

# COL750: Foundations of Automatic Verification (Jan-May 2023)

Lectures 23 & 24 (Hoare Logic, CBMC)

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# Reasoning about code

- Assigning meanings to programs, Robert W. Floyd, 1967
- An Axiomatic Basis for Computer Programming, C. A. R. Hoare, 1969

# A simple language

$S ::= x = E \mid S_1; S_2 \mid \text{if } (B) \text{ then } \{S_1\} \text{ else } \{S_2\} \mid \text{while } (B) \{S\}$

$B ::= \text{true} \mid \text{false} \mid (\text{not } B) \mid (B_1 \text{ and } B_2) \mid (B_1 \text{ or } B_2) \mid (E_1 < E_2)$

$E ::= n \mid x \mid (-E) \mid (E_1 + E_2) \mid (E_1 - E_2) \mid (E_1 * E_2)$

where  $n$  denotes an integer, and  $x$  denotes a variable

# Forward reasoning

$$x = 17$$

$$y = 42$$

$$z = x + y$$

# Forward reasoning

$\{true\}$

$x = 17$

$\{x = 17\}$

$y = 42$

$\{x = 17 \wedge y = 42\}$

$z = x + y$

$\{x = 17 \wedge y = 42 \wedge z = 59\}$

# Forward reasoning

$\{true\}$

$x = 17$

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$y = 42$

$\{x = 17 \wedge y = 42\}$

$z = x + y$

$\{x = 17 \wedge y = 42 \wedge z = 59\}$

- the assertions may accumulate a lot of irrelevant facts because we do not know what will actually be useful for proving the property

# Backward reasoning

$$x = y$$

$$x = x + 1$$

$$\{x > 0\}$$

# Backward reasoning

$$x = y$$

$$\{x + 1 > 0\}$$

$$x = x + 1$$

$$\{x > 0\}$$

# Backward reasoning

$$\{y + 1 > 0\}$$

$$x = y$$

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# Backward reasoning

$\{y + 1 > 0\}$

$x = y$

$\{x + 1 > 0\}$

$x = x + 1$

$\{x > 0\}$

- $(y + 1 > 0)$  at the beginning of the execution ensures that  $(x > 0)$  holds at the end
- other *preconditions* also guarantee that the *postcondition* holds (e.g.  $y > 50$  or  $y > 3$ )
- but  $(y > -1)$  is the **weakest precondition**

# Hoare triples

$\{P\} \quad S \quad \{Q\}$

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$\{P\}$        $S$        $\{Q\}$   
*precondition*      *code*      *postcondition*

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$\{P\}$        $S$        $\{Q\}$   
*precondition*      *code*      *postcondition*

- if  $P$  holds true, and  $S$  is executed, and  $Q$  is guaranteed to be true afterwards, then the Hoare triple  $\{P\} S \{Q\}$  is said to be valid
- $\{x \neq 0\} \quad y = x * x \quad \{y > 0\}$  is a valid Hoare triple
- $\{x \geq 0\} \quad y = 2 * x \quad \{y > 0\}$  is an invalid Hoare triple

# Partial and Total Correctness

- what is the code  $S$  does not terminate!
- $\{P\} S \{Q\}$  is valid under **partial correctness** if from all states in  $P$ , when  $S$  is executed, **if  $S$  terminates then** the resulting state will necessarily be in  $Q$
- $\{P\} S \{Q\}$  is valid under **total correctness** if from all states in  $P$ , when  $S$  is executed,  **$S$  is guaranteed to terminate and** the resulting state will necessarily be in  $Q$
- we will ignore the question of termination, and will restrict ourselves to partial correctness

# Our agenda

is to prove correctness of programs, given their specification

```
y = 1;  
z = 0;  
  
while(z != x)  
  z = z + 1;  
  y = y * z;
```

we would like to prove that this implementation is partially correct wrt its specification (that the program computes the factorial of  $x$  and stores it in  $y$ )

# Our agenda

is to prove correctness of programs, given their specification

```
y = 1;  
z = 0;
```

$\{true\}$	$y = 1$	$\{y = 1\}$
$\{y = 1\}$	$z = 0$	$\{y = 1 \wedge z = 0\}$
$\{y = 1\}$	$z = 0$	$\{y = z!\}$

```
while(z != x)  
  z = z + 1;  
  y = y * z;
```

