Lecture 20 - April 4

Reactive System: Bridge Controller

Announcements

- ProgTest1: Andy (eMail, Zoom); Jackie (Office Hour)
- Lab4 released
- ProgTest2
- Exam guide to be released
- Final makeup lecture to be released

Bridge Controller: Guards of "old" Events 2nd Refinement





Bridge Controller: Guards of "new" Events 2nd Refinement





Lecture

Reactive System: Bridge Controller

2nd Refinement: Invariant Preservation

PO/VC Rule of **Invariant Preservation**: Sequents



Example Inference Rules



Discharging POs of m2: Invariant Preservation First Attempt



Discharging POs of m2: Invariant Preservation

First Attempt



Exercise

Understanding the Failed Proof on INV



Lecture

Reactive System: Bridge Controller

2nd Refinement: Fixing the Model Adding an Invariant

Fixing m2: Adding an Invariant

Abstract m1 RFQ3 The bridge is one-way or the other, not both at the same time. variables: a, b, c IL out ML out **inv2 5**: ml tl = red \vee il tl = red when when h > 0invariants: a+b < da = 0inv1 1: $a \in \mathbb{N}$ c = 0then inv1 2 : $b \in \mathbb{N}$ then b := b - 1 $inv1_3: c \in \mathbb{N}$ a := a + 1c := c + 1 $inv1_4: a+b+c=n$ end end **inv1 5**: $a = 0 \lor c = 0$ ML out/inv2 4/INV $d \in \mathbb{N}$ axm0 1 axm0 2 d > 0Concrete m2 COLOUR = { green, red } axm2 1 axm2 2 areen ≠ red inv0 1 $n \in \mathbb{N}$ variables: ML out IL out inv0 2 n < da.b.c when $a \in \mathbb{N}$ inv1 1 when ml tl *il_tl = areen* inv1_2 b∈ℕ $ml_t = qreen$ $C \in \mathbb{N}$ il tl inv1 3 then then inv1 4 a+b+c=nb := b - 1inv1_5 $a = 0 \vee c = 0$ a := a + 1invariants: c := c + 1inv2 1 ml tl COLOUR inv2 1 : $ml \ tl \in COLOUR$ end end inv2 2 il tl e COLOUR inv2 2 : if $f \in COLOUR$ inv2_3 $ml_tl = areen \Rightarrow a + b < d \land c = 0$ **inv2_3**: $ml_t = qreen \Rightarrow a + b < d \land c = 0$ inv2_4 $iI_t = green \Rightarrow b > 0 \land a = 0$ **inv2_4**: $il_t = areen \Rightarrow b > 0 \land a = 0$ inv2 5 $ml_t = red \lor il_t = red$ *Concrete* guards of *ML_out* ml_tl = green Concrete invariant inv2_4 $iI_{t} = green \Rightarrow b > 0 \land (a+1) = 0$ Exercise: Specify IL_out/inv2_3/INV with ML_out's effect in the post-state



