Programming Languages:
Imperative Program Construction
7. Loop Construction III: Using Associativity

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1 General Use of Associativity

Tail Recursion

- A function f is *tail recursive* if it looks like:

$$\begin{array}{lll} f\ x & = h\ x, & \text{if } b\ x; \\ f\ x & = f\ (g\ x), & \text{if } \neg(b\ x). \end{array}$$

- Tail recursive functions can be naturally computed in a loop. To derive a program that computes $f\ X$ for given X:

$$\begin{array}{l} \textbf{con}\ X;\ \textbf{var}\ r, x; \\ \\ x := X \\ \{f\ x = f\ X\} \\ \textbf{do}\ \neg(b\ x) \rightarrow x := g\ x\ \textbf{od} \\ r := h\ x \\ \{r = f\ X\} \end{array}$$

provided that the loop terminates.

Using Associativity

- What if the function to be computed is not tail recursive?
- Consider function k such that:

$$\begin{array}{lll} k\ x & = a, & \text{if } b\ x; \\ k\ x & = h\ x \oplus k\ (g\ x), & \text{if } \neg(b\ x). \end{array}$$

where $\oplus$ is associative with identity e.

- Note that k is not tail recursive.
- Goal: establish $r = k\ X$ for given X.
- Trick: use an invariant $r \oplus k\ x = k\ X$.
  - 'computed' $\oplus$ 'to be computed' $= k\ X$.
  - Strategy: keep shifting stuffs from right hand side of $\oplus$ to the left, until the right is e.

Constructing the Loop Body

If $b\ x$ holds:

$$\begin{array}{ll} & r \oplus k\ x = k\ X \\ \equiv & \{\ b\ x\ \} \\ & r \oplus a = k\ X. \end{array}$$

Otherwise:

$$\begin{array}{ll} & r \oplus k\ x = k\ X \\ \equiv & \{\ \neg(b\ x)\ \} \\ & r \oplus (h\ x \oplus k\ (g\ x)) = k\ X \\ \equiv & \{\ \oplus \text{ associative }\ \} \\ & (r \oplus h\ x) \oplus k\ (g\ x) = k\ X \\ \equiv & (r \oplus k\ x = k\ X)[r, x \backslash r \oplus h\ x, g\ x]. \end{array}$$

The Program

$$\begin{array}{l} \textbf{con}\ X;\ \textbf{var}\ r, x; \\ \\ r, x := e, X \\ \{r \oplus k\ x = k\ X\} \\ \textbf{do}\ \neg(b\ x) \rightarrow r, x := r \oplus h\ x, g\ x\ \textbf{od} \\ \{r \oplus a = k\ X\} \\ r := r \oplus a \\ \{r = k\ X\} \end{array}$$

if the loop terminates.

2 Example: Exponentation

Exponentation Again

- Consider again computing A^B.

$$
\begin{array}{l}
\textbf{con}\ A, B : \mathit{Int}\ \{0 \leqslant B\} \\
\textbf{var}\ r : \mathit{Int} \\
? \\
\{r = A^B\}
\end{array}
$$

- Notice that:

$$
\begin{array}{rlll}
x^0 = & 1 & \\
x^y = & 1 \times (x \times x)^{y\ \mathbf{div}\ 2} & \text{if } \mathit{even}\ y, \\
= & x \times x^{y-1} & \text{if } \mathit{odd}\ y.
\end{array}
$$

- How does it fit the pattern above? (Hint: k now has type $(\mathit{Int} \times \mathit{Int}) \to \mathit{Int}$.)
- To be concrete, let us look at this specialised case in more detail.

Invariant and Initialisation

- To achieve $r = A^B$, introduce variables a, b and choose invariant $r \times a^b = A^B$.
- To satisfy the invariant, initialise with $r, a, b := 1, A, B$.
- If $b = 0$ we have $r = A^B$. Therefore the strategy would be use b as bound and decrease b.

Linear-Time Exponentation

- How to decrease b? One might try $b := b - 1$. We calculate:

$$
\begin{array}{l}
\quad (r \times a^b = A^B)[b \backslash b - 1] \\
= r \times a^{b-1} = A^B \quad .
\end{array}
$$

- To fullfill the spec below

$$
\begin{array}{l}
\{r \times a^b = A^B\} \\
r := ? \\
\{r \times a^{b-1} = A^B\}
\end{array}
$$

  One may choose $r := r \times a$.

