

stv_v2

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Chapter 1

README

To run:

```
cd build  
make clean  
make  
./stv
```

Configuration file:

```
build/config.txt
```


Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

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Chapter 3

Class Index

3.1 Class List

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	Contains a coalition of Agent from the formula	28
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	Represents a single global state	34
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	Represents a single local model, contains all agents and variables	39
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	Represents a single LocalState , containing id, name and internal variables	39
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LocalTransition		
	Represents a single local transition, containing id, global name, local name, is shared and count of the appearances	41
SeleneFormula		42
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Var		
	Represents a variable in the model, containing name, initial value and persistence	44
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File Index

4.1 File List

Here is a list of all documented files with brief descriptions:

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Chapter 5

Class Documentation

5.1 Agent Class Reference

Contains all data for a single [Agent](#), including id, name and all of the agents' variables.

```
#include <Types.hpp>
```

Public Member Functions

- [Agent](#) (int _id, string _name)
Constructor for the [Agent](#) class, assigning it an id and name.
- [LocalState](#) * [includesState](#) ([LocalState](#) *state)
Checks if there is an equivalent [LocalState](#) in the model to the one passed as an argument.

Public Attributes

- int **id**
Identifier of the agent.
- string **name**
Name of the agent.
- set< [Var](#) * > **vars**
Variable names for the agent.
- [LocalState](#) * **initState**
Initial state of the agent.
- vector< [LocalState](#) * > **localStates**
Local states for this agent.
- vector< [LocalTransition](#) * > **localTransitions**
Local transitions for this agent.

5.1.1 Detailed Description

Contains all data for a single [Agent](#), including id, name and all of the agents' variables.

5.1.2 Constructor & Destructor Documentation

5.1.2.1 Agent()

```
Agent::Agent (
    int _id,
    string _name ) [inline]
```

Constructor for the [Agent](#) class, assigning it an id and name.

Parameters

<code>_id</code>	Identifier of the new agent.
<code>_name</code>	Name of the new agent.

5.1.3 Member Function Documentation

5.1.3.1 includesState()

```
LocalState * Agent::includesState (
    LocalState * state )
```

Checks if there is an equivalent [LocalState](#) in the model to the one passed as an argument.

Parameters

<code>state</code>	A pointer to LocalState to be checked.
--------------------	--

Returns

Returns a pointer to an equivalent [LocalState](#) if such exists, otherwise returns NULL.

The documentation for this class was generated from the following files:

- [Types.hpp](#)
- [Types.cc](#)

5.2 AgentTemplate Class Reference

Public Member Functions

- [AgentTemplate](#) ()

Constructor for an *AgentTemplate*.

- virtual *AgentTemplate* & *setId*(string *_id*)
Sets the identifier of an agent.
- virtual *AgentTemplate* & *setInitState*(string *_startState*)
Sets initial state of an agent.
- virtual *AgentTemplate* & *addLocal*(set< string > **variables*)
Adds local variables to the agent.
- virtual *AgentTemplate* & *addPersistent*(set< string > **variables*)
Adds persistent variables to the agent.
- virtual *AgentTemplate* & *addInitial*(set< *Assignment* * > **assigns*)
???
- virtual *AgentTemplate* & *addTransition*(*TransitionTemplate* **_transition*)
???
- virtual *Agent* * *generateAgent*(int *id*)
Generates an agent for the model.

5.2.1 Member Function Documentation

5.2.1.1 addInitial()

```
AgentTemplate & AgentTemplate::addInitial (
    set< Assignment * > * assigns ) [virtual]
```

???

Parameters

<i>assigns</i>	???
----------------	-----

Returns

???

5.2.1.2 addLocal()

```
AgentTemplate & AgentTemplate::addLocal (
    set< string > * variables ) [virtual]
```

Adds local variables to the agent.

Parameters

<i>variables</i>	A pointer to a set of strings with the variables to be added.
------------------	---

Returns

Returns itself.

5.2.1.3 addPersistent()

```
AgentTemplate & AgentTemplate::addPersistent (
    set< string > * variables ) [virtual]
```

Adds persistent variables to the agent.

Parameters

<i>variables</i>	A pointer to a set of strings with the variables to be added.
------------------	---

Returns

Returns itself.

5.2.1.4 addTransition()

```
AgentTemplate & AgentTemplate::addTransition (
    TransitionTemplate * _transition ) [virtual]
```

???

Parameters

<i>_transition</i>	???
--------------------	-----

Returns

???

5.2.1.5 generateAgent()

```
Agent * AgentTemplate::generateAgent (
    int id ) [virtual]
```

Generates an agent for the model.

Parameters

<i>id</i>	Identifier of the new Agent .
-----------	---

Returns

Returns a pointer to a newly created [Agent](#).

5.2.1.6 setIdent()

```
AgentTemplate & AgentTemplate::setIdent (
    string _ident ) [virtual]
```

Sets the identifier of an agent.

Parameters

<i>_ident</i>	String with a new identifier.
---------------	-------------------------------

Returns

Returns itself.

5.2.1.7 setInitState()

```
AgentTemplate & AgentTemplate::setInitState (
    string _initState ) [virtual]
```

Sets initial state of an agent.

Parameters

<i>_initState</i>	String with a new state.
-------------------	--------------------------

Returns

Returns itself.

The documentation for this class was generated from the following files:

- [nodes.hpp](#)
- [nodes.cc](#)

5.3 Assignment Class Reference

Represents an assingment.

```
#include <nodes.hpp>
```

Public Member Functions

- [Assignment](#) (string `_ident`, [ExprNode](#) *`_exp`)
Constructor for an [Assignment](#) class.
- virtual void **assign** ([Environment](#) &env)

Public Attributes

- string **ident**
To what we should assign a value.
- [ExprNode](#) * **value**
A value to be assigned.

5.3.1 Detailed Description

Represents an assingment.

5.3.2 Constructor & Destructor Documentation

5.3.2.1 Assignment()

```
Assignment::Assignment (
    string _ident,
    ExprNode * _exp ) [inline]
```

Constructor for an [Assignment](#) class.

Parameters

<code>_ident</code>	To what we should assign a value.
<code>_exp</code>	A value to be assigned.

The documentation for this class was generated from the following file:

- [nodes.hpp](#)

5.4 Cfg Struct Reference

Public Attributes

- char * **fname**
- char **stv_mode**
- bool **output_local_models**
- bool **output_global_model**
- int **model_id**

The documentation for this struct was generated from the following file:

- Constants.hpp

5.5 Condition Struct Reference

Represents a condition for [LocalTransition](#).

```
#include <Types.hpp>
```

Public Attributes

- [Var](#) * **var**
Pointer to a variable.
- [ConditionOperator](#) **conditionOperator**
Conditional operator for the variable.
- int **comparedValue**
[Condition](#) value to be met.

5.5.1 Detailed Description

Represents a condition for [LocalTransition](#).

The documentation for this struct was generated from the following file:

- [Types.hpp](#)

5.6 EpistemicClass Struct Reference

Represents a single epistemic class.

```
#include <Types.hpp>
```

Public Attributes

- string **hash**
Hash of that epistemic class.
- map< string, [GlobalState](#) * > **globalStates**
Map of [GlobalState](#) hashes to according [GlobalState](#) pointers bound to this epistemic class.
- [GlobalTransition](#) * **fixedCoalitionTransition**
???

5.6.1 Detailed Description

Represents a single epistemic class.

The documentation for this struct was generated from the following file:

- [Types.hpp](#)

5.7 ExprAdd Class Reference

Node for addition.

```
#include <expressions.hpp>
```

Public Member Functions

- **ExprAdd** ([ExprNode](#) *_larg, [ExprNode](#) *_rarg)
- virtual int [eval](#) ([Environment](#) &env)
- virtual int [eval](#) ([Environment](#) &env)=0

5.7.1 Detailed Description

Node for addition.

5.7.2 Member Function Documentation

5.7.2.1 eval()

```
int ExprAdd::eval (
    Environment & env ) [virtual]
```

Implements [ExprNode](#).

The documentation for this class was generated from the following files:

- [expressions.hpp](#)
- [expressions.cc](#)

5.8 ExprAnd Class Reference

Node for AND operator.

```
#include <expressions.hpp>
```

Public Member Functions

- **ExprAnd** ([ExprNode](#) *_larg, [ExprNode](#) *_rarg)
- virtual int [eval](#) ([Environment](#) &env)
- virtual int [eval](#) ([Environment](#) &env)=0

5.8.1 Detailed Description

Node for AND operator.

5.8.2 Member Function Documentation

5.8.2.1 eval()

```
int ExprAnd::eval (  
    Environment & env ) [virtual]
```

Implements [ExprNode](#).

The documentation for this class was generated from the following files:

- [expressions.hpp](#)
- [expressions.cc](#)

5.9 ExprConst Class Reference

Node for a constant.

```
#include <expressions.hpp>
```

Public Member Functions

- **ExprConst** (int _val)
- virtual int [eval](#) ([Environment](#) &env)
- virtual int [eval](#) ([Environment](#) &env)=0

5.9.1 Detailed Description

Node for a constant.

5.9.2 Member Function Documentation

5.9.2.1 eval()

```
int ExprConst::eval (
    Environment & env ) [virtual]
```

Implements [ExprNode](#).

The documentation for this class was generated from the following files:

- [expressions.hpp](#)
- [expressions.cc](#)

5.10 ExprDiv Class Reference

Node for division.

```
#include <expressions.hpp>
```

Public Member Functions

- **ExprDiv** ([ExprNode](#) *_larg, [ExprNode](#) *_rarg)
- virtual int [eval](#) ([Environment](#) &env)
- virtual int [eval](#) ([Environment](#) &env)=0

5.10.1 Detailed Description

Node for division.

5.10.2 Member Function Documentation

5.10.2.1 eval()

```
int ExprDiv::eval (  
    Environment & env ) [virtual]
```

Implements [ExprNode](#).

The documentation for this class was generated from the following files:

- [expressions.hpp](#)
- [expressions.cc](#)

5.11 ExprEq Class Reference

Node for "==" operator.

```
#include <expressions.hpp>
```

Public Member Functions

- **ExprEq** ([ExprNode](#) *_larg, [ExprNode](#) *_rarg)
- virtual int [eval](#) ([Environment](#) &env)
- virtual int [eval](#) ([Environment](#) &env)=0

5.11.1 Detailed Description

Node for "==" operator.

5.11.2 Member Function Documentation

5.11.2.1 eval()

```
int ExprEq::eval (  
    Environment & env ) [virtual]
```

Implements [ExprNode](#).

The documentation for this class was generated from the following files:

- [expressions.hpp](#)
- [expressions.cc](#)

5.12 ExprGe Class Reference

Node for ">=" operator.

```
#include <expressions.hpp>
```

Public Member Functions

- **ExprGe** ([ExprNode](#) *_larg, [ExprNode](#) *_rarg)
- virtual int [eval](#) ([Environment](#) &env)
- virtual int [eval](#) ([Environment](#) &env)=0

5.12.1 Detailed Description

Node for ">=" operator.

5.12.2 Member Function Documentation

5.12.2.1 eval()

```
int ExprGe::eval (  
    Environment & env ) [virtual]
```

Implements [ExprNode](#).

