

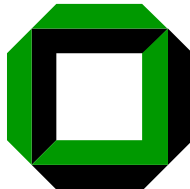
Formale Entwicklung objektorientierter Software

Praktikum im Wintersemester 2008/2009

Prof. P. H. Schmitt
Christian Engel, Benjamin Weiß

Institut für Theoretische Informatik
Universität Karlsruhe

07. Januar 2009



Loop Invariants



Unwinding Loops

$$\text{loopUnwind} \frac{}{\Gamma \Rightarrow \mathcal{U}\langle \pi \text{ while}(e) \text{ p } \omega \rangle \phi, \Delta}$$



Unwinding Loops

$$\text{loopUnwind} \frac{\Gamma \Rightarrow \mathcal{U}\langle \pi \text{ if}(e)\{p; \text{ while}(e) p\} \omega \rangle \psi, \Delta}{\Gamma \Rightarrow \mathcal{U}\langle \pi \text{ while}(e) p \omega \rangle \phi, \Delta}$$



Unwinding Loops

$$\text{loopUnwind} \frac{\Gamma \Rightarrow \mathcal{U}\langle \pi \text{ if}(e)\{p; \text{ while}(e) p\} \omega \rangle \psi, \Delta}{\Gamma \Rightarrow \mathcal{U}\langle \pi \text{ while}(e) p \omega \rangle \phi, \Delta}$$

How to handle a loop with...

- 0 iterations?



Unwinding Loops

$$\text{loopUnwind} \frac{\Gamma \Rightarrow \mathcal{U}\langle \pi \text{ if}(e)\{p; \text{ while}(e) p\} \omega \rangle \psi, \Delta}{\Gamma \Rightarrow \mathcal{U}\langle \pi \text{ while}(e) p \omega \rangle \phi, \Delta}$$

How to handle a loop with...

- 0 iterations? Unwind 1×



Unwinding Loops

$$\text{loopUnwind} \frac{\Gamma \implies \mathcal{U}\langle \pi \text{ if}(e) \{p; \text{ while}(e) p\} \omega \rangle \psi, \Delta}{\Gamma \implies \mathcal{U}\langle \pi \text{ while}(e) p \omega \rangle \phi, \Delta}$$

How to handle a loop with...

- 0 iterations? Unwind 1×
- 10 iterations?



Unwinding Loops

$$\text{loopUnwind} \frac{\Gamma \Rightarrow \mathcal{U}\langle \pi \text{ if}(e) \{p; \text{ while}(e) p\} \omega \rangle \psi, \Delta}{\Gamma \Rightarrow \mathcal{U}\langle \pi \text{ while}(e) p \omega \rangle \phi, \Delta}$$

How to handle a loop with...

- 0 iterations? Unwind 1×
- 10 iterations? Unwind 11×



Unwinding Loops

$$\text{loopUnwind} \frac{\Gamma \Rightarrow \mathcal{U}\langle \pi \text{ if}(e) \{p; \text{ while}(e) p\} \omega \rangle \psi, \Delta}{\Gamma \Rightarrow \mathcal{U}\langle \pi \text{ while}(e) p \omega \rangle \phi, \Delta}$$

How to handle a loop with...

- 0 iterations? Unwind 1×
- 10 iterations? Unwind 11×
- 10000 iterations?



Unwinding Loops

$$\text{loopUnwind} \frac{\Gamma \Rightarrow \mathcal{U}\langle \pi \text{ if}(e) \{p; \text{ while}(e) p\} \omega \rangle \psi, \Delta}{\Gamma \Rightarrow \mathcal{U}\langle \pi \text{ while}(e) p \omega \rangle \phi, \Delta}$$

How to handle a loop with...

- 0 iterations? Unwind 1×
- 10 iterations? Unwind 11×
- 10000 iterations? Unwind 10001×
(and don't make any plans for the rest of the day)



Unwinding Loops

$$\text{loopUnwind} \frac{\Gamma \Rightarrow \mathcal{U}\langle \pi \text{ if}(e) \{p; \text{while}(e) p\} \omega \rangle \psi, \Delta}{\Gamma \Rightarrow \mathcal{U}\langle \pi \text{ while}(e) p \omega \rangle \phi, \Delta}$$

How to handle a loop with...

- 0 iterations? Unwind 1×
- 10 iterations? Unwind 11×
- 10000 iterations? Unwind 10001×
(and don't make any plans for the rest of the day)
- an **unknown** number of iterations?



