

**Learning Objectives** 



- 1. Motivating Examples: Program Correctness
- 2. Hoare Triple
- 3. Weakest Precondition (wp)
- 4. Rules of wp Calculus
- 5. Contract of Loops (*invariant* vs. *variant*)
- 6. *Correctness Proofs* of Loops

#### **Assertions: Preconditions**

Given preconditions  $P_1$  and  $P_2$ , we say that

 $P_2$  requires less than  $P_1$  if

 $\overline{P_2}$  is *less strict* on (thus *allowing more*) inputs than  $P_1$  does.

 $\{ x \mid P_1(x) \} \subseteq \{ x \mid P_2(x) \}$ 

More concisely:

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 $P_1 \Rightarrow P_2$ 

e.g., For command withdraw(amount: INTEGER),

 $P_2$ : *amount*  $\ge 0$  **requires less** than  $P_1$ : *amount* > 0

What is the *precondition* that *requires the least*?

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#### **Assertions: Postconditions**



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Given postconditions or invariants  $Q_1$  and  $Q_2$ , we say that

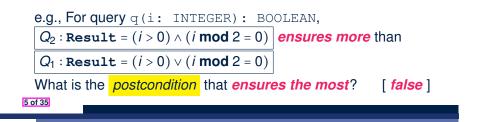
 $Q_2$  ensures more than  $Q_1$  if

 $Q_2$  is *stricter* on (thus *allowing less*) outputs than  $Q_1$  does.

$$\{ x \mid Q_2(x) \} \subseteq \{ x \mid Q_1(x) \}$$

More concisely:

$$Q_2 \Rightarrow Q_1$$



#### **Motivating Examples (2)**

Is this algorithm correct?

<pre>algorithm increment_by_9 {     variable i;</pre>
{
(* precondition *)
assert i > 5
(* implementation *)
i := i + 9;
1.1.57
(* postcondition *)
assert i > 13
}
}
L
<b>Q</b> : Is <i>i</i> > 5 too weak or too strong?

A: Maybe too strong

 $\therefore$  assertion *i* > 5 disallows 5 which would not fail postcondition.

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**Motivating Examples (1)** 

#### Is this algorithm correct?

	<pre>lgorithm increment_by_9 { ariable i;</pre>
{	(* precondition *) assert i > 3
	<pre>(* implementation *) i := i + 9;</pre>
	(* postcondition *) assert i > 13
}	

**Q**: Is i > 3 is too weak or too strong?

A: Too weak

 $\therefore$  assertion *i* > 3 allows value 4 which would fail postcondition.

# Software Correctness



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 Correctness is a *relative* notion: *consistency* of *implementation* with respect to *specification*. ⇒ This assumes there is a specification!

 We introduce a formal and systematic way for formalizing a program S and its *specification* (pre-condition *Q* and post-condition *R*) as a *Boolean predicate* : {*Q*} s {*R*}

• e.g., 
$$\{1 > 3\}$$
 1 := 1 + 9  $\{1 > 13\}$   
• e.g.,  $\{i > 5\}$  1 := 1 + 9  $\{i > 13\}$ 

- If  $\{Q\} \in \{R\}$  can be proved **TRUE**, then the **S** is correct.
- $e.\underline{g.}, \{i > 5\}$  i :=  $i + 9\{i > 13\}$  can be proved TRUE.
- If  $\{Q\} \in \{R\}$  cannot be proved TRUE, then the S is incorrect. e.g.,  $\{i > 3\}$  i := i + 9  $\{i > 13\}$  cannot be proved TRUE.

#### **Hoare Logic**



- Consider a program **S** with precondition **Q** and postcondition **R**.
  - {**Q**} s {**R**} is a correctness predicate for program **S**
  - {**Q**} s {**R**} is TRUE if program **S** starts executing in a state satisfying the precondition **Q**, and then:
    - (a) The program S terminates.
    - (b) Given that program S terminates, then it terminates in a state satisfying the postcondition *R*.
- Separation of concerns
  - (a) requires a proof of *termination*.
- (b) requires a proof of *partial correctness*.

Proofs of (a) + (b) imply total correctness.

