

# Software Engineering using Formal Methods

## Reasoning about Programs with Dynamic Logic

Wolfgang Ahrendt

6 October 2015

# Part I

**Where are we?**

# Where Are We?

**before** specification of JAVA programs with JML

**now** dynamic logic (DL) for reasoning about JAVA programs

**after that** generating DL from JML+JAVA

+ verifying the resulting proof obligations

# Motivation

Consider the method

```
public void doubleContent(int [] a) {  
    int i = 0;  
    while (i < a.length) {  
        a[i] = a[i] * 2;  
        i++;  
    }  
}
```

We want a **logic/calculus** allowing to **express/prove** properties like, e.g.:

*If*  $a \neq \text{null}$

*then* `doubleContent` terminates normally

*and* afterwards all elements of `a` are twice the old value

# Motivation Cont'd

One such logic is **dynamic logic** (DL)

The above statement can be expressed in DL as follows:  
(assuming a suitable signature)

$$\begin{aligned} & a \neq \text{null} \\ & \wedge a \neq \text{old\_a} \\ & \wedge \forall \text{int } i; ((0 \leq i \wedge i < a.\text{length}) \rightarrow a[i] = \text{old\_a}[i]) \\ \rightarrow & \langle \text{doubleContent}(a); \rangle \\ & \forall \text{int } i; ((0 \leq i \wedge i < a.\text{length}) \rightarrow a[i] = 2 * \text{old\_a}[i]) \end{aligned}$$

## Observations

- ▶ DL combines first-order logic (FOL) with programs
- ▶ Theory of DL extends theory of FOL

introducing **dynamic logic** for JAVA

- ▶ recap first-order logic (FOL)
- ▶ semantics of FOL
- ▶ dynamic logic = extending FOL with
  - ▶ **dynamic interpretations**
  - ▶ **programs** to describe state change



## Part II

# First-Order Semantics

# First-Order Semantics

## From propositional to first-order semantics

- ▶ In prop. logic, an interpretation of variables with  $\{T, F\}$  sufficed
- ▶ In first-order logic we must assign meaning to:
  - ▶ function symbols (incl. constants)
  - ▶ predicate symbols
- ▶ Respect typing: `int i`, `List l` **must** denote different elements

## What we need (to interpret a first-order formula)

1. A collection of **typed universes** of elements
2. A mapping from **variables** to elements
3. For each **function symbol**, a mapping from arguments to results
4. For each **predicate symbol**, a set of argument tuples where that predicate holds

# First-Order Domains/Universes

1. A collection of **typed universes** of elements

## Definition (Universe/Domain)

A non-empty set  $\mathcal{D}$  of elements is a **universe** or **domain**.

Each element of  $\mathcal{D}$  has a fixed type given by  $\delta : \mathcal{D} \rightarrow T_\Sigma$

- ▶ Notation for the domain elements of type  $\tau \in T_\Sigma$ :

$$\mathcal{D}^\tau = \{d \in \mathcal{D} \mid \delta(d) = \tau\}$$

- ▶ Each type  $\tau \in T_\Sigma$  must 'contain' at least one domain element:

$$\mathcal{D}^\tau \neq \emptyset$$

# First-Order States

3. For each **function symbol**, a mapping from arguments to results
4. For each **predicate symbol**, a set of argument tuples where that predicate holds

## Definition (First-Order State)

Let  $\mathcal{D}$  be a domain with typing function  $\delta$ .

