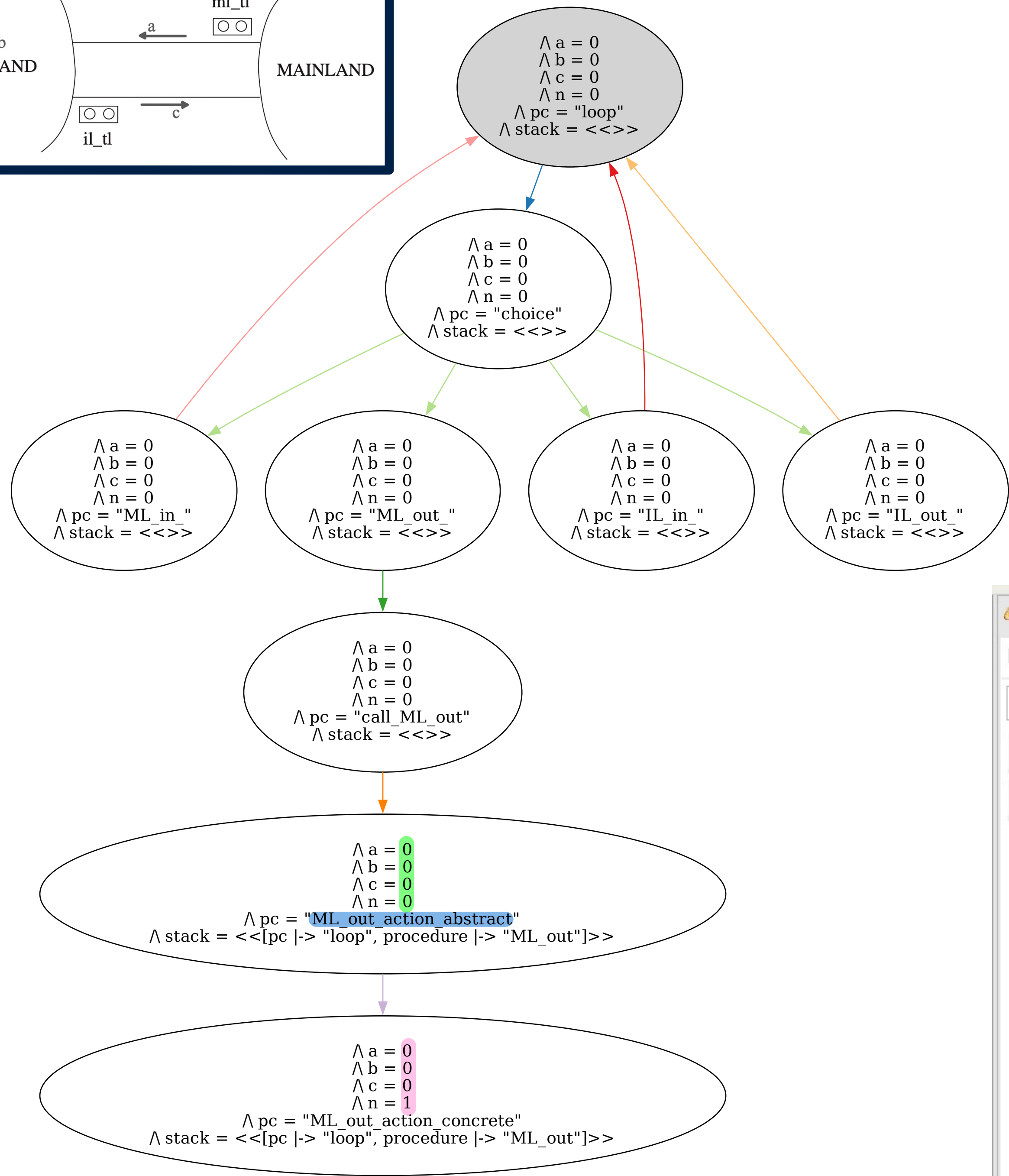
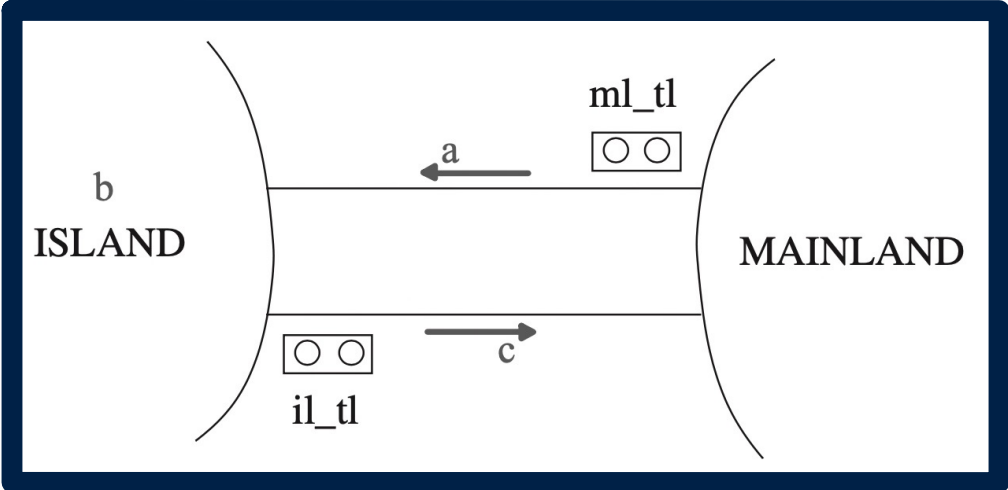




