COMP2111 Week 5 Term 1, 2019 Hoare Logic II

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Summary

- $\bullet \ \mathcal{L}: \ A \ simple \ imperative \ programming \ language$
- Hoare triples (SYNTAX)
- Hoare logic (PROOF)
- Semantics for Hoare logic

Summary

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- \mathcal{L} : A simple imperative programming language
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\mathcal{L} : A simple imperative programming language

Consider the vocabulary of basic arithmetic:

- Constant symbols: 0, 1, 2, ...
- Function symbols: +, *,...
- Predicate symbols: $<, \leq, \geq, |, \dots$
- An (arithmetic) expression is a term over this vocabulary.
- A boolean expression is a predicate formula over this vocabulary.

\mathcal{L} : A simple imperative programming language

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The language ${\cal L}$

The language ${\cal L}$ is a simple imperative programming language made up of four statements:

Assignment: x := e
 where x is a variable and e is an arithmetic
 expression.
Sequencing: P;Q
Conditional: if b then P else Q fi

where b is a boolean expression.

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While: while *b* do *P* od

Factorial in ${\cal L}$

Example

f := 1;k := 0;while <math>k < n do k := k + 1; f := f * kod

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Hoare triple (Syntax)

$\left\{\varphi\right\} P\left\{\psi\right\}$

Intuition:

If φ holds in a state of some computational model then ψ holds in the state reached after a successful execution of P.



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Hoare Logic

Hoare logic consists of one axiom and four inference rules for deriving Hoare triples.

Assignment

$$\overline{\{\varphi[e/x]\} x := e \{\varphi\}} \quad (ass)$$

Intuition:

If x has property φ after executing the assignment; then e must have property φ before executing the assignment

Assignment

$$\overline{\{\varphi(e)\} \, x := e \, \{\varphi(x)\}} \quad (\text{ass})$$

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If x has property φ after executing the assignment; then e must have property φ before executing the assignment



$$\frac{\{\varphi\} P\{\psi\} \ \{\psi\} Q\{\rho\}}{\{\varphi\} P; Q\{\rho\}} \quad (\mathsf{seq})$$

Intuition:

If the postcondition of ${\cal P}$ matches the precondition of ${\cal Q}$ we can sequentially combine the two program fragments

Conditional

$$\frac{\{\varphi \land g\} P\{\psi\}}{\{\varphi\} \text{ if } g \text{ then } P \text{ else } Q \text{ if } \{\psi\}} \quad \text{(if)}$$

Intuition:

- When a conditional is executed, either *P* or *Q* will be executed.
- If ψ is a postcondition of the conditional, then it must be a postcondition of *both* branches
- Likewise, f φ is a precondition of the conditional, then it must be a precondition of both branches
- Which branch gets executed depends on g, so we can assume g to be a precondition of P and ¬g to be a precondition of Q (strengthen the preconditions).

While

$$\frac{\{\varphi \land g\} P \{\varphi\}}{\{\varphi\} \text{ while } g \text{ do } P \text{ od } \{\varphi \land \neg g\}} \quad \text{(loop)}$$

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Intuition:

- φ is a loop-invariant. It must be both a pre- and postcondition of P so that sequences of Ps can be run together.
- If the while loop terminates, g cannot hold.

Precondition strengthening and Postcondition weakening

$$\frac{\varphi' \to \varphi \quad \{\varphi\} \ P \{\psi\} \quad \psi \to \psi'}{\{\varphi'\} \ P \{\psi'\}} \quad \text{(cons)}$$

Intuition:

- $\varphi' \to \varphi$: φ' is stronger than φ
 - Stronger conditions impose more restrictions
 - \Rightarrow States which satisfy arphi' are a subset of states which satisfy arphi
 - \Rightarrow States reached after executing P are a subset
 - \Rightarrow The postcondition will hold in the smaller set of terminal states
- $\psi \rightarrow \psi'$: ψ' is weaker than ψ
 - Weaker conditions impose fewer restrictions
 - \Rightarrow States which satisfy ψ are a subset of states which satisfy ψ'
 - $\Rightarrow\,$ States reached after executing P are a subset of those which satisfy ψ'

