

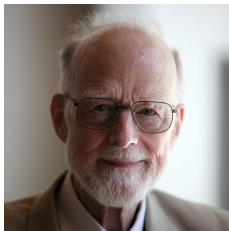
# COMP2111 Week 8/9

## Term 1, 2024

### Hoare Logic

# Sir Tony Hoare

- Pioneer in formal verification
- Invented: Quicksort,
- the null reference (called it his “billion dollar mistake”)
- CSP (formal specification language), and
- Hoare Logic



# Summary

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

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# Imperative Programming

imperō

## Definition

*Imperative programming* is where programs are described as a series of *statements* or commands to manipulate mutable *state* or cause externally observable *effects*.

*States* may take the form of a *mapping* from variable names to their values, or even a model of a CPU state with a memory model (for example, in an *assembly language*).

# $\mathcal{L}$ : A simple imperative programming language

Consider the vocabulary of basic arithmetic:

- Constant symbols:  $0, 1, 2, \dots$
- Function symbols:  $+, *, \dots$
- Predicate symbols:  $<, \leq, \geq, |, \dots$

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- An **(arithmetic) expression** is a term over this vocabulary.

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



# The language $\mathcal{L}$

The language  $\mathcal{L}$  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.

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**Sequencing:**  $P; Q$

**Conditional:** if  $g$  then  $P$  else  $Q$  fi

where  $g$  is a boolean expression.

**While:** while  $g$  do  $P$  od

# Factorial in $\mathcal{L}$

## Example

```
 $i := 0;$   
 $m := 1;$   
while  $i < N$  do  
   $i := i + 1;$   
   $m := m * i$   
od
```

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# Hoare Logic

We are going to define what's called a *Hoare Logic* for  $\mathcal{L}$  to allow us to prove properties of our program.

We write a *Hoare triple* judgement as:

$$\{\varphi\} P \{\psi\}$$

Where  $\varphi$  and  $\psi$  are logical formulae about states, called *assertions*, and  $P$  is a program. This triple states that if the program  $P$  terminates and it successfully evaluates from a starting state satisfying the *precondition*  $\varphi$ , then the result state will satisfy the *postcondition*  $\psi$ .



# Hoare triple: Examples

## Example

$$\{(x = 0)\} x := 1 \{(x = 1)\}$$

# Hoare triple: Examples

## Example

$$\{(x = 0)\} x := 1 \{(x = 1)\}$$
$$\{(x = 499)\} x := x + 1 \{(x = 500)\}$$

# Hoare triple: Examples

## Example

$$\{(x = 0)\} x := 1 \{(x = 1)\}$$

$$\{(x = 499)\} x := x + 1 \{(x = 500)\}$$

$$\{(x > 0)\} y := 0 - x \{(y < 0) \wedge (x \neq y)\}$$

# Hoare triple: Factorial Examples

## Example

```
{ $N \geq 0$ }  
 $i := 0$ ;  
 $m := 1$ ;  
while  $i < N$  do  
   $i := i + 1$ ;  
   $m := m * i$   
od  
{ $m = N!$ }
```

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# Motivation

## Question

*We know what we want informally; how do we establish when a triple is valid?*

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*We know what we want informally; how do we establish when a triple is valid?*

- Develop a semantics, OR

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

# Motivation

## Question

*We know what we want informally; how do we establish when a triple is valid?*

- Develop a semantics, OR
- Derive the triple in a syntactic manner (i.e. Hoare proof)

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



# Assignment

$$\frac{}{\{\varphi[e/x]\} \textcolor{blue}{x} := \textcolor{blue}{e} \{\varphi\}} \quad (\text{assign})$$

Intuition:

If  $x$  has property  $\varphi$  *after* executing the assignment; then  $e$  must have property  $\varphi$  *before* executing the assignment

# Assignment: Example

## Example

$$\{(y = 0)\} x := y \{(x = 0)\}$$

# Assignment: Example

## Example

$$\{(y = 0)\} x := y \{(x = 0)\}$$
$$\{ \quad \quad \quad \} x := y \{(x = y)\}$$

