

# Module Interface Specification for Software Engineering

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# 1 Revision History

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11/13/2025	1.0	Draft Rev Minus 1
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## 2 Symbols, Abbreviations and Acronyms

See SRS Documentation at <https://github.com/SY3141/RLCatan>.

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### 3 Introduction

The following document details the Module Interface Specifications for our project RLCatan. This project aims to create a competent reinforcement learning AI agent designed to master the board game Settlers of Catan through autonomous self-play training. The AI will use deep reinforcement learning algorithms to learn optimal decision-making strategies across several game states including resource management, territory expansion and adaptive responses to opponent actions.

Complementary documents include the System Requirement Specifications and Module Guide. The full documentation and implementation can be found at <https://github.com/SY3141/RLCatan>.

### 4 Notation

The structure of the MIS for modules comes from ?, with the addition that template modules have been adapted from ?. The mathematical notation comes from Chapter 3 of ?. For instance, the symbol  $:=$  is used for a multiple assignment statement and conditional rules follow the form  $(c_1 \Rightarrow r_1 | c_2 \Rightarrow r_2 | \dots | c_n \Rightarrow r_n)$ .

The following table summarizes the primitive data types used by Software Engineering.

Type/Symbol	Notation	
boolean	$\mathbb{B}$	
character	char	
integer	$\mathbb{Z}$	a
natural number	$\mathbb{N}$	
real	$\mathbb{R}$	
string	$\Sigma^*$	
sequence	seq of T	
tuple	(T1, T2, ...)	a finite, o
dictionary	dict	a collection
function	$T1 \rightarrow T2$	a function m
true	$\top$	
false / null	$\perp$	the boolean value for false, or

In addition, Software Engineering uses abstract data types (e.g., **FrameData**, **GameStateData**, **AIMove**) which are defined by their use in the modules that hide their implementation details. Local functions are described by giving their type signature followed by their specification.

## 5 Module Decomposition

The following table is taken directly from the Module Guide document for this project.

Level 1
Hardware-Hiding Module
Behaviour-Hiding Module
Software Decision Module





## 6 MIS of Hardware-Hiding Module

### 6.1 Module

Hardware-Hiding Module (M1)

### 6.2 Uses

- **FrameData (Data Type):** Represents the raw image data captured from the camera or a simulated source.
- **HardwareInitError, CaptureError, HardwareShutdownError (Exception Types):** Indicate errors that may occur during hardware initialization, frame capture, or shutdown processes.

### 6.3 Syntax

#### 6.3.1 Exported Constants

- **CAMERA\_RESOLUTION:** tuple of  $(\mathbb{Z}, \mathbb{Z})$  - width and height of captured frames
- **FRAME\_RATE:**  $\mathbb{R}$  - frames per second captured by the hardware layer

#### 6.3.2 Exported Access Programs

Name	In	Out
initializeHardware	-	$\mathbb{B}$
captureFrame	-	FrameData
shutdownHardware	-	$\mathbb{B}$
isInitialized	-	$\mathbb{B}$

### 6.4 Semantics

#### 6.4.1 State Variables

- **hardwareStatus:**  $\mathbb{B}$   
Indicates whether the hardware subsystem has been successfully initialized.
- **frameBuffer:** FrameData  
Stores the most recent frame captured from the camera.

#### 6.4.2 Environment Variables

- **CameraDevice:** external hardware input for image capture
- **DisplayInterface:** external interface for visualization

### 6.4.3 Assumptions

- The `CameraDevice` is available and functional within the operating environment.
- Calling modules will invoke `isInitialized()` before executing `captureFrame()` or `shutdownHardware()`.

### 6.4.4 Access Routine Semantics

`initializeHardware()`:

- transition: Attempts connection to `CameraDevice`. If successful: `hardwareStatus` :=  $\top$ .
- output: Returns initialization success status:  $\mathbb{B}$
- exception: raises `HardwareInitError` if initialization fails.

`captureFrame()`:

- transition: Reads a new frame from `CameraDevice` into `frameBuffer`.
- output: Returns the current `frameBuffer` of type `FrameData`.
- exception: raises `CaptureError` if `hardwareStatus` =  $\perp$  or frame capture fails.

