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# Chapter 1f

## Program Verification

*Mathematical Modeling (CO2011)*

(Materials drawn from:

“Michael Huth and Mark Ryan. *Logic in Computer Science: Modelling and Reasoning about Systems*, 2nd Ed., Cambridge University Press, 2006.”)

**Nguyen An Khuong**  
*Faculty of Computer Science and Engineering*  
*University of Technology, VNU-HCM*

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# Motivation

- One way of checking the correctness of programs is to explore the possible states that a computation system can reach during the execution of the program.
- Problems with this *model checking* approach:
  - Models become infinite.
  - Satisfaction/validity becomes undecidable.
- In this lecture, we cover a proof-based framework for program verification.



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# Characteristics of the Approach

Proof-based instead of model checking  
Semi-automatic instead of automatic  
Property-oriented not using full specification  
Application domain fixed to sequential programs using integers  
Interleaved with development rather than a-posteriori verification



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# Reasons for Program Verification

**Documentation.** Program properties formulated as theorems can serve as concise documentation

**Time-to-market.** Verification prevents/catches bugs and can reduce development time

**Reuse.** Clear specification provides basis for reuse

**Certification.** Verification is required in safety-critical domains such as nuclear power stations and aircraft cockpits



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# Framework for Software Verification

**Convert** informal description  $R$  of *requirements* for an application domain into formula  $\phi_R$ .

**Write** program  $P$  that meets  $\phi_R$ .

**Prove** that  $P$  satisfies  $\phi_R$ .

Each step provides risks and opportunities.



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# Motivation of Core Language

- Real-world languages are quite large; many features and constructs
- Verification framework would exceed time we have in CS5209
- Theoretical constructions such as Turing machines or lambda calculus are too far from actual applications; too low-level
- Idea: use subset of Pascal/C/C++/Java
- Benefit: we can study useful “realistic” examples





# Expressions in Core Language



Expressions come as arithmetic expressions  $E$ :

$$E ::= n \mid x \mid (-E) \mid (E + E) \mid (E - E) \mid (E * E)$$

and boolean expressions  $B$ :

$$B ::= \text{true} \mid \text{false} \mid (!B) \mid (B \& B) \mid (B \parallel B) \mid (E < E)$$

Where are the other comparisons, for example  $==$ ?

# Commands in Core Language

Commands cover some common programming idioms. Expressions are components of commands.

$$C ::= x = E \mid C; C \mid \text{if } B \{C\} \text{ else } \{C\} \mid \text{while } B \{C\}$$



# Example

Consider the factorial function:

$$\begin{aligned} 0! &\stackrel{\text{def}}{=} 1 \\ (n+1)! &\stackrel{\text{def}}{=} (n+1) \cdot n! \end{aligned}$$

We shall show that after the execution of the following Core program, we have  $y = x!$ .

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





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# Example

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



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# Example

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

- We need to be able to say that at the end, y is x!



# Example

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

- We need to be able to say that at the end,  $y$  is  $x$ !
- That means we require a *post-condition*  $y = x$ !



# Example

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

- Do we need pre-conditions, too?





# Example

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

- Do we need pre-conditions, too?

**Yes, they specify what needs to be the case before execution.**

Example:  $x > 0$



# Example

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

- Do we need pre-conditions, too?

**Yes, they specify what needs to be the case before execution.**

Example:  $x > 0$

- Do we have to prove the postcondition in one go?



# Example

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

- Do we need pre-conditions, too?

**Yes, they specify what needs to be the case before execution.**

Example:  $x > 0$

- Do we have to prove the postcondition in one go?  
**No, the postcondition of one line can be the pre-condition of the next!**



# Assertions on Programs



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## Shape of assertions

$$\langle \phi \rangle P \langle \psi \rangle$$

## Informal meaning

If the program  $P$  is run in a state that satisfies  $\phi$ , then the state resulting from  $P$ 's execution will satisfy  $\psi$ .

# (Slightly Trivial) Example

## Informal specification

Given a positive number  $x$ , the program  $P$  calculates a number  $y$  whose square is less than  $x$ .

