

Hoare Calculation and its Application

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A first example

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  if x == 0
    return (y);
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$$\text{result}(x,y) = x + y$$

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Let the assumption be proved for some $x \in \mathbb{N}_0$ and all $y \in \mathbb{N}_0$.

$\Rightarrow \text{result}(x+1, y) \underbrace{=}_{\text{else}} \text{result}(x, y+1)$

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Proof of the assertion by induction on x:

$$x = 0 \Rightarrow \underbrace{\text{result}(0, y)}_{x=0} = y, \text{ and } y = y + x \checkmark$$

Let the assumption be proved for some $x \in \mathbb{N}_0$ and all $y \in \mathbb{N}_0$.

$$\Rightarrow \underbrace{\text{result}(x+1, y)}_{\substack{\text{else} \\ x + (y + 1)}} = \text{result}(x, y+1)$$

induction hypothese

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induction hypothesis

$$\Rightarrow \text{result}(x+1, y) = x + (y + 1) = (x + 1) + y$$

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As easy as in the first example?

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Try to prove the assertion by induction on x:


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$\text{result_2}(x+1, y)$

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$x = 0 \Rightarrow \text{result_2}(0, y) = y$ and $y = y + x$ ✓

Let the assumption be proved for some $x \in \mathbb{N}_0$ and all $y \in \mathbb{N}_0$.
 $\text{result_2}(x+1, y) = \dots$ It doesn't work!

What is the problem?

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⇒ Mathematical methods of proof won't last!

⇒ We need new tools!

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In the following algorithms the termination is assumed.

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Let P be a given program. We want to prove, that

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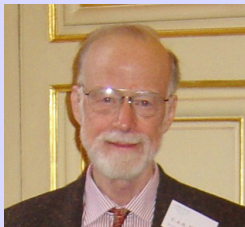
In the following algorithms the termination is assumed.

⇒ We just meet challenge 2 using Hoare Calculation ...

C.A.R. Hoare

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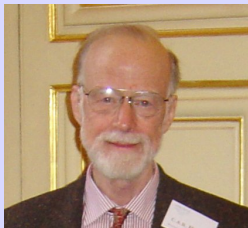
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"I conclude that there are two ways of constructing a software design: One way is to make it so simple that there are obviously no deficiencies and the other way is to make it so complicated that there are no obvious deficiencies."

Hoare-Triple

$\{P\} S \{Q\}$

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If the predicate $\{P\}$ is true immediately before execution of **S**, then immediately **S** has terminated, the predicate $\{Q\}$ is true.

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$$\text{Notation: } \frac{X}{Y} :\Leftrightarrow X \Rightarrow Y$$

Hoare Rule 1: Skip-Axiom

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skip means the program with no commands.

Hoare Rule 2: Axiom of Assignment

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$A_{\beta/x}$ is predicate A , but x instead of β .

Hoare Rule 3: Rule of Composition

$$\frac{\{A\} \mathbf{S1} \{B\} \wedge \{B\} \mathbf{S2} \{C\}}{\{A\} \mathbf{S1,S2} \{C\}}$$

Hoare Rule 4: Rule of Conditional Branching

$$\frac{\{A \wedge B\} \mathbf{S1} \{Q\} \wedge \{A \wedge \neg B\} \mathbf{S2} \{Q\}}{\{A\} \mathbf{if\ B\ then\ S1\ else\ S2\ end\ if} \{Q\}}$$

Hoare Rule 5: Rule of Iteration

$$\frac{\{I \wedge B\} S \{I\}}{\{I\} \text{ while } B \text{ loop } S \text{ end loop } \{I \wedge \neg B\}}$$

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Such an I is called loop-invariant.

