

CS477 Formal Software Development Methods

Elsa L Gunter
2112 SC, UIUC
egunter@illinois.edu

<http://courses.engr.illinois.edu/cs477>

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by Gul Agha

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Embedding logics in HOL

- Problem: How to define logic and their meaning in HOL?
- Two approaches: *deep* or *shallow*
- Shallow: use propositions of HOL as propositions of defined logic
- Example of shallow: Propositional Logic in HOL (just restrict the terms)
 - Can't always have such a simple inclusion
 - Reasoning easiest in “defined” logic when possible
 - Can't reason *about* defined logic this way, only in it.

Embedding logics in HOL

- Alternative - Deep:
 - Terms and propositions: elements in data types,
 - Assignment: function from variables (names) to values
 - “Satisfies”: function of assignment and proposition to booleans
 - Can always be done
 - More work to define, more work to use than shallow embedding
 - More powerful, can reason about defined logic as well as in it
- Can combine two approaches

What is the Meaning of a Hoare Triple?

- Hoare triple $\{P\} C \{Q\}$ means that
 - if C is run in a state S satisfying P , and C terminates
 - then C will end in a state S' satisfying Q
- Implies states S and S' are (can be viewed as) assignments of variables to values
- States are **abstracted** as functions from variables to values
- States are **modeled** as functions from variables to values

How to Define Hoare Logic in HOL?

- Deep embedding always possible, more work
- Is shallow possible?
- Two parts: Code and conditions
- Shallowest possible:
 - Code *is* function from states to states
 - Expression *is* function from states to values
 - Boolean expression *is* function from states to booleans
 - Conditions *are* function from states to booleans, since boolean expressions occur in conditions
- Problem: Can't do case analysis on general type of functions from states to states
- Can't do case analysis or induction on code
- Solution: go a bit deeper

Embedding Hoare Logic in HOL

- Recursive data type for Code (think BNF Grammar)
- Keep expressions, boolean expressions as before
- Expressions: functions from states to values
- Boolean expressions: functions from states to booleans
- Conditions: function from states to booleans
- **Note:** Variables are expressions, so are functions from states to values
- What functions are they?

HOL Types for Shallow Part of Embedding

```
type_synonym var_name = "string"
type_synonym data = "int"
type_synonym state = "var_name  $\Rightarrow$  data"
type_synonym exp = "state  $\Rightarrow$  data"
type_synonym bool_exp = "state  $\Rightarrow$  bool"

definition models :: "state  $\Rightarrow$  bool_exp  $\Rightarrow$  bool"
  (infix " $\models$ " 90)
  where
  "(s  $\models$  b)  $\equiv$  b s"

definition bvalid :: "bool_exp  $\Rightarrow$  bool" (" $\models$ ")
  where
  " $\models$  b  $\equiv$  ( $\forall$  s. b s)"
```

Using Shallow Part of Embedding

Need to lift constants, variables, boolean and arithmetic operators to functions over states:

- Constants:

```
definition N :: "int  $\Rightarrow$  exp" where "N n  $\equiv$   $\lambda$ s. n"
```

- Variables:

```
definition rev_app :: "'a  $\Rightarrow$  ('a  $\Rightarrow$  'b)  $\Rightarrow$  'b" ("($)") where  
"$x s  $\equiv$  (s x)"
```

- Arithmetic operations:

```
definition plus_e :: "exp  $\Rightarrow$  exp  $\Rightarrow$  exp" (infixl "[+]" 150)  
where "(p [+]  
q)  $\equiv$   $\lambda$ s. (p s + (q s))"
```

Example: $x \times x + (2 \times x + 1)$ becomes

```
"$''x'' [×] $''x'' [+]  
(N 2 [×] $''x'' [+]  
N 1)"
```


Using Shallow Part of Embedding

- Arithmetic relations:

```
definition less_b :: "exp  $\Rightarrow$  exp  $\Rightarrow$  bool_exp"  
(infix "<"]" 140) where "(a [<] b)s  $\equiv$  (a s) < (b s)"
```

- Boolean operators:

```
definition and_b :: "bool_exp  $\Rightarrow$  bool_exp  $\Rightarrow$  bool_exp"  
(infix "[^]" 100) where "(a [^] b)  $\equiv$   $\lambda$ s. ((a s)  $\wedge$  (b s))"
```

Example: $x < 0 \wedge y \neq z$ becomes

```
"$'x'" [<] N 0 [^] [~] ($'y'" [=] $'z'" )"
```

