Trabajo Práctico 3 Derivación con generalización y programas sobre segmentos de listas.

En esta guía se proponen ejercicios que requieren generalización, ya sea reemplazo de constantes por variables o por abstracción. Recordemos que descubrimos la necesidad de generalizar una especificación porque cuando estamos derivando el programa nos encontramos con que la hipótesis inductiva es demasiado rígida para aplicarla.

1. A partir de las siguientes especificaciones expresar en lenguaje natural qué devuelven las funciones, agregarles su tipo y derivarlas:

```
a) psum.xs = \langle \forall i : 0 \le i \le \#xs : sum.(xs \uparrow i) \ge 0 \rangle
            b) sum_ant.xs = \langle \exists i : 0 \le i < \#xs : xs! i = sum.(xs \uparrow i) \rangle
 a)
  psum.xs : Todos los segmentos iniciales de la lista xs suman ≥ 0
 psum :: [Num] -> Bool
 psum.xs = \langle \forall i : 0 \le i \le \#xs : sum.(xs \uparrow i) \ge 0 \rangle
Hago inducción en listas
 caso base xs=[]
 psum.[]
 = { especificación }
 \langle \forall i : \mathbf{0} \leq \mathbf{i} \leq \#[] : sum.([] \uparrow i) \geq 0 \rangle
 ≡ { def de # y lógica }
 \langle \forall i : i=0 : sum.([1 \uparrow i) \ge 0)
 = { rango unitario }
 sum<u>([1</u>↑0) ≥ 0
 \equiv { def de \uparrow }
 sum([]) ≥ 0
 ≡ { def de sum }
 0 ≥ 0
 ≡ { lógica }
 True
 Caso inductivo
 HI: psum.xs = \langle \forall i : 0 \le i \le \#xs : sum.(xs \uparrow i) \ge 0 \rangle
 psum.(x:xs)
 = { especificación }
 \langle \forall i : 0 \le i \le \#(x:xs) : sum.((x:xs)\uparrow i) \ge 0 \rangle
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≡ {def de cardinal y lógica}

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\langle \forall i : i = 0 \lor 1 \le i \le \#xs + 1 : sum.((x:xs)\uparrow i) \ge 0 \rangle
  \langle \forall i : i = 0 : sum.((x:xs)\uparrow i) \geq 0 \rangle \land \langle \forall i : 1 \leq i \leq \#xs + 1 : sum.((x:xs)\uparrow i) \geq 0 \rangle
  ≡ {Rango Unitario y aritmética}
   sum.((x:xs)\uparrow 0) \ge 0 \land \langle \forall i: 0 \le i \le \#xs: sum.\underline{((x:xs)\uparrow (i+1))} \ge 0 \rangle
  \equiv { def de \uparrow }
  sum.((x:xs)\uparrow0) \geq 0 \land \langle \forall i: 0 \leq i \leq #(x:xs)-1: sum.(x:(xs\uparrowi)) \geq 0 \rangle
  \equiv { def de sum }
  sum.((x:xs)\uparrow 0) \ge 0 \land \langle \forall i: 0 \le i \le \#(x:xs)-1: \underline{x+} \text{sum.}(xs\uparrow i) \ge 0 \rangle
  No puedo llegar a Hl... veo con una función mas general, con especificación
  gpsum.k.xs = \langle \forall i : 0 \le i \le \#xs : k + sum.(xs \uparrow i) \ge 0 \rangle
     caso base, xs = []
    gpsum.k.[]
     = { especificación }
    \langle \forall i: 0 \le i \le \#[]: k + sum.([]\uparrow i) \ge 0 \rangle
     ≡ { def de # y lógica }
    \langle \forall i : \underline{i = 0} : k + sum.([] \uparrow \underline{i}) \ge 0 \rangle
     = { rango unitario }
     k + sum.(\underline{[] \uparrow 0}) \ge 0
    \equiv { def de \uparrow }
     k + <u>sum.[]≥0</u>
    \equiv { def de sum }
    <u>k ≥ 0</u>
caso inductivo
HI: \forall k, gpsum.k.xs = \langle \forall i: 0 \le i \le \#xs: k + sum.(xs\uparrowi) \ge 0 \rangle
gpsum.n.(x:xs)
= { especificación }
\langle \forall i : \underline{0 \le i \le \#(x:xs)} : n + sum.((x:xs)\uparrow i) \ge 0 \rangle
≡ {def de # y lógica}
\langle \forall i : \underline{i = 0} \lor \underline{1 \le i \le \#xs + \underline{1}} : n + sum.((x:xs)\uparrow i) \ge 0 \rangle
= {partición de rango}
\langle \forall i : i = 0 : n + sum.((x:xs)\uparrow i) \geq 0 \rangle \land \langle \forall i : \underline{1 \leq i \leq \#xs + 1} : n + sum.((x:xs)\uparrow \underline{i}) \geq 0 \rangle
\equiv {cambio de variable i = i + 1}
\langle \ \forall \ i:i=0:n+sum.((x:xs)\uparrow i)\geq 0\ \rangle \ \land \ \langle \ \forall \ i:\underline{1\leq i+1\leq \#xs+1}:n+sum.(\underline{(x:xs)\uparrow (i+1)})\geq 0\ \rangle
≡ {aritmética}
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\langle \forall i : i = 0 : n + \text{sum.}((x:xs)\uparrow i) \geq 0 \rangle \land \langle \forall i : 0 \leq i \leq \#xs : n + \text{sum.}((\underline{x:xs})\uparrow(i+1)) \geq 0 \rangle
    \equiv { def de \uparrow }
    \langle \forall i : i = 0 : n + sum.((x:xs)\uparrow i) \ge 0 \rangle \land \langle \forall i : 0 \le i \le \#xs : n + \underline{sum.(x \triangleright (xs \uparrow i))} \ge 0 \rangle
    \equiv { def de sum }
    \langle \forall i : i = 0 : n + sum.((x:xs)\uparrow i) \ge 0 \rangle \land \langle \forall i : 0 \le i \le \#xs : \underline{n + (x + sum.(xs\uparrow i))} \ge 0 \rangle
    ≡ { conmutatividad de + }
    \langle \forall i : i = 0 : n + sum.((x:xs)\uparrow i) \geq 0 \rangle \land \langle \forall i : 0 \leq i \leq \#xs : (n + x) + sum.(xs\uparrow i) \geq 0 \rangle
    \equiv { HI para \mathbf{k} = (\mathbf{n} + \mathbf{x}) }
    \langle \forall i : \underline{i = 0} : n + \text{sum.}((x:xs)\uparrow i) \ge 0 \rangle \land \text{gpsum.}(n+x).xs
    = {Rango Unitario}
    n + sum.(\underline{(x:xs)\uparrow 0}) \land gpsum.(n+x).xs
    ≡ { def de ↑ }
    n + \underline{sum.[]} \ge 0 \land gpsum.(n+x).xs
    \equiv { def de sum }
    n \ge 0 \land gpsum.(n+x).xs
    =>
             gpsum :: Num -> [Num] -> Bool
             gpsum.n.[] = n \ge 0
             gpsum.n.(x:xs) = n \ge 0 \land gpsum.(n+x).xs
             psum.xs = gpsum.0.xs
b)
sum_ant.xs : Si existe un elemento que es igual a la suma de todos los elementos anteriores.
sum_ant.xs :: [Int] -> Bool
sum_ant.xs = \langle \exists i : 0 \le i < \#xs : xs !i = sum.(xs \uparrow i) \rangle
Caso base, xs = []
sum_ant.[]
≡ {especificación}
\langle \exists i: 0 \leq i < \underline{\#[]}: []!i = sum.([]\uparrow i) \rangle
〈 ∃ i : <u>False</u> : [ ] !i = sum.([ ]↑i) 〉
≡ {rango vacío}
False
```

```
caso inductivo,
HI: sum_ant.xs = \langle \exists i : 0 \le i < \#xs : xs !i = sum.(xs\uparrow i) \rangle
sum_ant.(x:xs)
≡ {especificación}
\langle \exists i: 0 \le i < \underline{\#(x:xs)}: (x:xs)!i = sum.((x:xs)\uparrow i) \rangle
\equiv \{ \text{def de } \# \} 
\langle \exists i : \mathbf{0} \leq \mathbf{i} < \#\mathbf{xs+1} : (x : xs) ! \mathbf{i} = sum.((x : xs) \uparrow \mathbf{i}) \rangle
≡ {Logica}
\langle \exists i : i = 0 \lor 1 \le i < \#xs + 1 : (x:xs) ! i = sum.((x : xs) \uparrow i) \rangle
\langle \exists i : i = 0 : (x:xs) ! i = sum.((x:xs)\uparrow i) \rangle \lor \langle \exists i : \underline{1 \leq i < \#xs + 1} : \underline{(x : xs) ! i = sum.((x : xs)\uparrow i)} \rangle
\equiv {cambio de variable i = i + 1}
\langle \exists \ i : i = 0 : (x:xs) ! i = sum.((x:xs)\uparrow i) \rangle \lor \langle \exists \ i : \underline{1 \le i + 1 < \#xs + 1 :} (x : xs) ! (i+1) = sum.((x:xs) \uparrow (i+1)) \rangle
