

Contract-based Software Development

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January 2015

Overview

- 1 Question
- 2 Assertions & contracts
- 3 Program logic & proofs
 - Assignment
 - Selection

Program assertion as program logic

What is a program assertion - and in what sense is it a contract?
Outline the basic program logic for assignment and some control structures. Show how this program logic can be used to give a formal proof of a fragment of code.

Assertions

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- A property we *think* is true at that place during execution.
- An assertion is valid if it's always true.
- Abort if invalid.

Assertion as a contract

- The prior statement must guarantee that the assertion is true.

Assertion as a contract

- The prior statement must guarantee that the assertion is true.
- The statement that follow can assume that the assertion is true.

Assignment

A form of substitution.

```
// { x < N }  
x = x + 1;  
// { x ≤ N }
```

Assignment

A form of substitution.

```
// {  $x < N$  }  
// {  $x + 1 < N + 1$  }  
// {  $x + 1 \leq N$  }  
x = x + 1;  
// {  $x \leq N$  }
```

Assignment continued

Swapping values.

```
// { (x = X) ∧ (y = Y) }  
x = x + y  
y = x - y  
x = x - y  
// { (x = Y) ∧ (y = X) }
```

Assignment continued

```
// { (x = X) ∧ (y = Y) }  
// { (x + y - y = X) ∧ (y = Y) }  
x = x + y ;  
// { (x - x + y = Y) ∧ (x - y = X) }  
y = x - y ;  
// { (x - y = Y) ∧ (y = X) }  
x = x - y  
// { (x = Y) ∧ (y = X) }
```

Selection

```
// { Q }  
if (B) {  
    // { Q ∧ B } S1 { R }  
}  
else {  
    // { Q ∧ ¬ B } S2 { R }  
}  
// { R }
```

Selection

$$\begin{array}{l} \{Q \wedge B\} S_1 \rightarrow \{R\} \\ \{Q \wedge \neg B\} S_2 \rightarrow \{R\} \end{array}$$

$$\{Q\} \rightarrow \{R\}$$

The End

*“Testing shows the presence, not the absence of bugs.”
— Edsger W. Dijkstra*