

Last Name: _____

First Name: _____

Matriculation Number: _____

Exercise	Points	Score
Single Choice	6	
Well-Definedness of Functional Programs	31	
Verification of Functional Programs	36	
Verification of Imperative Programs	27	
Σ	100	

- The time limit for the exam is 100 minutes, so 1 point = 1 minute.
- The available points per exercise are written in the margin.
- Write on the printed exam for Exercises 1 and 4 and use blank sheets for the rest.
- Your answers can be written in English or German.

Exercise 1: Single Choice

6

For each statement indicate whether it is true (✓) or false (✗). Giving the correct answer is worth 3 points, giving no answer counts 1 point, and giving the wrong answer counts 0 points (for that statement).

1. ✗ The property that a functional program P is well-defined is a necessary criterion to ensure that the semantics of P is well-defined.
2. ✓ Whenever termination of a functional program can be proven solely by the subterm criterion, then termination can also be proven solely by the size-change principle.

Exercise 2: Well-Definedness of Functional Programs

31

Consider the following functional program where `shuffle` converts binary trees into lists and shuffles the order of the elements.

$$\text{append}(\text{Nil}, xs) = xs \quad (1)$$

$$\text{append}(\text{Cons}(x, xs), ys) = \text{Cons}(x, \text{append}(xs, ys)) \quad (2)$$

$$\text{mirror}(\text{Leaf}) = \text{Leaf} \quad (3)$$

$$\text{mirror}(\text{Node}(\ell, x, r)) = \text{Node}(\text{mirror}(r), x, \text{mirror}(\ell)) \quad (4)$$

$$\text{shuffle}(\text{Node}(\ell, x, r)) = \text{append}(\text{shuffle}(\text{mirror}(r)), \text{Cons}(x, \text{shuffle}(\text{mirror}(\ell)))) \quad (5)$$

- (a) Turn the program into a well-defined functional program (without considering termination). (10)
- Add all missing data type definitions via `data`.
Note: there is no unique solution.
 - Provide a suitable type for the functions `mirror` and `shuffle`, assuming a suitable type for `append`.
 - If the program is not pattern-disjoint or not pattern-complete, then modify the equations and/or add new equations to obtain a pattern-disjoint and pattern-complete program.

Solution:

```

data Element = Elem : Element          (this could also be Booleans, integers, ...)
data List = Nil : List | Cons : Element × List → List
data Tree = Leaf : Tree | Node : Tree × Element × Tree → Tree
  mirror : Tree → Tree
  shuffle : Tree → List
shuffle(Leaf) = Nil                    (added equation)

```

- (b) Compute all dependency pairs of `mirror` and `shuffle`. Indicate which of these pairs can be removed by the subterm-criterion. (7)

Solution: The DPs are

$$\text{mirror}^\sharp(\text{Node}(\ell, x, r)) \rightarrow \text{mirror}^\sharp(\ell) \quad (6)$$

$$\text{mirror}^\sharp(\text{Node}(\ell, x, r)) \rightarrow \text{mirror}^\sharp(r) \quad (7)$$

$$\text{shuffle}^\sharp(\text{Node}(\ell, x, r)) \rightarrow \text{shuffle}^\sharp(\text{mirror}(\ell)) \quad (8)$$

$$\text{shuffle}^\sharp(\text{Node}(\ell, x, r)) \rightarrow \text{shuffle}^\sharp(\text{mirror}(r)) \quad (9)$$

Only the dependency pairs of `mirror`[‡] can be removed by the subterm criterion.

- (c) Compute the set of usable equations w.r.t. the dependency pairs of shuffle^\sharp . It suffices to mention the indices of the equations. (4)

Solution: Since the two dependency pairs invoke `mirror`, clearly the two `mirror` equations (3) and (4) are usable. However, no further equation is usable.

