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1  |----- MODULE AJupiter -----|
  | Model checking the Jupiter protocol presented by Attiya and others.
5  EXTENDS Integers, OT, TLC
6  |-----|
7  CONSTANTS
8      Client,      the set of client replicas
9      Server,      the (unique) server replica
10     InitState,   the initial state of each replica
11     Priority     Priority[c]: the priority value of client c ∈ Client
12     Cop          \ * Cop[c]: operations issued by the client c ∈ Client

14 ASSUME
15     ∧ InitState ∈ List
16     ∧ Priority ∈ [Client → PosInt]
17     ∧ Cop ∈ [Client → Seq(Op)]

  | Generate operations for AJupiter clients.
  | Note: Remember to override the definition of PosInt.
  | FIXME: PosInt ⇒ MaxPos; MaxPr determined by the size of Client.

26 OpToIssue ≜ {opset ∈ SUBSET Op :
27                 ∧ opset ≠ {}
28                 ∧ ∀ op1 ∈ opset :
29                     ∀ op2 ∈ opset \ {op1} :
30                     (op1.type = "Ins" ∧ op2.type = "Ins") ⇒ op1.ch ≠ op2.ch}

32 VARIABLES
  | For model checking:
36     cop,          \ * cop[c]: operations issued by the client c ∈ Client
37     cop,          a set of operations for clients to issue
38     list,         all list states across the system

  | For the client replicas:
43     cbuf,        cbuf[c]: buffer (of operations) at the client c ∈ Client
44     crec,        crec[c]: the number of new messages have been received by the client c ∈ Client
45                     since the last time a message was sent
46     cstate,      cstate[c]: state (the list content) of the client c ∈ Client

  | For the server replica:
51     sbuf,        sbuf[c]: buffer (of operations) at the Server, one per client c ∈ Client
52     srec,        srec[c]: the number of new messages have been ... , one per client c ∈ Client
53     sstate,      sstate: state (the list content) of the server Server

  | For communication between the Server and the Clients:
58     cincoming,  cincoming[c]: incoming channel at the client c ∈ Client
59     sincoming   incoming channel at the Server

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61 |  $comm \triangleq \text{INSTANCE } CComm$ 
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63 |  $eVars \triangleq \langle cop \rangle$  variables for the environment
64 |  $cVars \triangleq \langle cbuf, crec, cstate \rangle$  variables for the clients
65 |  $ecVars \triangleq \langle cop, cVars \rangle$  variables for the clients and the environment
66 |  $sVars \triangleq \langle sbuf, srec, sstate \rangle$  variables for the server
67 |  $commVars \triangleq \langle cincoming, sincoming \rangle$  variables for communication
68 |  $jVars \triangleq \langle cVars, sVars, commVars \rangle$  variables for the Jupiter system
69 |  $vars \triangleq \langle eVars, cVars, sVars, commVars, list \rangle$  all variables
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71 |  $TypeOK \triangleq$ 
72 |    $\wedge cop \in [Client \rightarrow Seq(Op)]$ 
73 |    $\wedge cop \in \text{SUBSET } Op$ 
74 |    $\wedge list \in \text{SUBSET } List$ 
75 |   For the client replicas:
76 |    $\wedge cbuf \in [Client \rightarrow Seq(Op \cup \{Nop\})]$ 
77 |    $\wedge crec \in [Client \rightarrow Int]$ 
78 |    $\wedge cstate \in [Client \rightarrow List]$ 
79 |   For the server replica:
80 |    $\wedge sbuf \in [Client \rightarrow Seq(Op \cup \{Nop\})]$ 
81 |    $\wedge srec \in [Client \rightarrow Int]$ 
82 |    $\wedge sstate \in List$ 
83 |   For communication between the server and the clients:
84 |    $\wedge comm! TypeOK$ 
85 |
86 | The Init predicate.
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88 |  $Init \triangleq$ 
89 |    $\wedge cop = Cop$ 
90 |    $\wedge PrintT(Cardinality(OpToIssue))$ 
91 |    $\wedge cop \in OpToIssue$ 
92 |    $\wedge list = \{InitState\}$ 
93 |   For the client replicas:
94 |    $\wedge cbuf = [c \in Client \mapsto \langle \rangle]$ 
95 |    $\wedge crec = [c \in Client \mapsto 0]$ 
96 |    $\wedge cstate = [c \in Client \mapsto InitState]$ 
97 |   For the server replica:
98 |    $\wedge sbuf = [c \in Client \mapsto \langle \rangle]$ 
99 |    $\wedge srec = [c \in Client \mapsto 0]$ 
100 |    $\wedge sstate = InitState$ 
101 |   For communication between the server and the clients:
102 |    $\wedge comm! Init$ 
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117  $LegalizeOp(op, c) \triangleq$ 
118   LET  $len \triangleq Len(cstate[c])$ 
119   IN CASE  $op.type = "Del" \rightarrow$ 
120     IF  $len = 0$  THEN  $Nop$  ELSE  $[op \text{ EXCEPT } !.pos = Min(@, len)]$ 
121     □  $op.type = "Ins" \rightarrow$ 
122      $[op \text{ EXCEPT } !.pos = Min(@, len + 1), !.pr = Priority[c]]$ 

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Client  $c \in Client$  issues an operation  $op$ .