## Assertion

$$\langle x > 0 \rangle P \langle y \cdot y < x \rangle$$

## Example for $P$

$y = 0$

## Our first Hoare triple

$$\langle x > 0 \rangle y = 0 \langle y \cdot y < x \rangle$$



# (Slightly Less Trivial) Example

## Same assertion

$$(x > 0) \ P \ (y \cdot y < x)$$

## Another example for $P$

```
y = 0;  
while (y * y < x) {  
  y = y + 1;  
}  
y = y - 1;
```



# Recall: Models in Predicate Logic



## Definition

Let  $\mathcal{F}$  contain function symbols and  $\mathcal{P}$  contain predicate symbols. A model  $\mathcal{M}$  for  $(\mathcal{F}, \mathcal{P})$  consists of:

- ① A non-empty set  $A$ , the *universe*;
- ② for each nullary function symbol  $f \in \mathcal{F}$  a concrete element  $f^{\mathcal{M}} \in A$ ;
- ③ for each  $f \in \mathcal{F}$  with arity  $n > 0$ , a concrete function  $f^{\mathcal{M}} : A^n \rightarrow A$ ;
- ④ for each  $P \in \mathcal{P}$  with arity  $n > 0$ , a set  $P^{\mathcal{M}} \subseteq A^n$ .

## Recall: Satisfaction Relation

The model  $\mathcal{M}$  satisfies  $\phi$  with respect to environment  $l$ , written  $\mathcal{M} \models_l \phi$ :

- in case  $\phi$  is of the form  $P(t_1, t_2, \dots, t_n)$ , if the result  $(a_1, a_2, \dots, a_n)$  of evaluating  $t_1, t_2, \dots, t_n$  with respect to  $l$  is in  $P^{\mathcal{M}}$ ;
- in case  $\phi$  has the form  $\forall x \psi$ , if the  $\mathcal{M} \models_{l[x \mapsto a]} \psi$  holds for all  $a \in A$ ;
- in case  $\phi$  has the form  $\exists x \psi$ , if the  $\mathcal{M} \models_{l[x \mapsto a]} \psi$  holds for some  $a \in A$ ;





## Recall: Satisfaction Relation (continued)

- in case  $\phi$  has the form  $\neg\psi$ , if  $\mathcal{M} \models_l \psi$  does not hold;
- in case  $\phi$  has the form  $\psi_1 \vee \psi_2$ , if  $\mathcal{M} \models_l \psi_1$  holds or  $\mathcal{M} \models_l \psi_2$  holds;
- in case  $\phi$  has the form  $\psi_1 \wedge \psi_2$ , if  $\mathcal{M} \models_l \psi_1$  holds and  $\mathcal{M} \models_l \psi_2$  holds; and
- in case  $\phi$  has the form  $\psi_1 \rightarrow \psi_2$ , if  $\mathcal{M} \models_l \psi_1$  holds whenever  $\mathcal{M} \models_l \psi_2$  holds.





## Definition

An assertion of the form  $\langle \phi \rangle P \langle \psi \rangle$  is called a Hoare triple.

- $\phi$  is called the precondition,  $\psi$  is called the postcondition.
- A state of a Core program  $P$  is a function  $l$  that assigns each variable  $x$  in  $P$  to an integer  $l(x)$ .
- A state  $l$  satisfies  $\phi$  if  $\mathcal{M} \models_l \phi$ , where  $\mathcal{M}$  contains integers and gives the usual meaning to the arithmetic operations.
- Quantifiers in  $\phi$  and  $\psi$  bind only variables that do *not* occur in the program  $P$ .

# Example

Let  $l(x) = -2$ ,  $l(y) = 5$  and  $l(z) = -1$ . We have:

- $l \models \neg(x + y < z)$
- $l \not\models y = x \cdot z < z$
- $l \not\models \forall u(y < u \rightarrow y \cdot z < u \cdot z)$





## Definition

We say that the triple  $(\phi) \ P \ (\psi)$  is *satisfied under partial correctness* if, for all states which satisfy  $\phi$ , the state resulting from  $P$ 's execution satisfies  $\psi$ , provided that  $P$  terminates.

## Notation

We write  $\models_{\text{par}} (\phi) \ P \ (\psi)$ .

