
CSE 331

Software Design & Implementation

Spring 2024

Section 6 – Imperative Programming I

Administrivia

- HW6 released later today, due Wednesday (5/8) at **11pm**
- Can resubmit as many times as you'd like until the deadline.
 - Use the autograder as a tool if you're not sure if your code/tests have bugs

Proving Correctness of ADT

To prove the correctness of an ADT Implementation, you must show the correctness of the constructor and each method:

1) **Constructor**

- must create a concrete state that satisfies the RI
- must create the abstract state required by the spec

2) **Methods**

- check value returned is the one stated by the spec
- may need to use both RI and AF

Proving Correctness of ADT (Example)

```
interface NumberQueue {
  // @returns len(obj)
  size: () => bigint;
}
class ListQueue implements NumberQueue {
  // AF: obj = this.items
  readonly items: List;
  size = (): bigint => { return len(this.items); };
}
```

- In order to prove the correctness of `size()`, we need to use the AF which gives:

$\text{len}(\text{this.items}) = \text{len}(\text{obj})$ **By AF**

Hoare Triples – Review

- A **Hoare Triple** has 2 assertions and some code

{{ P }}

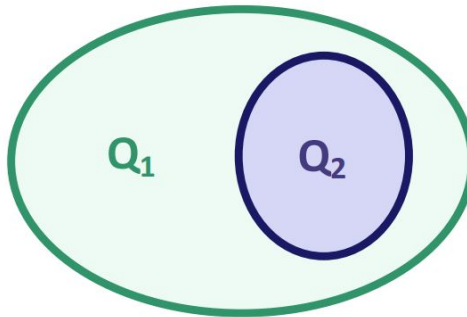
S

{{ Q }}

- **P** is a precondition, **Q** is the postcondition
 - **S** is the code
-
- Triple is “valid” if the code is correct:
 - S takes any state satisfying P into a state satisfying Q
 - Does not matter what the code does if P does not hold initially

Stronger vs Weaker – Review

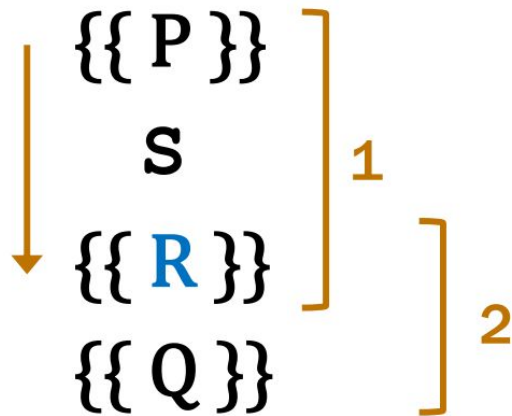
- **Assertion** is stronger iff it holds in a subset of states
 - **Stronger** assertion implies the **weaker** one:
If Q_2 is true, Q_1 must also be true, $Q_2 \rightarrow Q_1$



- Different from strength in *specifications*:
 - A stronger spec:
 - Stronger postcondition: guarantees more specific output
 - Weaker precondition: handles more allowable inputs
- compared to a weaker one

Forward Reasoning – Review

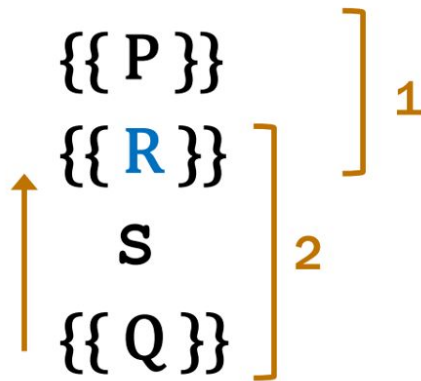
- Forwards reasoning fills in the postcondition
 - Gives strongest postcondition making the triple valid
- Apply forward reasoning to fill in **R**



- Check second triple by proving that **R** implies Q

Backward Reasoning – Review

- Backwards reasoning fills in preconditions
 - **Just use substitution!**
 - Gives weakest precondition making the triple valid
- Apply backwards reasoning to fill in **R**



- Check first triple by proving that P implies **R**
- **Good example problems in section worksheet!**

