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1  |----- MODULE JupiterInterface -----|
   | This module declares the parameters and defines the operators that describe the interface of a |
   | family of Jupiter specs. |
6  | EXTENDS Integers, SequenceUtils, OT |
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8  | CONSTANTS
9      Char,          the set of characters
10     Client,        the set of client replicas
11     Server,        the (unique) server replica
12     InitState     the initial state of each replica

14 | ASSUME We assume that all inserted elements are unique.
15      $\wedge \text{Range}(\text{InitState}) \cap \text{Char} = \{\}$  due to the uniqueness requirement
16 |-----|
17 | VARIABLES
18     state,         state[r]: state (the list content) of replica  $r \in \text{Replica}$ 
19     cincoming,     cincoming[c]: incoming channel at the client  $c \in \text{Client}$ 
20     sincoming,     incoming channel at the Server
21     chins          a set of chars allowed to insert; this is for model checking

23 | intVars  $\triangleq \langle \text{state}, \text{cincoming}, \text{sincoming}, \text{chins} \rangle$ 
24 |-----|
25 | Comm(Msg)  $\triangleq$  INSTANCE CSComm

27 | Replica  $\triangleq \text{Client} \cup \{\text{Server}\}$ 

29 | List  $\triangleq \text{Seq}(\text{Char} \cup \text{Range}(\text{InitState}))$  all possible lists
30 | MaxLen  $\triangleq \text{Cardinality}(\text{Char}) + \text{Len}(\text{InitState})$  the max length of lists in any state

32 | ClientNum  $\triangleq \text{Cardinality}(\text{Client})$ 
33 | Priority  $\triangleq \text{CHOOSE } f \in [\text{Client} \rightarrow 1 \dots \text{ClientNum}] : \text{Injective}(f)$ 
34 |-----|
   | The set of all operations. Note: The positions are indexed from 1. |
38 | Rd  $\triangleq [\text{type} : \{\text{"Rd"}\}]$ 
39 | Del  $\triangleq [\text{type} : \{\text{"Del"}\}, \text{pos} : 1 \dots \text{MaxLen}]$ 
40 | Ins  $\triangleq [\text{type} : \{\text{"Ins"}\}, \text{pos} : 1 \dots (\text{MaxLen} + 1), \text{ch} : \text{Char}, \text{pr} : 1 \dots \text{ClientNum}]$  pr: priority

42 | Op  $\triangleq \text{Ins} \cup \text{Del}$  Now we don't consider Rd operations
43 |-----|
44 | TypeOKInt  $\triangleq$ 
45      $\wedge \text{state} \in [\text{Replica} \rightarrow \text{List}]$ 
46      $\wedge \text{chins} \subseteq \text{Char}$ 

48 | InitInt  $\triangleq$ 
49      $\wedge \text{state} = [r \in \text{Replica} \mapsto \text{InitState}]$ 
50      $\wedge \text{chins} = \text{Char}$ 

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52 $DoIns(DoOp(-, -), c) \triangleq$ Client $c \in Client$ generates an “Ins” operation.
53 $\exists ins \in \{op \in Ins :$
54 $\quad \wedge op.pos \in 1 \dots (Len(state[c]) + 1)$
55 $\quad \wedge op.ch \in chins \wedge op.pr = Priority[c] \}$:
56 $\quad \wedge DoOp(c, ins)$
57 $\quad \wedge chins' = chins \setminus \{ins.ch\}$ We assume that all inserted elements are unique.

59 $DoDel(DoOp(-, -), c) \triangleq$ Client $c \in Client$ generates a “Del” operation.
60 $\exists del \in \{op \in Del : op.pos \in 1 \dots Len(state[c]) \}$:
61 $\quad \wedge DoOp(c, del)$
62 $\quad \wedge UNCHANGED\ chins$

64 $DoInt(DoOp(-, -), c) \triangleq$ Client $c \in Client$ issues an operation.
65 $\quad \vee DoIns(DoOp, c)$
66 $\quad \vee DoDel(DoOp, c)$

68 $RevInt(c) \triangleq$ Client $c \in Client$ receives a message from the *Server*.
69 $\quad \wedge UNCHANGED\ chins$

71 $SRevInt \triangleq$ The *Server* receives a message.
72 $\quad \wedge UNCHANGED\ chins$
73

\ * Modification History
\ * Last modified Mon Dec 31 20:27:25 CST 2018 by hengxin
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