MODULE *backpressure*

EXTENDS *FiniteSets*, *Integers*, *Sequences*, *TLC*

$Null \triangleq 0$
$Cowns \triangleq 1 \,..\, 4$
$BehaviourLimit \triangleq 4$
$OverloadThreshold \triangleq 2$
$PriorityLevels \triangleq \{-1, 0, 1\}$

$Min(s) \triangleq \text{CHOOSE } x \in s : \forall\, y \in s \setminus \{x\} : y > x$
$Max(s) \triangleq \text{CHOOSE } x \in s : \forall\, y \in s \setminus \{x\} : y < x$

$Range(f) \triangleq \{f[x] : x \in \text{DOMAIN } f\}$

$Pick(s) \triangleq \text{CHOOSE } x \in s : \text{TRUE}$

$ReduceSet(op(\_, \_), set, acc) \triangleq$
  LET $f[s \in \text{SUBSET } set] \triangleq$
    IF $s = \{\}$ THEN acc ELSE LET $x \triangleq Pick(s)$IN $op(x, f[s \setminus \{x\}])$
  IN $f[set]$

VARIABLES *fuel*, *queue*, *scheduled*, *running*, *priority*, *blocker*, *mutor*, *mute*
$vars \triangleq \langle fuel, queue, scheduled, running, priority, blocker, mutor, mute\rangle$

$Sleeping(c) \triangleq scheduled[c] \land (Len(queue[c]) = 0)$

$Available(c) \triangleq scheduled[c] \land (Len(queue[c]) > 0)$

$Overloaded(c) \triangleq Len(queue[c]) > OverloadThreshold$

$Muted(c) \triangleq c \in \text{UNION } Range(mute)$

$CurrentMessage(c) \triangleq \text{IF } Len(queue[c]) > 0 \text{ THEN } Head(queue[c]) \text{ ELSE } \{\}$

$LowPriority(cs) \triangleq \{c \in cs : priority[c] = -1\}$

$HighPriority(cs) \triangleq \{c \in cs : priority[c] = 1\}$

$RequiresPriority(c) \triangleq$
  $\lor\, Overloaded(c)$
  $\lor \exists\, m \in Range(queue[c]) : \exists\, k \in m \setminus \{c\} : priority[k] = 1$

RECURSIVE $Blockers(\_)$
$Blockers(c) \triangleq$
  IF $blocker[c] = Null$ THEN $\{\}$ ELSE $\{blocker[c]\} \cup Blockers(blocker[c])$
$Prioritizing(cs) \triangleq$
  LET $unprioritized \triangleq \{c \in cs : priority[c] < 1\}$IN
  $unprioritized \cup \text{UNION } \{Blockers(c) : c \in unprioritized\}$

$ValidMutor(c) \triangleq$
$\lor (priority[c] = 1) \land Overloaded(c)$
$\lor (priority[c] = -1)$

$Init \triangleq$
$\land fuel = BehaviourLimit$
$\land queue = [c \in Cowns \mapsto \langle\{c\}\rangle]$
$\land scheduled = [c \in Cowns \mapsto \text{TRUE}]$
$\land running = [c \in Cowns \mapsto \text{FALSE}]$
$\land priority = [c \in Cowns \mapsto Null]$
$\land blocker = [c \in Cowns \mapsto Null]$
$\land mutor = [c \in Cowns \mapsto Null]$
$\land mute = [c \in Cowns \mapsto \{\}]$

$Terminating \triangleq$
$\land \forall\, c \in Cowns : Sleeping(c)$
$\land$ UNCHANGED $vars$

$Acquire(cown) \triangleq$
LET $msg \triangleq CurrentMessage(cown)$IN
$\land Available(cown)$
$\land cown < Max(msg)$
$\land$ IF $\exists\, c \in msg : priority[c] = 1$ THEN
LET $prioritizing \triangleq Prioritizing(\{c \in msg : c > cown\})$IN
LET $unmuting \triangleq LowPriority(prioritizing)$IN
$\land priority' = [c \in prioritizing \mapsto 1] \mathbin{@@} priority$
$\land scheduled' = (cown :> \text{FALSE}) \mathbin{@@} [c \in unmuting \mapsto \text{TRUE}] \mathbin{@@} scheduled$
ELSE
$\land scheduled' = (cown :> \text{FALSE}) \mathbin{@@} scheduled$
$\land$ UNCHANGED $\langle priority, mute\rangle$
$\land$ LET $next \triangleq Min(\{c \in msg : c > cown\})$IN
$\land blocker' = (cown :> next) \mathbin{@@} blocker$
$\land$ LET $q \triangleq (cown :> Tail(queue[cown])) \mathbin{@@} queue$IN
$queue' = (next :> Append(queue[next], msg)) \mathbin{@@} q$
$\land$ UNCHANGED $\langle fuel, running, mutor, mute\rangle$

