

# Software Systems Verification and Validation

## Lecture 07 - Correctness - Floyd, Hoare

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## 1 Software quality assessment

- Quality and quality assessment activities
- Program verification
- Program verification methods

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- Floyd Method - Inductive assertions
- Floyd - Partial correctness
- Floyd - Termination

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- Hoare Logic
- Semantics of Hoare triples
- Hoare - Partial correctness
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- Next lecture

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# Software quality assessment

- Software quality: Conformance to explicitly stated functional and performance requirements, explicitly documented development standards, and implicit characteristics that are expected of all professionally developed software. [Pre00]
  - correctness - the extent to which a program conforms to its specification.

# Program verification

- Program verification
  - proof-based, computer-assisted, program-verification approach, mainly used for programs which we expect to terminate and produce a result
  - model-based, automatic, property-verification approach, mainly used for concurrent, reactive systems (originally used in a post-development stage) - model checking

# Program verification methods

- Floyd Method - Inductive assertions
- Hoare - Semantics of Hoare triples
- Dijkstra's Language- Guarded commands, Nondeterminacy and Formal Derivation of Programs

## Floyd Method - Inductive assertions [Flo67]

- Input: The condition satisfied by the initial values of the program.
- Output: The condition to be satisfied by the output of the program.
- Method: Steps:
  - 1 Cut the loops
  - 2 Find an appropriate set of inductive assertions.
  - 3 Construct the verification/termination conditions.

# Partial correctness

- Method:
  - 1 Cut the loops.
  - 2 Find an appropriate set of inductive assertions.
  - 3 Construct the verification conditions.
- Theorem: If all verification conditions are true, then the program is partially correct, i.e., whenever it terminates the result is correct.
- The method is useful when it is combined with termination.

## Steps - Partial correctness

- Cutting points are chosen inside the algorithm
  - 1 point at the beginning of the algorithm, 1 point at the end;
  - At least 1 point for each *loop* statement
- For each cutting point an assertion (invariant predicate) is chosen.
  - Entry point -  $\varphi(X)$ ;
  - Ending point -  $\psi(X, Z)$ .
- Construction of the verification conditions
  - Path from  $i$  to  $j$  -  $\alpha$ ;
  - $P_i$  and  $P_j$  are assertions in  $i$  and  $j$ ;
  - $R_\alpha(X, Y)$  - predicate that gives the condition for path  $\alpha$ ;
  - $r_\alpha(X, Y)$  - function that gives the transformations of the variables  $Y$  from path  $\alpha$ ;
  - $\forall X \forall Y (P_i(X, Y) \wedge R_\alpha(X, Y) \rightarrow P_j(X, r_\alpha(X, Y)))$ .
- Theorem: If all the verification conditions are true then  $P$  is



## Example - Partial correctness

- Algorithm for  $z = x^y$   
   $z := 1; u := x; v := y;$   
  While ( $v > 0$ ) execute  
    If ( $v$  is even)  
      then  $u := u * u; v := v/2;$   
      else  $v := v - 1; z := z * u;$   
      endif  
    endWhile  
  endAlg;

## Example - Partial correctness

- Algorithm for  $z = x^y$   
 $z := 1; u := x; v := y;$   
While ( $v > 0$ ) execute  
  If ( $v$  is even)  
    then  $u := u * u; v := v/2;$   
    else  $v := v - 1; z := z * u;$   
  endif  
endWhile  
endAlg;

$$A: \varphi(X) ::= (v > 0 \wedge (y \geq 0))$$

$$C: \psi(X, Z) ::= z = x^y$$

## Example - Partial correctness

- Algorithm for  $z = x^y$   
 $z := 1; u := x; v := y;$   
While ( $v > 0$ ) execute  
  If ( $v$  is even)  
    then  $u := u * u; v := v/2;$   
    else  $v := v - 1; z := z * u;$   
  endif  
endWhile  
endAlg;

$$\text{A: } \varphi(X) ::= (v > 0 \wedge (y \geq 0))$$

$$\text{B: } \eta(X, Y) ::= z * u^v = x^y$$

$$\text{C: } \psi(X, Z) ::= z = x^y$$

# Termination

- Method:
  - 1 Cut the loops and find “good” inductive assertions.
  - 2 Choose a well-formed set  $M$  (i.e., an ordered set without infinite strictly decreasing sequences) and a “good” partial function mapping program variables in  $M$ . (“Good” means, if the assertions in a state are true, then the function is defined.)
  - 3 Show the termination condition hold, i.e., the function strictly decreases at each loop.
- Theorem: If all termination conditions are true, then the program terminates.

