

4 MAR 1983

Dear Cliff,

I have been trying to prove a simple correctness assertion in terms of your notion of interference and I haven't yet succeeded. I wonder if you have the time to look at it. Indeed, do you think that it can be done? The important restriction is not to introduce fictitious variables or token positions into the predicates. The program is a simplified version of a Producer/Consumer example found in the paper "Proving the correctness of Multiprocess Programs" by Leslie Lamport, in IEEE, Trans. on Software engineering Vol 3 (1977) p125.

The correctness assertion is

$\{pre\ x=t=0\} \text{ prod } \parallel \text{ cons } \{guar. 0 \leq x \leq b\}$

where $b > 0$ is constant and
 prod is

(*) \downarrow
 $\underline{\text{do}}\ t < b \rightarrow x := x+1; t := t+1\ \underline{\text{od}}$

and cons is

$\underline{\text{do}}\ 0 < t \rightarrow x := x-1; t := t-1\ \underline{\text{od}}$.

My idea has been to use the following
 special version of your proof rule.

$$\frac{\begin{array}{l} \{ \text{pre } P, \text{ rely } G_2 \} S_1 \{ \text{guar } G_1 \} \\ \{ \text{pre } P, \text{ rely } G_1 \} S_2 \{ \text{guar } G_2 \} \end{array}}{\{ \text{pre } P \} S_1 \parallel S_2 \{ \text{guar } G \}}$$

provided that $G_1 \vee G_2 \Rightarrow G$.
 Using this rule it suffices to find
 predicates G_P and G_C such that the
 following can be proved

(1) $\{ \text{pre } x=t=0, \text{ rely } G_C \} \text{prod} \{ \text{guar } G_P \}$

(2) $\{ \text{pre } x=t=0, \text{ rely } G_P \} \text{cons} \{ \text{guar } G_C \}$

(3) $G_P \vee G_C \Rightarrow 0 \leq x \leq b$

(*) $\underline{\text{do}}\ B \rightarrow S\ \underline{\text{od}}$ should be taken to be blocked, not
 terminated, in a state where B is false.

On some reflection I have decided that the following definitions ought to work.

$$G_P \equiv (0 \leq x = \overleftarrow{x} = t = \overleftarrow{t} \leq b)$$

$$\vee (0 \leq x-1 = \overleftarrow{x} \leq \overleftarrow{t} = t < b)$$

$$\vee (0 \leq x = \overleftarrow{x} \leq \overleftarrow{t} = t-1 < b)$$

$$G_C \equiv (0 \leq x = \overleftarrow{x} = t = \overleftarrow{t} \leq b)$$

$$\vee (0 < t = \overleftarrow{t} \leq \overleftarrow{x} = x+1 \leq b)$$

$$\vee (0 < t+1 = \overleftarrow{t} \leq \overleftarrow{x} = x \leq b)$$

Certainly (3) is clear. Also, a little thought has convinced me that (1) and (2) are true. But I would like to prove them true using proof rules involving rely and guarantee predicates. Can this be done without using the position tokens that Lamport uses? How, in your approach, should (1) and (2) be proved? The following proof rule seems a plausible tool

$\{pre\ P \& B, rely\ R\} S \{guar\ G, post\ P'\}$

$\{pre\ P, rely\ R\} \underline{do}\ B \rightarrow S \underline{od}\ \{guar\ G\}$

provided that $P \Rightarrow P'$ and $R^+ \& \overleftarrow{P} \& B \Rightarrow P'$,
where R^+ is the transitive closure of R . ^{why?}

But I do not see how to apply
the rule to prove (1) and (2).

Thanks for your note. I would
welcome having a discussion about
data types with you. My impression is that
the notion of data type is a major problem
for computing theory. I don't think that it
is simply a question of giving a definition
within standard mathematics. Rather a whole
theory is needed which uses a well-articulated
and precise framework of terminology.
Conventional mathematical terminology is not
sufficiently refined to carry the needed
distinctions.

As for the term "predicate", I have
looked up Kleene's book and you are

correct about his usage. I then checked
other logic books and it appears that
there is no general agreement. My own
approach is to treat ~~the~~ predicates
as expressions in connection with program
verification. This is the approach of some
logic books. See, for example Wilfred
Hodges ~~book~~ pelican book on Logic.
I then briefly checked the computing
literature. It appears that Hoare, Dijkstra
etc... tend to use the terms "assertion" and
"predicate" interchangeably. What they mean
by these terms does not appear fixed to me.
Sometimes they mean an expression and
sometimes they mean what the expression ^{expresses} ~~means~~
and the latter is sometimes taken to be a
function from states to truth values and
sometimes a relationship between the values of
of the variables occurring in the expression.
David Gries in his recent book takes predicates
to be expressions. In my view, in the
expression $\{P\}S\{Q\}$ the items P, S, Q

ought to be treated on the same level,
i.e. all syntactic or all semantic. Surely
program statements S are syntactic. Though
so must P and Q . So after my
literary investigations I am still
inclined to take predicates to be expressions
- even though there seems to be no
general agreement. An alternative might
be to use 'predicate' as you do and keep
'assertion' for the expression - but 'assertion'
suggests ~~an~~ that an act (of assertion)
is involved, and we may wish to consider
say the expression ' $x < y$ ' without any
intention of it ever being asserted. No
other term occurs to me. 'Predicate
expression' is too unwieldy.

Yours Peter