A Sample Document for the Usages of lstEventB Package

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For convenient, we define macro `\EventB` for Event-B.

We start first with some inline Event-B code by embedding them using a pair of `|`, for example `|@grd1: "SNSR = FALSE"|` gives @grd1: "SNSR = FALSE". Any Event-B formulae including Unicode symbols will be typeset using the `bsymb` package accordingly.

ASCII	Symbols	Explanation
`!false`	$\bot$	False
`!true`	$\top$	True
`&`	$\land$	Conjunction
`!or`	$\lor$	Disjunction
`=>`	$\Rightarrow$	Implication
`<=>`	$\Leftrightarrow$	Equivalence
`!not`	$\neg$	Negation
`!`	$\forall$	Universal quantification
`#`	$\exists$	Existential quantification
`.`	$\cdot$	Quantification dot
`=`	$=$	Equality
`/=`	$\neq$	Inequality

Table 1: Predicates

More complete piece of code (including the Unicode symbols) can be typeset using the `EventBcode` environment. Below is the typesetting of an Event-B machine.

```
1 machine Sensor_m0_SNSR
2 variables
3  SNSR
4 invariants
5  @thm0_1: "SNSR ∈ BOOL" theorem
6 events
7
```

ASCII	Symbols	Explanation
`{}`	$\varnothing$	Empty set
`|`	$\mid$	Vertical bar, e.g., in set comprehension
`\/`	$\cup$	Union
`/\`	$\cap$	Intersection
`\`	$\setminus$	Set difference
`|->`	$\mapsto$	Ordered pair
`**`	$\times$	Cartesian product
`!POW`	$\mathbb{P}$	Powerset
`!POW1`	$\mathbb{P}_1$	Non-empty subsets
`!card`	card	Cardinality
`!union`	union	Generalised union
`!inter`	inter	Generalised intersection
`!UNION`	$\bigcup$	Quantified union
`!INTER`	$\bigcap$	Quantified intersection

Table 2: Sets

ASCII	Symbols	Explanation
`!:`	$\in$	Set membership
`/:`	$\notin$	Set non-membership
`<:`	$\subseteq$	Subset
`/<:`	$\not\subseteq$	Not a subset
`<<:`	$\subset$	Proper subset
`/<<:`	$\not\subset$	Not a proper subset
`!finite`	finite	Finite
`!partition`	partition	Partition

Table 3: Set predicates

ASCII	Symbols	Explanation
`!BOOL`	BOOL	BOOL set
`!TRUE`	TRUE	TRUE
`!FALSE`	FALSE	FALSE
`!bool`	bool	bool predicate

Table 4: BOOL and bool

ASCII	Symbols	Explanation
`!INT`	$\mathbb{Z}$	Set of integer numbers
`!NAT`	$\mathbb{N}$	Set of natural numbers
`!NAT1`	$\mathbb{N}_1$	Set of positive natural numbers
`!min`	min	Mininum
`!max`	max	Maximum
`-`	$-$	Difference
`*`	$\times$	Product
`/`	$\div$	Quotient
`!mod`	mod	Remainder
`..`	..	Interval

Table 5: Numbers

ASCII	Symbols	Explanation
`>`	$>$	Greater
`<`	$<$	Less
`>=`	$\geq$	Greater or equal
`<=`	$\leq$	Less or equal

Table 6: Number predicates

ASCII	Symbols	Explanation
`<->`	$\leftrightarrow$	Relations
`!dom`	dom	Domain
`!ran`	ran	Range
`<<->`	$\twoheadleftarrow\!\!\!\!\leftrightarrow$	Total relations
`<->>`	$\leftrightarrow\!\!\!\!\twoheadrightarrow$	Surjective relations
`<<->>`	$\twoheadleftarrow\!\!\!\!\leftrightarrow\!\!\!\!\twoheadrightarrow$	Total surjective relations
`!circ`	$\circ$	Backward composition
`!id`	id	Identity
`<|`	$\lhd$	Domain restriction
`<<|`	$\hookleftarrow$	Domain subtraction
`|>`	$\rhd$	Range restriction
`|>>`	$\hookrightarrow$	Range subtraction
`~`	$^{-1}$	Inverse
`<+`	$\leftarrow\!\!\!\!+$	Overriding
`><`	$\otimes$	Direct product
`||`	$\parallel$	Parallel product
`!prj1`	prj_1	First projection
`!prj2`	prj_2	Second projection

Table 7: Relations

ASCII	Symbols	Explanation
+->	$\pfun$	Partial functions
-->	$\fun$	Total functions
>+>	$\pinj$	Partial injections
>->	$\inj$	Total injections
+>>	$\psur$	Partial surjections
->>	$\sur$	Total surjections
>->>	$\bij$	Bijections
%	λ	Lambda abstraction

Table 8: Functions

ASCII	Symbols	Explanation
:=	$:=$	Becomes equal to
::	$:\in$	Choice from a set
:|	$:\mid$	Choice by predicate

