──────── MODULE $E2Node$ ────────

EXTENDS API

LOCAL INSTANCE $Naturals$

LOCAL INSTANCE $Sequences$

LOCAL INSTANCE $FiniteSets$

CONSTANT $Nodes$

ASSUME $\wedge\, IsFiniteSet(Nodes)$
$\wedge\, \forall\, n \in Nodes : n \in \text{STRING}$

──────── MODULE NB ────────

$SendE2SetupRequest(c) \triangleq$
$\quad \wedge API!E2AP!Client!Send(c, [type \mapsto API!E2AP!Protocol.E2Setup])$
$\quad \wedge \text{UNCHANGED } \langle\rangle$

$HandleE2SetupResponse(c, m) \triangleq$
$\quad \wedge API!E2AP!Client!Receive(c)$
$\quad \wedge \text{UNCHANGED } \langle\rangle$

$HandleMessage(c, m) \triangleq$
$\quad \wedge \vee \wedge m.type = API!E2AP!Protocol.E2SetupResponse$
$\quad\quad\quad \wedge HandleE2SetupResponse(c, m)$
$\quad \wedge \text{UNCHANGED } \langle\rangle$

$Handle(c) \triangleq API!E2AP!Client!Handle(c, HandleMessage)$

$Servers \triangleq API!E2AP!Servers$

$Connections \triangleq API!E2AP!Connections$

$Connect(s, d) \triangleq API!E2AP!Client!Connect(s, d)$

$Init \triangleq \text{TRUE}$

$Next \triangleq$
$\quad \vee \exists\, s \in Nodes,\, d \in Servers : Connect(s, d)$
$\quad \vee \exists\, c \in Connections : Handle(c)$

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LOCAL $NB \triangleq$ INSTANCE NB

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$Init \triangleq$

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$\quad\quad \land NB\,!\,Init$

$Next \;\triangleq$
$\quad\quad \lor NB\,!\,Next$

\ * Modification History
\ * Last modified *Fri Aug* 13 06:00:26 *PDT* 2021 by *jordanhalterman*
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