyd Logic [2]

Now, let's go *backward* starting with a postcondition at the last statement:

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

The last calculated condition is *implied* by the given precondition:

$$(x + 3 + 12 \geq 25) \leftarrow (x \geq 10)$$

Exercise #1

Consider a method with the type signature below which returns in `s` the sum of `x` and `y`, and in `m` the maximum of `x` and `y`:

```
method MaxSum(x: int, y: int)
  returns (s: int, m: int)
  ensures ...
```

Write the postcondition specification for this method.

Exercise #2

Consider a method that attempts to reconstruct the arguments `x` and `y` from the return values of `MaxSum`. In other words, in other words, consider a method with the following type signature and the same postcondition as in Exercise 1:

```
method ReconstructFromMaxSum(s: int, m: int)
  returns (x: int, y: int)
  requires ...
  ensures ...
```

This method cannot be implemented as is.
Write an appropriate precondition for the method that allows you to implement it.

§3 Floyd-Hoare Logic

From Contracts to Floyd-Hoare Logic

In the design-by-contract methodology, contracts are usually assigned to procedures or modules.

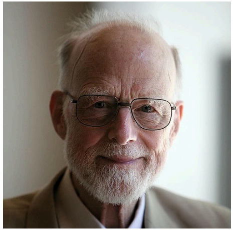
In general, it is possible to assign contracts to each statement of a program.

A formal framework for doing this was developed by Tony Hoare, formalizing a reasoning technique by Robert Floyd.

It is based on the notion of a *Hoare triple*.

Dafny is based on Floyd-Hoare Logic.

Robert Floyd



Tony Hoare

Hoare Triples

Definition 1: For predicates P and Q, and a problem S, the Hoare triple $\{P\}S\{Q\}$ describes how the execution of a piece of code changes the state of the computation.

It can be read as "if S is started in any state that satisfies P, then S will terminate (and does not crash) in a state that satisfies Q".

Examples:

$$
\begin{array}{rll}
\{x = 1\} & x := 20 & \{x = 2\} \\
\{x < 18\} & y := 18 - x & \{y \geq 0\} \\
\{x < 18\} & y := 5 & \{y \geq 0\}
\end{array}
$$

Non-examples:

$$\{x < 18\} \quad x := y \quad \{y \geq 0\}$$

Forward Reasoning

Definition 2: *Forward reasoning* is a construction of a *post-condition* from a given pre-condition.

Note: In general, there are *many* possible post-conditions.

Examples:

$$\{x = 0\} \quad y := x + 3 \quad \{y < 100\}$$

$$\{x = 0\} \quad y := x + 3 \quad \{x = 0\}$$

$$\{x = 0\} \quad y := x + 3 \quad \{0 \leq x, y = 3\}$$

$$\{x = 0\} \quad y := x + 3 \quad \{3 \leq y\}$$

$$\{x = 0\} \quad y := x + 3 \quad \{\mathtt{true}\}$$

Strongest Postcondition

Forward reasoning constructs the *strongest* (i.e., *the most specific*) postcondition.

$$\{x = 0\} \quad y := x + 3 \quad \{0 \leq x \land y = 3\}$$

Definition 3: A is *stronger* than B if $A \to B$ is a valid formula.

Definition 4: A formula is *valid* if it is true for any valuation of its free variables.

Backward Reasoning

Definition 5: *Backward reasoning* is a construction of a *pre-condition* for a given post-condition.

Note: Again, there are *many* possible pre-conditions.

Examples:

$$
\begin{aligned}
\{x \leq 70\} \quad & y := x + 3 \quad \{y \leq 80\} \\
\{x = 65, y < 21\} \quad & y := x + 3 \quad \{y \leq 80\} \\
\{x \leq 77\} \quad & y := x + 3 \quad \{y \leq 80\} \\
\{x \cdot x + y \cdot y \leq 2500\} \quad & y := x + 3 \quad \{y \leq 80\} \\
\{\texttt{false}\} \quad & y := x + 3 \quad \{y \leq 80\}
\end{aligned}
$$

Weakest Precondition

Backward reasoning constructs the *weakest* (i.e., *the most general*) pre-condition.

$$\{x \leq 77\} \quad y := x + 3 \quad \{y \leq 80\}$$

Definition 6: A is *weaker* than B if $B \to A$ is a valid formula.

