



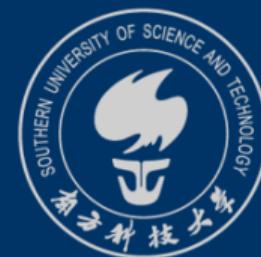
Introduction to Mathematical Logic

For CS Students

CS104

Yida TAO (陶伊达)

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南方科技大学



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Hoare Logic

1 Warm up

- To construct formal proofs of *partial correctness* specification, **axioms** and **rules** of inference are needed.
- This is what Hoare Logic provides:
 - The formulation of the deductive system is due to Hoare
 - Some of the underlying ideas originated with R. Floyd (also called Floyd–Hoare logic)
- A proof in Hoare logic is a sequence of lines, each of which is either an axiom of the logic or follows from earlier lines by a rule of inference of the logic
- A formal proof makes explicit what axioms and rules of inference are used to arrive at a conclusion.



Programs

1 Warm up

We can think of any program of our core programming language as a sequence. All of the C_i below are either assignments, if-statements or while-statements. Of course, we allow the if-statements and while-statements to have embedded compositions.

$C_1;$

$C_2;$

.

.

.

C_n



Presentation of a proof

1 Warm up

We should design a proof calculus which presents a proof of $\vdash_{par} (\phi_0) P (\phi_n)$ by interleaving formulas with code as in

$$\begin{array}{ll} (\phi_0) & \\ C_1; & \\ (\phi_1) & \text{justification} \\ C_2; & \\ \cdot & \\ \cdot & \\ \cdot & \\ (\phi_{n-1}) & \text{justification} \\ C_n; & \\ (\phi_n) & \text{justification} \end{array}$$



Presentation of a proof

1 Warm up

A full proof will have one or more conditions before and after each code statement. Each statement makes a Hoare triple with the preceding and following conditions. Each triple (postcondition) has a justification that explains its correctness.

```
(program precondition)
y = 1;
(...)                                (justification)
while (x != 0) {
    (...)                                (justification)
    y = y * x;
    (...)                                (justification)
    x = x - 1;
    (...)                                (justification)
}
(program postcondition)      (justification)
```



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Assignment

2 Axioms and Inference Rules

The rule for assignment has no premises and is therefore an axiom of our logic.

$$\overline{(\mathbb{Q}[E/x] \models x = E) (\mathbb{Q})}$$

Intuition:

If we wish to show that Q holds in the state after $x = E$, we must show that Q holds before the assignment $x = E$, but with all free occurrences of x replaced by E in Q .



Assignment: Examples

2 Axioms and Inference Rules

What is the precondition ϕ ?

- $(\phi) \ x = 2 \ (\exists y \ x = y)$
- $(\phi) \ x = x + 1 \ (\exists y \ x = y)$
- $(\phi) \ x = y + z \ (\exists y \ x = y)$
- $(\phi) \ x = x + 1 \ (\exists y \ x > 0 \wedge y > 0)$

In program correctness proofs, we usually work backwards from the postcondition.



Implied Rule: Precondition Strengthening

2 Axioms and Inference Rules

The implied rule allows the precondition to be strengthened (i.e., we assume more than we need to).

$$\frac{P \rightarrow P' \quad (\|P'\| \leq \|Q\|)}{(\|P\| \leq \|Q\|)}$$

Example:

- $P : x > 10$
- $P' : x > 0$
- P is stronger than P' : $x > 10 \rightarrow x > 0$



Examples

2 Axioms and Inference Rules

Prove $\vdash_{par} (\{y = 5\} \ x = y + 1 \ \{x = 6\})$

$(y = 5)$

$(y + 1 = 6)$

Implied

$x = y + 1$

$(x = 6)$

Assignment

Although the proof is constructed bottom-up, its justifications make sense when read top-down.



