



程序代写代做 CS 编程辅导



MP4161



UNSW
SYDNEY

Advanced Topics in Software Verification

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T3/2022
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Content

程序代写代做 CS编程辅导

→ Foundations & Principles

- Intro, Lambda calculus [1,2]
- Higher Order Logic (part 1) [2,3^a]
- Term rewriting [3,4]



→ Proof & Specification Techniques

- Inductively defined sets, rule induction [4,5]
- Datatype induction, primitive recursion [5,7]
- General recursive functions, termination proofs [7^b]
- Proof automation, Isar (part 2) [8]
- Hoare logic, proofs about programs, invariants [8,9]
- C verification [9,10]
- Practice, questions, exam prep [10^c]

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^aa1 due; ^ba2 due; ^ca3 due

Deep Embeddings

程序代写代做 CS编程辅导

We used a **datatype** com to represent the **syntax** of IMP.

- We then defined several functions on this datatype.



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Deep Embeddings

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We used a **datatype** to represent the **syntax** of IMP.

- We then defined sets of values for this datatype.

This is called a **deep embedding**:

- separate representation of language terms and their semantics.

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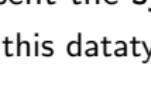
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Advantages:

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- Prove general theorems about the **language**, not just of programs.
- e.g. expressiveness, correct compilation, inference completeness ...
- usually by structural induction over the syntax type.

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Deep Embeddings

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Disadvantages:

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- Semantically equivalent programs are not obviously equal.
- e.g. "IF True THEN SKIP / ELSE SKIP = SKIP" is not a true theorem.
- Many concepts already present in the logic must be reinvented.

Shallow Embeddings

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Shallow Embedding: represent only the semantics, directly in the logic.

- A definition for each construct, giving its **semantics**.
- Programs are representations of instances of these definitions.



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Example: program semantics as functions $state \Rightarrow state$

SKIP ≡

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IF b THEN c ELSE d \equiv WeChat: cstutorcs

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- “IF True THEN SKIP ELSE SKIP = SKIP” is now a true statement.
- can use the simplifier to do semantics-preserving program rewriting.

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Today: a shallow embedding for (interesting parts of) C semantics

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Records in Isabelle

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Records are n -tuples with named components



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Example:



A = a :: nat
 b :: int

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A = a :: nat
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→ Selectors: a :: A \Rightarrow nat, b :: A \Rightarrow int, a r = Suc 0

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Example:



A = a :: nat
b :: int

- Selectors: a :: A \Rightarrow nat, b :: A \Rightarrow int, a $r =$ Suc 0
- Constructors: (| a = Suc 0; b = 1 |)

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Example:



$$\text{A} = \begin{array}{l} a :: \text{nat} \\ b :: \text{int} \end{array}$$

- Selectors: $a :: A \Rightarrow \text{nat}$, $b :: A \Rightarrow \text{int}$, $a\ r = \text{Suc}\ 0$
- Constructors: $(\lambda\ a\ b. (\text{Suc}\ 0, b + 1))$
- Update: $r(\ a := \text{Suc}\ 0),\ b_update\ (\lambda b. b + 1)\ r$

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Records are extensible:

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record B = A +
c :: nat list

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Records are extensible:

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record $B = A + c :: \text{nat} \text{ list}$

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$(\ a = \text{Suc}\ 0, b = -1, c = [0, 0] \)$

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Demo

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Nondeterministic State Monad with Failure

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Shallow embedding suitable for (a useful fragment of) C.



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Shallow embedding suitable for (a useful fragment of) C.

Can express lots of C in



- Access to volatile memory
- Access to external APIs: **Nondeterminism**
- Undefined behaviour
- Early exit (return, break, continue): **Exceptional control flow**

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Relatively straightforward Hoare logic

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Used extensively in the seL4 microkernel verification work

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Relatively straightforward Hoare logic

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AutoCorres: verified translation from deeply embedded C to monadic representation

- Specifically designed for humans to do proofs over.