Unwinding Loops

$$\text{loopUnwind} \frac{\Gamma \Rightarrow \mathcal{U}\langle \pi \text{ if}(e) \{p; \text{ while}(e) p\} \omega \rangle \psi, \Delta}{\Gamma \Rightarrow \mathcal{U}\langle \pi \text{ while}(e) p \omega \rangle \phi, \Delta}$$

How to handle a loop with...

- 0 iterations? Unwind 1×
- 10 iterations? Unwind 11×
- 10000 iterations? Unwind 10001×
(and don't make any plans for the rest of the day)
- an **unknown** number of iterations?

We need an **invariant rule** (or some other form of induction)



An Invariant Rule

Idea behind loop invariants

- Find a formula *Inv* which...
 - holds at the **beginning** of the loop



An Invariant Rule

Idea behind loop invariants

- Find a formula *Inv* which...
 - holds at the **beginning** of the loop
 - is **preserved** by the loop body



An Invariant Rule

Idea behind loop invariants

- Find a formula *Inv* which...
 - holds at the **beginning** of the loop
 - is **preserved** by the loop body
- Consequence:
 - *Inv* still holds after arbitrarily many loop iterations



An Invariant Rule

Idea behind loop invariants

- Find a formula *Inv* which...
 - holds at the **beginning** of the loop
 - is **preserved** by the loop body
- Consequence:
 - *Inv* still holds after arbitrarily many loop iterations
 - If the loop terminates at all, then *Inv* holds **afterwards**



An Invariant Rule

Idea behind loop invariants

- Find a formula *Inv* which...
 - holds at the **beginning** of the loop
 - is **preserved** by the loop body
- Consequence:
 - *Inv* still holds after arbitrarily many loop iterations
 - If the loop terminates at all, then *Inv* holds **afterwards**
- Encode the desired postcondition after the loop into *Inv*



An Invariant Rule

Idea behind loop invariants

- Find a formula *Inv* which...
 - holds at the **beginning** of the loop
 - is **preserved** by the loop body
- Consequence:
 - *Inv* still holds after arbitrarily many loop iterations
 - If the loop terminates at all, then *Inv* holds **afterwards**
- Encode the desired postcondition after the loop into *Inv*

Basic invariant rule

$$\text{loopInvariant} \frac{}{\Gamma \implies \mathcal{U}[\pi \text{ while}(e) \ p; \omega] \phi, \Delta}$$



An Invariant Rule

Idea behind loop invariants

- Find a formula *Inv* which...
 - holds at the **beginning** of the loop
 - is **preserved** by the loop body
- Consequence:
 - *Inv* still holds after arbitrarily many loop iterations
 - If the loop terminates at all, then *Inv* holds **afterwards**
- Encode the desired postcondition after the loop into *Inv*

Basic invariant rule

$\Gamma \implies \mathcal{U}Inv, \Delta$ (initially valid)

loopInvariant $\frac{\Gamma \implies \mathcal{U}[\pi \text{ while}(e) \ p; \omega]\phi, \Delta}{\Gamma \implies \mathcal{U}Inv, \Delta}$



An Invariant Rule

Idea behind loop invariants

- Find a formula *Inv* which...
 - holds at the **beginning** of the loop
 - is **preserved** by the loop body
- Consequence:
 - *Inv* still holds after arbitrarily many loop iterations
 - If the loop terminates at all, then *Inv* holds **afterwards**
- Encode the desired postcondition after the loop into *Inv*

Basic invariant rule

$$\begin{array}{ll} \Gamma \implies \mathcal{U}Inv, \Delta & \text{(initially valid)} \\ Inv, e \implies [p]Inv & \text{(preserved)} \end{array}$$

$$\text{loopInvariant} \frac{}{\Gamma \implies \mathcal{U}[\pi \text{ while}(e) \ p; \omega]\phi, \Delta}$$



An Invariant Rule

Idea behind loop invariants

- Find a formula *Inv* which...
 - holds at the **beginning** of the loop
 - is **preserved** by the loop body
- Consequence:
 - *Inv* still holds after arbitrarily many loop iterations
 - If the loop terminates at all, then *Inv* holds **afterwards**
- Encode the desired postcondition after the loop into *Inv*

