

**Module:** 6SENG005W Formal Methods  
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**Tutorial Exercises:** 3  
**Subject:** Using **ProB** to Evaluate Set Expressions  
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## 1. Using **ProB** to Evaluate Set Expressions

Assuming that:

1. The B machine `Sets.mch` has been syntax & type checked using **Atelier B**, & there are no errors.
2. The `Sets.mch` machine has been loaded into the **ProB** animator & no errors have occurred.

After loading the `Sets.mch` machine into **ProB** you can evaluate expressions in two ways.

1. Evaluate expressions by using the *Eval* terminal.

First load & begin the animation of `Sets.mch`.

You start the *Eval* terminal from **ProB**, using the mouse to *right-click* over the bottom left window.

You can then type the expressions in using the AMN ASCII notation.

A new window will start & then you type expressions at the *Eval* prompt “>>>>” for example using `card` & generalised union  $\cup$ :

```
>>>> card( AA )
      8
>>>> card( AA ) < 10
      TRUE
>>>> union( { {1, 2}, { 3, 4 } } )
      {1, 2, 3, 4}
```

For help with **ProB**’s expression syntax, see the help under the “*Help > Summary of B Syntax*” menu.

2. Evaluate expressions by using the `ASSERTIONS` machine clause.

You add this clause into the `Sets.mch` definition using the Atlier B editor.

The `ASSERTIONS` clause is added after the `INITIALISATION` clause.

You can try *true & false “assertions”*, for example:

**Assertions**

```
ASSERTIONS
  EE \/ FF <: { aa, bb, cc, dd, ee, ff, gg } ;
  EE /\ GG = { } ;
  FF /\ GG = { aa }
```

the first two are true & the last is false.

## 2. Evaluate Expressions

After loading the `Sets.mch` machine into **ProB**, evaluate the following set, constant & type expressions given below.

### 2.1 Value Expressions

1. *homeland*
2. *Benelux*
3. *AA*
4. *BB*
5. *CC*
6. *DD*
7. *Even*
8. *Odd*
9. *Fives*
10. *card(Benelux)*
11. *card({ })*

12.  $\text{card}(\{ 1, 2, 3, 4, 5 \})$
13.  $\text{card}(AA)$
14.  $\text{card}(BB)$
15.  $\text{card}(\text{Even})$
16.  $\text{card}(\text{Odd})$
17.  $AA \cup BB$
18.  $CC \cup \{ aa \}$
19.  $DD \cup \{ pp, aa, uu, ll \}$
20.  $\text{card}(AA \cup BB)$
21.  $\text{Even} \cup \text{Odd}$
22.  $AA \cap BB$
23.  $\text{card}(AA \cap BB)$
24.  $AA \cap CC$
25.  $BB \cap DD$
26.  $\text{Even} \cap \text{Odd}$
27.  $AA \setminus BB$
28.  $DD \setminus BB$
29.  $CC \setminus \{ xx \}$
30.  $\text{Benelux} \setminus \{ NL \}$
31.  $\text{Even} \setminus \{ \}$
32.  $\text{Odd} \setminus \text{Odd}$
33.  $\bigcup \{ AA, BB, CC, DD \}$
34.  $\bigcup \{ \text{Even}, \text{Odd} \}$
35.  $\bigcup \{ \{ 2, 3, 4, 5 \}, \{ 2, 4 \}, \{ \} \}$
36.  $\bigcap \{ \text{Even}, \text{Odd} \}$

$$37. \bigcap \{Even, \{2, 3, 4, 5, 6, 7\}\}$$

$$38. \bigcap \{ \{2, 3, 4, 5\}, \{2, 4\}, \{ \} \}$$

## 2.2 Predicate Expressions

Evaluate these expressions using both approaches:

First use the `Eval` terminal.

Then use the `ASSERTIONS` clause method.

1.  $aa \in AA$
2.  $zz \in AA$
3.  $tt \notin BB$
4.  $yy \notin CC$
5.  $xx \in (AA \cup CC)$
6.  $zz \in (AA \cup BB)$
7.  $tt \notin (CC \cup DD)$
8.  $ee \notin (BB \cup CC)$
9.  $BB \subset AA$
10.  $CC \subset AA$
11.  $AA \subset AA$
12.  $AA \subseteq AA$
13.  $BB \subseteq CC$
14.  $\{ \} \subseteq AA$
15.  $\{ aa, bb, cc \} \subseteq AA$
16.  $\{ xx, yy \} \subset CC$
17.  $card(AA) \leq 10$
18.  $card(BB) \leq 3$

19.  $\text{card}(CC) = 3$
20.  $\text{card}(DD) = 6$
21.  $5 \neq (6 + 3)$
22.  $5 = (2 + 3)$
23.  $7 < (3 * 4)$
24.  $3 < 6$
25.  $3 > 6$
26.  $(3 < 6) \wedge (2 \leq 10)$
27.  $(3 = 6) \wedge (2 \leq 10)$
28.  $(3 < 6) \wedge (2 > 10)$
29.  $(3 = 6) \vee (2 \leq 10)$
30.  $(3 = 6) \vee (2 = 10)$
31.  $(aa \in AA) \wedge (\{ aa, bb, cc \} \subseteq AA)$
32.  $(gg \in AA) \vee (gg \in AA)$
33.  $tt \notin BB$
34.  $yy \notin CC$