
MODULE *FarmerCrossesRiver*

EXTENDS *Integers, FiniteSets*

A farmer stands in front of a large river. It has no bridge. There is a fence on the other side.

He wants to bring over a wolf, a goat and a cabbage in his rowing boat. But he can only take one thing per trip!

ATTENTION: If the farmer is absent, the wolf can eat the goat and the goat can eat the cabbage.

VARIABLES *carriage_on_side, boat, boat_side, last_carriage*

vars $\triangleq \langle \textit{carriage_on_side}, \textit{boat}, \textit{boat_side}, \textit{last_carriage} \rangle$

goods_to_transport $\triangleq \{ \text{"goat"}, \text{"wulf"}, \text{"cabbage"} \}$

boat_docks $\triangleq \{ \text{"start"}, \text{"end"} \}$

Init \triangleq

$\wedge \textit{carriage_on_side} = [\textit{start} \mapsto \textit{goods_to_transport}, \textit{end} \mapsto \{\}]$

$\wedge \textit{boat} = \{\}$

$\wedge \textit{boat_side} = \text{"start"}$

$\wedge \textit{last_carriage} = \text{"NULL"}$

TypeOK \triangleq

$\wedge \textit{carriage_on_side} \in [\textit{boat_docks} \rightarrow \text{SUBSET } \textit{goods_to_transport}]$

$\wedge \textit{boat} \subseteq \textit{goods_to_transport}$

$\wedge \text{Cardinality}(\textit{boat}) \leq 1$

$\wedge \textit{boat_side} \in \textit{boat_docks}$

$\wedge \textit{last_carriage} \in \{ \text{"NULL"} \} \cup \textit{goods_to_transport}$

Safe(side) \triangleq

$\vee \wedge (\{ \text{"goat"}, \text{"wulf"} \} \subseteq \textit{side}) = \text{FALSE}$

$\wedge (\{ \text{"goat"}, \text{"cabbage"} \} \subseteq \textit{side}) = \text{FALSE}$

$\vee \textit{goods_to_transport} \subseteq \textit{side}$

Consistent \triangleq

LET *all_participants* $\triangleq (\textit{carriage_on_side}[\text{"start"}] \cup \textit{carriage_on_side}[\text{"end"}] \cup \textit{boat})$

IN $\wedge \textit{all_participants} \setminus \textit{goods_to_transport} = \{\}$

$\wedge \text{Cardinality}(\textit{all_participants}) = 3$

OtherSide(bs) $\triangleq \text{CHOOSE } s \in \textit{boat_docks} : s \neq \textit{bs}$

BoatIsEmpty $\triangleq \text{Cardinality}(\textit{boat}) = 0$

BoatIsLoaded $\triangleq \text{Cardinality}(\textit{boat}) = 1$

$$\begin{aligned}
\text{RowOverToOtherSide} &\triangleq \\
&\wedge \text{boat_side}' = \text{OtherSide}(\text{boat_side}) \\
&\wedge \text{carriage_on_side}' = \text{carriage_on_side} \\
&\wedge \text{boat}' = \text{boat} \\
&\wedge \text{last_carriage}' = \text{last_carriage}
\end{aligned}$$

$$\begin{aligned}
&\text{UpdateCarriageStatus}(\text{new_this_side}) \triangleq \\
&\text{I would love to write something like this, but do not know how to use variable as string value for key in struct, } TLC \text{ module to} \\
&\text{LET } \text{not_boat_side} \triangleq \text{OtherSide}(\text{boat_side}) \\
&\text{IN } \text{carriage_on_side}' = [\text{boat_side} \mapsto \text{new_this_side}, \text{not_boat_side} \mapsto \text{carriage_on_side}["\text{end}"]] \\
&\text{IF } \text{boat_side} = "\text{start}" \\
&\quad \text{THEN } \text{carriage_on_side}' = [\text{start} \mapsto \text{new_this_side}, \text{end} \mapsto \text{carriage_on_side}["\text{end}"]] \\
&\quad \text{ELSE } \text{carriage_on_side}' = [\text{end} \mapsto \text{new_this_side}, \text{start} \mapsto \text{carriage_on_side}["\text{start}"]]
\end{aligned}$$