\langle \exists i : i = 0 : (x:xs)!i = sum.((x:xs)\uparrow i) \rangle \lor \langle \exists i : 0 \le i < \#xs : (x:xs)!(i+1) = sum.((x : xs)\uparrow (i+1)) \rangle
\equiv \{ \text{def de } ! \}
\langle \exists i : i = 0 : (x:xs) ! i = sum.((x:xs)\uparrow i) \rangle \lor \langle \exists i : 0 \le i < \#xs : xs! i = sum.((x:xs) \uparrow (i+1)) \rangle
\equiv \{ \text{def de } \uparrow \} 
\langle \exists i : i = 0 : (x:xs)!i = sum.((x:xs)\uparrow i) \rangle \lor \langle \exists i : 0 \le i < \#xs : xs!i = sum.(x : (xs \uparrow (i + 1))) \rangle
\equiv {def de sum}
\langle \exists i : i = 0 : (x:xs)!i = sum.((x:xs)\uparrow i) \rangle \vee \langle \exists i : 0 \leq i < \#xs : xs! i = x + sum.(xs\uparrow(i+1)) \rangle
No puedo llegar a la HI, por lo que busco una función mas general
sum\_ant.xs = \langle \exists i : 0 \le i < \#xs : xs ! i = sum.(xs \uparrow i) \rangle
gsum_ant.k.xs = \langle \exists i : 0 \le i < \text{#xs} : \text{xs} ! i + k = \text{sum.(xs} \uparrow i) \rangle
Caso base, xs = []
gsum_ant.k.[]
= { especificación }
\langle \exists i: 0 \le i < \underline{\#[]}: []!i + k = sum.([]\uparrow i) \rangle
⟨∃ i : <u>False</u> : []!i +k = sum.([]↑i)⟩
≡ { rango vacío }
False
```

```
Caso recursivo,
HI: \forall k , gsum_ant.k.xs = \langle \exists i: 0 \le i < \#xs: xs !i + k = sum.(xs\uparrowi) \rangle
gsum_ant.n.(x:xs)
= { especificación }
\langle \exists i : 0 \le i < \underline{\#(x:xs)} : (x:xs) ! i + n = sum.((x:xs) \uparrow i) \rangle
\equiv \{ \text{ def de # } \}
\langle \exists i : \underline{0 \le i < \#xs+1} : (x:xs) !i +n = sum.((x:xs)↑i) \rangle
≡ { separación de término }
\langle \exists i : i = 0 : (x:xs) ! i + n = sum.((x:xs)\uparrow i) \rangle \vee \langle \exists i : \underline{1 \leq i < \#xs + 1} : (x:xs) ! i + n = sum.((x:xs)\uparrow i) \rangle
\equiv { cambio de variable i = i + 1}
\langle \exists i : i = 0 : (x:xs) ! i + n = sum.((x:xs) \uparrow i) \rangle \lor \langle \exists i : \underline{1 \leq i + 1 < \#xs + 1} : (x : xs) ! (i + 1) + n = sum.((x:xs) \uparrow i) \rangle \lor \langle \exists i : \underline{1 \leq i + 1} < \#xs + \underline{1} : (x : xs) ! (i + 1) + n = sum.((x:xs) \uparrow i) \rangle \lor \langle \exists i : \underline{1 \leq i + 1} < \#xs + \underline{1} : (x : xs) ! (i + 1) + n = sum.((x:xs) \uparrow i) \rangle \lor \langle \exists i : \underline{1 \leq i + 1} < \#xs + \underline{1} : (x : xs) ! (i + 1) + n = sum.((x:xs) \uparrow i) \rangle \lor \langle \exists i : \underline{1 \leq i + 1} < \#xs + \underline{1} : (x : xs) ! (i + 1) + n = sum.((x:xs) \uparrow i) \rangle \lor \langle \exists i : \underline{1 \leq i + 1} < \#xs + \underline{1} : (x : xs) ! (i + 1) + n = sum.((x:xs) \uparrow i) \rangle \lor \langle \exists i : \underline{1 \leq i + 1} < \#xs + \underline{1} : (x : xs) ! (i + 1) + n = sum.((x:xs) \uparrow i) \rangle \lor \langle \exists i : \underline{1 \leq i + 1} < \#xs + \underline{1} : (x : xs) ! (i + 1) + n = sum.((x:xs) \uparrow i) \rangle \lor \langle \exists i : \underline{1 \leq i + 1} < \#xs + \underline{1} : (x : xs) ! (i + 1) + n = sum.((x:xs) \uparrow i) \rangle \lor \langle \exists i : \underline{1 \leq i + 1} < \#xs + \underline{1} : (x : xs) ! (i + 1) + n = sum.((x:xs) \uparrow i) \rangle \lor \langle \exists i : \underline{1 \leq i + 1} < \#xs + \underline{1} : (x : xs) ! (i + 1) + n = sum.((x:xs) \uparrow i) \rangle \lor \langle \exists i : \underline{1 \leq i + 1} < \#xs + \underline{1} : (x : xs) ! (i + 1) + n = sum.((x:xs) \uparrow i) \rangle \lor \langle \exists i : \underline{1 \leq i + 1} < \#xs + \underline{1} : (x : xs) ! (i + 1) + n = sum.((x:xs) \uparrow i) \rangle \lor \langle \exists i : \underline{1 \leq i + 1} < \#xs + \underline{1} : (x : xs) ! (i + 1) + n = sum.((x:xs) \uparrow i) \rangle \lor \langle \exists i : \underline{1 \leq i + 1} < \#xs + \underline{1} : (x : xs) ! (i : xs) ! (i : xs) | \exists i : \underline{1 \leq i + 1} < \#xs + \underline{1} : (x : xs) ! (i : xs) | \exists i : \underline{1 \leq i + 1} < \#xs + \underline{1} : (x : xs) ! (i : xs) | \exists i : \underline{1 \leq i + 1} : (x : xs) ! (i : xs) | \exists i : \underline{1 \leq i + 1} : (x : xs) ! (i : xs) | \exists i : \underline{1 \leq i + 1} : (x : xs) ! (i : xs) | \exists i : \underline{1 \leq i + 1} : (x : xs) ! (i : xs) | \exists i : \underline{1 \leq i + 1} : (x : xs) ! (i : xs) | \exists i : \underline{1 \leq i + 1} : (x : xs) ! (i : xs) | \exists i : \underline{1 \leq i + 1} : (x : xs) ! (i : xs) | \exists i : \underline{1 \leq i + 1} : (x : xs) ! (i : xs) | \exists i : \underline{1 \leq i + 1} : (x : xs) ! (i : xs) | \exists i : \underline{1 \leq i + 1} : (x : xs) ! (i : xs) | \exists i : \underline{1 \leq i + 1} : (x : xs) ! (i : xs) | \exists i : \underline{1 \leq i + 1} : (x : xs) ! (i : xs) | \exists i : \underline{1 \leq i + 1} : (x : xs) ! (i : xs) | \exists i : \underline{1 \leq i + 1} : (x : xs) ! (i : xs) | \exists i : \underline{1 \leq i + 1} : (x : xs) ! (i : xs) | \exists i : \underline{1 \leq i + 1} 
(i + 1)
≡ {aritmética}
\langle \exists i : i = 0 : (x:xs) ! i + n = sum.((x:xs)\uparrow i) \rangle \vee \langle \exists i : 0 \le i < \#xs : (x : xs) ! (i + 1) + n = sum.((x:xs) \uparrow (i + 1)) = sum.((x:xs) \uparrow (i + 
= { def de! }
\langle \exists i : i = 0 : (x:xs)!i + n = sum.((x:xs)\uparrow i) \rangle \lor \langle \exists i : 0 \le i < \#xs : xs!i + n = sum.((x:xs)\uparrow (i+1)) \rangle
\equiv \{ \text{ def de } \uparrow \}
\langle \exists i : i = 0 : (x:xs) ! i + n = sum.((x:xs)\uparrow i) \rangle \lor \langle \exists i : 0 \le i < \#xs : xs! i + n = sum.(x:(xs\uparrow(i+1))) \rangle
\equiv { def de sum }
\langle \exists i : i = 0 : (x:xs)!i + n = sum.((x:xs)\uparrow i) \rangle \lor \langle \exists i : 0 \le i < \#xs : xs! i + n = x + sum.(xs\uparrow(i+1)) \rangle
= { aritmética }
\langle \exists i : i = 0 : (x:xs)!i + n = sum.((x:xs)\uparrow i) \rangle \bigvee \langle \exists i : 0 \leq i < \#xs : xs! i + (n - x) = sum.(xs\uparrow(i+1)) \rangle
\equiv { HI con \mathbf{k} = \mathbf{n} \cdot \mathbf{x} }
\langle \exists i : \underline{i = 0} : (x:xs) ! i + n = sum.((x:xs) \uparrow i) \rangle \vee gsum\_ant.(n-x).xs
= {Rango Unitario}
(x:xs) !0 + n = sum.((x:xs)\uparrow 0) \lor gsum_ant.(n-x).xs
≡ { def de ! }
x + n = sum.((\underline{x:xs}) \uparrow \underline{0}) \lor gsum\_ant.(n-x).xs
= { def de ↑ }
x + n = \underline{sum.(x:xs)} \lor gsum\_ant.(n-x).xs
\equiv { def de sum }
x + n = x + sum xs \vee gsum_ant.(n-x).xs
= { aritmética }
```

```
n = sum xs \lor gsum_ant.(n-x).xs
```

