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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 25
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, version: 0...500]
TypeOK \triangleq
     \land \quad replicas \in Replica
         pending\_counters \in [PendingKey \rightarrow PendingInfo]
initCounter \triangleq [count \mapsto 0, need\_update \mapsto FALSE, version \mapsto 0]
Init \stackrel{\triangle}{=}
     \land replicas = [id \in ReplicaID \mapsto nil]
     \land pending\_counters = [k \in PendingKey \mapsto initCounter]
addReplicaImpl(id, ds, st) \stackrel{\Delta}{=}
    LET
          new\_repl \triangleq [
               ds \mapsto ds, status \mapsto "pending",
               storage \mapsto st, agg \mapsto "need\_include"]
          \begin{array}{ccc} key & \triangleq & \langle ds, \, st \rangle \\ old\_counter & \triangleq & pending\_counters[key] \end{array}
          new\_counter \triangleq [old\_counter \ EXCEPT \ !.need\_update = TRUE, \ !.version = @ + 1]
    IN
          \land replicas' = [replicas \ EXCEPT \ ![id] = new\_repl]
          \land pending\_counters' = [pending\_counters \ EXCEPT \ ! [key] = new\_counter]
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AddReplica(id, ds, st) \stackrel{\triangle}{=}
     \land \mathit{replicas}[\mathit{id}] = \mathit{nil}
     \wedge addReplicaImpl(id, ds, st)
updateCounterAfterWritten(r) \stackrel{\Delta}{=}
    LET
          k \triangleq \langle r.ds, r.storage \rangle
          pending\_counters' = [
              pending\_counters \ \text{EXCEPT} \ ![k] = [
                   @ EXCEPT !.need\_update = TRUE, !.version = @ + 1
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 = \text{``no\_action''}
               \lor \land old\_repl.status = "written"
                   \land old\_repl.agg = "need\_remove"
          new\_agg \ \stackrel{\scriptscriptstyle \Delta}{=} \\
              IF need\_remove\_cond
                    THEN "need_remove"
                    ELSE "no_action"
          new\_repl \triangleq [old\_repl \ EXCEPT \ !.status = "written", !.agg = new\_agg]
    IN
          replicas' = [replicas \ EXCEPT \ ![id] = new\_repl]
UpdateToWritten(id) \triangleq
     \land replicas[id] \neq nil
     \land \mathit{replicas}[\mathit{id}].\mathit{status} \neq \mathit{``written''}
     \land doUpdateReplicaToWritten(id)
     \land updateCounterAfterWritten(replicas[id])
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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 \stackrel{\triangle}{=} getPendingReplicas(k)
         num \stackrel{\triangle}{=} Cardinality(pending\_repls)
         old\_counter \stackrel{\Delta}{=} pending\_counters[k]
         new\_counter \triangleq [old\_counter \ EXCEPT \ !.count = num, \ !.need\_update = FALSE]
    ΙN
          \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)
TerminateCond \triangleq
     \land \forall id \in ReplicaID :
         \land replicas[id] \neq nil
         \land replicas[id].agg = "no\_action"
     \land \forall \textit{key} \in \textit{PendingKey}: \textit{pending\_counters[key]}. \textit{need\_update} = \texttt{false}
Terminated \triangleq
     \land \ TerminateCond
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Next \triangleq
     \vee \exists id \in ReplicaID, ds \in Dataset, st \in Storage :
          \lor AddReplica(id, ds, st) TODO Add Written Replica
     \vee \exists id \in ReplicaID :
         Update To Written(id)
     \vee \exists k \in PendingKey :
         UpdatePendingCounter(k)
     \vee Terminated
Spec \triangleq Init \wedge \Box [Next]_{vars}
FairSpec \triangleq Spec \wedge WF_{vars}(Next)
allPendingReplicas(k) \stackrel{\triangle}{=}
    LET
         checkCond(id) \triangleq
              \land replicaHasKey(id, k)
               \land replicas[id].status = "pending"
         S \stackrel{\Delta}{=} \{id \in ReplicaID : checkCond(id)\}
    IN
         Cardinality(S)
numPendingByCounter(k) \triangleq
    LET
         isPending(id) \stackrel{\triangle}{=}
              \land replicaHasKey(id, k)
              \land replicas[id].agg = "need_include"
         isNonPending(id) \triangleq
              \land replicaHasKey(id, k)
              \land replicas[id].agg = "need\_remove"
         S1 \triangleq \{id \in ReplicaID : isPending(id)\}
         S2 \triangleq \{id \in ReplicalD : isNonPending(id)\}
    IN
          Cardinality(S1) + pending\_counters[k].count - Cardinality(S2)
Inv \stackrel{\triangle}{=}
     \land \forall k \in PendingKey :
        allPendingReplicas(k) = numPendingByCounter(k)
Sym \stackrel{\triangle}{=} Permutations(Dataset) \cup Permutations(Storage)
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