Práctico 2

1)

a) Suma todos los elementos de una lista.

b)
$$\langle \Sigma i : 0 \leq i < \#xs : xs !! i \rangle$$

c) Caso base: xs = [

$$sum.[] = \langle \Sigma i : 0 \le i < \underline{\#}[] : xs !! i \rangle$$

$$\equiv \{ \text{Def de } \# \} \}$$

$$sum.[] = \langle \Sigma i : 0 \le i < 0 : xs !! i \rangle$$

$$\equiv \{ \text{Evaluamos rango} \} \}$$

$$sum.[] = \langle \Sigma i : False : xs !! i \rangle$$

$$\equiv \{ \text{Rango vacio} \} \}$$

$$sum.[] = 0$$

Caso inductivo: $xs = y \triangleright ys$

$$HI = \boxed{sum.ys = \langle \Sigma i : 0 \leq i < \#ys : ys \mathrel{!!} i \rangle}$$

$$sum.(y \triangleright ys) = \langle \Sigma i : 0 \leq i < \#(y \triangleright ys) : (y \triangleright ys) \text{ !! } i \rangle$$

$$\equiv \{ \text{Def de } \# \} \}$$

$$sum.(y \triangleright ys) = \langle \Sigma i : 0 \leq i < 1 + \#ys : (y \triangleright ys) \text{ !! } i \rangle$$

$$\equiv \{ \text{Cambio de variable f.x} = \text{x+1} \} \}$$

$$sum.(y \triangleright ys) = \langle \Sigma i : 0 \leq i + 1 < 1 + \#ys : (y \triangleright ys) \text{ !! } i + 1 \rangle$$

$$\equiv \{ \text{Aritmetica} \} \}$$

$$sum.(y \triangleright ys) = \langle \Sigma i : i = 0 \lor 1 \leq i + 1 < 1 + \#ys : (y \triangleright ys) \text{ !! } i + 1 \rangle$$

$$\equiv \{ \text{Aritmetica} \} \}$$

$$sum.(y \triangleright ys) = \langle \Sigma i : i = 0 \lor 0 \leq i < \#ys : (y \triangleright ys) \text{ !! } i + 1 \rangle$$

$$\equiv \{ \text{Particion de rango} \} \}$$

$$sum.(y \triangleright ys) = \langle \Sigma i : i = 0 : (y \triangleright ys) \text{ !! } i \rangle + \langle \Sigma i : 0 \leq i < \#ys : (y \triangleright ys) \text{ !! } i + 1 \rangle$$

$$\equiv \{ \text{Rango unitario} \} \}$$

$$sum.(y \triangleright ys) = (y \triangleright ys) \text{ !! } 0 + \langle \Sigma i : 0 \leq i < \#ys : (y \triangleright ys) \text{ !! } i + 1 \rangle$$

$$\equiv \{ \text{Def de !! } \} \}$$

$$sum.(y \triangleright ys) = y + \langle \Sigma i : 0 \leq i < \#ys : ys \text{ !! } i \rangle$$