Hoare Rule 6: Rule of Consequence

$$\frac{A \Rightarrow A' \quad \wedge \{A'\} S \{B'\} \quad \wedge B' \Rightarrow B}{\{A\} \mathbf{S} \{B\}}$$

Proof of result_2(x,y) using Hoare

```
function result_2(x,y)
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Proof of `result_2(x,y)` using Hoare

```
function result_2(x,y)      function result_2(x,y)
                              {P:  $x \geq 0 \wedge y \geq 0$ ,  $r := x + y$ }
```

Proof of result_2(x,y) using Hoare

```
function result_2(x,y)
```

```
  while x > 0
```

```
function result_2(x,y)
```

```
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```

```
  {I}
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```
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Proof of result_2(x,y) using Hoare

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```
    x = x-1;
```

```
    y = y+1;
```

```
  end
```

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function result_2(x,y)
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```

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    {I  $\wedge$  B}
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    x = x-1;
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```

```
  {I  $\wedge$   $\neg$  B} (Rule of Iteration)
```

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function result_2(x,y)      function result_2(x,y)
                              {P:  $x \geq 0 \wedge y \geq 0$ ,  $r := x + y$ }
                              {I}
    while x > 0              while x > 0
                              {I  $\wedge$  B}
                              x = x-1;
                              y = y+1;
                              {I}
    end                       end
                              {I  $\wedge \neg B$ } (Rule of Iteration)
                              {Q:  $y = r$ }
```

Proof of result_2(x,y) using Hoare

```
function result_2(x,y)           function result_2(x,y)
    while x > 0                   {P:  $x \geq 0 \wedge y \geq 0, r := x + y$ }
    x = x-1;                       {I}
    y = y+1;                       while x > 0
    end                               {I  $\wedge$  B}
    return y;                       x = x-1;
                                    y = y+1;
                                    {I}
                                    end
                                    {I  $\wedge \neg B$ } (Rule of Iteration)
                                    {Q:  $y = r$ }
                                    return y;
```


Proof of $\text{result_2}(x,y)$ using Hoare

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function result_2(x,y)      function result_2(x,y)
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                              {I}
    while x > 0              while x > 0
                              {I  $\wedge$  B}
        x = x-1;              x = x-1;
        y = y+1;              y = y+1;
                              {I}
    end                       end
                              {I  $\wedge \neg B$ } (Rule of Iteration)
                              {Q:  $y = r$ }
    return y;                 return y;
```

- B: $x > 0$ (condition in while-loop)

Proof of result_2(x,y) using Hoare

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function result_2(x,y)      function result_2(x,y)
                              {P:  $x \geq 0 \wedge y \geq 0$ ,  $r := x + y$ }
                              {I}
    while x > 0              while x > 0
                              {I  $\wedge$  B}
        x = x-1;              x = x-1;
        y = y+1;              y = y+1;
                              {I}
    end                       end
                              {I  $\wedge$   $\neg$  B} (Rule of Iteration)
                              {Q:  $y = r$ }
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- B: $x > 0$ (condition in while-loop) \Rightarrow \neg B: $\neg(x > 0)$

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                              {I  $\wedge$  B}
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- B: $x > 0$ (condition in while-loop) \Rightarrow \neg B: $\neg(x > 0)$
- loop-invariant:

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                              {I}
    end                        end
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                              {Q:  $y = r$ }
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- B: $x > 0$ (condition in while-loop) $\Rightarrow \neg B: \neg(x > 0)$
- loop-invariant: I: $r = x + y$

```
while x > 0
```

```
while x > 0
  {I: r = x + y ∧ B: x > 0}
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while x > 0
  {I: r = x + y ∧ B: x > 0}
  {Item 1}
  x = x-1;
  {Item 2}
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while x > 0
  {I: r = x + y ∧ B: x > 0}
  {Item 1}
  x = x-1;
  {Item 2}
  y = y+1;
  {I: r = x + y, x ≥ 0}
```



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while x > 0
  {I: r = x + y ∧ B: x > 0}
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- Rule of Assign.:

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while x > 0
  {I: r = x + y ∧ B: x > 0}
  {Item 1}
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- Rule of Assign.: **Item 2**: $\{x + (y + 1), x \geq 0\}$

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- Rule of Assign.: **Item 2**: $\{x + (y + 1), x \geq 0\}$
- Assign.:

```
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  {I: r = x + y ∧ B: x > 0}
  {Item 1}
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```

- Rule of Assign.: **Item 2**: $\{x + (y + 1), x \geq 0\}$
- Assign.: **Item 1**: $\{(x - 1) + (y + 1), x - 1 \geq 0\}$

