```
\longrightarrow Module AB
```

2 EXTENDS Integers, Sequences

4 CONSTANT Data

We first define Remove(i, seq) to be the sequence obtained by removing element number i from sequence seq.

```
Remove(i, seq) \triangleq
10
       [j \in 1 ... (Len(seq) - 1) \mapsto \text{IF } j < i \text{ THEN } seq[j]
11
                                                       ELSE seq[j+1]
12
     Variables AVar, BVar,
                                           The same as in module ABSpec
14
                     AtoB,
15
                                 The sequence of data messages in transit from sender to receiver.
                     BtoA
                                 The sequence of ack messages in transit from receiver to sender.
16
                                 Messages are sent by appending them to the end of the sequence.
17
                                 and received by removing them from the head of the sequence.
18
    vars \stackrel{\Delta}{=} \langle AVar, BVar, AtoB, BtoA \rangle
20
     TypeOK \stackrel{\triangle}{=} \land AVar \in Data \times \{0, 1\}
22
                      \land BVar \in Data \times \{0, 1\}
23
                      \wedge AtoB \in Seq(Data \times \{0, 1\})
24
                      \wedge BtoA \in Seq(\{0, 1\})
25
     Init \stackrel{\Delta}{=} \wedge AVar \in Data \times \{1\}
27
                \wedge BVar = AVar
28
                \wedge AtoB = \langle \rangle
29
```

The action of the sender sending a data message by appending AVar to the end of the message queue AtoB. It will keep sending the same message until it receives an acknowledgment for it from the receiver.

```
37 ASnd \triangleq \land AtoB' = Append(AtoB, AVar)
38 \land UNCHANGED \langle AVar, BtoA, BVar \rangle
```

 $\wedge BtoA = \langle \rangle$

30

The action of the sender receiving an ack message. If that ack is for the value it is sending, then it chooses another message to send and sets AVar to that message. If the ack is for the previous value it sent, it ignores the message. In either case, it removes the message from BtoA.

```
47 ARcv \triangleq \land BtoA \neq \langle \rangle

48 \land IF Head(BtoA) = AVar[2]

49 \qquad THEN \exists d \in Data : AVar' = \langle d, 1 - AVar[2] \rangle

50 \qquad ELSE AVar' = AVar

51 \qquad \land BtoA' = Tail(BtoA)

52 \qquad \land UNCHANGED \langle AtoB, BVar \rangle
```

The action of the receiver sending an acknowledgment message for the last data item it received.

```
58 BSnd \triangleq \land BtoA' = Append(BtoA, BVar[2])
59 \land UNCHANGED \langle AVar, BVar, AtoB \rangle
```

```
The action of the receiver receiving a data message. It sets BVar to that message if it's not for the data item it has already received.
```

```
BRcv \stackrel{\Delta}{=} \wedge AtoB \neq \langle \rangle
65
                  \land IF Head(AtoB)[2] \neq BVar[2]
66
                         THEN BVar' = Head(AtoB)
67
                         ELSE BVar' = BVar
68
                  \wedge AtoB' = Tail(AtoB)
69
                  \land UNCHANGED \langle AVar, BtoA \rangle
70
    LoseMsg is the action that removes an arbitrary message from queue AtoB or BtoA.
    LoseMsg \stackrel{\triangle}{=} \land \lor \land \exists i \in 1 ... Len(AtoB) :
76
                                    AtoB' = Remove(i, AtoB)
77
                              \wedge BtoA' = BtoA
78
                          \lor \land \exists i \in 1 ... Len(BtoA):
79
                                    BtoA' = Remove(i, BtoA)
80
                              \wedge AtoB' = AtoB
81
                       \land UNCHANGED \langle AVar, BVar \rangle
82
     Next \triangleq ASnd \lor ARcv \lor BSnd \lor BRcv \lor LoseMsq
     Spec \stackrel{\triangle}{=} Init \wedge \Box [Next]_{vars}
    ABS \stackrel{\triangle}{=} \text{Instance } ABSpec
    THEOREM Spec \Rightarrow ABS!Spec
90
91 ⊦
    FairSpec is Spec with fairness conditions added.
    FairSpec \stackrel{\Delta}{=} Spec \wedge SF_{vars}(ARcv) \wedge SF_{vars}(BRcv) \wedge
95
                                  WF_{vars}(ASnd) \wedge WF_{vars}(BSnd)
97
```

- ***** Modification History
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