

$$\begin{aligned}
 \textcircled{1} \quad a) \quad & \text{transient}(P) \wedge [P' \Rightarrow P] \\
 \equiv & \quad \{\text{def. of transient}\} \\
 & (\exists a :: \{P\} a \{\neg P\}) \wedge [P' \Rightarrow P] \\
 \equiv & \quad \{\text{def. of } \exists, \text{ distribution of } \wedge\} \\
 & (\exists a :: (\{P\} a \{\neg P\}) \wedge [P' \Rightarrow P]) \\
 \equiv & \quad \{\text{Hoare triples: strengthening LHS and weakening RHS}\} \\
 & (\exists a :: \{P'\} a \{\neg P'\}) \\
 \equiv & \quad \text{transient}(*P')
 \end{aligned}$$

b) False. Consider a program that starts with  $p := 0$  and has only one action:  $p = 0 \rightarrow p := 3$ .  
 Clearly,  $p \leq 2$  is transient and  $[p \leq 2 \Rightarrow p \leq 3]$ , but  $p \leq 3$  is not transient as no action can take us to  $p > 3$ .

$$\begin{aligned}
 \textcircled{2} \quad a) \quad & P \rightsquigarrow P \\
 \Leftarrow & \quad \{\text{from slides}\} \\
 & P \text{ ensures } P \\
 \equiv & \quad \{\text{Def of ensures}\} \\
 & (P \wedge \neg P) \text{ next } (P \vee P) \wedge \text{transient}(P \wedge \neg P) \\
 \equiv & \quad \{P \wedge \neg P \equiv \text{false}, P \vee P \equiv P\} \\
 & \text{false next } P \wedge \text{transient false} \\
 \equiv & \quad \{\text{false next } P \equiv \text{true (from H/W \#2), def. of transient}\} \\
 & \text{true} \wedge \text{false} \quad (\exists a: \{\text{false}\} a \{\text{true}\}) \\
 \equiv & \quad \{\text{true is identity of } \wedge\}
 \end{aligned}$$

$\equiv$

$$(\exists a :: \{ \text{false} \} a \{ \text{true} \})$$

$$\equiv \{ \text{def. assignment axiom} \}$$

$$(\exists a :: \text{false} \Rightarrow \text{true})$$

$$\equiv \{ \text{def. of } \Rightarrow \}$$

$$(\exists a :: \text{true})$$

$$\equiv \{ \text{def. of } \exists, \forall \}$$

true

b)  $P \rightsquigarrow (P \wedge Q)$

$$\Leftarrow \{ \text{antecedent strengthening, from slides} \}$$

$$P \text{ ensures } (P \wedge Q)$$

$$\equiv \{ \text{Def. of ensures} \}$$

$$(P \wedge \neg(P \wedge Q)) \text{ next } (P \vee (P \wedge Q)) \wedge \text{transient}(P \wedge \neg(P \wedge Q))$$

$$\equiv \{ P \wedge \neg(P \wedge Q) \equiv P \wedge (\neg P \vee \neg Q) \equiv P \wedge \neg Q, \quad P \vee (P \wedge Q) \equiv P \}$$

$$(P \wedge \neg Q) \text{ next } (P) \wedge \text{transient}(P \wedge \neg Q)$$

$$\equiv \{ \text{Def. of next, def. of assignment axiom} \}$$

$$(\forall a :: P \wedge \neg Q \Rightarrow P_a) \wedge \text{transient}(P \wedge \neg Q)$$

$$\Leftarrow \{ \text{antecedent strengthening} \}$$

$$(\forall a :: P \Rightarrow P_a) \wedge \text{transient}(P \wedge \neg Q)$$

$$\equiv \{ \text{assignment axiom} \}$$

$$(\forall a :: \{ P \} a \{ P \}) \wedge \text{transient}(P \wedge \neg Q)$$

$$\equiv \{ \text{def of next, stable} \}$$

$$\text{stable}(P) \wedge \text{transient}(P \wedge \neg Q)$$

② c) False: Consider a program that starts with  $x := 0$ , and has a single action  $x := x + 1$ . Clearly  $x = 0 \rightsquigarrow x = 2$  and  $x = 0 \rightsquigarrow x = 3$ , but  $(x = 0 \wedge x = 0) \not\rightsquigarrow (x = 2 \wedge x = 3)$ .



