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Predicate Logic and Specifying Circuits

EECS4312: Software Engineering Requirements

JSO, EECS, Lassonde

September 5, 2016

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NAND gate Specification (Complete and Disjoint Function Table)



NAND GATE

Input		Output
A	B	NAND
0	0	1
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Nand Gate Specification

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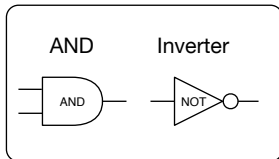
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Implementation of NAND gate using basic gates



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$\text{subrange}(i,j): \text{TYPE} = \{k : \mathbb{Z} \mid i \leq k \leq j\}$

`nand : THEORY`

`BEGIN`

`BIT: TYPE = subrange(0,1)`

`andf(x:BIT,y:BIT): BIT =`

`COND`

`x=1 AND y=1 -> 1,`

`ELSE -> 0`

`ENDCOND`

`invf(x:BIT): BIT = 1 - x`

Question

Would `BIT: TYPE = {0, 1}` work?

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nand : THEORY

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BIT: TYPE = subrange(0,1)

...

$\text{impf}(x:\text{BIT}, y:\text{BIT}): \text{BIT} =$
 $\text{invf}(\text{andf}(x, y))$

$\text{specf}(x:\text{BIT}, y:\text{BIT}): \text{BIT} =$
COND
 $x = 0 \text{ OR } y = 0 \rightarrow 1,$
 ELSE $\rightarrow 0$
ENDCOND

$\text{verify_functional_implementation}: \text{CONJECTURE}$
 $\text{impf}(x, y) = \text{specf}(x, y)$

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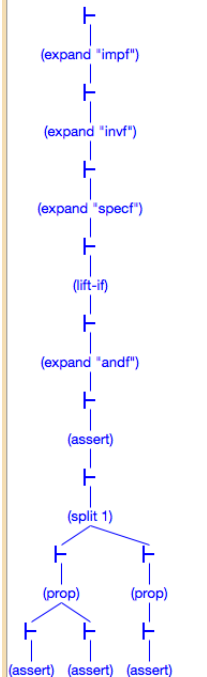
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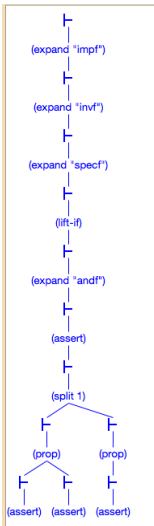
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Note

M-x x-show-proof brings up a figure like the one on the left.

Question

How do you read the proof tree, starting at the (a) Top or (b) the Bottom? Where are the Axioms? What does the turnstyle represent?

Question

Proof rules transform one sequent into another. How do you interpret the proof rules in the figure?

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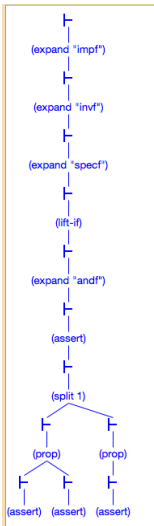
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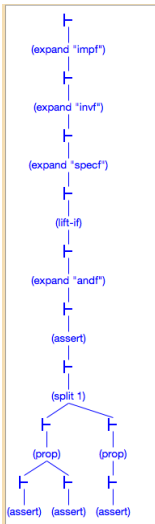
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```
a,b,c,x,y,z: VAR BIT
```

```
andr(x,y,z): bool =  
  z = (x = 1 AND y = 1)
```

```
invr(x,z): bool =  
  z = (1 - x)
```

```
imp_nandr(a,b,c): bool =  
  (EXISTS (v:BIT) : andr(a,b,v) AND invr(v,c))
```

```
spec_nandr(a,b,c): bool =  
  (c = 0) <=> (a=1 AND b = 1)
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```
verify_relational_implementation: CONJECTURE  
  imp_nandr(a,b,c) => spec_nandr(a,b,c)
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Note

The dummy variable v allows us to wire the output of the AND gate to the input of the INVERTER.

The Existential Quantifier allows us to hide the dummy variable. Thus the only free variables of `imp_nandr` are the inputs a and b and the output c .

Nand Gate Specification: Relational 2

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Question 1

What does it mean for a function table to be (a) Complete and (b) Disjoint?

Question 2

What is the significance of (a) Completeness and (b) Disjointness?

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Majority Voting Circuit Specification

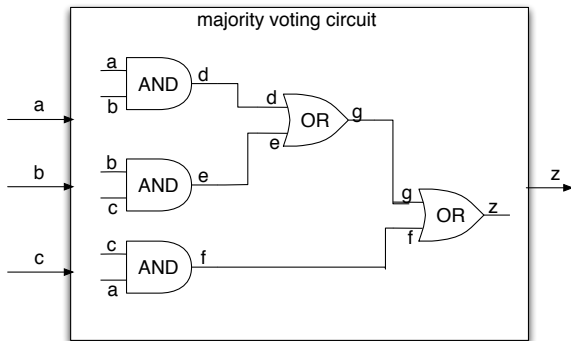
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Question

What is a complete and disjoint function table for the majority Voting Circuit?

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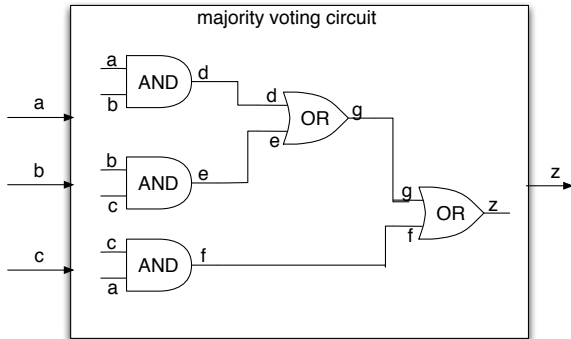
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Majority Voting Circuit Specification

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majority_vote: **THEORY**

BEGIN

BIT: **TYPE** = subrange(0,1) CONTAINING 0
 % what would happen without "containing 0"?

a,b,c,z : BIT *% input and output*

% Majority Vote Specification

spec: **bool** =

$z = 1 \iff (a + b + c \geq 2)$

Majority Voting Circuit Implementation

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```
andGate(v,w,x: BIT): bool =           % define and_gate
    x=1 IFF (v=1 AND w=1)
```

```
orGate(v,w,x:BIT): bool =             % define or_gate
    x=1 IFF (v=1 OR w=1)
```

```
implementation: bool =                % implementation
    (exists (d,e,f,g: BIT):
        andGate(a,b,d)
        AND andGate(b,c,e)
        AND andGate(c,a,f)
        AND orGate(d,e,g)
        AND orGate(g,f,z)
    )
```

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```
implementation_correctness: CONJECTURE  
  implementation  
  IMPLIES  
  spec
```

% Check that antecedent of above is not false. Why?

```
implementable: CONJECTURE  
  a=1 AND b=1 AND c=1 AND z=1  
  IMPLIES  
  implementation /= False
```

```
END majority_vote
```


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Complete and Disjoint Table

What is completeness? What is Disjointness?

Input	z
$a + b + c \geq 2$	1
$a + b + c < 2$	0

Assume $a, b, c \in \{0, 1\}$

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