

Formal Methods in Software Engineering

Exercise sheet 1 (preparation)

Exercise 1: *Factorial example from the lecture*

No Points

This first “exercise” is not really an exercise; it just shows how to write down the full Tableaux proof on paper. This is the factorial function in original code:

```
int fact(int x) {  
    y = 1;  
    z = 0;  
    while (z != x) {  
        z = z + 1;  
        y = y * z;  
    }  
    return y;  
}
```

There is no return statement in the While language. We show that when y is returned the equality $y = x!$ holds. Last lecture, we stepped through a few iterations of the loop and guessed that the invariant should be $y = z!$, which we can use to attempt a proof:

```
( true )  
( 1 = 0! )  
y = 1 ;  
( y = 0! )  
z = 0 ;  
( y = z! )  
while z ≠ x do {  
    ( (y = z!) ∧ (z ≠ x) )  
    ( y · (z + 1) = (z + 1)! )  
    z = z + 1 ;  
    ( y · z = z! )  
    y = y · z  
    ( y = z! )  
}  
( (y = z!) ∧ (z = x) )  
( x = y! )
```

Exercise 2: *What is the invariant?*

No Points

Consider now the following program:

```
    ( $\text{true}$ )  
     $x = 2 \cdot y$  ;  
     $z = 0$  ;  
    while  $z \neq x$  do {  
         $z = z + 1$  ;  
         $x = x - 1$   
    }  
    ( $z = y$ )
```

How do we infer an invariant for this program?

Exercise 3: *Multiplication Counting Up*

No Points

Show that this program computes $z = x \cdot y$:

```
    a = 0 ;  
    z = 0 ;  
    while (a != y) {  
        z = z + x ;  
        a = a + 1 ;  
    }
```

Exercise 4: *Multiplication Counting Down*

No Points

Show that this program computes $z = x \cdot y$:

```
    z = 0 ;  
    while (y != 0) {  
        z = z + x ;  
        y = y - 1 ;  
    }
```

Note that y changes during computation! How can we express this in pre- and post-conditions?