

Calvin Passmore

A02107892

ECE 6790

Homework 3

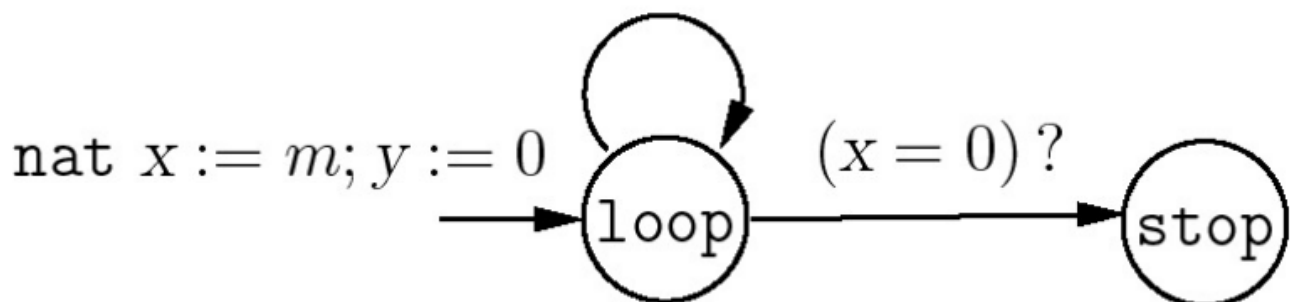
3.13

Consider the transition system $\text{Mult}(m,n)$ described in exercise 3.1. Describe this transition system symbolically using initialization and transition formulas.

3.1

Given two natural numbers m and n , consider the program `Mult` that multiplies the input numbers using two variables x and y , of type `nat`, as shown in the below figure. Describe the transition system $\text{Mult}(m,n)$ that captures the behavior of this program on input numbers m and n , that is, describe the states, initial states, and transitions. Argue that when the value of the variable x is 0, the value of the variable y must equal the product of the input numbers m and n , that is, the following property is an invariant of this transition system:

$$(\text{mode} = \text{stop}) \rightarrow (y = m * n)$$



Initial States = $\{x = m; y = 0;\}$

States = $\{\text{loop}, \text{stop}\}$

Transitions

```

if x > 0 then
  x := x - 1;
  y := y + n;
  states := loop;

```

```

else
    states := stop

```

When $x = 0$, y must be the product of m and n because that is the definition of multiplication. Taking a number (n) and adding it to itself a number of times (m). x is set to the number of times and y is counting the running total.

Initial $\$ \$ x = m; y = 0 \$ \$$ Transition $\$ \$ \text{if } (x > 0) \text{ then } (x' = x - 1), (y' = y + n) \$ \$$

3.14

Consider the description of the component *Switch* given as an extended-state machine in figure 2.2. Give the initialization and reaction formulas corresponding to *Switch*. Obtain the transition formula for the corresponding transition system in as simplified a form as possible.

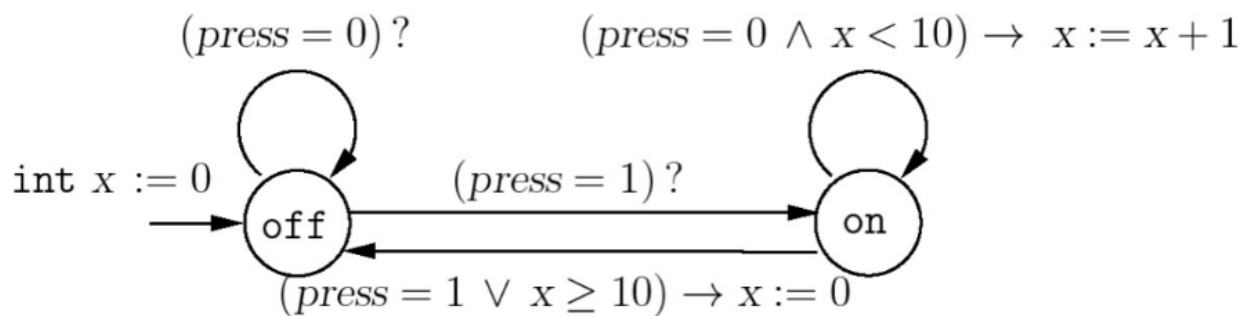


Figure 2.2: Description of *Switch* as an Extended-State Machine

Initial

```

x := 0
press := 0
mode := off

```

Reaction

```

if mode = off then
    if press = 1 then mode := on
else # mode = on
    if x >= 10 and press = 1 then x := 1 and mode := off
    else x := x + 1
endif

```

3.16

Consider the symbolic image computation for a transition system with two real-valued variables x and y and transition description given by the formula $x' = x + 1$ or $y' = x$. Suppose the region A is described by the formula $0 \leq x \leq 4, y \leq 7$. Compute the formula describing the post-image of A .

