# Trabajo Practico I, Alta Seguridad nos cuida

Algoritmos y Estructuras de Datos II, DC, UBA.

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## 1. TAD UNIVERSIDAD

```
TAD UNIVERSIDAD
```

```
géneros uni uni, Generadores, Observadores Basicos usa NAT, CONJU(\alpha), BOOL, TUPLA(\alpha_1, \ldots, \alpha_n)
```

### igualdad observacional

$$(\forall u, u' : \text{uni}) \quad \left( u =_{\text{obs}} u' \iff \begin{pmatrix} \text{alto?}(\mathbf{u}) =_{\text{obs}} \text{alto?}(\mathbf{u}') \land \text{ancho?}(\mathbf{u}) =_{\text{obs}} \text{ancho?}(\mathbf{u}') \land \text{obstaculos?}(\mathbf{u}') \land \text{agentes?}(\mathbf{u}) =_{\text{obs}} \text{agentes?}(\mathbf{u}') \land \text{piss?}(\mathbf{u}) =_{\text{obs}} \text{agentes?}(\mathbf{u}') \land \text{pippies?}(\mathbf{u}') \end{pmatrix} \right)$$

#### observadores básicos

```
alto? : uni \longrightarrow nat ancho? : uni \longrightarrow nat obstaculos? : uni \longrightarrow conj(pos) agentes? : uni \longrightarrow conj(\langle as, pos \rangle) estudiantes? : uni \longrightarrow conj(\langle est, pos \rangle) hippies? : uni \longrightarrow conj(pos)
```

#### generadores

```
nueva
Uni : nat × nat × conj(pos) × conj(\langle as \times pos \rangle) \longrightarrow uni agregar
E : uni × (\langle est \times pos \rangle) \longrightarrow uni agregar
H : uni × pos \longrightarrow uni
```

## otras operaciones

```
cuantosE : uni \longrightarrow nat cuantosH : uni \longrightarrow nat masVigilante : uni \longrightarrow As queHay : uni \times pos \longrightarrow tipoEnum
```

queria; am x pos 7 dipoznam

 $\operatorname{moverTodo} : \operatorname{conj}(\langle as \times pos \rangle) \times \operatorname{conj}(pos) \times \operatorname{conj}(\langle est \times pos \rangle) \times \operatorname{nat} \times \operatorname{nat} \times \operatorname{conj}(\operatorname{pos}) \ \longrightarrow \ \langle \operatorname{conj}(\langle as, pos \rangle), \operatorname{conj}(pos) \times \operatorname{nat} \times \operatorname{nat} \times \operatorname{conj}(\operatorname{pos}) \ \longrightarrow \ \langle \operatorname{conj}(\langle as, pos \rangle), \operatorname{conj}(\langle as, pos \rangle), \operatorname{conj}(\langle as, pos \rangle) \times \operatorname{nat} \times \operatorname{nat} \times \operatorname{nat} \times \operatorname{conj}(\operatorname{pos}) \ \longrightarrow \ \langle \operatorname{conj}(\langle as, pos \rangle), \operatorname{conj}(\langle as, pos \rangle), \operatorname{conj}(\langle as, pos \rangle) \times \operatorname{nat} \times \operatorname{nat} \times \operatorname{nat} \times \operatorname{conj}(\operatorname{pos}) \ \longrightarrow \ \langle \operatorname{conj}(\langle as, pos \rangle), \operatorname{$ 

