

Lecture 8

Loops and Loop Invariants

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Announcements

- ▶ Homework 2 due at midnight today
- ▶ Project proposals due on Wednesday

Project Proposal

- ▶ At most 1 page per team
 - ▶ Title
 - ▶ Team members (at most 2)
 - ▶ Related work
 - ▶ Proposed work with basic milestones
- ▶ Single-columned, single-spaced, 11pt font, 1 inch margins
- ▶ I will accept only **PDF** files

Last Time

- ▶ Design by contract
- ▶ Procedures

This Time

- ▶ Loops
- ▶ Loop Invariants
- ▶ PiVC verifying compiler with examples

While Loop

```
while E
do
  S
end
```

The diagram illustrates the components of a while loop. The text 'while E' is followed by 'do' and 'end'. The letter 'S' is indented under 'do'. A callout box labeled 'loop condition' points to 'E'. Another callout box labeled 'loop body' points to 'S'.

- ▶ Loop body S executed as long as loop condition E holds

Desugar While Loop by Unrolling N Times

`while E do S end =`

`if E {`

`S;`

`if E {`

`S;`

`if E {`

`S;`

`if E {assume false;} // blocks execution`

`}`

`}`

`}`

Example

```
i := 0;  
while i < 2 do i := i + 1 end
```

```
i := 0;  
if i < 2 {  
  i := i + 1;  
  if i < 2 {  
    i := i + 1;  
    if i < 2 {  
      i := i + 1;  
      if i < 2 {assume false;} // blocks execution  
    }  
  }  
}
```


First Issue with Unrolling

```
i := 0;  
while i < 4 do i := i + 1 end
```

```
i := 0;  
if i < 4 {  
  i := i + 1;  
  if i < 4 {  
    i := i + 1;  
    if i < 4 {  
      i := i + 1;  
      if i < 4 {assume false;} // blocks execution  
    }  
  }  
}
```

Second Issue with Unrolling

```
i := 0;  
while i < n do i := i + 1 end
```

```
i := 0;  
if i < n {  
  i := i + 1;  
  if i < n {  
    i := i + 1;  
    if i < n {  
      i := i + 1;  
      if i < n {assume false;} // blocks execution  
    }  
  }  
}
```

While Loop with Invariant

```
while E
  invariant J
do
  S
end
```

The diagram illustrates the components of a while loop with an invariant. The text is as follows:

```
while E
  invariant J
do
  S
end
```

Annotations:

- loop condition**: Points to the expression E .
- loop invariant**: Points to the expression J .
- loop body**: Points to the statement S .

- ▶ **Loop body** S executed as long as **loop condition** E holds
- ▶ **Loop invariant** J must hold on every iteration
 - ▶ J must hold initially and is evaluated before E
 - ▶ J must hold even on final iteration when E is false
 - ▶ Provided by a user or inferred automatically

Desugaring While Loop Using Invariant

▶ while E invariant J do S end

assert J;

check that the loop invariant holds initially

havoc x; assume J;

jump to an arbitrary iteration of the loop

(
 assume E; S; assert J; assume false

where x denotes the assignment targets of S

□

assume $\neg E$

check that the loop invariant is maintained by the loop body

)

