
Rule 0.26 *⟨Cache Array Length in Loops⟩*

<pre>[...] contract A { [...] function f(pds) { [...] for(init; i < arr.length; upd) { stmts } stmts' } [...] }</pre>	=	<pre>[...] contract A' { [...] function f(pds) { [...] uint len = arr.length; for(init; i < len; upd) { stmts } stmts' } [...] }</pre>
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where

arr is an array whose length is accessed in the loop condition;
arr.length is the array length property accessed in each loop iteration;
len is a local variable that caches the array length;
init and *upd* are the loop initialization and update expressions;
i is the loop index variable;
stmts represents the loop body statements;
pds are the parameter declarations of function *f*;
stmts' represents statements following the loop.

provided

The array length is accessed in the loop condition on every iteration;
The array *arr* is not modified within the loop in a way that changes its length;
No operations within the loop (e.g., **push**, **pop**) alter the array size;
Caching the length does not affect the correctness of the loop;
The cached length remains valid throughout loop execution.

Invariant:

Let s_i and s'_i be the initial state of *A* and *A'*, respectively.
Let s_f and s'_f be the state reached by *A* and *A'*, respectively, after *A.f()* and *A'.f()* are executed from s_i and s'_i , respectively.
Then, the coupling invariant is

$$\forall s_i, s'_i. (s_i = s'_i) \rightarrow (s_f = s'_f)$$
