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MODULE *GJupiter*

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***** Google OT algorithm *****

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
    if msg.id = id
      stage[msg.seq] := "ACKED"
      Deliver()
    else
      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)])

EXTENDS JupiterInterface, OT, BufferStateSpace

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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*]



$$\begin{aligned}
KickOut(c) &\triangleq \text{deliver ready message in } outgoing[c] \\
&\wedge \exists i \in 1 \dots Len(outgoing[c]) : \\
&\quad \wedge \text{IF } i = 1 \text{ THEN TRUE ELSE } stage[c][i-1] = ACKED \text{ stop and wait} \\
&\quad \wedge stage[c][i] = READY \text{ current msg is ready to send} \\
&\quad \wedge stage' = [stage \text{ EXCEPT } ![c] = AdvanceStage(@, i)] \\
&\quad \wedge Comm!CSend([c \mapsto c, seq \mapsto i, op \mapsto outgoing[c][i]]) \\
&\wedge \text{UNCHANGED } \langle aop, chins, outgoing, state \rangle \text{ too detailed, improve?}
\end{aligned}$$


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$$\begin{aligned}
DoOp(c, op) &\triangleq \\
&\wedge SetNewAop(c, op) \\
&\wedge outgoing' = [outgoing \text{ EXCEPT } ![c] = Append(@, op)] \\
&\wedge stage' = [stage \text{ EXCEPT } ![c] = Append(@, READY)] \\
&\wedge \text{UNCHANGED } \langle cincoming, sincoming \rangle \text{ DoOp will not send a msg.}
\end{aligned}$$


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$$Do(c) \triangleq DoInt(DoOp, c)$$

$$Rev(c) \triangleq RevInt(ClientPerform, c)$$

$$SRev \triangleq SRevInt(ServerPerform)$$


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$$\begin{aligned}
Next &\triangleq \\
&\vee \exists c \in Client : Do(c) \vee Rev(c) \vee KickOut(c) \\
&\vee SRev
\end{aligned}$$

$$Fairness \triangleq WF_{vars}(SRev \vee \exists c \in Client : Rev(c))$$

$$Spec \triangleq Init \wedge \Box [Next]_{vars} \wedge Fairness$$


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$$\begin{aligned}
AllAked &\triangleq \text{all clients' outgoing operations are acked.} \\
&\forall c \in Client : Range(stage[c]) \in \text{SUBSET } \{ACKED\}
\end{aligned}$$

$$\begin{aligned}
QC &\triangleq \text{Quiescent Consistency} \\
&AllAked \wedge Comm!EmptyChannel \Rightarrow Cardinality(Range(state)) = 1
\end{aligned}$$

THEOREM  $Spec \Rightarrow \Box QC$

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