=>

```
gsum_ant :: Num -> [Num] -> Bool
gsum_ant.n.[] = False
gsum_ant.n.(x:xs) = n = sum xs \( \neg \) gsum_ant.(n-x).xs
sum_ant.xs = gsum_ant.0.xs
```

- 2. Especificar formalmente utilizando cuantificadores cada una de las siguientes funciones descriptas informalmente. Luego, derivar soluciones algorítmicas para cada una.
 - a) esCuad : $Nat \rightarrow Bool$, dado un natural determina si es el cuadrado de un número.
 - b) suman Ocho : $[Num] \rightarrow Nat,$ dada una lista cuenta la cantidad de prefijos que suman 8.

Reflexión: La primera parte de este ejercicio no parece tener que ver con generalización: efectivamente las especificaciones formales que surgirán serán las habituales. Sin embargo, cuando intentemos derivar los programas nos encontraremos con la necesidad de generalizar. Está bien que descubramos la necesidad de generalizar al derivar y que no intentemos anticiparnos.

Recuerden que es una buena práctica testear las especificaciones que hicieron con ejemplos concretos. Por ejemplo, esCuad, $4 \equiv True$, esCuad, $5 \equiv False$. Para el segundo: sumanOcho.[8,0,-1,1]=3, pero sumanOcho.[8,0,-1]=2. Para cerciorarse que las especificaciones son correctas, evaluamos las especificaciones en esos argumentos; es decir, manipulamos las expresiones hasta encontrar el valor final.

a) esCuad : Nat \rightarrow Bool, dado un natural determina si es el cuadrado de un número.

```
esCuad.n = \langle \exists x : 0 \le x \le n : x^*x = n \rangle
```

HI: esCuad.n = $\langle \exists x : 0 \le x \le n : x*x = n \rangle$

inducción

```
paso inductivo
```

```
esCuad.(n+1)
= \{ \text{ especificación } \}
\langle \exists x : \mathbf{0} \leq \mathbf{x} \leq (\mathbf{n+1}) : \mathbf{x}^*\mathbf{x} = (\mathbf{n+1}) \rangle
= \{ \text{ lógica } \}
\langle \exists x : \mathbf{0} \leq \mathbf{x} \leq \mathbf{n} \ \forall \ \mathbf{x} = \mathbf{n+1} : \mathbf{x}^*\mathbf{x} = (\mathbf{n+1}) \rangle
= \{ \text{ partición de rango } \}
\langle \exists x : \mathbf{0} \leq \mathbf{x} \leq \mathbf{n} : \mathbf{x}^*\mathbf{x} = (\mathbf{n+1}) \rangle \ \forall \ \langle \exists x : \mathbf{x} = \mathbf{n+1} : \mathbf{x}^*\mathbf{x} = (\mathbf{n+1}) \rangle
= \text{ no puedo aplicar HI}
```

=> Hago una generalización, gEsCuad.m.n = $\langle \exists x : 0 \le x \le n : x*x - m = n \rangle$

Inducción, empiezo por paso inductivo.

```
HI: gEsCuad.m.n = \langle \exists x : 0 \le x \le n : x*x - m = n \rangle
gEsCuad.m.(n+1)
```

