```
invalidation Queue \\
EXTENDS Naturals, Sequences
CONSTANTS
    KEYS
VARIABLES
    database,
     Represents metadata version stored in the cache
    cache,
     Represents the version stored in the cache, This is what is used for comparsions.
     to allow our model to decouple ACTUAL metadata version with STORED version
    cache Versions,
    cacheFillStates,
    invalidation Queue,
    counter Used to prevent repeated states for liveness conditions
 We can still test with the same cache requirements we've been using this whole time
INSTANCE cacherequirements
vars \stackrel{\triangle}{=} \langle database, cache, cacheFillStates,
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invalidationQueue, counter, cache Versions
InvalidationMessage \triangleq [key : KEYS, version : DataVersion]
CacheFillState \triangleq [
    state: \{
         "inactive",
         \hbox{``startfillmetadata''}\,,
         "respondedtometadata", Next: CacheFillMetadata
         "startfillversion",
         "responedtoversion" Next: CacheFillVersion
    },
    version: Data Version
CacheValue \triangleq CacheMiss \cup CacheHit
TypeOk \triangleq
     \land database \in [KEYS \rightarrow DataVersion]
     \land cache \in [KEYS \rightarrow CacheValue]
     Cache versions are typed identically to cache
     \land cache Versions \in [KEYS \rightarrow Cache Value]
     \land cacheFillStates \in [KEYS \rightarrow CacheFillState]
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\land invalidationQueue \in Seq(InvalidationMessage)
     \land \ counter \in \mathit{Nat}
Init \stackrel{\triangle}{=}
     \land database = [k \in KEYS \mapsto 0]
      cache (metadata) and cache Versions start empty together
     \land cache = [k \in KEYS \mapsto [type \mapsto "miss"]]
     \land cache Versions = [k \in KEYS \mapsto [type \mapsto "miss"]]
     \land cacheFillStates = [k \in KEYS \mapsto [
                                    state \mapsto "inactive",
                                    version \mapsto 0
     \land invalidationQueue = \langle \rangle
     \wedge counter = 0
DatabaseUpdate(k) \triangleq
    LET updatedVersion \stackrel{\Delta}{=} database[k] + 1IN
     \land database' = [database \ Except
                        ![k] = updatedVersion]
     \land invalidationQueue' = Append(invalidationQueue,
                                        [key \mapsto k, version \mapsto updatedVersion])
     \land UNCHANGED \langle cache, cache Versions, cache Fill States, counter <math>\rangle
CacheStartFillMetadata(k) \stackrel{\Delta}{=}
     \land cache[k] \in CacheMiss
     \land cacheFillStates[k].state = "inactive"
     \land cacheFillStates' = [cacheFillStates \ \texttt{EXCEPT} \ ![k].state = "startfillmetadata"]
     \land UNCHANGED \langle database, cache, cache Versions, invalidation Queue, counter\rangle
DatabaseRespondWithMetadata(k) \stackrel{\Delta}{=}
     \land cacheFillStates[k].state = "startfillmetadata"
     \land cacheFillStates' = [cacheFillStates \ Except]
                                      ![k].state = "responded to metadata",
                                      ![k].version = database[k]]
     ∧ UNCHANGED ⟨database, cache, cache Versions, invalidation Queue, counter⟩
CacheFillMetadata(k) \stackrel{\Delta}{=}
      facebookmetdataversion
     \land cacheFillStates[k].state = "responded to metadata"
     \wedge cache' = [cache \ EXCEPT]
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![k] = [
                                    type \mapsto \text{``hit''},
                                    version \mapsto cacheFillStates[k].version
    \land cacheFillStates' = [cacheFillStates \ EXCEPT]
                                    ![k].state = "inactive",
                                    [k].version = 0
    \land UNCHANGED \langle database, cache Versions, invalidation Queue, counter\rangle
CacheStartFillVersion(k) \stackrel{\Delta}{=}
     \land cache Versions[k] \in Cache Miss