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# Assignment: Example

## Example

$$\{(y = 0)\} x := y \{(x = 0)\}$$
$$\{(y = y)\} x := y \{(x = y)\}$$
$$\{ \quad \quad \} x := 1 \{(x < 2)\}$$

# Assignment: Example

## Example

$$\{(y = 0)\} x := y \{(x = 0)\}$$

$$\{(y = y)\} x := y \{(x = y)\}$$

$$\{(1 < 2)\} x := 1 \{(x < 2)\}$$

$$\{(y = 3)\} x := y \{(x > 2)\}$$

# Assignment: Example

## Example

$$\{(y = 0)\} x := y \{(x = 0)\}$$

$$\{(y = y)\} x := y \{(x = y)\}$$

$$\{(1 < 2)\} x := 1 \{(x < 2)\}$$

$$\{(y = 3)\} x := y \{(x > 2)\} \quad \textit{Problem!}$$

# Sequence

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

Intuition:

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



# Sequence: Example

## Example

$$\frac{\{ \quad \} x := 0 \{ \quad \} \quad \{ \quad \} y := 0 \{ (x = y) \}}{\{ \quad \} x := 0; y := 0 \{ (x = y) \}} \quad (\text{seq})$$

# Sequence: Example

## Example

$$\frac{\{ \quad \} x := 0 \{ (x = 0) \} \quad \{ (x = 0) \} y := 0 \{ (x = y) \}}{\{ \quad \} x := 0; y := 0 \{ (x = y) \}} \quad (\text{seq})$$

# Sequence: Example

## Example

$$\frac{\{(0 = 0)\} x := 0 \{(x = 0)\} \quad \{(x = 0)\} y := 0 \{(x = y)\}}{\{(0 = 0)\} x := 0; y := 0 \{(x = y)\}} \quad (\text{seq})$$

# Conditional

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

Intuition:

- When a conditional is executed, either  $P$  or  $Q$  will be executed.
- If  $\psi$  is a postcondition of the conditional, then it must be a postcondition of *both* branches
- Likewise, if  $\varphi$  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  $\neg g$  to be a precondition of  $Q$ .

# While

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

Intuition:

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

# Consequence

There is one more rule, called the *rule of consequence*, that we need to insert ordinary logical reasoning into our Hoare logic proofs:

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

# Consequence

There is one more rule, called the *rule of consequence*, that we need to insert ordinary logical reasoning into our Hoare logic proofs:

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

## Intuition:

- Adding assertions to the precondition makes it more likely the postcondition will be reached
- Removing assertions from the postcondition makes it more likely the postcondition will be reached
- If you can reach the postcondition initially, then you can reach it in the more likely scenario

# Back to Assignment Example

## Example

$\{(y = 3)\} x := y \{(x > 2)\}$       *Problem!*



## Back to Assignment Example

### Example

$\{(y = 3)\} x := y \{(x > 2)\}$       *Problem!*

$\{(y > 2)\} x := y \{(x > 2)\} (assign)$

## Back to Assignment Example

### Example

$\{(y = 3)\} x := y \{(x > 2)\}$       *Problem!*

$\{(y = 3)\} x := y \{(x > 2)\} (assign, cons)$   
 $\{(y > 2)\} x := y \{(x > 2)\} (assign)$

# Factorial Example

Let's verify the Factorial program using our Hoare rules:

$\{N \geq 0\}$

$i := 0;$   
 $m := 1;$

while  $i \neq N$  do

$i := i + 1;$

$m := m \times i$

od

$\{m = N!\}$

$$\frac{\{\varphi \wedge g\} P \{\psi\} \quad \{\varphi \wedge \neg g\} Q \{\psi\}}{\{\varphi\} \text{ if } g \text{ then } P \text{ else } Q \text{ fi } \{\psi\}}$$

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$$\frac{\{\varphi\} P \{\alpha\} \quad \{\alpha\} Q \{\psi\}}{\{\varphi\} P; Q \{\psi\}}$$

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od  $\{m = i! \wedge N \geq 0 \wedge i = N\}$   
 $\{m = N!\}$