Basic invariant rule

$$\text{loopInvariant} \frac{\begin{array}{l} \Gamma \implies \mathcal{U}Inv, \Delta \quad (\text{initially valid}) \\ Inv, e \implies [p]Inv \quad (\text{preserved}) \\ Inv, \neg e \implies [\pi \ \omega]\phi \quad (\text{use case}) \end{array}}{\Gamma \implies \mathcal{U}[\pi \ \text{while}(e) \ p; \ \omega]\phi, \Delta}$$



Example

```
int i = 0;
while(i < a.length) {
    a[i] = 0;
    i++;
}
```



Example

Precondition: $a \neq \text{null}$

```
int i = 0;
while(i < a.length) {
    a[i] = 0;
    i++;
}
```



Example

Precondition: $a \neq \text{null}$

```
int i = 0;
while(i < a.length) {
    a[i] = 0;
    i++;
}
```

Postcondition: $\forall x.(0 \leq x < \text{a.length} \rightarrow \text{a}[x] \doteq 0)$



Example

Precondition: $a \neq \text{null}$

```
int i = 0;
while(i < a.length) {
    a[i] = 0;
    i++;
}
```

Postcondition: $\forall x.(0 \leq x < \text{a.length} \rightarrow \text{a}[x] \doteq 0)$

Loop invariant: $0 \leq i \ \& \ i \leq \text{a.length}$



Example

Precondition: $a \neq \text{null}$

```
int i = 0;
while(i < a.length) {
    a[i] = 0;
    i++;
}
```

Postcondition: $\forall x.(0 \leq x < a.length \rightarrow a[x] \doteq 0)$

Loop invariant: $0 \leq i \ \& \ i \leq a.length$
 $\ \& \ \forall x.(0 \leq x < i \rightarrow a[x] \doteq 0)$



Example

Precondition: $a \neq \text{null}$

```
int i = 0;
while(i < a.length) {
    a[i] = 0;
    i++;
}
```

Postcondition: $\forall x.(0 \leq x < a.length \rightarrow a[x] \doteq 0)$

Loop invariant: $0 \leq i \ \& \ i \leq a.length$
 $\ \& \ \forall x.(0 \leq x < i \rightarrow a[x] \doteq 0)$
 $\ \& \ a \neq \text{null}$



Example

Precondition: $a \neq \text{null} \ \& \ \text{ClassInv}$

```
int i = 0;
while(i < a.length) {
    a[i] = 0;
    i++;
}
```

Postcondition: $\forall x.(0 \leq x < a.length \rightarrow a[x] \doteq 0)$

Loop invariant: $0 \leq i \ \& \ i \leq a.length$
 $\ \& \ \forall x.(0 \leq x < i \rightarrow a[x] \doteq 0)$
 $\ \& \ a \neq \text{null}$
 $\ \& \ \text{ClassInv}'$



Basic Invariant Rule: Problem

Basic invariant rule

$$\text{loopInvariant} \frac{\begin{array}{l} \Gamma \implies \mathcal{U}Inv, \Delta \quad (\text{initially valid}) \\ Inv, e \implies [p]Inv \quad (\text{preserved}) \\ Inv, \neg e \implies [\pi \ \omega]\phi \quad (\text{use case}) \end{array}}{\Gamma \implies \mathcal{U}[\pi \ \text{while}(e) \ p; \ \omega]\phi, \Delta}$$



Basic Invariant Rule: Problem

Basic invariant rule

$$\text{loopInvariant} \frac{\begin{array}{l} \Gamma \implies \mathcal{U}Inv, \Delta \quad (\text{initially valid}) \\ Inv, e \implies [p]Inv \quad (\text{preserved}) \\ Inv, \neg e \implies [\pi \ \omega]\phi \quad (\text{use case}) \end{array}}{\Gamma \implies \mathcal{U}[\pi \ \text{while}(e) \ p; \ \omega]\phi, \Delta}$$

- Context Γ , Δ , \mathcal{U} must be omitted in 2nd and 3rd premiss



Basic Invariant Rule: Problem

Basic invariant rule

$$\text{loopInvariant} \frac{\begin{array}{l} \Gamma \implies \mathcal{U}Inv, \Delta \quad (\text{initially valid}) \\ Inv, e \implies [p]Inv \quad (\text{preserved}) \\ Inv, \neg e \implies [\pi \ \omega]\phi \quad (\text{use case}) \end{array}}{\Gamma \implies \mathcal{U}[\pi \ \text{while}(e) \ p; \ \omega]\phi, \Delta}$$