## Steps - Termination

- Steps:
  - 1 Well-ordered set  $M$  - partial ordered and doesn't have an infinite decreasing sequence.
  - 2 To demonstrate that some termination conditions hold: passing from one cutting point to another the values of some functions in the well-ordered set decrease.
  - 3 In point  $i$  a function is chosen  $u_i : D_X \times D_Y \rightarrow M$  and the termination condition on  $\alpha$  is:
$$\forall X \forall Y (\varphi(X) \wedge R_\alpha(X, Y) \rightarrow (u_i(X, Y) > u_j(X, r_\alpha(X, Y)))).$$
  - 4 If partial correctness was demonstrated then the termination condition can be:
$$\forall X \forall Y (P_i(X) \wedge R_\alpha(X, Y) \rightarrow (u_i(X, Y) > u_j(X, r_\alpha(X, Y)))).$$
- Theorem: If all the termination conditions hold then the program  $P$  terminates.

## Hoare triples [Hoa69]

- The meaning of a statement is described by a triple
  - $\{\varphi\} P \{\psi\}$ , where  $\varphi$  is called the precondition and  $\psi$  is called the postcondition.
  - Informal Meaning: “If the program  $P$  is run in a state that satisfies  $\varphi$ , then the state after its execution will satisfy  $\psi$ ”
- Note the caveat: “all terminating executions of”
- If  $P$  does not terminate, we make no guarantees.
- This is called the **partial correctness** property

# Semantics of Hoare triples

- Partial correctness
  - $\models_{par} \{\varphi\}P\{\psi\}$
  - only if P actually terminates.
- Total correctness
  - $\models_{tot} \{\varphi\}P\{\psi\}$
  - the program P is guaranteed to terminate.

## Hoare rules - Assignment

- Consider the triple  $\{P\} X := Y + 2 \{Q\}$ 
  - Given predicate  $Q$ , for what predicate  $P$  does this hold?
  - for any  $P$  such that  $[P \Rightarrow \langle X \leftarrow Y + 2 \rangle (Q)]$
- Examples
  - $\{P_0\} X := Y + 2 \{X \leq Y + 2\}$   
 $P_0 \equiv \text{true}$
  - $\{P_1\} X := Y + 2 \{X < 0\}$   
 $P_1 \equiv (Y + 2 < 0)$
  - $\{P_2\} X := Y + 2 \{Y < 0\}$   
 $P_2 \equiv (Y < 0)$
  - $\{P_3\} X := X + 2 \{X \text{ is even}\}$   
 $P_3 \equiv (X \text{ is even})$
- General Form: for any expression  $E$ 
  - $\{P\} X := E \{Q\}$  provided  $[P \Rightarrow \langle X \leftarrow E \rangle (Q)]$



## Hoare rules - Sequencing

- We can conclude

$$\{P\} S; T \{Q\}$$

if we can find a predicate  $R$  such that

$$\{P\} S \{R\} \text{ and } \{R\} T \{Q\}$$

- Examples

- $\{P_0\} X := 2 * X; X := X + 1 \{X > 0\}$   
 $P_0 \equiv (2 * X + 1 > 0)$
- $\{P_1\} X := Y; Y := 3 \{X + Y < 5\}$   
 $\{P_1 \equiv (Y + 3 < 5)\}$