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State Monad: Motivation

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Model the **semantics** of a (deterministic) computation as a function



$(\cdot a \times \cdot s)$

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return – the computation that leaves the state unchanged and returns its argument:

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return $x \equiv \lambda s.$

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return $x \equiv \lambda s. (x, s)$

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State Monad: Basic Operations

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get – returns the entire state without modifying it:



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State Monad: Basic Operations

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get – returns the entire state without modifying it:



$$\equiv \lambda s. (s, s)$$

put – replaces the state and returns the unit value ():

$$\text{put } s \equiv \\ \text{WeChat: cstutorcs}$$

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bind – sequences two computations; 2nd takes the first's result:

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$$c \gg= d \equiv$$

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$$c \gg= d \equiv \lambda s. \text{let } (r, s) = c s \text{ in } d r s'$$

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modify – applies its argument to modify the state; returns ():

$$\text{modify } f \equiv \text{get} \gg= (\lambda s. \text{put } (f s))$$

Monads, Laws

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Formally: a monad \mathbf{M} is a type constructor with two operations.

$\text{return} :: \alpha \Rightarrow \mathbf{M} \alpha$ and $\text{bind} :: \mathbf{M} \alpha \Rightarrow (\alpha \Rightarrow \mathbf{M} \beta) \Rightarrow \mathbf{M} \beta$



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Infix Notation: $a \gg b$ notation for bind $a\ b$

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Infix Notation: $a \gg= b$ is infix notation for bind $a\ b$

Do-Notation: $a \gg= (\lambda x. b\ x)$ is often written as **do** { $x \leftarrow a; b\ x$ }

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return-left:

$(\text{return } x \gg= f) = f x$

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Infix Notation: $a \gg= (\lambda x. b x)$ is infix notation for bind a b

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Monad Laws:

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return-left: $(\text{return } x \gg= f) = f x$

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return-right: $(m \gg= \text{return}) = m$

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Infix Notation: $a \gg=$ [QR code] notation for bind $a\ b$

Do-Notation: $a \gg= (\lambda x. b\ x)$ is often written as **do** { $x \leftarrow a; b\ x$ }

Monad Laws:

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return-left: $(\text{return}\ x \gg= f) = f\ x$

return-right: $(m \gg= \text{return}) = m$

bind-assoc: $((a \gg= b) \gg= c) = (a \gg= (\lambda x. b\ x \gg= c))$

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State Monad: Example

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A fragment of C:

```
void f(int *p) {  
    int x = *p;  
    if (x < 10) {  
        *p = x+1;  
    }  
}
```



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record state =
 :: int ptr ⇒ int
ptr ⇒ (state ⇒ (unit,state))"
p =
do {
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 x ← gets (λs. hp s p);
 if x < 10 then
 modify (hp_update (λh. (h(p := x + 1))))
 else
 return ()
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State Monad with Failure

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Computati



on: 's ⇒ (('a × 's) × bool)

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State Monad with Failure

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Computation type: $'s \Rightarrow (('a \times 's) \times \text{bool})$

bind – fails when either computation fails

$\text{bind } a \ b \equiv \text{let } ((r,s)) \text{ in } (\text{if } s \text{ then } (r'',s''), f') = b \ r \ s' \text{ in } ((r'',s''), f \vee f')$

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fail – the computation that always fails:

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 $\text{fail} \equiv \lambda s. (\text{undefined}, \text{True})$

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fail – the computation that always fails:

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 $\text{fail} \equiv \lambda s. (\text{undefined}, \text{True})$

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assert – fails when given condition is False:

$\text{assert } P \equiv \text{if } P \text{ then return () else fail}$

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State Monad with Failure

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bind – fails when either computation fails

$\text{bind } a \ b \equiv \text{let } ((r,s)) \ \text{in} \ b \ r \ s' \ \text{in} \ ((r'',s''), f') = b \ r \ s' \ \text{in} \ ((r'',s''), f \vee f')$



fail – the computation that always fails:

