

MODULE *SASwap*

SASwap TLA+ specification (c) by Dmitry Petukhov (<https://github.com/dgpv>)  
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EXTENDS *Naturals*, *Sequences*, *FiniteSets*, *TLC*

CONSTANT *BLOCKS\_PER\_DAY*

CONSTANT *STEALTHY\_SEND\_POSSIBLE*

ASSUME *STEALTHY\_SEND\_POSSIBLE* ∈ BOOLEAN

$Range(f) \triangleq \{f[x] : x \in \text{DOMAIN } f\}$

$Min(set) \triangleq \text{CHOOSE } x \in set : \forall y \in set : x \leq y$

$Max(set) \triangleq \text{CHOOSE } x \in set : \forall y \in set : x \geq y$

$Tx(id, ss, ds, by, to, via) \triangleq$   
 $[id \mapsto id, ss \mapsto ss, ds \mapsto ds, to \mapsto to, by \mapsto by, via \mapsto via]$

VARIABLE *blocks*  $\langle \{Tx, \dots\}, \dots \rangle$

VARIABLE *next\_block*  $\{Tx, \dots\}$

VARIABLE *mempool*  $\{Tx, \dots\}$

VARIABLE *shared\_knowledge*  $\{Tx, \dots\}$

VARIABLE *signers\_map*  $[participant \mapsto \{allowed\_sig, \dots\}]$

*excluded\_transactions* is used to track which transactions cannot be confirmed anymore  
 because other, conflicting transactions are already mined. Without this variable,

*ContractIsLate* operator will be more complex and possibly slower

VARIABLE *excluded\_transactions*  $\{id, \dots\}$

$blockState \triangleq \langle blocks, excluded\_transactions \rangle$

$fullState \triangleq \langle blockState, next\_block, signers\_map, shared\_knowledge, mempool \rangle$

$allExceptNextBlock \triangleq \langle blockState, signers\_map, shared\_knowledge, mempool \rangle$

Various definitions that help to improve readability of the spec

$Alice \triangleq \text{"Alice"}$   
 $Bob \triangleq \text{"Bob"}$   
 $participants \triangleq \{Alice, Bob\}$   
 $sigAlice \triangleq \text{"sigAlice"}$   
 $sigBob \triangleq \text{"sigBob"}$   
 $secretAlice \triangleq \text{"secretAlice"}$   
 $secretBob \triangleq \text{"secretBob"}$   
 $all\_secrets \triangleq \{secretAlice, secretBob\}$   
 $all\_sigs \triangleq \{sigAlice, sigBob, secretAlice, secretBob\}$   
 $tx\_start\_A \triangleq \text{"tx\_start\_A"}$   
 $tx\_start\_B \triangleq \text{"tx\_start\_B"}$   
 $tx\_success \triangleq \text{"tx\_success"}$   
 $tx\_refund\_1 \triangleq \text{"tx\_refund\_1"}$   
 $tx\_revoke \triangleq \text{"tx\_revoke"}$   
 $tx\_refund\_2 \triangleq \text{"tx\_refund\_2"}$   
 $tx\_timeout \triangleq \text{"tx\_timeout"}$   
 $tx\_spend\_A \triangleq \text{"tx\_spend\_A"}$   
 $tx\_spend\_B \triangleq \text{"tx\_spend\_B"}$   
 $tx\_spend\_success \triangleq \text{"tx\_spend\_success"}$   
 $tx\_spend\_refund\_1 \triangleq \text{"tx\_spend\_refund\_1"}$   
 $tx\_spend\_revoke \triangleq \text{"tx\_spend\_revoke"}$   
 $tx\_spend\_refund\_2 \triangleq \text{"tx\_spend\_refund\_2"}$   
 $tx\_spend\_timeout \triangleq \text{"tx\_spend\_timeout"}$   
 $nLockTime \triangleq \text{"nLockTime"}$   
 $nSequence \triangleq \text{"nSequence"}$   
 $NoTimelock \triangleq [days \mapsto 0, type \mapsto nLockTime]$

The map of the transactions, their possible destinations and timelocks.

Adaptor signatures are modelled by an additional value in the required signature set.

For modelling purposes, the secret acts as just another *sig*.

Note: *ds* stands for “destinations”, *ss* for “signatures”

$tx\_map \triangleq [$

‘Contract’ transactions – destinations are other transactions

$tx\_start\_A \mapsto \{[ds \mapsto \{tx\_success, tx\_refund\_1, tx\_revoke, tx\_spend\_A\},$   
 $ss \mapsto \{sigAlice\}]\},$

$tx\_start\_B \mapsto \{[ds \mapsto \{tx\_spend\_B\},$   
 $ss \mapsto \{sigBob\}]\},$

$tx\_success \mapsto \{[ds \mapsto \{tx\_spend\_success\},$   
 $ss \mapsto \{sigAlice, sigBob, secretBob\}]\},$

$tx\_refund\_1 \mapsto \{[ds \mapsto \{tx\_spend\_refund\_1\},$   
 $ss \mapsto \{sigAlice, sigBob, secretAlice\},$   
 $lk \mapsto [days \mapsto 1, type \mapsto nLockTime]]\},$

$tx\_revoke \mapsto \{[ds \mapsto \{tx\_refund\_2, tx\_timeout, tx\_spend\_revoke\},$   
 $ss \mapsto \{sigAlice, sigBob\},$   
 $lk \mapsto [days \mapsto 2, type \mapsto nLockTime]]\},$

