

# CoreASM Language User Manual

engine version 1.6.5-beta

[github.com/CoreASM/](https://github.com/CoreASM/)

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This document is still under construction to match the latest version of the engine. Your criticism is welcome!

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## 1 Installing CoreASM

There are currently two user interfaces available for the CoreASM engine: a command-line interface called **Carma**, and a graphical interactive development environment in the Eclipse platform, known as the CoreASM Eclipse Plugin.

### 1.1 CoreASM with Carma

All sources of the CoreASM engine with Carma can be downloaded at <https://github.com/CoreASM/coreasm.core>.

#### 1.1.1 System Requirements

You need to have Sun Microsystems Java 1.6 (JVM) installed on your machine.

#### 1.1.2 Installing Carma

To install CoreASM with Carma just unzip the contents of the binary package into a directory of your choice. Alternatively, You can build CoreASM with Carma using the ant build file provided in the source package.

#### 1.1.3 Running Carma

Under Carma's home directory (where you installed Carma), simply run 'carma' (under POSIX systems) or 'carma.bat' (under Windows systems). To be able to run Carma from other directories, change the value of CARMA\_HOME environment variable in 'carma' or 'carma.bat' (depending on your operating system) so that it points to the folder in which Carma is installed.

To start, try Carma with '--help' to see the list of command-line arguments.

### 1.2 CoreASM Eclipse Plugin

This section explains how to install the CoreASM Eclipse plugin.

#### 1.2.1 System Requirements

You need to have Eclipse 3.5 or newer installed on your machine.

#### 1.2.2 Installing CoreASM Eclipse Plugin

This version of the CoreASM Eclipse Plugin has been developed and tested under

Ubuntu Linux 64bit v14.10 & Windows 7 and 8.1 with Kepler Service Release 2 64 bit & Luna Eclipse Standard 4.4 64 bit Oracle Java SE JDK 6u45

The Plugin can be installed either from the Eclipse Marketplace or by performing the following steps:

- Open the **Help**-menu inside Eclipse
- Select the menu item **Help >> Install New Software...**
- Paste the url of this site <http://webcoreasm.informatik.uni-ulm.de/coreasm-repository> into the field "work with" and press **ENTER**
- Next press **Select All** and afterwards **Next**-button
- Confirm the selection of the "CoreASM Eclipse Plugin" for installation by pressing the **Next**-button
- Accept the license and start the installation by pressing the **Finish**-button
- When the warning appears that you are installing unsigned content, you have to press the **Okay**-button to continue
- Last, you have to restart Eclipse so that the "CoreASM Eclipse Plugin" becomes available to you

If you like, you can build CoreASM by your own using the sources on github. The sources and our wiki are available at <https://github.com/CoreASM/coreasm.core>.

### 1.2.3 Using CoreASM Eclipse Plugin

#### Creating a New Project

1. From the Eclipse menu choose: **File >> New >> Project...**
2. Choose **General >> Project** from the "New Project" dialog. Click **Next**.
3. Give the project a name. Click **Finish**.

#### Creating a New CoreASM Specification

*Method 1:*

1. From the Eclipse menu choose: **File >> New >> Other...**
2. In the New dialog choose **CoreASM >> CoreASM Specification**. Click **Next**.
3. Choose the project container for the specification.

4. Enter the name of the new CoreASM specification file. The file must have the extension `.casm` or `.coreasm`.
5. Click **Finish**.

*Method 2:*

1. File the Eclipse menu choose: **File** » **New** » **File...**
2. In the new file dialog choose a project container for the new file and enter a name for the new file. Again, The file must have the extension `.casm` or `.coreasm`.
3. Click **Finish**.

### Running a CoreASM Specification

*Method 1:*

Shortcut method for running a specification with default configuration:

1. Press the "play"-button that is usually used to compile and run programs, e. g. in Java  
or
1. In the Eclipse window, right click on a CoreASM specification file.
2. In the context menu choose: **Run as...** » **CoreASM Specification**

*Method 2:*

If you need more control of the parameters for repeated execution, you can create a specific CoreASM Launch Configuration as follows:

1. From the Eclipse menu choose: **Run** » **Run...**
2. In the "Run" dialog, choose the "ASM Specification" launch configuration group and create a new ASM launch configuration (right click then select **New**, or click the New launch configuration button on the tool bar).
3. Enter a name for the launch configuration.
4. Enter the project and specification file to be run. This can be done via the browse buttons.
5. Configure the "Termination Conditions" and "Output Verbosity" options as desired.
6. Click **Apply**.
7. Click **Run** to run the specification.

Once the configuration has been launched once, it can be run again through the Run Button/Drop down menu in the main Eclipse toolbar.

## Controlling the Execution of the CoreASM Engine

While the engine is running, you can click on the “Stop CoreASM Engine” button to stop the run. To pause a running engine, click on the “Pause CoreASM Engine” button. If you pause the engine, the run can be resumed by clicking on the “Resume CoreASM Engine” button.

For more control, you are welcome to use the CoreASM debugger. Further details about debugging CoreASM specifications are described in the [manual of the CoreASM debugger](#).

## 1.3 Using CoreASM Compiler

The CoreASM Eclipse plugin contains a compiler, which compiles a specification into an executable jar archive. Only a subset of the CoreASM plugins described in this manual is currently compilable, but all standard plugins can be used (some with restrictions, see section 7 for more information). It is recommended to verify specifications using the CoreASM Engine, as the compiler does not provide further debugging features.

**Launching the compiler** The compiler can be launched by right-clicking on a specification, selecting `[Export]` and then clicking on `[CoreASM to Jar Export]` in the `[CoreASM]` section. This will open the configuration dialog for customization of the compilation process. Pressing the `[Finish]` Button will start the compiler. Any generated warnings and errors will be displayed after the process has finished. If the operation was successful, the compiler will have generated an executable jar at the configured location.

**Configuring the compiler** The compiler can be configured to include different logging messages and termination conditions. Further options change the paths used for the output and preprocessor manipulation. Table 1 lists all options found in the configuration dialog.

## 2 CoreASM Specification

Figure 1 shows a typical structure of a CoreASM specification<sup>1</sup>. Every specification starts with the keyword `CoreASM` followed by the name of the specification. Plugins that are required in the specification are then listed one by one with the keyword `use` followed by the name of the plugin.

The *Header* block is where various definitions take place. What goes into this section depends on the plugins that are used. The CoreASM Kernel does not define anything for the header section.

The *init rule* of the specification (the rule that creates the initial state) is defined by keyword `init` followed by a rule name. This would be the rule that initializes the state of the machine that is defined by the specification. The body of the init rule must be declared in the *Rule Declaration* block.

A sample CoreASM specification is presented in [CoreASM-Says-Hello example](#).

