A1: Modelling behaviour

David Pereira & José Proença RAMDE – 2021/2022

To do

Produce a report as a PDF document including the answers to the exercises below. Read, modify, and produce mCRL2 specifications, following the instructions in the exercises.

Auxiliary files in https://cister-labs.github.io/ramde2122/assignments/farmer.zip

What to submit

The PDF report and the 3 files requested in the exercises: farmer1.mcrl2, farmer2.mcrl2 and farmer3.mcrl.

How to submit using git

- 1. Create a private git repository in your favouring host (e.g., github or bitbucket).
- 2. Name it RAMDE21-g<group number>.
- 3. Add pro@isep.ipp.pt as a member to the group (read-permissions are enough).
- 4. Include all the files to be submitted in the repository.

Note that all students should push commits.

Deadline

12 Dec 2021 @ 23:59 (Sunday)

Modelling the farmer-fox-goose-beans problem

A farmer wants to transport a fox, a goose, and some beans across a river (from the left margin to the right margin). Unfortunately, he can only carry one at a time. Furthermore, if the farmer is not present, the fox will eat the goose and the goose will eat the beans. The problem is solved if the farmer can carry all animals across the river.

```
%% file: famer1.mcrl2

act
fr,fl,gr,gl,br,bl,
ffr,fgr,fbr,farmerr,ffl,fgl,fbl,farmerl, % actions by the farmer
```

```
foxr, foxl, gooser, goosel, beansr, beansl, % actions by the system
  winf, wing, winb, win;
                                                   % actions to detect winning conditions
proc
  Fox = fr.(fl+winf).Fox;
  Goose = gr.(gl+wing).Goose ;
  Beans = br.(bl+winb).Beans ;
  Farmer = (ffr+fgr+fbr+farmerr).(ffl+fgl+fbl+farmerl).Farmer ;
            { foxr, foxl, gooser, goosel, beansr, beansl, farmerl, farmerr, win },
         comm(
            { fr|ffr \rightarrow foxr,
                                   fl|ffl \rightarrow foxl,
              gr|fgr \rightarrow gooser, gl|fgl \rightarrow goosel,
              br|fbr \rightarrow beansr, bl|fbl \rightarrow beansl,
              winf|wing|winb|farmerl \rightarrow win
           },
           Fox Goose Beans Farmer
         ));
init
  Sys;
```

Exercise 1. We will encode the same problem using mCRL2's process algebra. Start by downloading the auxiliary files for this assignment at https://cister-labs.github.io/ramde2122/assignments/farmer.zip, where you will find the farmer1.mcrl2 file above. This is a simplified (but incomplete) specification of our farmer-fox-goose-beans problem.

The specification is split into three sections: **act**, a declaration of 24 actions, **proc**, the definition of 4 processes, and **init**, the initialisation of the system.

- 1.1. Create a new project farmer1 using mcrl2ide, and add the resulting project folder to your git repository. Produce the labelled transition system (LTS) of this mCRL2 specification and show a screenshot of the LTS (make sure it is understandable).
- **1.2.** This specification is not complete yet, i.e., it does model the puzzle completely. **Explain informally why this specification is not complete**, by explaining what is being modelled and what is still missing.
- 1.3. If you replace the *init* block by only Fox \parallel Goose \parallel Beans \parallel Farmer (i.e., without the restrictions allow and comm) would you obtain more or less states than with the original specification? Why?

Exercise 2. We present below a new specification for the same problem consisting of a single process State that keeps the state information, found in the provided auxiliary file farmer2.mcrl2. This new specification includes more advanced features of mCRL2, including: a data structure, actions with data parameters, processes with data parameters, and user defined functions inv and ok.

```
%% file: farmer2.mcrl2
sort
Position = struct left | right;
map
```

```
inv : Position \rightarrow Position ;
  ok : Position # Position # Position \rightarrow Bool ;
var
  fm,f,g,b: Position;
eqn
  inv(left) = right ;
  inv(right) = left;
  ok(fm,f,g,b) = \%\% (1) \%\%;
  fox, goose, beans, farmer: Position; % system actions, parameterised on the position
  win:
                                        % actions to detect the winning condition
proc
  State(fm:Position,f:Position,g:Position,b:Position) = % (farmer,fox,goose,beans)
     ((fm==f \&\& ok(inv(fm),inv(f),g,b)) \rightarrow fox(inv(f))
                                                              .State(inv(fm),inv(f),g,b))
   + ((fm==g \& ok(inv(fm),f,inv(g),b)) \rightarrow goose(inv(g)) .State(inv(fm),f,inv(g),b))
   + ((fm==b \& ok(inv(fm), f,g,inv(b))) \rightarrow beans(inv(b)) .State(inv(fm), f,g,inv(b)))
                 ok(inv(fm),f,g,b) \rightarrow farmer(inv(fm)).State(inv(fm),f,g,b))
   + (
   + ((fm==right && f==right && g==right && b==right) → win.State(left,left,left));
   Sys = State(left,left,left,left);
init
  Sys;
```

- **2.1.** This new specification has a hole in the definition of **ok**, marked with %% (1) %%. Extend the given mCRL2 definition by replacing this hole with the code that describes the desired state invariant and save the resulting specification in a new project named farmer2. **Show your new definition of the function ok**.
- **2.2.** Without modifying the process State, adapt the specification by adding a new process Counter(n:Nat) that runs in parallel with State(left,left,left,left) and counts the number of traversals made by the boat. Save the resulting specification in a new project farmer3 and **show your new specification**. (hint: it could be useful to use a bound for the Counter), i.e., do not allow n to be bigger than a certain number.)

Modelling a vending machine

Exercise 3. Specify two interacting processes in mCRL2:

- a vending machine with 2 products, apples and bananas, costing 1eur and 2eur respectively; and
- a user who can insert 1eur or 2eur coins and request for products.

Provide a specification of this system and include them in a vending.mcrl2 file, according to the requirements below. Try to keep the specifications simple. **Submit this file in your git repository.**Requirements:

- The user must be able to get apples and bananas;
- The machine accepts up to 3eur, and not more than that;
- The machine must give change back when applicable;
- The machine can be powered off and powered on;

Self-peer-evaluation

Exercise 4. In a scale from 0-5, where 5 is better than 0, give a mark to you and each of your team groups for each of the following criteria:

- Effort (time spent)
- Quality (of the work produced)
- Collaboration (how easy it was to meet and interact)

Send this information individually by e-mail or via private message in Teams to David Pereira and José Proença. No justification is needed – e.g., "Group 3: João: Effort 5, Quality 4, Collaboration 5; Maria: Effort 4, Quality 4, Collaboration 4; ...".