EXTENDS Integers, Sequences, FiniteSets, TLC

```
CONSTANT
```

```
The total number of faulty nodes
```

NumFaulty,

The maximum number of round per height.

this is to restrict the allowed behaviours that TLC scans through.

MaxRound

ASSUME

```
\wedge NumFaulty > 1
```

VARIABLES

log,

states

Total number of replicas that is 3f + 1 where f is number of faulty nodes.

```
Replicas \stackrel{\triangle}{=} (3 * NumFaulty) + 1
```

2/3 of total replicas that is 2f + 1

 $QuorumCnt \triangleq (2 * NumFaulty) + 1$

1/3 of total replicas that is f+1

 $One Third \triangleq Num Faulty + 1$

A tuple with all variables in the spec (for ease of use in temporal conditions) $vars \triangleq \langle states, loq \rangle$

Helper functions

```
Fetch a subset of messages in the network based on the params filter.
```

```
SubsetOfMsgs(params) \triangleq
```

```
\{msg \in log : \forall field \in DOMAIN \ params : msg[field] = params[field]\}
```

IsProposer checks if the replica is the proposer for this round

```
IsProposer(index) \stackrel{\Delta}{=}
```

```
(states[index].round + states[index].proposerIndex)\%Replicas = index
```

 ${\it HasPrepare Quorum}$ checks if there is a quorum of the ${\it PREPARE}$ votes in each round.

```
HasPrepareQuorum(index) \triangleq
```

```
Cardinality(SubsetOfMsgs([
```

```
type \mapsto \text{"PREPARE"},
```

 $height \mapsto states[index].height,$

 $round \mapsto states[index].round])) \ge QuorumCnt$

```
HasPrecommitQuorum checks if there is a quorum of the PRECOMMIT votes in each round.
HasPrecommitQuorum(index) \stackrel{\Delta}{=}
    Cardinality(SubsetOfMsqs([
        type \mapsto \text{``PRECOMMIT''}
        height \mapsto states[index].height,
        round \mapsto states[index].round])) \ge QuorumCnt
 HasChangeProposerQuorum checks if there is a quorum of the CHANGE-PROPOSER votes in each round.
HasChangeProposerQuorum(index) \stackrel{\Delta}{=}
    Cardinality(SubsetOfMsqs([
        type \mapsto "CHANGE-PROPOSER",
        height \mapsto states[index].height,
        round \mapsto states[index].round])) \ge QuorumCnt
HasOneThirdOfChangeProposer(index) \stackrel{\Delta}{=}
    Cardinality(SubsetOfMsgs([
        type \mapsto "CHANGE-PROPOSER",
        height \mapsto states[index].height,
        round \mapsto states[index].round])) \ge One Third
GetProposal(height, round) \triangleq
    SubsetOfMsgs([type \mapsto "PROPOSAL", height \mapsto height, round \mapsto round])
HasProposal(height, round) \triangleq
    Cardinality(GetProposal(height, round)) > 0
IsCommitted(height) \triangleq
    Cardinality(SubsetOfMsgs([type \mapsto "BLOCK-ANNOUNCE", height \mapsto height])) > 0
Network functions
 SendMsg broadcasts the message iff the current height is not committed yet.
SendMsg(msg) \triangleq
    IF \neg IsCommitted(msg.height)
     THEN log' = log \cup \{msg\}
     ELSE log' = log
 SendProposal is used to broadcast the PROPOSAL into the network.
SendProposal(index) \stackrel{\Delta}{=}
    SendMsg([
        type
                \mapsto "PROPOSAL",
        height \mapsto states[index].height,
        round \mapsto states[index].round,
        index \mapsto index
```