- (d) Prove termination of `shuffle` by completing the following polynomial interpretation p . (10)

$$\begin{aligned} p_{\text{shuffle}^\sharp}(t) &= \dots \\ p_{\text{mirror}}(t) &= \dots \\ p_{\text{Node}}(\ell, x, r) &= \dots \\ &\dots = \dots \end{aligned}$$

Hints:

- You only need numbers 0 and 1 in the polynomial interpretation.
- Use intuition and don't try to compute the constraints symbolically.
- It makes sense to start filling in suitable interpretations by looking at the constraints of the dependency pairs for `shuffle`[♯] first, and then look at the constraints of the usable equations from the previous part.

Solution: The interpretation of `shuffle`[♯] can just be the identity, since there is only one argument. Consequently, `Node` must be large enough to orient both dependency pairs. Hence, the interpretation of `Node`(ℓ, x, r) must be at least $\ell + r$. In order to obtain a strict decrease, it actually must be at least $1 + \ell + r$. If we additionally set the interpretation of leaves to 0, then the interpretation counts the number of nodes in a tree. Since `mirror` does neither increase nor decrease the number of nodes, we assign it the identity function. In total this gives rise to:

$$\begin{aligned} p_{\text{shuffle}^\sharp}(t) &= t \\ p_{\text{mirror}}(t) &= t \\ p_{\text{Node}}(\ell, x, r) &= 1 + \ell + r \\ p_{\text{Leaf}} &= 0 \end{aligned}$$

For this interpretation indeed all dependency pairs of `shuffle`[♯] are oriented strictly and the usable equations weakly. Hence, termination is proven.

Exercise 3: Verification of Functional Programs

Consider the following functional program on natural numbers and lists of natural numbers, where the well-known data-type definitions for `Nat` and `List` have been omitted. Observe that the definition of `plus` is not the standard one.

$$\begin{aligned}
\text{plus}(x, \text{Zero}) &= x \\
\text{plus}(x, \text{Succ}(y)) &= \text{plus}(\text{Succ}(x), y) \\
\text{sumlist}(\text{Nil}) &= \text{Zero} \\
\text{sumlist}(\text{Cons}(x, xs)) &= \text{plus}(x, \text{sumlist}(xs)) \\
\text{listsum}(\text{Nil}) &= \text{Zero} \\
\text{listsum}(\text{Cons}(x, \text{Nil})) &= x \\
\text{listsum}(\text{Cons}(x, \text{Cons}(y, xs))) &= \text{listsum}(\text{Cons}(\text{plus}(x, y), xs))
\end{aligned}$$

Prove that the formula

$$\forall xs. \text{listsum}(xs) =_{\text{Nat}} \text{sumlist}(xs) \tag{A}$$

is a theorem in the standard model by using induction and equational reasoning via \rightsquigarrow .

- Briefly state on which variable(s) you perform induction, and which induction scheme you are using.
- Write down each case explicitly and also write down the IH that you get, including quantifiers.
- Write down each single \rightsquigarrow -step in your proof.
- You will need one further auxiliary property (B). Write down this property and prove it in the same way as it is required for formula (A). Only exception: if you need further auxiliary properties for proving (B), then just state these properties without proving them.

Solution:

We first prove associativity of addition which is the mentioned auxiliary property (B).

$$\forall x, y, z. \text{plus}(\text{plus}(x, y), z) =_{\text{Nat}} \text{plus}(x, \text{plus}(y, z)) \tag{B}$$

Here, we perform structural induction on z for arbitrary x and y .

- case `Zero`:

There is no IH and we derive:

$$\begin{aligned}
&\text{plus}(\text{plus}(x, y), \text{Zero}) =_{\text{Nat}} \text{plus}(x, \text{plus}(y, \text{Zero})) \\
&\rightsquigarrow \text{plus}(x, y) =_{\text{Nat}} \text{plus}(x, \text{plus}(y, \text{Zero})) \\
&\rightsquigarrow \text{plus}(x, y) =_{\text{Nat}} \text{plus}(x, y) \\
&\rightsquigarrow \text{true}
\end{aligned}$$

- case `Succ(z)`:

