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EVENT: Start with the library "fortran" using the compiled version.

EVENT: For efficiency, compile those definitions not yet compiled.

```
Theorem: zplus-comm1 zplus (x, y) = \text{zplus}(y, x) Theorem: zplus-comm2 zplus (x, \text{zplus}(y, z)) = \text{zplus}(y, \text{zplus}(x, z)) Theorem: zplus-assoc
```

zplus(zplus(x, y), z) = zplus(x, zplus(y, z))

EVENT: Disable zplus.

EVENT: Add the shell *vehicle-state*, with recognizer function symbol *vehicle-statep* and 3 accessors: w, with type restriction (none-of) and default value zero; y, with type restriction (none-of) and default value zero; v, with type restriction (none-of) and default value zero.

```
Definition: hd(x) = car(x)
Definition: tl(x) = cdr(x)
Definition: empty (x) = (\neg \text{ listp } (x))
THEOREM: tl-rewrite
tl(x) = cdr(x)
EVENT: Disable tl.
THEOREM: down-on-tl
(\neg \text{ empty } (x)) \rightarrow (\text{count } (\text{tl}(x)) < \text{count } (x))
DEFINITION:
random-delta-ws (lst)
= if empty (lst) then t
    else ((\operatorname{hd}(lst) = -1)
           \vee (hd (lst) = 0)
          \vee (hd (lst) = 1))
          \land random-delta-ws (tl (lst)) endif
DEFINITION:
controller (sgn-y, sgn-old-y)
    zplus (ztimes (-3, sgn-y), ztimes (2, sgn-old-y))
EVENT: Disable controller.
DEFINITION:
sgn(x)
= if negativep (x)
    then if negative-guts (x) = 0 then 0
           else -1 endif
    elseif x \simeq 0 then 0
    else 1 endif
EVENT: Disable sgn.
```

```
DEFINITION:
next-state(delta-w, state)
   vehicle-state (zplus (w (state), delta-w),
                  zplus (y (state), zplus (v (state), zplus (w (state), delta-w))),
                  zplus (v (state),
                         controller (sgn (zplus (y (state),
                                               zplus(v(state),
                                                      zplus (w (state), delta-w)))),
                                    sgn(y(state))))
DEFINITION:
final-state-of-vehicle (delta-ws, state)
= if empty (delta-ws) then state
    else final-state-of-vehicle (tl (delta-ws),
                               next-state (hd (delta-ws), state)) endif
DEFINITION:
good-statep(state)
   if y(state) = 0
    then (zplus(v(state), w(state)) = -1)
          \vee (zplus (v (state), w (state)) = 0)
          \vee (zplus (v (state), w (state)) = 1)
    elseif y(state) = 1
    then (zplus(v(state), w(state)) = -2)
          \vee (zplus (v (state), w (state)) = -3)
    elseif y(state) = 2
    then (zplus(v(state), w(state)) = -1)
          \vee (zplus (v (state), w (state)) = -2)
    elseif y(state) = 3 then zplus(v(state), w(state)) = -1
    elseif y(state) = -3 then zplus(v(state), w(state)) = 1
    elseif y(state) = -2
    then (zplus(v(state), w(state)) = 1)
          \vee (zplus (v (state), w (state)) = 2)
    elseif y(state) = -1
    then (zplus (v (state), w (state)) = 2)
          \vee (zplus (v (state), w (state)) = 3)
    else fendif
Theorem: next-good-state
(good-statep(state) \land ((r = -1) \lor (r = 0) \lor (r = 1)))
\rightarrow good-statep (next-state (r, state))
DEFINITION:
zero-delta-ws (lst)
   if empty (lst) then t
    else (hd (lst) = 0) \land zero-delta-ws (tl (lst)) endif
```

```
DEFINITION:
\operatorname{concat}(x, y)
    if empty (x) then y
    else cons (hd (x), concat (tl (x), y)) endif
DEFINITION:
length(x)
= if empty (x) then 0
    else 1 + length(tl(x)) endif
THEOREM: length-0
(length(x) = 0) = empty(x)
THEOREM: decompose-list-of-length-4
zero-delta-ws (lst)
\rightarrow ((length (lst) < 4) = (lst \neq concat ('(0 0 0 0), cddddr (lst))))
THEOREM: drift-to-0-in-4
good-statep(state)
\rightarrow (y (final-state-of-vehicle (', (0 0 0 0), state)) = 0)
Theorem: cancel-wind-in-4
good-statep(state)
     (zplus (v (final-state-of-vehicle ( '(0 0 0 0), state)),
             w (final-state-of-vehicle ('(0 0 0 0), state)))
           0)
Theorem: once-0-always-0
(zero-delta-ws (lst))
 \land (y(state) = 0)
 \land (zplus (w (state), v (state)) = 0))
 \rightarrow ((y (final-state-of-vehicle (lst, state)) = 0)
      \land (zplus (v (final-state-of-vehicle (lst, state)),
                   w (final-state-of-vehicle (lst, state)))
                0))
            =
THEOREM: final-state-of-vehicle-concat
final-state-of-vehicle (concat (a, b), state)
     final-state-of-vehicle (b, \text{ final-state-of-vehicle } (a, state))
Theorem: zero-delta-ws-concat
zero-delta-ws (concat ('(0 0 0 0), v)) = zero-delta-ws (v)
EVENT: Disable concat.
```