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 $\text{fail} \equiv \lambda s. (\text{undefined}, \text{True})$

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assert – fails when given condition is False:

$\text{assert } P \equiv \text{if } P \text{ then return () else fail}$

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guard – fails when given condition applied to the state is False:

$\text{guard } P \equiv \text{get} \gg= (\lambda s. \text{assert } (P s))$

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Guards

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Used to assert  the use of **undefined behaviour** in C



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Guards

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Used to assert the state of undefined behaviour in C

→ pointer validity, absence of undefined behaviour by zero, signed overflow, etc.



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Guards

程序代写代做 CS编程辅导

Used to assert the presence of undefined behaviour in C

- pointer validity, absence of zero, signed overflow, etc.

$f\ p \equiv$

do {

$y \leftarrow \text{guard } (\lambda s. \text{ valid } s\ p);$

$x \leftarrow \text{gets } (\lambda s. \text{ hp } s\ p);$

if $x < 10$ **then**

modify ($\lambda h. (h(p::x+1)))$)

else

return ()

}

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Nondeterministic State Monad with Failure

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Computations can be **nondeterministic**: $'s \Rightarrow (('a \times 's) \underline{\text{set}} \times \text{bool})$



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Nondeterministic State Monad with Failure

程序代写代做 CS编程辅导

Computations can be **nondeterministic**: $'s \Rightarrow (('a \times 's) \underline{\text{set}} \times \text{bool})$

Nondeterminism: computations return a **set** of possible results.

→ Allows **underspecified** computations: malloc, external devices, etc.



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Nondeterministic State Monad with Failure

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Nondeterminism: computations return a **set** of possible results.

→ Allows **underspecification**: malloc, external devices, etc.

bind – runs 2nd computation for all results returned by the first:

$\text{bind } a \ b \equiv \lambda s. (\{(r'', s'). \exists (r', s') \in \text{fst}(a \ s). (r'', s'') \in \text{fst}(b \ r' \ s')\},$
 $\text{snd}(a \ s) \vee (\exists (r', s') \in \text{fst}(a \ s). \text{snd}(b \ r' \ s')))$

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Nondeterministic State Monad with Failure

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- Allows **underspecification**: malloc, external devices, etc.

bind – runs 2nd computation for all results returned by the first:

$$\text{bind } a \ b \equiv \lambda s. (\{(r'', s') \mid \exists (r', s') \in \text{fst}(a s). (r'', s'') \in \text{fst}(b r' s')\}, \\ \text{snd}(a s) \vee (\exists (r', s') \in \text{fst}(a s). \text{snd}(b r' s')))$$

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All non-failing computations so far are **deterministic**:

- e.g. $\text{return } x \equiv \lambda s. (\{(x s)\}, \text{False})$
- Others are similar.

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Nondeterministic State Monad with Failure

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All non-failing computations so far are **deterministic**:

- e.g. $\text{return } x \equiv \lambda s. (\{(x s)\}, \text{False})$
- Others are similar.

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select – nondeterministic selection from a set:

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$$\text{select } A \equiv \lambda s. ((A \times \{s\}), \text{False})$$

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Demo

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While Loops

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Monadic State Transformer, defined **inductively**.



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While Loops

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Monadic State monad, defined **inductively**.

whileLoop :: ($'a \Rightarrow (\square \times 's) \text{ set} \times \text{bool}) \Rightarrow$
 $('a \Rightarrow (\square \times 's) \text{ set} \times \text{bool})) \Rightarrow$
 $('a \Rightarrow ('s \Rightarrow ('a \times 's) \text{ set} \times \text{bool}))$

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While Loops

程序代写代做 CS编程辅导

Monadic loop, defined **inductively**.

