Chapter 6 roadmap:

- Recursive definitions and types (last week Monday)
- Structural induction (last week Wednesday)
- Mathematical induction (last week Friday)
- Loop invariant proofs (Monday and Wednesday)
- (Begin Chapter 7 (Functions) on Friday)

Project prototype due Wed, Nov 8

So far, we have seen

- Defining types and sets recursively.
- Proving propositions quantified over recursively defined sets using structural induction.
- Proving propositions quantified over W or N using mathematical induction. Specifically, to prove ∀ n ∈ W, I(n),

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- Prove *I*(0)
- ▶ Prove $\forall n \in \mathbb{W}, \ I(n) \rightarrow I(n+1)$

Today and Wednesday are about

Proving the correctness of algorithms using mathematical induction

For next time: *Take quiz (on loop invariants)*

For Friday, Nov 10:

Pg 306: 6.10.(2-5)

Read 7 intro and 7.1 carefully Read 7.2 Skim 7.3 Take quiz (on function introduction)

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$$n! = \begin{cases} 1 & \text{if } n = 0 \\ n \cdot (n-1)! & \text{otherwise} \end{cases} \quad \begin{array}{l} \text{fun factorial(0)} = 1 \\ | \text{ factorial(n)} = n * \text{factorial(n-1)}; \end{cases}$$

Theorem 6.6. For all $n \in \mathbb{W}$, factorial(n) = n!

Proof. By induction on n. **Base case.** Suppose n = 0. By definition of factorial, factorial(0) = 1 = 0!, by definition of !. Hence there exists an $N \ge 0$ such that factorial(N) = N!. **Inductive case.** Suppose $N \ge 0$ such that factorial(N) = N!, and suppose n = N + 1. Then

Therefore, by math induction, factorial is correct for all $n \in \mathbb{W}$. \Box

What does *correctness* mean for an algorithm?

The outcome/result must aways match the specification. For arithSum, the specification is

$$\operatorname{arithSum}(N) = \sum_{k=1}^{N} k$$

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To prove this, we need to reason about the *change of state* of the computation. The *state* of the computation is represented by the values of the variables. We can reason about a single line of code in terms of *preconditions* and *postconditions*. Suppose the preconditions include x = 5.

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y := x + 1

Then the postconditions include

fun remainder(a, b) =
 let

Suppose *a*, *b* $\in \mathbb{Z}$ val $q = a \operatorname{div} b;$ $q = a \operatorname{div} b$ by assignment. By the QRT (Thm 4.21) and the definition of division, $a = b \cdot q + R$ for some R, $0 \leq R < b$. Then by algebra, $q = \frac{a-R}{b}$. val p = q * b; $p = q \cdot b$ by assignment, and p = a - R by substitution and algebra. val r = a - p;By assignment, r = a - p. By substitution and algrebra, r = a - (a - R) = R. r

end;

in

Since *r* is the value returned and is equal to the specified result *R*, this program returns the correct result. \Box

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For arithSum, N is the limit on the summation. Let n be the number of iterations so far. Our claim is

After *n* iterations,
$$s = \sum_{k=1}^{n} k$$

Notice

- After 0 iterations, s = 0 and $\sum_{k=1}^{0} k = 0$. Our claim is true before we start.
- Each iteration changes the state, but maintains the fact above (or, so we claim).
- When we're done, that's N iterations, so $\sum_{k=1}^{n} k = \sum_{k=1}^{N} k$ (or, so we claim).

Refining the claim:

$$\forall n \in \mathbb{W}$$
, after *n* iterations $s = \sum_{k=1}^{n} k$ and $i = n + 1$

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Theorem. arithSum(N) returns $\sum_{k=1}^{N} k$.

Lemma. $\forall n \in \mathbb{W}$, after *n* iterations, $s = \sum_{k=1}^{n} k$ and i = n + 1.