= { especificación }

```
\langle \exists x : \mathbf{0} \leq \mathbf{x} \leq (\mathbf{n+1}) : \mathbf{x}^*\mathbf{x} - \mathbf{m} = (\mathbf{n+1}) \rangle
= { lógica }
\langle \exists x : \mathbf{0} \leq \mathbf{x} \leq \mathbf{n} \ \forall \ \mathbf{x} = \mathbf{n+1} : \mathbf{x}^*\mathbf{x} - \mathbf{m} = (\mathbf{n+1}) \rangle
= { partición de rango }
\langle \exists x : 0 \le x \le n : x*x - m = (n+1) \rangle \lor \langle \exists x : x = n + 1 : x*x - m = (n+1) \rangle
= { aritmética }
\langle \exists x : 0 \le x \le n : x^*x - (m+1) = n \rangle \lor \langle \exists x : x = n+1 : x^*x - m = (n+1) \rangle
= { HI para gEsCuad.(m+1).n }
gEsCuad.(m+1).n \bigvee (\exists x : x = n+1 : x*x - m = (n+1))
= { rango unitario }
gEsCuad.(m+1).n \vee (n+1)*(n+1) - m = n+1
= { aritmética }
gEsCuad.(m+1).n \vee n*n + n = m
Caso base
gEsCuad.m.0
= { especificación }
\langle \exists x : \mathbf{0} \leq \mathbf{x} \leq \mathbf{0} : \mathbf{x}^*\mathbf{x} - \mathbf{m} = \mathbf{0} \rangle
= { lógica y rango unitario }
0*0 - m = 0
= { aritmética }
m = 0
             gEsCuad.m.0 = (m=0)
             gEsCuad.m.(n+1) = gEsCuad.(m+1).n \vee (n*n + n = m)
             esCuad.n = gEsCuad.0.n
Ej:
esCuad.4 = gEsCuad.0.4
g.EsCuad.0.4
= \{ caso recursivo m = 0, (n+1) = (3+1) = 4 \}
g.EsCuad.1.3 \vee (3*3 + 3 = 0)
= \{ caso recursivo m = 1, (n+1) = (2+1) = 3 \}
(g.EsCuad.2.2 \lor (2*2 + 2 = 1)) \lor (3*3 + 3 = 0)
= \{ caso recursivo m = 2, (n+1) = (1+1) = 2 \}
(g.EsCuad.3.1 \lor (1*1 + 1 = 2) \lor (2*2 + 2 = 1)) \lor (3*3 + 3 = 0)
= \{ caso recursivo m = 3, (n+1) = (0+1) = 1 \}
(g.EsCuad.4.0 \lor (0*0 + 0 = 3) \lor (1*1 + 1 = 2) \lor (2*2 + 2 = 1)) \lor (3*3 + 3 = 0)
```

```
= { caso base m = 4 }
4=0 \lor (0*0+0=3) \lor (1*1+1=2) \lor (2*2+2=1) \lor (3*3+3=0)
= { lógica/ aritmética }
False V False V True V False V False
= { absorbente de V }
True
=> esCuad.4 = True
b)
dada una lista cuenta la cantidad de prefijos que suman 8
sumanOcho : [Núm] -> Nat
sumanOcho.xs = \langle N as,bs : xs=as++bs : sum.as=8 \rangle
Caso inductivo
HI : sumanOcho.xs = \langle N as,bs : xs = as++bs : sum.as=8\rangle
sumanOcho.(x►xs)
= { especificación }
⟨ N as,bs : (x►xs) = <u>as++bs</u> : sum.as = 8 ⟩
= {tercero excluido }
\langle N \text{ as,bs} : (x \triangleright xs) = as \# bs \land \underline{True} : sum.as = 8 \rangle
= { sustituimos True = as = [] ∨ as ≠ []}
\langle N \text{ as,bs} : (x \triangleright xs) = \underline{as + bs } \land (\underline{as = [] \lor as \neq []}) : \text{sum.as} = 8 \rangle
= { distributividad }
\langle N \text{ as,bs} : ((x \triangleright xs) = as + +bs \land as = []) \lor ((x \triangleright xs) = as + +bs \land as \neq []) : sum.as = 8 \rangle
= { partición de rango }
⟨ N as,bs : (x ► xs) = as++bs ∧ as = [] : sum.as = 8 ⟩ +

⟨ N as,bs : (x ▶ xs) =as++bs ∧ as ≠ [] : sum.as = 8 ⟩

= { como as \neq [], puedo hacer cambio de variable as \leftarrow (a>as) }
⟨ N as,bs : (( x► xs) =as++bs ∧ as = [ ] ) : sum.as=8 ⟩ +
⟨ N a,as,bs : ((x ▶xs) =(a ▶as)++bs ∧ (a▶as) /= []) : sum.as=8 ⟩
= { lógica y neutro }
⟨ N as,bs : ((x ► xs) =as++bs ∧ as = []) : sum.as=8 ⟩ +

⟨ N a,as,bs : ((x > xs) = (a > as)++bs : sum.(a>as)=8 ⟩

= { def de ++ }
⟨ N as,bs : ((x ▶ xs) =as++bs ∧ as = []) : sum.as=8 ⟩ +
⟨ N a,as,bs : ((x >xs) = a > (as++bs) : sum.(a>as)=8 ⟩
= { prop de constructores y listas }
```

```
⟨ N as,bs : ((x►xs) =as++bs ∧ as = []) : sum.as = 8 ⟩ +
\langle N \text{ a,as,bs} : \mathbf{x} = \mathbf{a} \land \text{ xs} = (\text{as++bs}): \text{sum.}(\mathbf{a} \triangleright \text{as}) = 8 \rangle
= { eliminación de variable }
⟨ N as,bs : ((x►xs) =as++bs ∧ as = []) : sum.as=8 ⟩ +
⟨ N as,bs : xs = (as++bs) : <u>sum.(x ► as) = 8</u> ⟩
= { def de sum }
⟨ N as,bs : ((x►xs) =as++bs ∧ as = []) : sum.as=8 ⟩ +
⟨ N as,bs : xs=(as++bs): x + sum.as=8 ⟩
hago especificación
gSumanOcho.k.xs = \langle N as,bs : xs=as++bs : k + sum.as=8 \rangle
Caso inductivo, hago los mismos pasos que sumanOcho.xs
gSumanOcho.k.(x►xs)
⟨ N as,bs : ((x►xs) =as++bs ∧ as = []): k + sum.as=8 ⟩ +
= { HI para gSumanOcho.(k+x).xs }
\langle N \text{ as,bs} : ((x \triangleright xs) = \underline{as} + +bs \land \underline{as} = []) : k + sum.as = 8 \rangle + gSumanOcho.(k+x).xs
= { eliminación de variable }
\langle N \text{ bs} : (x \triangleright xs) = \text{bs} : \underline{k + sum.[] = 8} \rangle + gSumanOcho.(k+x).xs
= { def de sum y aritmética }
\langle N \text{ bs} : (x \triangleright xs) = bs : k = 8 \rangle + gSumanOcho.(k+x).xs
= { rango unitario }
( k = 8 \rightarrow 1
\square ¬ k = 8 \rightarrow 0
) + gSumanOcho.(k+x).xs
Caso base,
gSumanOcho.k.[]
= { especificación }
⟨ N as,bs : [] = as++bs : k + sum.as=8 ⟩
= { prop de ++ }
\langle N \underline{as}, bs : \underline{as = []} \land bs = [] : k + sum.as=8 \rangle
= { eliminación de variable }
⟨ N bs : bs = [ ] : k + sum.[ ]=8 ⟩
```

3. Expresar en lenguaje natural cada una de las siguientes expresiones; para ello primero calcular los rangos, ya sea como conjunto de tuplas o una tabla, y evaluar las expresiones para xs = [9, -5, 1, -3] e ys = [9, -5, 3].

```
a) \langle \forall as, bs : xs = as + bs : sum.as \ge 0 \rangle
b) \langle \text{Min } as, bs, cs : xs = as + bs + cs : sum.bs \rangle
c) \langle \text{N } as, b, bs : xs = as + (b \triangleright bs) : b > sum.bs \rangle
d) \langle \text{Max } as, bs, cs : xs = as + bs \wedge ys = as + cs : \#as \rangle
```

Reflexión: En los rangos que dividen la lista en dos o tres partes es conveniente pensar que la primera parte es un prefijo y la última un sufijo. Muchos problemas interesantes tienen que ver con encontrar el prefijo (o sufijo) de una lista con cierta propiedad. El último punto nos muestra que con segmentos es fácil especificar que dos listas tengan un segmento en común.

a)

"Para todo segmento inicial de la lista xs se debe cumplir que la suma de sus elementos es mayor o igual a cero"

as	bs	sum as >=0	
[9,-5,1,-3]	[]	True	
[9,-5,1]	[-3]	True	
[9,-5]	[1,-3]	True	
[9]	[-5,1,-3]	True	
[]	[9,-5,1,-3]	True	

b)
"Obtener el mínimo resultado de la suma de los elementos del segmento intermedio"

as	bs	cs	sum bs
[9,-5,1,-3]	[]	[]	0
[9,-5,1]	[-3]	[]	-3
[9,-5]	[1,-3]	[]	-2
[9]	[-5,1,-3]	[]	-7
[]	[9,-5,1,-3]	[]	2
[]	[9,-5,1]	[-3]	5
[]	[9,-5]	[1,-3]	4
[]	[9]	[-5,1,-3]	9
[]	[]	[9,-5,1,-3]	0
[9,-5]	[1]	[-3]	1
[9]	[-5,1]	[-3]	-4
[9]	[-5]	[1,-3]	-5

"Contar cuantas veces la cabeza del segmento final es mayor a la suma de los demás elementos del segmento"

as	(b:bs)	b>sum bs
[9,-5,1,-3]	No es posible	
[9,-5,1]	-3:[]	Falso
[9,-5]	1:[-3]	Verdad
[9]	-5:[1,-3]	Falso
[]	9:[-5,1,-3]	Verdad

d)

"El máximo del largo de un segmento común entre xs e ys"

as	bs	=?	as	cs	#as
[9,-5,1,-3]	[]	No	[9,-5,-3]	[]	
[9,-5,1]	[-3]	_	_	_	
[9,-5]	[1,-3]	si	[9,-5]	[-3]	2
[9]	[-5,1,-3]	si	[9]	[-5,-3]	1
[]	[9,-5,1,-3]	si	[]	[9,-5,-3]	0

- 4. Expresar utilizando cuantificadores las siguientes sentencias del lenguaje natural; entre paréntesis está el nombre de la función.
 - a) La lista xs es un segmento inicial de la lista ys (prefijo.xs.ys).
 - b) La lista xs es un segmento de la lista ys (seg.xs.ys).
 - c) La lista xs es un segmento final de la lista ys (sufijo.xs.ys).
 - d) Las listas xs e ys tienen en común un segmento no vacío (segComun.xs.ys).
 - e) La lista xs posee un segmento que no es ni **prefijo** ni **sufijo** y cuyo mínimo es mayor a los valores del prefijo y del sufijo (hayMeseta.xs).
 - f) La lista xs de numeros enteros tiene la misma cantidad de elementos pares e impares (balanceada.xs).

