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MODULE TCS
    The specification of the Transaction Certification Service (TCS) in DISC'2018 "Multi-Shot Dis-
    tributed Transaction Commit" by Gregory Chockler and Alexey Gotsman.
    We have specified the multi-shot 2PC protocol in Figure 1 of DISC'2018.
    TODO: We plan
     - to test SER using the Serializability Theorem
     - to integrate \mathit{TCS} into a real distributed transaction protocol
     - to implement certification functions for other isolation levels
     - to specify the fault-tolerant commit protocol in Figure 5 of DISC^{\prime}2018.
    EXTENDS Naturals, Integers, FiniteSets, Sequences, Functions, TLC,
15
                FiniteSetsExt
16
17
    CONSTANTS
18
         Key.
                       the set of keys, ranged over by k \in Key
19
         Tid,
20
                       the set of transaction identifiers, ranged over by t \in Tid
         RSet,
                       RSet[t]: the read set of t \in Tid
21
         WSet.
                       WSet[t]: the write set of t \in Tid
22
         CVer.
                       CVer[t]: the commit version of t \in Tid
23
24
         Shard,
                       the set of shards, ranged over by s \in Shard
         Coord,
                       Coord[t]: the coordinator of t \in Tid
25
         KeySharding [k]: the shard that holds k \in Key
26
    NotTid \stackrel{\triangle}{=} CHOOSE \ t: t \notin Tid
    Ver \stackrel{\Delta}{=} 0.. Cardinality(Tid) with a distinguished minimum version 0
    Slot \stackrel{\triangle}{=} 0 \dots Cardinality(Tid) - 1
    TShard(t) \stackrel{\Delta}{=} \{KeySharding[k] : k \in (WSet[t] \cup \{kv[1] : kv \in RSet[t]\})\}
33
    ASSUME
               TODO: See Section 2 of DISC'2018
35
               RSet \in [Tid \rightarrow SUBSET (Key \times Ver)]
36
       \land \forall t \in Tid: RSet[t] \setminus * TODO: one version per object
37
         \land WSet \in [Tid \to SUBSET Key]
38
       39
         \land CVer \in [Tid \rightarrow Ver]
40
        \wedge \ \ * TODO: higher than any of the versions read
41
         \land Coord \in [Tid \rightarrow Shard]
42
         \land KeySharding \in [Key \rightarrow Shard]
43
44
    VARIABLES
45
                   next[s] \in Z points to the last filled slot
         next,
46
         txn,
                   txn[s][i] is the transaction (identifier) to certify in the i-th slot
47
         vote,
                   vote[s][i] is the vote for txn[s][i]
48
                   dec[s][i] is the decision for txn[s][i]
         dec,
49
                   phase[s][i] is the phase for txn[s][i]
         phase,
50
51
         msg,
                   the set of messages in transit
```

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submitted
                              the set of t \in Tid that have been submitted to TCS
52
     sVars \stackrel{\Delta}{=} \langle next, txn, vote, dec, phase \rangle
      vars \stackrel{\triangle}{=} \langle next, txn, vote, dec, phase, msq, submitted \rangle
56
      To utilize the logical computations, we replace "COMMIT/ABORT" with "TRUE/FALSE". The
      initial value of vote[s][i] and dec[s][i] is then "False".
      TODO: Should we do this?
       - using Constants for "PREPARE/PREPARE_ACK/DECISION"
       - using Constants for "START/PREPARED/DECIDED"
      Message \stackrel{\Delta}{=} [type : \{ "PREPARE" \}, t : Tid, s : Shard]
65
            \cup [type: {"PREPARE_ACK"}, s: Shard, n: Int, t: Tid, v: BOOLEAN]
66
           \cup [type: {"DECISION"}, p: Int, d: BOOLEAN, s: Shard]
 67
      Send(m) \stackrel{\triangle}{=} msq' = msq \cup m
69
      Delete(m) \stackrel{\triangle}{=} msg' = msg \setminus m
      SendAndDelete(sm, dm) \stackrel{\triangle}{=} msg' = (msg \cup sm) \setminus dm
 71
      TypeOK \triangleq
 73
                next \in [Shard \rightarrow Int]
 74
                 txn \in [Shard \rightarrow [Slot \rightarrow Tid \cup \{NotTid\}]]
 75
                 vote \in [Shard \rightarrow [Slot \rightarrow BOOLEAN]]
                 dec \in [Shard \rightarrow [Slot \rightarrow BOOLEAN]]
                 phase \in [Shard \rightarrow [Slot \rightarrow \{\text{"START"}, \text{"PREPARED"}, \text{"DECIDED"}\}]]
                 msg \subseteq Message
 79
                  submitted \subseteq Tid
 80
 81
      Init \; \stackrel{\scriptscriptstyle \Delta}{=} \;
 82
            \land next = [s \in Shard \mapsto -1]
 83
            \land txn = [s \in Shard \mapsto [i \in Slot \mapsto NotTid]]
 84
            \land vote = [s \in Shard \mapsto [i \in Slot \mapsto FALSE]]
            \land dec = [s \in Shard \mapsto [i \in Slot \mapsto FALSE]]
 86
            \land phase = [s \in Shard \mapsto [i \in Slot \mapsto \text{"START"}]]
 87
            \land msg = \{\}
 88
            \land submitted = \{\}
 90
      KeyOnShard(s) \stackrel{\triangle}{=} \{k \in Key : KeySharding[k] = s\}
91
      ComputeVote(t, s, n) \triangleq
93
