

EXTENDS *Integers, Sequences*

BC is a sequence of blinker configurations - in this case just a natural number signifying the blink period in some time unit

CONSTANT *BC*

VARIABLES *bState*

ASSUME $\wedge BC \in Seq(Nat)$

$vars \triangleq bState$

$States \triangleq \{ "Active_Off", "Active_On" \}$

$Blinker \triangleq [timer : Nat, state : States]$

$TypeOK \triangleq \wedge bState \in [DOMAIN BC \rightarrow Blinker]$

$Init \triangleq$

$\wedge bState \in \{ [n \in DOMAIN BC \mapsto [timer \mapsto BC[n],$
 $state \mapsto "Active_Off"]$
 $]\}$

$Transition(n) \triangleq \wedge bState[n].timer = 0$
 $\wedge bState[n].state = "Active_Off"$
 $\wedge bState' = [bState \text{ EXCEPT } ![n].timer = BC[n],$
 $![n].state = "Active_On"]$
 \vee
 $\wedge bState[n].timer = 0$
 $\wedge bState[n].state = "Active_On"$
 $\wedge bState' = [bState \text{ EXCEPT } ![n].timer = BC[n],$
 $![n].state = "Active_Off"]$

$Tick \triangleq \wedge \forall n \in DOMAIN BC : bState[n].timer > 0$
 $\wedge bState' = [n \in DOMAIN BC \mapsto [timer \mapsto bState[n].timer - 1,$
 $state \mapsto bState[n].state]]$

$Next \triangleq Tick \vee \exists n \in DOMAIN BC : Transition(n)$

$Spec \triangleq Init \wedge \Box [Next]_{vars}$

$FairSpec \triangleq Spec \wedge WF_{vars}(Next)$

$LEDsWillTurnOn \triangleq$

$\forall n \in DOMAIN BC :$
 $(bState[n].state = "Active_Off") \rightsquigarrow (bState[n].state = "Active_On")$

$LEDsWillTurnOff \triangleq$

$\forall n \in DOMAIN BC :$
 $(bState[n].state = "Active_On") \rightsquigarrow (bState[n].state = "Active_Off")$
