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- Module GJupiter -
 class Client
   var id
   var outgoing//acked ops can be removed, for simplicity we keep it
   var stage
   var ack
   synchronized procedure Do(op):
      Apply(op)
      Append(outgoing, op)
      Append(stage, "READY")
      Deliver()
   synchronized procedure Recv(msg):
      ack := ack + 1
      \quad \text{if } msg.id = id \\
        stage[msg.seq] := "ACKED"
        Deliver()
        xop, xops := Xform(msg.op, outgoing[msg.seq : Len(outgoing)])
        Apply(xop)
        outgoing := outgoing [1: msg.seq -1] + [xop] + xops
        Insert(stage, msg.seq, "ACKED")
   procedure Deliver():
      if ack < Len(stage) and stage[ack + 1] = "READY"
        SendServer([id, outgoing[ack+1], ack+1])
        stage[ack + 1] := "SENT"
 class Server// single server
   var outgoing
   procedure SRecv(msg):
      xop, xops := Xform(msg.op, outgoing[msg.seq : Len(outgoing)])
      outgoing := outgoing[1 : msg.seq - 1] + xops + [xop]
      Broadcast([msg.id, xop, Len(outgoing)])
{\tt EXTENDS}\ \textit{JupiterInterface},\ OT,\ \textit{BufferStateSpace}
VARIABLES
    outgoing,
               outgoing[r]: local and global ops at replica r.
    stage
               stage[c]: ops' sending or receiving stages at client c.
CONSTANTS READY, SENT, ACKED for stage[c]
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Stages \triangleq \{READY, SENT, ACKED\}
        \stackrel{\Delta}{=} \langle intVars, outgoing, stage \rangle
GMsq \stackrel{\triangle}{=} messages exchanged by server and clients.
    [c:Client, seq:Nat, op:Op \cup \{Nop\}]
TypeOK \stackrel{\triangle}{=}
     \land TypeOKInt
        outgoing \in [Replica \rightarrow Seq(Op \cup \{Nop\})]
          stage \in [Client \rightarrow Seq(Stages)]
Init \stackrel{\triangle}{=}
     \wedge InitInt
     \land outgoing = [r \in Replica \mapsto \langle \rangle]
     \land stage = [c \in Client \mapsto \langle \rangle]
AdvanceStage(s, p) \stackrel{\Delta}{=}
                              Advance the stage s at position p
      [i \in 1 ... Len(s) \mapsto \text{if } i = p
                               THEN IF s[i] = READY
                                        THEN SENT
                                        ELSE ACKED
                               ELSE s[i]
ClientPerform(r, m) \triangleq
    IF r = m.c msg generated by itself and acked by server.
     THEN \land stage' = [stage \ EXCEPT \ ![r] = AdvanceStage(@, m.seq)]
              \wedge SetNewAop(r, Nop) a dummy operation.
              ∧ UNCHANGED outgoing
              msg generated by other clients.
     ELSE
         LET xform \stackrel{\triangle}{=} xFormJoin(OT, m.op, outgoing[r], m.seq - 1)
              \land outgoing' = [outgoing \ EXCEPT \ ![r] = xform.xops]
               \land stage' = [stage \ EXCEPT \ ![r] = InsertElement(@, ACKED, m.seq)]
               \land SetNewAop(r, xform.xop)
ServerPerform(m) \triangleq
    LET xform \stackrel{\triangle}{=} xFormAppend(OT, m.op, outgoing[Server], m.seq - 1)
          \land outgoing' = [outgoing \ EXCEPT \ ! [Server] = xform.xops]
           \land SetNewAop(Server, xform.xop)
           \land Comm!SSendAll([c \mapsto m.c, seq \mapsto Len(outgoing'[Server]),
                                    op \mapsto xform.xop)
          \land UNCHANGED stage
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KickOut(c) \stackrel{\triangle}{=} deliver ready message in outgoing[c]
     \land \exists i \in 1 ... Len(outgoing[c]) :
             \land IF i=1 THEN TRUE ELSE stage[c][i-1] = ACKED stop and wait
             \wedge stage[c][i] = READY current msg is ready to send
             \land stage' = [stage \ EXCEPT \ ![c] = AdvanceStage(@, i)]
             \land Comm! CSend([c \mapsto c, seq \mapsto i, op \mapsto outgoing[c][i]])
        UNCHANGED \langle aop, chins, outgoing, state \rangle too detailed, improve?
DoOp(c, op) \triangleq
        \wedge SetNewAop(c, op)
        \land outgoing' = [outgoing \ EXCEPT \ ![c] = Append(@, op)]
        \land stage' = [stage \ EXCEPT \ ![c] = Append(@, READY)]
        \land UNCHANGED \langle cincoming, sincoming \rangle DoOp will not send a msg.
Do(c) \triangleq DoInt(DoOp, c)
Rev(c) \triangleq RevInt(ClientPerform, c)
SRev \triangleq SRevInt(ServerPerform)
Next \triangleq
     \lor \exists c \in Client : Do(c) \lor Rev(c) \lor KickOut(c)
     \vee SRev
Fairness \triangleq WF_{vars}(SRev \lor \exists c \in Client : Rev(c))
Spec \stackrel{\triangle}{=} Init \wedge \Box [Next]_{vars} \wedge Fairness
AllAcked \stackrel{\Delta}{=} all clients' outgoing operations are acked.
    \forall c \in Client : Range(stage[c]) \in SUBSET \{ACKED\}
QC \stackrel{\Delta}{=} Quiescent Consistency
     AllAcked \land Comm!EmptyChannel \Rightarrow Cardinality(Range(state)) = 1
THEOREM Spec \Rightarrow \Box QC
\* Modification History
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