```
- MODULE Elevator -
EXTENDS Naturals
CONSTANTS MaxFloors,
                                 Total number of floors in building
              Ascending,
                                 Upward movement state
              Descending
                                 Downward movement state
ASSUME MaxFloors \in Nat Must be a natural number
VARIABLES position,
                              Current position (odd = at floor, even = between floors)
             movement
                              Current movement state (Ascending or Descending)
 Helper function to determine if elevator is stopped at a specific floor
AtFloor(floor) \stackrel{\Delta}{=} position = 2 * floor - 1
 Helper function to determine if elevator is between floors
InTransit \stackrel{\triangle}{=} position\%2 = 0
 Initial state - start at ground floor
Init \stackrel{\Delta}{=} \land position = 1
          \land movement \in \{Ascending, Descending\}
 Start ascending from a floor
StartAscending \triangleq
     \wedge \exists f \in 1 ... MaxFloors -1 : AtFloor(f) At any floor except top
     \land position' = position + 1 Move to in-between state
     \land movement' = Ascending
 Continue ascending between floors
ContinueAscending \triangleq
     \land InTransit Must be between floors
     \land movement = Ascending
     \land position' = position + 1
     \land UNCHANGED movement
 Start descending from a floor
StartDescending \triangleq
     \wedge \exists f \in 2 ... MaxFloors : AtFloor(f) At any floor except bottom
    \land position' = position - 1
    \land movement' = Descending
 Continue descending between floors
ContinueDescending \stackrel{\triangle}{=}
     \land InTransit
     \land movement = Descending
     \land position' = position - 1
```

 \land UNCHANGED movement

```
All possible next states
Next \stackrel{\triangle}{=} \lor StartAscending
            \vee ContinueAscending
             \lor StartDescending
             \vee ContinueDescending
 Variables for fairness conditions
vars \stackrel{\triangle}{=} \langle position, movement \rangle
 Fairness conditions to ensure progress
Fairness \triangleq
     \wedge WF_{vars}(ContinueAscending) Must complete in-progress movements
     \wedge WF_{vars}(ContinueDescending)
     \wedge \operatorname{WF}_{vars}(StartAscending \wedge AtFloor(1)) Must move from terminal floors
     \land WF_{vars}(StartDescending \land AtFloor(MaxFloors))
     \land \forall f \in 2 \dots MaxFloors - 1: Must eventually move from middle floors
          \wedge SF_{vars}(StartAscending \wedge AtFloor(f))
          \wedge \operatorname{SF}_{vars}(StartDescending \wedge AtFloor(f))
 Complete system specification
Spec \stackrel{\triangle}{=} Init \wedge \Box [Next]_{vars} \wedge Fairness
```