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EXTENDS Integers, Sequences
CONSTANT Data, Bad
ASSUME Bad \notin (Data \times \{0, 1\}) \cup \{0, 1\}
VARIABLES AVar, BVar, AtoB2, BtoA2
vars \stackrel{\triangle}{=} \langle AVar, BVar, AtoB2, BtoA2 \rangle
TypeOK \stackrel{\Delta}{=} \land AVar \in Data \times \{0, 1\}
                 \land BVar \in Data \times \{0, 1\}
                 \land AtoB2 \in Seq((Data \times \{0, 1\}) \cup \{Bad\})
                 \land BtoA2 \in Seq(\{0, 1, Bad\})
Init
         \stackrel{\Delta}{=} \wedge AVar \in Data \times \{1\}
              \wedge BVar = AVar
              \wedge AtoB2 = \langle \rangle
              \wedge BtoA2 = \langle \rangle
ASnd \triangleq \land AtoB2' = Append(AtoB2, AVar)
             \land UNCHANGED \langle AVar, BtoA2, BVar \rangle
BSnd \ \stackrel{\triangle}{=} \ \land BtoA2' = Append(BtoA2, \, BVar[2])
             \land UNCHANGED \langle AVar, AtoB2, BVar \rangle
ARcv \triangleq \land BtoA2 \neq \langle \rangle
              \wedge IF Head(BtoA2) = AVar[2]
                     THEN \exists d \in Data:
                                  AVar' = \langle d, 1 - AVar[2] \rangle
                     ELSE UNCHANGED AVar
              \land BtoA2' = Tail(BtoA2)
             \land UNCHANGED \langle BVar, AtoB2 \rangle
BRcv \triangleq \land AtoB2 \neq \langle \rangle
              \land IF (Head(AtoB2) \neq Bad) \land (Head(AtoB2)[2] \neq BVar[2])
                     THEN BVar' = Head(AtoB2)
                     ELSE UNCHANGED BVar
              \wedge AtoB2' = Tail(AtoB2)
              \land Unchanged \langle AVar, BtoA2 \rangle
CorruptMsg \triangleq \land \lor \land \exists i \in 1 .. Len(AtoB2) :
                                   AtoB2' = [AtoB2 \text{ EXCEPT } ![i] = Bad]
                            \land UNCHANGED BtoA2
                          \lor \land \exists i \in 1 .. Len(BtoA2):
                                   BtoA2' = [BtoA2 \text{ EXCEPT } ![i] = Bad]
                             \land UNCHANGED AtoB2
                      \land Unchanged \langle AVar, BVar \rangle
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Next \triangleq ASnd \lor ARcv \lor BSnd \lor BRcv \lor CorruptMsg
Spec \stackrel{\Delta}{=} Init \wedge \Box [Next]_{vars}
ABS \triangleq \text{INSTANCE } ABSpec
Theorem Spec \Rightarrow ABS \,!\, Spec
RECURSIVE RemoveBad(_)
RemoveBad(seq) \stackrel{\Delta}{=}
    IF seq = \langle \rangle
          THEN \langle \rangle
          ELSE IF Head(seq) = Bad
                      THEN RemoveBad(Tail(seq))
                      ELSE \langle Head(seq) \rangle \circ RemoveBad(Tail(seq))
AB \triangleq \text{INSTANCE } AB \text{ WITH } AtoB \leftarrow -RemoveBad(AtoB2), BtoA \leftarrow -RemoveBad(BtoA2)
Theorem Spec \Rightarrow AB!Spec
\* Modification History
\ * Last modified Sun Nov 17 22:22:04 CET 2019 by martin
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