Example

Example

{Trees} f := 1; k := 0;while $\neg (k = n)$ do k := k + 1; f := f * kod {f = n}

Example

Example

{TRUE} f := 1; k := 0;while $\neg (k = n)$ do k := k + 1; f := f * kod {f = n!}

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4.	$\{f(k+1) = (k+1)!\} k := k+1 \{fk = k!\}$	(ass)

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6.	${f(k+1) = (k+1)!}$ LOOP ${f = k!}$	(seq): 4, 5

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7. $(f = k!) \land \neg (k = n) \rightarrow f(k+1) = (k+1)!$ math
8. $[(f = k!) \land \neg (k = n)] \text{LOOP} \{f = k!\}$ (cons): 6,7
9. $[f = k!] \text{ while ... of } [(f = k!) \land (k = n)]$ (bop) 8
10. $[1 = 0!] \text{ FACTORIAL} \{(f = k!) \land (k = n)\}$ (seq)
11. $\text{TRUE} \rightarrow (1 = 0!)$ math
12. $((f = k!) \land (k = n)) \rightarrow f = n!$ math
13. $\{\text{TRUE}\} \text{FACTORIAL} \{f = n!\}$ (cons):

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10.11.12

Example

f := 1; k := 0;while $\neg(k = n)$ do k := k + 1; f := f * kod {TRUE}

Example

f := 1; k := 0;while $\neg(k = n)$ do k := k + 1; f := f * kod

{TRUE} $\{1 = 0!\}$

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od

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$$\{fk = k!\}$$

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$$\{f = k!\}$$

$$\{f = n\}$$

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Recall

If R and S are binary relations, then the **relational composition** of R and S, R; S is the relation:

 $R; S := \{(a, c) : \exists b \text{ such that } (a, b) \in R \text{ and } (b, c) \in S\}$

If $R \subseteq A \times B$ is a relation, and $X \subseteq A$, then the **image of** X **under** R, R(X) is the subset of B defined as:

 $R(X) := \{ b \in B : \exists a \text{ in} X \text{ such that } (a, b) \in R \}.$

Informal semantics

Hoare logic gives a proof of $\{\varphi\} P \{\psi\}$, that is: $\vdash \{\varphi\} P \{\psi\}$ (axiomatic semantics)

How do we determine when $\{\varphi\} P \{\psi\}$ is valid, that is: $\models \{\varphi\} P \{\psi\}$?

If φ holds in a state of some computational model then ψ holds in the state reached after a successful execution of P.

Informal semantics

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If φ holds in a state of some computational model then ψ holds in the state reached after a successful execution of P.

What is a program?

A partial function mapping system states to system states

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What is a program?

A relation between system states

What is a state of a computational model?

Two approaches:

Concrete: from a physical perspective.

Abstract: from a mathematical perspective

What is a state of a computational model?

Two approaches:

- Concrete: from a physical perspective
 - States are memory configurations, register contents, etc.Store of variables and the values associated with them

• Abstract: from a mathematical perspective

- The pre-/postcondition predicates hold in a state
- ⇒ States are **logical interpretations** (Model + Environment)
 - There is only one model of interest: standard interpretations of arithmetical symbols

- ⇒ States are fully determined by **environments**
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What is a state of a computational model?

