

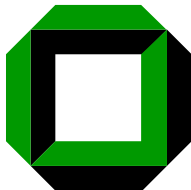
Formale Entwicklung objektorientierter Software

Praktikum im Wintersemester 2007/2008

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12. Dezember 2007



Loop Invariants



Unwinding Loops

$$\text{loopUnwind} \frac{}{\Gamma \Rightarrow \mathcal{U}\langle \pi \text{ while}(e) \ p \ \omega \rangle \phi, \Delta}$$



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How to handle a loop with...

- 0 iterations?



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How to handle a loop with...

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- 10 iterations?



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- 10 iterations? Unwind $11\times$.



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$\rightsquigarrow$ We need an **invariant rule**. (or some other form of induction)



Basic Invariant Rule

$$\text{loopInvariant} \frac{}{\Gamma \Rightarrow \mathcal{U}[\pi \text{ while}(e) \ p; \omega] \phi, \Delta}$$



Basic Invariant Rule

$\Gamma \Rightarrow \mathcal{U}Inv, \Delta$ (initially valid)

loopInvariant $\frac{}{\Gamma \Rightarrow \mathcal{U}[\pi \text{ while}(e) \text{ } p; \omega]\phi, \Delta}$



Basic Invariant Rule

$$\text{loopInvariant} \frac{\begin{array}{l} \Gamma \Rightarrow \mathcal{U}Inv, \Delta \quad (\text{initially valid}) \\ Inv, e \Rightarrow [p]Inv \quad (\text{preserved}) \end{array}}{\Gamma \Rightarrow \mathcal{U}[\pi \text{ while}(e) \ p; \omega]\phi, \Delta}$$



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- Context $\Gamma, \Delta, \mathcal{U}$ must be omitted in 2nd and 3rd premiss



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- Context $\Gamma, \Delta, \mathcal{U}$ must be omitted in 2nd and 3rd premiss
- Context contains (parts of) precondition and class invariants
- Required context information must be added to loop invariant Inv



Example

```
int i = 0;
while(i < a.length) {
    a[i] = 0;
    i++;
}
```



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Precondition: $a \neq \text{null}$

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Postcondition: $\forall x. (0 \leq x < \text{a.length} \rightarrow a[x] \doteq 0)$



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Example

Precondition: $a \neq \text{null} \ \& \ \textit{ClassInv}$

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- We would like to keep unmodified parts of the context



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- We would like to keep unmodified parts of the context
- **assignable clauses** for loops can tell what may be modified

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- But: determining unaffected formulas syntactically is impossible because of aliasing
- Solution: **anonymising updates** $\mathcal{V}$ delete information about modified locations

$$\mathcal{V} = \{i := i_0 \mid \text{for } x; a[x] := arr_0(a, x)\}$$


Improved Invariant Rule

$$\text{loopInvariant} \frac{}{\Gamma \Rightarrow \mathcal{U}[\pi \text{ while}(e) \ p; \omega] \phi, \Delta}$$



Improved Invariant Rule

$$\Gamma \Rightarrow \mathcal{U}Inv, \Delta$$

(initially valid)

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Improved Invariant Rule

$$\Gamma \implies \mathcal{U}Inv, \Delta \quad \text{(initially valid)}$$
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 - $\mathcal{V} = \{ * := * \}$ wipes out **all** information



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- For assignable \everything (the default):
 - $\mathcal{V} = \{ * := * \}$ wipes out **all** information
 - Equivalent to basic invariant rule
 - **Avoid this!** Always give a more narrow assignable clause.



Addition 1: Proving assignable

- The invariant rule **assumes** the assignable is correct



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$$\{i := i_0\}anon \rightarrow [i=5;]\{i := i_0\}anon$$



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↪ Add $\mathcal{V}anon$ to Inv in “preserved” case.



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$v = a.length - i$



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↪ - Add $v \geq 0$ to Inv



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- ↪ - Add $v \geq 0$ to Inv
- Add $v < v^{old}$ to right of “preserved” case



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 - Replace box with diamond



Further Complications

Since Java is a **real** language...

- the loop guard expression e may have side effects



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~> The invariant rule in KeY takes all this into account.



Loop Specifications in JML

```
int i = 0;
/*@
  @
  @
  @
  @*/
while(i < a.length) {
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Loop Specifications in JML

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int i = 0;
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Using Method Contracts



Expanding Method Bodies

$$\text{methodBodyExpand} \frac{}{\Gamma \Rightarrow \mathcal{U} \langle \pi \circ .m(p_1, \dots, p_n) @ C; \omega \rangle \phi, \Delta}$$



Expanding Method Bodies

$$\text{methodBodyExpand} \frac{\Gamma \Rightarrow \mathcal{U} \langle \pi \text{ method-frame}(C, o) \{b\} \omega \rangle \phi, \Delta}{\Gamma \Rightarrow \mathcal{U} \langle \pi \text{ o.m}(p_1, \dots, p_n) @ C; \omega \rangle \phi, \Delta}$$



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Disadvantages:

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Disadvantages:

- Non-modular
- Duplication of effort
- Can lead to huge proofs
- Sometimes the method body is not available (e.g. native methods)



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Given a contract $(Pre, Post, \mathcal{V})$:



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$$\Gamma \Rightarrow \mathcal{U}Pre, \Delta \quad (\text{Pre})$$

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(Pre)

$$\Gamma \Rightarrow \mathcal{U}\mathcal{V}(\text{exc} \doteq \text{null} \wedge Post \rightarrow \langle \pi \ \omega \rangle \phi), \Delta$$

(Post)

$$\Gamma \Rightarrow \mathcal{U}\langle \pi \text{ o.m}(\mathbf{p}_1, \dots, \mathbf{p}_n) @ \mathbf{C}; \omega \rangle \phi, \Delta$$



Use Method Contract Rule

Given a contract $(Pre, Post, \mathcal{V})$:

$$\frac{\begin{array}{ll} \Gamma \Rightarrow \mathcal{U}Pre, \Delta & \text{(Pre)} \\ \Gamma \Rightarrow \mathcal{U}\mathcal{V}(\text{exc} \doteq \text{null} \wedge Post \rightarrow \langle \pi \ \omega \rangle \phi), \Delta & \text{(Post)} \\ \Gamma \Rightarrow \mathcal{U}\mathcal{V}(\text{exc} \neq \text{null} \wedge Post \rightarrow \langle \pi \ \text{throw} \ \text{exc}; \omega \rangle \phi), \Delta & \text{(Exc.)} \end{array}}{\Gamma \Rightarrow \mathcal{U}\langle \pi \ \text{o.m}(\mathbf{p}_1, \dots, \mathbf{p}_n) @ \mathbf{C}; \omega \rangle \phi, \Delta}$$



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END**