<sup>1</sup> As of version 1.1, this structure is not required anymore and different components of the specification can appear in any order. The only requirement is that the specification must start with a `CoreASM` phrase.

option	description
Specification Name	The path to the specification. Should not be changed and will be filled in automatically
outputFile	The file name for the generated jar
keepTempFiles	Whether the compiler should keep generated java sources (location will be displayed at the end of the compilation)
removeExistingFiles	Whether files already existing in the temporary directory should be removed
terminateOnError	Whether the program should terminate on errors. Currently always true
terminateOnFailedUpdates	Whether the program should terminate on failed updates
terminateOnEmptyUpdate	Whether the program should terminate upon generating an empty update in a step
terminateOnSameUpdate	Whether the program should terminate upon generating the same updates in two steps
terminateOnUndefAgent	Whether the program should terminate when there is no agent with a runnable program
terminateOnStepCount	Whether the program should terminate after a certain number of steps
logUpdatesAfterStep	Whether the generated updates should be logged after each step
logStateAfterStep	Whether the complete state should be logged after each step
logEndOfStep	Whether the end of a step should be logged
logAgentSetAfterStep	Whether the selected agent set should be logged after a step
noCompile	Whether the compiler should generate a jar archive or not
logTimings	Whether the compiler should display timing information
preprocessorRuns	How many times the preprocessor is allowed to run before generating an error
hideCoreASMOOutput	If the compiler should hide messages generated by the CoreASM Parser

Table 1: Compiler options



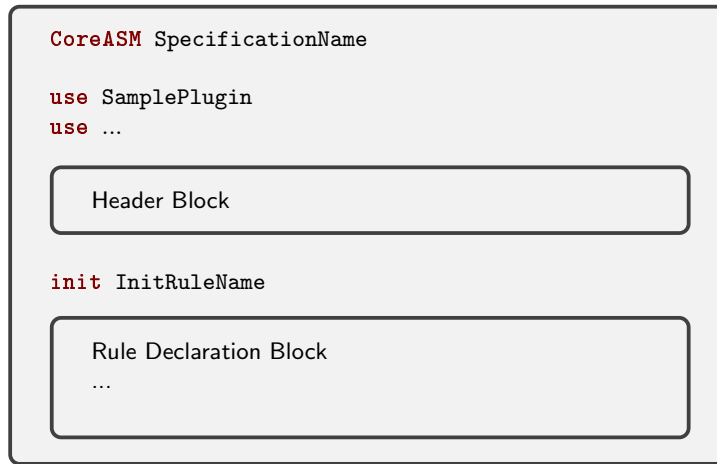


Figure 1: Typical Structure of a CoreASM Specification

## 2.1 Running CoreASM Specifications

To run a CoreASM specification you need to have a CoreASM engine driver. Currently, there are two engine drivers available:

- CoreASM Eclipse Plugin is a plugin for the Eclipse (see [www.eclipse.org](http://www.eclipse.org)) development environment that provides syntax highlighting and a nice GUI to control specification runs.
- Carma is a command-line CoreASM engine driver. To run a specification using Carma simply run Carma on the command line and pass it the name of the specification file as an argument. Make sure to specify a termination condition (e.g., `--steps 20` or `--empty-updates`) for the run. Run Carma with `--help` for a complete list of options that controls its behavior.

The following command runs `MySpec` using Carma and stops after 30 steps, or after a step that generates empty updates; it also dumps the final state before termination.

```
carma --steps 30 --empty-updates --dump-final-state MySpec.coreasm
```

Alternatively, to run the specification of [CoreASM-Says-Hello example](#), one can use the following options which would make Carma to mark the end of each step and stop after 30 steps or when there is no agent with a defined program:

```
carma --marksteps --steps 30 --no-agent ThisIsCoreASM.coreasm
```

In this example, Carma will stop after three steps.

## CoreASM-Says-Hello example

```

CoreASM ThisIsCoreASM

use Standard

init InitRule

rule InitRule =
  par
    terminate := false
    program(self) := @MainProgram
  endpar

rule MainProgram =
  if not terminate then
    par
      print "This is CoreASM."
      terminate := true
    endpar
  else
    program(self) := undef
  end

```

### 3 Kernel

Kernel of the CoreASM engine provides the minimum set of vocabulary and rules to have a CoreASM specification.

Basic values such as `undef`, `true`, and `false` are defined in the kernel along with the background of Boolean values (`BOOLEAN`) and the universe of `AGENTS`. A function called `program` is also defined in the kernel which maps agents to their programs (CoreASM rules). At any time during the evaluation of a rule, `self` refers to the agent that is running the enclosing rule.

CoreASM kernel also defines a couple of important operators:

▷ `value1 = value2` ..... Kernel

This is the equality operator.

▷ `ruleelement id` ..... Kernel

This operator returns the rule element of a rule with the given name (*id*). Rule element is an element in the CoreASM state that represents a rule defined in the specification. It is useful in assigning rules to programs of agents. In the following example, `Main` is the name of a rule:

```
| program(self) := ruleelement Main
```

The above rule, assigns the rule named **Main** as the value of the program of the agent running this rule.

▷ **@ *id*** ..... Kernel

Returns the rule element (rule body) or function element of a rule or function with the given name (*id*). If the given name is the name of a rule, it works exactly the same as **ruleelement**. Thus, if **Main** is rule, we can have:

```
| program(self) := @Main
```

### 3.1 Rule Forms

The following rule forms are defined in the kernel:

► ***loc* := *value*** ..... Kernel

Assigns the value of *value* to the location *loc*.

► **import *id* do *rule*** ..... Kernel

Imports a new element, assigns it as the value of the environment variable *id*, and evaluates *rule*.

► **skip** ..... Kernel

Does nothing. This is like a NoOp.

### 3.2 Kernel Engine Properties

The following properties affect the behavior of the CoreASM engine.

**engine.error.printStackTrace** if equals to **"yes"**, the engine will print the stack trace of errors and exceptions. The default value is **"no"**.

**engine.limits.maxProcessors** the maximum number of processors the engine can use for simulation. The default value is **"1"**.

**scheduler.printProcessorStats** if equals to **"yes"**, the engine will print some information on processor utilization after every step. The default value is **"no"**.

**scheduler.threadBatchSize** in a multi-threaded simulation, the value of this property defines the minimum number of agents assigned to every thread. The default value is "1".

**engine.pluginFolders** a colon-separated list of folders that provide additional plugins.

**engine.pluginLoadRequest** a comma separated list of plugins to be loaded in addition to those listed in the specification being loaded.

## 4 Basic ASM Plugins

In this section we list the plugins that provide the basic ASM rule forms. All the plugins in this section can be loaded individually (as instructed in each section) or all together with the following **use** phrase,

```
| use BasicASMPlugins
```

which automatically loads the following plugins: BlockRule, ConditionalRule, ChooseRule, ForallRule, LetRule, and Number.

Note that the words “Plugin” and “Plugins” in the name of the plugins are optional. For example, Basic ASM plugins can also be loaded using the following line:

```
| use BasicASM
```

### 4.1 Block Rule

The Block Rule plugin can be loaded by the following **use** phrase:

```
| use BlockRule
```

This plugin provides the following rule form:

► **par**  $rule_1 \underbrace{rule_2 \dots rule_n}_{optional}$  **endpar** ..... Block Rule Plugin

Instructs the engine to evaluate all the given rules in parallel. The update generated by this rule is the union of all the updates generated by  $rule_1$  to  $rule_n$ .