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 \{m = i! \wedge N \geq 0\} \\
 \text{while } i \neq N \text{ do} \\
 \quad i := i + 1; \\
 \quad m := m \times i \\
 \text{od } \{m = i! \wedge N \geq 0 \wedge i = N\} \\
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 \end{array}
 \qquad
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od  $\{m = i! \wedge N \geq 0 \wedge i = N\}$

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Let's verify the Factorial program using our Hoare rules:

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{N ≥ 0}
    i := 0;
    m := 1;
    {m = i! ∧ N ≥ 0}
    while i ≠ N do {m = i! ∧ N ≥ 0 ∧ iN}
        i := i + 1;
        {m × i = i! ∧ N ≥ 0}
        m := m × i
        {m = i! ∧ N ≥ 0}
    od {m = i! ∧ N ≥ 0 ∧ i = N}
    {m = N!}
    
```

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while  $i \neq N$  do  $\{m = i! \wedge N \geq 0 \wedge iN\}$

$\{m \times (i + 1) = (i + 1)! \wedge N \geq 0\}$

$i := i + 1;$

$\{m \times i = i! \wedge N \geq 0\}$

$m := m \times i$

$\{m = i! \wedge N \geq 0\}$

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 \quad \{m \times (i + 1) = (i + 1)! \wedge N \geq 0\} \\
 \quad i := i + 1; \\
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note:  $(i + 1)! = i! \times (i + 1)$

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while  $i \neq N$  do  $\{m = i! \wedge N \geq 0 \wedge iN\}$

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 \quad i := i + 1; \\
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# Factorial Example

Let's verify the Factorial program using our Hoare rules:

```

{N ≥ 0}
{1 = 0! ∧ N ≥ 0} i := 0; {1 = i! ∧ N ≥ 0}
{1 = i! ∧ N ≥ 0} m := 1; {m = i! ∧ N ≥ 0}
{m = i! ∧ N ≥ 0}
while i ≠ N do {m = i! ∧ N ≥ 0 ∧ iN}
  {m × (i + 1) = (i + 1)! ∧ N ≥ 0}
  i := i + 1;
  {m × i = i! ∧ N ≥ 0}
  m := m × i
  {m = i! ∧ N ≥ 0}
od {m = i! ∧ N ≥ 0 ∧ i = N}
{m = N!}
    
```

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# Practice Exercise

## Example

```
 $m := 1;$   
 $n := 1;$   
 $i := 1;$   
while  $i < N$  do  
   $t := m;$   
   $m := n;$   
   $n := m + t;$   
   $i := i + 1$   
od
```

# Practice Exercise

## Example