③

we have no guarded actions in our program, so to find the fixed point we need to replace all assignments with equalities and take their conjunction, what gives us:

$$FP \equiv (r = f(r)) \wedge (r = g(r)) \wedge (r = h(r)) \equiv r = f(r) \wedge g(r) = h(r)$$

Indeed:  $\text{stable}(FP)$

$$\equiv \{ \text{def. of stable} \}$$

$FP \text{ next } FP$

$$\equiv \{ \text{def. of next} \}$$

$$(\forall a :: \{FP\} a \{FP\})$$

$$\equiv \{ \text{def. of program, } FP \}$$

$$(\forall a :: \text{true})$$

$$\equiv \{ \text{def. of } \forall, \wedge \}$$

true

Invariant is  $r \leq M$ . Indeed, initially we have  $r = 0$  and  $f(r), g(r), h(r) \geq 0$  as we can't have negative time, hence  $r \leq M$ .

$$\text{stable}(r \leq M)$$

$$\equiv \{ \text{def. of stable} \}$$

$$(r \leq M) \text{ next } (r \leq M)$$

$$\equiv \{ \text{def. of next} \}$$

$$(\forall a :: \{r \leq M\} a \{r \leq M\})$$

$$\equiv \{ \text{repeat step on the left for } f(r), g(r), h(r) \}$$

$$(\forall a :: \text{true})$$

$$\equiv \{ \text{def. of } \forall, \wedge \}$$

true

$$\{r \leq M\} r := f(r) \{r \leq M\}$$

$$\equiv \{ \text{assignment axiom} \}$$

$$r \leq M \Rightarrow f(r) \leq M$$

$$\equiv \{ f(r) \text{ is the soonest time of availability, since } r \leq M$$

$f(r)$  can either be equal to  $M$  or less than  $M$  if professor is available sooner than other, so by definition of  $M$  }

true

③ cont.

$r$  as a metric satisfies 3 key properties:

① It is guaranteed to never decrease:

$$\begin{aligned} & (r = k) \text{ next } (r \geq k) \\ \equiv & \quad \{ \text{def. of next} \} \\ & (\forall a :: \{ r = k \} a \{ r \geq k \}) \\ \equiv & \quad \{ \text{def. of program} \} \\ & \{ r = k \} r := f(r) \{ r \geq k \} \wedge \{ r = k \} r := g(r) \{ r \geq k \} \wedge \{ r = k \} r := h(r) \{ r \geq k \} \\ \equiv & \quad \{ \text{assignment axiom 3 times} \} \\ & (r = k \Rightarrow f(r) \geq k) \wedge (r = k \Rightarrow g(r) \geq k) \wedge (r = k \Rightarrow h(r) \geq k) \\ \equiv & \quad \{ f(r), g(r), h(r) \geq r \} \\ & \text{true} \wedge \text{true} \wedge \text{true} \\ \equiv & \quad \{ \text{def. of } \wedge \} \\ & \text{true} \end{aligned}$$

②  $r$  is clearly bound above by the invariant,  $r \leq M$ .

③ There is an action that increases  $r$  if it's below  $M$ :

$$\begin{aligned} & \text{transient } (r = k \wedge r < M) \\ \equiv & \quad \{ \text{Def. of transient} \} \\ & (\exists a :: \{ r = k \wedge r < M \} a \{ r \neq k \vee r \geq M \}) \\ \equiv & \quad \{ (r = k) \text{ next } (r \geq k) \} \\ & (\exists a :: \{ r = k \wedge r < M \} a \{ r > k \vee r \geq M \}) \\ \equiv & \quad \{ \text{at any point } r < M, f(r) \neq g(r) \vee g(r) \neq h(r) \vee f(r) \neq h(r) \} \\ & \quad \text{pick the ~~smallest~~ <sup>biggest</sup> function such that } p(r) \neq r \} \\ & \{ r = k \wedge r < M \} r := p(r) \{ r > k \vee r \geq M \} \\ \equiv & \end{aligned}$$



