

Hoare Semantics

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Objectives

You should be able to ...

- ▶ 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

```
 $S ::=$  skip  
      |  $u := t$   
      |  $S_1; S_2$   
      | if  $B$  then  $S_1$  else  $S_2$  fi  
      | while  $B$  do  $S_1$  od
```

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

Definition of \rightarrow

Skip and Assignment

$$\langle \text{skip}, \sigma \rangle \rightarrow \langle E, \sigma \rangle$$

$$\langle u := t, \sigma \rangle \rightarrow \langle E, \sigma[u := \sigma(t)] \rangle$$

$$\frac{\langle S_1, \sigma \rangle \rightarrow \langle S_2, \tau \rangle}{\langle S_1; S, \sigma \rangle \rightarrow \langle S_2; S, \tau \rangle}$$

$$E; S \equiv S$$

$$\langle \text{if } B \text{ then } S_1 \text{ else } S_2 \text{ fi}, \sigma \rangle \rightarrow \langle S_1, \sigma \rangle \text{ where } \sigma \models B$$

$$\langle \text{if } B \text{ then } S_1 \text{ else } S_2 \text{ fi}, \sigma \rangle \rightarrow \langle S_2, \sigma \rangle \text{ where } \sigma \models \neg B$$

$$\langle \text{while } B \text{ do } S_1 \text{ od}, \sigma \rangle \rightarrow \langle S_1; \text{while } B \text{ do } S_1 \text{ od}, \sigma \rangle \text{ where } \sigma \models B$$

$$\langle \text{while } B \text{ do } S_1 \text{ od}, \sigma \rangle \rightarrow \langle E, \sigma \rangle \text{ where } \sigma \models \neg B$$

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

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

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

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

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

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

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

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

► Example

$$\{y = 20, x = 10\}$$

$$t := x;$$

$$\{y = 20, t = 10\}$$

$$x := y;$$

$$\{x = 20, t = 10\}$$

$$y := t$$

$$\{x = 20, y = 10\}$$

If, Consequence

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

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

Activity

Try to verify the following program.

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

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

The Verification

```
{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  $m := x$  fi ;  
{ $P \equiv x < y \wedge y = \max(x, y) \vee x > y \wedge m = \max(x, y)$ }  
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  $\{P[x = \max(x, y)]\}m := x\{P\}$ 
      else  $\{P\}$ skip  $\{P\}$  fi ;
 $\{P \equiv x < y \wedge y = \max(x, y) \vee x > y \wedge m = \max(x, y)\}$ 
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)}
```