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1  |----- MODULE XJupiter -----|
   | Specification of the Jupiter protocol described in CSCW'2014 by Xu, Sun, and Li. |
5  | EXTENDS StateSpace |
6  |-----|
7  VARIABLES
8      c2ss,    c2ss[c]: the 2D state space (2ss, for short) at client c ∈ Client
9      s2ss    s2ss[c]: the 2D state space maintained by the Server for client c ∈ Client
11  vars ≜ ⟨intVars, ctxVars, c2ss, s2ss⟩
12  |-----|
13  TypeOK ≜
14      ∧ TypeOKInt
15      ∧ TypeOKCtx
16      ∧ ∀ c ∈ Client : IsSS(c2ss[c]) ∧ IsSS(s2ss[c])
17  |-----|
18  Init ≜
19      ∧ InitInt
20      ∧ InitCtx
21      ∧ c2ss = [c ∈ Client ↦ EmptySS]
22      ∧ s2ss = [c ∈ Client ↦ EmptySS]
23  |-----|
24  NextEdge(r, u, ss) ≜ Return the (unique) outgoing edge from u in 2D state space ss.
25      CHOOSE e ∈ ss.edge : e.from = u
26
27  xForm(r, cop, ss) ≜ Transform cop with an operation sequence in 2D state space ss.
28      LET u ≜ Locate(cop, ss)
29      cops ≜ ExtractCopsSeq(NextEdge, r, u, ss)
30      IN xFormCopsCopsSS(cop, cops)
31
32  ClientPerform(c, cop) ≜
33      LET xform ≜ xForm(c, cop, c2ss[c]) xform: [xcop, xss, lss]
34      IN  ∧ c2ss' = [c2ss EXCEPT ![c] = @ ⊕ xform.xss]
35          ∧ SetNewAop(c, xform.xcop.op)
36
37  ServerPerform(cop) ≜
38      LET c ≜ ClientOf(cop)
39      xform ≜ xForm(Server, cop, s2ss[c]) xform: [xcop, xss, lss]
40      xcop ≜ xform.xcop
41      IN  ∧ s2ss' = [cl ∈ Client ↦ IF cl = c
42                                     THEN s2ss[cl] ⊕ xform.xss
43                                     ELSE s2ss[cl] ⊕ xform.lss]
44          ∧ SetNewAop(Server, xcop.op)
45          ∧ Comm!SSendSame(c, xcop) broadcast the transformed xcop
46  |-----|
47  DoOp(c, op) ≜
48      LET cop ≜ [op ↦ op, oid ↦ [c ↦ c, seq ↦ cseq[c], ctx ↦ ds[c]]

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49      IN     $\wedge ClientPerform(c, cop)$ 
50           $\wedge Comm! CSend(cop)$ 

52   $Do(c) \triangleq$ 
53       $\wedge DoInt(DoOp, c)$ 
54       $\wedge DoCtx(c)$ 
55       $\wedge UNCHANGED\ s2ss$ 

57   $Rev(c) \triangleq$ 
58       $\wedge RevInt(ClientPerform, c)$ 
59       $\wedge RevCtx(c)$ 
60       $\wedge UNCHANGED\ s2ss$ 

62   $SRev \triangleq$ 
63       $\wedge SRevInt(ServerPerform)$ 
64       $\wedge SRevCtx$ 
65       $\wedge UNCHANGED\ c2ss$ 
66  ────────────────────────────────────────────────────────────────────────────────────┐
67   $Next \triangleq$ 
68       $\vee \exists c \in Client : Do(c) \vee Rev(c)$ 
69       $\vee SRev$ 

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

74   $Spec \triangleq Init \wedge \Box[Next]_{vars} \wedge Fairness$ 
75  ────────────────────────────────────────────────────────────────────────────────────┐
76   $CSSync \triangleq$  Each client  $c \in Client$  is synchronized with the Server.
77       $\forall c \in Client : (ds[c] = ds[Server]) \Rightarrow c2ss[c] = s2ss[c]$ 

79  THEOREM  $Spec \Rightarrow \Box CSSync$ 
80  ────────────────────────────────────────────────────────────────────────────────────┐
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