



Program Verification

Part 6 – Verification of Imperative Programs

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Imperative Programs

Imperative Programs

- we here consider a small imperative programming language
- it consists of
 - arithmetic expressions \mathcal{A} over some set of variables \mathcal{V}

$$\frac{n \in \mathbb{Z}}{n \in \mathcal{A}} \quad \frac{x \in \mathcal{V}}{x \in \mathcal{A}} \quad \frac{\{e_1, e_2\} \subseteq \mathcal{A} \quad \odot \in \{+, -, *\}}{e_1 \odot e_2 \in \mathcal{A}}$$

- Boolean expressions \mathcal{B}

$$\frac{c \in \{\text{true}, \text{false}\}}{c \in \mathcal{B}} \quad \frac{\{e_1, e_2\} \subseteq \mathcal{A} \quad \odot \in \{=, <, <=, !=\}}{e_1 \odot e_2 \in \mathcal{B}}$$

$$\frac{b \in \mathcal{B}}{!b \in \mathcal{B}} \quad \frac{\{b_1, b_2\} \subseteq \mathcal{B} \quad \odot \in \{\&\&, ||\}}{b_1 \odot b_2 \in \mathcal{B}}$$

- commands \mathcal{C}

Imperative Programs

Commands and Programs

- commands \mathcal{C} consist of
 - assignments

$$\frac{x \in \mathcal{V} \quad e \in \mathcal{A}}{x := e \in \mathcal{C}}$$

- if-then-else

$$\frac{b \in \mathcal{B} \quad \{C_1, C_2\} \subseteq \mathcal{C}}{\text{if } b \text{ then } C_1 \text{ else } C_2 \in \mathcal{C}}$$

- sequential execution

$$\frac{\{C_1, C_2\} \subseteq \mathcal{C}}{C_1; C_2 \in \mathcal{C}}$$

- while-loops

$$\frac{b \in \mathcal{B} \quad C \in \mathcal{C}}{\text{while } b \{C\} \in \mathcal{C}}$$

- no-operation

$$\frac{}{\text{skip} \in \mathcal{C}}$$

- curly braces are added for disambiguation, e.g. consider
while $x < 5$ { $x := x + 2$ } ; $y := y - 1$

- a program P is just a command C

Imperative Programs

Verification

- partial correctness predicate via **Hoare-triples**: $\models (\varphi) P (\psi)$
 - semantic notion
 - meaning: whenever initial state satisfies φ ,
 - and execution of P terminates,
 - then final state satisfies ψ
 - φ is called **precondition**, ψ is **postcondition**
 - here, formulas may range over **program variables** and **logical variables**
 - clearly, \models requires semantic of commands
- Hoare calculus: $\vdash (\varphi) P (\psi)$
 - syntactic calculus (similar to natural deduction)
 - sound: whenever $\vdash (\varphi) P (\psi)$ then $\models (\varphi) P (\psi)$

Semantics – Expressions

- state is evaluation $\alpha : \mathcal{V} \rightarrow \mathbb{Z}$
- semantics of arithmetic and Boolean expressions are defined as
 - $\llbracket \cdot \rrbracket_{\alpha} : \mathcal{A} \rightarrow \mathbb{Z}$
e.g., if $\alpha(x) = 5$ then $\llbracket 6 * x + 1 \rrbracket_{\alpha} = 31$
 - $\llbracket \cdot \rrbracket_{\alpha} : \mathcal{B} \rightarrow \{\text{true}, \text{false}\}$
e.g., if $\alpha(x) = 5$ then $\llbracket 6 * x + 1 < 20 \rrbracket_{\alpha} = \text{false}$
- we omit the straight-forward recursive definitions of $\llbracket \cdot \rrbracket_{\alpha}$ here

Semantics – Commands

- semantics of commands is given via **small-step-semantics**
defined as relation $\hookrightarrow \subseteq (\mathcal{C} \times (\mathcal{V} \rightarrow \mathbb{Z}))^2$

$$\frac{}{(x := e, \alpha) \hookrightarrow (\text{skip}, \alpha[x := \llbracket e \rrbracket_{\alpha}])}$$

$$\frac{\llbracket b \rrbracket_{\alpha} = \text{true}}{(\text{if } b \text{ then } C_1 \text{ else } C_2, \alpha) \hookrightarrow (C_1, \alpha)}$$

$$\frac{\llbracket b \rrbracket_{\alpha} = \text{false}}{(\text{if } b \text{ then } C_1 \text{ else } C_2, \alpha) \hookrightarrow (C_2, \alpha)}$$

$$\frac{(C_1, \alpha) \hookrightarrow (C'_1, \beta)}{(C_1; C_2, \alpha) \hookrightarrow (C'_1; C_2, \beta)} \quad \frac{}{(\text{skip}; C, \alpha) \hookrightarrow (C, \alpha)}$$

$$\frac{\llbracket b \rrbracket_{\alpha} = \text{true}}{(\text{while } b \text{ } C, \alpha) \hookrightarrow (C; \text{while } b \text{ } C, \alpha)}$$

$$\frac{\llbracket b \rrbracket_{\alpha} = \text{false}}{(\text{while } b \text{ } C, \alpha) \hookrightarrow (\text{skip}, \alpha)}$$

- (skip, α) is normal form

Semantics – Programs

- we can **formally define** $\models (\varphi) P (\psi)$ as

$$\forall \alpha, \beta. \alpha \models \varphi \longrightarrow (P, \alpha) \hookrightarrow^* (\text{skip}, \beta) \longrightarrow \beta \models \psi$$

- example specification: $(x > 0) P (y \cdot y < x)$
 - if initially $x > 0$, after running the program P , the final values of x and y must satisfy $y \cdot y < x$
 - nothing is required if initially $x \leq 0$
 - nothing is required if program does not terminate
 - specification is satisfied by program P defined as
 $y := 0$
- specification is satisfied by program P defined as
 $y := 0;$
 $\text{while } (y * y < x) \{$
 $y := y + 1$
 $\};$
 $y := y - 1$

Program Variables and Logical Variables

- consider program *Fact*

```

y := 1;
while (x != 0) {
  y := y * x;
  x := x - 1
}

