

Tutorial for Program Verification

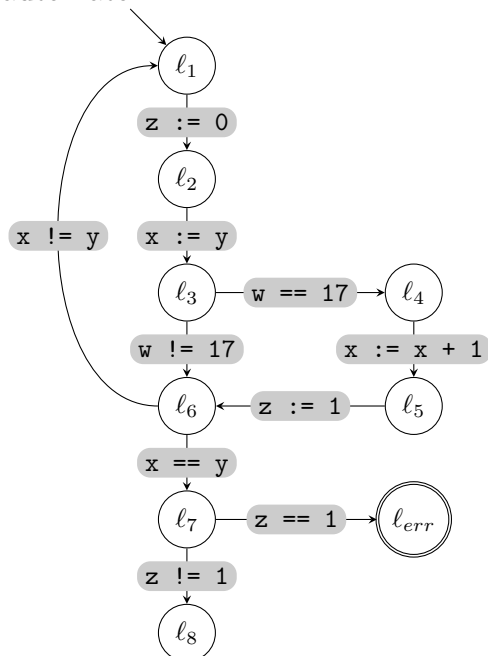
Exercise Sheet 22

Exercise 1: Trace Abstraction

3 Points

In this task, you should apply trace abstraction to prove that a program, here given by its control-flow graph, is safe.

Consider the following control-flow graph for a program P , and let \mathcal{A}_P be the corresponding automaton.



Give two error traces π_1 and π_2 and construct corresponding Floyd-Hoare automata \mathcal{A}_1 and \mathcal{A}_2 such that the inclusion $L(\mathcal{A}_P) \subseteq L(\mathcal{A}_1) \cup L(\mathcal{A}_2)$ holds.

Exercise 2: Termination

2 Points

In the lecture, we discussed four different properties of programs. One property was *termination* the other properties were related to termination. We provide formal definitions here. In each case, we consider a program P with a CFG $(Loc, \Delta, \ell_{init}, \ell_{ex})$.

- (a) We say that P can reach the exit location if there exists a finite execution, such that the first configuration (ℓ, s) is initial, and the last configuration is (ℓ_{ex}, s') for some state s' .
- (b) We say that P can stop if there exists a reachable configuration (ℓ, s) such that there exists no configuration (ℓ', s') and statement st with $(\ell, st, \ell') \in \Delta$ and $(s, s') \in \llbracket st \rrbracket$.

- (c) We say that P *always reaches the exit location* if there exist no infinite executions, and all finite executions end in a configuration (ℓ', s') where we either have a successor (i.e., there exists a configuration (ℓ'', s'') and statement st with $(\ell', st, \ell'') \in \Delta$ and $(s', s'') \in \llbracket st \rrbracket$) or we have that ℓ' is ℓ_{ex} .
- (d) We say that P *always stops* (resp. P *terminates*) if there exist no infinite executions.

In this exercise, you should give programs that differentiate between these definitions. In particular, for each of the following pairs, give a program such that one definition holds but the other does not. Explain which of the definitions holds and why.

- (a) P can reach the exit location **vs.** P can stop
- (b) P can stop **vs.** P always stops

Exercise 3: Ranking Functions

5 Points

For each of the following programs, state whether it (always) terminates or not. If it terminates, give a ranking function for each loop in the program. If it may not terminate, give an infinite execution of the program.

```

1 while (x > 0) {
2   while (y > 0) {
3     y := y-1;
4   }
5   x := x-1;
6   havoc y;
7 }
8
9 }
```

Listing 1: Program P_1

```

1 while (x > 0) {
2   if (y > 0) {
3     y := y-1;
4   } else {
5     x := x-1;
6     havoc y;
7   }
8 }
9 }
```

Listing 2: Program P_2

```

1 while (x > 0) {
2   if (y > 0) {
3     y := y-1;
4     havoc x;
5   } else {
6     x := x-1;
7     havoc y;
8   }
9 }
```

Listing 3: Program P_3

Hint: For simple loops is often convenient to use a function whose range is \mathbb{N} and the strictly greater than relation $>$ on natural numbers. For more complex loops, this is sometimes not sufficient but we can use instead a function $f : S_{V,\mu} \rightarrow \mathbb{N}_1 \times \dots \times \mathbb{N}_n$ whose range are n -tuples of natural numbers and the *lexicographic order* $>_{\text{lex}}$ that we define as follows.

$(m_1, \dots, m_n) >_{\text{lex}} (m'_1, \dots, m'_n)$ iff there exists $i \in \{1, \dots, n\}$ such that $m_i > m'_i$ and for all $k \in \{1, \dots, i-1\}$ the equality $m_k = m'_k$ holds

If a function with that signature together with the order $>_{\text{lex}}$ is a ranking function, it is often called a *lexicographic ranking function*.