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- MODULE Auction3 -
EXTENDS Naturals, FiniteSets, Sequences, TLC
CONSTANTS NULL, Participants, MaxAmount, UNKNOWN, NONE, PASS, CHANGE
VARIABLES msgs, frontiers, initialMoney, lastBid, bid, round, passed, winner
A3vars \triangleq \langle msgs, frontiers, initialMoney, lastBid, bid, round, passed, winner \rangle
max(n1, n2) \stackrel{\triangle}{=} \text{ if } n1 > n2 \text{ THEN } n1 \text{ ELSE } n2
knowsHasPassed(p, p2) \stackrel{\triangle}{=}
     \wedge \text{ LET } lastMsqIdx \stackrel{\triangle}{=} frontiers[p][p2]
       IN IF lastMsgIdx = 0 Then false
              ELSE msgs[p2][lastMsgIdx] = PASS
\begin{array}{c} knownLastBid(p,\,p2) \; \stackrel{\triangle}{=} \\ \text{ Let } \textit{frontier} \; \stackrel{\triangle}{=} \; \textit{frontiers}[p] \end{array}
        IF frontier[p2] = 0 THEN 0
           ELSE LET lastKnownMsg \triangleq msgs[p2][frontier[p2]]
                  IN IF lastKnownMsg = PASS
                         THEN IF frontier[p2] = 1 THEN 0
                                  ELSE msgs[p2][frontier[p2] - 2]
                         Else if lastKnownMsg \in Nat
                                 THEN lastKnownMsg
                                 ELSE msgs[p2][frontier[p2] - 1]
count(el, seq) \triangleq
    LET RECURSIVE helper(_)
          helper(s) \triangleq
              IF s = \langle \rangle Then 0
               ELSE IF Head(s) = el
                       THEN 1 + helper(Tail(s))
                        ELSE helper(Tail(s))
         helper(seq)
knownRound(p, p2) \stackrel{\Delta}{=}
    LET lastMsgIdx \triangleq frontiers[p][p2]
        IF lastMsgIdx = 0 THEN 1
           ELSE count(CHANGE, SubSeq(msgs[p2], 1, lastMsgIdx)) + 1
noActionInCurrentRound(p) \triangleq
    LET lastMsgIdx \triangleq frontiers[p][p]
        IF lastMsgIdx = 0 Then true
           ELSE msqs[p][lastMsqIdx] = CHANGE
A3readyForAction(p) \triangleq
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\forall p2 \in Participants:
        \vee knowsHasPassed(p, p2)
        \vee round[p] = knownRound(p, p2)
addMsg(p, msg) \triangleq
     \land frontiers' = [frontiers EXCEPT ![p][p] = @ + 1]
     \land msgs' = [msgs \ \text{EXCEPT} \ ![p] = @ \circ \langle msg \rangle]
A3Init \triangleq
     \land msgs = [p \in Participants \mapsto \langle \rangle]
     \land frontiers = [p \in Participants \mapsto [pa \in Participants \mapsto 0]]
     \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]
A3Bid \stackrel{\triangle}{=} \exists p \in Participants:
     \land winner[p] = UNKNOWN
     \land noActionInCurrentRound(p)
     \wedge A3readyForAction(p)
     \land \exists p2 \in Participants \setminus \{p\} : knownRound(p, p2) = round[p]
     \land \exists newBid \in (lastBid[p] + 1) \dots initialMoney[p] :
         \land \forall p2 \in Participants : newBid > knownLastBid(p, p2)
         \wedge bid' = [bid \ \text{EXCEPT} \ ![p] = newBid]
         \wedge \ addMsg(p, \ newBid)
     \land UNCHANGED \langle lastBid, round, passed, initialMoney, winner \rangle
A3Stand \stackrel{\triangle}{=} \exists p \in Participants:
     \land winner[p] = UNKNOWN
     \land noActionInCurrentRound(p)
     \land \exists p2 \in Participants \setminus \{p\} : knownRound(p, p2) = round[p]
