

### Chapter 1 Addendum (Hoare Axiomatics) Homework

Here's an iterative version of the peasant multiplication algorithm:

```

{ $x_0 \geq 0$ }
 $x \leftarrow x_0$ 
 $y \leftarrow y_0$ 
 $z \leftarrow 0$ 
{ $P$ }
while ( $x > 0$ ) do
  { $P \wedge (x > 0)$ }
  if odd( $x$ ) then  $z \leftarrow z + y$ 
   $x \leftarrow \lfloor x/2 \rfloor$ 
   $y \leftarrow 2 * y$ 
{ $z = x_0 \cdot y_0$ }

```

(All variables are integers.) Here  $P$  is defined to be

$$P \iff (z + x \cdot y = x_0 \cdot y_0) \wedge (x \geq 0)$$

The goal of this homework set is to develop a correctness proof for this algorithm, the main job being to show that the algorithm is correctly annotated.

We'll break this into parts.

1. [5 points] Show that

$$\{x_0 \geq 0\} \ x \leftarrow x_0; \ y \leftarrow y_0; \ z \leftarrow 0 \ \{P\}$$

2. [5 points] Show that

$$\begin{aligned} &\{(z + \lfloor x/2 \rfloor \cdot 2y = x_0 \cdot y_0) \wedge x > 0\} \\ &x \leftarrow \lfloor x/2 \rfloor \\ &y \leftarrow 2 * y \\ &\{P\} \end{aligned}$$

3. [5 points] Show that

$$\begin{aligned} &\{P \wedge (x > 0)\} \\ &\mathbf{if} \ \text{odd}(x) \ \mathbf{then} \ z \leftarrow z + y \\ &\{(z + \lfloor x/2 \rfloor \cdot 2y = x_0 \cdot y_0) \wedge x > 0\} \end{aligned}$$

**Hint:** Note that

$$\lfloor x/2 \rfloor = \begin{cases} x/2 & \text{if } x \text{ is even,} \\ (x-1)/2 & \text{if } x \text{ is odd.} \end{cases}$$

4. [5 points] Show that

```
{P ∧ (x > 0)}  
if odd(x) then z ← z + y  
{(z + ⌊x/2⌋) · 2y = x0 · y0) ∧ x > 0}  
x ← ⌊x/2⌋  
y ← 2 * y  
{P}
```

**Hint:** This is a “one-liner”; don’t over-complicate it! There’s a reason I’m giving the subproblems in this particular order!

5. [5 points] Show that

```
{P}  
while (x > 0) do  
  if odd(x) then z ← z + y  
  x ← ⌊x/2⌋  
  y ← 2 * y  
{z = x0 · y0}
```

and that the loop terminates after finitely-many iterations.

**Hint:** There’s a reason I gave this problem after Problem 4.

6. [5 points] Show that the full algorithm (on the previous page) is correct, as annotated. That is, show that if  $x_0 \geq 0$ , then the algorithm terminates, with  $z = x_0 \cdot y_0$ .