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- Module AggCount -
EXTENDS TLC, Integers, FiniteSets
CONSTANTS Dataset, Storage, nil
VARIABLES replicas, pending_counters
vars \stackrel{\triangle}{=} \langle replicas, pending\_counters \rangle
min\_repl\_id \triangleq 21
max\_repl\_id \triangleq 24
ReplicaID \triangleq min\_repl\_id ... max\_repl\_id
Status \triangleq \{\text{"pending"}, \text{"written"}\}
AggStatus \triangleq \{ "need_include", "no_action", "need_remove"\}
ReplicaInfo \triangleq [ds: Dataset, status: Status, storage: Storage, agg: AggStatus]
Replica \triangleq [ReplicaID \rightarrow ReplicaInfo \cup \{nil\}]
PendingKey \triangleq Dataset \times Storage
PendingInfo \triangleq [count: 0...100, need\_update: BOOLEAN]
TypeOK \triangleq
     \land \quad replicas \in Replica
        pending\_counters \in [PendingKey \rightarrow PendingInfo]
initCounter \stackrel{\Delta}{=} [count \mapsto 0, need\_update \mapsto FALSE]
Init \triangleq
     \land replicas = [id \in ReplicaID \mapsto nil]
     \land pending\_counters = [k \in PendingKey \mapsto initCounter]
addPendingReplicaImpl(id, ds, st) \triangleq
    LET
         new\_repl \triangleq [
              ds \mapsto ds, status \mapsto "pending",
              storage \mapsto st, agg \mapsto "need_include"]
         key \stackrel{\Delta}{=} \langle ds, st \rangle
    IN
          \land replicas' = [replicas \ EXCEPT \ ![id] = new\_repl]
          \land pending_counters' = [pending_counters EXCEPT ![key].need_update = TRUE]
AddPendingReplica(id, ds, st) \triangleq
     \land replicas[id] = nil
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\land addPendingReplicaImpl(id, ds, st)
addWrittenReplicaImpl(id, ds, st) \stackrel{\triangle}{=}
    LET
         new\_repl \triangleq [
             ds \mapsto ds, status \mapsto "written",
             storage \mapsto st, agg \mapsto "no\_action"]
         key \triangleq \langle ds, st \rangle
    IN
         \land replicas' = [replicas \ EXCEPT \ ![id] = new\_repl]
         \land pending_counters' = [pending_counters EXCEPT ![key].need_update = TRUE]
AddWrittenReplica(id, ds, st) \triangleq
     \land replicas[id] = nil
    \wedge \ addWrittenReplicaImpl(id, \ ds, \ st)
updateCounterAfterWritten(r) \triangleq
    LET
         k \triangleq \langle r.ds, r.storage \rangle
    IN
        pending\_counters' = [pending\_counters \ EXCEPT \ ![k].need\_update = TRUE]
computeAggStatusForWritten(old\_val) \triangleq
    IF old\_val = "no_action"
         THEN "need_remove"
          ELSE "no_action"
doUpdateReplicaToWritten(id) \triangleq
    LET
         old\_repl \triangleq replicas[id]
         need\_remove\_cond \triangleq
              \lor \land old\_repl.status = "pending"
                 \land old\_repl.agg = "no\_action"
              \lor \land old\_repl.status = "written"
                 \land \ old\_repl.agg = \text{``need\_remove''}
         new\_agg \triangleq
             IF need_remove_cond
                   THEN "need_remove"
                   ELSE "no_action"
         new\_repl \triangleq [old\_repl \ EXCEPT \ !.status = "written", \ !.agg = new\_agg]
    IN
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replicas' = [replicas \ EXCEPT \ ![id] = new\_repl]
UpdateToWritten(id) \triangleq
     \land replicas[id] \neq nil
     \land replicas[id].status \neq "written"
    \land doUpdateReplicaToWritten(id)
     \land updateCounterAfterWritten(replicas[id])
replicaHasKey(id, k) \triangleq
     \land replicas[id] \neq nil
    \land replicas[id].ds = k[1]
     \land replicas[id].storage = k[2]