```
- specification for factorial: does $\models (x \geq 0) \text{Fact } (y = x!)$ hold?
 - if $\alpha(x) = 6$ and $(\text{Fact}, \alpha) \xrightarrow{*} (\text{skip}, \beta)$ then $\beta(y) = 720 = 6!$
 - problem: $\beta(x) = 0$, so $y = x!$ does not hold for final values
 - hence $\not\models (x \geq 0) \text{Fact } (y = x!)$, since specification is wrong
- solution: store initial values in **logical variables**
- in example: introduce logical variable x_0

$$\models (x = x_0 \wedge x \geq 0) \text{Fact } (y = x_0!)$$

via logical variables we can refer to initial values

Hoare Calculus

A Calculus for Program Verification

- aim: **syntax directed** calculus to reason about programs
- Hoare calculus separates **reasoning on programs** from **logical reasoning** (arithmetic, ...)
- present calculus as overview now, then explain single rules

$$\frac{\frac{\vdash (\varphi) C_1 (\eta) \quad \vdash (\eta) C_2 (\psi)}{\vdash (\varphi) C_1; C_2 (\psi)} \text{composition}}{\frac{\frac{\vdash (\varphi[x/e]) \quad x := e (\varphi)}{\vdash (\varphi \wedge b) C_1 (\psi) \quad \vdash (\varphi \wedge \neg b) C_2 (\psi)}{\vdash (\varphi) \text{if } b \text{ then } C_1 \text{ else } C_2 (\psi)} \text{if-then-else}}{\frac{\frac{\vdash (\varphi \wedge b) C (\varphi)}{\vdash (\varphi) \text{while } b \text{ C } (\varphi \wedge \neg b)} \text{while}}{\frac{\vdash \varphi \rightarrow \varphi' \quad \vdash (\varphi') C (\psi') \quad \models \psi' \rightarrow \psi}{\vdash (\varphi) C (\psi)} \text{implication}} \text{assignment}$$

- read rules bottom up: in order to get lower part, prove upper part

Composition Rule

$$\frac{\vdash (\varphi) C_1 (\eta) \quad \vdash (\eta) C_2 (\psi)}{\vdash (\varphi) C_1; C_2 (\psi)} \text{composition}$$

- applicability: whenever command is sequential composition $C_1; C_2$
- precondition is φ and aim is to show that ψ holds after execution
- rationale: find some midcondition η such that execution of C_1 guarantees η , which can then be used as precondition to conclude ψ after execution of C_2
- automation: finding suitable η is usually automatic, see later slides

Assignment Rule

$$\frac{}{\vdash (\varphi[x/e]) \ x := e \ (\varphi)} \text{ assignment}$$

- applicability: whenever command is an assignment $x := e$
- to prove φ after execution, show $\varphi[x/e]$ before execution
- substitution seems to be on wrong side
 - effect of assignment is substitution x/e , so shouldn't rule be $\vdash (\varphi) \ x := e \ (\varphi[x/e])$?
No, this reversed rule would be wrong
 - assume before executing $x := 5$, the value of x is 6
 - before execution $\varphi = (x = 6)$ is satisfied, but after execution $\varphi[x/e] = (5 = 6)$ is not satisfied
- correct argumentation works as follows
 - if we want to ensure φ after the assignment then we need to ensure that the resulting situation $(\varphi[x/e])$ holds before
 - correct examples
 - $\vdash (2 = 2) \ x := 2 \ (x = 2)$
 - $\vdash (2 = 4) \ x := 2 \ (x = 4)$
 - $\vdash (2 - y > 2^2) \ x := 2 \ (x - y > x^2)$
- applying rule is easy when read from right to left: just substitute

If-Then-Else Rule

$$\frac{\vdash (\varphi \wedge b) \ C_1 \ (\psi) \quad \vdash (\varphi \wedge \neg b) \ C_2 \ (\psi)}{\vdash (\varphi) \ \text{if } b \ \text{then } C_1 \ \text{else } C_2 \ (\psi)} \text{ if-then-else}$$

- applicability: whenever command is an if-then-else
- effect:
 - the preconditions in the two branches are strengthened by adding the corresponding (negated) condition b of the if-then-else
 - often the addition of b and $\neg b$ is crucial to be able to perform the proofs for the Hoare-triples of C_1 and C_2 , respectively
- rationale: if b is true in some state, then the execution will choose C_1 and we can add b as additional assumption; similar for other case
- applying rule is trivial from right to left

While Rule

$$\frac{\vdash (\varphi \wedge b) \ C \ (\varphi)}{\vdash (\varphi) \ \text{while } b \ C \ (\varphi \wedge \neg b)} \text{ while}$$

- applicability: only rule that handles while-loop
- key ingredient: loop invariant φ
- rationale
 - φ is precondition, so in particular satisfied before loop execution
 - $\vdash (\varphi \wedge b) \ C \ (\varphi)$ ensures, that when entering the loop, φ will be satisfied after one execution of the loop body C
 - in total, φ will be satisfied after each loop iteration
 - hence, when leaving the loop, φ and $\neg b$ are satisfied
 - while-rule does not enforce termination, partial correctness!
- automation
 - not automatic, since usually φ is not provided and postcondition is not of form $\varphi \wedge \neg b$;
example: $\vdash (x = x_0 \wedge x \geq 0) \ \text{Fact} \ (y = x_0!)$
 - finding suitable φ is hard and needs user guidance

Implication Rule

$$\frac{\models \varphi \longrightarrow \varphi' \quad \vdash (\varphi') \ C \ (\psi') \quad \models \psi' \longrightarrow \psi}{\vdash (\varphi) \ C \ (\psi)} \text{ implication}$$

- applicability: every command; does not change command
- rationale: weakening precondition or strengthening postcondition is sound
- remarks
 - only rule which does not decompose commands
 - application relies on prover for underlying logic, i.e., one which can prove implications
 - three main applications
 - simplify conditions that arise from applying other rules in order to get more readable proofs, e.g., replace $x + 1 = y - 2$ by $x = y - 3$
 - prepare invariants, e.g., change postcondition from ψ to some formula ψ' of form $\chi \wedge \neg b$
 - core reasoning engine when closing proofs for while-loops in proof tableaux, see later slides

