

# Chapter 7: Formalizing Programming Principles

## The Basic Technique: Slope Search

### Programming Problem:

Given an array

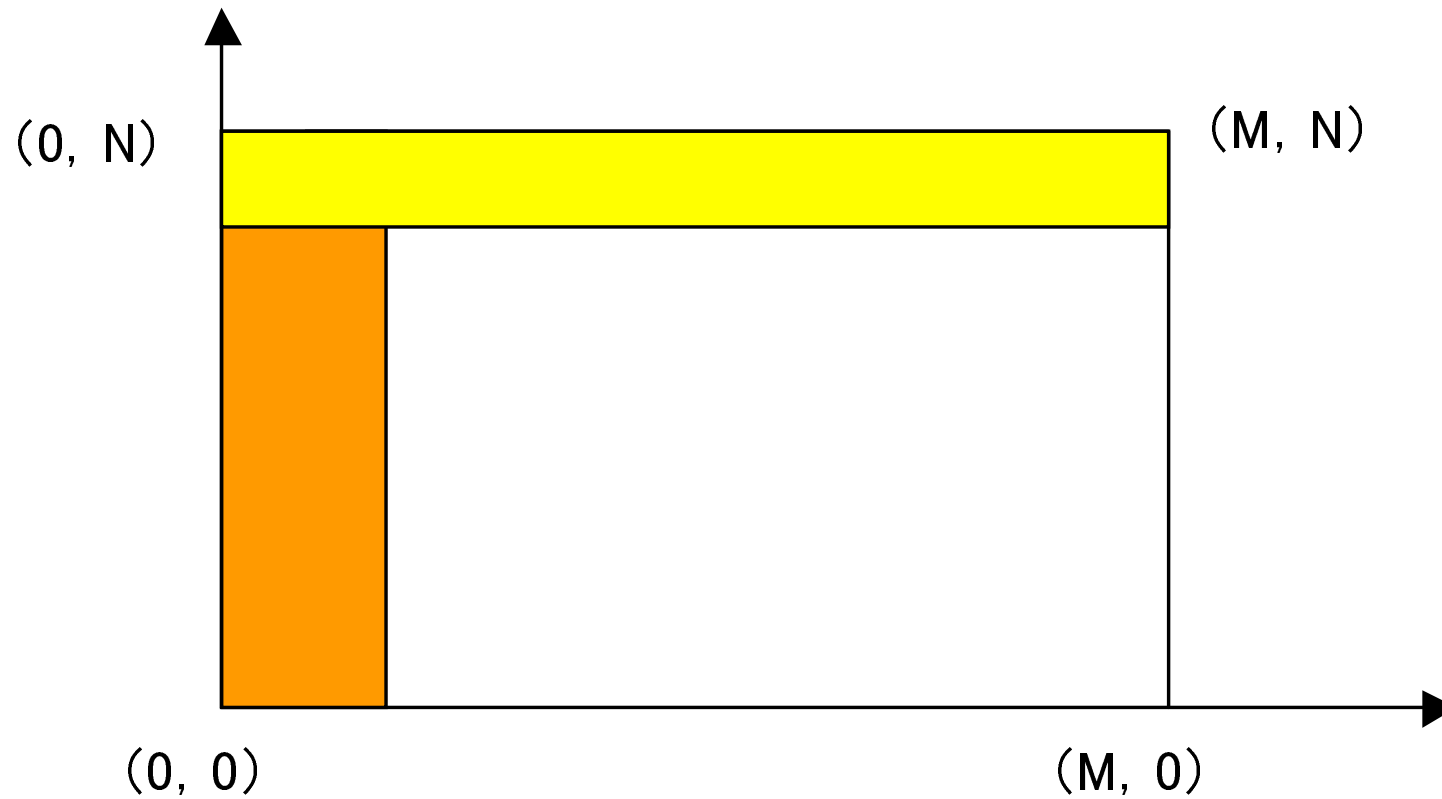
$$f : [0..M] \times [0..N] \rightarrow \mathbb{Z}$$

which is ascending in both arguments, and assuming  $X$  occurs in  $f$ , derive a program that establishes for integer  $a$  and  $b$  such that

$$f.a.b = X.$$

The post condition is:

$$R : 0 \leq a \leq M \wedge 0 \leq b \leq N \wedge f.a.b = X$$



Choosing  $(0, N)$  for inspection:

$$f.0.N > X \Rightarrow (\forall i : 0 \leq i \leq M : f.i.N > X)$$

$$f.0.N < X \Rightarrow (\forall j : 0 \leq j \leq N : f.0.j < X)$$

To be formal, we define  $(I, J)$  be the point satisfying

$$R : 0 \leq I \leq M \wedge 0 \leq J \leq N \wedge f.I.J = X$$

and choose the following invariant:

$$P : 0 \leq a \leq I \wedge J \leq b \leq N$$

which is established by  $a, b := 0, N$ .

