

```

MutexUnlock(Aid, mid) ==
  /\ Aid \in Actors
  /\ mid \in Mutexes
  /\ pc[Aid] \in UnlockIns

  (* If <Aid> makes a "valid" unlock on <mid> (either owner or not) remove any
linking between them *)
  /\ isMember(Aid, waitingQueue[mid])
  /\ waitingQueue' = [waitingQueue EXCEPT ![mid] =
Remove(Aid,waitingQueue[mid])]
  /\ Requests' = [Requests EXCEPT ![Aid] = Requests[Aid] \ {mid }]
  /\ UNCHANGED <<memory, Communications>>
  /\ \E ins \in Instr : pc' = [pc EXCEPT ![Aid] = ins]

```