`shutdownHardware()`:

- transition: Releases device resources and sets `hardwareStatus` :=  $\perp$ .
- output: Returns shutdown success status:  $\mathbb{B}$
- exception: raises `HardwareShutdownError` if hardware cleanup fails.

`isInitialized()`:

- transition: -
- output: returns `hardwareStatus`:  $\mathbb{B}$
- exception: -

### 6.4.5 Local Functions

- `checkDeviceConnection()`: verifies device presence
- `allocateBufferMemory()`: allocates buffer for captured frames
- `releaseResources()`: frees hardware-related resources

## 7 MIS of Computer Vision Module

### 7.1 Module

Computer Vision Module (M2)

### 7.2 Uses

- **M1.captureFrame():** Provides a single frame of image data from the hardware or simulated camera.
- **FrameData (Data Type):** Represents the raw image frame used for analysis.
- **GameStateData (Data Type):** Abstract representation of detected game state.
- **ProcessingError, DetectionError (Exception Types):** Raised during processing or detection failures.
- **seq of Elements, dict (Derived Data Types):** Sequences and mappings used to store detected features and confidence metrics.

### 7.3 Syntax

#### 7.3.1 Exported Constants

- **DETECTION\_THRESHOLD:**  $\mathbb{R}$  - minimum required confidence for object recognition
- **MODEL\_PATH:**  $\Sigma^*$  - file system path to trained CV model

#### 7.3.2 Exported Access Programs

Name	In
processFrame	frame:FrameData
detectBoardElements	frame:FrameData
getConfidenceMetrics	-

### 7.4 Semantics

#### 7.4.1 State Variables

- **lastFrame:** FrameData  
Stores the most recent processed frame.
- **lastConfidence:** dict  
A mapping from element identifiers ( $\Sigma^*$ ) to confidence scores ( $\mathbb{R}$ ).

### 7.4.2 Environment Variables

None.

### 7.4.3 Assumptions

- All `FrameData` inputs are valid and camera-calibrated.
- The model at `MODEL_PATH` is present and loaded into memory before use.

### 7.4.4 Access Routine Semantics

`processFrame(frame)`:

- **transition**: Executes the full CV pipeline on *frame*; updates `lastFrame := frame`.
- **output**: Returns detected game state as `GameStateData`.
- **exception**: raises `ProcessingError` if any stage of the pipeline fails.

`detectBoardElements(frame)`:

- **transition**: Runs object detection model on *frame*; updates `lastFrame := frame` and updates `lastConfidence`.
- **output**: Returns *seq* of detected Elements.
- **exception**: raises `DetectionError` if detection fails.

`getConfidenceMetrics()`:

- **transition**: -
- **output**: Returns the `lastConfidence` mapping (a dict from  $\Sigma^*$  to  $\mathbb{R}$ ).
- **exception**: -

### 7.4.5 Local Functions

- `calibrateCamera()`: Corrects lens distortion in input frames.
- `filterNoise()`: Removes low-confidence or spurious detections.
- `parseElementsToState()`: Converts detected Elements into `GameStateData`.

## 8 MIS of User Interface Module

### 8.1 Module

User Interface (M3)

## 8.2 Uses

- **GameStateData**: Abstract representation of the current game state.
- **AIMove**: Encoded AI-generated move.
- **seq of Corrections**: A sequence of user-provided corrections to the game state.
- **RenderError**: Exception raised when visualization or rendering fails.

## 8.3 Syntax

### 8.3.1 Exported Constants

- **REFRESH\_RATE**:  $\mathbb{R}$  - frequency of UI updates (Hz)

### 8.3.2 Exported Access Programs

Name	In
renderBoard	state:GameStateData
displayAIMove	move:AIMove
getUserCorrections	-

## 8.4 Semantics

### 8.4.1 State Variables

- **uiState**: Abstract UI representation (type unspecified, internal)
- **correctionQueue**: seq of Corrections    A sequence of user-provided corrections where each correction may include:
  - element identifier:  $\Sigma^*$
  - correction value: arbitrary derived type

### 8.4.2 Environment Variables

- **window**: graphical display device managed by the environment

### 8.4.3 Assumptions

- The **window** device is functional and compatible with the UI rendering framework.
- User interactions are delivered to the system via environment-level event handling.