Implied Rule: Postcondition Weakening

2 Axioms and Inference Rules

The implied rule allows for the postcondition to be weakened (i.e. we conclude less than we are entitled to):

$$\frac{(\mathbb{P}) \mathcal{C} (\mathbb{Q}') \quad Q' \rightarrow Q}{(\mathbb{P}) \mathcal{C} (\mathbb{Q})}$$

Intuition: If you can prove something stronger, then you can also claim something weaker.



The Implied Rule

2 Axioms and Inference Rules

The implied rule acts as a **link between program logic and a suitable extension of FOL logic**. It allows us to import proofs in predicate logic enlarged with the **basic facts of arithmetic**, for example:

- $\forall x(x = x + 0)$
- $r = x \wedge q = 0 \rightarrow r = x + y * q$

which are required for reasoning about integer expressions, into the proofs in program logic.



Composition

2 Axioms and Inference Rules

This rule is also known as the sequencing rule, which enables a partial correctness specification for a sequence $C_1; C_2$ to be derived from specification for C_1 and C_2 .

$$\frac{(\mathcal{P})\ C_1\ (\mathcal{Q}) \quad (\mathcal{Q})\ C_2\ (\mathcal{R})}{(\mathcal{P})\ C_1; C_2\ (\mathcal{R})}$$

To prove $(\mathcal{P})\ C_1; C_2\ (\mathcal{R})$, we need to find appropriate **midcondition** Q and prove $(\mathcal{P})\ C_1\ (\mathcal{Q})$ and $(\mathcal{Q})\ C_2\ (\mathcal{R})$ (i.e., by splitting the problem into two.)

In our examples, the midcondition will usually be determined by a rule, such as the assignment rule.



Examples

2 Axioms and Inference Rules

Prove $\vdash_{par} ((x = x_0) \wedge (y = y_0)) \mid t = x; x = y; y = t \ ((x = y_0) \wedge (y = x_0))$

$((x = x_0) \wedge (y = y_0))$
 $((y = y_0) \wedge (x = x_0))$ implied [*proof required*]
 $t = x ;$
 $((y = y_0) \wedge (t = x_0))$ assignment
 $x = y ;$
 $((x = y_0) \wedge (t = x_0))$ assignment
 $y = t ;$
 $((x = y_0) \wedge (y = x_0))$ assignment



If statements

2 Axioms and Inference Rules

The proof rule for if-statements allows us to prove a triple of the form

$$\langle\!\langle P \rangle\!\rangle \text{ if } B \{C_1\} \text{ else } \{C_2\} \langle\!\langle Q \rangle\!\rangle$$

by decomposing it into two triples, subgoals corresponding to the cases of B evaluating to true and to false (i.e., the preconditions are augmented by the knowledge that B is true and false, respectively).

$$\frac{\langle\!\langle P \wedge B \rangle\!\rangle C_1 \langle\!\langle Q \rangle\!\rangle \quad \langle\!\langle P \wedge \neg B \rangle\!\rangle C_2 \langle\!\langle Q \rangle\!\rangle}{\langle\!\langle P \rangle\!\rangle \text{ if } B \{C_1\} \text{ else } \{C_2\} \langle\!\langle Q \rangle\!\rangle}$$



If statements

2 Axioms and Inference Rules

```
( P )
if ( B ) {
    ((P ∧ B))      if-then-else
    C1
    ( Q )          (justify depending on C1—a “subproof”)
} else {
    ((P ∧ (¬B)) ) if-then-else
    C2
    ( Q )          (justify depending on C2—a “subproof”)
}
( Q )      if-then-else [justifies this Q, given previous two]
```



Examples

2 Axioms and Inference Rules

Prove the following is satisfied under partial correctness.

```
( true )  
if ( x > y ) {  
    max = x;  
} else {  
    max = y;  
}  
( ((x > y) ∧ (max = x)) ∨ ((x ≤ y) ∧ (max = y)) ) )
```



