

構成的アルゴリズム論の基本概念

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Constructive Algorithmics (Part I)

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Outline

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The First Exercise

The Maximum Segment Sum (mss) Problem

Try you best to design an *efficient* and *correct* program to compute the maximum of the sums of all segments of a given sequence of numbers, positive, negative, or zero.

$$mss [3, 1, -4, 1, 5, -9, 2] = 6$$

Reference

R.S. Bird: *Lecture Notes on Constructive Functional Programming*,
Technical Monograph PRG-69, ISBN 0-902928-51-1, 1988.

Subject

A *calculus* of functions for deriving programs from their specifications:

- a range of concepts and notations for defining *functions* over various data types (including lists, trees, and arrays);
- a set of *algebraic properties* for manipulating functions.

Outline

March 3:

[10:00 -12:00, 13:00 - 14:00] *Basic Concepts*

[14:00 - 17:00] *Deriving Programs for Manipulating Lists*

- ▶ Homomorphism: Join Lists
- ▶ Left Reduction: Snoc Lists

[17:00 - 18:00] *Exercises*

March 4:

[10:00 - 12:00, 13:00 - 14:00] *Deriving Programs for Manipulating Arrays*

[14:00 - 17:00] *Deriving Programs for Manipulating Trees*

[17:00 - 18:00] *Exercises*

Basic Concepts

A Problem

Consider the following simple identity:

$$(a_1 \times a_2 \times a_3) + (a_2 \times a_3) + a_3 + 1 = ((1 \times a_1 + 1) \times a_2 + 1) \times a_3 + 1$$

This equation generalizes in the obvious way to n variables a_1, a_2, \dots, a_n , and we will refer to it as *Horner's rule*.

- How many \times are used in each side?
- Can we generalize \times to \otimes , $+$ to \oplus ? What are the essential constraints for \otimes and \oplus ?
- Do you have suitable notation for expressing the Horner's rule concisely?

Functions

- A *function* f that has source type α and target type β is denoted by

$$f : \alpha \rightarrow \beta$$

We shall say that f takes arguments in α and returns results in β .

- *Function application* is written without brackets; thus $f\ a$ means $f(a)$. Function application is more binding than any other operation, so $f\ a \otimes b$ means $(f\ a) \otimes b$.
- Functions are *curried* and applications associates to the left, so $f\ a\ b$ means $(f\ a)\ b$ (sometimes written as $f_a\ b$).

- *Function composition* is denoted by a centralized dot (\cdot) . We have

$$(f \cdot g) \ x = f(g \ x)$$

- Binary operators will be denoted by \oplus , \otimes , \odot , etc. Binary operators can be *sectioned*. This means that (\oplus) , $(a\oplus)$ and $(\oplus a)$ all denote functions. The definitions are:

$$(\oplus) a b = a \oplus b$$

$$(a\oplus) b = a \oplus b$$

$$(\oplus b) a = a \oplus b$$

Exercise: If \oplus has type $\oplus : \alpha \times \beta \rightarrow \gamma$, then what are the types for (\oplus) , $(a\oplus)$ and $(\oplus b)$ for all a in α and b in β ?

Exercise: Show the following equation state that functional composition is associative.

$$(f \cdot) \cdot (g \cdot) = ((f \cdot g) \cdot)$$

- The identity element of $\oplus : \alpha \times \alpha \rightarrow \alpha$, if it exists, will be denoted by id_{\oplus} .
Thus,

$$a \oplus id_{\oplus} = id_{\oplus} \oplus a = a$$

Exercise: What is the identity element of functional composition?

