SECTION 1:
CODE REASONING + VERSION CONTROL

Justin Bare & Deric Pang

slides borrowed and adapted from Alex Mariakis and CSE 390a

OUTLINE

- Introductions
- Code Reasoning
- Version control

REASONING ABOUT CODE

- **Two purposes**
  - *Prove* our code is correct
  - Understand *why* code is correct

- **Forward reasoning: determine what follows from initial conditions**

- **Backward reasoning: determine sufficient conditions to obtain a certain result**

FORWARD REASONING

```
// {x >= 0, y >= 0}
y = 16;
//
x = x + y
//
x = sqrt(x)
//
y = y - x
//
```

FORWARD REASONING

```
// {x >= 0, y >= 0}
y = 16;
// {x >= 0, y = 16}
x = x + y
//
x = sqrt(x)
//
y = y - x
//
```

FORWARD REASONING

```
// {x >= 0, y >= 0}
y = 16;
// {x >= 0, y = 16}
x = x + y
// {x >= 16, y = 16}
x = sqrt(x)
//
y = y - x
//
```

FORWARD REASONING

```
// {x >= 0, y >= 0}
y = 16;
// {x >= 0, y = 16}
x = x + y
// {x >= 16, y = 16}
x = sqrt(x)
// {x >= 4, y = 16}
y = y - x
//
```

FORWARD REASONING

```
// {x >= 0, y >= 0}
y = 16;
// {x >= 0, y = 16}
x = x + y
// {x >= 16, y = 16}
x = sqrt(x)
// {x >= 4, y = 16}
y = y - x
// {x >= 4, y <= 12}
// Forward reasoning is used to determine if a
// postcondition holds
```

FORWARD REASONING

```
// {true}
if (x>0) {
        //
        abs = x
        //
}
else {
        //
        abs = -x
        //
}
//
//
```

FORWARD REASONING

```
// {true}
if (x>0) {
        // {x > 0}
        abs = x
        //
}
else {
        // {x <= 0}
        abs = -x
        //
}
//
//
```

FORWARD REASONING

```
// {true}
if (x>0) {
        // {x > 0}
        abs = x
        // {x > 0, abs = x}
}
else {
        // {x <= 0}
        abs = -x
        // {x <= 0, abs = -x}
}
//
//
```

FORWARD REASONING

```
// {true}
if (x>0) {
        // {x > 0}
        abs = x
        // {x > 0, abs = x}
}
else {
        // {x <= 0}
        abs = -x
        // {x <= 0, abs = -x}
}
// {x > 0, abs = x OR x <= 0, abs = -x}
//
```

FORWARD REASONING

```
// {true}
if (x>0) {
        // {x > 0}
        abs = x
        // {x > 0, abs = x}
}
else {
        // {x <= 0}
        abs = -x
        // {x <= 0, abs = -x}
}
// {x > 0, abs = x OR x <= 0, abs = -x}
// {abs = |x|}
```

BACKWARD REASONING

```
//
a = x + b;
//
c = 2b - 4
//
x = a + c
// {x > 0}
```

BACKWARD REASONING

```
//
a = x + b;
//
c = 2b - 4
// {a + c > 0}
x = a + c
// {x > 0}
```

BACKWARD REASONING

```
//
a = x + b;
// {a + 2b - 4 > 0}
c = 2b - 4
// {a + c > 0}
x = a + c
// {x > 0}
```

BACKWARD REASONING

```
// Backward reasoning is used to determine the
// weakest precondition
// {x + 3b - 4 > 0}

a = x + b;

// {a + 2b - 4 > 0}

c = 2b - 4

// {a + c > 0}

x = a + c

// {x > 0}
```

WEAKER VS. STRONGER

- **If P1 → P2, then**
  - P1 is stronger than P2
  - P2 is weaker than P1
- **Weaker statements are more general, stronger statements say more**
- **Stronger statements are more restrictive**
  - Ex: x = 16 is stronger than x > 0
  - Ex: “Alex is an awesome TA” is stronger than “Alex is a TA”

HOARE TRIPLES

- **Hoare triples are just an extension of logical implication**
  - Hoare triple: {P} S {Q}
  - P → Q after statement S
- **A Hoare triple can be valid or invalid**
  - Valid if for all states for which P holds, executing S always produces a state for which Q holds
  - Invalid otherwise

HOARE TRIPLE EXAMPLE #1

- *{x != 0} y = x*x; {y > 0}*
- Is this valid?

HOARE TRIPLE EXAMPLE #1

- *{x != 0} y = x*x; {y > 0}*
- Is this valid?
  - Yes

HOARE TRIPLE EXAMPLE #2

- Is {false} S {Q} a valid Hoare triple?

