



Technische Universität Berlin

Software and Embedded Systems Engineering Group

Prof. Dr. Sabine Glesner

www.sese.tu-berlin.de Sekr. TEL 12-4 Ernst-Reuter-Platz 7 10587 Berlin



Softwaretechnik und Programmierparadigmen WiSe 2022/2023

Prof. Dr. Sabine Glesner
Milko Monecke
Simon Schwan

Übungsblatt 14

Beispiellösung

Aufgabe 1: Partielle Korrektheit

Beweist mithilfe des Hoare Kalküls die *partielle* Korrektheit folgender Programme.

a) `max(int a, int b):`
 `{true}` $\{P\}$
 if `a > b` then
 `{a > b ∧ true}` Regel (4) $\{B \wedge P\}$
 $\Rightarrow \{a \geq b \wedge true\}$ Regel (6)
 $\Rightarrow \{true \wedge a \geq b \wedge (true \vee a = b)\}$ Regel (6)
 $\Rightarrow \{a \geq a \wedge a \geq b \wedge (a = a \vee a = b)\}$ Regel (6) (2) $[m \leftarrow a]$
 `m := a`
 $\{m \geq a \wedge m \geq b \wedge (m = a \vee m = b)\}$ Regel (4) $\{Q\}$
 else
 `{a ≤ b ∧ true}` Regel (4) $\{\neg B \wedge P\}$
 $\Rightarrow \{b \geq a \wedge true \wedge (b = a \vee true)\}$ Regel (6)
 $\Rightarrow \{b \geq a \wedge b \geq b \wedge (b = a \vee b = b)\}$ Regel (6) (2) $[m \leftarrow b]$
 `m := b`
 $\{m \geq a \wedge m \geq b \wedge (m = a \vee m = b)\}$ Regel (4) $\{Q\}$
 fi
 $\{m \geq a \wedge m \geq b \wedge (m = a \vee m = b)\}$ $\{Q\}$

b) `trinumbr(int n)1:`

$\{n \geq 0\}$	$\{P\}$
$\Rightarrow \{0 \leq n \wedge 0 = 0\}$	Regel (6) (2)
<code>s := 0;</code>	
$\{0 \leq n \wedge s = 0\}$	Regel (6)
$\Rightarrow \{0 \leq n \wedge s = \sum_{j=0}^0 j\}$	Regel (3) (2) $\{I\}$
<code>i := 0;</code>	
$\{i \leq n \wedge s = \sum_{j=0}^i j\}$	Regel (3) (5) $\{I\}$
<code>while i < n do</code>	
$\{i < n \wedge i \leq n \wedge s = \sum_{j=0}^i j\}$	Regel (5) $\{B \wedge I\}$
$\Rightarrow \{i < n \wedge s = \sum_{j=0}^i j\}$	Regel (6)
$\Rightarrow \{i < n \wedge s + (i + 1) = (\sum_{j=0}^i j) + (i + 1)\}$	Regel (6)
$\Rightarrow \{i < n \wedge s + (i + 1) = \sum_{j=0}^{i+1} j\}$	Regel (6)
$\Rightarrow \{i + 1 \leq n \wedge s + (i + 1) = \sum_{j=0}^{i+1} j\}$	Regel (6) (2) $[i \leftarrow i + 1]$
<code>i := i + 1;</code>	
$\{i \leq n \wedge s + i = \sum_{j=0}^i j\}$	Regel (3) (2) $[s \leftarrow s + i]$
<code>s := s + i</code>	
$\{i \leq n \wedge s = \sum_{j=0}^i j\}$	Regel (5) $\{I\}$
<code>od</code>	
$\{i \geq n \wedge i \leq n \wedge s = \sum_{j=0}^i j\}$	Regel (5) $\{\neg B \wedge I\}$
$\Rightarrow \{i = n \wedge s = \sum_{j=0}^i j\}$	Regel (6)
$\Rightarrow \{s = \sum_{j=0}^n j\}$	Regel (6) $\{Q\}$

¹Berechnet die sogenannten “Triangular Numbers”.

