
MODULE *OneBitClock*

EXTENDS *Integers*

VARIABLE *b*

$TypeOK \triangleq b \in \{0, 1\}$

$Init1 \triangleq (b = 0) \vee (b = 1)$

$Next3 \triangleq b' = (b + 1) \% 2$

$Next2 \triangleq b' = \text{IF } b = 0 \text{ THEN } 1 \text{ ELSE } 0$

$Next4 \triangleq \begin{array}{l} \wedge (b = 0) \Rightarrow (b' = 1) \\ \wedge (b = 1) \Rightarrow (b' = 0) \end{array}$

$Next1 \triangleq \begin{array}{l} \vee \wedge (b = 0) \\ \wedge (b' = 1) \\ \vee \wedge (b = 1) \\ \wedge (b' = 0) \end{array}$

* Modification History
* Last modified Sun Feb 16 08:51:04 PST 2014 by bbeckman
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