CS 511, Fall 2018, Handout 12 Unwinding Programs: Two Small Examples

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20 September 2018

(Last modified: 24 September 2018)

GCD function in Python

original GCD program

```
1: \operatorname{def} \gcd(x,y):

2: \operatorname{while} x != y

3: \operatorname{if} x > y:

4: x = x - y

5: \operatorname{else}:

6: y = y - x;

7: \operatorname{return} x
```

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```

unwinding GCD program

```
1: \operatorname{def} \gcd(x, y):
2:
         if x == y : \text{return } x
3:
         else: if x > y:
4:
                    x = x - y
5:
                  else:
6:
                    y = y - x;
2:
         if x == y : \text{return } x
3:
         else: if x > y:
4:
                    x = x - y
5:
                  else:
6:
                    y = y - x;
2:
         if x == y : \text{return } x
3.
         else: if x > y:
4:
                    x = x - y
5:
                  else:
6:
                   y = y - x;
         (forever!)
```

GCD function in Python

original GCD program

unwinding GCD program

(forever!)

```
def \gcd(x,y):
                                                         1: def gcd(x, y):
          while x != y
                                                                 if x == y: return x
                                                         3:
                                                                 else: if x > y:
3:
               if x > y:
                                                         4:
                                                                           x = x - y
4:
                    x = x - y
                                                         5:
                                                                         else:
5:
               else:
                                                         6:
                                                                           v = v - x:
6:
                    y = y - x;
                                                         2:
                                                                 if x == y : \text{return } x
7:
          return x
                                                         3:
                                                                 else: if x > y:
                                                         4:
                                                                           x = x - y
                                                         5:
                                                                         else:
                                                         6:
                                                                           y = y - x;
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                                                                 if x == y : \text{return } x
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                                                         4:
                                                                           x = x - y
                                                         5:
                                                                         else:
                                                         6:
                                                                          y = y - x;
```

the finite execution paths can be described by the regular expression : $12(3(4+56)2)^*7$

For each finite execution path π in the program, we can write a wff φ_{π} that specifies:

- (a) conditions (on the inputs) under which path π is followed by the program,
- (b) the output in case the conditions in (a) are satisfied.

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- (a) conditions (on the inputs) under which path π is followed by the program,
- (b) the output in case the conditions in (a) are satisfied.
- ▶ for path $\pi \triangleq 127$:

$$\varphi_{\pi} \triangleq (x = y) \rightarrow \mathbf{return} \ x$$

▶ for path $\pi \triangleq 123427$:

$$\varphi_{\pi} \triangleq (x > y) \land (x = 2y) \rightarrow \text{return } y$$

▶ for path $\pi \triangleq 1235627$:

$$\varphi_{\pi} \triangleq (x < y) \land (y = 2x) \rightarrow \text{return } x$$

▶ for path $\pi \triangleq 123423427$:

$$\varphi_{\pi} \triangleq (x > y) \land (x > 2y) \land (x = 3y) \rightarrow \text{return } y$$

▶ for path $\pi \triangleq 1234235627$:

$$\varphi_{\pi} \triangleq (x > y) \land (x < 2y) \land (2x = 3y) \rightarrow \mathbf{return} (x - y)$$

etc.

For each finite execution path π in the program, we can write a wff ϕ_{π} that specifies:

- (a) conditions (on the inputs) under which path π is followed by the program,
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etc.

Remarks:

- φ_{π} is not a PL wff
- we have not defined a systematic way of writing φ_π (tricky!)
- so far we have not used timestamps

unwinding GCD program with timestamps

```
1: def gcd(x0,y0):
        if x0 == y0: return x0
2:
3:
        else: if x0 > y0:
4:
                x1 = x0 - y0; y1 = y0
5:
                else:
6:
                  v1 = v0 - x0; x1 = x0
2:
        if x1 == y1 : \mathbf{return} \ x1
3:
        else: if x1 > y1:
4:
                 x^2 = x^1 - y^1; y^2 = y^1
5:
                 else:
                  y2 = y1 - x1; x2 = x1
6:
        if x2 == y2 : \mathbf{return} \ x2
2:
3:
        else: if x2 > y2:
4:
                x3 = x2 - y2; y3 = y2
5:
                else:
6:
                 v3 = v2 - x2 : x3 = x2
        (forever!)
```

