

## Axiomatic Semantics

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## Axiomatic Semantics

- Meanings of programs are defined indirectly via the axioms and rules of some program logic.
- Specific properties of the effect of executing the commands are expressed as *assertions*. Thus there may be some aspects of the executions that are ignored.
- It gives us methods for reasoning about program properties and to prove its correction w.r.t. its specification.

## Hoare Logic

## Hoare logic

- Hoare logic (also known as Floyd-Hoare logic) is a method of reasoning mathematically about imperative programs.
  - ▶ Robert Floyd, "Assigning meaning to programs", 1967.
  - ▶ Tony Hoare, "An axiomatic basis for computer programming", 1969.
- The logic deals with the notion of correction w.r.t. a *specification* that consists of
  - ▶ a *precondition* - an assertion that is assumed to hold when the execution of the program starts
  - ▶ and a *postcondition* - an assertion that is required to hold when execution stops.

## A simple programming language - While

A While language whose commands are defined over a set of variables  $x \in \mathbf{Var}$

$\mathbf{Aexp} \ni a ::= \dots \mid -1 \mid 0 \mid 1 \mid \dots \mid x \mid a_1 + a_2 \mid a_1 - a_2 \mid a_1 * a_2$

$\mathbf{Bexp} \ni b ::= \mathbf{true} \mid \mathbf{false} \mid \neg b \mid b_1 \wedge b_2 \mid a_1 = a_2 \mid a_1 \leq a_2$

$\mathbf{Stm} \ni C ::= \mathbf{skip} \mid C_1 ; C_2 \mid x := a \mid \mathbf{if } b \mathbf{ then } C_1 \mathbf{ else } C_2 \mid \mathbf{while } b \mathbf{ do } C$

## Assertions about programs

- We need formulas that express properties of particular states of the program.
- Program assertions  $\phi, \theta, \psi \in \mathbf{Assert}$  (preconditions and postconditions in particular) are *first-order formulas* of a language obtained as an expansion of  $\mathbf{Bexp}$ .
- Note that assertions may contain occurrences of functions and predicates provided by the user.

## Semantics

- Will consider an *interpretation structure*  $\mathcal{M} = (D, I)$  for the vocabulary describing the concrete syntax of program expressions.
- The interpretation of expressions depends on a *state*, which is a function that maps each variable into its value.  $\mathbf{State} = \mathbf{Var} \rightarrow D$
- For the **While** language the set of states is  $\mathbf{State} = \mathbf{Var} \rightarrow \mathbf{Z}$
- Expressions are interpreted as functions from states to the corresponding domain of interpretation.
- We are considering that expression evaluation
  - ▶ is free of side-effects
  - ▶ does not go wrong

## Semantics of expressions

Defined inductively as before:

- $\mathcal{A} : \mathbf{Aexp} \rightarrow (\mathbf{State} \rightarrow \mathbf{Z})$

$\mathcal{A}[[a]] : \mathbf{State} \rightarrow \mathbf{Z}$

or simply

$[[a]] : \mathbf{State} \rightarrow \mathbf{Z}$

- $\mathcal{B} : \mathbf{Bexp} \rightarrow (\mathbf{State} \rightarrow \mathbf{T})$

$\mathcal{B}[[b]] : \mathbf{State} \rightarrow \mathbf{T}$

or simply

$[[b]] : \mathbf{State} \rightarrow \mathbf{T}$

## Assertion semantics

- We take the usual interpretation of first-order formulas, noting two facts:
  - ▶ interpretation of assertions also depends on  $\mathcal{M}$
  - ▶ states from **State** can be used as *variable assignments*

- The interpretation of the assertion  $\phi \in \mathbf{Assert}$  is then given by

$$\llbracket \phi \rrbracket : \mathbf{State} \rightarrow \mathbf{T}$$

- Since assertions may also contain occurrences of functions and predicates provided by the user, *the semantics of those must also be given axiomatically by the user.*
- We will be reasoning in the context of a *first-order theory* that is specified in part by the semantics of program expressions and in part by user-provided axioms.