EVENT: Disable next-state.

```
Theorem: good-statep-bounded-above
good-statep (state) \rightarrow (\neg zlessp (3, y (state)))
Theorem: good-statep-bounded-below
good-statep (state) \rightarrow (\neg zlessp (y (state), \neg3))
EVENT: Disable good-statep.
Theorem: zlessp-is-lessp
((x \in \mathbf{N}) \land (y \in \mathbf{N})) \rightarrow (\text{zlessp}(x, y) = (x < y))
EVENT: Disable zlessp.
DEFINITION:
fsv(d, s)
= if empty (d) then s
     else fsv (tl (d), next-state (hd (d), s)) endif
Theorem: all-good-states
 (random-delta-ws(lst) \land good-statep(state))
 \rightarrow good-statep (final-state-of-vehicle (lst, state))
Theorem: vehicle-stays-within-3-of-course
 (random-delta-ws(lst))
  \land (state = final-state-of-vehicle (lst, vehicle-state (0, 0, 0))))
      (zlesseqp (-3, y (state)) \land zlesseqp (y (state), 3))
EVENT: Disable final-state-of-vehicle.
Theorem: zero-delta-ws-cddddr
zero-delta-ws (x) \rightarrow \text{zero-delta-ws} (\text{cddddr}(x))
THEOREM: good-states-find-and-stay-at-0
 (good-statep(state) \land zero-delta-ws(lst2) \land (length(lst2) \not< 4))
 \rightarrow (y (final-state-of-vehicle (lst2, state)) = 0)
Theorem: vehicle-gets-on-course-in-steady-wind
 (random-delta-ws (lst1))
 \wedge zero-delta-ws (lst2)
 \land zgreatereqp (length (lst2), 4)
  \land (state = final-state-of-vehicle (concat (lst1, lst2),
                                        vehicle-state(0, 0, 0)))
 \rightarrow (y (state) = 0)
```

## $\mathbf{Index}$

all-good-states, 5	w, 3, 4
cancel-wind-in-4, 4 concat, 4, 5 controller, 2, 3	y, 3–5 zero-delta-ws, 3–5
decompose-list-of-length-4, 4 down-on-tl, 2 drift-to-0-in-4, 4 empty, 2–5 final-state-of-vehicle, 3–5 final-state-of-vehicle-concat, 4 fsv, 5 good-statep, 3–5 good-statep-bounded-above, 5 good-statep-bounded-below, 5 good-states-find-and-stay-at-0, 5	zero-delta-ws-cdddr, 5 zero-delta-ws-concat, 4 zgreatereqp, 5 zlesseqp, 5 zlessp, 5 zlessp-is-lessp, 5 zplus, 1–4 zplus-assoc, 1 zplus-comm1, 1 zplus-comm2, 1 ztimes, 2
hd, 2–5	
length, 4, 5 length-0, 4	
next-good-state, 3 next-state, 3, 5	
once-0-always-0, 4	
random-delta-ws, 2, 5	
sgn, 2, 3	
tl, 2–5 tl-rewrite, 2	
v, 3, 4 vehicle-gets-on-course-in-stead y-wind, 5 vehicle-state, 2, 3, 5 vehicle-stays-within-3-of-course, 5	