The documentation for this class was generated from the following files:

- [expressions.hpp](#)
- [expressions.cc](#)

5.13 ExprGt Class Reference

Node for ">" operator.

```
#include <expressions.hpp>
```

Public Member Functions

- **ExprGt** ([ExprNode](#) *_larg, [ExprNode](#) *_rarg)
- virtual int [eval](#) ([Environment](#) &env)
- virtual int [eval](#) ([Environment](#) &env)=0

5.13.1 Detailed Description

Node for ">" operator.

5.13.2 Member Function Documentation

5.13.2.1 eval()

```
int ExprGt::eval (  
    Environment & env ) [virtual]
```

Implements [ExprNode](#).

The documentation for this class was generated from the following files:

- [expressions.hpp](#)
- [expressions.cc](#)

5.14 ExprIdent Class Reference

Node for an identifier.

```
#include <expressions.hpp>
```

Public Member Functions

- **ExprIdent** (string _ident)
- virtual int [eval](#) ([Environment](#) &env)
- virtual int [eval](#) ([Environment](#) &env)=0

5.14.1 Detailed Description

Node for an identifier.

5.14.2 Member Function Documentation

5.14.2.1 eval()

```
int ExprIdent::eval (  
    Environment & env ) [virtual]
```

Parameters

<i>env</i>	
------------	--

Returns

Implements [ExprNode](#).

The documentation for this class was generated from the following files:

- [expressions.hpp](#)
- [expressions.cc](#)

5.15 ExprLe Class Reference

Node for "<=" operator.

```
#include <expressions.hpp>
```

Public Member Functions

- **ExprLe** ([ExprNode](#) *_larg, [ExprNode](#) *_rarg)
- virtual int [eval](#) ([Environment](#) &env)
- virtual int [eval](#) ([Environment](#) &env)=0

5.15.1 Detailed Description

Node for "<=" operator.

5.15.2 Member Function Documentation

5.15.2.1 eval()

```
int ExprLe::eval (  
    Environment & env ) [virtual]
```

Implements [ExprNode](#).

The documentation for this class was generated from the following files:

- [expressions.hpp](#)
- [expressions.cc](#)

5.16 ExprLt Class Reference

Node for "<" operator.

```
#include <expressions.hpp>
```

Public Member Functions

- **ExprLt** ([ExprNode](#) *_larg, [ExprNode](#) *_rarg)
- virtual int [eval](#) ([Environment](#) &env)
- virtual int [eval](#) ([Environment](#) &env)=0

5.16.1 Detailed Description

Node for "<" operator.

5.16.2 Member Function Documentation

5.16.2.1 eval()

```
int ExprLt::eval (  
    Environment & env ) [virtual]
```

Implements [ExprNode](#).

The documentation for this class was generated from the following files:

- [expressions.hpp](#)
- [expressions.cc](#)

5.17 ExprMul Class Reference

Node for multiplication.

```
#include <expressions.hpp>
```

Public Member Functions

- **ExprMul** ([ExprNode](#) *_larg, [ExprNode](#) *_rarg)
- virtual int [eval](#) ([Environment](#) &env)
- virtual int [eval](#) ([Environment](#) &env)=0

5.17.1 Detailed Description

Node for multiplication.

5.17.2 Member Function Documentation

5.17.2.1 eval()

```
int ExprMul::eval (  
    Environment & env ) [virtual]
```

Implements [ExprNode](#).

The documentation for this class was generated from the following files:

- [expressions.hpp](#)
- [expressions.cc](#)

5.18 ExprNe Class Reference

Node for "!=" operator.

```
#include <expressions.hpp>
```

Public Member Functions

- **ExprNe** ([ExprNode](#) * _larg, [ExprNode](#) * _rarg)
- virtual int [eval](#) ([Environment](#) &env)
- virtual int [eval](#) ([Environment](#) &env)=0

5.18.1 Detailed Description

Node for "!=" operator.

5.18.2 Member Function Documentation

5.18.2.1 eval()

```
int ExprNe::eval (
    Environment & env ) [virtual]
```

Implements [ExprNode](#).

The documentation for this class was generated from the following files:

- [expressions.hpp](#)
- [expressions.cc](#)

5.19 ExprNode Class Reference

Base node for expressions.

```
#include <expressions.hpp>
```

Public Member Functions

- virtual int [eval](#) ([Environment](#) &env)=0

5.19.1 Detailed Description

Base node for expressions.

5.19.2 Member Function Documentation

5.19.2.1 eval()

```
virtual int ExprNode::eval (
    Environment & env ) [pure virtual]
```

Implemented in [ExprIdent](#).

The documentation for this class was generated from the following file:

- [expressions.hpp](#)

5.20 ExprNot Class Reference

Node for NOT operator.

```
#include <expressions.hpp>
```

Public Member Functions

- **ExprNot** ([ExprNode](#) *_arg)
- virtual int [eval](#) ([Environment](#) &env)
- virtual int [eval](#) ([Environment](#) &env)=0

5.20.1 Detailed Description

Node for NOT operator.

5.20.2 Member Function Documentation

5.20.2.1 eval()

```
int ExprNot::eval (  
    Environment & env ) [virtual]
```

Implements [ExprNode](#).

The documentation for this class was generated from the following files:

- [expressions.hpp](#)
- [expressions.cc](#)

5.21 ExprOr Class Reference

Node for OR operator.

```
#include <expressions.hpp>
```

Public Member Functions

- **ExprOr** ([ExprNode](#) *_larg, [ExprNode](#) *_rarg)
- virtual int [eval](#) ([Environment](#) &env)
- virtual int [eval](#) ([Environment](#) &env)=0

5.21.1 Detailed Description

Node for OR operator.

5.21.2 Member Function Documentation

5.21.2.1 eval()

```
int ExprOr::eval (  
    Environment & env ) [virtual]
```

Implements [ExprNode](#).

The documentation for this class was generated from the following files:

- [expressions.hpp](#)
- [expressions.cc](#)

5.22 ExprRem Class Reference

Node for modulo.

```
#include <expressions.hpp>
```

Public Member Functions

- **ExprRem** ([ExprNode](#) *_larg, [ExprNode](#) *_rarg)
- virtual int [eval](#) ([Environment](#) &env)
- virtual int [eval](#) ([Environment](#) &env)=0

5.22.1 Detailed Description

Node for modulo.

5.22.2 Member Function Documentation

5.22.2.1 eval()

```
int ExprRem::eval (  
    Environment & env ) [virtual]
```

Implements [ExprNode](#).

The documentation for this class was generated from the following files:

- [expressions.hpp](#)
- [expressions.cc](#)

5.23 ExprSub Class Reference

Node for subtraction.

```
#include <expressions.hpp>
```

Public Member Functions

- **ExprSub** ([ExprNode](#) *_larg, [ExprNode](#) *_rarg)
- virtual int [eval](#) ([Environment](#) &env)
- virtual int [eval](#) ([Environment](#) &env)=0

5.23.1 Detailed Description

Node for subtraction.

5.23.2 Member Function Documentation

5.23.2.1 eval()

```
int ExprSub::eval (  
    Environment & env ) [virtual]
```

Implements [ExprNode](#).

The documentation for this class was generated from the following files:

- [expressions.hpp](#)
- [expressions.cc](#)

5.24 Formula Struct Reference

Contains a coalition of [Agent](#) from the formula.

```
#include <Types.hpp>
```

Public Attributes

- set< [Agent](#) * > **coalition**
Coalition of [Agent](#) from the formula.

5.24.1 Detailed Description

Contains a coalition of [Agent](#) from the formula.

The documentation for this struct was generated from the following file:

- [Types.hpp](#)

5.25 GlobalModel Struct Reference

Represents a global model, containing agents and a formula.

```
#include <Types.hpp>
```

Public Attributes

- `vector< Agent * > agents`
Pointers to all agents in a model.
- `Formula * formula`
A pointer to a [Formula](#).
- `GlobalState * initState`
Pointer to the initial state of the model.
- `vector< GlobalState * > globalStates`
Every [GlobalState](#) in the model.
- `vector< GlobalTransition * > globalTransitions`
Every [GlobalTransition](#) in the model.
- `map< Agent *, map< string, EpistemicClass * > > epistemicClasses`
Map of [Agent](#) pointers to a map of [EpistemicClass](#).

5.25.1 Detailed Description

Represents a global model, containing agents and a formula.

The documentation for this struct was generated from the following file:

- [Types.hpp](#)

5.26 GlobalModelGenerator Class Reference

Public Member Functions

- `GlobalModelGenerator ()`
Constructor for [GlobalModelGenerator](#) class.
- `~GlobalModelGenerator ()`
Destructor for [GlobalModelGenerator](#) class.
- `GlobalState * initModel (LocalModels *localModels, Formula *formula)`
Initializes a global model from local models and a formula.
- `void expandState (GlobalState *state)`
Goes through all [GlobalTransition](#) in a given [GlobalState](#) and creates new GlobalStates connected to the given one.
- `void expandAllStates ()`
Expands the states starting from the initial [GlobalState](#) and continues until there are no more states to expand.
- `GlobalModel * getCurrentGlobalModel ()`
Get for a [GlobalModel](#) used in initialization.
- `Formula * getFormula ()`
Get for the [Formula](#) used in initialization.

Protected Member Functions

- `GlobalState * generateInitState ()`
Generates initial state of the model from `GlobalModel` in memory.
- `GlobalState * generateStateFromLocalStates (set< LocalState * > *localStates, set< LocalTransition * > *viaLocalTransitions, GlobalState *prevGlobalState)`
Creates a new `GlobalState` using some of the internally known model data and given local states, transitions that were used to get there and the previous global state. ???
- `void generateGlobalTransitions (GlobalState *fromGlobalState, set< LocalTransition * > localTransitions, map< Agent *, vector< LocalTransition * > > transitionsByAgent)`
Adds all shared global transitions to a `GlobalState`.
- `bool checkLocalTransitionConditions (LocalTransition *localTransition, GlobalState *globalState)`
Checks if all conditions for a given local transition in a given global state are fulfilled.
- `string computeEpistemicClassHash (set< LocalState * > *localStates, Agent *agent)`
Creates a hash from a set of `LocalState` and an `Agent`.
- `string computeGlobalStateHash (set< LocalState * > *localStates)`
Creates a hash from a set of `LocalState`.
- `EpistemicClass * findOrCreateEpistemicClass (set< LocalState * > *localStates, Agent *agent)`
Checks if a set of `LocalState` is already an epistemic class for a given `Agent`, if not, creates a new one.
- `GlobalState * findGlobalStateInEpistemicClass (set< LocalState * > *localStates, EpistemicClass *epistemicClass)`
Gets a `GlobalState` from an `EpistemicClass` if it exists in that episcemic class.

Protected Attributes

- `LocalModels * localModels`
`LocalModels` used in `initModel`.
- `Formula * formula`
`Formula` used in `initModel`.
- `GlobalModel * globalModel`
`GlobalModel` created in `initModel`.

5.26.1 Member Function Documentation

5.26.1.1 checkLocalTransitionConditions()

```
bool GlobalModelGenerator::checkLocalTransitionConditions (
    LocalTransition * localTransition,
    GlobalState * globalState ) [protected]
```

Checks if all conditions for a given local transition in a given global state are fulfilled.