## Program semantics

A natural semantics based on a deterministic evaluation relation

- 1  $\langle \mathbf{skip}, s \rangle \rightarrow s$
- 2  $\langle x := a, s \rangle \rightarrow s[x \mapsto \llbracket a \rrbracket s]$
- 3 if  $\langle C_1, s \rangle \rightarrow s'$  and  $\langle C_2, s' \rangle \rightarrow s''$ , then  $\langle C_1 ; C_2, s \rangle \rightarrow s''$
- 4 if  $\llbracket b \rrbracket s = \mathbf{tt}$  and  $\langle C_t, s \rangle \rightarrow s'$ , then  $\langle \mathbf{if } b \mathbf{ then } C_t \mathbf{ else } C_f, s \rangle \rightarrow s'$
- 5 if  $\llbracket b \rrbracket s = \mathbf{ff}$  and  $\langle C_f, s \rangle \rightarrow s'$ , then  $\langle \mathbf{if } b \mathbf{ then } C_t \mathbf{ else } C_f, s \rangle \rightarrow s'$
- 6 if  $\llbracket b \rrbracket s = \mathbf{tt}$ ,  $\langle C, s \rangle \rightarrow s'$  and  $\langle \mathbf{while } b \mathbf{ do } C, s' \rangle \rightarrow s''$ , then  $\langle \mathbf{while } b \mathbf{ do } C, s \rangle \rightarrow s''$
- 7 if  $\llbracket b \rrbracket s = \mathbf{ff}$ , then  $\langle \mathbf{while } b \mathbf{ do } C, s \rangle \rightarrow s$

There is no possible *runtime error*, but a program may *diverge*.

## Validity

- We assume the existence of “external” means for checking the validity of assertions, in the presence of some *background theory*.
- These tools should additionally allow us to write axioms concerning the uninterpreted functions and predicates.
- Suppose that we wish to encode in the logic a description of what the *factorial* of a number is. The following axioms could be given

$$\begin{aligned} & \mathit{isfact}(0, 1) \\ & \forall n, r. n > 0 \rightarrow \mathit{isfact}(n-1, r) \rightarrow \mathit{isfact}(n, n * r) \end{aligned}$$

$$\begin{aligned} & \forall n. \mathit{isfact}(n, \mathit{fact}(n)) \\ & \forall n, r. \mathit{isfact}(n, r) \rightarrow r = \mathit{fact}(n) \end{aligned}$$

## Hoare triples (for partial correction)

- Notation:  $\{\phi\} C \{\psi\}$ 
  - ▶  $\phi$  is the *precondition*
  - ▶  $\psi$  is the *postcondition*
- Denote the *partial correctness* of program  $C$  relative to specification  $(\phi, \psi)$

### Intended meaning of $\{\phi\} C \{\psi\}$

If  $\phi$  holds in a given state and  $C$  is executed in that state, then either execution of  $C$  does not stop, or *if it does*,  $\psi$  will hold in the final state.

- Examples

$$\{x = y\} x := x + y; x := 10 * x \{x = 20 * y\}$$

$$\{x = 5\} \mathbf{while } x > 0 \mathbf{ do skip } \{\mathbf{false}\}$$

## Hoare triples (for total correction)

- Notation:  $[\phi] C [\psi]$
- Denote the *total correctness* of program  $C$  relative to specification  $(\phi, \psi)$

### Intended meaning of $[\phi] C [\psi]$

If  $\phi$  holds in a given state and  $C$  is executed in that state, then execution of  $C$  *will stop*, and moreover  $\psi$  will hold in the final state of execution.

- Examples

$$[x = y] x := x + y; x := 10 * x [x = 20 * y]$$

$$[x = 5] \text{ while } x > 0 \text{ do } x := x - 1 [x = 0]$$

$$[\exists a. x = 10 * a] x := x + 18 [\exists v. x = 2 * v]$$

## Semantics of Hoare triples

$$\models \{\phi\} C \{\psi\}$$

The Hoare triple  $\{\phi\} C \{\psi\}$  is said to be *valid*, denoted  $\models \{\phi\} C \{\psi\}$ , whenever for all  $s, s' \in \text{State}$ ,

if  $\llbracket \phi \rrbracket s = \text{tt}$  and  $\langle C, s \rangle \rightarrow s'$ , then  $\llbracket \psi \rrbracket s' = \text{tt}$ .

$$\models [\phi] C [\psi]$$

The Hoare triple  $[\phi] C [\psi]$  is said to be *valid*, denoted  $\models [\phi] C [\psi]$ , whenever for all  $s \in \text{State}$ ,

if  $\llbracket \phi \rrbracket s = \text{tt}$ , then  $\exists s' \in \text{State}. \langle C, s \rangle \rightarrow s'$  and  $\llbracket \psi \rrbracket s' = \text{tt}$ .