whileLoop :: ($'a \Rightarrow ('a \Rightarrow ('a \times 's) \text{ set} \times \text{bool})) \Rightarrow ('a \Rightarrow ('s \Rightarrow ('a \times 's) \text{ set} \times \text{bool}))$

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whileLoop C B

→ **condition C**: takes loop parameter and state as arguments, returns **bool**

→ **monadic body B**: takes **loop parameter** as argument, return-value is the **updated** loop parameter

→ fails if the loop body ever fails or if the loop never terminates

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While Loops

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Monadic loop, defined **inductively**.



whileLoop :: ($'a \Rightarrow ('a \Rightarrow ('a \times 's) \text{ set} \times \text{bool})) \Rightarrow ('a \Rightarrow ('s \Rightarrow ('a \times 's) \text{ set} \times \text{bool}))$

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whileLoop C B

→ **condition C**: takes loop parameter and state as arguments, returns **bool**

→ **monadic body B**: takes **loop parameter** as argument, return-value is the **updated** loop parameter

→ fails if the loop body ever fails or if the loop never terminates

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Example: whileLoop ($\lambda p\ s.\ \text{hp}\ s\ p = 0$) ($\lambda p.\ \text{return}(\text{ptrAdd}\ p\ 1)$) p

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Defining While Loops Inductively

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Two-part definition: results and termination



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Defining While Loops Inductively

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Two-part definition: results and termination

Results: while_result:



$'s \Rightarrow \text{bool}) \Rightarrow$

$('s \Rightarrow ('a \times 's) \text{ set} \times \text{bool})) \Rightarrow$

$('s) \text{ option}) \times (('a \times 's) \text{ option})) \text{ set}$

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Defining While Loops Inductively

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Two-part definition: results and termination

Results: while_result:



$'s \Rightarrow \text{bool}) \Rightarrow$
 $('s \Rightarrow ('a \times 's) \text{ set} \times \text{bool})) \Rightarrow$
 $('s \text{ option}) \times (('a \times 's) \text{ option})) \text{ set}$

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(Some (r,s) , Some (r,s)) \in while_results $C B$) (terminate)
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Defining While Loops Inductively

程序代写代做 CS编程辅导

Two-part definition: results and termination

Results: while_result



$'s \Rightarrow \text{bool}) \Rightarrow$
 $('s \Rightarrow ('a \times 's) \text{ set} \times \text{bool})) \Rightarrow$
 $('s \text{ option}) \times (('a \times 's) \text{ option})) \text{ set}$

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~~(Some (r,s), Some (r,s)) ∈ while_results C B~~ (terminate)

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~~C r,s . snd (B r,s)~~

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~~(Some (r,s), None) ∈ while_results C B~~ (fail)

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Defining While Loops Inductively

程序代写代做 CS编程辅导

Two-part definition: results and termination

Results: $\text{while_result} : \text{while_results } C B$



$$\begin{aligned} 's \Rightarrow \text{bool}) &\Rightarrow \\ ('s \Rightarrow ('a \times 's) \text{ set} \times \text{bool})) &\Rightarrow \\ ('s \text{ option}) \times (('a \times 's) \text{ option})) \text{ set} \end{aligned}$$

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~~(Some (r,s), Some (r,s)) ∈ while_results C B~~ (terminate)

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~~C r s . snd (B r s)~~

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(fail)

~~(Some (r,s), None) ∈ while_results C B~~

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~~C r s . (r',s') ∈ fst (B r s) . (Some (r', s'), z) ∈ while_results C B~~ (loop)

~~(Some (r,s), z) ∈ while_results C B~~

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Defining While Loops Inductively

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Termination:

while_terminates :: ( bool) \Rightarrow
( \Rightarrow ('a \times 's) set \times bool)) \Rightarrow
bool

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Defining While Loops Inductively

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Termination:

while_terminates :: ( bool) \Rightarrow
( $'a \times 's)$ set \times bool)) \Rightarrow
 bool

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while_terminates  C_Brs

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Defining While Loops Inductively