```
 $m := 1;$   
 $n := 1;$   
 $i := 1;$   
while  $i < N$  do  
   $t := m;$   
   $m := n;$   
   $n := m + t;$   
   $i := i + 1$   
od
```

- What does this  $\mathcal{L}$  program  $P$  compute?
- What is a valid Hoare triple  $\{\varphi\}P\{\psi\}$  of this program?
- Prove using the inference rules and consequence axiom that this Hoare triple is valid.



# Summary

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

## 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:  
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 $\models \{\varphi\} P \{\psi\}$ ?

If  $\varphi$  holds in a state of some computational model  
then  $\psi$  holds in the state reached after a successful execution of  $P$ .

# Informal semantics: Programs

What is a program?

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What is a program?

A function mapping system states to system states

# Informal semantics: Programs

What is a program?

A partial function mapping system states to system states

# Informal semantics: Programs

What is a program?

A relation between system states



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What is a state of a computational model?

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Two approaches:

- Concrete: from a physical perspective
- Abstract: from a mathematical perspective

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  - 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**
  - ⇒ States are functions that map variables to values

## Informal semantics: States

State space (ENV)

$x \leftarrow 0$   
 $y \leftarrow 0$   
 $z \leftarrow 0$

$x \leftarrow 3$   
 $y \leftarrow 2$   
 $z \leftarrow 1$

$x \leftarrow 1$   
 $y \leftarrow 1$   
 $z \leftarrow 1$

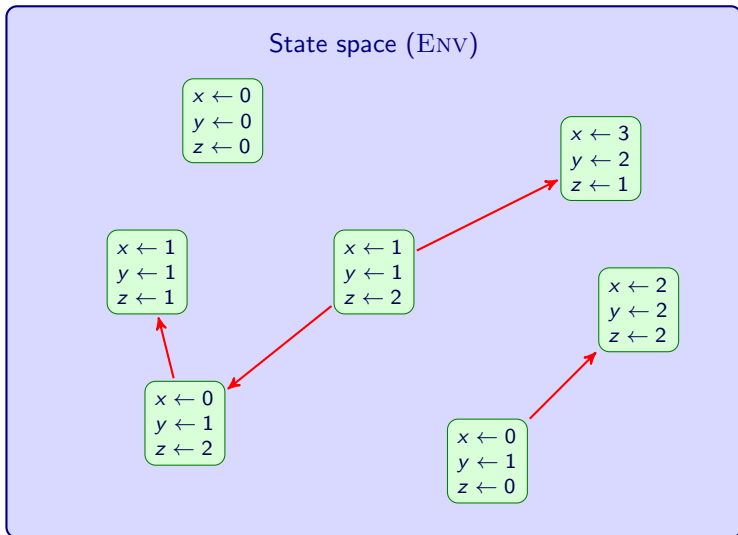
$x \leftarrow 1$   
 $y \leftarrow 1$   
 $z \leftarrow 2$

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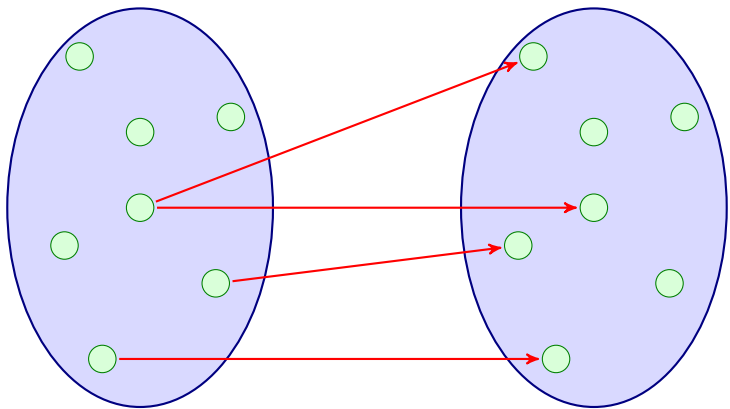
$x \leftarrow 0$   
 $y \leftarrow 1$   
 $z \leftarrow 0$

# Informal semantics: **States** and **Programs**





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## Semantics for $\mathcal{L}$

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

### NB

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

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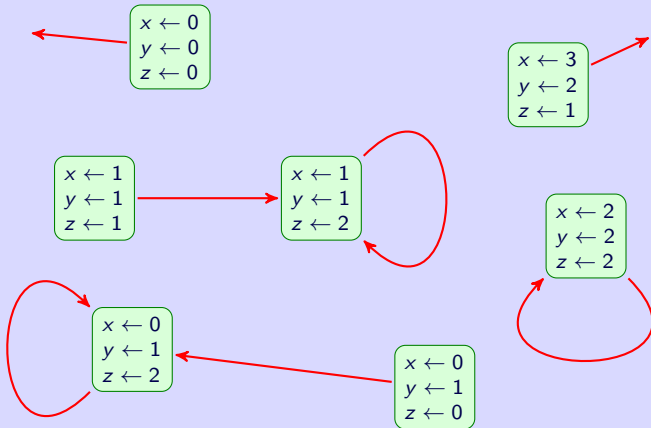
Given a program  $P$  of  $\mathcal{L}$ , we define  $\llbracket P \rrbracket$  to be a **binary relation** on  $\text{ENV}$  in the following manner...

# Assignment

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

## Assignment: $\llbracket z := 2 \rrbracket$

State space (ENV)



# Sequencing

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

where, on the RHS, ; is relational composition.

