

Updating a State (Continue)

## 1. True or False

- a. If  $\sigma(x)$  is not defined, then  $\sigma[x \mapsto 0] = \sigma \cup \{x = 0\}$ .  
True
- b. If  $\sigma(x)$  is defined and  $\sigma(x) \neq 0$ , then  $\sigma[x \mapsto 0] = \sigma \cup \{x = 0\}$ .  
False,  $\sigma \cup \{x = 0\}$  becomes ill-formed since  $x$  appears twice.
- c. Let  $\sigma = \{x = 5\}$ , then  $\sigma[x \mapsto 0] \models x \geq x^2$ .  
True
- d. Let  $x \neq y$  be both bind in  $\sigma$ , then  $\sigma[x \mapsto 0](y) = \sigma(y)$   
True.
- e. Let  $\sigma = \{x = 5\}$ , then  $\sigma[x \mapsto x + 1] = \{x = 6\}$   
False, we cannot bind a variable with an expression (something syntactic), it becomes ill-formed.
- f. Let  $\sigma = \{x = 5\}$ , then  $\sigma[x \mapsto 2 + 1] = \{x = 3\}$   
True,  $2 + 1$  is a semantic value. Remember that a function who returns a primitive type is also semantic.
- g. Let  $\sigma = \{x = 5\}$ ,  $\sigma[x \mapsto \sigma(x + 1)] = \{x = 6\}$   
True.

- We can do a sequence of updates on a state, such as  $\sigma[x \mapsto 0][y \mapsto 8]$ . Here, we read it left-to-right, so it semantically equals to  $(\sigma[x \mapsto 0])[y \mapsto 8]$ .
  - For example, let  $\sigma = \{x = 2, y = 6\}$ , then  $\sigma[x \mapsto 0][y \mapsto 8] = \{x = 0, y = 6\}[y \mapsto 8] = \{x = 0, y = 8\}$ .

## 2. True or False

- a. Let  $x \neq y$ , then  $\sigma[x \mapsto 0][y \mapsto 8] = \sigma[y \mapsto 8][x \mapsto 0]$   
True. The order of update doesn't matter if we have two different variables.
- b. Let  $x \neq y$ , then  $\sigma[x \mapsto 0][y \mapsto 8] \equiv \sigma[y \mapsto 8][x \mapsto 0]$   
False. Although they give the same state, the updating procedures are different.
- c.  $\sigma[x \mapsto 0][x \mapsto 8] = \sigma[x \mapsto 8]$   
True. The second update supersedes the first.
- d.  $\sigma[x \mapsto 0][x \mapsto 8] \equiv \sigma[x \mapsto 8]$   
False. Although they give the same state, the updating procedures are different.

3. Let  $\sigma = \{x = 1\}$ , then what is  $\sigma[x \mapsto 2][z \mapsto \sigma[x \mapsto 3](x) + 10]$ ?

$$\begin{aligned}
 \sigma[x \mapsto 2][z \mapsto \sigma[x \mapsto 3](x) + 10] &= \{x = 2\}[z \mapsto \sigma[x \mapsto 3](x) + 10] \\
 &= \{x = 2\}[z \mapsto \{x = 3\}(x) + 10] \\
 &= \{x = 2\}[z \mapsto 13] \\
 &= \{x = 2, z = 13\}
 \end{aligned}$$

- How to update a value in an array? What do we do if we want to update the value in  $b[0]$ ? Since we handle array as a function from an index to the value stored, here let's expand the notion of updating states to updating functions.
- If  $\delta$  is a function and  $\alpha$  and  $\beta$  are valid elements of the domain and range of  $\delta$  respectively, then the update of  $\delta$  at  $\alpha$  with  $\beta$ , written  $\delta[\alpha \mapsto \beta]$ , is the function defined by  $\delta[\alpha \mapsto \beta](\gamma) = \beta$  if  $\gamma = \alpha$  and  $\delta[\alpha \mapsto \beta](\gamma) = \delta(\gamma)$  if  $\gamma \neq \alpha$ .