For each  $f$  be declared as  $\tau f(\tau_1, \dots, \tau_r)$ ;

and each  $p$  be declared as  $p(\tau_1, \dots, \tau_r)$ ;

$\mathcal{I}(f)$  is a mapping  $\mathcal{I}(f) : \mathcal{D}^{\tau_1} \times \dots \times \mathcal{D}^{\tau_r} \rightarrow \mathcal{D}^{\tau}$

$\mathcal{I}(p)$  is a set  $\mathcal{I}(p) \subseteq \mathcal{D}^{\tau_1} \times \dots \times \mathcal{D}^{\tau_r}$

Then  $\mathcal{S} = (\mathcal{D}, \delta, \mathcal{I})$  is a **first-order state**

# First-Order States Cont'd

## Example

Signature  $\Sigma$ : `int i; int j; int f(int); Object obj; <(int,int);`  
 $\mathcal{D} = \{17, 2, o\}$

The following  $\mathcal{I}$  is a possible interpretation:

$$\mathcal{I}(i) = 17$$

$$\mathcal{I}(j) = 17$$

$$\mathcal{I}(\text{obj}) = o$$

$\mathcal{D}^{\text{int}}$	$\mathcal{I}(f)$
2	2
17	2

$\mathcal{D}^{\text{int}} \times \mathcal{D}^{\text{int}}$	in $\mathcal{I}(<)$ ?
(2, 2)	<i>no</i>
(2, 17)	<i>yes</i>
(17, 2)	<i>no</i>
(17, 17)	<i>no</i>

One of uncountably many possible first-order states!

# Semantics of Reserved Signature Symbols

## Definition

Reserved predicate symbol for **equality**:  $=$

Interpretation is fixed as  $\mathcal{I}(=) = \{(d, d) \mid d \in \mathcal{D}\}$

Exercise: write down all elements of the set  $\mathcal{I}(=)$  for example domain

# Signature Symbols vs. Domain Elements

- ▶ Domain elements different from the terms representing them
- ▶ First-order formulas and terms have **no access** to domain

## Example

Signature  $\Sigma$ : Object obj1, obj2;

Domain:  $\mathcal{D} = \{o\}$

In this state, necessarily  $\mathcal{I}(\text{obj1}) = \mathcal{I}(\text{obj2}) = o$

# Variable Assignments

2. A mapping from variables to domain elements

## Definition (Variable Assignment)

A **variable assignment**  $\beta$  maps variables to domain elements. It respects the variable type, i.e., if  $x$  has type  $\tau$  then  $\beta(x) \in \mathcal{D}^\tau$ .

# Semantic Evaluation of Terms

Given a first-order state  $\mathcal{S}$  and a variable assignment  $\beta$  it is possible to evaluate first-order terms under  $\mathcal{S}$  and  $\beta$

## Definition (Valuation of Terms)

$val_{\mathcal{S},\beta} : \text{Term} \rightarrow \mathcal{D}$  such that  $val_{\mathcal{S},\beta}(t) \in \mathcal{D}^\tau$  for  $t \in \text{Term}_\tau$ :

- ▶  $val_{\mathcal{S},\beta}(x) = \beta(x)$
- ▶  $val_{\mathcal{S},\beta}(f(t_1, \dots, t_r)) = \mathcal{I}(f)(val_{\mathcal{S},\beta}(t_1), \dots, val_{\mathcal{S},\beta}(t_r))$

# Semantic Evaluation of Terms Cont'd

## Example

Signature  $\Sigma$ : `int i`; `int j`; `int f(int)`;

$\mathcal{D} = \{17, 2, o\}$

Variables: `Object obj`; `int x`;

$$\mathcal{I}(i) = 17$$

$$\mathcal{I}(j) = 17$$

$\mathcal{D}^{\text{int}}$	$\mathcal{I}(f)$
2	17
17	2

Var	$\beta$
obj	<i>o</i>
x	17

- ▶  $val_{S,\beta}(f(f(i)))$  ?
- ▶  $val_{S,\beta}(f(f(x)))$  ?
- ▶  $val_{S,\beta}(\text{obj})$  ?

# Preparing for Semantic Evaluation of Formulas

## Definition (Modified Variable Assignment)

Let  $y$  be variable of type  $\tau$ ,  $\beta$  variable assignment,  $d \in \mathcal{D}^\tau$ :

$$\beta_y^d(x) := \begin{cases} \beta(x) & x \neq y \\ d & x = y \end{cases}$$

Needed for semantics of quantifiers.

