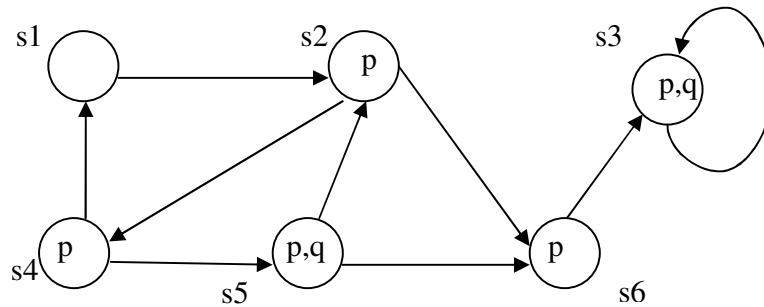


- [1,5 points] a) Prove the CTL equivalence between  $AG(p \wedge q)$  and  $AGp \wedge AGq$ .  
b) Give a CTL model with a state satisfying the CTL formula  $\neg EG p$  but not satisfying  $AG\neg p$
- [2 points] Using the *labelling algorithm*, calculate the set of states of the following transition system that satisfy the CTL formula  $E[p U AFq]$ :



- [1,5 points] a) Draw a Kripke structure whose initial state satisfies  $G(p \vee q)$  but not  $Gp \vee Gq$ .  
b) Is the LTL formula  $GFp$  equivalent to the CTL formula  $AGAFp$ ? I.e., any Kripke structure satisfying  $GFp$  satisfies  $AGAFp$  and vice-versa? Justify your answer.
- [1 point] Let us extend the command language with two statements. The first one, `error`, is a statement such that  $\{\text{false}\} \text{error} \{\phi\}$  for every assertion  $\phi$ . The second statement is `assert b`, for a Boolean expression  $b$ : if  $b$  holds in the initial state then it does nothing, otherwise it is an error. Thus `assert b`  $\equiv$  `if b then skip else error fi`. Exhibit a proof tree showing that the Hoare triple  $\{b \wedge \phi\} \text{assert } b \{\phi\}$  is valid.
- [2 points] Calculate the weakest precondition of the following commands
  - $\{\text{???}\} a[i] := x \{ a[i] = 3 \}$
  - $\{\text{???}\} a[i] := x \{ a[1] = 3 \}$
  - $\{\text{???}\} a[a[i]] := x \{ a[i] = 3 \}$
  - $\{\text{???}\} a[a[i]] := x \{ a[x] = 3 \}$
 where  $a[1..5]$  is an array of integers and  $i$  and  $x$  are two integer variables.
- [2 points] Consider the following Hoare triple of a command computing the  $m$ -th power of  $n$ , and storing the result in the variable  $x$ :
 

```

      {m ≥ 0 ∧ n > 0}
      x := 1;
      y := 0;
      while (y < m) do
          x := x * n;
          y := y + 1
      od
      {x = nm}
      
```

  - Find an invariant and give a proof outline for *partial* correctness.
  - Find a variant and give a proof outline for *total* correctness.

The final score is given by the sum of the points obtained.