## Conditional, first attempt

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

## Detour: Predicates as programs

A boolean expression  $b$  defines a subset (or unary relation) of  $\text{ENV}$ :

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

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

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Intuitively,  $b$  corresponds to the program

if  $b$  then skip else  $\perp$  fi

## Conditional, better attempt

$$\llbracket \text{if } b \text{ then } P \text{ else } Q \text{ fi} \rrbracket = \llbracket b; P \rrbracket \cup \llbracket \neg b; Q \rrbracket$$

# While

while  $b$  do  $P$  od

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

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How to do “0 or more” executions of  $(b; P)$ ?

## 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

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

where

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

### NB

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## NB

- $R^*$  is the *smallest transitive relation* which contains  $R$
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Technically,  $R^*$  is the **least-fixed point** of  $f(X) = \Delta \cup X \cup R$

# While

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

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



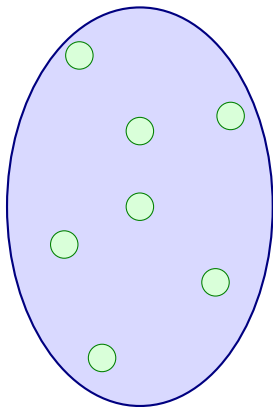
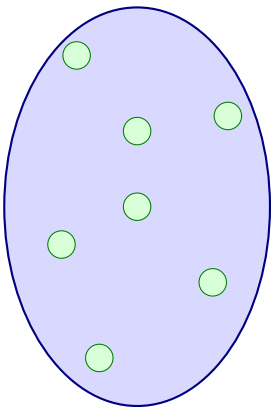
# Validity

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

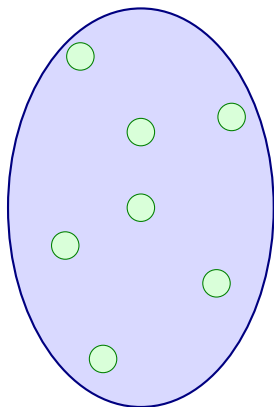
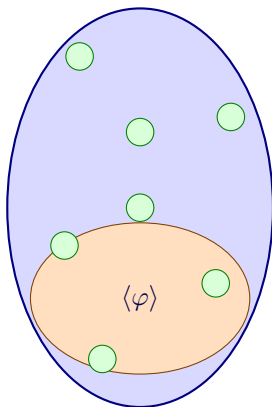
$$\llbracket P \rrbracket(\langle \varphi \rangle) \subseteq \langle \psi \rangle.$$

That is, the relational image under  $\llbracket P \rrbracket$  of the set of states where  $\varphi$  holds is contained in the set of states where  $\psi$  holds.

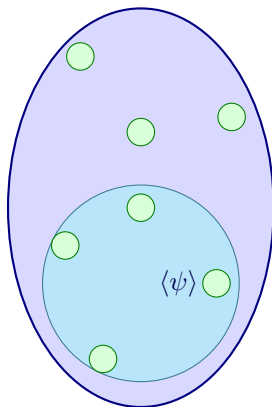
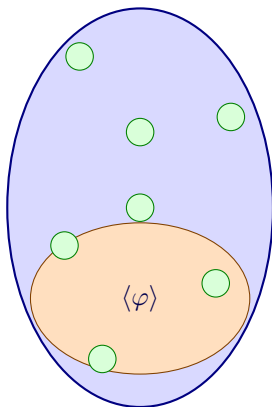
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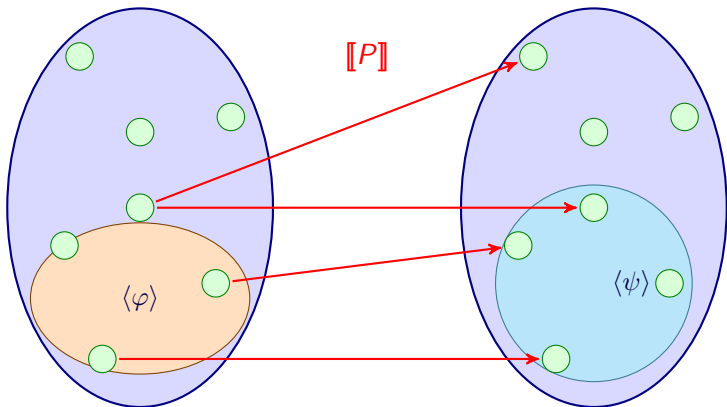
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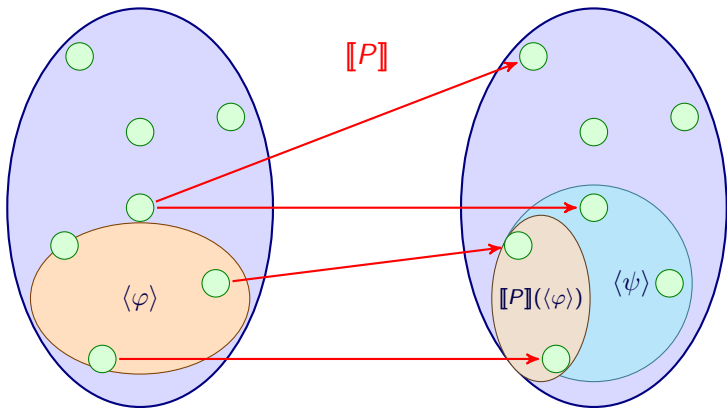
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# Soundness of Hoare Logic

Hoare Logic is **sound** with respect to the semantics given. That is,

## Theorem

*If  $\vdash \{\varphi\} P \{\psi\}$  then  $\models \{\varphi\} P \{\psi\}$*

# Summary

- Set theory revisited
- Soundness of Hoare Logic
- Completeness of Hoare Logic



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## Some results on relational images

### Lemma

*For any binary relations  $R, S \subseteq X \times Y$  and subsets  $A, B \subseteq X$ :*

- Ⓐ *If  $A \subseteq B$  then  $R(A) \subseteq R(B)$*
- Ⓑ  *$R(A) \cup S(A) = (R \cup S)(A)$*
