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CONTEXT LP0 CONSTANTS

```
  \begin{array}{c}
    n0 \\
    a \\
    power2
  \end{array}
```

AXIOMS

```
\begin{split} & \text{axm1:} \quad n0 \in N \\ & \text{axm2:} \quad a \in 0 \dots n0 \to N \\ & \text{axm3:} \quad \forall k \cdot k \in 0 \dots n0 \Rightarrow a(k) = k * k \\ & \text{axm4:} \quad power2 \in N \to N \\ & \text{axm5:} \quad \forall n \cdot n \in 0 \dots n0 \Rightarrow power2(n) = a(n) \\ & \text{pre/post for power2} \end{split}
```

 \mathbf{END}

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```
MACHINE LP1
SEES LP0
VARIABLES
        {\rm done}
INVARIANTS
        inv1: done \in BOOL \land r \in 0 ... n0 \rightarrow Z
        inv2: done = TRUE \Rightarrow r = a
EVENTS
Initialisation
       begin
              act1: done := FALSE
                 r:\in 0\mathinner{.\,.} n0\to Z
       \quad \textbf{end} \quad
Event computing 1 (ordinary) \hat{=}
       when
              \mathbf{grd1} \colon \ done = FALSE
              \mathtt{act1:}\ done := TRUE
              \verb"act2": r := a
       end
\mathbf{END}
```

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```
MACHINE LP2
REFINES LP1
SEES LP0
VARIABLES
        done
        r
        aa
INVARIANTS
        inv1: done \in BOOL \land i \in 0 ... n0 \land r \in 0 ... n0 \rightarrow Z
        inv2: aa \in 0 ... n0 \rightarrow Z
        \verb"inv7": $dom(aa) = 0 \dots i
        inv3: \forall k \cdot k \in dom(aa) \Rightarrow aa(k) = a(k)
        inv9: i \in 0 \dots n0
        inv8: aa \subseteq a
EVENTS
Initialisation
      begin
              act1: done := FALSE
                 r:\in 0 \ldots n0 \to Z
              act3: i := 0
              act5: aa := \{0 \mapsto 0\}
      end
Event computing 2 \langle \text{ordinary} \rangle =
refines computing1
      when
              grd1: done = FALSE
              \mathbf{grd2:} \quad n0 \in dom(aa)
      then
              act1: done := TRUE
              act2: r := aa
      end
Event power2 \langle \text{ordinary} \rangle =
      when
              {\tt grd1:} \quad done = FALSE
              grd2: n0 \notin dom(aa)
       then
              \mathbf{act1} \colon i := i+1
              act2: aa(i+1) := power2(i+1)
      end
END
```

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```
MACHINE LP3
REFINES LP2
SEES LP0
VARIABLES
       done
       aa
EVENTS
Initialisation
      begin
            act1: done := FALSE
               r:\in 0\mathrel{.\,.} n0\to Z
            act3: i := 0
            act5: aa := \{0 \mapsto 0\}
Event computing3 ⟨ordinary⟩ =
refines computing2
      when
            {\tt grd1:} \quad done = FALSE
            \mathbf{grd2} \colon \quad i = n0
      then
            act1: done := TRUE
            act2: r := aa
      end
Event power3 \langle \text{ordinary} \rangle =
refines power2
      when
            grd1: done = FALSE
            grd2: i < n0
      then
            \mathtt{act1:}\ i:=i+1
            act2: aa(i+1) := power2(i+1)
      end
END
```

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```
MACHINE LP4
REFINES LP3
SEES LP0
VARIABLES
        done
         aa
EVENTS
Initialisation
       begin
               act1: done := FALSE
                   r:\in 0\mathinner{.\,.} n0\to Z
               act3: i := 0
               act5: aa := \{0 \mapsto 0\}
Event computing4 (ordinary) \hat{=}
refines computing3
       when
               {\tt grd1:} \quad done = FALSE
               \mathbf{grd2} \colon \quad i = n0
       then
               act1: i, r, aa, done : | (i = n0 \Rightarrow done' = TRUE \land r' = aa \land aa' = aa \land i' = i)
       end
Event power4 \langle \text{ordinary} \rangle =
refines power3
       when
               \mathbf{grd1:} \quad done = FALSE
               grd2: i < n0
               \textbf{act1:} \ i, r, aa, done: \mid (i < n0 \Rightarrow i' = i+1 \land aa' = aa \cup \{i+1 \mapsto power2(i+1)\} \land done' = done \land r' = r)
       \quad \textbf{end} \quad
\mathbf{END}
```

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```
MACHINE LP5
REFINES LP4
SEES LP0
VARIABLES
        done
        r
        aa
EVENTS
Initialisation
       begin
               act1: done := FALSE
                  r:\in 0\mathinner{.\,.} n0\to Z
               act3: i := 0
               act5: aa := \{0 \mapsto 0\}
Event computing 5 (ordinary) \hat{=}
refines computing4
       when
               grd1: done = FALSE
               \mathbf{grd2} \colon \quad i = n0
       then
                   i, r, aa, done : | (i = n0 \Rightarrow done' = TRUE \land r' = aa \land aa' = aa \land i' = i)
                   \land (i < n0 \Rightarrow i' = i + 1 \land aa' = aa \cup \{i + 1 \mapsto power2(i + 1)\} \land done' = done \land r' = r)
       end
Event power5 \langle \text{ordinary} \rangle =
refines power4
       when
              grd1: done = FALSE
              grd2: i < n0
       then
               act1:
                   i, r, aa, done : | (i = n0 \Rightarrow done' = TRUE \land r' = aa \land aa' = aa \land i' = i)
                   \land (i < n0 \Rightarrow i' = i + 1 \land aa' = aa \cup \{i + 1 \mapsto power2(i + 1)\} \land done' = done \land r' = r)
       \quad \textbf{end} \quad
END
```

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```
MACHINE LP6
REFINES LP5
\mathbf{SEES} LP0
VARIABLES
        done
        r
        aa
EVENTS
Initialisation
       begin
              act1: done := FALSE
                  r:\in 0 \ldots n0 \to Z
              act3: i := 0
              \mathtt{act5} \colon \, aa := \{0 \mapsto 0\}
       end
Event final ⟨ordinary⟩ ≘
refines computing5, power5
       when
              grd1: done = FALSE
       then
              act1:
                  i, r, aa, done : | (i = n0 \Rightarrow done' = TRUE \land r' = aa \land aa' = aa \land i' = i)
                  \land (i < n0 \Rightarrow i' = i + 1 \land aa' = aa \cup \{i + 1 \mapsto power2(i + 1)\} \land done' = done \land r' = r)
       \quad \textbf{end} \quad
\mathbf{END}
```

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