# **Proof Techniques**

- Why we need proof methods
- Proof by contraposition
- Proof by contradiction
- Recursion: review
- Mathematical induction
- Fibonacci analysis

## Mathematical proofs all have their basis in formal logic.

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### Intuition may not be correct.

• Example:  $n! < n^2$  is easy to show for n=1,2,3, but what about for larger n?

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However, proof by direct derivation can be difficult

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  - Then  $n^2 = 4k^2 = 2(2k^2)$  which, by definition, is even.

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- Claim: If 3x = x, then x = 0.
- If the claim is wrong, then 3x = x is true for some  $x \neq 0$
- Divide both sides by x (since x ≠ 0)
- This implies 3=1, which contradicts existing knowledge
- Therefore, if 3x=x then x=0.

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### Example 3:

- Claim: For any integers a and b, a+b≥ 15 implies that a≥8 or b≥8
- If the claim is wrong, there are solutions a and b such that both are integers and both are smaller than 8
- .....

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### Many computations are naturally self-referential.

- Mergesort, FFT, gcd.
- Linked data structures.
- A folder contains files and other folders.

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- S(1) = 2 base case
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It is often convenient to define objects recursively because it is then easier to develop algorithms for such objects by using **recursion**.

Recursive definitions lend themselves to proof by mathematical induction

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#### As a Java method:

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### Recur once per method

- Perform a single recursive call
- This step may have a test that decides which of several possible recursive calls to make, but it should ultimately make just one of these calls
- Define each possible recursive call so that it makes progress towards a base case.

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#### Example:

- Reversing an array
  - Input: An array A and nonnegative integer indices i and j
  - Output: Reversal of the elements in A starting at index i and ending at j

```
public static void ReverseArray(A, i, j):

if i < j then

Swap A[i] and A[j]

ReverseArray(A, i + 1, j - 1)

return
```

# Defining arguments for recursion

In creating recursive methods, it is important to define the methods in ways that facilitate recursion.

This sometimes requires we define additional parameters that are passed to the method.

 For example, we defined the array reversal method as ReverseArray(A, i, j), not ReverseArray(A).

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#### Example:

- Input: An array A and nonnegative integer indices i and j
- Output: Reversal of the elements in A starting at index i and ending at j

```
public static void IterativeReverseArray(A, i, j):
    while i < j do
        Swap A[i] and A[j]
        i = i + 1
        j = j - 1
    return</pre>
```

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#### Example

- Problem: add all the numbers in an integer array A:
  - Input: An array A and integers i and n
  - Output: The sum of the n integers in A starting at index i

```
public static int BinarySum(A, i, n):
    if n = 1 then
        return A[i]
    return BinarySum(A, i, n/2) + BinarySum(A, i + n/2, n/2)
```

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- Show that the first among an infinite sequence of claims is true.
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- Conclusion: Since claim is true for the base case, must be true for all subsequent cases.



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For any domino presented in a long row of dominoes, it will fall if we assume:

- The first domino falls
- When a domino falls, the next one also falls



# Mathematical induction example

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Note: when claim is assumed true for all values ≤ n' it is called weak induction; when assumed true for only n' it is called strong induction

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### Computing Fibonacci numbers

### Recursive algorithm (first attempt):

- Input: Nonnegative integer k
- Output: The kth Fibonacci number F<sub>k</sub>

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• That is,  $n_k > 2^{k/2}$ .

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- $n_8 = n7 + n6 + 1 = 41 + 25 + 1 = 67$

#### Note that $n_k$ at least doubles every other time

- That is,  $n_k > 2^{k/2}$ .
- This is exponential growth, which is even larger than quadratic

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LinearFibonacci makes k-1 recursive calls

# Algorithm development revisited

### Algorithm development revisited

### Steps to developing a usable algorithm.

- Model the problem.
- Find an algorithm (and data structure) to solve it.
- Fast enough? Fits in memory?
- If not, figure out why.
- Find a way to address the problem.
- Iterate until satisfied.