

COMP SCI 3EA3 — Software Specification and Correctness

April 10, 2017

Environments

Our common environments will be the following distributive lattices

- Booleans: $(\mathbb{B}, \Rightarrow, \wedge, \vee, \text{false}, \text{true})$
 - Extended Number Line: $(\mathbb{R}, \leq, \downarrow, \uparrow, -\infty, +\infty)$
 - Naturals under division: $(\mathbb{N}, |, \text{gcd}, \text{lcm}, 1, 0)$
 - Substructures of a given datatype with the substructure ordering.
- E.g., sets, lists, and graphs with subset, subsequence, and subgraph ordering.

Simultaneous Textual Substitution

Identity Substitution: $t[x := x] = t$

Superfluous Substitution: $t[x := E] = t$ provided $\neg\text{occurs}('x', 't')$

Re-Substitution: $t[x := E][x := F] = t[x := E[x := F]]$

Iterated Substitution: $\begin{aligned} t[x := E][y := F] &= t[x := E[y := F]] \\ t[x := E][y := F] &= (t[x := E[y := F]])[y := F] \\ t[x := E][y := F] &= t[x, y := E[y := F], F] \end{aligned}$

Axiom, Function Patching Definition: $f[x \mapsto E](y) = \text{if } x = y \text{ then } E \text{ else } f(y) \text{ fi}$

Propositional Calculus

Metatheorem: Any two theorems are equivalent; ‘true’ is a theorem.
Equivalences is an equivalence relation that is associative — $((p \equiv q) \equiv r) \equiv (p \equiv (q \equiv r))$ — and has identity *true*.

Discrepancy ‘ $\not\equiv$ ’ is symmetric, associative, has identity ‘*false*’, mutually associates with equivalence — $((p \not\equiv q) \equiv r) \equiv (p \not\equiv (q \equiv r))$ — and muturally interchanges with it as well — $\neg p \not\equiv q \equiv p \equiv q \not\equiv r \not\equiv r$.

Implication has the alternative definition $p \Rightarrow q \equiv \neg p \vee q$, has ‘*true*’ as left identity and ‘*false*’ as right zero, distributes over \equiv in the second argument, and is self-distributive; and has the properties

Modus Ponens:

$$\begin{array}{lcl} p \wedge (p \Rightarrow q) & \equiv & p \wedge q \\ p \wedge (q \Rightarrow p) & \equiv & p \\ p \wedge (p \Rightarrow q) & \Rightarrow & q \end{array}$$

Shunting: $p \wedge q \Rightarrow r \equiv p \Rightarrow (q \Rightarrow r)$

$$\begin{array}{lcl} \text{Contrapositive:} & p \Rightarrow q & \equiv \neg q \Rightarrow \neg p \\ & p \wedge q & \equiv p \wedge \neg q \\ & p \vee q & \equiv p \vee \neg q \\ & p \wedge (\neg p \vee q) & \equiv p \wedge q \\ & p \vee (\neg p \wedge q) & \equiv p \vee q \end{array}$$

Excluded Middle: $p \vee \neg p$

$$\begin{array}{lcl} \text{Contradiction:} & p \wedge \neg p & \equiv \text{false} \\ & p \wedge q & \equiv p \wedge \neg q \\ & \neg(p \vee q) & \equiv \neg p \vee \neg q \\ & \neg(p \wedge q) & \equiv \neg p \wedge \neg q \end{array}$$

Moreover it has the property “(3.62)”: $p \Rightarrow (q \equiv r) \equiv p \wedge q \equiv p \wedge r$.

Conjunction and disjunction distributes over one another, \vee distributes over \equiv , \wedge distributes over $\equiv\equiv$ in that $p \wedge (q \equiv r \equiv s) \equiv p \wedge q \equiv p \wedge r \equiv p \wedge s$, and they satisfy,

$$\begin{array}{lcl} \text{Absorption:} & p \wedge (p \vee q) & \equiv p \wedge q \\ & p \vee (p \wedge q) & \equiv p \vee q \end{array}$$

De Morgan:

$$\begin{array}{lcl} p \wedge (\neg p \vee q) & \equiv & p \wedge q \\ p \vee (\neg p \wedge q) & \equiv & p \vee q \end{array}$$

In a lattice, these rules can be combined with ‘induced definition of inclusion’ and ‘golden rule’ to obtain other various forms of indirect (in)equality.