# Semantic Evaluation of Formulas

## Definition (Valuation of Formulas)

$val_{S,\beta}(\phi)$  for  $\phi \in For$

- ▶  $val_{S,\beta}(p(t_1, \dots, t_r)) = T$  iff  $(val_{S,\beta}(t_1), \dots, val_{S,\beta}(t_r)) \in \mathcal{I}(p)$
- ▶  $val_{S,\beta}(\phi \wedge \psi) = T$  iff  $val_{S,\beta}(\phi) = T$  and  $val_{S,\beta}(\psi) = T$
- ▶ (also true, false,  $\vee$ ,  $\neg$ ,  $\rightarrow$ ,  $\leftrightarrow$  like valuation in propositional logic)
- ▶  $val_{S,\beta}(\forall \tau x; \phi) = T$  iff  $val_{S,\beta_x^d}(\phi) = T$  for all  $d \in \mathcal{D}^\tau$
- ▶  $val_{S,\beta}(\exists \tau x; \phi) = T$  iff  $val_{S,\beta_x^d}(\phi) = T$  for at least one  $d \in \mathcal{D}^\tau$

# Semantic Evaluation of Formulas Cont'd

## Example

Signature  $\Sigma$ :  $\text{int } j$ ;  $\text{int } f(\text{int})$ ;  $\text{Object } \text{obj}$ ;  $\langle \text{int}, \text{int} \rangle$ ;

$\mathcal{D} = \{17, 2, o\}$ ,  $\mathcal{D}^{\text{int}} = \{17, 2\}$ ,  $\mathcal{D}^{\text{Object}} = \{o\}$

$I(j) = 17$   
 $I(\text{obj}) = o$

$\mathcal{D}^{\text{int}}$	$I(f)$
2	2
17	2

$\mathcal{D}^{\text{int}} \times \mathcal{D}^{\text{int}}$	in $I(\langle \rangle)$ ?
(2, 2)	F
(2, 17)	T
(17, 2)	F
(17, 17)	F

- ▶  $\text{val}_{S,\beta}(f(j) < j)$  ?
- ▶  $\text{val}_{S,\beta}(\exists \text{int } x; f(x) = x)$  ?
- ▶  $\text{val}_{S,\beta}(\forall \text{Object } o1; \forall \text{Object } o2; o1 = o2)$  ?

# Semantic Notions

## Definition (Truth, Satisfiability, Validity)

$val_{\mathcal{S},\beta}(\phi) = T$		$(\mathcal{S},\beta$ satisfies $\phi)$
$\mathcal{S} \models \phi$	iff for all $\beta : val_{\mathcal{S},\beta}(\phi) = T$	$(\phi$ is <b>true</b> in $\mathcal{S})$
$SAT(\phi)$	iff for some $\mathcal{S} : \mathcal{S} \models \phi$	$(\phi$ is <b>satisfiable</b> )
$\models \phi$	iff for all $\mathcal{S} : \mathcal{S} \models \phi$	$(\phi$ is <b>valid</b> )

## Example

- ▶  $f(j) < j$  is true in  $\mathcal{S}$
- ▶  $\exists \text{int } x; i = x$  is valid
- ▶  $\exists \text{int } x; \neg(x = x)$  is not satisfiable

## Part III

# Towards Dynamic Logic

## Reasoning about Java programs requires extensions of FOL

- ▶ JAVA type hierarchy
- ▶ JAVA program variables
- ▶ JAVA heap for reference types (next lecture)

# Type Hierarchy

## Definition (Type Hierarchy)

- ▶  $T_\Sigma$  is set of **types**
- ▶ **Subtype** relation  $\sqsubseteq \subseteq T_\Sigma \times T_\Sigma$  with top element  $\top$ 
  - ▶  $\tau \sqsubseteq \top$  for all  $\tau \in T_\Sigma$