Reflexión: El último punto es de una naturaleza completamente distinta a los anteriores: valores pares e impares pueden aparecer dispersos en la lista, entonces los segmentos no serán útiles para especificarlo.

a) La lista xs es un segmento inicial de la lista ys (prefijo.xs.ys).

$$prefijo. xs. ys = \langle \exists as, bs : ys = as ++ bs : xs = as \rangle$$

b) La lista xs es un segmento de la lista ys (seg.xs.ys).

$$seg. xs. ys = \langle \exists as, bs, cs : ys = as ++ bs ++ cs : xs = bs \rangle$$

 $seg'. xs. ys = \langle \exists as, bs, cs : ys = as ++ bs : prefijo. xs. bs \rangle$

c) La lista xs es un segmento final de la lista ys (sufijo.xs.ys).

```
sufijo. xs. ys = \langle \exists as, bs : ys = as ++ bs : xs = bs \rangle
```

d) Las listas xs e ys tienen en común un segmento no vacío (segComun.xs.ys).

```
segComun. xs. ys = \langle \exists asx, asy, bs, csx, csy : xs = asx ++ bs ++ csx \land ys = asy ++ bs ++ csy : bs \neq [] \rangle

segComun'. xs. ys = \langle \exists as, bs: ys = as ++ bs \land bs \neq [] : seg'. bs. ys \rangle
```

e) La lista xs posee un segmento que no es ni prefijo ni sufijo y cuyo mínimo es mayor a los valores del prefijo y del sufijo (hayMeseta.xs).

```
hayMeseta.xs = \langle \exists as, bs, cs : xs = as ++ bs ++ cs \land as \neq [] \land cs \neq [] : min.bs > max.as
\land min.bs > max.cs \rangle
```

f) La lista xs de numeros enteros tiene la misma cantidad de elementos pares e impares (balanceada.xs).

```
balanceada. xs = \langle Ni: 0 \le i < \#xs: (xs! i) \mod 2 = 0 \rangle = \langle Ni: 0 \le i < \#xs: (xs! i) \mod 2 = 1 \rangle
```

5. Derivar funciones recursivas para prefijo (4a) y seg (4b).

Reflexión: Al derivar seg tenga presente la especificación de prefijo. ¿Qué relación hay entre seg y prefijo?

```
a)
prefijo.xs.as = \langle \exists as,bs : ys = as ++ bs : xs = as \rangle
prefijo :: [a] \rightarrow [a] \rightarrow Bool
CASO BASE: ys = []
prefijo.xs.[]
⟨ ∃ as,bs : [] = as ++ bs : xs = as ⟩
≡ {prop de concatenación}
\langle \exists as,bs : \underline{as = [] \land bs = []} : xs = as \rangle
= {eliminación de variable as = []}
\langle \exists bs : \underline{bs = []} : xs = [] \rangle
= {termino constante}
xs = []
```

Segundo caso base : xs = []

```
prefijo.[]. ys
= {especificación}
〈 ∃ as,bs : ys = <u>as ++ bs</u> : [] = as 〉
≡ {lógica}
\langle \exists as,bs : ys = as ++ bs \land (as = [] \lor as \neq []) : [] = as \rangle
≡ {distributiva y partición de rango}
\langle \exists \text{ as,bs} : ys = as ++ bs \land as = [] : [] = as \rangle \lor \langle \exists \text{ as,bs} : ys = as ++ bs \land as \neq [] : [] = as \rangle
≡ {eliminación de variable}
```

```
\langle \exists bs : ys = [] ++ bs : [] = [] \rangle \vee \langle \exists as,bs : ys = as ++ bs \wedge as \neq [] : [] = as \rangle

≡ {propiedad de concatenación}

\langle \exists bs : ys = bs : [] = [] \rangle \vee \langle \exists as,bs : ys = as ++ bs \wedge as \neq [] : [] = as \rangle
[]=[] ∨ ⟨ ∃ as,bs : ys = as ++ bs ∧ as ≠ []:[] = as ⟩

≡ {lógica}
True \lor \land \exists as,bs : ys = as ++ bs \land as \neq [] : [] = as \gt
\equiv {cambio de variable as = (a \triangleright as)
True \lor \land \exists as,bs : ys = (a \triangleright as) ++ bs \land (a \triangleright as) \neq [] : [] = (a \triangleright as) \land
≡ {lógica y elemento neutro del ∧ }
True \lor \langle \exists as,bs : ys = (a \triangleright as) ++ bs : [] = (a \triangleright as) \rangle
≡ {definición de concatenar}
True \lor \land \exists as,bs : ys = a \lor (as ++ bs) : \boxed{] = (a \lor as)}
True ∨ False
≡ {absorción de V}
True
Derivacion:
H.I: prefijo.xs.ys = \langle \exists as,bs : ys = as ++ bs : xs = as \rangle
Paso inductivo: (x⊳xs) (y⊳ys)
prefijo.(x⊳xs).(y⊳ys)
≡ {especificación}
\langle \exists as,bs : (y \triangleright ys) = as ++ bs : (x \triangleright xs) = as \rangle
≡ {lógica}
⟨ ∃ as,bs : (y > ys) = as ++ bs ∧ (as = [] ∨ as ≠ []) : (x > xs) = as ⟩

≡ {distributividad de ∧ con ∨ y partición de rango}
\langle \exists as,bs : (y \triangleright ys) = as ++ bs \land as = [] : (x \triangleright xs) = as \rangle \lor
\langle \exists as,bs : (y \triangleright ys) = as ++ bs \land \underline{as \neq [1]}) : (x \triangleright xs) = as \rangle
\equiv {cambio de variable as = (a \triangleright as)}
\langle \exists as,bs : (y \triangleright ys) = as ++ bs \land as = [] : (x \triangleright xs) = as \rangle \lor
\langle \exists as,bs : (y \triangleright ys) = (a \triangleright as) ++ bs \land (\underline{a} \triangleright \underline{as}) \neq [\underline{1}] : (x \triangleright xs) = (a \triangleright as) \rangle
⟨ ∃ as,bs : (y ⊳ ys) = as ++ bs ∧ as = [] : (x ⊳ xs) = as ⟩ ∨
\langle \exists as,bs : (y \triangleright ys) = (a \triangleright as) ++ bs : (x \triangleright xs) = (a \triangleright as) \rangle
= {propiedades de concatenación}
```

```
⟨ ∃ as,bs : (y ⊳ ys) = as ++ bs ∧ as = [] : (x ⊳ xs) = as ⟩ ∨
\langle \exists as,bs : (y \triangleright ys) = a \triangleright (as ++ bs) : (x \triangleright xs) = (a \triangleright as) \rangle
= {propiedad de constructores}
\langle \exists as,bs : (y \triangleright ys) = as ++ bs \land as = [] : (x \triangleright xs) = as \rangle \lor
\langle \exists as,bs : \underline{y = a} \land ys = as ++ bs : (x \triangleright xs) = (\underline{a} \triangleright as) \rangle
= {eliminación de variable}
\langle \exists as,bs : (y \triangleright ys) = as ++ bs \land as = [] : (x \triangleright xs) = as \rangle \lor
\langle \exists as,bs : ys = as ++ bs : (x \triangleright xs) = (y \triangleright as) \rangle
≡ {prop de constructores}
\langle \exists as,bs : (y \triangleright ys) = as ++ bs \land as = [] : (x \triangleright xs) = as \rangle \lor
\langle \exists as,bs : ys = as ++ bs : x = y \land xs = as) \rangle
= {distributividad }
\langle \exists as,bs : (y \triangleright ys) = as ++ bs \land as = [] : (x \triangleright xs) = as \rangle \lor
\langle \exists as,bs : ys = as ++ bs : xs = as \rangle \wedge x = y
≡ {h.i.}
\langle \exists as,bs : (y \triangleright ys) = as ++ bs \land \underline{as = []} : (x \triangleright xs) = as \rangle \lor prefijo.xs.ys \land x = y
\langle \exists as,bs : (y \triangleright ys) = []++bs \land as = [] : (x \triangleright xs) = [] \rangle \lor prefijo.xs.ys \land x = y
≡ {término constante}
(x \triangleright xs) = [] \lor prefijo.xs.ys \land x = y
≡ {prop de constr}
false \lor prefijo.xs.ys \land x = y
prefijo.xs.ys \land x = y
El programa es:
                                  prefijo.xs.as = \langle \exists as,bs : ys = as ++ bs : xs = as \rangle
                                  prefijo :: [a] \rightarrow [a] \rightarrow Bool
                                  prefijo.xs.[] = xs = []
                                  prefijo. [].ys = True
                                  prefijo.(x \triangleright xs).(y \triangleright ys) = x = y \land prefijo.xs.ys
b)
seg.xs.ys = \langle \exists as, bs, cs : ys = as ++ bs ++ cs : xs = bs \rangle
seg.xs.ys: \textbf{[A]} \rightarrow \textbf{[A]} \rightarrow \textbf{Bool}
```