#### 8.4.4 Access Routine Semantics

`renderBoard(state)`:

- **transition**: Updates `uiState` := graphical representation of *state*; renders `uiState` onto `window`.
- **output**: -
- **exception**: raises `RenderError` if rendering fails.

`displayAIMove(move)`:

- **transition**: Updates `uiState` to include the visualization of *move*; refreshes `window`.
- **output**: -
- **exception**: -

`getUserCorrections()`:

- **transition**: `tmp` := `correctionQueue`; `correctionQueue` := empty sequence.
- **output**: Returns `tmp`: seq of Corrections.
- **exception**: -

#### 8.4.5 Local Functions

- `updateDOM()`: Updates internal UI representation elements.
- `highlightElements()`: Highlights tiles, pieces, or game move indicators.
- `onUserInput()`: Adds user-generated corrections to `correctionQueue`.

## 9 MIS of Game State Manager Module

### 9.1 Module

Game State Manager (M4)

### 9.2 Uses

- **MoveData**: Represents the details of a player's move, including action type and parameters.
- **GameStateData**: Abstract representation of the complete game state.
- **InvalidMoveError**: Raised when an illegal move is applied.
- `M7.writeState()`: Persists updated game state to storage.

## 9.3 Syntax

### 9.3.1 Exported Constants

- **MAX\_PLAYERS**:  $\mathbb{Z} = 4$

### 9.3.2 Exported Access Programs

Name	In
updateState	move:MoveData
getState	-
validateMove	move:MoveData

## 9.4 Semantics

### 9.4.1 State Variables

- **currentGameState**: GameStateData  
The full internal representation of the game board.
- **playerAssets**: dict  
Mapping from player identifiers ( $\Sigma^*$ ) to their resource, structure, and score information.  
Each value may include:
  - resources: dict from resource type ( $\Sigma^*$ ) to quantity ( $\mathbb{Z}$ )
  - structures: seq of structure types
  - score:  $\mathbb{Z}$

### 9.4.2 Environment Variables

None.

### 9.4.3 Assumptions

- All instances of **MoveData** conform to the expected internal format.
- Calling modules will evaluate **validateMove(move)** before invoking **updateState(move)**.

### 9.4.4 Access Routine Semantics

updateState(move):

- transition:

$$(\text{validateMove}(\text{move}) = \top \Rightarrow \text{currentGameState} := \text{applyMove}(\text{move}) \mid \text{validateMove}(\text{move}) = \perp)$$



- output: -
- exception: raises `InvalidMoveError` if `validateMove(move) = ⊥`.

`getState()`:

- transition: -
- output: Returns a copy of `currentGameState`: `GameStateData`.
- exception: -

`validateMove(move)`:

- transition: -
- output:  $\mathbb{B} - \top$  iff *move* is valid according to Catan rules and the current values of `currentGameState` and `playerAssets`.
- exception: -

#### 9.4.5 Local Functions

- `calculateResources()`: Computes resource changes resulting from a move.
- `updateScores()`: Updates player score values based on new state.
- `checkVictory()`: Determines whether any player meets winning conditions.

## 10 MIS of Reinforcement Learning Environment Module

### 10.1 Module

Reinforcement Learning Environment (M5)

### 10.2 Uses

- **M4**: Uses the access programs `updateState`, `getState`, and `validateMove`.
- **AIMove**: Encoded AI-selected action.
- **GameStateData**: Abstract representation of a full game state.
- **Reward**: A real-valued score,  $\mathbb{R}$ .
- **StepError**, **RenderError**: Exceptions raised on invalid steps or rendering failures.

## 10.3 Syntax

### 10.3.1 Exported Constants

- **MAX\_TURNS**:  $\mathbb{Z}$  - maximum number of turns in an episode
- **REWARD\_SCALE**:  $\mathbb{R}$  - scaling factor applied to reward calculation

### 10.3.2 Exported Access Programs

Name	In	
step	action:AIMove	(Ga
reset	-	
render	-	

## 10.4 Semantics

### 10.4.1 State Variables

- **simulatedState**: internal instance of M4  
Maintains the environment's evolving game state.
- **turnCount**:  $\mathbb{Z}$   
Number of turns elapsed in the current episode.

