

Prog & Alg I (COMS10002)

Week 6 - Intro to Program Correctness

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Reasoning about Loops

- Reasoning about programs with loops is complicated by the fact that variables change value during a loop
- We can use the notation x_i to denote the value of variable x on the i 'th iteration of the loop
- We could do proof by induction on the number of loop iterations, but it is usually easier to use ***invariants***
- Informally, an invariant is a logical property that is
 - set-up by the code preceding the loop
 - re-established on any iteration of the loop
 - ensures correctness of the code following the loop(these correspond to the initialisation, maintenance and termination properties from Kerstin's slides)

Pre, Post and Mid conditions

- To reason about a function, we first need to specify its
 - ***pre-conditions***: the logical properties we assume to be given when the function is called
 - ***post-conditions***: the logical properties we require to hold of the returned value
- If the program is correct then we should be able to prove the pre-conditions ***logically entail*** the post-conditions
- Typically this is done by annotating the program with
 - ***mid-conditions***: the logical properties we know to be true at that point in program execution
- We must show each mid-condition implies the next by a combination of ***forward*** and ***backward*** reasoning

Example: Exponentiation

```
r(x,n) {  
    // given  $n \geq 0$  &  $\neg(x=0 \ \& \ n=0)$   
  
    int a=1;  
  
    // ???  
  
    while (n!=0) {n--; a*=x;}  
  
    // ???  
  
    return a;  
  
    // return  $x^n$   
  
}
```

PRE
CONDITION

MID
CONDITIONS

POST
CONDITION

Reasoning Forward

reasoning
forwards:
easy step

```
r(x,n) {  
    // given  $n \geq 0 \ \& \ \neg(x=0 \ \& \ n=0)$   
    int a=1;  
    //  $a=1 \ \& \ n \geq 0 \ \& \ \neg(x=0 \ \& \ n=0)$   
    while (n!=0) {n--; a*=x;}  
    // ???  
    return a;  
    // return  $x^n$   
}
```

PRE
CONDITION

MID
CONDITIONS

POST
CONDITION

Reasoning Backward

reasoning
forwards:
easy step

```
r(x,n) {  
    // given  $n \geq 0 \ \& \ \neg(x=0 \ \& \ n=0)$   
    int a=1;  
    //  $a=1 \ \& \ n \geq 0 \ \& \ \neg(x=0 \ \& \ n=0)$   
    while (n!=0) {n--; a*=x;}  
    //  $a=x^n$   
    return a;  
    // return  $x^n$   
}
```

PRE
CONDITION

MID
CONDITIONS

POST
CONDITION

reasoning
backwards:
easy step

Linking the proof up

```
r(x,n) {  
    // given  $n \geq 0 \ \& \ \neg(x=0 \ \& \ n=0)$   
    int a=1;  
    //  $a=1 \ \& \ n \geq 0 \ \& \ \neg(x=0 \ \& \ n=0)$   
    while (n!=0) {n--; a*=x;}  
    //  $a=x^n$   
    return a;  
    // return  $x^n$   
}
```

reasoning
forwards:
easy step

???

reasoning
backwards:
easy step

PRE
CONDITION

MID
CONDITIONS

POST
CONDITION

Can we find an invariant to complete the proof?

But, there is a Problem!

```
s(x,n) {
```

```
    // given  $n \geq 0 \ \& \ \neg(x=0 \ \& \ n=0)$ 
```

```
    int a=1;
```

```
    //  $a=1 \ \& \ n \geq 0 \ \& \ \neg(x=0 \ \& \ n=0)$ 
```

```
    x=n=1;
```

```
    //  $a=x^n$ 
```

```
    return a;
```

```
    // return  $x^n$ 
```

```
}
```

PRE
CONDITION

MID
CONDITIONS

POST
CONDITION

this spec is
trivially
satisfied by
code that does
NOT perform
exponentiation!

We really need to remember the initial variable values!

Example: Corrected

```
r(x,n) {  
    // given  $n \geq 0 \ \& \ \neg(x=0 \ \& \ n=0)$  &  $x=x_0 \ \& \ n=n_0$   
    int a=1;  
    //  $a=1 \ \& \ n \geq 0 \ \& \ \neg(x=0 \ \& \ n=0)$  &  $x=x_0 \ \& \ n=n_0$   
    while (n!=0) {n--; a*=x;}  
    //  $a=x_0^n$   
    return a;  
    // return  $x_0^n$   
}
```

reasoning
forwards:
easy step

???

reasoning
backwards:
easy step

So, now can we find an invariant to complete the proof?