- Context Γ , Δ , \mathcal{U} must be omitted in 2nd and 3rd premiss
- Context contains (parts of) precondition and class invariants



Basic Invariant Rule: Problem

Basic invariant rule

$$\text{loopInvariant} \frac{\begin{array}{l} \Gamma \implies \mathcal{U}Inv, \Delta \quad (\text{initially valid}) \\ Inv, e \implies [p]Inv \quad (\text{preserved}) \\ Inv, \neg e \implies [\pi \ \omega]\phi \quad (\text{use case}) \end{array}}{\Gamma \implies \mathcal{U}[\pi \ \text{while}(e) \ p; \ \omega]\phi, \Delta}$$

- Context $\Gamma, \Delta, \mathcal{U}$ must be omitted in 2nd and 3rd premiss
- Context contains (parts of) precondition and class invariants
- Required context information must be added to loop invariant Inv



Keeping the Context

- We would like to keep unmodified parts of the context



Keeping the Context

- We would like to keep unmodified parts of the context
- **assignable clauses** for loops can tell what may be modified

```
//@ assignable i, a[*];
```



Keeping the Context

- We would like to keep unmodified parts of the context
- **assignable clauses** for loops can tell what may be modified

```
//@ assignable i, a[*];
```

- But: determining unaffected formulas syntactically is impossible because of aliasing



Keeping the Context

- We would like to keep unmodified parts of the context
- **assignable clauses** for loops can tell what may be modified

```
//@ assignable i, a[*];
```

- But: determining unaffected formulas syntactically is impossible because of aliasing
- Solution: **anonymising updates** \mathcal{V} delete information about modified locations

$$\mathcal{V} = \{i := i_0 \mid \text{for } x; a[x] := arr_0(a, x)\}$$


Improved Invariant Rule

$$\text{loopInvariant} \frac{}{\Gamma \Rightarrow \mathcal{U}[\pi \text{ while}(e) \ p; \omega] \phi, \Delta}$$



Improved Invariant Rule

$$\Gamma \implies \mathcal{U}Inv, \Delta$$

(initially valid)

loopInvariant

$$\Gamma \implies \mathcal{U}[\pi \text{ while}(e) \text{ p}; \omega]\phi, \Delta$$


Improved Invariant Rule

$$\Gamma \implies \mathcal{U}Inv, \Delta \quad \text{(initially valid)}$$
$$\Gamma \implies \mathcal{UV}(Inv \ \& \ e \rightarrow [p]Inv), \Delta \quad \text{(preserved)}$$
$$\text{loopInvariant} \frac{}{\Gamma \implies \mathcal{U}[\pi \text{ while}(e) \ p; \omega]\phi, \Delta}$$


Improved Invariant Rule

$$\text{loopInvariant} \frac{\begin{array}{l} \Gamma \implies \mathcal{U}Inv, \Delta \quad (\text{initially valid}) \\ \Gamma \implies \mathcal{UV}(Inv \ \& \ e \rightarrow [p]Inv), \Delta \quad (\text{preserved}) \\ \Gamma \implies \mathcal{UV}(Inv \ \& \ !e \rightarrow [\pi \ \omega]\phi), \Delta \quad (\text{use case}) \end{array}}{\Gamma \implies \mathcal{U}[\pi \ \text{while}(e) \ p; \ \omega]\phi, \Delta}$$



Improved Invariant Rule

$$\text{loopInvariant} \frac{\begin{array}{l} \Gamma \implies \mathcal{U}Inv, \Delta \quad (\text{initially valid}) \\ \Gamma \implies \mathcal{UV}(Inv \ \& \ e \rightarrow [p]Inv), \Delta \quad (\text{preserved}) \\ \Gamma \implies \mathcal{UV}(Inv \ \& \ !e \rightarrow [\pi \ \omega]\phi), \Delta \quad (\text{use case}) \end{array}}{\Gamma \implies \mathcal{U}[\pi \ \text{while}(e) \ p; \ \omega]\phi, \Delta}$$

- Context is kept as far as possible



Improved Invariant Rule

$$\text{loopInvariant} \frac{\begin{array}{l} \Gamma \implies \mathcal{U}Inv, \Delta \quad (\text{initially valid}) \\ \Gamma \implies \mathcal{UV}(Inv \ \& \ e \rightarrow [p]Inv), \Delta \quad (\text{preserved}) \\ \Gamma \implies \mathcal{UV}(Inv \ \& \ !e \rightarrow [\pi \ \omega]\phi), \Delta \quad (\text{use case}) \end{array}}{\Gamma \implies \mathcal{U}[\pi \ \text{while}(e) \ p; \ \omega]\phi, \Delta}$$