Next State Actions

ML_out_

call ML_out

choice

IL_out_

ML_in_

ML_out_action_abstract

loop

IL_in_

Multiple Labels for Procedure Actions

```
--algorithm bridgeController_m1 {
  variable n = 0, a = 0, b = 0, c = 0;

  procedure ML_out() {
    ML_out_action_abstract: n := n + 1;
    ML_out_action_concrete: a := a + 1;
    return;
  }
}
```

TLC Errors

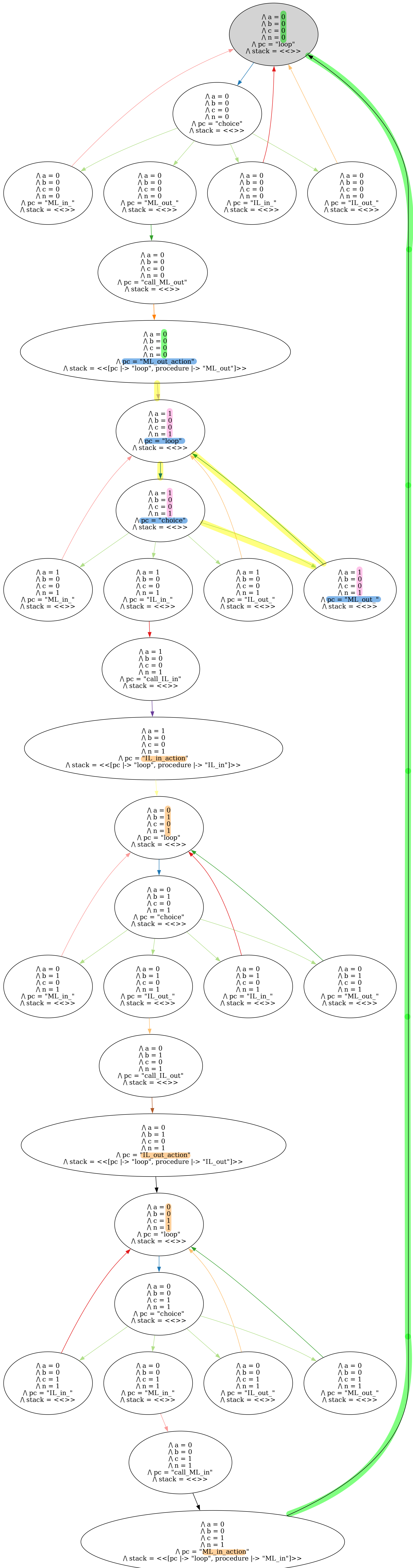
Model_1_d1

Invariant inv1_4 is violated.

