

VDM-SL Sorting Algorithms

IFAD

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1 Introduction

This document is part of the examples released with the *IFAD VDM-SL Toolbox* and it is located in the `vdmhome/examples` directory. The document illustrates a number of specifications of sorting algorithms and it is used in the *Getting Started* section in the *Users Manual* to introduce the basic functionalities of the Toolbox.

2 Specifications

The first example shows the standard merge sort algorithm well known from standard text books.

functions

```
1.0  MergeSort :  $\mathbb{R}^* \rightarrow \mathbb{R}^*$ 
.1   MergeSort (l)  $\triangleq$ 
.2   cases l :
.3   []  $\rightarrow$  l,
.4   [e]  $\rightarrow$  l,
.5   others  $\rightarrow$  let l1  $\curvearrowright$  l2  $\in \{l\}$  be st abs (len l1 - len l2) < 2 in
.6             let l-l = MergeSort (l1),
.7             l-r = MergeSort (l2) in
.8             Merge (l-l, l-r)
.9   end;
```



```
2.0  Merge :  $\mathbb{Z}^* \times \mathbb{Z}^* \rightarrow \mathbb{Z}^*$ 
.1   Merge (l1, l2)  $\triangleq$ 
.2   cases mk- (l1, l2) :
.3   mk- ([], l), mk- (l, [])  $\rightarrow$  l,
.4   others  $\rightarrow$  if hd l1  $\leq$  hd l2
.5             then [hd l1]  $\curvearrowright$  Merge (tl l1, l2)
.6             else [hd l2]  $\curvearrowright$  Merge (l1, tl l2)
.7   end
```

The next example shows an implicit specification of a sorting algorithm. The `ImplSort` function cannot be interpreted as it is described here, but the other VDM-SL tools like the latex generator, the type checker and the syntax checker can process the full VDM-SL language and therefore also this specification.

types

```
3.0  PosReal = ℝ
.1   inv r  $\triangleq$   $r \geq 0$ 
```

functions

```
4.0  ImplSort (l : PosReal*) r : PosReal*
.1   post IsPermutation (r, l)  $\wedge$  IsOrdered (r) ;

5.0  IsPermutation : ℝ*  $\times$  ℝ*  $\rightarrow$  ℬ
.1   IsPermutation (l1, l2)  $\triangleq$ 
.2    $\forall e \in (\text{elems } l1 \cup \text{elems } l2) .$ 
.3    $\text{card } \{i \mid i \in \text{inds } l1 \cdot l1(i) = e\} =$ 
.4    $\text{card } \{i \mid i \in \text{inds } l2 \cdot l2(i) = e\};$ 

6.0  IsOrdered : ℝ*  $\rightarrow$  ℬ
.1   IsOrdered (l)  $\triangleq$ 
.2    $\forall i, j \in \text{inds } l \cdot i > j \Rightarrow l(i) \geq l(j);$ 
```

In the following example we have changed the implicit function **ImplSort** to an explicit version **ExplSort**. This is done by changing the **IsPermutation** test to a generator function.

```
7.0  ExplSort : PosReal*  $\rightarrow$  PosReal*
.1   ExplSort (l)  $\triangleq$ 
.2   let r  $\in$  Permutations (l) be st IsOrdered (r) in
.3   r;

8.0  Permutations : ℝ*  $\rightarrow$  ℝ*-set
.1   Permutations (l)  $\triangleq$ 
.2   cases l :
.3   [], [-]  $\rightarrow$  {l},
.4   others  $\rightarrow \bigcup \{ \{ [l(i)] \curvearrowright j \mid$ 
.5    $j \in \text{Permutations } (\text{RestSeq } (l, i)) \} \mid$ 
.6    $i \in \text{inds } l \}$ 
.7   end;

9.0  RestSeq : ℝ*  $\times$  ℕ  $\rightarrow$  ℝ*
.1   RestSeq (l, i)  $\triangleq$ 
.2   [l(j) | j  $\in$  (inds l  $\setminus$  {i})];
```

The last example is also a standard algorithm based on the principle of sorting by insertion.

```

10.0  DoSort :  $\mathbb{R}^* \rightarrow \mathbb{R}^*$ 
      .1  DoSort (l)  $\triangleq$ 
      .2    if l = []
      .3    then []
      .4    else let sorted = DoSort (tl l) in
      .5      InsertSorted (hd l, sorted);

11.0  InsertSorted : PosReal  $\times$  PosReal*  $\rightarrow$  PosReal*
      .1  InsertSorted (i, l)  $\triangleq$ 
      .2    cases true :
      .3      (l = [])  $\rightarrow$  [i],
      .4      (i  $\leq$  hd l)  $\rightarrow$  [i]  $\frown$  l,
      .5      others  $\rightarrow$  [hd l]  $\frown$  InsertSorted (i, tl l)
      .6    end

```

Test Suite : sort.vdm.ts
Module : DefaultMod

Name	#Calls	Coverage
DoSort	4	✓
InsertSorted	3	62%
Total Coverage		76%