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#### Proof of Hoare Triple using wp



$$\{Q\} \subseteq \{R\} \equiv Q \Rightarrow wp(S, R)$$

- $wp(S, \mathbf{R})$  is the weakest precondition for S to establish **R**.
  - If  $Q \Rightarrow wp(S, R)$ , then <u>any</u> execution started in a state satisfying Q will terminate in a state <u>satisfying</u> R.
  - If  $Q \Rightarrow wp(S, \mathbf{R})$ , then <u>some</u> execution started in a state satisfying Q will terminate in a state <u>violating</u>  $\mathbf{R}$ .
- *S* can be:
  - Assignments
  - Alternations
  - Sequential compositions
  - Loops
- We will learn how to calculate the wp for the above programming constructs.

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#### **Hoare Logic and Software Correctness**

Consider the *contract/specification* view of an <u>algorithm f</u> (whose body of implementation is **S**) as a Hoare Triple :

{**Q**} S {**R**}

 $\begin{array}{l} \label{eq:quarter} \textbf{Q} \text{ is the } \textit{precondition} \text{ of } f. \\ \text{S is the implementation of } f. \\ \end{tabular} \textbf{S} \text{ is the } \textit{postcondition} \text{ of } f. \\ \end{tabular} \circ \left\{ \textit{true} \right\} & \text{S} \left\{ R \right\} \\ & \text{All input values are valid} & [\text{Most-user friendly}] \\ \end{tabular} \circ \left\{ \textit{false} \right\} & \text{S} \left\{ R \right\} \\ & \text{All input values are invalid} & [\text{Most useless for clients}] \\ \end{tabular} \circ \left\{ Q \right\} & \text{S} \left\{ \textit{true} \right\} \\ & \text{All output values are valid} [\text{Most risky for clients; Easiest for suppliers}] \\ \end{tabular} \circ \left\{ Q \right\} & \text{S} \left\{ \textit{false} \right\} \end{array}$ 

All output values are invalid [Most challenging coding task] • {*true*} S {*true*}

All inputs/outputs are valid (No specification) [Least informative ]

#### **Denoting Pre- and Post-State Values**



 $\begin{bmatrix} x \\ \vdots \end{bmatrix} = \begin{bmatrix} v \end{bmatrix}$ 

 $[S_1; S_2]$ 

[while(...) { ... }]

[if ... then ... else ... end]

- In the *postcondition*, for a program variable *x*:
  - We write  $x_0$  to denote its *pre-state (old)* value.
  - We write x to denote its *post-state (new)* value.
     Implicitly, in the *precondition*, all program variables have their *pre-state* values.