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Termination:

while_terminates :: ( bool) \Rightarrow
( $'a \times 's)$ set \times bool)) \Rightarrow
 $'a \times 's)$ set \times bool

$\frac{C r s}{\text{WeChat: cstutorcs}(\text{terminate})}$

$\frac{C r s \quad \forall (r',s') \in \text{fst}(B r s). \text{while_terminates } C B r' s'}{\text{while_terminates } C B r s}$ (loop)

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Defining While Loops Inductively

程序代写代做 CS编程辅导

Termination:

while_terminates :: ( bool) \Rightarrow
( $'a \times 's)$ set \times bool)) \Rightarrow
 bool

$$\frac{C r s}{\text{WeChat: cstutorcs}(\text{terminate})}$$

$$\frac{C r s \quad \forall (r',s') \in \text{fst}(B r s). \text{while_terminates } C B' r' s'}{\text{while_terminates } C B r s} \text{ (loop)}$$

whileLoop $C B \equiv$ QQ: 749389476

$(\lambda r s. (\{(r',s'). (\text{Some } (r,s), \text{Some } (r',s')) \in \text{while_results } C B\},$
 $(\text{Some } (r,s), \text{None}) \in \text{while_results} \vee$
 $\neg \text{while_terminates } C B r s))$

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Hoare Logic over Nondeterministic State Monads

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Partial correctness:

$$\{P\} m \{Q\} \equiv \forall s. \exists s'. (r, s') \in \text{fst } (m s). Q r s'$$

→ Post-condition Q is a function of return-value and result state.



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{ } return x {λr s. P r s} { } get {P} { } put x {P}

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{ } gets f {P} { } modify f {P}

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{ } assert P {Q} { } fail {Q}

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Hoare Logic over Nondeterministic State Monads

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$\{\lambda s. P x s\} \text{return} x \{\lambda r s. P r s\}$ $\{\lambda s. \text{get } f s\} \{P\} \{\lambda s. f s\} \text{put } x \{P\}$

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$\{\lambda s. \text{assert } P \{Q\}\} \{\lambda s. \text{fail } \{Q\}\}$

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Hoare Logic over Nondeterministic State Monads

程序代写代做 CS编程辅导

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$\{\lambda s. P x s\} \text{return} x \{\lambda r s. P r s\}$ $\{\lambda s. P s s\} \text{get } \{P\}$ $\} \text{put } x \{P\}$

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$\} \text{assert } P \{Q\}$ $\} \text{fail } \{Q\}$

Hoare Logic over Nondeterministic State Monads

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Partial correctness:

$$\{P\} m \{Q\} \equiv \forall s. \exists s'. (r, s') \in \text{fst } (m s). Q r s'$$

→ Post-condition Q is a function of return-value and result state.



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$\{\lambda s. P x s\} \text{return } x \times \{\lambda r s. P r s\}$ $\{\lambda s. P s s\} \text{get } \{P\}$ $\{\lambda s. P () x\} \text{put } x \times \{P\}$

{ Email: tutorcs@163.com } gets f {P} } modify f {P}

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{ } assert P {Q} } fail {Q}

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Hoare Logic over Nondeterministic State Monads

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$\{\lambda s. P x s\} \text{return} x \{\lambda r s. P r s\}$ $\{\lambda s. P s s\} \text{get } \{P\}$ $\{\lambda s. P () x\} \text{put } x \{P\}$

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{ } assert $P \{Q\}$ { } fail $\{Q\}$

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Hoare Logic over Nondeterministic State Monads

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$$\{\lambda s. P x s\} \text{return} x \{\lambda r s. P r s\} \quad \{\lambda s. P s s\} \text{get } \{P\} \quad \{\lambda s. P () x\} \text{put } x \{P\}$$

$$\{\lambda s. P (f s) s\} \text{ gets } f \{P\} \quad \{\lambda s. P () (f s)\} \text{ modify } f \{P\}$$

