```
- Module CJupiter -
 1
    Model of our own CJupiter protocol.
    EXTENDS Integers, OT, TLC, AdditionalFunctionOperators, AdditionalSequenceOperators
    CONSTANTS
         Client.
                         the set of client replicas
         Server.
                         the (unique) server replica
 9
         Char,
                         set of characters allowed
10
         InitState
                        the initial state of each replica
11
    Replica \triangleq Client \cup \{Server\}
    List \triangleq Seq(Char \cup Range(InitState))
                                                                 all possible lists/strings
    MaxLen \stackrel{\triangle}{=} Cardinality(Char) + Len(InitState) the max length of lists in any states;
          We assume that all inserted elements are unique.
17
    ClientNum \triangleq Cardinality(Client)
19
    Priority \triangleq CHOOSE \ f \in [Client \rightarrow 1 .. ClientNum] : Injective(f)
21
22
    ASSUME
         \land \ Range(InitState) \cap \ Char = \{\} \quad \text{due to the uniqueness requirement}
23
         \land Priority \in [Client \rightarrow 1 .. ClientNum]
24
25 F
    The set of all operations. Note: The positions are indexed from 1
    Rd \stackrel{\Delta}{=} [type : \{ \text{"Rd"} \}]
    Del \triangleq [type : \{ "Del" \}, pos : 1 ... MaxLen]
    Ins \triangleq [type: \{ \text{"Ins"} \}, pos: 1... (MaxLen + 1), ch: Char, pr: 1... ClientNum] pr: priority
    Op \stackrel{\triangle}{=} Ins \cup Del
35 F
    Cop: operation of type Op with context
   Oid \stackrel{\triangle}{=} [c:Client, seq:Nat] operation identifier
    Cop \stackrel{\triangle}{=} [op : Op \cup \{Nop\}, oid : Oid, ctx : SUBSET Oid]
    tb: Is cop1 totally ordered before cop2?
    This can be determined according to the serial view (sv) of any replica-
    tb(cop1, cop2, sv) \triangleq
47
         LET pos1 \triangleq FirstIndexOfElementSafe(sv, cop1.oid)
48
                pos2 \triangleq FirstIndexOfElementSafe(sv, cop2.oid)
49
              IF pos1 \neq 0 \land pos2 \neq 0 at the server or both are remote operations
50
                                             at a client: one is a remote operation and the other is a local operation
                 Then pos1 < pos2
51
                 ELSE pos1 \neq 0
52
    OT of two operations of type Cop.
    COT(lcop, rcop) \stackrel{\Delta}{=} [lcop \ EXCEPT \ !.op = Xform(lcop.op, rcop.op), \ !.ctx = @ \cup \{rcop.oid\}]
```

```
VARIABLES
          For the client replicas:
                     cseq[c]: local sequence number at client c \in Client
 62
          For all replicas: the n-ary ordered state space
                     css[r]: the n-ary ordered state space at replica r \in Replica
 66
          css.
                     cur[r]: the current node of css at replica r \in Replica
 67
          cur,
 68
          state,
                     state[r]: state (the list content) of replica r \in Replica
          For edge ordering in CSS
          serial,
                    serial[r]: the serial view of replica r \in Replica about the server
 72
          cincomingSerial,
 73
          sincomingSerial,
 74
          For communication between the Server and the Clients:
 78
                           cincoming[c]: incoming channel at the client c \in Client
          sincoming,
                           incoming channel at the Server
 79
          For model checking:
                    a set of chars to insert
          chins
 83
 84
     serialVars \triangleq \langle serial, cincomingSerial, sincomingSerial \rangle
     vars \stackrel{\triangle}{=} \langle chins, cseq, css, cur, state, cincoming, sincoming, serial Vars \rangle
 86
     comm \triangleq \text{Instance } CSComm \text{ with } Msg \leftarrow Cop
 88
      commSerial \triangleq INSTANCE \ CSComm \ WITH \ Msg \leftarrow Seq(Oid),
                            cincoming \leftarrow cincomingSerial, sincoming \leftarrow sincomingSerial
 90
 91
     A css is a directed graph with labeled edges, represented by a record with node field and edge field.