    \land cacheFillStates[k].state = "inactive"
    \land cacheFillStates' = [cacheFillStates \ EXCEPT \ ![k].state = "startfillversion"]
    \land UNCHANGED \langle database, cache, cache Versions, invalidation Queue, counter\rangle
DatabaseRespondWithVersion(k) \stackrel{\Delta}{=}
     \land cacheFillStates[k].state = "startfillversion"
     \land cacheFillStates' = [cacheFillStates \ EXCEPT]
                                    ![k].state = "responed to version",
                                    ![k].version = database[k]]
    \land UNCHANGED \langle database, cache, cache Versions, invalidation Queue, counter\rangle
CacheFillVersion(k) \triangleq
     facebookversion
     \land cacheFillStates[k].state = "responed to version"
    \land \lor cacheVersions[k] \in CacheMiss
        \lor \land cacheVersions[k] \notin CacheMiss
           \land cacheVersions[k].version < cacheFillStates[k].version
     \land cache Versions' = [cache Versions \ Except
                                 ![k] = [
                                     type \mapsto "hit",
                                     version \mapsto cacheFillStates[k].version
     \land cacheFillStates' = [cacheFillStates \ EXCEPT]
                                    ![k].state = "inactive",
                                    ![k].version = 0
    \land UNCHANGED \langle database, cache, invalidationQueue, counter <math>\rangle
CacheIgnoreFillVersion(k) \triangleq
     \land cacheFillStates[k].state = "responed to version"
    \land \land cacheVersions[k] \in CacheHit
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\land cache Versions[k].version \ge cache FillStates[k].version
     \land cacheFillStates' = [cacheFillStates \ Except]
                                     ![k].state = "inactive",
                                     ![k].version = 0]
     \wedge counter' = counter + 1
     \land UNCHANGED \langle database, cache, cache Versions, invalidation Queue <math>\rangle
CacheFailFill(k) \triangleq
     \land cacheFillStates[k].state \in \{ \text{"responded tometadata"}, \text{"responed toversion"} \}
     \land cacheFillStates' = [cacheFillStates \ EXCEPT]
                                     ![k].state = "inactive",
                                     ![k].version = 0]
     \wedge counter' = counter + 1
     \land UNCHANGED \langle database, cache, cache Versions, invalidation Queue <math>\rangle
CacheEvict(k) \triangleq
     \land cache[k] \in CacheHit
     \land cacheFillStates[k].state = "inactive"
     \land cache' = [cache \ EXCEPT \ ![k] = [type \mapsto "miss"]]
     \land cache Versions' = [cache \ EXCEPT \ ![k] = [type \mapsto "miss"]]
     \wedge counter' = counter + 1
     \land UNCHANGED \langle database, cacheFillStates, invalidationQueue <math>\rangle
UpdateFromInvalidationMessage \stackrel{\Delta}{=}
     \land invalidationQueue \neq \langle \rangle
     \land LET message \stackrel{\triangle}{=} Head(invalidationQueue)IN
         \land \lor \land cache[message.key] \in CacheHit
                 \land cache Versions[message.key] \in Cache Miss
              \lor \land cache Versions[message.key] \in Cache Hit
                 \land \ cache Versions [message.key].version \leq message.version
         \land cacheFillStates[message.key].state = "inactive"
          {\it metadata} version
         \wedge cache' = [cache \ EXCEPT]
                                ![message.key] = [
                                         type \mapsto \text{``hit''},
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version \mapsto message.version
          \land cache Versions' = [cache Versions \ EXCEPT]
                                             ![message.key] = [
                                                       type \mapsto \text{"hit"},
                                                       version \mapsto message.version
          \land invalidationQueue' = Tail(invalidationQueue)
