

1

Proof Techniques

15 October 2024

Prof. Dr. Sebastian Wild

Learning Outcomes

Unit 1: *Proof Techniques*

1. Know logical *proof strategies* for proving implications, set inclusions, set equalities, and quantified statements.
2. Be able to use *mathematical induction* in simple proofs.
3. Know techniques for *proving termination* and *correctness* of procedures.

Outline

1 Proof Techniques

- 1.1 Digression: Random Shuffle
- 1.2 Proof Templates
- 1.3 Mathematical Induction
- 1.4 Correctness Proofs

1.1 Digression: Random Shuffle

Random shuffle

- **Goal:** Put an array $A[0..n)$ of n numbers into random order.

More precisely: Any ordering of the elements $A[0], \dots, A[n-1]$ should be equally likely.

- A natural approach yields the following code

```
1 procedure myShuffle( $A[0..n)$ )  
2   for  $i := 0, \dots, n-1$   
3      $r := \text{randomInt}([0..n))$  // A uniformly random number  $r$  with  $0 \leq r < n$ .  
4     Swap  $A[i]$  and  $A[r]$  // Swap  $A[i]$  to random position.  
5   end for
```

$$[0..n) = \{0, 1, \dots, n-1\}$$

- Intuitively: All elements are moved to a random index, so the order is random ... right?

Clicker Question

► A natural approach yields the following code

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5   end for
```

Select all s



- ☐ A I have seen this shuffling algorithm (or a very similar method) before.
- ☐ B I can understand the pseudocode for myShuffle (so I would be able to do an example by hand).
- ☐ C It can generate all possible orderings of A (depending on the random numbers).
- ☐ D myShuffle produces all possible orderings with the same probability.
- ☐ E Assuming randomInt gives (perfect) uniform random numbers in the given range, myShuffle generates any ordering with equal probability.



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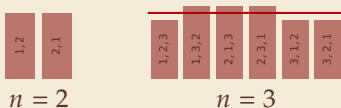
$n = 2$

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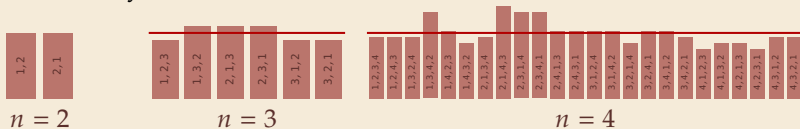


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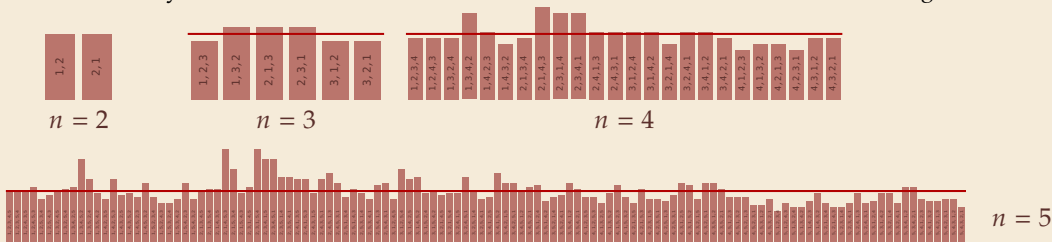


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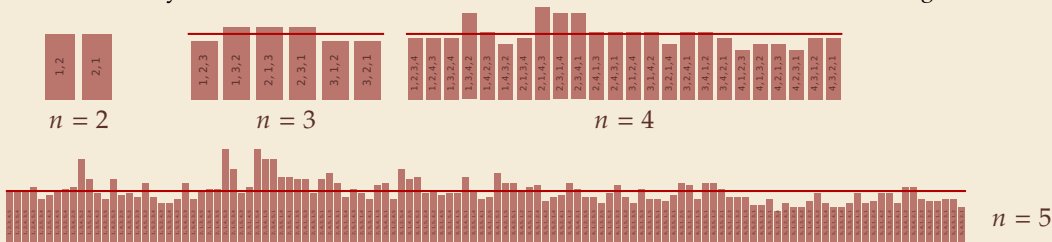
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5   end for
```

← **WRONG!**
DO NOT USE

- ▶ Intuitively: All elements are moved to a random index, so the order is random ... right????



Clicker Question



Select all statements that apply to myShuffle (for you).

