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— Module JupiterInterface
1 [
    Interface of a family of Jupiter protocols.
 5 EXTENDS Op
 6 H
    VARIABLES
                     aop[r]: the actual operation applied at replica r \in Replica
         aop,
                      state[r]: state (the list content) of replica r \in Replica
         state,
 9
         cincoming,
                           cincoming[c]: incoming channel at the client c \in Client
10
11
         sincoming,
                           incoming channel at the Server
12
                    a set of chars allowed to insert; this is for model checking
     Comm \stackrel{\triangle}{=} INSTANCE \ CSComm
    intVars \stackrel{\triangle}{=} \langle aop, state, cincoming, sincoming, chins \rangle
15
16
    SetNewAop(r, aopr) \triangleq
17
         aop' = [aop \ EXCEPT \ ![r] = aopr]
18
    ApplyNewAop(r) \triangleq
20
         state' = [state \ EXCEPT \ ![r] = Apply(aop'[r], @)]
21
22
     TypeOKInt \triangleq
23
          \land aop \in [Replica \rightarrow Op \cup \{Nop\}]
24
          \land state \in [Replica \rightarrow List]
25
          \land Comm! TypeOK
26
          \wedge chins \subseteq Char
27
     InitInt \triangleq
29
          \land aop = [r \in Replica \mapsto Nop]
30
          \land state = [r \in Replica \mapsto InitState]
31
          \land Comm!Init
32
          \wedge chins = Char
33
     DoIns(DoOp(\_, \_), c) \stackrel{\triangle}{=}
                                        Client c \in Client generates and processes an "Ins" operation.
35
         \exists ins \in Ins :
36
             \land ins.pos \in 1 \dots (Len(state[c]) + 1)
37
             \land ins.ch \in chins
38
             \wedge ins.pr = Priority[c]
39
40
             \wedge DoOp(c, ins)
             \wedge chins' = chins \setminus \{ins.ch\} We assume that all inserted elements are unique.
41
     DoDel(DoOp(-, -), c) \stackrel{\triangle}{=} Client \ c \in Client \ generates \ and \ processes \ a "Del" \ operation.
         \exists \ del \in Del:
44
             \land del.pos \in 1 \dots Len(state[c])
45
             \wedge DoOp(c, del)
46
             \land UNCHANGED chins
47
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DoInt(DoOp(\_,\_), c) \triangleq
                                  Client c \in Client generates an operation.
49
         \land \lor DoIns(DoOp, c)
                                  DoOp(c \in Client, op \in Op)
50
            \vee DoDel(DoOp, c)
51
         \land ApplyNewAop(c)
52
    RevInt(ClientPerform(\_,\_), c) \stackrel{\triangle}{=} Client c \in Client receives and processes a message.
54
        \land Comm! CRev(c)
55
        \land ClientPerform(c, Head(cincoming[c])) \ ClientPerform(c \in Client, m \in Msg)
56
        \land ApplyNewAop(c)
57
        \land UNCHANGED chins
58
    SRevInt(ServerPerform(\_)) \stackrel{\Delta}{=} The Server receives and processes a message.
         \land Comm!SRev
61
             ServerPerform(Head(sincoming)) ServerPerform(m \in Msg)
62
             ApplyNewAop(Server)
63
             UNCHANGED chins
65
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- ***** Modification History
- * Last modified Sun Jan 13 10:04:18 CST 2019 by hengxin
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