

6.0/4.0 VU Formale Methoden der Informatik				
185.291				
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Kennzahl (study id)	Matrikelnummer (student id)	Familiennamen (family name)	Vorname (first name)	Gruppe (version) A

1.) Consider the following problem:

<p>BOTH-HALT</p> <p>INSTANCE: A triple (Π_1, Π_2, I), where I is a string and Π_1, Π_2 are programs that take a string as input.</p> <p>QUESTION: Is it true that Π_1 halts on I and Π_2 halts on I?</p>
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Provide a reduction from **BOTH-HALT** to **HALTING**. Argue formally that your reduction is correct.

(15 points)

2.) (a) Prove or refute the following EUF-formula φ^{EUF} :

$$F(F(F(a))) \doteq F(a) \wedge F(F(a)) \doteq a \rightarrow F(a) \doteq a$$

In case φ^{EUF} is valid, give a proof. Otherwise give a counterexample, i.e., an EUF-interpretation I which falsifies φ^{EUF} . Argue formally that φ^{EUF} is false under I .

(10 points)

(b) Apply Ackermann's reduction to the following EUF-formula ψ :

$$p(a, F(b)) \wedge F(F(c)) \doteq G(G(b)) \rightarrow p(a, c)$$

Hint: Treat uninterpreted predicates correctly.

(4 points)

(c) Let φ be a formula, let I be an interpretation for φ , and let M be a model of φ . Explain what I and M have in common. Explain the difference between a model and an interpretation. Is it possible that I is equal to M ?

(1 point)

3.) (a) Show that the axioms $\{ G[v/e] \mid v := e \}$ and $\{ F \mid v := e \mid \exists v' (F[v/v'] \wedge v = e[v/v']) \}$ are equivalent, i.e., that a complete calculus needs only one of the axioms. **(7 points)**

(b) Show that the following program terminates, if we assume that $b = (c+1)^3 \wedge 0 \leq c^3 \leq a$ is a loop invariant.

Remember the annotation rule

$$\text{while } e \text{ do } \dots \text{od} \mapsto \{ Inv \} \text{while } e \text{ do } \{ Inv \wedge e \wedge t = t_0 \} \dots \{ Inv \wedge (e \rightarrow 0 \leq t < t_0) \} \text{od} \{ Inv \wedge \neg e \}$$

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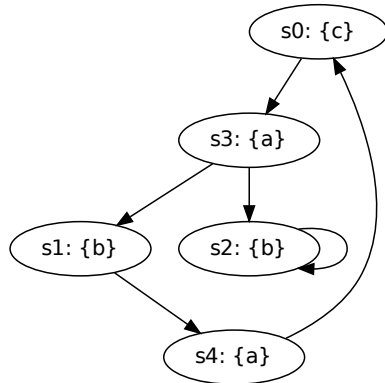
b := 1; c := 0;
while b ≤ a do
  d := 3 * c + 6;
  c := c + 1;
  b := b + c * d + 1
od

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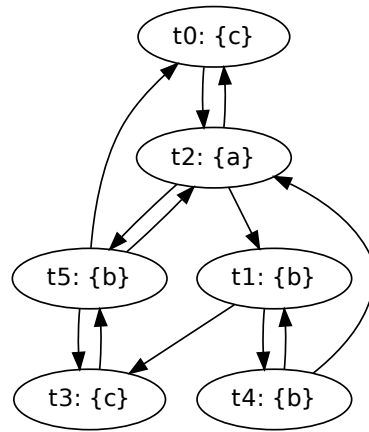
(8 points)

- 4.) (a) Provide a non-empty simulation relation H that witnesses $M_1 \leq M_2$, where M_1 and M_2 are shown below (M_1 on the left, M_2 on the right), the initial state of M_1 is s_0 , the initial state of M_2 is t_0 :

Kripke structure M_1 :



Kripke structure M_2 :



(4 points)

- (b) State a Kripke Structure which satisfies all of the following 4 formulae:

- i. $\mathbf{GF}\neg b$
- ii. $\mathbf{GF}\neg a$
- iii. $\mathbf{GF}(a \wedge b)$
- iv. $\mathbf{G}(a\mathbf{U}b)$

(4 points)

- (c) State two Kripke structures A and B such that B simulates A and A simulates B but A and B are *not* bisimilar, i.e. $A \leq B$ and $B \leq A$ but not $A \equiv B$. Argue why in your example A and B are not bisimilar.

(7 points)

DEFINITIONS

Let $M_1 = (S_1, I_1, R_1, L_1)$ and $M_2 = (S_2, I_2, R_2, L_2)$ be two Kripke structures.

Simulation

A relation $H \subseteq S_1 \times S_2$ is a simulation relation if for each $(s, s') \in H$ holds:

- $L_1(s) = L_2(s')$, and
- for each $(s, t) \in R_1$ there is a $(s', t') \in R_2$ such that $(t, t') \in H$.

M_2 *simulates* M_1 (denoted as $M_1 \leq M_2$), if there is a simulation relation $H \subseteq S_1 \times S_2$ such that

- for each initial state $s \in I_1$ there is an initial state $s' \in I_2$ with $(s, s') \in H$.

We say that H *witnesses the similarity of M_1 and M_2* in case H is a simulation relation from M_1 to M_2 that satisfies the condition stated above.

Bisimulation

A relation $H' \subseteq S_1 \times S_2$ is a *bisimulation relation* if for each $(s, s') \in H'$ holds:

- $L_1(s) = L_2(s')$, and
- for each $(s, t) \in R_1$ there is a $(s', t') \in R_2$ such that $(t, t') \in H'$, and
- for each $(s', t') \in R_2$ there is a $(s, t) \in R_1$ such that $(t, t') \in H'$.

M_1 and M_2 are bisimilar (denoted as $M_1 \equiv M_2$) if there is a bisimulation relation $H' \subseteq S_1 \times S_2$ such that

- for each initial state $s \in I_1$ there is an initial state $s' \in I_2$ with $(s, s') \in H'$, and
- for each initial state $s' \in I_2$ there is an initial state $s \in I_1$ with $(s, s') \in H'$.