

# Termination of Affine Loops over the Integers

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**RP**

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do {
  p = r = b + (2 * PTHRESH);
  if (r >= t) p = r = t;      /* too short to care about */
  else {
    while (((cmp(aTHX_ *(p-1), *p) > 0) == sense) &&
           ((p -= 2) > q)) {}
    if (p <= q) {
      /* b through r is a (long) run.
       ** Extend it as far as possible. */
      p = q = r;
      while (((p += 2) < t) &&
             ((cmp(aTHX_ *(p-1), *p) > 0) == sense)) q = p;
      r = p = q + 2;        /* no simple pairs, no after-run */
    }
  }
  if (q > b) {                /* run of greater than 2 at b */
    gptr *savep = p;
    p = q + 2;
    /* pick up singleton, if possible */
    if ((p == t) &&
        ((t + 1) == last) &&
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      savep = r = p = q = last;
    p2 = NEXT(p2) = p2 + (p - b); ++runs;
    if (sense)
      while (b < --p) {
        const gptr c = *b;
        *b++ = *p;
        *p = c;
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  if (((b = p) == t) && ((t+1) == last)) {
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    /* pick up singleton, if possible */
    if ((p == t) &&
        ((t + 1) == last) &&
        ((cmp(aTHX_ *(p-1), *p) > 0) == sense))
      savep = r = p = q = last;
    p2 = NEXT(p2) = p2 + (p - b); ++runs;
    if (sense)
      while (b < --p) {
        const gptr c = *b;
        *b++ = *p;
        *p = c;
      }
    p = savep;
  }
  while (q < p) {             /* simple pairs */
    p2 = NEXT(p2) = p2 + 2; ++runs;
    const gptr c = *q++;
    *(q-1) = *q;
    *q++ = c;
    q += 2;
  }
  if (((b = p) == t) && ((t+1) == last)) {
    NEXT(p2) = p2 + 1; ++runs;
    b++;
  }
  q = r;
} while (b < t);
```

# Importance of Affine While Loops

- Simplest type of program for which termination problems are open.
- They are everywhere. Consider the part of code from a driver:
- Terminator

```
while (Cx > t)
  do x := A
```

```
do {
  p = r = b + (2 * PTHRESH);
  if (r >= t) p = r = t; /* too short to care about */
  else {
    while (((cmp(aTHX_ *(p-1), *p) > 0) == sense) &&
           ((p -= 2) > q)) {}
    if (p <= q) {
      /* b through r is a (long) run.
      ** Extend it as far as possible. */
      p = q = r;
      while (((p += 2) < t) &&
             ((cmp(aTHX_ *(p-1), *p) > 0) == sense)) q = p;
      p = q + 2; /* no simple pairs, no after-run */
    }
    /* run of greater than 2 at b */
    p = r = b;
    p += 2;
    /* up singleton, if possible */
    while ((p < t) &&
           ((p + 1) == last) &&
           ((cmp(aTHX_ *(p-1), *p) > 0) == sense))
      p = r = p = q = last;
    XT(p2) = p2 + (p - b); ++runs;
    p = r = b;
    while (b < --p) {
      const gptr c = *b;
      *b++ = *p;
      *p = c;
    }
    p = r = b;
    /* simple pairs */
    while ((p2 = p2 + 2; ++runs;
           p = *q++;
           p <= q) &&
           ((p + 1) == last)) {

```

## Affine Loops & Linear Recurrence Sequences

A **Linear Recurrence Sequence (LRS)**  $\mathbf{u} = \langle u_n \rangle_{n=1}^{\infty}$  is a sequence defined by a recursion of the form

$$u_{n+k} = a_1 u_{n+k-1} + \cdots + a_k u_n + a_{k+1}$$

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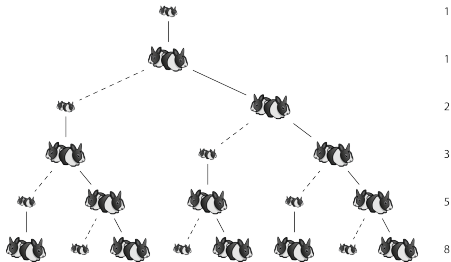
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For a loop

$P : \text{while } (\mathbf{c}\mathbf{x} > \mathbf{d}) \text{ do } \mathbf{x} := \mathbf{A}\mathbf{x} + \mathbf{b}$

it can be readily seen that

$$u_n = (\mathbf{c} \quad -\mathbf{d}) \begin{pmatrix} \mathbf{A} & \mathbf{b} \\ \mathbf{0} & 1 \end{pmatrix}^n \begin{pmatrix} \mathbf{x} \\ 1 \end{pmatrix}$$

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Termination of Affine programs over  $\mathbb{Z}$  is decidable when the update matrix  $\mathbf{A}$  is *diagonalisable*.



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- **Khinchine:** There exists  $W \in \mathbb{N}$  s.t. any convex set  $C \subseteq \mathbb{R}^d$  of width at least  $W$  contains an integer point.



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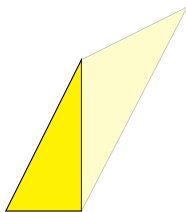
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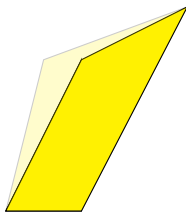
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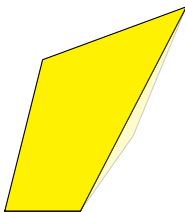
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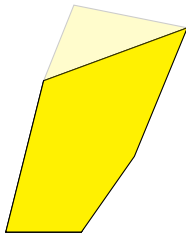
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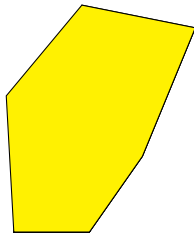
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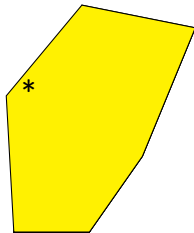
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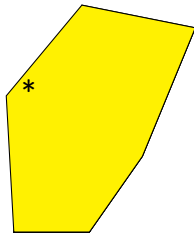
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## Other methods: Ranking Functions

For a loop

$P : \text{while } (\mathbf{B}\mathbf{x} > \mathbf{b}) \text{ do } \mathbf{x} := \mathbf{A}\mathbf{x} + \mathbf{a}$

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This loop has **doesn't** have a linear ranking function. □

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