- ☒ A I have seen this shuffling algorithm (or a very similar method) before. ✓
- ☒ B I can understand the pseudocode for myShuffle (so I would be do an example by hand). ✓
- ☒ C It can generate all possible orderings of *A* (depending on the random numbers). ✓
- ☐ D ~~myShuffle produces all possible orderings with the same probability.~~
- ☐ E ~~Assuming randomInt gives (perfect) uniform random numbers in the given range, myShuffle generates any ordering with equal probability.~~

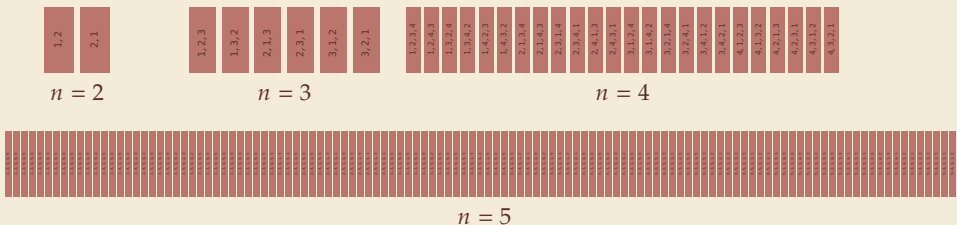


→ *sli.do/cs566*

Correct shuffle

- ▶ interestingly, a very small change corrects the issue

```
1 procedure shuffleKnuthFisherYates( $A[0..n)$ )
2   for  $i := 0, \dots, n - 1$ 
3      $r := \text{randomInt}([i..n))$ 
4     Swap  $A[i]$  and  $A[r]$ 
5   end for
```



- ▶ looks good ...
- ▶ ... but how can we convince ourselves that it is correct, *beyond any doubt*?

1.2 Proof Templates

What is a *formal* proof?

A formal proof (in a logical system) is a **sequence of statements** such that each statement

1. is an *axiom* (of the logical system), OR
2. follows from previous statements using the *inference rules* (of the logical system).

Among experts: Suffices to *convince a human* that a formal proof *exists*.

But: Use formal logic as guidance against faulty reasoning. \rightsquigarrow bulletproof



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Notation:

Aussagen

► Statements: $A \equiv$ "it rains", $B \equiv$ "the street is wet".

► Negation: $\neg A$ "Not A "

► And/Or: $A \wedge B$ " A and B "; $A \vee B$ " A or B or both"

► Implication: $A \Rightarrow B$ "If A , then B "; $\neg A \vee B$

► Equivalence: $A \Leftrightarrow B$ " A holds true *if and only if* ('iff') B holds true."; $(A \Rightarrow B) \wedge (B \Rightarrow A)$

Clicker Question



Is the following statement true?

"If the Earth is flat, then ships can fall over its rim."

A

Yes

B

No

C

Neither



→ *sli.do/cs566*

Clicker Question



Is the following statement true?

"If the Earth is flat, then ships can fall over its rim."

$A \Rightarrow B$

☒ A Yes ✓

☐ B ~~No~~

☐ C ~~Neither~~



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Implications

To prove $A \Rightarrow B$, we can

- $\}$ \blacktriangleright directly derive B from A *direct proof*
- $\}$ \blacktriangleright prove $(\neg B) \Rightarrow (\neg A)$ *indirect proof, proof by contraposition*
- \blacktriangleright assume $A \wedge \neg B$ and derive a contradiction *proof by contradiction, reductio ad absurdum*
- $\}$ \blacktriangleright distinguish cases, i. e., separately prove
 $(A \wedge C) \Rightarrow B$ and $(A \wedge \neg C) \Rightarrow B$. *proof by exhaustive case distinction*

$$\begin{aligned} A \Rightarrow B &\equiv \neg A \vee B \\ &\equiv \neg (\neg B) \vee (\neg A) \\ &\equiv (\neg B) \Rightarrow (\neg A) \end{aligned}$$

Clicker Question

n odd

$$\leadsto \exists k : n = 2k+1$$

$$\leadsto n^2 = (2k+1)^2 = 4k^2 + 4k + 1$$

$$= 2(\underbrace{2k^2 + 2k}_{k' \in \mathbb{N}}) + 1$$

$$\Rightarrow n^2 \text{ odd}$$

Suppose we want to prove:

"If $n^2 \in \mathbb{N}_0$ is an even number, then n is also even."

For that we show that when n is odd, also n^2 is odd.

Which proof template do we follow?



- ☐ A direct proof: $A \Rightarrow B$
- ☐ B indirect proof: $(\neg B) \Rightarrow (\neg A)$
- ☐ C proof by contradiction: $A \wedge \neg B \Rightarrow \perp$
- ☐ D proof by case distinction: $(A \wedge C) \Rightarrow B$ and $(A \wedge \neg C) \Rightarrow B$



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Clicker Question



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Equivalences

To prove $A \Leftrightarrow B$,
we prove both implications $A \Rightarrow B$ and $B \Rightarrow A$ separately.

