

CS 4110

# Programming Languages & Logics

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Lecture 9

Axiomatic Semantics

17 September 2014



# Announcements

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- Homework #2 due tonight at 11:59pm
- Homework #3 out today

# Review

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## Operational Semantics

- Describes *how* programs compute
- Relatively easy to define
- Close connection to implementations

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- Solid mathematical foundation
- Simplifies equational reasoning

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- Relatively easy to define
- Close connection to implementations

## Denotational Semantics

- Describes *what* programs compute
- Solid mathematical foundation
- Simplifies equational reasoning

## Axiomatic Semantics

- Describes the *properties* programs satisfy
- Useful for reasoning about correctness
- History: Pioneered by Floyd & Hoare
- Further refined by Dijkstra & Gries

# Axiomatic Semantics

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- A language for expressing program properties
- Proof rules for establishing the validity of particular properties with respect to specific programs

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Assertion Languages:

- First-order logic:  $\forall, \exists, \wedge, \vee, x = y, R(x), \dots$
- Temporal or modal logic:  $\square, \diamond, X, U, F, \dots$
- Special-purpose logics: Alloy, Sugar, Z3, etc.



# Applications

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- Proving correctness
- Documentation
- Test generation
- Symbolic execution
- Translation validation
- Bug finding
- Malware detection

# Pre-Conditions and Post-conditions

Assertions are often used (informally) in code

```
/* Precondition:  $0 \leq i < A.length$  */  
/* Postcondition: returns  $A[i]$  */  
public int get(int i) {  
    return A[i];  
}
```

These assertions are useful as documentation, but there is no guarantee they are correct.

**Idea:** make this rigorous by defining the semantics of the language in terms of pre-conditions and post-conditions!

# Partial Correctness

Recall the syntax of IMP:

$$\begin{array}{ll} a \in \mathbf{Aexp} & a ::= x \mid n \mid a_1 + a_2 \mid a_1 \times a_2 \\ b \in \mathbf{Bexp} & b ::= \mathbf{true} \mid \mathbf{false} \mid a_1 < a_2 \\ c \in \mathbf{Com} & c ::= \mathbf{skip} \mid x := a \mid c_1; c_2 \\ & \mid \mathbf{if } b \mathbf{ then } c_1 \mathbf{ else } c_2 \mid \mathbf{while } b \mathbf{ do } c \end{array}$$

A *partial correctness statement* is a triple:

$$\{P\} c \{Q\}$$

**Meaning:** if  $P$  holds and execution of  $c$  terminates, then  $Q$  holds.

# Question

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Given the following partial correctness specification,

$$\{P\} \text{ while } x < 0 \text{ do } x := x + 1 \{x \geq 0\}$$

which  $P$  makes it valid?

- A. **true**
- B. **false**
- C.  $x \geq 0$
- D. All of the above.
- E. None of the above.

# Question

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Given the following partial correctness specification,

$$\{P\} \mathbf{while} \ x < 0 \ \mathbf{do} \ x := x + 1 \ \{\mathbf{false}\}$$

which  $P$  makes it valid?

- A. **true**
- B. **false**
- C.  $x \geq 0$
- D. All of the above.
- E. None of the above.

# Total Correctness

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Note that partial correctness specifications don't ensure that the program will terminate—this is why they are called “partial”

Sometimes we need to know that the program will terminate

A total correctness statement is a triple:

$$[P]c[Q]$$

**Meaning:** if  $P$  holds, then  $c$  will terminate and  $Q$  holds after  $c$

We'll focus mostly on partial correctness.

## Example: Partial Correctness

```
{foo = 0 ∧ bar = i}  
baz := 0;  
while foo ≠ bar  
do  
    baz := baz - 2;  
    foo := foo + 1  
{baz = -2 × i}
```

**Intuition:** if we start with a store  $\sigma$  that maps foo to 0 and bar to an integer  $i$ , and if the execution of the command terminates, then the final store  $\sigma'$  will map baz to  $-2i$

## Example: Total Correctness

```
[foo = 0  $\wedge$  bar =  $i$   $\wedge$   $i \geq 0$ ]
```

```
baz := 0;
```

```
while foo  $\neq$  bar
```

```
do
```

```
    baz := baz - 2;
```

```
    foo := foo + 1
```

```
[baz =  $-2 \times i$ ]
```

**Intuition:** if we start with a store  $\sigma$  that maps foo to 0 and bar to a non-negative integer  $i$ , then the execution of the command will terminate in a final store  $\sigma'$  will map baz to  $-2i$



# Another Example

```
{foo = 0 ∧ bar = i}  
baz := 0;  
while foo ≠ bar  
do  
    baz := baz + foo;  
    foo := foo + 1  
{baz = i}
```

Question: is this partial correctness statement valid?

