

LustreC - Bug #65

integer division (euclidean division)

05/08/2018 10:39 PM - Hamza Bourbuh

Status:	Closed	Start date:	05/08/2018
Priority:	High	Due date:	
Assignee:	Pierre-Loïc Garoche	% Done:	0%
Category:	Bug	Estimated time:	0.00 hour
Target version:			
Description			
<pre>node top(x, y:int) returns(z:int); let z = x/y; tel</pre>			
<p>This is translated as x/y in C, which is different from Simulink coder approach (verifying the sign of numerator and denominator). top(-4, 3) Simulink/Kind2 is giving -2 and Lustrec is giving -1. $-4 = 3*(-2) + 2$; or $-4 = 3*(-1) - 1$; I think the modulo should be positive. So I go with Simulink/Kind2 result.</p>			

History

#1 - 05/16/2018 04:30 PM - Pierre-Loïc Garoche

Considering producing valid integer division and modulo instead of C ones. To be discussed.

#2 - 06/09/2018 11:09 AM - Hamza Bourbuh

- Status changed from New to Closed

Solved in unstable branch