- Ⓒ  *$R(S(A)) = (S; R)(A)$*

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Proof (a):

$$\begin{aligned} y \in R(A) &\Leftrightarrow \exists x \in A \text{ such that } (x, y) \in R \\ &\Rightarrow \exists x \in B \text{ such that } (x, y) \in R \\ &\Leftrightarrow y \in R(B) \end{aligned}$$

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Proof (b):

$$\begin{aligned} y \in R(A) \cup S(A) &\Leftrightarrow y \in R(A) \text{ or } y \in S(A) \\ &\Leftrightarrow \exists x \in A \text{ s.t. } (x, y) \in R \text{ or } \exists x \in A \text{ s.t. } (x, y) \in S \\ &\Leftrightarrow \exists x \in A \text{ s.t. } (x, y) \in R \text{ or } (x, y) \in S \\ &\Leftrightarrow \exists x \in A \text{ s.t. } (x, y) \in (R \cup S) \\ &\Leftrightarrow y \in (R \cup S)(A) \end{aligned}$$

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Proof (c):

$$\begin{aligned} z \in R(S(A)) &\Leftrightarrow \exists y \in S(A) \text{ s.t. } (y, z) \in R \\ &\Leftrightarrow \exists x \in A, y \in S(A) \text{ s.t. } (x, y) \in S \text{ and } (y, z) \in R \\ &\Leftrightarrow \exists x \in A \text{ s.t. } (x, z) \in (S; R) \\ &\Leftrightarrow z \in (S; R)(A) \end{aligned}$$



# Some results on relational images

## Corollary

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Proof:

$$R(A) \subseteq A \Rightarrow R^{i+1}(A) = R^i(R(A)) \subseteq R^i(A)$$

$$\Rightarrow R^{i+1}(A) \subseteq R(A) \subseteq A$$

$$\text{So } R^*(A) = \left( \bigcup_{i=0}^{\infty} R^i \right) (A)$$

$$= \bigcup_{i=0}^{\infty} R^i(A)$$

$$\subseteq A$$

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By induction on the structure of the proof.

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So:  $\llbracket P; Q \rrbracket(\langle\varphi\rangle) = \llbracket Q \rrbracket(\llbracket P \rrbracket(\langle\varphi\rangle))$  (see **Lemma 1(c)**)

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By IH:  $\llbracket P \rrbracket(\langle \varphi \rangle) \subseteq \langle \psi \rangle$  and  $\llbracket Q \rrbracket(\langle \psi \rangle) \subseteq \langle \rho \rangle$

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So:  $\llbracket Q \rrbracket(\llbracket P \rrbracket(\langle \varphi \rangle)) \subseteq \llbracket Q \rrbracket(\langle \psi \rangle) \subseteq \langle \rho \rangle$  (see Lemma 1(a))

## Two more useful results

### Lemma

For  $R \subseteq \text{ENV} \times \text{ENV}$ , predicates  $\varphi$  and  $\psi$ , and  $X \subseteq \text{ENV}$ :

- a)  $\llbracket \varphi \rrbracket(X) = \langle \varphi \rangle \cap X$
- b)  $R(\langle \varphi \wedge \psi \rangle) = (\llbracket \varphi \rrbracket; R)(\langle \psi \rangle)$

