
MODULE *LocalBlockChain*

This is for the block chain info in one node. The very basic constraint here is that there is only one root node, *i.e.*, the *genesis* node. Another two constraints shall be :

1. Two final blocks must be on the same branch;
2. Two blocks with the same proposer, or committer, must be on the same branch. In the *PoD* implementation, the 1st constraint is true for good node, while the 2nd can be achieved by deposit.

EXTENDS *Naturals, Sequences*

CONSTANT *Validator*

VARIABLE *UsedIds*

VARIABLES *Self*

VARIABLE *block*,
 block_prepares,
 block_commits

Block \triangleq [*parent* : *Nat*,
 id : *Nat*,
 proposer : *Validator*,
 state : { "init", "prepared", "committed" }]
 \cup
 [*val* : "genesis", *state* : "committed", *id* : 0, *proposer* : "0"]

***** Helpers *****

NextBlock[*n* \in *block*] \triangleq CHOOSE *v* \in *block* : *v.parent* = *n.id*

PrevBlock[*n* \in *block*] \triangleq CHOOSE *v* \in *block* : *n.parent* = *v.id*

TailBlock[*n* \in *block*] \triangleq IF $\exists t \in \text{block} : t.\text{parent} = n.\text{id}$
 THEN *TailBlock*[*NextBlock*[*n*]]
 ELSE *n*

FollowingBlock[*n* \in *block*] \triangleq {*n*} \cup IF $\exists t \in \text{block} : t.\text{parent} = n.\text{id}$
 THEN *FollowingBlock*[*NextBlock*[*n*]]
 ELSE {}

GenesisBlock \triangleq [*val* \mapsto "genesis", *state* \mapsto "committed", *id* \mapsto 0, *proposer* \mapsto "0"]

AllTails \triangleq {*t* \in *block* : *TailBlock*[*t*] = *t*}

ChainWithTail[*n* \in *block*] \triangleq IF *n.id* = 0
 THEN {*n*}
 ELSE {*n*} \cup *ChainWithTail*[*PrevBlock*[*n*]]

AllChains \triangleq {*ChainWithTail*[*t*] : *t* \in *AllTails*}

$BlockContributer[n \in block] \triangleq \text{IF } n.id = 0 \text{ THEN } \{\}$
 $\text{ELSE } \{n.proposer\} \cup n.prepares \cup \{n.commits\}$

$BlockPrepares[n \in block] \triangleq block_prepares[n.id]$
 $BlockCommits[n \in block] \triangleq block_commits[n.id]$

FindContributedTail. We don't have this helper for performance reason.

***** Actions *****

$BCTypeOK \triangleq \wedge block \subseteq Block$
 $\wedge Self \in Validator$

$BCInit \triangleq \wedge block = \{GenesisBlock\}$
 $\wedge block_prepares = [id \in Nat \mapsto \{\}]$
 $\wedge block_commits = [id \in Nat \mapsto \{\}]$

$BCGenBlockWithTail(tail) \triangleq [parent \mapsto tail.id,$
 $id \mapsto \text{CHOOSE } t : t \in Nat \wedge t \notin UsedIds,$
 $proposer \mapsto Self,$
 $state \mapsto "init"]$

$BCAddBlock(b) \triangleq block \cup \{b\}$

$BCChangeBlockStatus(b, new_status) \triangleq block' = block \setminus \{b\}$

$BCPrepareBlock(b, v) \triangleq [block_prepares \text{ EXCEPT } ![b.id] = block_prepares[b.id] \cup \{v\}]$

$BCCommitBlock(b, v) \triangleq [block_commits \text{ EXCEPT } ![b.id] = block_commits[b.id] \cup \{v\}]$

***** Consistency *****

For a block chain, the final status consistency requirement is like this:

If two blocks are committed, they must be on the same branch.

$BCFinalStatusConsistency \triangleq \forall a, b \in \{t \in block : t.state = "committed"\} :$
 $FollowingBlock[a] \cap FollowingBlock[b] \neq \{\}$

We define a block's contributor as the validator who propose, prepare or commit the block. Then the requirement is like this:

For any two blocks, a and b , in which a and b belong to different branches,
 a 's contributor must not be b 's contributor.

$BCCContributerConsistency \triangleq \forall ch1, ch2 \in AllChains :$
 $\text{LET } dch1 \triangleq ch1 \setminus (ch1 \cap ch2)$
 $dch2 \triangleq ch2 \setminus (ch1 \cap ch2)$
 $\text{IN } \forall b1 \in dch1, b2 \in dch2 :$
 $BlockContributer[b1] \cap BlockContributer[b2] = \{\}$

$BCCconsistency \triangleq \vee BCFinalStatusConsistency$

\vee *BCCContributerConsistency*

* Modification History
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