# Extreme Example

$(\phi) \text{ while true } \{ x = 0; \} (\psi)$

holds for all  $\phi$  and  $\psi$ .



# Total Correctness



## Definition

We say that the triple  $(\phi) \ P \ (\psi)$  is *satisfied under total correctness* if, for all states which satisfy  $\phi$ ,  $P$  is guaranteed to terminate and the resulting state satisfies  $\psi$ .

## Notation

We write  $\models_{\text{tot}} (\phi) \ P \ (\psi)$ .

# Back to Factorial

Consider Fac1:

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



# Back to Factorial

Consider Fac1:

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

- $\models_{\text{tot}} (x \geq 0) \text{ Fac1 } (y = x!)$





# Back to Factorial



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Consider Fac1:

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

- $\models_{\text{tot}} (x \geq 0) \text{ Fac1 } (y = x!)$
- $\not\models_{\text{tot}} (\top) \text{ Fac1 } (y = x!)$

# Back to Factorial

Consider Fac1:

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

- $\models_{\text{tot}} (x \geq 0) \text{ Fac1 } (y = x!)$
- $\not\models_{\text{tot}} (\top) \text{ Fac1 } (y = x!)$
- $\models_{\text{par}} (x \geq 0) \text{ Fac1 } (y = x!)$



# Back to Factorial

Consider Fac1:

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

- $\models_{\text{tot}} (x \geq 0) \text{ Fac1 } (y = x!)$
- $\not\models_{\text{tot}} (\top) \text{ Fac1 } (y = x!)$
- $\models_{\text{par}} (x \geq 0) \text{ Fac1 } (y = x!)$
- $\models_{\text{par}} (\top) \text{ Fac1 } (y = x!)$





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We are looking for a proof calculus that allows us to establish

$$\vdash_{\text{par}} (\phi) P (\psi)$$

where

- $\models_{\text{par}} (\phi) P (\psi)$  holds whenever  $\vdash_{\text{par}} (\phi) P (\psi)$  (correctness), and
- $\vdash_{\text{par}} (\phi) P (\psi)$  holds whenever  $\models_{\text{par}} (\phi) P (\psi)$  (completeness).

# Rules for Partial Correctness

$$\frac{(\phi) \ C_1 \ (\eta) \quad (\eta) \ C_2 \ (\psi)}{(\phi) \ C_1; C_2 \ (\psi)} \text{[Composition]}$$



# Rules for Partial Correctness (continued)

$$\text{—————} [\text{Assignment}]$$
$$\langle [x \rightarrow E] \psi \rangle \quad x = E \quad \langle \psi \rangle$$



# Examples

Let  $P$  be the program  $x = 2$ .

Using

$$\frac{}{([x \rightarrow E]\psi) \ x = E \ (\psi)} \text{[Assignment]}$$

we can prove:

- $(2 = 2) \ P \ (x = 2)$
- $(2 = 4) \ P \ (x = 4)$
- $(2 = y) \ P \ (x = y)$
- $(2 > 0) \ P \ (x > 0)$





## More Examples

Let  $P$  be the program  $x = x + 1$ .

Using

$$\frac{}{([x \rightarrow E]\psi) \ x = E \ (\psi)} \text{[Assignment]}$$

we can prove:

- $(x + 1 = 2) \ P \ (x = 2)$
- $(x + 1 = y) \ P \ (x = y)$



# Rules for Partial Correctness (continued)

$$(\phi \wedge B) \ C_1 \ (\psi) \quad (\phi \wedge \neg B) \ C_2 \ (\psi)$$

---

[If-statement]

$$(\phi) \text{ if } B \{ C_1 \} \text{ else } \{ C_2 \} (\psi)$$

$$(\psi \wedge B) \ C \ (\psi)$$

---

[Partial-while]

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



# Rules for Partial Correctness (continued)

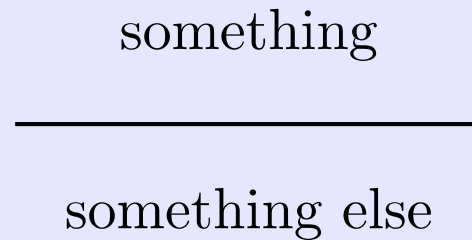
$$\frac{\vdash_{AR} \phi' \rightarrow \phi \quad (\phi) C (\psi) \quad \vdash_{AR} \psi \rightarrow \psi'}{(\phi') C (\psi')} \text{[Implied]}$$



# Proof Tableaux

## Proofs have tree shape

All rules have the structure



As a result, all proofs can be written as a tree.

