

03a—Induction

CS 3234: Logic and Formal Systems

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- 1 Inductive Definitions
 - What are Inductive Definitions?
 - Extremal Clause
 - Proofs by Induction
 - Defining Sets by Rules in Java

Inductive Definitions

- We will frequently define a set by a collection of rules that determine the elements of that set.
Example: the set of valid sentences of a grammar
- What does it mean to define a set by a collection of rules?

Examples

- Numerals, in unary (base-1) notation.
 - *Zero* is a numeral;
 - if n is a numeral, then so is $Succ(n)$.
- Binary trees (w/o data at nodes):
 - *Empty* is a binary tree;
 - If l and r are binary trees, then so is $Node(l, r)$.

Examples (more formally)

- Numerals: The set *Num* is defined by the rules

$$\frac{}{\text{Zero}} \qquad \frac{n}{\text{Succ}(n)}$$

- Binary trees: The set *Tree* is defined by the rules

$$\frac{}{\text{Empty}} \qquad \frac{t_l \quad t_r}{\text{Node}(t_l, t_r)}$$

Defining a Set by Rules

- Given a collection of rules, what set does it define?
 - What is the set of numerals?
 - What is the set of trees?
- Do the rules pick out a unique set?

Defining a Set by Rules

- There can be many sets that satisfy a given collection of rules.
 - $MyNum = \{Zero, Succ(Zero), \dots\}$
 - $YourNum = MyNum \cup \{\infty, Succ(\infty), \dots\}$, where ∞ is an arbitrary symbol
- Both $MyNum$ and $YourNum$ satisfy the rules defining numerals (i.e., the rules are true for these sets). Really?

MyNum Satisfies the Rules

$$\frac{}{\text{Zero}} \qquad \frac{n}{\text{Succ}(n)}$$

$\text{MyNum} = \{\text{Zero}, \text{Succ}(\text{Zero}), \text{Succ}(\text{Succ}(\text{Zero})), \dots\}$

Does *MyNum* satisfy the rules?

- $\text{Zero} \in \text{MyNum}$. ✓
- If $n \in \text{MyNum}$, then $\text{Succ}(n) \in \text{MyNum}$. ✓

YourNum Satisfies the Rules

$$\frac{}{\text{Zero}} \qquad \frac{n}{\text{Succ}(n)}$$

YourNum =

$\{\text{Zero}, \text{Succ}(\text{Zero}), \text{Succ}(\text{Succ}(\text{Zero})), \dots\} \cup \{\infty, \text{Succ}(\infty), \dots\}$

Does *YourNum* satisfy the rules?

- $\text{Zero} \in \text{YourNum}$. ✓
- If $n \in \text{YourNum}$, then $\text{Succ}(n) \in \text{YourNum}$. ✓

Defining Sets by Rules

- Both *MyNum* and *YourNum* satisfy all rules.
- It is not enough that a set satisfies all rules.
- Something more is needed: an *extremal* clause.
 - “and nothing else” or
 - “the least set that satisfies these rules”

Example 1: *Num*

Num is the least set that satisfies these rules:

- *Zero* is included
- If n is included, then $Succ(n)$ is included.

Example 2: *Tree*

Tree is the least set that satisfies these rules:

- *Zero* is included
- If t_l and t_r are included, then $Node(t_l, t_r)$ is included.

Inductive Definitions

Question: What do we mean by “least”?

Answer: The smallest with respect to the subset ordering on sets.

- Contains no “junk”, only what is required by the rules.
- Since $YourNum \supsetneq MyNum$, $YourNum$ is ruled out by the extremal clause.
- $MyNum$ is “ruled in” because it has no “junk”.

What's the Big Deal?

- Inductively defined sets “come with” an induction principle.
- Suppose I is inductively defined by rules R .
- To show that every $x \in I$ has property P , it is enough to show that P satisfies the rules of R .
- Sometimes called *structural induction* or *rule induction*.

Induction Principle

- To show that every $n \in Num$ has property P , it is enough to show:
 - *Zero* has property P .
 - if n has property P , then $Succ(n)$ has property P .
- This is just ordinary mathematical induction!

Induction Principle

- To show that every tree has property P , it is enough to show that
 - *Empty* has property P .
 - If l and r have property P , then so does $Node(l, r)$.
- We call this *structural induction on trees*.

