

Lecture 21

Loop Invariants

Announcements for This Lecture

Assignments

- A5 graded by weekend
 - Graders needed a break
 - Also working on exam
- Should be working on A6
 - Due week from Thursday
 - Start tomorrow at latest
 - Work on a method a day
 - Should start stenography no later than Sunday

Prelim 2

- **Today** 7:30-9pm
 - A–Q (Kennedy 1116)
 - R–T (Warren 131)
 - U–Z (Warren 231)
- Make-ups on Wednesday
 - Should have been contacted
 - If not, see me now!
- Graded **Wednesday** night
 - Too much to do Today

While-Loops and Flow

```
print 'Before while'
```

```
count = 0
```

```
i = 0
```

```
while i < 3:
```

```
    print 'Start loop '+ `i`
```

```
    count = count + i
```

```
    i = i + 1
```

```
    print 'End loop '
```

```
print 'After while'
```

Output:

Before while

Start loop 0

End loop

Start loop 1

End loop

Start loop 2

End loop

After while

Some Important Terminology

- **assertion**: true-false statement placed in a program to *assert* that it is true at that point
 - Can either be a **comment**, or an **assert** command
- **precondition**: assertion placed before a statement
 - Same idea as **function precondition**, but more general
- **postcondition**: assertion placed after a statement
- **loop invariant**: assertion supposed to be true before and after each iteration of the loop
 - Distinct from **attribute invariant**
- **iteration of a loop**: one execution of its repetend

Some Important Terminology

- **assertion**: true-false statement placed in a program to *assert* that it is true at that point
 - Can either be a **comment**, or an **assert** command
- **precondition**: assertion placed before a statement
 - Same idea as **function pre-condition** in general
- **postcondition**: assertion placed after a statement
- **loop invariant**: assertion supposed to be true before and after each iteration of the loop
 - Distinct from **attribute invariant**
- **iteration of a loop**: one execution of its repetend

Gives methodology for designing loops

Assertions versus Asserts

- **Assertions prevent bugs**
 - Help you keep track of what you are doing
- Also **track down bugs**
 - Make it easier to check belief/code mismatches
- Do not confuse w/ **asserts**
 - All asserts are assertions
 - But reverse is not true
 - Cannot always convert a comment to an assert

x is the sum of 1..n

Comment form of the assertion.

x n

x n

x n

Preconditions & Postconditions

precondition

```
# x = sum of 1..n-1
x = x + n
n = n + 1
# x = sum of 1..n-1
```

postcondition

- **Precondition:** assertion placed before a segment
- **Postcondition:** assertion placed after a segment

1 2 3 4 5 6 7 8
ⁿ
└───┘

x contains the sum of these (6)

1 2 3 4 5 6 7 8
ⁿ
└───┘

x contains the sum of these (10)

Relationship Between Two

If **precondition** is true, then **postcondition** will be true

Solving a Problem

precondition

x = sum of 1..n

n = n + 1

x = sum of 1..n

postcondition

What statement do you put here to make the postcondition true?

A: $x = x + 1$

B: $x = x + n$

C: $x = x + n + 1$

D: None of the above

E: I don't know

Solving a Problem

precondition

```
# x = sum of 1..n
```

```
n = n + 1
```

```
# x = sum of 1..n
```

postcondition

What statement do you put here to make the postcondition true?

A: $x = x + 1$

B: $x = x + n$

C: $x = x + n+1$

D: None of the above

E: I don't know

Remember the new value of n

Invariants: Assertions That Do Not Change

- **Loop Invariant:** an assertion that is true before and after each iteration (execution of repetend)

```
x = 0; i = 2
```

```
while i <= 5:
```

```
    x = x + i*i
```

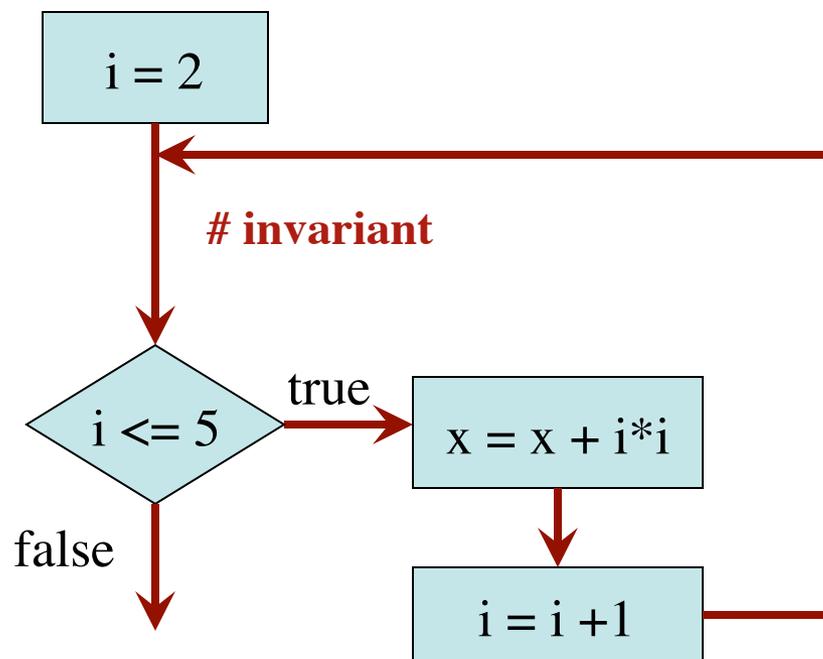
```
    i = i + 1
```

```
# x = sum of squares of 2..5
```