- The constant values function $K : \alpha \rightarrow \beta \rightarrow \alpha$ is defined by the equation

$$K\ a\ b = a$$

Lists

- *Lists* are finite sequence of values of the same type. We use the notation $[\alpha]$ to describe the type of lists whose elements have type α .
 - Examples:
 - $[1, 2, 1] : [Int]$
 - $[[1], [1, 2], [1, 2, 1]] : [[Int]]$
 - $[] : [\alpha]$

- $[.] : \alpha \rightarrow [\alpha]$ maps elements of α into singleton lists.

$$[.] a = [a]$$

- The primitive operator on lists is *concatenation*, denoted by $++$.

$$[1] ++ [2] ++ [1] = [1, 2, 1]$$

Concatenation is associative:

$$x ++ (y ++ z) = (x ++ y) ++ z$$

Exercise: What is the identity for concatenation?

- **Algebraic View of Lists:**

- ▶ $([\alpha], ++, [])$ is a *monoid*.
- ▶ $([\alpha], ++, [])$ is a *free monoid* generated by α under the assignment $[\cdot] : \alpha \rightarrow [\alpha]$.
- ▶ $([\alpha]^+, ++)$ is a *semigroup*.

List Functions: Homomorphisms

A function h defined in the following form is called *homomorphism*:

$$\begin{aligned}h [] &= id_{\oplus} \\h [a] &= f\ a \\h (x ++ y) &= h\ x \oplus h\ y\end{aligned}$$

It defines a map from the monoid $([\alpha], ++, [])$ to the monoid $(\beta, \oplus : \beta \rightarrow \beta \rightarrow \beta, id_{\oplus} : \beta)$.

Property: h is *uniquely* determined by f and \oplus .

An Example: the function returning the length of a list.

$$\# [] = 0$$

$$\# [a] = 1$$

$$\# (x ++ y) = \# x + \# y$$

Note that $(Int, +, 0)$ is a monoid.

Bags and Sets

- A *bag* is a list in which the order of the elements is ignored. Bags are constructed by adding the rule that $++$ is commutative (as well as associative):

$$x ++ y = y ++ x$$

- A *set* is a bag in which repetitions of elements are ignored. Sets are constructed by adding the rule that $++$ is idempotent (as well as commutative and associative):

$$x ++ x = x$$

Map

The operator $*$ (pronounced *map*) takes a function on its left and a list on its right. Informally, we have

$$f * [a_1, a_2, \dots, a_n] = [f\ a_1, f\ a_2, \dots, f\ a_n]$$

Formally, $(f*)$ (or sometimes simply written as $f*$) is a homomorphism:

$$\begin{aligned} f * [] &= [] \\ f * [a] &= [f\ a] \\ f * (x ++ y) &= (f * x) ++ (f * y) \end{aligned}$$

Map Distributivity: $(f \cdot g)* = (f*) \cdot (g*)$

Exercise: Prove the map distributivity.

Reduce

The operator $/$ (pronounced *reduce*) takes an associative binary operator on its left and a list on its right. Informally, we have

$$\oplus/[a_1, a_2, \dots, a_n] = a_1 \oplus a_2 \oplus \dots \oplus a_n$$

Formally, $\oplus/$ is a homomorphism:

$$\begin{aligned} \oplus/[] &= id_{\oplus} \quad \{ \text{if } id_{\oplus} \text{ exists} \} \\ \oplus/[a] &= a \\ \oplus/(x ++ y) &= (\oplus/x) \oplus (\oplus/y) \end{aligned}$$

If \oplus is commutative as well as associative, then $\oplus/$ can be applied to bags; and if \oplus is also idempotent, then $\oplus/$ can be applied to sets.

Examples:

$max : [Int] \rightarrow Int$

$max = \uparrow /$

where $a \uparrow b = \text{if } a \leq b \text{ then } b \text{ else } a$

$head : [\alpha]^+ \rightarrow \alpha$

$head = \triangleleft /$

where $a \triangleleft b = a$

$last : [\alpha]^+ \rightarrow \alpha$

$last = \triangleright /$

where $a \triangleright b = b$

Promotion

The equations defining $f*$ and $\oplus/$ can be expressed as identities between *functions*.