c) `rest(int x, int y):`

$\{x \geq 0\}$	$\{P\}$
$\Rightarrow \{x \geq 0 \wedge x = x\}$	Regel (6)
$\Rightarrow \{x \geq 0 \wedge x = 0 * y + x\}$	Regel (6) (2) $[q \leftarrow 0]$
<code>q := 0;</code>	
$\{x \geq 0 \wedge x = q * y + x\}$	Regel (3) (2) $[r \leftarrow x]$
<code>r := x;</code>	
$\{r \geq 0 \wedge x = q * y + r\}$	Regel (3) (5) $\{I\}$
<code>while r >= y do</code>	
$\{r \geq y \wedge r \geq 0 \wedge x = q * y + r\}$	Regel (5) $\{B \wedge I\}$
$\Rightarrow \{r \geq y \wedge x = q * y + r\}$	Regel (6)
$\Rightarrow \{r \geq y \wedge x = (q * y + y) + r - y\}$	Regel (6)
$\Rightarrow \{r \geq y \wedge x = (q + 1) * y + r - y\}$	Regel (6)
$\Rightarrow \{r - y \geq 0 \wedge x = (q + 1) * y + r - y\}$	Regel (6) (2) $[r \leftarrow r - y]$
<code>r := r - y;</code>	
$\{r \geq 0 \wedge x = (q + 1) * y + r\}$	Regel (3) (2) $[q \leftarrow q + 1]$
<code>q := q + 1</code>	
$\{r \geq 0 \wedge x = q * y + r\}$	Regel (5) $\{I\}$
<code>od</code>	
$\{r < y \wedge r \geq 0 \wedge x = q * y + r\}$	Regel (5) $\{\neg B \wedge I\}$
$\Rightarrow \{r < y \wedge x = q * y + r \wedge r \geq 0\}$	Regel (6) $\{Q\}$

d) **Zusatzaufgabe zum knobeln** (einschließlich totaler Korrektheit):

<code>mod(int x, int y):</code>	
$\{x = m \wedge y = n \wedge x \geq 0 \wedge y > 0\}$	$\{P\}$
$\Rightarrow \{m \bmod n = x \bmod y \wedge x \geq 0 \wedge y > 0\}$	Regel (6) (5) $\{I\}$
<code>while(x >= y) do</code>	
$\{x \geq y \wedge m \bmod n = x \bmod y \wedge x \geq 0 \wedge y > 0\}$	Regel (5) $\{B \wedge I\}$
$\Rightarrow \{m \bmod n = (x - y) \bmod y \wedge x - y \geq 0 \wedge y > 0\}$	Regel (6) (2) $\{P[x \leftarrow x - y]\}$
<code>x := x - y</code>	
$\{m \bmod n = x \bmod y \wedge x \geq 0 \wedge y > 0\}$	Regel (5) $\{I\}$
<code>od;</code>	
$\{x < y \wedge m \bmod n = x \bmod y \wedge x \geq 0 \wedge y > 0\}$	Regel (3) (5) $\{\neg B \wedge I\}$
$\Rightarrow \{x = m \bmod n\}$	Regel (6) (2) $\{P[erg \leftarrow x]\}$
<code>erg := x</code>	
$\{erg = m \bmod n\}$	$\{Q\}$

Terminierung: $t = x - y$

$$1. \{x \geq y \wedge \dots \wedge x \geq 0 \wedge y > 0\} \Rightarrow x - y \geq 0$$

Regel (7) $B \wedge I \Rightarrow x - y \geq 0$

2. **while** $x \geq y$ **do**
 $\{ \dots \wedge y > 0 \wedge (x - y = m) \}$
 $\Rightarrow \{ \dots \wedge (x - y - y < m) \}$
 $x := x - y$
 $\{ \dots \wedge (x - y < m) \}$
od

Regel (7) $\{B \wedge I \wedge (t = m)\}$

Regel (6) (2) $\{P[x \leftarrow x - y]\}$

Regel (7) $\{I \wedge (t < m)\}$

Referenz: Hoare Kalkül

(1) Skip-Axiom: $\{P\} \text{ skip } \{P\}$

(2) Zuweisungsaxiom: $\{P[x \leftarrow E]\} x := E \{P\}$

(3) Sequenzregel:

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

(4) if-then-else-Regel:

$$\frac{\{B \wedge P\} S_1 \{Q\} \quad \{\neg B \wedge P\} S_2 \{Q\}}{\{P\} \text{ if } B \text{ then } S_1 \text{ else } S_2 \text{ fi } \{Q\}}$$

(5) while-Regel:

$$\frac{\{B \wedge I\} S \{I\}}{\{I\} \text{ while } B \text{ do } S \text{ od } \{\neg B \wedge I\}}$$

(6) Konsequenzregel:

$$\frac{\{P \Rightarrow P'\} \quad \{P'\} S \{Q'\} \quad \{Q' \Rightarrow Q\}}{\{P\} S \{Q\}}$$

(7) Terminierung:

$$\frac{\{B \wedge I \wedge (t = m)\} S \{I \wedge (t < m)\}, B \wedge I \Rightarrow t \geq 0}{\{I\} \text{ while } B \text{ do } S \text{ od } \{\neg B \wedge I\}}$$

Vorgehen: finde Terminierungsfunktion $t \mapsto \mathbb{N}$, sodass

1. $B \wedge I \Rightarrow t \geq 0$ und
2. $\{B \wedge I \wedge (t = m)\} S \{I \wedge (t < m)\}$ gilt.