The IH is $\forall x, y. \text{plus}(\text{plus}(x, y), z) =_{\text{Nat}} \text{plus}(x, \text{plus}(y, z))$ and we derive:

$$\begin{aligned}
&\text{plus}(\text{plus}(x, y), \text{Succ}(z)) =_{\text{Nat}} \text{plus}(x, \text{plus}(y, \text{Succ}(z))) \\
&\rightsquigarrow \text{plus}(\text{Succ}(\text{plus}(x, y)), z) =_{\text{Nat}} \text{plus}(x, \text{plus}(y, \text{Succ}(z))) \\
&\rightsquigarrow \text{plus}(\text{Succ}(\text{plus}(x, y)), z) =_{\text{Nat}} \text{plus}(x, \text{plus}(\text{Succ}(y), z)) \\
&\overset{IH}{\rightsquigarrow} \text{plus}(\text{Succ}(\text{plus}(x, y)), z) =_{\text{Nat}} \text{plus}(\text{plus}(x, \text{Succ}(y)), z) \\
&\rightsquigarrow \text{plus}(\text{Succ}(\text{plus}(x, y)), z) =_{\text{Nat}} \text{plus}(\text{plus}(\text{Succ}(x), y), z)
\end{aligned}$$

and here we get stuck, since we have to show that a `Succ` can be moved outside a `plus`. To this end we use the auxiliary property

$$\forall x, y. \text{plus}(\text{Succ}(x), y) =_{\text{Nat}} \text{Succ}(\text{plus}(x, y)) \quad (\text{C})$$

to continue this case of the inductive proof

$$\begin{aligned} & \text{plus}(\text{Succ}(\text{plus}(x, y)), z) =_{\text{Nat}} \text{plus}(\text{plus}(\text{Succ}(x), y), z) \\ \stackrel{(\text{C})}{\rightsquigarrow} & \text{plus}(\text{Succ}(\text{plus}(x, y)), z) =_{\text{Nat}} \text{plus}(\text{Succ}(\text{plus}(x, y)), z) \\ \rightsquigarrow & \text{true} \end{aligned}$$

We finally prove (A) by induction on xs using induction w.r.t. the algorithm `listsum`.

- case `Nil`:

There is no IH and we derive:

$$\begin{aligned} & \text{listsum}(\text{Nil}) =_{\text{Nat}} \text{sumlist}(\text{Nil}) \\ \rightsquigarrow & \text{Zero} =_{\text{Nat}} \text{sumlist}(\text{Nil}) \\ \rightsquigarrow & \text{Zero} =_{\text{Nat}} \text{Zero} \\ \rightsquigarrow & \text{true} \end{aligned}$$

- case `Cons(x, Nil)`:

There is no IH and we derive:

$$\begin{aligned} & \text{listsum}(\text{Cons}(x, \text{Nil})) =_{\text{Nat}} \text{sumlist}(\text{Cons}(x, \text{Nil})) \\ \rightsquigarrow & x =_{\text{Nat}} \text{sumlist}(\text{Cons}(x, \text{Nil})) \\ \rightsquigarrow & x =_{\text{Nat}} \text{plus}(x, \text{sumlist}(\text{Nil})) \\ \rightsquigarrow & x =_{\text{Nat}} \text{plus}(x, \text{Zero}) \\ \rightsquigarrow & x =_{\text{Nat}} x \\ \rightsquigarrow & \text{true} \end{aligned}$$

- case `Cons(x, Cons(y, xs))`:

The IH is $\text{listsum}(\text{Cons}(\text{plus}(x, y), xs)) =_{\text{Nat}} \text{sumlist}(\text{Cons}(\text{plus}(x, y), xs))$ and we derive:

$$\begin{aligned} & \text{listsum}(\text{Cons}(x, \text{Cons}(y, xs))) =_{\text{Nat}} \text{sumlist}(\text{Cons}(x, \text{Cons}(y, xs))) \\ \rightsquigarrow & \text{listsum}(\text{Cons}(\text{plus}(x, y), xs)) =_{\text{Nat}} \text{sumlist}(\text{Cons}(x, \text{Cons}(y, xs))) \\ \stackrel{IH}{\rightsquigarrow} & \text{sumlist}(\text{Cons}(\text{plus}(x, y), xs)) =_{\text{Nat}} \text{sumlist}(\text{Cons}(x, \text{Cons}(y, xs))) \\ \rightsquigarrow & \text{plus}(\text{plus}(x, y), \text{sumlist}(xs)) =_{\text{Nat}} \text{sumlist}(\text{Cons}(x, \text{Cons}(y, xs))) \\ \rightsquigarrow & \text{plus}(\text{plus}(x, y), \text{sumlist}(xs)) =_{\text{Nat}} \text{plus}(x, \text{sumlist}(\text{Cons}(y, xs))) \\ \rightsquigarrow & \text{plus}(\text{plus}(x, y), \text{sumlist}(xs)) =_{\text{Nat}} \text{plus}(x, \text{plus}(y, \text{sumlist}(xs))) \\ \stackrel{(B)}{\rightsquigarrow} & \text{plus}(x, \text{plus}(y, \text{sumlist}(xs))) =_{\text{Nat}} \text{plus}(x, \text{plus}(y, \text{sumlist}(xs))) \\ \rightsquigarrow & \text{true} \end{aligned}$$

Here, without property (B) we would get stuck and could not apply the $\stackrel{(B)}{\rightsquigarrow}$ -step.

Exercise 4: Verification of Imperative Programs

Consider the following program P that computes the division of x by y , i.e., the quotient q and the remainder r is computed such that $x = q \cdot y + r \wedge r < y$ should be satisfied.

```

q := 0;
while (x >= y) {
  q := q + 1;
  x := x - y;
}
r := x;

```

- (a) Formulate pre- and post-conditions that state partial correctness of P .

(3)

Solution: Since x is modified during the execution, we have to store the initial value of x in a logical variable, here: x_0 .

$$(\mid x_0 = x \mid) P (\mid x_0 = q * y + r \wedge r < y \mid)$$

- (b) Construct a proof tableau for proving partial correctness.

(12)

$$\begin{array}{l}
(\mid x_0 = x \mid) \\
(\mid x_0 = 0 * y + x \mid) \\
\\
q := 0; \\
(\mid x_0 = q * y + x \mid) \\
\\
\text{while } (x \geq y) \{ \\
\quad (\mid x_0 = q * y + x \wedge x \geq y \mid) \\
\quad (\mid x_0 = (q + 1) * y + (x - y) \mid) \\
\quad q := q + 1; \\
\quad (\mid x_0 = q * y + (x - y) \mid) \\
\quad x := x - y; \\
\quad (\mid x_0 = q * y + x \mid) \\
\quad \} \\
\quad (\mid x_0 = q * y + x \wedge \neg (x \geq y) \mid) \\
\quad (\mid x_0 = q * y + x \wedge x < y \mid) \\
\\
r := x; \\
(\mid x_0 = q * y + r \wedge r < y \mid)
\end{array}$$

- (c) Find a reasonable precondition that ensures termination and complete the proof tableau for proving termination formally. (12)

```
(| y > 0 |)
(| y > 0 ∧ max(x, 0) >= 0 |)

q = 0;

(| y > 0 ∧ max(x, 0) >= 0 |)

while (x >= y) {

  (| y > 0 ∧ x >= y ∧ e0 = max(x, 0) >= 0 |)
  (| y > 0 ∧ e0 > max(x - y, 0) >= 0 |)

  q := q + 1;

  (| y > 0 ∧ e0 > max(x - y, 0) >= 0 |)

  x := x - y;

  (| y > 0 ∧ e0 > max(x, 0) >= 0 |)

}

(* the part after the while-loop should be omitted *)
```

Here is another blank template that can be used for a second attempt of either (b) or (c). If you use this template, please clearly indicate which of your solutions should (not) be graded.

```
q := 0;
```

```
while (x >= y) {
```

```
  q := q + 1;
```

```
  x := x - y;
```

```
}
```

```
r := x;
```
