```
——— MODULE MinMax2
```

This module specifies a system with the same interaction between a user and a server as the one in module MinMax1, but instead of remembering the entire set of inputs, it uses two variables min and max to keep the largest and smallest values input thus far. Initially min equals Infinity and max equals MinusInfinity, where Infinity and MinusInfinity are two values that are considered greater than and less than any integer, respectively.

```
11 EXTENDS Integers, Sequences
```

1

```
13 CONSTANTS Lo, Hi, Both, None
```

14 ASSUME  $\{Lo, Hi, Both, None\} \cap Int = \{\}$ 

```
16 Infinity \stackrel{\triangle}{=} CHOOSE n:n\notin Int
```

17  $MinusInfinity \stackrel{\triangle}{=} CHOOSE \ n : n \notin (Int \cup \{Infinity\})$ 

The operators  $\mathit{IsLeq}$  and  $\mathit{IsGeq}$  extend  $\leq$  and  $\geq$ , respectively, to have the correct meaning when  $\mathit{Infinity}$  or  $\mathit{MinusInfinity}$  is one of the arguments.

```
24 IsLeq(i, j) \triangleq (j = Infinity) \lor (i \le j)
25 IsGeq(i, j) \triangleq (j = MinusInfinity) \lor (i \ge j)
```

The rest of the specification is straightforward.

```
30 VARIABLES x, turn, min, max
```

31 
$$vars \stackrel{\Delta}{=} \langle x, turn, min, max \rangle$$

33 
$$Init \stackrel{\triangle}{=} \land x = None$$

$$\wedge turn = "input"$$

$$\wedge min = Infinity$$

$$\wedge max = MinusInfinity$$

38 
$$InputNum \stackrel{\triangle}{=} \wedge turn = "input"$$

$$\wedge turn' = \text{``output''}$$

$$\wedge x' \in Int$$

45

41 
$$\land$$
 UNCHANGED  $\langle min, max \rangle$ 

43 
$$Respond \stackrel{\triangle}{=} \land turn = "output"$$

$$\wedge turn' = "input"$$

$$\wedge min' = \text{IF } IsLeq(x, min) \text{ THEN } x \text{ ELSE } min$$

$$\wedge max' = \text{If } IsGeq(x, max) \text{ THEN } x \text{ ELSE } max$$

$$\wedge x' = \text{If } x = max' \text{ THEN IF } x = min' \text{ THEN } Both \text{ ELSE } Hi$$

48 ELSE IF x = min' THEN Lo ELSE None

The next-state relation and the spec

```
53 Next \triangleq InputNum \lor Respond
```

55 
$$Spec \stackrel{\triangle}{=} Init \wedge \Box [Next]_{vars}$$

The property to check (added by hengxin)

```
60 NoneProperty \stackrel{\Delta}{=} \Box [\land x \in Int]
```

$$\land \{min, max\} \neq \{Infinity, MinusInfinity\}$$

```
\land x < max
62
                63
64
65 L
```

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