#### axiomas ∀:

Observadores Basicos

```
 \begin{aligned} & \operatorname{agentes?}(\operatorname{nuevaUni}(\operatorname{al,an,co,cAs})) \ \equiv \ \Pi_1(\operatorname{moverTodo}(\operatorname{cAs}, \emptyset, \emptyset, \operatorname{al, an, co})) \\ & \operatorname{agentes?}(\operatorname{agregarH}(\operatorname{uni,pos})) \ \equiv \ \Pi_1 \ (\operatorname{moverTodo}(\operatorname{agentes?}(\operatorname{uni}), \operatorname{pos} \ \operatorname{U} \ \operatorname{hippies?}(\operatorname{uni}), \operatorname{estudiantes?}(\operatorname{uni}), \operatorname{alto?}(\operatorname{uni}), \operatorname{ancho?}(\operatorname{uni}), \operatorname{hippies?}(\operatorname{uni}), \langle \operatorname{est}, \operatorname{pos} \rangle \operatorname{U} \\ & \operatorname{estudiantes?}(\operatorname{uni}), \operatorname{alto?}(\operatorname{uni}), \operatorname{ancho?}(\operatorname{uni}), \operatorname{obstaculos?}(\operatorname{uni}))) \\ & \operatorname{hippies?}(\operatorname{nuevaUni}(\operatorname{al,an,co,cAs})) \ \equiv \ \emptyset \\ & \operatorname{hippies?}(\operatorname{agregarH}(\operatorname{uni,pos})) \ \equiv \ \Pi_2(\operatorname{moverTodo}(\operatorname{agentes?}(\operatorname{uni}), \operatorname{pos} \ \operatorname{U} \ \operatorname{hippies?}(\operatorname{uni}), \operatorname{estudiantes?}(\operatorname{uni}), \operatorname{alto?}(\operatorname{uni}), \operatorname{ancho?}(\operatorname{uni}), \operatorname{obstaculos?}(\operatorname{uni}))) \\ & \operatorname{hippies?}(\operatorname{agregarE}(\operatorname{uni}, \langle \operatorname{est}, \operatorname{pos} \rangle)) \ \equiv \ \Pi_2(\operatorname{moverTodo}(\operatorname{agentes?}(\operatorname{uni}), \operatorname{hippies?}(\operatorname{uni}), \langle \operatorname{est}, \operatorname{pos} \rangle \operatorname{U} \\ & \operatorname{estudiantes?}(\operatorname{uni}), \operatorname{alto?}(\operatorname{uni}), \operatorname{ancho?}(\operatorname{uni}), \operatorname{obstaculos?}(\operatorname{uni}))) \\ & \operatorname{estudiantes?}(\operatorname{nuevaUni}(\operatorname{al,an,co,cAs})) \ \equiv \ \emptyset \\ & \operatorname{estudiantes?}(\operatorname{agregarH}(\operatorname{uni,pos})) \ \equiv \ \Pi_3(\operatorname{moverTodo}(\operatorname{agentes?}(\operatorname{uni}), \operatorname{pos} \ \operatorname{U} \ \operatorname{hippies?}(\operatorname{uni}), \operatorname{estudiantes?}(\operatorname{uni}), \operatorname{alto?}(\operatorname{uni}), \operatorname{ancho?}(\operatorname{uni}))) \\ & \operatorname{estudiantes?}(\operatorname{uni}), \operatorname{ancho?}(\operatorname{uni}), \operatorname{obstaculos?}(\operatorname{uni})), \operatorname{obstaculos?}(\operatorname{uni}), \operatorname{obstaculos?}(\operatorname{uni}), \operatorname{obstaculos?}(\operatorname{uni})) \\ & \operatorname{estudiantes?}(\operatorname{uni}), \operatorname{obstaculos?}(\operatorname{uni}))) \\ & \operatorname{estudiantes?}(\operatorname{uni}), \operatorname{obstaculos?}(\operatorname{uni})) \\ & \operatorname{estudiantes?}(\operatorname{uni}), \operatorname{obstaculos?}(\operatorname{uni})) \\ & \operatorname{estudiantes?}(\operatorname{uni}), \operatorname{obstaculos?}(\operatorname{uni})) \\ & \operatorname{estudiantes?}(\operatorname{uni}), \operatorname{obstaculos?}(\operatorname{uni})) \\ & \operatorname{obstaculos}(\operatorname{uni}), \operatorname{obstaculos?}(\operatorname{uni})) \\ & \operatorname{obstaculos}(\operatorname{uni}), \operatorname{obstaculos?}(\operatorname{uni})) \\ & \operatorname{obstaculos}(\operatorname{uni}), \operatorname{obstaculos?}(\operatorname{uni})) \\ & \operatorname{obstaculos}(\operatorname{uni}), \operatorname{obstaculos?}(\operatorname{uni}), \operatorname{obstaculos?}(\operatorname{un
```

```
estudiantes?(agregarE(uni, \langle est, pos \rangle)) \equiv \Pi_3(moverTodo(agentes?(uni), hippies?(uni), \langle est, pos \rangle U
                                                  estudiantes?(uni), alto?(uni), ancho?(uni), obstaculos?(uni)))
  alto?(nuevaUni(al,an,co,cAs)) \equiv al
  alto?(agregarH(uni,pos)) \equiv alto?(uni)
  alto?(agregarE(uni,\langle est, pos \rangle)) \equiv alto?(uni)
  ancho?(nuevaUni(al,an,co,cAs)) \equiv an
  ancho?(agregarH(uni,pos)) \equiv ancho?(uni)
  ancho?(agregarE(uni,\langle est, pos \rangle)) \equiv ancho?(uni)
  obstaculos?(nuevaUni(al,an,co,cAs)) \equiv co
  obstaculos?(agregarH(uni,pos)) = obstaculos?(uni)
  obstaculos?(agregarE(uni, \langle est, pos \rangle)) \equiv obstaculos?(uni)
Otras Operaciones
  cuantosE(uni) = # estudantes?(uni)
  cuantosH(uni) \equiv \# hippies?(uni)
  masVigilante(uni) = maxAtrapados(agentes?(uni))
  \max Atrapados(cAs) \equiv \max(\text{hippiesAtrapados(dameUno(cAs))}, \max Atrapados(sinUno(cAs)))
```

