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- MODULE traffic_light
```

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}
2:
          Set Counter to 20
3:
4:
5:
       else\{
6:
          decrement counter
7:
8:}
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
possible transitions
01
12
16
23
38
68
Init0 \stackrel{\Delta}{=} (pc0 = 0) \wedge (l0 = 0)
Init1 \triangleq (pc1 = 0) \land (l1 = 1)
Init \stackrel{\triangle}{=} Init0 \land Init1 \land (counter = 20)
L01 \triangleq
\wedge pc0 = 0
\wedge pc0' = 1
\land Unchanged \langle l0, counter \rangle
L12 \triangleq
\wedge pc0 = 1
\wedge pc0' = 2
\wedge counter = 0
```

```
\land Unchanged \langle l0, counter \rangle
L16 \stackrel{\triangle}{=}
\wedge pc0 = 1
\wedge \ pc0' = 6
\land counter \neq 0
\land Unchanged \langle l0, counter \rangle
L23 \triangleq
\wedge pc0 = 2
\wedge pc0' = 3
\wedge l0' = 1 - l0
\land UNCHANGED \langle counter \rangle
L38 \triangleq
\wedge pc0 = 2
\wedge pc0' = 3
\land counter' = 20
\land unchanged \langle l0 \rangle
L68 \triangleq
\wedge pc0 = 6
\wedge \ pc0' = 8
\land \ counter' = counter - 1
\land unchanged \langle l0 \rangle
L80 \triangleq
\wedge pc0 = 8
\wedge \ pc0' = 0
\land Unchanged \langle l0, counter \rangle
Next0 \triangleq
\vee L01
\vee \mathit{L}12
\vee L16
\vee L23
\vee L38
\vee \mathit{L}68
\vee L80
M01 \stackrel{\triangle}{=}
\wedge pc1 = 0
\wedge pc1' = 1
\land UNCHANGED \langle l1, counter \rangle
M12 \triangleq
\wedge pc1 = 1
```

```
\wedge pc1' = 2
\land \; counter = 0
\land UNCHANGED \langle l1, counter \rangle
M16 \triangleq
\wedge pc1 = 1
\wedge pc1' = 6
\land counter \neq 0
\land UNCHANGED \langle l1, counter \rangle
M23 \triangleq
\wedge pc1 = 2
\wedge pc1' = 3
\wedge l1' = 1 - l1
\land UNCHANGED \langle counter \rangle
M38 \triangleq
\wedge pc1 = 2
\wedge pc1' = 3
\land \ counter' = 20
\land unchanged \langle l1 \rangle
M68 \triangleq
\wedge pc1 = 6
\wedge pc1' = 8
\wedge counter' = counter - 1
\land unchanged \langle l1 \rangle
M80 \triangleq
\wedge pc1 = 8
\wedge pc1' = 0
\land UNCHANGED \langle l1, counter \rangle
Next1 \triangleq
\vee M01
\vee\,M12
\vee M16
\vee\,M23
\vee M38
\vee M68
\vee M80
SLOG\_TOGETHER \triangleq UNCHANGED \langle pc0, pc1, l0, l1, counter \rangle
Next \triangleq (Next0 \land Next1) \lor SLOG\_TOGETHER
Both\_Not\_Green \stackrel{\Delta}{=} \neg((l0=1) \land (l1=1))
```