- Context is kept as far as possible
- Invariant does not need to talk about unmodified locations



Improved Invariant Rule

$$\text{loopInvariant} \frac{\begin{array}{l} \Gamma \implies \mathcal{U}Inv, \Delta \quad (\text{initially valid}) \\ \Gamma \implies \mathcal{UV}(Inv \ \& \ e \rightarrow [p]Inv), \Delta \quad (\text{preserved}) \\ \Gamma \implies \mathcal{UV}(Inv \ \& \ !e \rightarrow [\pi \ \omega]\phi), \Delta \quad (\text{use case}) \end{array}}{\Gamma \implies \mathcal{U}[\pi \ \text{while}(e) \ p; \ \omega]\phi, \Delta}$$

- Context is kept as far as possible
- Invariant does not need to talk about unmodified locations
- For assignable \ everything (the default):
 - $\mathcal{V} = \{ * := * \}$ wipes out **all** information



Improved Invariant Rule

$$\text{loopInvariant} \frac{\begin{array}{l} \Gamma \implies \mathcal{U}Inv, \Delta \quad (\text{initially valid}) \\ \Gamma \implies \mathcal{UV}(Inv \ \& \ e \rightarrow [p]Inv), \Delta \quad (\text{preserved}) \\ \Gamma \implies \mathcal{UV}(Inv \ \& \ !e \rightarrow [\pi \ \omega]\phi), \Delta \quad (\text{use case}) \end{array}}{\Gamma \implies \mathcal{U}[\pi \ \text{while}(e) \ p; \ \omega]\phi, \Delta}$$

- Context is kept as far as possible
- Invariant does not need to talk about unmodified locations
- For assignable \ everything (the default):
 - $\mathcal{V} = \{ * := * \}$ wipes out **all** information
 - Equivalent to basic invariant rule



Improved Invariant Rule

$$\text{loopInvariant} \frac{\begin{array}{l} \Gamma \implies \mathcal{U}Inv, \Delta \quad (\text{initially valid}) \\ \Gamma \implies \mathcal{UV}(Inv \ \& \ e \rightarrow [p]Inv), \Delta \quad (\text{preserved}) \\ \Gamma \implies \mathcal{UV}(Inv \ \& \ !e \rightarrow [\pi \ \omega]\phi), \Delta \quad (\text{use case}) \end{array}}{\Gamma \implies \mathcal{U}[\pi \ \text{while}(e) \ p; \ \omega]\phi, \Delta}$$

- Context is kept as far as possible
- Invariant does not need to talk about unmodified locations
- For assignable \ everything (the default):
 - $\mathcal{V} = \{ * := * \}$ wipes out **all** information
 - Equivalent to basic invariant rule
 - **Avoid this!** Always give a more narrow assignable clause.



Proving Termination

- The invariant rule only proves partial correctness



Proving Termination

- The invariant rule only proves partial correctness
- Solution: Find a decreasing integer term v (called **variant**)



Proving Termination

- The invariant rule only proves partial correctness
- Solution: Find a decreasing integer term v (called **variant**)
 - $v \geq 0$ is initially valid



Proving Termination

- The invariant rule only proves partial correctness
- Solution: Find a decreasing integer term v (called **variant**)
 - $v \geq 0$ is initially valid
 - $v \geq 0$ is preserved by the loop body



Proving Termination

- The invariant rule only proves partial correctness
- Solution: Find a decreasing integer term v (called **variant**)
 - $v \geq 0$ is initially valid
 - $v \geq 0$ is preserved by the loop body
 - v is strictly decreased by the loop body



Proving Termination

- The invariant rule only proves partial correctness
- Solution: Find a decreasing integer term v (called **variant**)
 - $v \geq 0$ is initially valid
 - $v \geq 0$ is preserved by the loop body
 - v is strictly decreased by the loop body

```
int i = 0;
while(i < a.length) {
    a[i] = 0;
    i++;
}
```



Proving Termination

- The invariant rule only proves partial correctness
- Solution: Find a decreasing integer term v (called **variant**)
 - $v \geq 0$ is initially valid
 - $v \geq 0$ is preserved by the loop body
 - v is strictly decreased by the loop body

```
int i = 0;
while(i < a.length) {
    a[i] = 0;
    i++;
}
```

