# Logic and Mechanized Reasoning Structural Induction and Invariants

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**Invariants** 

# Structural Induction

Invariants

# Structural Induction: Beyond the natural numbers

The natural numbers are an example of an inductively defined structure:

- 0 is a natural number.
- ▶ If x is a natural number, so is succ(x).

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Can we also define datastructures in a similar way?

### Structural Induction: Lists

Let  $\alpha$  be a data type.

Let  $List(\alpha)$  be the set of all lists of type  $\alpha$ :

- ▶ The element nil is an element of  $List(\alpha)$ .
- ▶ If a is an element of  $\alpha$  and  $\ell$  is an element of  $List(\alpha)$ , then the element  $cons(a, \ell)$  is an element of  $List(\alpha)$ .

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#### Notation:

- ▶ *nil* denotes the empty list, also denote by [].
- $ightharpoonup cons(a, \ell)$  denotes adding a to the beginning of list  $\ell$ , also written as  $a::\ell$

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# Example

The list of natural numbers [1,2,3] would be written as cons(1,cons(2,cons(3,nil))) or 1::(2::(3::[]))

# Structural Induction: Append

# Definition of append:

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append(nil, m) = m

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# Alternatively written as:

$$[] + m = m$$
$$(a :: \ell) + m = a :: (\ell + m)$$

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Base case: [] ++ [] = []

Inductive case:

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=  $a :: \ell$ 

Recall the definition of append:

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#### Lemma

For every List  $\ell$ , m, n:  $\ell$  ++  $(m++n) = (\ell ++ m) ++ n$ 

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#### Lemma

For every List 
$$\ell$$
,  $m$ ,  $n$ :  $\ell + (m + n) = (\ell + m) + n$ 

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Suppose we have  $\ell + (m + n) = (\ell + m) + n$ 

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=  $a :: ((\ell ++ m) ++ n)$   
=  $(a :: (\ell ++ m)) ++ n$   
=  $((a :: \ell) ++ m) ++ n$ 

# Structural Induction: The function *append1*

The function *append1* adds an element to the end of a list:

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append1(nil,a) = cons(a,nil)

append1(cons(b,\ell),a) = cons(b,append1(\ell,a))
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More compactly it can be written as:

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append1([],a) = [a]

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More compactly it can be written as:

$$append1([],a) = [a]$$
  
 $append1(b:: \ell,a) = b:: append1(\ell,a)$ 

Observe that  $append1(\ell,a)$  equals  $\ell + [a]$ 

```
reverse([]) = []

reverse(a :: \ell) = reverse(\ell) ++ [a]
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$$reverse([]) = []$$
  
 $reverse(a :: \ell) = reverse(\ell) ++ [a]$ 

#### Lemma

For all List  $\ell$ , m:  $reverse(\ell + m) = reverse(m) + reverse(\ell)$ 

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Base case: 
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$$reverse((a :: \ell) ++ m) = reverse(a :: (\ell ++ m))$$
  
=  $reverse(\ell ++ m) ++ [a]$ 

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 $= reverse(m) + reverse(a :: \ell)$ 

# Structural Induction: reverse of reverse

$$reverse([]) = []$$
  
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#### Lemma

For every List  $\ell$  holds that  $reverse(reverse(\ell)) = \ell$ 

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# Structural Induction: What is the complexity of *reverse*?

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Example
reverse([1,2,3]) = (reverse([2,3])) ++ [1]
= ((reverse([3])) ++ [2]) ++ [1]
= (([reverse([])) ++ [3]) ++ [2]) ++ [1]
= (([] ++ [3]) ++ [2]) ++ [1]
= ([3] ++ [2]) ++ [1]
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                     = ([3] + [2]) + [1]
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                     = 3 :: ([2] + [1])
                     = 3 :: ((2 :: []) + [1])
                     = 3 :: (2 :: ([] + [1]) = 3 :: (2 :: [1]) = [3, 2, 1]
```

Consider an alternative function to reverse a list:

```
reverseAux([],m) = m

reverseAux((a:: \ell), m) = reverseAux(\ell, (a:: m))

reverse'(\ell) = reverseAux(\ell, [])
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$$reverseAux((a :: \ell), m) = reverseAux(\ell, (a :: m))$$
  
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$$reverseAux((a :: \ell), m) = reverseAux(\ell, (a :: m))$$

$$= reverse(\ell) ++ (a :: m)$$

$$= reverse(\ell) ++ ([a] ++ m)$$

$$= (reverse(\ell) ++ [a]) ++ m$$

Consider an alternative function to reverse a list:

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reverseAux((a :: \ell), m) = reverseAux(\ell, (a :: m))
= reverse(\ell) + (a :: m)
= reverse(\ell) + ([a] + m)
= (reverse(\ell) + [a]) + m
= reverse(a :: \ell) + m
```

# Structural Induction: Complexity Measurements

We can assign any complexity measure to a data type, and do induction on complexity, as long as the measure is well founded.

$$length([]) = 0$$
  
 $length(a :: \ell) = length(\ell) + 1$ 

# Structural Induction: Properties of Extended Binary Trees

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Compute the size of an extended binary tree as follows:

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# Structural Induction: Properties of Extended Binary Trees

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Compute the size of an extended binary tree as follows:

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Compute the depth of an extended binary tree as follows:

$$depth(empty) = 0$$

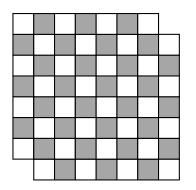
$$depth(node(s,t)) = 1 + \max(depth(s), depth(t))$$

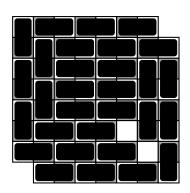
Structural Induction

**Invariants** 

# Invariants: Mutilated Chessboard I

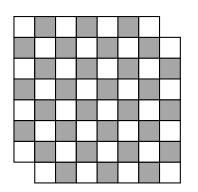
Can a chessboard be fully covered with dominos after removing two diagonally opposite corner squares?

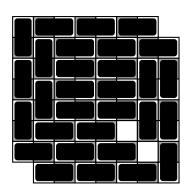




# Invariants: Mutilated Chessboard I

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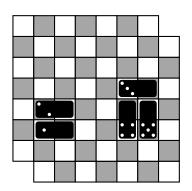
Easy to refute based on the following two observations:

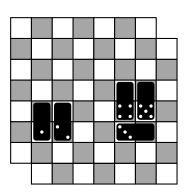
- ▶ There are more white squares than black squares; and
- ▶ A domino covers exactly one white and one black square.

# Invariants: Mutilated Chessboard II

The chessboard pattern invariant is hard to find

Mechanized reasoning can find alternative invariants





# Invariants: MU Puzzle by Douglas Hofstadter

Consider string with letters M, I, and U.

- 1. Replace xI by xIU: append any string ending in I with U.
- 2. Replace Mx by Mxx: double the string after the initial M.
- 3. Replace xIIIy by xUy: replace three consecutive Is by U.
- 4. Replace xUUy by xy: delete any consecutive pair of Us.

The starting with the string MI. Can we get to MU?

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What is the invariant?

Invariant: The number of Is is  $2^a \pmod{3}$  for  $a \in \mathbb{N}$ 

Base case: a = 0

- 1. Replace xl by xlU: append any string ending in I with U.
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  - ► This doesn't change the number of Is
- 2. Replace Mx by Mxx: double the string after the initial M.
  - ▶ This doubles the number of ls: increases *a* by 1
- 3. Replace xIIIy by xUy: replace three consecutive Is by U.
  - ▶ It reduces the number of Is by 3: no change (mod 3)
- 4. Replace xUUy by xy: delete any consecutive pair of Us.

Invariant: The number of Is is  $2^a \pmod{3}$  for  $a \in \mathbb{N}$ 

Base case: a = 0

- 1. Replace xI by xIU: append any string ending in I with U.
  - ► This doesn't change the number of Is
- 2. Replace Mx by Mxx: double the string after the initial M.
  - ▶ This doubles the number of ls: increases *a* by 1
- 3. Replace xIIIy by xUy: replace three consecutive Is by U.
  - ▶ It reduces the number of Is by 3: no change (mod 3)
- 4. Replace xUUy by xy: delete any consecutive pair of Us.
  - ► This doesn't change the number of Is

## Invariants: Golomb's Tromino Theorem

A tromino is an L-shaped configuration of three squares.



# Theorem (Golomb's Trominoes Theorem)

Any  $2^n \times 2^n$  chessboard with one square removed can be tiled with trominoes.

# Theorem (Golomb's Trominoes Theorem)

Any  $2^n \times 2^n$  chessboard with one square removed can be tiled with trominoes.

Let's first consider the n=1 case.

All cases are isomorphic. A tromino covers the remaining grid.



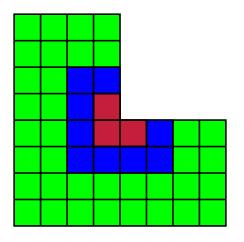


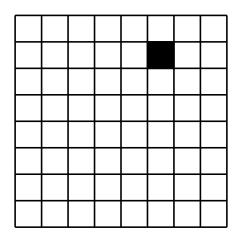


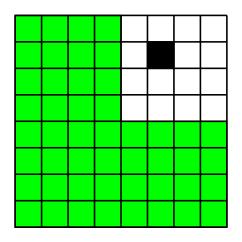


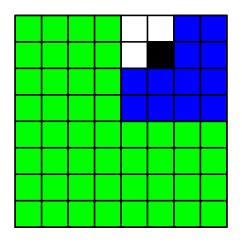
# Invariants: Larger Trominoes

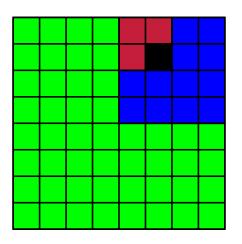
Use 4 trominoes of size n to make on of size 2n











# Invariants: Loop Invariants

Invariants are not restricted to recursive definitions. Imperative code frequently has invariants and the can be crucial to prove correctness.

```
Example (Loop invariant)

int j = 9;
for (int i=0; i<10; i++)
   j--;</pre>
```

The code above has the loop invariant i + j == 9