## Example (A Minimal Type Hierarchy)

$$T_\Sigma = \{\top\}$$

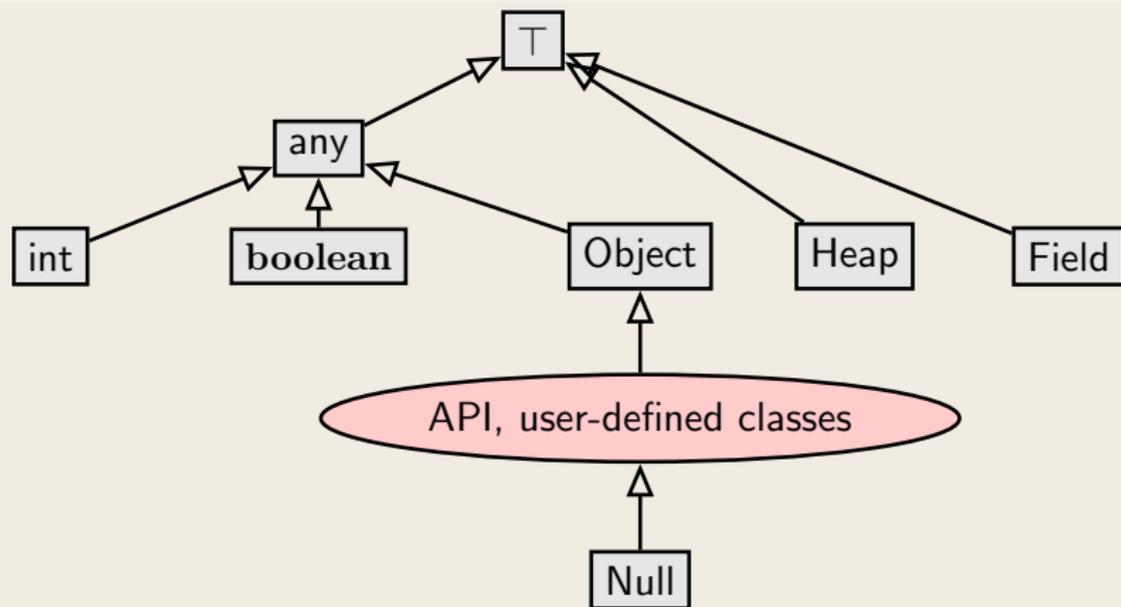
All signature symbols have same type  $\top$

## Example (Type Hierarchy for Java)

(see next slide)

# Modelling Java in FOL: Fixing a Type Hierarchy

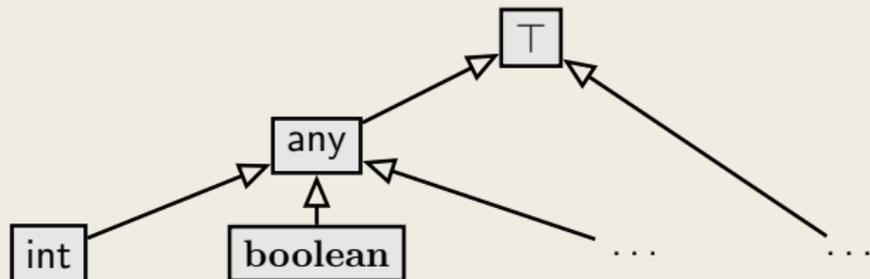
Signature based on Java's type hierarchy



Each interface and class in API and in target program becomes type with appropriate subtype relation

# Subset of Types

Signature based on Java's type hierarchy



**int** and **boolean** are the only types for today  
Class, interface types, etc., in next lecture

# Modelling Dynamic Properties

Only static properties expressible in typed FOL, e.g.,

- ▶ Values of fields in a certain range
- ▶ Property (invariant) of a subclass implies property of a superclass

Considers only one program state at a time

**Goal:** Express behavior of a program, e.g.:

**If** method `setAge` is called on an object `o` of type `Person`  
**and** the method argument `newAge` is positive  
**then** afterwards field `age` has same value as `newAge`