```
while x > 0
  {I: r = x + y ∧ B: x > 0}
  {Item 1}
  x = x-1;
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  {I: r = x + y, x ≥ 0}
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- Rule of Assign.: **Item 2**: $\{x + (y + 1), x \geq 0\}$
- Assign.: **Item 1**: $\{(x - 1) + (y + 1), x - 1 \geq 0\}$
- In fact:

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  {I: r = x + y ∧ B: x > 0}
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- Rule of Assign.: **Item 2**: $\{x + (y + 1), x \geq 0\}$
- Assign.: **Item 1**: $\{(x - 1) + (y + 1), x - 1 \geq 0\}$
- In fact: $\{(x - 1) + (y + 1), x - 1 \geq 0\}$

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while x > 0
  {I: r = x + y ∧ B: x > 0}
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- Rule of Assign.: **Item 2**: $\{x + (y + 1), x \geq 0\}$
- Assign.: **Item 1**: $\{(x - 1) + (y + 1), x - 1 \geq 0\}$
- In fact: $\{(x - 1) + (y + 1), x - 1 \geq 0\} \hat{=} \{I: x + y \wedge B: x > 0\}$

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while x > 0
  {I: r = x + y ∧ B: x > 0}
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  {Item 2}
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  {I: r = x + y, x ≥ 0}
```

- Rule of Assign.: **Item 2**: $\{x + (y + 1), x \geq 0\}$
- Assign.: **Item 1**: $\{(x - 1) + (y + 1), x - 1 \geq 0\}$
- In fact: $\{(x - 1) + (y + 1), x - 1 \geq 0\} \hat{=} \{I: x + y \wedge B: x > 0\}$
because $x - 1 \geq 0 \Leftrightarrow x > 0$ for integer x .


```
function result_2(x,y)
  {P:  $x \geq 0 \wedge y \geq 0$ ,  $r := x + y$ }
  {I:  $r = x + y$ }
  while  $x > 0$ 
    {I:  $r = x + y \wedge$  B:  $x > 0 \ y \geq 0$ }
     $x = x-1$ ;
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Calculate an approximation for the numerical value of $F(f, a, b)$.

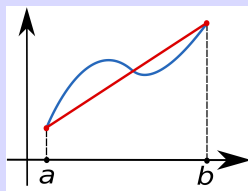
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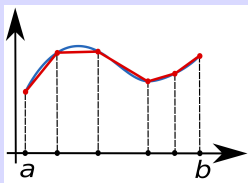
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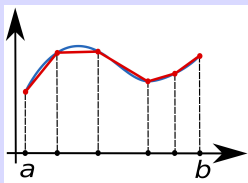
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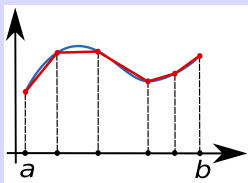
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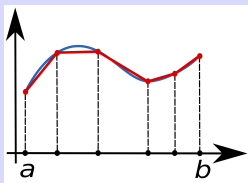