How to Handle Substitution

Use the shallowness

```
definition substitute :: "(state  $\Rightarrow$  'a)  $\Rightarrow$  var_name  $\Rightarrow$  exp  $\Rightarrow$ 
  ("_/[_/ $\leftarrow$ _ /]" [120,120,120]60)
  where
  "p[x $\leftarrow$  e]  $\equiv$   $\lambda$  s. p( $\lambda$  v. if v = x then e(s) else s(v))"
```

Prove this satisfies all equations for substitution:

```
lemma same_var_subst: "$x[x $\leftarrow$  e] = e"
lemma diff_var_subst: "$[[x  $\neq$  y]]  $\implies$  $y[x $\leftarrow$  e] = $y"
lemma plus_e_subst:
  "(a [+] b)[x $\leftarrow$  e] = (a[x $\leftarrow$  e])[+] (b[x $\leftarrow$  e])"
lemma less_b_subst:
  "(a [<] b)[x $\leftarrow$  e] = (a[x $\leftarrow$  e])[<] (b[x $\leftarrow$  e])"
```

HOL Type for Deep Part of Embedding

```
datatype command =
  AssignCom "var_name" "exp"          (infix "::~=" 110)
| SeqCom "command" "command"         (infixl ";" 109)
| CondCom "bool_exp" "command" "command"
    ("IF _/ THEN _/ ELSE _/ FI" [120,120,120]60)
| WhileCom "bool_exp" "command"
    ("WHILE _/ DO _/ OD" [120,120]60)
```

Defining Hoare Logic Rules

```
inductive valid :: "bool_exp  $\Rightarrow$  command  $\Rightarrow$  bool_exp  $\Rightarrow$  bool"  
  ("{{-}}-{{-}}" [120,120,120]60)where
```

AssignmentAxiom:

```
"{{(P[x $\leftarrow$ e])}}(x ::= e) {{P}}" |
```

SequenceRule:

```
"[[{{P}}C {{Q}}; {{Q}}C' {{R}}]]  
 $\Rightarrow$  {{P}}(C;C'){{R}}" |
```

RuleOfConsequence:

```
"[[ $\models$ (P  $\longrightarrow$  P') ; {{P'}}C{{Q'}};  $\models$ (Q'  $\longrightarrow$  Q) ]]  
 $\Rightarrow$  {{P}}C{{Q}}" |
```

IfThenElseRule:

```
"[[{{(P  $\wedge$  B)}}C{{Q}}; {{(P  $\wedge$  ( $\neg$ B))}}C'{{Q}}]]  
 $\Rightarrow$  {{P}}(IF B THEN C ELSE C' FI){{Q}}" |
```

WhileRule:

```
"[[{{(P  $\wedge$  B)}}C{{P}}]]  
 $\Rightarrow$  {{P}}(WHILE B DO C OD){{(P  $\wedge$  ( $\neg$ B))}}"
```

DEMO

Annotated Simple Imperative Language

- We will give verification conditions for an annotated version of our simple imperative language
- Add a presumed invariant to each while loop

$\langle \text{command} \rangle ::= \langle \text{variable} \rangle := \langle \text{term} \rangle$
| $\langle \text{command} \rangle; \dots; \langle \text{command} \rangle$
| $\text{if } \langle \text{statement} \rangle \text{ then } \langle \text{command} \rangle \text{ else } \langle \text{command} \rangle$
| $\text{while } \langle \text{statement} \rangle \text{ inv } \langle \text{statement} \rangle \text{ do } \langle \text{command} \rangle$

Hoare Logic for Annotated Programs

Assignment Rule

$$\frac{}{\{P[e/x]\} x := e \{P\}}$$

Rule of Consequence

$$\frac{P \Rightarrow P' \quad \{P'\} C \{Q'\} \quad Q' \Rightarrow Q}{\{P\} C \{Q\}}$$

Sequencing Rule

$$\frac{\{P\} C_1 \{Q\} \quad \{Q\} C_2 \{R\}}{\{P\} C_1; C_2 \{R\}}$$

If Then Else Rule

$$\frac{\{P \wedge B\} C_1 \{Q\} \quad \{P \wedge \neg B\} C_2 \{Q\}}{\{P\} \text{if } B \text{ then } C_1 \text{ else } C_2 \{Q\}}$$

While Rule

$$\frac{\{P \wedge B\} C \{P\}}{\{P\} \text{while } B \text{ inv } P \text{ do } C \{P \wedge \neg B\}}$$