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- MODULE Auction2
EXTENDS Naturals, FiniteSets
CONSTANTS NULL, Participants, MaxAmount, UNKNOWN, NONE
VARIABLES initialMoney, lastBid, bid, round, passed, winner
A2vars \triangleq \langle initialMoney, lastBid, bid, round, passed, winner \rangle
 p is ready to act once all others have passed or caught up.
readyForAction(p) \triangleq
    \forall p2 \in Participants:
       \vee passed[p2]
       \vee round[p] = round[p2]
A2Init \triangleq
     \land \ lastBid = [p \in Participants \mapsto 0]
     \land bid = [p \in Participants \mapsto NULL]
     \land round = [p \in Participants \mapsto 1]
     \land passed = [p \in Participants \mapsto FALSE]
     \land initialMoney \in [Participants \rightarrow 0 .. MaxAmount]
     \land winner = [p \in Participants \mapsto UNKNOWN]
A2Bid \stackrel{\triangle}{=} \exists p \in Participants:
     \wedge winner[p] = UNKNOWN
     \wedge \neg passed[p]
     \wedge bid[p] = NULL
     \land \exists p2 \in Participants \setminus \{p\} : round[p2] = round[p]
     \land readyForAction(p)
     \land \exists newBid \in (lastBid[p] + 1) .. initialMoney[p] :
         \land \forall p2 \in Participants : newBid > lastBid[p2]
         \wedge bid' = [bid \ \text{EXCEPT} \ ![p] = newBid]
     \land UNCHANGED \langle lastBid, round, passed, initialMoney, winner <math>\rangle
A2Stand \triangleq \exists p \in Participants :
     \land winner[p] = UNKNOWN
     \land \neg passed[p]
     \wedge bid[p] = NULL
     \land \exists p2 \in Participants \setminus \{p\} : round[p2] = round[p]
     \land \forall p2 \in Participants \setminus \{p\} : lastBid[p2] < lastBid[p]
     \land readyForAction(p)
     \wedge bid' = [bid \ \text{EXCEPT} \ ![p] = lastBid[p]]
     \land UNCHANGED \langle lastBid, round, passed, initialMoney, winner <math>\rangle
A2Pass \stackrel{\triangle}{=} \exists p \in Participants:
     \land winner[p] = UNKNOWN
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\land \neg passed[p]
     \land readyForAction(p)
     \land bid[p] = NULL
     \land \exists p2 \in Participants \setminus \{p\} : round[p2] = round[p]
     \land passed' = [passed \ EXCEPT \ ![p] = TRUE]
     \land UNCHANGED \langle bid, lastBid, round, initialMoney, winner \rangle
A2NextRound \triangleq \exists p \in Participants :
     \land winner[p] = UNKNOWN
     \land Cardinality(\{p2 \in Participants : \neg passed[p2]\}) \neq 0
     \wedge bid[p] \neq NULL
     \land \forall p2 \in Participants:
          \vee passed[p2]
          \vee IF round[p] = round[p2]
              THEN bid[p2] \neq NULL
              ELSE round[p2] > round[p]
     \wedge lastBid' = [lastBid \ EXCEPT \ ![p] = bid[p]]
     \wedge bid' = [bid \text{ EXCEPT } ![p] = NULL]
     \land round' = [round \ EXCEPT \ ![p] = @+1]
     \land UNCHANGED \langle passed, initialMoney, winner \rangle
A2ChooseWinner \stackrel{\Delta}{=} \exists p \in Participants :
     \land winner[p] = UNKNOWN
     \land \lor \land \forall p2 \in Participants : passed[p2]
           \land winner' = [winner \ EXCEPT \ ![p] = NONE]
        \vee \exists p2 \in Participants:
           \land \neg passed[p2]
           \land \forall p3 \in (Participants \setminus \{p2\}) : passed[p3]
           \land \forall p3 \in (Participants \setminus \{p2\}) : lastBid[p2] > lastBid[p3]
           \land \forall p3 \in (Participants \setminus \{p2\}) : round[p2] > round[p3]
           \land winner' = [winner \ EXCEPT \ ![p] = p2]
     \land UNCHANGED \langle bid, lastBid, passed, round, initialMoney <math>\rangle
A2Next \triangleq
     \vee A2Bid
     \vee A2Stand
     \lor A2Pass
     \lor A2NextRound
     \lor A2 Choose Winner
A2 TypeOK \triangleq
     \land lastBid \in [Participants \rightarrow 0 ... MaxAmount]
     \land bid \in [Participants \rightarrow 1 .. MaxAmount \cup \{NULL\}]
     \land round \in [Participants \rightarrow Nat \setminus \{0\}]
     \land passed \in [Participants \rightarrow BOOLEAN]
     \land winner \in [Participants \rightarrow \{UNKNOWN, NONE\} \cup Participants]
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^{\ *} Last modified Sat Jun 07 07:36:20 CEST 2025 by luca

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