getPendingReplicas(k) \triangleq
    LET
         selectCond(id) \triangleq
             \land replicaHasKey(id, k)
             \land replicas[id].status = "pending"
    IN
        \{id \in ReplicaID : selectCond(id)\}
setAggToNoAction(k) \triangleq
    LET
         new_{-}fn(id) \stackrel{\triangle}{=}
             IF replicaHasKey(id, k)
                  THEN [replicas[id]] EXCEPT !.agg = "no\_action"]
                  ELSE replicas[id] unchanged
    IN
         replicas' = [id \in ReplicaID \mapsto new\_fn(id)]
doUpdatePendingCounter(k) \triangleq
    LET
        pending\_repls \triangleq getPendingReplicas(k)
        num \triangleq Cardinality(pending\_repls)
        old\_counter \triangleq pending\_counters[k]
         new\_counter \triangleq [old\_counter \ EXCEPT \ !.count = num, \ !.need\_update = FALSE]
    IN
         \land pending\_counters' = [pending\_counters \ EXCEPT \ ![k] = new\_counter]
         \land setAggToNoAction(k)
UpdatePendingCounter(k) \triangleq
     \land pending\_counters[k].need\_update = TRUE
     \land doUpdatePendingCounter(k)
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TerminateCond \triangleq
     \land \forall id \in ReplicaID :
         \land replicas[id] \neq nil
         \land replicas[id].agg = "no\_action"
     \land \forall key \in PendingKey : pending\_counters[key].need\_update = False
Terminated \triangleq
     \land TerminateCond
     ∧ UNCHANGED vars
Next \triangleq
     \vee \exists id \in ReplicaID, ds \in Dataset, st \in Storage :
         \lor AddPendingReplica(id, ds, st)
         \vee AddWrittenReplica(id, ds, st)
     \vee \exists id \in ReplicaID :
         Update To Written(id)
     \vee \exists k \in PendingKey :
         UpdatePendingCounter(k)
     \vee\ Terminated
Spec \stackrel{\triangle}{=} Init \wedge \Box [Next]_{vars}
FairSpec \stackrel{\triangle}{=} Spec \wedge WF_{vars}(Next)
AlwaysTerminate \triangleq \Diamond TerminateCond
allPendingReplicas(k) \stackrel{\Delta}{=}
    LET
         checkCond(id) \triangleq
              \land replicaHasKey(id, k)
               \land replicas[id].status = "pending"
         S \triangleq \{id \in ReplicaID : checkCond(id)\}
    IN
         Cardinality(S)
numPendingByCounter(k) \triangleq
    LET
         isPending(id) \triangleq
              \land replicaHasKey(id, k)
              \land replicas[id].agg = "need_include"
         isNonPending(id) \triangleq
              \land replicaHasKey(id, k)
              \land replicas[id].agg = "need\_remove"
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\begin{array}{l} S1 \, \stackrel{\triangle}{=} \, \{ id \in ReplicaID : isPending(id) \} \\ S2 \, \stackrel{\triangle}{=} \, \{ id \in ReplicaID : isNonPending(id) \} \end{array}
     IN
            Cardinality(S1) + pending\_counters[k].count - Cardinality(S2)
invalidStatePending \triangleq
     \exists id \in ReplicaID :
          \land \mathit{replicas}[\mathit{id}] \neq \mathit{nil}
          \land replicas[id].status = "pending"
          \land replicas[id].agg = "need\_remove"
invalidStateWritten \triangleq
     \exists \, id \in \mathit{ReplicaID} :
          \land replicas[id] \neq nil
          \land \ replicas[id].status = \text{``written''}
          \land replicas[id].agg = "need_include"
Inv \triangleq
      \land \forall k \in PendingKey :
          allPendingReplicas(k) = numPendingByCounter(k)
      \wedge \neg invalidStatePending
      \wedge \neg invalidStateWritten
Sym \stackrel{\triangle}{=} Permutations(Dataset) \cup Permutations(Storage)
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