

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

Table 1: Set predicates

ASCII	Symbols	Explanation
<code>!BOOL</code>	BOOL	BOOL set
<code>!TRUE</code>	TRUE	TRUE
<code>!FALSE</code>	FALSE	FALSE
<code>!bool</code>	bool	bool predicate

Table 2: BOOL and bool

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.

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

Table 3: Numbers

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

Table 4: Number predicates

ASCII	Symbols	Explanation
<code><-></code>	\leftrightarrow	Relations
<code>!dom</code>	dom	Domain
<code>!ran</code>	ran	Range
<code><<-></code>	\Leftrightarrow	Total relations
<code><->></code>	\Rrightarrow	Surjective relations
<code><<->></code>	\Leftrightarrow	Total surjective relations
<code>!circ</code>	\circ	Backward composition
<code>!id</code>	id	Identity
<code>< </code>	\triangleleft	Domain restriction
<code><< </code>	\triangleleft	Domain subtraction
<code> ></code>	\triangleright	Range restriction
<code> >></code>	\triangleright	Range subtraction
<code>~</code>	\sim	Inverse
<code><+</code>	\Leftarrow	Overriding
<code>><</code>	\otimes	Direct product
<code> </code>	\parallel	Parallel product
<code>!prj1</code>	prj_1	First projection
<code>!prj2</code>	prj_2	Second projection

Table 5: Relations

ASCII	Symbols	Explanation
\leftrightarrow	\leftrightarrow	Partial functions
\rightarrow	\rightarrow	Total functions
\rightarrowtail	\rightarrowtail	Partial injections
\hookrightarrow	\hookrightarrow	Total injections
\twoheadrightarrow	\twoheadrightarrow	Partial surjections
\twoheadrightarrow	\twoheadrightarrow	Total surjections
\rightarrowtail	\rightarrowtail	Bijections
λ	λ	Lambda abstraction

Table 6: Functions

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

Table 7: Functions

```

1 machine Sensor_m0_SNSR
2 variables
3   SNSR
4 invariants
5   theorem @thm0.1: SNSR  $\in$  BOOL
6 events
7
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 theorem @thm0.1: SNSR  $\in$  BOOL

```

One can include 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}`.

```

1 machine Sensor_m1_DEP
2 refines Sensor_m0_SNSR
3 variables
4 SNSR
5 DEP
6 invariants
7 @inv0.1: DEP  $\in$   $\mathbb{N}$ 
8 events
9
10 INITIALISATION extended
11 begin
12 @act2: DEP := 0
13 end
14
15 SNSR_on extends SNSR_on
16 end
17
18 SNSR_off extends SNSR_off
19 begin
20 @act2: DEP := DEP + 1
21 end
22
23 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

```

1 @inv1.1: Snsr_01 = TRUE  $\Rightarrow$  SNSR = TRUE
2
3 @inv1.2: Snsr_10 = TRUE  $\Rightarrow$  SNSR = FALSE
4
5 @inv1.3: Snsr_01 = FALSE  $\vee$  Snsr_10 = FALSE

```

```

1 machine Sensor_m3_Ctrl
2
3 refines
4
5 Sensor_m2_Snsr
6
7 variables

```

```

8
9  SNSR
10
11  DEP
12
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  $\wedge$  Snsr_10 = FALSE  $\wedge$  ctrl_snsr_01 = FALSE  $\wedge$  ctrl_snsr_10 = FALSE  $\Rightarrow$ 
    ctrl_snsr = SNSR
29
30  @inv2.2: ctrl_dep  $\in \mathbb{N}$ 
31
32  @inv2.3: Snsr_10 = FALSE  $\wedge$  ctrl_snsr_10 = FALSE  $\Rightarrow$  ctrl_dep = DEP
33
34  @inv2.4: Snsr_10 = TRUE  $\vee$  ctrl_snsr_10 = TRUE  $\Rightarrow$  ctrl_dep = DEP - 1
35
36  @inv2.5: ctrl_snsr_01 = TRUE  $\Rightarrow$  SNSR = TRUE
37
38  @inv2.6: ctrl_snsr_10 = TRUE  $\Rightarrow$  SNSR = FALSE
39
40  @inv2.7: ctrl_snsr_01 = TRUE  $\Rightarrow$  Snsr_01 = FALSE
41
42  @inv2.8: ctrl_snsr_10 = TRUE  $\Rightarrow$  Snsr_10 = FALSE
43
44  events
45
46  INITIALISATION extends INITIALISATION
47  begin
48    @act5: ctrl_snsr := FALSE
49    @act6: ctrl_dep := 0
50    @act7: ctrl_snsr_01 := FALSE
51    @act8: ctrl_snsr_10 := FALSE
52  end
53
54  SNSR_on extends SNSR_on
55  when
56    @grd3: ctrl_snsr_10 = FALSE
57  end
58
59  SNSR_off extends SNSR_off
60  when
61    @grd3: ctrl_snsr_01 = FALSE
62  end

```

```
63
64 ctrl_Senses_Snsr_01 extends ctrl_Senses_Snsr_01
65 begin
66   @act2: ctrl_snsr_01 := TRUE
67 end
68
69 ctrl_Senses_Snsr_10 extends ctrl_Senses_Snsr_10
70 begin
71   @act2: ctrl_snsr_10 := TRUE
72 end
73
74 ctrl_on
75 when
76   @grd1: ctrl_snsr_01 = TRUE
77 then
78   @act1: ctrl_snsr_01 := FALSE
79   @act2: ctrl_snsr := TRUE
80 end
81
82 ctrl_off
83 when
84   @grd1: ctrl_snsr_10 = TRUE
85 then
86   @act1: ctrl_snsr_10 := FALSE
87   @act2: ctrl_snsr := FALSE
88   @act3: ctrl_dep := ctrl_dep + 1
89 end
90
91 end
```