**Computer-Aided Reasoning for Software** 

# **Reasoning about Programs II**

## Overview

#### Last lecture

• Reasoning about (partial) correctness with Hoare Logic

#### Today

Automating Hoare Logic with verification condition generation

### Reminders

• HW2 is due tonight.

# **Recap: Imperative Programming Language (IMP)**

## **Expression** E

•  $Z | V | E_1 + E_2 | E_1 * E_2$ 

## Conditional C

• true | false |  $E_1 = E_2 | E_1 \le E_2$ 

## Statement S

- skip (Skip)
- **abort** (Abort)
- V := E (Assignment)
- S<sub>1</sub>; S<sub>2</sub> (Composition)
- if C then  $S_1$  else  $S_2$  (lf)
- while C do S (While)

## **Recap: inference rules for Hoare logic**

 $\vdash$  {P} skip {P}

 $\begin{array}{c} \vdash \{P\} \ S_1 \, \{R\} & \vdash \{R\} \ S_2 \, \{Q\} \\ \\ \vdash \{P\} \ S_1; \, S_2 \, \{Q\} \end{array} \end{array}$ 

⊢ {true} **abort** {false}

 $\vdash \{P \land C\} S_1 \{Q\} \vdash \{P \land \neg C\} S_2 \{Q\}$ 

 $\vdash$  {P} if C then S<sub>1</sub> else S<sub>2</sub> {Q}

 $\vdash \{Q[E/x]\} := E \{Q\}$ 

 $\vdash \{P_1\} S \{Q_1\} \quad P \Rightarrow P_1 \quad Q_1 \Rightarrow Q$  $\vdash \{P\} S \{Q\}$ 



# Challenge: manual proof construction is tedious!

 $\{x \le n\}$ while (x < n) do  $\{x \le n \land x < n\}$   $\{x+l \le n\}$  x := x + l  $\{x \le n\}$   $\{x \le n \land x \ge n\}$   $\{x \le n \land x \ge n\}$   $\{x = n\}$ 

- // consequence
  // assignment
- // while
- // consequence

Hoare Logic proofs are highly manual:

- When to apply the rule of consequence?
- What loop invariants to use?

# Challenge: manual proof construction is tedious!

<b>{x ≤ n}</b> <b>while</b> (x < n) <b>do</b>	// precondition	Hoare Logic proofs are highly manual:
{ <b>x</b> ≤ n }	// loop invariant	<ul> <li>When to apply the rule of consequence?</li> </ul>
x := x + I		• What loop invariants to use?
{x = n}	// postcondition	We can automate much of the proof process with verification condition generation!
		<ul> <li>But loop invariants still need to be provided</li> </ul>

# Automating Hoare logic with VC generation

Program annotated with pre/post conditions, loop invariants

Verification Condition Generator (VCG)

> verification condition (VC)

> > **SMT** solver

A formula φ generated automatically from the annotated program.

The program satisfies the specification if  $\phi$  is valid.

# Automating Hoare logic with VC generation



#### Forwards computation:

- Starting from the precondition, generate formulas to prove the postcondition.
- Based on computing strongest postconditions (sp).

### **Backwards computation:**

- Starting from the postcondition, generate formulas to prove the precondition.
- Based on computing weakest liberal preconditions (wp).

# VC generation with WP and SP

## sp(S, P)

 The strongest predicate that holds for states produced by executing S on a state satisfying P. Symbolic execution, covered in next lecture, computes SPs for finite programs (no unbounded loops).

## wp(S, Q)

 The weakest predicate that guarantees Q will hold for states produced by executing -S on a state satisfying that predicate.

## {P} S {Q} is valid if

- $P \Rightarrow wp(S, Q)$  or
- $sp(S, P) \Rightarrow Q$

Today, we'll see how to compute weakest liberal preconditions (WP) for IMP.

This lets us verify partial correctness properties.

# VC generation with WP



# VC generation with WP: from IMP to IVL



- E = Z |V| E + E | E \* E {P} S {Q}
- $C \coloneqq true \mid false \mid E = E \mid E \leq E$
- S = skip | abort | V := E | S; S |

if C then S else S | while C {I} do S

- $\mathsf{E} \coloneqq \mathsf{Z} | \mathsf{V} | \mathsf{E} + \mathsf{E} | \mathsf{E} * \mathsf{E}$
- $C = true | false | E = E | E \le E$
- S == **skip** | **abort** | V := E | S; S |

if C then S else S

 $\textbf{assert} \ C \mid \textbf{assume} \ C \mid \textbf{havoc} \ \forall$ 

# VC generation with WP: loop-free code





## VC generation with WP: loop-free code

## wp(S, Q):

- wp(skip, Q) = Q
- wp(**abort**, Q) = true
- wp(x := E, Q) = Q[E / x]
- $wp(S_1; S_2, Q) = wp(S_1, wp(S_2, Q))$
- wp(if C then  $S_1$  else  $S_2, Q$ ) = (C  $\rightarrow$  wp( $S_1, Q$ ))  $\land$  ( $\neg$ C  $\rightarrow$  wp( $S_2, Q$ ))

# VC generation with WP: what about loops?

## wp(S, Q):

- wp(skip, Q) = Q
- wp(**abort**, Q) = true
- wp(x := E, Q) = Q[E / x]
- $wp(S_1; S_2, Q) = wp(S_1, wp(S_2, Q))$
- wp(if C then  $S_1$  else  $S_2, Q$ ) = (C  $\rightarrow$  wp( $S_1, Q$ ))  $\land$  ( $\neg$ C  $\rightarrow$  wp( $S_2, Q$ ))
- wp(while C {|} do S, Q) = X

A fixpoint! In general, cannot be expressed as a syntactic construction in terms of the postcondition. Use loop invariants to approximate loop behavior. Then check each invariant is correct and strong enough.

# VC generation with WP: what about loops?

## while C {I} do S

Cut the loop.

assert l;

**havoc** x; ... // for each loop target x **assume** I;

if C

then S; assert I; assume false;
else skip;

Use loop invariants to approximate loop behavior. Then check each invariant is correct and strong enough. wp(S, Q):

- wp(assert C, Q) = C  $\land$  Q
- wp(**assume** C, Q) = C  $\rightarrow$  Q
- wp(havoc x, Q) =  $\forall x . Q$

# VC generation with WP: putting it all together

## wp(S, Q):

- wp(skip, Q) = Q
- wp(**abort**, Q) = true
- wp(x := E, Q) = Q[E / x]
- $wp(S_1; S_2, Q) = wp(S_1, wp(S_2, Q))$
- wp(if C then S<sub>1</sub> else S<sub>2</sub>, Q) = (C  $\rightarrow$  wp(S<sub>1</sub>, Q))  $\land$  ( $\neg$ C  $\rightarrow$  wp(S<sub>2</sub>, Q))
- wp(assert C, Q) = C  $\land$  Q
- wp(assume C, Q) = C  $\rightarrow$  Q
- wp(havoc x, Q) =  $\forall x . Q$

- I. Translate IMP to IVL by cutting loops.
- 2. Compute WP for IVL.

## Verifying a Hoare triple

# Theorem: {P} S {Q} is valid if the following formula is valid

 $P \rightarrow wp(S_{IVL}, Q)$ 

The other direction doesn't hold because loop invariants may not be strong enough or they may be incorrect. Might get false alarms.

# Summary

#### Today

• Automating Hoare Logic with VCG based on WPs

#### Next lecture

- Guest lecture by Rustan Leino!
- Verification with Dafny, Boogie, and Z3.
- On Zoom, see Canvas for the link.

