# **Task 1.1**

```
\begin{array}{c} [n>0] \\ i:=n; & [n>0 \land i=n] \\ \{ \mbox{\bf inv } i>0 \} \\ \{ \mbox{\bf dec } i \} \\ \mbox{while}(i>1) \{ & [i>0 \land i>1 \land i=i_0] \Rightarrow [i/2>0 \land i/2 < i_0] \\ \mbox{} i:=i/2 & [i>0 \land i < i_0] \\ \} & [n>0 \land i=1] \end{array}
```

# **Task 1.2**

```
[|a| \geq 1 \wedge i = 0 \wedge a[i] \geq 1] x := 1; k := 0; \{ \mathbf{inv} \ x = 2^k \wedge x \leq a[i] \} \{ \mathbf{dec} \ a[i] - x * 2 \} \mathbf{while}(x * 2 \leq a[i]) \{ k := k + 1 x := x * 2 \} [x = 2^k \wedge x \leq a[i] \wedge a[i] < 2^{k+1} ]
```

### **Task 2.1**

```
\begin{array}{lllll} \text{state } \sigma & P_1 & P_2 \\ \sigma \models e_1 \wedge e_2 & \text{Executes } s_1 & \text{Executes } s_1 \square s_2 \\ \sigma \models e_1 \wedge \neg e_2 & \text{Executes } s_1 & \text{Executes } s_1 \\ \sigma \models \neg e_1 \wedge e_2 & \text{Executes } s_2 & \text{Executes } s_2 \\ \sigma \models \neg e_1 \wedge \neg e_2 & \text{Executes } s_2 & \bot_e \end{array}
```

#### **Task 2.2**

$$\begin{aligned} \text{(a)} \ \ &M(\text{havoc}\ i; a[i] = 1, \sigma) \\ &= \bigcup_{\sigma' \in \{\sigma[i \mapsto n] \mid n \in \mathbb{Z}\}} M(a[i] = 1, \sigma') \\ &= \{\sigma[a[\sigma'(i)] \mapsto 1]\} \\ &\text{or can just do this?} \\ &= \{\sigma[a[\sigma[i \mapsto n]] \mapsto 1] \mid n \in Z\} \end{aligned}$$

(b) 
$$M(\text{while } \{x > -10 \land x < 10 \to x := x + 1 \square x > -10 \land x < 10 \to x := x - 1\}, \{x = 1\})$$
  
=  $\{\{x = 10\}, \{x = -10\}\}$ 

With  $\{x = 1\}$ , both guards are true, so the program either keeps decrementing or incrementing x until it is either 10 or -10 non-deterministically.

(c) 
$$M(\operatorname{branch} \{x \geq y \to x := x + 2 \square y \geq x \to y := y + 1\}, \{x = 3, y = 3\}$$
 $= M(x := x + 2, \{x = 3, y = 3\}) \cup M(y := y + 1, \{x = 3, y = 3\})$ 
 $= \{\{x = 5, y = 3\}\} \cup \{\{x = 3, y = 4\}\}$ 
 $= \{\{x = 5, y = 3\}, \{x = 3, y = 4\}\}$ 
Thus,
 $M((\operatorname{branch} \{x \geq y \to x := x + 2 \square y \geq x \to y := y + 1\}); \text{ if } (x < y) \text{ then } \{z := y\} \text{ else } \{z := x\}, \{x = 3, y = 3\})$ 
 $= \bigcup_{\sigma' \in \{\{x = 5, y = 3\}, \{x = 3, y = 4\}\}} M(\text{if } (x < y) \text{ then } \{z := y\} \text{ else } \{z := x\}, \sigma')$ 
 $= \{\{x = 5, y = 3, z = 5\}, \{x = 3, y = 4, z = 4\}\}$ 

### Task 2.3

(a) 
$$wlp(\text{branch } \{x \geq y \rightarrow max := x \square y \geq x \rightarrow max := y\}, max \geq 0)$$
  
 $= (x \geq y \rightarrow wlp(max := x, max \geq 0)) \land (y \geq x \rightarrow wlp(max := y, max \geq 0))$   
 $= (x \geq y \rightarrow [x/max](max \geq 0)) \land (y \geq x \rightarrow [y/max](max \geq 0))$   
 $= (x \geq y \rightarrow x \geq 0) \land (y \geq x \rightarrow y \geq 0)$ 

(b) 
$$sp(x \ge y, \text{ branch } \{x \ge y \to y := y+1 \square y \ge x \to x := x+1\})$$
  
 $= sp(x \ge y \land x \ge y, y := y+1) \land sp(x \ge y \land y \ge x, x := x+1)$   
 $= sp(x \ge y, y := y+1) \land sp(x = y, x := x+1)$   
 $= ([y_0/y](x \ge y) \land y = [y_0/y](y+1)) \land ([x_0/x](x = y) \land x = [x_0/x](x+1))$   
 $= (x \ge y_0 \land y = y_0 + 1) \land (x_0 = y \land x = x_0 + 1)$ 

(c) 
$$wlp(\text{havoc } x; y := y + 1, y \ge \frac{x}{|x|})$$
  
 $= wlp(\text{havoc } x, wlp(y := y + 1, y \ge \frac{x}{|x|}))$   
 $= wlp(\text{havoc } x, y + 1 \ge \frac{x}{|x|})$   
 $= \forall x_0 \in \mathbb{Z}.[x_0/x](y + 1 \ge \frac{x}{|x|})$   
 $= \forall x_0 \in \mathbb{Z}.y + 1 \ge \frac{x_0}{|x_0|}$ 

### **Task 3.1**

$$s \equiv [y := x/3 | |x := x + 6; z := x * 2] \text{ and } \sigma = \{x = 18\}$$

(b) 
$$M(s,\sigma) = \{\{x=24, y=6, z=48\}, \{x=24, z=48, y=8\}\}$$
  
Looking at the evaluation graph, the ending states have  $x=24, z=48$  and either  $y=6$  or  $y=8$ .  
This is due to using  $x$  in an assignment  $(y:=x/3)$  and updating it  $(x:=x+6)$  as well.

# **Task 4.1**

I spent about 4 hours on this.