$$\equiv \{ \text{HI} \} \}$$

$$sum.(y \triangleright ys) = y + sum.ys$$

```
2)
    b) iga.e.xs = \langle \forall i : 0 \le i < \#xs : xs !! i = e \rangle
Caso Base: xs = [ | iga.e. ] = \langle \forall i : 0 \le i < \# [ ] : [ ] !! | i = e \rangle
                                                              \equiv \{ \text{Def de } \# \} 
iga.e.[] = \langle \forall i : 0 \le i < 0 : [] !! i = e \rangle
                                                       \equiv \{\text{Evaluamos rango}\}\
iga.e.[] = \langle \forall i : False : [] !! i = e \rangle
                                                           \equiv \{\text{Rango vacio}\}\
iga.e.[] = True
Caso Inductivo: xs = y \triangleright ys
                            HI = \boxed{iga.e.ys = \langle \forall i : 0 \leq i < \#ys : ys \mathrel{!\!!} i = e \rangle}
                     iga.e.(y \triangleright ys) = \langle \forall i : 0 \le i < \#(y \triangleright ys) : (y \triangleright ys) !! \ i = e \rangle
                                                              \equiv \{ \text{Def de } \# \} 
                       iga.e.(y \triangleright ys) = \langle \forall i : 0 \le i < 1 + \#ys : (y \triangleright ys) !! i = e \rangle
                                                             \equiv \{Aritmetica\}
               iga.e.(y \triangleright ys) = \langle \forall i : i = 0 \lor 1 \le i < 1 + \#ys : (y \triangleright ys) !! | i = e \rangle
                                                     \equiv {Particion de rango}
iga.e.(y \triangleright ys) = \langle \forall i : i = 0 : (y \triangleright ys) \text{ !! } i = e \rangle \land \langle \forall i : 1 \leq i < 1 + \#ys : (y \triangleright ys) \text{ !! } i = e \rangle
                                            \equiv \{\text{Cambio de variable f.x=x+1}\}\
iga.e.(y\triangleright ys) = \langle \forall i: i=0: (y\triangleright ys) \text{ !! } i=e \rangle \land \langle \forall i: 1\leq i+1 < 1+\# ys: (y\triangleright ys) \text{ !! } i+1=e \rangle
                                                             \equiv \{Aritmetica\}
iga.e.(y \triangleright ys) = \langle \forall i: i=0: (y \triangleright ys) \mathbin{!!} i=e \rangle \land \langle \forall i: 0 \leq i < \#ys: (y \triangleright ys) \mathbin{!!} i+1=e \rangle
                                                         \equiv \{\text{Rango unitario}\}\
   iga.e.(y \rhd ys) = ((y \rhd ys) \mathrel{!\!!} 0 = e) \land \langle \forall i : 0 \leq i < \#ys : (y \rhd ys) \mathrel{!\!!} i + 1 = e \rangle
                                                             \equiv \{ \text{Def de } !! \}
                      iga.e.(y \triangleright ys) = (y = e) \land \langle \forall i : 0 \le i < \#ys : ys !! i = e \rangle
```

 $\equiv \{ \mathrm{HI} \}$ $iga.e.(y \triangleright ys) = (y = e) \land iga.e.ys$

```
d) sumPar.n = \langle \Sigma i : 0 \leq i \leq n \land par.i : i \rangle Caso base: n = 0
                                sumPar.0 = \langle \Sigma i : 0 \le i \le 0 \land par.i : i \rangle
                                              \equiv \{\text{Evaluo rango}\}\
                                     \equiv {rango unitario y condicion}
                                         (par.i \rightarrow 0 \quad \Box \neg par.i \rightarrow 0)
                                \equiv {Ambos casos comparten resultado}
                                                          0
Caso inductivo: n = m + 1
                     HI = |sumPar.m = \langle \Sigma i : 0 \le i \le m \land par.i : i \rangle
                   sumPar.(m+1) = \langle \Sigma i : 0 \le i \le (m+1) \land par.i : i \rangle
                                            \equiv \{Aritmética\}
                                   \equiv \{ \text{Distributiva de } \land \text{ con } \lor \} 
                                       \equiv {Particion de rango}
                 \langle \Sigma i : i = m + 1 \land par.i : i \rangle + \langle \Sigma i : 0 \le i \le m \land par.i : i \rangle
                                \equiv \{\text{Cambio de variable f.x=x+1}\}\
                                 \equiv {Rango unitario y condicion}
                                                  \equiv \{HI\}
               [par.(m+1) \rightarrow m+1 \mid \neg par.(m+1) \rightarrow 0] + sumPar.m
                     \equiv {Incluyo a la funcion en el analisis por casos}
      [par.(m+1) \rightarrow m+1 + sumPar.m \mid \neg par.(m+1) \rightarrow 0 + sumPar.m]
                sumPar.(m+1) = (
                                           par.(m+1) \rightarrow (m+1) + sumPar.m
                                          \Box \neg par.(m+1) \rightarrow sumPar.m
   4)
   a)
                                  sumPot.x.n = \langle \Sigma i : 0 \le i \le n : x^i \rangle
```

Caso base:
$$n=0$$

$$\begin{split} &\langle \Sigma i: 0 \leq i < 0: x^i \rangle \\ &\equiv \{ \text{Evaluo rango, rango Vacio} \} \end{split}$$

