Tutorial Modelling Software-based Systems

. . .

Tutorial 2 : Designing and verifying sequential algorithms using the Event-B modelling language

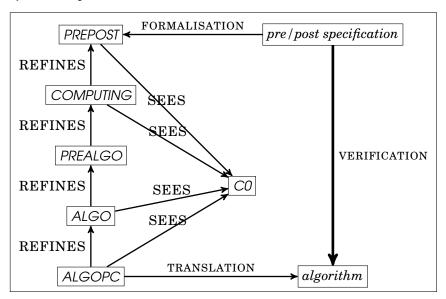
Dominique Méry

27 mars 2025

Exercice 1 fx1-tut2.zip

We consider a finite sequence of integers v_1, \ldots, v_n where n is the length of the sequence and is supposed to be fixed. Write an Event B specification modelling the computation of the value of the summation of the sequence v. You should define cerafully v, n and the summation of a finite sequence of integers.

Exercice 2 fx2-tut2.zip



Apply the pattern for computing the value n^2 using the sequence $(n+1)^2 = n^2 + n + n + 1$. Write a C function with annotation that you will check with Frama-c.

Exercice 3 fx3-tut2.zip

Develop an algorithmic solution with the pattern for the problem of finding the number of occurrences of a value v value v satisfying a condition CO in a table t of dimension n. dimension n. The table is assumed to have a value in an envelope V. seems V and that CO is a part of V.

Exercice 4 fx4-tut2.zip

Apply this pattern to find the index i of t such that t(i) = v. Write a C function that you will check with Frama-c.

Exercice 5 fx5-tut2.zip

Apply this pattern to compute x^3 using $(i+1)^3 = i^3 + 3i^2 + 3i + 1$. We use the following sequences:

- $--z_0 = 0 \text{ et } \forall n \in \mathbb{N} : z_{n+1} = z_n + v_n + w_n$
- $v_0 = 0 \text{ et } \forall n \in \mathbb{N} : v_{n+1} = v_n + t_n$
- $-t_0 = 3 \ et \ \forall n \in \mathbb{N} : t_{n+1} = t_n + 6$
- $w_0 = 1 \text{ et } \forall n \in \mathbb{N} : w_{n+1} = w_n + 3$
- $u_0 = 0$ et $\forall n \in \mathbb{N} : u_{n+1} = u_n + 1$

$$\begin{pmatrix} z(i+1) \\ v(i+1) \\ t(i+1) \\ w(i+1) \\ u(i+1) \end{pmatrix} = \begin{pmatrix} z_i + v_i + w_i \\ v(i) + t(i) \\ t(i) + 6 \\ w(i) + 3 \\ u(i) + 1 \end{pmatrix} = \begin{pmatrix} 1 & 1 & 01 & 0 \\ 0 & 1 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} z(i) \\ v(i) \\ t(i) \\ w(i) \\ u(i) \end{pmatrix} + \begin{pmatrix} 0 \\ 0 \\ 6 \\ 3 \\ 1 \end{pmatrix}$$

Write a C function from the development and use $FRma\mbox{-}c$ for checking it.