General Properties of Loop Invariants



```
// Pre
```

```
...
```

```
// Inv
```

```
while (b) {
```

```
    // Inv & b
```

```
    ...
```

```
    // Inv
```

```
}
```

```
// Inv &  $\neg b$ 
```

```
...
```

```
// Post
```

Initialisation

if Preconditions are true initially then Invariant must be set-up before the loop runs

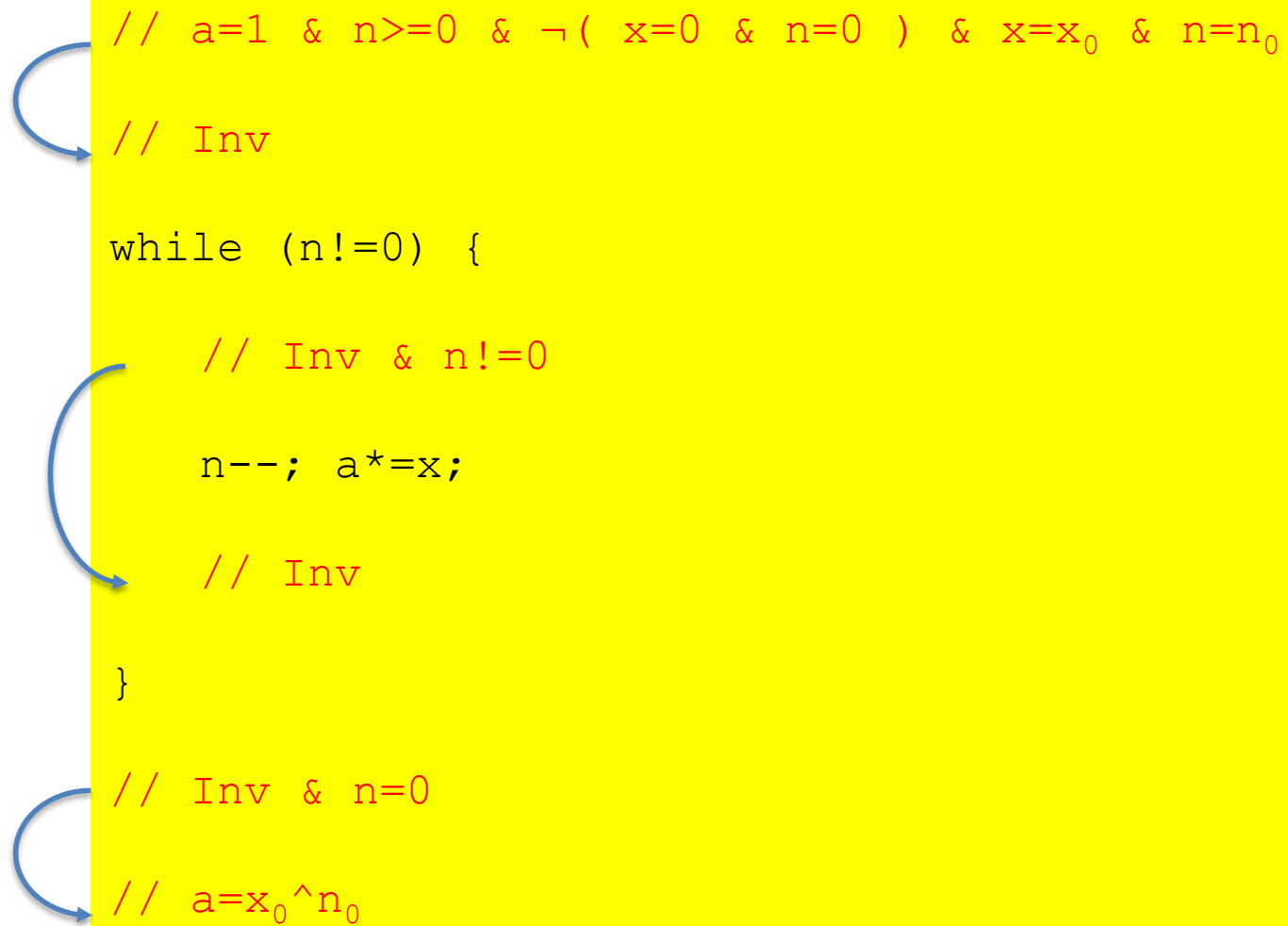
Maintenance

if Invariant and loop Condition are both true then Invariant must be re-established after the loop Body runs

Termination

on exiting the loop the Invariant and negation of the loop Condition are both true and these are sufficient to prove the post-condition

Requirements for our Loop Invariant



```
// a=1 & n>=0 & ¬( x=0 & n=0 ) & x=x0 & n=n0  
  
// Inv  
  
while (n!=0) {  
  
    // Inv & n!=0  
  
    n--; a*=x;  
  
    // Inv  
  
}  
  
// Inv & n=0  
  
// a=x0n0
```

The diagram illustrates the requirements for a loop invariant. It shows a code snippet with several comments. Blue arrows point to the following lines: the initial condition `// a=1 & n>=0 & ¬(x=0 & n=0) & x=x0 & n=n0`, the invariant `// Inv`, the invariant within the loop `// Inv & n!=0`, the invariant after the loop body `// Inv`, and the final condition `// Inv & n=0` and the final result `// a=x0n0`.

