

# **COMP4161**

## **Advanced Topics in Software Verification**



# **INV & Exam Prep**

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T3/2024



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## **Advanced Topics in Software Verification**



**UNSW**  
SYDNEY

# **INV**

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# Practice with invariants!

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## Recall:

- invariants are needed to automate the application of hoare rules
- they are used by the weakest precondition calculus to deal with loops

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- invariants are needed to automate the application of hoare rules
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- an invariant needs to be “enough” (to prove the postcondition)
- an invariant needs to be an invariant

# Practice with invariants!

## Recall:

- invariants are needed to automate the application of hoare rules
- they are used by the weakest precondition calculus to deal with loops

## Recall:

- an invariant needs to be “enough” (to prove the postcondition)
- an invariant needs to be an invariant
  - “true before the loop”
  - “if true at the start of an iteration, still true after one iteration”

# Weakest precondition - recall

$\{ P \} \ i_0; i_1; i_2; \{ Q \}$

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$(P \implies \text{pre}(i_0; i_1; i_2;) Q) \implies \{ P \} \ i_0; i_1; i_2; \{ Q \}$

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$\{ P \}$

$i_0;$

$i_1;$

$i_2;$

$\{ Q \}$

## Weakest precondition - recall

$(P \implies \text{pre } (i_0; i_1; i_2;) Q) \implies \{ P \} \ i_0; i_1; i_2; \{ Q \}$

$\{ P \}$

$i_0;$

$i_1;$

$\text{pre } i_2 \ Q$

$i_2;$

$\{ Q \}$

## Weakest precondition - recall

$(P \implies \text{pre } (i_0; i_1; i_2;) Q) \implies \{ P \} \ i_0; i_1; i_2; \{ Q \}$

$\{ P \}$

$i_0;$

$\text{pre } i_1 \ (\text{pre } i_2 \ Q)$

$i_1;$

$\text{pre } i_2 \ Q$

$i_2;$

$\{ Q \}$

## Weakest precondition - recall

$$(P \implies \text{pre } (i_0; i_1; i_2;) Q) \implies \{ P \} \ i_0; i_1; i_2; \{ Q \}$$

$\{ P \}$

$\text{pre } i_0 (\text{pre } i_1 (\text{pre } i_2 Q)) = \text{pre } i_1; i_2; i_3; Q$

$i_0;$

$\text{pre } i_1 (\text{pre } i_2 Q)$

$i_1;$

$\text{pre } i_2 Q$

$i_2;$

$\{ Q \}$

# Invariant - recall

{  $P$  }

*WHILE*  $b$

*DO*

$c$

*OD*

{  $Q$  }

# Invariant - recall

{  $P$  }

??

WHILE  $b$

DO

$c$

OD

{  $Q$  }

## Invariant - recall

{ *P* }

??  $\text{pre}(\text{WHILE } b \text{ INV } I \text{ DO } c \text{ OD}) = I$   
*WHILE b INV I*

*DO*

*c*

*OD*

{ *Q* }

## Invariant - recall

{  $P$  }

$P \Rightarrow I$  (“true before the loop”)

??  $\text{pre}(\text{WHILE } b \text{ INV } I \text{ DO } c \text{ OD}) = I$

$\text{WHILE } b \text{ INV } I$

$DO$

$c$

$OD$

{  $Q$  }

## Invariant - recall

{  $P$  }

$P \Rightarrow I$  (“true before the loop”)

? $\exists$   $I$   $\text{pre}(\text{WHILE } b \text{ INV } I \text{ DO } c \text{ OD}) = I$

$\text{WHILE } b \text{ INV } I$

$I \wedge b \Rightarrow \text{pre } c \text{ } I$

(“if true at the start of an iteration,”)

$DO$

(“still true after one iteration”)

$c$

$OD$

{  $Q$  }

## Invariant - recall

{  $P$  }

$P \Rightarrow I$  (“true before the loop”)

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$\text{WHILE } b \text{ INV } I$

$I \wedge b \Rightarrow \text{pre } c \text{ } I$

(“if true at the start of an iteration,”)

$DO$

(“still true after one iteration”)

$c$

$OD$

$I \wedge \neg b \Rightarrow Q$  (“enough”)

{  $Q$  }

## Example 1

{  $a \geq 0 \wedge b \geq 0$  }

$A := 0;$   
 $B := 0;$

WHILE  $A \neq a$

DO

$B := B + b;$   
 $A := A + 1$

OD

## Example 1

$$\{ a \geq 0 \wedge b \geq 0 \}$$

$A := 0;$   
 $B := 0;$

$$A = \begin{matrix} 0 & 1 & 2 & 3 & 4 & \dots \end{matrix}$$
$$B = \begin{matrix} 0 & b & b+b & b+b+b & b+b+b+b & \dots \end{matrix}$$