HOARE TRIPLE EXAMPLE #2

- Is {false} S {Q} a valid Hoare triple?
  - **Yes. Because P is false, there are no conditions when P holds**
  - **Therefore, for all states where P holds (i.e. none) executing *S* will produce a state in which *Q* holds**

HOARE TRIPLE EXAMPLE #3

- Is {P} S {true} a valid Hoare triple?

HOARE TRIPLE EXAMPLE #3

- Is {P} S {true} a valid Hoare triple?
  - **Yes. Any state for which P holds that is followed by the execution of S will produce some state**
  - **For any state, true always holds (i.e. true is true)**

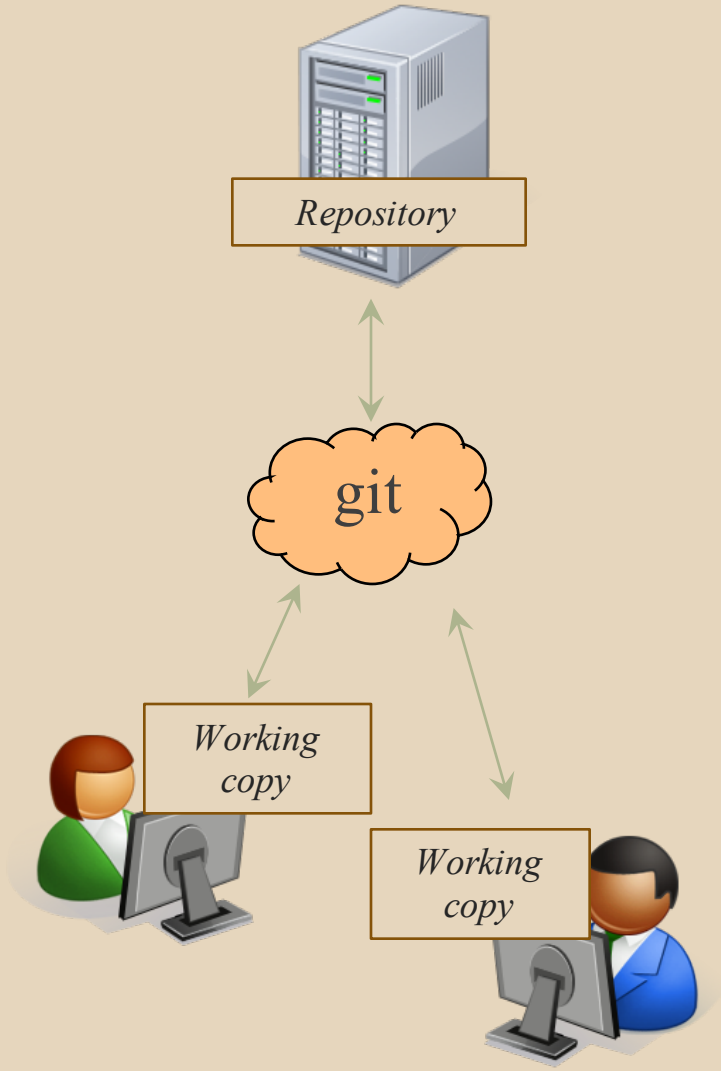
VERSION CONTROL

WHAT IS VERSION CONTROL?

- Also known as source control/revision control
- System for tracking changes to code
  - Software for developing software
- Essential for managing projects
  - See a history of changes
  - Revert back to an older version
  - Merge changes from multiple sources
- We'll be talking about git/GitLab, but there are alternatives
  - Subversion, Mercurial, CVS
  - Email, Dropbox, USB sticks (don't even think of doing this)

VERSION CONTROL ORGANIZATION

- A *repository* stores the master copy of the project
  - Someone creates the repo for a new project
  - Then nobody touches this copy directly
  - Lives on a server everyone can access
- Each person *clones* her own *working copy*
  - Makes a local copy of the repo
  - You'll always work off of this copy
  - The version control system syncs the repo and working copy (with your help)



REPOSITORY

- Can create the repository anywhere
  - Can be on the same computer that you're going to work on, which might be ok for a personal project where you just want rollback protection