$v = a.length - i$



Proving Termination

- The invariant rule only proves partial correctness
- Solution: Find a decreasing integer term v (called **variant**)
 - $v \geq 0$ is initially valid
 - $v \geq 0$ is preserved by the loop body
 - v is strictly decreased by the loop body

```
int i = 0;
while(i < a.length) {
    a[i] = 0;
    i++;
}
```

$v = a.length - i$

↪ - Add $v \geq 0$ to Inv



Proving Termination

- The invariant rule only proves partial correctness
- Solution: Find a decreasing integer term v (called **variant**)
 - $v \geq 0$ is initially valid
 - $v \geq 0$ is preserved by the loop body
 - v is strictly decreased by the loop body

```
int i = 0;
while(i < a.length) {
    a[i] = 0;
    i++;
}
```

$v = a.length - i$

- ↪ - Add $v \geq 0$ to Inv
- Add $v < v^{old}$ to right of “preserved” case



Proving Termination

- The invariant rule only proves partial correctness
- Solution: Find a decreasing integer term v (called **variant**)
 - $v \geq 0$ is initially valid
 - $v \geq 0$ is preserved by the loop body
 - v is strictly decreased by the loop body

```
int i = 0;
while(i < a.length) {
    a[i] = 0;
    i++;
}
```

$v = a.length - i$

- ↪ - Add $v \geq 0$ to Inv
- Add $v < v^{old}$ to right of “preserved” case
 - Replace box with diamond



Further Complications

Since Java is a **real** language. . .

- the loop guard expression `e` may have side effects



Further Complications

Since Java is a **real** language. . .

- the loop guard expression `e` may have side effects
- both `e` and the loop body may throw an exception



Further Complications

Since Java is a **real** language. . .

- the loop guard expression `e` may have side effects
- both `e` and the loop body may throw an exception
- the loop body may use `break` or `continue`



Further Complications

Since Java is a **real** language. . .

- the loop guard expression `e` may have side effects
- both `e` and the loop body may throw an exception
- the loop body may use `break` or `continue`

↪ The invariant rule in KeY takes all this into account.



Loop Specifications in JML

```
int i = 0;
/*@
  @
  @
  @
  @*/
while(i < a.length) {
    a[i] = 0;
    i++;
}
```



Loop Specifications in JML

```
int i = 0;
/*@ loop_invariant
   @   0 <= i && i <= a.length
   @   && (\forall int x; 0 <= x && x < a.length; a[x] == 0);
   @
   @
   @*/
while(i < a.length) {
    a[i] = 0;
    i++;
}
```



Loop Specifications in JML

```
int i = 0;
/*@ loop_invariant
   @   0 <= i && i <= a.length
   @   && (\forall int x; 0 <= x && x < a.length; a[x] == 0);
   @ assignable i, a[*];
   @
   @*/
while(i < a.length) {
    a[i] = 0;
    i++;
}
```



Loop Specifications in JML

```
int i = 0;
/*@ loop_invariant
   @   0 <= i && i <= a.length
   @   && (\forall int x; 0 <= x && x < a.length; a[x] == 0);
   @ assignable i, a[*];
   @ decreases a.length - i;
   @*/
while(i < a.length) {
    a[i] = 0;
    i++;
}
```



Using Method Contracts



Expanding Method Bodies

methodBodyExpand $\frac{}{\Gamma \Rightarrow \mathcal{U}\langle \pi \circ .m(p_1, \dots, p_n) @ C; \omega \rangle \phi, \Delta}$



Expanding Method Bodies

$$\text{methodBodyExpand} \frac{\Gamma \Rightarrow \mathcal{U}\langle \pi \text{ method-frame}(\mathbf{C}, \mathbf{o})\{\mathbf{b}\} \omega \rangle \phi, \Delta}{\Gamma \Rightarrow \mathcal{U}\langle \pi \text{ o.m}(\mathbf{p}_1, \dots, \mathbf{p}_n) @ \mathbf{C}; \omega \rangle \phi, \Delta}$$



Expanding Method Bodies

$$\text{methodBodyExpand} \frac{\Gamma \Rightarrow \mathcal{U}\langle \pi \text{ method-frame}(\mathbf{C}, \mathbf{o})\{\mathbf{b}\} \omega \rangle \phi, \Delta}{\Gamma \Rightarrow \mathcal{U}\langle \pi \text{ o.m}(p_1, \dots, p_n) @ \mathbf{C}; \omega \rangle \phi, \Delta}$$