$tx\_refund\_2 \mapsto \{[ds \mapsto \{tx\_spend\_refund\_2\},$   
 $ss \mapsto \{sigAlice, sigBob, secretAlice\},$   
 $lk \mapsto [days \mapsto 1, type \mapsto nSequence]]\},$

$tx\_timeout \mapsto \{[ds \mapsto \{tx\_spend\_timeout\},$   
 $ss \mapsto \{sigAlice, sigBob\},$   
 $lk \mapsto [days \mapsto 2, type \mapsto nSequence]]\},$

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'Terminal' transactions – destinations are participants

$$\begin{aligned}
tx\_spend\_A &\mapsto \{[ds \mapsto \{Alice, Bob\}, \\
&\quad ss \mapsto \{sigAlice, sigBob\}]\}, \\
tx\_spend\_B &\mapsto \{[ds \mapsto \{Alice, Bob\}, \\
&\quad ss \mapsto \{secretAlice, secretBob\}]\}, \\
tx\_spend\_success &\mapsto \{[ds \mapsto \{Bob\}, \\
&\quad ss \mapsto \{sigBob\}]\}, \\
tx\_spend\_refund\_1 &\mapsto \{[ds \mapsto \{Alice, Bob\}, \\
&\quad ss \mapsto \{sigAlice, sigBob\}], \\
&\quad [ds \mapsto \{Alice\}, \\
&\quad ss \mapsto \{sigAlice\}, \\
&\quad lk \mapsto [days \mapsto 1, type \mapsto nSequence]]\}, \\
tx\_spend\_revoke &\mapsto \{[ds \mapsto \{Alice, Bob\}, \\
&\quad ss \mapsto \{sigAlice, sigBob\}]\}, \\
tx\_spend\_refund\_2 &\mapsto \{[ds \mapsto \{Alice\}, \\
&\quad ss \mapsto \{sigAlice\}]\}, \\
tx\_spend\_timeout &\mapsto \{[ds \mapsto \{Bob\}, \\
&\quad ss \mapsto \{sigBob\}]\}
\end{aligned}$$

]

$all\_transactions \triangleq \text{DOMAIN } tx\_map$

No variants for transaction with identical destination sets are allowed,  
because we use  $(id, ds)$  to identify a transaction variant

ASSUME  $\forall vset \in \text{Range}(tx\_map) :$

$Cardinality(\{v["ds"] : v \in vset\}) = Cardinality(vset)$

Will fail if there's more than one variant

$SoleVariant(id) \triangleq \text{CHOOSE } v \in tx\_map[id] : Cardinality(tx\_map[id]) = 1$

ASSUME  $BLOCKS\_PER\_DAY \geq \text{IF } SoleVariant(tx\_refund\_1).lk.days > 1$   
THEN 2 ELSE 3

$$\begin{aligned}
ConfirmedTransactions &\triangleq \{tx.id : tx \in \text{UNION } Range(blocks)\} \\
NextBlockTransactions &\triangleq \{tx.id : tx \in next\_block\} \\
NextBlockConfirmedTransactions &\triangleq \\
&\quad ConfirmedTransactions \cup NextBlockTransactions \\
MempoolTransactions &\triangleq \{tx.id : tx \in mempool\} \\
SentTransactions &\triangleq ConfirmedTransactions \cup MempoolTransactions \\
ContractTransactions &\triangleq \\
&\quad \{id \in all\_transactions : \\
&\quad \quad \forall variant \in tx\_map[id] : \\
&\quad \quad \forall d \in variant.ds : d \in all\_transactions\} \\
TerminalTransactions &\triangleq \\
&\quad \{id \in all\_transactions : \\
&\quad \quad \forall variant \in tx\_map[id] : \\
&\quad \quad \forall d \in variant.ds : d \in participants\} \\
\text{ASSUME } \forall id \in all\_transactions : &\quad \forall id \in TerminalTransactions \\
&\quad \quad \forall id \in ContractTransactions
\end{aligned}$$

In this contract each transaction has only one parent,  
so we can use simple mapping from *dep\_id* to parent *id*

$$\begin{aligned}
dependency\_map &\triangleq \\
&\quad [dep\_id \in \\
&\quad \quad \text{UNION } \{v.ds : v \in \text{UNION } \{tx\_map[id] : id \in ContractTransactions\}\} \\
&\quad \mapsto \text{CHOOSE } id \in ContractTransactions : \\
&\quad \quad dep\_id \in \text{UNION } \{v.ds : v \in tx\_map[id]\}]
\end{aligned}$$

Special destination for the case when funds will still be locked  
at the contract after the transaction is spent

$$Contract \triangleq \text{"Contract"}$$

$$DstSet(id, ds) \triangleq \text{IF } id \in ContractTransactions \text{ THEN } \{Contract\} \text{ ELSE } ds$$

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$ConflictingSet(id) \triangleq$   
 IF  $id \in \text{DOMAIN } dependency\_map$   
 THEN  $\{dep\_id \in \text{DOMAIN } dependency\_map : dependency\_map[dep\_id] = dependency\_map[id]\}$   
 ELSE  $\{id\}$