exit the loop

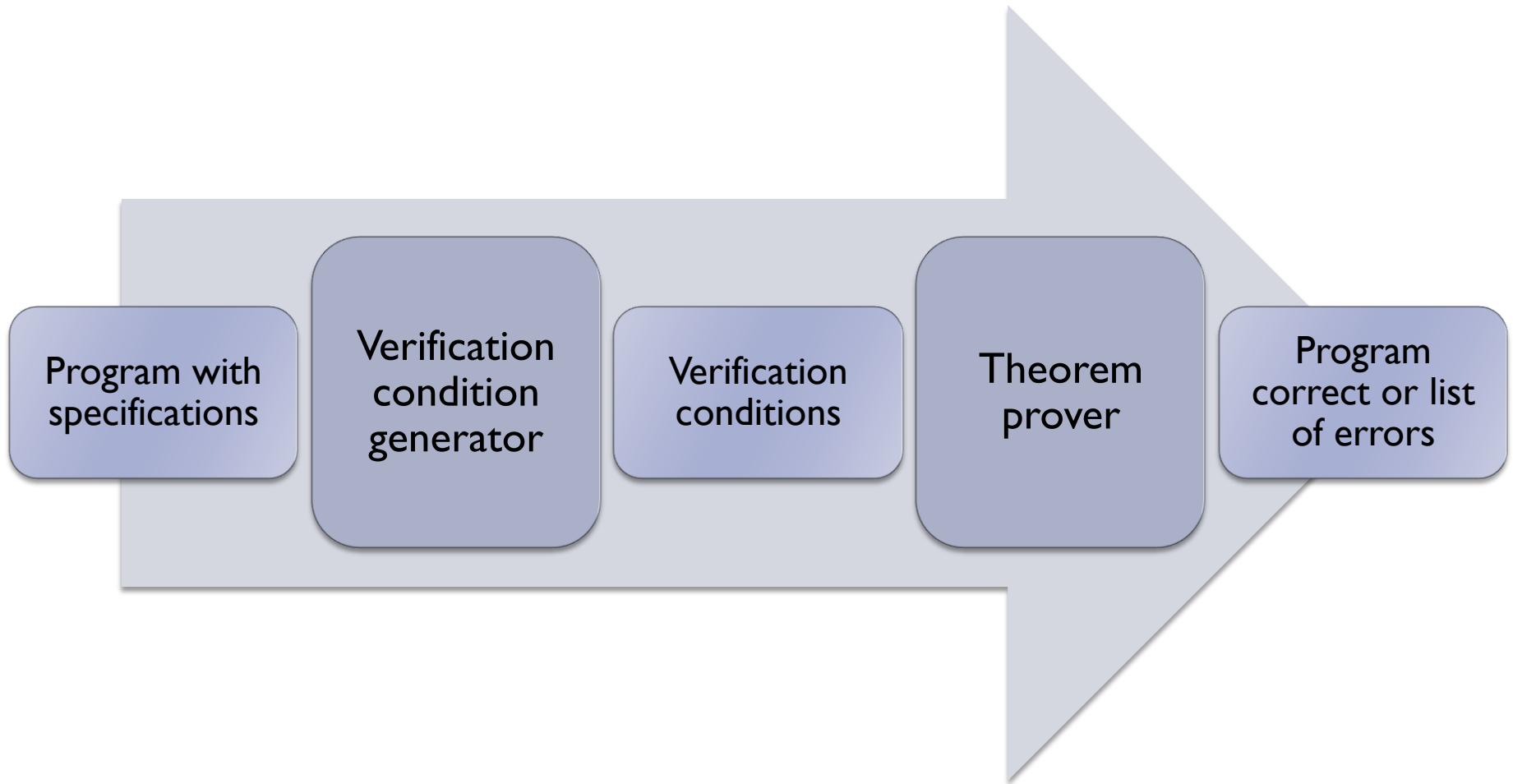
Weakest Precondition of While

▶ $\text{wp}(\text{while } E \text{ invariant } J \text{ do } S \text{ end}, Q) =$

PiVC

- ▶ Simple “verifying compiler”
 - ▶ Proves procedure contracts statically for all possible inputs
 - ▶ Uses theory of weakest preconditions
- ▶ Input
 - ▶ Annotated program written in simple imperative language called Pi
 - ▶ Preconditions
 - ▶ Postconditions
 - ▶ Loop invariants
- ▶ Output
 - ▶ Correct or list of failed verification conditions

PiVC Architecture



Pi Language

▶ Types

- ▶ Basic types: `int`, `bool`
- ▶ Array types: `int[]`, `bool[]`

▶ Constants

- ▶ Integer constants: `-2`, `-1`, `0`, `1`, `2...`
- ▶ Boolean constants: `true`, `false`

▶ Variable declaration

- ▶ `int x;` `int[] a;`

▶ Assignment

- ▶ `a := b;` `a[i] := b[j];`

▶ Array size

- ▶ `|a|`

Functions in Pi

```
@pre x > 0 && y > 0
```

```
@post rv < 0
```

```
int foo(int x, int y, int[] a) {
```

```
    int z;
```

```
    z := -5;
```

```
    return z;
```

```
}
```

While Loop in Pi

```
i := 0;
while
  @L: 0 <= i && i <= n
  (i < n)
{
  a[i] := i;
  i := i + 1;
}
```

For Loop in Pi

```
for
```

```
  @L: 0 <= i && i <= n
```

```
  (int i := 0; i < n; i := i + 1)
```

```
{
```

```
  a[i] := i;
```

```
}
```

Quantifiers in Pi

```
exists x. (0 <= x && x <= 10 &&
  a[x] = 0)
```

```
forall x. (0 <= x && x <= 10 ->
  a[x] = 0)
```

Example: Absolute Value

- ▶ **Signature:**

```
int abs(int n)
```

- ▶ **Specification:**

- ▶ Returns absolute value of n

Example: Swap

- ▶ **Signature:**

```
int[] swap(int[] a, int i, int j)
```

- ▶ **Specification:**

- ▶ Swaps elements of array `a` at indices `i` and `j` and returns the updated array

(Dumb) Example: Multiply by 2

```
int Multiply2(int n) {  
    int r := 0;  
    for  
        (int i := 0; i < n; i := i + 1)  
    {  
        r := r + 2;  
    }  
    return r;  
}
```

► Specification:

- Given a non-negative integer n , function `Multiply2` multiplies it by 2

Example: Initialize Array

- ▶ **Signature:**

```
int[] InitializeArray(int[] a, int e)
```

- ▶ **Specification:**

- ▶ Initializes elements of array `a` to `e` and returns the updated array

Example: Linear Search I

- ▶ **Signature:**

```
bool LinearSearch(int[] a, int e)
```

- ▶ **Specification:**

- ▶ Returns `true` if `e` is found in array `a`, otherwise returns `false`

Example: Linear Search II

- ▶ **Signature:**

```
bool LinearSearch(int[] a, int l,  
                 int u, int e)
```

- ▶ **Specification:**

- ▶ Returns `true` if `e` is found in array `a` between `l` and `u`, otherwise returns `false`

Next Time

- ▶ Program correctness: strategies