```
- Module AJupiter -
    Model checking the Jupiter protocol presented by Attiya and others.
 7 EXTENDS Op
    CONSTANTS
 9
          Client,
                        the set of client replicas
10
         Server
                        the (unique) server replica
11
13
    VARIABLES
         For the client replicas:
         cbuf,
17
                      cbuf[c]: buffer (of operations) at the client c \in Client
         crec,
                      crec[c]: the number of new messages have been received by the client c \in Client
18
                               since the last time a message was sent
19
         cstate.
                      cstate[c]: state (the list content) of the client c \in Client
20
         For the server replica:
         sbuf,
                      sbuf[c]: buffer (of operations) at the Server, one per client c \in Client
25
26
         srec,
                      srec[c]: the number of new messages have been ..., one per client c \in Client
27
         sstate,
                      sstate: state (the list content) of the server Server
         For communication between the Server and the Clients:
                           cincoming[c]: incoming channel at the client c \in Client
32
         cincoming,
         sincoming
                           incoming channel at the Server
33
34
     cvars \stackrel{\Delta}{=} \langle cbuf, crec, cstate \rangle
    svars \stackrel{\Delta}{=} \langle sbuf, srec, sstate \rangle
36
     commvars \triangleq \langle cincoming, sincoming \rangle
37
     vars \stackrel{\triangle}{=} cvars \circ svars \circ commvars
38
39
    Messages between the Server and the Clients. There are two kinds of messages according to their
    destinations.
    Msq \triangleq [c:Client, ack:Nat, op:Op] \cup messages sent to the Server from a client <math>c \in Client
44
                [ack: Nat, op: Op] messages broadcast to Clients from the Server
45
46
     TypeOK \triangleq
47
         For the client replicas:
          \land cbuf \in [Client \rightarrow Seq(Op)]
51
          \land crec \in [Client \rightarrow Nat]
52
          \land cstate \in [Client \rightarrow List]
53
         For the server replica:
          \land sbuf \in [Client \rightarrow Seq(Op)]
57
          \land srec \in [Client \rightarrow Nat]
58
          \land sstate \in [Client \rightarrow List]
59
```

```
For communication between the server and the clients:
            \land cincoming \in [Client \rightarrow Seq(Msg)]
 63
            \land sincoming \in Seq(Msg)
 64
 65 F
      The Init predicate.
     Init \triangleq
 69
           For the client replicas:
            \land cbuf = [c \in Client \mapsto \langle \rangle]
 73
            \land crec = [c \in Client \mapsto 0]
 74
            \land cstate = [c \in Client \mapsto \langle \rangle]
 75
           For the server replica:
            \wedge sbuf = [c \in Client \mapsto \langle \rangle]
            \land srec = [c \in Client \mapsto 0]
 80
            \land sstate = [c \in Client \mapsto \langle \rangle]
 81
           For communication between the server and the clients:
            \land cincoming = [c \in Client \mapsto \langle \rangle]
 85
            \land sincoming = \langle \rangle
 86
      A client sends a message msg to the Server.
     CSend(msg) \stackrel{\Delta}{=} \land sincoming' = Append(sincoming, msg)
91
      The Server broadcast a message msg to the Clients other than c \in Client.
      SBoradcast(c, msg) \stackrel{\Delta}{=}
 97
            \land cincoming' = [cl \in Client \mapsto
 98
                                     If cl = c
99
                                      THEN cincoming[cl]
100
                                      ELSE Append(cincoming[cl], msg)
101
102
      Client c \in Client generates and performs an operation op.
      Do(c, op) \stackrel{\Delta}{=} \wedge TRUE
                                         no pre-condition
106
                          \land cstate' = [cstate \ EXCEPT \ ![c] = Apply(op, @)]
107
108
                          \wedge cbuf' = [cbuf \ \text{EXCEPT} \ ![c] = Append(@, op)]
                          \land \ \mathit{CSend}([c \mapsto c, \ \mathit{ack} \mapsto \mathit{crec}[c], \ \mathit{op} \mapsto \mathit{op}])
109
                          \land crec' = [crec \ EXCEPT \ ![c] = 0]
110
                          \land UNCHANGED svars
111
112
      Client c \in Client receives a message msg from the Server.
      CRev(c, msg) \stackrel{\Delta}{=} \land cincoming[c] \neq \langle \rangle
                                                              there are messages to handle with
116
                            \land crec' = [crec \ EXCEPT \ ![c] = @ + 1]
117
                            \wedge \text{ LET } m \stackrel{\triangle}{=} Head(cincoming[c])
118
                                     \land cbuf' = [cbuf \ EXCEPT \ ![c] = SubSeq(@, m.ack + 1, Len(@))]
119
120
                                      \land cstate' = [cstate \ EXCEPT \ ![c] = Apply(m.op, @)]
                            \land FALSE TODO: (buf, o) = xform(buf, o)
121
```

122 \(\text{ UNCHANGED } \) \((svars \circ commvars) \) 123 \(\text{The next state relation} \) 127 \(Next \rightarrow \text{FALSE} \) 128 \(\text{* Modification History} \) \$\ \ * Last modified Sun \(Jun \) 24 11:09:58 \(CST \) 2018 by \(hengxin \) \$\ \ * Created Sat \(Jun \) 23 17:14:18 \(CST \) 2018 by \(hengxin \)