

Reasoning with invariants



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Invariants

- Invariants help to ...
 - Define how variables must be initialized before a loop
 - Define the necessary condition to reach the post-condition
 - Define the body of the loop
 - Detect whether a loop terminates
- It is crucial, but not always easy, to choose a good invariant.
- Recommendation:
 - Use invariant-based reasoning for all loops (possibly in an informal way)
 - Use formal invariant-based reasoning for non-trivial loops

General reasoning for loops

Invariant: a proposition that holds

- at the beginning of the loop
- at the beginning of each iteration
- at the end of each iteration

Initialization

Invariant

while condition:

Invariant \wedge condition

Body of the loop

Invariant

Invariant $\wedge \neg$ condition

Strategy:

- Stop the loop
- Look at the end of the body
- Take a picture
- Describe what you see



***Variables and
properties about
their contents***



Example with invariants

- Given $n \geq 0$, calculate $n!$
- Definition of factorial:

$$n! = 1 * 2 * 3 * \dots * (n-1) * n$$

(particular case: $0! = 1$)

- Let's pick an invariant:
 - At each iteration we will calculate $f = i!$
 - We also know that $i \leq n$ at all iterations

Computing $n!$

```
def factorial(n: int) -> int:
    """Returns  $n!$ . Pre:  $n \geq 0$ """
    i = 0
    f = 1
    # Invariant:  $f = i!$  and  $i \leq n$ 
    while i != n :
        #  $f = i!$  and  $i < n$ 
        i = i + 1
        f = f * i
        #  $f = i!$  and  $i \leq n$ 

    #  $f = i!$  and  $i \leq n$  and  $i == n$ 
    #  $f = n!$ 
    return f
```

Reversing digits

- Write a function that reverses the digits of a number (representation in base 10)
- Examples:

35276 → 67253

19 → 91

3 → 3

0 → 0

Reversing digits

```
def reverse_digits(n: int) -> int:  
    """Returns m with reversed digits (base 10)  
    Pre: m ≥ 0"""
```

```
    n, r = m, 0
```

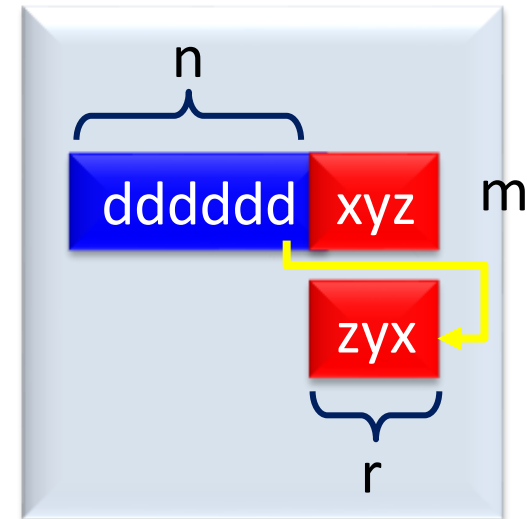
```
    # Invariant (graphical): →
```

```
    while n != 0 :
```

```
        r = 10 * r + n % 10
```

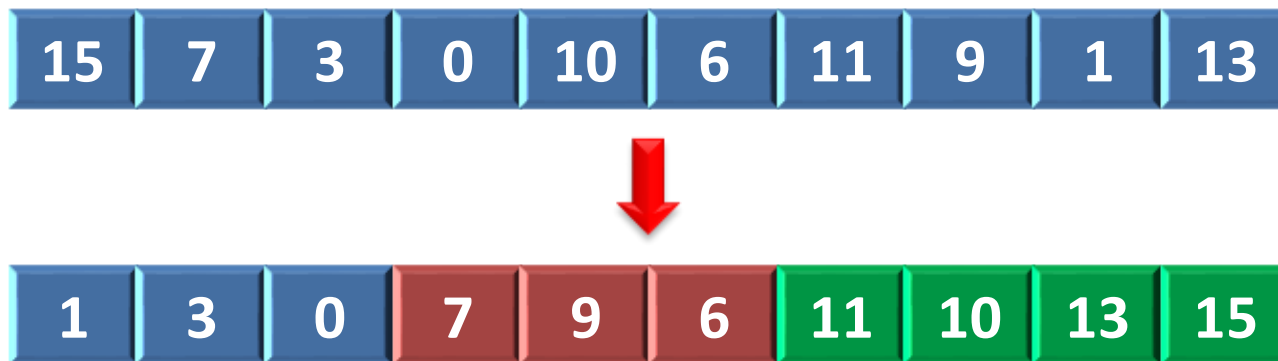
```
        n = n // 10
```

```
    return r
```