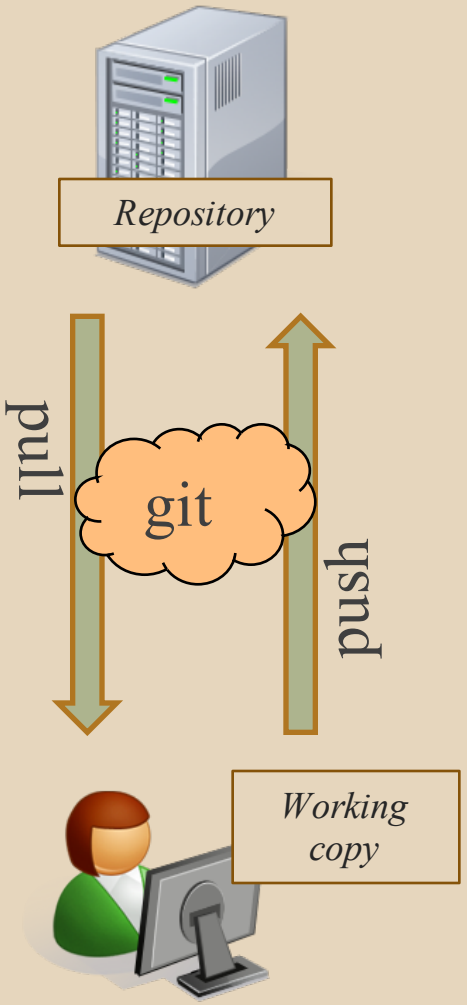
- But, usually you want the repository to be robust:
  - On a computer that's up and running 24/7
    - Everyone always has access to the project
  - On a computer that has a redundant file system
    - No more worries about that hard disk crash wiping away your project!

- We'll use CSE GitLab – very similar to GitHub but tied to CSE accounts and authentication

VERSION CONTROL COMMON ACTIONS

Most common commands:

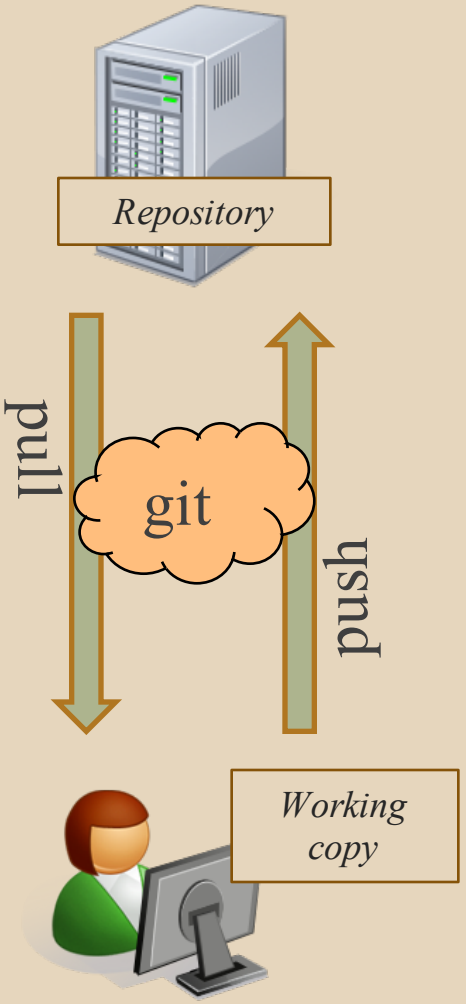
- add / commit / push
  - integrate changes *from* your working copy *into* the repository
- pull
  - integrate changes *into* your working copy *from* the repository



VERSION CONTROL UPDATING FILES

In a bit more detail:

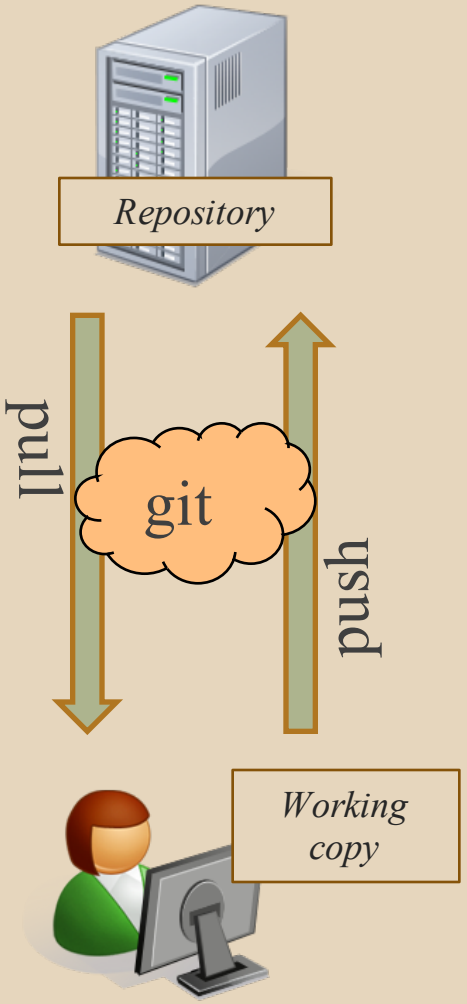
- You make some local changes, test them, etc., then…
- git add – tell git which changed files you want to save in repo
- git commit – save all files you've "add"ed in the local repo copy as an identifiable update
- git push – synchronize with the GitLab repo by pushing local committed changes



VERSION CONTROL COMMON ACTIONS (CONT.)

