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- MODULE sync_composition
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Initially
Light0 = Red
Light1 = Green Counter = 20
Light i
0: while(True){
       if(counter \stackrel{\Delta}{=} 0){
1:
          \mathit{flip}\ \mathit{color}\ \mathit{of}\ \mathit{Light}\ \mathit{i}
1:
          Set Counter to 20
1:
1:
       else\{
1:
1:
          decrement counter
1:
2:}
Check if light 0 has color green and light 1 has color green can ever occur in the synchronous
composition of these systems
In your model assume that if there is a slog (stutter), both lights stutter together (By default,
such a transition is assumed in TLA+)
{\tt EXTENDS}\ \mathit{Integers}
Variables pc0, pc1, l0, l1, counter
0 denotes red and 1 denotes green for lights
variables for LIGHT 0 is pc0, l1, counter ; variables for LIGHT 1 is pc1, l2, counter
TypeOK \triangleq
\land pc0 \in 0...2
\land pc1 \in 0...2
\land l0 \in \{0, 1\}
\land l1 \in \{0, 1\}
\land \ counter \in 0 \dots 20
Init \triangleq
\wedge pc0 = 0
\wedge pc1 = 0
\wedge l0 = 0
\wedge l1 = 1
\land \ counter = 20
P01 \triangleq
\wedge pc0 = 0
\wedge pc0' = 1
\land UNCHANGED \langle l0, counter \rangle
P12 \stackrel{\triangle}{=}
\wedge if counter = 0
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THEN \wedge l0' = 1 - l0
               \land \ counter' = 20
     ELSE \land counter' = counter - 1
               \wedge unchanged l0
\wedge pc0 = 1
\wedge pc0' = 2
P20 \triangleq
\wedge pc0 = 2
\land pc0' = 3
\land UNCHANGED \langle counter, l0 \rangle
Next0 \triangleq
\vee P01
\vee P12
\vee P20
Q01 \triangleq
\wedge pc1 = 0
\wedge \ pc1' = 1
\land UNCHANGED \langle l1, counter \rangle
Q12 \stackrel{\Delta}{=}
\land \text{ if } counter = 0
     THEN \wedge l1' = 1 - l1
              \land counter' = 20
     ELSE \land counter' = counter - 1
               \wedge unchanged l1
\wedge pc1 = 1
\wedge \ pc1' = 2
Q20 \triangleq
\wedge pc1 = 2
\wedge pc1' = 3
\land UNCHANGED \langle counter, l1 \rangle
Next1 \triangleq
\vee Q01
\vee Q12
\vee Q20
SLOG\_TOGETHER \ \triangleq \ \mathtt{UNCHANGED} \ \langle pc0, \ pc1, \ l0, \ l1, \ counter \rangle
 since it's synchronous composition
Next \triangleq (Next0 \land Next1) \lor SLOG\_TOGETHER
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$$Both_Not_Green \triangleq \neg (l0 = 1 \land l1 = 1)$$