## Hoare logic as an Axiomatic Semantics (system H)

$$(\text{skip}) \quad \frac{}{\{\phi\} \text{ skip } \{\phi\}}$$

$$(\text{assign}) \quad \frac{}{\{\psi[e/x]\} x := e \{\psi\}}$$

$$(\text{seq}) \quad \frac{\{\phi\} C_1 \{\theta\} \quad \{\theta\} C_2 \{\psi\}}{\{\phi\} C_1; C_2 \{\psi\}}$$

$$(\text{if}) \quad \frac{\{\phi \wedge b\} C_1 \{\psi\} \quad \{\phi \wedge \neg b\} C_2 \{\psi\}}{\{\phi\} \text{ if } b \text{ then } C_1 \text{ else } C_2 \{\psi\}}$$

$$(\text{while}) \quad \frac{\{\theta \wedge b\} C \{\theta\}}{\{\theta\} \text{ while } b \text{ do } C \{\theta \wedge \neg b\}}$$

$$(\text{conseq}) \quad \frac{\{\phi\} C \{\psi\}}{\{\phi'\} C \{\psi'\}} \text{ if } \phi' \rightarrow \phi \text{ and } \psi \rightarrow \psi'$$

## Loop invariants

- We call *loop invariant* to any property whose validity is preserved by executions of the loop's body.
- Since these executions may only take place when the loop condition is true, an invariant of the loop **while**  $b$  **do**  $C$  is any assertion  $\theta$  such that  $\{\theta \wedge b\} C \{\theta\}$  is valid, in which case of course it also holds that  $\{\theta\} \text{ while } b \text{ do } C \{\theta \wedge \neg b\}$  is valid.

### Warning

Find an adequate loop invariant may be a major difficulty!

## Loop variants

- However the validity of  $[\theta \wedge b] C [\theta]$  does not imply the validity of  $[\theta] \text{while } b \text{ do } C [\theta \wedge \neg b]$  (*why?*)
- The required notion here is a *loop variant*: any program expression (or more generally some function on the state) whose value strictly decreases with each iteration, with respect to some well-founded relation.
- The natural choice in our language is to use *non-negative integer* expressions with strictly decreasing values.

$$\text{(while)} \quad \frac{[\theta \wedge b \wedge V = v_0] C [\theta \wedge V < v_0]}{[\theta] \text{while } b \text{ do } C [\theta \wedge \neg b]} \text{ if } \theta \wedge b \rightarrow V \geq 0$$

## Soundness

- We will write  $\vdash_H \{\phi\} C \{\psi\}$  to denote the fact that the triple is derivable in this system H.

System H is sound w.r.t. the semantics of Hoare triples

If  $\vdash_H \{\phi\} C \{\psi\}$ , then  $\models \{\phi\} C \{\psi\}$ .

**Proof:** By induction on the derivation of  $\vdash_H \{\phi\} C \{\psi\}$ .

## Completeness

- Two major difficulties for proving a program:
  - ▶ guess the appropriate intermediate formulas (for sequence, for the loop invariant)
  - ▶ prove the logical premises of consequence rule
- System H is complete as long as the assertion language is *sufficiently expressive* to grant the existence of intermediate assertions for reasoning.

System H is complete w.r.t. the semantics of Hoare triples

With Assert expressive in the above sense, if  $\models \{\phi\} C \{\psi\}$  then  $\vdash_H \{\phi\} C \{\psi\}$ .

