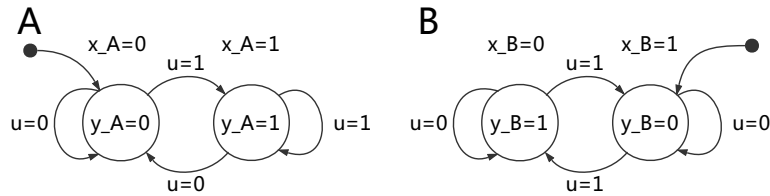


# Discrete Event Systems

## Solution to Exercise Sheet 11

### 1 Comparison of Finite Automata

Here are two simple finite automata:



For each, we have a one bit encoding for the states ( $x_A$  and  $x_B$ ), one binary output ( $y_A$  and  $y_B$ ), and one common binary input ( $u$ ). We want to verify whether or not these two automata are equivalent. This can be done through the following steps:

- Express the characteristic function of the transition relation for both automaton,  $\psi_r(x, x', u)$ .
- Express the joint transition function,  $\psi_f$ .  
**Reminder:**  $\psi_f(x_A, x'_A, x_B, x'_B) = (\exists u : \psi_A(x_A, x'_A, u) \cdot \psi_B(x_B, x'_B, u))$ .
- Express the characteristic function of the reachable states,  $\psi_X(x_A, x_B)$ .
- Express the characteristic function of the reachable output,  $\psi_Y(y_A, y_B)$ .
- Are the two automata equivalent? **Hint:** Evaluate, for example,  $\psi_Y(0, 1)$ .

$$\begin{aligned} \text{a) } \psi_A(x_A, x'_A, u) &= \overline{x_A} \overline{x'_A} \overline{u} + \overline{x_A} x'_A u + x_A \overline{x'_A} u + x_A x'_A \overline{u} \\ \psi_B(x_B, x'_B, u) &= \overline{x_B} x'_B \overline{u} + \overline{x_B} x'_B u + x_B \overline{x'_B} \overline{u} + x_B x'_B u \end{aligned}$$

$$\begin{aligned} \text{b) } \psi_f(x_A, x'_A, x_B, x'_B) &= (\overline{x_A} x'_A + x_A \overline{x'_A}) \cdot (\overline{x_B} x'_B + x_B \overline{x'_B}) + \\ &\quad (\overline{x_A} x'_A + x_A \overline{x'_A}) \cdot (\overline{x_B} x'_B + x_B \overline{x'_B}) \\ &= \overline{x_A} x'_A \overline{x_B} x'_B + \overline{x_A} x'_A x_B \overline{x'_B} + x_A \overline{x'_A} \overline{x_B} x'_B + x_A \overline{x'_A} x_B \overline{x'_B} + \\ &\quad \overline{x_A} x'_A \overline{x_B} x'_B + \overline{x_A} x'_A x_B x'_B + x_A \overline{x'_A} \overline{x_B} x'_B + x_A \overline{x'_A} x_B x'_B \end{aligned}$$

- Computation of the reachable states is performed incrementally. Starts with the initial state of the system  $\psi_{X_0}(x_A, x_B) = \overline{x_A} x_B$  and then add the successors until reaching a fix-point,

$$\begin{aligned}
\psi_{X_1}(x'_A, x'_B) &= \overline{\psi_{X_0}(x'_A, x'_B)} + (\exists(x_A, x_B) : \psi_{X_0}(x_A, x_B) \cdot \psi_f(x_A, x'_A, x_B, x'_B)) \\
&= \overline{x'_A x'_B} + \overline{x'_A x'_B} + \overline{x'_A x'_B} \\
&= \overline{x'_A x'_B} + \overline{x'_A x'_B} \\
\psi_{X_2}(x'_A, x'_B) &= \overline{x'_A x'_B} + \overline{x'_A x'_B} + \overline{x'_A x'_B} + \overline{x'_A x'_B} \\
\psi_{X_3}(x'_A, x'_B) &= \overline{x'_A x'_B} + \overline{x'_A x'_B} + \overline{x'_A x'_B} + \overline{x'_A x'_B} = \psi_{X_2} \quad \rightarrow \text{the fix-point is reached!} \\
\Rightarrow \quad &\boxed{\psi_X(x_A, x_B) = \overline{x_A x_B} + x_A \overline{x_B} + x_A x_B + \overline{x_A x_B}}
\end{aligned}$$