# Requirements

## Requirements for a logic to reason about programs

- ▶ can relate different program states, i.e., **before** and **after** execution, within a single formula
- ▶ program variables are represented by constant symbols that depend on current program state

Dynamic Logic meets the above requirements

# Dynamic Logic

## (JAVA) Dynamic Logic

### Typed FOL

- ▶ + programs  $p$
- ▶ + modalities  $\langle p \rangle \phi$ ,  $[p] \phi$  ( $p$  program,  $\phi$  DL formula)
- ▶ + ... (later)

### An Example

$$i > 5 \rightarrow [i = i + 10;]i > 15$$

### Meaning?

If **program variable**  $i$  is greater than 5 in current state, then **after** executing the JAVA statement “ $i = i + 10;$ ”,  $i$  is greater than 15

# Program Variables

Dynamic Logic = Typed FOL + ...

$$i > 5 \rightarrow [i = i + 10;]i > 15$$

Program variable  $i$  refers to different values before and after execution

- ▶ Program variables such as  $i$  are state-dependent constant symbols
- ▶ Value of state-dependent symbols changeable by a program

Three words one meaning: state-dependent, non-rigid, flexible

# Rigid versus Flexible Symbols

**Signature** of program logic defined as in FOL, but in addition, there are **program variables**

## Rigid versus Flexible

- ▶ **Rigid** symbols, meaning insensitive to program states
  - ▶ First-order variables (aka **logical variables**)
  - ▶ Built-in functions and predicates such as  $0, 1, \dots, +, *, \dots, <, \dots$
- ▶ **Non-rigid** (or **flexible**) symbols, meaning depends on state. Capture side effects on state during program execution
  - ▶ **Program variables** are flexible

Any term containing at least one flexible symbol is called flexible

# Signature of Dynamic Logic

## Definition (Dynamic Logic Signature)

$$\Sigma = (P_\Sigma, F_\Sigma, PV_\Sigma, \alpha_\Sigma), \quad F_\Sigma \cap PV_\Sigma = \emptyset$$

(Rigid) **Predicate** Symbols      $P_\Sigma = \{>, >=, \dots\}$

(Rigid) **Function** Symbols      $F_\Sigma = \{+, -, *, 0, 1, \dots\}$

**Non-rigid Program variables**     e.g.  $PV_\Sigma = \{i, j, \text{ready}, \dots\}$

Standard typing of JAVA symbols: `boolean TRUE; <(int,int); ...`

## Dynamic Logic Signature - KeY input file

```
\sorts {  
  // only additional sorts (int, boolean, any predefined)  
}  
\functions {  
  // only additional rigid functions  
  // (arithmetic functions like +,- etc., predefined)  
}  
\predicates { /* same as for functions */ }  
  
\programVariables { // non-rigid  
  int i, j;  
  boolean ready;  
}
```

Empty sections can be left out

# Again: Two Kinds of Variables

Rigid:

## Definition (First-Order/Logical Variables)

Typed **logical variables** (**rigid**), declared locally in **quantifiers** as  $\exists x;$   
They may not occur in programs!

Non-rigid:

## Program Variables

- ▶ Are **not** FO variables
- ▶ **Cannot** be quantified
- ▶ May occur in programs (and formulas)

# Dynamic Logic Programs

Dynamic Logic = Typed FOL + programs ...

Programs here: any legal sequence of JAVA statements.

## Example

Signature for  $\text{FSym}_f$ : `int r; int i; int n;`

Signature for  $\text{FSym}_r$ : `int 0; int +(int,int); int -(int,int);`

Signature for  $\text{PSym}_r$ : `<(int,int);`

```
i=0;
r=0;
while (i<n) {
    i=i+1;
    r=r+i;
}
r=r+r-n;
```

Which value does the program compute in  $r$ ?

