

CS477 Formal Software Development Methods

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DEMO

Algorithm for Proving Hoare Triples?

- Have seen in Isabelle that much of proving a Hoare triple is routine
- Will this always work?
- Why not automate the whole process?
 - Can't (always) calculate needed loop invariants
 - Can't (always) prove implications (side-conditions) in Rule of Consequence application
- Can we automate all but this?
- Yes! But how?
 1. Annotate all **while** loops with needed **invariants**
 2. Use routine to "roll back" post-condition to **weakest precondition**, gathering side-conditions as we go
- 2 called **verification condition generation**

Annotated Simple Imperative Language

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

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

Example:

```
while y < n inv x = y * y  
do  
  x := (2 * y) + 1;  
  y := y + 1  
od
```

Hoare Logic for Annotated Programs

$$\frac{}{\{P[e/x]\} x := e \{P\}} \text{Assignment Rule}$$
$$\frac{P \Rightarrow P' \quad \{P'\} C \{Q'\} \quad Q' \Rightarrow Q}{\{P\} C \{Q\}} \text{Rule of Consequence}$$
$$\frac{\{P\} C_1 \{Q\} \quad \{Q\} C_2 \{R\}}{\{P\} C_1; C_2 \{R\}} \text{Sequencing Rule}$$
$$\frac{\{P \wedge B\} C_1 \{Q\} \quad \{P \wedge \neg B\} C_2 \{Q\}}{\{P\} \text{if } B \text{ then } C_1 \text{ else } C_2 \{Q\}} \text{If Then Else Rule}$$
$$\frac{\{P \wedge B\} C \{P\}}{\{P\} \text{while } B \text{ inv } P \text{ do } C \{P \wedge \neg B\}} \text{While Rule}$$

Relation Between Two Languages

- Hoare Logic for Simple Imperative Programs and Hoare Logic for Annotated Programs almost the same
- What is the precise relationship?
- First need precise relation between the two languages

Definition

```
strip(v := e) = v := e  
strip(C1; C2) = strip(C1); strip(C2)  
strip(if B then C1 else C2 fi) =  
  if B then strip(C1) else strip(C2) fi  
strip(while B inv P do C od) = while B do strip(C) od
```

- We recursively remove all invariant annotations from all **while** loops

Relation Between Two Hoare Logics

Theorem

For all pre- and post-conditions P and Q , and annotated programs C , if $\{P\} C \{Q\}$, then $\{P\} \text{strip}(C) \{Q\}$.

Proof.

(Sketch) Use rule induction on proof of $\{P\} C \{Q\}$; in case of While Rule, erase invariant \square

Relation Between Two Hoare Logics

Theorem

For all pre- and post-conditions P and Q , and unannotated programs C , if $\{P\} C \{Q\}$, then there exists an annotated program S such that $C = \text{strip}(\text{strip}(S))$ and $\{P\} S \{Q\}$.

Proof.

(Sketch) Use rule induction on proof of $\{P\} C \{Q\}$; in case of While Rule, add invariant from precondition as invariant to command. \square

Weakest Precondition

Question: Given post-condition Q , and annotated program C , what is the most general pre-condition P such that $\{P\} C \{Q\}$?

Answer: Weakest Precondition

Definition

$\text{wp}(x := e) Q = Q[x \Rightarrow e]$
 $\text{wp}(C_1; C_2) Q = \text{wp } C_1 (\text{wp } C_2 Q)$
 $\text{wp}(\text{if } B \text{ then } C_1 \text{ else } C_2 \text{ fi}) Q =$
 $(B \wedge (\text{wp } C_1 Q)) \vee (\neg B \wedge (\text{wp } C_2 Q))$
 $\text{wp}(\text{while } B \text{ inv } P \text{ do } C \text{ od}) Q = P$

Assumes, without verifying, that P is the correct invariant

Weakest Justification

Weakest in weakest precondition means any other valid precondition implies it:

Theorem

For all annotated programs C , and pre- and post-conditions P and Q , if $\{P\} C \{Q\}$ then $P \Rightarrow \text{wp } C Q$.

- Proof somewhat complicated
- Uses induction structure of C
- In each case, want to assert triple proof must have used rule for that construct (e.g. [Sequence Rule](#) for sequences)
- Can't because of [Rule Of Consequence](#)
- Must induct on proof (rule induction) - in each case
- Uses:

Lemma

$\forall C P Q. (P \Rightarrow Q) \Rightarrow (\text{wp } C P \Rightarrow \text{wp } C Q)$

What About Precondition?

Question: Do we have $\{\text{wp } C Q\} C \{Q\}$?

Answer: Not always - need to check [while](#)-loop side-conditions - verification conditions

Question: How to calculate verification conditions?

Definition

$\text{vcg}(x := e) Q = \text{true}$
 $\text{vcg}(C_1; C_2) Q = (\text{vcg } C_1 (\text{wp } C_2 Q)) \wedge (\text{vcg } C_2 Q)$
 $\text{vcg}(\text{if } B \text{ then } C_1 \text{ else } C_2 \text{ fi}) Q = (\text{vcg } C_1 Q) \wedge (\text{vcg } C_2 Q)$
 $\text{vcg}(\text{while } B \text{ inv } P \text{ do } C \text{ od}) Q =$
 $((P \wedge B) \Rightarrow (\text{wp } C P)) \wedge (\text{vcg } C P) \wedge ((P \wedge \neg B) \Rightarrow Q)$

Verification Condition Guarantees wp Precondition

Theorem

$\text{vcg } C Q \Rightarrow \{\text{wp } C Q\} C \{Q\}$

Proof.

(Sketch)

- Induct on structure of C
- For each case, wind back as we did in specific examples:
 - Assignment: $\text{wp } C Q$ exactly what is needed for Assignment Axiom
 - Sequence: Follows from inductive hypotheses, all elim, and modus ponens
 - If_Then_Else: Need to use Precondition Strengthening with each branch of conditional; wp and inductive hypotheses give the needed side conditions
 - While: Need to use Postcondition Weakening, While Rule and Precondition Strengthening

Verification Condition Guarantees wp Precondition

Corollary

$$((P \Rightarrow wp\ C\ Q) \wedge (vcg\ C\ Q)) \Rightarrow \{P\}\ C\ \{Q\}$$

This amounts to a method for proving Hoare triple $\{P\}\ C\ \{Q\}$:

- 1 Annotate program with loop invariants (reduces to showing $\{P\}\ C\ \{Q\}$)
- 2 Calculate $wp\ C\ Q$ and $vcg\ C\ Q$ (automated)
- 3 Prove $P \Rightarrow wp\ C\ Q$ and $vcg\ C\ Q$

Basic outline of interaction with Boogie: Human does 1, Boogie does 2, Z3 / Simplify / Isabelle + human / ... does 3

For more information

- <http://research.microsoft.com/en-us/projects/boogie/>
- <http://research.microsoft.com/en-us/um/people/moskal/pdf/hol-boogie.pdf>
- <http://www.cl.cam.ac.uk/research/hvg/Isabelle/dist/library/HOL/HOL-Hoare/index.html>