Transaction also conflicts with itself

ASSUME  $\forall id \in all\_transactions : id \in ConflictingSet(id)$

RECURSIVE  $DependencyChain(-)$   
 $DependencyChain(id) \triangleq$   
 IF  $id \in \text{DOMAIN } dependency\_map$   
 THEN  $\{id\} \cup DependencyChain(dependency\_map[id])$   
 ELSE  $\{id\}$

$DependencyBlock(id) \triangleq$   
 CHOOSE  $bn \in \text{DOMAIN } blocks :$   
 $dependency\_map[id] \in \{tx.id : tx \in blocks[bn]\}$

$Timelock(id, ds) \triangleq$   
 LET  $v \triangleq$  CHOOSE  $v \in tx\_map[id] : v.ds = ds$   
 IN IF " $lk$ "  $\in \text{DOMAIN } v$   
 THEN  $v.lk$   
 ELSE  $NoTimelock$

Transaction variants with different timelock types are not modelled

ASSUME  $\forall id \in all\_transactions :$   
 $\forall v1 \in tx\_map[id] :$   
 $\forall v2 \in tx\_map[id] :$   
 LET  $t1 \triangleq Timelock(id, v1.ds)$   
 $t2 \triangleq Timelock(id, v2.ds)$   
 IN  $t1.type = t2.type \vee NoTimelock \in \{t1, t2\}$

$UnreachableHeight \triangleq 2^{30} + (2^{30} - 1)$

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$$\begin{aligned}
& \textit{TimelockExpirationHeight}(id, ds) \triangleq \\
& \quad \text{LET } lk \triangleq \textit{Timelock}(id, ds) \\
& \quad \text{IN } \text{CASE } lk.type = nLockTime \\
& \quad \quad \rightarrow lk.days * \textit{BLOCKS\_PER\_DAY} \\
& \quad \quad \square \quad lk.type = nSequence \\
& \quad \quad \rightarrow \text{IF } dependency\_map[id] \in \textit{ConfirmedTransactions} \\
& \quad \quad \quad \text{THEN } \textit{DependencyBlock}(id) \\
& \quad \quad \quad \quad + lk.days * \textit{BLOCKS\_PER\_DAY} \\
& \quad \quad \quad \text{ELSE } \textit{UnreachableHeight} \\
& \textit{Deadline}(id, ds) \triangleq \\
& \quad \text{LET } hs \triangleq \\
& \quad \quad \text{UNION } \{ \\
& \quad \quad \quad \{ \\
& \quad \quad \quad \quad \textit{TimelockExpirationHeight}(c\_id, v.ds) : v \in tx\_map[c\_id] \\
& \quad \quad \quad \} : c\_id \in \textit{ConflictingSet}(id) \\
& \quad \quad \quad \} \\
& \quad \quad c\_hs \triangleq \{h \in hs : h > \textit{TimelockExpirationHeight}(id, ds)\} \\
& \quad \text{IN } \text{IF } c\_hs = \{\} \\
& \quad \quad \text{THEN } \textit{UnreachableHeight} \quad \text{longest timelock (or no timelock)} \Rightarrow \text{no deadline} \\
& \quad \quad \text{ELSE } \textit{Min}(c\_hs) \\
& \textit{SigsAvailable}(id, ds, sender) \triangleq \\
& \quad \text{LET } secrets\_shared \triangleq \\
& \quad \quad \text{UNION } \{tx.ss \cap all\_secrets : tx \in shared\_knowledge\} \\
& \quad \quad sigs\_shared \triangleq \\
& \quad \quad \quad \text{UNION } \{tx.ss : tx \in \{tx \in shared\_knowledge : \wedge tx.id = id \\
& \quad \quad \quad \quad \quad \quad \quad \quad \wedge tx.ds = ds\}\} \\
& \quad \text{IN } sigs\_shared \cup secrets\_shared \cup signers\_map[sender]
\end{aligned}$$

This says 'Dependencies', but there's only one dependency possible for a transaction with current model

$$\begin{aligned}
& \textit{DependenciesMet}(id, ids) \triangleq \\
& \quad id \in \text{DOMAIN } dependency\_map \Rightarrow dependency\_map[id] \in ids
\end{aligned}$$

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$$\begin{aligned}
IsSpendable(id, ss, ds, sender, other\_ids) &\triangleq \\
&\wedge \{\} = ConflictingSet(id) \cap other\_ids \\
&\wedge DependenciesMet(id, other\_ids) \\
&\wedge ss \subseteq SigsAvailable(id, ds, sender) \\
&\wedge Len(blocks) \geq TimelockExpirationHeight(id, ds)
\end{aligned}$$

Sending  $tx\_spend\_B$  does not actually expose secrets, because the secrets are used as keys, and  $sigSecretBob$  would be exposed rather than  $secretBob$ .

