

# An Event-B Specification of Projections

---

Test using projections to get the left and right parts of pairs.

---

<b>1</b>	<b>MACHINE Project</b>	<b>2</b>
1.1	<i>left mapping right</i> . . . . .	2
1.2	<b>addPair</b> ( <i>l r</i> ) . . . . .	2
1.3	<b>extractParts</b> ( <i>x</i> ) . . . . .	2

## VARIABLES

1.1

*mapping*  
*left*  
*right*

## INVARIANTS

*inv1:*  $mapping \subseteq 1..10 \times \text{BOOL}$   
*inv2:*  $left \in \text{dom}(mapping)$   
*inv3:*  $right \in \text{ran}(mapping)$

## EVENT INITIALISATION

## THEN

*init1:*  $mapping := \{1 \mapsto \text{FALSE}\}$   
*init2:*  $left := 1$   
*init3:*  $right := \text{FALSE}$

## END

## EVENT addPair

1.2

## ANY

*l*  
*r*

## WHERE

*grd1:*  $l \in \text{dom}(mapping)$   
*grd2:*  $r \in \text{ran}(mapping)$

## THEN

*act1:*  $mapping := mapping \cup \{l \mapsto r\}$

## END

## EVENT extractParts

1.3

Take a pair and split it into its left part and right part using the prj function generators.

## ANY

*x*

## WHERE

*grd1:*  $x \in mapping$

## THEN

*act1:*  $left := (mapping \triangleleft \text{prj}_1)(x)$

Mapping is only used to deduce the types for prj1!

*act2:*  $right := ((\mathbb{N} \times \text{BOOL}) \triangleleft \text{prj}_2)(x)$

Here the types are explicit, but same function.

## END

addPair, 2

extractParts, 2

INITIALISATION, 2

left, 2

mapping, 2

Project, 2

right, 2