# Finding Invariants

## *Part 2: Deleting Conjuncts; Adding Disjuncts CS 536: Science of Programming, Fall 2021*

#### A.Why

- It is easier to write good programs and check them for defects than to write bad programs and then debug them.
- The hardest part of programming is finding good loop invariants.
- There are heuristics for finding them but no algorithms that work in all cases.

### **B.**Objectives

At the end of this activity assignment you should

• Know how to generate possible invariants using the techniques "Drop a conjunct" and "Add a disjunct".

### C. Problems

- 1. Consider the postcondition  $x^2 \le n < (x+1)^2$ , which is short for  $x^2 \le n \land n < (x+1)^2$ . List the possible invariant/loop test combinations you can get for this postcondition using the technique "Drop a conjunct."
- 2. Why is the technique "Drop a conjunct" a special case of "Add a disjunct"?
- 3. One way to view a search is as follows:

```
{inv found v not found}
while not found
do
Remove something or somethings from the things to look at
```

od

For this problem, try to recast (a) linear search and (b) binary search of an array using this framework: What parts of that program correspond to "we have found it", "we haven't found it", and "Remove something..."?

#### Solution to Activity 20 (Finding Invariants; Examples)

- 1. { $inv \ n < (x+1)^2$ } while  $x^2 > n \dots$ { $inv \ x^2 \le n$ } while  $n \ge (x+1)^2 \dots$
- 2. Dropping a conjunct is like adding the difference between the dropped conjunct and the rest of the predicate. E.g., dropping  $p_1$  from  $p_1 \wedge p_2 \wedge p_3$  is like adding  $(\neg p_1 \wedge p_2 \wedge p_3)$  to  $(p_1 \wedge p_2 \wedge p_3)$ .
- 3. (Rephrasing searches)
  - a. We can rephrase linear search through an array with We have found it: k < n ∧ b[k] = x We haven't found it: k < n ∧ b[k] ≠ x Remove what we're looking at from the things to look at: k := k+1
    b. We can rephrase binary search through an array with
  - We have found it: R = L+1We haven't found it: R > L+1Remove the left or right half from the things to look at: Either L := m or R := m