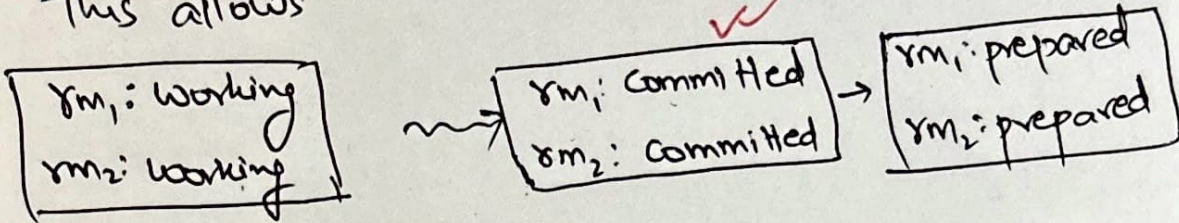


- Liveness properties

Transaction should commit or abort eventually.

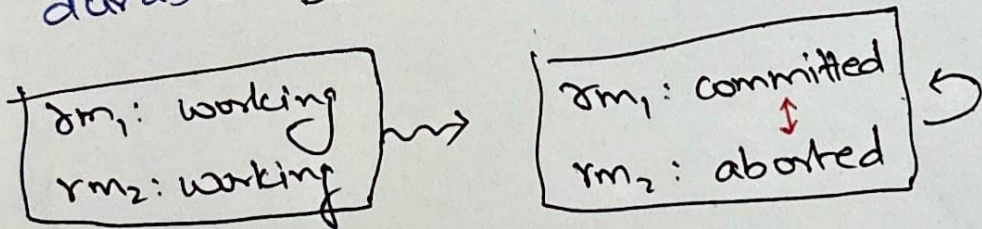
$$\Diamond (\forall rm: RM: rmState[rm] \in \{Committed, aborted\})$$

This allows



$$\Diamond \Box \forall rm: RM: rmState[rm] = \{Committed, aborted\}$$

Once everyone is committed / aborted, they should stay committed / aborted, ie, transactions are durable. But this allows:



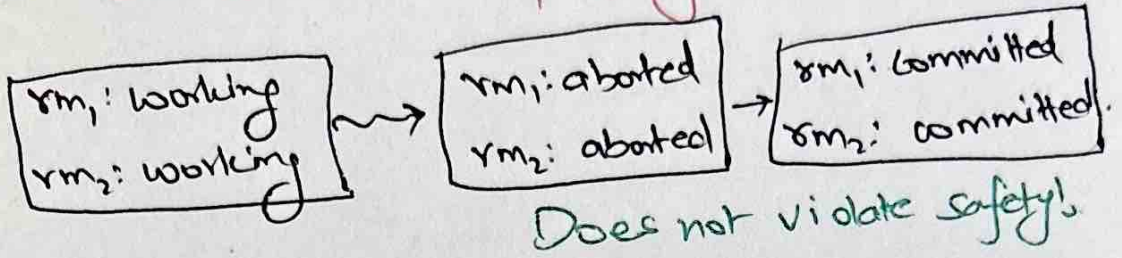
We have already checked that this is not possible with our SAFETY property (Atomicity)

$$\Box \forall rm_1, rm_2 \in RM: \neg (rmState[rm_1] = Committed \wedge rmState[rm_2] = aborted)$$

Is this enough?



- But our liveness property allows



## Liveness

$$\Diamond \left( \left( \Box \nexists rm \in RM: rm.state = aborted \right) \vee \left( \Box \nexists rm \in RM: rm.state[rm] = committed \right) \right)$$

- Try TCSpec  $\Rightarrow$  Eventually Decided. using TLC

rm1: working  
rm2: working

~ Stutters forever.

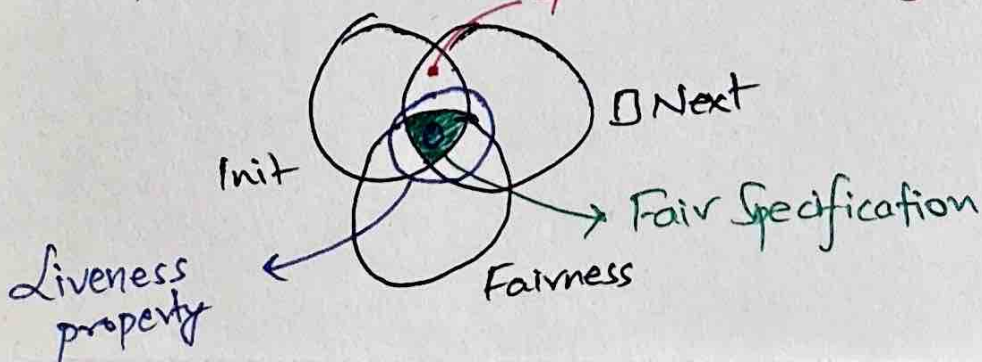
Liveness checking makes no sense if we don't constrain spec to make "progress"

- Constraints of progress  $\equiv$  Fairness property.