e.g., 
$$\{b_0 > a\}$$
 b := b - a  $\{b = b_0 - a\}$ 

- Notice that:
  - We may choose to write "b" rather than " $b_0$ " in preconditions  $\therefore$  All variables are pre-state values in preconditions
  - We don't write "b<sub>0</sub>" in program
     there might be <u>multiple</u> intermediate values of a variable due to sequential composition

```
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```

#### wp Rule: Assignments (1)



# $Wp(x := e, \mathbf{R}) = \mathbf{R}[x := e]$

R[x := e] means to substitute all *free occurrences* of variable x in postcondition *R* by expression *e*.

#### wp Rule: Assignments (3) Exercise

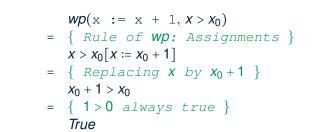


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What is the weakest precondition for a program x := x + 1 to establish the postcondition  $x > x_0$ ?

 $\{??\} \times := \times + 1 \{x > x_0\}$ 

For the above Hoare triple to be **TRUE**, it must be that  $?? \Rightarrow wp(x := x + 1, x > x_0).$ 



Any precondition is OK.

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*False* is valid but not useful.



Recall:

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$$\{\mathbf{Q}\} \le \{\mathbf{R}\} \equiv \mathbf{Q} \Rightarrow wp(\mathbf{S}, \mathbf{R})$$

How do we prove  $\{Q\} \times := e \{R\}$ ?

wp Rule: Assignments (2)

$$\{\mathbf{Q}\} \times := e \{\mathbf{R}\} \iff \mathbf{Q} \Rightarrow \underbrace{\mathbf{R}[x := e]}_{wp(x := e, \mathbf{R})}$$

#### wp Rule: Assignments (4) Exercise

What is the weakest precondition for a program x := x + 1 to establish the postcondition x = 23?

$$\{??\} \times := \times + 1 \{x = 23\}$$

For the above Hoare triple to be **TRUE**, it must be that  $?? \Rightarrow wp(x := x + 1, x = 23).$ 

Any precondition weaker than x = 22 is not OK.

#### wp Rule: Assignments (4) Revisit



Given  $\{??\}n := n + 9\{n > 13\}$ :

- n > 4 is the *weakest precondition (wp)* for the given implementation (n := n + 9) to start and establish the postcondition (n > 13).
- Any precondition that is *equal to or stronger than* the *wp* (*n* > 4) will result in a correct program.

e.g.,  $\{n > 5\}n := n + 9\{n > 13\}$  can be proved **TRUE**.

 Any precondition that is *weaker than* the *wp* (n > 4) will result in an incorrect program.

e.g.,  $\{n > 3\}n := n + 9\{n > 13\}$  <u>cannot</u> be proved **TRUE**.

Counterexample: n = 4 satisfies precondition n > 3 but the output n = 13 fails postcondition n > 13.

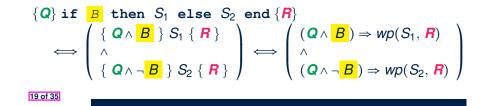
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Recall:  $\{Q\} \subseteq \{R\} \equiv Q \Rightarrow wp(S, R)$ How do we prove that  $\{Q\}$  if B then  $S_1$  else  $S_2$  end  $\{R\}$ ?





wp Rule: Alternations (1)



$$wp(if \ B \ then \ S_1 \ else \ S_2 \ end, \ R) = \begin{pmatrix} B \Rightarrow wp(S_1, \ R) \\ \land \\ \neg B \Rightarrow wp(S_2, \ R) \end{pmatrix}$$

The wp of an alternation is such that *all branches* are able to establish the postcondition R.

# wp Rule: Alternations (3) Exercise

#### Is this program correct?

$\{x > 0 \land y > 0\}$		
if $x > y$ then		
bigger := x ; smaller := y		
else		
bigger := y ; smaller := x		
end		
$\{bigger \ge smaller\}$		

$$\left(\begin{array}{l} \left\{ (x > 0 \land y > 0) \land (x > y) \right\} \\ \text{bigger} := x ; \text{smaller} := y \\ \left\{ bigger \ge smaller \right\} \\ \land \\ \left(\begin{array}{l} \left\{ (x > 0 \land y > 0) \land \neg (x > y) \right\} \\ \text{bigger} := y ; \text{smaller} := x \\ \left\{ bigger \ge smaller \right\} \end{array}\right)$$

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 $wp(S_1 ; S_2, \mathbf{R}) = wp(S_1, wp(S_2, \mathbf{R}))$ 