(instructions in red are new)

unwinding GCD program with timestamps

```
1: def gcd(x0, y0):
        if x0 == y0: return x0
2:
3.
        else: if x0 > v0:
4:
                  x1 = x0 - y0; y1 = y0
5:
                 else:
6:
                  v1 = v0 - x0: x1 = x0
2:
        if x1 == y1 : \mathbf{return} \ x1
3:
        else: if x1 > v1:
4:
                  x^2 = x^1 - y^1; y^2 = y^1
5:
                 else:
                  v2 = v1 - x1 : x2 = x1
6:
        if x^2 == y^2: return x^2
2:
3.
        else: if x2 > y2:
4:
                  x3 = x2 - y2; y3 = y2
5:
                 else ·
6:
                 v3 = v2 - x2 : x3 = x2
         (forever!)
```

Exercise: For each finite execution path π in the unwound program with timestamps, write a wff φ_{π} specifying:

- (a) conditions (on the inputs) under which path π is followed by the program,
- (b) the output in case the conditions in (a) are satisfied.

(instructions in red are new)

Another small example

original program foo

```
1: \operatorname{def} foo(x,y):

2: \operatorname{if} x < y:

3: x = x + y

4: \operatorname{else}:

5: x = x;

6: \operatorname{for} i \operatorname{from} 1 \operatorname{to} 3

7: y = x + y + 1;

8: \operatorname{return} x + y;
```

Another small example

original program foo

unwinding program foo with timestamps 1: **def** foo (x_0, y_0) :

1: **def** $f \circ \circ (x, y)$: 2: if x < y: 3: x = x + y4: else : 5: x = x; 6: for i from 1 to 3 7: y = x + y + 1; 8: return x + y;

- 2: **if** $x_0 < y_0$: 3: $x_1 = x_0 + y_0$ 4: else: 5: $x_1 = x_0;$ 6-7: $y_1 = x_1 + y_0 + 1$;
 - 6-7: $y_2 = x_1 + y_1 + 1$;
 - 6-7: $y_3 = x_1 + y_2 + 1$;
 - 8: return $x_1 + y_3$;

Another small example

original program foo

unwinding program foo with timestamps

```
1: def foo(x, v):
                                              1 .
                                                     def foo(x_0, y_0):
2:
        if x < v:
                                              2:
                                                        if x_0 < y_0:
3:
                                              3:
            x = x + y
                                                            x_1 = x_0 + y_0
4 .
       else:
                                              4 .
                                                        else:
5:
         x = x;
                                              5:
                                                            x_1 = x_0;
6:
     for i from 1 to 3
                                              6-7: v_1 = x_1 + v_0 + 1:
7:
                                              6-7: v_2 = x_1 + v_1 + 1:
            v = x + v + 1:
8:
        return x + y;
                                              6-7: y_3 = x_1 + y_2 + 1;
                                              8:
                                                         return x_1 + y_3:
```

• for path $\pi_1 \triangleq 123(67)^38$:

$$\varphi_{\pi_1} \triangleq (x_0 < y_0) \rightarrow (x_1 = x_0 + y_0) \land (y_1 = x_1 + y_0 + 1) \land (y_2 = x_1 + y_1 + 1) \land (y_3 = x_1 + y_2 + 1) \land \mathbf{out} = x_1 + y_3$$

• for path $\pi_2 \triangleq 1245(67)^38$:

$$\phi_{\pi_2} \triangleq \neg(x_0 < y_0) \rightarrow (x_1 = x_0) \land (y_1 = x_1 + y_0 + 1) \land (y_2 = x_1 + y_1 + 1) \\ \land (y_3 = x_1 + y_2 + 1) \land \mathbf{out} = x_1 + y_3$$

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