Heuristic: pick property R that ‘*a*’ and ‘*b*’ satisfy so that you can use the “Translation” rule below to bring more content about z into the body of the quantification to make it more amiable to calculation.

With quantifier properties,

Generalised De Morgan: $\neg(\forall x \mid R \bullet P) \equiv (\exists x \mid R \bullet \neg P)$

Trading: $\begin{array}{lcl} (\forall x \mid Q \wedge R \bullet P) & \equiv & (\forall x \mid Q \bullet R \Rightarrow P) \\ (\exists x \mid Q \wedge R \bullet P) & \equiv & (\exists x \mid Q \bullet R \wedge P) \end{array}$

Metatheorem: P is a theorem iff $(\forall x \bullet P)$ is a theorem.

Metatheorem Witness: If $\neg\text{occurs}('x', 'Q')$, then:

$$(\exists x \mid R \bullet P) \Rightarrow Q \quad \text{is a theorem iff } R \wedge P \Rightarrow Q \quad \text{is a theorem.}$$

Finally, we have a few substitution laws:

(7.27) **Axiom, Context:**

(7.27a) **Context:**

(7.28) **Leibniz:**

Setoids

Axiom, Reflexivity of \approx : $a \approx a$

Axiom, Symmetry of \approx : $a \approx b \equiv b \approx a$

Axiom, Transitivity of \approx : $a \approx b \wedge b \approx c \Rightarrow a \approx c$

Axiom, Leibniz: $a = b \Rightarrow a \approx b$

Posets

Axiom, Reflexivity of \sqsubseteq : $a \sqsubseteq a$

Reflexivity of \sqsubseteq wrt Equality: $a = b \Rightarrow a \sqsubseteq b$

Axiom, Transitivity of \sqsubseteq : $a \sqsubseteq b \wedge b \sqsubseteq c \Rightarrow a \sqsubseteq c$

Transitivity / Inclusion Absorbs Equality: $a = b \wedge b \sqsubseteq c \Rightarrow a \sqsubseteq c$

Transitivity / Mutual Implication: $a \sqsubseteq b \wedge b \sqsubseteq a \equiv a = b$

Axiom, Antisymmetry of \sqsubseteq : $a \sqsubseteq b \wedge b \sqsubseteq a \Rightarrow a = b$

Axiom, Dual Order: $b \sqsupseteq a \equiv a \sqsubseteq b$

Axiom, Top Element: $a \sqsubseteq \top \Leftarrow a = \top$

Axiom, Bottom Element: $\bot \sqsubseteq a$

The following have the *proviso* “ $R[z := a] \wedge R[z := b]$ ” — most often “ $R \equiv \text{true}$ ”. (§8.2)

Indirect Equality, from below: $a = b \equiv (\forall z \mid R \bullet z \sqsubseteq a \equiv z \sqsubseteq b)$

Indirect Equality, from above: $a = b \equiv (\forall z \mid R \bullet a \sqsubseteq z \equiv b \sqsubseteq z)$

Indirect Inclusion, from below: $a \sqsubseteq b \equiv (\forall z \mid R \bullet z \sqsubseteq a \Rightarrow z \sqsubseteq b)$

Indirect Inclusion, from above: $a \sqsupseteq b \equiv (\forall z \mid R \bullet a \sqsubseteq z \Leftarrow b \sqsubseteq z)$

\sqcup -Introduction/Witness: $R[x := E] \Rightarrow P[x := E] \subseteq (\sqcup x \mid R \bullet P)$

Induced \square -Definition:

$$\begin{aligned} m &= (\sqcap x \mid R \bullet P) \equiv (\forall x \mid R \bullet m \in P) \wedge (\forall l \mid (R \bullet l \in P) \bullet l \leq m) \\ j &= (\sqcup x \mid R \bullet P) \equiv (\forall x \mid R \bullet P \leq j) \wedge (\forall u \mid (R \bullet P \leq u) \bullet j \leq u) \end{aligned}$$

