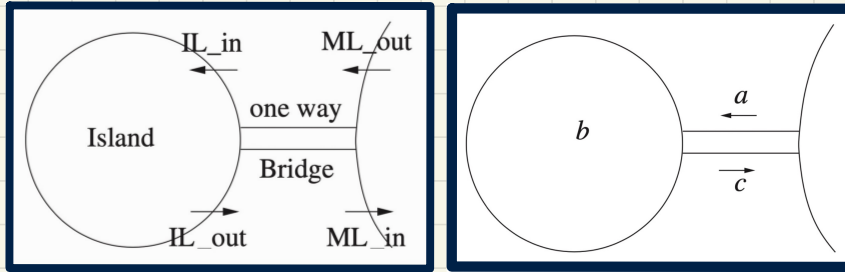


Bridge Controller: **Guarded Actions** of “new” Events in 1st Refinement



IL_in: A car enters island
(getting off the bridge).

```
IL_in
when
  ??
then
  ??
end
```

IL_out: A car exits island
(getting on the bridge).

```
IL_out
when
  ??
then
  ??
end
```

constants: d

axioms:

axm0_1 : $d \in \mathbb{N}$
axm0_2 : $d > 0$

variables: a, b, c

invariants:

inv1_1 : $a \in \mathbb{N}$
inv1_2 : $b \in \mathbb{N}$
inv1_3 : $c \in \mathbb{N}$
inv1_4 : $a + b + c = n$
inv1_5 : $a = 0 \vee c = 0$

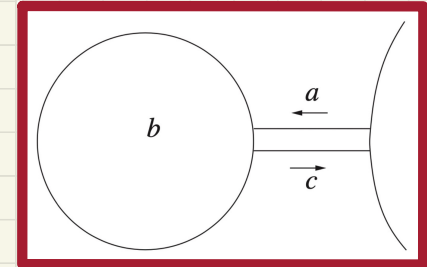
Before-After Predicates of Event Actions: 1st Refinement

```
IL_in
  when
     $a > 0$ 
  then
     $a := a - 1$ 
     $b := b + 1$ 
  end
```

```
IL_out
  when
     $b > 0$ 
     $a = 0$ 
  then
     $b := b - 1$ 
     $c := c + 1$ 
  end
```

- Pre-State
- Post-State
- State Transition

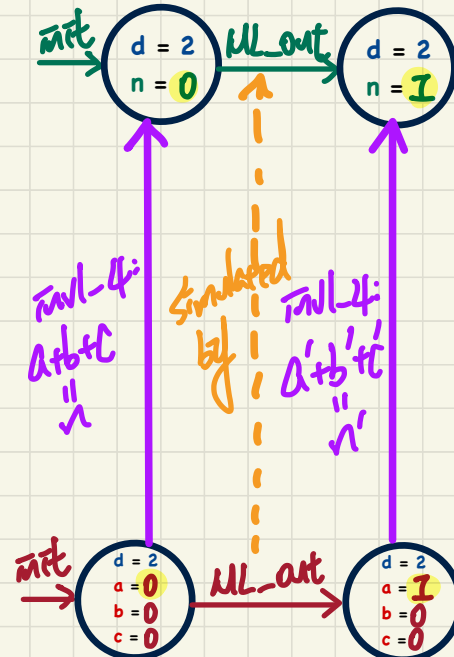
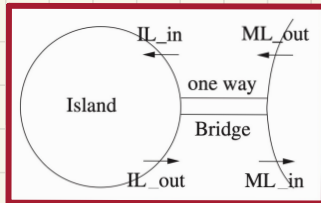
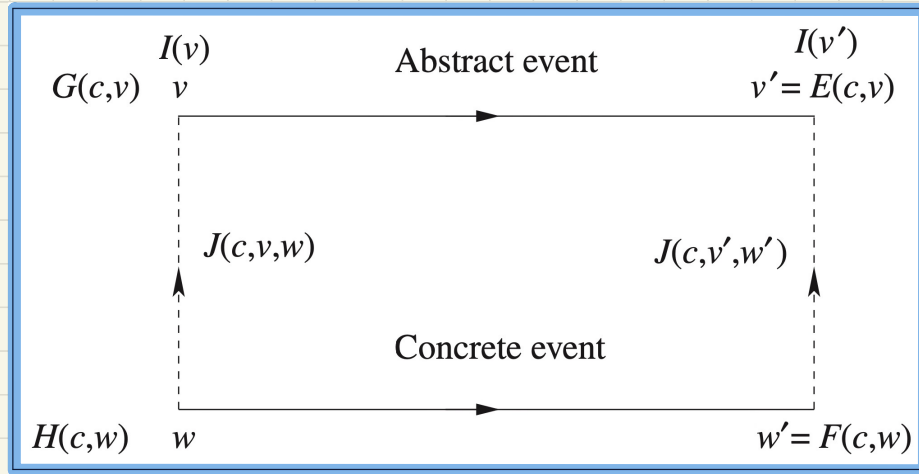
Concrete State Space