### 10.4.2 Environment Variables

- **display**: Rendering surface or graphical context used to visualize simulatedState.

### 10.4.3 Assumptions

- All inputs of type **AIMove** are syntactically valid.
- The environment is responsible for handling opponent moves internally.

### 10.4.4 Access Routine Semantics

step(action):

- transition: The state change is governed by the rule:

$$(\text{validateMove}(\text{action}) = \top \Rightarrow \text{apply actions} \mid \text{validateMove}(\text{action}) = \perp \Rightarrow -)$$

The "apply actions" transition includes the following sequential operations:

1. Apply action to **simulatedState** via **updateState(action)**.

2. Apply `applyOpponentLogic()` to simulate adversarial moves.
  3. `turnCount := turnCount + 1`.
- output: Returns the tuple `(simulatedState.getState(), calculateReward())` of type `(GameStateData,  $\mathbb{R}$ )`.
  - exception: raises `StepError` if `validateMove(action) =  $\perp$` .

`reset()`:

- transition: `simulatedState := new initial game state (via M4)`. `turnCount := 0`.
- output: Returns initial game state: `GameStateData`.
- exception: -

`render()`:

- transition: Updates the `display` device to visualize the current `simulatedState`.
- output: -
- exception: raises `RenderError` if display rendering fails.

#### 10.4.5 Local Functions

- `applyOpponentLogic()`: Generates and applies opponent actions based on heuristics or baseline policies.
- `calculateReward()`: Returns a reward value in  $\mathbb{R}$  based on changes in `simulatedState`, scaled by `REWARD_SCALE`.

## 11 MIS of AI Model Module

### 11.1 Module

AI Model (M6)

### 11.2 Uses

- **GameStateData**: Abstract representation of the game state.
- **AIMove**: Encoded move predicted by the model.
- **PredictionError**: Exception raised when the model cannot generate a valid move.

## 11.3 Syntax

### 11.3.1 Exported Constants

- `MODEL_PATH`:  $\Sigma^*$  - file path to stored model weights.

### 11.3.2 Exported Access Programs

Name	In
<code>decide</code>	<code>state:GameStateData</code>
<code>getMoveConfidence</code>	<code>move:AIMove</code>
<code>explainMove</code>	<code>move:AIMove</code>

## 11.4 Semantics

### 11.4.1 State Variables

- `modelWeights`: internal representation of learned parameters (vector or tensor values in  $\mathbb{R}$  or  $\mathbb{R}^n$ ).
- `policyNetwork`: An abstract data structure representing the architecture and layers of the DRL model, initialized using `MODEL_PATH`.
- `lastPredictionCache`: dict mapping `AIMove`  $\rightarrow \mathbb{R}$  storing confidence values for the most recent decision.

### 11.4.2 Environment Variables

None.

### 11.4.3 Assumptions

- The input `GameStateData` conforms to the expected internal structure.
- `MODEL_PATH` correctly references initialized `modelWeights`.

### 11.4.4 Access Routine Semantics

`decide(state)`:

- transition:
  - Converts *state* using `preprocessState()`.
  - Evaluates result by calling `evaluatePolicy()`.
  - Updates `lastPredictionCache` with move-confidence pairs.

- output: Returns the optimal AIMove predicted by the model.
- exception: raises **PredictionError** if the model evaluation fails or produces an empty distribution.

getMoveConfidence(move):

- transition: -
- output: Returns  $\mathbb{R}$  - the confidence score associated with *move* retrieved from **lastPredictionCache**.
- exception: -

explainMove(move):

- transition: -
- output: Returns  $\Sigma^*$  - a human-readable textual explanation of the rationale behind selecting *move* (e.g., feature contributions or decision breakdown).
- exception: -

#### 11.4.5 Local Functions

- **preprocessState()**: Converts GameStateData into an abstract processed representation suitable for model inference.
- **postprocessOutput()**: Converts model policy output into a structured AIMove.
- **evaluatePolicy()**: **ProcessedState**  $\rightarrow$  **dist(AIMove)**
  - Output: Returns a probability distribution over possible moves by applying the **policyNetwork** data structure and **modelWeights** to the input state.