Meet is greatest lower bound: $(\sqcap x \mid R \bullet P) = (\sqcup l \mid (\forall x \mid R \bullet l \leq P))$

Join is least upper bound: $(\sqcup x \mid R \bullet P) = (\sqcap u \mid (\forall x \mid R \bullet P \leq u))$

Range-Antitonicity of \sqcap : $(\forall x \bullet Q \Rightarrow R) \Rightarrow (\sqcap x \mid R \bullet P) \subseteq (\sqcap x \mid Q \bullet P)$

Range-Monotonicity of \sqcup : $(\forall x \bullet Q \Rightarrow R) \Rightarrow (\sqcup x \mid Q \bullet P) \subseteq (\sqcup x \mid R \bullet P)$

Interchange of quantifications:

$$(\sqcup x \mid R \bullet (\sqcap y \mid Q \bullet P)) \subseteq (\sqcap y \mid Q \bullet (\sqcup x \mid R \bullet P))$$

Provided $\neg\text{occurs}(y, 'R')$ $\wedge \neg\text{occurs}(x, 'Q')$; and \sqcup distributes over \sqcap .

Definition, Order Morphisms: For expressions R and P , with free variable i ,

$$\begin{aligned} P \text{ monotone on } R &: \forall x, y \mid R[i := x] \wedge R[i := y] \bullet x \leq y \Rightarrow P[i := x] \sqsubseteq P[i := y] \\ P \text{ antitone on } R &: \forall x, y \mid R[i := x] \wedge R[i := y] \bullet x \leq y \Rightarrow P[i := y] \sqsubseteq P[i := x] \end{aligned}$$

One-Point Rule For Monotone Body: If P monotone on R and $R[i := l] \wedge R[i := u]$,

$$\begin{aligned} (\sqcap i \mid R \wedge l \leq i \bullet P) &= P[i := l] \\ (\sqcup i \mid R \wedge i \leq u \bullet P) &= P[i := u] \end{aligned}$$

One-Point Rule For Antitone Body: If P antitone on R and $R[i := l] \wedge R[i := u]$,

$$\begin{aligned} (\sqcap i \mid R \wedge i \leq u \bullet P) &= P[i := u] \\ (\sqcup i \mid R \wedge l \leq i \bullet P) &= P[i := l] \end{aligned}$$

Induced \square -Definition for Numbers: Provided R non-empty and finite,

$$\begin{aligned} f \cdot m &= (\downarrow x \mid R \bullet f \cdot x) \equiv R[x := m] \wedge (\forall x \mid R \bullet f \cdot m \leq f \cdot x) \\ f \cdot m &= (\uparrow x \mid R \bullet f \cdot x) \equiv R[x := m] \wedge (\forall x \mid R \bullet f \cdot x \leq f \cdot m) \end{aligned}$$

Local Characterisation of Integer Extrema:

Provided R non-empty and finite, and $\neg R$ monotonic,

$$\begin{aligned} l &= (\uparrow i : \mathbb{Z} \mid R) = R[i := l] \wedge \neg R[i := l + 1] \\ s &= (\downarrow i : \mathbb{Z} \mid R) = R[i := s] \wedge \neg R[i := s - 1] \end{aligned}$$

Hoare Triple Definitions

$\{Q\} S \{R\}$: execution of S began in any state satisfying predicate Q would terminate in a state satisfying predicate R . The set of all such states Q is denoted $\wp S R$. Page 110

Axiom, Hoare Triple Definition: $\{Q\} S \{R\} \equiv Q \Rightarrow \wp S R$

Heuristic: When attempting to prove $\{Q\} S_1; S_2; \dots; S_n \{R\}$ we “push” R left-wards using rule $\{\wp S R\} S \{R\}$ to obtain $\{Q\} S_1; \dots; S_{n-1}; \{\wp S_n R\} S_n \{R\}$. We use the required goal R to guide us in calculating/proving our program correct.