Proof (of lemma). By induction on the number of iterations, *n*. **Initialization.** After 0 iterations, $s = 0 = \sum_{k=1}^{0} k$ by assignment, arithmetic, and definition of summation. i = 1 = 0 + 1, by assignment and arithmetic. **Maintenance.** Suppose after $n \ge 0$ iterations, $s = \sum_{k=1}^{n} k$ and i = n + 1. Let s_{old} be *s* after *n* iterations and s_{new} be *s* after n + 1 iterations. Similarly define i_{old} and i_{new} . Then

$$\begin{array}{rcl} s_{\rm new} & = & s_{\rm old} + i_{\rm old} \\ & = & \left(\sum_{k=1}^{n} k\right) + n + 1 \\ & = & \sum_{k=1}^{n+1} k \\ i_{\rm new} & = & i_{\rm old} + 1 \\ & = & n+1+1 \\ & = & (n+1)+1 \end{array}$$

Therefore the invariant holds. \Box

by assignment

- by the inductive hypothesis
- by the definition of summation
- by assignment
- by the inductive hypothesis
- by associativity

Theorem. arithSum(N) returns $\sum_{k=1}^{N} k$.

Lemma. $\forall n \in \mathbb{W}$, after *n* iterations, $s = \sum_{k=1}^{n} k$ and i = n + 1.

Proof (of theorem). Suppose $N \in \mathbb{W}$ is the input to arithSum.

Termination. The lemma tells us that after N iterations, $i = N + 1 \leq N$, so the guard fails and the loop terminates.

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At loop exit, $s = \sum_{k=1}^{N} k$, which is return.

Therefore the program arithSum is correct. \Box

Principles of using loop invariants to prove correctness

- A loop invariant is a proposition that is true before and after each iteration of a loop, including before the entire loop starts and after it terminates. A useful loop invariant captures an aspect of the progress of the loop's work.
- The steps in a loop invariant proof, to prove and apply something in the form, "∀n ∈ W, after n iterations,"
 - Initialization. Prove that the property is true before the loop starts, that is, after 0 iterations. This is the base case in the inductive proof.
 - **Maintenance.** Prove that *if* the property is true before an iteration, *then* it is true after that iteration. This is the inductive case of the inductive proof.
 - **Termination.** Prove that the loop *will terminate*, and then apply the loop invariant to deduce a postcondition for the entire loop.

After n iterations, x is even.

```
fun aaa(m) =
    let
    val x = ref 0;
    val i = ref 0;
    in
      (while !i < m do
        (x := !x + 2 * !i;
            i := !i + 1);
        !x)
end;</pre>
```

Proof. By induction on the number of iterations. **Initialization.** Before the loop starts, x = 0 by assignment. Moreover, $x = 2 \cdot 0$, so x is even by definition.

Maintenance. Suppose that after *n* iterations *x* is even, for some $n \ge 0$. Let x_{old} and x_{new} be *x* after *n* and n+1 iterations, respectively.

 $x_{\rm old}=2j$ for some $j\in\mathbb{Z}$ by the inductive hypothesis and definition of even. Then

 $egin{array}{rcl} x_{
m new} &=& x_{
m old}+2i & {
m by assignment} \ &=& 2j+2i & {
m by substitution} \ &=& 2(j+i) & {
m by algebra} \end{array}$

Hence x_{new} is even by definition. Therefore, by the principle of mathematical induction, that x is even is a loop invariant. \Box After n iterations, $a = x^n$ and i = y - n.

Proof. By induction on the number of iterations.

Initialization. Suppose n = 0, that is, the conditions before the loop starts. Then a = 1 by assignment, and hence $a = x^0 = x^n$ by algebra. Similarly, i = y by assignment, and hence i = y - 0 = y - n by algebra.