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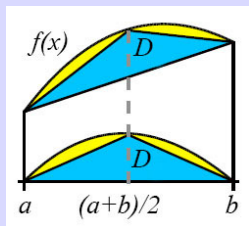
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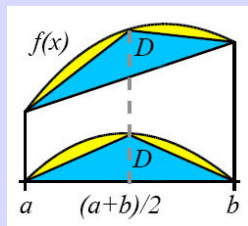
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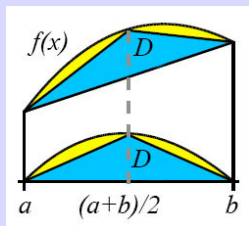
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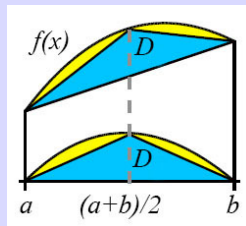
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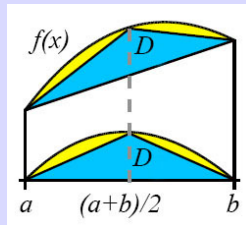
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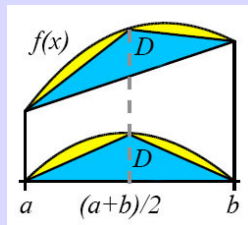
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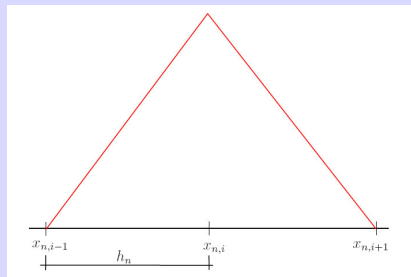
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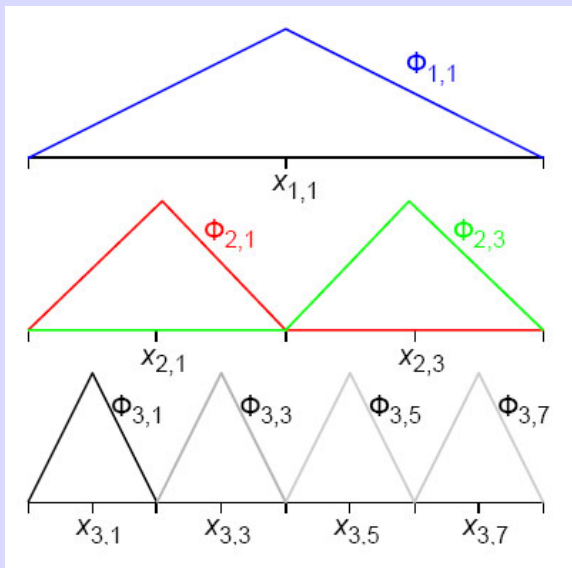
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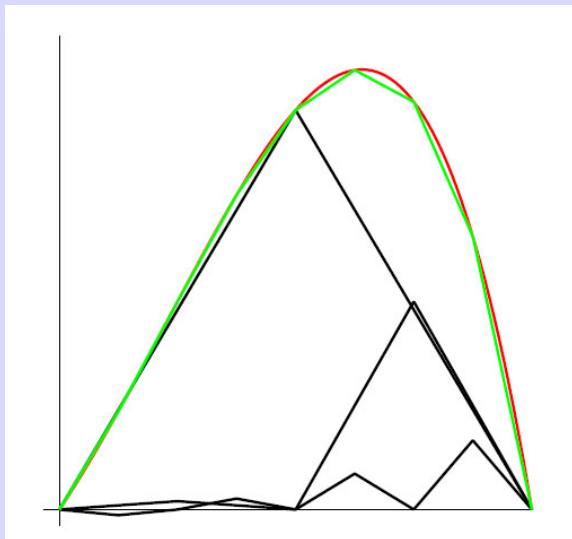
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The hierachical basis for W_1 , W_2 and W_3 

Approximation



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with $\alpha'_{n,i} = 0$ for all even i .

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```

Program HierarchicalBasis(N)

```
function HierarchicalBasis(N)
  for n = N-1, ..., 1 :
    for i = 1, ..., 2n - 1 :
      an+1,2i-1 - = an+1,2i/2
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      an+1,2i = 0
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To prove the correctness of HierachicalBasis(N), the programm must be written in a form Hoare Calculation can handle with:


```
function HierachicalBasis_Hoare(N)
```

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  n = N-1
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$$a_{n+1,2i-1} = a_{n+1,2i-1} - a_{n+1,2i}/2$$

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$$a_{n,i} = a_{n,i} + a_{n+1,2i}$$

$$a_{n+1,2i} = 0$$

```
function HierachicalBasis_Hoare(N)
  n = N-1
  while n ≠ 0
    i = 1
    while i ≠ 2n
      an+1,2i-1 = an+1,2i-1 - an+1,2i/2
      an+1,2i+1 = an+1,2i+1 - an+1,2i/2
      an,i = an,i + an+1,2i
      an+1,2i = 0
      i = i+1
    n = n-1
```

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\Rightarrow **Hoare Calculation!**

References

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End of presentation

Thank you for your attention!