## CS 6340 - Fall 2014 Assignment 1 (5%)

Due on: 4:30 pm, Aug 27, 2014

**Objective:** The goal of this assignment is to become familiar with a technique and tool for formally reasoning about partial correctness properties of programs. In particular, we will use the Dafny program verifier from Microsoft Research.

## Resources:

- 1. Dafny interactive tool: http://rise4fun.com/Dafny
- 2. Dafny quick reference: http://research.microsoft.com/en-us/projects/dafny/reference.aspx
- 3. Dafny homepage: http://research.microsoft.com/en-us/projects/dafny/

**Setup:** Try each of the below questions in the Dafny interactive tool at <a href="http://rise4fun.com/Dafny">http://rise4fun.com/Dafny</a>. The interactive tool allows to create a Permalink (a URL whose content is no longer modifiable) to the final Dafny program you enter. Submit a single text document on T-Square containing a Permalink of each problem below. Example submission:

- 1. <a href="http://rise4fun.com/Dafny/g7bc">http://rise4fun.com/Dafny/g7bc</a>
- 2. <a href="http://rise4fun.com/Dafny/KbQh">http://rise4fun.com/Dafny/KbQh</a>
- 3. http://rise4fun.com/Dafny/Mtsn
- 4. http://rise4fun.com/Dafny/ZTNs

## **Problems:**

Problem 1. **[1 point]** The class declared below mimics a Lock class in programming languages like Java and C++. Insert the right **requires** statement to pass Dafny's check.

[Also available at http://rise4fun.com/Dafny/g7bc]

```
class Lock{
    var state:bool;

    constructor init()
    modifies this;
    ensures state == false;
    {
        state := false;
    }
}
```

```
method acquireLock()
modifies this;
ensures state == true;
{
    state := !state;
}

method releaseLock()
modifies this;
ensures state == false;
{
    state := !state;
}
```

Problem 2. **[1 point]** Please insert the right **invariant** and **decreases** statements for the program below to pass Dafny's termination check.

[Also available at <a href="http://rise4fun.com/Dafny/KbQh">http://rise4fun.com/Dafny/KbQh</a>]

```
method Main(){
    var a:int := 0;
    var b:int := -1;
    var c:int := 0;
    var i:int := 100;
    while(a!=b)
    {
        b := a;
        c := c+1;
        if(c < i){
              a := a+1;
        }
    }
    print "Eureka";
}</pre>
```

Problem 3. [1 point] Now let us combine the above two problems together. Insert the right invariant and decreases statements to make the program below pass Dafny's check:

[Also available at <a href="http://rise4fun.com/Dafny/Mtsn">http://rise4fun.com/Dafny/Mtsn</a>]

```
method Main(){
        var a:int := 0;
        var b:int := -1;
        var c:int := 0;
        var I:Lock := new Lock.init();
        var i:int := 100;
        while(a!=b)
                b := a;
                c := c+1;
                l.acquireLock();
                if(c < i)
                        a := a+1;
                        l.releaseLock();
                }
       l.releaseLock();
        print "Eureka";
}
```

Problem 4. **[2 points]** The following program in Dafny defines the sorted predicate and bubbleSort sorting algorithm. Insert **invariant** statements to pass Dafny's check (**the invariant statements for the outer loop are already provided**).

[Also available at <a href="http://rise4fun.com/Dafny/ZTNs">http://rise4fun.com/Dafny/ZTNs</a>]

```
predicate sorted(a:array<int>, left:int, right:int)
requires a!=null && 0 <= left <= right <= a.Length;
reads a;
{
        forall x:int :: left<=x<right-1==> a[x]<=a[x+1]
}
method bubbleSort(a: array<int>)
requires a != null && a.Length > 1;
modifies a;
ensures sorted(a, 0, a.Length);
{
        var sortedUntil := 0;
        var i := a.Length - 1;
        while(sortedUntil < a.Length)
        invariant 0 <= sortedUntil <= a.Length;</pre>
```

```
invariant forall j, k :: 0 <= j < sortedUntil <= k < a.Length ==> a[j] <= a[k];
invariant sorted(a, 0, sortedUntil);
{
    i := a.Length - 1;
    while(i > sortedUntil)
    {
        if(a[i] <= a[i - 1])
        {
            a[i - 1], a[i] := a[i], a[i-1];
        }
        i := i - 1;
}
    sortedUntil := sortedUntil + 1;
}</pre>
```