

# Choosing invariants and guards

(This slide set is based on work by David Gries.)

When using the method of invariants to develop a loop we have

$\langle \mathcal{B} \rangle$  the specification to be implemented

$\mathcal{I}$  the invariant condition

$\langle \mathcal{I} \Rightarrow \mathcal{B} \rangle$  the specification of the loop

$\langle \mathcal{B} \rangle \sqsubseteq m; \langle \mathcal{I} \Rightarrow \mathcal{B} \rangle$  where  $m$  establishes the invariant

$\mathcal{A}$  is the loop guard (another condition)

$\mathcal{I} \wedge \neg \mathcal{A} \Rightarrow \tilde{\mathcal{B}}$  so that  $\langle \mathcal{I} \wedge \neg \mathcal{A} \Rightarrow \mathcal{B} \rangle \sqsubseteq \text{skip}$

$\langle \mathcal{I} \Rightarrow \mathcal{B} \rangle \sqsubseteq \text{while } \mathcal{A} \text{ do } h$  where  $h$  the loop body

$h$  must reestablish the invariant

starting in a state such that  $\mathcal{I} \wedge \mathcal{A}$

$h$  must decrease some bound expression  $\mathcal{E}$

## Deleting a conjunct — square root revisited

When  $\mathcal{B}$  is a conjunction  $\mathcal{B}_0 \wedge \mathcal{B}_1$  we can take one conjunct of  $\tilde{\mathcal{B}}$  as the invariant  $\mathcal{I}$  and the negation of the remaining conjunct as the guard  $\mathcal{A}$ .

$\mathcal{I}$  should be easy to establish in the first place and  $\mathcal{A}$  should be easy to check.

Example. In the square root example we had  $y'^2 \leq x < (y' + 1)^2$  as  $\mathcal{B}$ .

This has two conjuncts  $y'^2 \leq x$  and  $x < (y' + 1)^2$ .

Take  $y^2 \leq x$  as  $\mathcal{I}$  and  $x < (y + 1)^2$  as  $\neg\mathcal{A}$ .

It is easy to establish  $\mathcal{I}$  by setting  $y$  very low.

```

y := 0 ;
// Inv.  $y^2 \leq x$ 
while  $x \geq (y + 1)^2$  do
    given  $x \geq (y + 1)^2$ , reduce  $x - (y + 1)^2$ 
    while maintaining  $y^2 \leq x$ 

```

## Replacing a constant by a variable — summation redone

Let's revisit summing an array. Let  $n$  be constant and  $a$  and array  $\{0, ..n\} \rightarrow \mathbb{R}$

$$\mathcal{B} \text{ is } \left\langle s' = \sum_{k \in \{0, ..n\}} a(k) \right\rangle$$

We can replace the constant  $n$  with a variable  $i$  and erase primes (we also put a range on the variable) to get

$$\mathcal{I} \text{ is } \left\langle 0 \leq i \leq n \wedge s = \sum_{k \in \{0, ..i\}} a(k) \right\rangle$$

Now  $g =$

$$\left\langle 0 \leq i \leq n \wedge s = \left( \sum_{k \in \{0, ..i\}} a(k) \right) \Rightarrow s' = \left( \sum_{k \in \{0, ..n\}} a(k) \right) \right\rangle$$

The  $\neg \mathcal{A}$  needs to say that we have got back to  $\mathcal{B}$ . That is  $\mathcal{A}$  is  $i \neq n$ .

Now  $\mathcal{I}$  is easy to establish with  $i, s := 0, 0$ . Our program so far is

$i, s := 0, 0 ;$

// Inv.  $0 \leq i \leq n \wedge s = \sum_{k \in \{0, ..i\}} a(k)$

**while**  $i \neq n$  **do**

**given**  $i \neq n$ , **reduce**  $n - i$  **while** maintaining

$$0 \leq i \leq n \wedge s = \sum_{k \in \{0, ..i\}} a(k)$$

**Exercise:** Show that  $s, i := s + a(i), i + 1$  reestablishes the invariant while reducing the bound.

The bound is  $n - i$ .

**Note.** We could equally well have replaced the 0 this would give

$$\mathcal{I} \text{ is } \left\langle 0 \leq i \leq n \wedge s = \sum_{k \in \{i, \dots, n\}} a(k) \right\rangle$$

$\mathcal{A}$  is  $i \neq 0$ ,  $m = (i, s := n, 0)$ , and  $h = (s, i := s + a(i - 1), i - 1)$

## Replacing an expression by a variable — general binary search

The expression we replace with a variable, need not be a constant.

