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1  |----- MODULE PoDCon -----|
2  EXTENDS Integers, FiniteSets, Sequences

4  INSTANCE Block

5  |-----|
6  CONSTANTS Validator,                               The set of honest validators
7             FakeValidator,                           The set of malicious or crashed validators
8             ByzQuorum                                Set of  $n$  honest validators with  $f$  fake validators, where  $n \geq 2f+1$ . Each byzant
10 ByzValidator  $\triangleq$  Validator  $\cup$  FakeValidator

12 ***** Constants for TLC Model.*****
13 Validator  $\leftarrow \{ "v1", "v2", "v3", "v4" \}$ 
14 FakeValidator  $\leftarrow \{ "f1" \}$ 
15 ByzQuorum  $\leftarrow \{ \{ "v1", "v2", "v3", "f1" \}, \{ "v4", "v2", "v3", "f1" \}, \{ "v1", "v4", "v3", "f1" \}, \{ "v1", "v2", "v4", "f1" \}, \{ "v1", "v2", "v3", "v4" \} \}$ 
17 ASSUME BQA  $\triangleq$   $\wedge$  Validator  $\cap$  FakeValidator =  $\{ \}$ 
18              $\wedge \forall Q \in \textit{ByzQuorum} : Q \subseteq \textit{ByzValidator}$ 
19              $\wedge \forall Q1, Q2 \in \textit{ByzQuorum} : Q1 \cap Q2 \cap \textit{Validator} \neq \{ \}$ 
20 |-----|
21 CONSTANTS Blocks

23 Genesis  $\triangleq$  [id  $\mapsto$  1, parent  $\mapsto$  0]           Geneis block

25 ASSUME BA  $\triangleq$   $\forall b \in \textit{Blocks} : b \in \textit{Block}$ 

27 ***** Constants for TLC Model.*****
28 Blocks  $\leftarrow \{ [id \mapsto 1, parent \mapsto 0], [id \mapsto 2, parent \mapsto 1], [id \mapsto 3, parent \mapsto 2] \}$ 

31 |-----|
32 Here we define the set Message of all possible messages.

34 PathMessage  $\triangleq$  [type :  $\{ "path\_vote" \}$ , sender : ByzQuorum, val : Blocks]
36 PrefixMessage  $\triangleq$  [type :  $\{ "prefix\_vote" \}$ , sender : ByzQuorum, val : Blocks]
38 BMessage  $\triangleq$  PathMessage  $\cup$  PrefixMessage  $\cup$  ....

40 LEMMA BMessageLemma  $\triangleq$   $\forall m \in \textit{BMessage} : \wedge (m \in \textit{PathMessage}) \equiv (m.type = "path\_vote")$ 
41              $\wedge (m \in \textit{PrefixMessage}) \equiv (m.type = "prefix\_vote")$ 

44 |-----|
45 --algorithm PoDCon
46   variables localBlocks = [v  $\in$  ByzValidator  $\mapsto$   $\{ \textit{Genesis} \}$ ],           Local chain
47             beaconChain = [v  $\in$  ByzValidator  $\mapsto$   $\langle \textit{Genesis} \rangle$ ],           chain that records finalized blocks
48             votedPath = [v  $\in$  ByzValidator  $\mapsto$   $\{ \}$ ],                       voted path in the first round
49             prefixPaths = [v  $\in$  ByzValidator  $\mapsto$   $\{ \}$ ],                   all possible prefix paths of a byzvalidator
50             votedPrefix = [v  $\in$  ByzValidator  $\mapsto$   $\{ \}$ ],                   voted prefix in the second round
51             msgs =  $\{ \}$ ;                                                     all messages