Parameters

<code>localTransition</code>	Local transition to traverse.
<code>globalState</code>	Current global state.

Returns

Returns true if all of the necessary conditions to use that transition are fulfilled, otherwise false.

5.26.1.2 computeEpistemicClassHash()

```
string GlobalModelGenerator::computeEpistemicClassHash (
    set< LocalState * > * localStates,
    Agent * agent ) [protected]
```

Creates a hash from a set of [LocalState](#) and an [Agent](#).

Parameters

<i>localStates</i>	Pointer to a set of pointers of LocalState and pointer to and Agent to turn into a hash.
--------------------	--

Returns

Returns a string with a hash.

5.26.1.3 computeGlobalStateHash()

```
string GlobalModelGenerator::computeGlobalStateHash (
    set< LocalState * > * localStates ) [protected]
```

Creates a hash from a set of [LocalState](#).

Parameters

<i>localStates</i>	Pointer to a set of pointers of LocalState to turn into a hash.
--------------------	---

Returns

Returns a string with a hash.

5.26.1.4 expandState()

```
void GlobalModelGenerator::expandState (
    GlobalState * state )
```

Goes through all [GlobalTransition](#) in a given [GlobalState](#) and creates new GlobalStates connected to the given one.

Parameters

<i>state</i>	A state from which the expansion should start.
--------------	--

5.26.1.5 findGlobalStateInEpistemicClass()

```
GlobalState * GlobalModelGenerator::findGlobalStateInEpistemicClass (
    set< LocalState * > * localStates,
    EpistemicClass * epistemicClass ) [protected]
```

Gets a [GlobalState](#) from an [EpistemicClass](#) if it exists in that episcemic class.

Parameters

<i>localStates</i>	Pointer to a set of pointers to LocalState , from which will be generated a global state hash.
<i>epistemicClass</i>	Epistemic class in which to check if a GlobalState exists.

Returns

Returns a pointer to a [GlobalState](#) if it exists in given epistemic class, otherwise returns nullptr.

5.26.1.6 findOrCreateEpistemicClass()

```
EpistemicClass * GlobalModelGenerator::findOrCreateEpistemicClass (
    set< LocalState * > * localStates,
    Agent * agent ) [protected]
```

Checks if a set of [LocalState](#) is already an epistemic class for a given [Agent](#), if not, creates a new one.

Parameters

<i>localStates</i>	Local states from agent.
<i>agent</i>	Agent for which to check the existence of an epistemic class.

Returns

A pointer to a new or existing [EpistemicClass](#).

5.26.1.7 generateGlobalTransitions()

```
void GlobalModelGenerator::generateGlobalTransitions (
    GlobalState * fromGlobalState,
```



```
set< LocalTransition * > localTransitions,
map< Agent *, vector< LocalTransition * > > transitionsByAgent ) [protected]
```

Adds all shared global transitions to a [GlobalState](#).

Parameters

<i>fromGlobalState</i>	Global state to add transitions to.
<i>localTransitions</i>	Initially empty, available local transitions by each agent from transitionsByAgent.
<i>transitionsByAgent</i>	Mapped transitions to an agent, only with transitions available for the agent at this moment.

5.26.1.8 generateInitState()

```
GlobalState * GlobalModelGenerator::generateInitState ( ) [protected]
```

Generates initial state of the model from [GlobalModel](#) in memory.

Returns

Returns a pointer to an initial [GlobalState](#).

5.26.1.9 generateStateFromLocalStates()

```
GlobalState * GlobalModelGenerator::generateStateFromLocalStates (
    set< LocalState * > * localStates,
    set< LocalTransition * > * viaLocalTransitions,
    GlobalState * prevGlobalState ) [protected]
```

Creates a new [GlobalState](#) using some of the internally known model data and given local states, transitions that were used to get there and the previous global state. ???

Parameters

<i>localStates</i>	LocalStates from which the new GlobalState will be built.
<i>viaLocalTransitions</i>	Pointer to a set of pointers to LocalTransition from which the changes in variables, as a result of traversing through the transition, will be made in a new GlobalState . ???
<i>prevGlobalState</i>	Pointer to GlobalState from which all persistent variables will be copied over from to the new GlobalState .

Returns

Returns a pointer to a new or already existing in the same epistemic class [GlobalModel](#).

5.26.1.10 `getCurrentGlobalModel()`

```
GlobalModel * GlobalModelGenerator::getCurrentGlobalModel ( )
```

Get for a [GlobalModel](#) used in initialization.

Returns

Returns a pointer to a global model.

5.26.1.11 `getFormula()`

```
Formula * GlobalModelGenerator::getFormula ( )
```

Get for the [Formula](#) used in initialization.

Returns

Returns a pointer to the formula structure.

5.26.1.12 `initModel()`

```
GlobalState * GlobalModelGenerator::initModel (
    LocalModels * localModels,
    Formula * formula )
```

Initializes a global model from local models and a formula.

Parameters

<i>localModels</i>	Pointer to LocalModels that will construct a global model.
<i>formula</i>	Pointer to a Formula to include into the model.

Returns

Returns a pointer to initial state of the global model.

The documentation for this class was generated from the following files:

- [GlobalModelGenerator.hpp](#)
- [GlobalModelGenerator.cpp](#)

5.27 GlobalState Struct Reference

Represents a single global state.

```
#include <Types.hpp>
```

Public Attributes

- **int id**
Identifier of the global state.
- **string hash**
Hash of the global state used in quick checks if the states are in the same epistemic class.
- **map< Var *, int > vars**
Map of model variables and their current values.
- **map< Agent *, EpistemicClass * > epistemicClasses**
Map of agents and the epistemic classes that belongs to the respective agent.
- **bool isExpanded**
If false, the state can be still expanded, potentially creating new states, otherwise the expansion of the state already occurred and is not necessary.
- **GlobalStateVerificationStatus verificationStatus**
Current verification status of this state.
- **set< GlobalTransition * > globalTransitions**
Every GlobalTransition in the model.
- **set< LocalState * > localStates**
Local states that define this global state. ???

5.27.1 Detailed Description

Represents a single global state.

The documentation for this struct was generated from the following file:

- [Types.hpp](#)

5.28 GlobalTransition Struct Reference

Represents a single global transition.

```
#include <Types.hpp>
```

Public Attributes

- **int id**
Identifier of the transition.
- **bool isInvalidDecision**
Marks if the transition is invalid, true if there is no point in traversing that transition, otherwise false.
- **GlobalState * from**
Binding to a GlobalState from which this transition goes from.
- **GlobalState * to**
Binding to a GlobalState from which this transition goes to.
- **set< LocalTransition * > localTransitions**
Local transitions that define this global transition. ???

5.28.1 Detailed Description

Represents a single global transition.

The documentation for this struct was generated from the following file:

- [Types.hpp](#)

5.29 HistoryDbg Class Reference

Public Member Functions

- **HistoryDbg** ()
A constructor for [HistoryDbg](#).
- **~HistoryDbg** ()
A destructor for [HistoryDbg](#).
- void **addEntry** ([HistoryEntry](#) *entry)
Adds a [HistoryEntry](#) to the debug history.
- void **markEntry** ([HistoryEntry](#) *entry, char chr)
Marks an entry in the debug history with a char.
- void **print** (string prefix)
Prints every entry from the algorithm's path.
- [HistoryEntry](#) * **cloneEntry** ([HistoryEntry](#) *entry)
Checks if the [HistoryEntry](#) pointer exists in the debug history.

Public Attributes

- vector< pair< [HistoryEntry](#) *, char > > **entries**
A pair of history entries and a char marking history type.

5.29.1 Member Function Documentation

5.29.1.1 addEntry()

```
void HistoryDbg::addEntry (
    HistoryEntry * entry )
```

Adds a [HistoryEntry](#) to the debug history.

Parameters

<i>entry</i>	A pointer to the HistoryEntry that will be added to the history.
--------------	--

5.29.1.2 cloneEntry()

```
HistoryEntry * HistoryDbg::cloneEntry (
    HistoryEntry * entry )
```

Checks if the [HistoryEntry](#) pointer exists in the debug history.

Parameters

<i>entry</i>	A pointer to a HistoryEntry to be checked.
--------------	--

Returns

Identity function if the entry is in history, otherwise returns nullptr.

5.29.1.3 markEntry()

```
void HistoryDbg::markEntry (
    HistoryEntry * entry,
    char chr )
```

Marks an entry in the debug history with a char.

Parameters

<i>entry</i>	A pointer to a HistoryEntry that is supposed to be marked.
<i>chr</i>	A char that will be made into a pair with a HistoryEntry .

5.29.1.4 print()

```
void HistoryDbg::print (
    string prefix )
```

Prints every entry from the algorithm's path.

Parameters

<i>prefix</i>	A prefix string to append to the front of every entry.
---------------	--

The documentation for this class was generated from the following files:

- [Verification.hpp](#)

- [Verification.cpp](#)

5.30 HistoryEntry Struct Reference

Structure used to save model traversal history.

```
#include <Verification.hpp>
```

Public Member Functions

- string [toString](#) ()
Converts [HistoryEntry](#) to string.

Public Attributes

- [HistoryEntryType](#) **type**
Type of the history record.
- [GlobalState](#) * **globalState**
Saved global state.
- [GlobalTransition](#) * **decision**
Selected transition.
- bool **globalTransitionControlled**
Is the transition controlled by an agent in coalition.
- [GlobalStateVerificationStatus](#) **prevStatus**
Previous model verification state.
- [GlobalStateVerificationStatus](#) **newStatus**
Next model verification state.
- int **depth**
Recursion depth.
- [HistoryEntry](#) * **prev**
Pointer to the previous [HistoryEntry](#).
- [HistoryEntry](#) * **next**
Pointer to the next [HistoryEntry](#).

5.30.1 Detailed Description

Structure used to save model traversal history.

5.30.2 Member Function Documentation

5.30.2.1 toString()

```
string HistoryEntry::toString ( ) [inline]
```

Converts [HistoryEntry](#) to string.

Returns

A string with the description of this history record.

The documentation for this struct was generated from the following file:

- [Verification.hpp](#)

5.31 LocalModels Struct Reference

Represents a single local model, contains all agents and variables.

```
#include <Types.hpp>
```

Public Attributes

- vector< [Agent](#) * > **agents**
A vector of agents for the current model.
- map< string, [Var](#) * > **vars**
A map of variable names to [Var](#).

5.31.1 Detailed Description

Represents a single local model, contains all agents and variables.

The documentation for this struct was generated from the following file:

- [Types.hpp](#)

5.32 LocalState Class Reference

Represents a single [LocalState](#), containing id, name and internal variables.

```
#include <Types.hpp>
```

Public Member Functions

- bool [compare](#) ([LocalState](#) *state)
Function comparing two states.

Public Attributes

- **int id**
State identifier.
- **string name**
State name.
- **map< Var *, int > vars**
Local variables and their values.
- **map< string, int > environment**
Local variables as a name and their values. ???
- **Agent * agent**
Binding to an [Agent](#).
- **set< LocalTransition * > localTransitions**
Binding to the set of [LocalTransition](#).

