```
MODULE 4state
 AUTHORS
 Charuvahan Adhivarahan (charuvah@buffalo.edu) (UB Person#: 50168105)
 Lalith Vikram Natarajan (lalithvi@buffalo.edu) (UB Person#: 50169243)
EXTENDS Integers, FiniteSets
Constant N
Assume N \in Nat \setminus \{0, 1\}
Procs \stackrel{\Delta}{=} 1 \dots (N-1) Or 0 \dots N should J be equal to procs or not?
Numberize(S) \stackrel{\Delta}{=} \text{ if } S = \text{true then 1 else } 0
 Dijkstra's 4 state
--algorithm 4state{
    variable up = [i \in 0 ... N \mapsto Numberize(i = 0)], c = [i \in 0 ... N \mapsto 0];
     variable up = [i \in 0 ... N \mapsto Numberize((i\%2) = 0)], c = [i \in 0 ... N \mapsto (i\%2)];
   fair process ( i \in \{0\} )
   \{ I0: up[self] := 1;
       I1: while ( TRUE )
            { await ((c[0] = c[1]) \land up[1] = 0);
              c[0] := (c[0] + 1)\%2;
   fair process ( n \in \{N\} )
       N0: up[self] := 0;
       N1: while (TRUE)
            { await (c[(N-1)] \neq c[N]);
               c[N] := c[(N-1)];
   fair process ( j \in Procs )
        J1: while ( TRUE )
        {
             either
                 { await (c[self] \neq c[(self-1)]);
                     c[self] := c[(self - 1)];
                     up[self] := 1;
                  }
             or
                 { await ((c[(self)] = c[(self + 1)]) \land up[(self + 1)] = 0 \land up[self] = 1);
```

up[self] := 0;

}

```
}
 BEGIN TRANSLATION
Variables up, c, pc
vars \stackrel{\Delta}{=} \langle up, c, pc \rangle
ProcSet \stackrel{\triangle}{=} (\{0\}) \cup (\{N\}) \cup (Procs)
Init \stackrel{\triangle}{=} Global variables
             \land up = [i \in 0 ... N \mapsto Numberize(i = 0)]
             \land c = [i \in 0 \dots N \mapsto 0]
             \land pc = [self \in ProcSet \mapsto CASE \ self \in \{0\} \rightarrow "IO"]
                                                       \square self \in \{N\} \rightarrow "N0"
                                                       \Box self \in Procs \rightarrow "J1"
I0(self) \stackrel{\triangle}{=} \wedge pc[self] = "10"
                   \wedge up' = [up \text{ EXCEPT } ![self] = 1]
                   \land pc' = [pc \text{ EXCEPT } ![self] = "l1"]
                   \wedge c' = c
I1(self) \stackrel{\Delta}{=} \wedge pc[self] = "I1"
                   \wedge ((c[0] = c[1]) \wedge up[1] = 0)
                   \wedge c' = [c \text{ EXCEPT } ! [0] = (c[0] + 1)\%2]
                   \land pc' = [pc \text{ EXCEPT } ![self] = "I1"]
                   \wedge up' = up
i(self) \stackrel{\Delta}{=} I0(self) \vee I1(self)
N0(self) \triangleq \land pc[self] = "N0"
                    \wedge up' = [up \text{ EXCEPT } ![self] = 0]
                    \land pc' = [pc \text{ EXCEPT } ! [self] = "N1"]
                    \wedge c' = c
N1(self) \stackrel{\triangle}{=} \land pc[self] = \text{``N1''}
                    \wedge \left( c[(N-1)] \neq c[N] \right)
                    \wedge c' = [c \text{ EXCEPT } ![N] = c[(N-1)]]
                    \land pc' = [pc \text{ EXCEPT } ! [self] = \text{``N1''}]
                    \wedge up' = up
n(self) \stackrel{\triangle}{=} N0(self) \vee N1(self)
J1(self) \triangleq \land pc[self] = "J1"
                   \land \lor \land (c[self] \neq c[(self - 1)])
                           \wedge c' = [c \text{ EXCEPT } ! [self] = c[(self - 1)]]
```

 $\lor \land ((c[(\mathit{self})] = c[(\mathit{self} + 1)]) \land \mathit{up}[(\mathit{self} + 1)] = 0 \land \mathit{up}[\mathit{self}] = 1)$

 $\wedge up' = [up \text{ EXCEPT } ! [self] = 1]$

- ***** Modification History
- * Last modified Sun Dec 13 01:56:07 EST 2015 by chartoin
- * Created Fri Dec 11 19:03:34 EST 2015 by charuvah