

Semantics and Verification of Software

Lecture 1: Introduction

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Summer semester 2007

- 1 Preliminaries
- 2 Introduction
- 3 The Imperative Model Language WHILE

- Lectures: Thomas Noll
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- Exercise classes: Daniel Willems
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- Diploma programme (**Informatik**)
 - Theoretische Informatik
 - Vertiefungsfach Formale Methoden, Programmiersprachen und Softwarevalidierung
- Master programme (**Software Systems Engineering**)
 - Theoretical CS
 - Specialization Formal Methods, Programming Languages and Software Validation
- In general:
 - interest in **formal models** for programming languages
 - application of **mathematical reasoning methods**
- Expected: basic knowledge in
 - essential concepts of imperative and object-oriented programming languages
 - formal languages and automata theory
 - mathematical logic

- Schedule:
 - **Lecture** Tue 11:45–13:15 AH 3 (starting April 10)
 - **Lecture** Fri 8:15–9:45 AH 2 (starting April 13)
 - **Exercise class** Wed 13:30–15:00 AH 2 (starting April 18)
- 1st assignment sheet: Friday
- Work on assignments in **groups of three**
- **Examination** (8 ECTS credit points):
written or oral (depending on number of candidates);
date: middle of July
- Admission requires **at least 50% of the points in the exercises**
- Solutions to exercises and exam in **English or German**

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Aspects of Programming Languages

Syntax: “How does a program look like?”

(hierarchical composition of programs from structural components)

Semantics: “What does this program mean?”

(execution evokes state transformations of an [abstract] machine)

Pragmatics:

- length and understandability of programs
- learnability of programming language
- appropriateness for specific applications, ...

Historic development:

- Formal syntax since 1960s (LL/LR parsing); semantics defined by compiler/interpreter
- Formal semantics since 1970s (operational/denotational/axiomatic)

Example 1.1

- ❶ How often is the following loop traversed?

```
for i := 2 to 1 do ...
```

FORTRAN IV: once

PASCAL: never

- ❷ What if $p = \text{nil}$ in the following program?

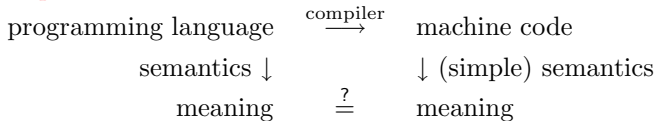
```
while p <> nil and p^.key < val do ...
```

Pascal: strict boolean operations ⚡

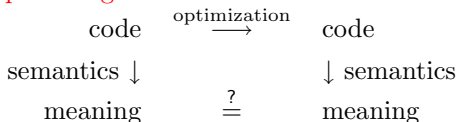
Modula: non-strict boolean operations ✓

Motivation for Rigorous Formal Treatment II

- Support for **development** of
 - new **programming languages**: missing details, ambiguities and inconsistencies can be recognized
 - **compilers**: automatic compiler generation from appropriately defined semantics
 - **programs**: exact understanding of semantics avoids uncertainties in the implementation of algorithms
- Support for **correctness proofs** of
 - **programs**: comparison of program semantics with desired behaviour (e.g., termination properties)
 - **compilers**:



- **optimizing transformations**:



Kinds of Formal Semantics

Operational semantics: describes **computation** of the program on some (very) abstract machine (G. Plotkin)

Denotational semantics: mathematical definition of **input/output relation** of the program by induction on its syntactic structure (D. Scott, C. Strachey)

Axiomatic semantics: formalization of special properties of the program by **logical formulae** (assertions and proof rules; R. Floyd, T. Hoare)

- 2 The imperative model language WHILE
- 3 Operational semantics of WHILE
- 4 Denotational semantics of WHILE
- 5 Equivalence of operational and denotational semantics
- 6 Axiomatic semantics of WHILE
- 7 Dataflow analysis
- 8 Abstract interpretation and abstraction refinement
- 9 Extensions: procedures and dynamic data structures

(also see the collection [“Handapparat”] at the CS Library)

- Formal semantics:
 - G. Winskel: *The Formal Semantics of Programming Languages*, The MIT Press, 1996
 - H.R. Nielson, F. Nielson: *Semantics with Applications: A Formal Introduction*, Wiley, 1992
 - E. Fehr: *Semantik von Programmiersprachen*, Springer, 1989
- Dataflow analysis and abstract interpretation:
 - F. Nielson, H.R. Nielson, C. Hankin: *Principles of Program Analysis*, 2nd ed., Springer, 2005

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WHILE: simple imperative programming language without procedures or advanced data structures

Syntactic categories:

Category	Domain	Meta variable
Numbers	$\mathbb{Z} = \{0, 1, -1, \dots\}$	z
Truth values	$\mathbb{B} = \{\text{true}, \text{false}\}$	t
Variables	$Var = \{x, y, \dots\}$	x
Arithmetic expressions	$AExp$	a
Boolean expressions	$BExp$	b
Commands (statements)	Cmd	c

Definition 1.2 (Syntax of WHILE)

The **syntax of WHILE Programs** is defined by the following context-free grammar:

$$a ::= z \mid x \mid a_1 + a_2 \mid a_1 - a_2 \mid a_1 * a_2 \in AExp$$
$$b ::= t \mid a_1 = a_2 \mid a_1 > a_2 \mid \neg b \mid b_1 \wedge b_2 \mid b_1 \vee b_2 \in BExp$$
$$c ::= \text{skip} \mid x := a \mid c_1; c_2 \mid \text{if } b \text{ then } c_1 \text{ else } c_2 \mid \text{while } b \text{ do } c \in Cmd$$

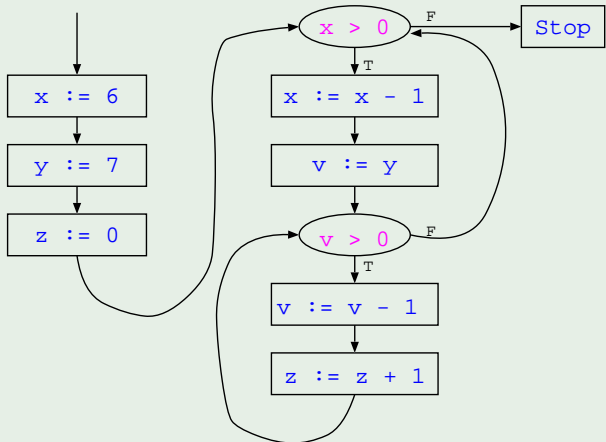
Remarks: we assume that

- the syntax of numbers, truth values and variables is given (i.e., no “lexical analysis”)
- the syntax of ambiguous constructs is uniquely determined (by brackets, priorities, or indentation)

A WHILE Program and its Flow Diagram

Example 1.3

```
x := 6;  
y := 7;  
z := 0;  
while x > 0 do  
  x := x - 1;  
  v := y;  
  while v > 0 do  
    v := v - 1;  
    z := z + 1
```



Effect: $z := x * y = 42$