

More examples of loops

Exponentiation

We will look at the problem of computing x^y where y is an integer and is initially nonnegative

$$f = \langle y \geq 0 \Rightarrow z' = x^y \rangle$$

We need to generalize this to get a specification for a loop.

Suppose that we have a partially computed answer already in z .

Then the remaining problem is

$$g = \langle y \geq 0 \Rightarrow z' = z \times x^y \rangle$$

Now

$$f \sqsubseteq z := 1; g$$

Note that when $y = 0$ the problem is easy

$$\langle y = 0 \Rightarrow z' = z \times x^y \rangle$$

= One-point

$$\langle y = 0 \Rightarrow z' = z \times x^0 \rangle$$

= Since x^0 is 1 and 1 is the identity of multiplication

$$\langle y = 0 \Rightarrow z' = z \rangle$$

\sqsubseteq Erasure law

skip

When $y > 0$ we can use the fact that $x^y = x \times x^{y-1}$

$$\begin{aligned} & \langle y \neq 0 \rangle \Rightarrow g \\ & = \text{Shunting} \\ & \langle y > 0 \Rightarrow z' = z \times x^y \rangle \\ & = \text{Above fact about exponentiation} \\ & \langle y - 1 \geq 0 \Rightarrow z' = z \times x \times x^{y-1} \rangle \\ & = \text{Substitution law} \\ & y, z := y - 1, z \times x; g \end{aligned}$$

By the alternation law we have the recursive refinement

$$g \sqsubseteq \text{if } y \neq 0 \text{ then } (y, z := y - 1, z \times x; g) \text{ else skip}$$

We can use y as a bound to justify that

$$g \sqsubseteq \text{while } y \neq 0 \text{ do } y, z := y - 1, z \times x$$

A tremendous improvement

Let's revisit the "then" branch.

We need to implement

$$\langle y > 0 \Rightarrow z' = z \times x^y \rangle$$

When y is even, we can apply the fact that $x^y = (x^2)^{y/2}$

$$\begin{aligned} & \langle y > 0 \wedge \text{even}(y) \Rightarrow z' = z \times x^y \rangle \\ & = \text{Above fact about exponents} \\ & \langle y > 0 \wedge \text{even}(y) \Rightarrow z' = z \times (x^2)^{y/2} \rangle \\ & \sqsubseteq \text{Strengthening by weakening the precondition} \\ & \langle y/2 \geq 0 \Rightarrow z' = z \times (x^2)^{y/2} \rangle \\ & = \text{Substitution law} \\ & x, y := x \times x, y/2; g \end{aligned}$$

For the case where y is odd, we can use the same refinement as before

This gives us an implementation the “then part” of

$$\langle y > 0 \Rightarrow z' = z \times x^y \rangle$$

\sqsubseteq Alternation law and above derivations

if even(y)

then ($x, y := x \times x, y/2; g$)

else ($y, z := y - 1, z \times x; g$)

= Distributivity

$$\left(\begin{array}{l} \mathbf{if} \text{ even}(y) \\ \mathbf{then} \ x, y := x \times x, y/2 \\ \mathbf{else} \ y, z := y - 1, z \times x \end{array} \right); g$$

The last step uses the following distributivity law

(**if** \mathcal{A} **then** ($f_0; g$) **else** ($f_1; g$)) = (**if** \mathcal{A} **then** f_0 **else** f_1 ; g)

Exercise: Prove this law from the definitions.

This gives a solution of

$$g \sqsubseteq \begin{array}{l} \mathbf{while} \ y \neq 0 \\ \mathbf{do} \ \mathbf{if} \ \text{even}(y) \\ \quad \mathbf{then} \ x, y := x \times x, y/2 \\ \quad \mathbf{else} \ y, z := y - 1, z \times x \end{array}$$

Exercise: How many iterations does this loop take if y is 2, 4, 8, 16, 32, etc.? How many if y is 3, 7, 15, 31, etc.? As a function of y , how many iterations does the loop take? [Hint, think about the binary representation of y .]

This algorithm represents a tremendous improvement over the previous. If y is, for example 1,000,000 then

the first algorithm requires 1,000,000 multiplications, whereas this algorithm requires roughly 30.

A search

Suppose that B is a constant¹ boolean function and we know that

$$\exists i \in \{0, ..N\} \cdot B(i)$$

The goal is to find the smallest argument for which B is true

$$f = \langle k' = \min \{i \in \{0, ..N\} \mid B(i)\} \rangle$$

We need to generalize f to get a specification suitable for a loop.

Suppose that the first k items of B have already been searched, the remaining task is to search the remaining items

$$g = \langle 0 \leq k < N \Rightarrow k' = \min \{i \in \{k, ..N\} \mid B(i)\} \rangle$$

So

$$f \sqsubseteq k := 0; g$$

Exercise: Derive an implementation for g .

¹ By constant, I mean that the value of B does not change when the state changes.