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MODULE *StateCounter*

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TLA+ module for State-based Counter. See its implementation in paper *Burckhardt@POPL'2014*.  
We check that the State-based Counter satisfies the strong eventual convergence property (*SEC*)

EXTENDS *Naturals, Sequences, Bags, TLC*

CONSTANTS

Protocol variables.

*Replica*, the set of replicas

Auxiliary variables for model checking.

*Max* *Max*[*r*]: the maximum number of the *Inc()* event replica *r* ∈ *Replica* can issue;  
for finite-state model checking

VARIABLES

Protocol variables.

*vc*, *vc*[*r*][*r*]: the current value of the counter vector at replica *r* ∈ *Replica*

*incoming*, *incoming*[*r*]: incoming messages at replica *r* ∈ *Replica*

Auxiliary variables for model checking.

*inc*, *inc*[*r*]: the number of *Inc()* events issued by the replica *r* ∈ *Replica*

*sendAllowed* *sendAllowed*[*r*]: is the replica *r* ∈ *Replica* allowed to send a message

The type correctness predicate.

*TypeOK*  $\triangleq \wedge vc \in [Replica \rightarrow [Replica \rightarrow Nat]]$

$\wedge inc \in [Replica \rightarrow Nat]$

$\wedge sendAllowed \in [Replica \rightarrow \{0, 1\}]$

$\wedge incoming \in [Replica \rightarrow SubBag(SetToBag(Nat))]$  \ \* message ordering is not important; using bag (*i.e.*, mul

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The initial state predicate.

*Init*  $\triangleq \wedge vc = [r \in Replica \mapsto [s \in Replica \mapsto 0]]$

$\wedge incoming = [r \in Replica \mapsto EmptyBag]$

$\wedge inc = [r \in Replica \mapsto 0]$

$\wedge sendAllowed = [r \in Replica \mapsto 0]$

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Replica *r* ∈ *Replica* issues an *Read()* event.

Replica *r* ∈ *Replica* issues an *Inc()* event.

*Inc*(*r*)  $\triangleq \wedge inc[r] < Max[r]$

each replica *r* ∈ *Replica* can issue at most *Max*[*r*]*Inc()* events.

$\wedge vc' = [vc \text{ EXCEPT } ![r][r] = @ + 1]$  current counter + 1

$\wedge inc' = [inc \text{ EXCEPT } ![r] = @ + 1]$

$\wedge sendAllowed' = [sendAllowed \text{ EXCEPT } ![r] = 1]$

$\wedge \text{UNCHANGED } \langle incoming \rangle$

Broadcast a message  $m$  to all replicas except the sender  $s$ .

$$\begin{aligned} \text{Broadcast}(s, m) &\triangleq [r \in \text{Replica} \mapsto \\ &\quad \text{IF } s = r \\ &\quad \text{THEN } \text{incoming}[s] \\ &\quad \text{ELSE } \text{incoming}[r] \oplus \text{SetToBag}(\{m\})] \end{aligned}$$

Replica  $r$  issues a *Send()* event, sending an update message.

$$\begin{aligned} \text{Send}(r) &\triangleq \wedge \text{sendAllowed}[r] = 1 \\ &\quad \wedge \text{incoming}' = \text{Broadcast}(r, \text{vc}[r]) \quad \text{broadcast } \text{vc}[r] \text{ to other replicas} \\ &\quad \wedge \text{sendAllowed}' = [\text{sendAllowed} \text{ EXCEPT } ![r] = 0] \\ &\quad \wedge \text{UNCHANGED } \langle \text{vc}, \text{inc} \rangle \end{aligned}$$

Replica  $r$  issues a *Receive()* event, receiving an update message.

$$\begin{aligned} \text{SetMax}(r, s) &\triangleq \text{IF } r > s \text{ THEN } r \text{ ELSE } s \\ \text{Receive}(r) &\triangleq \wedge \text{incoming}[r] \neq \text{EmptyBag} \quad \text{there are accumulated increments from other replicas} \\ &\quad \wedge \exists m \in \text{BagToSet}(\text{incoming}[r]) : \text{message reordering can be tolerant} \\ &\quad \quad (\wedge \forall s \in \text{Replica} : \text{vc}' = [\text{vc} \text{ EXCEPT } ![r][s] = \text{SetMax}(@, m[s])]) \\ &\quad \quad \wedge \text{incoming}' = [\text{incoming} \text{ EXCEPT } ![r] = @ \ominus \text{SetToBag}(\{m\})] \quad \text{each message is delivered exactly once} \\ &\quad \wedge \text{sendAllowed}' = [\text{sendAllowed} \text{ EXCEPT } ![r] = 1] \\ &\quad \wedge \text{UNCHANGED } \langle \text{inc} \rangle \end{aligned}$$

The Next-state relation.

$$\text{Next} \triangleq \wedge \exists r \in \text{Replica} : \text{Inc}(r) \vee \text{Send}(r) \vee \text{Receive}(r)$$

The specification.

$$\begin{aligned} \text{vars} &\triangleq \langle \text{vc}, \text{incoming}, \text{inc}, \text{sendAllowed} \rangle \\ \text{Spec} &\triangleq \text{Init} \wedge \Box [\text{Next}]_{\text{vars}} \wedge \text{WF}_{\text{vars}}(\text{Next}) \end{aligned}$$

The correctness of counter: Eventual *Convergence* (*EC*), Quiescent Consistency (*QC*), and Strong Eventual *Convergence* (*SEC*).

Eventual Consistency (*EC*) If clients stop issuing *Incs*, then the counters at all replicas will be eventually the same.

$$\begin{aligned} \text{Convergence} &\triangleq \wedge \forall r, s \in \text{Replica} : \text{vc}[r] = \text{vc}[s] \\ &\quad \wedge \exists r, s \in \text{Replica} : \text{vc}[r][s] \neq 0 \quad \text{excluding the initial state} \\ \text{EC} &\triangleq \Diamond \text{Convergence} \end{aligned}$$

Quiescent Consistency (*QC*) If the system is at quiescent, then the counters at all replicas must be the same.

$$\begin{aligned} \text{AccBroadcast} &\triangleq \forall r \in \text{Replica} : \text{sendAllowed}[r] = 0 \quad \text{all } r \in \text{Replica} \text{ are not allowed to send} \\ \text{MessageDelivery} &\triangleq \forall r \in \text{Replica} : \text{incoming}[r] = \text{EmptyBag} \quad \text{all messages have been delivered} \\ \text{QConvergence} &\triangleq \forall r, s \in \text{Replica} : \text{vc}[r] = \text{vc}[s] \quad \text{no counter}[r] \neq 0 \end{aligned}$$

$$QC \triangleq \Box(AccBroadcast \wedge MessageDelivery \Rightarrow QConvergence)$$

Strong Eventual Consistency (*SEC*)

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\ \* Modification History  
\ \* Last modified Sat Aug 11 11:49:53 CST 2018 by zfwang  
\ \* Created Fri Aug 03 09:57:12 CST 2018 by zfwang