## Practical concern

These trees tend to be very wide when written out on paper. Thus we are using a linear format, called *proof tableaux*.



# Interleave Formulas with Code

$$\frac{(\phi) \ C_1 \ (\eta) \quad (\eta) \ C_2 \ (\psi)}{(\phi) \ C_1; C_2 \ (\psi)} [\text{Composition}]$$

Shape of rule suggests format for proof of  $C_1; C_2; \dots; C_n$ :

$(\phi_0)$   
 $C_1;$   
 $(\phi_1)$       justification  
 $C_2;$   
 $\vdots$   
 $(\phi_{n-1})$     justification  
 $C_n;$   
 $(\phi_n)$       justification



# Working Backwards

## Overall goal

Find a proof that at the end of executing a program  $P$ , some condition  $\psi$  holds.

## Common situation

If  $P$  has the shape  $C_1; \dots; C_n$ , we need to find the weakest formula  $\psi'$  such that

$$(\psi') C_n (\psi)$$

## Terminology

The weakest formula  $\psi'$  is called *weakest precondition*.



# Example

$(y < 3)$

$(y + 1 < 4)$       Implied

$y = y + 1;$

$(y < 4)$       Assignment



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## Another Example

Can we claim  $u = x + y$  after  $z = x; z = z + y; u = z; ?$

$(\top)$

$(x + y = x + y)$       Implied

$z = x;$

$(z + y = x + y)$       Assignment

$z = z + y;$

$(z = x + y)$       Assignment

$u = z;$

$(u = x + y)$       Assignment





# An Alternative Rule for If

We have:

$$\frac{(\phi \wedge B) \ C_1 \ (\psi) \quad (\phi \wedge \neg B) \ C_2 \ (\psi)}{(\phi) \ \text{if } B \ \{ C_1 \} \ \text{else } \{ C_2 \} \ (\psi)} \text{[If-statement]}$$

Sometimes, the following *derived rule* is more suitable:

$$\frac{(\phi_1) \ C_1 \ (\psi) \quad (\phi_2) \ C_2 \ (\psi)}{((B \rightarrow \phi_1) \wedge (\neg B \rightarrow \phi_2)) \ \text{if } B \ \{ C_1 \} \ \text{else } \{ C_2 \} \ (\psi)} \text{[If-stmt 2]}$$



# Example

Consider this implementation of Succ:

```
a = x + 1;  
if (a - 1 == 0) {  
  y = 1;  
} else {  
  y = a;  
}
```

Can we prove  $(\top) \text{ Succ } (y = x + 1)$  ?



## Another Example

```
⋮  
if ( a - 1 == 0 ) {  
     $\langle 1 = x + 1 \rangle$       If-Statement 2  
    y = 1;  
     $\langle y = x + 1 \rangle$       Assignment  
} else {  
     $\langle a = x + 1 \rangle$       If-Statement 2  
    y = a;  
     $\langle y = x + 1 \rangle$       Assignment  
}  
 $\langle y = x + 1 \rangle$       If-Statement 2
```



## Another Example

$\langle \top \rangle$   
 $\langle (x + 1 - 1 = 0 \rightarrow 1 = x + 1) \wedge$   
 $(\neg(x + 1 - 1 = 0) \rightarrow x + 1 = x + 1) \rangle$  Implied

`a = x + 1;`

$\langle (a - 1 = 0 \rightarrow 1 = x + 1) \wedge$   
 $(\neg(a - 1 = 0) \rightarrow a = x + 1) \rangle$  Assignment

`if ( a - 1 == 0 ) {`

$\langle 1 = x + 1 \rangle$

`y = 1;`

$\langle y = x + 1 \rangle$

`} else {`

$\langle a = x + 1 \rangle$

`y = a;`

$\langle y = x + 1 \rangle$  Assignment



## Recall: Partial-while Rule

$$(\psi \wedge B) \ C \ (\psi)$$

---

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

[Partial-while]