### 4.2 Choose Rule

The Choose Rule plugin can be loaded by the following **use** phrase:

```
| use ChooseRule
```



Evaluates  $rule_1$  only if  $value$  is **true** and  $rule_2$  only if  $value$  is **false**. It expects  $value$  to be a Boolean value (being either **true** or **false**).

The Conditional Rule plugin also provides a conditional operation of the form:

▷  $value_c ? value_t : value_f$  ..... Conditional Rule Plugin

The value of this operator is  $value_t$ , if  $value_c$  evaluates to **true**; it is  $value_f$ , if  $value_c$  evaluates to **false**; otherwise, it is **undef**.

#### 4.4 Forall Rule

The Forall Rule plugin can be loaded by the following **use** phrase:

```
| use ForallRule
```

This plugin provides the following rule form:

►  $forall\ id\ in\ value\ \underbrace{with\ guard}_{optional}\ do\ rule\ \underbrace{endforall}_{optional}$  ..... Forall Rule Plugin

For all the elements in the enumerable  $value$  that satisfy  $guard$ , assigns the element to  $id$ , and evaluates  $rule$ . The following examples assigns the `DefaultProgram` rule as the program of all the agents program of which is **undef**:

```
| forall a in AGENTS with program(a) = undef do
  program(a) := ruleelement DefaultProgram
```

#### 4.5 Let Rule

The Let Rule plugin can be loaded by the following **use** phrase:

```
| use LetRule
```

This plugin provides the following rule form:

►  $let\ id_1 = value_1, id_2 = value_2, \dots, id_n = value_n\ \underbrace{in\ rule}_{optional}$  ..... Let Rule Plugin

For all the given pairs of  $id$  and  $value$ , assigns  $value_i$  as the value of the environment variable  $id_i$ , and evaluates  $rule$ .

## 4.6 Case Rule

The Case Rule plugin can be loaded by the following **use** phrase:

```
| use CaseRule
```

This plugin provides the following rule form:

► **case** *value* **of** *value*<sub>1</sub> : *rule*<sub>1</sub> ... *value*<sub>n</sub> : *rule*<sub>n</sub> **endcase** ..... Case Rule Plugin

The case condition *value* will be evaluated first and then all the guards *value*<sub>*i*</sub> will be evaluated in an unspecified order. Afterward, rules with a guard value equal to the value of the case condition will be evaluated. Finally, the updates generated by the matching cases are united to form the set of updates generated by the case rule.

## 4.7 Predicate Logic

The Predicate Logic plugin can be loaded by the following **use** phrase:

```
| use PredicateLogic
```

This plugin provides the following functions and expression forms:

▷ **forall** *id* **in** *value* **holds** *guard* ..... Predicate Logic Plugin

This Boolean expression holds if *guard* holds for all the elements of *value* (which must be an enumerable value).

▷ **exists** *id* **in** *value* **with** *guard* ..... Predicate Logic Plugin

This Boolean expression holds if there exists at least one element in *value* (which must be an enumerable value) that satisfies *guard*.

▷ *value*<sub>1</sub> **≠** *value*<sub>2</sub> ..... Predicate Logic Plugin

This is the not-equal operator which is defined on all elements. The semantics of this operator is equivalent to "**not** (*value*<sub>1</sub> = *value*<sub>2</sub>)".

▷ *value*<sub>1</sub> **bin-op** *value*<sub>2</sub> ..... Predicate Logic Plugin

Performs a binary operation on the given values. The following operators are defined on Boolean values:

**or, xor, and, implies**

The following two operators are also defined which require *value<sub>2</sub>* to be an enumerable:

**memberof** and **not memberof**

▷ **not** *value* ..... Predicate Logic Plugin

This is the negation operator which is defined on Boolean values.

## 4.8 Number Background

The Number plugin can be loaded by the following **use** phrase:

| **use** NUMBER

This plugin provides the number background (NUMBER) and a valuable set of functions and expression forms.

▷ *value<sub>1</sub>* bin-op *value<sub>2</sub>* ..... Number Plugin

Performs binary operations on number values. Currently supported operators are

+ - \* / div % > ≥ < ≤ =

which result in Number or Boolean values.

▷ | *value* | ..... Number Plugin

If *value* is enumerable (such as a set), this operator will evaluate to the size of *value*.

◆ *infinity*: → NUMBER ..... Number Plugin

Is the positive infinity.

◆ *toNumber*: ELEMENT → NUMBER ..... Number Plugin

This is a conversion function that maps any value to a Number value (which can also be **undef**). The following example uses this function to read a number from the environment:

```
seq
  amount := input("Input Amount")
next
  let val = toNumber(amount) in
    if val = undef then
      print "Error"
```



```

    else
        DepositAmount(val)

```

◆ *isNaturalNumber*: `NUMBER`  $\rightarrow$  `BOOLEAN` ..... Number Plugin

Returns `true` if the argument is a Natural number (i.e., positive non-zero integer).

◆ *isIntegerNumber* : `NUMBER`  $\rightarrow$  `BOOLEAN` ..... Number Plugin

Returns `true` if the argument is an Integer number.

◆ *isRealNumber*: `NUMBER`  $\rightarrow$  `BOOLEAN` ..... Number Plugin

Returns `true` if the argument is a valid non-infinite Real number.

◆ *isEvenNumber*: `NUMBER`  $\rightarrow$  `BOOLEAN` ..... Number Plugin

Returns `true` if the argument is an Integer number divisible by two.

◆ *isOddNumber*: `NUMBER`  $\rightarrow$  `BOOLEAN` ..... Number Plugin

Returns `true` if the argument is an Integer number which is not divisible by two.

◆ *size*: `ELEMENT`  $\rightarrow$  `NUMBER` ..... Number Plugin

Returns the size of the given collection.

The Number plugin also provides a background for number ranges (`NUMBER_RANGE`). Number range elements are enumerable and can be defined using the following syntax.

▷ [ *value<sub>start</sub>* .. *value<sub>end</sub>* *step value<sub>step</sub>* ] ..... Number Plugin  
optional

Creates a range of numbers from *value<sub>start</sub>* to *value<sub>end</sub>* with the optional step. It is also possible to use ‘.’ instead of `step`. In the following example, *RandomGuess* returns a random number between 1 and 100:

```

derived RandomGuess =
    return rand in
        choose x in [ 1 .. 100 ] do
            rand := x

```

## 5 Standard Plugins

Most of the CoreASM plugins, including all the Basic ASM plugins, are included in the Standard plugins package. In this section we list the plugins that are provided by the Standard plugins package in addition to the ones listed in the previous section. All these plugins can be loaded individually (as instructed in each section) or all together with the following **use** phrase,

```
| use Standard
```

which automatically loads all the plugins listed in Section 4 in addition to the ones listed in this section.

### 5.1 Kernel Extensions

The Kernel Extensions plugin can be loaded by the following **use** phrase:

```
| use KernelExtensions
```

This plugin extends the Kernel capabilities in handling function and rule elements. The current version provides the following expression and rule forms.

