Question Name

intro text for the question

1 Ideal Statements

paragraph or list describing the ideal input statements

1.1 statement parameters to utilize

- first param
- second param
- third param

2 TLA Statement problems

paragraph talking about known data issues within current TLA implementation

3 Algorithm

3.1 Summary

- 1. step 1
- 2. step 2
- 3. step 3

3.2 Symbol Definition

Symbol definitions with example values

```
\begin{array}{ll} f(x) = x^2 \\ g(x) = \frac{1}{x} \\ F(x) = \frac{1}{3}x^3 \end{array}
```

3.3 Z Specifications

Outline of Z, includes templates and an example of a system used to check staff members in and out of a building

3.3.1 Introduce Basic Types

Template [Name of variable(s) of type set]

Example [X]

3.3.2 Example Schema

Basic unit of specification, defines state variables, system state, operations, etc.

Template



Example

Variables

```
Counter ctx: \mathbb{N}
```

• the variable ctx is a natural number

Predicates

- ctr is greater than or equal to 0
- ctr is less than or equal to max

3.3.3 Initialisation

The starting conditions

Template

```
\_Init[VarName] \_\_ NameOfExistingSchema \_ InitStateOfVarsWithinRefSchema
```

Example

ullet the value of the counter starts at 0

3.3.4 Operations

an operation is specified in Z with a predicate relating the state before and after the invocation of that operation

Template

```
OperationName \_
\Delta SchemaName
inputParam?: SomeType
outputParam!: SomeType

InvariantPredicate
NewValForVar' = OperationOnInput/OutputParams
```

Example

• There is an implicit conjunction (logical-and) between successive lines of the predicate

```
Decrement \_\_
\Delta Counter
d?: \mathbb{N}
ctr \ge d?
ctr' = ctr - d?
```

• input params suffixed with?

- output params suffixed with!
- the greek symbol means that the operation cannot change the state of Counter

3.4 Pseudocode

```
Algorithm 1: How to write algorithms

Input: this text
Result: how to write algorithm with LATEX2e initialization;
while not at end of this document do

read current;
if understand then

go to next section;
current section becomes this one;
else

go back to the beginning of current section;
end
end
```

3.5 Result JSON Schema

3.6 Visualization Description

description of the associated visualization in english

3.7 VEGA example

This section will be updated to include a VEGA JSON blob for prototype viz