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MODULE CSComm
    Specification of communication in a Client-Server system model
 5 EXTENDS Integers, Naturals, Op Operators
    CONSTANTS
 7
 8
         Client,
                       the set of clients
         Server,
                         the (unique) server
 9
         Op
10
    VARIABLES
12
13
         cincoming,
                         cincoming[c]: incoming channel at the client c \in Client
         sincoming
                         incoming channel at the Server
14
15
    vars \triangleq \langle cincoming, sincoming \rangle
17 F
    Messages between the Server and the Clients. There are two kinds of messages according to their
    destinations. TODO: Abstraction from the concrete representation of messages.
    Msg \triangleq [c:Client, ack:Int, op:Op \cup \{Nop\}] \cup messages sent to the Server from a client <math>c \in Client
23
               [ack: Int, op: Op \cup \{Nop\}] messages broadcast to Clients from the Server
24
25
    TypeOK \triangleq
26
              cincoming \in [Client \rightarrow Seq(Msg)]
27
              sincoming \in Seq(Msg)
28
29
    The initial predicate.
    Init \triangleq
33
34
         \land cincoming = [c \in Client \mapsto \langle \rangle]
         \land sincoming = \langle \rangle
35
36
    A client sends a message msg to the Server.
    CSend(msg) \triangleq
40
         \land sincoming' = Append(sincoming, msg)
41
         ∧ UNCHANGED cincoming
42
    A client receives a message from the Server.
    CRev(c) \triangleq
46
           \land cincoming[c] \neq \langle \rangle there are messages to handle with
47
           \land cincoming' = [cincoming \ EXCEPT \ ![c] = Tail(@)]
                                                                              consume a message
48
           ∧ UNCHANGED sincoming
49
50 F
    SRev and SSend below will be used together in one subaction. Therefore, there are no unchanged
    sub-formulas in their definitions.
    The Server receives a message from some clinet c \in Client.
    SRev \triangleq
59
                                  there are messages for the Server to handle with
60
         \land sincoming \neq \langle \rangle
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\land sincoming' = Tail(sincoming) consume a message
61
    The Server broadcasts messages to the Clients other than c \in Client. The "ack" parts of the
    messages [ack: Int, op: Op] broadcast are determined by the parameter "acks".
    SSend(c, acks, xop) \triangleq
68
         \land \ cincoming' = [\mathit{cl} \in \mathit{Client} \mapsto
69
                              If cl = c
70
                               THEN cincoming[cl]
71
                               ELSE Append(cincoming[cl], [ack \mapsto acks[cl], op \mapsto xop])]
72
73
    Properties of communication.
   EmptyChannel \stackrel{\Delta}{=} Init
77
    \ * Last modified Sun Sep 02 10:52:57 CST 2018 by hengxin
    \* Created Sun Jun 24 10:25:34 CST 2018 by hengxin
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