

EXTENDS *Naturals, Sequences*

CONSTANT *QuantumStates, CurrentTimestamp*

VARIABLES *aliceState, bobState, channelState, qubitState,*  
*qubitLocation, eveInterfered, transferred, auditTrail*

*Init*  $\triangleq$   $\wedge$  *aliceState* = "hasQubit"  
 $\wedge$  *bobState* = "waiting"  
 $\wedge$  *channelState* = "ready"  
 $\wedge$  *qubitState*  $\in$  *QuantumStates*  
 $\wedge$  *qubitLocation* = "alice"  
 $\wedge$  *eveInterfered* = FALSE  
 $\wedge$  *transferred* = FALSE  
 $\wedge$  *auditTrail* =  $\langle \rangle$

*PrepareEntanglement*  $\triangleq$   
 $\wedge$  *aliceState* = "hasQubit"  $\wedge$  *channelState* = "ready"  
 $\wedge$  *channelState'* = "entangled"  
 $\wedge$  UNCHANGED  $\langle$  *aliceState, bobState, qubitState, qubitLocation, transferred, eveInterfered, auditTrail*  $\rangle$

*TeleportQubit*  $\triangleq$   
 $\wedge$  *channelState* = "entangled"  $\wedge$  *aliceState* = "hasQubit"  
 $\wedge$  *aliceState'* = "sent"  
 $\wedge$  *channelState'* = "used"  
 $\wedge$  *qubitLocation'* = "inChannel"  
 $\wedge$  *transferred'* = TRUE  
 $\wedge$  UNCHANGED  $\langle$  *bobState, qubitState, eveInterfered, auditTrail*  $\rangle$

*ReceiveAtBob*  $\triangleq$   
 $\wedge$  *transferred* = TRUE  $\wedge$  *qubitLocation* = "inChannel"  $\wedge$  *bobState* = "waiting"  
 $\wedge$  *bobState'* = "received"  
 $\wedge$  *qubitLocation'* = "bob"  
 $\wedge$  *auditTrail'* = Append(*auditTrail*, [*type*  $\mapsto$  "BB4P-transfer", *time*  $\mapsto$  *CurrentTimestamp*])  
 $\wedge$  UNCHANGED  $\langle$  *aliceState, qubitState, channelState, eveInterfered, transferred*  $\rangle$

*Eavesdrop*  $\triangleq$   
 $\wedge$  *qubitLocation* = "inChannel"  $\wedge$  *eveInterfered* = FALSE  
 $\wedge$  *eveInterfered'* = TRUE  
 $\wedge$  *qubitLocation'* = "eavesdropper"  
 $\wedge$  *qubitState'* = "collapsed" Qubit is destroyed  
 $\wedge$  *channelState'* = "tampered"  
 $\wedge$  UNCHANGED  $\langle$  *aliceState, bobState, auditTrail, transferred*  $\rangle$

*Next*  $\triangleq$  *PrepareEntanglement*  $\vee$  *TeleportQubit*  $\vee$  *ReceiveAtBob*  $\vee$  *Eavesdrop*

*Spec*  $\triangleq$  *Init*  $\wedge$   $\Box[Next]_{\langle$  *aliceState, bobState, channelState, qubitState, qubitLocation, eveInterfered, transferred, auditTrail*  $\rangle$

$NoCloning \triangleq qubitLocation \in \{\text{"alice"}, \text{"bob"}, \text{"inChannel"}, \text{"eavesdropper"}, \text{"lost"}\}$

$NoUndetectableEavesdropping \triangleq eveInterfered = \text{TRUE} \Rightarrow qubitState = \text{"collapsed"}$

$Correctness \triangleq bobState = \text{"received"}$   
 $\Rightarrow \wedge qubitState \neq \text{"collapsed"}$   
 $\wedge qubitLocation = \text{"bob"}$   
 $\wedge channelState = \text{"used"}$

$BB4PTransfers(trail) \triangleq \{t \in trail : t.type = \text{"BB4P-transfer"}\}$

$ExactlyOneAudit \triangleq Len(BB4PTransfers(auditTrail)) = 1$

$INVARIANTS \triangleq$

$\wedge NoCloning$   
 $\wedge NoUndetectableEavesdropping$   
 $\wedge Correctness$   
 $\wedge ExactlyOneAudit$

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(*
  aliceState,    \ * "hasQubit", "sent"
  bobState,      \ * "waiting", "received"
  channelState,  \ * "ready", "entangled", "used", "tampered"
  qubitState,    \ * current quantum state (symbolic)
  qubitLocation, \ * "alice", "bob", "inChannel", "eavesdropper", "lost"
  eveInterfered, \ * TRUE if Eve tried to intercept
  transferred,   \ * TRUE after teleportation step
  auditTrail     \ * Sequence of audit entries *)

\ * Modification History
\ * Last modified Fri Aug 01 05:46:55 CEST 2025 by tianxiang.lu
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