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MACHINE m3
REFINES m2
SEES c0
 VARIABLES
                      wait
                      process
                      clk
                      t1
                      t2
                      t3
                     position
                     index
INVARIANTS
                      inv3: finite(ran(t3))
                      \verb"inv1": \forall p \cdot p \in dom(t1) \Rightarrow p \in dom(index)
                      \texttt{inv4:} \quad \forall p \cdot (p \in dom(t1) \land p \in dom(t2) \land t2(p) \geq t1(p)) \Rightarrow t2(p) - t1(p) \leq index(p) * (ddl2 + ddl4) + ddl4 = t1(p) + t2(p) + t2(
EVENTS
Initialisation (extended)
                  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
                  end
Event wish \langle \text{ordinary} \rangle =
 extends wish
                  any
                                      pro
                                     pos
                  where
                                      grd1: pro \in PROCESS \setminus wait
                                     grd2: pro \in PROCESS \setminus process
                                     grd3: pos \in POSITION
                                     grd4: pos \notin ran(position)
                                     grd7: finite(ran(position))
                                     grd6: position \neq \emptyset \Rightarrow pos = max(ran(position)) + 1
                                      grd8: position = \emptyset \Rightarrow pos = 0
                  then
                                      act1: wait := wait \cup \{pro\}
                                     act2: t1(pro) := clk
                                      act3: position := position \cup \{pro \mapsto pos\}
                                      act4: index(pro) := pos
                  end
Event enter \langle \text{ordinary} \rangle =
 extends enter
                  any
                                     pro
                  where
                                      grd1: pro \in wait
                                     grd2: card(process) = 0
                                      grd3: pro \in dom(position)
                                      grd4: position(pro) = min(ran(position))
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then
                  act1: wait := wait \setminus \{pro\}
                  act2: process := process \cup \{pro\}
                  act3: t2(pro) := clk
                  act5: position := \lambda p \cdot p \in wait \setminus \{pro\} | position(p) - 1
         end
Event leave (ordinary) \hat{=}
extends leave
         any
                  pro
         where
                  \mathbf{grd1} \colon \ pro \in process
         then
                  act1: process := process \setminus \{pro\}
                  \verb"act3": t3(pro) := clk"
         end
Event tick ⟨ordinary⟩ =
extends tick
         when
                  grd2: \forall t, p \cdot (p \in wait \land p \in dom(t1) \land t = t1(p)) \Rightarrow clk + 1 - t \leq ddl1
                  {\tt grd4:} \quad \forall t, p \cdot (p \in process \land p \in dom(t2) \land t = t2(p)) \Rightarrow clk + 1 - t \leq ddl2
                  \texttt{grd5:} \quad \forall p \cdot (process = \varnothing \wedge wait \neq \varnothing \wedge p \in dom(t1) \wedge t3 = \varnothing) \Rightarrow clk + 1 - t1(p) \leq ddl4
                   \mathbf{grd7}\colon \ \forall p \cdot (process = \varnothing \wedge wait \neq \varnothing \wedge p \in dom(t1) \wedge t3 \neq \varnothing) \Rightarrow clk + 1 - max(ran(t3)) \leq ddl4
         then
                  \verb"act1": $clk := clk + 1"
         \mathbf{end}
END
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