inducción sobre ys

prefijo.xs.(y⊳ys) ∨ seg.xs.ys

```
Caso recursivo
Hipótesis Inductiva: seg.xs.ys = \langle \exists as, bs, cs : ys = as ++ bs ++ cs : xs = bs \rangle
seg.xs.(y⊳ys)
= { especificación }
⟨ ∃ as, bs, cs : y y s = as ++ bs ++ cs : xs = bs ⟩
≡ { lógica }
\langle \exists as, bs, cs : \underline{y} \triangleright \underline{ys} = \underline{as} + \underline{+} \underline{bs} + \underline{+} \underline{cs} \land (\underline{as} = [] \lor \underline{as} \neq []) : xs = bs \rangle

≡ { distributiva ∧ con él ∨ y partición de rango }
⟨ ∃ as, bs, cs : y⊳ys = as ++ bs ++ cs ∧ as = [] : xs = bs ⟩ V
⟨ ∃ as, bs, cs : y⊳ys = <u>as</u> ++ bs ++ cs ∧ <u>as ≠ []</u> : xs = bs ⟩
\equiv { cambio de variable, as \leftarrow a \triangleright as }
⟨ ∃ as, bs, cs : y⊳ys = as ++ bs ++ cs ∧ as = [] : xs = bs ⟩ V
⟨ ∃ as, bs, cs : y⊳ys = a ▷ as ++ bs ++ cs ∧ a ▷ as ≠ [] : xs = bs ⟩
⟨ ∃ as, bs, cs : y⊳ys = as ++ bs ++ cs ∧ as = [] : xs = bs ⟩ V
\langle \exists as, bs, cs : y \triangleright ys = \underline{a} \triangleright \underline{as} + \underline{bs} + \underline{cs} : xs = bs \rangle
≡ { propiedades de concatenar}
⟨ ∃ as, bs, cs : y⊳ys = as ++ bs ++ cs ∧ as = [] : xs = bs ⟩ V
\langle \exists as, bs, cs : \underline{y} \triangleright \underline{ys} = \underline{a} \triangleright (\underline{as} + \underline{bs} + \underline{cs}) : xs = \underline{bs} \rangle
⟨ ∃ as, bs, cs : y⊳ys = as ++ bs ++ cs ∧ as = [] : xs = bs ⟩ V
\langle \exists as, bs, cs : \underline{y = a} \land ys = as ++ bs ++ cs : xs = bs \rangle
≡ { eliminación de variable }
⟨ ∃ as, bs, cs : y⊳ys = as ++ bs ++ cs ∧ as = [] : xs = bs ⟩ V
\langle \exists as, bs, cs : ys = as ++ bs ++ cs : xs = bs \rangle
≡ { H.I. }

⟨ ∃ as, bs, cs : y⊳ys = <u>as</u> ++ bs ++ cs ∧ <u>as = []</u> : xs = bs ⟩ V seg.xs.ys

= { eliminación de variable }
⟨ ∃ bs, cs : y⊳ys = [] ++ bs ++ cs : xs = bs ⟩ V seg.xs.ys
= { propiedades de listas }
\langle \exists bs, cs : y \triangleright ys = bs ++ cs : xs = bs \rangle \lor seg.xs.ys
■ { Modularización, especificación de prefijo }
```

Caso base

```
seg.xs.[]
```

El programa resulta

```
seg.xs.ys: [A] \rightarrow [A] \rightarrow Bool
seg.xs.[] \stackrel{.}{=} xs = []
seg.xs.(y\trianglerightys) \stackrel{.}{=} prefijo.xs.(y\trianglerightys) \vee seg.xs.ys
prefijo: [A] \rightarrow [A] \rightarrow Bool
prefijo.xs.[] \stackrel{.}{=} xs = []
prefijo.[].(y\trianglerightys) \stackrel{.}{=} True
prefijo.(x\trianglerightxs).(y\trianglerightys) \stackrel{.}{=} prefijo.xs.ys \wedge x = y
```

- 8. Derivar funciones para:
 - a) Suma mínima de un segmento:

```
sumaMin.xs = \langle \text{Min } as, bs, cs : xs = as + bs + cs : sum.bs \rangle
```

b) Máxima longitud de elementos iguales a e:

```
\max \text{LongEq.} e.xs = \langle \text{Max } as, bs, cs : xs = as + bs + cs \land iga.e.bs : \#bs \rangle
```

donde iga es la función del ejercicio 2.b del práctico 2.

```
a) sumaMin.xs = (Min as, bs, cs : xs = as ++ bs ++ cs : sum.bs )
```

Caso recursivo Hipótesis Inductiva sumaMin.xs = \langle Min as, bs, cs : xs = as ++ bs ++ cs : sum.bs \rangle sumaMin.(x⊳xs) \langle Min as, bs, cs : $x \triangleright xs = as ++ bs ++ cs : sum.bs <math>\rangle$ ≡ { lógica } $\langle Min as, bs, cs : x \triangleright xs = \underline{as ++ bs ++ cs \wedge (as = [] \vee as \neq [])} : sum.bs \rangle$ **≡** { distributiva ∧ con ∨ } \langle Min as, bs, cs : $(x \triangleright xs = as ++ bs ++ cs \land as = []) <math>\lor (x \triangleright xs = as ++ bs ++ cs \land as \neq [])$: sum.bs \rangle **=** { partición de rango } \langle Min as, bs, cs : $x \triangleright xs = as ++ bs ++ cs \land as = [] : sum.bs <math>\rangle$ min $\langle Min \ as, \ bs, \ cs : x \triangleright xs = as ++ bs ++ cs \land \underline{as \neq []} : sum.bs \rangle$ **≡** { cambio de variable, as ← a⊳as } \langle Min a, as, bs, cs : x \triangleright xs = as ++ bs ++ cs \wedge as = [] : sum.bs \rangle min $\langle Min \ as, \ bs, \ cs : x \triangleright xs = a \triangleright as ++ bs ++ cs \land \underline{a} \triangleright \underline{as} \neq [] : sum.bs \rangle$ ≡ {lógica y elem. neutro del ∧} \langle Min a, as, bs, cs : x \triangleright xs = as ++ bs ++ cs \wedge as = [] : sum.bs \rangle min $\langle Min \ as, \ bs, \ cs : x \triangleright xs = \underline{a} \triangleright \underline{as} + \underline{+} \underline{bs} + \underline{+} \underline{cs} : sum.bs \rangle$ **=** { propiedades de listas } \langle Min a, as, bs, cs : x \triangleright xs = as ++ bs ++ cs \wedge as = [] : sum.bs \rangle min $\langle Min as, bs, cs : x \triangleright xs = a \triangleright (as ++ bs ++ cs) : sum.bs \rangle$ **=** { propiedades de listas } \langle Min a, as, bs, cs : $x \triangleright xs = as ++ bs ++ cs \land as = [] : sum.bs <math>\rangle$ min \langle Min as, bs, cs : $\mathbf{x} = \mathbf{a} \wedge xs = as ++ bs ++ cs : sum.bs <math>\rangle$ **=** { eliminación de variable a } \langle Min as, bs, cs : $x \triangleright xs = as ++ bs ++ cs \land as = [] : sum.bs <math>\rangle$ min ⟨Min as, bs, cs : xs = as ++ bs ++ cs : sum.bs ⟩ **≡** { H.I. } $\langle Min \, \underline{as}, \, bs, \, cs : x \triangleright xs = \underline{as} ++ bs ++ cs \wedge \underline{as} = []: sum.bs \rangle min sumaMin.xs$ **=** { eliminación de variable } $\langle Min bs, cs : x \triangleright xs = [] ++ bs ++ cs : sum.bs \rangle min sumaMin.xs$ **=** { propiedades de listas }