Visualizing Invariant Preservation in Refinement

Each **new state transition** (from w to w') should be simulated by an **abstract dummy state transition** (from v to v')

skip
begin
end



PO/VC Rule of Invariant Preservation: Sequents

Abstract m0

constants: d

axioms:

axm0_1 : $d \in \mathbb{N}$

axm0_2 : $d > 0$

variables: n

invariants:

inv0_1 : $n \in \mathbb{N}$

inv0_2 : $n \leq d$

$A(c)$
 $I(c, \mathbf{v})$
 $J(c, \mathbf{v}, \mathbf{w})$
 $H(c, \mathbf{w})$
 $\vdash$
 $J_i(c, E(c, \mathbf{v}), F(c, \mathbf{w}))$

IL_in/INV1_4/INV

Concrete m1

variables: a, b, c

invariants:

inv1_1 : $a \in \mathbb{N}$

inv1_2 : $b \in \mathbb{N}$

inv1_3 : $c \in \mathbb{N}$

inv1_4 : $a + b + c = n$

inv1_5 : $a = 0 \vee c = 0$

IL_in

when

$a > 0$

then

$a := a - 1$

$b := b + 1$

end

IL_out

when

$b > 0$

$a = 0$

then

$b := b - 1$

$c := c + 1$

end

IL_in/INV1_5/INV

Q. How many PO/VC rules for model m1?

Discharging **POs** of m1: Invariant Preservation in Refinement

IL_in/inv1_4/INV

$d \in \mathbb{N}$

$d > 0$

$n \in \mathbb{N}$

$n \leq d$

$a \in \mathbb{N}$

$b \in \mathbb{N}$

$c \in \mathbb{N}$

$a + b + c = n$

$a = 0 \vee c = 0$

$a > 0$

$\vdash$

$(a - 1) + (b + 1) + c = n$

$$\frac{H1 \vdash G}{H1, H2 \vdash G} \quad \text{MON}$$

$$\frac{}{H, P \vdash P} \quad \text{HYP}$$



Discharging **POs** of m1: Invariant Preservation in Refinement

ML_in/inv1_5/INV

$d \in \mathbb{N}$

$d > 0$

$n \in \mathbb{N}$

$n \leq d$

$a \in \mathbb{N}$

$b \in \mathbb{N}$

$c \in \mathbb{N}$

$a + b + c = n$

$a = 0 \vee c = 0$

$a > 0$

$\vdash$

$(a - 1) = 0 \vee c = 0$

$\frac{}{H, P \vdash P}$ HYP

$\frac{}{\perp \vdash P}$ FALSE_L

$\frac{H1 \vdash G}{H1, H2 \vdash G}$ MON

$\frac{H \vdash Q}{H \vdash P \vee Q}$ OR_R2

$\frac{H(\mathbf{F}), \mathbf{E} = \mathbf{F} \vdash P(\mathbf{F})}{H(\mathbf{E}), \mathbf{E} = \mathbf{F} \vdash P(\mathbf{E})}$ EQ_LR

$\frac{H, P \vdash R \quad H, Q \vdash R}{H, P \vee Q \vdash R}$ OR_L



Livelock Caused by New Events Diverging



An alternative **m1** (for demonstration)

constants: d

axioms:

axm0.1 : $d \in \mathbb{N}$
axm0.2 : $d > 0$

variables: a, b, c

invariants:

inv1.1 : $a \in \mathbb{Z}$
inv1.2 : $b \in \mathbb{Z}$
inv1.3 : $c \in \mathbb{Z}$

ML_out
when
 $a + b < d$
 $c = 0$
then
 $a := a + 1$
end

ML_in
when
 $c > 0$
then
 $c := c - 1$
end

IL_in
begin
 $a := a - 1$
 $b := b + 1$
end

IL_out
begin
 $b := b - 1$
 $c := c + 1$
end