```
MODULE CSComm
    Specification of communication in a Client-Server system model
 5 EXTENDS Naturals, Op
    CONSTANTS
 7
 8
         Client,
                       the set of clients
 9
         Server
                       the (unique) server
    VARIABLES
11
         cincoming,
                         cincoming[c]: incoming channel at the client c \in Client
12
13
         sincoming
                         incoming channel at the Server
    vars \triangleq \langle cincoming, sincoming \rangle
15
16
    Messages between the Server and the Clients. There are two kinds of messages according to their
    destinations. TODO: Abstraction from the concrete representation of messages.
    Msq \triangleq [c:Client, ack:Nat, op:Op] \cup messages sent to the Server from a client <math>c \in Client
22
               [ack: Nat, op: Op] messages broadcast to Clients from the Server
23
24
    TypeOK \stackrel{\Delta}{=} \land cincoming \in [Client \rightarrow Seq(Msg)]
25
                     \land sincoming \in Seg(Msg)
26
27
    The initial predicate.
    Init \stackrel{\triangle}{=} \land cincoming = [c \in Client \mapsto \langle \rangle]
31
               \land sincoming = \langle \rangle
32
33
    A client sends a message msg to the Server.
    CSend(msq) \triangleq
37
         \land sincoming' = Append(sincoming, msg)
38
         ∧ UNCHANGED cincoming
39
    A client receives a message from the Server.
    CRev(c) \triangleq
43
           \land cincoming[c] \neq \langle \rangle there are messages to handle with
44
           \land cincoming' = [cincoming \ EXCEPT \ ![c] = Tail(@)]
45
                                                                              consume a message
           \land UNCHANGED sincoming
46
    SRev and SSend below will be used together in one subaction. Therefore, there are no unchanged
    sub-formulas in their definitions.
    The Server receives a message from some clinet c \in Client
    SRev \triangleq
56
         \land sincoming \neq \langle \rangle
                                   there are messages for the Server to handle with
57
         \land sincoming' = Tail(sincoming) consume a message
    The Server broadcasts messages to the Clients other than c \in Client. The "ack" parts of the
    messages [ack: Nat, op: Op] broadcast are determined by the parameter "acks"
```

```
65 SSend(c, acks, xop) \triangleq
66 \land cincoming' = [cl \in Client \mapsto
67 IF cl = c
68 THEN cincoming[cl]
69 ELSE Append(cincoming[cl], [ack \mapsto acks[cl], op \mapsto xop])]
70 \vdash
71 \land * Modification History
\land * Last modified Sun Jul 01 16:12:04 CST 2018 by hengxin
\land * Created Sun Jun 24 10:25:34 CST 2018 by hengxin
```