Conditionals – Review

- Reason through “then” and “else” branches independently and combine last assertion of both branches with an “or” at the end
- Prove that each implies post condition by cases

```
const g = (n: number): number => {  
  {}  
  let m;  
  if (n >= 0) {  
    m = 2*n + 1;  
  } else {  
    m = 0;  
  }  
  {} m > n {}  
  return m;  
}
```

```
const g = (n: number): number => {  
  {}  
  let m;  
  if (n >= 0) {  
    m = 2*n + 1;  
  } else {  
    m = 0;  
  }  
  {} m > n {}  
  return m;  
}
```

```
const g = (n: number): number => {  
  {}  
  let m;  
  if (n >= 0) {  
    m = 2*n + 1;  
  } else {  
    m = 0;  
  }  
  {} m > n {}  
  return m;  
}
```

Loop Invariant – Review

```
  {{Inv: I}}
while (cond) {
    S
}
```

The diagram illustrates the truth of the loop invariant at four key points in a while loop:

- At the top of the loop (before the condition): true!
- At the beginning of each iteration (before the body): true!
- At the bottom of the loop (after the body): true!
- At the end of the loop (after the closing brace): true!

- Loop invariant must be true **every time** at the top of the loop
 - The first time (before any iterations) and for the beginning of each iteration
- Also true every time at the bottom of the loop
 - Meaning it's true immediately after the loop exits
- During the body of the loop (during **S**), it isn't true
- Must use “**Inv**” notation to indicate that it's not a standard assertion

Well-Known Facts About Lists

- Feel free to cite these in your proofs! They're easily proven by structural induction (and you don't have to do that again)
- Lemma 2: **$\text{concat}(L, \text{nil}) = L$ for any list L**
- Lemma 3: **$\text{rev}(\text{rev}(L)) = L$ for any list L**
- Lemma 4: **$\text{concat}(\text{concat}(L, R), S)$
 $= \text{concat}(L, \text{concat}(R, S))$ for any lists L, R, S**

Question 4

Prove that the following code correctly calculates $\text{sum} - \text{abs}(L)$

(a) Invariant is true
at top of loop the
first time

```
let s: bigint = 0;  
{ { Inv: s + sum-abs(L) = sum-abs(L0) } }
```

(c) Invariant is
preserved by loop
body

```
while (L.kind !== "nil") {  
  if (L.hd < 0) {  
    s = s + -L.hd;  
  } else {  
    s = s + L.hd;  
  }  
  L = L.tl;  
}
```

(b) Postcondition
holds when we exit

```
}  
{ { s = sum-abs(L0) } }
```

Question 1a

$\{x \geq 4\}$

$y = x - 2;$

$\{ \text{-----} \}$

$z = 2 * y;$

$\{ \text{-----} \}$

$z = z - 2;$

$\{ \text{-----} \}$

$\{z \geq 0\}$

Question 1b

$\{ \{ x < 4 \} \}$

$y = x + 4;$

$\{ \text{-----} \}$

$x = 2 * x;$

$\{ \text{-----} \}$

$y = y + x;$

$\{ \text{-----} \}$

$\{ \{ y < 16 \} \}$

Question 2a

$\{ \{ x < w + 1 \} \}$

$\{ \text{_____} \}$

$y = 3 * w;$

$\{ \text{_____} \}$

$x = x * 3;$

$\{ \text{_____} \}$

$z = x - 6;$

$\{ \{ z < y \} \}$

Question 2b

$\{ \{ x > 1 \} \}$

$\{ \text{_____} \}$

$y = x - 4;$

$\{ \text{_____} \}$

$z = 3 * y;$

$\{ \text{_____} \}$

$z = z + 6;$

$\{ \{ z \geq y \} \}$

Question 3b – “then” branch

```
{{ s ≠ t and t > 0 }}
```

```
if (s >= t) {
```

```
  {{ _____ }}
```

```
  s = s / t;
```

```
  {{ _____ }}
```

```
} else {
```

```
  s = t - s;
```

```
}
```

```
  {{ _____ }}
```

```
{{ s ≥ 1 }}
```



Question 3b – “else” branch

```
{{ s ≠ t and t > 0 }}
```

```
if (s >= t) {
```

```
    s = s / t;
```

```
} else {
```

```
    {{ _____ }}
```

```
    s = t - s;
```

```
    {{ _____ }}
```

```
}
```

```
{{ _____ }}
```

```
{{ s ≥ 1 }}
```



Question 5a

The function “countdown” takes an integer argument “ n ” and returns a list containing the numbers $n, \dots, 1$. It can be defined recursively as follows:

```
func countdown(0)      := nil
    countdown( $n + 1$ ) := cons( $n + 1$ , countdown( $n$ ))   for any  $n : \mathbb{N}$ 
```

This function is defined recursively on a natural number so it fits the natural number template from lecture.

