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## Tutorial for Cyber-Physical Systems - Discrete Models Exercise Sheet 2

## **Exercise 1: Coffee Machine**

3 Points

The following program graph describes a simple coffee machine:



The effect of the operations is given by:

$$\begin{split} & \textit{Effect}(turn\_on, \eta) = \eta[power := 1] \\ & \textit{Effect}(turn\_off, \eta) = \eta[power := 0] \\ & \textit{Effect}(brew, \eta) = \eta[coffee := coffee + 1] \\ & \textit{Effect}(drink, \eta) = \eta[coffee := coffee - 1] \\ & \textit{Effect}(restart, \eta) = \eta \\ & \textit{Effect}(heat, \eta) = \eta \end{split}$$

- (a) Draw the transition system corresponding to the program graph.
- (b) Check the following properties. Label the transition system with the corresponding atomic propositions given in parentheses.
  - (i) If the machine is turned off (power = 0) it contains no coffee (coffee = 0).
  - (ii) If there are two cups of coffee (coffee = 2) there are either three or four cups of coffee in the next step (coffee = 3, coffee = 4).
  - (iii) There are always at most four cups of coffee (*coffee*  $\leq 4$ ).
  - (iv) The coffee machine will be eventually turned off.
  - (v) If there is no coffee (coffee = 0), there will be coffee after at most three steps.

## Exercise 2<sup>\*</sup>: Guarded command language I

2.5 Points

Consider the following program in guarded command language over the variables  $\mathbf{x}$ ,  $\mathbf{y}$  whose domains are the integers  $\mathbb{Z}$ .

- (a) List all statements of this program, including all substatements.
- (b) Construct the corresponding program graph according to the method presented in the lecture, where we have a location for each statement. The set of initial locations  $Loc_0$  is the singleton set that contains the statement that corresponds to the whole program.
- (c) Which locations are reachable from the initial location?
- (d) What is the relation between the value of the variables at the beginning and the value of the variables at the end?

(Note that we turned this exercise into a bonus exercise since the necessary background was not completely made clear in the lecture.)

**Exercise 3: Guarded command language II** 2 Points Consider the following program in guarded command language over the variables x, y whose domains are the integers  $\mathbb{Z}$ .

DO ::  $x > y \Rightarrow IF$  ::  $x - y \le 5 \Rightarrow y := y - 1$ ::  $x \le 0 \Rightarrow x := x - 1$ FI OD

- (a) Construct the corresponding program graph. (You do not have to use the method presented in the lecture.)
- (b) We say that a program is *terminating* if the corresponding transition system of its program graph does not have an infinite execution.

Is the above program terminating? An informal argument is sufficient.