▷ *id* (*value*<sub>1</sub>, ..., *value*<sub>*n*</sub>) (*value*'<sub>1</sub>, ..., *value*'<sub>*m*</sub>) ..... Kernel Extensions Plugin

▷ (*value*) (*value*'<sub>1</sub>, ..., *value*'<sub>*m*</sub>) ..... Kernel Extensions Plugin

The above two forms apply the arguments *value*'<sub>*i*</sub> to the function element at location (*value*) (*value*<sub>1</sub>, ..., *value*<sub>*n*</sub>) or to the function element resulting from evaluation of *value*. If the function element refers to a function in the state, the location of the above expressions are also set to the location of the function with the given arguments; otherwise (e.g., in case of non-state functions) the location will be not be defined. Here are some examples, assuming that **foo** and **bar** are two defined functions, and **bar** = @foo:

```
| print bar() (5,4) //printing the value of foo(5, 4)
| (bar) (1, 3) := 4 //assigning 4 to foo(1, 3)
```

► **call** *id* (*value*<sub>1</sub>, ..., *value*<sub>*n*</sub>) (*value*'<sub>1</sub>, ..., *value*'<sub>*m*</sub>) ..... Kernel Extensions Plugin

► **call** (*value*) (*value*'<sub>1</sub>, ..., *value*'<sub>*m*</sub>) ..... Kernel Extensions Plugin

The above two rules call the rule element value of *id* (*value*<sub>1</sub>, ..., *value*<sub>*n*</sub>) (the first form) or *value* (the second form) with the arguments *value*'<sub>*i*</sub>. For example, if we have **foo**(5) = @MyRule and

```
| rule MyRule (a,b) =
|   print a + " talks to " + b
```

then we can call this rule by:

```
| call foo(5) ("John", "Mary") // prints "John talks to Mary"
```

This plugin is not yet part of the Standard Plugin package.

## 5.2 Abstraction

The Abstraction plugin can be loaded by the following **use** phrase:

```
| use Abstraction
```

This plugin provides the following rule form, which is useful when the specifier wants to leave the detail of a rule abstract.

► **abstract** *value* ..... Abstraction Plugin

In the following example, the rule `SendMessage` is left abstract:

```
| rule SendMessage =
|   abstract "Sending the message."
```

## 5.3 Extend Rule

The Extend Rule plugin can be loaded by the following **use** phrase:

```
| use ExtendRule
```

This plugin provides the following rule form:

► **extend** *value with id do rule* ..... Extend Rule Plugin

This rule has two semantics depending on *value*:

1. If *value* is a universe, it imports a new element, assigns it to *id*, and evaluates *rule*. The resulting update set is the union of the updates generated by *rule* and a single update to add the imported element to the universe *value*.
2. If *value* is a background, it gets the default element from the background, assigns it to *id* and evaluates *rule*. The resulting update set is the updates generated by *rule*.



...  $rule_n$ .

► **iterate** *rule* ..... TurboASM Plugin

Repeatedly evaluates *rule*, until the update set produced is either empty or inconsistent; at that point, the accumulated updates are computed (the resulting update set can be inconsistent if the computation of the last step had produced an inconsistent set of updates).

► **while** (*value*) *rule* ..... TurboASM Plugin

This rule is equivalent to:

```
iterate
  if value then rule
```

►  $loc \leftarrow rule$  ..... TurboASM Plugin

Replaces all the occurrences of **result** in *rule* with *loc* and evaluates the rule. In the ASM book this is written as " $loc \leftarrow rule$ ". In the following example, the evaluation of **MainProgram** assigns the value of 5 divided by 2 (i.e., 2.5) to **division**:

```
rule Divide(a, b) =
  if b > 0 then
    result := a / b
  else
    par
      result := undef
      error := true
    endpar

rule MainProgram =
  division ← Divide(5, 2)
```

◆ **return** *value in rule* ..... TurboASM Plugin

First, *rule* is evaluated; *value* is then evaluated in the state obtained by provisionally, and the *value* is returned, while the updates and the provisional state itself are discarded.

**Remark** *The **return**-construct has been changed from a rule-construct to an expression-construct. This decision has been taken in order to clarify the roles of derived function and rules. Now, after removing "return rules" all macro rules in principal have side-effects and only derived functions*

are side-effect-free by definition.

► **local**  $\frac{id_1, id_2, \dots, id_n}{optional}$  **in** *rule* ..... TurboASM Plugin

Evaluates *rule* but discards all the updates to locations addressed by *id*-s (as location names). In the following example, `newValue` will get the local value of `foo(5, 7)` (i.e., 25) but the update to `foo(5, 7)` will be discarded afterwards.

```
rule LocalRule =
  local foo in
    seq
      foo(5, 7) := 25
      newValue := foo(5, 7)
```

## 5.5 String Background

The String plugin can be loaded by the following **use** phrase:

| **use** **STRING**

This plugin provides the string background (**STRING**) and a small set of functions and expression forms.

▷ *value*<sub>1</sub> + *value*<sub>2</sub> ..... String Plugin

If both values are string, this operator concatenates the given string values in to one. If one of the values is not a string value, it tries to convert it into a string value, and then concatenates the values. This operator is not defined on two non-string values.

With this operator, one can simply put values together to create a customized message:

| **print** "The amount of \$" + `amount` + " is deposited to your account."

◆ *toString*: **ELEMENT** → **STRING** ..... String Plugin

A conversion function that maps any value to a String value (which can also be **undef**).

◆ *strlen*: **STRING** → **NUMBER** ..... String Plugin

Returns the length of the given String value.

◆ *matches*: **STRING** → **STRING** ..... String Plugin

Returns **true**, if the first parameter matches the given regular expression provided by the second parameter. Otherwise **false** is returned. The syntax for the regular expressions follows the java language definition. For example, the function `matches("42", "[0-9]+")` returns **true**.

## 5.6 Input and Output

The IO plugin can be loaded by the following **use** phrase:

```
| use IO
```

This plugin provides the following rule form and function:

► **print** *value* ..... IO Plugin

Prints out *value* to the environment. Depending on the environment (engine driver) this value can be printed on the standard output.

◆ *input*: **STRING** → **STRING** ..... IO Plugin

Reads a string value from the environment. Given a step and given an argument **arg**, every evaluation of *input*(**arg**) during this step will result in the same value. Please refer to Section 5.5 for an introduction to the String Plugin.

The machine specified in [CoreASM-Says-Hello example with IO extension](#) is an extension of our [CoreASM-Says-Hello example](#) that reads a name from the environment and prints out a greeting to that name:

## CoreASM-Says-Hello example with IO extension

```

CoreASM ThisIsCoreASM

use Standard

init InitRule

rule InitRule =
  par
    terminate := false
    program(self) := @MainProgram
    name := input("What is your name?")
  endpar

rule MainProgram =
  if not terminate then
    par
      print "This is CoreASM."
      terminate := true
      print "Hello " + name + "!"
    endpar
  else
    program(self) := undef
  end

```

## 5.7 Collection

The Collection plugin can be loaded by the following `use` phrase:

```
| use Collection
```

This plugin provides the foundation for collections (i.e., sets, lists, maps, etc.) in CoreASM and provides some general functions on collections. However, each specific collection background (e.g., list or set) is provided by its corresponding plugin.

