

461 Let p be a user's binary variable, and let m be an implementer's natural variable. The operations allow the user to assign a value n to the implementer's variable, and to test whether the implementer's variable is a prime number.

$assign\ n = m := n$

$check = p := prime\ m$

assuming $prime$ is suitably defined. If $prime$ is an expensive function, and the $check$ operation is more frequent than the $assign$ operation, we can improve the solution by making $check$ less expensive even if that makes $assign$ more expensive. Using data transformation, make this improvement.

After trying the question, scroll down to the solution.

§ I replace the implementer's natural variable m by a new implementer's binary variable q . The data transformer is

$$q = \text{prime } m$$

We have to check that this is a data transformer.

$$\begin{aligned} & \forall q. \exists m. q = \text{prime } m \\ = & (\exists m. \top = \text{prime } m) \wedge (\exists m. \perp = \text{prime } m) && \text{generalization twice} \\ \Leftarrow & (\top = \text{prime } 2) \wedge (\perp = \text{prime } 4) \\ = & \top \end{aligned}$$

Using this transformer, *assign* n is transformed to

$$\begin{aligned} & \forall m. q = \text{prime } m \Rightarrow \exists m'. q' = \text{prime } m' \wedge (m := n) && \text{expand assignment} \\ = & \forall m. q = \text{prime } m \Rightarrow \exists m'. q' = \text{prime } m' \wedge m' = n \wedge p' = p && \text{one-point } m' \\ = & \forall m. q = \text{prime } m \Rightarrow q' = \text{prime } n \wedge p' = p && \text{change of variable from } m \text{ to } r \\ = & \forall r. \text{prime nat. } q = r \Rightarrow q' = \text{prime } n \wedge p' = p && \text{one-point } r \\ = & q' = \text{prime } n \wedge p' = p \\ = & q := \text{prime } n \end{aligned}$$

Using this transformer, *check* is transformed to

$$\begin{aligned} & \forall m. q = \text{prime } m \Rightarrow \exists m'. q' = \text{prime } m' \wedge (p := \text{prime } m) && \text{expand assignment} \\ = & \forall m. q = \text{prime } m \Rightarrow \exists m'. q' = \text{prime } m' \wedge m' = m \wedge p' = \text{prime } m && \text{one-point } m' \\ = & \forall m. q = \text{prime } m \Rightarrow q' = \text{prime } m \wedge p' = \text{prime } m && \text{change of variable from } m \text{ to } r \\ = & \forall r. \text{prime nat. } q = r \Rightarrow q' = r \wedge p' = r && \text{one-point } r \\ = & q' = q \wedge p' = q \\ = & p := q \end{aligned}$$