

# Assignment Project Exam Help

Lab 10: Axiomatic Semantics

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## Recall the Rules of Hoare Logic

$$\frac{\frac{\{Q_{x \rightarrow E}\} \ x := E \ \{Q\}}{\{P\} S \{Q\}} \text{ Assignment} \quad \frac{P' \Rightarrow P \quad Q \Rightarrow Q'}{\{P'\} S \{Q'\}} \text{ Consequence}}{\{P'\} S \{Q'\}}$$

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$$\frac{\frac{\{P_1\} S_1 \{P_2\}}{\{P_1\} S_1; S_2 \{P_3\}} \text{ Sequence} \quad \{P_2\} S_2 \{P_3\}}$$

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$$\frac{\frac{\{B \text{ and } P\} S_1 \{Q\}}{\{P\} \text{ if } B \text{ S}_1 \text{ else } S_2 \{Q\}} \text{ If Rule} \quad \frac{\{(\text{not } B) \text{ and } P\} S_2 \{Q\}}$$

$$\frac{\{I \wedge B\} S \{I\}}{\{I\} \text{ while } B \text{ do } S \text{ end} \{I \text{ and } (\text{not } B)\}} \text{ While Rule}$$

## Problem 1

- (a) Find the weakest precondition of the following “if” statement, using the given postcondition.

if  $x > y$  then  $z := x$  else  $z := y$   
 $\{x > 0 \text{ and } y > 0 \text{ and } z \geq x \text{ and } z \geq y\}$

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- (b) Bonus (save for last): Prove the following Hoare triple. (In other words, prove that this program is correct.)

$\{x > 0 \text{ and } y > 0\}$   
if  $x > y$  then  $z := x$  else  $z := y$   
 $\{x > 0 \text{ and } y > 0 \text{ and } z \geq x \text{ and } z \geq y\}$

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## Problem 2

Below is another program to compute factorial (a minor modification of the one proved correct in class).

```
{n ≥ 0}  
fact := n;  
count := n-1;  
while count <> 1 do  
    fact := fact * count;  
    count := count-1;  
end  
{fact = n!}
```

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- (a) Find a loop invariant for this version that will lead to a proof.
- (b) Does the precondition guarantee termination? If not replace the precondition with another one that guarantees termination.

## Problem 3

Consider the tail recursive OCaml program below.

```
let mult_tr (a:int) (b:int) =  
  let rec mult' (a:int) (b:int) (result:int) =  
    if a = 0 then  
      result  
    else if a = 1 then b + result  
    else mult' (a-1) b (result+b)  
  in  
  mult' a b 0
```

Translate this program to an equivalent one that uses a while loop instead of recursion. (See page 62 of the course notes for Chapter 7 of the Mitchell text book.) Use the programming language that was defined in the course notes on Axiomatic Semantics (assignment statements, if statements, while loops, and sequences of statements separated by a semi-colon). Let  $P$  be the name of your program. The following Hoare triple should be true about your program:  $\{a \geq 0\}P\{n = a * b\}$ . You don't have to prove it. Just make sure that your program is correct, and terminates whenever the precondition is satisfied.