WHILE  $A \neq a$

DO

$B := B + b;$

$A := A + 1$

OD

## Example 1

$\{ a \geq 0 \wedge b \geq 0 \}$

$A := 0;$   
 $B := 0;$

$A = 0 \quad 1 \quad 2 \quad 3 \quad 4 \quad \dots$   
 $B = 0 \quad b \quad b+b \quad b+b+b \quad b+b+b+b \quad \dots$

WHILE  $A \neq a$

DO

$B := B + b;$   
 $A := A + 1$

OD

$\{ B = b * a \}$

## Example 1

$\{ a \geq 0 \wedge b \geq 0 \}$

$A := 0;$

$B := 0;$

$\text{INV } \{ B = b * A \}$

$\text{WHILE } A \neq a$

$\text{DO}$

$B := B + b;$

$A := A + 1$

$\text{OD}$

$\{ B = b * a \}$

$A = \begin{matrix} 0 & 1 & 2 & 3 & 4 & \dots \end{matrix}$

$B = \begin{matrix} 0 & b & b+b & b+b+b & b+b+b+b & \dots \end{matrix}$

## Example 1

{  $a \geq 0 \wedge b \geq 0$  }

$A := 0;$

$B := 0;$

INV {  $B = b * A$  }

WHILE  $A \neq a$

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OD

{  $B = b * a$  }

## Example 1

{  $a \geq 0 \wedge b \geq 0$  }

$A := 0;$

$B := 0;$

$0 = b * 0 \quad \checkmark$

INV {  $B = b * A$  }

WHILE  $A \neq a$

DO

$B := B + b;$

$A := A + 1$

OD

{  $B = b * a$  }

## Example 1

{  $a \geq 0 \wedge b \geq 0$  }

$A := 0;$

$B := 0;$

$0 = b * 0 \quad \checkmark$

INV {  $B = b * A$  }

WHILE  $A \neq a$

$B = b * A \wedge A \neq a \longrightarrow B + b = b * (A + 1)$

DO

$B := B + b;$

$A := A + 1$

OD

{  $B = b * a$  }

## Example 1

$$\{ a \geq 0 \wedge b \geq 0 \}$$

$A := 0;$

$B := 0;$

$\text{INV } \{ B = b * A \}$

$\text{WHILE } A \neq a$

$\text{DO}$

$B := B + b;$

$A := A + 1$

$\text{OD}$

$\{ B = b * a \}$

$$0 = b * 0 \quad \checkmark$$

$$B = b * A \wedge A \neq a \longrightarrow B + b = b * (A + 1)$$

$$= b * A + b$$

$$= B + b \quad \checkmark$$

## Example 1

$$\{ a \geq 0 \wedge b \geq 0 \}$$

$A := 0;$

$B := 0;$

$\text{INV } \{ B = b * A \}$

$\text{WHILE } A \neq a$

$\text{DO}$

$B := B + b;$

$A := A + 1$

$\text{OD}$

$\{ B = b * a \}$

$$0 = b * 0 \quad \checkmark$$

$$\begin{aligned} B = b * A \wedge A \neq a &\longrightarrow B + b = b * (A + 1) \\ &= b * A + b \\ &= B + b \quad \checkmark \end{aligned}$$

$$B = b * A \wedge A = a \longrightarrow B = b * a \quad \checkmark$$

## Example 2

{  $a \geq 0 \wedge b \geq 0$  }

$A := 0;$

$B := 0;$

WHILE  $A < a$

DO

$B := B + b;$

$A := A + 1$

OD

## Example 2

{  $a \geq 0 \wedge b \geq 0$  }

$A := 0;$

$B := 0;$

WHILE  $A < a$

DO

$B := B + b;$

$A := A + 1$

OD

{  $B = b * a$  }

## Example 2

{  $a \geq 0 \wedge b \geq 0$  }

$A := 0;$

$B := 0;$

INV {  $B = b * A$  }

WHILE  $A < a$

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$B := B + b;$

$A := A + 1$

OD

{  $B = b * a$  }

## Example 2

{  $a \geq 0 \wedge b \geq 0$  }

$A := 0;$

$B := 0;$

INV {  $B = b * A$  }

WHILE  $A < a$

DO

$B := B + b;$

$A := A + 1$

OD

{  $B = b * a$  }

$$0 = b * 0 \quad \checkmark$$

$$\begin{aligned} B = b * A \wedge A < a \longrightarrow B + b &= b * (A + 1) \\ &= b * A + b \\ &= B + b \quad \checkmark \end{aligned}$$

