

THE CALCULUS OF COMPUTATION:
Decision Procedures with
Applications to Verification

by
Aaron Bradley
Zohar Manna

Springer 2007

6. Program Correctness: Strategies

Developing Inductive Assertions

Some structured techniques for developing inductive annotations
for proving partial correctness. Just heuristics.

Basic Facts

Example: LinearSearch

```
for
  @L:  $l \leq i \leq u + 1$ 
  (int  $i := l; i \leq u; i := i + 1$ ) {
    if ( $a[i] = e$ ) return true;
  }
```

Example: BubbleSort

```
for
  @L1:  $-1 \leq i < |a|$ 
  (int  $i := |a| - 1; i > 0; i := i - 1$ ) {
  for
    @L2:  $0 < i < |a| \wedge 0 \leq j \leq i$ 
    (int  $j := 0; j < i; j := j + 1$ ) {
    if ( $a[j] > a[j + 1]$ ) {
      int  $t := a[j]$ ;
       $a[j] := a[j + 1]$ ;
       $a[j + 1] := t$ ;
    }
  }
}
```

The Precondition Method

- Given annotation $@L : F$
- Compute the precondition of F backward
- Find new annotation $@L' : F'$

$$\begin{array}{c} @L : F \\ s_1; \\ \vdots \\ s_n; \\ @L' : F \end{array}$$

Example: BinarySearch

```

@pre H?
@post T
bool BinarySearch(int[] a, int l, int u, int e) {
  if (l > u) return false;
  else {
    @ 2 ≠ 0;           ... basic fact
    int m := (l + u) div 2;
    @ 0 ≤ m < |a|;    ... basic fact
    if (a[m] = e) return true;
    else if (a[m] < e) return BinarySearch(a, m + 1, u, e);
    else return BinarySearch(a, l, m - 1, e);
  }
}

```

◀ ▶ ⏪ ⏩ 🔍 ↻

6-5

$@pre H : 0 \leq l \wedge u < |a|$

guaranteed

$$0 \leq l \wedge u < |a| \rightarrow wp(F, S_1; S_2)$$

is $T_{\mathbb{Z}}$ -valid. The runtime assertion

$$0 \leq m < |a|$$

holds in every execution of BinarySearch in which the precondition

$$@pre 0 \leq l \wedge u < |a|$$

is satisfied.

◀ ▶ ⏪ ⏩ 🔍 ↻

6-7

$@pre H : ?$ $S_1 : \text{assume } l \leq u;$ $S_2 : m := (l + u) \text{ div } 2;$ $@ F : 0 \leq m < a $	(·)	
--	-----	--

Compute

```

wp(F, S1; S2)
⇔ wp(wp(F, m := (l + u) div 2), S1)
⇔ wp(F {m ↦ (l + u) div 2}, S1)
⇔ wp(F {m ↦ (l + u) div 2}, assume l ≤ u)
⇔ l ≤ u → F {m ↦ (l + u) div 2}
⇔ l ≤ u → 0 ≤ (l + u) div 2 < |a|
⇔ 0 ≤ l ∧ u < |a|

```

◀ ▶ ⏪ ⏩ 🔍 ↻

6-6