Examples

2 Axioms and Inference Rules

```
( true )
if ( x > y ) {
    ( (x > y) )
    ( ( (x > y) ∧ (x = x) ) ∨ ( (x ≤ y) ∧ (x = y) ) ) 
    max = x ;
    ( ( (x > y) ∧ (max = x) ) ∨ ( (x ≤ y) ∧ (max = y) ) ) 
} else {
    ( (¬(x > y) )
    ( ( (x > y) ∧ (y = x) ) ∨ ( (x ≤ y) ∧ (y = y) ) ) 
    max = y ;
    ( ( (x > y) ∧ (max = x) ) ∨ ( (x ≤ y) ∧ (max = y) ) ) 
}
( ( (x > y) ∧ (max = x) ) ∨ ( (x ≤ y) ∧ (max = y) ) )
```

if-then-else
implied (a)
assignment
if-then-else
implied (b)
assignment
if-then-else



While statements

2 Axioms and Inference Rules

Suppose our program is: `while B do C`, with:

- B : The loop condition (Boolean expression).
- C : The loop body (the code that runs while B is true).
- I : Loop invariant (manually identified)

A loop invariant (循环不变式) is a logical relationship among the variables (e.g., $x \geq y + 1$) that stays the same throughout the loop:

- It is true before the loop begins.
- It is true at the start of every iteration of the loop and at the end of every iteration..
- It is true after the loop ends.



While statements

2 Axioms and Inference Rules

In the proof rule of **partial-while** (do not yet require termination):

- Premise: if I and B are true before we execute C , and C terminates, then I still holds
- Conclusion: no matter how many times the body C is executed, if I is true initially and the while statement terminates, then I will be true at the end. Moreover, since the while-statement has terminated, B will be false, $\neg B$ will be true.

$$\frac{(\{I \wedge B\} \ C \ (\{I\})}{(\{I\}) \text{ while } B \ \{C\} \ (\{I \wedge \neg B\})}$$



Proving partial correctness of a while loop

2 Axioms and Inference Rules

Steps to follow:

- Find a loop invariant (which is both an art and a skill).
- Complete the annotations.
- Prove any implied's.



Example I

2 Axioms and Inference Rules

Prove that the following triple is satisfied under partial correctness.

$$\begin{array}{l} \langle\!(x \geq 0)\!\rangle \\ y = 1 ; \\ z = 0 ; \\ \text{while } (z \neq x) \{ \\ \quad z = z + 1 ; \\ \quad y = y * z ; \\ \} \\ \langle\!(y = x!)\!\rangle \end{array}$$



Example I

2 Axioms and Inference Rules

Step 1: Write down the values of all the variables every time the while test is reached.

$\{\ (x \geq 0) \}$

$y = 1 ;$

$z = 0 ;$

while ($z \neq x$) {

$z = z + 1 ;$

$y = y * z ;$

}

$\{\ (y = x!) \}$

At the `while` statement:

x	y	z	$z \neq x$
5	1	0	true
5	1	1	true
5	2	2	true
5	6	3	true
5	24	4	true
5	120	5	false



Example I

2 Axioms and Inference Rules

Step 2: Find relationships among the variables that are true for every while test. These are our candidate invariants.

$$\begin{array}{l} \{\!(x \geq 0)\!\} \\ y = 1; \\ z = 0; \\ \text{while } (z \neq x) \{ \\ \quad z = z + 1; \\ \quad y = y * z; \\ \} \\ \{\!(y = x!)\!\} \end{array}$$

At the `while` statement:

x	y	z	$z \neq x$
5	1	0	true
5	1	1	true
5	2	2	true
5	6	3	true
5	24	4	true
5	120	5	false



Example I

2 Axioms and Inference Rules

Is $\neg(z = x)$ a loop invariant?

```
⟨ (x ≥ 0) ⟩  
y = 1 ;  
z = 0 ;  
while (z != x) {  
    z = z + 1 ;  
    y = y * z ;  
}  
⟨ (y = x!) ⟩
```

