

- 470 Let u be a binary user's variable. Let a and b be old binary implementer's variables. We replace a and b by new integer implementer's variables x and y using the convention (from the C language) that 0 stands for \perp and non-zero integers stand for \top .
- (a) What is the transformer?
 - (b) Transform $a := \neg a$.
 - (c) Transform $u := a \wedge b$.

After trying the question, scroll down to the solution.

(a) What is the transformer?

$$\S \quad a=(x \neq 0) \wedge b=(y \neq 0)$$

(b) Transform $a := \neg a$.

$$\begin{aligned} & \forall a, b \cdot a=(x \neq 0) \wedge b=(y \neq 0) \Rightarrow \exists a', b' \cdot a'=(x' \neq 0) \wedge b'=(y' \neq 0) \wedge (a := \neg a) \text{ replace asmt} \\ &= \forall a, b \cdot a=(x \neq 0) \wedge b=(y \neq 0) \\ &\quad \Rightarrow \exists a', b' \cdot a'=(x' \neq 0) \wedge b'=(y' \neq 0) \wedge a'=\neg a \wedge b'=b \wedge u'=u \quad 1\text{-pt } a' \text{ and } b' \\ &= \forall a, b \cdot a=(x \neq 0) \wedge b=(y \neq 0) \Rightarrow \neg a=(x' \neq 0) \wedge b=(y' \neq 0) \wedge u'=u \quad 1\text{-pt } a \text{ and } b \\ &= \neg(x \neq 0)=(x' \neq 0) \wedge (y \neq 0)=(y' \neq 0) \wedge u'=u \quad \text{case idempotent} \\ &= \mathbf{if } x=0 \mathbf{ then } \neg(x \neq 0)=(x' \neq 0) \wedge (y \neq 0)=(y' \neq 0) \wedge u'=u \\ &\quad \mathbf{else } \neg(x \neq 0)=(x' \neq 0) \wedge (y \neq 0)=(y' \neq 0) \wedge u'=u \mathbf{ fi } \quad \text{context} \\ &= \mathbf{if } x=0 \mathbf{ then } \neg \perp=(x' \neq 0) \wedge (y \neq 0)=(y' \neq 0) \wedge u'=u \\ &\quad \mathbf{else } \neg \top=(x' \neq 0) \wedge (y \neq 0)=(y' \neq 0) \wedge u'=u \mathbf{ fi } \\ &\Leftarrow \mathbf{if } x=0 \mathbf{ then } x' \neq 0 \wedge y'=y \wedge u'=u \mathbf{ else } x'=0 \wedge y'=y \wedge u'=u \mathbf{ fi } \quad \text{assignment twice} \\ &\Leftarrow \mathbf{if } x=0 \mathbf{ then } x:=1 \mathbf{ else } x:=0 \mathbf{ fi } \end{aligned}$$

(c) Transform $u := a \wedge b$.

$$\begin{aligned} & \forall a, b \cdot a=(x \neq 0) \wedge b=(y \neq 0) \Rightarrow \exists a', b' \cdot a'=(x' \neq 0) \wedge b'=(y' \neq 0) \wedge (u := a \wedge b) \text{ replace asmt} \\ &= \forall a, b \cdot a=(x \neq 0) \wedge b=(y \neq 0) \\ &\quad \Rightarrow \exists a', b' \cdot a'=(x' \neq 0) \wedge b'=(y' \neq 0) \wedge a'=a \wedge b'=b \wedge u'=a \wedge b \quad 1\text{-pt } a' \text{ and } b' \\ &= \forall a, b \cdot a=(x \neq 0) \wedge b=(y \neq 0) \Rightarrow a=(x' \neq 0) \wedge b=(y' \neq 0) \wedge u'=a \wedge b \quad 1\text{-pt } a \text{ and } b \\ &= (x \neq 0)=(x' \neq 0) \wedge (y \neq 0)=(y' \neq 0) \wedge u'=(x \neq 0) \wedge (y \neq 0) \\ &\Leftarrow u := (x \neq 0) \wedge (y \neq 0) \end{aligned}$$