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— MODULE Token -
EXTENDS Naturals, TLC, FiniteSets
CONSTANTS CONTRACTS,
                                 set of contracts in Tezos
              INIT_TOKEN
                                 initial token amount
VARIABLES tokenMap, token amount state of contracts
             pick current pick for model checking
 some common helper operators
Range(T) \stackrel{\triangle}{=} \{ \langle T[x], x \rangle : x \in DOMAIN T \}
Pick(S) \stackrel{\triangle}{=} CHOOSE \ s \in S : TRUE
RECURSIVE SetReduce(_, _, _)
SetReduce(Op(\_, \_), S, value) \triangleq
  If S = \{\} then value
  ELSE LET s \stackrel{\triangle}{=} Pick(S)
          IN IF Op(s[1], value) = Op(value, s[1])
           THEN SetReduce(Op, S \setminus \{s\}, Op(s[1], value))
           ELSE Assert(FALSE, "error")
Sum(S) \stackrel{\triangle}{=} LET \_op(a, b) \stackrel{\triangle}{=} a + b
             IN SetReduce(\_op, S, 0)
TOKENTransfer(owner, receiver, amount) \stackrel{\Delta}{=}
  If owner = receiver
  THEN UNCHANGED tokenMap
   ELSE
  tokenMap' = [x \in CONTRACTS \mapsto
                   CASE x = owner \rightarrow tokenMap[x] - amount
                     \Box \quad x = receiver \rightarrow tokenMap[x] + amount
                     \square OTHER \rightarrow tokenMap[x]
tokenMapChecker \triangleq
  Sum(Range(tokenMap)) = Cardinality(CONTRACTS) * INIT\_TOKEN
Init \triangleq
  \land tokenMap = [x \in CONTRACTS \mapsto INIT\_TOKEN]
       owner \mapsto RandomElement(CONTRACTS),
       receiver \mapsto RandomElement(CONTRACTS),
       amount \mapsto RandomElement(0 .. INIT\_TOKEN * 2)
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\begin{split} Next &\triangleq \\ & \land pick' = [\\ & owner \mapsto RandomElement(CONTRACTS),\\ & receiver \mapsto RandomElement(CONTRACTS),\\ & amount \mapsto RandomElement(0 ... INIT\_TOKEN * 2)\\ & ]\\ & \land \text{IF } tokenMap[pick.owner] \geq pick.amount\\ & \text{THEN } TOKENTransfer(pick.owner, pick.receiver, pick.amount)\\ & \text{ELSE } \text{UNCHANGED } tokenMap \end{split}
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