Empty Rules

$$\begin{aligned} f * \cdot K [] &= K [] \\ \oplus / \cdot K [] &= id_{\oplus} \end{aligned}$$

One-Point Rules

$$\begin{aligned} f * \cdot [\cdot] &= [\cdot] \cdot f \\ \oplus / \cdot [\cdot] &= id \end{aligned}$$

Join Rules

$$\begin{aligned} f * \cdot ++ / &= ++ / \cdot (f*)^* \\ \oplus / \cdot ++ / &= \oplus / \cdot (\oplus /)^* \end{aligned}$$

Exercise: Prove the join rules.

An Example of Calculation

$$\begin{aligned}
 & \oplus / \cdot f * \cdot ++ / \cdot g * \\
 = & \quad \{ \text{map promotion} \} \\
 & \oplus / \cdot ++ / \cdot f * * \cdot g * \\
 = & \quad \{ \text{reduce promotion} \} \\
 & \oplus / \cdot (\oplus /) * \cdot f * * \cdot g * \\
 = & \quad \{ \text{map distribution} \} \\
 & \oplus / \cdot (\oplus / \cdot f * \cdot g) *
 \end{aligned}$$

Directed Reductions

We introduce two more computation patterns \rightarrow (pronounced *left-to-right reduce*) and \leftarrow (*right-to-left reduce*) which are closely related to $/$. Informally, we have

$$\begin{aligned}\oplus \rightarrow_e [a_1, a_2, \dots, a_n] &= ((e \oplus a_1) \oplus \dots \oplus a_n) \\ \oplus \leftarrow_e [a_1, a_2, \dots, a_n] &= a_1 \oplus (a_2 \oplus \dots \oplus (a_n \oplus e))\end{aligned}$$

Formally, we can define $\oplus \rightarrow_e$ on lists by two equations.

$$\begin{aligned}\oplus \rightarrow_e [] &= e \\ \oplus \rightarrow_e (x ++ [a]) &= (\oplus \rightarrow_e x) \oplus a\end{aligned}$$

Exercise: Give a formal definition for $\oplus \leftarrow_e$.

Directed Reductions without Seeds

$$\begin{aligned}\oplus \not\rightarrow [a_1, a_2, \dots, a_n] &= ((a_1 \oplus a_2) \oplus \dots) \oplus a_n \\ \oplus \not\leftarrow [a_1, a_2, \dots, a_n] &= a_1 \oplus (a_2 \oplus \dots \oplus (a_{n-1} \oplus a_n))\end{aligned}$$

Properties:

$$\begin{aligned}(\oplus \not\rightarrow) \cdot ([a] ++) &= \oplus \not\rightarrow_a \\ (\oplus \not\leftarrow) \cdot (++ [a]) &= \oplus \not\leftarrow_a\end{aligned}$$

An Example Use of Left-Reduce

Consider the right-hand side of Horner's rule:

$$(((1 \times a_1 + 1) \times a_2 + 1) \times \cdots + 1) \times a_n + 1$$

This expression can be written using a left-reduce:

$$\odot \nearrow_1 [a_1, a_2, \dots, a_n]$$

where $a \odot b = (a \times b) + 1$

Exercise: Give the definition of \ominus such that the following holds.

$$\ominus \nearrow [a_1, a_2, \dots, a_n] = (((a_1 \times a_2 + a_2) \times a_3 + a_3) \times \cdots + a_{n-1}) \times a_n + a_n$$

Accumulations

With each form of directed reduction over lists there corresponds a form of computation called an *accumulation*. These forms are expressed with the operators $\mathrel{\oplus\!\!\!\rightarrow}_e$ (pronounced *left-accumulate*) and $\mathrel{\oplus\!\!\!\leftarrow}_e$ (*right-accumulate*) and are defined informally by

$$\begin{aligned}\oplus\!\!\!\rightarrow_e[a_1, a_2, \dots, a_n] &= [e, e \oplus a_1, \dots, ((e \oplus a_1) \oplus \dots \oplus a_n)] \\ \oplus\!\!\!\leftarrow_e[a_1, a_2, \dots, a_n] &= [a_1 \oplus (a_2 \oplus \dots \oplus (a_n \oplus e)), \dots, a_n \oplus e, e]\end{aligned}$$