$$B = b * A \wedge A \geq a \longrightarrow B = b * a \quad ???$$

## Example 2

$$\{ a \geq 0 \wedge b \geq 0 \}$$

$A := 0;$

$B := 0;$

INV {  $B = b * A \wedge A \leq a$ }

WHILE  $A < a$

DO

$B := B + b;$

$A := A + 1$

OD

{  $B = b * a$  }

$$0 = b * 0$$

$$B = b * A \wedge A < a \longrightarrow B + b = b * (A + 1)$$

$$B = b * A \wedge A \geq a \longrightarrow B = b * a$$

## Example 2

$$\{ a \geq 0 \wedge b \geq 0 \}$$

$A := 0;$

$B := 0;$

INV {  $B = b * A \wedge A \leq a$  }

WHILE  $A < a$

DO

$B := B + b;$

$A := A + 1$

OD

{  $B = b * a$  }

$$0 = b * 0 \wedge 0 \leq a$$

$$\begin{aligned} B = b * A \wedge A < a \longrightarrow B + b = b * (A + 1) \\ \wedge A \leq a \quad \wedge A + 1 \leq a \end{aligned}$$

$$\begin{aligned} B = b * A \wedge A \geq a \longrightarrow B = b * a \\ \wedge A \leq a \end{aligned}$$

## Example 2

$$\{ a \geq 0 \wedge b \geq 0 \}$$

$A := 0;$

$B := 0;$

INV {  $B = b * A \wedge A \leq a$  }

WHILE  $A < a$

DO

$B := B + b;$

$A := A + 1$

OD

{  $B = b * a$  }

$$0 = b * 0 \wedge 0 \leq a \quad \checkmark$$

$$\begin{aligned} B = b * A \wedge A < a \longrightarrow B + b = b * (A + 1) \\ \wedge A \leq a \quad \wedge A + 1 \leq a \quad \checkmark \end{aligned}$$

$$\begin{aligned} B = b * A \wedge A \geq a \longrightarrow B = b * a \\ \wedge A \leq a \quad \checkmark \end{aligned}$$

## Example 3

{  $a \geq 0 \wedge b > 0$  }

$A := a;$   
 $B := 1;$

WHILE  $A \neq 0$

DO

$B := B * b;$

$A := A - 1$

OD

## Example 3

{  $a \geq 0 \wedge b > 0$  }

$A := a;$   
 $B := 1;$

$A =$   
 $B =$

a	a-1	a-2	a-3	...
1	b	b*b	b*b*b	...

WHILE  $A \neq 0$

DO

$B := B * b;$

$A := A - 1$

OD

## Example 3

{  $a \geq 0 \wedge b > 0$  }

$A := a;$   
 $B := 1;$

$A =$   
 $B =$

a	a-1	a-2	a-3	...
1	b	b*b	b*b*b	...

WHILE  $A \neq 0$

DO

$B := B * b;$

$A := A - 1$

OD

{  $B = b^a$  }

## Example 3

{  $a \geq 0 \wedge b > 0$  }

$A := a;$   
 $B := 1;$

$A =$   
 $B =$

a	a-1	a-2	a-3	...
1	b	$b^*b$	$b^*b^*b$	...

 $= b^3 = b^{a-A}$ 

WHILE  $A \neq 0$

DO

$B := B * b;$   
 $A := A - 1$

OD

{  $B = b^a$  }

## Example 3

{  $a \geq 0 \wedge b > 0$  }

$A := a;$   
 $B := 1;$

$A =$   
 $B =$

a	a-1	a-2	a-3	...
1	b	$b^*b$	$b^*b^*b$	...

 $= b^3 = b^{a-A}$ 

INV {  $B = b^{a-A}$  }

WHILE  $A \neq 0$

DO

$B := B * b;$

$A := A - 1$

OD

{  $B = b^a$  }

## Example 3

$$\{ a \geq 0 \wedge b > 0 \}$$

$A := a;$   
 $B := 1;$

$$\begin{array}{ll} A = & a \quad a-1 \quad a-2 \quad a-3 \quad \dots \\ B = & 1 \quad b \quad b^*b \quad b^*b^*b \quad \dots \\ & & & = b^3 = b^{a-A} \end{array}$$

$$1 = b^{a-a}$$

$$\text{INV } \{ B = b^{a-A} \}$$

WHILE  $A \neq 0$   
DO

$B := B * b;$   
 $A := A - 1$

OD

$$\{ B = b^a \}$$

$$B = b^{a-A} \wedge A \neq 0 \longrightarrow B * b = b^{a-(A-1)}$$

$$B = b^{a-A} \wedge A = 0 \longrightarrow B = b^a$$

## Example 3

$$\{ a \geq 0 \wedge b > 0 \}$$

$A := a;$   
 $B := 1;$

$$A = \begin{matrix} a \\ 1 \end{matrix} \quad B = \begin{matrix} a-1 \\ b \\ b^*b \end{matrix} \quad \begin{matrix} a-2 \\ b^*b^*b \end{matrix} \quad \dots$$
$$= b^3 = b^{a-A}$$