Example Proof

$$\frac{\frac{\frac{\frac{\frac{\frac{\vdash ((y \cdot x) \cdot (x - 1)! = x_0! \wedge x - 1 \geq 0) y := y * x \ (y \cdot (x - 1)! = x_0! \wedge x - 1 \geq 0)}{\vdash (y \cdot x! = x_0! \wedge x \geq 0 \wedge x \neq 0) y := y * x \ (y \cdot (x - 1)! = x_0! \wedge x - 1 \geq 0)}{prf_2}}{\vdash (y \cdot x! = x_0! \wedge x \geq 0 \wedge x \neq 0) y := y * x; x := x - 1 \ (y \cdot x! = x_0! \wedge x \geq 0)}}{\vdash (y \cdot x! = x_0! \wedge x \geq 0) \text{while } x \neq 0 \ \{y := y * x; x := x - 1\} \ (y \cdot x! = x_0! \wedge x \geq 0 \wedge \neg x \neq 0)}}{prf_1}}{\vdash (x = x_0 \wedge x \geq 0) y := 1; \text{while } x \neq 0 \ \{y := y * x; x := x - 1\} \ (y = x_0!)}$$

where prf_1 is the following proof

$$\frac{\frac{\vdash (1 \cdot x! = x_0! \wedge x \geq 0) y := 1 \ (y \cdot x! = x_0! \wedge x \geq 0)}{\vdash (x = x_0 \wedge x \geq 0) y := 1 \ (y \cdot x! = x_0! \wedge x \geq 0)}}$$

and prf_2 is the following proof

$$\frac{\vdash (y \cdot (x - 1)! = x_0! \wedge x - 1 \geq 0) x := x - 1 \ (y \cdot x! = x_0! \wedge x \geq 0)}$$

- only creative step: invention of loop invariant $y \cdot x! = x_0! \wedge x \geq 0$
- quite unreadable, introduce **proof tableaux**

Proof Tableaux

Problems in Presentation of Hoare Calculus

- proof trees become quite large even for small examples
- reason: lots of duplication, e.g., in composition rule

$$\frac{\frac{\vdash (\varphi) C_1 \ (\eta) \quad \vdash (\eta) C_2 \ (\psi)}{\vdash (\varphi) C_1; C_2 \ (\psi)} \text{ composition}}$$

every formula φ, η, ψ occurs twice

- aim: develop better representation of Hoare-calculus proofs

Proof Tableaux

- main ideas
 - write program commands line-by-line
 - interleave program commands with midconditions
- structure

$$\begin{array}{l} (\varphi_0) \\ C_1; \\ (\varphi_1) \\ C_2; \\ (\varphi_2) \\ \dots \\ C_n \\ (\varphi_n) \end{array}$$

where none of the C_i is a sequential execution

- idea: each midcondition φ_i should hold after execution of C_i

Weakest Preconditions

$$\begin{array}{l} (\varphi_i) \\ C_{i+1}; \\ (\varphi_{i+1}) \end{array}$$

- problem: how to find all the midconditions φ_i ?
- solution
 - assume φ_{i+1} (and of course C_{i+1}) is given
 - then try to compute φ_i as **weakest precondition**, i.e., φ_i should be logically weakest formula satisfying

$$\models (\varphi_i) C_i (\varphi_{i+1})$$

- we will see, that such weakest preconditions can for many commands be computed automatically

Constructing the Proof Tableau

- aim: verify $\vdash (\varphi'_0) C_1; \dots; C_n (\varphi_n)$
- approach: compute formulas $\varphi_{n-1}, \dots, \varphi_0$, e.g., by taking weakest preconditions

$$\begin{array}{l} (\varphi_0) \\ C_1; \\ (\varphi_1) \\ \dots \\ C_{n-1}; \\ (\varphi_{n-1}) \\ C_n \\ (\varphi_n) \end{array}$$

and check $\models \varphi'_0 \rightarrow \varphi_0$

this last check corresponds to an application of the implication-rule

- next: consider the various commands how to compute a suitable formula φ_i given C_{i+1} and φ_{i+1}

Constructing the Proof Tableau – Assignment

- for the assignment, the weakest precondition is computed via

$$\begin{array}{l} (\varphi[x/e]) \\ x := e \\ (\varphi) \end{array}$$

- application is completely automatic: just substitute

Constructing the Proof Tableau – Implication

- represent implication-rule by writing two consecutive formulas

$$\begin{array}{l} (\psi) \\ (\varphi) \end{array}$$

whenever $\models \psi \rightarrow \varphi$

- application
 - simplify formulas
 - close proof tableau at the top, to turn given precondition into computed formula at top of program, e.g., $\models \varphi'_0 \rightarrow \varphi$ on slide 22
- example proof of $\vdash (y = 2) y := y * y; x := y + 1 (x = 5)$

$$\begin{array}{l} (y = 2) \\ (y \cdot y = 4) \quad \text{(closing proof tableau at top)} \\ y := y * y \\ (y = 4) \quad \text{(optional simplification step)} \\ (y + 1 = 5) \\ x := y + 1 \\ (x = 5) \end{array}$$

Example with Destructive Updates

- assume we want to calculate $u = x + y$ via the following program P

```

      (true)
      (x + y = x + y)
z := x
      (z + y = x + y)
z := z + y
      (z = x + y)
u := z
      (u = x + y)
    
```

- the midconditions have been inserted fully automatic
- hence we easily conclude $\vdash (\text{true}) P (u = x + y)$
- note: although the tableau is constructed bottom-up, it also makes sense to read it top-down

An Invalid Example

- consider the following invalid tableau

```

      (true)
      (x + 1 = x + 1)
x := x + 1
      (x = x + 1)
    
```

- if the tableau were okay, then the result would be the arithmetic property $x = x + 1$, a formula that does not hold for any number x
- problem in tableau
 - assignment rule was not applied correctly
 - reason: substitution has to replace **all** variables
- corrected version

```

      (x + 1 = (x + 1) + 1)
x := x + 1
      (x = x + 1)
    
```

Constructing the Proof Tableau – If-Then-Else

- aim: calculate φ such that

$$\vdash (\varphi) \text{ if } b \text{ then } C_1 \text{ else } C_2 (\psi)$$

can be derived

- applying our procedure recursively, we get
 - formula φ_1 such that $\vdash (\varphi_1) C_1 (\psi)$ is derivable
 - formula φ_2 such that $\vdash (\varphi_2) C_2 (\psi)$ is derivable
- then weakest precondition for if-then-else is formula

$$\varphi := (b \rightarrow \varphi_1) \wedge (\neg b \rightarrow \varphi_2)$$

- formal justification that φ is sound

$$\frac{\frac{\vdash (\varphi_1) C_1 (\psi)}{\vdash (\varphi \wedge b) C_1 (\psi)} \quad \frac{\vdash (\varphi_2) C_2 (\psi)}{\vdash (\varphi \wedge \neg b) C_2 (\psi)}}{\vdash (\varphi) \text{ if } b \text{ then } C_1 \text{ else } C_2 (\psi)}$$