5.32.1 Detailed Description

Represents a single [LocalState](#), containing id, name and internal variables.

5.32.2 Member Function Documentation

5.32.2.1 compare()

```
bool LocalState::compare (
    LocalState * state )
```

Function comparing two states.

Parameters

<i>state</i>	A pointer to LocalState to which this state should be compared to.
--------------	--

Returns

Returns true if the current [LocalState](#) is the same as the passed one, otherwise false.

The documentation for this class was generated from the following files:

- [Types.hpp](#)
- [Types.cc](#)

5.33 LocalStateTemplate Class Reference

Public Attributes

- **string name**

- set< [TransitionTemplate](#) * > **transitions**

The documentation for this class was generated from the following file:

- [nodes.hpp](#)

5.34 LocalTransition Struct Reference

Represents a single local transition, containing id, global name, local name, is shared and count of the appearances.

```
#include <Types.hpp>
```

Public Attributes

- int **id**
Identifier of the transition.
- string **name**
Name of the transition (global).
- string **localName**
Name of the transition (local).
- bool **isShared**
Is the transition appearing somewhere else, true if yes, false if no.
- int **sharedCount**
Count of recurring appearances of this transition.
- set< [Condition](#) * > **conditions**
Conditions that have to be fulfilled for the transition to be available.
- set< [VarAssignment](#) * > **varAssignments**
Values to be set as a result of the traversal.
- [Agent](#) * **agent**
Binding to an [Agent](#).
- [LocalState](#) * **from**
Binding to a [LocalState](#) from which this transition goes from.
- [LocalState](#) * **to**
Binding to a [LocalState](#) from which this transition goes to.
- set< [LocalTransition](#) * > **sharedLocalTransitions**
???

5.34.1 Detailed Description

Represents a single local transition, containing id, global name, local name, is shared and count of the appearances.

The documentation for this struct was generated from the following file:

- [Types.hpp](#)

5.35 SeleneFormula Class Reference

Public Member Functions

- virtual bool **verifyLocalStates** (set< [LocalState](#) * > *localStates)=0
- [LocalState](#) * **getLocalStateForAgent** (string agentName, set< [LocalState](#) * > *localStates)
- int **getLocalStateVar** (string varName, [LocalState](#) *localState)
- bool **implication** (bool left, bool right)

The documentation for this class was generated from the following files:

- SeleneFormula.hpp
- SeleneFormula.cpp

5.36 SeleneFormula1 Class Reference

Public Member Functions

- bool [verifyLocalStates](#) (set< [LocalState](#) * > *localStates)

Public Member Functions inherited from [SeleneFormula](#)

- virtual bool **verifyLocalStates** (set< [LocalState](#) * > *localStates)=0
- [LocalState](#) * **getLocalStateForAgent** (string agentName, set< [LocalState](#) * > *localStates)
- int **getLocalStateVar** (string varName, [LocalState](#) *localState)
- bool **implication** (bool left, bool right)

5.36.1 Member Function Documentation

5.36.1.1 [verifyLocalStates\(\)](#)

```
bool SeleneFormula1::verifyLocalStates (
    set< LocalState * > * localStates ) [virtual]
```

Implements [SeleneFormula](#).

The documentation for this class was generated from the following files:

- SeleneFormula.hpp
- SeleneFormula.cpp

5.37 TestParser Class Reference

Public Member Functions

- **TestParser** ()
TestParser constructor.
- **~TestParser** ()
TestParser destructor.
- **LocalModels** * **parse** (string fileName)
Parses a file with given name into a usable model.

5.37.1 Member Function Documentation

5.37.1.1 parse()

```
LocalModels * TestParser::parse (
    string fileName )
```

Parses a file with given name into a usable model.

Parameters

<i>fileName</i>	Name of the file to be converted into a model.
-----------------	--

Returns

Pointer to a model created from a given file.

The documentation for this class was generated from the following files:

- TestParser.hpp
- TestParser.cc

5.38 TransitionTemplate Class Reference

Public Member Functions

- **TransitionTemplate** (int _shared, string _patternName, string _matchName, string _startState, string _↔
endState, ExprNode * _cond, set< Assignment * > * _assign)

Public Attributes

- int **shared**
- string **patternName**
- string **matchName**
- string **startState**
- string **endState**
- [ExprNode](#) * **condition**
- set< [Assignment](#) * > * **assignments**

The documentation for this class was generated from the following file:

- [nodes.hpp](#)

5.39 Var Struct Reference

Represents a variable in the model, containing name, initial value and persistence.

```
#include <Types.hpp>
```

Public Attributes

- string **name**
Variable name.
- int **initialValue**
Initial value of the variable.
- bool **persistent**
True if variable is persistent, i.e. it should appear in all states in the model, false otherwise.
- [Agent](#) * **agent**
Reference to an agent, to which this variable belongs to.

5.39.1 Detailed Description

Represents a variable in the model, containing name, initial value and persistence.

The documentation for this struct was generated from the following file:

- [Types.hpp](#)

5.40 VarAssignment Struct Reference

Public Attributes

- [Var](#) * **dstVar**
- [VarAssignmentType](#) **type**
- [Var](#) * **srcVar**
- int **value**

The documentation for this struct was generated from the following file:

- [Types.hpp](#)

5.41 Verification Class Reference

Public Member Functions

- [Verification](#) ([GlobalModelGenerator](#) *generator)
Constructor for [Verification](#).
- [~Verification](#) ()
Destructor for [Verification](#).
- bool [verify](#) ()
Starts the process of formula verification on a model.

Protected Member Functions

- bool [verifyLocalStates](#) (set< [LocalState](#) * > *localStates)
Verifies a set of [LocalState](#) that a [GlobalState](#) is composed of with a hardcoded formula.
- bool [verifyGlobalState](#) ([GlobalState](#) *globalState, int depth)
Recursively verifies [GlobalState](#).
- bool [isGlobalTransitionControlledByCoalition](#) ([GlobalTransition](#) *globalTransition)
Checks if any of the [LocalTransition](#) in a given [GlobalTransition](#) has an [Agent](#) in a coalition in the formula.
- bool [isAgentInCoalition](#) ([Agent](#) *agent)
Checks if the [Agent](#) is in a coalition based on the formula in a [GlobalModelGenerator](#).
- [EpistemicClass](#) * [getEpistemicClassForGlobalState](#) ([GlobalState](#) *globalState)
Gets the [EpistemicClass](#) for the agent in passed [GlobalState](#), i.e. transitions from indistinguishable state from certain other states for an agent to other states.
- bool [areGlobalStatesInTheSameEpistemicClass](#) ([GlobalState](#) *globalState1, [GlobalState](#) *globalState2)
Compares two [GlobalState](#) and checks if their [EpistemicClass](#) is the same.
- void [addHistoryDecision](#) ([GlobalState](#) *globalState, [GlobalTransition](#) *ecision)
Creates a [HistoryEntry](#) of the type `DECISION` and puts it on top of the stack of the decision history.
- void [addHistoryStateStatus](#) ([GlobalState](#) *globalState, [GlobalStateVerificationStatus](#) prevStatus, [GlobalStateVerificationStatus](#) newStatus)
Creates a [HistoryEntry](#) of the type `STATE_STATUS` and puts it to the top of the decision history.
- void [addHistoryContext](#) ([GlobalState](#) *globalState, int depth, [GlobalTransition](#) *decision, bool global↔
TransitionControlled)
Creates a [HistoryEntry](#) of the type `CONTEXT` and puts it to the top of the decision history.
- void [addHistoryMarkDecisionAsInvalid](#) ([GlobalState](#) *globalState, [GlobalTransition](#) *decision)
Creates a [HistoryEntry](#) of the type `MARK_DECISION_AS_INVALID` and puts it to the top of the decision history.
- [HistoryEntry](#) * [newHistoryMarkDecisionAsInvalid](#) ([GlobalState](#) *globalState, [GlobalTransition](#) *decision)
Creates a [HistoryEntry](#) of the type `MARK_DECISION_AS_INVALID` and returns it.
- bool [revertLastDecision](#) (int depth)
Reverts [GlobalState](#) and history to the previous decision state.
- void [undoLastHistoryEntry](#) (bool freeMemory)
Removes the top entry of the history stack.
- void [undoHistoryUntil](#) ([HistoryEntry](#) *historyEntry, bool inclusive, int depth)
Rolls back the history entries up to the certain [HistoryEntry](#).
- void [printCurrentHistory](#) (int depth)
Prints current history to the console.

Protected Attributes

- [Mode](#) **mode**
Current mode of model traversal.
- [GlobalState](#) * **revertToGlobalState**
Global state to which revert will rollback to.
- `stack` < [HistoryEntry](#) * > **historyToRestore**
A history of decisions to be rolled back.
- [GlobalModelGenerator](#) * **generator**
Holds current model and formula.
- [SeleneFormula](#) * **seleneFormula**
Temporary solve for data input.
- [HistoryEntry](#) * **historyStart**
Pointer to the start of model traversal history.
- [HistoryEntry](#) * **historyEnd**
Pointer to the end of model traversal history.

5.41.1 Constructor & Destructor Documentation

5.41.1.1 Verification()

```
Verification::Verification (
    GlobalModelGenerator * generator )
```

Constructor for [Verification](#).

Parameters

<i>generator</i>	Pointer to GlobalModelGenerator
------------------	---

5.41.2 Member Function Documentation

5.41.2.1 addHistoryContext()

```
void Verification::addHistoryContext (
    GlobalState * globalState,
    int depth,
    GlobalTransition * decision,
    bool globalTransitionControlled ) [protected]
```

Creates a [HistoryEntry](#) of the type CONTEXT and puts it to the top of the decision history.

Parameters

<i>globalState</i>	Pointer to a GlobalState of the model.
<i>depth</i>	Depth of the recursion of the validation algorithm.
<i>decision</i>	Pointer to a transition GlobalTransition selected by the algorithm.
<i>globalTransitionControlled</i>	True if the GlobalTransition is in the set of global transitions controlled by a coalition and it is not a fixed global transition.

5.41.2.2 addHistoryDecision()

```
void Verification::addHistoryDecision (
    GlobalState * globalState,
    GlobalTransition * decision ) [protected]
```

Creates a [HistoryEntry](#) of the type DECISION and puts it on top of the stack of the decision history.

Parameters

<i>globalState</i>	Pointer to a GlobalState of the model.
<i>decision</i>	Pointer to a GlobalTransition that is to be recorded in the decision history.

5.41.2.3 addHistoryMarkDecisionAsInvalid()

```
void Verification::addHistoryMarkDecisionAsInvalid (
    GlobalState * globalState,
    GlobalTransition * decision ) [protected]
```

Creates a [HistoryEntry](#) of the type MARK_DECISION_AS_INVALID and puts it to the top of the decision history.

Parameters

<i>globalState</i>	Pointer to a GlobalState of the model.
<i>decision</i>	Pointer to a transition GlobalTransition selected by the algorithm.

5.41.2.4 addHistoryStateStatus()

```
void Verification::addHistoryStateStatus (
    GlobalState * globalState,
    GlobalStateVerificationStatus prevStatus,
    GlobalStateVerificationStatus newStatus ) [protected]
```

Creates a [HistoryEntry](#) of the type STATE_STATUS and puts it to the top of the decision history.

