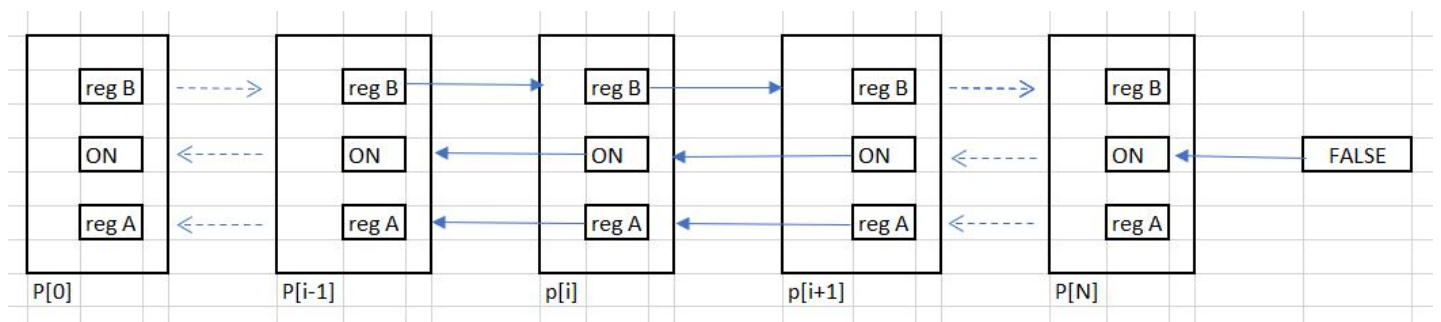


A ring of synchronous processors are to be designed to circulate values and, at the same time, do garbage collection by turning off processor at the end of the pipeline when it holds two zeros at a particular execution step. Here zeros values are used to indicate garbage.

- |-> : leads to
- => : logical implication
- <=> : if and only if
- inv. q : q is invariant
- {comments} : comments are enclosed in curly brackets

A fixed "False" value is hardwired to input of $ON[N]$
and this corresponds to a definition " $ON(N+1)=false$ " in the always section.



```
{init:}
count(A) + count(B) = #zeros in A0 and B0
{post:}
count(A) + count(B) = 0  $\vee$  count(A) + count(B) = 1
```

Programming Solution

```
{structure of the UNITY program is as the following:}
code-for-processor(0) ||
<|| i : 1 ≤ i ≤ N : code-for-processor(i) >
```

Program ZerosElimination

```
declare
  A,B : array[0..N] of integer
  ON : array[0..N] of Boolean
initially
  <|| i : 0 ≤ i ≤ N :: ON[i] = True>
always
  isLast(i) = ~ON[i+1] ^ ON[i] {}
  ON(N+1) = False
assign
  B[0],A[0] := A[0],A[1] if i=0
  ||
  <|| i : 1 ≤ i ≤ N ::
    B[i],A[i] := B[i-1],A[i+1]
    if ON[i] ^ ~isLast(i) {}
    || B[i],A[i] := B[i-1],B[i]
    if ON[i] ^ isLast(i) ^ ~B[i]=0 {}
    A[i] := B[i-1]
    if ON[i] ^ isLast(i) ^ B[i]=0 ^ ~B[i-1]=0 {}
    || ON[i],A[i] := False,B[i-1]
    if ON[i] ^ isLast(i) ^ B[i]=0 ^ B[i-1]=0
  >
end
```

a sample scenario:

```
B[0~N] = 0 0 1 0      1 0 0 0      0 1 0 |0      1 0 0 |0      1 1 |0 0
A[0~N] = 1 0 1 1 --> 0 1 1 1 --> 1 1 1 |0 --> 1 1 1 |0 --> 1 1 |0 0
```

Formal Verification

1. stable post

Assume post "count(A) + count(B) = 0 V count(A) + count(B) = 1"
is true

Looking at the only statement in the UNITY program ZerosElimination,

count() only counts number of 0s in A or B registers of processors that are ON.

The values of A and B circulates and no new values are added.

And ON[i] only changes from True to False not False to True.

Since no new values is added to the ring
and once a processor is turned off,
there is no statement to turn it on,
the number of 0s in processors that are ON will remains 0 or 1.

2. init leads-to post

From "initially" section of the UNITY program,
"count(A) + count(B) = #zeros in A0 and B0" holds

because all processors are ON initially,
and the number of 0s in A or B registers of processors that
are ON equals the number of 0s in A0 and B0 which are
the initial state of A and B registers in the processors.

select the well-founded metric to be:

$X = \text{count}(A) + \text{count}(B)$

This metric is well-founded because its minimum value is 0

And X decreases which can be proved from
 $\{X=k\}$ leads to $\{X < k\}$

since by looking at the only statement in the UNITY program ZerosElimination,

before $X=0$ or $X=1$ holds,

if two 0s pass through the last processor that is ON,
the processor will be turned off and thus decreases X.