$$f.a.b < X$$

$$\Rightarrow \{ f \text{ is ascending in its second argument, } J \leq b \}$$

$$f.a.J < X$$

$$\Rightarrow \{ f.I.J = X \}$$

$$a \neq I$$

$$\equiv \{ a \leq I \}$$

$$a + 1 \leq I$$

So

$$P \wedge f.a.b < X \Rightarrow P(a := a + 1)$$

$$f.a.b > X$$

$$\Rightarrow \{ f \text{ is ascending in its second argument, } a \leq I \}$$

$$f.I.b > X$$

$$\Rightarrow \{ f.I.J = X \}$$

$$b \neq J$$

$$\equiv \{ a \leq I \}$$

$$J \leq b - 1$$

So

$$P \wedge f.a.b > X \Rightarrow P(b := b - 1)$$

This yields the following slope searching solution:

```
 $a, b := 0, N;$   
do  $f.a.b < X \rightarrow a := a + 1$   
   $\square f.a.b > X \rightarrow b := b - 1$   
od
```

It has time complexity of  $\mathcal{O}(M + N)$ . A similar program can be obtained by choosing  $(M, 0)$  as starting point.



## Application 1: Searching

Given an array

$$f : [0..M] \times [0..N] \rightarrow \mathcal{Z}$$

which is ascending in both arguments, determine whether value  $X$  occurs in  $f$ .

```

||
con  $M, N, X : int;$ 
 $f : \mathbf{array} [0..M) \times [0..N) \mathbf{of} int;$ 
 $\{f \text{ is ascending in both arguments}\}$ 
var  $r : bool;$ 
 $S$ 
 $\{r \equiv (\exists i, j : 0 \leq i < M \wedge 0 \leq j < N : f.i.j = X)\}$ 
||

```

Following the approach of “slope searching”, we define a “tail” invariant:

$$G.a.b \equiv (\exists i, j : a \leq i < M \wedge 0 \leq j < b : f.i.j = X)$$

So:

$$R : r \equiv G.0.N$$

$$P_0 : r \vee G.a.b \equiv G.0.N$$

$$P_1 : 0 \leq a \leq M \wedge 0 \leq b \leq N$$

It is not difficult to prove that

$$P \wedge (a = M \vee b = 0 \vee r) \Rightarrow R$$

What is the guard?

Investigating an increase of  $a$  by 1.

$$\begin{aligned}
 & G.a.b \\
 \equiv & \{ \text{definition of } G \} \\
 & (\exists i, j : a \leq i < M \wedge 0 \leq j < b : f.i.j = X) \\
 \equiv & \{ \text{split off } i = a \} \\
 & G.(a + 1).b \vee (\exists j : 0 \leq j < b : f.a.j = X) \\
 \equiv & \{ \text{assuming } f.a.(b - 1) < X, f \text{ is ascending in its second argument} \} \\
 & G.(a + 1).b \vee \textit{false} \\
 \equiv & \{ \text{predicate calculus} \} \\
 & G.(a + 1).b
 \end{aligned}$$

Hence,

$$f.a.(b - 1) < X \Rightarrow (G.a.b = G.(a + 1).b)$$

Similarly(?), we have

$$f.a.(b - 1) > X \Rightarrow (G.a.b = G.a.(b - 1))$$

And for the case  $f.a.(b - 1) = X$ , we have

$$P_0 \wedge (f.a.(b - 1) = X) \Rightarrow P_0(r := true)$$

Our final program:

```
[[  
  var  $a, b : int$ ;  
   $a, b, r := 0, N, false$ ;  
  do  $a \neq M \wedge b \neq 0 \wedge \neg r \rightarrow$   
    if  $f.a.(b - 1) < X \rightarrow a := a + 1$ ;  
     $\square f.a.(b - 1) > X \rightarrow b := b - 1$ ;  
     $\square f.a.)b - 1) = X \rightarrow r := true$   
  fi  
  od  
  ]]
```

The time complexity is  $\mathcal{O}(M + N)$ . How to show this algorithm is optimal?