- This is usually called *relative completeness* [Cook, 1978]

## Auxiliary variables

- How to specify formally what the following program does?

$$a := x; x := y; y := a$$

- Employ *auxiliary variables*, forbidden to occur in the program, to record initial values of variables.

$$\{x = x_0 \wedge y = y_0\} a := x; x := y; y := a \{x = y_0 \wedge y = x_0\}$$

- In fact, auxiliary variables are required in every specification, to avoid trivial solutions.
  - ▶ For instance, an inappropriate specification of factorial would be  $(n \geq 0, f = \text{fact}(n))$  (*Give some solutions!*)

## Exercises

- Prove the validity of the following Hoare triple

$$\{x = x_0 \wedge y = y_0\} a := x; x := y; y := a \{x = y_0 \wedge y = x_0\}$$

- How to specify formally what the following program does?

**if**  $x < 0$  **then**  $x := -x$  **else skip**

Prove its correction w.r.t. the specification proposed.

- Consider the following **While** program for calculating  $x^e$

```
r := 1;
while e > 0 do {
  r := r * x;
  e := e - 1
}
```

Specify formally what the following program does and prove its correction w.r.t. the specification proposed.

## Annotated programs

- We are interested in automated verification

- ▶ invariants are notoriously difficult to infer automatically
- ▶ in practice loop invariants are typically given by the programmer as an input to the program verification process

- The syntactic class of *annotated programs*

**AStm**  $\ni C ::= \text{skip} \mid x := e \mid C_1; C_2 \mid \text{if } b \text{ then } C_1 \text{ else } C_2 \mid \text{while } b \text{ do } \{\theta\} C$

- Annotations do not affect the operational semantics.

- The (while) rule

$$\frac{\{\theta \wedge b\} C \{\theta\}}{\{\theta\} \text{while } b \text{ do } \{\theta\} C \{\theta \wedge \neg b\}}$$

## Annotated programs

- Whereas in the standard presentation a program can be proved correct with respect to a specification if there exists adequate invariants for proving it, with annotated loops a program can only be proved correct if it is *correctly annotated*.
- Soundness is preserved.
- Completeness does not hold, since the annotated invariants may be inadequate for deriving the triple.

## The factorial example

The following is an example of a correctly annotated program w.r.t. the specification

$$(n \geq 0, f = \text{fact}(n))$$

Let **fact** be

```
f := 1; i := 1;
while i ≤ n do {f = fact(i - 1) ∧ i ≤ n + 1} {
  f := f * i;
  i := i + 1
}
```

A proof of  $\{n \geq 0\} \text{fact} \{f = \text{fact}(n)\}$  will be given later.

## Mechanising Hoare Logic

## Mechanising Hoare logic

- In H system two desirable properties for backward proof construction are missing:

- ▶ sub-formula property
- ▶ unambiguous choice of rule

$$\frac{\{\phi\} C_1 \{\theta\} \quad \{\theta\} C_2 \{\psi\}}{\{\phi\} C_1 ; C_2 \{\psi\}} \quad \frac{\{\phi\} C \{\psi\}}{\{\phi'\} C \{\psi'\}} \text{ if } \phi' \rightarrow \phi \text{ and } \psi \rightarrow \psi'$$

- The consequence rule causes ambiguity. Its presence is however necessary to make possible the application of rules for skip, assignment, and while, as well as reuse.
- An alternative is to distribute the side conditions among the different rules.

## Hg a goal-directed system

$$\text{(skip)} \quad \frac{}{\{\phi\} \text{skip} \{\psi\}} \text{ if } \phi \rightarrow \psi$$

$$\text{(assign)} \quad \frac{}{\{\phi\} x := e \{\psi\}} \text{ if } \phi \rightarrow \psi[e/x]$$

$$\text{(seq)} \quad \frac{\{\phi\} C_1 \{\theta\} \quad \{\theta\} C_2 \{\psi\}}{\{\phi\} C_1 ; C_2 \{\psi\}}$$

$$\text{(if)} \quad \frac{\{\phi \wedge b\} C_1 \{\psi\} \quad \{\phi \wedge \neg b\} C_2 \{\psi\}}{\{\phi\} \text{if } b \text{ then } C_1 \text{ else } C_2 \{\psi\}}$$

$$\text{(while)} \quad \frac{\{\theta \wedge b\} C \{\theta\}}{\{\phi\} \text{while } b \text{ do } \{\theta\} C \{\psi\}} \text{ if } \phi \rightarrow \theta \text{ and } \theta \wedge \neg b \rightarrow \psi$$

## Hg properties

### Admissibility of the consequence rule in Hg

If  $\vdash_{\text{Hg}} \{\phi\} C \{\psi\}$ ,  $\models \phi' \rightarrow \phi$ , and  $\models \psi \rightarrow \psi'$ , then  $\vdash_{\text{Hg}} \{\phi'\} C \{\psi'\}$ .

