

Algorithmic Problem Solving

Note Title

11/12/2006

FOP Away Day
17th January 2007



Edsger W. Dijkstra (1930-2002)

"Mathematics = The Art of Effective Reasoning"

Definition The divides relation, denoted by \backslash , is a binary relation on integers defined by

$$[m \backslash n \equiv (\exists k :: k \times m = n)] \quad \square$$

Properties

\backslash is a partial ordering on the natural numbers. (i.e. reflexive, transitive and anti-symmetric).

$[1 \backslash m]$ (1 is the *least* element in the ordering)

$[m \backslash 0]$ (0 is the *greatest* element in the ordering)

$$[k \backslash m \wedge k \backslash n \equiv k \backslash (m - n) \wedge k \backslash n] \quad \square$$

Definition The greatest common divisor of natural numbers m and n is a solution of the equation

$$x :: \langle \forall k :: k \setminus m \wedge k \setminus n \equiv k \setminus x \rangle . \quad \square$$

Aside If \preceq is a partial ordering, the greatest lower bound (infimum) of m and n is a solution of the equation

$$x :: \langle \forall k :: k \preceq m \wedge k \preceq n \equiv k \preceq x \rangle .$$

Eg. the minimum of numbers m and n is a solution of

$$x :: \langle \forall k :: k \leq m \wedge k \leq n \equiv k \leq x \rangle .$$

Greatest lower bounds need not exist. Eg. equality is a partial ordering, but the equation

$$x :: \langle \forall k :: k = m \wedge k = n \equiv k = x \rangle$$

has no solution when $m \neq n$. □

Definition The greatest common divisor of natural numbers m and n is a solution of the equation

$$x :: \langle \forall k :: k \setminus m \wedge k \setminus n \equiv k \setminus x \rangle . \quad \square$$

Observe :

$$\langle \forall k :: k \setminus m \wedge k \setminus m \equiv k \setminus m \rangle$$

$$\langle \forall k :: k \setminus m \wedge k \setminus 0 \equiv k \setminus m \rangle$$

(m solves the equation when $m=n$ or $0=n$) .

Euclid's Algorithm

Replacing specification by

$x, y :: x = y \wedge \langle \forall k :: k \mid m \wedge k \mid n \equiv k \mid x \wedge k \mid y \rangle$
suggests invariant in Euclid's Algorithm:

$\{ 0 < m \wedge 0 < n \}$

$x, y := m, n$

; $\{ \text{Invariant: } \langle \forall k :: k \mid m \wedge k \mid n \equiv k \mid x \wedge k \mid y \rangle \wedge 0 < m \wedge 0 < n$
 Bound: $x + y$ }

do $x < y \rightarrow y := y - x$

□ $y < x \rightarrow x := x - y$

od

$\{ x = y \wedge \langle \forall k :: k \mid m \wedge k \mid n \equiv k \mid x \wedge k \mid y \rangle \}$

Properties Euclid's algorithm shows, constructively, that at least one solution of equation

$$x :: \langle \forall k :: k \setminus m \wedge k \setminus n \equiv k \setminus x \rangle$$

exists when $0 < m$ and $0 < n$.

Earlier we observed solutions when $0 = m$ or $0 = n$.

It is easy to show — exercise — that, if a solution exists, it is unique. \square

Conclusion: There is a binary function on natural numbers, which we will denote by the infix operator ∇ , such that

$$[k \setminus m \wedge k \setminus n \equiv k \setminus m \nabla n] \quad . \quad \square$$

Theorem $m \nabla n$ is a linear combination of m and n .

Proof $m \nabla 0 = m = m \times 1 + 0 \times 1$.

$\{ 0 < m \wedge 0 < n \}$

$x, y := m, n$; $C := \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$

; { Invariant: $(x, y) = (m, n) \times C$

where $A = \begin{bmatrix} 1 & -1 \\ 0 & 1 \end{bmatrix}$ and $B = \begin{bmatrix} 1 & 0 \\ -1 & 1 \end{bmatrix}$ }

do $x < y \rightarrow (x, y) := (x, y) \times A$; $C := C \times A$

□ $y < x \rightarrow (x, y) := (x, y) \times B$; $C := C \times B$

od

{ $x = y = m \nabla n \wedge (x, y) = (m, n) \times C$ }

□

$$\{ (x, y) = (m, n) \times C \}$$

$$(x, y) := (x, y) \times A ; \quad C := C \times A$$

$$\{ (x, y) = (m, n) \times C \}$$

Verification Condition

$$[(x, y) = (m, n) \times C$$

$$\Rightarrow (x, y) \times A = (m, n) \times (C \times A) \quad]$$

$$(x, y) \times A = (m, n) \times (C \times A)$$

$$= \{ \text{matrix multiplication is associative} \}$$

$$(x, y) \times A = ((m, n) \times C) \times A$$

$$\Leftarrow \{ \text{Leibniz} \}$$

$$(x, y) = (m, n) \times C .$$