

An Event-B Specification of Ranking
Creation Date: 21Dec2012 @ 05:34:18 PM

CONTEXT Ranking

EXTENDS Poker

CONSTANTS

Rank The set of value of rank of hand card.
 It is from 1 (Hight card) to 10 (Royal flush).
isFour Check a set of cards has the four cards of a kind or not?
isStraight Check a set of cards is straight or not?
isFlush check a set of card is flush or not?
getRank Estimate the rank of hand card.
isHand Check a set of cards is a hand or not?
 A hand is a set of cards has 5 cards which are unique.

AXIOMS

Rank_D : $Rank = \{1, 2, 3, 4, 5, 6, 7, 8, 9, 10\}$

The set of ranking of hand

- 1 - hight card
- 2 - one pair
- 3 - two pair
- 4 - three
- 5 - flush
- 6 - straight
- 7 - full house
- 8 - four kind of card
- 9 - straight flush
- 10 - royal flush

isHand_D : $isHand \in \mathbb{P}(SetID) \rightarrow BOOL$

Check the set of cards is a hand or not?

isHand_F : $\forall a \cdot a \in \mathbb{P}(SetID) \wedge card(a) = 5 \wedge isUnique(a) = TRUE$
 $\Rightarrow isHand(a) = TRUE$

If the set of cards has 5 cards and is unique, then it is a hand.

isFlush_D : $isFlush \in \mathbb{P}(SetID) \rightarrow BOOL$

Check the set card is flush or not?

isFlush_F1 : $\forall a \cdot a \in \mathbb{P}(SetID) \wedge isHand(a) = FALSE$
 $\Rightarrow isFlush(a) = FALSE$

If a set of cards is empty, then it is not flush.

isFlush_F2 : $\forall a \cdot \exists x, y \cdot a \in \mathbb{P}(SetID) \wedge isHand(a) = TRUE$
 $\wedge x \in a \wedge y \in a \wedge x \neq y \wedge getSuit(x) \neq getSuit(y)$
 $\Rightarrow isFlush(a) = FALSE$

If a set of cards has two cards are difference suite, then it is not flush.
 return FALSE

isStraight_D : $isStraight \in \mathbb{P}(SetID) \rightarrow BOOL$

Check the set of cards is straight or not?

isStraight_F : $\forall a. \exists x, y, z, t, w. a \in \mathbb{P}(\text{SetID}) \wedge \text{isHand}(a) = \text{TRUE}$
 $\wedge x \in a \wedge y \in a \wedge z \in a \wedge t \in a \wedge w \in a$
 $\wedge \text{getValue}(w) = \text{getValue}(t) + 1$
 $\wedge \text{getValue}(t) = \text{getValue}(z) + 1$
 $\wedge \text{getValue}(z) = \text{getValue}(y) + 1$
 $\wedge \text{getValue}(y) = \text{getValue}(x) + 1$
 $\Rightarrow \text{isStraight}(a) = \text{TRUE}$

If the value of the set of cards is a increasing sequence
and the difference of two adjacent elements are 1,
then it is straight.
return TRUE

isStraight_FA : $\forall a. \exists x, y, z, t, w. a \in \mathbb{P}(\text{SetID}) \wedge \text{isHand}(a) = \text{TRUE}$
 $\wedge x \in a \wedge y \in a \wedge z \in a \wedge t \in a \wedge w \in a$
 $\wedge \text{getValue}(w) = 10 \wedge$
 $\text{getValue}(t) = 11 \wedge$
 $\text{getValue}(z) = 12 \wedge$
 $\text{getValue}(y) = 13 \wedge$
 $\text{getValue}(x) = 1$
 $\Rightarrow \text{isStraight}(a) = \text{TRUE}$

If the set of cards is in the sequenc (10,11,12,13,1), then it is straight.
return TRUE

isFour_D : $\text{isFour} \in \mathbb{P}(\text{SetID}) \rightarrow \text{BOOL}$

Check the set of cards has four cards of a kind of not ?

isFour_F : $\forall a. \exists x, y, z, t. a \in \mathbb{P}(\text{SetID}) \wedge \text{card}(a) > 3$
 $\wedge x \in a \wedge y \in a \wedge z \in a \wedge t \in a$
 $\wedge x \neq y \wedge y \neq z \wedge z \neq x \wedge x \neq t \wedge y \neq t \wedge z \neq t$
 $\wedge \text{getValue}(x) = \text{getValue}(y) \wedge \text{getValue}(y) = \text{getValue}(z)$
 $\wedge \text{getValue}(z) = \text{getValue}(t)$
 $\Rightarrow \text{isFour}(a) = \text{TRUE}$

If the set of cards has four cards are the same value,
then it has four kind of card.
return TRUE

getRank_D : $\text{getRank} \in \mathbb{P}(\text{SetID}) \mapsto \text{Rank}$

Get the rank of a hand card.

