0.0.1 Update At

The primitive updateAt performs a replacement at some depth within a Collection without changing any other values in the source Collection.

```
.UpdateAt[Collection, V, Collection]_{\perp}
AtDepth
coll?, coll!, indices?: Collection
v? : V
updateAt_{-}: Collection \times V \times Collection \Longrightarrow Collection
updateAt = \langle atDepth\_, update\_, \langle atDepth\_, update\_ \rangle^{\# indices?-1} \rangle
coll! = updateAt(coll?, v?, indices?) \bullet
     let \ coll == update(atDepth(coll?, indices? \leq indices?_i), v?, indices?_i) \bullet
           \forall n: i..j-1 \bullet j = first(last(indices?)) \mid \exists c_n \bullet
                 let \quad c_i == atDepth(coll?, (indices? \mid i)) \Rightarrow atIndex(coll?, indices?_i)
                       c_n == atDepth(c_{n-1}, (indices? \uparrow n))
                       c_{j-1} == atDepth(c_n, (indices? \mid j-1)) \iff n = j-2
                       c_i = update(c_{i-1}, v?, (indices? \mid j)) \Rightarrow c_i = coll = coll!_i
                       coll!_{j-2} == update(c_{j-2}, c_j, indices?_{j-1})
                       coll!_n == update(c_{n-1}, coll!_n, indices?_n)
                       coll!_i == update(c_i, coll!_n, indices?_n) \iff n = i + 1
      = update(coll?, coll!_i, indices?_i)
```

The following examples demonstrate the properties of updateAt

```
X = \langle x_0, x_1, x_2 \rangle
x_0 = 0
x_1 = foo
x_2 = \langle a, b, c \rangle
updateAt(X, \langle 1, 3 \rangle, z) = \langle x_0, fooz, x_2 \rangle \Rightarrow foo = \langle f, o, o \rangle
updateAt(X, \langle 1, 0 \rangle, z) = \langle x_0, zoo, x_2 \rangle \Rightarrow zoo = \langle z, o, o \rangle
updateAt(X, \langle 0 \rangle, 5) = \langle 5, x_1, x_2 \rangle
updateAt(X, \langle 0, 0 \rangle, 5) = \langle \langle 5 \rangle, x_1, x_2 \rangle
updateAt(X, \langle 0, 1 \rangle, 5) = \langle \langle 5 \rangle, x_1, x_2 \rangle
updateAt(X, \langle 0, 1 \rangle, 5) = \langle \langle 0, 5 \rangle, x_1, x_2 \rangle
updateAt(X, \langle 2, 0 \rangle, d) = \langle x_0, x_1, \langle d, b, c \rangle \rangle
updateAt(X, \langle 2, d \rangle) = \langle x_0, x_1, d \rangle
[5 and 0 in seq]
updateAt(X, \langle 2, d \rangle) = \langle x_0, x_1, d \rangle
```

Which indicates that if navigation would result in stepping into a non-nested Value, an empty sequence is created and then populated with the non-nested Value so navigation can continue.

$$X! = updateAt(X, \langle 0, 0 \rangle, 5) \mid i \mapsto 0 \land j \mapsto 0 \land i \neq j \bullet$$

$$let \quad X_i == atIndex(X, i) = 0$$

$$X_{i+1} == atIndex(X_i, j) = \langle \rangle$$

$$X_{j} == append(X_{i+1}, X_{i}, 0) = \langle 0 \rangle$$
 [only item hence 0 index]
$$X'_{j} == update(X_{j}, 5, j) = \langle 5 \rangle$$

$$= update(X, X'_{j}, i)$$

$$= \langle \langle 5 \rangle, x_{1}, x_{2} \rangle$$

• The nesting which created $\langle 0 \rangle$ also specified that the first index of that sub Collection should have the value of 5 which is why $X! = \langle \langle 5 \rangle, x_1, x_2 \rangle$

$$X! = updateAt(X, \langle 0, 1 \rangle, 5) \mid i \mapsto 0 \land j \mapsto 1 \land i \neq j \bullet$$

$$let \quad X_i == atIndex(X, i) = 0$$

$$X_{i+1} == atIndex(X_i, j) = \langle \rangle$$

$$X_j == append(X_{i+1}, X_i, 0) = \langle 0 \rangle \qquad \text{[only item hence 0 index]}$$

$$X'_j == update(X_j, 5, j) = \langle 0, 5 \rangle$$

$$= update(X, X'_j, i)$$

$$= \langle \langle 0, 5 \rangle, x_1, x_2 \rangle$$

• The nesting which created $\langle 0 \rangle$ now indicates that the second index of that sub Collection should have the value of 5 which is why $X! = \langle \langle 0, 5 \rangle, x_1, x_2 \rangle$

$$X! = updateAt(X, \langle 0 \rangle, 5) \mid i \mapsto 0 \bullet$$

 $\# indices? = 1 \Rightarrow updateAt(X, \langle 0 \rangle, 5) \equiv update(X, i, 5) \bullet$
 $= update(X, i, 5) = \langle 5, x_1, x_2 \rangle$

• Here there is no further nesting which can't be performed so the update happens as if the Operation *update* was used.