**Proof:** By induction on the derivation of  $\vdash_{\text{Hg}} \{\phi\} C \{\psi\}$ .

Let  $[\cdot] : \mathbf{AStm} \rightarrow \mathbf{Stm}$  be a function that erases all annotations from a program (defined in the obvious way).

### Soundness of Hg

If  $\vdash_{\text{Hg}} \{\phi\} C \{\psi\}$ , then  $\vdash_{\text{H}} \{\phi\} [C] \{\psi\}$ .

**Proof:** By induction on the derivation of  $\vdash_{\text{Hg}} \{\phi\} C \{\psi\}$ .

### Correctly-annotated program

We say that  $C$  is *correctly-annotated* w.r.t.  $(\phi, \psi)$  if  $\vdash_{\text{H}} \{\phi\} [C] \{\psi\}$  implies  $\vdash_{\text{Hg}} \{\phi\} C \{\psi\}$ .

## A strategy for proofs

- Focus on the command and postcondition; guess an appropriate precondition that guarantees the given postcondition.
- In the rules for skip, assignment, and while, the precondition is determined by looking at the side condition and choosing the weakest condition that satisfies it.
- In the sequence rule, we obtain the intermediate condition by propagating the postcondition.

## A strategy for proofs

- $\{\phi\} x := e_1 ; y := e_2 ; z := e_3 \{\psi\}$ 
  1.  $\{\phi\} x := e_1 ; y := e_2 \{\theta\}$
  2.  $\{\theta\} z := e_3 \{\psi\}$
- Now the second sub-goal is an assignment, which means that the corresponding axiom can be applied by simply taking the precondition to be the one that trivially satisfies the side condition, i.e.  $\theta = \psi[e_3/z]$ . Now of course this can be substituted globally in the current proof construction
- $\{\phi\} x := e_1 ; y := e_2 ; z := e_3 \{\psi\}$ 
  1.  $\{\phi\} x := e_1 ; y := e_2 \{\psi[e_3/z]\}$
  2.  $\{\psi[e_3/z]\} z := e_3 \{\psi\}$

## A strategy for proofs

- $\{\phi\} x := e_1 ; y := e_2 ; z := e_3 \{\psi\}$ 
  1.  $\{\phi\} x := e_1 ; y := e_2 \{\psi[e_3/z]\}$ 
    - 1.1.  $\{\phi\} x := e_1 \{\psi[e_3/z][e_2/y]\}$
    - 1.2.  $\{\psi[e_3/z][e_2/y]\} y := e_2 \{\psi[e_3/z]\}$
  2.  $\{\psi[e_3/z]\} z := e_3 \{\psi\}$
- $\{\phi\} x := e_1 ; y := e_2 ; z := e_3 \{\psi\}$ 
  1.  $\{\phi\} x := e_1 ; y := e_2 \{\psi[e_3/z]\}$ 
    - 1.1.  $\{\phi\} x := e_1 \{\psi[e_3/z][e_2/y]\},$
    - 1.2.  $\{\psi[e_3/z][e_2/y]\} y := e_2 \{\psi[e_3/z]\}$
  2.  $\{\psi[e_3/z]\} z := e_3 \{\psi\}$

- In step 1.1 we were not free to choose the precondition for the assignment since this is now the first command in the sequence. Thus the side condition  $\phi \rightarrow \psi[e_3/z][e_2/y][e_1/x]$  is introduced.

