

SOEN331: Introduction to Formal Methods
for Software Engineering
Assignment 2 on Extended Finite State Machines

Martin Marcos 40041398,
Samantha Guillemette 26609198,
Deepkumar Patel 40096716

February 25, 2020

1 Driver-less car system formal specification

The EFSM of the driver-less car system is the tuple $S = (Q, \Sigma_1, \Sigma_2, q_0, V, \Lambda)$, where

$$Q = \{idle, parked\ mode, manual\ mode, cruise\ mode, marked\ mode, panic\ mode\}$$

$$\Sigma_1 = \{start, cruise\ signal, switch, arrived, unforeseen, panic\ off, off\}$$

$$\Sigma_2 = \{lock, unlock, beep\}$$

$$q_0 : idle$$

$$V : destination = \{set, no\}$$

Λ : Transition specifications

1. $\rightarrow idle$
2. $idle \xrightarrow{start} parkedmode$
3. $parked\ mode \xrightarrow{off} off?$
4. $parked\ mode \xrightarrow{cruise\ signal\ [no\ dest]} manual\ mode$
5. $parked\ mode \xrightarrow{cruise\ signal\ [set\ dest]\ /\ beep} cruise\ mode$
6. $manual\ mode \xrightarrow{cruise\ signal\ [set\ dest]} cruise\ mode$
7. $cruise\ mode \xrightarrow{switch} manual\ mode$
8. $cruise\ mode \xrightarrow{arrived} parked\ mode$
9. $cruise\ mode \xrightarrow{unforeseen} panic\ mode$
10. $manual\ mode \xrightarrow{stop} marked\ mode$
11. $panic\ mode \xrightarrow{panic\ off\ /\ hazard\ off} manual\ mode$

The Manual mode is a composite state, it is the tuple $S = (Q, \Sigma_1, \Sigma_2, q_0, \Lambda)$, where

$$Q = \{running, fast, slower, break\ mode\}$$

$$\Sigma_1 = \{accelerate, decelerate, break\}$$

$$\Sigma_2 = \{increase\ speed, decrease\ speed, 0 - speed\}$$

$$q_0 : running$$

Λ : Transition specifications

1. $\rightarrow running$

2. *running* $\xrightarrow{\text{accelerate / increase speed}}$ *faster*
3. *running* $\xrightarrow{\text{decelerate / decrease speed}}$ *slower*
4. *running* $\xrightarrow{\text{break / 0-speed}}$ *breakmode*
5. *breakmode* $\xrightarrow{\text{accelerate / increase speed}}$ *running*
6. *faster* $\xrightarrow{\text{accelerate / increase speed}}$ *faster*
7. *faster* $\xrightarrow{\text{decelerate / decrease speed}}$ *slower*
8. *slower* $\xrightarrow{\text{decelerate / decrease speed}}$ *slower*

The UML state diagram is shown in Figure 2.

2 UML state diagrams

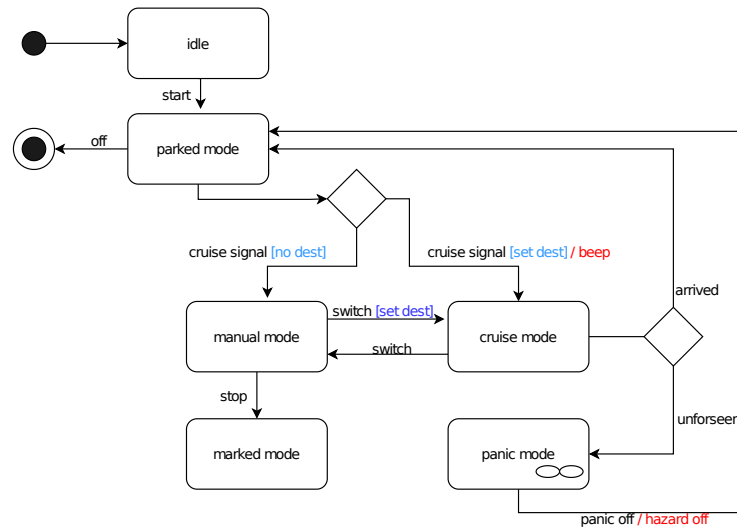


Figure 1: Main System.

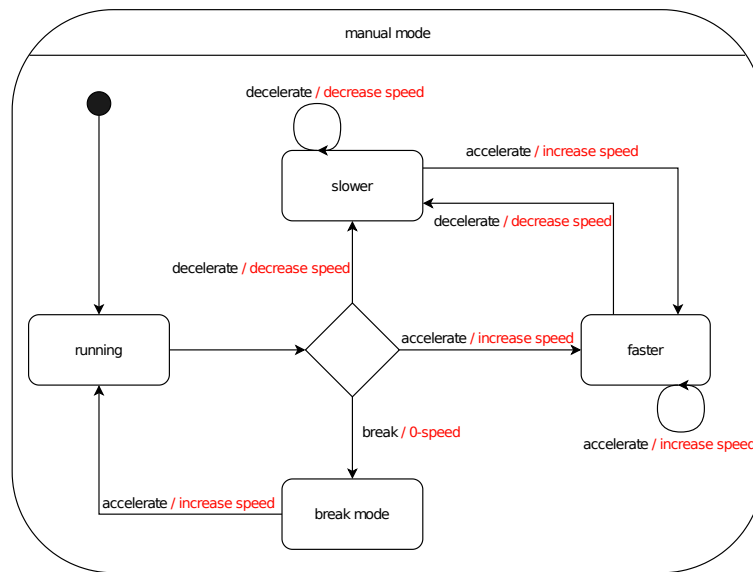


Figure 2: Manual Mode.