# Relating Program States: Modalities

DL extends FOL with two additional (mix-fix) operators:

- ▶  $\langle p \rangle \phi$  (diamond)
- ▶  $[p] \phi$  (box)

with  $p$  a program,  $\phi$  another DL formula

## Intuitive Meaning

- ▶  $\langle p \rangle \phi$ :  $p$  terminates **and** formula  $\phi$  holds in final state  
(total correctness)
- ▶  $[p] \phi$ : **If**  $p$  terminates **then** formula  $\phi$  holds in final state  
(partial correctness)

Attention: JAVA programs are deterministic, i.e., **if** a JAVA program terminates then exactly **one** state is reached from a given initial state.

# Dynamic Logic - Examples

Let  $i$ ,  $j$ ,  $old\_i$ ,  $old\_j$  denote program variables.  
Give the meaning in natural language:

1.  $i = old\_i \rightarrow \langle i = i + 1; \rangle i > old\_i$

If  $i = i + 1$ ; is executed in a state where  $i$  and  $old\_i$  have the same value, then the program terminates and in its final state the value of  $i$  is greater than the value of  $old\_i$ .

2.  $i = old\_i \rightarrow [\text{while}(\text{true})\{i = old\_i - 1;\}] i > old\_i$

If the program is executed in a state where  $i$  and  $old\_i$  have the same value and if the program terminates then in its final state the value of  $i$  is greater than the value of  $old\_i$ .

3.  $\forall x. (\langle prog_1 \rangle i = x \leftrightarrow \langle prog_2 \rangle i = x)$

$prog_1$  and  $prog_2$  are equivalent concerning termination and the final value of  $i$ .

# Dynamic Logic: KeY Input File

```
\programVariables { // Declares global program variables
  int i;
  int old_i;
}
```

```
\problem { // The problem to verify is stated here
  i = old_i -> \<{ i = i + 1; }\> i > old_i
}
```

## Visibility

- ▶ Program variables declared globally can be accessed anywhere
- ▶ Program variables declared inside a modality such as “ $pre \rightarrow \langle \mathbf{int} \ j; \ p \rangle post$ ” only visible in  $p$

# Dynamic Logic Formulas

## Definition (Dynamic Logic Formulas (DL Formulas))

- ▶ Each FOL formula is a DL formula
  - ▶ If  $p$  is a program and  $\phi$  a DL formula then  $\left\{ \begin{array}{l} \langle p \rangle \phi \\ [p] \phi \end{array} \right\}$  is a DL formula
  - ▶ DL formulas closed under FOL quantifiers and connectives
- 
- ▶ Program variables are **flexible constants**: never bound in quantifiers
  - ▶ Program variables need not be declared or initialized in program
  - ▶ Programs contain no logical variables
  - ▶ Modalities can be arbitrarily nested, e.g.,  $\langle p \rangle [q] \phi$

## Example (Well-formed? If yes, under which signature?)

- ▶  $\forall \text{int } y; ((\langle x = 2; \rangle x = y) \leftrightarrow (\langle x = 1; x++; \rangle x = y))$

Well-formed if  $\text{FSym}_f$  contains  $\text{int } x$ ;

- ▶  $\exists \text{int } x; [x = 1;](x = 1)$

Not well-formed, because logical variable occurs in program

- ▶  $\langle x = 1; \rangle ([\text{while } (\text{true}) \{ \}] \text{false})$

Well-formed if  $PV_\Sigma$  contains  $\text{int } x$ ;

program formulas can be nested

# Dynamic Logic Semantics: States

First-order state can be considered as **program state**

- ▶ Interpretation of (non-rigid) program variables can vary from state to state
- ▶ Interpretation of **rigid** symbols is the same in all states (e.g., built-in functions and predicates)

## Program states as first-order states

We identify **first-order state**  $\mathcal{S} = (\mathcal{D}, \delta, \mathcal{I})$  with **program state**.