◆  $foldl : \text{ELEMENT} \times \text{FUNCTION} \times \text{ELEMENT} \rightarrow \text{ELEMENT}$  ..... Collection Plugin

$foldl(c, @func, init)$  processes the collection  $c$  (e.g., a set or a list) using the binary function  $func$  and the initial value  $init$  and returns the final result.

$$foldl([x_1, \dots, x_n], f, i) \equiv f(x_n, f(x_{n-1}, \dots f(x_1, i))) \dots$$

◆  $foldr : \text{ELEMENT} \times \text{FUNCTION} \times \text{ELEMENT} \rightarrow \text{ELEMENT}$  ..... Collection Plugin



$\text{foldr}(\mathbf{c}, \text{@func}, \mathbf{init})$  processes the collection  $\mathbf{c}$  (a set or a list) using the binary function  $\text{func}$  and the initial value  $\mathbf{init}$  and returns the final result.

$$\text{foldr}([x_1, \dots, x_n], f, i) \equiv f(x_1, f(x_2, \dots f(x_n, \text{init}))) \dots$$

◆  $\text{fold} : \text{ELEMENT} \times \text{FUNCTION} \times \text{ELEMENT} \rightarrow \text{ELEMENT}$  ..... Collection Plugin

This is the same as  $\text{foldr}$ ; see above.

◆  $\text{map} : \text{ELEMENT} \times \text{FUNCTION} \times \text{ELEMENT} \rightarrow \text{ELEMENT}$  ..... Collection Plugin

$\text{map}(\mathbf{c}, \text{@func})$  applies the unary function  $\text{func}$  to all the elements of  $\mathbf{c}$  (any collection, such as list and set) and returns a new collection (with the same structure as that of  $\mathbf{c}$ ).

$$\text{map}([x_1, \dots, x_n], f) \equiv [f(x_1), f(x_2), \dots f(x_n)]$$

◆  $\text{filter} : \text{ELEMENT} \times \text{FUNCTION} \times \text{ELEMENT} \rightarrow \text{ELEMENT}$  ..... Collection Plugin

$\text{filter}(\mathbf{c}, \text{@func})$  applies the boolean unary function  $\text{func}$  to all the elements of  $\mathbf{c}$  and returns a new collection with only those elements of  $\mathbf{c}$  for which  $\text{func}$  returns **true**.

## 5.8 Set Background

The Set plugin can be loaded by the following **use** phrase:

| **use** SET

This plugin provides the set background (**SET**) and a number of functions and expression forms.

▷  $\{ \underbrace{\text{value}_1, \dots, \text{value}_n}_{\text{optional}} \}$  ..... Set Plugin

Creates a set element that includes the listed values. The values should be basic terms (i.e., no operators) or they should be surrounded in parentheses.

▷  $\{ \text{id} \mid \text{id in value with guard} \}$  ..... Set Plugin  
optional

This is the basic form set comprehension. It creates a set of all the elements in  $\text{value}$  which satisfy  $\text{guard}$ . Of course,  $\text{value}$  must be enumerable.

▷  $\{ \text{id is exp} \mid \text{id}_1 \text{ in } \underbrace{\text{value}_1, \dots, \text{value}_n}_{\text{optional}} \text{ with } \underbrace{\text{guard}}_{\text{optional}} \}$  ..... Set Plugin

Creates a set element that contains all the elements of the form *exp* which satisfy the *guard*. In this form, *exp* is a function of  $id_1, \dots, id_n$  and every  $id_i$  is bound to an enumerable  $value_i$ . In the following example, *SetAdd* takes two sets *set1* and *set2* as input and produces a new set by adding every element of *set1* to all the elements of *set2*:

```

derived SetAdd(set1, set2) =
  return a in
    a := { x is (x1 + x2) | x1 in set1, x2 in set2 }

```

The result of evaluating *SetAdd*({1, 2, 3}, {10, 20}) would be:

{22.0, 23.0, 12.0, 21.0, 13.0, 11.0}

▷ *value<sub>1</sub> bin-op value<sub>2</sub>* ..... Set Plugin

Performs a set binary operation where both *value<sub>1</sub>* and *value<sub>2</sub>* are sets. Currently, *subset*, *union*, *intersect*, and *diff* are supported.

Set background also provides two important rule forms which allow for parallel incremental updates of set data structures.

► **add value to loc** ..... Set Plugin

If *loc* is a location in the state (e.g., a function) and its value is a set, this rule produces an update instruction (partial update) that adds *value* to *loc*.

► **remove value from loc** ..... Set Plugin

If *loc* is a location in the state (e.g., a function) and its value is a set, this rule produces an update instruction (partial update) that removes *value* to *loc*.

## 5.9 Bag Background

The Bag plugin can be loaded by the following **use** phrase:

```

| use Bag

```

This plugin provides the bag background (**Bag**) equivalent to multi sets and a number of functions and expression forms.

▷ << *value<sub>1</sub>, ..., value<sub>n</sub>* >> ..... Bag Plugin  
                                   *optional*

Creates a bag element that includes the listed values. The values should be basic terms (i.e., no operators) or they should be surrounded in parentheses.

▷  $\langle\langle id \mid id \text{ in } value \text{ with } guard \rangle\rangle$  ..... Bag Plugin  
*optional*

This is the basic form bag comprehension. It creates a bag of all the elements in *value* which satisfy *guard*. Of course, *value* must be enumerable.

▷  $\langle\langle id \text{ is } exp \mid id_1 \text{ in } value_1, \dots, id_n \text{ in } value_n \text{ with } guard \rangle\rangle$  ..... Bag Plugin  
*optional* *optional*

▷  $value_1 \text{ bin-op } value_2$  ..... Bag Plugin

Performs a bag binary operation where both *value<sub>1</sub>* and *value<sub>2</sub>* are bags. Currently, *subset*, *union*, *intersect*, and *diff* are supported.

Creates a bag element that contains all the elements of the form *exp* which satisfy the *guard*. In this form, *exp* is a function of *id<sub>1</sub>*, ..., *id<sub>n</sub>* and every *id<sub>i</sub>* is bound to an enumerable *value<sub>i</sub>*. In the following example, **BagAdd** takes two bags **bag1** and **bag2** as input and produces a bag that contains all elements of **bag1** and all elements of **bag2**:

| **derived** *BagMerge*(bag1, bag2) = bag1 + bag2

The result of evaluating **BagAdd**( $\langle\langle 1, 2, 3 \rangle\rangle$ ,  $\langle\langle 2, 3, 3 \rangle\rangle$ ) would be:

$\langle\langle 1, 2, 2, 3, 3, 3 \rangle\rangle$

Bag background also provides two important rule forms which allow for parallel incremental updates of bag data structures.

► **add value to loc** ..... Bag Plugin

If *loc* is a location in the state (e.g., a function) and its value is a bag, this rule produces an update instruction (partial update) that adds *value* to *loc*.

