![k] = updatedVersion]

 $\wedge database' = [database \ EXCEPT]$

 $\land invalidationQueue' = invalidationQueue \cup$

```
\{[key \mapsto k, version \mapsto updatedVersion]\}
    \land UNCHANGED \langle cache, cacheFillStates, counter \rangle
CacheStartReadThroughFill(k) \stackrel{\triangle}{=}
    \land cache[k] \in CacheMiss
    \land cacheFillStates[k].state = "inactive"
    \land cacheFillStates' = [cacheFillStates \ EXCEPT \ ![k].state = "started"]
    \land UNCHANGED \langle database, cache, invalidation Queue, counter <math>\rangle
DatabaseRespondToCacheFill(k) \stackrel{\Delta}{=}
    \land cacheFillStates[k].state = "started"
    \land cacheFillStates' = [cacheFillStates \ Except]
                                ![k].state = "responded to",
                                ![k].version = database[k]
    \land UNCHANGED \langle database, cache, invalidation Queue, counter <math>\rangle
CacheFailFill(k) \triangleq
    \land \ cacheFillStates[k].state = \text{``respondedto''}
    \land cacheFillStates' = [cacheFillStates \ EXCEPT]
                                ![k].state = "inactive",
                                ![k].version = 0
    \land UNCHANGED \langle database, cache, invalidationQueue, counter <math>\rangle
CacheCompleteFill(k) \triangleq
    \land cacheFillStates[k].state = "respondedto"
    \land \lor cache[k] \in CacheMiss
        \lor \land cache[k] \notin CacheMiss
           \land cache[k].version < cacheFillStates[k].version
    \land cacheFillStates' = [cacheFillStates \ EXCEPT \ Reset to 0]
                                ![k].state = "inactive",
                                ![k].version = 0
    \wedge cache' = [cache \ EXCEPT]
                           ![k] = [
                               type \mapsto "hit",
                               version \mapsto cacheFillStates[k].version
    \land UNCHANGED \langle database, invalidationQueue, counter \rangle
CacheIgnoreFill(k) \triangleq
    \land cacheFillStates[k].state = "respondedto"
```

```
\land \land cache[k] \in CacheHit
       \land cache[k].version \ge cacheFillStates[k].version
    \land cacheFillStates' = [cacheFillStates \ EXCEPT]
                               ![k].state = "inactive",
                               ![k].version = 0
    \land \ counter' = counter + 1
    \land UNCHANGED \langle cache, database, invalidationQueue \rangle
Cache Handle Invalidation Message \stackrel{\Delta}{=}
    \land \exists message \in invalidationQueue :
         \land \lor \land cache[message.key] \in CacheHit
                Message needs to be newer than the cache
               \land cache[message.key].version < message.version
            Or not in the cache, but with a pending fill request
            \lor \land cache[message.key] \in CacheMiss
               \land cacheFillStates[message.key].state \neq "inactive"
         Update item in cache
         \wedge cache' = [cache \ EXCEPT]
                           ![message.key] = [
                               type \mapsto "hit",
                                Update to version in invalidation message
                               \overline{version} \mapsto message.version
         Remove message from queue because handled
         \land invalidationQueue' = invalidationQueue \setminus \{message\}
    \land UNCHANGED \langle cacheFillStates, database, counter \rangle
CacheIgnoreInvalidationMessage \stackrel{\Delta}{=}
    \land \exists message \in invalidationQueue : Dequeue invalidation queue in any order
         Ignore invalidation messages for messages not in cache
         \land \lor \land cache[message.key] \in CacheMiss
                and a fill is not occurring
               \land cacheFillStates[message.key].state = "inactive"
            Or when the cache already has the same or larger version
            \lor \land cache[message.key] \notin CacheMiss
               \land cache[message.key].version \ge message.version
         Remove message from queue to ignore
         \land invalidationQueue' = invalidationQueue \setminus \{message\}
    \wedge counter' = counter + 1
    \land UNCHANGED \langle cacheFillStates, database, cache \rangle
CacheEvict(k) \triangleq
    \land cache[k] \in CacheHit
     A key with a pending request will not be evicted
```

Specification

```
Next \triangleq \\ \exists k \in KEYS: \\ \text{Database states} \\ \lor Database Update(k) \\ \text{Cache states} \\ \lor CacheStartReadThroughFill(k) \\ \lor DatabaseRespondToCacheFill(k) \\ \lor CacheCompleteFill(k) \\ \lor CacheIgnoreFill(k) \\ \lor CacheIgnoreFill(k) \\ \lor CacheIgnoreInvalidationMessage \\ \lor CacheIgnoreInvalidationMessage \\ \lor CacheEvict(k) \\ Spec \triangleq Init \land \Box[Next]_{vars} \land \text{WF}_{vars}(CacheFairness)
```

- * Last modified Wed Jun 15 13:08:32 MST 2022 by elliotswart
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