## 12 MIS of Game State Database Module

### 12.1 Module

Game State Database (M7)

### 12.2 Uses

- **GameStateData**: Abstract representation of a game state.
- **DBWriteError**: Exception raised on failed write operations.
- **DBReadError**: Exception raised on failed read or query operations.
- **seq(GameStateData)**: Ordered collection of game states.

## 12.3 Syntax

### 12.3.1 Exported Constants

- `DB_PATH`:  $\Sigma^*$  - file system path or database URL.
- `MAX_ENTRIES`:  $\mathbb{Z}$  - maximum number of stored states.

### 12.3.2 Exported Access Programs

Name	In
<code>writeState</code>	<code>state:GameStateData</code>
<code>readState</code>	<code>gameID:<math>\Sigma^*</math></code>
<code>queryHistory</code>	<code>playerID:<math>\Sigma^*</math></code>

## 12.4 Semantics

### 12.4.1 State Variables

- `dbConnection`: Active connection handle to the database (abstract type).
- `gameRecords`: dict mapping  $\Sigma^* \rightarrow \text{GameStateData}$  (cache of recently accessed or frequently used game states).

### 12.4.2 Environment Variables

- `database`: External file system or DB server located at `DB_PATH`.

### 12.4.3 Assumptions

- The database at `DB_PATH` is reachable and adheres to the expected schema.
- Identifiers such as `gameID` and `playerID` are valid  $\Sigma^*$  strings.

### 12.4.4 Access Routine Semantics

`writeState(state)`:

- transition:
  - Converts *state* to a serializable format via `serializeState()`.
  - Writes serialized data to `database`.
  - Updates `gameRecords` cache if applicable.
- output: -

- exception: raises `DBWriteError` if the write operation fails.

`readState(gameID):`

- transition:
  - If *gameID* is cached, return entry from `gameRecords`.
  - Else, load corresponding data from `database`.
  - Deserialize via `deserializeState()`.
  - Update `gameRecords`.
- output: `GameStateData` corresponding to the given *gameID*.
- exception: raises `DBReadError` if no entry exists for *gameID* or if read fails.

`queryHistory(playerID):`

- transition:
  - Queries `database` for all entries linked to *playerID*.
  - Converts results to `seq(GameStateData)` via `deserializeState()`.
- output: `seq(GameStateData)` containing all states associated with *playerID*.
- exception: raises `DBReadError` if the query fails.

#### 12.4.5 Local Functions

- `serializeState()`: Converts `GameStateData` into a serializable representation.
- `deserializeState()`: Converts stored representation back to `GameStateData`.
- `openConnection()`: Initializes `dbConnection`.
- `closeConnection()`: Terminates `dbConnection`.

## 13 MIS of Image Queue Module

### 13.1 Module

Image Queue (M8)

## 13.2 Uses

- **FrameData**: Abstract representation of an image frame from the camera or simulation.
- **QueueFullError**: Exception raised when attempting to enqueue a frame into a full queue.
- **QueueEmptyError**: Exception raised when attempting to dequeue or peek from an empty queue.

## 13.3 Syntax

### 13.3.1 Exported Constants

- `QUEUE_SIZE`  $\in \mathbb{Z}^+$  - maximum number of frames in the buffer.

### 13.3.2 Exported Access Programs

Name	In	Out
<code>enqueue</code>	<code>frame:FrameData</code>	
<code>dequeue</code>	-	<code>FrameData</code>
<code>peek</code>	-	<code>FrameData</code>
<code>isFull</code>	-	<code>bool</code>
<code>isEmpty</code>	-	<code>bool</code>

## 13.4 Semantics

### 13.4.1 State Variables

- `queueBuffer` :  $[0..QUEUE\_SIZE - 1] \rightarrow \text{FrameData} \cup \{\perp\}$  - circular buffer storing frames.
- `head` :  $\mathbb{Z}$  - index of the front of the queue.
- `tail` :  $\mathbb{Z}$  - index of the end of the queue.
- `size` :  $\mathbb{Z}$  - current number of frames in the queue.