The *wp* of a sequential composition is such that the first phase establishes the *wp* for the second phase to establish the postcondition R.



 $\therefore$  *True*  $\Rightarrow$  *y* > *x* does not hold in general.

 $\therefore$  The above program is not correct.

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wp Rule: Sequential Composition (2)

Recall:

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$$\{\mathbf{Q}\} \le \{\mathbf{R}\} \equiv \mathbf{Q} \Rightarrow wp(\mathbf{S}, \mathbf{R})$$

How do we prove  $\{Q\} S_1$ ;  $S_2 \{R\}$ ?

$$\{Q\} S_1 ; S_2 \{R\} \iff Q \Rightarrow \underbrace{wp(S_1, wp(S_2, R))}_{wp(S_1; S_2, R)}$$

Loops

• A loop is a way to compute a certain result by *successive approximations*.

e.g. computing the maximum value of an array of integers

- Loops are needed and powerful
- But loops very hard to get right:
  - "off-by-one" error

Infinite loops

- Not establishing the desired condition
  Improper handling of borderline cases
- [ partial correctness ] [ partial correctness ]
- [partial correctness]
  - [ termination ]

#### **Correctness of Loops**



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How do we prove that the following loop is correct?

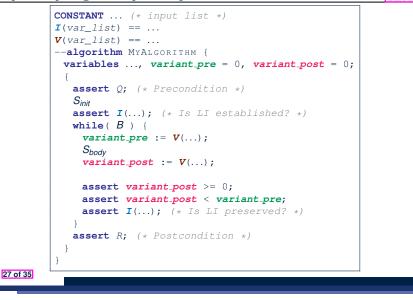


In case of C/Java/PlusCal, *B* denotes the *stay condition*.

- In TLA+ toolbox, there is <u>not</u> native, syntactic support for model-checking the *total correctness* of loops.
- Instead, we have to manually add assertions to encode:
  - LOOP INVARIANT
    LOOP VARIANT
- [ for establishing *partial correctness* ] [ for ensuring *termination* ]

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# **Specifying Loops: Syntax**

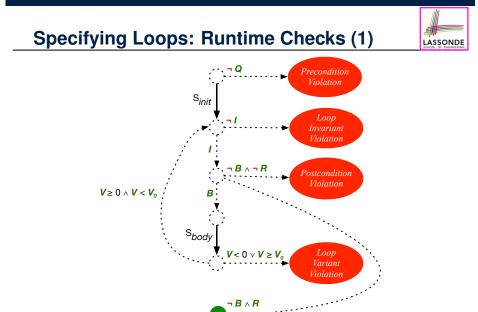


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Specifying Loops

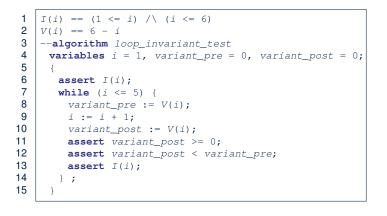
- Use of loop invariant (LI) and loop variant (LV).
  - LI: Boolean expression for measuring/proving partial correctness
    - Typically a special case of the postcondition.
       e.g., Given postcondition "*Result is maximum of the array*":
       *LI* can be "*Result is maximum of the part of array scanned so far*".
    - Established before the very first iteration.
    - *Maintained* TRUE after each iteration.
  - LV: Integer expression for measuring/proving termination
    - Denotes the "number of iterations remaining"
    - Decreased at the end of each subsequent iteration
    - Maintained *non-negative* at the end of each iteration.
    - As soon as value of *LV* reaches *zero*, meaning that no more iterations remaining, the loop must exit.
- Remember:

total correctness = partial correctness + termination



#### **Specifying Loops: Runtime Checks (2)**

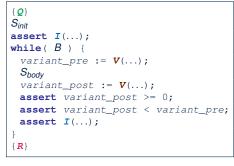




- L1: Change to 1 <= i /\ i <= 5 for a Loop Invariant Violation.
- L2: Change to 5 i for a *Loop Variant Violation*.

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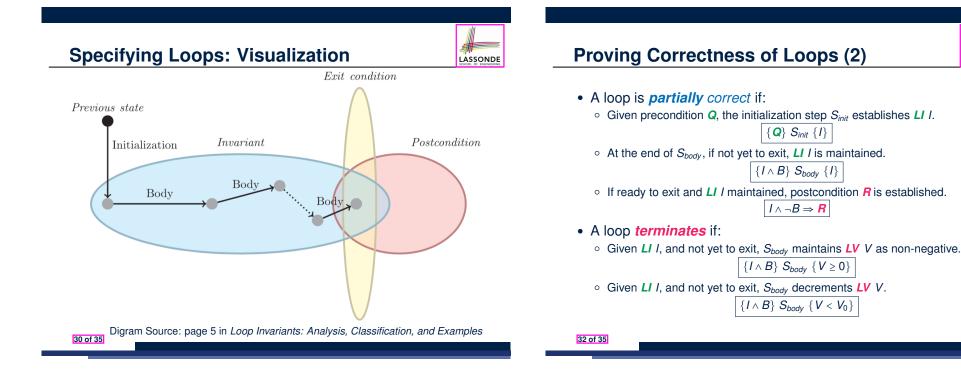
#### **Proving Correctness of Loops (1)**



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- A loop is *partially* correct if:
  - Given precondition **Q**, the initialization step S<sub>init</sub> establishes LI I.
  - At the end of Sbody, if not yet to exit, LI I is maintained.
  - If ready to exit and LI I maintained, postcondition R is established.
- A loop *terminates* if:
  - Given LI I, and not yet to exit, Sbody maintains LV V as non-negative.
  - Given *LI I*, and not yet to exit, *S*<sub>body</sub> decrements *LV V*.



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