Parameters

<i>globalState</i>	Pointer to a GlobalState of the model.
<i>prevStatus</i>	Previous GlobalStateVerificationStatus to be logged.
<i>newStatus</i>	New GlobalStateVerificationStatus to be logged.

5.41.2.5 areGlobalStatesInTheSameEpistemicClass()

```
bool Verification::areGlobalStatesInTheSameEpistemicClass (
    GlobalState * globalState1,
    GlobalState * globalState2 ) [protected]
```

Compares two [GlobalState](#) and checks if their [EpistemicClass](#) is the same.

Parameters

<i>globalState1</i>	Pointer to the first GlobalState .
<i>globalState2</i>	Pointer to the second GlobalState .

Returns

Returns true if the [EpistemicClass](#) is the same for both of the [GlobalState](#). Returns false if they are different or at least one of them has no [EpistemicClass](#).

5.41.2.6 getEpistemicClassForGlobalState()

```
EpistemicClass * Verification::getEpistemicClassForGlobalState (
    GlobalState * globalState ) [protected]
```

Gets the [EpistemicClass](#) for the agent in passed [GlobalState](#), i.e. transitions from indistinguishable state from certain other states for an agent to other states.

Parameters

<i>globalState</i>	Pointer to a GlobalState of the model.
--------------------	--

Returns

Pointer to the [EpistemicClass](#) that a coalition of agents from the formula belong to. If there is no such [EpistemicClass](#), returns false.

5.41.2.7 isAgentInCoalition()

```
bool Verification::isAgentInCoalition (
    Agent * agent ) [protected]
```

Checks if the [Agent](#) is in a coalition based on the formula in a [GlobalModelGenerator](#).

Parameters

<i>agent</i>	Pointer to an Agent that is to be checked.
--------------	--

Returns

Returns true if the [Agent](#) is in a coalition, otherwise returns false.

5.41.2.8 isGlobalTransitionControlledByCoalition()

```
bool Verification::isGlobalTransitionControlledByCoalition (
    GlobalTransition * globalTransition ) [protected]
```

Checks if any of the [LocalTransition](#) in a given [GlobalTransition](#) has an [Agent](#) in a coalition in the formula.

Parameters

<i>globalTransition</i>	Pointer to a GlobalTransition in a model.
-------------------------	---

Returns

Returns true if the [Agent](#) is in coalition in the formula, otherwise returns false.

5.41.2.9 newHistoryMarkDecisionAsInvalid()

```
HistoryEntry * Verification::newHistoryMarkDecisionAsInvalid (
    GlobalState * globalState,
    GlobalTransition * decision ) [protected]
```

Creates a [HistoryEntry](#) of the type MARK_DECISION_AS_INVALID and returns it.

Parameters

<i>globalState</i>	Pointer to a GlobalState of the model.
<i>decision</i>	Pointer to a transition GlobalTransition selected by the algorithm.

Returns

Returns pointer to a new [HistoryEntry](#).

5.41.2.10 printCurrentHistory()

```
void Verification::printCurrentHistory (
    int depth ) [protected]
```

Prints current history to the console.

Parameters

<i>depth</i>	Integer that will be multiplied by 4 and appended as a prefix to the optional debug log.
--------------	--

5.41.2.11 revertLastDecision()

```
bool Verification::revertLastDecision (
    int depth ) [protected]
```

Reverts [GlobalState](#) and history to the previous decision state.

Parameters

<i>depth</i>	Integer that will be multiplied by 4 and appended as a prefix to the optional debug log.
--------------	--

Returns

Returns true if rollback is successful, otherwise returns false.

5.41.2.12 undoHistoryUntil()

```
void Verification::undoHistoryUntil (
    HistoryEntry * historyEntry,
    bool inclusive,
    int depth ) [protected]
```

Rolls back the history entries up to the certain [HistoryEntry](#).

Parameters

<i>historyEntry</i>	Pointer to a HistoryEntry that the history has to be rolled back to.
<i>inclusive</i>	True if the rollback has to remove the specified entry too.
<i>depth</i>	Integer that will be multiplied by 4 and appended as a prefix to the optional debug log.

5.41.2.13 undoLastHistoryEntry()

```
void Verification::undoLastHistoryEntry (
    bool freeMemory ) [protected]
```

Removes the top entry of the history stack.

Parameters

<i>freeMemory</i>	True if the entry has to be removed from memory.
-------------------	--

5.41.2.14 verify()

```
bool Verification::verify ( )
```

Starts the process of formula verification on a model.

Returns

Returns true if the verification is PENDING or VERIFIED_OK, otherwise returns false.

5.41.2.15 verifyGlobalState()

```
bool Verification::verifyGlobalState (
    GlobalState * globalState,
    int depth ) [protected]
```

Recursively verifies [GlobalState](#).

Parameters

<i>globalState</i>	Pointer to a GlobalState of the model.
<i>depth</i>	Current depth of the recursion.

Returns

Returns true if the verification is PENDING or VERIFIED_OK, otherwise returns false.

5.41.2.16 verifyLocalStates()

```
bool Verification::verifyLocalStates (
    set< LocalState * > * localStates ) [protected]
```

Verifies a set of [LocalState](#) that a [GlobalState](#) is composed of with a hardcoded formula.

Parameters

<i>localStates</i>	A pointer to a set of pointers to LocalState .
--------------------	--

Returns

Returns true if there is a [LocalState](#) with a specific set of values, fulfilling the criteria, otherwise returns false.

The documentation for this class was generated from the following files:

- [Verification.hpp](#)
- [Verification.cpp](#)

Chapter 6

File Documentation

6.1 Constants.hpp

```
00001 #ifndef SELENE_CONSTANTS
00002 #define SELENE_CONSTANTS
00003
00004 #define VERBOSE 0
00005 // #define OUTPUT_LOCAL_MODELS 1
00006 // #define OUTPUT_GLOBAL_MODEL 0 // warning: it will call expandAllStates()
00007 // #define MODE 2 // 1 = only generate; 2 = verify
00008
00009 // Model id
00010 // 1 = src/examples/trains/Trains.txt
00011 // 2 = src/examples/ssvr/Selene_Select_Vote_Revoting_lv_lcv_3c_3rev_share.txt
00012 // 3 = src/examples/svote/Simple_voting.txt
00013 // #define MODEL_ID 1
00014
00015 struct Cfg{
00016     char* fname;
00017     char stv_mode;
00018     bool output_local_models;
00019     bool output_global_model;
00020     int model_id; // <-- this is temporary member (used in Verification.cpp for a hardcoded formula)
00021 };
00022
00023 #endif // SELENE_CONSTANTS
```

6.2 GlobalModelGenerator.cpp File Reference

Generator of a global model. Class for initializing and generating a global model.

```
#include "GlobalModelGenerator.hpp"
#include <iostream>
```

6.2.1 Detailed Description

Generator of a global model. Class for initializing and generating a global model.

6.3 GlobalModelGenerator.hpp File Reference

Generator of a global model. Class for initializing and generating a global model.

```
#include "Constants.hpp"
#include "Types.hpp"
```

Classes

- class [GlobalModelGenerator](#)

6.3.1 Detailed Description

Generator of a global model. Class for initializing and generating a global model.

6.4 GlobalModelGenerator.hpp

[Go to the documentation of this file.](#)

```

00001
00007 #ifndef SELENE_GLOBAL_MODEL_GENERATOR
00008 #define SELENE_GLOBAL_MODEL_GENERATOR
00009
00010 #include "Constants.hpp"
00011 #include "Types.hpp"
00012
00013 using namespace std;
00014
00015 class GlobalModelGenerator {
00016 public:
00017     GlobalModelGenerator();
00018     ~GlobalModelGenerator();
00019     GlobalState* initModel(LocalModels* localModels, Formula* formula);
00020     void expandState(GlobalState* state);
00021     void expandAllStates();
00022     GlobalModel* getCurrentGlobalModel();
00023     Formula* getFormula();
00024
00025 protected:
00026     LocalModels* localModels;
00027     Formula* formula;
00028     GlobalModel* globalModel;
00029     GlobalState* generateInitState();
00030     GlobalState* generateStateFromLocalStates(set<LocalState*>* localStates, set<LocalTransition*>*
00031 viaLocalTransitions, GlobalState* prevGlobalState);
00032     void generateGlobalTransitions(GlobalState* fromGlobalState, set<LocalTransition*>
00033 localTransitions, map<Agent*, vector<LocalTransition*>> transitionsByAgent);
00034     bool checkLocalTransitionConditions(LocalTransition* localTransition, GlobalState* globalState);
00035     string computeEpistemicClassHash(set<LocalState*>* localStates, Agent* agent);
00036     string computeGlobalStateHash(set<LocalState*>* localStates);
00037     EpistemicClass* findOrCreateEpistemicClass(set<LocalState*>* localStates, Agent* agent);
00038     GlobalState* findGlobalStateInEpistemicClass(set<LocalState*>* localStates, EpistemicClass*
00039 epistemicClass);
00040 };
00041
00042 #endif // SELENE_GLOBAL_MODEL_GENERATOR

```

6.5 expressions.cc File Reference

Eval and helper class for expressions. Eval and helper class for expressions.

```
#include "expressions.hpp"
```

6.5.1 Detailed Description

Eval and helper class for expressions. Eval and helper class for expressions.

6.6 expressions.hpp File Reference

Eval and helper class for expressions. Eval and helper class for expressions.

```
#include <string>
#include <map>
```

Classes

- class [ExprNode](#)
Base node for expressions.
- class [ExprConst](#)
Node for a constant.
- class [ExprIdent](#)
Node for an identifier.
- class [ExprAdd](#)
Node for addition.
- class [ExprSub](#)
Node for subtraction.
- class [ExprMul](#)
Node for multiplication.
- class [ExprDiv](#)
Node for division.
- class [ExprRem](#)
Node for modulo.
- class [ExprAnd](#)
Node for AND operator.
- class [ExprOr](#)
Node for OR operator.
- class [ExprNot](#)
Node for NOT operator.
- class [ExprEq](#)
Node for "==" operator.
- class [ExprNe](#)
Node for "!=" operator.
- class [ExprLt](#)
Node for "<" operator.
- class [ExprLe](#)
Node for "<=" operator.
- class [ExprGt](#)
Node for ">" operator.
- class [ExprGe](#)
Node for ">=" operator.

Typedefs

- typedef map< string, int > **Environment**
Variable names with their values.

6.6.1 Detailed Description

Eval and helper class for expressions. Eval and helper class for expressions.