(Min bs, cs : x⊳xs = bs ++ cs : sum.bs) min sumaMin.xs

Modularización

```
Específico
```

```
\underline{\mathsf{msumaMin.xs}} = \langle \underline{\mathsf{Min}} \ \underline{\mathsf{bs}}, \ \underline{\mathsf{cs}} : \underline{\mathsf{xs}} = \underline{\mathsf{bs}} + + \underline{\mathsf{cs}} : \underline{\mathsf{sum.bs}} \rangle
```

```
Caso base xs = []
msumaMin.[]
= { especificación }
\langleMin bs, cs : [] = bs ++ cs : sum.bs \rangle
≡ { propiedades de listas }
\langle Min bs, cs : \underline{bs = [] \land cs = []} : sum.bs \rangle
≡ { eliminación de variable cs, rango unitario }
sum.[]
= { definición de sum }
0
Caso recursivo
 Hipótesis Inductiva: msumaMin.xs = \langle Min bs, cs : xs = bs ++ cs : sum.bs \rangle
msumaMin.(x⊳xs)
= { especificación }
(Min bs, cs : <u>x⊳xs = bs ++ cs</u> : sum.bs )
■ { lógica }
\langle Min bs, cs : \underline{x} \triangleright \underline{xs} = \underline{bs} + \underline{+} \underline{cs} \wedge \underline{(bs} = \underline{[]} \vee \underline{bs} \neq \underline{[]}) : sum.bs \rangle
\equiv { distributiva \land con \lor }
\langle \text{Min bs, cs : } (\underline{x} \triangleright \underline{x} \underline{s} \underline{=} \underline{b} \underline{s} + \underline{c} \underline{s} \wedge \underline{b} \underline{s} \underline{=} \underline{[]}) \vee (\underline{x} \triangleright \underline{x} \underline{s} \underline{=} \underline{b} \underline{s} + \underline{c} \underline{s} \wedge \underline{b} \underline{s} \underline{\neq} \underline{[]}) : \text{sum.bs } \rangle
≡ { partición de rango }
\langle Min bs, cs : x \triangleright xs = bs ++ cs \wedge bs = [] : sum.bs \rangle min
\langle Min \underline{bs}, cs : x \triangleright xs = \underline{bs} ++ cs \land \underline{bs \neq []} : sum.bs \rangle
≡ { cambio de variable, bs ← b⊳bs }
\langle Min bs, cs : x \triangleright xs = bs ++ cs \land bs = [] : sum.bs \rangle min
\langle Min bs, cs : x \triangleright xs = b \triangleright bs ++ cs \land \underline{b} \triangleright bs \neq [] : sum.(b \triangleright bs) \rangle
≡ { lógica y neutro del ∧ }
```