$\equiv$  {assignment axiom}

$$\{r=k \wedge r < M\} \Rightarrow (p(r) > k \vee p(r) \geq M)$$

$\equiv$  {definition of  $p(r)$ :  $p(r) \geq r$ , but  $p(r) \neq r$  hence  $p(r) > r$ }

$$(r=k \wedge r < M) \Rightarrow (\text{true} \vee p(r) \geq M)$$

$\equiv$  {predicate calculus}

$$k < M \Rightarrow \text{true}$$

$\equiv$  {def. of  $\Rightarrow$ }

true

Now we can prove that the program terminates:

true

$$\Rightarrow \{ \text{proof above} \}$$

$$\text{transient } (r=k \wedge r < M)$$

$$\Rightarrow \{ \text{from lemma} \}$$

$$r=k \wedge r < M \rightsquigarrow r \neq k \vee r \geq M$$

$$\equiv \{ \text{next}(r=k) \}$$

$$r=k \wedge r < M \rightsquigarrow r > k \vee r \geq M$$

$$\equiv \{ x \vee y \equiv (\neg y \wedge x) \vee y \}$$

$$r < M \wedge r = k \rightsquigarrow (r < M \wedge r > k) \vee r \geq M$$

$$\Rightarrow \{ \text{induction} \}$$

$$r < M \rightsquigarrow r \geq M$$

$$\equiv \{ \text{invariant, def. of fixed point} \}$$

$$r < M \rightsquigarrow \text{FP}$$

$$\equiv \{ \text{initially } r < M \}$$

$$\text{true} \rightsquigarrow \text{FP}$$

④ a)  $F$  is a metric as it satisfies the following properties:

①  $F$  is guaranteed to not decrease:

Let  $F$  be the metric before applying the action, and  $F'$  after.

If guard is inactive, then no changes occur, clearly  $F = F'$ .

If guard is active, then some  $D[i, k]$  gets a smaller value, increasing the index in  $L[i, k]$  and decreasing  $F'$ , by definition, hence  $F \leq F'$ .

Therefore  $(F = k) \text{ next } (F \geq k)$ .

②  $F$  is the sum of indices in some collection of finite lists, so it's clearly bound by the sum of last indices in these lists. Define this value as  $M$ .

③ There is an action ~~that~~ increasing  $F$  when it's below the bound:

$\text{transient } (F = k \wedge \text{guard} \wedge F < M)$

$\equiv \{ \text{def. of transient} \}$

$(\exists a :: \{ F = k \wedge F < M \} a \{ F \neq k \vee F \geq M \})$

$\equiv \{ \text{pick an action s.t. the guard is activated, use assignment axiom} \}$

$F = k \wedge F < M \Rightarrow F' \neq k \vee F' \geq M$

$\Leftarrow \{ X \Rightarrow Z \Rightarrow X \wedge Y \Rightarrow Z \}$

$F = k \Rightarrow F' \neq k \vee F' \geq M$

$\equiv \{ F \text{ is non-decreasing} \}$

$F = k \Rightarrow F' > k \vee F' \geq M$

$\Leftarrow \{ X \Rightarrow Y \Rightarrow X \Rightarrow Y \vee Z \}$

$F = k \Rightarrow F' > k$

$\equiv \{ \text{By def. of our action, guard was activated so some } D[i, k] \text{ got a smaller value,} \}$   
true ~~then~~ increasing  $F$



(4) b)

Let  $\pi(i, k)$  be the shortest possible path length between  $i$  and  $k$ .

Then  $FP \equiv \forall i, j, k \pi(i, k) \leq D[i, j] + D[j, k]$ .

Note that by definition of  $\pi(i, k)$  and  $F$ ,  $FP$  is also  $F \geq M$ .

Invariant is  $\forall j, k : D[j, k] \leq w[j, k]$ .

true

$\Rightarrow \{ \text{proof above} \}$

transient( $F = k \wedge F < M$ )

$\Rightarrow \{ \text{for am slides} \}$

$F = k \wedge F < M \rightsquigarrow F \neq k \vee F \geq M$

$\equiv \{ X \vee Y \Rightarrow (X \wedge Y) \vee Y \}$

$F = k \wedge F < M \rightsquigarrow (F < M \wedge F \neq k) \vee F \geq M$

$\equiv \{ F \text{ is non-decreasing} \}$

$F < M \wedge F = k \rightsquigarrow (F < M \wedge F > k) \vee F \geq M$

$\Rightarrow \{ \text{induction} \}$

$F < M \rightsquigarrow F \geq M$

$\equiv \{ \text{def. of fixed point} \}$

$F < M \rightsquigarrow FP$

$\equiv \{ \text{initially } F < M \}$

true  $\rightsquigarrow FP$

$\therefore$  program terminates.