Instead of introducing  $revealSecret\{Alice \mid Bob\}$ ,  $sigSecret\{Alice \mid Bob\}$

we simply filter out signatures of  $tx\_spend\_B$  before placing into shared knowledge

$$\begin{aligned}
ShareKnowledge(knowledge) &\triangleq \\
LET \ knowledge\_filtered &\triangleq \\
&\{ IF \ tx.id \neq tx\_spend\_B \ THEN \ tx \ ELSE \ [tx \ EXCEPT \ !.ss = \{\}] : \\
&\quad tx \in knowledge \} \\
&\text{shared\_knowledge may not change here, callers need to check if they care} \\
IN \ shared\_knowledge' &= shared\_knowledge \cup knowledge\_filtered
\end{aligned}$$

$$\begin{aligned}
ShareTransactions(ids, signer) &\triangleq \\
LET \ Dst(id) &\triangleq \text{CHOOSE } x \in DstSet(id, \{signer\}) : \text{TRUE} \\
signer\_sigs &\triangleq signers\_map[signer] \\
txs &\triangleq \text{UNION } \{ \\
&\quad \{ \\
&\quad \quad Tx(id, (v.ss \cap signer\_sigs) \setminus all\_secrets, \\
&\quad \quad \quad v.ds, signer, Dst(id), \text{"direct"}) : \\
&\quad \quad \quad v \in tx\_map[id] \\
&\quad \} : id \in ids \\
&\} \\
IN \ &\wedge ShareKnowledge(txs) \\
&\wedge shared\_knowledge' \neq shared\_knowledge \text{ not a new knowledge} \Rightarrow \text{fail}
\end{aligned}$$

Participants shall not put transactions into *mempool* past deadline,

otherwise there may be contention and a chance for counterparty to take all

$$IsSafeToSend(id, ds, sender) \triangleq Len(blocks) < Deadline(id, ds)$$



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$$\begin{aligned}
& \text{SendTransactionToMempool}(id, variant, sender, to) \triangleq \\
& \quad \wedge \text{IsSpendable}(id, variant.ss, variant.ds, sender, \text{SentTransactions}) \\
& \quad \wedge \text{IsSafeToSend}(id, variant.ds, sender) \\
& \quad \wedge \text{LET } tx \triangleq Tx(id, variant.ss, variant.ds, sender, to, \text{"mempool"}) \\
& \quad \quad \text{IN } \wedge \text{mempool}' = \text{mempool} \cup \{tx\} \\
& \quad \quad \wedge \text{ShareKnowledge}(\{tx\})
\end{aligned}$$

Give  $tx$  directly to miner, bypassing global  $mempool$   
 No  $\text{IsSafeToSend}()$  check because information is not shared,  
 and after the block is mined, there's no possible contention  
 unless the block is orphaned. Orphan blocks are not modelled,  
 and therefore there's no need for additional restriction  
 as any state space restriction can possibly mask some other issue

$$\begin{aligned}
& \text{SendTransactionToMiner}(id, variant, sender, to) \triangleq \\
& \quad \wedge \text{STEALTHY\_SEND\_POSSIBLE} \\
& \quad \wedge \text{IsSpendable}(id, variant.ss, variant.ds, sender, \\
& \quad \quad \text{NextBlockConfirmedTransactions}) \\
& \quad \wedge \text{next\_block}' = \\
& \quad \quad \text{next\_block} \cup \{Tx(id, variant.ss, variant.ds, sender, to, \text{"miner"})\}
\end{aligned}$$

$$\begin{aligned}
& \text{SendTransaction}(id, variant, sender, to) \triangleq \\
& \quad \vee \wedge \text{SendTransactionToMempool}(id, variant, sender, to) \\
& \quad \quad \wedge \text{UNCHANGED next\_block} \\
& \quad \vee \wedge \text{SendTransactionToMiner}(id, variant, sender, to) \\
& \quad \quad \wedge \text{UNCHANGED } \langle \text{mempool}, \text{shared\_knowledge} \rangle
\end{aligned}$$

$$\begin{aligned}
& \text{SendSomeTransaction}(ids, sender) \triangleq \\
& \quad \exists id \in ids : \\
& \quad \exists variant \in tx\_map[id] : \\
& \quad \exists to \in \text{DstSet}(id, variant.ds \cap \{sender\}) : \\
& \quad \quad \text{SendTransaction}(id, variant, sender, to)
\end{aligned}$$

$$\begin{aligned}
& \text{HasCustody}(ids, participant) \triangleq \\
& \quad \exists id \in ids : \exists tx \in \text{UNION } \text{Range}(\text{blocks}) : tx.id = id \wedge tx.to = participant
\end{aligned}$$

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$$\begin{aligned}
\text{ContractIsLate} &\triangleq \\
&\wedge \text{Len}(\text{blocks}) \geq \text{BLOCKS\_PER\_DAY} \\
&\wedge \forall id \in \text{all\_transactions} \setminus \text{excluded\_transactions} : \\
&\quad \forall v \in \text{tx\_map}[id] : \\
&\quad \quad \text{Len}(\text{blocks}) - \text{BLOCKS\_PER\_DAY} \geq \text{TimelockExpirationHeight}(id, v.ds)
\end{aligned}$$

Sharing secrets or keys has to occur before deadline to send *tx\_success*

$$\text{TooLateToShare} \triangleq \text{Len}(\text{blocks}) \geq \text{Deadline}(\text{tx\_success}, \text{SoleVariant}(\text{tx\_success}).ds)$$