Axiom, Law of The Excluded Miracle: $\wp S \text{ false} = \text{false}$

Axiom, Distributivity of Conjunction: $\wp S (P \wedge R) \equiv \wp S P \wedge \wp S R$

Monotonicity in the second argument: $(P \Rightarrow R) \Rightarrow (\wp S P \Rightarrow \wp S R)$

Precondition Strengthening: $G \Rightarrow G' \Rightarrow \{G'\} S \{R\} \Rightarrow \{G\} S \{R\}$

Postcondition Weakening: $R \Rightarrow R' \Rightarrow \{G\} S \{R\} \Rightarrow \{G\} S \{R'\}$

Semidistributivity of Disjunction: $\wp S P \vee \wp S R \Rightarrow \wp S (P \vee R)$

Axiom, Program Equality: $S \approx T \equiv (\forall R \bullet \wp S R \equiv \wp T R)$

Theorem: All program constructions preserve this equivalence.

Skip and Sequence

Axiom, Skip Rule: $\wp \text{ ``skip'' } R = R$

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Axiom/Theorem, Sequence Rule:

$$\begin{aligned} \wp ``S; T'' R &= \wp S (\wp T R) \\ \{Q\} S; T \{R\} &\Leftarrow \{Q\} S \{P\} \wedge \{P\} T \{R\} \end{aligned}$$

Sequencing is Associative: $(S; T); U \approx S; (T; U)$

Identity of sequence: $\text{skip}; S \approx S; \text{skip} \approx S$

Assignment

Axiom, Assignment Rule: $\wp ``x := E'' R = R[x := E] \wedge E \text{ well-defined}$

Superfluous Variable: $x := E; S \approx S$

‘Execution of $x := E$ may change only x , and no other variable.’

Simultaneous and Sequential Assignment Interchange:

$$\begin{aligned} x, y := E, F &\approx x := E; y := F \approx y := F; x := E \\ \text{provided } \neg\text{occurs}(x, 'F') \wedge \neg\text{occurs}(y, 'E') \end{aligned}$$

Identity Assignment: $x := x \approx \text{skip}$

$x, y := E, y \approx x := E$

provided $\neg\text{occurs}(x, 'y')$

Conditional and Iterative Constructs

We use quantification notation for guarded commands, for example the alternative-command on the right. This notation is suggestive of certain derived properties: the

order of the guarded commands does not matter — ‘[]’ is symmetric —, and identical guarded commands can be replaced with one instance — ‘[]’ is idempotent — without actually giving a theory of ‘[]’ as an operator of the language. These properties follow from the definition of $\text{if } .. \text{ fi}$ in terms of quantifiers \exists and \forall , which are themselves idempotent and symmetric.

Axiom/Theorem, Conditional Rule:

$$\begin{aligned} \wp \text{ ``if } i \bullet B_i \rightarrow S_i \text{ fi'' } R &\equiv (\exists i \bullet B_i) \wedge (\forall i \bullet \neg B_i) S_i \{R\} \\ \{Q\} \text{ if } i \bullet B_i \rightarrow S_i \{R\} &\Leftarrow \begin{array}{l} \{Q\} \text{ if } i \bullet B_i \rightarrow S_i \{R\} \\ \wedge \text{ each } B_i \text{ is defined} \end{array} \end{aligned}$$

Heuristic “Case Analysis”: To solve “Given G , establish R ”, if we find B_i with $G \Rightarrow B_1 \vee \dots \vee B_n$ then the solution is: if $i \bullet B_i \rightarrow \text{“Given } G \wedge B_i, \text{ establish } R” \text{ fi}$

Axiom, Iteration Definition:

$$\begin{aligned} \text{do } i \bullet B_i \rightarrow S_i \text{ od} \\ \approx \text{if } \begin{array}{l} \llbracket i \bullet B_i \rightarrow S_i; \text{ do } i \bullet B_i \rightarrow S_i \text{ od} \\ \llbracket \text{else } \begin{array}{l} \text{skip} \\ \text{fi} \end{array} \text{ where } \text{else} = \neg(\exists i \bullet B_i) \end{array} \end{aligned}$$

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Axiom, Iteration Rule: $\begin{array}{l} \text{wp ``do } i \bullet B_i \rightarrow S_i \text{ od'' } R \\ \text{where } f(X) = (\forall i \bullet \{B_i\} S_i \{X\}) \wedge (\text{else } \Rightarrow R) \end{array} = (\exists i : \mathbb{N} \bullet f^{i+1}(\text{false}))$

