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- Module IdGenerator -
EXTENDS Integers, TLC
CONSTANT NumberOfProcesses
--fair algorithm IdGenerator{
  variable lastIdUsed = 42, processIds = [i \in 1 ... NumberOfProcesses \mapsto 0];
  define {
     AllIsDone \stackrel{\triangle}{=} (\forall i \in 1 ... NumberOfProcesses : pc[i] = "Done")
     IdsAreAllDifferent \triangleq (\forall i, j \in 1...NumberOfProcesses : i \neq j \Rightarrow processIds[i] \neq processIds[j])
     IdGeneratorInvariant \stackrel{\triangle}{=} AllIsDone \Rightarrow IdsAreAllDifferent
  process ( id \in 1...NumberOfProcesses ) {
       update and read are separate steps
     update: lastIdUsed := lastIdUsed + 1;
     read:
                processIds[self] := lastIdUsed
   }
 }
 BEGIN TRANSLATION
VARIABLES lastIdUsed, processIds, pc
 define statement
\begin{array}{ll} \textit{AllIsDone} & \triangleq & (\forall \, i \in 1 \, ... \, \textit{NumberOfProcesses} : pc[i] = \text{``Done''}) \\ \textit{IdsAreAllDifferent} & \triangleq & (\forall \, i, \, j \in 1 \, ... \, \textit{NumberOfProcesses} : i \neq j \Rightarrow processIds[i] \neq processIds[j]) \\ \end{array}
IdGeneratorInvariant \stackrel{\Delta}{=} AllIsDone \Rightarrow IdsAreAllDifferent
vars \triangleq \langle lastIdUsed, processIds, pc \rangle
ProcSet \triangleq (1 ... NumberOfProcesses)
Init \stackrel{\Delta}{=} Global variables
            \wedge lastIdUsed = 42
            \land processIds = [i \in 1 ... NumberOfProcesses \mapsto 0]
           \land pc = [self \in ProcSet \mapsto "update"]
update(self) \triangleq \wedge pc[self] = "update"
                       \wedge lastIdUsed' = lastIdUsed + 1
                       \land pc' = [pc \text{ EXCEPT } ! [self] = "read"]
                       \land UNCHANGED processIds
read(self) \stackrel{\triangle}{=} \wedge pc[self] = "read"
                    \land processIds' = [processIds \ EXCEPT \ ![self] = lastIdUsed]
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^{*} Modification History

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