At the `while` statement:

x	y	z	$z \neq x$
5	1	0	true
5	1	1	true
5	2	2	true
5	6	3	true
5	24	4	true
5	120	5	false



Example I

2 Axioms and Inference Rules

Is $x \geq 0$ a loop invariant?

```
⟨ (x ≥ 0) ⟩  
y = 1 ;  
z = 0 ;  
while (z != x) {  
    z = z + 1 ;  
    y = y * z ;  
}  
⟨ (y = x!) ⟩
```

At the `while` statement:

x	y	z	$z \neq x$
5	1	0	true
5	1	1	true
5	2	2	true
5	6	3	true
5	24	4	true
5	120	5	false



Example I

2 Axioms and Inference Rules

Is $y \geq z$ a loop invariant?

```
⟨ (x ≥ 0) ⟩  
y = 1 ;  
z = 0 ;  
while (z != x) {  
    z = z + 1 ;  
    y = y * z ;  
}  
⟨ (y = x!) ⟩
```

At the `while` statement:

x	y	z	$z \neq x$
5	1	0	true
5	1	1	true
5	2	2	true
5	6	3	true
5	24	4	true
5	120	5	false



Example I

2 Axioms and Inference Rules

Is $y = z!$ a loop invariant?

```
⟨ (x ≥ 0) ⟩  
y = 1 ;  
z = 0 ;  
while (z != x) {  
    z = z + 1 ;  
    y = y * z ;  
}  
⟨ (y = x!) ⟩
```

At the `while` statement:

x	y	z	$z \neq x$
5	1	0	true
5	1	1	true
5	2	2	true
5	6	3	true
5	24	4	true
5	120	5	false



Example I

2 Axioms and Inference Rules

Step 3: Try each candidate invariant until we find one that works for our proof.

$\{\!(x \geq 0)\!\}$

$y = 1 ;$

$z = 0 ;$

while ($z \neq x$) {

$z = z + 1 ;$

$y = y * z ;$

}

$\{\!(y = x!)\!\}$

At the `while` statement:

x	y	z	$z \neq x$
5	1	0	true
5	1	1	true
5	2	2	true
5	6	3	true
5	24	4	true
5	120	5	false



Example I

2 Axioms and Inference Rules

First, annotate by partial-while, with the chosen loop invariant $y = z!$.

$$\langle x \geq 0 \rangle$$
$$y = 1 ;$$
$$z = 0 ;$$
$$\langle y = z! \rangle$$
$$\text{while } (z \neq x) \{$$
$$\langle (y = z!) \wedge \neg(z = x) \rangle$$

[justification required]

$$\text{partial-while } (\langle I \wedge B \rangle)$$
$$z = z + 1 ;$$
$$y = y * z ;$$
$$\langle y = z! \rangle$$
$$\}$$
$$\langle y = z! \wedge (z = x) \rangle$$

[justification required]

$$\text{partial-while } (\langle I \wedge \neg B \rangle)$$
$$\langle y = x! \rangle$$



Example I

2 Axioms and Inference Rules

Next, annotate **assignment** statements.

```
( x ≥ 0 )
( 1 = 0! )
y = 1 ;
( y = 0! )                                assignment
z = 0 ;
( y = z! )                                assignment
while (z != x) {
    ( (y = z!) ∧ ¬(z = x))                partial-while
    ( y(z + 1) = (z + 1)! )
    z = z + 1 ;
    ( yz = z! )                            assignment
    y = y * z ;
    ( y = z! )                            assignment
}
( y = z! ∧ (z = x))                      partial-while
( y = x! )
```



Example I

2 Axioms and Inference Rules

Then, note the **implied**, to be proven separately.

```
(x ≥ 0)
(1 = 0!)                                implied (a)

y = 1 ;
(y = 0!)                                assignment

z = 0 ;
(y = z!)                                assignment

while (z != x) {
    ((y = z!) ∧ ¬(z = x))                partial-while
    (y(z + 1) = (z + 1)!)                  implied (b)

    z = z + 1 ;
    (yz = z!)                                assignment

    y = y * z ;
    (y = z!)                                assignment

}

(y = z! ∧ (z = x))                      partial-while
(y = x!)                                implied (c)
```



Example I

2 Axioms and Inference Rules

Finally, prove the implied assertions using the inference rules of ordinary logic (FOL, arithmetic).