     \land \forall p2 \in Participants \setminus \{p\} : knownLastBid(p, p2) < lastBid[p]
     \wedge A3readyForAction(p)
     \wedge bid' = [bid \ EXCEPT \ ![p] = lastBid[p]]
     \wedge \ addMsg(p, \ lastBid[p])
     \land UNCHANGED \langle lastBid, round, passed, initialMoney, winner <math>\rangle
A3Pass \stackrel{\triangle}{=} \exists p \in Participants:
     \land winner[p] = UNKNOWN
     \land noActionInCurrentRound(p)
     \land \exists p2 \in Participants \setminus \{p\} : knownRound(p, p2) = round[p]
     \land A3readyForAction(p)
     \land passed' = [passed \ EXCEPT \ ![p] = TRUE]
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\land \quad addMsq(p, PASS)
    \land UNCHANGED \langle bid, lastBid, round, initialMoney, winner \rangle
A3NextRound \triangleq \exists p \in Participants :
    \land winner[p] = UNKNOWN
    \land Cardinality(\{p2 \in Participants : \neg knowsHasPassed(p, p2)\}) \neq 0
    \wedge bid[p] \neq NULL
    \land \forall p2 \in Participants:
         \vee knowsHasPassed(p, p2)
         \vee IF round[p] = knownRound(p, p2)
            THEN IF frontiers[p][p2] = 0 THEN FALSE
                     ELSE msgs[p2][frontiers[p][p2]] \in Nat
            ELSE knownRound(p, p2) > round[p]
    \wedge lastBid' = [lastBid \ EXCEPT \ ![p] = bid[p]]
    \wedge bid' = [bid \text{ EXCEPT } ![p] = NULL]
    \land round' = [round \ EXCEPT \ ![p] = @+1]
    \wedge \ addMsg(p, CHANGE)
    \land UNCHANGED \langle passed, initialMoney, winner \rangle
A3Merge \triangleq \exists sender, receiver \in Participants:
    \land LET sFrontier \stackrel{\triangle}{=} frontiers[sender]
             rFrontier \triangleq frontiers[receiver]
             newRFrontier \stackrel{\triangle}{=} [p \in Participants \mapsto max(sFrontier[p], rFrontier[p])]
       IN frontiers' = [frontiers \ EXCEPT \ ! [receiver] = newRFrontier]
    \land \ \mathtt{UNCHANGED} \ \langle initial Money, \ msgs, \ bid, \ lastBid, \ passed, \ round, \ winner \rangle
A3ChooseWinner \triangleq \exists p \in Participants:
    \land \mathit{winner}[p] = \mathit{UNKNOWN}
    \land \lor \land \forall p2 \in Participants : knowsHasPassed(p, p2)
           \land winner' = [winner \ EXCEPT \ ![p] = NONE]
        \vee \exists p2 \in Participants:
           \land \neg knowsHasPassed(p, p2)
           \land \forall p3 \in (Participants \setminus \{p2\}):
                \land knowsHasPassed(p, p3)
                \land knownLastBid(p, p2) > knownLastBid(p, p3)
                \land knownRound(p, p2) > knownRound(p, p3)
           \land winner' = [winner \ EXCEPT \ ![p] = p2]
    ∧ UNCHANGED ⟨msgs, frontiers, bid, lastBid, passed, round, initialMoney⟩
A3Next \triangleq
    \vee A3Bid
    \vee A3Stand
    \vee A3Pass
    \lor A3NextRound
    \vee A3Merge
        A3 Choose Winner
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\begin{array}{l} A3FairSpec \ \triangleq \\ \qquad \land \ A3Init \\ \qquad \land \square[A3Next]_{A3vars} \\ \qquad \land \ WF_{A3vars}(A3Pass) \\ \qquad \land \ WF_{A3vars}(A3NextRound) \\ \qquad \land \ WF_{A3vars}(A3Merge) \\ \qquad \land \ WF_{A3vars}(A3ChooseWinner) \\ \\ \text{INSTANCE} \ Auction2 \\ \\ \text{THEOREM} \ A3FairSpec \Rightarrow A2FairSpec \\ \end{array}
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