$$1 = b^{a-a}$$

$$\wedge A \leq a \}$$

$$B = b^{a-A} \wedge A \neq 0 \longrightarrow B * b = b^{a-(A-1)}$$

INV {  $B = b^{a-A}$   
WHILE  $A \neq 0$   
DO

$B := B * b;$   
 $A := A - 1$

OD

$$\{ B = b^a \}$$

$$B = b^{a-A} \wedge A = 0 \longrightarrow B = b^a$$

## Example 4

{ *True* }

$X := x;$

$Y := [];$

WHILE  $X \neq []$

DO

$Y := (hd\ X \# Y);$

$X := tl\ X$

OD

## Example 4

{ *True* }

$X := X;$

$Y := [];$

$X = [x_0; x_1; x_2\dots]$      $[x_1; x_2\dots]$      $[x_2\dots]$     ...  
 $Y = []$                      $x_0 \# []$              $x_1 \# x_0 \# []$     ...

WHILE  $X \neq []$

DO

$Y := (hd\ X \# Y);$

$X := tl\ X$

OD

## Example 4

{ *True* }

$X := x;$

$Y := [];$

$X = [x_0; x_1; x_2\dots]$      $[x_1; x_2\dots]$      $[x_2\dots]$     ...  
 $Y = []$                          $x_0 \# []$              $x_1 \# x_0 \# []$     ...

WHILE  $X \neq []$

DO

$Y := (hd X \# Y);$   
 $X := tl X$

OD

{ *Y = rev x* }

## Example 4

{ *True* }

$X := x;$

$Y := [];$

$X = [x_0; x_1; x_2\dots]$      $[x_1; x_2\dots]$      $[x_2\dots]$     ...

$Y = []$      $x_0 \# []$      $x_1 \# x_0 \# []$     ...

INV {  $(rev X) @ Y = rev x$  }

WHILE  $X \neq []$

DO

$Y := (hd X \# Y);$

$X := tl X$

OD

{  $Y = rev x$  }

## Example 4

{ True }

$X := x;$

$Y := [];$

$X = [x_0; x_1; x_2\dots]$      $[x_1; x_2\dots]$      $[x_2\dots]$     ...

$Y = []$      $x_0 \# []$      $x_1 \# x_0 \# []$     ...

$$(\text{rev } x) @ [] = \text{rev } x$$

INV {  $(\text{rev } X) @ Y = \text{rev } x$  }

WHILE  $X \neq []$

$$(\text{rev } X) @ Y = \text{rev } x \wedge X \neq [] \longrightarrow$$

$$(\text{rev } (\text{tl } X)) @ ((\text{hd } X) \# Y) = \text{rev } x$$

DO

$Y := (\text{hd } X \# Y);$

$X := \text{tl } X$

OD

{  $Y = \text{rev } x$  }

$$(\text{rev } X) @ Y = \text{rev } x \wedge X = [] \longrightarrow Y = \text{rev } x$$

## Example 4

{ True }

$X := x;$

$Y := [];$

$X = [x_0; x_1; x_2\dots]$      $[x_1; x_2\dots]$      $[x_2\dots]$     ...

$Y = []$      $x_0 \# []$      $x_1 \# x_0 \# []$     ...

$$(\text{rev } x) @ [] = \text{rev } x$$

INV {  $(\text{rev } X) @ Y = \text{rev } x$  }

WHILE  $X \neq []$

$$(\text{rev } X) @ Y = \text{rev } x \wedge X \neq [] \longrightarrow$$

$$(\text{rev } (\text{tl } X)) @ ((\text{hd } X) \# Y) = \text{rev } x$$

DO

$Y := (\text{hd } X \# Y);$   
 $X := \text{tl } X$

$$= (\text{rev } X) @ Y$$

$$= (\text{rev } ((\text{hd } X) \# (\text{tl } X))) @ Y$$

OD

{  $Y = \text{rev } x$  }

$$(\text{rev } X) @ Y = \text{rev } x \wedge X = [] \longrightarrow Y = \text{rev } x$$

## Example 5

$A := a; B := b; C := 1;$

WHILE  $B \neq 0$

DO

WHILE ( $B \bmod 2 = 0$ )

DO

$A := A * A;$

$B := B \text{ div } 2;$

OD

$C := C * A;$

$B := B - 1$

OD

## Example 5

Try with  $b = 10 = 2^1 + 2^3$  or  $b = 12 = 2^2 + 2^3$  (and e.g.  $a=3$ )

$A := a; B := b; C := 1;$

WHILE  $B \neq 0$

DO

WHILE ( $B \bmod 2 = 0$ )