Formally, we can define $\oplus\!\!\!\rightarrow_e$ on lists by two equations by

$$\begin{aligned}\oplus\!\!\!\rightarrow_e[] &= [e] \\ \oplus\!\!\!\rightarrow_e([a] ++ x) &= [e] ++ (\oplus\!\!\!\rightarrow_{e \oplus a} x),\end{aligned}$$

or

$$\begin{aligned}\oplus\!\!\!\rightarrow_e[] &= [e] \\ \oplus\!\!\!\rightarrow_e(x ++ [a]) &= (\oplus\!\!\!\rightarrow_e x) ++ [b \oplus a] \\ &\text{where } b = \text{last}(\oplus\!\!\!\rightarrow_e x).\end{aligned}$$

Efficiency in Accumulate

$\oplus \#_e[a_1, a_2, \dots, a_n]$: can be evaluated with $n - 1$ calculations of \oplus .

Exercise: Consider computation of first $n + 1$ factorial numbers: $[0!, 1!, \dots, n!]$. How many calculations of \times are required for the following two programs?

1. $\times \#_1[1, 2, \dots, n]$
2. $fact * [0, 1, 2, \dots, n]$ where $fact\ 0 = 1$ and $fact\ k = 1 \times 2 \times \dots \times k$.

Relation between Reduce and Accumulate

$$\oplus \nrightarrow_e = \text{last} \cdot \oplus \nrightarrow_e$$

$$\oplus \nrightarrow_e = \otimes \nrightarrow_{[e]}$$

$$\text{where } x \otimes a = x ++ [\text{last } x \oplus a]$$

Segments

A list y is a *segment* of x if there exists u and v such that

$$x = u ++ y ++ v.$$

If $u = []$, then y is called an *initial segment*.

If $v = []$, then y is called an *final segment*.

An Example:

$$\text{segs } [1, 2, 3] = [], [1], [1, 2], [2], [1, 2, 3], [2, 3], [3]$$

Exercise: List all initial segments and final segments in the above example.

Exercise: How many segments for a list $[a_1, a_2, \dots, a_n]$?

inits

The function *inits* returns the list of initial segments of a list, in increasing order of a list.

$$\textit{inits} [a_1, a_2, \dots, a_n] = [], [a_1], [a_1, a_2], \dots, [a_1, a_2, \dots, a_n]$$

$$\textit{inits} = (\text{++} \not\rightarrow []) \cdot [\cdot]^*$$

tails

The function *tails* returns the list of final segments of a list, in decreasing order of a list.

$$\text{tails } [a_1, a_2, \dots, a_n] = [[a_1, a_2, \dots, a_n], [a_1, a_2, \dots, a_{n-1}], \dots, []]$$

$$\text{tails} = (\text{++} \leftarrow \# []) \cdot [\cdot]^*$$

segs

$$segs = ++ / \cdot tails * \cdot inits$$

Exercise: Show the result of $segs [1, 2]$.

Accumulation Lemma

$$(\oplus \# \rightarrow_e) = (\oplus \nrightarrow_e * \cdot \text{inits}$$

$$(\oplus \# \rightarrow) = (\oplus \nrightarrow * \cdot \text{inits}^+$$

The accumulation lemma is used frequently in the derivation of efficient algorithms for problems about segments. On lists of length n , evaluation of the LHS requires $O(n)$ computations involving \oplus , while the RHS requires $O(n^2)$ computations.