(Often, one direction is much easier than the other.)

Set Inclusion and Equality

To prove that a set S contains a set R , i. e., $R \subseteq S$,
we prove the implication $x \in R \Rightarrow x \in S$.

To prove that two sets S and R are equal, $S = R$,
we prove both inclusions, $S \subseteq R$ and $R \subseteq S$ separately.

1.3 Mathematical Induction

Quantified Statements

Notation

- ▶ Statements with parameters: $A(x) \equiv$ "x is an even number."
- ▶ Existential quantifiers: $\exists x : A(x)$ "There exists some x , so that $A(x)$."
- ▶ Universal quantifiers: $\forall x : A(x)$ "For all x it holds that $A(x)$."

Note: $\forall x : A(x)$ is equivalent to $\neg \exists x : \neg A(x)$

$$\forall x \in \mathbb{N} : \dots$$

Quantifiers can be nested, e. g., ε - δ -criterion for limits:

$$\lim_{x \rightarrow \xi} f(x) = a \quad :\Leftrightarrow \quad \forall \varepsilon > 0 \exists \delta > 0 : (|x - \xi| < \delta) \Rightarrow |f(x) - a| < \varepsilon.$$

To prove $\exists x : A(x)$, we simply list an example ξ such that $A(\xi)$ is true.

Clicker Question



Have you seen **proofs** by *mathematical induction* before?

- ☐ A Yes, could do it
- ☐ B Yes, but only vaguely remember
- ☐ C I've heard this term before, but ...
- ☐ D I have not heard “mathematical induction” before



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For-all statements

To prove $\forall x : A(x)$, we can

- ▶ derive $A(x)$ for an “arbitrary but fixed value of x ”, or,
- ▶ for $x \in \mathbb{N}_0$, use **induction**, i. e.,
 - ▶ prove $A(0)$, *induction basis*, and
 - ▶ prove $\forall n \in \mathbb{N}_0 : A(n) \Rightarrow A(n+1)$ *inductive step*



For-all statements

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More general variants of induction:

- ▶ complete/strong induction *vollständige Induktion*
inductive step shows $(A(0) \wedge \dots \wedge A(n)) \Rightarrow A(n+1)$
- ▶ structural/transfinite induction
works on any *well-ordered* set, e. g., binary trees, graphs, Boolean formulas, strings, ...

no infinite strictly decreasing chains

wohl-geordnete Ordnung / Noethersche Ordnung

1.4 Correctness Proofs

Formal verification

► verification: prove that a program computes the correct result

↪ not our key focus in CS 566

but same techniques are useful for *reasoning* about algorithms

Here:

1. Prove that loop or recursive call eventually *terminates*.
2. Prove that a *loop* computes the *correct* result.

Proving termination

To prove that a recursive procedure $\text{proc}(x_1, \dots, x_m)$ eventually terminates, we

- ▶ define a *potential* $\Phi(x_1, \dots, x_m) \in \mathbb{N}_0$ of the parameters
(Note: $\Phi(x_1, \dots, x_m) \geq 0$ by definition!)

$$\mathbb{N}_0 = \{0, 1, 2, \dots\}$$

$$\mathbb{N}_{\geq 5} = \{5, 6, \dots\}$$

- ▶ prove that every recursive call decreases the potential, i. e.,
any recursive call $\text{proc}(y_1, \dots, y_m)$ inside $\text{proc}(x_1, \dots, x_m)$ satisfies

$$\Phi(y_1, \dots, y_m) < \Phi(x_1, \dots, x_m) \quad \text{which means}$$

$$\Phi(y_1, \dots, y_m) \leq \Phi(x_1, \dots, x_m) - 1$$

$$\text{proc}(x_1, \dots, x_m),$$

;

$$\text{proc}(y_1, \dots, y_m)$$

{
,

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$$\Phi(y_1, \dots, y_m) \leq \Phi(x_1, \dots, x_m) - 1$$

↪ $\text{proc}(x_1, \dots, x_m)$ terminates because
we can only strictly *decrease* the (integral) potential
a *finite* number of times from its initial value

- ▶ Can use same idea for a loop: show that potential decreases in each iteration.
↪ see tutorials for an example.