Two approaches:

- Concrete: from a physical perspective
 - States are memory configurations, register contents, etc.
 - Store of variables and the values associated with them
- Abstract: from a mathematical perspective
 - The pre-/postcondition predicates hold in a state
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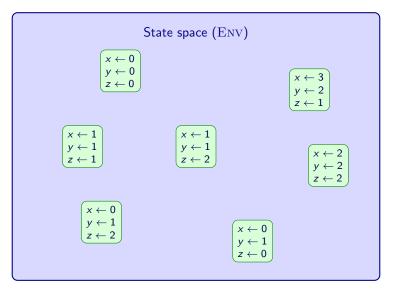
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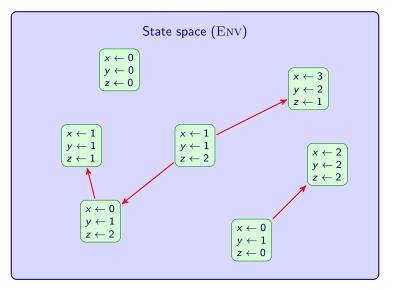
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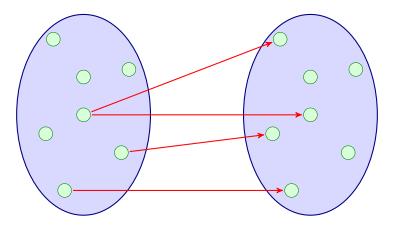
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Informal semantics: States and Programs



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Semantics for ${\cal L}$

An **environment** or **state** is a function from variables to numeric values. We denote by $E_{\rm NV}$ the set of all environments.

NB

An environment, η , assigns a numeric value $\llbracket e \rrbracket^{\eta}$ to all expressions e, and a boolean value $\llbracket b \rrbracket^{\eta}$ to all boolean expressions b.

Given a program P of \mathcal{L} , we define $\llbracket P \rrbracket$ to be a **binary relation** on ENV in the following manner...

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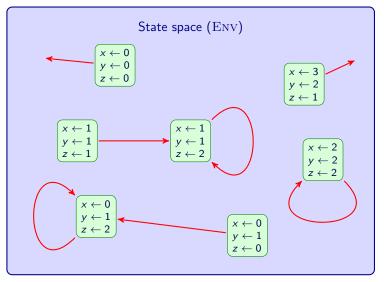
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Assignment

$(\eta, \eta') \in \llbracket x := e \rrbracket$ if, and only if $\eta' = \eta [x \mapsto \llbracket e \rrbracket^{\eta}]$

Assignment: [z := 2]





$\llbracket P; Q \rrbracket = \llbracket P \rrbracket; \llbracket Q \rrbracket$

where, on the RHS, ; is relational composition.

Conditional, first attempt

[if b then P else Q fi] =
$$\begin{cases} [P] & \text{if } [b]^{\eta} = \text{true} \\ [Q] & \text{otherwise.} \end{cases}$$

Detour: Predicates as programs

A boolean expression b defines a subset (or unary relation) of ENV:

 $\langle b \rangle = \{ \eta \ : \ \llbracket b \rrbracket^\eta = \texttt{true} \}$

This can be extended to a binary relation (i.e. a program):

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Conditional, better attempt

[[if *b* then *P* else *Q* fi]] = $[[b; P]] \cup [\neg b; Q]$



while b do P od

- Do 0 or more executions of P while b holds
- Terminate when *b* does not hold

How to do "0 or more" executions of (b; P)?



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Transitive closure

Given a binary relation $R \subseteq E \times E$, the *transitive closure of* R, R^* is defined to be the limit of the sequence

 $R^0 \cup R^1 \cup R^2 \cdots$

where

- $R^0 = \Delta$, the diagonal relation
- $R^{n+1} = R^n; R$

NB

- R* is the smallest transitive relation which contains R
- Related to the Kleene star operation seen in languages: Σ^*

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$\llbracket while \ b \ do \ P \ od \rrbracket = \llbracket b; P \rrbracket^*; \llbracket \neg b \rrbracket$

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- Do 0 or more executions of (*b*; *P*)
- Conclude with an execution of $\neg b$

A Hoare triple is **valid**, written $\models \{\varphi\} P \{\psi\}$ if

 $\llbracket P \rrbracket (\langle \varphi \rangle) \subseteq \langle \psi \rangle.$

That is, the relational image under $[\![P]\!]$ of the set of states where φ holds is contained in the set of states where ψ holds.

