

# Discrete Event Systems

## Solution to Exercise Sheet 10

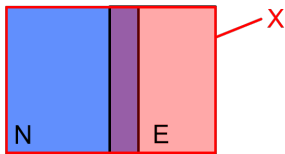
### 1 Sets Representation

#### 1.1 Warm-up

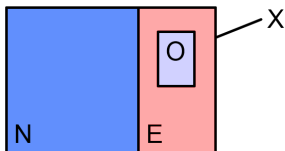
a)  $\psi_X = 1$



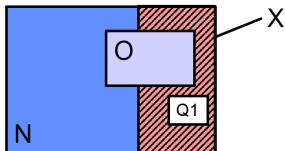
b)  $N \cup E = X \Leftrightarrow \psi_N + \psi_E = 1$



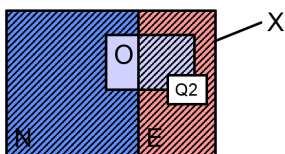
c)  $N \cap O = \emptyset \Leftrightarrow \psi_N \cdot \psi_O = 0$



d)  $Q_1 = E \setminus O \Leftrightarrow \psi_{Q_1} = \psi_E \cdot \overline{\psi_O}$



e)  $Q_2 = (O \cap E) \cup \overline{O} = (O \cup \overline{O}) \cap (E \cup \overline{O}) \Leftrightarrow \psi_{Q_2} = \psi_E + \overline{\psi_O}$   
 $= X \cap (E \cup \overline{O})$   
 $= E \cup \overline{O}$



## 1.2 Specification composition

a) The specification for **C1**, **C2** and **C3** are the following:

$$\mathbf{C1} \quad \psi_{C1} = (x_1 + x_2 + x_3)x_s + \overline{x_1} \cdot \overline{x_2} \cdot \overline{x_3} = x_s + \overline{x_1} \cdot \overline{x_2} \cdot \overline{x_3}$$

$$\mathbf{C2} \quad \psi_{C2} = x_1 \cdot \overline{x_2} \cdot \overline{x_3} + \overline{x_1} \cdot x_2 \cdot \overline{x_3} + \overline{x_1} \cdot \overline{x_2} \cdot x_3 + \overline{x_1} \cdot \overline{x_2} \cdot \overline{x_3}$$

$$\mathbf{C3} \quad \psi_{C3} = x_b \cdot x_s \cdot \overline{x_1} \cdot \overline{x_2} \cdot \overline{x_3} + \overline{x_b} = x_s \cdot \overline{x_1} \cdot \overline{x_2} \cdot \overline{x_3} + \overline{x_b}$$

b) The specification consists in satisfying all constraints at all times:

$$\psi_N = \psi_{C1} \cdot \psi_{C2} \cdot \psi_{C3}$$

## 2 Binary Decision Diagrams

### 2.1 Verification using BDDs

a)  $f_2 : y = \overline{\overline{x_1 + x_2 + x_3 + x_1 + x_2 + x_3 + x_1 + x_2 + x_3}}$

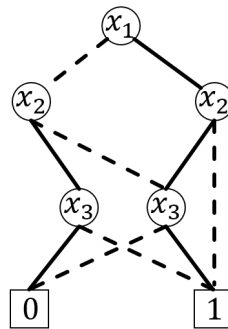
b) for  $f_1$ , we have

- case  $x_1 = 0$ :  
 $y_{|x_1=0} = \overline{x_2}x_3 + x_2\overline{x_3}$ 
  - case  $x_2 = 0$ :  
 $y_{|x_1=0, x_2=0} = x_3$
  - case  $x_2 = 1$ :  
 $y_{|x_1=0, x_2=1} = \overline{x_3}$
- case  $x_1 = 1$ :  
 $y_{|x_1=1} = \overline{x_2} + x_3 + \overline{x_2}x_3$ 
  - case  $x_2 = 0$ :  
 $y_{|x_1=1, x_2=0} = 1$
  - case  $x_2 = 1$ :  
 $y_{|x_1=1, x_2=1} = x_3$

for  $f_2$ , we have

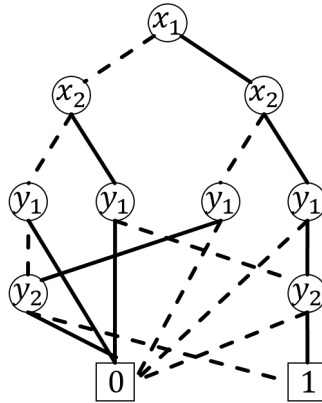
- case  $x_1 = 0$ :  
 $y_{|x_1=0} = \overline{x_2 + x_3 + \overline{x_2} + \overline{x_3}}$ 
  - case  $x_2 = 0$ :  
 $y_{|x_1=0, x_2=0} = \overline{x_3 + 1 + \overline{x_3}} = x_3$
  - case  $x_2 = 1$ :  
 $y_{|x_1=0, x_2=1} = \overline{1 + \overline{x_3}} = \overline{x_3}$
- case  $x_1 = 1$ :  
 $y_{|x_1=1} = \overline{1 + 1 + \overline{x_2} + x_3} = \overline{x_2} + x_3$ 
  - case  $x_2 = 0$ :  
 $y_{|x_1=1, x_2=0} = 1$
  - case  $x_2 = 1$ :  
 $y_{|x_1=1, x_2=1} = x_3$

both robbdds have the same falls. they are equivalent.



## 2.2 bdds with respect to different orderings

- a)  $g = x_1 \{ x_2 [y_1(y_2) + \overline{y_1}(0)] + \overline{x_2} [y_1(\overline{y_2}) + \overline{y_1}(0)] \} + \overline{x_1} \{ x_2 [y_1(0) + \overline{y_1}(y_2)] + \overline{x_2} [y_1(0) + \overline{y_1}(\overline{y_2})] \}$
- b) The ROBDD for  $g$  is the following:



- c) with the new ordering  $\pi'$ , the boole-shannon decomposition becomes

$$g = x_1 \{ y_1 [x_2(y_2) + \overline{x_2}(\overline{y_2})] + \overline{y_1}[0] \} + \overline{x_1} \{ y_1[0] + \overline{y_1} [x_2(y_2) + \overline{x_2}(\overline{y_2})] \}.$$

This is a better ordering as it leads to a robdd with fewer nodes as with  $\pi$  (6 instead of 9).