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127  $Do(c) \triangleq$ 
128    $\wedge cop[c] \neq \langle \rangle$ 
129    $\wedge cop \neq \{\}$ 
130    $\wedge \exists o \in cop :$ 
131     LET  $op \triangleq LegalizeOp(o, c)$  preprocess an illegal operation
132     IN  $\vee \wedge op = Nop$ 
133        $\wedge cop' = cop \setminus \{o\}$  consume one operation
134        $\wedge UNCHANGED \langle jVars, list \rangle$ 
135      $\vee \wedge op \neq Nop$ 
136        $\wedge PrintT(c \circ " : Do" \circ ToString(op))$ 
137        $\wedge cstate' = [cstate \text{ EXCEPT } !c = Apply(op, @)]$ 
138        $\wedge list' = list \cup \{cstate'[c]\}$ 
139        $\wedge cbuf' = [cbuf \text{ EXCEPT } !c = Append(@, op)]$ 
140        $\wedge crec' = [crec \text{ EXCEPT } !c = 0]$ 
141        $\wedge comm!CSend([c \mapsto c, ack \mapsto crec[c], op \mapsto op])$ 
142        $\wedge cop' = cop \setminus \{o\}$  consume one operation
143        $\wedge UNCHANGED sVars$ 
144    $\wedge cop' = [cop \text{ EXCEPT } !c = Tail(@)] \setminus * \text{ consume one operation}$ 

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Client  $c \in Client$  receives a message from the *Server*.

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149  $Rev(c) \triangleq$ 
150    $\wedge comm!CRev(c)$ 
151    $\wedge crec' = [crec \text{ EXCEPT } !c = @ + 1]$ 
152    $\wedge LET m \triangleq Head(cincoming[c])$ 
153      $cBuf \triangleq cbuf[c]$  the buffer at client  $c \in Client$ 
154      $cShiftedBuf \triangleq SubSeq(cBuf, m.ack + 1, Len(cBuf))$  buffer shifted
155      $xop \triangleq XformOpOps(m.op, cShiftedBuf)$  transform  $op$  vs. shifted buffer
156      $xcBuf \triangleq XformOpsOp(cShiftedBuf, m.op)$  transform shifted buffer vs.  $op$ 
157     IN  $\wedge cbuf' = [cbuf \text{ EXCEPT } !c = xcBuf]$ 
158      $\wedge cstate' = [cstate \text{ EXCEPT } !c = Apply(xop, @)]$  apply the transformed operation  $xop$ 
159      $\wedge list' = list \cup \{cstate'[c]\}$ 
160    $\wedge UNCHANGED \langle sbuf, srec, sstate, cop \rangle$  NOTE:  $sVars \circ \langle cop \rangle$  is wrong!

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The *Server* receives a message.

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165  $SRev \triangleq$ 
166    $\wedge comm!SRev$ 
167    $\wedge LET m \triangleq Head(sincoming)$  the message to handle with

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168  $c \triangleq m.c$  the client  $c \in Client$  that sends this message  
 169  $cBuf \triangleq sbuf[c]$  the buffer at the *Server* for client  $c \in Client$   
 170  $cShiftedBuf \triangleq SubSeq(cBuf, m.ack + 1, Len(cBuf))$  buffer shifted  
 171  $xop \triangleq XformOpOps(m.op, cShiftedBuf)$  transform  $op$  vs. shifted buffer  
 172  $xcBuf \triangleq XformOpsOp(cShiftedBuf, m.op)$  transform shifted buffer vs.  $op$   
 173 IN  $\wedge srec' = [cl \in Client \mapsto$   
 174 IF  $cl = c$   
 175 THEN  $srec[cl] + 1$  receive one more operation from client  $c \in Client$   
 176 ELSE  $0$ ] reset  $srec$  for other clients than  $c \in Client$   
 177  $\wedge sbuf' = [cl \in Client \mapsto$   
 178 IF  $cl = c$   
 179 THEN  $xcBuf$  transformed buffer for client  $c \in Client$   
 180 ELSE  $Append(sbuf[cl], xop)$  store transformed  $xop$  into other clients' bufs  
 181  $\wedge sstate' = Apply(xop, sstate)$  apply the transformed operation  
 182  $\wedge list' = list \cup \{sstate'\}$   
 183  $\wedge comm!SSend(c, srec, xop)$   
 184  $\wedge$  UNCHANGED  $ecVars$   
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 The next-state relation.  
 189  $Next \triangleq$   
 190  $\vee \exists c \in Client : Do(c) \vee Rev(c)$   
 191  $\vee SRev$   
 The *Spec.* (TODO: Check the fairness condition.)  
 195  $Spec \triangleq Init \wedge \Box[Next]_{vars} \wedge WF_{vars}(Next)$   
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 The safety properties to check: Eventual Convergence (*EC*), Quiescent Consistency (*QC*), Strong  
 Eventual Convergence (*SEC*), Weak *List* Specification, (*WLSpec*), and Strong *List* Specification,  
 (*SLSpec*).  
  
 Eventual Consistency (*EC*)  
  
 Quiescent Consistency (*QC*)  
 211  $QConvergence \triangleq \forall c \in Client : cstate[c] = sstate$   
 212  $QC \triangleq comm!EmptyChannel \Rightarrow QConvergence$   
 214 THEOREM  $Spec \Rightarrow \Box QC$   
  
 Strong Eventual Consistency (*SEC*)  
  
 Termination  
 223  $Termination \triangleq$   
 224  $\wedge cop = \{\}$   
 225  $\wedge comm!EmptyChannel$   
  
 Weak *List* Consistency (*WLSpec*)  $\wedge Termination \Rightarrow \forall l1, l2 \in list: Compatible(l1, l2)$

231  $WLSpec \triangleq$   
 232  $\quad \wedge \quad Termination \Rightarrow \forall l1, l2 \in list : Compatible(l1, l2)$

234 THEOREM  $Spec \Rightarrow WLSpec$   
 Strong List Consistency ( $SLSpec$ )

238 |  
 \ \* Modification History  
 \ \* Last modified *Thu Aug 16 23:18:05 CST 2018* by *hengxin*  
 \ \* Created Sat *Jun 23 17:14:18 CST 2018* by *hengxin*