

# Formal Methods in Software Engineering

## Exercise sheet 1

### Exercise 1: Weakest Pre-Condition

3 Points

Compute  $\text{WP} \llbracket P \rrbracket (x = 2 \cdot y)$  for the following program  $P$ :

$$\begin{aligned} y &= z + z ; \\ x &= y \cdot y \end{aligned}$$

### Exercise 2: Loop Invariant

4 Points

Show that the Hoare triplet  $\langle \text{true} \rangle P \langle x = y \rangle$  is satisfied under partial correctness, where the program  $P$  is now defined as follows:

$$\begin{aligned} a &= x ; \\ y &= 0 ; \\ \text{while } a \neq 0 \text{ do } \{ \\ &\quad y = y + 1 ; \\ &\quad a = a - 1 \\ \} \end{aligned}$$

Hint: First, ask yourself what remains the same when you take one from  $a$  and give it to  $y$ . Then, think what this value was like at the start of the program.

### Exercise 3: Two rules for conditionals

3 Points

Consider the two rules for conditionals:

$$\frac{\langle \phi \wedge e \rangle C_1 \langle \psi \rangle \quad \langle \phi \wedge \neg e \rangle C_2 \langle \psi \rangle}{\langle \phi \rangle \text{ if } e \text{ then } C_1 \text{ else } C_2 \langle \psi \rangle} \qquad \frac{\langle \phi_1 \rangle C_1 \langle \psi \rangle \quad \langle \phi_2 \rangle C_2 \langle \psi \rangle}{\langle \phi' \rangle \text{ if } e \text{ then } C_1 \text{ else } C_2 \langle \psi \rangle}$$

where  $\phi' = (e \rightarrow \phi_1) \wedge (\neg e \rightarrow \phi_2)$ . Show that adding the latter rule does not allow us to prove anything that we could not prove before. (You get 2 points if you can just state what exactly needs to be shown and 1 point for doing it.)