

EXTENDS *Integers*

$$a \oplus b \triangleq (a + b) \% 2$$

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--algorithm Handshake{
  variables p = 0, c = 0;
  process ( Producer = 0 )
    variable tp = 0;
    { pe: while ( TRUE )
      {
        tp := c;
        pe1: if ( p ≠ tp ) { goto pe } ;
        put: skip;
        px: p := p ⊕ 1 }
      }

  process ( Consumer = 1 )
    variable tc = 0;
    { ce: while ( TRUE )
      {
        tc := p;
        ce1: if ( c = tc ) { goto ce } ;
        get: skip;
        cx: c := c ⊕ 1 }
      }
}
```

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BEGIN TRANSLATION

VARIABLES  $p, c, pc, tp, tc$

$$vars \triangleq \langle p, c, pc, tp, tc \rangle$$

$$ProcSet \triangleq \{0\} \cup \{1\}$$

$$Init \triangleq \begin{array}{l} \text{Global variables} \\ \wedge p = 0 \\ \wedge c = 0 \\ \text{Process } Producer \\ \wedge tp = 0 \\ \text{Process } Consumer \\ \wedge tc = 0 \\ \wedge pc = [self \in ProcSet \mapsto \text{CASE } self = 0 \rightarrow \text{"pe"} \\ \quad \square \quad self = 1 \rightarrow \text{"ce"}] \end{array}$$

$$pe \triangleq \begin{array}{l} \wedge pc[0] = \text{"pe"} \\ \wedge tp' = c \end{array}$$

$$\begin{aligned}
& \wedge pc' = [pc \text{ EXCEPT } ![0] = \text{"pe1"}] \\
& \wedge \text{UNCHANGED } \langle p, c, tc \rangle \\
pe1 & \triangleq \wedge pc[0] = \text{"pe1"} \\
& \wedge \text{IF } p \neq tp \\
& \quad \text{THEN } \wedge pc' = [pc \text{ EXCEPT } ![0] = \text{"pe"}] \\
& \quad \text{ELSE } \wedge pc' = [pc \text{ EXCEPT } ![0] = \text{"put"}] \\
& \wedge \text{UNCHANGED } \langle p, c, tp, tc \rangle \\
put & \triangleq \wedge pc[0] = \text{"put"} \\
& \wedge \text{TRUE} \\
& \wedge pc' = [pc \text{ EXCEPT } ![0] = \text{"px"}] \\
& \wedge \text{UNCHANGED } \langle p, c, tp, tc \rangle \\
px & \triangleq \wedge pc[0] = \text{"px"} \\
& \wedge p' = p \oplus 1 \\
& \wedge pc' = [pc \text{ EXCEPT } ![0] = \text{"pe"}] \\
& \wedge \text{UNCHANGED } \langle c, tp, tc \rangle \\
Producer & \triangleq pe \vee pe1 \vee put \vee px \\
ce & \triangleq \wedge pc[1] = \text{"ce"} \\
& \wedge tc' = p \\
& \wedge pc' = [pc \text{ EXCEPT } ![1] = \text{"ce1"}] \\
& \wedge \text{UNCHANGED } \langle p, c, tp \rangle \\
ce1 & \triangleq \wedge pc[1] = \text{"ce1"} \\
& \wedge \text{IF } c = tc \\
& \quad \text{THEN } \wedge pc' = [pc \text{ EXCEPT } ![1] = \text{"ce"}] \\
& \quad \text{ELSE } \wedge pc' = [pc \text{ EXCEPT } ![1] = \text{"get"}] \\
& \wedge \text{UNCHANGED } \langle p, c, tp, tc \rangle \\
get & \triangleq \wedge pc[1] = \text{"get"} \\
& \wedge \text{TRUE} \\
& \wedge pc' = [pc \text{ EXCEPT } ![1] = \text{"cx"}] \\
& \wedge \text{UNCHANGED } \langle p, c, tp, tc \rangle \\
cx & \triangleq \wedge pc[1] = \text{"cx"} \\
& \wedge c' = c \oplus 1 \\
& \wedge pc' = [pc \text{ EXCEPT } ![1] = \text{"ce"}] \\
& \wedge \text{UNCHANGED } \langle p, tp, tc \rangle \\
Consumer & \triangleq ce \vee ce1 \vee get \vee cx \\
Next & \triangleq Producer \vee Consumer \\
Spec & \triangleq Init \wedge \Box[Next]_{vars}
\end{aligned}$$

END TRANSLATION

$$pcBar \triangleq [i \in \{0, 1\} \mapsto \text{CASE } i = 0 \rightarrow \text{IF } pc[0] = \text{"pe1"} \text{ THEN "pe"} \\ \text{ELSE } pc[0] \\ \square \quad i = i \rightarrow \text{IF } pc[1] = \text{"ce1"} \text{ THEN "ce"} \\ \text{ELSE } pc[1]]$$

$$Alt \triangleq \text{INSTANCE } AltSpec \text{ WITH } b \leftarrow p \oplus c, pc \leftarrow pcBar$$


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\ * Modification History
\ * Last modified Fri Jun 06 16:47:38 CST 2014 by yaojingguo
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