

# OMSCS 6340 - Fall 2016

## Assignment 1 (60pts)

### Due September 5, 8am EDT

**Objective:** The goal of this assignment is to become familiar with a technique and tool for formally reasoning about partial correctness properties of programs. In particular, we will use the Dafny program verifier from Microsoft Research.

**Resources:**

1. Dafny interactive tool: <http://rise4fun.com/Dafny>
2. Dafny quick reference: <http://research.microsoft.com/en-us/projects/dafny/reference.aspx>
3. Dafny homepage: <http://research.microsoft.com/en-us/projects/dafny/>

**Setup:** Try each of the below questions in the Dafny interactive tool at <http://rise4fun.com/Dafny>. The interactive tool allows creating a permalink (a URL whose content is no longer modifiable) to the final Dafny program you write.

**Submission Instructions:** Submit a single UTF-8 encoded plaintext (.txt) document on TSquare named dafny.txt containing a permalink to each problem, one link per line.

Example submission:

1. <http://rise4fun.com/Dafny/8plWm>
2. <http://rise4fun.com/Dafny/nN52>
3. <http://rise4fun.com/Dafny/mO2zR>
4. <http://rise4fun.com/Dafny/Fple>

**Problems:** For each of the problems, you are only allowed to add Dafny constructs. No modifications or deletions should be made to the existing code.

**Problem 1. [20 points]** The class declared below mimics a Lock class in programming languages like Java and C++. Insert the right requires statements to pass Dafny's checks. [Also available at <http://rise4fun.com/Dafny/8plWm>]

```
class Lock {
  var state:bool;

  constructor init() modifies this; ensures state == false; {
    state := false;
  }

  method acquireLock() modifies this; ensures state == true; {
    state := !state;
  }
}
```

```

method releaseLock() modifies this; ensures state == false; {
    state := !state;
}
}

```

**Problem 2. [20 points]** Please insert the correct invariant statement(s) for the program below to pass Dafny's termination checks. [Also available at <http://rise4fun.com/Dafny/nN52>]

```

method Main() {
    var a:int := 0;
    var b:int := -1;
    var c:int := 0;
    var i:int := 100;
    while (a!=b) decreases i - c; {
        b := a;
        c := c+1;
        if (c < i) {
            a := a+1;
        }
    }
    print "Eureka";
}

```

**Problem 3. [20 points]** Now let us combine the above two problems. Insert the correct invariant and requires statement(s) to make the program below pass Dafny's checks. [Also available at <http://rise4fun.com/Dafny/mO2zR>]

```

class Lock {
    var state:bool;
    constructor init() modifies this;
    ensures state == false; {
        state := false;
    }
    method acquireLock() modifies this; ensures state == true; {
        state := !state;
    }
}

```

```

method releaseLock() modifies this; ensures state == false; {
    state := !state;
}
}

method Main() {
    var a:int := 0;
    var b:int := -1;
    var c:int := 0;
    var l:Lock := new Lock.init(); var i:int := 100;
    while (a!=b) decreases i - c; {
        b := a;
        c := c+1;
        l.acquireLock();
        if(c < i) {
            a := a+1; l.releaseLock();
        }
    }
    l.releaseLock();
    print "Eureka";
}

```

**Problem 4. [40 points extra credit]** The following program in Dafny defines the sorted predicate and bubble sort algorithm. Insert invariant statements to pass Dafny's checks (the invariant statements for the outer loop are already provided). [Also available at <http://rise4fun.com/Dafny/Fple>]

```

predicate sorted(a:array<int>, left:int, right:int)
requires a!=null && 0 <= left <= right <= a.Length;
reads a; {
    forall x:int :: left <= x < right - 1 => a[x] <= a[x + 1]
}

method bubbleSort(a: array<int>)
requires a != null && a.Length > 1;
modifies a;
ensures sorted(a, 0, a.Length); {

```

```

var sortedUntil := 0;
var i := a.Length - 1;
while (sortedUntil < a.Length)
  invariant 0 <= sortedUntil <= a.Length;
  invariant forall j, k :: 0 <= j < sortedUntil <= k < a.Length
    ==> a[j] <= a[k];
  invariant sorted(a, 0, sortedUntil); {
    i := a.Length - 1;
    while(i > sortedUntil) {
      if(a[i] <= a[i - 1]) {
        A[i - 1], a[i] := a[i], a[i - 1];
      }
      i := i - 1;
    }
    sortedUntil := sortedUntil + 1;
  }
}

```