Termination conditions

$$\begin{aligned}
\text{SwapSuccessful} &\triangleq \\
&\wedge \text{HasCustody}(\{\text{tx\_spend\_B}\}, \text{Alice}) \\
&\wedge \text{HasCustody}(\{\text{tx\_spend\_A}, \text{tx\_spend\_success}, \\
&\quad \text{tx\_spend\_timeout}, \text{tx\_spend\_revoke}\}, \text{Bob})
\end{aligned}$$

$$\begin{aligned}
\text{SwapAborted} &\triangleq \\
&\wedge \vee \text{HasCustody}(\{\text{tx\_spend\_A}, \\
&\quad \text{tx\_spend\_refund\_1}, \text{tx\_spend\_refund\_2}\}, \text{Alice}) \\
&\quad \vee \exists tx \in \text{UNION } \text{Range}(\text{blocks}) : \wedge tx.id = \text{tx\_spend\_refund\_1} \\
&\quad \quad \wedge tx.ds = \{\text{Alice}\} \\
&\wedge \text{HasCustody}(\{\text{tx\_spend\_B}\}, \text{Bob})
\end{aligned}$$

$$\begin{aligned}
\text{SwapTimedOut} &\triangleq \wedge \text{tx\_spend\_timeout} \in \text{ConfirmedTransactions} \\
&\quad \wedge \text{secretBob} \notin \text{signers\_map}[\text{Alice}]
\end{aligned}$$

$$\text{ContractFinished} \triangleq (\text{SwapSuccessful} \vee \text{SwapAborted} \vee \text{SwapTimedOut})$$

## Participant actions

Transactions *Alice* initially shares signatures on

$$phase0\_to\_share\_Alice \triangleq \{tx\_revoke, tx\_timeout\}$$

Transactions *Bob* initially shares signatures on

$$phase0\_to\_share\_Bob \triangleq \{tx\_refund\_1, tx\_revoke, tx\_refund\_2, tx\_timeout\}$$

Conditions to divide the contract execution into phases according to original spec

$$Phase\_3\_cond \triangleq tx\_start\_B \in ConfirmedTransactions$$

$$Phase\_2\_cond \triangleq tx\_start\_A \in ConfirmedTransactions$$

$$Phase\_1\_cond \triangleq$$

$$\wedge \forall id \in phase0\_to\_share\_Alice :$$

$$\exists tx \in shared\_knowledge : tx.id = id \wedge sigAlice \in tx.ss$$

$$\wedge \forall id \in phase0\_to\_share\_Bob :$$

$$\exists tx \in shared\_knowledge : tx.id = id \wedge sigBob \in tx.ss$$

$$InPhase\_3 \triangleq$$

$$\wedge Phase\_3\_cond$$

$$InPhase\_2 \triangleq$$

$$\wedge Phase\_2\_cond$$

$$\wedge \neg Phase\_3\_cond$$

$$InPhase\_1 \triangleq$$

$$\wedge Phase\_1\_cond$$

$$\wedge \neg Phase\_2\_cond$$

$$\wedge \neg Phase\_3\_cond$$

$$InPhase\_0 \triangleq$$

$$\wedge \neg Phase\_1\_cond$$

$$\wedge \neg Phase\_2\_cond$$

$$\wedge \neg Phase\_3\_cond$$

Helper operators to declutter the action expressions

$$NoSending \triangleq \text{UNCHANGED } \langle mempool, next\_block \rangle$$

$$NoKeysShared \triangleq \text{UNCHANGED } signers\_map$$

$$NoKnowledgeShared \triangleq \text{UNCHANGED } shared\_knowledge$$

$$\begin{aligned}
& AliceAction \triangleq \\
& \text{LET } Send(ids) \triangleq SendSomeTransaction(ids, Alice) \\
& \quad Share(ids) \triangleq ShareTransactions(ids, Alice) \\
& \quad OnlySafeToSend(ids) \triangleq \\
& \quad \{ \\
& \quad \quad id \in ids : \\
& \quad \quad \text{CASE } id = tx\_refund\_1 \text{ Do not send } refund\_1 \text{ if } tx\_success \text{ was shared} \\
& \quad \quad \quad \rightarrow tx\_success \notin \{tx.id : tx \in shared\_knowledge\} \\
& \quad \quad \square \quad secretAlice \in \text{UNION } \{v.ss : v \in tx\_map[id]\} \\
& \quad \quad \quad \text{Once Alice received secretBob, should never send out secretAlice} \\
& \quad \quad \quad \rightarrow secretBob \notin signers\_map[Alice] \\
& \quad \quad \square \quad \text{OTHER} \rightarrow \text{TRUE} \\
& \quad \} \\
& \text{IN } \vee \wedge InPhase\_0 \\
& \quad \wedge Share(phase0\_to\_share\_Alice) \\
& \quad \wedge NoSending \wedge NoKeysShared \\
& \vee \wedge InPhase\_1 \\
& \quad \wedge Send(\{tx\_start\_A\}) \\
& \quad \wedge NoKeysShared \\
& \vee \wedge InPhase\_2 \\
& \quad \wedge \text{FALSE No specific actions} \\
& \vee \wedge InPhase\_3 \\
& \quad \wedge \neg HasCustody(TerminalTransactions, Alice) \text{ Alice gets B or takes back A} \\
& \quad \wedge \vee \wedge secretBob \in signers\_map[Alice] \text{ Bob gave Alice his secret} \\
& \quad \quad \wedge sigAlice \notin signers\_map[Bob] \text{ Alice did not yet gave Bob her key} \\
& \quad \quad \wedge \neg TooLateToShare \\
& \quad \quad \wedge signers\_map' = \\
& \quad \quad \quad [signers\_map \text{ EXCEPT } ![Bob] = signers\_map[Bob] \cup \{sigAlice\}] \\
& \quad \quad \wedge NoSending \wedge NoKnowledgeShared \\
& \vee \wedge tx\_refund\_1 \notin SentTransactions \\
& \quad \wedge \neg TooLateToShare \\
& \quad \wedge Share(\{tx\_success\}) \text{ refund\_1 not sent yet, can share} \\
& \quad \wedge NoSending \wedge NoKeysShared \\
& \vee \wedge Send(OnlySafeToSend(all\_transactions)) \\
& \quad \wedge NoKeysShared
\end{aligned}$$

