A More Precise Definition of $\overline{s_i}$

Remember that we informally describe a state of the *BoundedChannel* specification to be an assignment of values to the three variables *in*, *out*, and *ch* that are declared in the specification. Formally, any state is an assignment of values to all (of the infinitely many) possible variables. However, whether or not a temporal formula defined in *BoundedBuffer* is true of a behavior depends only on the values that the behavior's states assign to those three variables. Thus, for the behavior $\overline{s_1} \rightarrow \overline{s_2} \rightarrow \cdots$, we don't care what values the states $\overline{s_i}$ assign to the other variables. For example, we can define $\overline{s_i}$ so it assigns to any variable other than *in*, *out*, or *ch* the same value assigned to that variable by s_i.

CLOSE