Error-Trace Exploration

Error-Trace

Name	Value
▶ ▲ <Initial predicate>	State (num = 1)
▶ ▲ <loop line 114, col 9 to line 116, col 44 of module brid	State (num = 2)
▶ ▲ <choice line 118, col 11 to line 123, col 46 of module	State (num = 3)
▶ ▲ <ML_out_ line 125, col 12 to line 129, col 47 of modul	State (num = 4)
▶ ▲ <call ML_out line 131, col 16 to line 136, col 44 of mo	State (num = 5)
▼ ▲ <ML_out_action_abstract line 74, col 27 to line 77, col	State (num = 6)
▪ a	0
▪ b	0
▪ c	0
▪ n	1
▪ pc	"ML_out_action_concrete"
▶ ▪ stack	<<[pc -> "loop", procedure -> "ML_out"]>>

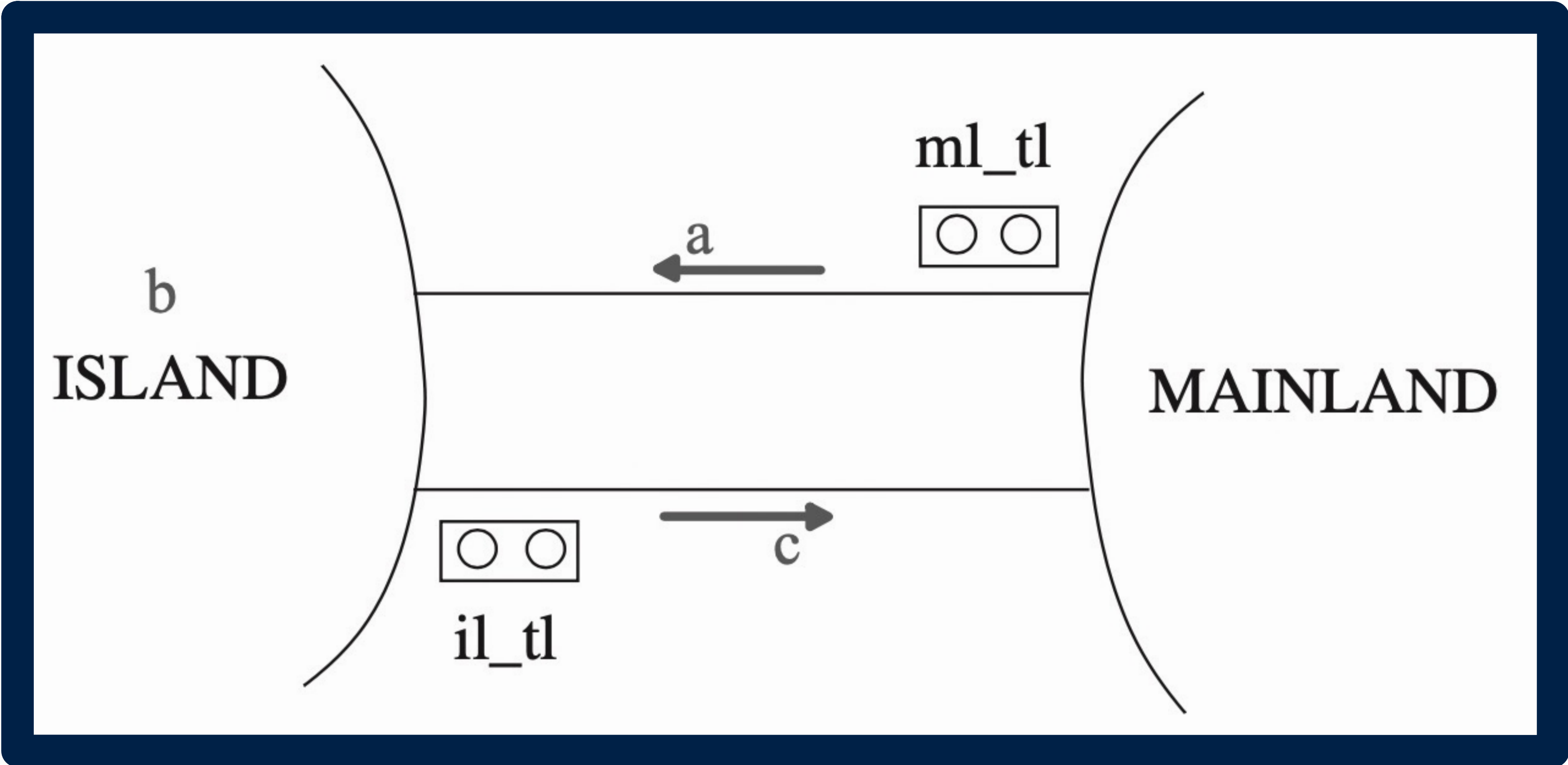


Next State Actions											
	call ML_out	choice	ML_in	call IL_in			loop	IL_in_action	call IL_out	IL_in	ML_out
									ML_out_action		IL_out