## Hoare rules - Conditionals

- We can conclude

$\{P\} \text{ IF } (C) \text{ THEN } S \text{ ELSE } T \text{ END} \{Q\}$

provided we can show

$\{P \wedge C\} S \{Q\}$  and  $\{P \wedge \neg C\} T \{Q\}$

- Examples

- $\{?\} \{((x > y) \Rightarrow Q_0) \wedge ((x \leq y) \Rightarrow Q_1)\}$   
 $\text{IF } (x > y) \text{ THEN } Q_0 : \{(m|x - y) \wedge (m|y)\}$   
 $x := x - y$   
 $\text{ELSE } Q_1 : \{(m|x) \wedge (m|y - x)\}$   
 $y := y - x$   
 $\text{END}$   
 $Q : \{(m|x) \wedge (m|y)\}$

- So our final proof obligations are

$[(x > y) \Rightarrow (m|x - y) \wedge (m|y)]$  and

$[(x \leq y) \Rightarrow (m|x) \wedge (m|y - x)]$

## Hoare rules - Example

- Mystery Program
  - ?

$x := x + y;$

$y := x - y$

$x := x - y$

## Hoare rules - Example

- Mystery Program
  - ?

$x := x + y;$

$y := x - y$

$x := x - y$

$(x = A) \wedge (y = B)$

## Hoare rules - Example

- Mystery Program
  - ?

$x := x + y;$

$y := x - y$

$x := x - y \{ (x - y = A) \wedge (y = B) \}$

$(x = A) \wedge (y = B)$

## Hoare rules - Example

- Mystery Program
  - ?

```
x := x + y;  
y := x - y { (x - (x - y) = A) ∧ (x - y = B) }  
x := x - y { (x - y = A) ∧ (y = B) }  
(x = A) ∧ (y = B)
```

## Hoare rules - Example

- Mystery Program
  - ?

```
x := x + y; {(y = A) ∧ (x - y = B)}  
y := x - y {(x - (x - y) = A) ∧ (x - y = B)}  
x := x - y {(x - y = A) ∧ (y = B)}  
(x = A) ∧ (y = B)
```

## Hoare rules - Example

- Mystery Program

- ?

- $\{(y = A) \wedge ((x + y) - y = B)\}$

- $x := x + y; \{(y = A) \wedge (x - y = B)\}$

- $y := x - y \{(x - (x - y) = A) \wedge (x - y = B)\}$

- $x := x - y \{(x - y = A) \wedge (y = B)\}$

- $(x = A) \wedge (y = B)$



## Hoare rules - Example

- Mystery Program

- ?

- $\{(y = A) \wedge ((x + y) - y = B)\}$

- $\{(y = A) \wedge (x = B)\}$

- $x := x + y; \{(y = A) \wedge (x - y = B)\}$

- $y := x - y \{(x - (x - y) = A) \wedge (x - y = B)\}$

- $x := x - y \{(x - y = A) \wedge (y = B)\}$

- $(x = A) \wedge (y = B)$

## Hoare rules - Example

- Mystery Program

- ?

- $\{(y = A) \wedge ((x + y) - y = B)\}$

- $\{(y = A) \wedge (x = B)\}$

- $x := x + y; \{(y = A) \wedge (x - y = B)\}$

- $y := x - y \{(x - (x - y) = A) \wedge (x - y = B)\}$

- $x := x - y \{(x - y = A) \wedge (y = B)\}$

- $(x = A) \wedge (y = B)$

- Thus this program swaps the values of x, y.

## Hoare rules - Reasoning About Loops

- How can we conclude

$\{P\} \text{ WHILE } (G) \text{ DO } S \text{ END } \{Q\}$

At the end of the loop (assuming it terminates), we know  $\neg G$

But in general we don't know how often  $S$  is executed...