# Factorial Example

We shall show that the following Core program Fac1 meets this specification:

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

Thus, to show:

$$(\top) \text{ Fac1 } (y = x!)$$



# Partial Correctness of Fac1

⋮

$\langle y = z! \rangle$

**while** ( **z** **!=** **x** ) {

$\langle y = z! \wedge z \neq x \rangle$

$\langle y \cdot (z + 1) = (z + 1)! \rangle$

**z** = **z** + 1;

$\langle y \cdot z = z! \rangle$

**y** = **y** \* **z**;

$\langle y = z! \rangle$

}

$\langle y = z! \wedge \neg(z \neq x) \rangle$

$\langle y = x! \rangle$

Invariant

Implied

Assignment

Assignment

Partial-while

Implied



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# Partial Correctness of Fac1

$(\top)$

$(1 = 0!)$

Implied

$y = 1;$

$(y = 0!)$

Assignment

$z = 0;$

$(y = z!)$

Assignment

$\text{while } (z \neq x) \{$

$\vdots$

$\}$

$(y = z! \wedge \neg(z \neq x))$

Partial-while

$(y = x!)$

Implied







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# Ideas for Total Correctness

- The only source of non-termination is the `while` command.
- If we can show that the value of an integer expression decreases in each iteration, but never becomes negative, we have proven termination.  
Why? Well-foundedness of natural numbers
- We shall include this argument in a new version of the `while` rule.



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# Rules for Partial Correctness (continued)

$$(\psi \wedge B) \ C \ (\psi)$$

---

[Partial-while]

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

$$(\psi \wedge B \wedge 0 \leq E = E_0) \ C \ (\psi \wedge 0 \leq E < E_0)$$

---

[Total-while]

$$(\psi \wedge 0 \leq E) \ \text{while } B \ \{ C \} \ (\psi \wedge \neg B)$$



# Factorial Example (Again!)

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

What could be a good variant  $E$ ?



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# Factorial Example (Again!)

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

What could be a good variant  $E$ ?

$E$  must strictly decrease in the loop, but not become negative.



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# Factorial Example (Again!)

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

What could be a good variant  $E$ ?

$E$  must strictly decrease in the loop, but not become negative.

Answer:

$$x - z$$



# Total Correctness of Fac1

```
⋮  
⌊ $y = z! \wedge 0 \leq x - z$ ⌋  
while (  $z \neq x$  ) {  
    ⌊ $y = z! \wedge z \neq x \wedge 0 \leq x - z = E_0$ ⌋  
    ⌊ $y \cdot (z + 1) = (z + 1)! \wedge 0 \leq x - (z + 1) < E_0$ ⌋  
     $z = z + 1$ ;  
    ⌊ $y \cdot z = z! \wedge 0 \leq x - z < E_0$ ⌋  
     $y = y * z$ ;  
    ⌊ $y = z! \wedge 0 \leq x - z < E_0$ ⌋  
}  
⌊ $y = z! \wedge \neg(z \neq x)$ ⌋  
⌊ $y = x!$ ⌋
```

Invariant  
Implied

Assignment

Assignment

Total-while  
Implied



# Total Correctness of Fac1

$\langle x \leq 0 \rangle$	
$\langle (1 = 0! \wedge 0 \leq x - 0) \rangle$	Implied
$y = 1;$	
$\langle y = 0! \wedge 0 \leq x - 0 \rangle$	Assignment
$z = 0;$	
$\langle y = z! \wedge 0 \leq x - z \rangle$	Assignment
$\text{while } ( z \neq x ) \{$	
$\quad \vdots$	
$\}$	
$\langle y = z! \wedge \neg(z \neq x) \rangle$	Total-while
$\langle y = x! \rangle$	Implied





Do as much as possible (at least ALL marked) problems given in Section 4.6 in [2]



## Contents

Core Programming  
Language

Hoare Triples; Partial  
and Total Correctness

Proof Calculus for  
Partial Correctness

Practical Aspects of  
Correctness Proofs

Correctness of the  
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Proof Calculus for  
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Homeworks