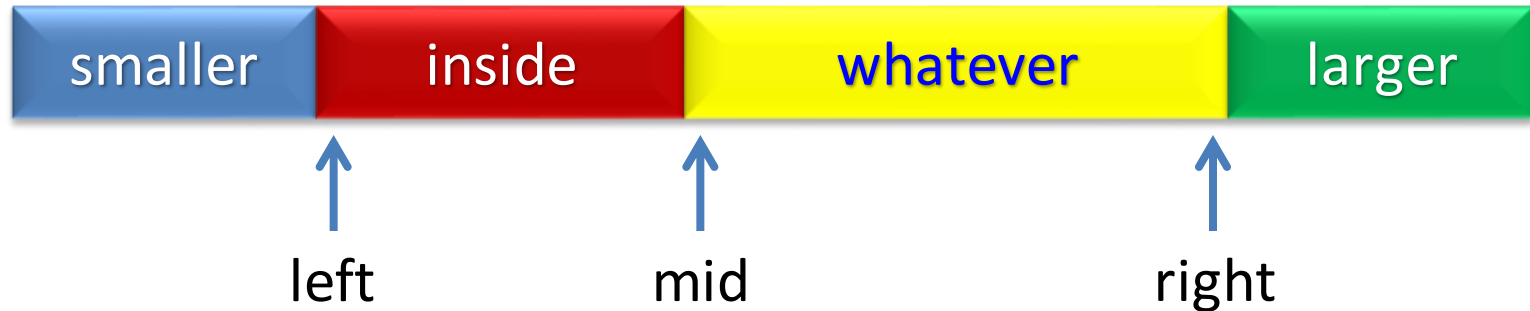
Classify elements

- We have a list of elements V and an interval $[x,y]$ ($x \leq y$).
Classify the elements of the list by putting those smaller than x in the left part of the list, those larger than y in the right part and those inside the interval in the middle. The elements do not need to be ordered.
- Example: interval $[6,9]$



Classify elements

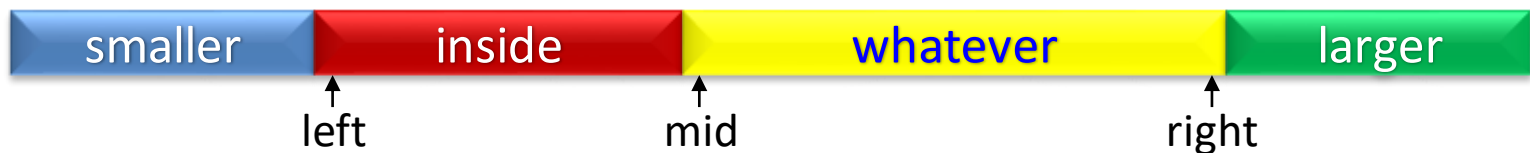
- Invariant:



- At each iteration, we treat the element in the middle
 - If it is smaller, swap the elements in left and the middle ($\text{left} \rightarrow, \text{mid} \rightarrow$)
 - If larger, swap the elements in the middle and the right ($\leftarrow \text{right}$)
 - If inside, do not move the element ($\text{mid} \rightarrow$)
- End of classification: when $\text{mid} > \text{right}$.
Termination is guaranteed since mid and right get closer at each iteration.
- Initially: $\text{left} = \text{mid} = 0, \text{right} = \text{len}-1$

Classify elements

```
def classify(L: list[int], x: int, y: int) -> None:
    """Pre:  x <= y
       Post: the elements of V have been classified moving those
       smaller than x to the left, those larger than y to the
       right and the rest in the middle."""
    left, mid, right = 0, 0, len(L) - 1
    # Invariant: see the previous slide
    while mid <= right:
        if L[mid] < x:                                # Move to the left part
            L[mid], L[left] = L[left], L[mid]
            left, mid = left + 1, mid + 1
        elif L[mid] > y:                              # Move to the right part
            L[mid], L[right] = L[right], L[mid]
            right = right - 1
        else:                                          # Keep in the middle
            mid = mid + 1
```



List fusion

Design a function that returns the fusion of two ordered lists. The returned list must also be ordered. For example, C is the fusion of A and B:

A **-9** **-7** **0** **1** **3** **4**

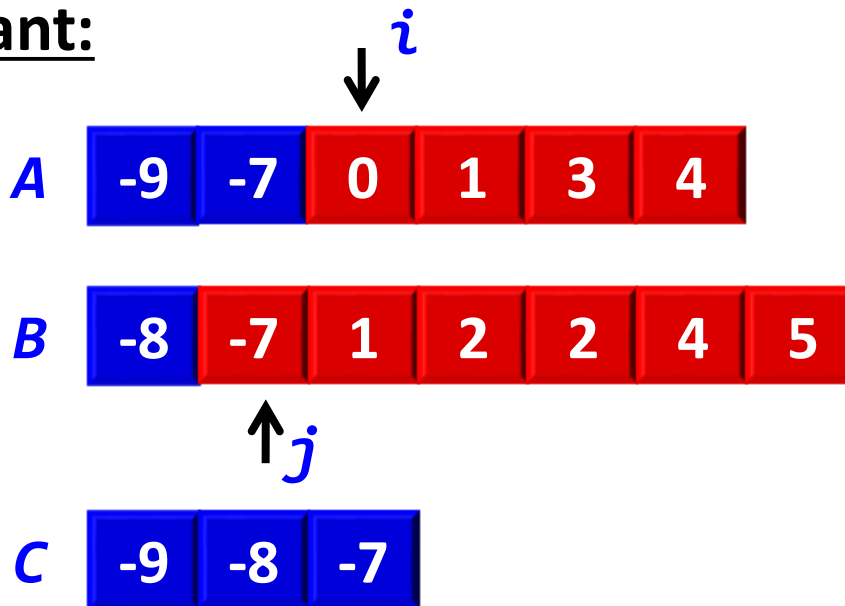
B **-8** **-7** **1** **2** **2** **4** **5**

C **-9** **-8** **-7** **-7** **0** **1** **1** **2** **2** **3** **4** **4** **5**

Vector fusion

```
def fusion(A: list[int], B: list[int]) -> list[int]:  
    ''' Returns the sorted fusion of A and B.  
        Pre: A and B are sorted in ascending order.'''
```

Invariant:



- C contains the fusion of A[0:i] and B[0:j]
- All the blue elements are smaller than or equal to the red ones.

Vector fusion

```
def fusion(A: list[int], B: list[int]) -> list[int]:
```

```
    """Returns the sorted fusion of A and B.
```

```
    Pre: A and B are sorted in ascending order."""
```

```
    C: list[int] = []
```

```
    i, j = 0, 0
```

```
    while i < len(A) and j < len(B):
```

```
        if A[i] <= B[j]:
```

```
            C.append(A[i])
```

```
            i = i + 1
```

```
        else:
```

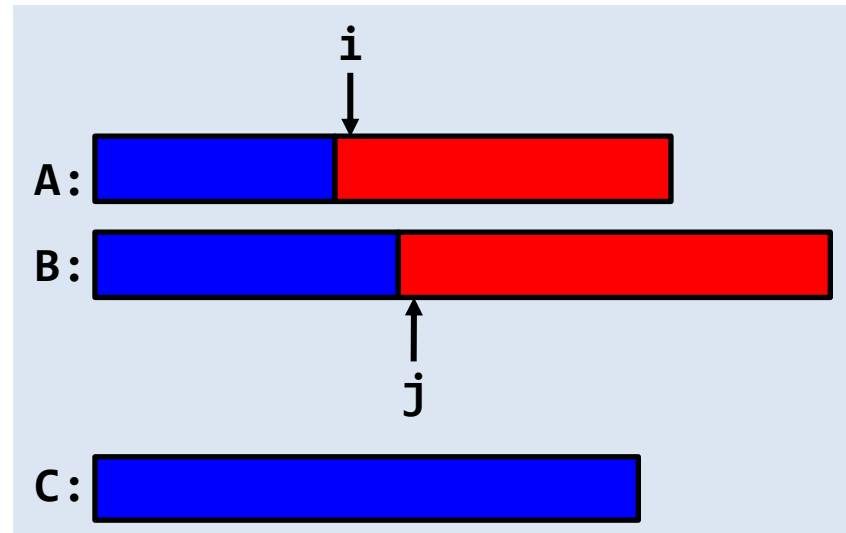
```
            C.append(B[j])
```

```
            j = j + 1
```

```
    C.extend(A[i:])
```

```
    C.extend(B[j:])
```

```
    return C
```



Summary

- Using invariants is a powerful methodology to derive correct and efficient iterative algorithms.
- Recommendation to find a good invariant for a loop:
 - Consider the iterative progress of the algorithm.
 - Try to describe the state of the program at the beginning of an iteration (this is the invariant!).
 - Declare the variables required to describe the invariant.
 - Derive the condition, loop body and initialization of the variables of the loop (the order is not important)