

**MACHINE** m1

**REFINES** m0

**SEES** c0

**VARIABLES**

wait  
process  
cs  
clk  
t1  
t2

**INVARIANTS**

**inv1:**  $clk \in \mathbb{N}$   
**inv2:**  $t1 \in PROCESS \rightarrow \mathbb{N}$   
**inv3:**  $t2 \in PROCESS \rightarrow \mathbb{N}$   
**inv4:**  $\forall p. p \in dom(t1) \Rightarrow 0 \leq t1(p) \wedge t1(p) \leq clk$   
**inv5:**  $\forall p. p \in dom(t2) \Rightarrow 0 \leq t2(p) \wedge t2(p) \leq clk$   
**inv8:**  $\forall p. (p \in wait \wedge p \in dom(t1)) \Rightarrow clk - t1(p) \leq ddl1$   
**inv9:**  $\forall p. (p \in dom(t1) \wedge p \in dom(t2) \wedge t2(p) \geq t1(p)) \Rightarrow t2(p) - t1(p) \leq ddl1$   
deadline(t1,t2,ddl1)

**EVENTS**

**Initialisation**  $\langle \text{extended} \rangle$

**begin**

**act1:**  $wait := \emptyset$   
**act2:**  $process := \emptyset$   
**act3:**  $cs := \emptyset$   
**act4:**  $clk := 0$   
**act5:**  $t1 := \emptyset$   
**act6:**  $t2 := \emptyset$

**end**

**Event** wish  $\langle \text{ordinary} \rangle \hat{=}$

**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  $\langle \text{ordinary} \rangle \hat{=}$

**extends** enter

**any**

*pro*

*i*

**where**

**grd1:**  $pro \in wait$   
**grd2:**  $i \in 1 \dots csnum$   
**grd3:**  $i \notin ran(cs)$

**then**

**act1:**  $wait := wait \setminus \{pro\}$   
**act2:**  $process := process \cup \{pro\}$   
**act3:**  $cs(pro) := i$   
**act4:**  $t2(pro) := clk$

**end**

**Event** leave  $\langle \text{ordinary} \rangle \hat{=}$

```

extends leave
  any
    pro
  where
    grd1: pro  $\in$  process
  then
    act1: process := process  $\setminus$  {pro}
    act2: cs := {pro}  $\triangleleft$  cs
  end
Event tick  $\langle$ ordinary $\rangle \hat{=}$ 
  when
    grd1:  $\forall p. (p \in \textit{wait} \wedge p \in \textit{dom}(t1)) \Rightarrow \textit{clk} + 1 - t1(p) \leq \textit{ddl1}$ 
  then
    act1: clk := clk + 1
  end
END

```