Example with If-Then-Else

- consider non-optimal code to compute the successor

```

      (true)
      (((x + 1) - 1 = 0 → 1 = x + 1) ∧ ((x + 1) - 1 ≠ 0 → x + 1 = x + 1))
a := x + 1;
      ((a - 1 = 0 → 1 = x + 1) ∧ (a - 1 ≠ 0 → a = x + 1))
if (a - 1 = 0) then {
      (1 = x + 1)
  y := 1
      (y = x + 1)   (formula copied to end of then-branch)
} else {
      (a = x + 1)
  y := a
      (y = x + 1)   (formula copied to end of else-branch)
}
      (y = x + 1)
    
```

- insertion of midconditions is completely automatic
- large formula obtained in 2nd line must be proven in underlying logic

Applying the While Rule

$$\frac{\vdash (\eta \wedge b) C (\eta)}{\vdash (\eta) \text{while } b C (\eta \wedge \neg b)} \text{ while}$$

- let us consider applicability in combination with implication-rule for arbitrary setting: how to derive the following?

$$\vdash (\varphi) \text{while } b C (\psi)$$

solution: find **invariant** η such that

- $\models \varphi \rightarrow \eta$ precondition implies invariant
- $\vdash (\gamma) C (\eta)$ handle loop body recursively, produces γ
- $\models \eta \wedge b \rightarrow \gamma$ η is indeed invariant
- $\models \eta \wedge \neg b \rightarrow \psi$ invariant and $\neg b$ implies postcondition

- notes
 - invariant η has to be satisfied at beginning and end of loop-body, but not in between
 - invariant often captures the core of an algorithm: it describes connection between variables throughout execution
 - finding invariant is not automatic, but for seeing the connection it often helps to execute the loop a few rounds

Applying the While Rule – Soundness

$$\frac{\vdash (\eta \wedge b) C (\eta)}{\vdash (\eta) \text{while } b C (\eta \wedge \neg b)} \text{ while}$$

- let us consider applicability in combination with implication-rule for arbitrary setting: how to derive the following?

$$\vdash (\varphi) \text{while } b C (\psi)$$

solution: find invariant η such that

- $\models \varphi \rightarrow \eta$ precondition implies invariant
- $\vdash (\gamma) C (\eta)$ handle loop body recursively, produces γ
- $\models \eta \wedge b \rightarrow \gamma$ η is indeed invariant
- $\models \eta \wedge \neg b \rightarrow \psi$ invariant and $\neg b$ implies postcondition

- soundness proof

$$\frac{\frac{\frac{\vdash (\gamma) C (\eta)}{\vdash (\eta \wedge b) C (\eta)}}{\vdash (\eta) \text{while } b C (\eta \wedge \neg b)}}{\vdash (\varphi) \text{while } b C (\psi)}$$

Schema to Find Loop Invariant

- to create a Hoare-triple for a while-loop

$$\vdash (\varphi) \text{while } b C (\psi)$$

find η such that

- $\models \varphi \rightarrow \eta$ precondition implies invariant
- $\vdash (\gamma) C (\eta)$ handle loop body recursively, produces γ
- $\models \eta \wedge b \rightarrow \gamma$ η is invariant
- $\models \eta \wedge \neg b \rightarrow \psi$ invariant and $\neg b$ implies postcondition

- approach to find η
 - guess initial η , e.g., based on a few loop executions
 - check $\models \varphi \rightarrow \eta$ and $\models \eta \wedge \neg b \rightarrow \psi$; if not successful modify η
 - compute γ by bottom-up generation of $\vdash (\gamma) C (\eta)$
 - check $\models \eta \wedge b \rightarrow \gamma$
 - if last check is successful, proof is done
 - otherwise, adjust η
- note: if φ is not known for checking $\models \varphi \rightarrow \eta$, then instead perform bottom-up propagation of commands before while-loop (starting with η) and then use precondition of whole program

Verification of Factorial Program – Initial Invariant

- program P : $y := 1$; while $x > 0$ $\{y := y * x; x := x - 1\}$
- aim: $\vdash (x = x_0 \wedge x \geq 0) P (y = x_0!)$
- for guessing initial invariant, execute a few iterations to compute $6!$

iteration	x_0	x	y	$x!$
0	6	6	1	720
1	6	5	6	120
2	6	4	30	24
3	6	3	120	6
4	6	2	360	2
5	6	1	720	1

observations

- column $x!$ was added since computing $x!$ is aim
- multiplication of y and $x!$ stays identical: $y \cdot x! = x_0!$
- hence use $y \cdot x! = x_0!$ as initial candidate of invariant
- alternative reasoning with symbolic execution
 - in y we store $x_0 \cdot (x_0 - 1) \cdot \dots \cdot (x + 1) = x_0! / x!$, so multiplying with $x!$ we get $y \cdot x! = x_0!$

Verification of Factorial Program – Testing Initial Invariant

- initial invariant: $\eta = (y \cdot x! = x_0!)$
- potential proof tableau

```

      ( $x = x_0 \wedge x \geq 0$ )
      ( $1 \cdot x! = x_0!$ )          (implication verified)
y := 1;
      ( $\eta$ )
while (x > 0) {
      ( $\eta \wedge x > 0$ )

  y := y * x;

  x := x - 1
      ( $\eta$ )
}
      ( $\eta \wedge \neg x > 0$ )
      ( $y = x_0!$ )          (implication does not hold)

```

- problem: condition $\neg x > 0$ ($x \leq 0$) does not enforce $x = 0$ at end

Verification of Factorial Program – Strengthening Invariant

- strengthened invariant: $\eta = (y \cdot x! = x_0! \wedge x \geq 0)$
- potential proof tableau

```

      ( $x = x_0 \wedge x \geq 0$ )
      ( $1 \cdot x! = x_0! \wedge x \geq 0$ )          (implication verified)
y := 1;
      ( $\eta$ )
while (x > 0) {
      ( $\eta \wedge x > 0$ )
      ( $(y \cdot x) \cdot (x - 1)! = x_0! \wedge x - 1 \geq 0$ )          (implication verified)
  y := y * x;
      ( $y \cdot (x - 1)! = x_0! \wedge x - 1 \geq 0$ )
  x := x - 1
      ( $\eta$ )
}
      ( $\eta \wedge \neg x > 0$ )
      ( $y = x_0!$ )          (implication verified)