Single Labels for Procedure Actions

```
--algorithm bridgeController_m1 {
  variable n = 0, a = 0, b = 0, c = 0;

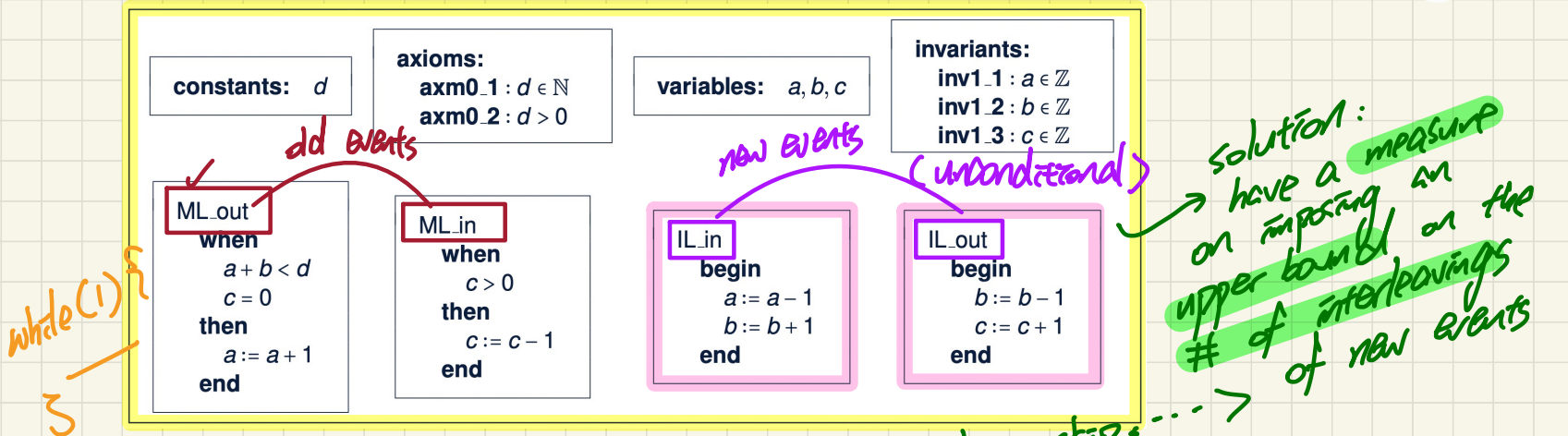
  procedure ML_out() {
    ML_out_action_abstract: n := n + 1;
    a := a + 1;
    return;
  }
}
```



Livelock Caused by New Events Diverging



An alternative **m1** (for demonstration)

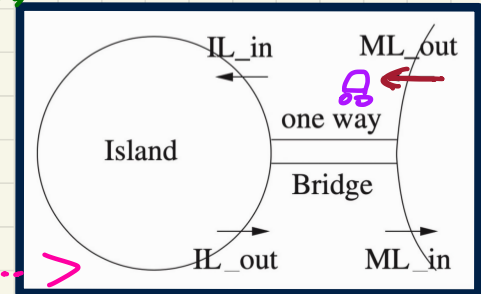


Abstract transitions: $\langle init, ML_out, skip, skip, skip, skip, \dots \rangle$

Concrete transitions: $\langle init, ML_out, IL_in, IL_out, IL_in, IL_out, \dots \rangle$

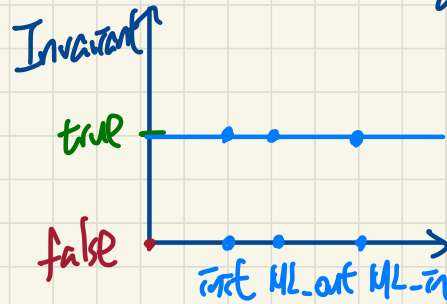
a possible trace that's problematic.

new events occurring indefinitely.

