CS:5810 Formal Methods in Software Engineering

Reasoning about Programs with Arrays in Dafny

Arrays are references

```
var a := new string[20];
a[7] := "hello";
var b := a;
assert b[7] == "hello";

b[7] := "hi";
a[8] := "greetings";
assert a[7] == "hi" && b[8] == "greetings";
```

Type of a is `array<string>`

Arrays are references

```
var a := new string[20];
a[7] := "hello";
var b := a;
assert b[7] == "hello";

b[7] := "hi";
a[8] := "greetings";
assert a[7] == "hi" && b[8] == "greetings";

b := new string[8];
b[7] := "long time, no see";
assert a[7] == "hi";
assert a.Length == 20 && b.Length == 8;
```

Type of a is `array<string>`

Two-dimensional arrays

```
var m := new bool[3, 10];
m[0, 9] := true;
m[1, 8] := false;
assert m.Length0 == 3 && m.Length1 == 10;
```

Type of m is `array2<bool>`

Sequences

Arrays are mutable and are *reference types*

Sequences are immutable and are *value types*, like `bool` and `int`

To declare a sequence we use type constructor `seq`,
e.g., `seq<bool>`, `seq<int>`

Examples:

`[]`	the empty sequence
`[58]`	singleton integer sequence
`["hey", "hola", "tjena"]`	string sequence

Sequences

```
var s := [6, 28, 496];
assert s[2] == 496;
assert |s| == 3;    // length function
assert s + [8128] == [6, 28, 496, 8128];

var p := [1, 5, 12, 22, 35]
assert p[2..4] == [12, 22];
assert p[..2] == [1, 5];
assert p[2..] == [12, 22, 35];

a := new int[3];
a[0], a[1], a[2] := 6, 28, 496;
s, p := a[..], a[..2];
assert s == [6, 28, 496] && p == [6, 28];
```

Linear search

```
method LinearSearch<T>(a: array<T>, P: T -> bool)
returns (n: int)
```

Predicate on T

Linear search

```
method LinearSearch<T>(a: array<T>, P: T -> bool)
returns (n: int)
  ensures 0 <= n <= a.Length
  ensures n == a.Length || P(a[n])
```

Predicate on T

Linear search

```
method LinearSearch<T>(a: array<T>, P: T -> bool)
returns (n: int)
  ensures 0 <= n <= a.Length
  ensures n == a.Length || P(a[n])
{
  n := 0;
  while n != a.Length
    invariant 0 <= n <= a.Length





}
```

Linear search

```
method LinearSearch<T>(a: array<T>, P: T -> bool)
returns (n: int)
  ensures 0 <= n <= a.Length
  ensures n == a.Length || P(a[n])
{
  n := 0;
  while n != a.Length
    invariant 0 <= n <= a.Length
  {
    if P(a[n])
      { return; }
    n := n + 1;
  }
}
```

return jumps to end of method, and we need to prove postconditions

Alternative implementation

```
method LinearSearch1<T>(a: array<T>, P:T -> bool)
returns (n: int)
  ensures 0 <= n <= a.Length
  ensures n == a.Length || P(a[n])
{
  n := a.Length;
}
```

Alternative implementation

```
method LinearSearch1<T>(a: array<T>, P:T -> bool)
returns (n: int)
  ensures 0 <= n <= a.Length
  ensures n == a.Length || P(a[n])
{
  n := a.Length;
}
```

To specify that no elements satisfy P, when `n == a.Length` we need to quantify over the elements of a.

We can achieve the same effect by quantifying over the array positions instead:

```
forall i :: 0 <= i < a.Length ==> !P(a[i])
```

Strengthening the contract

```
method LinearSearch1<T>(a: array<T>, P:T -> bool)
returns (n: int)
  ensures 0 <= n <= a.Length
  ensures n == a.Length || P(a[n])
  ensures n == a.Length ==>
            forall i :: 0 <= i < a.Length ==> !P(a[i])
```

can leave off i’s type
since it can be inferred

Strengthening the contract

```
method LinearSearch1<T>(a: array<T>, P:T -> bool)
returns (n: int)
  ensures 0 <= n <= a.Length
  ensures n == a.Length || P(a[n])
  ensures n == a.Length ==>
               forall i :: 0 <= i < a.Length ==> !P(a[i])
```

We use the “replace a constant by a variable” loop design technique:

```
  invariant forall i :: 0 <= i < n ==> !P(a[i])
```

Linear search

```
{ forall i :: 0 <= i < n + 1 ==> !P(a[i]) }
n := n + 1;
{ forall i :: 0 <= i < n ==> !P(a[i]) }
```