- Note that, if we consider state as a function, then the definition of updating a state follows the above definition as well. The only difference is that the  $\alpha$  and  $\gamma$  here are values.  
For example, let function  $\delta = \{(4,6), (3,7), (2,5)\}$ , then  $\delta[2 \mapsto 3] = \{(4,6), (3,7), (2,3)\}$ ,  $\delta[2 \mapsto 3](2) = 3$ ,  $\delta[2 \mapsto 6](3) = 7$ .
- Say  $\sigma$  is a (proper) state with an array  $b$ , with  $\eta =$  the function  $\sigma(b)$ . If  $\alpha$  is a valid index value for  $b$ , then  $\sigma[b[\alpha] \mapsto \beta]$  means  $\sigma[b \mapsto \eta[\alpha \mapsto \beta]]$ . So, updating  $\sigma$  at  $b[\alpha]$  with  $\beta$  involves updating  $\sigma$  with an updated version of  $\eta$ , namely  $\eta[\alpha \mapsto \beta]$ , as the value of  $b$ .
  - For example,  $\sigma = \{x = 3, b = (2, 4, 6)\}$ , then  $\sigma[b[0] \mapsto 8] = \{x = 3, b = (8, 4, 6)\}$ . Here,  $\sigma(b)$  is  $(2, 4, 6)$  as a function (which can also be written  $\{(0, 2), (1, 4), (2, 6)\}$ , so  $\sigma(b)[0 \mapsto 8]$  is the function  $(2, 4, 6)[0 \mapsto 8] = (8, 4, 6)$ .

### Satisfaction of a Quantified Predicate

- We haven't discussed how to decide whether a state satisfies a quantified predicate. If the state does not contain the quantified variable, it is not hard to understand the problem: does  $\{y = 1\}$  satisfies  $\forall x. x^2 \geq y - 1$ ? But what if the quantified variable is in the state: does  $\{z = 4, x = -5\} \models \exists x. x \geq z$ ?
  - $\sigma \models \exists x \in S. p$  if for one or more **witness values**  $\alpha \in S$ , it's the case that  $\sigma[x \mapsto \alpha] \models p$ .
4. True or False?
- $\{z = 4, x = -5\} \models \exists x. x \geq z$ ?  
True. We can find  $x = 5$  such that  $\{z = 4, x = -5\}[x \mapsto 5] = \{z = 4, x = 5\}$  satisfies  $x \geq z$ .
  - $\sigma \models \exists x. x^2 \leq 0$ ?  
True.  $x$  has domain  $\mathbb{Z}$ , and we can find  $x = 0$  such that  $\sigma[x \mapsto 0]$  satisfies  $x^2 \leq 0$ .
- From these examples, we can see that if a variable is bounded in an existential quantifier, its current value in a state doesn't affect the satisfaction of the state.
5. Which of the following state satisfies  $x < 3 \wedge \exists x. b[x] > 5$ ?
- $\{x = 0, b = (2, 4, 3, 1)\}$
  - $\{x = 1, b = (1, 3, 5, 7)\}$
  - $\{x = 2, b = (1, 3, 5, 4)\}$
  - $\{x = 3, b = (6, 5, 3, 1)\}$
- $\sigma \models \forall x \in S. p$  if for every value  $\alpha \in S$ , we have  $\sigma[x \mapsto \alpha] \models p$ .
6. True or False.
- $\{y = 1\} \models \forall x \in \mathbb{Z}. x^2 \geq y - 1$ ?  
True.  $\{y = 1\}(y - 1) = 0$ , and we know that for all integer  $\alpha$ , we have  $\alpha^2 \geq 0$ .
  - $\{x = -1\} \models \forall x \in \mathbb{Z}. x^2 \geq x$ ?  
True. We know that for all integer  $\alpha$ , we have  $\alpha^2 \geq \alpha$ .
- From this example, we can see that if a variable is bounded in a universal quantifier, its current value in a state doesn't matter as well.
- How about "doesn't satisfy"? Let's use " $\sigma \not\models p \Leftrightarrow \sigma \models \neg p$ " for now and we can apply DeMorgan's Law here:
    - $\sigma \not\models \exists x \in S. p \Leftrightarrow \sigma \models \neg \exists x \in S. p \Leftrightarrow \sigma \models \forall x \in S. \neg p$
    - $\sigma \not\models \forall x \in S. p \Leftrightarrow \sigma \models \neg \forall x \in S. p \Leftrightarrow \sigma \models \exists x \in S. \neg p$

(Validity)

