

	MODULE <i>spin</i>	
VARIABLE <i>state</i>		
$ValidState \triangleq state \in \{ \text{"operational"}, \text{"recovery"}, \text{"fastChainFinalityProved"}, \text{"fastChainFinalityNotProved"}, \text{"rec}$		
$AlwaysValidState \triangleq \Box ValidState$		
$Init \triangleq state = \text{"operational"}$		
$Trans(a, b) \triangleq$ $\quad \wedge state = a$ $\quad \wedge state' = b$		
$Next \triangleq$ $\quad \vee Trans(\text{"operational"}, \text{"fastChainFinalityProved"})$ $\quad \vee Trans(\text{"operational"}, \text{"fastChainFinalityNotProved"})$ $\quad \vee Trans(\text{"fastChainFinalityProved"}, \text{"operational"})$ $\quad \vee Trans(\text{"fastChainFinalityNotProved"}, \text{"recovery"})$ $\quad \vee Trans(\text{"recovery"}, \text{"recoveryEnded"})$ $\quad \vee Trans(\text{"recoveryEnded"}, \text{"operational"})$		
$Spec \triangleq Init \wedge \Box [Next]_{state}$		