

An Improved Rule for While Loops in Deductive Program Verification

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Traditional Invariant Rule

$$\Gamma \vdash [\text{while } e \text{ do } \alpha \text{ od}] \varphi$$

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1. *Inv* (some DL formula) holds at the beginning
2. *Inv* is indeed an invariant

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1. *Inv* (some DL formula) holds at the beginning
2. *Inv* is indeed an invariant
3. *Inv* entails postcondition

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$$\frac{\Gamma \vdash \mathcal{U}Inv \quad Inv, \epsilon \vdash [\alpha]Inv \quad Inv, \neg\epsilon \vdash \varphi}{\Gamma \vdash \mathcal{U}[\text{while } \epsilon \text{ do } \alpha \text{ od}]\varphi}$$

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2. Inv is indeed an invariant
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4. version with updates

└ Traditional Invariant Rule

$$\frac{\Gamma \vdash \Delta \text{Inv} \quad \text{Inv}, e \vdash [\alpha] \text{Inv} \quad \text{Inv}, \neg \alpha \vdash \perp}{\Gamma \vdash \Delta [\text{while } e \text{ do } \alpha] \perp}$$

1. *Inv* (some DL formula) holds at the beginning
2. *Inv* is indeed an invariant
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Usually we also have a Δ there which we omit here. Can be negated and put into Γ .

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find (==> [while(#e) #s] post) replacewith ...
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find (\Rightarrow [while(#e) #s] post) replacewith ...

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- ▶ Java programming language (abrupt termination)
 - ▶ break, (continue)
 - ▶ exceptions
 - ▶ return

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Example

$$\frac{}{x \doteq 0 \not\vdash [\text{while } x \leq 5 \text{ do } x = x + 1; \text{ od}]x \doteq 0}$$

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Example

$$x \doteq 0 \vdash Inv$$

$$x \doteq 0, Inv, x \leq 5 \vdash [x = x + 1]Inv$$

$$x \doteq 0, Inv, \neg x \leq 5 \vdash x \doteq 0$$

$$x \doteq 0 \not\vdash [\text{while } x \leq 5 \text{ do } x = x + 1; \text{ od}]x \doteq 0$$

With $Inv \equiv true$ all premisses are valid but the conclusion is not.

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Anonymous update \mathcal{V} that assigns fixed, unknown values to **all** locations.

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$$\begin{array}{l} \Gamma \vdash \mathcal{U}Inv \\ \Gamma, \mathcal{U}\mathcal{V}Inv, \mathcal{U}\mathcal{V}\epsilon \vdash \mathcal{U}\mathcal{V}[\alpha]Inv \\ \Gamma, \mathcal{U}\mathcal{V}Inv, \mathcal{U}\mathcal{V}\neg\epsilon \vdash \mathcal{U}\mathcal{V}\varphi \\ \hline \Gamma \vdash \mathcal{U}[\text{while } \epsilon \text{ do } \alpha \text{ od}]\varphi \end{array}$$

Can be written as taclet!

Solution to the Taclet Problem—Example

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$$x \doteq 0 \vdash \text{Inv}$$

$$x \doteq 0, \{x := c\} \text{Inv}, \{x := c\} x \leq 5 \vdash \{x := c\} [x = x + 1] \text{Inv}$$

$$x \doteq 0, \{x := c\} \text{Inv}, \{x := c\} \neg x \leq 5 \vdash \{x := c\} x \doteq 0$$

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Depending on Inv at least one of the three premisses does not hold!

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$$\begin{array}{l}
 x = 0 \vdash \text{Inv} \\
 x = 0, \{x := c\} \text{Inv}, \{x := c\} x \leq 5 \vdash \{x := c\} [x = x + 1] \text{Inv} \\
 x = 0, \{x := c\} \text{Inv}, \neg c \leq 5 \vdash c = 0 \\
 x = 0 \vee \text{ub} \leq x \leq 5 \text{ do } x = x + 1; \text{od} \vdash 0
 \end{array}$$

Depending on *Inv* at least one of the three premisses does not hold!

In fact we do not enumerate all locations and assign unknown values to them. Rather, we really use a special update. The update simplifier knows how to handle this special update, i.e. everything to the left of the special update must not be used for update simplification. This, in facts, is similar to throwing away the context—but can be expressed as a taclet.

