
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
 \rangle

Transaction is a set of all possible transactions

Transaction \triangleq
 LET *Op* \triangleq $[f : \{\text{"Read"}, \text{"Write"}\}, obj : Object]$
 seq(*S*) \triangleq UNION $\{[1 \dots n \rightarrow S] : n \in Nat\}$
 IN $\{Append(op, [f \mapsto \text{"Commit"}]) : op \in seq(Op)\}$

Init \triangleq
 $\wedge \exists tx \in [Proc \rightarrow Transaction] : transact = tx$
 $\wedge history = \langle \rangle$
 $\wedge state = [proc \in Proc \mapsto \text{"Init"}]$
 $\wedge store = [obj \in Object \mapsto 0]$
 $\wedge READ = [obj \in Object \mapsto \{\}]$
 $\wedge WRITE = [obj \in Object \mapsto \{\}]$

updateHistory(*self*, *hd*, *tl*, *val*) \triangleq
 $\wedge history' = Append(history, [proc \mapsto self, op \mapsto hd, val \mapsto val])$
 $\wedge transact' = [transact \text{ EXCEPT } ![self] = tl]$

ReadLongDurationLock(*self*, *hd*, *tl*) \triangleq
 $\wedge state[self] \in \{\text{"Init"}, \text{"Running"}\}$
 $\wedge hd.f = \text{"Read"}$
 $\wedge WRITE[hd.obj] \in \{\{\}, \{self\}\}$
 $\wedge READ' = [READ \text{ EXCEPT } ![hd.obj] = READ[hd.obj] \cup \{self\}]$
 $\wedge updateHistory(self, hd, tl, store[hd.obj])$
 $\wedge \text{IF } state[self] = \text{"Init"}$

$$\begin{aligned}
& \text{THEN } \wedge state' = [state \text{ EXCEPT } ![self] = \text{"Running"}] \\
& \quad \wedge \text{UNCHANGED } \langle store, WRITE \rangle \\
& \text{ELSE UNCHANGED } \langle state, store, WRITE \rangle \\
\\
ReadShortDurationLock(self, hd, tl) & \triangleq \\
& \wedge state[self] \in \{\text{"Init"}, \text{"Running"}\} \\
& \wedge hd.f = \text{"Read"} \\
& \wedge WRITE[hd.obj] \in \{\{\}, \{self\}\} \\
& \wedge updateHistory(self, hd, tl, store[hd.obj]) \\
& \wedge \text{IF } state[self] = \text{"Init"} \\
& \quad \text{THEN } \wedge state' = [state \text{ EXCEPT } ![self] = \text{"Running"}] \\
& \quad \quad \wedge \text{UNCHANGED } \langle store, READ, WRITE \rangle \\
& \quad \text{ELSE UNCHANGED } \langle state, store, READ, WRITE \rangle \\
\\
Read(self, hd, tl) & \triangleq ReadLongDurationLock(self, hd, tl) \\
\\
Write(self, hd, tl) & \triangleq \\
& \wedge state[self] \in \{\text{"Init"}, \text{"Running"}\} \\
& \wedge hd.f = \text{"Write"} \\
& \wedge WRITE[hd.obj] \in \{\{\}, \{self\}\} \\
& \wedge WRITE' = [WRITE \text{ EXCEPT } ![hd.obj] = WRITE[hd.obj] \cup \{self\}] \\
& \wedge READ[hd.obj] \in \text{SUBSET } WRITE'[hd.obj] \\
& \wedge store' = [store \text{ EXCEPT } ![hd.obj] = store[hd.obj] + 1] \\
& \wedge updateHistory(self, hd, tl, store[hd.obj] + 1) \\
& \wedge \text{IF } state[self] = \text{"Init"} \\
& \quad \text{THEN } \wedge state' = [state \text{ EXCEPT } ![self] = \text{"Running"}] \\
& \quad \quad \wedge \text{UNCHANGED } \langle READ \rangle \\
& \quad \text{ELSE UNCHANGED } \langle state, READ \rangle \\
\\
Commit(self, hd, tl) & \triangleq \\
& \wedge state[self] \in \{\text{"Init"}, \text{"Running"}\} \\
& \wedge hd.f = \text{"Commit"} \\
& \wedge updateHistory(self, hd, tl, 0) \\
& \wedge state' = [state \text{ EXCEPT } ![self] = \text{"Commit"}] \\
& \wedge READ' = [obj \in Object \mapsto READ[obj] \setminus \{self\}] \\
& \wedge WRITE' = [obj \in Object \mapsto WRITE[obj] \setminus \{self\}] \\
& \wedge \text{UNCHANGED } \langle store \rangle \\
\\
Next & \triangleq \exists self \in Proc \\
& : \wedge transact[self] \neq \langle \rangle \\
& \quad \wedge \text{LET } hd \triangleq Head(transact[self]) \\
& \quad \quad tl \triangleq Tail(transact[self]) \\
& \quad \text{IN } \vee Read(self, hd, tl) \\
& \quad \quad \vee Write(self, hd, tl) \\
& \quad \quad \vee Commit(self, hd, tl) \\
\\
Spec & \triangleq Init \wedge \Box [Next]_{vars} \wedge WF_{vars}(Next)
\end{aligned}$$

