## Loop Invariants

https://cs.pomona.edu/classes/cs140/

## Outline

#### **Topics and Learning Objectives**

Practice writing loop invariants

#### **Exercise**

Loop Invariant

#### Extra Resources

• Chapter 2 of Introduction to Algorithms, Third Edition

Loop Invariant Proofs (Web Archive)

## Loop Invariant Proofs

A procedural way to prove the correctness of some code with a loop

Very similar to inductive proofs for recursive algorithms

#### **FUNCTION** SumArray(array)

```
sum = 0
i = 0
WHILE i < array.length
sum = sum + array[i]</pre>
```

## Example

How do we prove that this code sums all values in the given array?

#### Some useful syntax:

i = i + 1

- array[start ..= end] is the subarray
  - Including array[start], array[end], and everything in between
  - <u>Inclusive</u> lower and upper bounds
- array[start ..< end] is the subarray</li>
  - Including array[start], excluding array[end], and including everything in between
  - Inclusive lower bound, exclusive upper bound

## Loop Invariants

A loop invariant is a <u>predicate</u> (a statement that is either true or false) with the following properties/conditions:

1. It is true upon entering the loop the first time.

Initialization

- 2. If it is true upon starting an iteration of the loop, it remains true upon starting the next iteration.

  Maintenance
- 3. The loop terminates, and the loop invariant plus the reason that the loop terminates gives you the property that you want.

  Termination

### Relation to Induction Proofs

#### **Loop Invariant**

 Initialization: true before entering first iteration

• <u>Maintenance</u>: true after executing any iteration

• <u>Termination</u>: true after the final iteration

#### Induction

 Base case: true when acting on the smallest input

• <u>Inductive hypothesis</u>: assume true for smaller inputs

• <u>Inductive step</u>: true after executing on current input

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 Initialization: true before entering first iteration

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## How to perform a proof by loop invariant

- 1. State the loop invariant
  - 1. A statement that can be easily proven true or false
  - 2. The statement must reference the purpose of the loop
  - 3. The statement must reference variables that change each iteration

Initialization

2. Show that the loop invariant is true before the loop starts

Maintenance

- 3. Show that the loop invariant holds when executing any iteration
- 4. Show that the loop invariant holds once the loop ends | Termination

## Loop Invariant

At the start of the iteration with <reference the looping variable>, the <reference to partial solution> <something about why the partial solution is correct>.

At the start of the iteration with index j,

```
the subarray array[0 ..= j-1] consists of the elements originally in array[0 ..= j-1]
```

rearranged into nondecreasing order.

i = i + 1

# FUNCTION SumArray(array) sum = 0 i = 0 WHILE i < array.length

sum = sum + array[i]

- 1. State the loop invariant
  - 1. A statement that can be easily proven true or false
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#### Exercise

```
FUNCTION SumArray(array)
sum = 0
i = 0
WHILE i < array.length
sum = sum + array[i]
i = i + 1</pre>
```

- 1. State the loop invariant
  - 1. A statement that can be easily proven true or false
  - 2. The statement must reference the purpose of the loop
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What would be a good loop invariant for proving this procedure?

#### **FUNCTION** SumArray(array)

```
sum = 0
i = 0
WHILE i < array.length
sum = sum + array[i]
i = i + 1</pre>
```

- 1. State the loop invariant
  - 1. A statement that can be easily proven true or false
  - 2. The statement must reference the purpose of the loop
  - The statement must reference variables that change each iteration

At the start of the iteration with index i, the variable sum is the sum of all values in the subarray array [0 ... < i].

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FUNCTION SumArray(array)
sum = 0
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WHILE i < array.length
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At the start of the iteration with index i, the variable sum is the sum of all values in the subarray array [0 ..< i].

- 1. Initialization
- 2. Maintenance
- 3. Termination

```
FUNCTION SumArray(array)
sum = 0
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WHILE i < array.length
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```

At the start of the iteration with index i, the variable sum is the sum of all values in the subarray array [0 ..< i].

#### **Initialization**:

Upon entering the first iteration, i = 0. There are no numbers in the subarray array [0 . . < i]. The sum of no terms is the identity for addition (0).

```
FUNCTION SumArray(array)
sum = 0
i = 0
WHILE i < array.length
sum = sum + array[i]
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```

At the start of the iteration with index i, the variable sum is the sum of all values in the subarray array [0 ..< i].

#### **Maintenance**:

Upon entering an iteration with index i, assume that sum is equal to the sum of all values in the subarray array [0 ..< i]:

$$sum = \sum_{i=0}^{i-1} array[i]$$

The current iteration adds

array[i] to sum and then
increments i, so that the loop
invariant holds upon entering the
next iteration.

#### **FUNCTION** SumArray(array)

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sum = 0
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WHILE i < array.length
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```

At the start of the iteration with index i, the variable sum is the sum of all values in the subarray array [0 ..< i].

#### **Termination:**

The loop terminates with i = n. According to the loop invariant, sum is equal to the sum of all values in the subarray array[0 ... < i]:

$$sum = \sum_{i=0}^{i-1} array[i] = \sum_{i=0}^{n-1} array[i]$$

which is the sum of all values in the array.

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## A more complex example: Dijkstra's Algorithm

```
DIJKSTRA (G, w, s)
  S = null
  Q = G.V
  while Q is not null
     u = Extract-Min(Q)
     S = S union \{u\}
     for each vertex v adjacent to u
       RELAX(U, V, W)
```

#### **Loop Invariant:**

At the start of each iteration of the while loop, v.d = delta(s, v) for each vertex v in S.

## Dijkstra's Algorithm

```
DIJKSTRA (G, w, s)
                              Initialization:
  S = null
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       RELAX(U, V, W)
```

#### **Loop Invariant:**

At the start of each iteration of the while loop, v.d = delta(s, v) for each vertex v in S.

Initially, S = null and so the invariant is trivially true

## Dijkstra's Algorithm

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DIJKSTRA (G, w, s)
  S = null
  Q = G.V
  while Q is not null
     u = Extract-Min(Q)
     S = S union \{u\}
     for each vertex v adjacent to u
       RELAX(U, V, W)
```

#### **Loop Invariant:**

At the start of each iteration of the while loop, v.d = delta(s, v) for each vertex v in S.

#### **Maintenance:**

<long proof by contradiction on</pre> page 661 of Cormen>

## Dijkstra's Algorithm

```
DIJKSTRA (G, w, s)
  S = null
  Q = G.V
  while Q is not null
     u = Extract-Min(Q)
     S = S union \{u\}
     for each vertex v adjacent to u
```

RELAX(U, V, W)

#### **Loop Invariant:**

At the start of each iteration of the while loop, v.d = delta(s, v) for each vertex v in S.

#### **Termination:**

At termination, Q = null which, along with our earlier invariant that Q = V - S, implies that S = V. Thus, u.d = delta(s, u) for all vertices in G.V.