Weakest Precondition for Assignment

Definition 7: The weakest pre-condition for an *assignment* statement $x := E$ with a post-condition Q, is constructed by replacing each x in Q with E, denoted $Q[x := E]$.

$$\{Q[x := E]\} \quad x := E \quad \{Q\}$$

Example: Given a Hoare triple $\{?\}\ y := a + b\ \{25 \leq y\}$, we construct a pre-condition $\{25 \leq a + b\}$.

Examples:

$$\begin{aligned}
\{25 \leq x + 3 + 12\} &\quad y := x + 3 &&\quad \{25 \leq a + 12\} \\
\{x + 1 \leq y\} &\quad y := x + 1 &&\quad \{x \leq y\} \\
\{3 \cdot 2 \cdot x + 5y < 100\} &\quad y := 2 \cdot x &&\quad \{3x + 5y < 100\}
\end{aligned}$$

Simultaneous Assignment

Dafny allows simultaneous assignment of multiple variables in a single statement.

Examples:

`x, y := 3, 10;`	sets x to 3 and y to 10
`x, y = x + y, x - y;`	sets x to the sum of x and y and y to their difference

All right-hand sides are evaluated *before* any variables are assigned.

Note: The last example is *different* from the two statements `x = x + y; y = x - y;`

Weakest Precondition for Simultaneous Assignment

Definition 8: The weakest pre-condition for a *simultaneous assignment* $x_1, x_2 := E_1, E_2$ is constructed by replacing each x_1 with E_1 and each x_2 with E_2 in post-condition Q.

$$Q[x_1 := E_1, x_2 := E_2] \quad x_1, x_2 := E_1, E_2 \quad \{Q\}$$

Example:

```
// { x == X, y == Y }
// { y == Y, x == X }
x, y = y, x
// { x == Y, y == X }
```

Weakest Precondition for Variable Introduction

Note: The statement `var x := tmp;` is actually *two* statements: `var x; x := tmp;`

What is true about x in the post-condition, must have been true for all x before the variable introduction.

$$\{\forall x.\, Q\} \quad \texttt{var}\ x \quad \{Q\}$$

Examples:

- $\{\forall x.\, 0 \leq x\} \quad \texttt{var}\ x \quad \{0 \leq x\}$
- $\{\forall x : \texttt{int}.\, 0 \leq x \cdot x\} \quad \texttt{var}\ x \quad \{0 \leq x \cdot x\}$

Strongest Postcondition for Variable Introduction

Consider the Hoare triple $\{w < x, x < y\}\ x := 100\ \{?\}$.

Obviously, $x = 100$ is a post-condition, however it is *not the strongest*.

Something *more* is implied by the pre-condition: there exists an n such that $(w < n) \wedge (n < y)$, which is equivalent to $w + 1 < y$.

In general:

$$\{P\} \quad x := E \quad \{\exists n.\, P[x := n] \wedge x = E[x := n]\}$$

$\mathcal{WP} \land \mathcal{SP}$

Let P be a predicate on the pre-state of a program S and let Q be a predicate on the post-state of S.

$\mathcal{WP}[S, Q]$ denotes the weakest precondition of S w.r.t. Q.

- $\mathcal{WP}[x := E, Q] = Q[x := E]$

$\mathcal{SP}[S, P]$ denotes the strongest postcondition of S w.r.t. P.

- $\mathcal{SP}[x := E, P] = \exists n.\, P[x := n] \land x = E[x := n]$

Control Flow

- Assignment: `x := E`
- Variable introduction: `var x`
- Sequential composition: `S ; T`
- Conditions: `if B { S } else { T }`
- Method calls: `r := M(E)`
- Loops: `while B { S }`

Sequential Composition

$$S; T$$

$$\{P\}S\{Q\}T\{R\}$$

$$\{P\}S\{Q\} \quad \text{and} \quad \{Q\}T\{R\}$$

Strongest post-condition:

- Let $Q = \mathcal{SP}[S, P]$
- $\mathcal{SP}[\texttt{S;T}, P] = \mathcal{SP}[T, Q] = \mathcal{SP}[T, \mathcal{SP}[S, P]]$

Weakest pre-condition:

- Let $Q = \mathcal{WP}[T, R]$
- $\mathcal{WP}[\texttt{S;T}, R] = \mathcal{WP}[S, Q] = \mathcal{WP}[S, \mathcal{WP}[T, R]]$

TODO

- [ ] ...

Bibliography

[1] M. Leino and K. Rustan, “Accessible Software Verification with Dafny,” *IEEE Software*, vol. 34, no. 6, pp. 94–97, Nov. 2017, doi: 10.1109/MS.2017.4121212.