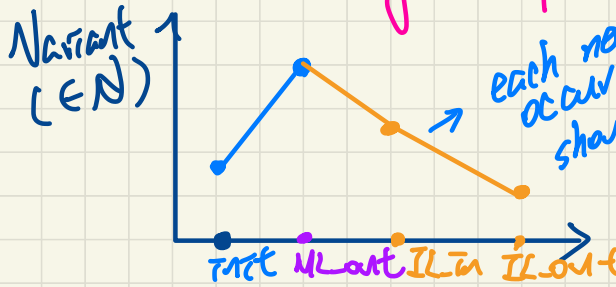


Invariant vs. Variant

Invariant: **Boolean** expression that should always hold (after each event occurrence)



Variant: **Integer** expression that may change after event occurrence.



each new event occurrence should strictly decrease value of variant $\Rightarrow$ # of new events interleaving is finite $\Rightarrow$ no deadlock

fixed

```

IL_out
when
    b > 0
    a = 0
then
    b := b - 1
    c := c + 1
end

```

Variants for **New** Events: $2 \cdot a + b$

variant: $2 \cdot a + b$

old events increase v ($v' > v$)

new events decrease v ($v' < v$)

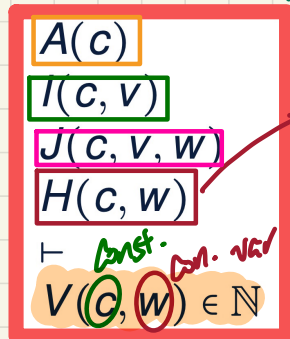
old events may also maintain v ($v' = v$)

$v \geq 0$

occurrences of concrete events

PO of Convergence/Non-Divergence/Livelock Freedom

Variant Stays Non-Negative



guard of new event
NAT

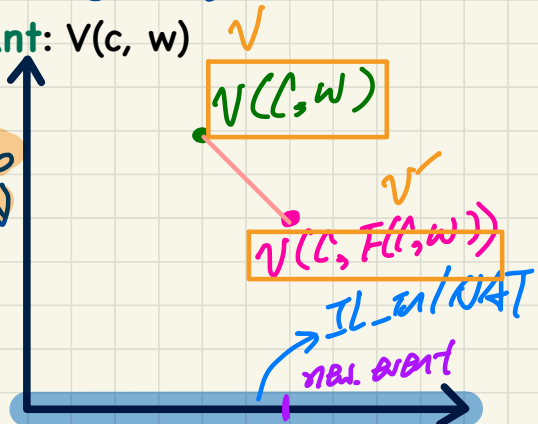
IL_in/NAT

$d \in \mathbb{N}$
 $d > 0$
 $n \in \mathbb{N}$
 $n \leq d$

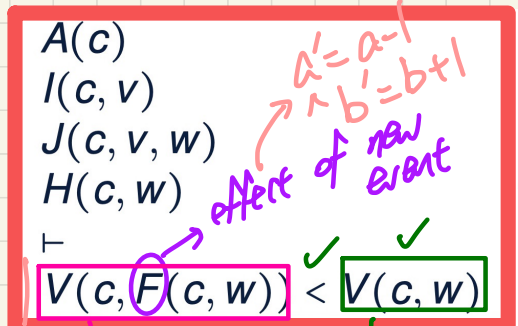
$a \in \mathbb{N} \wedge b \in \mathbb{N} \wedge c \in \mathbb{N} \wedge a > 0$
 $a = c \vee c = 0 \wedge a + b + c = n$

Variants for **New** Events: $2 \cdot a + b$

$$* \quad n' < n \quad (b+1) \\ 2 \cdot \boxed{a'} + \boxed{b'} < 2 \cdot a + b \\ (a-1) \quad \text{variant: } V(c, w)$$



A New Event Occurrence Decreases Variant



VAR

IL_in/VAR

n's value strictly decreased.
 $d \in \mathbb{N}$
 $d > 0$
 $n \in \mathbb{N}$
 $n \leq d$