(a) Using the template described in lecture, give the invariant for a loop implementation of this function.

Assume that the variable counting up to n is called “ i ” and the partial-result is stored in a variable called “ L ” (rather than “ s ”).

(b) How do we initialize i and L so that the invariant is true initially?

Question 5b

The function “countdown” takes an integer argument “ n ” and returns a list containing the numbers $n, \dots, 1$. It can be defined recursively as follows:

```
func countdown(0)      := nil
    countdown( $n + 1$ ) := cons( $n + 1$ , countdown( $n$ ))  for any  $n : \mathbb{N}$ 
```

This function is defined recursively on a natural number so it fits the natural number template from lecture.

- (c) When do we exit the loop calculating “countdown(n)”? What should the condition of the `while` be?
- (d) What code do we write in the body of loop so that the invariant remains true when i is increased by one?
Be careful! It's easy to make a mistake here.

Question 6

- (a) Give the invariant for the loop, based on the "bottom-up" template for lists

$$L = \text{concat}(\text{rev}(R), S) \text{ and } T = \text{swap}(S)$$

- (b) How do we initialize the variables so the invariant is true initially?

We can set $R = \text{rev}(L)$, $S = \text{nil}$, and $T = \text{nil}$.

In that case, we have $T = \text{nil} = \text{swap}(\text{nil}) = \text{swap}(S)$ which shows that the second half of Inv holds.

To prove the first half, take this calculation

$$\begin{aligned} \text{concat}(\text{rev}(R), S) &= \text{concat}(\text{rev}(\text{rev}(L)), S) && \text{since } R = \text{rev}(L) \\ &= \text{concat}(L, S) && \text{Lemma 3: } \text{rev}(\text{rev}(L)) = L \\ &= \text{concat}(L, \text{nil}) && \text{Since } S = \text{nil} \\ &= L && \text{Lemma 2} \end{aligned}$$

Question 6

(c) When do we exit the loop? What should the condition of the `while` be?

We exit when $R = \text{nil}$. So we will loop while $(R \neq \text{nil})$

(d) Generally, the template says we move down the list with $L = L.\text{tl}$. swap processes 2 elements of the list at a time, so our loop should do the same. Write the loop body that does this and maintains the invariant:

```
T = cons(R.hd, cons(R.tl.hd, T));  
S = cons(R.tl.hd, cons(R.hd, S));  
R = R.tl.tl;
```

Question 6

```
T = cons(R.hd, cons(R.tl.hd, T));  
S = cons(R.tl.hd, cons(R.hd, S));  
R = R.tl.tl;
```

We still need need to prove this code maintains the invariant:

First part ($L = \text{concat}(\text{rev}(R))$) is the same as the notes.

For $T = \text{swap}(S)$, we can backward reason through the loop body from our result list, R to get:

$$\begin{aligned} & \text{cons}(R.\text{hd}, \text{cons}(R.\text{tl}.\text{hd}, T)) \\ &= \text{swap}(\text{cons}(R.\text{tl}.\text{hd}, \text{cons}(R.\text{hd}, S))) \end{aligned}$$

We need to prove that the Inv implies this statement which can be done with this calculation:

$$\begin{aligned} & \text{swap}(\text{cons}(R.\text{tl}.\text{hd}, \text{cons}(R.\text{hd}, S))) \\ &= \text{cons}(R.\text{hd}, \text{cons}(R.\text{tl}.\text{hd}, \text{swap}(S))) && \text{Def of swap} \\ &= \text{cons}(R.\text{hd}, \text{cons}(R.\text{tl}.\text{hd}, T)) && \text{Since } T = \text{swap}(S) \end{aligned}$$