Resources will eventually be given  
eg. to TM and RMs.

$$\text{Fair Spec} \equiv \text{Init} \wedge \Box \text{Next} \wedge \text{Fairness}$$

Spec stutters forever (safe but not live)





- Weak fairness: either take the action or disable the action  
 $\neg \text{enable}$

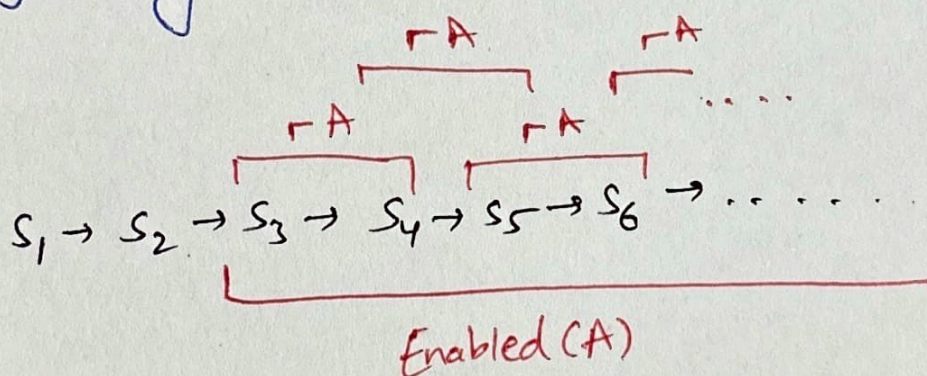
action predicate  
 $\downarrow$

$$\text{Enabled}(A) \equiv \exists t: A(s, t)$$

$\uparrow$  State predicate that is True iff the action can be taken.

- Weak fairness  $\text{WF}(A)$

Following behavior is not allowed!



- $\text{WF}(A) \equiv \neg (\Diamond \Box \text{Enabled}(A) \wedge \Diamond \Box \neg A)$

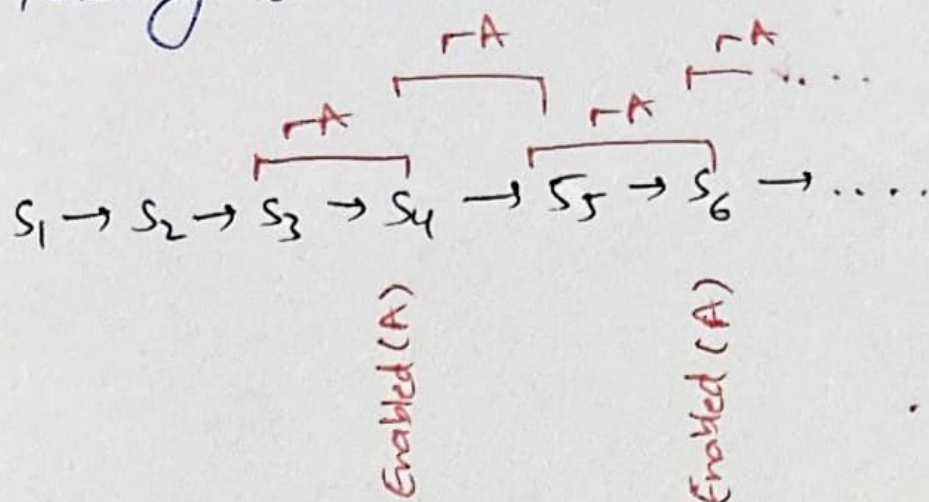
It should not be the case that action A is enabled forever, but action A is never taken

$$\equiv \Box \Diamond \neg \text{Enabled}(A) \vee \Box \Diamond A$$



# ● Strong Fairness $SF(A)$

Following behavior is not allowed



● ~~but~~  $SF(A) \equiv \neg (\Box \Diamond \text{Enabled}(A) \wedge \Diamond \Box \neg A)$

It should not be the case that action  $A$  gets enabled infinitely often, but action  $A$  is never taken.

$$\equiv \Diamond \Box \neg \text{Enabled}(A) \vee \Box \Diamond A$$

# ● What does weak and strong mean?

Nothing really.

$$SF(A) \Rightarrow WF(A)$$

Stronger Condition.

$$\Diamond \Box \neg \text{Enabled}(A)$$

$$\vee \Box \Diamond A$$

never happens

$$\Rightarrow \Box \Diamond \text{Enabled}(A)$$

$$\vee \Box \Diamond A$$

does not happen infinitely often

● Try  $TCSpec \wedge WF(\exists m \in RM: Prepare(Rm))$   
 $\Rightarrow$  Eventually Decided

No! Stutters forever after prepare is disabled.

$TCSpec \wedge WF(TCNext) \Rightarrow$  Eventually Decided  $\checkmark$