          \land UNCHANGED \langle database, cacheFillStates, counter \rangle
IgnoreInvalidationMessage \stackrel{\Delta}{=}
     \land invalidationQueue \neq \langle \rangle
     \land LET message \stackrel{\triangle}{=} Head(invalidationQueue)IN
                key
          \land \lor \land cache[message.key] \in CacheMiss
                  \land cacheFillStates[message.key].state = "inactive"
               \lor \land cache Versions[message.key] \in Cache Hit
                  \land \ cache Versions [message.key].version > message.version
          \land invalidationQueue' = Tail(invalidationQueue)
          \land \ counter' = counter + 1
     \land UNCHANGED \langle database, cache, cache Versions, cache FillStates <math>\rangle
 FailUpdateInvalidationMessageIgnore \stackrel{\Delta}{=}
     \land invalidationQueue \neq \langle \rangle
     \land LET message \stackrel{\triangle}{=} Head(invalidationQueue)IN
        \* version version
        \land \ cache Versions[message.key] \in \ Cache Hit
        \land \ cache Versions [message.key].version \ge message.version
        \land invalidationQueue' = Tail(invalidationQueue)
        \ *
        \land \; counter' = counter + 1
     \land Unchanged \langle database, cache, cache Versions, cache FillStates <math>\rangle
FailUpdateInvalidationMessageIgnore \stackrel{\Delta}{=}
     \land invalidationQueue \neq \langle \rangle
     \land LET message \triangleq Head(invalidationQueue)IN
           version version
          \land cache Versions[message.key] \in Cache Hit
          \land cache Versions[message.key].version > message.version
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\land invalidationQueue' = Tail(invalidationQueue)
        \wedge counter' = counter + 1
        \land UNCHANGED \langle database, cache, cache Versions, cache FillStates <math>\rangle
FailUpdateInvalidationMessageEvictkey \stackrel{\triangle}{=}
     \land invalidationQueue \neq \langle \rangle
     \land LET message \stackrel{\triangle}{=} Head(invalidationQueue)IN
              metadata
            \lor \land cache[message.key] \in CacheHit
                \land cache Versions[message.key] \in Cache Miss
             \lor \land cache Versions[message.key] \in Cache Hit
                \land cache Versions[message.key].version < message.version
        \land cacheFillStates[message.key].state = "inactive"
        \land invalidationQueue' = Tail(invalidationQueue)
        \land cache' = [cache \ EXCEPT \ ![message.key] = [type \mapsto "miss"]]
        \land cache Versions' = [cache Versions \ EXCEPT \ ! [message.key] = [type \mapsto "miss"]]
     \land UNCHANGED \langle database, cacheFillStates, counter \rangle
CacheFairness \triangleq
     \vee \exists k \in KEYS :
        \lor CacheStartFillMetadata(k)
        \vee DatabaseRespondWithMetadata(k)
        \vee CacheFillMetadata(k)
        \lor CacheStartFillVersion(k)
        \lor DatabaseRespondWithVersion(k)
        \vee CacheFillVersion(k)
        \vee CacheIgnoreFillVersion(k)
     \lor \ UpdateFromInvalidationMessage
     \lor IgnoreInvalidationMessage
     \vee FailUpdateInvalidationMessageIgnore
     \lor FailUpdateInvalidationMessageEvictkey
Next \triangleq
     \vee \exists k \in KEYS:
         Database state
         \vee DatabaseUpdate(k)
         Cache state
        \vee CacheStartFillMetadata(k)
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- $\lor DatabaseRespondWithMetadata(k)$
- \vee CacheFillMetadata(k)
- $\lor CacheStartFillVersion(k)$
- $\lor DatabaseRespondWithVersion(k)$
- $\vee CacheFillVersion(k)$
- $\lor CacheIgnoreFillVersion(k)$
- $\vee CacheFailFill(k)$
- $\vee CacheEvict(k)$
- $\lor \ UpdateFromInvalidationMessage$
- $\lor Ignore Invalidation Message$
- $\lor FailUpdateInvalidationMessageIgnore$
- $\lor FailUpdateInvalidationMessageEvictkey$

$$Spec \triangleq Init \wedge \Box [Next]_{vars} \wedge WF_{vars}(CacheFairness)$$

 $CounterBound \stackrel{\Delta}{=} counter \leq 2$