

EXTENDS *Integers, FiniteSets*

CONSTANT *N*

ASSUME $N \in \text{Nat} \setminus \{0\}$

$\text{Procs} \triangleq 1 \dots N - 1$

Dijkstra's stabilizing 4 state token ring with processes

--algorithm *TokenRing*{

variable $c = [k \in 0 \dots N \mapsto (k \% 2)]$, $up = [k \in 0 \dots N \mapsto \text{IF } k = N \text{ THEN FALSE ELSE TRUE}]$;

variable $c = [k \in 0 \dots N \mapsto 0]$, $up = [k \in 0 \dots N \mapsto \text{IF } k = 0 \text{ THEN TRUE ELSE FALSE}]$;

fair process ($j \in \text{Procs}$)

{ *J0*: while (TRUE)

{ either

{ await $c[\text{self}] \neq c[(\text{self} - 1)]$;
 $c[\text{self}] := c[(\text{self} - 1)]$;
 $up[\text{self}] := \text{TRUE}$;
}

or

{ await $c[\text{self}] = c[(\text{self} + 1)] \wedge up[\text{self}] = \text{TRUE} \wedge up[(\text{self} + 1)] = \text{FALSE}$;
 $up[\text{self}] := \text{FALSE}$;
}

}

}

fair process ($i \in \{0\}$)

{ *I0*: while (TRUE)

{ await ($c[\text{self}] = c[1] \wedge up[1] = \text{FALSE}$) ;
 $c[\text{self}] := (c[\text{self}] + 1) \% 2$;
}

}

fair process ($k \in \{N\}$)

{ *N0*: while (TRUE)

$up[\text{self}] := \text{FALSE}$; \ * It is wrong to assign 'up' value here, because what if program executes process in pro
{ await $c[\text{self}] \neq c[(\text{self} - 1)]$;
 $c[\text{self}] := c[(\text{self} - 1)]$;
}

}

}

BEGIN TRANSLATION

VARIABLES c, up

$\text{vars} \triangleq \langle c, up \rangle$

$$ProcSet \triangleq (Procs) \cup (\{0\}) \cup (\{N\})$$

$$Init \triangleq \begin{array}{l} \text{Global variables} \\ \wedge c = [k \in 0 \dots N \mapsto 0] \\ \wedge up = [k \in 0 \dots N \mapsto \text{IF } k = 0 \text{ THEN TRUE ELSE FALSE}] \end{array}$$

$$j(self) \triangleq \begin{array}{l} \vee \wedge c[self] \neq c[(self - 1)] \\ \wedge c' = [c \text{ EXCEPT } ![self] = c[(self - 1)]] \\ \wedge up' = [up \text{ EXCEPT } ![self] = \text{TRUE}] \\ \vee \wedge c[self] = c[(self + 1)] \wedge up[self] = \text{TRUE} \wedge up[(self + 1)] = \text{FALSE} \\ \wedge up' = [up \text{ EXCEPT } ![self] = \text{FALSE}] \\ \wedge c' = c \end{array}$$

$$i(self) \triangleq \begin{array}{l} \wedge (c[self] = c[1] \wedge up[1] = \text{FALSE}) \\ \wedge c' = [c \text{ EXCEPT } ![self] = (c[self] + 1) \% 2] \\ \wedge up' = up \end{array}$$

$$k(self) \triangleq \begin{array}{l} \wedge c[self] \neq c[(self - 1)] \\ \wedge c' = [c \text{ EXCEPT } ![self] = c[(self - 1)]] \\ \wedge up' = up \end{array}$$

$$Next \triangleq \begin{array}{l} (\exists self \in Procs : j(self)) \\ \vee (\exists self \in \{0\} : i(self)) \\ \vee (\exists self \in \{N\} : k(self)) \end{array}$$

$$Spec \triangleq \begin{array}{l} \wedge Init \wedge \Box [Next]_{vars} \\ \wedge \forall self \in Procs : \text{WF}_{vars}(j(self)) \\ \wedge \forall self \in \{0\} : \text{WF}_{vars}(i(self)) \\ \wedge \forall self \in \{N\} : \text{WF}_{vars}(k(self)) \end{array}$$

END TRANSLATION

$$Tokens \triangleq \begin{array}{l} Cardinality(\{x \in Procs : c[x] \neq c[(x - 1)] \vee (c[x] = c[(x + 1)] \wedge up[x] = \text{TRUE} \wedge up[(x + 1)] = \text{FALSE}) \\ + \text{IF } (c[0] = c[1]) \wedge up[1] = \text{FALSE} \text{ THEN } 1 \text{ ELSE } 0 \\ + \text{IF } c[N] \neq c[(N - 1)] \text{ THEN } 1 \text{ ELSE } 0 \end{array}$$

$$InvProp \triangleq Tokens = 1$$

$$Stabilization \triangleq \Diamond InvProp$$

$$LowerBound \triangleq Tokens \geq 1$$

$$NotIncrease \triangleq \Box [Tokens' \leq Tokens]_{vars}$$

$$Decrease \triangleq \forall m \in 1 \dots N + 1 : \Box \Diamond (Tokens \leq m)$$

$$TypeOK \triangleq \forall x \in 0 \dots N : c[x] < 2$$

Dijkstra's stabilizing 4 State token ring algorithm. Made by
Akshay Kumar – 50169103
Rohin Mittal – 50168799