Loop invariants

Hoare Kalkül

{pre condition}

code \Downarrow

{post condition}

Goal: Prove that a *post condition* holds after execution of a (terminating) loop.

```
1 // (A) before loop
2 while cond do
3   // (B) before body
4   body
5   // (C) after body
6 end while
7 // (D) after loop
```

For that, we

- ▶ find a loop invariant I (that's the tough part!)
- ▶ prove that I holds at (A)
- ▶ prove that $I \wedge \textit{cond}$ at (B) imply I at (C)
- ▶ prove that $I \wedge \neg \textit{cond}$ imply the desired post condition at (D)

Note: I holds before, during, and after the loop execution, hence the name.

Loop invariant – Example

► loop condition: $cond \equiv j < n$

► post condition (in line 13):

$$curMax = \max_{k \in [0..n-1]} A[k]$$

► loop invariant:

$$I \equiv curMax = \max_{k \in [0..j-1]} A[k] \wedge j \leq n$$

We have to prove:

- (i) I holds at (A)
- (ii) $I \wedge cond$ at (B) $\Rightarrow I$ at (C)
- (iii) $I \wedge \neg cond \Rightarrow$ post condition

```
1 procedure arrayMax(A,n)
2   // input: array of n elements,  $n \geq 1$ 
3   // output: the maximum element in  $A[0..n-1]$ 
4    $curMax := A[0]; j := 1$ 
5   // (A)
6   while  $j < n$  do
7     // (B);
8     if  $A[j] > curMax$ 
9        $curMax := A[j]$ 
10     $j := j + 1$ 
11    // (C)
12  end while
13  // (D)
14  return  $curMax$ 
```

(i) $curMax = A[0] = \max_{k \in [0..j-1]} A[k]$
 $= \max_{k \in [0..0]} A[k] \quad \checkmark$
 $j = 1 \leq n \quad \checkmark$

Loop invariant – Example

(ii) $I \wedge \text{cond at } (B) \Rightarrow I \text{ at } (C)$

(iii) $I \wedge \neg \text{cond} \Rightarrow \text{post condition}$

loop invariant:

$$I \equiv \underbrace{\text{curMax} = \max_{k \in [0..j-1]} A[k]}_{\text{pink bracket}} \wedge \underbrace{j \leq n}_{\text{green bracket}}$$

(ii) Fallunterscheidung nach Bedingung in 2.8

"I" 1. Fall $A[j] > \text{curMax}$
 bei (B)
 $A[j] > \text{curMax} = \max_{k \in [0..j-1]} A[k]$
 I

$$\begin{aligned} \text{nach 2.9} \quad \text{curMax} &= A[j] \\ &= \max_{k \in [0..j]} A[k] \end{aligned}$$

nach 2.10 $j \rightsquigarrow j+1$

$$\text{curMax} = \max_{k \in [0..j-1]} A[k]$$

✓

```

1 procedure arrayMax(A,n)
2   // input: array of n elements, n ≥ 1
3   // output: the maximum element in A[0..n-1]
4   curMax := A[0]; j := 1
5   // (A)
6   while j < n do
7     // (B)
8     if A[j] > curMax
9       curMax := A[j]
10    j := j+1
11    // (C)
12  end while
13  // (D)
14  return curMax
    
```

2. Fall $A[j] \leq \text{curMax}$

$$A[j] \leq \text{curMax} = \max_{k \in [0..j-1]} A[k]$$

$$= \max_{k \in [0..j]} A[k]$$

nach 2.10 $\text{curMax} = \max_{k \in [0..j-1]} A[k]$

✓

I^a

$$\text{bei (B)} \quad j \leq n \wedge j < n \leadsto \underline{j \leq n-1}$$

$$\text{nach 8.10} \quad j \leadsto j+1$$

$$\Rightarrow j \leq n \text{ bei (C)} \quad \checkmark$$

✓ (ii)

(ii) $I \wedge \text{cond at (B)} \Rightarrow I \text{ at (C)}$

(iii) $I \wedge \neg \text{cond} \Rightarrow \text{post condition}$

(iii) wir geben curMax zurück

$$(I) \quad \text{curMax} = \max_{k \in [0..j-1]} A[k]$$

$$\begin{aligned} j \leq n & \wedge \underbrace{\neg \text{cond}}_{\substack{\equiv j \geq n \\ \text{bei (I)}}} \\ \leadsto j = n \end{aligned}$$

$$\text{curMax} = \max_{k \in [0..n-1]} A[k]$$

✓ (iii)

```
1 procedure arrayMax(A,n)
2   // input: array of n elements, n ≥ 1
3   // output: the maximum element in A[0..n-1]
4   curMax := A[0]; j := 1
5   // (A)
6   while j < n do
7     // (B)
8     if A[j] > curMax
9       curMax := A[j]
10    j := j + 1
11    // (C)
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