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1  |----- MODULE JupiterInterface -----|
   | This module declares the parameters and defines the operators that describe the interface of a |
   | family of Jupiter specs. |
6  | EXTENDS Integers, SequenceUtils, OT |
7  |-----|
8  | CONSTANTS |
9  |   Char,      the set of characters |
10 |   Client,     the set of client replicas |
11 |   Server,     the (unique) server replica |
12 |   InitState  the initial state of each replica |
14 | ASSUME We assume that all inserted elements are unique. |
15 |    $\wedge$     $Range(InitState) \cap Char = \{\}$  due to the uniqueness requirement |
16 |-----|
17 | VARIABLES |
18 |   aop,      op[r]: the actual operation applied at replica  $r \in Replica$  |
19 |   state,    state[r]: state (the list content) of replica  $r \in Replica$  |
20 |   cincoming, cincoming[c]: incoming channel at the client  $c \in Client$  |
21 |   sincoming, incoming channel at the Server |
22 |   chins    a set of chars allowed to insert; this is for model checking |
24 |  $intVars \triangleq \langle aop, state, cincoming, sincoming, chins \rangle$  |
25 |-----|
26 |  $Comm(Msg) \triangleq$  INSTANCE CSComm |
28 |  $Replica \triangleq Client \cup \{Server\}$  |
30 |  $List \triangleq Seq(Char \cup Range(InitState))$  all possible lists |
31 |  $MaxLen \triangleq Cardinality(Char) + Len(InitState)$  the max length of lists in any state |
33 |  $ClientNum \triangleq Cardinality(Client)$  |
34 |  $Priority \triangleq$  CHOOSE  $f \in [Client \rightarrow 1 .. ClientNum] : Injective(f)$  |
35 |-----|
   | The set of all operations. Note: The positions are indexed from 1. |
39 |  $Rd \triangleq [type : \{ "Rd" \}]$  |
40 |  $Del \triangleq [type : \{ "Del" \}, pos : 1 .. MaxLen]$  |
41 |  $Ins \triangleq [type : \{ "Ins" \}, pos : 1 .. (MaxLen + 1), ch : Char, pr : 1 .. ClientNum]$  pr: priority |
43 |  $Op \triangleq Ins \cup Del$  Now we don't consider Rd operations |
45 |  $SetNewAop(r, aopr) \triangleq$  |
46 |    $aop' = [aop \text{ EXCEPT } ![r] = aopr]$  |
48 |  $ApplyNewAop(r) \triangleq$  |
49 |    $state' = [state \text{ EXCEPT } ![r] = Apply(aop'[r], @)]$  |
50 |-----|
51 |  $TypeOKInt \triangleq$ 

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52  $\wedge aop \in [Replica \rightarrow Op \cup \{Nop\}]$ 
53  $\wedge state \in [Replica \rightarrow List]$ 
54  $\wedge chins \subseteq Char$ 
55
56  $InitInt \triangleq$ 
57  $\wedge aop = [r \in Replica \mapsto Nop]$ 
58  $\wedge state = [r \in Replica \mapsto InitState]$ 
59  $\wedge chins = Char$ 
60
61  $DoIns(DoOp(-, -), c) \triangleq$  Client  $c \in Client$  generates an “Ins” operation.
62  $\exists ins \in Ins :$ 
63  $\wedge ins.pos \in 1 \dots (Len(state[c]) + 1)$ 
64  $\wedge ins.ch \in chins$ 
65  $\wedge ins.pr = Priority[c]$ 
66  $\wedge DoOp(c, ins)$ 
67  $\wedge chins' = chins \setminus \{ins.ch\}$  We assume that all inserted elements are unique.
68
69  $DoDel(DoOp(-, -), c) \triangleq$  Client  $c \in Client$  generates a “Del” operation.
70  $\exists del \in Del :$ 
71  $\wedge del.pos \in 1 \dots Len(state[c])$ 
72  $\wedge DoOp(c, del)$ 
73  $\wedge UNCHANGED\ chins$ 
74
75  $DoInt(DoOp(-, -), c) \triangleq$  Client  $c \in Client$  issues an operation.
76  $\wedge \vee DoIns(DoOp, c)$ 
77  $\vee DoDel(DoOp, c)$ 
78  $\wedge ApplyNewAop(c)$ 
79
80  $RevInt(c) \triangleq$  Client  $c \in Client$  receives a message from the Server.
81  $\wedge ApplyNewAop(c)$ 
82  $\wedge UNCHANGED\ chins$ 
83
84  $SRevInt \triangleq$  The Server receives a message.
85  $\wedge ApplyNewAop(Server)$ 
86  $\wedge UNCHANGED\ chins$ 
87

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