## Question 4.1

Factorial:
Pre-condition:
P(input): input >= 0
Post-condition:
Q(input,output): input <= output
Loop invariant condition:
Product == (factor-1)!
Termination ordering:
n-(factor-1)

## **Revert Immutable:**

For this question I will use a function size() which determines the number of elements in the list

#### **Pre-condition**:

P(input[]): size(input) > 0

**Post-condition**:

Q(input[],rev[]): size(input) == size(rev)

**Loop invariant**:

(size(rev) + size(rest)) == size(x)

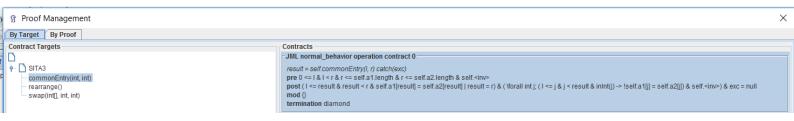
Termination ordering:

size(rest) == 0

## Question 4.2

I chose the function "search in two arrays":

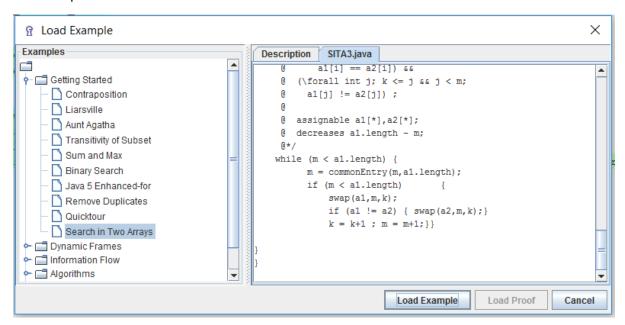
Pre/Post conditions:



# Proving (w/ proof closed):

```
Inner Node
                                                                                                        Proof closed
                                                                                                                                  ×
 i Proved.
                                                                                                             Nodes
                                                                                                                            971
                                                                                                             Branches
                                                                                                                            13
                                                                                                             Automode time
                                                                                                                            3138ms
                                                                                                                            3.235ms
                                                                                                             Avg. time per step
                                                                                                                 Rule applications
        exc=null;try {
  result=self.commonEntry(_1,_r)@SITA3;
} catch (java.lang.Throwable e) {
                                                                                                             instantiations
                                                                                                             One-step Simplifier
                                                                                                             SMT solver apps
      Dependency Contract apps
                                                                                                             Operation Contract
          & \forall Field f; \forall java.lang.Object o; (!o = null & !o.<created>@heapAtPre = TRUE | o.f = o.f@heapAtPre))
                                                                                                                    ОК
```

#### While loop:



## Question 4.3

Take the if/else definition from 11.1.2. The lecture notes defines soundness as "a set of rules is sound if all provable formulas are theorems". Two cases arise:

- Case 1: C holds true and [t] is executed to reach F. Then we know from 9.4 "Grammar and intuitions" that F will be true pre- and post- evaluation.
- Case 2: The same goes for  $\neg C$ . If it holds true and [t'] is executed to reach F, then again from 9.4 we know that F will be true for pre- and post- evaluation.

If the statement is provable for both cases, which it is, we know that it is sound.

Take the while loop definition from 11.1.3. Much like the if/else statement, we again arrive at two distinct cases:

- Case 1: C holds := If C holds then we execute [t] by evaluating the loop invariant (which always holds true) and the condition C and reach F.
- Case 2:  $\neg C$  holds := If C does not hold then we evaluate the condition C and the loop invariant and simple do not execute [t] to reach F.

In either case we reach a definitive true state and no side effects can be seen. Hence the statement is sound.