$A' \{0 \leq x' - 1 \leq 4, 0 \leq y \leq 7\} \ A' \{1 \leq x' \leq 5, 0 \leq y' \leq 7\}$

3.17

Consider a transition system T with two integer variables x and y . The transitions of the system corresponding to executing the statement:

if $(x < y)$ then $x := x + y$ else $y := y + 1$

Write the transition formula over the variables x, y, x' , and y' that captures the transition relation of the system. Consider a region A of the above transition system described by the formula $0 < x < 5$. Compute the formula describing the post-image of A .

if $(x < y)$ then $x' := x + y$ else $y' := y + 1$

$A \{0 < x < 5\}$ where $x = 2; y = 3$ $A' \{0 < x' - y < 5\}$ $A' \{0 < x' - 3 < 5\}$ $A' \{3 < x' < 8\}$ $A' \{3 < x < 8\}$

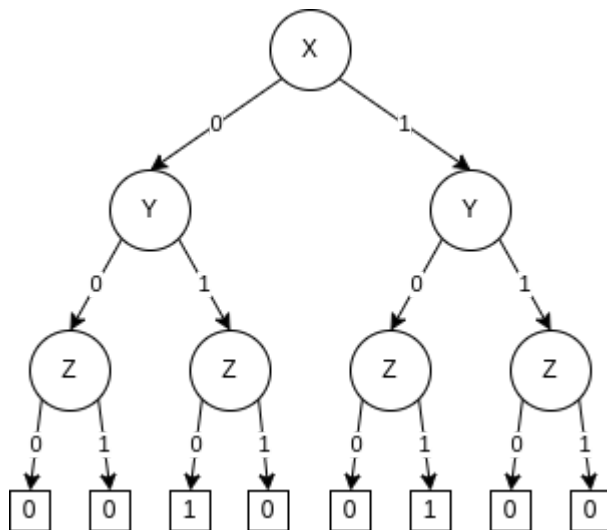
3.20

Consider the Boolean formula $(x \text{ or } y) \text{ and } (\sim x \text{ or } z) \text{ and } (\sim y \text{ or } \sim z)$

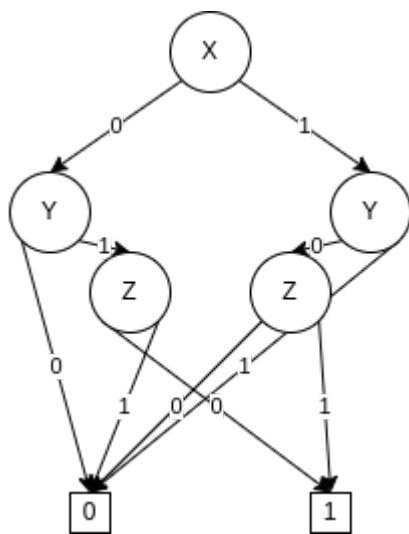
Draw the ROBDD for this formula with respect to the variable ordering $x < y < z$.

Note: The textbook has an example

Initial OBDD

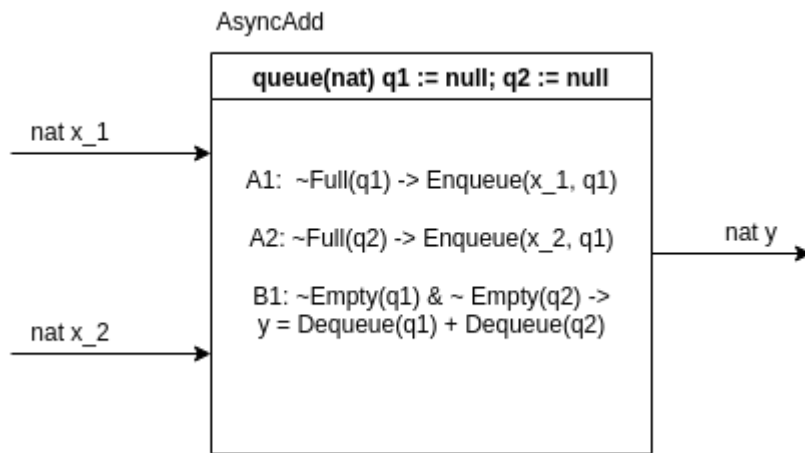


Final ROBDD



4.1

We want to design an asynchronous adder process *AsyncAdd* with input channels x_1 and x_2 and an output channel y , all of type nat. If the i th input message arriving on the channel x_1 is v and the i th input message arriving on channel x_2 is w , then the i th value output by the process *AsyncAdd* on its output channel should be $v + w$. Describe all the components of the process *AsyncAdd*



4.2

We want to design an asynchronous process *Split* that is the dual of *Merge*. The process *Split* has one input channel *in* and two output channels *out_1* and *out_2*. The messages received on the input channel should be routed to one of the output channels in a nondeterministic manner so that all possible splittings of the input stream are feasible executions. Describe all the components of the desired process *Split*.