DO

$A := A * A;$

$B := B \text{ div } 2;$

OD

$C := C * A;$

$B := B - 1$

OD

## Example 5

Try with  $b = 10 = 2^1 + 2^3$  or  $b = 12 = 2^2 + 2^3$  (and e.g.  $a=3$ )

$$\{ a \geq 0 \wedge b \geq 0 \}$$

$A := a; B := b; C := 1;$

WHILE  $B \neq 0$

DO

WHILE ( $B \bmod 2 = 0$ )

DO

$A := A * A;$

$B := B \text{ div } 2;$

OD

$C := C * A;$

$B := B - 1$

OD

$$\{ C = a^b \}$$

## Example 5

Try with  $b = 10 = 2^1 + 2^3$  or  $b = 12 = 2^2 + 2^3$  (and e.g.  $a=3$ )

$$\{ a \geq 0 \wedge b \geq 0 \}$$

$A := a; B := b; C := 1;$

$$\text{INV } \{ a^b = C * A^B \}$$

WHILE  $B \neq 0$

DO

$$\text{INV } \{ a^b = C * A^B \}$$

WHILE ( $B \bmod 2 = 0$ )

DO

$A := A * A;$

$B := B \text{ div } 2;$

OD

$C := C * A;$

$B := B - 1$

OD

$$\{ C = a^b \}$$

## Example 5

Try with  $b = 10 = 2^1 + 2^3$  or  $b = 12 = 2^2 + 2^3$  (and e.g.  $a=3$ )

$$\{ a \geq 0 \wedge b \geq 0 \}$$

$A := a; B := b; C := 1; \quad a^b = 1 * a^b$

$$\text{INV } \{ a^b = C * A^B \}$$

WHILE  $B \neq 0$

DO

$$\text{INV } \{ a^b = C * A^B \}$$

WHILE ( $B \bmod 2 = 0$ )

$$a^b = C * A^B \wedge B \bmod 2 = 0 \longrightarrow a^b = C * (A * A)^{B \bmod 2}$$

DO

$A := A * A;$

$B := B \bmod 2;$

OD

$C := C * A;$

$B := B - 1$

OD

$$a^b = C * A^B \wedge B = 0 \longrightarrow C = a^b$$

$$\{ C = a^b \}$$

## Example 6

$I := 0; u := \text{length } A - 1; A := a$

WHILE  $I \leq u$

DO

    WHILE  $I < \text{length } A \wedge A[I] \leq \text{piv}$  DO  $I := I + 1$  OD;

    WHILE  $0 < u \wedge \text{piv} \leq A[u]$  DO  $u := u - 1$  OD;

    IF  $I \leq u$  THEN  $A := A[I := A[u], u := A[I]]$  ELSE SKIP FI

OD

## Example 6

$I := 0; u := \text{length } A - 1; A := a$

WHILE  $I \leq u$

DO

    WHILE  $I < \text{length } A \wedge A[I] \leq \text{piv}$  DO  $I := I + 1$  OD;

    WHILE  $0 < u \wedge \text{piv} \leq A[u]$  DO  $u := u - 1$  OD;

    IF  $I \leq u$  THEN  $A := A[I := A[u], u := A[I]]$  ELSE SKIP FI  
    OD

{  $\text{LEQ } A[u] \wedge \text{EQ } A[u] \wedge I \wedge \text{GEQ } A[I] \wedge A \text{ permutes } a$  }

## Example 6

$$LEQ A n = \forall k. k < n \rightarrow A!k \leq piv$$

$$GEQ A n = \forall k. n < k < \text{length } A \rightarrow A!k \geq piv$$

$$EQ A n m = \forall k. n \leq k \leq m \rightarrow A!k = piv$$

{  $0 < \text{length } A$  }

$I := 0; u := \text{length } A - 1; A := a$

WHILE  $I \leq u$

DO

WHILE  $I < \text{length } A \wedge A!I \leq piv$  DO  $I := I + 1$  OD;

WHILE  $0 < u \wedge piv \leq A!u$  DO  $u := u - 1$  OD;

IF  $I \leq u$  THEN  $A := A[I := A!u, u := A!]$  ELSE SKIP FI  
OD

{  $LEQ A u \wedge EQ A u I \wedge GEQ A I \wedge A \text{ permutes } a$  }

## Example 6

$$LEQ A n = \forall k. k < n \rightarrow A[k] \leq piv$$

$$GEQ A n = \forall k. n < k < \text{length } A \rightarrow A[k] \geq piv$$

$$EQ A n m = \forall k. n \leq k \leq m \rightarrow A[k] = piv$$

{  $0 < \text{length } A$  }

$I := 0; u := \text{length } A - 1; A := a$

INV {  $LEQ A I \wedge GEQ A u \wedge u < \text{length } A \wedge I \leq \text{length } A \wedge A \text{ permutes } a$  }