Invariant:

x = sum of squares of 2..i-1

in terms of the range of integers
that have been processed so far



The loop processes the range 2..5

Invariants: Assertions That Do Not Change

$x = 0; i = 2$

Inv: $x = \text{sum of squares of } 2..i-1$

while $i \leq 5$:

$x = x + i*i$

$i = i + 1$

Post: $x = \text{sum of squares of } 2..5$

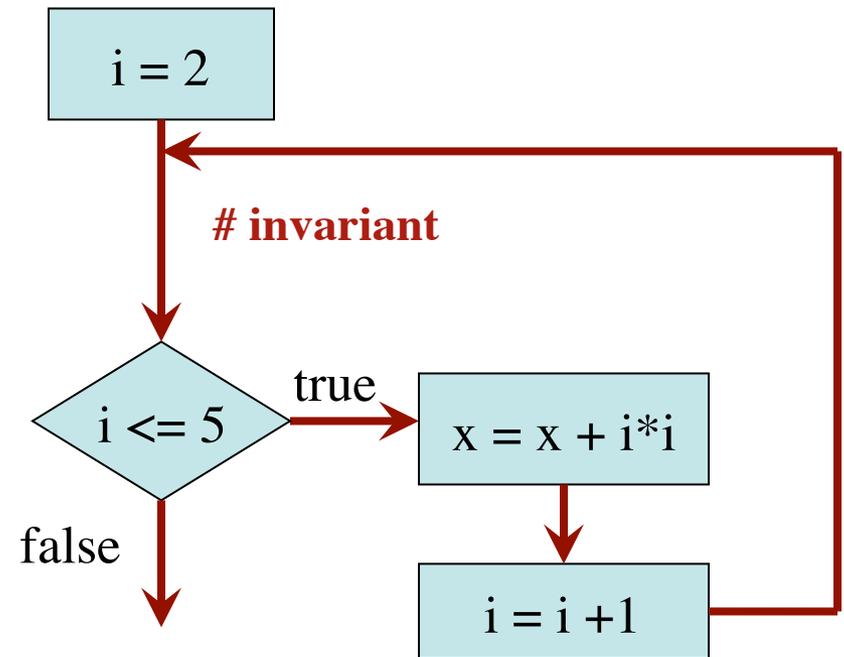
Integers that have
been processed: 2, 3, 4, 5

Range $2..i-1$: 2..5

Invariant was always true just before test of loop condition. So it's true when loop terminates

x ~~0~~ ~~4~~ ~~13~~ ~~29~~ 54

i ~~2~~ ~~3~~ ~~4~~ ~~5~~ ~~6~~ 6



The loop processes the range 2..5

Designing Integer while-loops

Process integers in a..b

Command to do something

inv: integers in a..k-1 have been processed

k = a

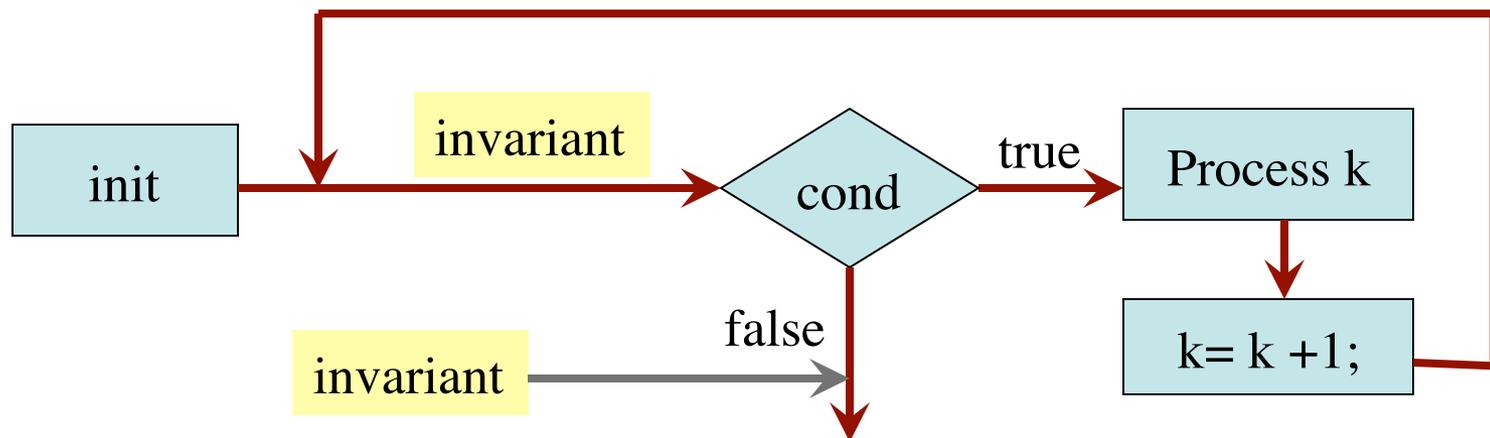
while k <= b:

 process integer k

 k = k + 1

post: integers in a..b have been processed

Equivalent postcondition



Designing Integer while-loops

1. Recognize that a range of integers $b..c$ has to be processed
 2. Write the command and equivalent postcondition
 3. Write the basic part of the for-loop
 4. Write loop invariant
 5. Figure out any initialization
 6. Implement the repetend (process k)
-

Process $b..c$

Initialize variables (if necessary) to make invariant true

Invariant: range $b..k-1$ has been processed

while $k \leq c$:

 # Process k

$k = k + 1$

Postcondition: range $b..c$ has been processed

Finding an Invariant

Command to do something

```
# Make b True if no int in 2..n-1 divides n, False otherwise
```

```
b = True
```

```
k = 2
```

```
# invariant: b is True if no int in 2..k-1 divides n, False otherwise
```

```
while k < n:
```

```
    # Process k;
```

```
    if n % k == 0:
```

```
        b = False
```

```
    k = k + 1
```

```
# b is True if no int in 2..n-1 divides n, False otherwise
```

Equivalent postcondition

What is the invariant?

1 2 3 ... k-1 k k+1 ... n

Finding an Invariant

```
# set x to # adjacent equal pairs in s[0..len(s)-1]
```

Command to do something

```
for s = 'ebeee', x = 2
```

```
# invariant: ???
```

```
k = 0
```

```
while k < len(s):
```

```
    # Process k;
```

```
    k = k + 1
```

```
# x = # adjacent equal pairs in s[0..len(s)-1]
```

Equivalent postcondition

k: next integer to process.

Which have been processed?

A: 0..k

B: 1..k

C: 0..k-1

D: 1..k-1

E: I don't know

What is the invariant?

A: x = no. adj. equal pairs in s[1..k]

B: x = no. adj. equal pairs in s[0..k]

C: x = no. adj. equal pairs in s[1..k-1]

D: x = no. adj. equal pairs in s[0..k-1]

E: I don't know

Finding an Invariant

```
# set x to # adjacent equal pairs in s[0..len(s)-1]
```

Command to do something

```
for s = 'ebeee', x = 2
```

```
# invariant: ???
```

```
k = 0
```

```
while k < len(s):
```

```
    # Process k;
```

```
    k = k + 1
```

```
# x = # adjacent equal pairs in s[0..len(s)-1]
```

Equivalent postcondition

k: next integer to process.

Which have been processed?

A: 0..k

B: 1..k

C: 0..k-1

D: 1..k-1

E: I don't know

What is the invariant?

A: x = no. adj. equal pairs in s[1..k]

B: x = no. adj. equal pairs in s[0..k]

C: x = no. adj. equal pairs in s[1..k-1]

D: x = no. adj. equal pairs in s[0..k-1]

E: I don't know

Be Careful!

```
# String s has at least 1 element
# Set c to largest element in s
c = ??      Command to do something
k = ??
# inv: c is largest element in s[0..k-1]
while k < len(s):
    # Process k
    k = k+1
# c = largest char in s[0..len(s)-1]
    Equivalent postcondition
```

1. What is the invariant?
2. How do we initialize c and k?

A: $k = 0; c = s[0]$

B: $k = 1; c = s[0]$

C: $k = 1; c = s[1]$

D: $k = 0; c = s[1]$

E: None of the above

An empty set of characters or integers has no maximum. Therefore, be sure that $0..k-1$ is not empty. You must start with $k = 1$.

Be Careful!

```
# String s has at least 1 element
# Set c to largest element in s
c = ??      Command to do something
k = ??
# inv: c is largest element in s[0..k-1]
while k < len(s):
    # Process k
    k = k+1
# c = largest char in s[0..len(s)-1]
      Equivalent postcondition
```

1. What is the invariant?
2. How do we initialize c and k?

A: $k = 0; c = s[0]$

B: $k = 1; c = s[0]$

C: $k = 1; c = s[1]$

D: $k = 0; c = s[1]$

E: None of the above

An empty set of characters or integers has no maximum. Therefore, be sure that $0..k-1$ is not empty. You must start with $k = 1$.