$a \in \mathbb{N} \wedge b \in \mathbb{N} \wedge c \in \mathbb{N} \wedge a > 0$
 $a = c \vee c = 0 \wedge a + b + c = n$

$$* \quad 2 \cdot (a-1) + (b+1) < 2 \cdot a + b$$

```

----- MODULE bridgeController_m1_variant -----
EXTENDS Integers, Naturals, Sequences, TLC
CONSTANT d
ASSUME /\ d \in Nat
        /\ d > 0

(*
--algorithm bridgeController_m1 {
  variable
    n = 0, a = 0, b = 0, c = 0,
    V_pre = 0, V_post = 0, old_evt_occurred = FALSE, new_evt_occurred = FALSE;

  (*
    Old events: ones that already exist in m0, which is refined by the current m1
    Value of the system variant is always increased or maintained
    by each occurrence of an old event.
  *)
  procedure ML_out() {
    ML_out_action: n := n + 1;
                  a := a + 1;
                  return;
  }

  procedure ML_in() {
    ML_in_action: n := n - 1;
                  c := c - 1;
                  return;
  }

  (*
    New events: ones that do not exist in m0, which is refined by the current m1
    Value of the system variant is always decreased
    by each occurrence of a new event event.
  *)
  procedure IL_in() {
    IL_in_action: a := a - 1;
                  b := b + 1;
                  return;
  }

  procedure IL_out() {
    IL_out_action: b := b - 1;
                  c := c + 1;
                  return;
  }

  {
    loop: while (TRUE) {
      (* Without the first two updates resetting the event log,
         when new_evt_occurred == true, after the next line,
         V_pre == V_post, which will violate the VAR variant constraint.
      *)
      update_variant_pre: new_evt_occurred := FALSE;
                          old_evt_occurred := FALSE;
                          V_pre := 2 * a + b;

      choice: either {
        ML_out: if ( (n < d) /\ (a + b < d) /\ (c = 0)) {
          call ML_out: call ML_out();
          update_evt_log_ml_out: new_evt_occurred := FALSE;
                                old_evt_occurred := TRUE;
                                V_post := 2 * a + b;
        };
      }
      or {

```

```

        ML_in: if ( (n > 0) /\ (c > 0) ) {
            call ML_in: call ML_in();
            update_evt_log_ml_in: new_evt_occurred := FALSE;
                                old_evt_occurred := TRUE;
                                V_post := 2 * a + b;
        };
    }
or {
    IL_in: if ( a > 0 ) {
        call_IL_in: call IL_in();
        update_evt_log_il_in: new_evt_occurred := TRUE;
                            old_evt_occurred := FALSE;
                            V_post := 2 * a + b;
    };
}
or {
    IL_out: if ( (b > 0) /\ (a = 0) ) {
        call_IL_out: call IL_out();
        update_evt_log_il_out: new_evt_occurred := TRUE;
                              old_evt_occurred := FALSE;
                              V_post := 2 * a + b;
    };
};
}
}
*)
\* BEGIN TRANSLATION (chksum(pcal) = "ce02e87c" /\ chksum(tla) = "5f2f5c21")
...
\* END TRANSLATION

\* checking invariants
inv1_1 == a \in Nat
inv1_2 == b \in Nat
inv1_3 == c \in Nat
inv1_4 == a + b + c = n
inv1_5 == (a = 0) /\ (c = 0)

\* checking variants
variants == 2 * a + b >= 0
event_log_consistent == ~(\ old_evt_occurred = TRUE /\ new_evt_occurred = TRUE)
variant_not_decreased == (old_evt_occurred = TRUE => V_post >= V_pre)
variant_decreased == (new_evt_occurred = TRUE => V_post < V_pre)

\* checking deadlock freedom
guard ML_out == /\ (n < d)
                /\ (a + b < d)
                /\ (c = 0)
guard ML_in == /\ (n > 0)
               /\ (c > 0)
guard IL_in == a > 0
guard IL_out == /\ (b > 0)
                /\ (a = 0)
deadlockfree == guard ML_out /\ guard ML_in /\ guard IL_in /\ guard IL_out
=====

```