Induction Principle

How can we justify this principle?

- Properties are sets. We are trying to show that $P \supseteq I$.
- Remember that I is (by definition) the smallest set satisfying the rules in R .
- Hence if P satisfies the rules of R , then $P \supseteq I$.
- This is why the extremal clause matters so much!

Example: Size of a Tree

- To show: Every tree has a size, defined as follows:

Definition of size

- The size of *Empty* is 1.
 - If tree l has size h_l and tree r has size h_r , then the tree $\text{Node}(l, r)$ has size $1 + h_l + h_r$.
-
- Clearly, every tree has at most one size, but does it have a size at all?

Example: size

- It may seem obvious that every tree has a size, but notice that the justification relies on structural induction!
 - An “infinite tree” does not have a size!
 - But the extremal clause rules out the infinite tree!

Example: size

- We prove that every tree (as defined above) has a size (as defined above).
- Proceed by induction on the rules defining trees, showing that the property “has a size” satisfies the rules defining trees.
- Since the set of trees is the *least set* that satisfies the rules, the property “has a size” must be a superset of the set of trees!

Example: size

Definition of size

- The size of *Empty* is 1.
- If tree l has size h_l and tree r has size h_r , then the tree $\text{Node}(l, r)$ has size $1 + h_l + h_r$.

- Rule 1 of Def of Tree: *Empty* is included.
Do all things that have a size fulfill this rule?
Does *Empty* have a size? **yes**
- Rule 2 of Def of Tree: If l and r are included, then $\text{Node}(l, r)$ is included.
Does all things that have a size fulfill this rule?
If l and r have sizes, then $\text{Node}(l, r)$ has a size? **yes**

Example: size (summary)

- We have defined *Tree* as the least set satisfying:
 - *Zero* is included
 - If t_l and t_r are included, then $Node(t_l, t_r)$ is included.
- We have shown that the property “has a size” is a set satisfying
 - *Zero* is included
 - If t_l and t_r are included, then $Node(t_l, t_r)$ is included.
- Thus, the property “has a size” is a superset of *Tree*, meaning: Every *Tree* has a size.

Encoding Numerals in Java

```
interface Num {}
class Zero implements Num {}
class Succ implements Num {
    public Num pred;
    Succ(Num p) {pred = p;}
}
Num my_num = new Zero();
Num my_other_num =
    new Succ(new Succ(new Zero()));
```

Encoding Trees in Java

```
interface Tree {}
class Empty implements Tree {}
class Node implements Tree {
    public Tree left, right;
    Node(Tree l, Tree r) {
        left = l; right = r;
    }
}
Tree my_tree =
    new Node(new Empty(),
             new Node(new Node(new Empty(),
                                new Empty()),
                      new Empty()));
```


Constructors and Rules

- The constructors of the classes correspond to the rules in the inductive definition.
- Numerals
 - `new Zero()` is of type `Num`
 - if `n` is of type `Num`, then `new Succ(n)` is of type `Num`
- Trees
 - `new Empty()` is of type `Tree`
 - if `l` and `r` are of type `Tree`, then `new Node(l, r)` is of type `Tree`

Analogy with Java

- We assume an implicit extremal clause: no other classes implement the interface.
- The associated induction principle may be used to prove termination and correctness of functions.

Example: Size in Java

```
interface Tree {
    public int size();
}
class Empty implements Tree {
    public int size() {return 1;}
}
class Node implements Tree {
    public Tree left, right;
    Node(Tree l, Tree r) {left = l; right = r;}
    public int size() {
        return 1 + left.size() + right.size();
    }
}
```

Proving Termination of Java Program

Why does `size(t)` terminate for every tree `t`?

- For every `t` of type `Tree`, does there exist `h` such that `size(t)` returns `h`?
- Proof similar to above!

Summary

- An inductively defined set is the least set closed under a collection of rules.
- Rules have the form:
“If $x_1 \in X$ and \dots and $x_n \in X$, then $x \in X$.”

- Notation:

$$\frac{x_1 \quad \dots \quad x_n}{x}$$

Summary

- Inductively defined sets admit proofs by rule induction.
- For each rule

$$\frac{x_1 \quad \cdots \quad x_n}{x}$$

assume that $x_1 \in P, \dots, x_n \in P$, and show that $x \in P$.

- Conclude that every element of the set is in P .