getRank_Royal : $\forall a. a \in \mathbb{P}(\text{SetID}) \wedge \text{isHand}(a) = \text{TRUE} \wedge$
 $\text{isStraight}(a) = \text{TRUE} \wedge \text{isFlush}(a) = \text{TRUE} \wedge$
 $\text{isA}(a) = \text{TRUE} \wedge \text{isK}(a) = \text{TRUE}$
 $\Rightarrow \text{getRank}(a) = 10$

If the hand card is straight, flush, has ACE card and King card,
then it is royal flush.
return 10

getRank_Straight_Flush : $\forall a. a \in \mathbb{P}(\text{SetID}) \wedge \text{isHand}(a) = \text{TRUE} \wedge$
 $\text{isStraight}(a) = \text{TRUE} \wedge \text{isFlush}(a) = \text{TRUE} \wedge$
 $\neg(\text{isA}(a) = \text{TRUE} \wedge \text{isK}(a) = \text{TRUE})$
 $\Rightarrow \text{getRank}(a) = 9$

If the hand card is straight, flush,
but hasn't ACE card and King card at the same time,
then it is straight flush.
return 9

getRank_Four : $\forall a \cdot a \in \mathbb{P}(\text{SetID}) \wedge \text{isHand}(a) = \text{TRUE} \wedge$
 $\text{isFour}(a) = \text{TRUE}$
 $\Rightarrow \text{getRank}(a) = 8$

If the hand card is four of a kind, then it is four kind of card.
 return 8

getRank_FullHouse : $\forall a \cdot a \in \mathbb{P}(\text{SetID}) \wedge \text{isHand}(a) = \text{TRUE} \wedge$
 $\text{isThree}(a) = \text{TRUE} \wedge \text{isPair}(a \setminus \text{getThree}(a)) = \text{TRUE}$
 $\Rightarrow \text{getRank}(a) = 7$

If the hand card is three of kind and two other cards are a pair,
 then it is full house.
 return 7

getRank_Straight : $\forall a \cdot a \in \mathbb{P}(\text{SetID}) \wedge \text{isHand}(a) = \text{TRUE} \wedge$
 $\text{isStraight}(a) = \text{TRUE} \wedge \text{isFlush}(a) = \text{FALSE}$
 $\Rightarrow \text{getRank}(a) = 6$

If the hand card is straight but is not flush, then it is straight.
 return 6

getRank_Flush : $\forall a \cdot a \in \mathbb{P}(\text{SetID}) \wedge \text{isHand}(a) = \text{TRUE} \wedge$
 $\text{isStraight}(a) = \text{FALSE} \wedge \text{isFlush}(a) = \text{TRUE}$
 $\Rightarrow \text{getRank}(a) = 5$

If the hand card is flush but is not straight, then it is flush.
 return 5

getRank_Three : $\forall a \cdot a \in \mathbb{P}(\text{SetID}) \wedge \text{isHand}(a) = \text{TRUE} \wedge$
 $\text{isFour}(a) = \text{FALSE} \wedge \text{isThree}(a) = \text{TRUE} \wedge$
 $\text{isPair}(a \setminus \text{getThree}(a)) = \text{FALSE}$
 $\Rightarrow \text{getRank}(a) = 4$

If the hand card is three of a kind but two remain card are not a pair,
 then it is three kind of card.
 return 4

getRank_TwoPair : $\forall a \cdot a \in \mathbb{P}(\text{SetID}) \wedge \text{isHand}(a) = \text{TRUE} \wedge$
 $\text{isThree}(a) = \text{FALSE} \wedge \text{isPair}(a) = \text{TRUE} \wedge$
 $\text{isPair}(a \setminus \text{getPair}(a)) = \text{TRUE}$
 $\Rightarrow \text{getRank}(a) = 3$

If the hand card is not three of a kind,
 but has two pairs that are different value,
 then it is two pair.
 return 3

getRank_OnePair : $\forall a \cdot a \in \mathbb{P}(\text{SetID}) \wedge \text{isHand}(a) = \text{TRUE} \wedge$
 $\text{isThree}(a) = \text{FALSE} \wedge \text{isPair}(a) = \text{TRUE} \wedge$
 $\text{isPair}(a \setminus \text{getPair}(a)) = \text{FALSE}$
 $\Rightarrow \text{getRank}(a) = 2$

If a hand has only a pair that are the same value, then it is pair.
 return 2

getRank_HightCard : $\forall a \cdot a \in \mathbb{P}(\text{SetID}) \wedge \text{isHand}(a) = \text{TRUE} \wedge$
 $\text{isPair}(a) = \text{FALSE} \wedge \text{isStraight}(a) = \text{FALSE} \wedge \text{isFlush}(a) = \text{FALSE}$
 $\Rightarrow \text{getRank}(a) = 1$

If the hand card isn't pair, flush or straight, then it is hight card.
 return 1

END