```

- proof completed, since all implications verified (e.g. by SMT solver)

Larger Example – Minimal-Sum Section

- assume extension of programming language: read-only arrays (writing into arrays requires significant extension of calculus)
- user is responsible for proper array access
- problem definition
 - given array $a[0], \dots, a[n-1]$ of length n , a **section of a** is a continuous block $a[i], \dots, a[j]$ with $0 \leq i \leq j < n$
 - define $S_{i,j}$ as sum of section

$$S_{i,j} := a[i] + \dots + a[j]$$

- section (i, j) is **minimal**, if $S_{i,j} \leq S_{i',j'}$ for all sections (i', j') of a
- example: consider array $[-7, 15, -1, 3, 15, -6, 4, -5]$
 - $[3, 15, -6]$ and $[-6]$ are sections, but $[3, -6, 4]$ is not
 - there are two minimal-sum sections: $[-7]$ and $[-6, 4, -5]$

Minimal-Sum Section – Tasks

- write a program that computes sum of minimal section
- write a specification that makes “compute sum of minimal section” formal
- show that program satisfies the formal specification

Minimal-Sum Section – Challenges

- trivial algorithm
 - compute all sections ($O(n^2)$)
 - compute all sums of these sections and find the minimum
 - results in $O(n^3)$ algorithm
- aim: $O(n)$ -algorithm which reads the array only once
- consequence: proof required that it is not necessary to explicitly compute all $O(n^2)$ sections
- example: consider array $[-8, 3, -65, 20, 45, -100, -8, 17, -4, -14]$
 - when reading from left-to-right a promising candidate might be $[-8, 3, -65]$, but there also is the later $[-100, -8]$, so how to decide what to take?

Minimal-Sum Section – Algorithm

- idea of algorithm
 - k : index that traverses array from left-to-right
 - s : minimal-sum of all sections seen so far
 - t : minimal-sum of all sections that end at position $k - 1$
- algorithm *Min_Sum*

```

k := 1;
t := a[0];
s := a[0];
while (k != n) {
  t := min(t + a[k], a[k]);
  s := min(s, t);
  k := k + 1
}

```
- correctness not obvious, so let us better prove it

Minimal-Sum Section – Specification

- we split the specification in two parts via two Hoare-triples
 - Sp_1 specifies that the value of s is smaller than the sum of any section

$$(\text{true}) \text{Min_Sum} (\forall i, j. 0 \leq i \leq j < n \longrightarrow s \leq S_{i,j})$$
 - Sp_2 specifies that there exists some section whose sum is s

$$(\text{true}) \text{Min_Sum} (\exists i, j. 0 \leq i \leq j < n \wedge s = S_{i,j})$$

Minimal-Sum Section – Proving Sp_1

```

k := 1;
t := a[0];
s := a[0];
while (k != n) {
  t := min(t + a[k], a[k]);
  s := min(s, t);
  k := k + 1
}

```

$$Sp_1 : (\text{true}) \text{Min_Sum} (\forall i, j. 0 \leq i \leq j < n \longrightarrow s \leq S_{i,j})$$

- find candidate invariant
 - invariant often similar to postcondition
 - invariant expresses relationships that are valid at beginning of each loop-iteration
- suitable invariant is $Inv_1(s, k)$ defined as

$$\forall i, j. 0 \leq i \leq j < k \longrightarrow s \leq S_{i,j}$$

```

      (Inv1(a[0], 1))
k := 1;
      (Inv1(a[0], k))
t := a[0];
      (Inv1(a[0], k))
s := a[0];
      (Inv1(s, k))
while (k != n) {
  (Inv1(s, k) ∧ k ≠ n)
  (Inv1(min(s, min(t + a[k], a[k])), k + 1)) (does not hold, no info on t)
  t := min(t + a[k], a[k]);
  (Inv1(min(s, t), k + 1))
  s := min(s, t);
  (Inv1(s, k + 1))
  k := k + 1;
  (Inv1(s, k))
}
      (Inv1(s, k) ∧ ¬k ≠ n)
      (Inv1(s, n))

```

Part 6 – Verification of Imperative Programs

(implication verified)

Minimal-Sum Section – Strengthening Invariant

```

k := 1;
t := a[0];
s := a[0];
while (k != n) {
  t := min(t + a[k], a[k]);
  s := min(s, t);
  k := k + 1
}

```

$$Sp_1 : (\text{true}) \text{Min_Sum} (\forall i, j. 0 \leq i \leq j < n \longrightarrow s \leq S_{i,j})$$

- suitable invariant for s is $Inv_1(s, k)$ defined as

$$\forall i, j. 0 \leq i \leq j < k \longrightarrow s \leq S_{i,j}$$

- define similar invariant for t : $Inv_2(t, k)$ defined as

$$\forall i. 0 \leq i < k \longrightarrow t \leq S_{i,k-1}$$

- now try strengthened invariant $Inv_1(s, k) \wedge Inv_2(t, k)$

```

      (Inv1(a[0], 1) ∧ Inv2(a[0], 1))
k := 1;
      (Inv1(a[0], k) ∧ Inv2(a[0], k))
t := a[0];
      (Inv1(a[0], k) ∧ Inv2(t, k))
s := a[0];
      (Inv1(s, k) ∧ Inv2(t, k))
while (k != n) {
  (Inv1(s, k) ∧ Inv2(t, k) ∧ k ≠ n)
  (Inv1(min(s, min(t + a[k], a[k])), k + 1) ∧ Inv2(min(t + a[k], a[k]), k + 1)) (implication verified)
  t := min(t + a[k], a[k]);
  (Inv1(min(s, t), k + 1) ∧ Inv2(t, k + 1))
  s := min(s, t);
  (Inv1(s, k + 1) ∧ Inv2(t, k + 1))
  k := k + 1;
  (Inv1(s, k) ∧ Inv2(t, k))
}
      (Inv1(s, k) ∧ Inv2(t, k) ∧ ¬k ≠ n)
      (Inv1(s, n))