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53 define
54   Here we need some useful operatos, and some of them are defined in Block.tla
55   IsChain(blocks)
56   IsPath(blocks)
57   Prefix(chains)
58   GetPath(s, t, blocks)
59   LongestPath(paths)
61
62   Get the set of all elements in seq
63    $SeqToSet(seq) \triangleq \{seq[i] : i \in 1 \dots Len(seq)\}$ 
64
65   True for did not vote the path or any path conflicting before.
66   The first block of the path should be finalized which means shoule be in the beaconChain
67    $DidNotVotePath(v, path) \triangleq LET \ head \triangleq HeadBlock(path)$ 
68    $finalized\_blocks \triangleq SeqToSet(beaconChain[v])$ 
69   IN
70    $\wedge \forall b \in path \setminus \{head\} : b \notin finalized\_blocks$ 
71    $\wedge head \in finalized\_blocks$ 
72 end define ;
73
74   Phase of receiving new blocks
75 macro ReceiveNewBlock()begin
76   For test here
77    $localBlocks[self] := AddBlocks(Blocks, localBlocks[self]) ;$ 
78 end macro ;
79
80   Phase of voting for paht
81 macro VoteForPath()begin
82   with  $s = beaconChain[self][Len(beaconChain[self])]$ , get the last block in beacon chain as the initiative bl
83    $t = TailBlock(localBlocks[self])$  do get the last block in local blocks as the terminated bl
84   if  $IsPrev(s, t, localBlocks[self])$  then  $IsPrev()$  will return false if  $s = t$ , which means the vo
85   with  $path = GetPath(s, t, localBlocks[self])$  do
86   if  $DidNotVotePath(self, path)$  then
87    $votedPath[self] := path ;$  empty the set when go to final height vote pathse
88    $msgs := msgs \cup \{[type \mapsto "path\_vote", sender \mapsto self, val \mapsto path]\} ;$ 
89   else
90   skip ;
91   end if ;
92   end with ;
93   else
94   skip ;
95   end if ;
96   end with ;
97 end macro ;

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99      Phase of voting for longest common prefix, TBA
100  macro VoteForCommonPrefix() begin
101    if votedPath[self]  $\neq \{\}$  then
102      wait until
103        await  $\exists Q \in \text{ByzQuorum} : \wedge \forall v \in (Q \cap \text{Validator}) : \text{votedPath}[v] \neq \{\}$ 
104           $\wedge \text{self} \in Q$ ; may not to have this
105        with quorum_set =  $\{Q \in \text{ByzQuorum} : \wedge \forall v \in (Q \cap \text{Validator}) : \text{votedPath}[v] \neq \{\}$ 
106           $\wedge \text{self} \in Q\}$  do
107          with all_prefixs =  $\{\text{GetPrefix}(\{\text{votedPath}[v] : v \in (q \cap \text{Validator})\}) : q \in \text{quorum\_set}\}$  do
108            votedPrefix[self] := LongestPath(all_prefixs);
109            msgs := msgs  $\cup \{[type \mapsto \text{"prefix\_vote"}, sender \mapsto self, val \mapsto \text{votedPrefix[self}]]\}$ ;
110          end with ;
111        end with ;
112      else
113        skip;
114      end if ;
115    end macro ;

118  macro PhaseFinalHeightVote() begin
119
120  end macro ;

122  macro FakingValidator() begin
123
124    skip;
125  end macro ;

127  We combine these actions into separate process decalarations for validators and fake validators
128  fair process v  $\in \text{Validator}$ 
129  begin vote:
130    while TRUE do
131      either
132        ReceiveNewBlock();
133      or
134        VoteForPath();
135      or
136        VoteForCommonPrefix();
137      or
138        PhaseFinalHeightVote();
139      or
140        skip;
141      end either ;
142    end while ;
143    skip;

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144 end process ;
146   Fake validators
147 process  $fv \in FakeValidator$ 
148 begin  $fake\_vote$ :
149   while TRUE do
150     skip ;           do nothing
151   end while ;
152 end process ;

155 end algorithm ;
156 BEGIN TRANSLATION
157 VARIABLES  $localBlocks, beaconChain, votedPath, prefixPaths, votedPrefix, msgs$ 

159 define statement
160  $SeqToSet(seq) \triangleq \{seq[i] : i \in 1 \dots Len(seq)\}$ 

164  $DidNotVotePath(v, path) \triangleq$  LET  $head \triangleq HeadBlock(path)$ 
165                                $finalized\_blocks \triangleq SeqToSet(beaconChain[v])$ 
166                               IN
167                                $\wedge \forall b \in path \setminus \{head\} : b \notin finalized\_blocks$ 
168                                $\wedge head \in finalized\_blocks$ 

171  $vars \triangleq \langle localBlocks, beaconChain, votedPath, prefixPaths, votedPrefix,$ 
172            $msgs \rangle$ 

174  $ProcSet \triangleq (Validator) \cup (FakeValidator)$ 

176  $Init \triangleq$  Global variables
177    $\wedge localBlocks = [v \in ByzValidator \mapsto \{Genesis\}]$ 
178    $\wedge beaconChain = [v \in ByzValidator \mapsto \langle Genesis \rangle]$ 
179    $\wedge votedPath = [v \in ByzValidator \mapsto \{\}]$ 
180    $\wedge prefixPaths = [v \in ByzValidator \mapsto \{\}]$ 
181    $\wedge votedPrefix = [v \in ByzValidator \mapsto \{\}]$ 
182    $\wedge msgs = \{\}$ 