# Assertions

We'll use the following language to write assertions:

$$i, j \in \mathbf{LVar}$$

$$a \in \mathbf{Aexp} ::= x \mid i \mid n \mid a_1 + a_2 \mid a_1 \times a_2$$

$$P, Q \in \mathbf{Assn} ::= \mathbf{true} \mid \mathbf{false}$$

$$\mid a_1 < a_2$$

$$\mid P_1 \wedge P_2 \mid P_1 \vee P_2 \mid P_1 \Rightarrow P_2$$

$$\mid \neg P \mid \forall i. P \mid \exists i. P$$

Note that every boolean expression  $b$  is also an assertion.

# Satisfaction

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Next we'll define what it means for a store  $\sigma$  to satisfy an assertion

To do this, we need an interpretation for the logical variables

$$I : \mathbf{LVar} \rightarrow \mathbf{Int},$$

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$$l : \mathbf{LVar} \rightarrow \mathbf{Int},$$

$$\mathcal{A}_i[[n]](\sigma, l) = n$$

$$\mathcal{A}_i[[x]](\sigma, l) = \sigma(x)$$

$$\mathcal{A}_i[[i]](\sigma, l) = l(i)$$

$$\mathcal{A}_i[[a_1 + a_2]](\sigma, l) = \mathcal{A}_i[[a_1]](\sigma, l) + \mathcal{A}_i[[a_2]](\sigma, l)$$

# Satisfaction

Next we define the satisfaction relation for assertions

## Definition (Assertion satisfaction)

$\sigma \models \mathbf{true}$	(always)
$\sigma \models a_1 < a_2$	if $\mathcal{A}_i[a_1](\sigma, l) < \mathcal{A}_i[a_2](\sigma, l)$
$\sigma \models P_1 \wedge P_2$	if $\sigma \models P_1$ and $\sigma \models P_2$
$\sigma \models P_1 \vee P_2$	if $\sigma \models P_1$ or $\sigma \models P_2$
$\sigma \models P_1 \Rightarrow P_2$	if $\sigma \not\models P_1$ or $\sigma \models P_2$
$\sigma \models \neg P$	if $\sigma \not\models P$
$\sigma \models \forall i. P$	if $\forall k \in \text{Int}. \sigma \models_{[i \rightarrow k]} P$
$\sigma \models \exists i. P$	if $\exists k \in \text{Int}. \sigma \models_{[i \rightarrow k]} P$

# Satisfaction

Next we define what it means for a command  $c$  to satisfy a partial correctness statement.

## Definition (Partial correctness statement satisfiability)

A partial correctness statement  $\{P\} c \{Q\}$  is satisfied in store  $\sigma$  and interpretation  $I$ , written  $\sigma \models_I \{P\} c \{Q\}$ , if:

$$\forall \sigma'. \text{ if } \sigma \models_I P \text{ and } \mathcal{C}[[c]]\sigma = \sigma' \text{ then } \sigma' \models_I Q$$

# Validity

## Definition (Assertion validity)

An assertion  $P$  is valid (written  $\models P$ ) if it is valid in any store, under any interpretation:  $\forall \sigma, l. \sigma \models_l P$

## Definition (Partial correctness statement validity)

A partial correctness triple is valid (written  $\models \{P\} c \{Q\}$ ), if it is valid in any store and interpretation:  $\forall \sigma, l. \sigma \models_l \{P\} c \{Q\}$ .

Now we know what we mean when we say “assertion  $P$  holds” or “partial correctness statement  $\{P\} c \{Q\}$  is valid.”

# Proving Specifications

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How do we show that  $\{P\} c \{Q\}$  holds?

We know that  $\{P\} c \{Q\}$  is valid if it holds for all stores and interpretations:  $\forall \sigma, l. \sigma \models_l \{P\} c \{Q\}$ .

Furthermore, showing that  $\sigma \models_l \{P\} c \{Q\}$  requires reasoning about the denotation of  $c$ , as specified by the definition of satisfaction.

We can do this manually, but it turns out that there is a better way.

We can use a set of inference rules and axioms, called *Hoare rules*, to directly derive valid partial correctness statements without having to reason about stores, interpretations, and the execution of  $c$ .



# Question

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Is it decidable whether  $\{P\} \subset \{Q\}$ ?

1. Yes
2. No