- Suppose we have a predicate  $J$  that is preserved by  $S$

$\{J\} S \{J\}$       such a  $J$  is called a loop invariant

Then, at the end of the loop, we can conclude

$J \wedge \neg G$

To establish the postcondition, we need  $J$  such that

$[J \wedge \neg G \Rightarrow Q]$

## Hoare rules - Loops

- We can conclude

$\{P\} \text{ WHILE } (G) \text{ DO } S \text{ END } \{Q\}$

provided we can find a loop invariant  $J$  such that

$[P \Rightarrow J]$

$[J \wedge \neg G \Rightarrow Q]$

$\{G \wedge J\} S \{J\}$

$J$  holds at loop entry

$J$  establishes  $Q$  at loop exit

$J$  is preserved by each iteration

## Hoare rules - Loop Example

- Loop Example

- $\{N \geq 0\}$   
 $m := 0; y := 1;$

*WHILE* ( $m \neq N$ ) *DO*  
 $y := 2 * y;$   
 $m := m + 1$   
*END*

## Hoare rules - Loop Example

- Loop Example

- $\{N \geq 0\}$   
 $m := 0; y := 1;$

*WHILE* ( $m \neq N$ ) *DO*

$y := 2 * y;$

$m := m + 1$

*END*

$\{y = 2^N\}$

## Hoare rules - Loop Example

- Loop Example

- $\{N \geq 0\}$   
 $m := 0; y := 1;$

$WHILE (m \neq N) DO J : \{y = 2^m\}$   
 $y := 2 * y;$   
 $m := m + 1$   
 $END$   
 $\{y = 2^N\}$

- Need to show that invariant

- holds initially
- is preserved by loop body  $\{J\} y := 2 * y; m := m + 1 \{J\}$
- establishes postcondition  $[J \wedge (m = N) \Rightarrow (y = 2^N)]$ .

## Hoare rules - Loop Example

- Loop Example

- $\{N \geq 0\}$   
 $m := 0; y := 1;$   
 $\{y = 2^m\}$   
 $WHILE (m \neq N) DO J : \{y = 2^m\}$   
 $y := 2 * y;$   
 $m := m + 1$   
 $END$   
 $\{y = 2^N\}$

- Need to show that invariant

- holds initially
  - is preserved by loop body  $\{J\} y := 2 * y; m := m + 1 \{J\}$
  - establishes postcondition  $[J \wedge (m = N) \Rightarrow (y = 2^N)]$ .



## Hoare rules - Loop Example

- Multiplication using addition
  - Precondition  $B \geq 0$
  - Postcondition  $R = A * B \Rightarrow \{B \geq 0\} \text{ } S \{R = A * B\}$
  - Solution:
    - $\{B \geq 0\}$
    - “initialize R”
    - WHILE (G) DO
    - “update R”
    - END
    - $\{R = A * B\}$

## Hoare rules - Loop Example

- Multiplication using addition
  - Precondition  $B \geq 0$
  - Postcondition  $R = A * B \Rightarrow \{B \geq 0\} \text{ } S\{R = A * B\}$
  - Solution:
    - $\{B \geq 0\}$
    - "initialize R"
    - WHILE (G) DO
    - "update R"
    - END
    - $\{R = A * B\}$
- Rule: replace constant with variable in postcondition  $Q$  to obtain a loop invariant  $J$  such that  $[(J \wedge \neg G) \Rightarrow Q]$ 
  - Introduce variable  $b$  and add the invariant  $J$  defined as  $R = A * b$
  - To ensure postcondition, choose  $G$  to be  $(b \neq B)$  since

## Hoare rules - Loop Example (2)

- Multiplication using addition (2)
  - the loop invariant will be  $(R = A * b)$  and the loop guard will be  $(b \neq B)$
  - To ensure that invariant holds initially, we initialize with  $R := 0; b := 0$

## Hoare rules - Loop Example (2)

- Multiplication using addition (2)
  - the loop invariant will be  $(R = A * b)$  and the loop guard will be  $(b \neq B)$
  - To ensure that invariant holds initially, we initialize with  
 $R := 0; b := 0$
  - In each iteration, we increase b by 1 , giving  
 $\{B \geq 0\}$   
 $R := 0; b := 0;$   
**WHILE**  $((b \neq B)$  **DO**  $J: \{R = A * b\}$   
  
