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┌────────────────── MODULE pluscal_triselection ───────────────────┐
EXTENDS TLC, Integers, Naturals
CONSTANTS n0
n  $\triangleq$  5
t0  $\triangleq$  [k ∈ 0 .. n - 1  $\mapsto$ 
    IF k = 0 THEN 3
    ELSE IF k = 1 THEN 6
    ELSE IF k = 2 THEN 2 * k
    ELSE IF k = 3 THEN 9
    ELSE 5]

--algorithm triselection{
variables i, mini, j, x, t;
{
    t := t0;
    i := 0;
    while ( i < n )
    {
        mini := i;
        j := i;
        while ( j < n )
        {
            if ( t[j] < t[mini] )
            {
                mini := j;
            };
            x := t[i];
            t[i] := t[mini];
            t[mini] := x;

            j := j + 1;
        };
        i := i + 1;
    }
}

BEGIN TRANSLATION
CONSTANT defaultInitValue
VARIABLES i, mini, j, x, t, pc

vars  $\triangleq$   $\langle i, mini, j, x, t, pc \rangle$ 

Init  $\triangleq$  Global variables
    ∧ i = defaultInitValue

```

$$\begin{aligned}
& \wedge \text{mini} = \text{defaultInitValue} \\
& \wedge j = \text{defaultInitValue} \\
& \wedge x = \text{defaultInitValue} \\
& \wedge t = \text{defaultInitValue} \\
& \wedge pc = \text{"Lbl_1"} \\
\\
Lbl_1 & \triangleq \wedge pc = \text{"Lbl_1"} \\
& \wedge t' = t0 \\
& \wedge i' = 0 \\
& \wedge pc' = \text{"Lbl_2"} \\
& \wedge \text{UNCHANGED } \langle \text{mini}, j, x \rangle \\
\\
Lbl_2 & \triangleq \wedge pc = \text{"Lbl_2"} \\
& \wedge \text{IF } i < n \\
& \quad \text{THEN } \wedge \text{mini}' = i \\
& \quad \wedge j' = i \\
& \quad \wedge pc' = \text{"Lbl_3"} \\
& \quad \text{ELSE } \wedge pc' = \text{"Done"} \\
& \quad \wedge \text{UNCHANGED } \langle \text{mini}, j \rangle \\
& \wedge \text{UNCHANGED } \langle i, x, t \rangle \\
\\
Lbl_3 & \triangleq \wedge pc = \text{"Lbl_3"} \\
& \wedge \text{IF } j < n \\
& \quad \text{THEN } \wedge \text{IF } t[j] < t[\text{mini}] \\
& \quad \quad \text{THEN } \wedge \text{mini}' = j \\
& \quad \quad \text{ELSE } \wedge \text{TRUE} \\
& \quad \quad \wedge \text{mini}' = \text{mini} \\
& \quad \wedge x' = t[i] \\
& \quad \wedge t' = [t \text{ EXCEPT } ![i] = t[\text{mini}']] \\
& \quad \wedge pc' = \text{"Lbl_4"} \\
& \quad \wedge i' = i \\
& \quad \text{ELSE } \wedge i' = i + 1 \\
& \quad \wedge pc' = \text{"Lbl_2"} \\
& \quad \wedge \text{UNCHANGED } \langle \text{mini}, x, t \rangle \\
& \wedge j' = j \\
\\
Lbl_4 & \triangleq \wedge pc = \text{"Lbl_4"} \\
& \wedge t' = [t \text{ EXCEPT } ![mini] = x] \\
& \wedge j' = j + 1 \\
& \wedge pc' = \text{"Lbl_3"} \\
& \wedge \text{UNCHANGED } \langle i, \text{mini}, x \rangle \\
\\
Next & \triangleq Lbl_1 \vee Lbl_2 \vee Lbl_3 \vee Lbl_4 \\
& \vee \text{Disjunct to prevent deadlock on termination} \\
& \quad (pc = \text{"Done"} \wedge \text{UNCHANGED } vars) \\
\\
Spec & \triangleq Init \wedge \Box [Next]_{vars}
\end{aligned}$$

$Termination \triangleq \Diamond(pc = \text{"Done"})$

END TRANSLATION