A rising edge is a point  $k$  where  $a(k - 1) = \text{false}$  but  $a(k) = \text{true}$ .

Consider searching a boolean sequence  $a$  for an rising edge.

To ensure there is a rising edge, we'll assume  $a(-1) = \text{false}$  and  $a(n) = \text{true}$ .

We will assume that  $a$  has domain  $\{-1, \dots, n\}$ .

**Aside:** If it is also known that  $a$  has one edge, then the final value of  $k$  will be the minimum such that  $a(k)$ . A result of  $k = 0$  means  $a(j)$ , for all  $j \in \{0, \dots, n\}$ , while a result of  $k = n$  means  $\neg a(j)$ , for all  $j \in \{0, \dots, n\}$ . There is one edge when  $a$  is monotone

$$j \leq i \Rightarrow (a(i) \Rightarrow a(j)), \text{ for all } i, j \in \{0, \dots, n\}$$

(end aside.)

Our specification is  $\langle \neg a(k' - 1) \rangle \wedge a(k') \wedge 0 \leq k' \leq n$ .

To form the invariant, erase primes and replace the expression  $k - 1$  with a variable  $i$ .

We have

$$\mathcal{I} \text{ is } \neg a(i) \wedge a(k) \wedge -1 \leq i < k \leq n$$

which means there is a rising edge somewhere in the interval  $\{i + 1, \dots, k\}$ .

This invariant is easy to establish with  $i, k := -1, n$ .

When  $i = k - 1$ , we have  $\neg a(k - 1) \wedge a(k)$  and we are done, so  $\mathcal{A}$  is  $i < k - 1$ .

The bound is the size of the interval. Our algorithm so far is

```

i, k := -1, n ;
// Inv.  $\neg a(i) \wedge a(k) \wedge -1 \leq i < k \leq n$ 
while  $i < k - 1$  do
    given  $i < k - 1$ , reduce  $k - i$  while maintaining
         $\neg a(i) \wedge a(k) \wedge -1 \leq i < k \leq n$ 
//  $\neg a(i) \wedge a(k) \wedge k = i + 1$ 

```

**Aside:** In the case where there is one edge, we also know that at the end

$$i = \max \{j \in \{-1, ..n\} \mid \neg a(j)\}$$

$$k = \min \{j \in \{0, .., n\} \mid a(j)\}$$

**Exercise:** Find a body that gives the most efficient algorithm possible.

## Enlarging the range of a variable — general linear search

Consider searching a boolean sequence again.

This time we are seeking the first true value. I.e. we wish to compute

$$\langle k' = \min \{j \in \{0, \dots, n\} \mid a(j)\} \rangle$$

Again we assume  $a(n)$ , so that the problem is well defined.

Let  $m = \min \{j \in \{0, \dots, n\} \mid a(j)\}$ . We have

$$\langle k' = m \rangle$$

or

$$\langle m \leq k' \leq m \rangle$$

To find the invariant, we erase primes and enlarge the range of  $k$  so that the invariant is easy to establish. Let  $\mathcal{I}$  be

$$0 \leq k \leq m$$

Note that  $0 \leq m$ . Thus  $k := 0$  establishes the invariant.

For any  $i$ , if  $a(i)$  is true then  $m \leq i$ .

If the invariant is true and so is  $a(k)$  then we are done as we have both

$$k \leq m \text{ from the invariant and}$$

$$m \leq k \text{ from } a(k)$$

And so let  $\mathcal{A}$  be  $\neg a(k)$ .

## The code so far is

```

 $k := 0$  ;
// Inv.  $\langle 0 \leq k \leq m \rangle$ , where
            $m = \min \{j \in \{0, \dots, n\} \mid a(j)\}$ 
while  $\neg a(k)$  do
           given  $\neg a(k)$ , reduce  $m - k$  while maintaining
                    $0 \leq k \leq m$ 

```

If  $k \leq m = \min \{j \in \{0, \dots, n\} \mid a(j)\}$  , then either  $a(k)$  or  $k + 1 \leq m$ . Since we've ruled out  $a(k)$ , we know  $k + 1 \leq m$  and that means  $k := k + 1$  reestablishes the invariant.