Proof of implied (a): $(x \geq 0) \vdash (1 = 0!)$

By definition of factorial.

$\{ x \geq 0 \}$	
$\{ 1 = 0! \}$	implied (a)
$y = 1 ;$	
$\{ y = 0! \}$	assignment
$z = 0 ;$	
$\{ y = z! \}$	assignment
while ($z \neq x$) {	
$\{ (y = z!) \wedge \neg(z = x) \}$	partial-while
$\{ y(z + 1) = (z + 1)! \}$	implied (b)
$z = z + 1 ;$	
$\{ yz = z! \}$	assignment
$y = y * z ;$	
$\{ y = z! \}$	assignment
}	
$\{ y = z! \wedge (z = x) \}$	partial-while
$\{ y = x! \}$	implied (c)



Example I

2 Axioms and Inference Rules

Proof of implied (c):

$$(y = z!) \wedge (z = x) \vdash (y = x!)$$

1. $(y = z!) \wedge (z = x)$ Premise

2. $(y = z!)$ $\wedge e:1$

3. $(z = x)$ $\wedge e:1$

4. $(z! = x!)$ eq. of substitution 3

5. $(y = x!)$ transitivity of eq. 2,4

$\{ x \geq 0 \}$
 $\{ 1 = 0! \}$ implied (a)
 $y = 1 ;$
 $\{ y = 0! \}$ assignment
 $z = 0 ;$
 $\{ y = z! \}$ assignment
while $(z \neq x) \{$
 $\{ (y = z!) \wedge \neg(z = x) \}$ partial-while
 $\{ y(z + 1) = (z + 1)! \}$ implied (b)
 $z = z + 1 ;$
 $\{ yz = z! \}$ assignment
 $y = y * z ;$
 $\{ y = z! \}$ assignment
}
 $\{ y = z! \wedge (z = x) \}$ partial-while
 $\{ y = x! \}$ implied (c)



Example I

2 Axioms and Inference Rules

Proof of implied (b):

$$(y = z!) \wedge \neg(z = x) \vdash (z + 1)y = (z + 1)!$$

1. $(y = z!) \wedge \neg(z = x)$ Premise
2. $(y = z!)$ $\wedge e:1$
3. $(z + 1)y = (z + 1)z!$ eq. of subs 2
4. $(z + 1)z! = (z + 1)!$ def. of factorial 3
5. $(z + 1)y = (z + 1)!$ trans of eq. 3,4

```
⟨ x ≥ 0 ⟩  
⟨ 1 = 0! ⟩  
y = 1 ; implied (a)  
⟨ y = 0! ⟩  
z = 0 ; assignment  
⟨ y = z! ⟩  
while (z != x) {  
    ⟨ (y = z!) ∧ ¬(z = x) ⟩  
    ⟨ y(z + 1) = (z + 1)! ⟩ partial-while  
    z = z + 1 ; implied (b)  
    ⟨ yz = z! ⟩  
    y = y * z ; assignment  
    ⟨ y = z! ⟩  
}  
⟨ y = z! ∧ (z = x) ⟩  
⟨ y = x! ⟩ partial-while  
implied (c)
```



Example II

2 Axioms and Inference Rules

Prove the following is satisfied under partial correctness.

$$\begin{array}{c} \langle \langle (n \geq 0) \wedge (a \geq 0) \rangle \rangle \\ s = 1 ; \\ i = 0 ; \\ \text{while } (i < n) \{ \\ \quad s = s * a ; \\ \quad i = i + 1 ; \\ \} \\ \langle (s = a^n) \rangle \end{array}$$