- ▶ Interpretation  $\mathcal{I}$  only changes on program variables.  
 $\Rightarrow$  only record values of variables  $\in PV_{\Sigma}$
- ▶ Set of all states  $\mathcal{S}$  is called *States*

# Kripke Structure

## Definition (Kripke Structure)

Kripke structure or Labelled transition system  $K = (States, \rho)$

- ▶ States  $\mathcal{S} = (\mathcal{D}, \delta, \mathcal{I}) \in States$
- ▶ Transition relation  $\rho : Program \rightarrow (States \rightarrow States)$

$$\rho(p)(\mathcal{S}_1) = \mathcal{S}_2$$

iff.

program  $p$  executed in state  $\mathcal{S}_1$  terminates **and** its final state is  $\mathcal{S}_2$ ,  
**otherwise** undefined.

- ▶  $\rho$  is the **semantics** of programs  $\in Program$
- ▶  $\rho(p)(\mathcal{S})$  can be undefined (' $\rightarrow$ '):  $p$  may **not terminate** when started in  $\mathcal{S}$
- ▶ Our programs are **deterministic** (unlike PROMELA):  $\rho(p)$  is a function (at most one value)

# Semantic Evaluation of Program Formulas

## Definition (Validity Relation for Program Formulas)

- ▶  $\mathcal{S} \models \langle p \rangle \phi$  iff  $\rho(p)(\mathcal{S})$  is defined and  $\rho(p)(\mathcal{S}) \models \phi$   
( $p$  terminates and  $\phi$  is true in the final state after execution)
- ▶  $s \models [p]\phi$  iff  $\rho(p)(\mathcal{S}) \models \phi$  whenever  $\rho(p)(\mathcal{S})$  is defined  
(If  $p$  terminates then  $\phi$  is true in the final state after execution)

A DL formula  $\phi$  is **valid** iff  $\mathcal{S} \models \phi$  for all states  $\mathcal{S}$ .

- ▶ **Duality:**  $\langle p \rangle \phi$  iff  $\neg[p]\neg\phi$   
Exercise: justify this with help of semantic definitions
- ▶ **Implication:** if  $\langle p \rangle \phi$  then  $[p]\phi$   
Total correctness implies partial correctness
  - ▶ converse is false
  - ▶ holds only for deterministic programs

# More Examples

valid?

meaning?

## Example

$$\forall \tau y; ((\langle p \rangle x = y) \leftrightarrow (\langle q \rangle x = y))$$

Not valid in general

Programs  $p$  and  $q$  behave equivalently on variable  $\tau x$

## Example

$$\exists \tau y; (x = y \rightarrow \langle p \rangle \text{true})$$

Not valid in general

Program  $p$  terminates if initial value of  $x$  is suitably chosen

# Semantics of Programs

In labelled transition system  $K = (\text{States}, \rho)$ :

$\rho : \text{Program} \rightarrow (\text{States} \rightarrow \text{States})$  is **semantics** of programs  $p \in \text{Program}$

$\rho$  defined recursively on programs

## Example (Semantics of assignment)

States  $\mathcal{S}$  interpret program variables  $v$  with  $\mathcal{I}_{\mathcal{S}}(v)$

$\rho(x=t;)(\mathcal{S}) = \mathcal{S}'$  where  $\mathcal{S}'$  identical to  $\mathcal{S}$  except  $\mathcal{I}_{\mathcal{S}'}(x) = \text{val}_{\mathcal{S}}(t)$

Very advanced task to define  $\rho$  for JAVA  $\Rightarrow$  Not done in this course  
**Next lecture**, we go directly to calculus for program formulas!

# Literature for this Lecture

- ▶ W. Ahrendt, **Using KeY** Chapter 10 in [KeYbook]
- ▶ up-to-date alternative:  
W. Ahrendt, S. Grebing **Using the KeY Prover**  
to appear in the new KeY Book (see Google group)
- ▶ **Dynamic Logic** (Sections 3.1, 3.2, 3.4, 3.5, 3.6.1, 3.6.3, 3.6.4),  
Chapter 3 in [KeYbook]