► **remove value from loc** ..... Bag Plugin

If *loc* is a location in the state (e.g., a function) and its value is a bag, this rule produces an update instruction (partial update) that removes *value* to *loc*.

## 5.10 List Background

The List plugin can be loaded by the following **use** phrase:

---

**use LIST**

This plugin provides a list background (**LIST**) and a rich set of functions and operators on lists.

▷  $[ \underset{optional}{value_1, value_2, ..., value_n} ]$  ..... List Plugin

Creates a list element that includes  $value_1$  to  $value_n$  in the given order.<sup>3</sup> List elements are enumerable. The index of the first element is 1.

▷  $value_1 + value_2$  ..... List Plugin

If both values are list, this operator concatenates the given lists in to one list.

◆  $toList: ELEMENT \rightarrow LIST$  ..... List Plugin

If  $e$  is an enumerable (e.g., number range, set, etc.),  $toList(e)$  will return a list that includes all the elements of  $e$ . If  $e$  is not ordered (e.g., a set), the order of elements in the returned list will be non-deterministic; otherwise the elements will be in the same order.

◆  $flattenList: LIST \rightarrow LIST$  ..... List Plugin

If  $l$  is a netsting list,  $flattenList(l)$  will return a flatten version of  $l$ .

◆  $head: LIST \rightarrow ELEMENT$  ..... List Plugin

Returns the first element of the list.

◆  $last: LIST \rightarrow ELEMENT$  ..... List Plugin

Returns the last element of the list.

◆  $tail: LIST \rightarrow LIST$  ..... List Plugin

Returns all but the first element of the list.

◆  $cons: ELEMENT \times LIST \rightarrow LIST$  ..... List Plugin

Creates a new list with the given element as its head and given list as its tail.

◆  $nth: LIST \times NUMBER \rightarrow ELEMENT$  ..... List Plugin

---

<sup>3</sup>The old form of  $\langle\langle x1, ..., xn \rangle\rangle$  still works but it is deprecated and may not be supported in future releases of the CoreASM engine.

Returns the  $n^{th}$  element of the list. The index of the first element is 1.

◆ *setnth*:  $LIST \times NUMBER \times ELEMENT \rightarrow LIST$  ..... List Plugin

*setnth*(list, i, e), if i is a valid index for list, returns a new list in which the element at index i is e.

◆ *take*:  $LIST \times NUMBER \rightarrow LIST$  ..... List Plugin

*take*(list, i) returns the first i elements of list list.

◆ *drop*:  $LIST \times NUMBER \rightarrow LIST$  ..... List Plugin

*drop*(list, i) returns what is left after dropping the first i elements of the list list.

◆ *reverse*:  $LIST \rightarrow LIST$  ..... List Plugin

Returns a list consisting of the given list's elements in reverse order.

◆ *indexes*:  $LIST \times ELEMENT \rightarrow LIST$  ..... List Plugin

Returns a potentially empty list of the indexes of the given element in given list.

◆ *indices*:  $LIST \times ELEMENT \rightarrow LIST$  ..... List Plugin

The same as *indexes*; see above.

◆ *zip*:  $LIST \times LIST \rightarrow LIST$  ..... List Plugin

The function *zip* takes two lists and returns a list of corresponding pairs. If one input list is short, excess elements of the longer list are discarded.

◆ *zipwith*:  $LIST \times LIST \times FUNCTION \rightarrow LIST$  ..... List Plugin

The function *zipwith* generalises *zip* by zipping with the function given as the last argument, instead of a tupling function. For example, *zipwith* (11, 12, @max) is applied to two lists to produce a list of corresponding maximums (requires **use Math**).

◆ *replicate*:  $ELEMENT \times NUMBER \rightarrow LIST$  ..... List Plugin

The function *replicate*(x, n) returns a new list where the given element x is repeated n times.

List background also provides the following rule forms to manipulate lists:

► **add value to loc** ..... List Plugin

If *loc* is a location in the state and its value is a list, this rule produces an update that adds *value* to *loc*. In lists order matters, so the update produced by this rule is NOT incremental (not like the one for sets). As a result, there cannot be two parallel **add** rules operating on the same list.

► **remove value from loc** ..... List Plugin

If *loc* is a location in the state and its value is a list, this rule produces an update that removes the first occurrence of *value* from *loc*. As for **add**, this rule is also NOT incremental (not like the one for sets) and there cannot be two parallel **remove** rules operating on the same list.

► **shift left value into loc** ..... List Plugin

If *loc* is a location in the state and *value* is a list, it removes the first element of the list and puts it in the given location (shifting the list to left).

► **shift right value into loc** ..... List Plugin

If *loc* is a location in the state and *value* is a list, it removes the last element of the list and puts it in the given location (shifting the list to right).

In the following example, `SortSet` sorts elements of a given set into a list:

```
rule SortSet(set) =
  seq
  par
    result := [ ]
    tempSet := set
  endpar
next
while ( | tempSet | > 0 )
  choose x in tempSet with forall y in tempSet holds x ≤ y do
    par
      remove x from tempSet
      add x to result
    endpar
```

## 5.11 Queue

The Queue plugin can be loaded by the following **use** phrase:

| **use** Queue

This plugin provides the following queue operations (rule forms) on lists:

► **enqueue** *value* **into** *loc* ..... Queue Plugin

If *loc* is a location in the state and its value is a queue (i.e., a list), it adds *value* to the end of the queue.

► **dequeue** *loc<sub>v</sub>* **from** *loc<sub>q</sub>* ..... Queue Plugin

If *loc<sub>q</sub>* is a location in the state and its value is a queue (i.e., a list), it removes the first element of this queue and assigns it as the value of the location *loc<sub>v</sub>*.

## 5.12 Stack

The Stack plugin can be loaded by the following **use** phrase:

| **use** Stack

This plugin provides the following stack operations and functions on lists:

► **push** *value* **into** *loc* ..... Stack Plugin

If *loc* is a location in the state and its value is a stack (i.e., a list), it pushes *value* to the front of the stack.

► **pop** *loc<sub>v</sub>* **from** *loc<sub>s</sub>* ..... Stack Plugin

If *loc<sub>s</sub>* is a location in the state and its value is a stack (i.e., a list), it removes the first element of the stack (top of the stack) and assigns it as the value of *loc<sub>v</sub>*.

◆ **peek**: LIST → ELEMENT ..... Stack Plugin

Returns the top of the stack (first element of the list) without changing the stack.

## 5.13 Map Background

The Map plugin can be loaded by the following **use** phrase:

| **use** MAP

This plugin provides a map background (MAP).

▷ { → } ..... Map Plugin





If *loc* is a location in the state and its value is a map, this rule produces an update that removes *value* from *loc* according to the following:

1. if *value* is a map, this rule removes all the exact mappings of *value* from *loc*;
2. if *value* is not a map but an enumerable, this rule removes all the mappings for the elements of *value* (as keys) from *loc*;
3. if *value* is neither a map nor an enumerable, this rule removes the mapping for *value* (as a key) from *loc* if present.

In the current version of Map plugin, the update produced by this rule is NOT incremental (not like the one for sets). As a result, there cannot be two parallel **remove** rules operating on the same map.