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$$\begin{aligned}
& \text{BobAction} \triangleq \\
& \text{LET } \text{Send}(ids) \triangleq \text{SendSomeTransaction}(ids, \text{Bob}) \\
& \quad \text{Share}(ids) \triangleq \text{ShareTransactions}(ids, \text{Bob}) \\
& \quad \text{tx\_success\_sigs} \triangleq \\
& \quad \quad \text{SigsAvailable}(\text{tx\_success}, \text{SoleVariant}(\text{tx\_success}).ds, \text{Bob}) \\
& \text{IN } \vee \wedge \text{InPhase}_0 \\
& \quad \wedge \text{Share}(\text{phase0\_to\_share\_Bob}) \\
& \quad \wedge \text{NoSending} \wedge \text{NoKeysShared} \\
& \vee \wedge \text{InPhase}_1 \\
& \quad \wedge \text{FALSE} \quad \text{No specific actions} \\
& \vee \wedge \text{InPhase}_2 \\
& \quad \wedge \text{Send}(\{\text{tx\_start\_B}\}) \\
& \quad \wedge \text{NoKeysShared} \\
& \vee \wedge \text{InPhase}_3 \quad \text{sign all transactions we can} \\
& \quad \wedge \neg \text{HasCustody}(\text{TerminalTransactions}, \text{Bob}) \quad \text{Bob gets A or takes back B} \\
& \quad \wedge \vee \wedge \text{sigAlice} \in \text{tx\_success\_sigs} \\
& \quad \quad \text{If Bob already knows secretAlice, he doesn't need to share secretBob} \\
& \quad \quad \wedge \text{secretAlice} \notin \text{tx\_success\_sigs} \\
& \quad \quad \wedge \text{secretBob} \notin \text{signers\_map}[\text{Alice}] \\
& \quad \quad \wedge \neg \text{TooLateToShare} \\
& \quad \quad \wedge \text{signers\_map}' = [\text{signers\_map} \quad \text{give secretBob to Alice} \\
& \quad \quad \quad \text{EXCEPT } ![\text{Alice}] = \text{signers\_map}[\text{Alice}] \\
& \quad \quad \quad \cup \{\text{secretBob}\}] \\
& \quad \quad \wedge \text{NoSending} \wedge \text{NoKnowledgeShared} \\
& \vee \wedge \text{Send}(\text{all\_transactions}) \\
& \quad \wedge \text{NoKeysShared}
\end{aligned}$$

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$$IsDeadlineOnNextBlock(id, ds) \triangleq Len(blocks) + 1 = Deadline(id, ds)$$

$$MempoolMonitorActionRequired \triangleq$$

$$\begin{aligned} \exists tx \in mempool : & \wedge IsDeadlineOnNextBlock(tx.id, tx.ds) \\ & \wedge tx.id \notin NextBlockTransactions \end{aligned}$$

We update *next\_block* directly rather than having to deal with fees and prioritization. What we want to model is the behavior of participants where once they have sent the transaction, they do anything possible to meet the deadline set by the protocol to confirm the transaction. Failure to do so before the deadline is out of scope, even though it could be caused by some unexpected *mempool* behavior.

Exact *mempool* behavior is too low-level and is better modelled separately to check that high-level constraints can be met. Although if we were to have more complex model where the amounts available for each participant are tracked, it might make sense to include the fees and *mempool* behavior into the model of the contract to catch the cases when participants just can't bump fees anymore, for example.

We could just not model the *mempool* monitoring, and constrain state space such that states with late *txs* are invalid, to express that we don't care about the cases when participants fail to get their *txs* confirmed in time. But maybe there could be some interesting behaviors to be modelled if more elaborate monitor action is implemented

$$MempoolMonitorAction \triangleq$$

$$LET \ tx \triangleq \text{CHOOSE } tx \in mempool : IsDeadlineOnNextBlock(tx.id, tx.ds)$$

$$\begin{aligned} txs\_to\_bump \triangleq & \{tx\} \cup \{dptx \in mempool : \\ & \wedge dptx.id = dependency\_map[tx.id] \\ & \wedge dptx.id \notin NextBlockTransactions\} \end{aligned}$$

$$IN \ next\_block' =$$

$$\begin{aligned} \{nbtx \in next\_block : & \text{conflicting } txs \text{ are expunged from } next\_block \\ \} = & DependencyChain(nbtx.id) \cap \\ & UNION \ \{ConflictingSet(bmptx.id) : bmptx \in txs\_to\_bump\} \\ \cup & \{[bmptx \text{ EXCEPT } !.via = \text{"fee-bump"}] : bmptx \in txs\_to\_bump\} \end{aligned}$$

Miner action

$IncludeTxIntoBlock \triangleq$

$\wedge \exists tx \in mempool :$   
 $\wedge \{ \} = ConflictingSet(tx.id) \cap NextBlockConfirmedTransactions$   
 $\wedge DependenciesMet(tx.id, NextBlockConfirmedTransactions)$   
 $\wedge next\_block' = next\_block \cup \{tx\}$   
 $\wedge UNCHANGED \langle blocks, mempool, shared\_knowledge, excluded\_transactions \rangle$

