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– MODULE RGA
EXTENDS Integers, Sequences, Naturals, TLC, InsertTree, SEC
VARIABLES
    tree.
    tomb,
    insbuf,
    tombbuf,
    chins,
    seq,
                         network variable
    incoming,
                          network variable
    msg,
    message set,\\
                         network variable
                         network variable
vars \stackrel{\triangle}{=} \langle tree, tomb, insbuf, tombbuf, chins, seq, incoming, msg, messageset, vc, SECvars \rangle
vector \triangleq [Replica \rightarrow Nat]
Msg \triangleq [r : Replica, vc : vector, seq : Nat, update : SUBSET Update,
           tombbuf: Subset node, insbuf: Subset Char]
List \triangleq Seq(Char)
RECURSIVE maxtime(_, _)
maxtime(tr, curmax) \stackrel{\triangle}{=} \text{IF } tr = \{\} \text{ THEN } curmax
                                    ELSE LET t \stackrel{\triangle}{=} \text{CHOOSE } x \in tr : \text{TRUE}
                                   IN maxtime(tr \setminus \{t\}, Nummax((t.ts).time, curmax))
Network \triangleq Instance CausalNetwork
TypeOK \stackrel{\triangle}{=}
     \land tree \in [Replica \rightarrow SUBSET \ node]
     \land tomb \in [Replica \rightarrow SUBSET \ Char]
     \land insbuf \in [Replica \rightarrow SUBSET \ node]
        tombbuf \in [Replica \rightarrow SUBSET \ Char]
          chins \in \text{SUBSET } Char
Init \triangleq
     \land Network! Init
     \wedge SECInit
     \land tree = [r \in Replica \mapsto \{\}]
     \land tomb = [r \in Replica \mapsto \{\}]
     \land insbuf = [r \in Replica \mapsto \{\}]
     \land tombbuf = [r \in Replica \mapsto \{\}]
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\land chins = Char
     \land seq = [r \in Replica \mapsto 0]
DoIns(r) \stackrel{\Delta}{=}
     \exists ins \in node:
         \land ins.parent \in Readtree2set(tree[r]) \cup \{ \text{``o''} \}
         \land ins.ts = [r \mapsto r, time \mapsto maxtime(tree[r], 1)]
         \land ins.ch \in chins
         \wedge chins' = chins \setminus \{ins.ch\}
         \land tree' = [tree \ EXCEPT \ ![r] = @ \cup \{ins\}]
         \land insbuf' = [insbuf \ EXCEPT \ ![r] = @ \cup \{ins\}]
         \wedge seq' = [seq \ EXCEPT \ ![r] = @ + 1]
         \land SECUpdate(r, seq[r])
         \land UNCHANGED \langle incoming, msg, messageset, vc, tomb, tombbuf <math>\rangle
DoDel(r) \triangleq
    \exists del \in Char:
         \land del \in Readtree2set(tree[r])
         \wedge \neg del \in tomb[r]
         \wedge \ tomb' = [tomb \ \text{EXCEPT} \ ![r] = @ \cup \{del\}]
         \land tombbuf' = [tombbuf \ \texttt{EXCEPT} \ ![r] = @ \cup \{del\}]
         \wedge seq' = [seq \ EXCEPT \ ![r] = @ + 1]
         \land SECUpdate(r, seq[r])
         \land UNCHANGED \langle chins, tree, insbuf, incoming, msg, messageset, vc <math>\rangle
do transitions
Do(r) \stackrel{\triangle}{=}
       \vee DoIns(r)
       \vee DoDel(r)
send transitions
Send(r) \triangleq
        \land \lor tombbuf[r] \neq \{\}
            \vee insbuf[r] \neq \{\}
        \land Network!Broadcast(r, [r \mapsto r, seq \mapsto seq[r],
                                       vc \mapsto [vc \text{ EXCEPT } ![r][r] = @+1][r], update \mapsto OpUpdate(r),
                                       tombbuf \mapsto tombbuf[r], insbuf \mapsto insbuf[r]]
        \land SECSend(r)
        \land \ tombbuf' = [tombbuf \ \mathtt{EXCEPT} \ ![r] = \{\}]
        \land insbuf' = [insbuf \ EXCEPT \ ![r] = \{\}]
        \land UNCHANGED \langle chins, seq, tree, tomb \rangle
receive transitions
Receive(r) \triangleq
     \land Network!Deliver(r)
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\land SECDeliver(r, msg'[r])
     \land tree' = [tree \ EXCEPT \ ![r] = @ \cup msg'[r].insbuf]
     \land \quad tomb' = [tomb \ \texttt{EXCEPT} \ ![r] = @ \cup msg'[r].tombbuf]
     \land UNCHANGED \langle chins, seq, tombbuf, insbuf \rangle
Next \triangleq
   \exists r \in Replica : Do(r) \lor Send(r) \lor Receive(r)
Spec \triangleq Init \wedge \Box [Next]_{vars}
eventual consistency
\overline{\textit{EmptyBuffer} \triangleq \textit{tombbuf}} = [r \in \textit{Replica} \mapsto \{\}] \land \textit{insbuf} = [r \in \textit{Replica} \mapsto \{\}]
EC \triangleq Network! EmptyChannel \land EmptyBuffer
             \Rightarrow \forall r1, r2 \in Replica:
                     Readtree2list(tree[r1], "o", tomb[r1], \{\}) = Readtree2list(tree[r2], "o", tomb[r2], \{\})
SEC \triangleq \exists r1, r2 \in Replica : Same update(r1, r2)
                 \Rightarrow Readtree2list(tree[r1], \text{ ``o"}, tomb[r1], \{\}) = Readtree2list(tree[r2], \text{ ``o"}, tomb[r2], \{\})
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