

```

WaitAny(Aid, comms) ==
/\ Aid \in Actors
/\ pc[Aid] \in WaitIns

/\ \E comm_r \in comms, c \in Communications: c.id = memory[Aid][comm_r] /\
  \/ /\ c.status = "ready"
    (*data is transfered to destination, then update status of the
      communication to "done" *)
    /\ memory' = [memory EXCEPT ![c.dst][c.data_dst] = memory[c.src]
                  [c.data_src]]
    /\ Communications' = (Communications \ {c}) \cup {[c EXCEPT !.status =
                                                         "done"]}

  \/ /\ c.status = "done"
    /\ UNCHANGED <<memory,Communications>>
(* in both cases, pc[Aid] is incremented *)
/\ \E ins \in Instr : pc' = [pc EXCEPT ![Aid] = ins]
/\ UNCHANGED <<waitingQueue, Requests>>

```