This module specifies the iterator structure used in the go-immutable-radix project (https://github.com/hashicorp/go-immutable-radix/).

The iterator is meant to seek to some point in a radix tree and read all the subsequent values until it is over. Many algorithms make use of this "ordered read" property. This module specifies only the "read next" algorithm used by go-immutable-radix. From here, modules such as RadixSeekLowerBound, RadixSeekPrefix, etc. refine this module further to verify their own algorithms.

- Module RadixIterator -

```
LOCAL INSTANCE RadixTrees
LOCAL INSTANCE Sequences
LOCAL INSTANCE FiniteSets
LOCAL INSTANCE Integers
LOCAL INSTANCE TLC
 CmpOp is the comparison operator for ordered iteration. This should be TRUE
 if the first value is less than the second value.
CONSTANT CmpOp(\_, \_)
 TRUE iff the sequence s contains no duplicates. Copied from CommunityModules.
LOCAL isInjective(s) \stackrel{\Delta}{=} \forall i, j \in DOMAIN \ s : (s[i] = s[j]) \Rightarrow (i = j)
 Converts a set to a sequence that contains all the elements of S exactly once.
 Copied from CommunityModules.
LOCAL setToSeq(S) \stackrel{\triangle}{=} CHOOSE f \in [1 .. Cardinality(S) \rightarrow S] : isInjective(f)
 Copied from CommunityModules.
LOCAL mapThenFoldSet(op(\_, \_), base, f(\_), choose(\_), S) \triangleq LET iter[s \in SUBSET S] \triangleq
           IF s = \{\} THEN base
ELSE LET x \stackrel{\triangle}{=} choose(s)
                    IN op(f(x), iter[s \setminus \{x\}])
         iter[S]
  IN
 foldLeft folds op on all elements of seq from left to right, starting
 with the first element and base. Copied from Community Modules.
LOCAL foldLeft(op(\_, \_), base, seq) \stackrel{\Delta}{=}
  mapThenFoldSet(LAMBDA x, y : op(y, x), base,
                        LAMBDA i : seq[i],
                        LAMBDA s: CHOOSE i \in s: \forall j \in s: i \geq j,
                        DOMAIN seq)
```

Internal logic for *Iterate*. RECURSIVE $iterate(_,_)$ $iterate(T, prefix) \stackrel{\triangle}{=}$

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LET
    current \triangleq \text{IF } Len(T.Value) > 0 \text{ THEN } \langle T.Value \rangle \text{ ELSE } \langle \rangle
         current value of node (if exists)
    orderedEdges \stackrel{\Delta}{=} SortSeq(setToSeq(Domain T.Edges), CmpOp)
         ordering that we'll visit edges
    children \stackrel{\triangle}{=} [i \in 1 .. Len(orderedEdges) \mapsto
       iterate(T.Edges[orderedEdges[i]], prefix \circ T.Prefix)]
        children values, this is a tuple of tuples
    flatChildren \stackrel{\triangle}{=} foldLeft(LAMBDA x, y : x \circ y, \langle \rangle, children)
         children as a single tuple of values
        current \circ \mathit{flatChildren}
  IN
 Iterate implements the core iteration algorithm. Given a sequence of nodes
 this will return a sequence (not a set, since this is ordered) of keys that
 are visited in the tree.
Iterate(Stack) \triangleq
  foldLeft(\texttt{LAMBDA}\ x,\ y:x\circ y,
             [i \in 1 .. Len(Stack) \mapsto iterate(Stack[Len(Stack) - i + 1], \langle \rangle)])
```

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