

Objectives

You should be able to ...

Hoare Semantics

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- ▶ Explain the syntax of Hoare triples and relate them to small step semantics.
- ▶ Use a Hoare triple to show the correctness of a simple program.
- ▶ Explain the properties of the weakest precondition.

Review of Language Syntax

The Language

$$\begin{array}{l}
 S ::= \text{skip} \\
 \quad | \quad u := t \\
 \quad | \quad S_1; S_2 \\
 \quad | \quad \text{if } B \text{ then } S_1 \text{ else } S_2 \text{ fi} \\
 \quad | \quad \text{while } B \text{ do } S_1 \text{ od}
 \end{array}$$

- ▶ The **else** branch can be left off if the subexpression is simply a skip.
- ▶ $\text{var}(S)$ is the set of variable names appearing in S .
- ▶ $\text{change}(S)$ is the set of variables appearing on the LHS of $:=$.

Definition of \rightarrow

Skip and Assignment

$$\begin{array}{l}
 \langle \text{skip}, \sigma \rangle \rightarrow \langle E, \sigma \rangle \\
 \langle u := t, \sigma \rangle \rightarrow \langle E, \sigma[u := \sigma(t)] \rangle \\
 \frac{\langle S_1, \sigma \rangle \rightarrow \langle S_2, \tau \rangle}{\langle S_1; S, \sigma \rangle \rightarrow \langle S_2; S, \tau \rangle}
 \end{array}$$

$$\begin{array}{l}
 E; S \equiv S \\
 \langle \text{if } B \text{ then } S_1 \text{ else } S_2 \text{ fi}, \sigma \rangle \rightarrow \langle S_1, \sigma \rangle \text{ where } \sigma \models B \\
 \langle \text{if } B \text{ then } S_1 \text{ else } S_2 \text{ fi}, \sigma \rangle \rightarrow \langle S_2, \sigma \rangle \text{ where } \sigma \models \neg B \\
 \langle \text{while } B \text{ do } S_1 \text{ od}, \sigma \rangle \rightarrow \langle S_1; \text{while } B \text{ do } S_1 \text{ od}, \sigma \rangle \text{ where } \sigma \models B \\
 \langle \text{while } B \text{ do } S_1 \text{ od}, \sigma \rangle \rightarrow \langle E, \sigma \rangle \text{ where } \sigma \models \neg B
 \end{array}$$

Hoare Triples

- ▶ The \rightarrow semantics gives us exact transformations, but sometimes we want something more general.
- ▶ Define $\{p\}S\{q\}$, where p and q are assertions, and S is a program:
 - ▶ $\models \{p\}S\{q\}$ – if p is true before the program runs, q will be true afterwards; if the program terminates. “Partial Correctness”
 - ▶ $\models_{tot} \{p\}S\{q\}$ – if p is true before the program runs, q will be true afterwards. Termination guaranteed. “Total Correctness”
- ▶ These are sometimes called *correctness formulas*.

Examples

- ▶ $\{x = 0\}x := x + 1\{x = 1\}$
- ▶ $\{x = 0\}x := x + 1\{x > 0\}$
- ▶ $\{x = 0\}x := x + 1\{true\}$

False formulas ...

- ▶ $\{x = 0\}x := x + 1\{x = 2\}$
- ▶ $\{x = 0\}x := x + 1\{x < 0\}$

What does this one mean? $\{x = 0\}x := x + 1\{false\}$



Axiom 1: Skip

$$\{p\}skip\{p\}$$

Axiom 2: Assignment

$$\{p[u := t]\}u := t\{p\}$$

- ▶ Is this what you expected?

$$\{y > 10\}x := y\{x > 10\}$$



Rule 3: Composition

$$\frac{\{p\}S_1\{r\}, \{r\}S_2\{q\}}{\{p\}S_1; S_2\{q\}}$$

Rule 4: Conditional

$$\frac{\{p \wedge B\}S_1\{q\}, \{p \wedge \neg B\}S_2\{q\}}{\{p\}\text{if } B \text{ then } S_1 \text{ else } S_2 \text{ fi } \{q\}}$$

► See Dijkstra's paper EWD 264.



Rule 5: Loop

$$\frac{\{p \wedge B\}S\{p\}}{\{p\}\text{while } B \text{ do } S \text{ od } \{p \wedge \neg B\}}$$

Rule 6: Consequence

► This one you will use a *lot*.

$$\frac{p \rightarrow p_1, \{p_1\}S\{q_1\}, q_1 \rightarrow q}{\{p\}S\{q\}}$$



Skip, Assignment, and Sequence

If, Consequence

► Example

$$\frac{\{p\} \mathbf{skip} \{p\}}{\{p[u := t]\} u := t \{p\}}$$

$$\frac{\{p\} S_1^* \{r\}, \{r\} S_2^* \{q\}}{\{p\} S_1^* ; \{r\} S_2^* \{q\}}$$

```

{y = 20, x = 10}
t := x;
{y = 20, t = 10}
x := y;
{x = 20, t = 10}
y := t
{x = 20, y = 10}

```

$$\frac{\{p \wedge B\} S_1^* \{q\}, \{p \wedge \neg B\} S_2^* \{q\}}{\{p\} \mathbf{if} B \mathbf{then} \{p \wedge B\} S_1^* \{q\} \mathbf{else} \{p \wedge \neg B\} S_2^* \{q\} \mathbf{fi} \{q\}}$$

$$\frac{p \rightarrow p_1, \{p_1\} S^* \{q_1\}, q_1 \rightarrow q}{\{p\} \{p_1\} S^* \{q_1\} \{q\}}$$



Activity

The Verification

Try to verify the following program.

```

{true} if x > y then m := x fi ; {m = max(x, y)}
      if x < y then m := y fi

```

(Hint: actually, it's not true!)

```

{true}
if x > y then m := x fi ;
if x < y then m := y fi
{m = max(x, y)}

```



The Verification

```

{true}
if x > y then m := x fi ;
if x < y then {y = max(x,y)}m := y{m = max(x,y)}
           else {m = max(x,y)}skip {m = max(x,y)} fi
{m = max(x,y)}

```



The Verification

```

{true}
if x > y then {P[x = max(x,y)]}m := x{P}
           else {P}skip {P} fi ;
{P ≡ x < y ∧ y = max(x,y) ∨ x > y ∧ m = max(x,y)}
if x < y then {y = max(x,y)}m := y{m = max(x,y)}
           else {m = max(x,y)}skip {m = max(x,y)} fi
{m = max(x,y)}

```



The Verification

```

{true}
if x > y then m := x fi ;
{P ≡ x < y ∧ y = max(x,y) ∨ x > y ∧ m = max(x,y)}
if x < y then {y = max(x,y)}m := y{m = max(x,y)}
           else {m = max(x,y)}skip {m = max(x,y)} fi
{m = max(x,y)}

```



The Verification

```

{true}
{x > y ∧ x = max(x,y) ∨ x < y ∧ y = max(x,y) ∨ x = y ∧ m = max(x,y)}
if x > y then {P[x = max(x,y)]}m := x{P}
           else {P}skip {P} fi ;
{P ≡ x < y ∧ y = max(x,y) ∨ x ≥ y ∧ m = max(x,y)}
if x < y then {y = max(x,y)}m := y{m = max(x,y)}
           else {m = max(x,y)}skip {m = max(x,y)} fi
{m = max(x,y)}

```