WHILE  $I \leq u$

DO

INV {  $LEQ A I \wedge GEQ A u \wedge u < \text{length } A \wedge I \leq \text{length } A \wedge A \text{ permutes } a$  }

WHILE  $I < \text{length } A \wedge A[I] \leq piv$  DO  $I := I + 1$  OD;

INV {  $LEQ A I \wedge GEQ A u \wedge u < \text{length } A \wedge I \leq \text{length } A \wedge A \text{ permutes } a$  }

WHILE  $0 < u \wedge piv \leq A[u]$  DO  $u := u - 1$  OD;

IF  $I \leq u$  THEN  $A := A[I := A[u], u := A[I]]$  ELSE SKIP FI

OD

{  $LEQ A u \wedge EQ A u I \wedge GEQ A I \wedge A \text{ permutes } a$  }

## Example 7

Reminder:

**datatype** ref = Ref int | Null

Pointer access:  $p \rightarrow \text{field}$

Pointer update:  $p \rightarrow \text{field} ::= v$

Definition:

*"List  $nxt p Ps$ "* is a linked list, starting at pointer  $p$  following the next pointer through the function  $nxt$ , and where  $Ps$  contains the list of the pointers of the linked list.

{ *List  $nxt p Ps \wedge X \in Ps$*  }

WHILE  $p \neq \text{Null} \wedge p \neq \text{Ref } X$

DO

$p := p \rightarrow nxt;$

OD

## Example 7

Reminder:

**datatype** ref = Ref int | Null

Pointer access:  $p \rightarrow \text{field}$

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DO

$p := p \rightarrow nxt;$

OD

{  $p = \text{Ref } X$  }

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{ *List  $nxt p Ps \wedge X \in Ps$*  }

INV {  $\exists Qs. \text{List } nxt p Qs \wedge X \in Qs$  }

WHILE  $p \neq \text{Null} \wedge p \neq \text{Ref } X$

DO

$p := p \rightarrow nxt;$

OD

{  $p = \text{Ref } X$  }

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**datatype** ref = Ref int | Null

Pointer access:  $p \rightarrow \text{field}$

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{ List  $nxt p Ps \wedge X \in Ps$  }       $\exists Qs. \text{List } nxt p Qs \wedge X \in Qs$

INV {  $\exists Qs. \text{List } nxt p Qs \wedge X \in Qs$  }

WHILE  $p \neq \text{Null} \wedge p \neq \text{Ref } X$        $\exists Qs. \text{List } nxt p Qs \wedge X \in Qs$

$\wedge p \neq \text{Null} \wedge p \neq \text{Ref } X \longrightarrow$

$\exists Qs. \text{List } nxt(p \rightarrow \text{nxt}) Qs \wedge X \in Qs$

DO

$p := p \rightarrow \text{nxt};$

OD

$\exists Qs. \text{List } nxt p Qs \wedge X \in Qs$

$\wedge (p = \text{Null} \vee p = \text{Ref } X) \longrightarrow p = \text{Ref } X$

{  $p = \text{Ref } X$  }

## Example 8

What is Isabelle function doing?

```
fun f :: 'a list ⇒' a list ⇒' a list where
  f [] ys = ys|
  f xs [] = xs|
  f (x#xs) (y#ys) = x#y# f xs ys
```

## Example 8

What is Isabelle function doing?

```
fun splice :: 'a list ⇒' a list ⇒' a list where
  splice [] ys = ys|
  splice xs [] = xs|
  splice (x#xs) (y#ys) = x#y# f xs ys
```

## Example 8

What is Isabelle function doing?

```
fun splice :: 'a list ⇒' a list ⇒' a list where
  splice [] ys = ys|
  splice xs [] = xs|
  splice (x#xs) (y#ys) = x#y# f xs ys
```

Let's write it with linked lists!

## Example 8

{ *List* *nxt p Ps*  $\wedge$  *List* *nxt q Qs*  $\wedge$  (*set Ps*  $\cap$  *set Qs*) = {}  $\wedge$  *size Qs*  $\leq$  *size Ps* }

{ *List* *nxt p (splice Ps Qs)* }

## Example 8

{ List  $nxt\ p\ Ps \wedge List\ nxt\ q\ Qs \wedge (set\ Ps \cap set\ Qs) = \{\} \wedge size\ Qs \leq size\ Ps \}$   
 $pp := p;$

WHILE  $q \neq Null$

DO

$qq := q \rightarrow nxt; q \rightarrow nxt := pp \rightarrow nxt; pp \rightarrow nxt = q; pp := q \rightarrow nxt; q := qq;$   
OD