           LET cs \stackrel{\Delta}{=} \{k \in Slot : \text{ committed slots before position } n
94
                                 \wedge k < n
95
                                  \land phase[s][k] = "DECIDED"
 96
                                  \wedge dec[s][k]
97
                        \stackrel{\triangle}{=} \{txn[s][k]: k \in cs\} committed transactions
98
                        \stackrel{\Delta}{=} \forall k \in KeyOnShard(s), v \in Ver:
                 fv
99
                                \langle k, v \rangle \in RSet[t] \Rightarrow (\forall c \in ct : k \in WSet[c] \Rightarrow CVer[c] \leq v)
100
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\stackrel{\triangle}{=} \{k \in Slot : \text{ "prepared to commit" slots before position } n
101
                                 \wedge k < n
102
                                 \land phase[s][k] = "PREPARED"
103
                                 \land vote[s][k]
104
                       \stackrel{\triangle}{=} \{txn[s][k]: k \in ps\} "prepared to commit" transactions
105
                   gv \stackrel{\Delta}{=} \forall k \in KeyOnShard(s), v \in Ver:
106
                                \land \langle k, v \rangle \in RSet[t] \Rightarrow (\forall p \in pt : k \notin WSet[p])
107
                                \land k \in WSet[t] \Rightarrow (\forall p \in pt : \langle k, v \rangle \notin RSet[p])
108
                fv \wedge qv
109
      ComputeDecision(vs) \stackrel{\Delta}{=} \forall v \in vs : v
111
112
      Certify(t) \stackrel{\Delta}{=} Certify t \in Tid
113
            \land t \in Tid \setminus submitted
114
            \land Send([type: {"PREPARE"}, t: {t}, s: TShard(t)])
115
            \land submitted' = submitted \cup \{t\}
116
            \land Unchanged sVars
117
      Prepare(t, s) \triangleq
                              Prepare t \in Tid on s \in Shard when receive "PREPARE(t)" message
119
            \land \exists m \in msg:
120
                  \land \ m = [type \mapsto \text{``PREPARE''}, \ t \mapsto t, \ s \mapsto s]
121
                  \wedge next' = [next \ EXCEPT \ ![s] = @ + 1]
122
                  \wedge txn' = [txn \ \text{EXCEPT} \ ![s][next'[s]] = t]
123
                  \land vote' = [vote \ EXCEPT \ ![s][next'[s]] = ComputeVote(t, s, next'[s])]
124
                  \land phase' = [phase \ EXCEPT \ ![s][next'[s]] = "PREPARED"]
125
                  \land SendAndDelete(\{[type \mapsto "PREPARE\_ACK",
126
127
                                                  s \mapsto s,
                                                  n \mapsto next'[s],
128
                                                  t\mapsto t,
129
                                                  v \mapsto vote'[s][next'[s]]\},
130
131
                                           \{m\}
            \land UNCHANGED \langle dec, submitted \rangle
132
      PrepareAck(t, s) \stackrel{\Delta}{=}
                                   PrepareAck for t \in Tid on shard s \in Shard when receive all "PREPARE_ACK" messages for t
134
            \wedge s = Coord[t]
135
            \land LET ms \stackrel{\triangle}{=} \{m \in msg : m.type = "PREPARE\_ACK" <math>\land m.t = t\}
136
                     vs \stackrel{\triangle}{=} \{m.v : m \in ms\}
137
                      ss \triangleq \{m.s : m \in ms\}
138
                     \wedge ss = TShard(t)
                IN
139
                       \land SendAndDelete(\{[type \mapsto "DECISION",
140
                                                      p \mapsto ChooseUnique(ms, LAMBDA \ m : m.s = shard).n,
141
                                                      d \mapsto ComputeDecision(vs),
142
                                                      s \mapsto shard ] : shard \in ss \},
143
                                                ms)
144
            \land UNCHANGED \langle sVars, submitted \rangle
145
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Decision(s) \stackrel{\triangle}{=} Decide on shard <math>s \in Shard when receive a "DECISION" message
147
             \wedge \, \exists \, m \in \mathit{msg} :
148
                  \land \ m.type = \text{``DECISION''}
149
                  \land m.s = s
150
                  \land \; dec' = [dec \; \texttt{EXCEPT} \; ![s][m.p] = m.d]
151
                  \land phase' = [phase \ \texttt{EXCEPT} \ ![s][m.p] = \texttt{"DECIDED"}]
152
                  \land Delete(\{m\})
153
             \land \ \mathtt{UNCHANGED} \ \langle \mathit{next}, \ \mathit{txn}, \ \mathit{vote}, \ \mathit{submitted} \rangle
154
155 |
      TODO: adding the two non-deterministic actions
159 ⊦
160 Next \stackrel{\triangle}{=}
161
             \vee \exists t \in Tid : Certify(t)
             \vee \exists t \in Tid, s \in Shard:
162
                  \vee Prepare(t, s)
163
                  \vee PrepareAck(t, s)
164
             \vee \exists s \in Shard:
165
                  \vee Decision(s)
166
      Spec \stackrel{\triangle}{=} Init \wedge \Box [Next]_{vars}
168
169
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