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- MODULE TwoPhaseLocking
EXTENDS FiniteSets, Naturals, Sequences, TLC
CONSTANT Proc. Object
VARIABLE
  transact,
  history,
  state,
  store,
   READ,
                          read lock
   WRITE
                          write lock
vars \triangleq \langle
  transact,
  history,
  state,
  store,
  READ,
   WRITE
Transaction is a set of all possible transactions
Transaction \triangleq
   \begin{array}{c} \text{LET } \textit{Op} \; \stackrel{\triangle}{=} \; [f: \{\text{``Read''}, \; \text{``Write''}\}, \; obj: \textit{Object}] \\ seq(S) \; \stackrel{\triangle}{=} \; \text{UNION} \; \{[1 \mathrel{.\,.} n \rightarrow S]: n \in \textit{Nat}\} \\ \end{array} 
           \{Append(op, [f \mapsto \text{``Commit''}]) : op \in seq(Op)\}
  IN
Init \stackrel{\triangle}{=}
   \land \exists tx \in [Proc \rightarrow Transaction] : transact = tx
   \wedge history = \langle \rangle
   \land state = [proc \in Proc \mapsto "Init"]
   \land store = [obj \in Object \mapsto 0]
   \land READ = [obj \in Object \mapsto \{\}]
   \land WRITE = [obj \in Object \mapsto \{\}]
updateHistory(self, hd, tl, val) \triangleq
   \land history' = Append(history, [proc \mapsto self, op \mapsto hd, val \mapsto val])
   \land transact' = [transact \ EXCEPT \ ![self] = tl]
ReadLongDurationLock(self, hd, tl) \stackrel{\Delta}{=}
   \land state[self] \in \{ \text{"Init"}, \text{"Running"} \}
   \wedge hd.f = "Read"
   \land WRITE[hd.obj] \in \{\{\}, \{self\}\}\
   \land READ' = [READ \ EXCEPT \ ! [hd.obj] = READ[hd.obj] \cup \{self\}]
   \land updateHistory(self, hd, tl, store[hd.obj])
   \wedge IF state[self]
                            = "Init"
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THEN \wedge state' = [state \ EXCEPT \ ! [self] = "Running"]
               \land UNCHANGED \langle store, WRITE \rangle
      ELSE UNCHANGED \langle state, store, WRITE \rangle
ReadShortDurationLock(self, hd, tl) \stackrel{\Delta}{=}
   \land state[self] \in \{ \text{"Init"}, \text{"Running"} \}
  \wedge hd.f = "Read"
  \land WRITE[hd.obj] \in \{\{\}, \{self\}\}
  \land updateHistory(self, hd, tl, store[hd.obj])
  \wedge IF state[self] = "Init"
      THEN \wedge state' = [state \ EXCEPT \ ![self] = "Running"]
               \land UNCHANGED \langle store, READ, WRITE \rangle
      ELSE UNCHANGED (state, store, READ, WRITE)
Read(self, hd, tl) \stackrel{\Delta}{=} ReadLongDurationLock(self, hd, tl)
Write(self, hd, tl) \triangleq
  \land state[self] \in \{ \text{"Init"}, \text{"Running"} \}
  \land hd.f = \text{``Write''}
  \land WRITE[hd.obj] \in \{\{\}, \{self\}\}
  \land WRITE' = [WRITE \ EXCEPT \ ![hd.obj] = WRITE[hd.obj] \cup \{self\}]
  \land READ[hd.obj] \in SUBSET WRITE'[hd.obj]
  \land store' = [store \ EXCEPT \ ! [hd.obj] = store[hd.obj] + 1]
  \land updateHistory(self, hd, tl, store[hd.obj] + 1)
  \land IF state[self] = "Init"
        THEN \wedge state' = [state \ EXCEPT \ ![self] = "Running"]
                 \wedge unchanged \langle READ \rangle
        ELSE UNCHANGED \langle state, READ \rangle
Commit(self, hd, tl) \triangleq
   \land state[self] \in \{ \text{"Init"}, \text{"Running"} \}
  \wedge hd.f = "Commit"
  \land updateHistory(self, hd, tl, 0)
  \land state' = [state \ EXCEPT \ ![self] = "Commit"]
  \land READ' = [obj \in Object \mapsto READ[obj] \setminus \{self\}]
  \land WRITE' = [obj \in Object \mapsto WRITE[obj] \setminus \{self\}]
  \land UNCHANGED \langle store \rangle
Next \stackrel{\triangle}{=} \exists self \in Proc
   : \land transact[self] \neq \langle \rangle
     \wedge \text{ LET } hd \stackrel{\triangle}{=} Head(transact[self])
               tl \triangleq Tail(transact[self])
               \vee Read(self, hd, tl)
        IN
               \vee Write(self, hd, tl)
               \vee Commit(self, hd, tl)
Spec \stackrel{\Delta}{=} Init \wedge \Box [Next]_{vars}
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Invariants \triangleq
   \land \forall \, proc \in Proc
      : state[proc] \in \{ \text{"Init"}, \text{"Running"}, \text{"Commit"} \}
   \land \forall obj \in Object
      : Cardinality(WRITE[obj]) \in \{0, 1\}
   \land \forall obj \in Object
      : Cardinality(WRITE[obj]) \neq 0 \Rightarrow READ[obj] \in SUBSET WRITE[obj]
Serializable tests if a history is serializable
RECURSIVE consistent(_, _)
consistent(s, hist) \stackrel{\triangle}{=}
  IF hist = \langle \rangle
   THEN TRUE
   ELSE LET hd \stackrel{\triangle}{=} Head(hist)
             IN CASE hd.op.f = "Read"
                            \rightarrow s[hd.op.obj] = hd.val \land consistent(s, Tail(hist))
                      \rightarrow consistent([s \ EXCEPT \ ![hd.op.obj] = hd.val], \ Tail(hist))
                      □ OTHER
                            \rightarrow consistent(s, Tail(hist))
Serializable \triangleq
  Let Tx \triangleq \{SelectSeq(history, Lambda \ x : x.proc = proc) : proc \in Proc\}
         perms \stackrel{\triangle}{=} \{ f \in [1 ... Cardinality(Proc) \rightarrow Tx] \}
                          : \forall tx \in Tx
                            \exists proc \in 1 ... Cardinality(Proc) : f[proc] = tx
         LET RECURSIVE concat(\_,\_,\_,\_) concat(f,\ n,\ size,\ acc) \stackrel{\Delta}{=}
   IN
                   IF n > size THEN acc ELSE concat(f, n + 1, size, acc \circ f[n])
                 \exists perm \in perms
                  : consistent([obj \in Object \mapsto 0],
                                  concat(perm, 1, Cardinality(Proc), \langle \rangle))
          \land \ PrintT(\langle history, \ concat(perm, \ 1, \ Cardinality(Proc), \ \langle \rangle) \rangle)
Properties \triangleq
  \Box((\forall proc \in Proc : state[proc] = "Commit") \Rightarrow Serializable)
Theorem Spec \Rightarrow \Box Invariants \land Properties
\* Modification History
* Last modified Sat Feb 17 12:52:22 JST 2018 by takayuki
\* Created Sat Feb 17 10:34:44 JST 2018 by takayuki
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