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$$\begin{aligned}\eta' \in \llbracket \varphi \rrbracket(X) &\Leftrightarrow \exists \eta \in X \text{ s.t. } (\eta, \eta') \in \llbracket \varphi \rrbracket \\ &\Leftrightarrow \exists \eta \in X \text{ s.t. } \eta = \eta' \text{ and } \eta \in \langle \varphi \rangle \\ &\Leftrightarrow \eta' \in X \cap \langle \varphi \rangle\end{aligned}$$

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Proof (b):

$$\langle \varphi \wedge \psi \rangle = \langle \varphi \rangle \cap \langle \psi \rangle = \llbracket \varphi \rrbracket(\langle \psi \rangle)$$

$$\begin{aligned} \text{So } R(\langle \varphi \wedge \psi \rangle) &= R(\llbracket \varphi \rrbracket(\langle \psi \rangle)) \\ &= (\llbracket \varphi \rrbracket; R)(\langle \psi \rangle) \quad (\text{see Lemma 1(b)}) \end{aligned}$$



## Inductive case 2: Conditional rule

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

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## Inductive case 4: Consequence rule

$$\frac{\varphi' \rightarrow \varphi \quad \{\varphi\} \textcolor{blue}{P} \{\psi\} \quad \psi \rightarrow \psi'}{\{\varphi'\} \textcolor{blue}{P} \{\psi'\}} \quad (\text{cons})$$

## Inductive case 4: Consequence rule

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

Assume  $\{\varphi\} P \{\psi\}$  is valid and  $\varphi' \rightarrow \varphi$  and  $\psi \rightarrow \psi'$ . Need to show that  $\{\varphi'\} P \{\psi'\}$  is valid.

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$$\begin{aligned} \llbracket P \rrbracket(\langle \varphi' \rangle) &\subseteq \llbracket P \rrbracket(\langle \varphi \rangle) \quad (\text{see Lemma 1(a)}) \\ &\subseteq \langle \psi \rangle && (\text{IH}) \\ &\subseteq \langle \psi' \rangle \end{aligned}$$

# Soundness of Hoare Logic

## Theorem

*If  $\vdash \{\varphi\} P \{\psi\}$  then  $\models \{\varphi\} P \{\psi\}$*

# Summary

- Set theory revisited
- Soundness of Hoare Logic
- Completeness of Hoare Logic

# Incompleteness

## Theorem (Gödel's Incompleteness Theorem)

*There is no proof system that can prove every valid first-order sentence about arithmetic over the natural numbers.*



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- ⇒ There are true statements that do not have a proof.
- ⇒ Because of (cons) there are valid triples that result from valid, but unprovable, consequences.
- ⇒ Hoare Logic is not complete.

# Relative completeness of Hoare Logic

## Theorem (Relative completeness of Hoare Logic)

*With an oracle that decides the validity of predicates,*

*if  $\models \{\varphi\} P \{\psi\}$  then  $\vdash \{\varphi\} P \{\psi\}$ .*

# Need to know for this course

- Write programs in  $\mathcal{L}$ .
- Give proofs using the Hoare logic rules (full and outline)
- Definition of  $\llbracket \cdot \rrbracket$
- Definition of composition and transitive closure