     Each node is characterized by its context, a set of oids. Each edge is labeled with an operation.
     IsCSS(G) \triangleq
 98
           \land G = [node \mapsto G.node, edge \mapsto G.edge]
 99
           \land G.node \subseteq (SUBSET\ Oid)
100
           \land G.edge \subseteq [from: G.node, to: G.node, cop: Cop]
101
     TypeOK \triangleq
103
          For the client replicas:
           \land cseq \in [Client \rightarrow Nat]
107
          For edge ordering in CSS:
           \land serial \in [Replica \rightarrow Seq(Oid)]
111
           \land commSerial! TypeOK
112
          For all replicas: the n-ary ordered state space
           \land \forall r \in Replica : IsCSS(css[r])
116
          \land cur \in [Replica \rightarrow SUBSET \ Oid]
117
           \land state \in [Replica \rightarrow List]
118
          For communication between the server and the clients:
```

```
\land comm! TypeOK
122
          For model checking:
           \land chins \subseteq Char
126
127 |
      The Init predicate.
131 Init \stackrel{\triangle}{=}
          For the client replicas:
           \land cseq = [c \in Client \mapsto 0]
135
          For the server replica:
           \land serial = [r \in Replica \mapsto \langle \rangle]
139
           \land commSerial!Init
140
           For all replicas: the n-ary ordered state space
           \land css = [r \in Replica \mapsto [node \mapsto \{\{\}\}, edge \mapsto \{\}]]
144
           \land cur = [r \in Replica \mapsto \{\}]
145
           \land state = [r \in Replica \mapsto InitState]
146
          For communication between the server and the clients:
           \land comm!Init
150
           For model checking:
           \wedge chins = Char
154
155 F
      Locate the node in rcss (the css at replica r \in Replica) that matches the context ctx of cop.
     Locate(cop, rcss) \stackrel{\Delta}{=} CHOOSE \ n \in rcss.node : n = cop.ctx
      Take union of two state spaces ss1 and ss2.
     ss1 \oplus ss2 \triangleq
163
          [ss1 \ EXCEPT \ !.node = @ \cup ss2.node,
164
                            !.edge = @ \cup ss2.edge
165
      xForm: Iteratively transform cop with a path through the css at replica r \in Replica, following
      the first edges.
     xForm(cop, r) \triangleq
170
           Let rcss \stackrel{\triangle}{=} css[r]
171
                 u \triangleq Locate(cop, rcss)
172
                 v \; \stackrel{\scriptscriptstyle \Delta}{=} \; u \cup \{cop.oid\}
173
                 RECURSIVE xFormHelper(-, -, -, -, -, -)
174
                   'h' stands for "helper"; xcss: eXtra css created during transformation
175
                 xFormHelper(uh, vh, coph, xcss, xcoph, xcurh) \stackrel{\Delta}{=}
176
                      IF uh = cur[r]
177
                       THEN \langle xcss, xcoph, xcurh \rangle
178
                       ELSE LET fedge \stackrel{\Delta}{=} \text{CHOOSE } e \in rcss.edge :
179
                                                      \wedge e.from = uh
180
                                                      \land \forall uhe \in rcss.edge:
181
                                                          (uhe.from = uh \land uhe \neq e) \Rightarrow tb(e.cop, uhe.cop, serial[r])
182
                                      uprime \triangleq fedge.to
183
                                      fcop \triangleq fedge.cop
184
```

```
coph2fcop \stackrel{\Delta}{=} COT(coph, fcop)
185
                                     fcop2coph \triangleq COT(fcop, coph)
186
                                      vprime \stackrel{\triangle}{=} vh \cup \{fcop.oid\}
187
                                      xFormHelper(uprime, vprime, coph2fcop,
                               IN
188
                                          [xcss \ EXCEPT \ !.node = @ \cup \{vprime\},
189
                                            !.edge = @ \cup \{[from \mapsto vh, to \mapsto vprime, cop \mapsto fcop2coph],
190
                                                               [from \mapsto uprime, to \mapsto vprime, cop \mapsto coph2fcop]\}],
191
                                          coph2fcop, vprime
192
                 xFormHelper(u, v, cop, [node \mapsto \{v\}, edge \mapsto \{[from \mapsto u, to \mapsto v, cop \mapsto cop]\}], cop, v)
193
         IN
      Perform cop at replica r \in Replica.