$MineTheBlock \triangleq$

IF  $next\_block = \{ \}$   
 THEN  $\wedge tx\_start\_A \in ConfirmedTransactions$   
 $\wedge \neg ContractIsLate$   
 $\wedge blocks' = Append(blocks, \{ \})$   
 $\wedge UNCHANGED \langle mempool, next\_block, shared\_knowledge, excluded\_transactions \rangle$   
 ELSE  $\wedge blocks' = Append(blocks, next\_block)$   
 $\wedge mempool' = \{ tx \in mempool : \text{conflicting } txs \text{ are expunged from mempool} \}$   
 $\{ \} = DependencyChain(tx.id) \cap$   
 $UNION \{ ConflictingSet(nbt.x.id) : nbt.x \in next\_block \}$   
 $\wedge next\_block' = \{ \}$   
 $\wedge excluded\_transactions' = excluded\_transactions$   
 $\cup UNION \{ ConflictingSet(tx.id) : tx \in next\_block \}$   
 $\wedge ShareKnowledge(next\_block \setminus mempool)$

$MinerAction \triangleq IncludeTxIntoBlock \vee MineTheBlock$

$$\begin{aligned}
& \text{TypeOK} \triangleq \\
& \text{LET } TxConsistent(tx, vias) \triangleq \\
& \quad \wedge tx.id \in all\_transactions \\
& \quad \wedge tx.ss \subseteq \text{UNION } \{v.ss : v \in tx\_map[tx.id]\} \\
& \quad \wedge tx.ds \in \{v.ds : v \in tx\_map[tx.id]\} \\
& \quad \wedge tx.to \in \text{UNION } \{DstSet(tx.id, v.ds) : v \in tx\_map[tx.id]\} \\
& \quad \wedge tx.by \in participants \\
& \quad \wedge tx.via \in vias \\
& \quad AllSigsPresent(tx) \triangleq \wedge tx.ss \in \{v.ss : v \in tx\_map[tx.id]\} \\
& \quad SigConsistent(sig) \triangleq \\
& \quad \quad \wedge sig.id \in all\_transactions \\
& \quad \quad \wedge sig.s \in all\_sigs \\
& \quad \quad \wedge sig.ds \subseteq participants \cup \text{DOMAIN } dependency\_map \\
& \text{IN } \wedge \forall tx \in \text{UNION } Range(blocks) : \\
& \quad \vee \wedge TxConsistent(tx, \{"mempool", "miner", "fee-bump"\}) \\
& \quad \quad \wedge AllSigsPresent(tx) \\
& \quad \vee Print(\langle \sim \text{TypeOK blocks}, tx \rangle, \text{FALSE}) \\
& \wedge \forall tx \in next\_block : \\
& \quad \vee \wedge TxConsistent(tx, \{"mempool", "miner", "fee-bump"\}) \\
& \quad \quad \wedge AllSigsPresent(tx) \\
& \quad \vee Print(\langle \sim \text{TypeOK next\_block}, tx \rangle, \text{FALSE}) \\
& \wedge \forall tx \in mempool : \\
& \quad \vee \wedge TxConsistent(tx, \{"mempool"\}) \\
& \quad \quad \wedge AllSigsPresent(tx) \\
& \quad \vee Print(\langle \sim \text{TypeOK mempool}, tx \rangle, \text{FALSE}) \\
& \wedge \forall tx \in shared\_knowledge : \\
& \quad \vee TxConsistent(tx, \{"mempool", "miner", "fee-bump", "direct"\}) \\
& \quad \vee Print(\langle \sim \text{TypeOK shared\_knowledge}, tx \rangle, \text{FALSE}) \\
& \wedge \forall p \in \text{DOMAIN } signers\_map : \\
& \quad \vee \wedge p \in participants \\
& \quad \quad \wedge \forall sig \in signers\_map[p] : sig \in all\_sigs \\
& \quad \vee Print(\langle \sim \text{TypeOK signers\_map}, p \rangle, \text{FALSE}) \\
& \wedge excluded\_transactions \subseteq all\_transactions
\end{aligned}$$



$ConsistentPhase \triangleq$   
 LET  $phases \triangleq \langle InPhase\_0, InPhase\_1, InPhase\_2, InPhase\_3 \rangle$   
 IN  $Cardinality(\{i \in \text{DOMAIN } phases : phases[i]\}) = 1$

$NoConcurrentSecretKnowledge \triangleq$   
 LET  $SecretsShared \triangleq (all\_secrets \cap \text{UNION } \{tx.ss : tx \in shared\_knowledge\})$   
 $\cup (\{secretBob\} \cap signers\_map[Alice])$   
 $\cup (\{secretAlice\} \cap signers\_map[Bob])$   
 IN  $Cardinality(SecretsShared) \leq 1$

$NoConflictingTransactions \triangleq$   
 LET  $ConflictCheck(tx) \triangleq$   
 LET  $ids \triangleq \{tx.id : tx \in txs\}$   
 IN  $\wedge Cardinality(ids) = Cardinality(tx)$   
 $\wedge \forall id \in ids : ConflictingSet(id) \cap ids = \{id\}$   
 IN  $\wedge ConflictCheck(\text{UNION } Range(blocks) \cup next\_block)$   
 $\wedge ConflictCheck(\text{UNION } Range(blocks) \cup mempool)$