$\{y = z!\}$	$while(..)\{...\}$	$\{y = z! \wedge \neg(z \neq x)\}$
$\{y = z!\}$	$while(..)\{...\}$	$\{y = x!\}$

we would like to prove that this implementation is partially correct wrt its specification (that the program computes the factorial of  $x$  and stores it in  $y$ )

# Strongest postcondition

$(x > 0)$

$y = x;$

$x = 3;$

# Strongest postcondition

$(x > 0)$

$y = x;$

$x = 3;$

$(y = x \wedge x > 0)$

# Strongest postcondition

$(x > 0)$

$y = x;$

$x = 3;$

$(y = x \wedge x > 0)$

$(y = x \wedge x > 0 \wedge x = 3)$

# Strongest postcondition

$(x > 0)$

$y = x;$

$x = 3;$

$(y = x \wedge x > 0)$

$(y = x \wedge x > 0 \wedge x = 3)$

$\text{sp}(x := E, P) = \exists x'. [x'/x]P \wedge x = [x'/x]E$

# Strongest postcondition

$\text{sp}(S, P)$  is the strongest  $Q$  such that  $\{P\} S \{Q\}$  is valid

this means that if  $\{P\} S \{Q\}$  is valid,  $\text{sp}(S, P) \Rightarrow Q$

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$$\text{sp}(x := E, P) = \exists x'. [x'/x]P \wedge x = [x'/x]E$$

$$\text{sp}(S_1; S_2, P) = \text{sp}(S_2, \text{sp}(S_1, P))$$

$$\text{sp}(\text{if}(B) \text{ then } S_1 \text{ else } S_2, P) = \text{sp}(S_1, P \wedge B) \vee \text{sp}(S_2, P \wedge \neg B)$$

# What about the loop?

the following holds, but doesn't help!

$$\text{sp}(\text{while}(B) \{S\}, P) = \text{sp}(\text{while}(B) \{S\}, \text{sp}(S, P \wedge B)) \vee (P \wedge \neg B)$$

# Weakest (liberal) precondition

$wlp(S, Q)$  is the weakest predicate  $P$  such that  $\{P\} S \{Q\}$  is valid (for partial correctness)

$wp(S, Q)$  is the weakest predicate  $P$  such that  $\{P\} S \{Q\}$  is valid (for total correctness)

this means that if  $\{P\} S \{Q\}$  is valid,  $P \Rightarrow wlp(S, Q)$

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this means that if  $\{P\} S \{Q\}$  is valid,  $P \Rightarrow wlp(S, Q)$

$$wlp(x := E, Q) = Q[E/x]$$

$$wlp(S_1; S_2, Q) = wlp(S_1, wlp(S_2, Q))$$

$$wlp(\text{if}(B) \text{ then } S_1 \text{ else } S_2, Q) = (B \Rightarrow wlp(S_1, Q)) \wedge (\neg B \Rightarrow wlp(S_2, Q))$$

$$wlp(\text{if}(B) \text{ then } S_1 \text{ else } S_2, Q) = (B \wedge wlp(S_1, Q)) \vee (\neg B \wedge wlp(S_2, Q))$$

# What about the loop?

the following holds, but doesn't help!

$$\text{wlp}(\text{while}(B) \{S\}, Q) = \text{if } B \text{ then } \text{wlp}(S, \text{wlp}(\text{while}(B) \{S\}, Q)) \text{ else } Q$$

## sp vs. wlp

- computing **sp** is like symbolically executing a program
- computing **wlp** is like attempting a backward proof
- **sp** may make it possible to simplify the current state, and may also help resolve branches
- **wlp** focuses on relevant facts

# Proof rules for partial correctness

$$\frac{\{\phi\} S_1 \{\eta\} \quad \{\eta\} S_2 \{\psi\}}{\{\phi\} S_1; S_2 \{\psi\}} \text{ composition}$$

$$\frac{}{\{\psi\}[E/x] \quad x := E \quad \{\psi\}} \text{ assignment}$$

$$\frac{\{\phi \wedge B\} S_1 \{\psi\} \quad \{\phi \wedge \neg B\} S_2 \{\psi\}}{\{\phi\} \text{ if}(B) \text{ then } S_1 \text{ else } S_2 \{\psi\}} \text{ if – then – else}$$

$$\frac{\{\psi \wedge B\} S \{\psi\}}{\{\psi\} \text{ while}(B) \{S\} \{\psi \wedge \neg B\}} \text{ partial – while}$$

