

f_x sign(x: real): real

▶ (x ≥ 0.0 ∧ result == 1.0) ∨ (x < 0.0 ∧ result == -1.0)

f_x abs(x: real): real

▶ (x ≥ 0.0 ∧ result == x) ∨ (x < 0.0 ∧ result == -x)

f_x sqrt(x: real): real

◀ x ≥ 0
▶ result * result == x