

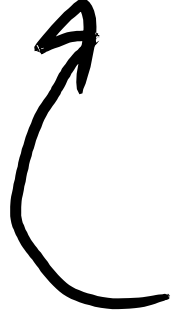
Automata State machines

Set of states

Set of transitions

open

time



Going

hand



Closing

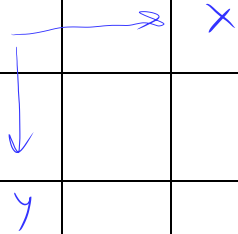
closed

present

closed

absent

invariant



State (x, y) has neighbors \mathcal{N} :

$$(x \pm 1, y \pm 1)$$

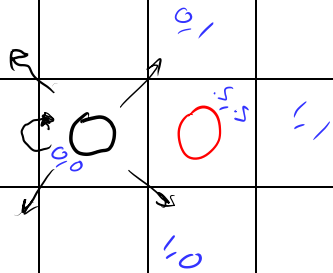
$$(x+1, y+1)$$

$$(x-1, y+1)$$

$$(x+1, y-1)$$

$$(x-1, y-1)$$

parity (x, y)



integral $(x) \equiv$ parity $(2x)$ is even

GCD

$$(a, b) \rightarrow (b/a, a)$$

loop invariants

a	42	14	0	
b	14	42	14	
tmp	42	14		
	42	35	7	0
	35	42	35	7

```

while a != 0:
    tmp = a
    a = b % a
    b = tmp
return b

```

invariant

$$\forall x. (x \text{ divides } a \wedge x \text{ divides } b)$$

$$f: S \rightarrow \{T, \perp\}$$

$$Z = (x) + (y)$$

$$w =$$

Sendin email