## Using the weakest precondition strategy to verify fact

$\{n \geq 0\}$  **fact**  $\{f = \text{fact}(n)\}$

1.  $\{n \geq 0\} f := 1 ; i := 1 \{n \geq 0 \wedge f = 1 \wedge i = 1\}$ 
  - 1.1.  $\{n \geq 0\} f := 1 \{n \geq 0 \wedge f = 1\}$
  - 1.2.  $\{n \geq 0 \wedge f = 1\} i := 1 \{n \geq 0 \wedge f = 1 \wedge i = 1\}$
2.  $\{n \geq 0 \wedge f = 1 \wedge i = 1\}$ 
  - while**  $i \leq n$  **do**  $\{f = \text{fact}(i-1) \wedge i \leq n+1\} C_w$   
 $\{f = \text{fact}(n)\}$ 
    - 2.1.  $\{f = \text{fact}(i-1) \wedge i \leq n+1 \wedge i \leq n\} C_w \{f = \text{fact}(i-1) \wedge i \leq n+1\}$ 
      - 2.1.1.  $\{f = \text{fact}(i-1) \wedge i \leq n+1 \wedge i \leq n\} f := f * i \{f = \text{fact}(i-1) * i \wedge i \leq n\}$
      - 2.1.2.  $\{f = \text{fact}(i-1) * i \wedge i \leq n\} i := i + 1 \{f = \text{fact}(i-1) \wedge i \leq n+1\}$

where  $C_w$  represents the command  $f := f * i ; i := i + 1$ .



## Using the weakest precondition strategy to verify **fact**

- The following side conditions are required for each node of the tree:

- 1.1  $n \geq 0 \rightarrow (n \geq 0 \wedge f = 1)[1/f]$
- 1.2  $n \geq 0 \wedge f = 1 \rightarrow (n \geq 0 \wedge f = 1 \wedge i = 1)[1/i]$
- 2.  $n \geq 0 \wedge f = 1 \wedge i = 1 \rightarrow f = \text{fact}(i - 1) \wedge i \leq n + 1$  and  
 $f = \text{fact}(i - 1) \wedge i \leq n + 1 \wedge \neg(i \leq n) \rightarrow f = \text{fact}(n)$
- 2.1.1.  $f = \text{fact}(i - 1) \wedge i \leq n + 1 \wedge i \leq n \rightarrow (f = \text{fact}(i - 1) * i \wedge i \leq n)[f * i / f]$
- 2.1.2.  $f = \text{fact}(i - 1) * i \wedge i \leq n \rightarrow (f = \text{fact}(i - 1) \wedge i \leq n + 1)[i + 1 / i]$

- The validity of these conditions is fairly obvious in the current theory.

## An architecture for program verification

At this point we may outline a method for program verification as follows.

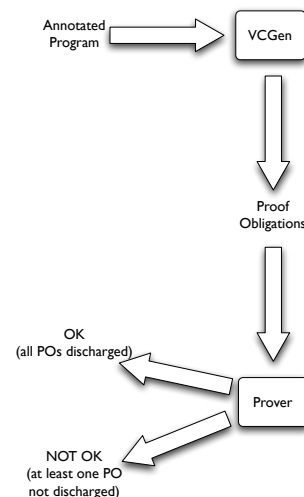
- Mechanically produce a derivation with  $\{\phi\} C \{\psi\}$  as conclusion, assuming that all the side conditions created in this process hold. The side conditions are called *Verification Conditions (VCs)* or *Proof Obligations (POs)*
- Send the VCs generated in step 1 to some proof tool in order to be checked.
- If all VCs are shown to be valid by a proof tool, then  $\{\phi\} C \{\psi\}$  is valid.

### Verification Conditions Generator

The mechanisation of the construction of the proof tree following the weakest precondition strategy does not even explicitly construct the proof tree; it just outputs the set of verification conditions.

This algorithm is called a *Verification Conditions Generator (VCGen)*.