- Let  $p$  be a proposition or predicate.  $\models p$  means  $\sigma \models p$  for all  $\sigma$ , and we say  $p$  is **valid**.
  - $\models p \Leftrightarrow \forall \sigma \in S. \sigma \models p$  (where  $S$  is the collection of all well-formed states that are proper for  $p$ )
- $\not\models p$  means  $\sigma \not\models p$  for **some**  $\sigma$ , and we say  $p$  is **invalid**.
  - $\not\models p \Leftrightarrow \exists \sigma \in S. \sigma \not\models p$  (where  $S$  is the collection of all well-formed states are proper for  $p$ )

7. Is the following predicate valid? Justify your answer.

$$\exists y. y \neq 0 \wedge x * y \neq 0$$

It is invalid. To show it is , we can argue that:

$$\not\models \exists y. y \neq 0 \wedge x * y \neq 0$$

$$\Leftrightarrow \exists \sigma. \sigma \not\models \exists y. y \neq 0 \wedge x * y \neq 0 \quad \text{definition of invalid}$$

$$\Leftrightarrow \exists \sigma. \sigma \models \neg \exists y. y \neq 0 \wedge x * y \neq 0 \quad \text{definition of } \sigma \not\models p$$

$$\Leftrightarrow \exists \sigma. \sigma \models \forall y. \neg(y \neq 0 \wedge x * y \neq 0) \quad \text{DeMorgan's Law}$$

$$\Leftrightarrow \exists \sigma. \sigma \models \forall y. y = 0 \vee x * y = 0 \quad \text{DeMorgan's Law}$$

We can find that  $\sigma = \{x = 0\}$  is a witness, since for all possible values of  $y$ , we always have  $y = 0$  or  $x * y = 0$ .

#### Syntax of Statements in Our Programming Language

- In general, a statement is a standalone unit of execution whose purpose is not creating a value (opposite to expression). We usually use letter  $S$  to represent a statement in our programming language.
- We initially introduce 5 types of statements here, and we will introduce more in future classes.
  - **No-op** statement: **skip**  
It simply means do nothing.
  - **Assignment** statement:  $v := e$  or  $b[e_0][e_1] \dots [e_{n-1}] := e$   
Assigning expression  $e$  to variable  $v$  or assigning expression  $e$  to a certain index in an  $n$ -dimensional array  $b$ .
  - **Sequence** statement:  $S; S'$   
Do  $S$  then do  $S'$ . Note that  $S'$  can be another sequence statement, then we have a longer sequence like:  $S_1; S_2; S_3$ .
  - **Conditional** statement: **if**  $B$  **then**  $S_1$  **else**  $S_2$  **fi**  
Do  $S_1$  if  $B$  is evaluated to *True*, do  $S_2$  if  $B$  is evaluated to *False*.
    - A conditional statement and a conditional expression can look alike, we tell one another by context. Note that  $S_1$  and  $S_2$  both must be statements.
    - When  $S_2$  is a no-op statement, then we can simply it from **if**  $B$  **then**  $S_1$  **else skip fi** to **if**  $B$  **then**  $S_1$  **fi** so we don't need to formally define a **if — then** statement.
  - **Iterative** statement: **while**  $B$  **do**  $S$  **od**  
A “while loop” with loop condition  $B$  and do  $S$  in each iteration.
    - We don't have “for loops” in our language but we can simulate it using **while — do**. For example, if we need: **for**  $x = e_1$  **to**  $e_2$  **do**  $S$ , we turn it into:  $x := e_1$ ; **while**  $x < e_2$  **do**  $S$ ;  $x := x + 1$  **od**
- **Program**: A program is simply a statement, typically a sequence statement.

8. Create a program that calculates the power of 2. We run it with input integer  $n$  and returns  $y = 2^n$ ; unless  $n < 0$ , in which case we return 0.

If we write it with indentation, then one way to write it is as follows.

```
if  $n < 0$  then
     $y := 0$ 
else
     $x := 0$ ;
     $y := 1$ ;
    while  $x < n$ 
    do
         $x := x + 1$ ;
         $y := y + y$ 
    od
fi
```

It is also acceptable to write it in one line:

```
if  $n < 0$  then  $y := 1$  else  $x := 0$ ;  $y := 1$ ; while  $x < n$  do  $x := x + 1$ ;  $y := y + y$  od fi
```