#### Fin TAD

## 2. TAD AGENTE

```
TAD AGENTE
      géneros
      exporta
                       as, Generadores, Observadores Basicos, hippiesAtrapados
                       NAT, BOOL
      usa
      igualdad observacional
                        (\forall a, a' : as) \ (a =_{obs} a' \iff ())
      observadores básicos
        numPlaca \ : \ as \ \longrightarrow \ nat
        hippiesAtrapados : as \longrightarrow nat
        numSanciones \ : \ as \ \longrightarrow \ nat
      generadores
        nuevoAs : nat \longrightarrow as
        \operatorname{capturarH} \; : \; \operatorname{as} \; \operatorname{a} \; \longrightarrow \; \operatorname{as} \;
        sancionar : as \longrightarrow as
      otras operaciones
        inactivo? : as \longrightarrow bool
      axiomas
      Observadores Basicos
        numPlaca(nuevoAs(n)) \equiv n
```

 $numPlaca(capturarH(a)) \equiv numPlaca(a)$ 

```
\begin{array}{lll} numPlaca(sancionar(a)) &\equiv numPlaca(a) \\ hippiesAtrapados(nuevoAs(n)) &\equiv 0 \\ hippiesAtrapados(capturarH(a)) &\equiv 1 + hippiesAtrapados(a) \\ hippiesAtrapados(sancionar(a)) &\equiv hippiesAtrapados(a) \\ numSanciones(nuevoAs(n)) &\equiv 0 \\ numSanciones(capturarH(a)) &\equiv numSanciones(a) \\ numSanciones(sancionar(a)) &\equiv 1 + numSanciones(a) \\ Otras Operaciones \\ inactivo?(a) &\equiv \textbf{if} numSanciones(a) > 3 \textbf{ then} \ true \ \textbf{else} \ false \ \textbf{fi} \end{array}
```

#### Fin TAD

## 3. TAD TABLERO

tab

```
TAD TABLERO
```

géneros

```
exporta
                tab, Generadores, Observadores Basicos
                NAT, Pos, Bool, Conj(\alpha)
usa
igualdad observacional
                 (\forall t, t' : \text{tab}) \ (t =_{\text{obs}} t' \iff ())
observadores básicos
  alto? : tab \longrightarrow nat
  ancho? : tab \longrightarrow nat
  ocupadas? : tab \longrightarrow conj(pos)
generadores
  nuevo
Tablero : nat an \times nat al \longrightarrow tab
 t
  agregar
Ficha : nat id \times pos p \longrightarrow tab t
                \forall :
axiomas
    \equiv
```

### Fin TAD