$$\begin{aligned}
&\text{UpdateBoatIfSafe}(\text{new_this_side}, \text{new_boat}) \triangleq \\
&\wedge \text{Safe}(\text{new_this_side}) \\
&\wedge \text{boat}' = \text{new_boat} \\
&\wedge \text{boat_side}' = \text{boat_side} \\
&\wedge \text{UpdateCarriageStatus}(\text{new_this_side})
\end{aligned}$$

$$\begin{aligned}
&\text{LoadBoat}(\text{participant}, \text{this_side}, \text{other_side}) \triangleq \\
&\wedge \text{BoatIsEmpty} \\
&\wedge \text{LET } \text{new_this_side} \triangleq \text{this_side} \setminus \{\text{participant}\} \\
&\quad \text{new_boat} \triangleq \{\text{participant}\} \\
&\quad \text{new_other_side} \triangleq \text{other_side} \cup \text{new_boat} \\
&\text{IN } \text{UpdateBoatIfSafe}(\text{new_this_side}, \text{new_boat})
\end{aligned}$$

$$\begin{aligned}
&\text{SwapBoatContent}(\text{participant}, \text{this_side}, \text{other_side}) \triangleq \\
&\wedge \text{BoatIsLoaded} \\
&\wedge \text{LET } \text{new_this_side} \triangleq (\text{this_side} \setminus \{\text{participant}\}) \cup \text{boat} \\
&\quad \text{new_boat} \triangleq \{\text{participant}\} \\
&\quad \text{new_other_side} \triangleq \text{other_side} \cup \text{new_boat} \\
&\text{IN } \text{UpdateBoatIfSafe}(\text{new_this_side}, \text{new_boat})
\end{aligned}$$

$$\begin{aligned}
&\text{ChangeBoatContent}(\text{participant}, \text{this_side}, \text{other_side}) \triangleq \\
&\wedge \text{participant} \neq \text{last_carriage} \\
&\wedge \vee \text{LoadBoat}(\text{participant}, \text{this_side}, \text{other_side}) \\
&\quad \vee \text{SwapBoatContent}(\text{participant}, \text{this_side}, \text{other_side}) \\
&\wedge \text{last_carriage}' = \text{participant}
\end{aligned}$$

$$\begin{aligned}
&\text{UnloadBoat} \triangleq \\
&\wedge \text{BoatIsLoaded} \\
&\wedge \text{LET } \text{new_this_side} \triangleq \text{carriage_on_side}[\text{boat_side}] \cup \text{boat}
\end{aligned}$$

$$\begin{aligned} & new_boat \triangleq \{\} \\ \text{IN} \quad & \wedge \text{UpdateBoatIfSafe}(new_this_side, new_boat) \\ & \wedge last_carriage' = last_carriage \end{aligned}$$

$$\begin{aligned} \text{Transport} & \triangleq \\ \vee \text{ LET } & current_side_carriage \triangleq carriage_on_side[boat_side] \\ & other_side_carriage \triangleq carriage_on_side[OtherSide(boat_side)] \\ \text{IN} \quad & \exists participant \in current_side_carriage : \\ & \quad ChangeBoatContent(participant, current_side_carriage, other_side_carriage) \\ \vee & \text{UnloadBoat} \\ \vee & \text{RowOverToOtherSide} \end{aligned}$$

$$Next \triangleq Consistent \wedge Transport$$

$$Spec \triangleq Init \wedge \square[Next]_{vars}$$

$$\text{THEOREM } Spec \Rightarrow \square TypeOK$$

Ensure we get a *Stacktrace* containing the Solution, set this as Invariant

$$NoSolution \triangleq Cardinality(carriage_on_side["end"]) < 3$$

\ * Modification History
 \ * Last modified Tue Feb 27 17:36:30 CET 2024 by JUFIGGE
 \ * Last modified Tue Feb 27 17:34:16 CET 2024 by JeuJeuS
 \ * Created Mon Feb 26 12:41:56 CET 2024 by JeuJeuS