

```

MutexWait(Aid, req_a) ==
/\ Aid \in Actors
/\ req_a \in Addr
/\ pc[Aid] \in MwaitIns
    (* If req_a is the id of a Request of Actor <Aid>, and <Aid> is the owner of
       this mutex, <Aid> proceeds and increment its pc *)
/\ \E req \in Requests[Aid]: req = memory[Aid][req_a] /\ isHead(Aid,
waitingQueue[req])
/\ \E ins \in Instr : pc' = [pc EXCEPT ![Aid] = ins]
/\ UNCHANGED << memory, waitingQueue, Requests, Communications>>

```