# Applying algorithmic schemes

## Linear search

The last algorithm we developed is called *the linear search scheme*.

We'll assume  $a(n) = \text{true}$  and  $m$  is  $\min \{j \in \{0, \dots, n\} \mid a(j)\}$

```

    ⟨k' = m⟩
  ⊆
    k := 0 ;
    // Inv. ⟨0 ≤ k ≤ m⟩,
    while ¬a(k) do k := k + 1
  
```

We can apply data transformation to use this scheme to solve many different problems.

For example if we are searching an array  $b \in \{0, \dots, n\} \rightarrow S$  for some item  $x \in S$ .

Our problem is  $\langle k' = m \rangle$  where

$$m = \min \{j \in \{0, \dots, n\} \mid j = n \vee b(j) = x\}$$

Define  $a(j) = (j = n \vee b(j) = x)$ , for all  $j \in \{0, \dots, n\}$  so that

$$m = \min \{j \in \{0, \dots, n\} \mid a(j)\}$$

## Now

$\langle k' = m \rangle$

□ “Linear search scheme”

$k := 0 ;$

// Inv.  $\langle 0 \leq k \leq m \rangle$

**while**  $\neg a(k)$  **do**  $k := k + 1$

□ “Definition of  $a$ ”

$k := 0 ;$

// Inv.  $\langle 0 \leq k \leq m \rangle,$

**while**  $k \neq n \wedge b(k) \neq x$  **do**  $k := k + 1$

# Binary Search

The algorithm we developed to illustrate replacing an expression with a variable is the *binary search scheme*

Let  $a(-1) = \text{false}$  and  $a(n) = \text{true}$ .

$$\langle \neg a(k' - 1) \rangle \wedge a(k') \wedge 0 \leq k' \leq n$$

$$\sqsubseteq$$

```

i, k := -1, n ;
// Inv.  $\neg a(i) \wedge a(k) \wedge -1 \leq i < k \leq n$ 
while  $i < k - 1$  do
    let  $j \in \{0, ..n\} \mid j = \lfloor \frac{i+k}{2} \rfloor$ .
    //  $i < j < k$ 
    if  $a(j)$  then  $k := j$  else  $i := j$ 

```

We will apply it to solve a classic search problem.

Suppose  $b$  is a monotone function on  $\{0, ..n\}$ , i.e.

$$i \leq j \Rightarrow b(i) \leq b(j), \text{ for all } i, j \in \{0, ..n\}$$

We are seeking the smallest value of  $k$  such that  $b(k) \geq x$ , if there isn't one, the answer is  $n$ .

Define

$$a(j) = (j = n \vee j \geq 0 \wedge b(j) \geq x), \text{ for all } j \in \{-1, .., n\}$$

Note that  $a(-1) = \text{false}$  and  $a(n) = \text{true}$  and there is exactly one edge.

Thus the binary search scheme finds the smallest  $k$  such that  $a(k)$  is true.

$$\langle k' = \min \{j \in \{0, \dots, n\} \mid j = n \vee b(j) \geq x\} \rangle$$

□ “Definition of  $a$ ”

$$\langle k' = \min \{j \in \{0, \dots, n\} \mid a(j)\} \rangle$$

□ “There is one edge”

$$\langle \neg a(k' - 1) \wedge a(k') \wedge 0 \leq k' \leq n \rangle$$

□ “Binary search scheme”

$i, k := 0, n ;$

// Inv.  $\neg a(i) \wedge a(k) \wedge -1 \leq i < k \leq n$

**while**  $i < k - 1$  **do**

**let**  $j \in \{0, \dots, n\} \mid j = \lfloor \frac{i+k}{2} \rfloor .$

//  $i < j < k$

**if**  $a(j)$  **then**  $k := j$  **else**  $i := j$

□ “Definition of  $a$ ”

$i, k := 0, n ;$

// inv.  $\left( \begin{array}{l} (i = -1 \vee b(i) < x) \\ \wedge (k = n \vee b(k) \geq x) \\ \wedge -1 \leq i < k \leq n \end{array} \right)$

**while**  $i < k - 1$  **do**

**let**  $j \in \{0, \dots, n\} \mid j = \lfloor \frac{i+k}{2} \rfloor .$

//  $i < j < k$

**if**  $b(j) \geq x$  **then**  $k := j$  **else**  $i := j$