SendPrepareVote is used to broadcast PREPARE votes into the network.

```
SendPrepareVote(index) \triangleq
           SendMsg([
                                           \mapsto "PREPARE",
                      tupe
                     height \mapsto states[index].height,
                     round \mapsto states[index].round,
                     index \mapsto index
   SendPrecommitVote is used to broadcast PRECOMMIT votes into the network.
SendPrecommitVote(index) \triangleq
           SendMsg([
                                           \mapsto "PRECOMMIT".
                      type
                     height \mapsto states[index].height,
                     round \mapsto states[index].round,
                      index \mapsto index
   SendChangeProposerRequest is used to broadcast CHANGE-PROPOSER votes into the network.
SendChangeProposerRequest(index) \stackrel{\Delta}{=}
           SendMsq([
                     type

→ "CHANGE-PROPOSER",
                     height \mapsto states[index].height,
                     round \mapsto states[index].round,
                     index \mapsto index
   AnnounceBlock announces the block for the current height and clears the logs.
AnnounceBlock(index) \stackrel{\triangle}{=}
          log' = \{msq \in log : (msg.type = \text{``BLOCK-ANNOUNCE''}) \lor msg.height > states[index].height\} \cup \{[log' = \{msq \in log : (msg.type = \text{``BLOCK-ANNOUNCE''}) \lor msg.height > states[index].height\} \cup \{[log' = \{msq \in log : (msg.type = \text{``BLOCK-ANNOUNCE''}) \lor msg.height > states[index].height\} \cup \{[log' = \{msq \in log : (msg.type = \text{``BLOCK-ANNOUNCE''}) \lor msg.height > states[index].height]\} \cup \{[log' = \{msq \in log : (msg.type = \text{``BLOCK-ANNOUNCE''}) \lor msg.height > states[index].height]\} \cup \{[log' = \{msq \in log : (msg.type = \text{``BLOCK-ANNOUNCE''}) \lor msg.height > states[index].height]\} \cup \{[log' = \{msq \in log : (msg.type = \text{``BLOCK-ANNOUNCE''}) \lor msg.height > states[index].height]\} \cup \{[log' = \{msq \in log : (msg.type = \text{``BLOCK-ANNOUNCE''}) \lor msg.height > states[index].height]\} \cup \{[log' = \{msq \in log : (msg.type = \text{``BLOCK-ANNOUNCE''}) \lor msg.height > states[index].height]\} \cup \{[log' = \{msq \in log : (msg.type = \text{``BLOCK-ANNOUNCE''}) \lor msg.height > states[index].height > 
                                       \mapsto "BLOCK-ANNOUNCE",
                      height \mapsto states[index].height,
                     round \mapsto states[index].round,
                     index \mapsto -1
States functions
  NewHeight state
NewHeight(index) \triangleq
            \land states[index].name = "new-height"
           \wedge states' = [states \ EXCEPT]
                     ![index].name = "propose",
                     ![index].height = states[index].height + 1,
                     ![index].round = 0]
            \land UNCHANGED \langle log \rangle
  Propose state
Propose(index) \triangleq
            \land states[index].name = "propose"
```

```
\land IF IsProposer(index)
         THEN SendProposal(index)
         ELSE log' = log
    \land states' = [states \ EXCEPT \ ![index].name = "prepare"]
Prepare state
Prepare(index) \triangleq
    \land states[index].name = "prepare"
    \land IF \land HasProposal(states[index].height, states[index].round)
           \land \neg HasOneThirdOfChangeProposer(index)
           \lor states[index].round \ge MaxRound
        THEN \land SendPrepareVote(index)
                \wedge IF HasPrepareQuorum(index)
                   THEN states' = [states \ EXCEPT \ ![index].name = "precommit"]
                   ELSE states' = states
        ELSE \land SendChangeProposerRequest(index)
                \land states' = [states \ EXCEPT \ ![index].name = "change-proposer"]
 Precommit state
Precommit(index) \triangleq
    \land states[index].name = "precommit"
    \land SendPrecommitVote(index)
    \land IF HasPrecommitQuorum(index) \land \neg HasOneThirdOfChangeProposer(index)
       THEN states' = [states \ EXCEPT \ ![index].name = "commit"]
       ELSE states' = states
 Commit state
Commit(index) \triangleq
    \land states[index].name = "commit"
    \land AnnounceBlock(index)
    \land states' = [states \ EXCEPT]
       ![index].name = "new-height",
       ![index].proposerIndex = (states[index].round + 1)\%Replicas]
 Change Proposer state
ChangeProposer(index) \triangleq
    \land states[index].name = "change-proposer"
    \land IF HasChangeProposerQuorum(index)
       THEN states' = [states \ EXCEPT]
              ![index].name = "propose",
              ![index].round = states[index].round + 1]
       ELSE states' = states
    \land UNCHANGED \langle loq \rangle
```

```
Sync checks the log for the committed blocks at the current height.
 If such a block exists, it commits and moves to the next height.
Sync(index) \triangleq
     LET
          blocks \stackrel{\Delta}{=} SubsetOfMsgs([type \mapsto "BLOCK-ANNOUNCE", height \mapsto states[index].height])
      IN
           \wedge Cardinality(blocks) > 0
           \wedge states' = [states \ EXCEPT]
               ![index].name = "propose",
              ![index].height = states[index].height + 1,
              ![index].round = 0,
              ![index].proposerIndex = ((CHOOSE \ b \in blocks : TRUE).round + 1)\%Replicas]
           \wedge log' = log
Init \triangleq
     \land log = \{\}
     \land states = [index \in 0 .. Replicas - 1 \mapsto [
         name
                             \mapsto "new-height",
                             \mapsto 0,
        height
         round
                             \mapsto 0,
        proposerIndex \mapsto 0
Next \triangleq
    \exists index \in 0 ... Replicas - 1 :
        \vee Sync(index)
        \vee NewHeight(index)
        \vee Propose(index)
        \vee Prepare(index)
        \vee Precommit(index)
        \vee Commit(index)
        \vee ChangeProposer(index)
Spec \triangleq
    Init \wedge \Box [Next]_{vars}
TypeOK is the type-correctness invariant.
TypeOK \triangleq
     \land \quad \forall index \in 0 ... Replicas - 1 :
            \land states[index].name \in \{ "new-height", "propose", "prepare",
                "precommit", "commit", "change-proposer"}
            \land \neg IsCommitted(states[index].height) \Rightarrow
                 \land states[index].name = "new-height" \land states[index].height > 1 \Rightarrow
                     IsCommitted(states[index].height - 1)
                 \land states[index].name = "propose" \Rightarrow
```

```
Cardinality(SubsetOfMsgs([index \mapsto index, height \mapsto states[index].height, round \mapsto states[index].height, round)) \leq 1 \text{ not more than two proposals per round} \mapsto round \Rightarrow 0 \Rightarrow Cardinality(SubsetOfMsgs([type \mapsto \text{"CHANGE-PROPOSER"}, round \mapsto round))) \in States[index].height, round)
```