6.7 expressions.hpp

[Go to the documentation of this file.](#)

```

00001
00007 #ifndef __EXPRESSIONS_H
00008 #define __EXPRESSIONS_H
00009
00010 #include <string>
00011 #include <map>
00012
00013 using namespace std;
00014
00016 typedef map<string, int> Environment;
00017
00018 // węzeł bazowy dla wyrażeń
00019
00021 class ExprNode {
00022
00023     public:
00024         // metoda do wyliczenia wartości wyrażenia zależna od typu węzła
00025         virtual int eval( Environment& env ) = 0;
00026 };
00027
00028 // węzeł dla stałej
00029
00031 class ExprConst: public ExprNode {
00032
00033     // argumenty
00034
00036     int val;
00037
00038     public:
00039         ExprConst(int _val): val(_val) {};
00040         virtual int eval( Environment& env );
00041 };
00042
00043 // węzeł dla identyfikatora
00044
00046 class ExprIdent: public ExprNode {
00047
00048     // argumenty
00049
00051     string ident;
00052
00053     public:
00054         ExprIdent(string _ident): ident(_ident) {};
00055         virtual int eval( Environment& env );
00056 };
00057
00058 // węzeł dla dodawań
00059
00061 class ExprAdd: public ExprNode {
00062
00063     // argumenty
00064
00066     ExprNode *larg, *rarg;
00067
00068     public:
00069         ExprAdd(ExprNode *_larg, ExprNode *_rarg): larg(_larg), rarg(_rarg) {};
00070         virtual int eval( Environment& env );
00071 };
00072
00073 // węzeł dla odejmowań
00074
00076 class ExprSub: public ExprNode {
00077
00078     // argumenty
00079
00081     ExprNode *larg, *rarg;
00082
00083     public:
00084         ExprSub(ExprNode *_larg, ExprNode *_rarg): larg(_larg), rarg(_rarg) {};
00085         virtual int eval( Environment& env );
00086 };
00087

```



```
00088 // węzeł dla mnożeń
00089
00091 class ExprMul: public ExprNode {
00092
00093     // argumenty
00094
00096     ExprNode *larg, *rarg;
00097
00098     public:
00099         ExprMul(ExprNode *_larg, ExprNode *_rarg): larg(_larg), rarg(_rarg) {};
00100         virtual int eval( Environment& env );
00101 };
00102
00103 // węzeł dla dzielenia
00104
00106 class ExprDiv: public ExprNode {
00107
00108     // argumenty
00109
00111     ExprNode *larg, *rarg;
00112
00113     public:
00114         ExprDiv(ExprNode *_larg, ExprNode *_rarg): larg(_larg), rarg(_rarg) {};
00115         virtual int eval( Environment& env );
00116 };
00117
00118 // węzeł dla reszty z dzielenia
00119
00121 class ExprRem: public ExprNode {
00122
00123     // argumenty
00124
00126     ExprNode *larg, *rarg;
00127
00128     public:
00129         ExprRem(ExprNode *_larg, ExprNode *_rarg): larg(_larg), rarg(_rarg) {};
00130         virtual int eval( Environment& env );
00131 };
00132
00133 // węzeł dla operatora AND
00134
00136 class ExprAnd: public ExprNode {
00137
00138     // argumenty
00139
00141     ExprNode *larg, *rarg;
00142
00143     public:
00144         ExprAnd(ExprNode *_larg, ExprNode *_rarg): larg(_larg), rarg(_rarg) {};
00145         virtual int eval( Environment& env );
00146 };
00147
00148 // węzeł dla operatora OR
00149
00151 class ExprOr: public ExprNode {
00152
00153     // argumenty
00154
00156     ExprNode *larg, *rarg;
00157
00158     public:
00159         ExprOr(ExprNode *_larg, ExprNode *_rarg): larg(_larg), rarg(_rarg) {};
00160         virtual int eval( Environment& env );
00161 };
00162
00163 // węzeł dla operatora NOT
00164
00166 class ExprNot: public ExprNode {
00167
00168     // argumenty
00169
00171     ExprNode *arg;
00172
00173     public:
00174         ExprNot(ExprNode *_arg): arg(_arg) {};
00175         virtual int eval( Environment& env );
00176 };
00177
00178 // węzeł dla operatora "=="
00179
00181 class ExprEq: public ExprNode {
00182
00183     // argumenty
00184
00186     ExprNode *larg, *rarg;
00187
00188     public:
```

```

00189     ExprEq(ExprNode *_larg, ExprNode *_rarg): larg(_larg), rarg(_rarg) {};
00190     virtual int eval( Environment& env );
00191 };
00192
00193 // węzeł dla operatora "!="
00194
00196 class ExprNe: public ExprNode {
00197
00198     // argumenty
00199
00201     ExprNode *larg, *rarg;
00202
00203     public:
00204         ExprNe(ExprNode *_larg, ExprNode *_rarg): larg(_larg), rarg(_rarg) {};
00205         virtual int eval( Environment& env );
00206 };
00207
00208 // węzeł dla operatora "<"
00209
00211 class ExprLt: public ExprNode {
00212
00213     // argumenty
00214
00216     ExprNode *larg, *rarg;
00217
00218     public:
00219         ExprLt(ExprNode *_larg, ExprNode *_rarg): larg(_larg), rarg(_rarg) {};
00220         virtual int eval( Environment& env );
00221 };
00222
00223 // węzeł dla operatora "<="
00224
00226 class ExprLe: public ExprNode {
00227
00228     // argumenty
00229
00231     ExprNode *larg, *rarg;
00232
00233     public:
00234         ExprLe(ExprNode *_larg, ExprNode *_rarg): larg(_larg), rarg(_rarg) {};
00235         virtual int eval( Environment& env );
00236 };
00237
00238 // węzeł dla operatora ">"
00239
00241 class ExprGt: public ExprNode {
00242
00243     // argumenty
00244
00246     ExprNode *larg, *rarg;
00247
00248     public:
00249         ExprGt(ExprNode *_larg, ExprNode *_rarg): larg(_larg), rarg(_rarg) {};
00250         virtual int eval( Environment& env );
00251 };
00252
00253 // węzeł dla operatora ">="
00254
00256 class ExprGe: public ExprNode {
00257
00258     // argumenty
00259
00261     ExprNode *larg, *rarg;
00262
00263     public:
00264         ExprGe(ExprNode *_larg, ExprNode *_rarg): larg(_larg), rarg(_rarg) {};
00265         virtual int eval( Environment& env );
00266 };
00267
00268
00269 #endif

```

6.8 nodes.cc File Reference

Parser templates. Class for setting up a new objects from a parser.

```

#include "expressions.hpp"
#include "nodes.hpp"
#include <queue>

```

6.8.1 Detailed Description

Parser templates. Class for setting up a new objects from a parser.

6.9 nodes.hpp File Reference

Parser templates. Class for setting up a new objects from a parser.

```
#include <string>
#include <set>
#include <map>
#include "expressions.hpp"
#include "../Types.hpp"
```

Classes

- class [Assignment](#)
Represents an assingment.
- class [TransitionTemplate](#)
- class [LocalStateTemplate](#)
- class [AgentTemplate](#)

6.9.1 Detailed Description

Parser templates. Class for setting up a new objects from a parser.

6.10 nodes.hpp

[Go to the documentation of this file.](#)

```
00001
00007 #ifndef __NODES_H
00008 #define __NODES_H
00009
00010 #include <string>
00011 #include <set>
00012 #include <map>
00013 #include "expressions.hpp"
00014
00015 #include "../Types.hpp"
00016
00017 using namespace std;
00018
00019 /* Klasa reprezentująca przypisanie */
00021 class Assignment {
00022     public:
00024         string ident;
00025         // do czego przypisujemy
00026
00028         ExprNode *value;
00029         // co przypisujemy
00030
00034         Assignment(string _ident, ExprNode *_exp): ident(_ident), value(_exp) {};
00035
00036         // wykonaj przypisanie w danym środowisku
00037         virtual void assign(Environment &env) {
00038             env[ident]=value->eval(env);
00039         };
00039
```

```

00040 };
00041
00042 /* Klasa reprezentująca meta-tranzycję */
00043 class TransitionTemplate {
00044 public:
00045     // jeśli -1 to nie ma dzielenia, w p.p. wartość określa łączną liczbę wymaganych agentów
00046     int shared;
00047     // nazwa wzorca
00048     string patternName;
00049     // nazwa do wyszukiwania dla shared
00050     string matchName;
00051     // nazwa stanu początkowego i końcowego
00052     string startState;
00053     string endState;
00054     // wyrażenie warunkowe
00055     ExprNode *condition;
00056     // lista przypisań wartości
00057     set<Assignment*> *assignments;
00058
00059     TransitionTemplate(int _shared, string _patternName, string _matchName, string _startState,
00060         string _endState, ExprNode *_cond, set<Assignment*> *_assign):
00061         shared(_shared), patternName(_patternName), matchName(_matchName),
00062         startState(_startState), endState(_endState), condition(_cond), assignments(_assign) {};
00063 };
00064
00065 class LocalStateTemplate {
00066 public:
00067     string name;
00068     set<TransitionTemplate*> transitions;
00069 };
00070
00071 /* Klasa reprezentująca pojedynczego agenta po wczytaniu jego opisu z pliku */
00072 class AgentTemplate {
00073     // identyfikator agenta
00074     string ident;
00075     // stan startowy
00076     string initState;
00077     // zbiór zmiennych lokalnych (local)
00078     set<string*> localVars;
00079     // zbiór zmiennych trwałych (persistent)
00080     set<string*> persistentVars;
00081     // początkowa inicjacja
00082     set<Assignment*> *initialAssignments;
00083     // zbiór tranzycji
00084     set<TransitionTemplate*> *transitions;
00085
00086     // mapa stanów lokalnych potrzebna do wygenerowania modelu
00087     map<string, LocalStateTemplate*> localStateTemplates;
00088
00089     // metoda wyznaczająca węzeł kolejny do danego, zależnie od tranzycji
00090     virtual LocalState* genNextState(LocalState *state, TransitionTemplate *trans);
00091
00092 public:
00093     AgentTemplate();
00094
00095     // ustaw identyfikator agenta
00096     virtual AgentTemplate& setIdent(string _ident);
00097     // ustaw identyfikator agenta
00098     virtual AgentTemplate& setInitState(string _startState);
00099     // dodaj zmienną/zmienne lokalne
00100     virtual AgentTemplate& addLocal(set<string*> *variables);
00101     // dodaj zmienne trwałe
00102     virtual AgentTemplate& addPersistent(set<string*> *variables);
00103     // dodaj początkowe inicjacje
00104     virtual AgentTemplate& addInitial(set<Assignment*> *assigns);
00105     // dodaj tranzycję
00106     virtual AgentTemplate& addTransition(TransitionTemplate *_transition);
00107
00108     // wygeneruj agenta do modelu
00109     virtual Agent* generateAgent(int id) ;
00110 };
00111
00112 #endif

```

6.11 SeleneFormula.hpp

```

00001 #ifndef SELENE_SELENE_FORMULA
00002 #define SELENE_SELENE_FORMULA
00003
00004 #include "Types.hpp"
00005
00006

```

```

00007
00008
00009
00010 class SeleneFormula {
00011 public:
00012     SeleneFormula();
00013     ~SeleneFormula();
00014     virtual bool verifyLocalStates(set<LocalState*>* localStates) = 0;
00015     LocalState* getLocalStateForAgent(string agentName, set<LocalState*>* localStates);
00016     int getLocalStateVar(string varName, LocalState* localState);
00017     inline bool implication(bool left, bool right);
00018 };
00019
00020
00021
00022
00023
00024 class SeleneFormula1 : public SeleneFormula {
00025 public:
00026     SeleneFormula1();
00027     ~SeleneFormula1();
00028     bool verifyLocalStates(set<LocalState*>* localStates);
00029 protected:
00030 };
00031
00032
00033
00034
00035
00036 #endif // SELENE_SELENE_FORMULA

```

6.12 TestParser.hpp

```

00001
00007 #ifndef __TESTPARSER_HPP
00008 #define __TESTPARSER_HPP
00009
00010 #include "Types.hpp"
00011
00012 using namespace std;
00013
00014 class TestParser {
00015 public:
00016     TestParser();
00017     ~TestParser();
00018     LocalModels* parse(string fileName);
00019
00020 protected:
00021     // @internal
00022 };
00023
00024 #endif

```

6.13 Types.cc File Reference

Custom data structures. Data structures and classes containing model data.

```
#include "Types.hpp"
```

6.13.1 Detailed Description

Custom data structures. Data structures and classes containing model data.