 $R := ? \Rightarrow R := R + A$   
 $b := b + 1$   
**END**  
 $\{R = A * B\}$

## Hoare rules - Loop Example

- Exponentiation using multiplication
  - $\{(A > 0) \wedge (B \geq 0)\} S \{R = A^B\}$

## Hoare rules - Loop Example

- Exponentiation using multiplication
  - $\{(A > 0) \wedge (B \geq 0)\} S \{R = A^B\}$
  - Solution: Again, we replace a constant with a variable use loop  
invariant  $J : R = A^b$   
 $\{(A > 0) \wedge (B \geq 0)\}$   
 $R := ?; b := 0 \ R := 1$   
**WHILE**  $(b \neq B)$  **DO**  $J : R = A^b$   
 $R := ?; R := R * A;$   
 $b := b + 1$   
**END**  
 $\{R = A^B\}$

## Hoare - Partial and Total correctness

- Recall that we interpreted  $\{P\}S\{Q\}$  as  
“when started in a state satisfying  $P$ , any terminating execution of  $S$  ends in a state satisfying  $Q$ ”
- The “total correctness” interpretation also requires termination  
“when started in a state satisfying  $P$ , any execution of  $S$  must terminate in a state satisfying  $Q$ ”
- Informally
  - proof of total correctness =  
proof of partial correctness  
+ proof of termination

## Hoare Rules - Total correctness

- Assignment

$\{P\} X := E \{Q\} \text{ provided } [P \Rightarrow \langle X \leftarrow E \rangle (Q)]$

- Sequencing

$\{P\} S; T \{Q\} \text{ provided}$

$\{P\} S \{R\} \text{ and } \{R\} T \{Q\} \text{ for some } R$

- Conditional

$\{P\} \text{ IF } (G) \text{ THEN } S \text{ ELSE } T \text{ END } \{Q\} \text{ provided}$

$\{P \wedge G\} S \{Q\} \text{ and } \{P \wedge \neg G\} T \{Q\}$

- Note: Same as the rules for partial correctness!



## Hoare Rules - Total correctness

- Total correctness rule for loops
- Consider
$$\{P\} \text{ WHILE } (G) \text{ DO } S \text{ END } \{Q\}$$
- How do we show that the loop terminates?
- One method  
find an integer expression  $V$  such that  
the value of  $V$  is nonnegative (that is  $V \geq 0$ ), and  
the value of  $V$  (strictly) decreases in every iteration that is,  
 $\{V = K\} S \{V < K\}$
- Such an expression is called a “loop variant”

## Hoare Rules - Total correctness - loop

- Exponentiation using multiplication

- $\{(A > 0) \wedge (B \geq 0)\} \text{ S } \{R = A^B\}$
- Recall loop invariant  $J : R = A^b \wedge (B \geq b);$   
 $\{(A > 0) \wedge (B \geq 0)\}$   
 $R := 1; b := 0$   
WHILE  $(b \neq B)$  DO  $J : R = A^b \wedge (B \geq b);$   
 $R := R * A;$   
 $b := b + 1$   
END  
 $\{R = A^B\}$

- We define loop variant  $V$  to be the expression  $(B - b)$
- Note:  $V$  strictly decreases with every loop iteration, because  $[(B - (b + 1)) < (B - b)]$
- How do we show that  $V$  is non-negative?  
by showing that  $(B > b)$  is a loop invariant

## Summary: Total Correctness Rule for Loops

- To show  $\{P\} \text{ WHILE } (G) \text{ DO } S \text{ END } \{Q\}$   
we find a loop invariant predicate  $J$  and a loop variant expression  $V$  such that
  - $J$  holds initially  $[P \Rightarrow J]$
  - $J$  establishes the postcondition upon exit  
 $[(J \wedge \neg G) \Rightarrow Q]$
  - is preserved by loop body  $\{J\} S \{J\}$
  - variant  $V$  strictly decreases in every iteration  $\{V = K\} S \{V < K\}$
  - variant  $V$  is always non-negative  
 $[J \Rightarrow (V \geq 0)]$

## Next lecture

- Correctness - Dijkstra
- Static analysis - ESC/Java tool - Topic of Laboratory 6!

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