

The `bits` Function Family

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Some advanced path semantics require working with power-sets. A power-set is the set of all sets that can be constructed from some elements. Another way to explain it is the set of all sub-sets of a set.

A set either contains an element or not, so the ideal way of representing the membership relation information is by using a bit. The binary encoding of natural numbers using N bits can be interpreted as N elements where each bit tells whether they belong to a sub-set or not.

To iterate through all sets in a power-set, one can count from 0 up to 2^N-1 and get the binary encoding of each number. Each bit will then tell whether the element is a member of the sub-set or not.

The `bitsm` function is used to construct the binary representation of a natural number modulus N . The first argument tells how many bits that are used to encode the number. The second argument is a number to be encoded.

$$\text{bitsm} : \text{nat} \rightarrow \text{nat} \rightarrow [\text{bool}]$$
$$\text{bitsm} := \lambda(n : \text{nat}) = \lambda(x : \text{nat}) = \text{sift } i \text{ in } \{ (\text{floor}(x / 2^i) \% 2) == 1 \}$$

The `sift` loop creates an array/list by collecting items from the loop body.

For example, `bitsm(3)` returns the following values:

```
0: [false, false, false]
1: [true, false, false]
2: [false, true, false]
3: [true, true, false]
4: [false, false, true]
5: [true, false, true]
6: [false, true, true]
7: [true, true, true]
```

The `bits` function is identical to `bitsm` except that the number to be encoded must be less than 2^N .

$$\text{bits} : \text{nat} \rightarrow \text{nat} \rightarrow [\text{bool}]$$
$$\text{bits} := \lambda(n : \text{nat}) = \lambda(x : \text{nat} \wedge (< 2^n)) = \text{bitsm}(n)(x)$$

To count downwards from the largest sub-set to the empty sub-set, one can use `bitsmd` and `bitsd`:

$$\text{bitsmd} := \lambda(n : \text{nat}) = \lambda(x : \text{nat}) = \text{bitsm}(n)(2^n-1-x)$$
$$\text{bitsd} := \lambda(n : \text{nat}) = \lambda(x : \text{nat} \wedge (< 2^n)) = \text{bitsmd}(n)(x)$$

Alternative form for `bitsmd` that is defined directly:

$$\text{bitsmd} := \lambda(n : \text{nat}) = \lambda(x : \text{nat}) = \text{sift } i \text{ n } \{ (\text{floor}(x / 2^i) \% 2) == 0 \}$$

One could also flip each bit in the binary representation and get the reverse count, because:

$$\begin{aligned} (\text{floor}(x / 2^i) \% 2) == 1 & \iff (\text{odd}(\text{floor}(x / 2^i))) \\ (\text{floor}(x / 2^i) \% 2) == 0 & \iff (\text{even}(\text{floor}(x / 2^i))) \\ \text{even}[\text{not}] & \iff \text{odd} \end{aligned}$$

Alternative form for `bitsd` that uses `bitism` instead of `bitsmd`:

$$\text{bitsd} := \lambda(n : \text{nat}) = \lambda(x : \text{nat} \wedge (< 2^n)) = \text{bitism}(n)(2^n - 1 - x)$$

When using a function from the `bits` family, one can write the following:

$$\text{bits}(n)(i)[j]$$

Sometimes, because the `bits` function has a constraint that can match a loop with range `[0, 2^n)`, the number of bits `n` can be inferred from the loop, so one can skip the first argument and write:

$$\text{bits}(i)[j]$$

A shorthand notation for this is:

$$\text{bits}_{ij}$$

Or, when this is frequently used, replacing the name “bits” with the greek beta character `β`:

$$\begin{aligned} \beta_{ij} & \iff \text{bits}_{ij} \\ \beta_i & \iff \text{bits}_i \end{aligned}$$

When counting up or down, one can use a plus or minus superscript:

$$\begin{aligned} \beta_{ij}^- & \iff \text{bitsd}_{ij} \\ \beta_{ij}^+ & \iff \text{bits}_{ij} \\ \beta_{ij}^- & \iff \neg \beta_{ij}^+ \\ \beta_{ij}^+ & \iff \neg \beta_{ij}^- \end{aligned}$$

One should notice that this can be calculated directly:

$$\beta_{ij} \iff (\text{floor}(i / 2^j) \% 2) == 1$$

Using integer division:

$$\beta_{ij} \iff \text{odd}(i / 2^j)$$

Sometimes one would like to use `0` and `1` instead of `false` and `true`, for example, when summing or multiplying a bit with another number:

$$\sum_i i 2^n, j \{ \beta_{ij} \}$$

$$\beta_{ij} \cdot k$$

This is solved by treating the function `β` as one of several variants, depending on the type of number one wants to construct:

$$\beta_A : \{n : \text{nat}\} \rightarrow \text{nat} \wedge (< 2^n) \rightarrow A$$

$$\beta_{\mathbb{B}} : \{n : \text{nat}\} \rightarrow \text{nat} \wedge (< 2^n) \rightarrow \text{bool}$$

$$\beta_{\mathbb{C}} : \{n : \text{nat}\} \rightarrow \text{nat} \wedge (< 2^n) \rightarrow \text{complex}$$

$$\beta_{\mathbb{Z}} : \{n : \text{nat}\} \rightarrow \text{nat} \wedge (< 2^n) \rightarrow \text{int}$$

$$\beta_{\mathbb{N}} : \{n : \text{nat}\} \rightarrow \text{nat} \wedge (< 2^n) \rightarrow \text{nat}$$

$$\beta_{\mathbb{Q}} : \{n : \text{nat}\} \rightarrow \text{nat} \wedge (< 2^n) \rightarrow \text{rational}$$

$$\beta_{\mathbb{R}} : \{n : \text{nat}\} \rightarrow \text{nat} \wedge (< 2^n) \rightarrow \text{real}$$

In probability theory there is a common pattern where you flip a probability depending on a bit.

$$\text{if } \beta_{ij} \{ p_{kj} \} \text{ else } \{ 1 - p_{kj} \}$$

This can be written in short form where you return a function of type `real → real`. This function flips the probability depending on the value of the bit:

$$\beta_{ij}(p_{kj}) \iff \text{if } \beta_{ij} \{ p_{kj} \} \text{ else } \{ 1 - p_{kj} \}$$

$$\beta_{\mathbb{R} \rightarrow \mathbb{R}} : \{n : \text{nat}\} \rightarrow \text{nat} \wedge (< 2^n) \rightarrow (\text{real} \rightarrow \text{real})$$