



# Program Correctness/Verification



## Program Correctness

- We want to be able to *prove* that a given program meets the intended specifications.
  - This can often be done manually, or even by *automated program verification* tools.
    - One example is PVS (People's Verification System).
- A program is *correct* if it produces the correct output for every possible input.
  - A program has *partial correctness* if it produces the correct output for every input for which the program eventually halts.



## Initial & Final Assertions

- A program's I/O specification can be given using *initial* and *final* assertions.
  - The *initial assertion*  $p$  is the condition that the program's input (its initial state) is guaranteed (by its user) to satisfy.
  - The *final assertion*  $q$  is the condition that the output produced by the program (its final state) is required to satisfy.
- *Hoare triple* notation:
  - The notation  $p\{S\}q$  means that, for all inputs  $I$  such that  $p(I)$  is true, if program  $S$  (given input  $I$ ) halts and produces output  $O = S(I)$ , then  $q(O)$  is true.
    - That is,  $S$  is partially correct with respect to specification  $p, q$ .



## A Trivial Example

- Let  $S$  be the program fragment  
     $y := 2; z := x + y$
- Let  $p$  be the initial assertion " $x = 1$ ".
  - The variable  $x$  will hold 1 in all initial states.
- Let  $q$  be the final assertion " $z = 3$ ".
  - The variable  $z$  must hold 3 in all final states.
- Prove  $p\{S\}q$ .
  - **Proof:** If  $x=1$  in the program's input state, then after running  $y:=2$  and  $z:=x+y$ ,  $z$  will be  $1+2=3$ .



## Hoare Triple Inference Rules



- Deduction rules for Hoare Triple statements.
- A simple example: *The composition rule:*

$$\frac{p\{S_1\}q \quad q\{S_2\}r}{\therefore p\{S_1; S_2\}r}$$

- **It says:** If program  $S_1$  given condition  $p$  produces condition  $q$ , and  $S_2$  given  $q$  produces  $r$ , then the program “ $S_1$  followed by  $S_2$ ”, if given  $p$ , yields  $r$ .



## Inference rule for **if** statements



$$\frac{(p \wedge cond)\{S\}q \quad (p \wedge \neg cond) \rightarrow q}{\therefore p\{\mathbf{if\ cond\ then\ S}\}q}$$

- Example: Show that:  $\mathbf{T} \{\mathbf{if\ } x > y \mathbf{\ then\ } y := x\} y \geq x$ .
- **Proof:** If initially  $x > y$ , then the if body is executed, setting  $y = x$ , and so afterwards  $y \geq x$  is true. Otherwise,  $x \leq y$  and so  $y \geq x$ . In either case  $y \geq x$  is true. So the rule applies, and so the fragment meets the specification.



## if-then-else rule



$$\frac{(p \wedge cond)\{S_1\}q \quad (p \wedge \neg cond)\{S_2\}q}{\therefore p\{\mathbf{if\ cond\ then\ } S_1 \mathbf{\ else\ } S_2\}q}$$

Example: Show that

**T** {**if**  $x < 0$  **then**  $abs := -x$  **else**  $abs := x$ }  $abs = |x|$

- If  $x < 0$  then after the **if** body,  $abs$  will be  $|x|$ . If  $\neg(x < 0)$ , *i.e.*,  $x \geq 0$ , then after the **else** body,  $abs = x$ , which is  $|x|$ . So the rule applies.



# Loop Invariants



- For a while loop "**while** *cond* *S*", we say that *p* is a loop invariant of this loop if  $(p \wedge \textit{cond})\{S\}p$ .
  - If *p* (and the continuation condition *cond*) is true before executing the body, then *p* remains true afterwards.
    - And so *p* stays true through *all* subsequent iterations.

- This leads to the inference rule:

$$\frac{(p \wedge \textit{cond})\{S\}p}{\therefore p\{\mathbf{while} \textit{cond} S\}(\neg \textit{cond} \wedge p)}$$





## Loop Invariant Example



Prove that the following Hoare triple holds:

$\top \{i:=1; fact:=1; \mathbf{while} \ i < n \ \{i++; fact*=i\}\}$   
 $(fact = n!)$

**Proof.** Note that  $p \equiv "fact = i! \wedge i \leq n"$  is a loop invariant, and is true before the loop. Thus, after the loop we have  $\neg cond \wedge p \Leftrightarrow \neg(i < n) \wedge fact = i! \wedge i \leq n \Rightarrow i = n \wedge fact = i! \Rightarrow fact = n!. \blacksquare$



## Big Example



```
procedure multiply(m, n: integers)  
if  $n < 0$  then  $a := -n$  else  $a := n$ 
```

$m, n \in \mathbf{Z}$

```
 $k := 0; x := 0$ 
```

$a = |n|$

```
while  $k < a$  {
```

$x = mk \wedge k \leq a$

```
     $x += m; k++$ 
```

Maintains loop invariant:

$x = mk \wedge k \leq a$

```
}
```

$x = mk \wedge k = a \therefore x = ma = m|n|$

$\therefore (n < 0 \wedge x = -mn) \vee (n \geq 0 \wedge x = mn)$

```
if  $n < 0$  then  $prod := -x$  else  $prod := x$ 
```

$prod = mn$