- Module TowerOfHanoi -

EXTENDS Sequences, Integers VARIABLE A, B, C

$$\begin{array}{ccc} CanMove(x,\,y) \;\stackrel{\triangle}{=}\; & \land \; Len(x) > 0 \\ & \land \; \text{if} \; \; Len(y) > 0 \; \text{ then} \; \; Head(y) > Head(x) \; \text{else} \; \; \text{true} \end{array}$$

$$\begin{array}{ll} \mathit{Move}(x,\,y,\,z) \; \stackrel{\Delta}{=} \; \; \wedge \; \mathit{CanMove}(x,\,y) \\ & \; \wedge \; x' = \mathit{Tail}(x) \\ & \; \wedge \; y' = \langle \mathit{Head}(x) \rangle \circ y \\ & \; \wedge \; z' = z \end{array}$$

Invariant $\stackrel{\triangle}{=}$ $C \neq \langle 1, 2, 3 \rangle$

$$\begin{array}{rcl} Init & \triangleq & \land A = \langle 1, \, 2, \, 3 \rangle \\ & & \land B = \langle \rangle \\ & & \land C = \langle \rangle \end{array}$$

$$\begin{array}{lll} Next & \triangleq & \vee Move(A,\,B,\,C) & \text{Move A to } B \\ & \vee Move(A,\,C,\,B) & \text{Move A to } C \\ & \vee Move(B,\,A,\,C) & \text{Move } B \text{ to A} \\ & \vee Move(B,\,C,\,A) & \text{Move } B \text{ to } C \\ & \vee Move(C,\,A,\,B) & \text{Move } C \text{ to A} \\ & \vee Move(C,\,B,\,A) & \text{Move } C \text{ to } B \end{array}$$

- \ ∗ Modification History
- \ * Last modified Sun Apr 21 21:03:07 PDT 2019 by jasondebolt
- * Created Thu Apr 18 19:50:30 PDT 2019 by jasondebolt