Caso inductivo: n=k+1

$$\begin{split} HI &= \left\lfloor sumPot.x.k = \left\langle \Sigma i : 0 \leq i < k : x^i \right\rangle \right\rfloor \\ sumPot.x.(k+1) &= \left\langle \Sigma i : 0 \leq i < (k+1) : x^i \right\rangle \\ &\equiv \left\{ \text{Aritmetica} \right\} \\ &\left\langle \Sigma i : 0 \leq i < k \lor i = k : x^i \right\rangle \\ &\equiv \left\{ \text{Particion de rango, conmutatividad y rango unitario} \right\} \end{split}$$

 $x^k + \langle \Sigma i : 0 \le i < k : x^i \rangle$

$$\equiv \{\text{HI}\}$$

$$x^k + sumPot.x.k$$

Ahora derivemos x^k para obtener algo programable

$$exp.x.k = x^k$$

Caso base: k=0

$$exp.x.0 = x^0$$

$$\equiv \{Aritmetica\}$$

$$exp.x.0 = 1$$

Caso inductivo: k=n+1

$$HI = exp.x.n = x^{n}$$

$$exp.x.(n+1) = x^{(n+1)}$$

$$\equiv \{Aritmetica\}$$

$$exp.x.(n+1) = x * x^{n}$$

$$\equiv \{HI\}$$

$$exp.x.(n+1) = x * exp.x.n$$

Resultado final:

$$sumPot.x.0 = 0$$

$$sumPot.x.(k + 1) = exp.x.k + sumPot.x.k$$

```
c)
                                          cubo.x = x^3
Caso base: x=0
                                       cubo.x = 0
Paso inductivo: x=n+1
                               cubo.(n+1) = (n+1)^3
                                  n^3 + 3n^2 + 3n + 1
                                         \equiv \{HI\}
                                cubo.n + 3n^2 + 3n + 1
                          \equiv {Aritmetica y modularizacion}
                   cubo.n + sumMult.3n.n + sumMult.3.n + 1 \\
                         sumMult.x.y = \langle \Sigma i : 1 \le i \le y : x \rangle
Caso base: y=0
                                   sumMult.x.0 = 0
Paso inductivo: y = (n+1)
                     Hi = sumMult.x.n = \langle \Sigma i : 1 \leq i \leq n : x \rangle
                                sumMult.x.(n+1) =
                               \langle \Sigma i : 1 \le i \le (n+1) : x \rangle
                \equiv \{ \text{Aritmetica, particion de rango, rango unitario} \}
                                x + \langle \Sigma i : 1 \le i \le n : x \rangle
                                         \equiv \{HI\}
                                   x + sumMult.x.n
Solucion:
cubo.0 = 0
cubo.(n+1) = sumMult.3.(suMult.n.n) + sumMult.3.n + cubo.n
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sumMult.x.0 = 0

5)

sumMult.x.(n+1) = x+sumMult.x.n