Disadvantages:

- Non-modular



Expanding Method Bodies

$$\text{methodBodyExpand} \frac{\Gamma \Rightarrow \mathcal{U}\langle \pi \text{ method-frame}(\mathbf{C}, \mathbf{o}) \{ \mathbf{b} \} \omega \rangle \phi, \Delta}{\Gamma \Rightarrow \mathcal{U}\langle \pi \text{ o.m}(\mathbf{p}_1, \dots, \mathbf{p}_n) @ \mathbf{C}; \omega \rangle \phi, \Delta}$$

Disadvantages:

- Non-modular
- Duplication of effort



Expanding Method Bodies

$$\text{methodBodyExpand} \frac{\Gamma \Rightarrow \mathcal{U}\langle \pi \text{ method-frame}(\mathbf{C}, \mathbf{o}) \{ \mathbf{b} \} \omega \rangle \phi, \Delta}{\Gamma \Rightarrow \mathcal{U}\langle \pi \text{ o.m}(\mathbf{p}_1, \dots, \mathbf{p}_n) @ \mathbf{C}; \omega \rangle \phi, \Delta}$$

Disadvantages:

- Non-modular
- Duplication of effort
- Can lead to huge proofs



Expanding Method Bodies

$$\text{methodBodyExpand} \frac{\Gamma \Rightarrow \mathcal{U}\langle \pi \text{ method-frame}(\mathbf{C}, \mathbf{o})\{\mathbf{b}\} \omega \rangle \phi, \Delta}{\Gamma \Rightarrow \mathcal{U}\langle \pi \text{ o.m}(p_1, \dots, p_n) @ \mathbf{C}; \omega \rangle \phi, \Delta}$$

Disadvantages:

- Non-modular
- Duplication of effort
- Can lead to huge proofs
- Sometimes the method body is not available (e.g. native methods)



Use Method Contract Rule

Given a contract $(Pre, Post, \mathcal{V})$:



Use Method Contract Rule

Given a contract $(Pre, Post, \mathcal{V})$:

$$\Gamma \implies \mathcal{U}\langle \pi \circ m(p_1, \dots, p_n) @ \mathbf{C}; \omega \rangle \phi, \Delta$$



Use Method Contract Rule

Given a contract $(Pre, Post, \mathcal{V})$:

$$\Gamma \implies \mathcal{U}Pre, \Delta \quad (\text{Pre})$$

$$\Gamma \implies \mathcal{U}\langle \pi \circ .m(p_1, \dots, p_n) @ \mathbf{C}; \omega \rangle \phi, \Delta$$


Use Method Contract Rule

Given a contract $(Pre, Post, \mathcal{V})$:

$$\frac{\begin{array}{l} \Gamma \Rightarrow \mathcal{U}Pre, \Delta \quad \text{(Pre)} \\ \Gamma \Rightarrow \mathcal{UV}(\text{exc} \doteq \text{null} \wedge Post \rightarrow \langle \pi \ \omega \rangle \phi), \Delta \quad \text{(Post)} \end{array}}{\Gamma \Rightarrow \mathcal{U}\langle \pi \text{ o.m}(p_1, \dots, p_n) @ \mathbf{C}; \omega \rangle \phi, \Delta}$$



Use Method Contract Rule

Given a contract $(Pre, Post, \mathcal{V})$:

$$\frac{\begin{array}{l} \Gamma \Rightarrow \mathcal{U}Pre, \Delta \quad \text{(Pre)} \\ \Gamma \Rightarrow \mathcal{U}\mathcal{V}(\text{exc} \doteq \text{null} \wedge Post \rightarrow \langle \pi \ \omega \rangle \phi), \Delta \quad \text{(Post)} \\ \Gamma \Rightarrow \mathcal{U}\mathcal{V}(\text{exc} \neq \text{null} \wedge Post \rightarrow \langle \pi \ \text{throw} \ \text{exc}; \ \omega \rangle \phi), \Delta \quad \text{(Exc.)} \end{array}}{\Gamma \Rightarrow \mathcal{U}\langle \pi \ \text{o.m}(\text{p}_1, \dots, \text{p}_n) @ \mathbf{C}; \ \omega \rangle \phi, \Delta}$$



THE



**THE
END**