- That results in the program (omitting the assertions):

$$
\begin{array}{l}
\textbf{con}\ A, B : \mathit{Int}\ \{0 \leqslant B\} \\
\textbf{var}\ r, a, b : \mathit{Int} \\
r, a, b := 1, A, B \\
\textbf{do}\ b \neq 0 \to r := r \times a; b := b - 1\ \textbf{od} \\
\{r = A^B\}
\end{array}
$$

- This program use $O(B)$ multiplications. But we wish to do better this time.

Try to Decrease Faster

- Or, we try to decrease b faster by halfing it (let $(/)$ denote integer division).

$$
\begin{array}{l}
\quad (r \times a^b = A^B)[b \backslash b\ /\ 2] \\
= r \times a^{b/2} = A^B \quad .
\end{array}
$$

- How to fullfill the spec below?

$$
\begin{array}{l}
\{r \times a^b = A^B\} \\
? \\
\{r \times a^{b/2} = A^B\}
\end{array}
$$

- If we choose $a := a \times a$:

$$
\begin{array}{l}
\quad (r \times a^{b/2})[a \backslash a \times a] \\
= r \times (a \times a)^{b/2} \\
= r \times (a^2)^{b/2} \\
= r \times a^{2 \times (b/2)} \\
= \quad \{\ \mathit{even}\ b\ \} \\
\quad r \times a^b \quad .
\end{array}
$$

- But wait! For the last step to be valid we need $\mathit{even}\ b$!
- That means the program fragment has to be put under a guarded command:

$$
\begin{array}{l}
\mathit{even}\ b \to \\
\quad \{r \times a^b = A^B \wedge \mathit{even}\ b\} \\
\quad a := a \times a \\
\quad \{r \times a^{b/2} = A^B\} \\
\quad b := b\ /\ 2 \\
\quad \{r \times a^b = A^B\}
\end{array}
$$

- For that we need to introduce an **if** in the loop body.

Fast Exponentiation

- We can put the $b := b - 1$ choice under an $\mathit{odd}\ b$ guard, resulting in the following program:

$$
\begin{array}{l}
\textbf{con}\ A, B : \mathit{Int}\ \{0 \leqslant B\} \\
\textbf{var}\ r, a, b : \mathit{Int} \\
r, a, b := 1, A, B \\
\{r \times a^b = A^B \wedge 0 \leqslant b, \mathit{bnd} : b\} \\
\textbf{do}\ b \neq 0 \to \\
\quad \textbf{if} \quad \mathit{odd}\ b \ \to r := r \times a \\
\qquad\qquad\qquad\quad b := b - 1 \\
\qquad \mid \mathit{even}\ b \to a := a \times a \\
\qquad\qquad\qquad\quad b := b\ /\ 2 \\
\quad \textbf{fi} \\
\textbf{od} \\
\{r = A^B\}
\end{array}
$$

- This program uses $O(\log B)$ multiplications.

Fast Exponentiation

- There is no reason, however, that you have to put the $b := b - 1$ choice under an $odd\ b$ guard.
- You might come up with something like this:

$$
\begin{array}{l}
\mathbf{con}\ A, B : \mathit{Int}\ \{0 \leqslant B\} \\
\mathbf{var}\ r, a, b : \mathit{Int} \\
r, a, b := 1, A, B \\
\{r \times a^b = A^B \wedge 0 \leqslant b, \mathit{bnd} : b\} \\
\mathbf{do}\ b \neq 0 \rightarrow \\
\quad r := r \times a \\
\quad b := b - 1 \\
\quad \mathbf{if}\ \quad \mathit{True} \quad \rightarrow \mathit{skip} \\
\quad \quad \mid \mathit{even}\ b \rightarrow a := a \times a \\
\quad \quad \quad \quad \quad \quad \quad b := b\ /\ 2 \\
\quad \mathbf{fi} \\
\mathbf{od} \\
\{r = A^B\}
\end{array}
$$

- This program would be correct! Every pieces of proofs we need has been constructed.
- But you do not get a faster program this way.

Side Note: Constructing Branches

- How do we construct branches?
- If a program fragment needs a side condition to work, we know that we need a guard.
- We keep constructing branches until the disjunction of all the guards can be satisfied.