{ List  $nxt\ p\ (splice\ Ps\ Qs)$  }

## Example 8

*List*  $nxt\ p\ Ps = Path\ nxt\ p\ Ps\ Null$

*Path*  $nxt\ p\ Ps\ Null$  is a linked list from  $p$  to  $q$  following function  $nxt$  and containing list of pointers  $Ps$

{ *List*  $nxt\ p\ Ps \wedge List\ nxt\ q\ Qs \wedge (\text{set } Ps \cap \text{set } Qs) = \{\} \wedge \text{size } Qs \leq \text{size } Ps$  }

$pp := p;$

INV {

}

WHILE  $q \neq Null$

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$qq := q \rightarrow nxt; q \rightarrow nxt := pp \rightarrow nxt; pp \rightarrow nxt = q; pp := q \rightarrow nxt; q := qq;$

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INV {  $\exists PPs$

*List*  $nxt\ pp\ PPs$

}

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*List*  $nxt\ pp\ PPs \wedge List\ nxt\ q\ QQs$

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INV {  $\exists PPs\ QQs\ PPPs.$

*List*  $nxt\ pp\ PPs \wedge List\ nxt\ q\ QQs \wedge Path\ nxt\ p\ PPPs\ pp$

}

WHILE  $q \neq Null$

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$List\ nxt\ pp\ PPs \wedge List\ nxt\ q\ QQs \wedge Path\ nxt\ p\ PPPs\ pp$   
 $\wedge PPPs @ splice\ PPs\ QQs = splice\ Ps\ Qs$

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OD

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## Example 8

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$pp := p;$

INV {  $\exists PPs\ QQs\ PPPs. \ size\ QQs \leq \text{size } PPs \wedge$   
 $List\ nxt\ pp\ PPs \wedge List\ nxt\ q\ QQs \wedge Path\ nxt\ p\ PPPs\ pp$   
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## Example 8

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{ *List*  $nxt\ p\ Ps \wedge List\ nxt\ q\ Qs \wedge (set\ Ps \cap set\ Qs) = \{\} \wedge size\ Qs \leq size\ Ps$  }

$pp := p;$

INV {  $\exists PPs\ QQs\ PPPs. \ size\ QQs \leq size\ PPs \wedge$

$List\ nxt\ pp\ PPs \wedge List\ nxt\ q\ QQs \wedge Path\ nxt\ p\ PPPs\ pp$

$\wedge PPPs@splice\ PPs\ QQs = splice\ Ps\ Qs \wedge$

$set\ PPs \cap set\ QQs = \{\} \wedge distinct\ PPPs \wedge set\ PPPs \cap (set\ PPs \cup set\ QQs) = \{\}$

}

WHILE  $q \neq Null$

DO

$qq := q \rightarrow nxt; q \rightarrow nxt := pp \rightarrow nxt; pp \rightarrow nxt = q; pp := q \rightarrow nxt; q := qq;$

OD

{ *List*  $nxt\ p\ (splice\ Ps\ Qs)$  }

# DEMO

# **COMP4161**

## **Advanced Topics in Software Verification**



# **A2 Recap**

Thomas Sewell, Miki Tanaka, Rob Sison

T3/2024



## A2 Recap

Assignment 2 is now marked.

- Biggest frustration: *nat* arithmetic.
- Getting the right induction is *very* important.
  - A generalisation of the problem of the right invariant.
- The proofs about `to_nat` require helper lemmas.
- We will release a reference solution (or two) privately.

## A2 Recap

Assignment 2 is now marked.

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  - We know & sympathise.
  - Underflow conditions are tricky.
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  - A generalisation of the problem of the right invariant.
- The proofs about `to_nat` require helper lemmas.
  
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## A2 Recap

Assignment 2 is now marked.

- Biggest frustration: *nat* arithmetic.
  - We know & sympathise.
  - Underflow conditions are tricky.
- Getting the right induction is *very* important.
  - A generalisation of the problem of the right invariant.
- The proofs about `to_nat` require helper lemmas.
  - e.g. `to_nat (2 * n)`, `to_nat ((2 * n) + 1)`
- We will release a reference solution (or two) privately.

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# **Exam Prep**

Thomas Sewell, Miki Tanaka, Rob Sison

T3/2024



## Last Time

- The automated proof method **wp**
- The C Parser and translating C into Simpl
- AutoCorres and translating Simpl into monadic form
- The option and exception monads

# Exam

- 24h take-home exam (same as previous years)

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- Open book: can use any passive resource (books, slides, google, etc)
- **Not** allowed to ask for help from anyone
- **Not** allowed AI assistance for technical support (e.g. ChatGPT).
- starts 8am AEST, Thursday 28th Nov 2024, ends 7:59am AEST, Friday 29th Nov 2024

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- starts 8am AEST, Thursday 28th Nov 2024, ends 7:59am AEST, Friday 29th Nov 2024
- Should be doable in about 4-6 hours.  
The 24h are for flexibility not for you to stay awake actual 24 hours.
- Recommend to start early, finish the easy questions first.
- Take breaks. Don't forget to eat :-)
- If there are clarification questions, make **private** threads on Ed.

