

MACHINE m3

REFINES m2

SEES c0

VARIABLES

wait
process
clk
t1
t2
t3
position
index
qsize
dleave

INVARIANTS

inv3: $finite(ran(t3))$
inv1: $\forall p \cdot p \in dom(t1) \Rightarrow p \in dom(index)$
@inv4 $\forall p \cdot (p \in dom(t1) \wedge p \in dom(t2) \wedge t2(p) \geq t1(p)) \Rightarrow t2(p) - t1(p) \leq index(p) * (ddl2 + ddl4) + ddl4$
inv5: $dleave \in \mathbb{N}$
inv6: $ran(position) \subseteq dom(t1)$
inv7: $process = \emptyset \wedge wait \neq \emptyset \wedge dleave = 0 \Rightarrow clk - t1(position(1)) \leq ddl4$
inv8: $process = \emptyset \wedge wait \neq \emptyset \wedge dleave \neq 0 \Rightarrow clk - dleave \leq ddl4$
inv9: $dleave \geq 0 \wedge dleave \leq clk$
inv10: $\forall p \cdot (p \in wait \wedge p \in dom(t1)) \Rightarrow clk - t1(p) \leq index(p) * (ddl2 + ddl4) + ddl4$

EVENTS

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

begin

act1: $wait := \emptyset$
act2: $process := \emptyset$
act3: $clk := 0$
act4: $t1 := \emptyset$
act5: $t2 := \emptyset$
act6: $t3 := \emptyset$
act7: $position := \emptyset$
act8: $index := \emptyset$
act9: $qsize := 0$
act10: $dleave := 0$

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: $t1(pro) := clk$
act4: $index(pro) := qsize$
act3: $position(qsize + 1) := pro$
act5: $qsize := qsize + 1$

end

Event enter $\langle \text{ordinary} \rangle \hat{=}$

extends enter

any

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    pro
  where
    grd1: pro ∈ wait
    grd2: card(process) = 0
    grd3: qsize > 0
    grd4: pro = position(1)
  then
    act1: wait := wait \ {pro}
    act2: process := process ∪ {pro}
    act3: t2(pro) := clk
    act5: position :| position' ∈ 1..qsize - 1  $\mapsto$  wait \ {position(1)} ∧ (∀ i · i ∈ 1..qsize - 1  $\Rightarrow$  position'(i) = position(i + 1))
    act6: qsize := qsize - 1
    act7: dleave := 0
  end
Event leave ⟨ordinary⟩  $\hat{=}$ 
extends leave
  any
    pro
  where
    grd1: pro ∈ process
    grd2: position ≠ ∅
  then
    act1: process := process \ {pro}
    act3: t3(pro) := clk
    act4: dleave := clk
  end
Event leave_idle ⟨ordinary⟩  $\hat{=}$ 
refines leave
  any
    pro
  where
    grd1: pro ∈ process
    grd2: position = ∅
  then
    act1: process := process \ {pro}
    act2: t3(pro) := clk
  end
Event tick ⟨ordinary⟩  $\hat{=}$ 
refines tick
  when
    grd4: ∀ p · (p ∈ process ∧ p ∈ dom(t2))  $\Rightarrow$  clk + 1 - t2(p) ≤ ddl2
    grd5: process = ∅ ∧ wait ≠ ∅ ∧ dleave = 0  $\Rightarrow$  clk + 1 - t1(position(1)) ≤ ddl4
    grd7: process = ∅ ∧ wait ≠ ∅ ∧ dleave ≠ 0  $\Rightarrow$  clk + 1 - dleave ≤ ddl4
  then
    act1: clk := clk + 1
  end
END

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