 $\langle Min bs, cs : x \triangleright xs = bs ++ cs \land bs = [] : sum.bs \rangle min$

```
\langle Min bs, cs : x \triangleright xs = \underline{b} \triangleright \underline{bs} ++ \underline{cs} : sum.(b \triangleright bs) \rangle
≡ { propiedades de listas }
\langle Min bs, cs : x \triangleright xs = bs ++ cs \land bs = [] : sum.bs <math>\rangle min
\langle Min bs, cs : \underline{x} \triangleright xs = \underline{b} \triangleright (\underline{bs} + \underline{cs}) : sum.(\underline{b} \triangleright bs) \rangle
≡ { propiedades de listas }
\langle Min bs, cs : x \triangleright xs = bs ++ cs \land bs = [] : sum.bs <math>\rangle min
\langle Min bs, cs : \underline{x = b} \land xs = bs ++ cs : sum.(b \triangleright bs) \rangle

≡ { eliminación de variable }

\langle Min bs, cs : x \triangleright xs = bs ++ cs \land bs = [] : sum.bs \rangle min
(Min bs, cs : xs = bs ++ cs : <u>sum.(x⊳bs)</u>)
≡ { definición de sum }
\langle Min bs, cs : x \triangleright xs = bs ++ cs \land bs = [] : sum.bs \rangle min
(Min bs, cs : xs = bs ++ cs : x + sum.bs)
= { distributividad }
\langle Min bs, cs : x \triangleright xs = bs ++ cs \land bs = [] : sum.bs \rangle min
(\underline{\langle Min bs, cs : xs = bs ++ cs : sum.bs \rangle} + x)
≡ { H.I. }
\langle Min \underline{bs}, cs : x \triangleright xs = \underline{bs} ++ cs \land \underline{bs} = [] : sum.bs \rangle min (msumaMin.xs + x)
= { eliminación de variable bs }
\langle Min \ cs : x \triangleright xs = [] ++ cs : sum.[] \rangle min (msumaMin.xs + x)
≡ { propiedades de listas }
\langle Min \ cs : x \triangleright xs = cs : \underline{sum.[]} \rangle min (msumaMin.xs + x)
≡ { término constante }
sum.[] (min msumaMin.xs + x)

≡ { definición de sum }
0 \min (msumaMin.xs + x)
Caso base de sumaMin
sumaMin.[]
= { especificación }
(Min as, bs, cs : [] = as ++ bs ++ cs : sum.bs )
= { propiedades de listas }
\langle Min \underline{as}, bs, \underline{cs} : \underline{as} = [] \land bs = [] \land \underline{cs} = [] : \underline{sum.bs} \rangle
= { eliminación de variables as y cs, rango unitario }
<u>sum.[]</u>
= { definición de sum }
```

```
0
```

```
El programa resulta
```

```
sumaMin : [Num] \rightarrow Num
                            sumaMin.[] = 0
                            sumaMin.(x⊳xs) = msumaMin.(x⊳xs) min sumaMin.xs
                            msumaMin : [Num] → Num
                            msumaMin.[] \doteq 0
                            msumaMin.(x \triangleright xs) = 0 min (msumaMin.xs + x)
b)
maxLongEq.e.xs = \langleMax as, bs, cs : xs = as ++ bs ++ cs \wedge iga.e.bs : #bs \rangle
Inducción en xs
Caso recursivo
Hipótesis Inductiva: maxLongEq.e.xs = \langleMax as, bs, cs : xs = as ++ bs ++ cs \wedge iga.e.bs : #bs \rangle
maxLongEq.e.(x⊳xs)
= { especificación }
⟨ Max as, bs, cs : x⊳xs = <u>as ++ bs ++ cs</u> ∧ iga.e.bs : #bs ⟩
\langle Max as, bs, cs : x \triangleright xs = as ++ bs ++ cs \land iga.e.bs \land (as = [] \lor as \neq []) : \#bs \rangle
\langle Max as, bs, cs : (x \triangleright xs = as ++ bs ++ cs \land iga.e.bs \land as = []) <math>\lor (x \triangleright xs = as ++ bs ++ cs \land iga.e.bs \land as = []) \lor (x \triangleright xs = as ++ bs ++ cs \land iga.e.bs \land as = [])
iga.e.bs ∧ as ≠ []) : #bs >
≡ { partición de rango }
\langle Max as, bs, cs : x \triangleright xs = as ++ bs ++ cs \land iga.e.bs \land as = [] : #bs <math>\rangle max
\langle Max as, bs, cs : x \triangleright xs = as ++ bs ++ cs \land iga.e.bs <math>\land as \neq [] : #bs \rangle
\equiv { cambio de variable, as \leftarrow a \triangleright as }
\langle Max as, bs, cs : x \triangleright xs = as ++ bs ++ cs \land iga.e.bs \land as = [] : #bs <math>\rangle max
\langle \text{ Max } \underline{a, as}, \text{ bs, cs } : x \triangleright xs = a \triangleright as ++ bs ++ cs \land iga.e.bs \land \underline{a} \triangleright as \neq []: #bs \rangle
```

```
\langle Max as, bs, cs : x \triangleright xs = as ++ bs ++ cs \land iga.e.bs \land as = [] : #bs <math>\rangle max
⟨ Max a, as, bs, cs : x⊳xs = <u>a ⊳ as ++ bs ++ cs</u> ∧ iga.e.bs : #bs ⟩
= { propiedades de listas }
\langle Max as, bs, cs : x \triangleright xs = as ++ bs ++ cs \land iga.e.bs \land as = [] : #bs <math>\rangle max
⟨ Max a, as, bs, cs : x > xs = a > (as ++ bs ++ cs) ∧ iga.e.bs : #bs ⟩
= { propiedades de listas }
⟨ Max as, bs, cs : x⊳xs = as ++ bs ++ cs ∧ iga.e.bs ∧ as = [] : #bs ⟩ max
\langle \text{Max } \underline{\mathbf{a}}, \text{ as, bs, cs } : \underline{\mathbf{x} = \mathbf{a}} \land \text{ xs = as ++ bs ++ cs } \land \text{ iga.e.bs } : \#bs \rangle
\langle Max \ as, \ bs, \ cs : x \triangleright xs = as ++ bs ++ cs \land iga.e.bs \land as = [] : \#bs \rangle max
\langle Max as, bs, cs : xs = as ++ bs ++ cs \wedge iga.e.bs : #bs \rangle
≡ { H.I. }
\langle \text{Max } \underline{as}, \text{ bs, cs : } x \triangleright xs = \underline{as} ++ \text{ bs } ++ \text{ cs } \wedge \text{ iga.e.bs } \wedge \underline{as = []} : \#bs \rangle \text{ max maxLongEq.e.xs}
= { eliminación de variable (as) }
\langle Max bs, cs : x \triangleright xs = [] ++ bs ++ cs \land iga.e.bs : #bs \rangle max maxLongEq.e.xs
= { propiedades de listas }
(Max bs, cs : x⊳xs = bs ++ cs ∧ iga.e.bs : #bs) max maxLongEq.e.xs
Modularización
Especifico
mMaxLongEq.e.xs = \langle Max bs, cs : xs = bs ++ cs \land iga.e.bs : \#bs \rangle
Derivación (inducción en xs)
Caso recursivo
Hipótesis Inductiva: mMaxLongEq.e.xs = \langleMax bs, cs : xs = bs ++ cs \wedge iga.e.bs : #bs \rangle
mMaxLongEq.e.(x⊳xs)
= { especificación }
\langle Max bs, cs : x \triangleright xs = \underline{bs ++ cs} \land iga.e.bs : \#bs \rangle
≡ { lógica }
\langle Max bs, cs : \underline{x} \triangleright \underline{xs} = \underline{bs} + \underline{cs} \wedge \underline{iga.e.bs} \wedge \underline{(bs} = [] \vee \underline{bs} \neq []) : \#bs \rangle
■ { lógica }
\langle \text{Max bs, cs} : (x \triangleright xs = bs ++ cs \land iqa.e.bs \land bs = []) \lor (x \triangleright xs = bs ++ cs \land iqa.e.bs \land bs \neq []) : \#bs \rangle
= { partición de rango }
\langle \text{Max } \underline{\textbf{bs}}, \text{ cs : } x \triangleright xs = \underline{\textbf{bs}} ++ \text{ cs } \wedge \text{ iga.e.bs } \wedge \underline{\textbf{bs}} = [] : \#bs \rangle \text{ max}
\langle Max bs, cs : x \triangleright xs = bs ++ cs \land iga.e.bs \land bs \neq [] : \#bs \rangle
```

```
(Max cs : x ▷ xs = [] ++ cs ∧ iga.e.[] : #[] > max
\langle Max bs, cs : x \triangleright xs = bs ++ cs \land iga.e.bs \land bs \neq [] : \#bs \rangle
≡ { propiedades de listas }
\langle \text{Max cs} : x \triangleright xs = \text{cs} \land \underline{\text{iga.e.[]}} : \#[] \rangle \text{max}
\langle Max bs, cs : x \triangleright xs = bs ++ cs \land iga.e.bs \land bs \neq [] : \#bs \rangle
(Max cs : x ⊳ xs = cs : #[] ) max
\langle Max bs, cs : x \triangleright xs = bs ++ cs \land iga.e.bs \land bs \neq [] : \#bs \rangle
≡ { Rango Constante}
#[] max \langle Max bs, cs : x\trianglerightxs = bs ++ cs \wedge iga.e.bs \wedge bs \neq [] : #bs \rangle
= { definición de # }
0 max \langleMax <u>bs</u>, cs : x \triangleright xs = <u>bs</u> ++ cs \wedge iga.e.<u>bs</u> \wedge <u>bs \neq []</u> : #bs \rangle
≡ { cambio de variable, bs ← b⊳bs }
0 max \langleMax b, bs, cs : x \triangleright xs = b \triangleright bs ++ cs \wedge iga.e.(b \triangleright bs) \wedge b\trianglerightbs \neq [] : #(b \triangleright bs) \rangle
0 max \langleMax b, bs, cs : x\trianglerightxs = b \triangleright bs ++ cs \wedge iga.e.(b \triangleright bs) : #(b<math>\trianglerightbs) \rangle
= { propiedades de listas }
0 max \langleMax b, bs, cs : x \triangleright xs = b \triangleright (bs ++ cs) \land iga.e.(b \triangleright bs) : \#(b \triangleright bs) \rangle
= { propiedades de listas }
0 \text{ max } \langle \text{Max } \underline{\mathbf{b}}, \text{ bs, cs } : \underline{\mathbf{x} = \mathbf{b}} \wedge \text{ xs } = \text{bs } ++ \text{ cs } \wedge \text{ iga.e.} (b \triangleright \text{bs}) : \#(b \triangleright \text{bs}) \rangle
= { eliminación de variable b }
0 max \langleMax bs, cs : xs = bs ++ cs \wedge iga.e.(x\trianglerightbs) : #(x\trianglerightbs) \rangle
0 max \langle Max bs, cs : xs = bs ++ cs \land x = e \land iga.e.bs : \#(x \triangleright bs) \rangle
Análisis por casos
x = e
0 max \langleMax bs, cs : xs = bs ++ cs \wedge \underline{x = e} \wedge iga.e.bs : #(x\trianglerightbs) \rangle
\equiv \{ x = e \equiv True, lógica \}
0 max \langleMax bs, cs : xs = bs ++ cs \wedge iga.e.bs : \#(x \triangleright bs) \rangle
= { definición de # }
0 max \langleMax bs, cs : xs = bs ++ cs \wedge iga.e.bs : \#bs+1 \rangle
= { distributividad }
0 max (\langle Max bs, cs : xs = bs ++ cs \land iqa.e.bs : \#bs \rangle + 1)
```

```
≡ { H.I. }
0 max (mMaxLongEq.e.xs + 1)
x≠e
0 max \langleMax bs, cs : xs = bs ++ cs \wedge \underline{\mathbf{x} = \mathbf{e}} \wedge iga.e.bs : #(x>bs) \rangle
\equiv \{ x = e \equiv False, lógica \}
0 max ⟨Max bs, cs : False : #(x ▷ bs) ⟩
≡ { rango vacío, el neutro para Max es 0 cuando se considera # }
<u>0 max 0</u>
= { resuelvo }
Caso base para mMaxLongEq
mMaxLongEq.e.[]
= { especificación }
\langle Max bs, cs : [] = bs ++ cs \land iga.e.bs : #bs \rangle
= { propiedades de listas }
\langle Max bs, \underline{cs} : bs = [] \land \underline{cs} = [] \land iga.e.bs : \#bs \rangle
= { eliminación de variable cs }
\langle Max bs : \underline{bs} = [] \land \underline{iga.e.bs} : \#bs \rangle
= { Leibniz 2 }
\langle Max bs : bs = [] \land iga.e.[] : \#bs \rangle
= { definición de iga, lógica }
⟨Max bs : bs = [] : #bs ⟩
= { rango unitario }
#<u>[]</u>
= { definición de # }
0
Caso base de maxLongEq
maxLongEq.e.[]
= { especificación }
\langleMax as, bs, cs : xs = as ++ bs ++ cs \wedge iga.e.bs : #bs \rangle
= { propiedades de listas }
```

```
(Max as, bs, cs : as = [] \( \) bs = [] \( \) cs = [] \( \) iga.e.bs : #bs \)
= { eliminación de variable cs, as }
(Max bs : \( \) bs = [] \( \) iga.e.bs : #bs \)
= { Leibniz 2 }
(Max bs : \( \) bs = [] \( \) iga.e.[] : #bs \)
= { definición de iga, lógica }
(Max bs : \( \) bs = [] : #bs \)
= { rango unitario }
#[]
= { definición de # }
0
El programa resulta
```

```
maxLongEq.e.[] \doteq 0 maxLongEq.e.(x\trianglerightxs) \doteq mMaxLongEq.e.(x\trianglerightxs) max maxLongEq.e.xs mMaxLongEq.e.[] \doteq 0 mMaxLongEq.e.(x\trianglerightxs) \doteq ( x = e \rightarrow 0 max (mMaxLongEq.e.xs + 1) \qquad \qquad x \neq e \rightarrow 0
```