## 5.14 Signature Plugin

The Signature plugin can be loaded by the following **use** phrase:

```
| use Signature
```

The signature plugin extends the header section of CoreASM specifications (see Figure 1) to add support for definition of functions, universes, and custom data types and also extends the engine to support for certain forms of type checking. This plugin is still under development. The current version includes the following features:

- Definition of universes through the following syntax (with optional initial elements):

$$\text{universe } id = \frac{\{ id_1, \dots, id_n \}}{\text{optional}}$$

- Definition of enumeration backgrounds through the following syntax:

$$\text{enum } id = \frac{\{ id_1, \dots, id_n \}}{\text{optional}}$$

For example, the following line defines a new enumeration background of four elements:

```
| enum Product = { Soda, Juice, Sandwich, Candy }
```

The elements are in fact defined as constant functions that hold values of the background *Product*.

- Definition of functions through the following syntax:

$$\text{function } id_f : \frac{id_{u1} * \dots * id_{un} \rightarrow id_r}{\text{optional}}$$

As an example, the following signature defines a function named `priceTable` that maps pairs of string values to numbers:

```
| function priceTable : STRING * STRING → NUMBER
```

- Definition of derived functions through the following syntax:

$$\text{derived } id_f \frac{(id_1, \dots, id_n)}{\text{optional}} = \text{expression}$$

As an example, the following declaration defines a derived function  $f(x, y) = x^2 + y^2$ :

```
| derived f(x, y) = x2 + y2
```

Depending on the properties of the engine (see the Options Plugin, Section 6.2) the Signature plugin can use the signature information to perform the following checks:

- **Type checking on assignments:** if the “Signature.TypeChecking” property is set to “warning”, “strict” or “on”, before the updates are applied to the state, the Signature Plugin checks the types of arguments and assigned values against the defined signatures and issues a warning (in case of “warning”) or stops the execution of the engine with an error (in case of “strict” or “on”).
- **Unknown identifiers:** if the “Signature.NoUndefinedId” property is set to “warning”, “strict” or “on”, the Signature Plugin issues a warning (in case of “warning”) or stops the execution of the engine with an error (in case of “strict” or “on”) if a function name is used and its signature is not defined in the header of the specification. This feature helps in identifying typos in the specification.

## 6 Additional Plugins

The plugins listed in this section are currently not part of any plugin packages.

### 6.1 Modularity

The Modularity plugin can be loaded by the following `use` phrase:

```
| use Modularity
```

This plugin allows one to break the specification into separate files or *modules*. As its current version, the functionality provided is limited to introducing an `include` keyword that would load another file into the current specification.

```
include "filename"
```

Included files can themselves have other **include** clauses to further break down the specification.

## 6.2 Options

The Options plugin can be loaded by the following **use** phrase:

```
| use Options
```

The Options plugin extends the header section of CoreASM specifications (see Figure 1) to provide the following syntax to set values of engine properties:

```
option property value
```

Other plugins (such as the Signature Plugin, see Section 5.14) can use these options to customize their behavior.

## 6.3 Scheduling Policies

The Scheduling Policies plugin can be loaded by the following **use** phrase:

```
| use SchedulingPolicies
```

This plugin provides alternative scheduling policies for simulation of multi-agent specifications. For any specification (for any run), only one scheduling policy can be defined, using the following option:

```
option SchedulingPolicies.polic policyname
```

Currently, there are two scheduling policies provided by this plugin:

- *allfirst* Tries executing all the agents in every computation step. If this fails at any step, the policy falls back to the engine's default scheduling policy.
- *onebyone* Executes only one agent in every step. It tries to be *fair* by not executing an agent more than once unless all other agents have been given a chance to execute.

The following rules are also provided by this plugin to control the execution of agents during a simulation.

```
► suspend value ..... SchedulingPolicies Plugin
```

If *value* is an agent, this rule **suspends** the execution of that agent from the next computation step. The suspended agents will not be chosen by the engine for execution.

► **resume** *value* ..... SchedulingPolicies Plugin

If *value* is an agent which has been suspended, this rule *resumes* the execution of that agent from the next computation step; i.e., the agent will be available for execution from the next step.

► **terminate** *value* ..... SchedulingPolicies Plugin

If *value* is an agent, it will no longer be available for scheduling for the rest of the current run of the machine.

► **shutdown** ..... SchedulingPolicies Plugin

Clears the **AGENTS** universe, such that there will be no agent available to contribute to the next computation step. Depending on the parameters of the run, this can stop the execution of the engine.

## 6.4 Time

The Time plugin can be loaded by the following **use** phrase:

| **use** Time

This plugin provides the following monitored function:

◆ *now*: → NUMBER ..... Time Plugin

Returns a value representing the current time of the system. Of course, given a step, the value of *now* is fixed.

◆ *stepcount*: → NUMBER ..... Time Plugin

Returns the number of computation steps performed so far by the engine excluding the current step.

## 6.5 DebugInfo

DebugInfo plugin is a CoreASM plugin to maintain logging information for debugging purposes and it can be loaded by the following **use** phrase:

| **use** DebugInfo

The plugin adds the following rule to the CoreASM language:

► *debuginfo id value* ..... DebugInfo Plugin

which, upon evaluation, adds the string representation of the given *value* to the logging channel identified by the given *id*.

The set of active channels are to be defined as a space-separated list of channel ids, set as the value `DebugInfo.activeChannels` engine property. This can be done either through the Options plugin or by setting the values directly from the engine driver (e.g., `Carma`). For example, using the Options plugin one can add the following line to a spec to turn the logging on for channels *warning* and *error*:

```
| option DebugInfo.activeChannels "warning, error"
```

In order to turn all channels on, one can use the special channel id *ALL*:

```
| option DebugInfo.activeChannels ALL // or "ALL"
```

Since this rule is only used for debugging purposes, the evaluation of *debuginfo* results in an empty update set and a print out of the debugging information (if the corresponding channel is active) to the standard output, whether or not the updates of the enclosing rule block is discarded by the engine or not. Applications of the engine can set redirect the output of this plugin using the plugin's service interface (see `org.coreasm.engine.plugin.Plugin#getPluginInterface()`).

## Example

```
CoreASM DebugInfoExample

use Standard
use DebugInfo
use Options

option DebugInfo.activeChannels ALL
//option DebugInfo.activeChannels "ch1 ch2"
//option DebugInfo.activeChannels "ch1, ch2"
//option DebugInfo.activeChannels ch1
//option DebugInfo.activeChannels NONE

init R1

rule R1 =
  if mode = undef then
    par
      debuginfo ch1 "initializing."
      mode := "counting"
```

```

        counter := 0
    endpar
else
    par
        debuginfo ch2 mode
        counter := counter + 1
    endpar

```

## 6.6 Math

The Math plugin can be loaded by the following **use** phrase:

```
| use Math
```

Math Plugin extends the CoreASM engine to provide some basic mathematical functions. Most of these functions are equivalent of their Java counterparts in `java.lang.Math`. For such functions, the following descriptions are basically taken from the *Java 2 Platform Standard Edition 5.0 API Specification*.