$$\frac{\phi' \Rightarrow \phi \quad \{\phi\} S \{\psi\} \quad \psi \Rightarrow \psi'}{\{\phi'\} S \{\psi'\}} \text{ implied}$$

$$\frac{}{\{B \Rightarrow \psi\} \text{ assume}(B) \{\psi\}} \text{ assume}$$

$$\frac{}{\{\psi\} \text{ assume}(B) \{\psi \wedge B\}} \text{ assume}$$

# Examples

for the program  $P$ , below, suppose we would like to prove that  $\{\top\} P \{y = x + 1\}$

```
a = x + 1;  
if (a - 1 == 0)  
    y = 1;  
else  
    y = a;
```

# Example

in order to get  $\{y = x + 1\}$  at the end, we must get  $\{y = x + 1\}$  at the end of both the conditional branches, so that we can apply the if-then-else proof rule

```
a = x + 1;  
if (a - 1 == 0)  
    y = 1;  
    {y = x + 1}  
else  
    y = a;  
    {y = x + 1}
```

$\{y = x + 1\}$

if – then – else

# Example

in order to get  $\{y = x + 1\}$  at the end of both the conditional branches, we need to use the assignment rule in both the branches

```
a = x + 1;
```

```
if (a - 1 == 0)
```

```
  {1 = x + 1}
```

```
  y = 1;
```

```
  {y = x + 1}
```

assignment

```
else
```

```
  {a = x + 1}
```

```
  y = a;
```

```
  {y = x + 1}
```

assignment

```
{y = x + 1}
```

if – then – else

# Example

we can now compute the precondition which gives us the desired postconditions at the beginning of both the branches

```
a = x + 1;
```

```
{(a - 1 = 0 ⇒ 1 = x + 1) ∧ (¬(a - 1 = 0) ⇒ a = x + 1)}
```

```
if (a - 1 == 0)
```

```
  {1 = x + 1}
```

assume

```
  y = 1;
```

```
  {y = x + 1}
```

assignment

```
else
```

```
  {a = x + 1}
```

assume

```
  y = a;
```

```
  {y = x + 1}
```

assignment

```
{y = x + 1}
```

if – then – else

# Example

the condition before 'if' must come from the assignment

$\{(x + 1 - 1 = 0 \Rightarrow 1 = x + 1) \wedge (\neg(x + 1 - 1 = 0) \Rightarrow x + 1 = x + 1)\}$

$a = x + 1;$

$\{(a - 1 = 0 \Rightarrow 1 = x + 1) \wedge (\neg(a - 1 = 0) \Rightarrow a = x + 1)\}$

assignment

if ( $a - 1 == 0$ )

$\{1 = x + 1\}$

assume

$y = 1;$

$\{y = x + 1\}$

assignment

else

$\{a = x + 1\}$

assume

$y = a;$

$\{y = x + 1\}$

assignment

$\{y = x + 1\}$

if – then – else

# Example

the precondition that we got is a valid statement (is same as  $\top$ )

$\{\top\}$	
$\{(x + 1 - 1 = 0 \Rightarrow 1 = x + 1) \wedge (\neg(x + 1 - 1 = 0) \Rightarrow x + 1 = x + 1)\}$	implied
$a = x + 1;$	
$\{(a - 1 = 0 \Rightarrow 1 = x + 1) \wedge (\neg(a - 1 = 0) \Rightarrow a = x + 1)\}$	assignment
if ( $a - 1 == 0$ )	
$\{1 = x + 1\}$	assume
$y = 1;$	
$\{y = x + 1\}$	assignment
else	
$\{a = x + 1\}$	assume
$y = a;$	
$\{y = x + 1\}$	assignment
$\{y = x + 1\}$	if – then – else

# Revisiting the factorial example

$\{\top\}$	
$\{1 = 0!\}$	implied
$y = 1;$	
$\{y = 0!\}$	assignment
$z = 0;$	
$\{y = z!\}$	assignment
$\text{while}(z \neq x)$	
$\{y = z! \wedge z \neq x\}$	assume
$\{y \cdot (z + 1) = (z + 1)!\}$	implied
$z = z + 1;$	
$\{y \cdot z = z!\}$	assignment
$y = y * z;$	
$\{y = z!\}$	assignment
$\{y = z! \wedge \neg(z \neq x)\}$	partial – while
$\{y = x!\}$	implied

# CBMC demo

Online on Teams (with recording)

Thank you!