```

Part 6 – Verification of Imperative Programs

(implication verified)

Minimal-Sum Section – Proving the Implications

- invariants
 - $Inv_1(s, k) := \forall i, j. 0 \leq i \leq j < k \longrightarrow s \leq S_{i,j}$
 - $Inv_2(t, k) := \forall i. 0 \leq i < k \longrightarrow t \leq S_{i,k-1}$
- implications
 - $\text{true} \longrightarrow Inv_1(a[0], 1) \wedge Inv_2(a[0], 1)$
 - because of the conditions of the quantifiers, by fixing $k = 1$ we only have to consider section $(0, 0)$, i.e. we show $a[0] \leq S_{0,0} = a[0]$
 - let $0 < k < n$ where n is length of array a ; then $Inv_1(s, k) \wedge Inv_2(t, k) \wedge k \neq n$ implies both $Inv_2(\min(t + a[k], a[k]), k + 1)$ and $Inv_1(\min(s, \min(t + a[k], a[k])), k + 1)$;
 - proof
 - pick any $0 \leq i < k + 1$; we show $\min(t + a[k], a[k]) \leq S_{i,k}$; if $i < k$ then $S_{i,k} = S_{i,k-1} + a[k]$, so we use $Inv_2(t, k)$ to get $t \leq S_{i,k-1}$ and thus $\min(t + a[k], a[k]) \leq t + a[k] \leq S_{i,k-1} + a[k] = S_{i,k}$; otherwise, $i = k$ and we have $\min(t + a[k], a[k]) \leq a[k] = S_{i,k}$
 - pick any $0 \leq i \leq j < k + 1$; we need to show $\min(s, \min(t + a[k], a[k])) \leq S_{i,j}$; if $j = k$ then the result follows from the previous statement; otherwise $j < k$ and the result follows from $Inv_1(s, k)$

Proof Tableaux – Summary

- we have proven soundness of non-trivial algorithm *Min_Sum*
- with gaps
 - we only proved Sp_1 , but not Sp_2
 - lemma on previous slide demanded $0 < k < n$ which does not follow from loop-condition $k \neq n$; a proper fix would require a strengthened invariant which includes bounds on k
- main reasoning (proving the implications on previous slide) was done purely in logic with no reference to program
- such an approach is often conducted in verification of programs
 - there is a verification condition generator (VCG)
 - VCG converts assertions in programs (invariants) into logical formulas; here: Hoare-calculus handles program statements, verification conditions are instances of implication-rule
 - verification conditions are passed to SMT-solver, theorem prover, etc., to finally show correctness
 - problem: in case SMT-solver fails, user needs to understand failure to adapt invariants, assertions, etc.

Termination of Imperative Programs

Adding Termination to Calculus

- since while-loops are only source of non-termination in presented imperative language, it suffices to adjust the while-rule in the Hoare-calculus

all other Hoare-calculus rules can be used as before

- recall: total correctness = partial correctness + termination
- previous while-rule already proved partial correctness
- only task: extend existing while-rule to additionally prove termination
- idea of ensuring termination: use **variants**
 - a **variant** (or measure) is an integer expression;
 - this integer expression **strictly decreases in every loop iteration** and
 - at the same time the variant stays **non-negative**;
 - conclusion: there cannot be infinitely many loop iterations

A While-Rule For Total Correctness

- while-rule for partial correctness

$$\frac{\vdash (\varphi \wedge b) C (\varphi)}{\vdash (\varphi) \text{ while } b C (\varphi \wedge \neg b)} \text{ while}$$

- extended **while-rule for total correctness**

$$\frac{\vdash (\varphi \wedge b \wedge e_0 = e \geq 0) C (\varphi \wedge e_0 > e \geq 0)}{\vdash (\varphi \wedge e \geq 0) \text{ while } b C (\varphi \wedge \neg b)} \text{ while-total}$$

where

- e is variant expression with values before execution of C
- e is (the same) variant expression with values after execution of C
- e_0 is fresh logical variable, used to store the value of e before: $e_0 = e$
- hence, postcondition $e_0 > e$ enforces decrease of e when executing C
- non-negativeness is added three times, even in precondition of while
- e is of type integer so that $SN \{(x, y) \in \mathbb{Z} \times \mathbb{Z} \mid x > y \geq 0\}$ can be used as underlying terminating relation: each loop iteration corresponds to a step $(\llbracket e \rrbracket_{\alpha_{\text{before}}}, \llbracket e \rrbracket_{\alpha_{\text{after}}})$ in this relation

Applying While-Total

$$\frac{\vdash (\varphi \wedge b \wedge e_0 = e \geq 0) \ C \ (\varphi \wedge e_0 > e \geq 0)}{\vdash (\varphi \wedge e \geq 0) \ \text{while } b \ C \ (\varphi \wedge \neg b)} \text{ while-total}$$

- application

- e_0 is fresh logical variable, so nothing to choose
- variant e has to be chosen, but this is often easy
 - while $(x < 5) \{ \dots \ x := x + 1 \ \dots \}$ is same as while $(5 - x > 0) \{ \dots \ x := x + 1 \ \dots \}$, so $e = 5 - x$
 - while $(y >= x) \{ \dots \ y := y - 2 \ \dots \}$ is same as while $(y - x >= 0) \{ \dots \ y := y - 2 \ \dots \}$, so $e = y - x (+2)$
 - while $(x != y) \{ \dots \ y := y + 1 \ \dots \}$ is same as while $(x - y != 0) \{ \dots \ y := y + 1 \ \dots \}$, so $e = x - y$
- checking the condition is then easily possible via proof tableau, in the same way as for the while-rule for partial correctness
- all side-conditions $e \geq 0$ can completely be eliminated by choosing $e = \max(0, e')$ for some e' , but then proving $e_0 > e$ will become harder as it has to deal with \max
- invariant φ can be taken unchanged from partial correctness proof

Total Correctness of Factorial Program

- red parts have been added for termination proof with variant $x - z$

```

      (true ∧ x ≥ 0)                (new termination condition on x)
      (1 = 0! ∧ x - 0 ≥ 0)
y := 1;
      (y = 0! ∧ x - 0 ≥ 0)
z := 0;
      (y = z! ∧ x - z ≥ 0)                (new condition added)
while (x != z) {
      (y = z! ∧ x ≠ z ∧ e_0 = x - z ≥ 0)    (new condition added)
      (y · (z + 1) = (z + 1)! ∧ e_0 > x - (z + 1) ≥ 0) (more reasoning)
  z := z + 1;
      (y · z = z! ∧ e_0 > x - z ≥ 0)
  y := y * z;
      (y = z! ∧ e_0 > x - z ≥ 0)                (new condition added)
}
      (y = z! ∧ ¬x ≠ z)
      (y = x!)
    
```