Other common commands:

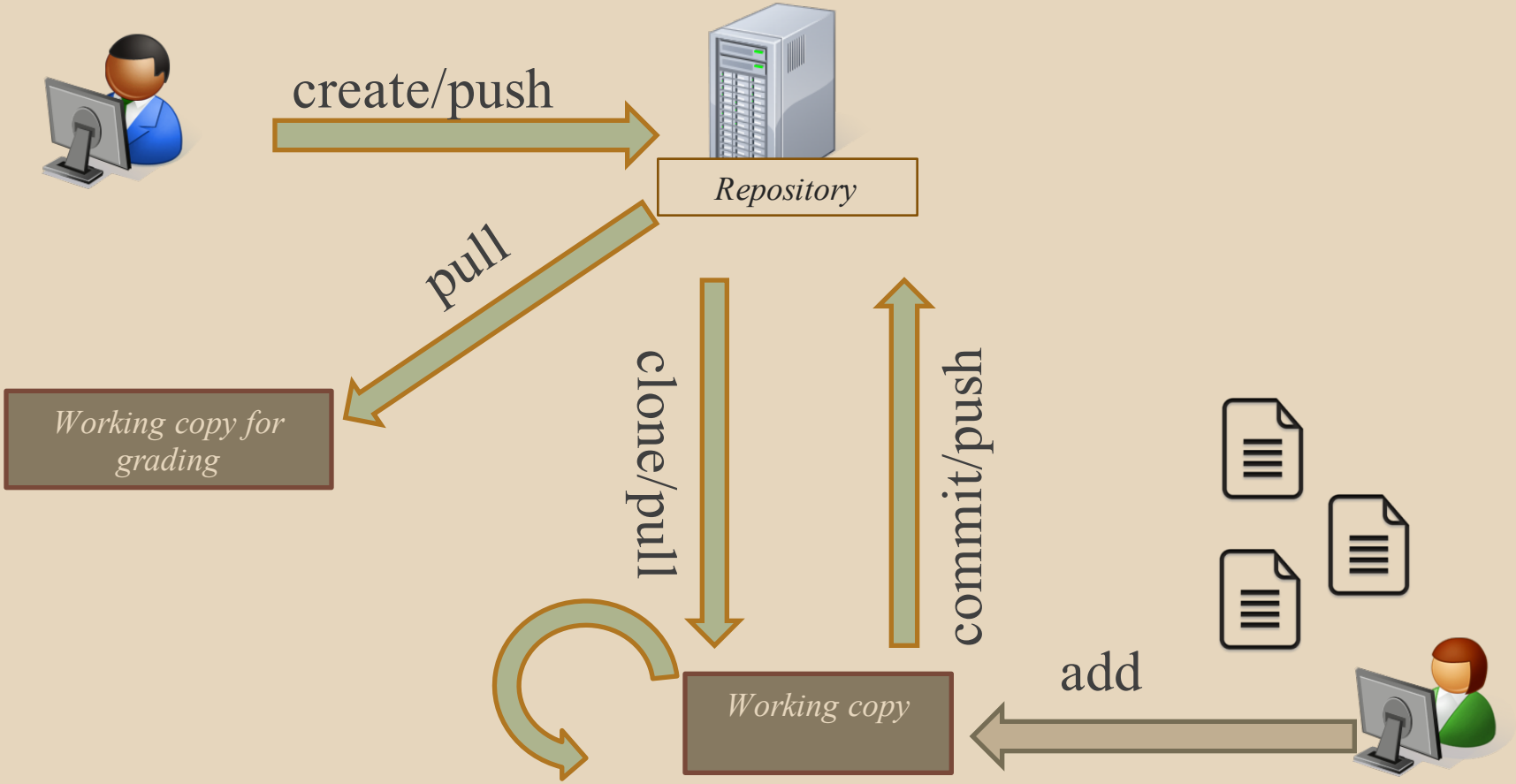
- add, rm
  - add or delete a file in the working copy
  - just putting a new file in your working copy does not add it to the repo!
  - still need to commit to make permanent



THIS QUARTER

- We distribute starter code by adding it to your GitLab repo. You retrieve it with git clone the first time then git pull for later assignments
- You will write code using Eclipse
- You turn in your files by adding them to the repo, committing your changes, and eventually pushing accumulated changes to GitLab
- You "turn in" an assignment by tagging your repo and pushing the tag to GitLab
- You will validate your homework by SSHing onto attu, cloning your repo, and running an Ant build file

331 VERSION CONTROL



AVOIDING GIT PROBLEMS

- For the projects in this class, you should never have to merge
  - Except when the staff pushes out a new assignment
- Rules of thumb for working in multiple places:
  - Each time before you start working on your assignment, git pull to get the latest code
  - Each time after you are done working for a while, git add/commit/push in order to update the repository with the latest code