```
a) iguales [A] -> Bool
                                                                   iguales.xs = \langle \forall i : 0 \le i < \#xs - 1 : xs !! i == xs !! (i+1) \rangle
Caso base: xs = []
                                                                                                                                                                                      iguales.[] =
                                                                                                 \langle \forall i : 0 \le i < \#[] - 1 : x !! i == x !! (i + 1) \rangle
                                                                                                                                                                                         \equiv \{ \text{Def } \# \}
                                                                                                                                                                        \equiv \{\text{Rango vacio}\}\
                                                                                                                                                                                                         True
Caso recursivo: xs = x \triangleright ls i) ls = []
       iguales.(x \triangleright []) = \langle \forall i : 0 \le i < \#(x \triangleright []) - 1 : (x \triangleright []) !! i == (x \triangleright []) !! (i + 1) \rangle
                                                                                                                                             \equiv \{ \text{Def de } \# \text{ y aritmetica} \}
                                     iguales.(x \triangleright []) = \langle \forall i : 0 \le i < 0 : (x \triangleright []) !! i == (x \triangleright []) !! (i+1) \rangle
                                                                                                                                                                        \equiv \{\text{Rango vacio}\}\
                                                                                                                                                        iguales.(x \triangleright []) = True
            ii) ls = y \triangleright ys
                               HI = iguales.(y \triangleright ys) = \langle \forall i : 0 \le i < \#(y \triangleright ys) - 1 : (y \triangleright ys) \text{ !! } i == (y \triangleright ys) \text{ !! } (i+1) \rangle
                                                                                                                                                                           iguales.(x \triangleright y \triangleright ys) =
                                   \langle \forall i : 0 \le i < \#(x \triangleright y \triangleright ys) - 1 : (x \triangleright y \triangleright ys) !! i == (x \triangleright y \triangleright ys) !! (i+1) \rangle
                                                                                                                                                             \equiv \{ \text{Def de } \# \text{ y aritmetica} \}
                                                       \langle \forall i: 0 \leq i < \#(y \triangleright ys): (x \triangleright y \triangleright ys) \mathrel{!\!!} i == (x \triangleright y \triangleright ys) \mathrel{!\!!} (i+1) \rangle
                                                                                                                                                                                            \equiv \{Aritmetica\}
                                                                                                                                                                      \equiv {Particion de rango}
                               \langle \forall i: i=0: (x \triangleright y \triangleright y s) \text{ !! } i==(x \triangleright y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) : (x \triangleright y \triangleright y s) \text{ !! } i==(x \triangleright y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) : (x \triangleright y \triangleright y s) \text{ !! } i==(x \triangleright y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) : (x \triangleright y \triangleright y s) \text{ !! } i==(x \triangleright y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) : (x \triangleright y \triangleright y s) \text{ !! } i==(x \triangleright y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) : (x \triangleright y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) : (x \triangleright y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) \text{ !! } (i+1) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) \rangle \wedge \langle \forall i: 1 \leq i < \#(y \triangleright y s) \rangle \wedge \langle \forall i: 1 \leq i < 
                                                                                                                                             \equiv {Rango unitario y aritmetica}
                               (x \triangleright y \triangleright ys) !! 0 == (x \triangleright y \triangleright ys) !! 1 \land (\forall i : 1 \le i < \#(y \triangleright ys) : (x \triangleright y \triangleright ys) !! i == (x \triangleright y \triangleright ys) !! (i+1))
                                                                                                                                                                                                 \equiv \{ \text{Def de !!} \}
                             x == y \land \langle \forall i : 1 \le i < \#(y \triangleright ys) : (x \triangleright y \triangleright ys) !! i == (x \triangleright y \triangleright ys) !! (i+1) \rangle
                                                                                                                                           \equiv \{\text{Cambio de variable f.x=x+1}\}\
                             x == y \land \langle \forall i : 1 \le i+1 < \#(y \triangleright ys) : (x \triangleright y \triangleright ys) !! i+1 == (x \triangleright y \triangleright ys) !! (i+1+1) \rangle
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 $\equiv \{Aritmetica\}$

```
x == y \land \langle \forall i : 0 \le i < \#(y \triangleright ys) - 1 : (x \triangleright y \triangleright ys) \text{ !! } i + 1 == (x \triangleright y \triangleright ys) \text{ !! } (i + 1 + 1) \rangle
                                                                 \equiv \{ \text{Def de !!} \}
           x == y \land (\forall i : 0 \le i < \#(y \triangleright ys) - 1 : (y \triangleright ys) !! i == (y \triangleright ys) !! (i+1))
                                                                       \equiv \{HI\}
                                                       x == y \land iguales.(y \triangleright ys)
    b) minimo.xs = \langle Mini: 0 \le i < \#xs: xs !! i \rangle
Caso base: xs = x \triangleright []
                                                            minimo.x \triangleright []
                                                        \equiv \{\text{Especificacion}\}\
                                         \langle Mini: 0 \leq i < \#x \triangleright []: x \triangleright [] !! i \rangle
                                                            \equiv \{ \text{Def de } \# \}
                                               \langle Mini: 0 \leq i < 1: x \triangleright [] !! i \rangle
                                                         \equiv \{\text{Evaluo rango}\}\
                                                  \langle Mini : i = 0 : x \triangleright [] !! i \rangle
                                                       \equiv {Rango unitario}
                                                                 x \triangleright [] !! 0
                                                            \equiv \{ \text{Def de } !! \}
                                                                        \boldsymbol{x}
Caso recursivo: xs = (y \triangleright ys)
                           HI = minimo.ys = \langle Mini: 0 \le i < \#ys: ys !! i \rangle
                                                         minimo.(y \triangleright ys)
                                                        \equiv \{\text{Especificacion}\}\
                                     \langle Mini: 0 \leq i < \#(y \triangleright ys): (y \triangleright ys) !! i \rangle
                        ≡ {Aritmetica, separacion de rango, rango unitario}
                    (y \triangleright ys) !! 0 min \langle Min \ i : 1 \leq i < \#(y \triangleright ys) : (y \triangleright ys) !! \ i \rangle
                                                            \equiv \{ \text{Def de !!} \}
                             y \min \langle Min \ i : 1 \leq i < \#(y \triangleright ys) : (y \triangleright ys) !! \ i \rangle
                                                            \equiv \{ \text{Def de } \# \}
                                          \equiv \{\text{Cambio de variable f.x=x+1}\}\
                                                          \equiv \{Aritmetica\}
```