## An architecture for program verification



## Discharging the VCs

- VCs are first-order formulas whose validity is to be checked w.r.t. a *background theory*.
- The VCs are discharged using proof tools.
- Automated proof tools* (such as SMT-solvers) are usually the first choice.
  - It is possible to use a multi-prover approach (as can be seen with Frama-C/Why3)
- If no conclusive answer is given (recall FOL is semi-decidable) one must use a *proof assistant*.
- If the automated prover finds a counter-example (or if the interactive proof does not succeed), then we do not have a proof tree for the Hoare triple. That means the verification of the program has *failed!*

### Warning

This may be due to errors in the *program*, *specification* or *annotations!*

## Weakest liberal precondition

[Dijkstra, 1975]

Given a command  $C$  and a postcondition  $\psi$ ,  $wlp(C, \psi)$  should return the minimal precondition  $\phi$  that validates the triple  $\{\phi\} C \{\psi\}$ .

$$wlp(\text{skip}, \psi) = \psi$$

$$wlp(x := e, \psi) = \psi[e/x]$$

$$wlp(C_1; C_2, \psi) = wlp(C_1, wlp(C_2, \psi))$$

$$wlp(\text{if } b \text{ then } C_1 \text{ else } C_2, \psi) = (b \rightarrow wlp(C_1, \psi)) \wedge (\neg b \rightarrow wlp(C_2, \psi))$$

$$wlp(\text{while } b \text{ do } \{\theta\} C, \psi) = \theta$$

## VCGen algorithm

VC produces a set of verification conditions from a program and a postcondition

$$VC(\text{skip}, \psi) = \emptyset$$

$$VC(x := e, \psi) = \emptyset$$

$$VC(C_1; C_2, \psi) = VC(C_1, wlp(C_2, \psi)) \cup VC(C_2, \psi)$$

$$VC(\text{if } b \text{ then } C_1 \text{ else } C_2, \psi) = VC(C_1, \psi) \cup VC(C_2, \psi)$$

$$VC(\text{while } b \text{ do } \{\theta\} C, \psi) = \{(\theta \wedge b) \rightarrow wlp(C, \theta), (\theta \wedge \neg b) \rightarrow \psi\} \cup VC(C, \theta)$$

$$VCG(\{\phi\} C \{\psi\}) = \{\phi \rightarrow wlp(C, \psi)\} \cup VC(C, \psi)$$

## VCGen algorithm

Some observations:

- The function VC simply follows the structure of the rules of system Hg to collect the union of all sets of verification conditions.
- According to the weakest precondition strategy the side conditions generated are trivially satisfied (so we do not collect them).
- In fact, only the loop rule actually introduces verification conditions that need to be checked.
- To understand the clause for loops, it may help to observe that this clause is just an expansion of

$$VC(\text{while } b \text{ do } \{\theta\} C, \psi) = \{(\theta \wedge \neg b) \rightarrow \psi\} \cup VCG(\{\theta \wedge b\} C \{\theta\})$$

## Properties of VCGen

### Soundness

If  $\vdash_{Hg} \{\phi\} C \{\psi\}$ , then

- 1  $\vdash_{Hg} \{wlp(C, \psi)\} C \{\psi\}$
- 2  $\models \phi \rightarrow wlp(C, \psi)$

**Proof:** By induction on the structure of  $C$ .

### Adequacy of VCGen

$$\models VCG(\{\phi\} C \{\psi\}) \text{ iff } \vdash_{Hg} \{\phi\} C \{\psi\}$$

**Proof:**

$\Rightarrow$ ) By induction on the structure of  $C$ .

$\Leftarrow$ ) By induction on the derivation of  $\vdash_{Hg} \{\phi\} C \{\psi\}$ .

## Applying the VCGen algorithm to **fact**

- Start by calculating  $VC(\mathbf{fact}, f = \mathit{fact}(n))$ .
- Then do the calculation of  $VCG(\{n \geq 0\} \mathbf{fact} \{f = \mathit{fact}(n)\})$ .
- The end result should be following set of proof obligations.
  - 1  $n \geq 0 \rightarrow 1 = \mathit{fact}(1 - 1) \wedge 1 \leq n + 1$
  - 2  $f = \mathit{fact}(i - 1) \wedge i \leq n + 1 \wedge i \leq n \rightarrow f * i = \mathit{fact}(i + 1 - 1) \wedge i + 1 \leq n + 1$
  - 3  $f = \mathit{fact}(i - 1) \wedge i \leq n + 1 \wedge i > n \rightarrow f = \mathit{fact}(n)$