Example II

2 Axioms and Inference Rules

Step 1: Draw an execution trace to help find the invariant.

$$\langle \langle (n \geq 0) \wedge (a \geq 0) \rangle \rangle$$

s = 1 ;

i = 0 ;

while (i < n) {

 s = s * a ;

 i = i + 1 ;

}

$$\langle \langle s = a^n \rangle \rangle$$

Trace of the loop:

a	n	i	s
2	3	0	1
2	3	1	1*2
2	3	2	1*2*2
2	3	3	1*2*2*2



Example II

2 Axioms and Inference Rules

Attempt 1: try the invariant $s = a^i$.

But implied (c) cannot be proved.

We must use a different invariant.

```

 $\{ ((n \geq 0) \wedge (a \geq 0)) \}$ 
 $\{ \dots \}$ 
 $s = 1 ;$ 
 $\{ \dots \}$ 
 $i = 0 ;$ 
 $\{ (s = a^i) \}$ 
while ( $i < n$ ) {
     $\{ ((s = a^i) \wedge (i < n)) \}$  partial-while
     $\{ \dots \}$ 
     $s = s * a ;$ 
     $\{ \dots \}$ 
     $i = i + 1 ;$ 
     $\{ (s = a^i) \}$ 
}
 $\{ ((s = a^i) \wedge (i \geq n)) \}$  partial-while
 $\{ (s = a^n) \}$  implied (c)
```



Example II

2 Axioms and Inference Rules

Attempt 2: try the invariant
 $(s = a^i) \wedge (i \leq n)$.

Now, the proof succeeds.

$\langle \langle (n \geq 0) \wedge (a \geq 0) \rangle \rangle$	
$\langle \langle (1 = a^0) \wedge (0 \leq n) \rangle \rangle$	implied (a)
$s = 1 ;$	
$\langle \langle (s = a^0) \wedge (0 \leq n) \rangle \rangle$	assignment
$i = 0 ;$	
$\langle \langle (s = a^i) \wedge (i \leq n) \rangle \rangle$	assignment
while ($i < n$) {	
$\langle \langle ((s = a^i) \wedge (i \leq n)) \wedge (i < n) \rangle \rangle$	partial-while
$\langle \langle ((s \cdot a) = a^{i+1}) \wedge ((i + 1) \leq n) \rangle \rangle$	implied (b)
$s = s * a ;$	
$\langle \langle (s = a^{i+1}) \wedge ((i + 1) \leq n) \rangle \rangle$	assignment
$i = i + 1 ;$	
$\langle \langle (s = a^i) \wedge (i \leq n) \rangle \rangle$	assignment
}	
$\langle \langle ((s = a^i) \wedge (i \leq n)) \wedge (i \geq n) \rangle \rangle$	partial-while
$\langle \langle (s = a^n) \rangle \rangle$	implied (c)



Example III

2 Axioms and Inference Rules

For the following program C :

```
z=1;  
while (z*z<16) {  
    z=z+1;  
}
```

Find a loop invariant to prove $\vdash_{par} (\langle \text{true} \rangle \ C \ \langle z = 4 \rangle)$.



Example III

2 Axioms and Inference Rules

- Loop invariant candidate 1: $z \geq 1$
- This loop invariant $z \geq 1$ is not useful, cannot prove Implied (b).

```
⟨ true ⟩  
z = 1;  
⟨ (z ≥ 1) ⟩ Assignment  
while (z * z < 16){  
    ⟨ ((z ≥ 1) ∧ ((z · z) < 16)) ⟩ Partial-While  
    z = z + 1;  
    ⟨ (z ≥ 1) ⟩  
}  
⟨ ((z ≥ 1) ∧ (¬((z · z) < 16))) ⟩ Partial-While  
⟨ (z = 4) ⟩ ???
```