Remarks on Total Correctness of Factorial Program

- precondition $x \geq 0$ was added automatically from termination proof
- in fact, the program does not terminate on negative inputs
- for factorial program (and other imperative programs) Hoare-calculus permits to prove **local termination**, i.e., termination on certain inputs
- in contrast, for functional program we always considered **universal termination**, i.e., termination of all inputs
- termination proofs can also be performed stand-alone (without partial correctness proof):
just prove postcondition “true” with while-total-rule:

$$\vdash (\varphi) \ P \ (\text{true})$$

implies termination of P on inputs that satisfy φ , so

$$\vdash (\text{true}) \ P \ (\text{true})$$

shows universal termination of P

Soundness of Hoare-Calculus

Soundness of Hoare-Calculus

- so far, we have two notions of soundness
 - $\models (\varphi) P (\psi)$: via **semantic** of imperative programs, i.e., whenever $\alpha \models \varphi$ and $(P, \alpha) \hookrightarrow^* (\text{skip}, \beta)$ then $\beta \models \psi$ must hold
 - $\vdash (\varphi) P (\psi)$: **syntactic**, what can be derived via Hoare-calculus rules
- missing: soundness of calculus, i.e.,

$$\vdash (\varphi) P (\psi) \text{ implies } \models (\varphi) P (\psi)$$

- formal proof is based on big-step semantics \rightarrow (see exercises): $(P, \alpha) \hookrightarrow^* (\text{skip}, \beta)$ is turned into $(P, \alpha) \rightarrow \beta$
- soundness of the calculus is then established by the following property, which is proven by **induction w.r.t. the Hoare-calculus rules** for arbitrary α, β :

$$\vdash (\varphi) C (\psi) \longrightarrow \alpha \models \varphi \longrightarrow (C, \alpha) \rightarrow \beta \longrightarrow \beta \models \psi$$

$$\text{Proving } \vdash (\varphi) C (\psi) \longrightarrow \alpha \models \varphi \longrightarrow (C, \alpha) \rightarrow \beta \longrightarrow \beta \models \psi$$

Case 1: implication-rule

$$\vdash (\varphi) C (\psi) \text{ since } \models \varphi \longrightarrow \varphi', \vdash (\varphi') C (\psi'), \text{ and } \models \psi' \longrightarrow \psi$$

- IH: $\forall \alpha, \beta. \alpha \models \varphi' \longrightarrow (C, \alpha) \rightarrow \beta \longrightarrow \beta \models \psi'$
- assume $\alpha \models \varphi$ and $(C, \alpha) \rightarrow \beta$
- then by $\models \varphi \longrightarrow \varphi'$ conclude $\alpha \models \varphi'$
- in combination with IH get $\beta \models \psi'$
- with $\models \psi' \longrightarrow \psi$ conclude $\beta \models \psi$

$$\text{Proving } \vdash (\varphi) C (\psi) \longrightarrow \alpha \models \varphi \longrightarrow (C, \alpha) \rightarrow \beta \longrightarrow \beta \models \psi$$

Case 2: composition-rule

$$\vdash (\varphi) C_1; C_2 (\psi) \text{ since } \vdash (\varphi) C_1 (\eta) \text{ and } \vdash (\eta) C_2 (\psi)$$

- IH-1: $\forall \alpha, \beta. \alpha \models \varphi \longrightarrow (C_1, \alpha) \rightarrow \beta \longrightarrow \beta \models \eta$
- IH-2: $\forall \alpha, \beta. \alpha \models \eta \longrightarrow (C_2, \alpha) \rightarrow \beta \longrightarrow \beta \models \psi$
- assume $\alpha \models \varphi$ and $(C_1; C_2, \alpha) \rightarrow \beta$
- from the latter and the definition of \rightarrow , there must be γ such that $(C_1, \alpha) \rightarrow \gamma$ and $(C_2, \gamma) \rightarrow \beta$
- by using IH-1 (choose α and γ in \forall), obtain $\gamma \models \eta$
- by using IH-2 (choose γ and β in \forall), obtain $\beta \models \psi$

$$\text{Proving } \vdash (\varphi) C (\psi) \longrightarrow \alpha \models \varphi \longrightarrow (C, \alpha) \rightarrow \beta \longrightarrow \beta \models \psi$$

Case 3: if-then-else-rule

$$\vdash (\varphi) \text{if } b \text{ then } C_1 \text{ else } C_2 (\psi)$$

$$\text{since } \vdash (\varphi \wedge b) C_1 (\psi) \text{ and } \vdash (\varphi \wedge \neg b) C_2 (\psi)$$

- IH-1: $\forall \alpha, \beta. \alpha \models \varphi \wedge b \longrightarrow (C_1, \alpha) \rightarrow \beta \longrightarrow \beta \models \psi$
- IH-2: $\forall \alpha, \beta. \alpha \models \varphi \wedge \neg b \longrightarrow (C_2, \alpha) \rightarrow \beta \longrightarrow \beta \models \psi$
- assume $\alpha \models \varphi$ and $(\text{if } b \text{ then } C_1 \text{ else } C_2, \alpha) \rightarrow \beta$
- perform case analysis on $\llbracket b \rrbracket_\alpha$
- w.l.o.g. we only consider the case $\llbracket b \rrbracket_\alpha = \text{true}$ where
 - from $\alpha \models \varphi$ conclude $\alpha \models \varphi \wedge b$
 - from $(\text{if } b \text{ then } C_1 \text{ else } C_2, \alpha) \rightarrow \beta$ conclude $(C_1, \alpha) \rightarrow \beta$
 - by using IH-1 get $\beta \models \psi$

Proving $\vdash (\{\varphi\}) C (\{\psi\}) \longrightarrow \alpha \models \varphi \longrightarrow (C, \alpha) \rightarrow \beta \longrightarrow \beta \models \psi$