Linear search

```
{ forall i :: (0 <= i < n || i == n) ==> !P(a[i]) }
{ forall i :: 0 <= i < n + 1 ==> !P(a[i]) }
n := n + 1;
{ forall i :: 0 <= i < n ==> !P(a[i]) }
```

Linear search

```
forall x :: (A || B) ==> C
= (forall x :: A ==> C) && (forall x :: B ==> C)
```

```
{ (forall i :: 0 <= i < n ==> !P(a[i])) &&
  (forall i :: i == n ==> !P(a[i]))
}
{ forall i :: (0 <= i < n || i == n) ==> !P(a[i]) }
{ forall i :: 0 <= i < n + 1 ==> !P(a[i]) }
n := n + 1;
{ forall i :: 0 <= i < n ==> !P(a[i]) }
```

Linear search

```
(forall x :: x == E ==> A) = A[x\E]
```
(one-point rule)

```
{ (forall i :: 0 <= i < n ==> !P(a[i])) && !P(a[n]) }
{ (forall i :: 0 <= i < n ==> !P(a[i])) &&
  (forall i :: i == n ==> !P(a[i]))
}
{ forall i :: (0 <= i < n || i == n) ==> !P(a[i]) }
{ forall i :: 0 <= i < n + 1 ==> !P(a[i]) }
n := n + 1;
{ forall i :: 0 <= i < n ==> !P(a[i]) }
```

Linear search

holds due to invariant

```
{ (forall i :: 0 <= i < n ==> !P(a[i])) && !P(a[n]) }
{ (forall i :: 0 <= i < n ==> !P(a[i])) &&
  (forall i :: i == n ==> !P(a[i]))
}
{ forall i :: (0 <= i < n || i == n) ==> !P(a[i]) }
{ forall i :: 0 <= i < n + 1 ==> !P(a[i]) }
n := n + 1;
{ forall i :: 0 <= i < n ==> !P(a[i]) }
```

holds after `if P(a[n]) { return; }`

Linear search

```
{ (forall i :: 0 <= i < n ==> !P(a[i])) && !P(a[n]) }
{ (forall i :: 0 <= i < n ==> !P(a[i])) &&
  (forall i :: i == n ==> !P(a[i]))
}
{ forall i :: (0 <= i < n || i == n) ==> !P(a[i]) }
{ forall i :: 0 <= i < n + 1 ==> !P(a[i]) }
n := n + 1;
{ forall i :: 0 <= i < n ==> !P(a[i]) }
```

Loop body for `LinearSearch` works here

Full program

```
method LinearSearch1<T>(a: array<T>, P:T -> bool)
returns (n: int)
  ensures 0 <= n <= a.Length
  ensures n == a.Length || P(a[n])
  ensures n == a.Length ==>
          forall i :: 0 <= i < a.Length ==> !P(a[i])
{
  n := 0;
  while n != a.Length
    invariant 0 <= n <= a.Length
    invariant forall i :: 0 <= i < n ==> !P(a[i])
  {
    if P(a[n]) { return; }
    n := n + 1;
  }
}
```

Finding the first element

```
method LinearSearch2<T>(a: array<T>, P:T -> bool)
returns (n: int)
  ensures 0 <= n <= a.Length
  ensures n == a.Length || P(a[n])
  ensures forall i :: 0 <= i < n ==> !P(a[i])
```

The second and third postconditions imply that `n` is the *smallest index* such that `a[n]` satisfies `P`

The loop specification and body of `LinearSearch1` satisfy this contract too

Knowing it is there

If we can assume that at least one element of a satisfies P we can simplify the contract to

```
method LinearSearch3<T>(a: array<T>, P:T -> bool)
returns (n: int)
  requires exists i :: 0 <= i < a.Length && P(a[i])
  ensures 0 <= n < a.Length && P(a[n])
```

An invariant that says where to look

The element we are looking for is at index n or higher

```
invariant exists i ::
            n <= i < a.Length && P(a[i])
```

holds after

```
if P(a[n])
  { return; }
```

holds due to invariant on entry to loop

```
{ !P(a[n]) && exists i ::
              n <= i < a.Length && P(a[i]) }
{ exists i :: n + 1 <= i < a.Length && P(a[i]) }
n := n + 1;
{ exists i :: n <= i < a.Length && P(a[i]) }
```

Implementation of LinearSearch3

```
method LinearSearch3<T>(a: array<T>, P: T -> bool)
returns (n: int)
  requires exists i :: 0 <= i < a.Length && P(a[i])
  ensures 0 <= n < a.Length && P(a[n])
{
  n := 0;
  while true
    invariant 0 <= n < a.Length
    invariant exists i :: n <= i < a.Length && P(a[i])
    decreases a.Length - n
  {
    if P(a[n]) { return; }
    n := n + 1;
  }
}
```

simplified since n never reaches a.Length