## Application 2: Decomposition in a sum of two squares

Derive a program for the computation of the number of ways in which a natural number  $N$  can be written as the sum of two squares.

```
[[  
  con  $N : int \{N \geq 0\};$   
  var  $r : int;$   
   $S$   
   $\{r = (\#x, y : 0 \leq x \leq y : x^2 + y^2 = N)\}$   
  ]]
```

Since  $x^2 + y^2$  is increasing in both arguments, we define

$$G.a.b = (\#x, y : a \leq x \leq y \leq b : x^2 + y^2 = N)$$

Hence

$$R : \quad r = G.0.N$$

$$P_0 : \quad r + G.a.b = G.0.N$$

$$P_1 : \quad 0 \leq a$$

The invariants can be established by:

$$a, b, r := 0, \sqrt{N}, 0$$

Investigate the effect of increase of  $a$  by 1.

$$\begin{aligned}
 & G.a.b \\
 = & \{ \text{definition of } G \} \\
 & (\#x, y : a \leq x \leq y \leq b : x^2 + y^2 = N) \\
 = & \{ \text{split } x = a \} \\
 & G.(a + 1).b + (\#y.a \leq y \leq b : a^2 + y^2 = N) \\
 = & \{ a \leq b \} \\
 & G.(a + 1).b + 0, \quad \text{if } a^2 + b^2 < N \\
 & G.(a + 1).b + 1, \quad \text{if } a^2 + b^2 = N
 \end{aligned}$$



Investigate the effect of decrease of  $b$  by 1.

$$\begin{aligned}
 & G.a.b \\
 = & \quad \{ \text{definition of } G \} \\
 & (\#x, y : a \leq x \leq y \leq b : x^2 + y^2 = N) \\
 = & \quad \{ \text{split } y = b \} \\
 & G.a.(b - 1) + (\#x.a \leq x \leq b : x^2 + b^2 = N) \\
 = & \quad \{ a \leq b \} \\
 & G.a.(b - 1) + 0, \quad \text{if } a^2 + b^2 > N \\
 & G.a.(b - 1) + 1, \quad \text{if } a^2 + b^2 = N
 \end{aligned}$$

Our final program:

```
||  
var  $a, b : int$ ;  
 $r, a := 0, 0; b := 0$ ; do  $b * b < N \rightarrow b := b + 1$  od;  
do  $a \leq b \rightarrow$   
  if  $a * a + b * b < N \rightarrow a := a + 1$   
  []  $a * a + b * b > N \rightarrow b := b - 1$   
  []  $a * a + b * b = N \rightarrow r, a := r + 1, a + 1$   
  []  $a * a + b * b = N \rightarrow r, b := r + 1, b - 1$   
  fi  
od  
||
```

The time complexity is  $\mathcal{O}(\sqrt{N})$ .

### Application 3: Minimal distance

Derive a program for the computation of the minimal distance of two ascending sequences.

```
||  
  con  $M, N : int \{M \geq 0 \wedge N \geq 0\}$ ;  
     $f : \text{array } [0..M) \text{ of } int \{f \text{ is ascending}\}$ ;  
     $g : \text{array } [0..N) \text{ of } int \{g \text{ is ascending}\}$ ;  
    var  $r : int$ ;  
   $S$   
   $\{r = (\min x, y : 0 \leq x < M \wedge 0 \leq y < N : |f.x - g.y|)\}$   
  ||
```

Note that  $f.x - g.y$  is increasing in  $x$  and decreasing in  $y$ , but  $|f.x - g.y|$  does not have this property. Anyway, slope search is still possible.

Define  $G.a.b$  by

$$G.a.b = (\min x, y : a \leq x < M \wedge b \leq y < N : |f.x - g.y|)$$

So

$$R : \quad r = G.0.0$$

$$P_0 : \quad r \min G.a.b = G.0.0$$

$$P_1 : \quad 0 \leq a \leq M \wedge 0 \leq b \leq N$$

The invariants can be established by

$$a, b, r = 0, 0, \infty$$

Furthermore

$$P_0 \wedge (a = M \vee b = N) \Rightarrow R$$

$$\begin{aligned}
& G.a.b \\
= & \{ \text{definition of } G \} \\
& (\mathbf{min} \ x, y : a \leq x < M \wedge b \leq y < N : |f.x - g.y|) \\
= & \{ \text{split off } x = a \} \\
& G.(a + 1).b \ \mathbf{min} \ (\mathbf{min} \ y : b \leq y < N : |f.a - g.y|) \\
= & \{ \text{assuming } g.b \geq f.a, \ g \text{ is increasing} \} \\
& G.(a + 1).b \ \mathbf{min} \ (\mathbf{min} \ y : b \leq y < N : g.y - f.a) \\
= & \{ \ g \text{ is increasing} \} \\
& G.(a + 1).b \ \mathbf{min} \ (g.b - f.a)
\end{aligned}$$