Example III

2 Axioms and Inference Rules

- Loop invariant candidate 2: $z * z \leq 16$
- This loop invariant $z * z \leq 16$ is not useful, cannot prove Implied (b), since z might be -4 .

```
⟨ true ⟩  
z = 1;  
⟨  $((z \cdot z) \leq 16)$  ⟩ Assignment  
while  $(z * z < 16)$ {  
    ⟨  $((z \cdot z) \leq 16) \wedge ((z \cdot z) < 16)$  ⟩ Partial-While  
    z = z + 1;  
    ⟨  $((z \cdot z) \leq 16)$  ⟩  
}  
⟨  $((z \cdot z) \leq 16) \wedge (\neg((z \cdot z) < 16))$  ⟩ Partial-While  
⟨  $(z = 4)$  ⟩ ???
```



Example III

2 Axioms and Inference Rules

Combine both invariants: $(z \geq 1) \wedge (z * z \leq 16)$

```

⟨ true ⟩
⟨ ((1 ≥ 1) ∧ ((1 · 1) ≤ 16)) ⟩ Implied(a)
z = 1;
⟨ ((z ≥ 1) ∧ ((z · z) ≤ 16)) ⟩ Assignment
while (z * z < 16){
    ⟨ (((z ≥ 1) ∧ ((z · z) ≤ 16)) ∧ ((z · z) < 16)) ⟩ Partial-While
    ⟨ (((z + 1) ≥ 1) ∧ (((z + 1) · (z + 1)) ≤ 16)) ⟩ Implied (b)
    z = z + 1;
    ⟨ ((z ≥ 1) ∧ ((z · z) ≤ 16)) ⟩ Assignment
}
⟨ (((z ≥ 1) ∧ ((z · z) ≤ 16)) ∧ (¬((z · z) < 16))) ⟩ Partial-While
⟨ (z = 4) ⟩ Implied (c)
```



Choosing loop invariants

2 Axioms and Inference Rules

The discovery of a suitable invariant:

- a necessary step in order to use the proof rule Partial-while.
- in general it requires intelligence and ingenuity
- This contrasts markedly with the case of the proof rules for if-statements and assignments, which are purely mechanical in nature: their usage is just a matter of symbol-pushing and does not require any deeper insight.



Proving Total Correctness

2 Axioms and Inference Rules

The proof calculus for total correctness is the same as for partial correctness for all the rules except the rule for while statements.

A proof of total correctness for a `while` consists of two parts:

- Proving partial correctness (identify **invariant**)
- Proving termination (identify **variant**)



Proving Termination

2 Axioms and Inference Rules

A **variant** is an *integer expression* that:

- Always stay non-negative
- Strictly decrease in every loop iteration

If we can find such an expression with these properties, it follows that the `while` statement must terminate: because the expression can only be decremented *a finite number of times* before it becomes 0.



Example of Variants

2 Axioms and Inference Rules

Let's choose the variant: $x - z$.

- At the start of the loop: $x - z \geq 0$
 $(x \geq 0, z = 0)$
- At each iteration: z increases by 1, x stays the same, so $x - z$ decreases.

Hence, $x - z$ will eventually reach 0,
meaning that the loop terminates.

```
⟨ (x ≥ 0) ⟩  
y = 1 ;  
z = 0 ;  
while (z != x) {  
    z = z + 1 ;  
    y = y * z ;  
}  
⟨ (y = x!) ⟩
```



Choosing loop variants

2 Axioms and Inference Rules

Finding a working variant is a creative activity which requires skill, intuition and practice.

There is no general method to always find a variant proving termination; in other words, the automatic extraction of useful variants or termination expressions cannot be realized.



Readings

2 Axioms and Inference Rules

- Text B: chapter 4.3, 4.4
- Reference: lecture notes of CS245, University of Waterloo.



Introduction to Mathematical Logic

*Thank you for listening!
Any questions?*