$Prerun(cown) \triangleq$
LET $msg \triangleq CurrentMessage(cown)$IN
$\land scheduled[cown]$
$\land \neg running[cown]$
$\land$ IF $msg = \{\}$ THEN FALSE ELSE $cown = Max(msg)$
$\land priority' = (cown :>$ IF $RequiresPriority(cown)$ THEN 1 ELSE $0) \mathbin{@@} priority$
$\land running' = (cown :> \text{TRUE}) \mathbin{@@} running$
$\land blocker' = [c \in msg \mapsto Null] \mathbin{@@} blocker$
$\land$ UNCHANGED $\langle fuel, queue, scheduled, mutor, mute\rangle$

$Send(cown) \triangleq$
 LET $senders \triangleq CurrentMessage(cown)$IN
 $\land\ running[cown]$
 $\land\ fuel > 0$
 $\land\ \exists\, receivers \in$ SUBSET $Cowns$:
  $\land\ Cardinality(receivers) > 0$
  $\land\ queue' =$
   $(Min(receivers) :> Append(queue[Min(receivers)],\ receivers))$ @@ $queue$
  $\land$ IF $\exists\, c \in receivers : priority[c] = 1$ THEN
   LET $prioritizing \triangleq Prioritizing(receivers)$IN
   LET $unmuting \triangleq LowPriority(prioritizing)$IN
    $\land\ priority' = [c \in prioritizing \mapsto 1]$ @@ $priority$
    $\land\ scheduled' = [c \in unmuting \mapsto$ TRUE$]$ @@ $scheduled$
    $\land$ LET $mutors \triangleq \{c \in receivers \setminus senders : ValidMutor(c)\}$IN
     IF
      $\land\ mutors \neq \{\}$
      $\land\ mutor[cown] = Null$
      $\land\ \forall\, c \in senders : priority[c] = 0$
      $\land\ \forall\, c \in senders : c \notin receivers$ $TODO$: justify
     THEN
      $\land\ mutor' = (cown :> Min(mutors))$ @@ $mutor$
     ELSE
      $\land$ UNCHANGED $\langle mutor \rangle$
   ELSE
    $\land$ UNCHANGED $\langle scheduled,\ priority,\ mutor \rangle$
 $\land\ fuel' = fuel - 1$
 $\land$ UNCHANGED $\langle running,\ blocker,\ mute \rangle$

$Complete(cown) \triangleq$
 LET $msg \triangleq CurrentMessage(cown)$IN
 $\land\ running[cown]$
 $\land$ IF $mutor[cown] \neq Null$ THEN
    LET $muting \triangleq \{c \in msg : priority[c] = 0\}$IN
     $\land\ priority' = [c \in muting \mapsto -1]$ @@ $priority$
     $\land\ mute' = (mutor[cown] :> mute[mutor[cown]] \cup muting)$ @@ $mute$
     $\land\ scheduled' = [c \in msg \mapsto c \notin muting]$ @@ $scheduled$
    ELSE
     $\land\ scheduled' = [c \in msg \mapsto$ TRUE$]$ @@ $scheduled$
     $\land$ UNCHANGED $\langle priority,\ mute \rangle$
 $\land\ queue' = (cown :> Tail(queue[cown]))$ @@ $queue$
 $\land\ running' = (cown :>$ FALSE$)$ @@ $running$
 $\land\ mutor' = (cown :> Null)$ @@ $mutor$
 $\land$ UNCHANGED $\langle fuel,\ blocker \rangle$