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Example

$$\frac{\Gamma \vdash \mathcal{U}Inv \quad Inv, \text{exp} \vdash \overbrace{[\dots \text{break}; \dots]}^{\equiv \text{true}} Inv \quad Inv, \neg \text{exp} \vdash \varphi}{\Gamma \vdash \mathcal{U}[\text{while} (\text{exp}) \{ \dots \text{break}; \dots \}] \varphi}$$

2nd premiss trivially valid in case of abrupt termination!

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- Program transformation of the loop body such that
 - transformed loop body cannot terminate abruptly
 - reasons for abrupt termination of the original loop body are memorised such that abrupt termination can be simulated later on

Instead of such a transformation one could also introduce new modalities to distinguish abstract and non-termination. But this has 2 major drawbacks:

- Less efficient since the calculus would have to execute the loop body twice: first within a normal box and second within the new modality
- lots of new calculus rule required for the additional modalities

An Example

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        continue;  
    j = j / i;  
    i++;  
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↔

```
boolean cont = false;  
boolean exc = false;  
java.lang.Throwable theExc;  
try {  
    body: {  
        if (i < 100) {  
            if (i == 3) {  
                cont = true;  
                break body;  
            }  
            j = j / i;  
            i++;  
        }  
    }  
} catch (java.lang.Throwable e) {  
    exc = true;  
    theExc = e;  
}
```

Rule Respecting Abrupt Termination

Still simplified rule

$$\Gamma \vdash \mathcal{U}Inv$$
$$Inv, \text{exp} \vdash [\alpha']((\neg \text{exc} \rightarrow Inv) \wedge (\text{exc} \rightarrow [\pi \text{ throw theExc}; \omega]\varphi))$$
$$Inv, \neg \text{exp} \vdash [\pi \omega]\varphi$$

$$\Gamma \vdash \mathcal{U}[\pi \text{ while}(\text{exp}) \{ \alpha \} \omega]\varphi$$

└ Rule Respecting Abrupt Termination

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 $\Gamma \vdash IIInv$ $Inv, exp \vdash [c]([c] \rightarrow Inv) \wedge (enc \rightarrow [c \text{ throw } theEnc; \omega]c)$ $Inv, \neg exp \vdash [c \omega]c$ $\Gamma \vdash II[c \text{ while } (exp) \{ c \} \omega]c$

We omit the anonymous updates and consider exceptions as the only source for abrupt terminations.

Improved Invariant Rule—Motivation

Example

```
int getMin(int [] a) {  
    int m=a[0];  
    int i=1;  
    while (i<a.length) {  
        if (a[i]<m)  
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$$\varphi_{min} = (\forall x)(0 \leq x < a.length \rightarrow m \leq a[x])$$



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$$\varphi_{inv} = (\forall x)(0 \leq x < a.length \rightarrow a[x] = a'[x])$$

- ▶ requires precondition φ_{inv}

$$\varphi_{inv} \rightarrow [\text{getMin}(a)](\varphi_{min} \wedge \varphi_{inv})$$

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$$\begin{aligned} Inv = & 0 \leq i \leq a.length \wedge \\ & (\forall x)(0 \leq x < i \rightarrow m \leq a[x]) \wedge \\ & \varphi_{inv} \end{aligned}$$

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- ▶ using modifier sets (assignable clauses in JML context) to precisely specify what the loop may change

A modifier set for methods has the following semantics:

After execution of the method, every location in the modifier set has the same value as in the beginning.

Analogously the same holds for loops.

In particular this means that the value of a location within the execution of the method, resp. loop body, can differ from the value in the beginning and end.

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Let $Mod = \{loc_1, loc_2, \dots, loc_n\}$ be a modifier set for the loop, i.e. a set of locations that the loop possibly may change.

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$$\mathcal{V}_{Mod} = \{loc_1 := c_1, loc_2 := c_2, \dots, loc_n := c_n\}$$

where c_i are fresh constants.

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$$\Gamma, \mathcal{U}\mathcal{V}_{Mod}Inv, \mathcal{U}\mathcal{V}_{Mod}\neg\epsilon \vdash \mathcal{U}\mathcal{V}_{Mod}\varphi$$

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Time for a Demo

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 - ▶ enumerate what does **not** change
- ▶ Make proof process more efficient

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solution (based on Philipp's proposal):

modifier set $Mod = \{0 \leq x < a.length \mid a[x], i\}$

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anon. update $\mathcal{V}_{Mod} = \{0 \leq x < a.length ? a[x] := c_a[x], i := c_i\}$