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MACHINE m1
REFINES m0
SEES c0
VARIABLES
         wait
         process
         clk
         t1
         t2
         t3
INVARIANTS
         inv1: clk \in \mathbb{N}
         inv2: t1 \in PROCESS \rightarrow \mathbb{N}
         inv3: t2 \in PROCESS \rightarrow \mathbb{N}
         inv4: finite(wait)
         inv5: t3 \in PROCESS \rightarrow \mathbb{N}
         inv6: \forall p \cdot (p \in wait \land p \in dom(t1)) \Rightarrow clk - t1(p) \leq ddl1
         inv8: \forall p \cdot (p \in dom(t1) \land p \in dom(t2) \land t2(p) \ge t1(p)) \Rightarrow t2(p) - t1(p) \le ddl1
               deadline(t1,t2,ddl1)
         inv13: \forall p \cdot (p \in process \land p \in dom(t1)) \Rightarrow clk - t1(p) \leq ddl3
         inv14: \forall p \cdot (p \in dom(t1) \land p \in dom(t3) \land t3(p) \ge t1(p)) \Rightarrow t3(p) - t1(p) \le ddl3
               deadline(t1,t3,ddl3)
         inv10: \forall p \cdot p \in dom(t1) \Rightarrow 0 \leq t1(p) \land t1(p) \leq clk
         inv11: \forall p \cdot p \in dom(t2) \Rightarrow 0 \leq t2(p) \land t2(p) \leq clk
         inv12: \forall p \cdot p \in dom(t3) \Rightarrow 0 \leq t3(p) \land t3(p) \leq clk
         inv15: \forall p \cdot (p \in process \land p \in dom(t1)) \Rightarrow p \in dom(t2) \land t2(p) \ge t1(p)
EVENTS
Initialisation (extended)
        begin
                act1: wait := \emptyset
                act2: process := \emptyset
                act3: clk := 0
                act4: t1 := \emptyset
                act5: t2 := \emptyset
                 act6: t3 := \emptyset
        end
Event wish \langle \text{ordinary} \rangle =
extends wish
        any
                pro
        where
                 grd1: pro \in PROCESS \setminus wait
                 grd2: pro \in PROCESS \setminus process
        then
                 act1: wait := wait \cup \{pro\}
                act2: t1(pro) := clk
        end
Event enter \langle \text{ordinary} \rangle =
extends enter
        any
                pro
        where
                \mathbf{grd1:} \quad pro \in wait
                 grd2: card(process) = 0
        then
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act1: wait := wait \setminus \{pro\}
                  act2: process := process \cup \{pro\}
                  act3: t2(pro) := clk
         \mathbf{end}
Event leave \langle \text{ordinary} \rangle \stackrel{\frown}{=}
extends leave
         any
                  pro
         \quad \mathbf{where} \quad
                  \mathbf{grd1:} \quad pro \in process
         then
                  act1: process := process \setminus \{pro\}
                  act3: t3(pro) := clk
         end
Event tick \langle \text{ordinary} \rangle =
         when
                  grd2: \forall p \cdot (p \in wait \land p \in dom(t1)) \Rightarrow clk + 1 - t1(p) \leq ddl1
                  grd3: \forall p \cdot (p \in process \land p \in dom(t1)) \Rightarrow clk + 1 - t1(p) \leq ddl3
         then
                  act1: clk := clk + 1
         \quad \textbf{end} \quad
\mathbf{END}
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