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{ } assert $P \{Q\}$ { } fail $\{Q\}$
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Hoare Logic over Nondeterministic State Monads

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$$\{\lambda s. P x s\} \text{return} x \{\lambda r s. P r s\} \quad \{\lambda s. P s s\} \text{get } \{P\} \quad \{\lambda s. P () x\} \text{put } x \{P\}$$

$$\{\lambda s. P (f s) s\} \text{ gets } f \{P\} \quad \{\lambda s. P () (f s)\} \text{ modify } f \{P\}$$

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$$\{\lambda s. P \longrightarrow Q () s\} \text{ assert } P \{Q\} \quad \{ \quad \} \text{ fail } \{Q\}$$

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Hoare Logic over Nondeterministic State Monads

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$$\{\lambda s. P x s\} \text{return} x \{\lambda r s. P r s\} \quad \{\lambda s. P s s\} \text{get } \{P\} \quad \{\lambda s. P () x\} \text{put } x \{P\}$$

$$\{\lambda s. P (f s) s\} \text{ gets } f \{P\} \quad \{\lambda s. P () (f s)\} \text{ modify } f \{P\}$$

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$$\{\lambda s. P \rightarrow Q () s\} \text{ assert } P \{Q\} \quad \{\lambda_. \text{True}\} \text{ fail } \{Q\}$$

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More Hoare Logic Rules

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{



} if P then f else g { S }

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More Hoare Logic Rules

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$$\frac{P \implies \{ \text{QR code} \} \neg P \implies \{R\} g \{S\}}{\{\lambda s. (P \rightarrow Q s) \rightarrow R s)\} \text{ if } P \text{ then } f \text{ else } g \{S\}}$$


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More Hoare Logic Rules

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$$\frac{P \implies \{ \text{QR code} \} \neg P \implies \{R\} g \{S\}}{\{\lambda s. (P \rightarrow Q s) \wedge \neg P \rightarrow R s)\} \text{ if } P \text{ then } f \text{ else } g \{S\}}$$



$$\frac{\wedge x. \{B x\} g x \{C\} \quad \{A\} f \{B\}}{\{A\} \text{ do } x \leftarrow f \{g x\} \{C\}}$$

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More Hoare Logic Rules

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$$\frac{P \implies \{ \text{QR code} \} \neg P \implies \{R\} g \{S\}}{\{\lambda s. (P \rightarrow Q s) \wedge \neg P \rightarrow R s\} \text{ if } P \text{ then } f \text{ else } g \{S\}}$$


 $\wedge x. \{B x\} g x \{C\} \quad \{A\} f \{B\}$
 $\{A\} \text{ do } x \leftarrow f(x) \{C\}$

$$\frac{\{R\} m \{Q\} \wedge s. P s \implies R s}{\text{Assignment Project Exam Help}}$$

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More Hoare Logic Rules

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$$\frac{P \implies \{ \text{QR} \} \neg P \implies \{R\} g \{S\}}{\{\lambda s. (P \rightarrow Q s) \wedge \neg P \rightarrow R s\} \text{ if } P \text{ then } f \text{ else } g \{S\}}$$
$$\frac{\wedge x. \{B x\} g x \{C\} \quad \{A\} f \{B\}}{\{A\} \text{ do } x \leftarrow f(x) \{C\}}$$

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$$\frac{\{R\} m \{Q\} \quad \wedge s. P s \implies R s}{\{P\} m \{Q\}}$$

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$$\frac{\wedge r. \{\lambda s. I rs \wedge C rs\} B \{\} \quad \wedge r s. [I rs; \neg C rs] \implies Q rs}{\{I r\} \text{ whileLoop } C B r \{Q\}}$$

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程序代写代做 CS编程辅导



Demo

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We have seen today

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- Deep and shallow environments
- Isabelle records
- Nondeterministic State Transitions with Failure
- Monadic Weakest Fixpoint Rules

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