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— Module three_process_asynchronous -
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Initially x = 0
3 process P_{-i} \ i \in \{0, 1, 2\}
for process Pi
0 : for k_i = 1; k_i \le 5; ++ k_i
1: r_i \leftarrow x
2: \qquad r_{-}i \leftarrow r_{-}i + 1
3: \quad x \leftarrow r_{-}i
4:}
5 : DONE
Check if it is possible that after all three programs have exited the loop, value of x is 2
EXTENDS Integers
\text{VARIABLE } k0, \ k1, \ k2, \ pc0, \ pc1, \ pc2, \ r0, \ r1, \ r2, \ x
Init0 \triangleq
\wedge k0 = 1
\wedge pc0 = 0
\wedge r0 = 0
Init1 \triangleq
\wedge k1 = 1
\wedge pc1 = 0
\wedge r1 = 0
Init2 \triangleq
\wedge k2 = 1
\wedge pc2 = 0
\wedge r2 = 0
Init \stackrel{\triangle}{=} Init0 \wedge Init1 \wedge Init2 \wedge (x=0)
A01 \triangleq
\wedge k0 \leq 5
\wedge pc0 = 0
\wedge pc0' = 1
\wedge UNCHANGED \langle k0, r0, x \rangle
A12 \triangleq
\wedge pc0 = 1
\wedge pc0' = 2
\wedge r0' = x
\land unchanged \langle k0, x \rangle
A23 \triangleq
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\wedge pc0 = 2
\wedge pc0' = 3
\wedge r0' = r0 + 1
\land unchanged \langle k0, x \rangle
A34 \stackrel{\triangle}{=}
\wedge pc0 = 3
\wedge \ pc0' = 4
\wedge x' = r0
\wedge unchanged \langle r0, k0 \rangle
A40 \triangleq
\wedge k0 \neq 5
\wedge \ pc0 = 4
\wedge \ pc0' = 0
\wedge \, k0' = k0 + 1
\land unchanged \langle r0, x \rangle
A45 \triangleq
\wedge k0 = 5
\wedge k0' = 6
\wedge pc0 = 4
\wedge pc0' = 5
\land unchanged \langle r0, x \rangle
SLOG\_A \stackrel{\triangle}{=} \text{UNCHANGED } \langle r0, pc0, k0, x \rangle
B01 \stackrel{\triangle}{=}
\land \, k1 \leq 5
\wedge pc1 = 0
\wedge \ pc1' = 1
\land UNCHANGED \langle k1, r1, x \rangle
B12 \triangleq
\wedge pc1 = 1
\wedge pc1' = 2
\wedge r1' = x
\wedge unchanged \langle k1, x \rangle
B23 \triangleq
\wedge pc1 = 2
\wedge pc1' = 3
\wedge \ r1' = r1 + 1
\wedge unchanged \langle k1, x \rangle
B34 \triangleq
\wedge pc1 = 3
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\wedge pc1' = 4
\wedge \ x' = r1
\land UNCHANGED \langle r1, k1 \rangle
B40 \triangleq
\wedge k1 \neq 5
\wedge pc1 = 4
\wedge \ pc1' = 0
\wedge k1' = k1 + 1
\land UNCHANGED \langle r1, x \rangle
B45 \triangleq
\wedge k1 = 5
\wedge k1' = 6
\wedge pc1 = 4
\wedge pc1' = 5
\land UNCHANGED \langle r1, x \rangle
SLOG\_B \triangleq \text{Unchanged } \langle r1, pc1, k1, x \rangle
C01 \triangleq
\wedge k2 \leq 5
\wedge pc2 = 0
\wedge pc2' = 1
\wedge unchanged \langle k2, r2, x \rangle
C12 \triangleq
\wedge pc2 = 1
\wedge \ pc2' = 2
\wedge r2' = x
\wedge unchanged \langle k2, x \rangle
C23 \triangleq
\wedge pc2 = 2
\wedge pc2' = 3
\wedge \ r2' = r2 + 1
\wedge unchanged \langle k2, x \rangle
C34 \triangleq
\wedge pc2 = 3
\wedge pc2' = 4
\wedge x' = r2
\land UNCHANGED \langle r2, k2 \rangle
C40 \triangleq
\wedge k2 \neq 5
\wedge pc2 = 4
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\wedge \ pc2' = 0
\wedge \ k2' = k2 + 1
\wedge unchanged \langle r2, x \rangle
C45 \triangleq
\wedge k2 = 5
\wedge k2' = 6
\wedge pc2 = 4
\wedge pc2' = 5
\land unchanged \langle r2, x \rangle
SLOG_{-}C \stackrel{\triangle}{=} \text{UNCHANGED } \langle r2, pc2, k2, x \rangle
NextA \triangleq
\vee A01
\vee A12
\vee A23
\vee A34
\vee A40
\vee \, A45
 \vee \mathit{SLOG\_A}
NextB \triangleq
\vee B01
\vee B12
\vee B23
\vee B34
\vee B40
\vee \, B45
 \vee \mathit{SLOG\_B}
NextC \triangleq
\vee C01
\vee C12
\vee C23
\vee C34
\vee~C40
\vee C45
 \vee SLOG\_C
Next \triangleq
\vee (NextA \wedge UNCHANGED \langle pc1, pc2, k1, k2, r1, r2 \rangle)
\vee (NextB \wedge UNCHANGED \langle pc0, pc2, k0, k2, r0, r2 \rangle)
\vee (NextC \wedge UNCHANGED \langle pc0, pc1, k0, k1, r0, r1 \rangle)
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$$CHECK \triangleq \\ \neg (k0 = 6 \\ \land k1 = 6 \\ \land k2 = 6 \\ \land x = 2)$$

\\* Modification History

<sup>\\*</sup> Last modified *Tue Feb* 20 18:04:20 *IST* 2024 by *neeraj* \\* Created *Tue Feb* 13 17:43:15 *IST* 2024 by *neeraj*