$NoSingleParticipantTakesAll \triangleq$   
 $\forall p \in participants :$   
 LET  $txs\_to\_p \triangleq \{tx \in \text{UNION } Range(blocks) : tx.to = p\}$   
 IN  $Cardinality(\{tx.id : tx \in txs\_to\_p\}) \leq 1$

$NoUnsafeTransactionPublishing \triangleq$   
 $\forall tx \in mempool : IsSafeToSend(tx.id, tx.ds, tx.by)$

$TransactionTimelocksEnforced \triangleq$   
 $\neg \exists tx \in next\_block : Len(blocks) < TimelockExpirationHeight(tx.id, tx.ds)$

$CleanStateOnContractFinish \triangleq$   
 $ContractFinished \Rightarrow$   
 $\wedge mempool = \{\}$   
 $\wedge next\_block = \{\}$   
 $\wedge \neg \text{ENABLED } AliceAction \vee Print(\text{"AliceAction is enabled"}, \text{FALSE})$   
 $\wedge \neg \text{ENABLED } BobAction \vee Print(\text{"BobAction is enabled"}, \text{FALSE})$

$ContractFinishesBeforeTooLate \triangleq ContractIsLate \Rightarrow ContractFinished$

$AliceDoesNotKnowBobsSecretOnTimeout \triangleq$   
 $SwapTimedOut \Rightarrow \wedge secretBob \notin \text{UNION } \{tx.ss : tx \in shared\_knowledge\}$   
 $\wedge secretBob \notin signers\_map[Alice]$

Can use this invariant to check if certain state can be reached.

If the *CounterExample* invariant is violated, then the state has been reached.

$$\text{CounterExample} \triangleq \text{TRUE} \wedge \dots$$

Can use this to manually check that any transaction

can eventually be confirmed (much faster than via temporal properties)

$$\wedge tx\_start\_A \notin \text{ConfirmedTransactions}$$

$$\wedge tx\_start\_B \notin \text{ConfirmedTransactions}$$

$$\wedge tx\_success \notin \text{ConfirmedTransactions}$$

$$\wedge tx\_refund\_1 \notin \text{ConfirmedTransactions}$$

$$\wedge tx\_revoke \notin \text{ConfirmedTransactions}$$

$$\wedge tx\_refund\_2 \notin \text{ConfirmedTransactions}$$

$$\wedge tx\_timeout \notin \text{ConfirmedTransactions}$$

$$\wedge tx\_spend\_A \notin \text{ConfirmedTransactions}$$

$$\wedge tx\_spend\_B \notin \text{ConfirmedTransactions}$$

$$\wedge tx\_spend\_success \notin \text{ConfirmedTransactions}$$

$$\wedge tx\_spend\_refund\_1 \notin \text{ConfirmedTransactions}$$

$$\wedge tx\_spend\_revoke \notin \text{ConfirmedTransactions}$$

$$\wedge tx\_spend\_refund\_2 \notin \text{ConfirmedTransactions}$$

$$\wedge tx\_spend\_timeout \notin \text{ConfirmedTransactions}$$

Temporal properties

$$\text{RevokeLeadsToAbortOrTimeout} \triangleq$$

$$tx\_revoke \in \text{NextBlockTransactions} \leadsto \square \diamond (\text{SwapAborted} \vee \text{SwapTimedOut})$$

$$\text{ContractAlwaysEventuallyFinished} \triangleq \square \diamond \text{ContractFinished}$$

much faster to check manually via counterexample for each transaction

$$\text{EachTransactionEventuallyConfirmed} \triangleq$$

$$\forall id \in \text{all\_transactions} : \diamond (id \in \text{ConfirmedTransactions})$$

## High-level spec

$$\begin{aligned}
Init &\triangleq \\
&\wedge \text{blocks} = \langle \rangle \\
&\wedge \text{next\_block} = \{\} \\
&\wedge \text{mempool} = \{\} \\
&\wedge \text{shared\_knowledge} = \{\} \\
&\wedge \text{signers\_map} = [\text{Alice} \mapsto \{\text{sigAlice}, \text{secretAlice}\}, \\
&\quad \quad \quad \text{Bob} \mapsto \{\text{sigBob}, \text{secretBob}\}] \\
&\wedge \text{excluded\_transactions} = \{\} \\
\\
Next &\triangleq \\
&\vee \text{AliceAction} \quad \quad \quad \wedge \text{UNCHANGED } \text{blockState} \\
&\vee \text{BobAction} \quad \quad \quad \wedge \text{UNCHANGED } \text{blockState} \\
&\vee \text{IF } \text{MempoolMonitorActionRequired} \\
&\quad \text{THEN } \text{MempoolMonitorAction} \wedge \text{UNCHANGED } \text{allExceptNextBlock} \\
&\quad \text{ELSE } \text{MinerAction} \quad \quad \quad \wedge \text{UNCHANGED } \text{signers\_map} \\
&\vee \text{ContractFinished} \quad \quad \quad \wedge \text{UNCHANGED } \text{fullState} \\
\\
Spec &\triangleq Init \wedge \Box[Next]_{fullState} \wedge \text{WF}_{fullState}(Next)
\end{aligned}$$