6.14 Types.hpp File Reference

Custom data structures. Data structures and classes containing model data.

```
#include <map>
#include <set>
#include <stack>
#include <string>
#include <utility>
#include <vector>
```

Classes

- struct [Var](#)
Represents a variable in the model, containing name, initial value and persistence.
- struct [Condition](#)
Represents a condition for [LocalTransition](#).
- struct [Formula](#)
Contains a coalition of [Agent](#) from the formula.
- class [Agent](#)
Contains all data for a single [Agent](#), including id, name and all of the agents' variables.
- class [LocalState](#)
Represents a single [LocalState](#), containing id, name and internal variables.
- struct [VarAssignment](#)
- struct [LocalTransition](#)
Represents a single local transition, containing id, global name, local name, is shared and count of the appearances.
- struct [LocalModels](#)
Represents a single local model, contains all agents and variables.
- struct [GlobalModel](#)
Represents a global model, containing agents and a formula.
- struct [GlobalState](#)
Represents a single global state.
- struct [GlobalTransition](#)
Represents a single global transition.
- struct [EpistemicClass](#)
Represents a single epistemic class.

Enumerations

- enum [ConditionOperator](#) { [Equals](#) , [NotEquals](#) }
Conditional operator for the variable.
- enum [GlobalStateVerificationStatus](#) { [UNVERIFIED](#) , [PENDING](#) , [VERIFIED_OK](#) , [VERIFIED_ERR](#) }
Verification status of a [GlobalState](#).
- enum [VarAssignmentType](#) { [FromVar](#) , [FromValue](#) }
Handles if the [Var](#) value is from srcVar or from value.

6.14.1 Detailed Description

Custom data structures. Data structures and classes containing model data.

6.14.2 Enumeration Type Documentation

6.14.2.1 ConditionOperator

enum [ConditionOperator](#)

Conditional operator for the variable.

Enumerator

Equals	Variable should be equal to the value.
NotEquals	Variable should be not equal to the value.

6.14.2.2 GlobalStateVerificationStatus

enum [GlobalStateVerificationStatus](#)

[Verification](#) status of a [GlobalState](#).

Enumerator

UNVERIFIED	State is not verified.
PENDING	Entered the state but it is not verified as correct or incorrect yet.
VERIFIED_OK	The state has been verified and is correct.

6.14.2.3 VarAssignmentType

enum [VarAssignmentType](#)

Handles if the [Var](#) value is from srcVar or from value.

Enumerator

FromVar	Take value from srcVar.
FromValue	Take value from value.

6.15 Types.hpp

[Go to the documentation of this file.](#)

```

00001
00007 #ifndef SELENE_TYPES
00008 #define SELENE_TYPES
00009
00010 #include <map>
00011 #include <set>
00012
00013 #include <stack>
00014 #include <string>
00015 #include <utility>
00016 #include <vector>
00017
00018 using namespace std;
00019
00020
00021 class Agent;
00022 class LocalState;
00023
00024 struct Condition;
00025 struct EpistemicClass;
00026 struct Formula;
00027 struct GlobalModel;
00028 struct GlobalState;
00029 struct GlobalTransition;
00030 struct LocalTransition;
00031 struct LocalModels;
00032 struct Var;
00033 struct VarAssignment;
00034
00036 enum ConditionOperator {
00037     Equals,
00038     NotEquals,
00039 };
00040
00042 enum GlobalStateVerificationStatus {
00043     UNVERIFIED,
00044     PENDING,
00045     VERIFIED_OK,
00046     VERIFIED_ERR,
00047 };
00048
00050 enum VarAssignmentType {
00051     FromVar,
00052     FromValue,
00053 };
00054
00056 struct Var {
00058     string name;
00059
00061     int initialValue;
00062
00064     bool persistent;
00065
00067     Agent *agent;
00068 };
00069
00071 struct Condition {
00073     Var* var;
00074
00076     ConditionOperator conditionOperator;
00077
00079     int comparedValue;
00080 };
00081
00083 struct Formula {
00085     set<Agent*> coalition;
00086 };
00087
00089 class Agent {
00090     public:
00092         int id;
00093
00095         string name;
00096
00098         set<Var*> vars;
00099
00103         Agent(int _id, string _name):id(_id), name(_name) {};
00104
00106         LocalState* initState;
00107
00109         vector<LocalState*> localStates; // localStates[i].id == i
00110
00112         vector<LocalTransition*> localTransitions; // localTransitions[i].id == i
00113
00114         // sprawdź, czy stan nie został już wygenerowany.
00115
00116         LocalState* includesState(LocalState *state);

```



```

00117 };
00118
00120 class LocalState {
00121     public:
00122         // Data
00123
00125         int id;
00126
00128         string name;
00129
00131         map<Var*, int> vars;
00132
00133         // alternatywna wersja - może wystarczy
00134
00136         map<string, int> environment;
00137
00138         // komparator
00139
00140         bool compare(LocalState *state);
00141
00142         // Bindings
00143
00145         Agent* agent;
00146
00148         set<LocalTransition*> localTransitions;
00149 };
00150
00151 // to jest zbędne
00152 struct VarAssignment {
00153     Var* dstVar;
00154     VarAssignmentType type; // zbędne
00155     Var* srcVar;
00156     int value;
00157 };
00158
00160 struct LocalTransition {
00161     // Data
00162
00164     int id;
00165
00167     string name;
00168
00170     string localName;
00171     // if empty => same as name
00172
00174     bool isShared;
00175
00177     int sharedCount;
00178
00180     set<Condition*> conditions;
00181
00183     set<VarAssignment*> varAsssignments;
00184
00185     // Bindings
00186
00188     Agent* agent;
00189
00191     LocalState* from;
00192
00194     LocalState* to;
00195
00197     set<LocalTransition*> sharedLocalTransitions;
00198 };
00199
00201 struct LocalModels {
00203     vector<Agent*> agents;
00204     // agents[i].id == i
00205
00207     map<string, Var*> vars;
00208     // vars[str].name == str
00209 };
00210
00212 struct GlobalModel {
00213     // Data
00214
00216     vector<Agent*> agents;
00217     // agents[i].id == i
00218
00220     Formula* formula;
00221
00222     // Bindings
00223
00225     GlobalState* initState;
00226
00228     vector<GlobalState*> globalStates;
00229     // globalStates[i].id == i
00230

```

```

00232     vector<GlobalTransition*> globalTransitions;
00233     // globalTransitions[i].id == i
00234
00236     map<Agent*, map<string, EpistemicClass*>> epistemicClasses;
00237     // Agent* => (EpistemicClass->hash => EpistemicClass*)
00238 };
00239
00241 struct GlobalState {
00242     // Data
00243
00245     int id;
00246
00248     string hash;
00249
00251     map<Var*, int> vars;
00252
00254     map<Agent*, EpistemicClass*> epistemicClasses;
00255
00257     bool isExpanded;
00258
00260     GlobalStateVerificationStatus verificationStatus;
00261
00262     // Bindings
00263
00265     set<GlobalTransition*> globalTransitions;
00266
00268     set<LocalState*> localStates;
00269 };
00270
00272 struct GlobalTransition {
00273     // Data
00274
00276     int id;
00277
00279     bool isInvalidDecision;
00280
00281     // Bindings
00282
00284     GlobalState* from;
00285
00287     GlobalState* to;
00288
00290     set<LocalTransition*> localTransitions;
00291 };
00292
00294 struct EpistemicClass {
00296     string hash;
00297
00299     map<string, GlobalState*> globalStates;
00300     // GlobalState->hash => GlobalState*
00301
00303     GlobalTransition* fixedCoalitionTransition;
00304 };
00305
00306 #endif // SELENE_TYPES

```

6.16 Utils.cpp File Reference

Utility functions. A collection of utility functions to use in the project.

```
#include "Utils.hpp"
```

Functions

- string [envToString](#) (map< string, int > env)
Converts a map of string and int to a string.
- string [agentToString](#) (Agent *agt)
Converts pointer to an Agent into a string containing name of the agent, its initial state, transitions with their local and global names, shared count and conditions.
- string [localModelsToString](#) (LocalModels *lm)

Converts pointer to the [LocalModels](#) into a string containing all [Agent](#) instances from the model, initial values of the variables and names of the persistent values.

- void [outputGlobalModel](#) ([GlobalModel](#) *globalModel)

Prints the whole [GlobalModel](#) into the console. Contains global states with hashes, local states, variables inside those states, global variables, global transitions, local transitions and epistemic classes of agents.

- unsigned long [getMemCap](#) ()

Variables

- [Cfg](#) config

6.16.1 Detailed Description

Utility functions. A collection of utility functions to use in the project.

6.16.2 Function Documentation

6.16.2.1 [agentToString\(\)](#)

```
string agentToString (
    Agent * agt )
```

Converts pointer to an Agent into a string containing name of the agent, its initial state, transitions with their local and global names, shared count and conditions.

Parameters

<i>agt</i>	Pointer to an Agent to parse into a string.
------------	---

Returns

String containing all of [Agent](#) data.

6.16.2.2 [envToString\(\)](#)

```
string envToString (
    map< string, int > env )
```

Converts a map of string and int to a string.

Parameters

<i>env</i>	Map to be converted into a string.
------------	------------------------------------

Returns

Returns string " (first_name, second_name, ..., last_name=int_value)"

6.16.2.3 localModelsToString()

```
string localModelsToString (
    LocalModels * lm )
```

Converts pointer to the [LocalModels](#) into a string containing all [Agent](#) instances from the model, initial values of the variables and names of the persistent values.

Parameters

<i>lm</i>	Pointer to the local model to parse into a string.
-----------	--

Returns

String containing all of [LocalModels](#) data.

6.16.2.4 outputGlobalModel()

```
void outputGlobalModel (
    GlobalModel * globalModel )
```

Prints the whole [GlobalModel](#) into the console. Contains global states with hashes, local states, variables inside those states, global variables, global transitions, local transitions and epistemic classes of agents.