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y \ min \ \langle Min \ i: 0 \leq i < \#ys: (y \triangleright ys) \ !! \ i+1 \rangle
                                                        \equiv \{ \text{Def de } !! \}
                                    y \ min \ \langle Min \ i: 0 \leq i < \#ys: ys \ !! \ i \rangle
                                                              \equiv \{HI\}
                                                    y\ min\ minimo.ys
    c) creciente.xs = \langle \forall i : 0 \le i < \#xs - 1 : xs !! i < xs !! i + 1 \rangle
Caso base: xs = []
                                                      creciente.(x \triangleright [])
                                                    \equiv \{\text{Especificacion}\}\
                                 \langle \forall i : 0 \le i < \#[] - 1 : [] !! i < [] !! i + 1 \rangle
                                           \equiv \{ \text{Def de } \# \text{ y evaluo rango} \}
                                                      \equiv \{ {\rm Rango~vacio} \}
                                                                True
Caso recursivo: xs = (x \triangleright ls)
    i) ls = []
                                                           creciente.(x \triangleright [])
                                                         \equiv \{\text{Especificacion}\}\
                         \langle \forall i: 0 \leq i < \#(x \triangleright []) - 1: (x \triangleright []) \mathrel{!\!!} i < (x \triangleright []) \mathrel{!\!!} i + 1 \rangle
                                                \equiv \{ \text{Def de } \# \text{ y evaluo rango} \}
                                                           \equiv \{\text{Rango vacio}\}\
                                                                     True
```

ii)
$$ls = y \triangleright ys$$

$$HI = creciente.(y:ys) = \langle \forall i: 0 \le i < \#(y:ys) - 1: (y:ys) \, \| \, i < (y:ys) \, \| \, i + 1 \rangle$$

$$creciente.(x \triangleright y \triangleright ys)$$

$$\equiv \{ \text{Especificacion} \}$$

$$\langle \forall i: 0 \le i < \#(x:y:ys) - 1: (x:y:ys) \, \| \, i < (x:y:ys) \, \| \, i + 1 \rangle$$

$$\equiv \{ \text{Def de } \# \text{ y aritmetica} \}$$

$$\langle \forall i: 0 \le i < (y:ys) : (x:y:ys) \, \| \, i < (x:y:ys) \, \| \, i + 1 \rangle$$

$$\equiv \{ \text{Aritmetica, particion de rango, rango unitario} \}$$

$$(x:y:ys) \, \| \, 0 < (x:y:ys) \, \| \, 1 \land \langle \forall i: 1 \le i < (y:ys) : (x:y:ys) \, \| \, i < (x:y:ys) \, \| \, i + 1 \rangle$$

$$\equiv \{ \text{Def de } \| \} \}$$

$$x < y \land \langle \forall i: 1 \le i < (y:ys) : (x:y:ys) \, \| \, i + 1 < (x:y:ys) \, \| \, i + 1 \rangle$$

$$\equiv \{ \text{Cambio de variable } f.x = x + 1 \}$$

$$\equiv \{ \text{Aritmetica} \}$$

$$x < y \land \langle \forall i: 0 \le i < (y:ys) - 1: (x:y:ys) \, \| \, i + 1 < (x:y:ys) \, \| \, i + 1 + 1 \rangle$$

$$\equiv \{ \text{Def de } \| \} \}$$

$$x < y \land \langle \forall i: 0 \le i < (y:ys) - 1: (y:ys) \, \| \, i < (y:ys) \, \| \, i + 1 \rangle$$

$$\equiv \{ \text{HI} \}$$

$$x < y \land creciente.(y:ys)$$