

# COL765

## Minor Exam solutions

---

### Problem 1:

#### Program

```
addls_aux [] [] o c = (reverse o, c)
addls_aux (x:xs) (y:ys) o c =
  let ns = (x+y+c)`rem`10 in
  let nc = (x+y+c)`div`10 in
  addls_aux xs ys (ns:o) nc

addls n1 n2 = addls_aux n1 n2 [] 0
```

#### Proof of correctness/Invariant

From the usual definition of sum of two sequences of digits, we have:

$$Sum(a_{n-1} \dots a_1 a_0, b_{n-1} \dots b_1 b_0, carry) = \begin{cases} rem(s, 10) + 10 * Sum(a_{n-1} \dots a_1, b_{n-1} \dots b_1, s/10), & \text{for } n \geq 1 \\ 0, & \text{otherwise} \end{cases} \quad (1)$$

where,  $s = (a_0 + b_0 + carry)$ .

Similar recursion can be defined for carry.

#### Inductive invariant:

For input lists  $N1$  and  $N2$ , at each call to `addls_aux n1 n2 o c`, we have

$$reverse(o) ++ SumL(n1, n2, c) = SumL(N1, N2, 0)$$

where `reverse` is reverse of list, `++` is the concatenation operator, and `SumL` is the `Sum` definition (eq. (1)) extended to lists.

#### Proof of correctness:

*At entry:* `o` is `[]` and `n1`, `n2` are  $N1$ ,  $N2$  respectively. Hence the invariant holds.

*Maintenance:* Assume the invariant is true for the parameters, then we need to prove that it holds for the arguments in the next call as well. We have,

$$reverse(o) ++ SumL(n1, n2, c) = SumL(N1, N2, 0)$$

Expanding `n1` to `x:xs` and `n2` to `y:ys`,

$$reverse(o) ++ SumL(x : xs, y : ys, c) = SumL(N1, N2, 0)$$

Using eq. (1),

$$reverse(o) ++ (rem_{10}(x + y + c) : SumL(xs, ys, (x + y + c)/10)) = SumL(N1, N2, 0)$$

Moving around the list head,

$$reverse(rem_{10}(x + y + c) : o) ++ SumL(xs, ys, (x + y + c)/10) = SumL(N1, N2, 0)$$

Hence, the invariant holds in this case as well.

*Termination:* At the end, `n1` and `n2` are empty. Thus,  $SumL(N1, N2, 0) = reverse(o)$ , which completes the proof.

Similar reasoning can be made for carry.

## Problem 2:

```
module MySet where
data SetT a = SetOf [a]
    deriving (Eq, Show)

empty :: SetT a
empty = SetOf []

belongs :: Eq a => a -> SetT a -> Bool
belongs x (SetOf l) =
    case l of
        [] -> False
        y:ys -> if x == y
                    then True
                    else belongs x (SetOf ys)

add :: Eq a => a -> SetT a -> SetT a
add x (SetOf l) =
    if belongs x (SetOf l)
    then (SetOf l)
    else SetOf (x:l)

setUnion :: Eq a => SetT a -> SetT a -> SetT a
setUnion (SetOf l) (SetOf m) =
    case l of
        [] -> (SetOf m)
        x:xs -> if belongs x (SetOf m)
                    then setUnion (SetOf xs) (SetOf m)
                    else setUnion (SetOf xs) (SetOf (x:m))

setIntersection :: Eq a => SetT a -> SetT a -> SetT a
setIntersection (SetOf l) (SetOf m) =
    SetOf (intersectmerge l m)
    where
        intersectmerge [] ys = []
        intersectmerge xs [] = []
        intersectmerge (x:xs) (y:ys)
            | x < y = (intersectmerge xs (y:ys))
            | y < x = (intersectmerge (x:xs) ys)
            | otherwise = x:(intersectmerge xs ys)
```

## Problem 3:

*Basis.* (viz that 01 is valid and  $\#0(01) = \#1(01) = 1$  and length of 01 is 2.

*IH.* Assume for all valid bit strings  $s$  of length  $< k$ , for some  $k \geq 2$ , that  $\#0(s) = \#1(s)$ .

*Induction step.* Consider any valid bitstring  $u$  of length  $k$ . If  $k = 2$  then by rule 0 and rule3 there is exactly one bitstring 01 which is valid and for which we have

$\#0(01) = \#1(01) = 1$ . If  $k > 2$  then we have the following cases.

- Case  $u = 0s1$  where  $s$  is a valid bitstring of length  $< k$ . By IH we have  $\#0(s) = \#1(s)$ . Hence  $\#0(u) = \#0(s) + 1 = \#1(s) + 1 = \#1(u)$
- Case  $u = st$  where  $s$  and  $t$  are valid bitstrings each of length  $< k$  resp. By IH we have  $\#0(s) = \#1(s)$  and  $\#0(t) = \#1(t)$ . It follows that  $\#0(u) = \#0(s) + \#0(t) = \#1(s) + \#1(t) = \#1(u)$ .