Parameters

<i>globalModel</i>	Pointer to a GlobalModel to print into the console.
--------------------	---

6.17 Utils.hpp File Reference

```
#include "Types.hpp"
#include "Constants.hpp"
#include <map>
#include <string>
#include <unistd.h>
#include <sys/time.h>
#include <iostream>
#include <fstream>
```

Functions

- string [envToString](#) (map< string, int > env)
Converts a map of string and int to a string.
- string [agentToString](#) ([Agent](#) *agt)
Converts pointer to an Agent into a string containing name of the agent, its initial state, transitions with their local and global names, shared count and conditions.
- string [localModelsToString](#) ([LocalModels](#) *lm)
Converts pointer to the [LocalModels](#) into a string containing all [Agent](#) instances from the model, initial values of the variables and names of the persistent values.
- void [outputGlobalModel](#) ([GlobalModel](#) *globalModel)
Prints the whole [GlobalModel](#) into the console. Contains global states with hashes, local states, variables inside those states, global variables, global transitions, local transitions and epistemic classes of agents.
- unsigned long [getMemCap](#) ()

6.17.1 Function Documentation

6.17.1.1 [agentToString\(\)](#)

```
string agentToString (
    Agent * agt )
```

Converts pointer to an Agent into a string containing name of the agent, its initial state, transitions with their local and global names, shared count and conditions.

Parameters

<i>agt</i>	Pointer to an Agent to parse into a string.
------------	---

Returns

String containing all of [Agent](#) data.

6.17.1.2 [envToString\(\)](#)

```
string envToString (
    map< string, int > env )
```

Converts a map of string and int to a string.

Parameters

<i>env</i>	Map to be converted into a string.
------------	------------------------------------

Returns

Returns string " (first_name, second_name, ..., last_name=int_value)"

6.17.1.3 localModelsToString()

```
string localModelsToString (
    LocalModels * lm )
```

Converts pointer to the [LocalModels](#) into a string containing all [Agent](#) instances from the model, initial values of the variables and names of the persistent values.

Parameters

<i>lm</i>	Pointer to the local model to parse into a string.
-----------	--

Returns

String containing all of [LocalModels](#) data.

6.17.1.4 outputGlobalModel()

```
void outputGlobalModel (
    GlobalModel * globalModel )
```

Prints the whole [GlobalModel](#) into the console. Contains global states with hashes, local states, variables inside those states, global variables, global transitions, local transitions and epistemic classes of agents.

Parameters

<i>globalModel</i>	Pointer to a GlobalModel to print into the console.
--------------------	---

6.18 Utils.hpp

[Go to the documentation of this file.](#)

```
00001
00005 #ifndef STV_TYPES
00006 #define STV_TYPES
00007
00008 #include "Types.hpp"
00009 #include "Constants.hpp"
00010 #include <map>
00011 #include <string>
00012 #include <unistd.h>
00013 #include <sys/time.h>
00014 #include <iostream>
00015 #include <fstream>
00016
```

```

00017 using namespace std;
00018
00019 string envToString(map<string, int> env);
00020 string agentToString(Agent* agt);
00021 string localModelsToString(LocalModels* lm);
00022 void outputGlobalModel(GlobalModel* globalModel);
00023 unsigned long getMemCap();
00024
00025 #endif // STV_TYPES

```

6.19 Verification.cpp File Reference

Class for verification of the formula on a model. Class for verification of the specified formula on a specified model.

```
#include "Verification.hpp"
```

Functions

- string [verStatusToStr](#) ([GlobalStateVerificationStatus](#) status)
Converts global verification status into a string.
- void [dbgVerifStatus](#) (string prefix, [GlobalState](#) *gs, [GlobalStateVerificationStatus](#) st, string reason)
Print a debug message of a verification status to the console.
- void [dbgHistEnt](#) (string prefix, [HistoryEntry](#) *h)
Print a single debug message with a history entry to the console.

Variables

- [Cfg](#) config

6.19.1 Detailed Description

Class for verification of the formula on a model. Class for verification of the specified formula on a specified model.

6.19.2 Function Documentation

6.19.2.1 dbgHistEnt()

```

void dbgHistEnt (
    string prefix,
    HistoryEntry * h )

```

Print a single debug message with a history entry to the console.

Parameters

<i>prefix</i>	A prefix string to append to the front of the entry.
<i>h</i>	A pointer to the HistoryEntry struct which will be printed out.

6.19.2.2 dbgVerifStatus()

```
void dbgVerifStatus (
    string prefix,
    GlobalState * gs,
    GlobalStateVerificationStatus st,
    string reason )
```

Print a debug message of a verification status to the console.

Parameters

<i>prefix</i>	A prefix string to append to the front of every entry.
<i>gs</i>	Pointer to a GlobalState .
<i>st</i>	Enum with a verification status of a global state.
<i>reason</i>	String with a reason why the function was called, e.g. "entered state", "all passed".

6.19.2.3 verStatusToStr()

```
string verStatusToStr (
    GlobalStateVerificationStatus status )
```

Converts global verification status into a string.

Parameters

<i>status</i>	Enum value to be converted.
---------------	-----------------------------

Returns

[Verification](#) status converted into a string.

6.20 Verification.hpp File Reference

```
#include <stack>
#include "Types.hpp"
#include "GlobalModelGenerator.hpp"
#include "SeleneFormula.hpp"
```


Classes

- struct [HistoryEntry](#)
Structure used to save model traversal history.
- class [HistoryDbg](#)
- class [Verification](#)

Enumerations

- enum [HistoryEntryType](#) { [DECISION](#) , [STATE_STATUS](#) , [CONTEXT](#) , [MARK_DECISION_AS_INVALID](#) }
[HistoryEntry](#) entry type.
- enum [Mode](#) { [NORMAL](#) , [REVERT](#) , [RESTORE](#) }
Current model traversal mode.

Functions

- string [verStatusToStr](#) ([GlobalStateVerificationStatus](#) status)
Converts global verification status into a string.

6.20.1 Enumeration Type Documentation

6.20.1.1 HistoryEntryType

enum [HistoryEntryType](#)

[HistoryEntry](#) entry type.

Enumerator

DECISION	Made the decision to go to a state using a transition.
STATE_STATUS	Changed verification status.
CONTEXT	Recursion has gone deeper.
MARK_DECISION_AS_INVALID	Marking a transition as invalid.

6.20.1.2 Mode

enum [Mode](#)

Current model traversal mode.

Enumerator

NORMAL	Normal model traversal.
REVERT	Backtracking through recursion with state rollback.
RESTORE	Backtracking through recursion.

6.20.2 Function Documentation

6.20.2.1 verStatusToStr()

```
string verStatusToStr (
    GlobalStateVerificationStatus status )
```

Converts global verification status into a string.

Parameters

<i>status</i>	Enum value to be converted.
---------------	-----------------------------

Returns

[Verification](#) status converted into a string.

6.21 Verification.hpp

[Go to the documentation of this file.](#)

```
00001
00005 #ifndef SELENE_VERIFICATION
00006 #define SELENE_VERIFICATION
00007
00008 #include <stack>
00009 #include "Types.hpp"
00010 #include "GlobalModelGenerator.hpp"
00011 #include "SeleneFormula.hpp"
00012
00013 string verStatusToStr(GlobalStateVerificationStatus status);
00014
00016 enum HistoryEntryType {
00017     DECISION,
00018     STATE_STATUS,
00019     CONTEXT,
00020     MARK_DECISION_AS_INVALID,
00021 };
00022
00024 struct HistoryEntry {
00026     HistoryEntryType type;
00028     GlobalState* globalState;
00030     GlobalTransition* decision;
00032     bool globalTransitionControlled;
00034     GlobalStateVerificationStatus prevStatus;
00036     GlobalStateVerificationStatus newStatus;
00038     int depth;
00040     HistoryEntry* prev;
00042     HistoryEntry* next;
00045     string toString() {
00046         char buff[1024] = { 0 };
00047         if (this->type == HistoryEntryType::DECISION) {
```

```

00048         snprintf(buff, sizeof(buff), "decision in %s: to %s", this->globalState->hash.c_str(),
this->decision->to->hash.c_str());
00049     }
00050     else if (this->type == HistoryEntryType::STATE_STATUS) {
00051         snprintf(buff, sizeof(buff), "stateVerStatus of %s: %s -> %s",
this->globalState->hash.c_str(), verStatusToStr(this->prevStatus).c_str(),
verStatusToStr(this->newStatus).c_str());
00052     }
00053     else if (this->type == HistoryEntryType::CONTEXT) {
00054         snprintf(buff, sizeof(buff), "context in %s at depth %i: to %s (%s)",
this->globalState->hash.c_str(), this->depth, this->decision->to->hash.c_str(),
this->globalTransitionControlled ? "controlled" : "uncontrolled");
00055     }
00056     else if (this->type == HistoryEntryType::MARK_DECISION_AS_INVALID) {
00057         snprintf(buff, sizeof(buff), "markInvalid in %s: to %s", this->globalState->hash.c_str(),
this->decision->to->hash.c_str());
00058     }
00059     return string(buff);
00060 };
00061 };
00062
00063 class HistoryDbg {
00064 public:
00065     vector<pair<HistoryEntry*, char>> entries;
00066     HistoryDbg();
00067     ~HistoryDbg();
00068     void addEntry(HistoryEntry* entry);
00069     void markEntry(HistoryEntry* entry, char chr);
00070     void print(string prefix);
00071     HistoryEntry* cloneEntry(HistoryEntry* entry);
00072 };
00073 };
00074
00075 // On-the-fly traversal mode
00076 enum Mode {
00077     NORMAL,
00078     REVERT,
00079     RESTORE,
00080 };
00081 };
00082
00083 class Verification {
00084 public:
00085     Verification(GlobalModelGenerator* generator);
00086     ~Verification();
00087     bool verify();
00088 protected:
00089     Mode mode;
00090     GlobalState* revertToGlobalState;
00091     stack<HistoryEntry*> historyToRestore;
00092     GlobalModelGenerator* generator;
00093     SeleneFormula* seleneFormula;
00094     HistoryEntry* historyStart;
00095     HistoryEntry* historyEnd;
00096     bool verifyLocalStates(set<LocalState*>* localStates);
00097     bool verifyGlobalState(GlobalState* globalState, int depth);
00098     bool isGlobalTransitionControlledByCoalition(GlobalTransition* globalTransition);
00099     bool isAgentInCoalition(Agent* agent);
00100     EpistemicClass* getEpistemicClassForGlobalState(GlobalState* globalState);
00101     bool areGlobalStatesInTheSameEpistemicClass(GlobalState* globalState1, GlobalState* globalState2);
00102     void addHistoryDecision(GlobalState* globalState, GlobalTransition* ecision);
00103     void addHistoryStateStatus(GlobalState* globalState, GlobalStateVerificationStatus prevStatus,
GlobalStateVerificationStatus newStatus);
00104     void addHistoryContext(GlobalState* globalState, int depth, GlobalTransition* decision, bool
globalTransitionControlled);
00105     void addHistoryMarkDecisionAsInvalid(GlobalState* globalState, GlobalTransition* decision);
00106     HistoryEntry* newHistoryMarkDecisionAsInvalid(GlobalState* globalState, GlobalTransition*
decision);
00107     bool revertLastDecision(int depth);
00108     void undoLastHistoryEntry(bool freeMemory);
00109     void undoHistoryUntil(HistoryEntry* historyEntry, bool inclusive, int depth);
00110     void printCurrentHistory(int depth);
00111 };
00112
00113 #endif // SELENE_VERIFICATION

```


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