The Problem: Revisit

Consider the following simple identity:

$$(a_1 \times a_2 \times a_3) + (a_2 \times a_3) + a_3 + 1 = ((1 \times a_1 + 1) \times a_2 + 1) \times a_3 + 1$$

This equation generalizes in the obvious way to n variables a_1, a_2, \dots, a_n , and we will refer to it as *Horner's rule*.

- Can we generalize \times to \otimes , $+$ to \oplus ? What are the essential constraints for \otimes and \oplus ?
- Do you have suitable notation for expressing the Horner's rule concisely?

Horner's Rule

The following equation

$$\oplus / \cdot \otimes / * \cdot \text{tails} = \odot \not\rightarrow_e$$

where

$$e = id_{\otimes}$$

$$a \odot b = (a \otimes b) \oplus e$$

holds, provided that \otimes distributes (backwards) over \oplus :

$$(a \oplus b) \otimes c = (a \otimes c) \oplus (b \otimes c)$$

for all a , b , and c .

Exercise: Prove the correctness of the Horner's rule.

Hints:

- Show that

$$(a \oplus b) \otimes c = (a \otimes c) \oplus (b \otimes c)$$

is equivalent to

$$(\otimes c) \cdot \oplus / = \oplus / \cdot (\otimes c) *$$

holds on all non-empty lists.

- Show that

$$f = \oplus / \cdot \otimes / * \cdot tails$$

satisfies the equations

$$\begin{aligned} f [] &= e \\ f (x ++ [a]) &= f x \odot a \end{aligned}$$

Generalizations of Horner's Rule

Generalization 1:

$$\oplus / \cdot \otimes / * \cdot tails^+ = \odot \not\rightarrow$$

where

$$a \odot b = (a \otimes b) \oplus b$$

Generalization 2:

$$\oplus / \cdot (\otimes / \cdot f*) * \cdot tails = \odot \not\rightarrow_e$$

where

$$e = id_{\otimes}$$

$$a \odot b = (a \otimes f b) \oplus e$$

Application

The Maximum Segment Sum (mss) Problem

Compute the maximum of the sums of all segments of a given sequence of numbers, positive, negative, or zero.

$$mss [3, 1, -4, 1, 5, -9, 2] = 6$$

A Direct Solution

$$mss = \uparrow / \cdot + / * \cdot segs$$

Exercise: How many steps are required in the above direct solution?

Calculating a Linear Algorithm using Horner's Rule

$$\begin{aligned}
 & mss \\
 = & \quad \{ \text{definition of } mss \} \\
 & \uparrow / \cdot + / * \cdot segs \\
 = & \quad \{ \text{definition of } segs \} \\
 & \uparrow / \cdot + / * \cdot ++ / \cdot tails * \cdot inits \\
 = & \quad \{ \text{map and reduce promotion} \} \\
 & \uparrow / \cdot (\uparrow / \cdot + / * \cdot tails) * \cdot inits \\
 = & \quad \{ \text{Horner's rule with } a \odot b = (a + b) \uparrow 0 \} \\
 & \uparrow / \cdot \odot \nearrow_0 * \cdot inits \\
 = & \quad \{ \text{accumulation lemma} \} \\
 & \uparrow / \cdot \odot \nearrow_0
 \end{aligned}$$

A Program in Haskell

```
mss = foldl1 (max) . scanl odot 0  
  where a 'odot' b = (a + b) 'max' 0
```

Exercise: Code the derived linear algorithm for *mss* in your favorite programming language.

Segment Decomposition

The sequence of calculation steps given in the derivation of the *mss* problem arises frequently. The essential idea can be summarized as a general theorem.

Theorem 1 (Segment Decomposition) *Suppose S and T are defined by*

$$S = \oplus / \cdot f * \cdot \text{segs}$$

$$T = \oplus / \cdot f * \cdot \text{tails}$$

If T can be expressed in the form $T = h \cdot \odot \not\rightarrow_e$, then we have

$$S = \oplus / \cdot h * \cdot \odot \not\rightarrow_e$$

Exercise: Prove the segment decomposition theorem.