



## Special Topic 6.5

### Loop Invariants

Consider the task of computing  $a^n$ , where  $a$  is a floating-point number and  $n$  is a positive integer. Of course, you can multiply  $a \cdot a \cdot \dots \cdot a$ ,  $n$  times, but if  $n$  is large, you'll end up doing a lot of multiplication. The following loop computes  $a^n$  in far fewer steps:

```
double a = . . . ;
int n = . . . ;
double r = 1;
double b = a;
int i = n;
while (i > 0)
{
    if (i % 2 == 0) // n is even
    {
        b = b * b;
        i = i / 2;
    }
    else
    {
        r = r * b;
        i--;
    }
}
// Now r equals a to the nth power
```

Consider the case  $n = 100$ . The method performs the steps shown in the table below.

Computing $a^{100}$		
b	i	r
a	100	1
$a^2$	50	
$a^4$	25	
	24	$a^4$
$a^8$	12	
$a^{16}$	6	
$a^{32}$	3	
	2	$a^{36}$
$a^{64}$	1	
	0	$a^{100}$

Amazingly enough, the algorithm yields exactly  $a^{100}$ . Do you understand why? Are you convinced it will work for all values of  $n$ ? Here is a clever argument to show that the method always computes the correct result. It demonstrates that whenever the program reaches the top of the `while` loop, it is true that

$$r \cdot b^i = a^n \quad (\text{I})$$

Certainly, it is true the first time around, because  $b = a$  and  $i = n$ . Suppose that (I) holds at the beginning of the loop. Label the values of  $r$ ,  $b$ , and  $i$  as “old” when entering the loop, and as “new” when exiting the loop. Assume that upon entry

$$r_{\text{old}} \cdot b_{\text{old}}^{i_{\text{old}}} = a^n$$

In the loop you must distinguish two cases:  $i_{\text{old}}$  even and  $i_{\text{old}}$  odd. If  $i_{\text{old}}$  is even, the loop performs the following transformations:

$$\begin{aligned} r_{\text{new}} &= r_{\text{old}} \\ b_{\text{new}} &= b_{\text{old}}^2 \\ i_{\text{new}} &= i_{\text{old}}/2 \end{aligned}$$

Therefore,

$$\begin{aligned} r_{\text{new}} \cdot b_{\text{new}}^{i_{\text{new}}} &= r_{\text{old}} \cdot (b_{\text{old}})^{2 \cdot i_{\text{old}}/2} \\ &= r_{\text{old}} \cdot b_{\text{old}}^{i_{\text{old}}} \\ &= a^n \end{aligned}$$

On the other hand, if  $i_{\text{old}}$  is odd, then

$$\begin{aligned} r_{\text{new}} &= r_{\text{old}} \cdot b_{\text{old}} \\ b_{\text{new}} &= b_{\text{old}} \\ i_{\text{new}} &= i_{\text{old}} - 1 \end{aligned}$$

Therefore,

$$\begin{aligned}r_{\text{new}} \cdot b_{\text{new}}^{i_{\text{new}}} &= r_{\text{old}} \cdot b_{\text{old}} \cdot b_{\text{old}}^{i_{\text{old}}-1} \\&= r_{\text{old}} \cdot b_{\text{old}}^{i_{\text{old}}} \\&= a^n\end{aligned}$$

In either case, the new values for  $r$ ,  $b$ , and  $i$  fulfill the *loop invariant* (I). So what? When the loop finally exits, (I) holds again:

$$r \cdot b^i = a^n$$

Furthermore, we know that  $i = 0$ , because the loop is terminating. But because  $i = 0$ ,  $r \cdot b^i = r \cdot b^0 = r$ . Hence  $r = a^n$ , and the method really does compute the  $n$ th power of  $a$ .

This technique is quite useful, because it can explain an algorithm that is not at all obvious. The condition (I) is called a **loop invariant** because it is true when the loop is entered, at the top of each pass, and when the loop is exited. If a loop invariant is chosen skillfully, you may be able to deduce correctness of a computation. See *Programming Pearls* (Jon Bentley, Addison-Wesley 1986, Chapter 4) for another nice example.

---