

# Program Verification

## Exercise Sheet 5: Encoding to SMT

NOTE: with the material covered on 21st of March, you should be able to do the first two assignments.

### Assignment 1 (Extensionality)

*Extensional equality* is the idea that if two mathematical objects are *observationally equal*, they should be known to be equal objects. Another way of looking at this is that there is no redundancy in the mathematical type in question.

Consider this property for *mathematical sequences*. The two key “properties” of sequences are the length of a sequence and what element is stored in the sequence at  $i$ -th position. The slide 130 shows two Viper functions that can be used to capture these properties. Write down an axiom which expresses extensional equality for sequences (if you get stuck, one is shown on the slide 134).

One complete (but expensive) way to instantiate the extensional equality axiom, is to do so for *every pair* of sequences encountered in our particular problem. Is it in general sufficient to compute these instantiations by simply taking the set of ground, sequence-typed terms in the input problem, and adding these instantiations eagerly?

Suppose instead that we add a function `isSequence(s:Sequence):Bool` along with an axiom defining this function to be true for all input values (write down this axiom). Now, for each atom in the original input problem (i.e. a formula containing no propositional connectives), and for each sequence-typed term  $t$  in the ground atom, conjoin the formula `isSequence(t)`. For example, the formula:

```
1 forall s1:Sequence, s2:Sequence ::
2   length(append(s1,s2)) == length(s1) + length(s2)
```

would become

```
1 forall s1:Sequence, s2:Sequence ::
2   length(append(s1,s2)) == length(s1) + length(s2) &&
3   isSequence(append(s1,s2)) && isSequence(s1) && isSequence(s2)
```

What triggers could you then choose for your extensionality axiom? How many instantiations of this axiom would result?

## Assignment 2 (Axiomatising Maps)

Write an axiomatisation for (total) mathematical maps from integers to integers. Your encoded type should include a representation for two operations: *map lookup* (sometimes written  $M[i]$ , which looks up a particular integer key in the map  $M$ , returning the mapped-to integer), and *map update* (sometimes written  $M[u \mapsto v]$ ), which is a map with the same lookup behaviour as  $M$ , except for the key  $u$  which is mapped to  $v$ .

Can you extend your axiomatisation to support the “range update” operation whose result is a map with the same lookup behaviour as original map, except for the keys from range  $[u_1; u_2)$  which are mapped to  $v$ ?

Can you extend your axiomatisation to support not only updating a specific range, but also updating mappings for all keys that satisfy a given predicate? In other words, can you add your axiomatisation to support a “bulk update” on maps, such that all keys satisfying a certain condition are updated to a certain value?

## Assignment 3 (Sequence Take and Drop)

Extended the Sequence axiomatisation presented in the class with axioms for defining `length` and `lookup` properties with respect to `take(s,n)` and `drop(s,n)` functions (representing the standard operations which take the first  $n$  elements or drop the first  $n$  elements of a sequence, respectively). For example, it should be possible to prove (sequence elements are indexed from 0):

```
1 assume length(s) >= 5;  
2 lookup(take(s,3),2) == lookup(drop(s,2),0);
```

Note that you should choose appropriate triggers for your defined axioms.

Is there a potential for matching loops in the axioms you've defined? Can you think of test cases in which they would be incomplete (i.e. it would be impossible to prove a property which should be true)?