Sheet 6

Program Construction

Theorem Weakening:

$$\begin{array}{c} \text{If } \neg\text{occurs}(\mathbf{X}, \{S, R\}), \text{ then:} \\ \quad \{\exists \mathbf{X} \bullet G\} S \{R\} \text{ is a theorem} \\ \text{if } \quad \{\forall \mathbf{X} \bullet G\} S \{R\} \text{ is a theorem} \\ \Leftarrow \quad \{\forall \mathbf{X} \bullet G\} S \{R\} \end{array}$$

- Heuristic “Programming is a goal-oriented activity”:**
1. Formalise ‘Givens’ and ‘Requires’ of the problem.
 2. Obtain an invariant P and initialise the variables to make it true.
 3. Bridge from invariant to post-condition: solve for B in $P \wedge \neg B \Rightarrow R$.
 4. If $\neg B$ holds then we’re done, otherwise we construct a loop to obtain it.
 5. Solve for a “bound function” bf in $P \wedge B \Rightarrow bf > 0$.
 6. Make progress towards termination: find a program S that decreases the bound.
 7. Refine program S so that it *maintains* the invariant!

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{G}
initialisation
{invariant P; bound bf}
;do B → {P ∧ B ∧ bf = C} S {P ∧ bf < C} od
{R}

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Linear Search:
Provided $b : \mathbb{Z} \rightarrow \mathbb{B}$
 $\{\exists \mathbf{X} : \mathbb{Z} \bullet 0 \leq \mathbf{X} \wedge b \leq \mathbf{X}\}$
 $x := 0; \text{do } \neg b x \rightarrow x := x + 1 \text{ od}$
 $\{x = (\uparrow i : \mathbb{Z} \mid 0 \leq i \wedge b \leq i)\}$

(Dual) Linear Search:
Provided $b : \mathbb{Z} \rightarrow \mathbb{B}$ and $N : \mathbb{Z}$
 $\{\exists \mathbf{X} : \mathbb{Z} \bullet \mathbf{X} \leq N \wedge b \leq \mathbf{X}\}$
 $x := N; \text{do } \neg b x \rightarrow x := x - 1 \text{ od}$
 $\{x = (\uparrow i : \mathbb{Z} \mid i \leq N \wedge b \leq i)\}$

Heuristic “Variable Introduction”: Only introduce variables based on some reason or derivation and *define* them by an invariant—not on a hunch, or by magic! Perhaps at the end of a derivation, introduce a variable to replace a reoccurring expression thereby improving clarity. See the heuristic of “Conflict Resolution”.

Heuristic “Deleting A Conjunct”: When postcondition R is of the form $P \wedge B$, and P is “easily” truthified—by, say, $x := I$ under precondition G —while B is not, then one may try to use P as invariant and the other as negation of the guard of a repetition, leading to

$\{G\} x := I; \text{do } \neg B \rightarrow ? \text{ od } \{R\}$

For example, to calculate $q, r = A \text{div } B, A \bmod B$, we obtain algorithm:

$\{A \geq 0 \wedge B > 0\} q, r := 0, A; \text{do } \neg B \rightarrow B \rightarrow q, r := q + 1, r - B \text{ od } \{A = q * B + r \wedge 0 \leq r \wedge r < B\}$ errors⁷.

Heuristic “Replacing Constants/Expressions by Variables”: It may be possible to “work up/down to” the postcondition R , by replacing a constant/expression C with a variable c and placing bounds on it, —good candidates to try are the named parameters occurring in both G and R —thereby obtaining (integer) template $\{G\} c := ?; \{\text{invariant } R[C := c] \wedge 0 \leq c \leq C, \text{bound } C - c\}, \text{do } C \neq c \rightarrow ? \text{ od } \{R\}$. For example, to calculate the ‘ \oplus -sum’/reduction of a sequence we obtain algorithm:

$\{N \geq 0\} n, s := 0, \text{e; do } N \neq n \rightarrow n, s := n + 1, s \oplus f n \text{ od } \{s = (\oplus i \mid 0 \leq i < N - 1 \bullet f(i))\}$
A instance of this heuristic is sufficiently common to merit its own name:

Heuristic “Conflict Resolution”: When choosing an invariant, if parts of the required goal can be easily truthified by different initialisations to a variable, then resolve such conflicts by introducing new additional variables for each such part that are defined to satisfy those parts. For example, to establish $R : A \ x \wedge B \ x'$ when it is easy to show that ‘ $A \ a$ ’ and ‘ $B \ (f \ a)$ ’ are true, resolve this conflict of what ‘ x ’ ought to be by introducing a new variable y *defined* by the invariant $P : f \ x \leq y \wedge A \ x \wedge B \ y$; thereby yielding $\{0 \leq a\} x, y := a, f \ a; \{\text{inv } P, \text{ bound } y - f \ x\} \text{do } f \ x \neq y \rightarrow ? \text{ od } \{R\}$

Heuristic “Syntactic Similarity”: When it’s not at all clear where to begin, attempt to massage the expressions G and R so that they are syntactically similar—after all, if they coincide then **skip** solves the problem. For example, if G contains a quantification but R does not, then introduce a quantification using the one-point rule then continue by using ‘Conflict Resolution’.

Metatheorem Witness:

If $\neg\text{occurs}(\mathbf{X}, \{S, R\})$, then:
 $\{\exists \mathbf{X} \bullet G\} S \{R\}$ is a theorem
iff $\{\forall \mathbf{X} \bullet G\} S \{R\}$ is a theorem

Bounded Linear Search:
Provided $b : 0..N - 1 \rightarrow \mathbb{B}$
 $\{0 \leq N\}$
 $x, y := 0, N$
 $\text{;do } x \neq y \rightarrow$
 if $\neg b \ x \rightarrow x := x + 1$
 $\text{[] } b \ x \rightarrow x := x$
 fi
 od
 $\{x = (\uparrow i : 0..N \mid (\forall j : 0..i - 1 \bullet \neg b(j))\}$

(84.1) Heuristic “Binary Search”: Whenever a given informal specification requests assigning to an integer variable such that it and its neighbour $\neg x + 1$ or $\neg x - 1$ —satisfy some proposition, then tackle the problem by finding a suitable relation \mathcal{Z} and using Binary Search (below right). Notice that $a < m < b$ is a precondition to the occurrence of m in the loop body and, with this, one may postulate “fictitious/ghost elements” to remove the precondition ‘ $a \mathcal{Z} b$ ’ for certain problems—in left below, the sequence b is never inspected at $-1, N$ and so their values are completely irrelevant to the (outcome of the) computation: they are thought variables for reasoning only. Other problems may have the alternative’s guards simplified further by the particular choice of \mathcal{Z} occurring in the invariant—see the left code snippet below!⁸ When using the results of an algorithm annotated with fictitious elements, one must check that the result is valid—otherwise we may have “out of bounds errors”.

(General) Binary Search
Provided \mathcal{Z} is a co-transitive relation,
 $\forall x, y, m : \mathbb{Z} \bullet x \mathcal{Z} m \vee m \mathcal{Z} y \Leftarrow x \mathcal{Z} y$,
 $\{a < b \wedge a \mathcal{Z} b\}$
 $x, y := a, b$
 $\text{;Invariant } a \leq x < y \leq b \wedge x \mathcal{Z} y, \text{ Bound } y - x$
 $\text{do } x + 1 \neq y \rightarrow$
 $m := (x + y) \div 2$
 if $b \ m \rightarrow x := m$
 $\text{[] } \neg b \ m \rightarrow y := m$
 fi
 od
 $\{a \leq x < b \wedge x \mathcal{Z} (x + 1)\}$

Observe that the co-transitives are precisely the complements of retracts of transitives.
Absurdly fast searching! If $\neg b$ is monotonic, then the left snippet ensures, in logarithmic time, that $x = (\uparrow i : -1..N - 1 \mid b(i))$ and this is far superior to Linear Search!
Or is it… What if we’re designing an algorithm to compute $\log_7 N$?