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- MODULE hlmc
  Time-stamp: < 09 oct 2024 11:54 Philippe Queinnec >
 Le problème de l'homme, du loup, du mouton et du chou
 Version opératoire.
VARIABLES
  homme,
  loup,
  mouton,
   chou
    la barque est inutile, car elle est avec l'homme.
Rives \stackrel{\triangle}{=} \{ \text{"G"}, \text{"D"} \}
TypeOK \triangleq
  \Box( \land homme \in Rives
       \land loup \in Rives
       \land mouton \in Rives
       \land chou \in Rives)
pasMiam \stackrel{\triangle}{=}
      \land (loup = mouton \Rightarrow homme = loup)
      \land (chou = mouton \Rightarrow homme = chou)
ToujoursOk \triangleq \Box pasMiam
Solution \triangleq
  \Box \neg (homme = \text{``D''} \land loup = \text{``D''} \land mouton = \text{``D''} \land chou = \text{``D''})
inv(r) \stackrel{\Delta}{=} \text{ if } r = \text{``G''} \text{ then ``D''} \text{ else ``G''}
Init \stackrel{\triangle}{=}
   \land homme = \text{``G''}
   \land loup = "G"
   \land mouton = "G"
   \wedge chou = "G"
bougeHomme \triangleq
   \wedge homme' = inv(homme)
   \land UNCHANGED \langle loup, mouton, chou \rangle
   \land pasMiam'
bougeLoup \triangleq
   \land loup = homme
   \wedge homme' = inv(homme)
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\wedge loup' = inv(loup)
   \land UNCHANGED \langle mouton, chou \rangle
   \land pasMiam'
bougeMouton \; \stackrel{\triangle}{=} \;
   \land \ mouton = homme
   \wedge homme' = inv(homme)
   \land mouton' = inv(mouton)
   \land UNCHANGED \langle loup, chou \rangle
   \land pasMiam'
bougeChou \triangleq
   \land \ chou = homme
   \wedge homme' = inv(homme)
   \wedge chou' = inv(chou)
   \land UNCHANGED \langle mouton, loup \rangle
   \land pasMiam'
Next \triangleq bougeHomme \lor bougeLoup \lor bougeMouton \lor bougeChou
Spec \ \triangleq \ Init \wedge \Box [Next]_{\langle homme, \, loup, \, mouton, \, chou\rangle}
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