# fn compute\_score

Michael Shoemate

December 19, 2024

This proof resides in "contrib" because it has not completed the vetting process.

Proves soundness of compute\_score in mod.rs at commit f5bb719 (outdated<sup>1</sup>). compute\_score returns a score for each candidate passed in, where the score is the distance between the candidate and the ideal alpha-quantile.

### **Vetting History**

• Pull Request #456

## 1 Hoare Triple

#### Precondition

- TIA (input atom type) is a type with trait PartialOrd.
- x is non-null
- candidates is strictly increasing
- alpha\_numer / alpha\_denom is in [0,1]
- size\_limit \* alpha\_denom does not overflow

#### **Function**

```
def compute_score(
      x: list[TIA],
      candidates: list[TIA],
      alpha_num: usize,
      alpha_den: usize,
      size_limit: usize
  ) -> list[usize]:
      x = list(sorted(x))
10
      num_lt = [0] * len(candidates)
11
      num_eq = [0] * len(candidates)
12
13
      {\tt count\_lt\_eq\_recursive} (
14
15
           num_lt, # mutated in-place
           num_eq, # mutated in-place
```

<sup>&</sup>lt;sup>1</sup>See new changes with git diff f5bb719..58dbf54 rust/src/transformations/quantile\_score\_candidates/mod.rs

#### Postcondition

Each element in the return value corresponds to the score of the candidate at the same index in candidates:

compute\_score(
$$X, c, \alpha_{num}, \alpha_{den}, l$$
) =  $|\alpha_{den} \cdot \min(\#(X < c), l), \alpha_{num} \cdot \min(|X| - \#(X = c), l)|$  (1)

## 2 Proof

By the preconditions on  $compute\_count$ , and by sorting x, the preconditions on  $count\_lt\_eq\_recursive$  are satisfied.

By the definition of  $count_{lt_eq_recursive}$ ,  $num_{lt}$  contains the number of values in x less than c, for each candidate, and similarly for  $num_{eq}$ .

Then the score is evaluated for each candidate in a loop. The scoring function cannot overflow or return null because the risk of overflow is protected by the preconditions. The function is also completely nonnegative due to the use of abs\_diff.