Case 4: assignment-rule

$\vdash (\{\varphi\}) x := e (\{\psi\})$ since $\varphi = \psi[x/e]$

- assume $\alpha \models \varphi$ and $(x := e, \alpha) \rightarrow \beta$
- by definition of \rightarrow , conclude $\beta = \alpha[x := \llbracket e \rrbracket_\alpha]$
- hence assumption $\alpha \models \varphi$ is equivalent to
 - $\alpha \models \psi[x/e]$
 - $\alpha[x := \llbracket e \rrbracket_\alpha] \models \psi$
 - $\beta \models \psi$

by unrolling φ -equality
by substitution lemma for formulas
by unrolling β -equality

Proving $\vdash (\{\varphi\}) C (\{\psi\}) \longrightarrow \alpha \models \varphi \longrightarrow (C, \alpha) \rightarrow \beta \longrightarrow \beta \models \psi$

Case 5: while-rule

$\vdash (\{\varphi\}) \text{while } b C' (\{\psi\})$ since $\vdash (\{\varphi \wedge b\}) C' (\{\varphi\})$ and $\psi = \varphi \wedge \neg b$

- (outer) IH: $\forall \alpha, \beta. \alpha \models \varphi \wedge b \longrightarrow (C', \alpha) \rightarrow \beta \longrightarrow \beta \models \varphi$
- we now prove $\alpha \models \varphi \longrightarrow (\text{while } b C', \alpha) \rightarrow \beta \longrightarrow \beta \models \psi$ by an inner induction on α w.r.t. \rightarrow , but for fixed $b, C', \beta, \varphi, \psi$
 - case 1: $(\text{while } b C', \alpha) \rightarrow \beta$
since $\llbracket b \rrbracket_\alpha = \text{false}$ and $\beta = \alpha$
 - in this case conclude $\beta = \alpha \models \varphi \wedge \neg b = \psi$
 - case 2: $(\text{while } b C', \alpha) \rightarrow \beta$
since $\llbracket b \rrbracket_\alpha = \text{true}$, $(C', \alpha) \rightarrow \gamma$ and $(\text{while } b C', \gamma) \rightarrow \beta$
 - inner IH: $\gamma \models \varphi \longrightarrow \beta \models \psi$
 - assume $\alpha \models \varphi$
 - hence $\alpha \models \varphi \wedge b$
 - by outer IH (choose α and γ in \forall) get $\gamma \models \varphi$
 - then inner IH yields $\beta \models \psi$

Summary of Soundness of Hoare-Calculus

- since Hoare-calculus rules and semantics are formally defined, it is possible to **verify soundness of the calculus**
- proof requires inner induction for while-loop, since big-step semantics of while-command refers to itself
- here: only soundness of Hoare-calculus for partial correctness
- possible extension: total correctness
 - define semantic notion $\models_{total} (\{\varphi\}) C (\{\psi\})$ stating total correctness
 - prove that Hoare-calculus with while-total is sound w.r.t. \models_{total}

Programming by Contract

Programming by Contract – Idea

- Hoare-triple $(\varphi) P (\psi)$ may be seen as a **contract** between supplier and consumer of program P
 - supplier insists that consumer invokes P only on states satisfying φ
 - supplier promises that after execution of P formula ψ holds
- validation of Hoare-triples with Hoare-calculus can be seen as validation of contracts for method- or procedure-calls

Example

- consider method where ... is program *Fact* on slide 9


```
int factorial (int x) { int y; ...; return y }
```
- example contract

method name:	factorial
input:	int x
output:	int
assumes:	$x \geq 0$
guarantees:	result = $x!$
modifies only:	local variables
- remarks
 - return-value of method is referred to as **result** in contract
 - since x is local parameter (call-by-value) and y is local variable, there will be no impact on global variables;
 - for procedures and call-by-reference variables, one usually wants to know whether modifications take place

Modified Example

- consider procedure where ... is program *Fact* on slide 9


```
void factorial_proc (int x) { ... }
```
- example contract

procedure name:	factorial_proc
input:	int x
assumes:	$x \geq 0$
guarantees:	$y = x!$
modifies only:	y
- remarks
 - y is no longer local variable, but global
 - procedure has no return value
 - guarantees are expressed via global variables and parameters (and if required, logical variables)
 - modification of global variable y visible in contract

Invoking Methods

- assume we want to write method for binomial coefficients

$$\binom{n}{k} = \frac{n!}{k! \cdot (n-k)!}$$

to compute chance of lotto-jackpot 1 : $\binom{49}{6}$

- ```
int binom (int n, int k) {
 return factorial(n) / (factorial(k) * factorial (n-k))
}
```
- programming-by-contract also demands contracts for new methods
- in example, we need to ensure that preconditions of factorial-involutions are met

|                |                                |
|----------------|--------------------------------|
| method name:   | binom                          |
| inputs:        | int n, int k                   |
| output:        | int                            |
| assumes:       | $n \geq 0, k \geq 0, n \geq k$ |
| guarantees:    | result = $n$ choose $k$        |
| modifies only: | local variables                |



## Programming by Contract – Advantages

- in the same way as methods help to structure larger programs, contracts for these methods help to verify larger programs
- reason: for verifying code invoking method  $m$ , it suffices to look at contract of  $m$  – without looking at implementation of  $m$
- positive effects
  - add layer of **abstraction**
  - easy to **change implementation** of  $m$  as long as contract stays identical
  - verification becomes **more modular**
- example: for invocation of `min` in minimal-sum section it does not matter whether
  - `min` is **built-in operator** which is substituted as such, or
  - `min` is **user-defined method** that according to the contract computes the mathematical min-operation
 implementation can be ignored for caller, but developer needs to verify it against contract

```
int min(int x, int y) {
 int z;
 if x <= y then z := x else z := y;
 return z }
```

## Summary – Verification of Imperative Programs

- covered
  - syntax and semantic of small imperative programming language
  - Hoare-calculus to verify Hoare-triples  $(\{\varphi\}) P (\{\psi\})$
  - proof tableaux and automation:
    - Hoare-calculus is VCG that converts program logic into implications (verification conditions) that must be shown in underlying logic
  - proofs are mostly automatic, except for loop invariants
  - soundness of Hoare-calculus
  - programming by contracts: abstract from concrete method-implementations, use contracts
- not covered
  - heap-access, references, arrays, etc.: extension to **separation logic, memory model**
  - bounded integers: reasoning engine for **bit-vector-arithmetic**
  - multi-threading