# Content

## → Foundations & Principles

- Intro, Lambda calculus, natural deduction [1,2]
- Higher Order Logic, Isar (part 1) [2,3<sup>a</sup>]
- Term rewriting [3,4]

## → Proof & Specification Techniques

- Inductively defined sets, rule induction [4,5]
- Datatype induction, primitive recursion [5,7]
- General recursive functions, termination proofs [7]
- Proof automation, Isar (part 2) [8<sup>b</sup>]
- Hoare logic, proofs about programs, invariants [8,9]
- C verification [9,10]
- Practice, questions, exam prep [10<sup>c</sup>]

---

<sup>a</sup>a1 due; <sup>b</sup>a2 due; <sup>c</sup>a3 due

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$$\lambda$$

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T3/2024



# We have learned so far...

- $\lambda$  calculus syntax
- free variables, substitution
- $\beta$  reduction
- $\alpha$  and  $\eta$  conversion
- $\beta$  reduction is confluent
- $\lambda$  calculus is very expressive (turing complete)
- $\lambda$  calculus results in an inconsistent logic

# COMP4161

## Advanced Topics in Software Verification



$$\lambda \rightarrow$$

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T3/2024



# We have learned so far...

- Simply typed lambda calculus:  $\lambda^\rightarrow$
- Typing rules for  $\lambda^\rightarrow$ , type variables, type contexts
- $\beta$ -reduction in  $\lambda^\rightarrow$  satisfies subject reduction
- $\beta$ -reduction in  $\lambda^\rightarrow$  always terminates
- Types and terms in Isabelle

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$\lambda \rightarrow$  and HOL

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## What we have learned so far...

- natural deduction rules for  $\wedge$ ,  $\vee$ ,  $\rightarrow$ ,  $\neg$ , iff...
- proof by assumption, by intro rule, elim rule
- safe and unsafe rules
- indent your proofs! (one space per subgoal)
- prefer implicit backtracking (chaining) or *rule\_tac*, instead of *back*
- *prefer* and *defer*
- *oops* and *sorry*

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# **HOL**

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# We have learned so far...

- Isar style proofs
- proof, qed
- assumes, shows
- fix, obtain
- moreover, ultimately
- forward, backward
- mixing proof styles

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# **HOL**

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# We have learned today ...

- Defining HOL
- Higher Order Abstract Syntax
- Deriving proof rules
- More automation
- Equations and Term Rewriting

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# We have seen today...

- Equations and Term Rewriting
- Confluence and Termination of reduction systems
- Term Rewriting in Isabelle

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# We have learned today ...

- Conditional term rewriting
- Congruence rules
- AC rules
- More on confluence

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# We have learned today ...

- Sets
- Type Definitions
- Inductive Definitions

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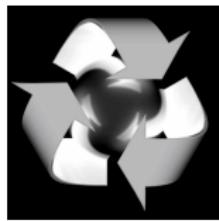


# We have learned today ...

- Formal background of inductive definitions
- Definition by intersection
- Computation by iteration
- Formalisation in Isabelle

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## We have seen today ...

- Datatypes
- Primitive recursion
- Case distinction
- Structural Induction

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# **fun**

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## We have seen today ...

- General recursion with **fun/function**
- Induction over recursive functions
- How **fun** works
- Termination, partial functions, congruence rules

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## We have seen today ...

- sledgehammer
- nitpick
- quickcheck

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**{P} ... {Q}**

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## We have seen today ...

- Syntax of a simple imperative language
- Operational semantics
- Program proof on operational semantics
- Hoare logic rules
- Soundness of Hoare logic

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**{P} ... {Q}**

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# We have seen today ...

- Weakest precondition
- Verification conditions
- Example program proofs
- Arrays, pointers

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# We have seen today

- Deep and shallow embeddings
- Isabelle records
- Nondeterministic State Monad with Failure
- Monadic Weakest Precondition Rules

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**C**

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# Today we have seen

- The automated proof method **wp**
- The C Parser and translating C into Simpl
- AutoCorres and translating Simpl into monadic form
- The option and exception monads

## Two Final Announcements

Two last things to mention before the end of the course.

Thanks for being a great audience!

- It's great to see the level of engagement and interesting questions in this course.
- Good luck with the remaining assignment and exam.
- There may be more opportunities to use Isabelle and other theorem provers in research & industry.

# Provisional: TS Hiring

Thomas, Miki & Rob work for/with the TS group at UNSW.



TS has funding for some Isabelle and seL4 related projects:

- seL4 specification gap
- seL4 WCET
- seL4 time-protection extensions