      Perform(cop, r) \triangleq
197
           LET xform \stackrel{\triangle}{=} xForm(cop, r)
198
                 xcss \triangleq xform[1]
199
                 xcop \triangleq xform[2]
200
                 xcur \triangleq xform[3]
201
                 \wedge css' = [css \text{ except } ![r] = @ \oplus xcss]
202
                 \wedge cur' = [cur \ EXCEPT \ ![r] = xcur]
203
                 \land state' = [state \ EXCEPT \ ![r] = Apply(xcop.op, @)]
204
205
      Client c \in Client issues an operation op.
      DoOp(c, op) \stackrel{\Delta}{=} op: the raw operation generated by the client c \in Client
209
              \land cseq' = [cseq \ EXCEPT \ ![c] = @ + 1]
210
              \wedge LET cop \stackrel{\Delta}{=} [op \mapsto op, oid \mapsto [c \mapsto c, seq \mapsto cseq'[c]], ctx \mapsto cur[c]]
211
                       \land Perform(cop, c)
212
                       \land comm! CSend(cop)
213
      DoIns(c) \triangleq
215
           \exists \ ins \in \{op \in Ins : op.pos \in 1 .. (Len(state[c]) + 1) \land op.ch \in chins \land op.pr = Priority[c]\} :
216
               \wedge DoOp(c, ins)
217
               \wedge chins' = chins \setminus \{ins.ch\} We assume that all inserted elements are unique.
218
               ∧ UNCHANGED ⟨serialVars⟩
219
      DoDel(c) \triangleq
221
           \exists del \in \{op \in Del : op.pos \in 1 .. Len(state[c])\}:
222
               \wedge DoOp(c, del)
223
               \land UNCHANGED \langle chins, serialVars \rangle
224
      Do(c) \triangleq
226
             \vee DoIns(c)
227
             \vee DoDel(c)
228
      Client c \in Client receives a message from the Server.
     Rev(c) \triangleq
232
             \land comm! CRev(c)
233
             \land Perform(Head(cincoming[c]), c)
234
             \land commSerial! CRev(c)
235
```

```
\land serial' = [serial \ EXCEPT \ ![c] = Head(cincomingSerial[c])]
236
            \land UNCHANGED \langle chins, cseq \rangle
237
238 F
     The Server receives a message.
     SRev \triangleq
242
           \land comm! SRev
243
           \wedge \text{ LET } cop \stackrel{\triangle}{=} Head(sincoming)
244
                    \land Perform(cop, Server)
245
                    \land comm! SSendSame(cop.oid.c, cop) broadcast the original operation
246
                    \land serial' = [serial \ EXCEPT \ ! [Server] = Append(@, cop.oid)]
247
                    \land commSerial!SSendSame(cop.oid.c, serial'[Server])
248
           \land UNCHANGED \langle chins, cseq, sincomingSerial \rangle
249
250
     The next-state relation.
     Next \triangleq
254
           \vee \exists c \in Client : Do(c) \vee Rev(c)
255
           \vee SRev
256
     The Spec. There is no requirement that the clients ever generate operations.
     Spec \stackrel{\Delta}{=} Init \wedge \Box [Next]_{vars} \wedge WF_{vars}(SRev \vee \exists c \in Client : Rev(c))
261
262 |
     The compactness of CJupiter: the CSSes at all replicas are the same.
     Compactness \triangleq
266
          comm! Empty Channel \Rightarrow Cardinality(\{css[r] : r \in Replica\}) = 1
267
     Theorem Spec \Rightarrow Compactness
269
270 L
      \* Modification History
      \* Last modified Sat Nov 10 22:46:01 CST 2018 by hengxin
      * Created Sat Sep 01 11:08:00 CST 2018 by hengxin
```