
MODULE *appex2_4*

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5 * labyrinthe * )EXTENDS Integers, TLC
VARIABLES p
CONSTANTS input, output

n  $\triangleq$  10
nodes  $\triangleq$  1 .. n
l  $\triangleq$  [i  $\in$  1 .. n  $\mapsto$  IF i = 1 THEN {4, 5} ELSE
                                IF i = 2 THEN {6, 7, 10} ELSE
                                IF i = 4 THEN {7, 8} ELSE
                                IF i = 5 THEN {} ELSE
                                IF i = 6 THEN {4} ELSE
                                IF i = 7 THEN {5} ELSE
                                IF i = 8 THEN {5, 2} ELSE
                                {}
                            ]

```

lab \triangleq [$\langle x, y \rangle \in (\text{nodes} \times \text{nodes}) \mapsto$
 $\text{IF } x = 1 \wedge y = 1 \text{ THEN } \{\langle 1, 2 \rangle\} \text{ ELSE}$
 $\text{IF } x = 1 \wedge y = 2 \text{ THEN } \{\langle 1, 1 \rangle, \langle 1, 3 \rangle, \langle 2, 2 \rangle\} \text{ ELSE}$
 $\text{IF } x = 1 \wedge y = 3 \text{ THEN } \{\langle 1, 2 \rangle\} \text{ ELSE}$
 $\text{IF } x = 2 \wedge y = 2 \text{ THEN } \{\langle 1, 2 \rangle\}$
 $\text{ELSE } \{\}$
]

Init \triangleq *p* = 1
M(i) \triangleq $\wedge i \in l[p]$
 $\wedge p' = i$
Next \triangleq $\exists i \in 1 .. n : M(i)$

Initlab \triangleq *p* = *input*
ML(q) \triangleq $\wedge q \in \text{lab}[p]$
 $\wedge p' = q$
Nextlab \triangleq $\exists q \in \text{nodes} \times \text{nodes} : \text{ML}(q)$

Sortie \triangleq *p* \notin *output*