Hence,

$$g.b \geq f.a \Rightarrow G.a.b = G.(a + 1).b \ \mathbf{min} \ (g.b - f.a)$$

Symmetrically,

$$f.a \geq g.b \Rightarrow G.a.b = G.a.(b + 1) \ \mathbf{min} \ (f.a - g.b)$$

## Longest Segments

Determine the length of a longest segment of  $X[0..N)$  that satisfies  $\mathcal{A}$ .

```
||  
con  $N : int \{N \geq 0\}$ ;  $X : \text{array } [0..N)$  of  $int$ ;  
var  $r : int$ ;  
all zeros  
 $\{r = (\max p, q : 0 \leq p \leq q \leq N \wedge \mathcal{A}.p.q : q - p)\}$   
||
```

Examples of  $A$  are

$$A.p.q = (\forall i, j : p \leq i < q \wedge p \leq j < q : X.i = X.j)$$

$$A.p.q = (\forall i, j : p \leq i \leq j < q : X.i \leq X.j)$$

$$A.p.q = (\#i : p \leq i < q : X.i = 0) \leq 60$$

For these examples,  $A$  has the following properties.

- $A$  holds for empty segments:  $A.n.n$
- $A$  is prefix-closed:  $A.p.q \Rightarrow (\forall i : p \leq i \leq q : A.p.i)$
- $A$  is postfix-closed:  $A.p.q \Rightarrow (\forall i : p \leq i \leq q : A.i.q)$

for the function  $q - p$  which is ascending in  $q$  and descending in  $p$ , we may apply “slope search” approach.

$$G.a.b = (\mathbf{max} \ p, q : a \leq p \leq q \leq N \wedge b \leq q \leq N \wedge \mathcal{A}.p.q : q - p)$$

And

$$R : \quad r = G.0.0$$

$$P_0 : \quad r \ \mathbf{max} \ G.a.b = G.0.0$$

$$P_1 : \quad 0 \leq a \leq b \leq N$$

The invariants can be established by

$$a, b, r := 0, 0, 0$$

What is a guard:  $P_0 \wedge ? \Rightarrow R$



To find  $p$ ,

$$(r \text{ max } G.a.b = G.0.0) \wedge p? \Rightarrow r = G.0.0$$

we calculate as follows.

$$\begin{aligned} & G.a.N \\ = & \{ \text{definition of } G \} \\ = & (\text{max } p, q : a \leq p \leq q \leq N \wedge N \leq q \leq N \wedge \mathcal{A}.p.q : q - p) \\ = & \{ \text{calculation} \} \\ = & (\text{max } p : a \leq p \leq q \leq N \wedge \mathcal{A}.p.N : N - p) \\ = & \{ \text{assume } \mathcal{A}.a.N, N - p \text{ is descending in } p \} \\ & N - a \end{aligned}$$

Hence

$$\begin{aligned} (r \text{ max } G.a.b = G.0.0) \wedge b = N \wedge \mathcal{A}.a.b & \Rightarrow r \text{ max } (N - a) = G.0.0 \\ & \equiv R(r := r \text{ max } (N - a)) \end{aligned}$$

We investigate the effect of increase of  $a$  and  $b$  on the invariants, and obtain

$$\begin{aligned} A.a.b &\Rightarrow G.a.b = G.a.(b+1) \quad \mathbf{max} \ (b-a) \\ \neg A.a.b &\Rightarrow G.a.b = G.(a+1).b \end{aligned}$$

The final program:

```
||  
var  $a, b : int$ ;  
 $a, b, r := 0, 0, 0$ ;  
do  $b \neq N \vee \neg \mathcal{A}.a.b \rightarrow$   
  if  $\mathcal{A}.a.b \rightarrow r, b := r \max (b - a), b + 1$   
  ||  $\neg \mathcal{A}.a.b \rightarrow a := a + 1$   
  fi  
od  
 $r := r \max (N - a)$   
||
```

## Exercises

### Problem 8:

Derive an efficient program  $S$  satisfying the following specification:

```
[[  
  con  $N : int$   $\{N \geq 0\}$ ; var  $r : bool$ ;  
   $S$   
   $\{r \equiv (\exists x, y : 0 \leq x \wedge 0 \leq y : N = 2^x + 3^y)\}$   
]]
```