MODULE *TreinProtocol*

EXTENDS *Naturals*

VARIABLES *system*

$trein\_waarden \triangleq \{\text{“perron”}, \text{“vertrokken”}\}$
$deur\_waarden \triangleq \{\text{“open”}, \text{“dicht”}\}$
$begeleider\_waarden \triangleq \{\text{“perron”}, \text{“trein”}\}$
$AC\_waarden \triangleq \{\text{“aan”}, \text{“uit”}\}$
$licht\_waarden \triangleq \{\text{“uit”}, \text{“rood”}, \text{“wit”}\}$
$bestuurder\_waarden \triangleq \{\text{“wacht”}, \text{“wil\_vertrekken”}\}$
$startuur\_waarden \triangleq \{\text{“aangebroken”}, \text{“n\_aangebroken”}\}$
$spoor\_waarden \triangleq \{\text{“vrij”}, \text{“n\_vrij”}\}$

$TypeInvariant \triangleq system \in [trein : trein\_waarden,\ deur\_beg : deur\_waarden,$
$deur\_rest : deur\_waarden,\ begeleider : begeleider\_waarden,\ AC : AC\_waarden,$
$licht : licht\_waarden,\ bestuurder : bestuurder\_waarden,\ startuur : startuur\_waarden,$
$spoor : spoor\_waarden]$

$$
\begin{aligned}
Init \triangleq\ & \land\ TypeInvariant \\
& \land\ system.trein = \text{“perron”} \\
& \land\ system.deur\_beg = \text{“open”} \\
& \land\ system.deur\_rest = \text{“open”} \\
& \land\ system.begeleider = \text{“perron”} \\
& \land\ system.bestuurder = \text{“wacht”} \\
& \land\ system.AC = \text{“uit”} \\
& \land\ system.licht = \text{“uit”} \\
& \land\ system.spoor = \text{“vrij”} \\
& \land\ system.startuur = \text{“n\_aangebroken”}
\end{aligned}
$$

$$
\begin{aligned}
uur\_aangebroken \triangleq\ & \land\ system.startuur = \text{“n\_aangebroken”} \\
& \land\ system' = [system \text{ EXCEPT } !.startuur = \text{“aangebroken”}]
\end{aligned}
$$

$$
\begin{aligned}
beg\_sluit\_andere\_deuren \triangleq\ & \land\ system.deur\_rest = \text{“open”} \\
& \land\ system.begeleider = \text{“trein”} \\
& \land\ system' = [system \text{ EXCEPT } !.deur\_rest = \text{“dicht”}]
\end{aligned}
$$

$$
\begin{aligned}
beg\_sluit\_eigen\_deur \triangleq\ & \land\ system.deur\_beg = \text{“open”} \\
& \land\ system.trein = \text{“vertrokken”} \\
& \land\ system.begeleider = \text{“trein”} \\
& \land\ system' = [system \text{ EXCEPT } !.deur\_beg = \text{“dicht”}]
\end{aligned}
$$

$$
\begin{aligned}
beg\_stapt\_af \triangleq\ & \land\ (system.deur\_beg = \text{“open”} \lor system.deur\_rest = \text{“open”}) \\
& \land\ system.begeleider = \text{“trein”} \\
& \land\ system.trein = \text{“perron”} \\
& \land\ system' = [system \text{ EXCEPT } !.begeleider = \text{“perron”}]
\end{aligned}
$$

$$
\begin{array}{lcl}
beg\_stapt\_op & \triangleq & \land\ (system.deur\_beg = \text{“open”} \lor system.deur\_rest = \text{“open”}) \\
& & \land\ system.trein = \text{“perron”} \\
& & \land\ system.begeleider = \text{“perron”} \\
& & \land\ system' = [system\ \text{EXCEPT}\ !.begeleider = \text{“trein”}]
\end{array}
$$

$$
\begin{array}{lcl}
activeren\_AC & \triangleq & \land\ system.startuur = \text{“aangebroken”} \\
& & \land\ system.deur\_rest = \text{“dicht”} \\
& & \land\ system.begeleider = \text{“perron”} \\
& & \land\ system.AC = \text{“uit”} \\
& & \land\ system' = [system\ \text{EXCEPT}\ !.AC = \text{“aan”},\ !.licht = \text{“rood”}]
\end{array}
$$

$$
\begin{array}{lcl}
licht\_op\_wit & \triangleq & \land\ system.licht = \text{“rood”} \\
& & \land\ system' = [system\ \text{EXCEPT}\ !.licht = \text{“wit”}]
\end{array}
$$

$$
\begin{array}{lcl}
best\_wil\_vertrekken & \triangleq & \land\ system.spoor = \text{“vrij”} \\
& & \land\ system.licht\ \ = \text{“wit”} \\
& & \land\ system.bestuurder = \text{“wacht”} \\
& & \land\ system' = [system\ \text{EXCEPT}\ !.bestuurder = \text{“wil\_vertrekken”}]
\end{array}
$$

$$
\begin{array}{lcl}
trein\_vertrekt & \triangleq & \land\ system.bestuurder = \text{“wil\_vertrekken”} \\
& & \land\ system' = [system\ \text{EXCEPT}\ !.trein = \text{“vertrokken”}]
\end{array}
$$

$$
\begin{array}{lcl}
Next & \triangleq & \lor\ uur\_aangebroken \\
& & \lor\ beg\_sluit\_andere\_deuren \\
& & \lor\ beg\_sluit\_eigen\_deur \\
& & \lor\ beg\_stapt\_af \\
& & \lor\ beg\_stapt\_op \\
& & \lor\ activeren\_AC \\
& & \lor\ licht\_op\_wit \\
& & \lor\ best\_wil\_vertrekken \\
& & \lor\ trein\_vertrekt
\end{array}
$$

$$
\begin{array}{lcl}
Liveness & \triangleq & \land\ \mathrm{SF}_{system}(uur\_aangebroken) \\
& & \land\ \mathrm{SF}_{system}(beg\_sluit\_andere\_deuren) \\
& & \land\ \mathrm{SF}_{system}(beg\_stapt\_af) \\
& & \land\ \mathrm{SF}_{system}(activeren\_AC) \\
& & \land\ \mathrm{SF}_{system}(beg\_stapt\_op) \\
& & \land\ \mathrm{SF}_{system}(licht\_op\_wit) \\
& & \land\ \mathrm{SF}_{system}(best\_wil\_vertrekken) \\
& & \land\ \mathrm{SF}_{system}(trein\_vertrekt) \\
& & \land\ \mathrm{SF}_{system}(beg\_sluit\_eigen\_deur)
\end{array}
$$

$$
Spec \triangleq Init \land \Box[Next]_{system} \land Liveness
$$

$$
\begin{array}{lcl}
veiligheidseis1 & \triangleq & system.trein = \text{“vertrokken”} \Rightarrow system.begeleider = \text{“trein”} \\
veiligheidseis2 & \triangleq & system.trein = \text{“vertrokken”} \Rightarrow system.deur\_rest = \text{“dicht”}
\end{array}
$$

$$veiligheidseis3 \triangleq system.trein = \text{“vertrokken”} \rightsquigarrow system.deur\_beg = \text{“dicht”}$$
$$liveness\_eis \triangleq (system.startuur = \text{“aangebroken”} \wedge system.spoor = \text{“vrij”}) \rightsquigarrow (system.trein = \text{“vertrokken”})$$