

Properties:

CTL:

AG (((writer_1 = s2) -> !(writer_2 = s2)) & ((writer_2 = s2) -> !(writer_1 = s2)))

AG (reader_1_read -> any_writer_wrote)

LTL:

Mutual exclusion: $G (((\text{activeReaders} > 0) \rightarrow !(\text{activeWriters} > 0)) \wedge ((\text{activeWriters} > 0) \rightarrow !(\text{activeReaders} > 0)) \wedge (\text{activeWriters} \leq 1))$

The last expression satisfies the exclusive write property

Write-first: It is always true that if a reader and writer want to operate on data at the same time, the writer gets preference is the data has been read at least once
 $G (((\text{waitingReaders} > 0) \wedge (\text{waitingWriters} > 0) \wedge (\text{read} = \text{true})) \rightarrow X (\text{activeWriters} > 0))$

Liveness: $G ((\text{activeWriters} > 0) \rightarrow X (\text{activeReaders} > 0))$

Steps to convert to JML:

Mutual exclusion : The G gets converted to an invariant, since it means that the mutual exclusion property has to hold at all points in the program.
We can also separate the $\text{activeWriters} \leq 1$ property into a separate invariant for the sake of convenience

$$\begin{aligned} & ((\text{activeReaders} > 0) \rightarrow !(\text{activeWriters} > 0)) \wedge ((\text{activeWriters} > 0) \rightarrow !(\text{activeReaders} > 0)) \\ & \equiv (!(\text{activeReaders} > 0) \vee !(\text{activeWriters} > 0)) \wedge (!(\text{activeWriters} > 0) \vee !(\text{activeReaders} > 0)) \\ & \equiv (!(\text{activeReaders} > 0) \vee !(\text{activeWriters} > 0)) \\ & \equiv !(\text{activeReaders} > 0 \wedge \text{activeWriters} > 0) \end{aligned}$$

Exclusive write: $\text{activeWriters} \leq 1 \equiv !(\text{activeWriters} > 1)$

The write first property leads to the following JML assertions.

Post C for startRead: The writer first property implies that a read may be performed if and only if the following conditions apply in addition to $\text{data} \geq 0$:

- a) $\text{activeWriters} = 0$
- b) $\text{waitingWriters} = 0$

or

- a) $\text{read} = \text{false}$

Since the satisfaction of all of these conditions means that a read can be performed, the number of activeReaders must go up by 1. Therefore, we get the postcondition:

$$\begin{aligned} & \text{activeReaders} \geq 1 \wedge ((\text{old}(\text{activeWriters}) + \text{old}(\text{waitingWriters}) = 0 \parallel !(\text{old}(\text{read}))) \wedge (\text{data} \geq 0)) \\ & \Rightarrow \text{old}(\text{activeReaders}) + 1 = \text{activeReaders} \end{aligned}$$

Post C for endRead: Once a read is done, since the write first property demands that a writer be given preference after the first time a piece of written data is read. Additionally, since the reader has finished reading, the number of active readers must go down by one. Therefore the postcondition:
 $\text{old}(\text{activeReaders}) + 1 = \text{activeReaders} \wedge \text{read} = \text{true}$

Post C for startWrite: Mutual exclusion means that only one writer can modify the data at one time. Plus, if someone is reading the data, a write cannot be performed, so when a write occurs, there must neither any active readers, nor any active writers. Therefore, at the end of startWriter, there must be only one active writer. Additionally, for a write to be performed, any data that was written previously must be read at least once (liveness). Therefore the postcondition:

$$\begin{aligned} & \text{activeWriters} = 1 \wedge (\text{old}(\text{activeWriters}) + \text{old}(\text{activeReaders}) = 0 \wedge \text{read}) \\ & \Rightarrow \text{old}(\text{activeWriters}) + 1 = \text{activeWriters} \end{aligned}$$

Post C for endWrite: At the end of a write, the liveness property implies that the next operation to be performed on the data must be a read. Thus, the endWrite method must ensure that read is set to false. Additionally, since the write is over, there must be no more active Writers. Hence the postcondition:

$$\text{activeWriters} = 0 \wedge \text{read} = \text{false}$$