Maintenance. Suppose that $a = x^n$ and i = y - n after n iterations for some $n \ge 0$. Let a_{old} , a_{new} , i_{old} , and i_{new} be defined in the usual way. Then

(while !i > 0 do (i := !i - 1; a := !a * x);!a) $i_{a} = a_{a * x} = a_{a * x}$

fun pow(x, y) =

val a = ref 1;

val i = ref y;

let

in

end;

Therefore, by the principle of mathematical induction, $a = x^n$ and i = y - n, where *n* is the number of iterations completed, is a loop invariant. \Box

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```
fun xxx(m) =
  let
    val x = ref m;
    val y = ref 0;
    val i = ref 1;
  in
    (while !i < m div 2 do
        (x := !x - i;
        y := !y + i;
        i := !i * 2);
    !x - !y)
end;</pre>
```

Proof. By induction on the number of iterations.

```
fun xxx(m) =
 let
   val x = ref m;
   val y = ref 0;
   val i = ref 1;
 in
   (while !i < m div 2 do
     (x := |x - i;
     y := !y + i;
     i := !i * 2);
    |x - |y|
 end;
```

Proof. By induction on the number of iterations. **Initialization.** Before the loop starts, x = m and y = 0 by assignment. Hence x + y = m by algebra.

```
fun xxx(m) =
 let
   val x = ref m;
   val y = ref 0;
   val i = ref 1;
  in
   (while !i < m div 2 do
     (x := !x - i;
     y := |y + i|;
     i := !i * 2);
    |x - |y|
  end;
```

fun xxx(m) =let val x = ref m; val y = ref 0; val i = ref 1; in (while !i < m div 2 do(x := |x - i|)y := !y + i;i := !i * 2); |x - |y|end:

Proof. By induction on the number of iterations. **Initialization.** Before the loop starts, x = m and y = 0 by assignment. Hence x + y = m by algebra. **Maintenance** Suppose x + y = m after *n* iterations for some $n \ge 0$. Let x_{old} , x_{new} , y_{old} , and y_{new} be defined in the usual way. Then

fun xxx(m) =let val x = ref m; val y = ref 0; val i = ref 1; in (while !i < m div 2 do(x := |x - i|)y := !y + i;i := !i * 2); |x - |y|end:

Proof. By induction on the number of iterations. **Initialization.** Before the loop starts, x = m and y = 0 by assignment. Hence x + y = m by algebra. **Maintenance** Suppose x + y = m after *n* iterations for some $n \ge 0$. Let x_{old} , x_{new} , y_{old} , and y_{new} be defined in the usual way. Then

$$\begin{array}{rcl} x_{\rm new} &=& x_{\rm old} - i & \mbox{by assignment} \\ y_{\rm new} &=& y_{\rm old} + i & \mbox{by assignment} \\ x_{\rm new} + y_{\rm new} &=& x_{\rm old} - i + y_{\rm old} + i & \mbox{by substitution} \\ &=& x_{\rm old} + y_{\rm old} & \mbox{by algebra} \\ &=& m & \mbox{by the inductive hypothesis} \end{array}$$

fun xxx(m) =let val x = ref m; val y = ref 0; val i = ref 1: in (while !i < m div 2 do(x := |x - i|)y := !y + i;i := !i * 2); |x - |y|end:

Proof. By induction on the number of iterations. **Initialization.** Before the loop starts, x = m and y = 0 by assignment. Hence x + y = m by algebra. **Maintenance** Suppose x + y = m after *n* iterations for some $n \ge 0$. Let x_{old} , x_{new} , y_{old} , and y_{new} be defined in the usual way. Then

$$\begin{array}{rcl} x_{\rm new} &=& x_{\rm old} - i & {\rm by\ assignment} \\ y_{\rm new} &=& y_{\rm old} + i & {\rm by\ assignment} \\ x_{\rm new} + y_{\rm new} &=& x_{\rm old} - i + y_{\rm old} + i & {\rm by\ substitution} \\ &=& x_{\rm old} + y_{\rm old} & {\rm by\ algebra} \\ &=& m & {\rm by\ the\ inductive\ hypothesis} \end{array}$$

Therefore, by the principle of mathematical induction, x + y = m is a loop invariant. \Box

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Reminder: Ex 6.10.(2-5) for next time. Also (very important):

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- ▶ Read 7 intro and 7.1 *carefully*
- Read 7.2
- Skim 7.3
- Take quiz