
MODULE *crackers2*

CONSTANTS *Things, People*
 VARIABLES *desires, holds*

$$Init \triangleq \begin{array}{l} \wedge desires = [p \in People \mapsto \{\}] \\ \wedge holds = [p \in People \mapsto \{\}] \end{array}$$

$$Desire \triangleq \begin{array}{l} \exists p \in People : \\ \quad \wedge desires[p] = \{\} \\ \quad \wedge \exists t \in Things : \\ \quad \quad \wedge desires' = [desires \text{ EXCEPT } ![p] = \{t\}] \\ \quad \quad \wedge \text{UNCHANGED } holds \end{array}$$

$$Acquire \triangleq \begin{array}{l} \exists p \in People : \\ \quad \exists t \in desires[p] : \\ \quad \quad \wedge t \notin holds[p] \\ \quad \quad \wedge holds' = [holds \text{ EXCEPT } ![p] = holds[p] \cup \{t\}] \\ \quad \quad \wedge \text{UNCHANGED } desires \end{array}$$

$$Next \triangleq \begin{array}{l} \vee Desire \\ \vee Acquire \end{array}$$

$$Spec \triangleq Init \wedge \Box [Next]_{\langle desires, holds \rangle}$$