- d) Here you first need to express the output function of each automaton, that is the feasible combinations of states and outputs,

$$\psi_{g_A} = \overline{x_A y_A} + x_A y_A \quad \text{and} \quad \psi_{g_B} = \overline{x_B y_B} + x_B y_B$$

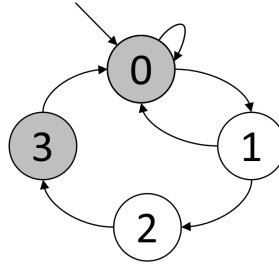
Then the reachable outputs are the combination of the reachable states and the outputs functions, that is,

$$\begin{aligned}
\psi_Y(y_A, y_B) &= (\exists(x_A, x_B) : \psi_X \cdot \psi_{g_A} \cdot \psi_{g_B}) \\
&= y_A y_B + \overline{y_A y_B} + \overline{y_A y_B} + y_A \overline{y_B}
\end{aligned}$$

- e) From the reachable output function, we see that these automata are not equivalent. Indeed, there exists a reachable output admissible ( $\psi_Y((y_A, y_B) = (0, 1)) = 1$ ) for which  $y_A \neq y_B$ . Another way of saying looking at it:  $\psi_Y \cdot (y_A \neq y_B) \neq 0$ , where  $(y_A \neq y_B) = \overline{y_A y_B} + y_A \overline{y_B}$ .

## 2 Temporal Logic

- a) We consider the following automaton. The property  $a$  is true on the colored states (0 and 3).



For each of the following CTL formula, list all the states for which it holds true.

- (i)  $EF a$
- (ii)  $EG a$
- (iii)  $EX AX a$
- (iv)  $EF ( a \text{ AND } EX \text{ NOT}(a) )$

- (i)  $Q = \{0, 1, 2, 3\}$
- (ii)  $Q = \{0, 3\}$
- (iii)  $(AX a)$  holds for  $\{2, 3\}$ , thus  $Q = \{1, 2\}$
- (iv)  $(a \text{ AND } EX \text{ NOT}(a))$  is true for states where  $a$  is true and there exists a direct successor for which it is not. Only state 0 satisfy this (from it you can transition to 1, where  $a$  does not hold). Moreover, state 0 is reachable for all states in this automaton ("from all states there exists a path going through 0 at some point") Hence  $Q = \{0, 1, 2, 3\}$

- b) Given the transition function  $\psi_f(q, q')$  and the characteristic function  $\psi_Z(q)$  for a set  $Z$ , write a small pseudo-code which returns the characteristic function of  $\psi_{AF Z}(q)$ . It can be expressed as symbolic boolean functions, like  $\overline{x_A}x'_A\overline{x_B}x'_B + \overline{x_A}x'_Ax_Bx'_B$ .

**Hint:** To do this, simply use the classic boolean operators AND, OR, NOT and ! =. You can also use the operator  $PRE(Q, f)$ , which returns the predecessor of the set  $Q$  by the transition function  $f$ . That is,

$$PRE(Q, f) = \{q' : \exists q, \psi_f(q', q) \cdot \psi_Q(q) = 1\}$$

**Hint:** It can be useful to reformulate  $AF Z$  as another CTL formula.

Here, the trick is to remember that  $AF Z \equiv \text{NOT}(EG \text{ NOT}(Z))$ . Hence, one can compute the function for  $EG \text{ NOT}(Z)$  quite easily (following the procedure given in the lecture) and take the negation in the end. A possible pseudo-code doing this is the following,

<b>Require:</b> $\psi_Z, \psi_f$	$\triangleright$ Equivalence in term of sets:
current = NOT( $\psi_Z$ );	$\triangleright X_0$
next = current AND $\psi_{PRE(\text{current}, f)}$ ;	$\triangleright X_1 = X_0 \cap Pre(X_0, f)$
<b>while</b> next != current <b>do</b>	$\triangleright X_i != X_{i-1}$
current = next;	
next = current AND $\psi_{PRE(\text{current}, f)}$ ;	$\triangleright X_i = X_{i-1} \cap Pre(X_{i-1}, f)$
<b>end while</b>	$\triangleright X_f  = EG \text{ NOT}(Z)$
<b>return</b> $\psi_{AF Z} = \text{NOT}(\text{current})$ ;	$\triangleright \overline{X_f}  = AF Z = \text{NOT}(EG \text{ NOT}(Z))$