

EXTENDS *TLC*, *Integers*

CONSTANT *Threads*

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--algorithm dekker
variables
  flag = [t ∈ Threads ↦ FALSE],
  next_thread ∈ Threads ;

fair process thread ∈ Threads
begin
  P1: flag[self] := TRUE ;
      all threads except self are false
  P2:
    while ∃ t ∈ Threads \ {self} : flag[t] do
      P2_1:
        if next_thread ≠ self then
          P2_1_1: flag[self] := FALSE ;
          P2_1_2: await next_thread = self ;
          P2_1_3: flag[self] := TRUE ;
        end if ;
      end while ;
  CS: skip ;
  P3:
    with t ∈ Threads \ {self} do
      next_thread := t ;
    end with ;
  P4: flag[self] := FALSE ;
  P5: goto P1 ;
end process ;

end algorithm ;

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BEGIN TRANSLATION (*chksum*(*pcal*) = "31494451" ∧ *chksum*(*tla*) = "97685e2c")

VARIABLES *flag*, *next_thread*, *pc*

vars \triangleq $\langle \textit{flag}, \textit{next_thread}, \textit{pc} \rangle$

ProcSet \triangleq (*Threads*)

Init \triangleq Global variables

∧ *flag* = [*t* ∈ *Threads* ↦ FALSE]

∧ *next_thread* ∈ *Threads*

∧ *pc* = [*self* ∈ *ProcSet* ↦ "P1"]

P1(*self*) \triangleq ∧ *pc*[*self*] = "P1"

∧ *flag*' = [*flag* EXCEPT ![*self*] = TRUE]

∧ *pc*' = [*pc* EXCEPT ![*self*] = "P2"]

$$\begin{aligned}
& \wedge \text{UNCHANGED } next_thread \\
P2(self) & \triangleq \wedge pc[self] = \text{"P2"} \\
& \wedge \text{IF } \exists t \in Threads \setminus \{self\} : flag[t] \\
& \quad \text{THEN } \wedge pc' = [pc \text{ EXCEPT } ![self] = \text{"P2_1"}] \\
& \quad \text{ELSE } \wedge pc' = [pc \text{ EXCEPT } ![self] = \text{"CS"}] \\
& \wedge \text{UNCHANGED } \langle flag, next_thread \rangle \\
P2_1(self) & \triangleq \wedge pc[self] = \text{"P2_1"} \\
& \wedge \text{IF } next_thread \neq self \\
& \quad \text{THEN } \wedge pc' = [pc \text{ EXCEPT } ![self] = \text{"P2_1_1"}] \\
& \quad \text{ELSE } \wedge pc' = [pc \text{ EXCEPT } ![self] = \text{"P2"}] \\
& \wedge \text{UNCHANGED } \langle flag, next_thread \rangle \\
P2_1_1(self) & \triangleq \wedge pc[self] = \text{"P2_1_1"} \\
& \wedge flag' = [flag \text{ EXCEPT } ![self] = \text{FALSE}] \\
& \wedge pc' = [pc \text{ EXCEPT } ![self] = \text{"P2_1_2"}] \\
& \wedge \text{UNCHANGED } next_thread \\
P2_1_2(self) & \triangleq \wedge pc[self] = \text{"P2_1_2"} \\
& \wedge next_thread = self \\
& \wedge pc' = [pc \text{ EXCEPT } ![self] = \text{"P2_1_3"}] \\
& \wedge \text{UNCHANGED } \langle flag, next_thread \rangle \\
P2_1_3(self) & \triangleq \wedge pc[self] = \text{"P2_1_3"} \\
& \wedge flag' = [flag \text{ EXCEPT } ![self] = \text{TRUE}] \\
& \wedge pc' = [pc \text{ EXCEPT } ![self] = \text{"P2"}] \\
& \wedge \text{UNCHANGED } next_thread \\
CS(self) & \triangleq \wedge pc[self] = \text{"CS"} \\
& \wedge \text{TRUE} \\
& \wedge pc' = [pc \text{ EXCEPT } ![self] = \text{"P3"}] \\
& \wedge \text{UNCHANGED } \langle flag, next_thread \rangle \\
P3(self) & \triangleq \wedge pc[self] = \text{"P3"} \\
& \wedge \exists t \in Threads \setminus \{self\} : \\
& \quad next_thread' = t \\
& \wedge pc' = [pc \text{ EXCEPT } ![self] = \text{"P4"}] \\
& \wedge flag' = flag \\
P4(self) & \triangleq \wedge pc[self] = \text{"P4"} \\
& \wedge flag' = [flag \text{ EXCEPT } ![self] = \text{FALSE}] \\
& \wedge pc' = [pc \text{ EXCEPT } ![self] = \text{"P5"}] \\
& \wedge \text{UNCHANGED } next_thread \\
P5(self) & \triangleq \wedge pc[self] = \text{"P5"} \\
& \wedge pc' = [pc \text{ EXCEPT } ![self] = \text{"P1"}] \\
& \wedge \text{UNCHANGED } \langle flag, next_thread \rangle
\end{aligned}$$

$$\begin{aligned} thread(self) \triangleq & P1(self) \vee P2(self) \vee P2_1(self) \vee P2_1_1(self) \\ & \vee P2_1_2(self) \vee P2_1_3(self) \vee CS(self) \vee P3(self) \\ & \vee P4(self) \vee P5(self) \end{aligned}$$

Allow infinite stuttering to prevent deadlock on termination.

$$\begin{aligned} Terminating \triangleq & \wedge \forall self \in ProcSet : pc[self] = \text{"Done"} \\ & \wedge \text{UNCHANGED } vars \end{aligned}$$

$$\begin{aligned} Next \triangleq & (\exists self \in Threads : thread(self)) \\ & \vee Terminating \end{aligned}$$

$$\begin{aligned} Spec \triangleq & \wedge Init \wedge \Box [Next]_{vars} \\ & \wedge \forall self \in Threads : WF_{vars}(thread(self)) \end{aligned}$$

$$Termination \triangleq \Diamond (\forall self \in ProcSet : pc[self] = \text{"Done"})$$

END TRANSLATION

$$\begin{aligned} AtMostOneCritical \triangleq & \\ & \forall t1, t2 \in Threads : \\ & t1 \neq t2 \Rightarrow \neg(pc[t1] = \text{"CS"} \wedge pc[t2] = \text{"CS"}) \end{aligned}$$

$$\begin{aligned} Liveness \triangleq & \\ & \forall t \in Threads : \\ & \Diamond (pc[t] = \text{"CS"}) \end{aligned}$$

\ * Modification History
\ * Last modified Sun Sep 04 11:47:01 CST 2022 by wengjialin
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