184  $v(self) \triangleq \wedge \vee \wedge localBlocks' = [localBlocks \text{ EXCEPT } ![self] = AddBlocks(Blocks, localBlocks[self])]$ 
185    $\wedge \text{UNCHANGED } \langle votedPath, votedPrefix, msgs \rangle$ 
186    $\vee \wedge$  LET  $s \triangleq beaconChain[self][Len(beaconChain[self])]$  IN
187   LET  $t \triangleq TailBlock(localBlocks[self])$  IN
188   IF  $IsPrev(s, t, localBlocks[self])$ 
189     THEN  $\wedge$  LET  $path \triangleq GetPath(s, t, localBlocks[self])$  IN
190     IF  $DidNotVotePath(self, path)$ 
191       THEN  $\wedge votedPath' = [votedPath \text{ EXCEPT } ![self] = path]$ 
192        $\wedge msgs' = (msgs \cup \{[type \mapsto "path\_vote", sender \mapsto self, val \mapsto$ 

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193                                     ELSE  $\wedge$  TRUE
194                                      $\wedge$  UNCHANGED  $\langle votedPath, msgs \rangle$ 
195
196                                     ELSE  $\wedge$  TRUE
197                                      $\wedge$  UNCHANGED  $\langle votedPath, msgs \rangle$ 
198                                      $\wedge$  UNCHANGED  $\langle localBlocks, votedPrefix \rangle$ 
199                                      $\vee \wedge$  IF  $votedPath[self] \neq \{\}$ 
200                                     THEN  $\wedge \exists Q \in ByzQuorum : \wedge \forall v \in (Q \cap Validator) : votedPath[v] \neq \{\}$ 
201                                      $\wedge self \in Q$ 
202                                      $\wedge$  LET  $quorum\_set \triangleq \{Q \in ByzQuorum : \wedge \forall v \in (Q \cap Validator) : votedPath[v] \neq \{\}$ 
203                                      $\wedge self \in Q\}$  IN
204                                     LET  $all\_prefixs \triangleq \{GetPrefix(\{votedPath[v] : v \in (Q \cap Validator)\}) : q \in quorum\_set\}$ 
205                                      $\wedge votedPrefix' = [votedPrefix \text{ EXCEPT } ![self] = LongestPath(all\_prefixs)]$ 
206                                      $\wedge msgs' = (msgs \cup \{[type \mapsto \text{"prefix\_vote"}, sender \mapsto self, val \mapsto votedPrefix']\})$ 
207                                     ELSE  $\wedge$  TRUE
208                                      $\wedge$  UNCHANGED  $\langle votedPrefix, msgs \rangle$ 
209                                      $\wedge$  UNCHANGED  $\langle localBlocks, votedPath \rangle$ 
210                                      $\wedge$  UNCHANGED  $\langle beaconChain, prefixPaths \rangle$ 
211
212  $fv(self) \triangleq \wedge$  TRUE
213  $\wedge$  UNCHANGED  $\langle localBlocks, beaconChain, votedPath, prefixPaths, votedPrefix, msgs \rangle$ 
214
215  $Next \triangleq (\exists self \in Validator : v(self))$ 
216  $\vee (\exists self \in FakeValidator : fv(self))$ 
217
218  $Spec \triangleq \wedge Init \wedge \square [Next]_{vars}$ 
219  $\wedge \forall self \in Validator : WF_{vars}(v(self))$ 
220
221 END TRANSLATION

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223
224 ***** Invariants *****
225  $ChainCorrectness \triangleq \forall i \in Validator : \wedge localBlocks[i] \subseteq Blocks$ 
226  $\wedge votedPath[i] \subseteq Blocks$ 
227  $\wedge prefixPaths[i] \subseteq Blocks$ 
228
229  $GenesisInvariants \triangleq \forall i \in ByzValidator : \wedge Genesis \in localBlocks[i]$ 
230  $\wedge Genesis = beaconChain[i][1]$ 
231
232 ***** Properties *****
233
234  $Liveness \triangleq \forall i \in Validator : \wedge \Diamond (Blocks = localBlocks[i])$ 
235  $\wedge \Diamond (Blocks = votedPath[i])$  for test
236  $\wedge \Diamond (Blocks = votedPrefix[i])$  for test
237

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\ * Modification History
\ * Last modified Mon Jun 17 14:35:07 CST 2019 by tangzaiyang
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