We need an Inv that allows us to prove the above properties

Guessing our Loop Invariant

- It is always sensible to choose some example inputs and consider the variable values on each iteration

#	x	n	a
0	3	5	1
1	3	4	3
2	3	3	9
3	3	2	27
4	3	1	81
5	3	0	243

$$x = x_0$$

$$n \geq 0$$

$$n \leq n_0$$

$$a = x_0^{(n_0 - n)}$$

...

intuitively these seem
to be the most useful

- An invariant should refer to the current and initial values only and it should be true on all iterations

Proving our Loop Invariant

reasoning
forwards

INIT

MAINT

$n \rightarrow (n-1)$

$a \rightarrow (a \cdot x)$

TERM

reasoning
backwards

```
// given  $n \geq 0$  &  $\neg (x=0 \ \& \ n=0)$  &  $x=x_0$  &  $n=n_0$ 
int a=1;
//  $a=1$  &  $n \geq 0$  &  $\neg (x=0 \ \& \ n=0)$  &  $x=x_0$  &  $n=n_0$ 
//  $a=x_0^{(n_0-n)}$  &  $x=x_0$ 
while (n!=0) {
    //  $a=x_0^{(n_0-n)}$  &  $x=x_0$  &  $n!=0$ 
    //  $(a \cdot x)=x_0^{(n_0-(n-1))}$  &  $x=x_0$ 
    n--;
    //  $(a \cdot x)=x_0^{(n_0-n)}$  &  $x=x_0$ 
    a*=x;
    //  $a=x_0^{(n_0-n)}$  &  $x=x_0$ 
}
//  $a=x_0^{(n_0-n)}$  &  $x=x_0$  &  $\neg (n!=0)$ 
//  $a=x_0^{n_0}$ 
return a;
// return  $x_0^{n_0}$ 
```

Can we show INIT, MAINT and TERM?

INIT

$a=1 \ \& \ n \geq 0 \ \& \ \neg(\ x=0 \ \& \ n=0 \) \ \& \ x=x_0 \ \& \ n=n_0$

logically entails $(|=)$

$a=x_0^{(n_0-n)} \ \& \ x=x_0$

because

from $n=n_0$ we have $n-n_0=0$ (subtracting n_0 from both sides)

from $n-n_0=0$ we have $x_0^{(n_0-n)}=1$ (by defn. of exponents)

from $a=1$ we have $a=x_0^{(n_0-n)}$ (by transitivity of equality)

and from $x=x_0$ we have $x=x_0$ (trivially)

MAINT

$a = x_0^{(n_0 - n)}$ & $x = x_0$ & $n \neq 0$

logically entails (\models)

$(a * x) = x_0^{(n_0 - (n - 1))}$ & $x = x_0$

because

from $a = x_0^{(n_0 - n)}$

we have $(a * x) = x * x_0^{(n_0 - n)}$ (multiplying both sides by x)

so $(a * x) = x_0 * x_0^{(n_0 - n)}$ (using the fact $x = x_0$)

so $(a * x) = x_0^{(1 + (n_0 - n))}$ (by properties of exponents)

so $(a * x) = x_0^{(n_0 - (n - 1))}$ (by simple algebra)

and from $x = x_0$ we trivially have $x = x_0$

Note that we need to use the fact $x = x_0$ in this proof!

TERM

$a = x_0^{(n_0 - n)} \ \& \ x = x_0 \ \& \ \neg(n \neq 0)$

logically entails $(| =)$

$a = x_0^{n_0}$

because

from $\neg(n \neq 0)$

we have $n = 0$ (by double negation elimination)

so $-n = -0$ (by negating both sides)

so $-n = 0$ (by properties of 0)

so $n_0 - n = n_0$ (by adding n_0 to both sides)

so $x_0^{(n_0 - n)} = x_0^{n_0}$ (by simple algebra)

and $a = x_0^{n_0}$ (using the fact $a = x_0^{(n_0 - n)}$)

So the proof is complete!

- Hooray! But there are a couple of points to note:
- Strictly these proofs assume we take $0^0=1$ (since expressions like $x_0^{(n_0-n)}$ reduce to 0^0 even if x and n are not both initially zero)
- This is not a problem but it would be easier to just drop the precondition $\neg (x=0 \wedge n=0)$ which is not actually required for correctness or used in the proof
- Alternatively we could change the invariant to $(n=n_0 \rightarrow a=1) \wedge (n \neq n_0 \rightarrow a=x_0^{(n_0-n)}) \wedge (x=x_0)$
- Exercise: Rework the proof using the above invariant.