Table 9: Functions

```
8  INITIALISATION
9  begin
10   @act1: "SNSR := FALSE"
11 end
12
13 SNSR_on
14 when
15   @grd1: "SNSR = FALSE"
16 then
17   @act1: "SNSR := TRUE"
18 end
19
20 SNSR_off
21 when
22   @grd1: "SNSR = TRUE"
23 then
24   @act1: "SNSR := FALSE"
25 end
26
27 end
```

One can change the different colour options. For example, `\EventBSetKeywordColour{blue!50!black}` will change the keyword colour to dark blue. (This has effects only when

```
1 machine Sensor_m0_SNSR
2 variables
3   SNSR
4 invariants
5   @thm0_1: "SNSR ∈ BOOL" theorem
```

One can includes external file containing Event-B code using the `\EventBinputlisting` command. For example the following is the result of including the code in the file

`Sensor_m1_DEP.bumx` using `\EventBinputlisting{Sensor_m1_DEP.bumx}`.

```
machine Sensor_m1_DEP
refines Sensor_m0_SNSR
variables
 SNSR
 DEP
invariants
 @inv0_1: "DEP ∈ ℕ"
events

 INITIALISATION extended
 begin
  @act2: "DEP := 0"
 end

 SNSR_on extended
 refines SNSR_on
 end

 SNSR_off extended
 refines SNSR_off
 begin
  @act2: "DEP := DEP + 1"
 end

end
```

More specifically, one can specify more details on the inclusion, e.g., the ranges, as the following example `\EventBinputlisting[firstline=16,lastline=20]{Sensor_m2_snsr.bumx}` gives

```
 @inv1_1: "Snsr_01 = TRUE ⇒ SNSR = TRUE"

 @inv1_2: "Snsr_10 = TRUE ⇒ SNSR = FALSE"

 @inv1_3: "Snsr_01 = FALSE ∨ Snsr_10 = FALSE"
```

```
machine Sensor_m3_Ctrl

refines

 Sensor_m2_Snsr

variables

 SNSR

 DEP

```

```
13  Snsr_01
14
15  Snsr_10
16
17  ctrl_snsr
18
19  ctrl_dep
20
21  ctrl_snsr_01
22
23  ctrl_snsr_10
24
25 invariants
26
27  @inv2_1:
28  "Snsr_01 = FALSE ∧ Snsr_10 = FALSE ∧ ctrl_snsr_01 = FALSE ∧ ctrl_snsr_10 = FALSE
        ⇒ ctrl_snsr = SNSR"
29
30  @inv2_2: "ctrl_dep ∈ ℕ"
31
32  @inv2_3: "Snsr_10 = FALSE ∧ ctrl_snsr_10 = FALSE ⇒ ctrl_dep = DEP"
33
34  @inv2_4: "Snsr_10 = TRUE ∨ ctrl_snsr_10 = TRUE ⇒ ctrl_dep = DEP − 1"
35
36  @inv2_5: "ctrl_snsr_01 = TRUE ⇒ SNSR = TRUE"
37
38  @inv2_6: "ctrl_snsr_10 = TRUE ⇒ SNSR = FALSE"
39
40  @inv2_7: "ctrl_snsr_01 = TRUE ⇒ Snsr_01 = FALSE"
41
42  @inv2_8: "ctrl_snsr_10 = TRUE ⇒ Snsr_10 = FALSE"
43
44 events
45
46  INITIALISATION extended
47  refines INITIALISATION
48  begin
49   @act5: "ctrl_snsr := FALSE"
50   @act6: "ctrl_dep := 0"
51   @act7: "ctrl_snsr_01 := FALSE"
52   @act8: "ctrl_snsr_10 := FALSE"
53  end
54
55  SNSR_on extended
56  refines SNSR_on
57  when
58   @grd3: "ctrl_snsr_10 = FALSE"
59  end
60
61  SNSR_off extended
62  refines SNSR_off
63  when
64   @grd3: "ctrl_snsr_01 = FALSE"
65  end
66
67  ctrl_Senses_Snsr_01 extended
```

```
68  refines ctrl_Senses_Snsr_01
69  begin
70   @act2: "ctrl_snsr_01 := TRUE"
71  end
72
73  ctrl_Senses_Snsr_10 extended
74  refines ctrl_Senses_Snsr_10
75  begin
76   @act2: "ctrl_snsr_10 := TRUE"
77  end
78
79  ctrl_on
80  when
81   @grd1: "ctrl_snsr_01 = TRUE"
82  then
83   @act1: "ctrl_snsr_01 := FALSE"
84   @act2: "ctrl_snsr := TRUE"
85  end
86
87  ctrl_off
88  when
89   @grd1: "ctrl_snsr_10 = TRUE"
90  then
91   @act1: "ctrl_snsr_10 := FALSE"
92   @act2: "ctrl_snsr := FALSE"
93   @act3: "ctrl_dep := ctrl_dep + 1"
94  end
95
96 end
```