### 13.4.2 Environment Variables

None.



### 13.4.3 Assumptions

- Calling modules will check `isFull()` before `enqueue()`.
- Calling modules will check `isEmpty()` before `dequeue()` or `peek()`.

### 13.4.4 Access Routine Semantics

`enqueue(frame: FrameData):`

- transition:  
$$\text{queueBuffer}[\text{tail}] := \text{frame}, \quad \text{tail} := (\text{tail} + 1) \bmod \text{QUEUE\_SIZE}, \quad \text{size} := \text{size} + 1$$
- output: -
- exception: raises `QueueFullError` if `isFull() =  $\top$` .

`dequeue():`

- transition:  $\text{frame} := \text{queueBuffer}[\text{head}]; \text{queueBuffer}[\text{head}] := \perp; \text{head} := (\text{head} + 1) \bmod \text{QUEUE\_SIZE}; \text{size} := \text{size} - 1$
- output: `frame`
- exception: `QueueEmptyError` if `isEmpty() =  $\top$`

`peek():`

- transition: -
- output: `queueBuffer[head]`
- exception: raises `QueueEmptyError` if `isEmpty() =  $\top$` .

`isFull():`

- transition: -
- output:  $\top$  if `size = QUEUE_SIZE`,  $\perp$  otherwise
- exception: -

`isEmpty():`

- transition: -
- output:  $\top$  if `size = 0`,  $\perp$  otherwise
- exception: -

### 13.4.5 Local Functions

- **resetQueue():**

$$\text{head} := 0, \quad \text{tail} := 0, \quad \text{size} := 0$$

Resets the queue to an empty state.

### 13.4.6 Formalization

Let the state of this module be the tuple

$$S = (\text{queueBuffer}, \text{head}, \text{tail}, \text{size}).$$

**State Invariants** (must hold in all reachable states):

- $0 \leq \text{size} \leq \text{QUEUE\_SIZE}$
- $\text{head} \in [0..\text{QUEUE\_SIZE} - 1] \wedge \text{tail} \in [0..\text{QUEUE\_SIZE} - 1]$
- $\text{isEmpty}() = \top \iff \text{size} = 0$
- $\text{isFull}() = \top \iff \text{size} = \text{QUEUE\_SIZE}$

**enqueue(frame: FrameData)** *Defined when isFull() =  $\perp$*

$$\text{head}' = \text{head}$$

$$\text{queueBuffer}'[\text{tail}] = \text{frame} \wedge \text{tail}' = (\text{tail} + 1) \bmod \text{QUEUE\_SIZE} \wedge \text{size}' = \text{size} + 1$$

$$\forall i \in [0..\text{QUEUE\_SIZE} - 1], i \neq \text{tail} \Rightarrow \text{queueBuffer}'[i] = \text{queueBuffer}[i]$$

**dequeue()** *Defined when isEmpty() =  $\perp$ , output is frame*

$$\text{frame} = \text{queueBuffer}[\text{head}]$$

$$\text{tail}' = \text{tail}$$

$$\text{queueBuffer}'[\text{head}] = \perp \wedge \text{head}' = (\text{head} + 1) \bmod \text{QUEUE\_SIZE} \wedge \text{size}' = \text{size} - 1$$

$$\forall i \in [0..\text{QUEUE\_SIZE} - 1], i \neq \text{head} \Rightarrow \text{queueBuffer}'[i] = \text{queueBuffer}[i]$$

**peek()** *Defined when isEmpty() =  $\perp$ , output is frame*

$$\text{frame} = \text{queueBuffer}[\text{head}]$$

$$\text{queueBuffer}' = \text{queueBuffer} \wedge \text{head}' = \text{head} \wedge \text{tail}' = \text{tail} \wedge \text{size}' = \text{size}$$

**resetQueue()**

$$\text{head}' = 0 \wedge \text{tail}' = 0 \wedge \text{size}' = 0 \wedge \text{queueBuffer}' = \text{queueBuffer}$$

## 14 Appendix