$Invariants \triangleq$
 $\wedge \forall proc \in Proc$
 $\quad : state[proc] \in \{ "Init", "Running", "Commit" \}$
 $\wedge \forall obj \in Object$
 $\quad : Cardinality(WRITE[obj]) \in \{0, 1\}$
 $\wedge \forall obj \in Object$
 $\quad : Cardinality(WRITE[obj]) \neq 0 \Rightarrow READ[obj] \in SUBSET WRITE[obj]$

Serializable tests if a history is serializable

RECURSIVE $consistent(_, _)$
 $consistent(s, hist) \triangleq$
 IF $hist = \langle \rangle$
 THEN TRUE
 ELSE LET $hd \triangleq Head(hist)$
 IN CASE $hd.op.f = "Read"$
 $\rightarrow s[hd.op.obj] = hd.val \wedge consistent(s, Tail(hist))$
 $\square \quad hd.op.f = "Write"$
 $\rightarrow consistent([s \text{ EXCEPT } ![hd.op.obj] = hd.val], Tail(hist))$
 $\square \quad OTHER$
 $\rightarrow consistent(s, Tail(hist))$

$Serializable \triangleq$
 LET $Tx \triangleq \{ SelectSeq(history, LAMBDA x : x.proc = proc) : proc \in Proc \}$
 $perms \triangleq \{ f \in [1 \dots Cardinality(Proc) \rightarrow Tx]$
 $\quad : \forall tx \in Tx$
 $\quad : \exists proc \in 1 \dots Cardinality(Proc) : f[proc] = tx \}$
 IN LET RECURSIVE $concat(_, _, _, _)$
 $concat(f, n, size, acc) \triangleq$
 IF $n > size$ THEN acc ELSE $concat(f, n + 1, size, acc \circ f[n])$
 IN $\exists perm \in perms$
 $\quad : consistent([obj \in Object \mapsto 0],$
 $\quad \quad concat(perm, 1, Cardinality(Proc), \langle \rangle))$
 $\wedge PrintT(\langle history, concat(perm, 1, Cardinality(Proc), \langle \rangle) \rangle)$

Properties assert that if all transactions successfully commit then the history is serializable

$Properties \triangleq$
 $\square((\forall proc \in Proc : state[proc] = "Commit") \Rightarrow Serializable)$

Deadlock detects a deadlock

$Deadlock \triangleq \diamond \square(\forall proc \in Proc : state[proc] = "Commit")$

THEOREM $Spec \Rightarrow \square Invariants \wedge Properties$

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