$Unmute \triangleq$

$\quad$ LET $invalid_keys \triangleq \{c \in \text{DOMAIN } mute : (priority[c] = 0) \lor Sleeping(c)\}$IN
$\quad$ LET $unmuting \triangleq \text{UNION } Range([k \in invalid_keys \mapsto LowPriority(mute[k])])$IN
$\quad \land unmuting \neq \{\}$
$\quad \land priority' = [c \in unmuting \mapsto 0] \mathbin{@@} priority$
$\quad \land mute' = [c \in invalid\_keys \mapsto \{\}] \mathbin{@@} mute$
$\quad \land scheduled' = [c \in unmuting \mapsto \text{TRUE}] \mathbin{@@} scheduled$
$\quad \land \text{UNCHANGED } \langle fuel, queue, running, blocker, mutor \rangle$

$Run(cown) \triangleq$
$\quad \lor Acquire(cown)$
$\quad \lor Prerun(cown)$
$\quad \lor Send(cown)$
$\quad \lor Complete(cown)$

$Next \triangleq Terminating \lor \exists\, c \in Cowns : Run(c) \lor Unmute$

$Spec \triangleq$
$\quad \land Init$
$\quad \land \Box[Next]_{vars}$
$\quad \land \forall\, c \in Cowns : \text{WF}_{vars}(Run(c))$
$\quad \land \text{WF}_{vars}(Unmute)$

$MessageLimit \triangleq$
$\quad$ LET $msgs \triangleq ReduceSet(\text{LAMBDA } c, sum : sum + Len(queue[c]), Cowns, 0)$IN
$\quad msgs \leq (BehaviourLimit + Max(Cowns))$

$RunningIsScheduled \triangleq$
$\quad \forall\, c \in Cowns : running[c] \Rightarrow scheduled[c] \land (c = Max(CurrentMessage(c)))$

$CownNotMutedBySelf \triangleq \forall\, c \in Cowns : c \notin mute[c]$

$LowPriorityMuted \triangleq \forall\, c \in Cowns : (priority[c] = -1) \Rightarrow Muted(c)$

$WillScheduleCown \triangleq \exists\, c \in Cowns :$
$\quad \lor scheduled[c]$
$\quad \lor$
$\quad\quad \land priority[c] = -1$
$\quad\quad \land \exists\, k \in \text{DOMAIN } mute : (c \in mute[k]) \land (priority[k] = 0)$

$Nonblocking \triangleq$
$\quad \forall\, c \in Cowns : \forall\, m \in Range(queue[c]) :$
$\quad\quad \neg(\exists\, h \in HighPriority(m) : \exists\, l \in LowPriority(m) : (h < c) \land (l \leq c))$

$RunningNotBlocked \triangleq$
$\quad \forall\, c \in Cowns : running[c] \Rightarrow (\forall\, k \in CurrentMessage(c) : blocker[k] = Null)$

$Acquired(c) \triangleq \exists\, k \in Cowns : (k > c) \land (c \in \text{UNION } Range(queue[k]))$
$UnscheduledByMuteOrAcquire \triangleq$

$\forall\, c \in \mathit{Cowns} : \neg((\mathit{priority}[c] = -1) \vee \mathit{Acquired}(c)) \equiv \mathit{scheduled}[c]$

$\mathit{BehaviourAcquisition} \triangleq$
$\forall\, c \in \mathit{Cowns} : \forall\, k \in \text{UNION}\ \mathit{Range}(\mathit{queue}[c]) : (k < c) \Rightarrow \neg \mathit{scheduled}[k]$

$\mathit{AcquiredBy}(a,\, b) \triangleq (a < b) \wedge (a \in \mathit{CurrentMessage}(b))$
$\mathit{AcquiredOnce} \triangleq$
$\forall\, a \in \mathit{Cowns} : \forall\, b \in \mathit{Cowns} : \forall\, c \in \mathit{Cowns} :$
$(\mathit{AcquiredBy}(a,\, b) \wedge \mathit{AcquiredBy}(a,\, c)) \Rightarrow (b = c)$

$\mathit{SelfInCurrentMessage} \triangleq$
$\forall\, c \in \mathit{Cowns} : (\mathit{Len}(\mathit{queue}[c]) > 0) \Rightarrow (c \in \mathit{CurrentMessage}(c))$

$\mathit{Termination} \triangleq \Diamond\Box(\forall\, c \in \mathit{Cowns} : \mathit{Sleeping}(c))$

$\mathit{SomeCownWillBeScheduled} \triangleq \Box\Diamond(\exists\, c \in \mathit{Cowns} : \mathit{scheduled}[c])$