### 6.6.1 Constants

- **MathE**  
The value that is closer than any other to  $e$ , the base of the natural logarithms.
- **MathPI**  
The value that is closer than any other to  $\pi$ , the ratio of the circumference of a circle to its diameter.

### 6.6.2 Basic Derived Functions

- **abs(v)** Returns the absolute value of  $v$ .
- **acos(v)** Returns the arc cosine of an angle, in the range of 0 through  $\pi$ .
- **asin(v)** Returns the arc sine of an angle, in the range of  $-\pi/2$  through  $\pi/2$ .
- **atan(v)** Returns the arc tangent of an angle, in the range of  $-\pi/2$  through  $\pi/2$ .
- **atan2(x, y)** Converts rectangular coordinates  $(x, y)$  to polar  $(r, \theta)$  and returns  $\theta$ .
- **cuberoot(v)** Returns the cube root of  $v$ .
- **cbrt(v)** Returns the cube root of  $v$ .
- **ceil(v)** Returns the smallest (closest to negative infinity) value that is greater than or equal to the argument and is equal to a mathematical integer.
- **cos(v)** Returns the trigonometric cosine of an angle.

- **cosh(v)** Returns the hyperbolic cosine of  $v$ .
- **exp(v)** Returns Euler's number  $e$  raised to the power of  $v$ .
- **expm1(v)** Returns  $e^v - 1$ .
- **floor(v)** Returns the largest (closest to positive infinity) value that is less than or equal to the argument and is equal to a mathematical integer.
- **hypot(x, y)** Returns  $\sqrt{x^2 + y^2}$  without intermediate overflow or underflow.
- **IEEEremainder(v1, v2)** Computes the remainder operation on two arguments as prescribed by the IEEE 754 standard.
- **log(v)** Returns the natural logarithm (base  $e$ ) of  $v$ .
- **log10(v)** Returns the base 10 logarithm of  $v$ .
- **log1p(v)** Returns the natural logarithm of the sum of the argument and 1; i.e.,  $\ln(v + 1)$ .
- **max(v1, v2)** Returns the greater of two values.
- **min(v1, v2)** Returns the smaller of two values.
- **pow(x, y)** Returns the value of the first argument raised to the power of the second argument.
- **random()** Returns a random value with a positive sign, greater than or equal to 0.0 and less than 1.0.
- **round(v)** Returns the closest mathematical integer to the argument.
- **signum(v)** Returns zero if the argument is zero, 1.0 if the argument is greater than zero, -1.0 if the argument is less than zero.
- **sin(v)** Returns the trigonometric sine of an angle.
- **sinh(v)** Returns the hyperbolic sine of  $v$ .
- **sqrt(v)** Returns the correctly rounded positive square root of  $v$ ; i.e.,  $\sqrt{v}$ .
- **tan(v)** Returns the trigonometric tangent of an angle.
- **tanh(v)** Returns the hyperbolic tangent of  $v$ .
- **toDegrees(v)** Converts an angle measured in radians to an approximately equivalent angle measured in degrees.
- **toRadians(v)** Converts an angle measured in degrees to an approximately equivalent angle measured in radians.

### 6.6.3 Special Derived Functions

- ***powerset***(**set**) Computes the powerset of the given set.
- ***powerset***(**{e1,...,en}**) This function returns the powerset of the given set of elements.
- ***max***(**{v1,...,vn}**) Returns the maximum value in a collection of numbers. If there is one non-number in the collection, it returns **undef**.
- ***min***(**{v1,...,vn}**) Returns the minimum value in a collection of numbers. If there is one non-number in the collection, it returns **undef**.
- ***sum***(**{v1,...,vn}**) This function returns the sum of a collection of numbers. If there is one non-number in the collection, it returns **undef**.
- ***sum***(**{v1,...,vn}**, **@f**) This function returns the sum of a collection of numbers, after applying function **f** to the values in the collection. If there is one non-number in the collection, it returns **undef**.

### 6.6.4 An Example



## Using Math Plugin

```

CoreASM MathPluginExample

use StandardPlugin
use MathPlugin

init Init

rule Init =
  par
    program(self) := @Main
    a(1) := 5
    a(2) := 10
    a(100) := 500
  endpar

rule Main =
  let e = MathE in
  par
    print "'e' = " + e
    print "log(e) = " + log(e)
    print "sin(30) = " + round( sin( toRadians(30) ) * 10 ) / 10
    print "asin(0.5) = " + round( toDegrees( asin(0.5) ) )
    print "min(51, 43) = " + min(51, 43)
    print "sum( {1, 2, 100} ) = " + sum({1, 2, 100})
    print "sum( {1, 2, 100}, @a ) = " + sum({1, 2, 100}, @a)
    print "{2, 3} is in P({1, 2, 3}) = " + ({2, 3} memberof
powerset({1,2,3}))
    choose x in powerset({1, 2, 3, 4}) do
      if x memberof powerset({1, 2, 3}) then
        print x + " is a member of powerset({1, 2, 3})"
      else
        print x + " is not a member of powerset({1, 2, 3})"
      endpar
  endpar

```

As an example, the output of the CoreASM Spec [MathPluginExample](#) would be the following:

```
sum( {1, 2, 100} ) = 103
min(51, 43) = 43
asin(0.5) = 30
powerset({1, 2, 3}) = {{}, {3}, {2}, {3, 2}, {1}, {3, 1}, {2, 1}, {3, 2, 1}}
{2, 3} memberof powerset({1, 2, 3}) = true
log(e) = 1
sum( {1, 2, 100}, @a ) = 515
'e' = 2.718281828459045
{2, 1, 4} is not a member of powerset({1, 2, 3})
sin(30) = 0.5
```

## 7 Notes about the CoreASM Compiler

As mentioned in section [1.3](#), the CoreASM Compiler currently does not provide support for all CoreASM Plugins. Supported are:

- All Standard plugins
  - BlockRulePlugin
  - ChooseRulePlugin
  - ConditionalRulePlugin
  - ExtendRulePlugin
  - ForallRulePlugin
  - IOPlugin
  - LetRulePlugin
  - NumberPlugin
  - PredicateLogicPlugin
  - SetPlugin
  - SignaturePlugin
  - StringPlugin
  - TurboASMPlugin
  - CollectionPlugin
  - ListPlugin
  - MapPlugin
  - AbstractionPlugin
  - CaseRulePlugin
  - OptionsPlugin

– KernelExtensionsPlugin

- MathPlugin
- ModularityPlugin
- TimePlugin

Still, some restrictions apply to several of the mentioned plugins.

**Kernel** The MacroCall operation has some slight differences between the interpreter and the compiler versions. They shouldn't influence a well written specification, but can still provide errors.

**SignaturePlugin** The SignaturePlugin provides an undef-handler to the CoreASM engine, which allows to generate warnings and errors upon using undefined locations. This currently doesn't work in the compiler.

**TurboASMPlugin** The TurboASMPlugin Return Result rule might not work as intended in all instances, but should provide the same result as the CoreASM Engine in most cases.

**KernelExtensionsPlugin** The KernelExtensionsPlugin is only implemented partially, missing some functionality.