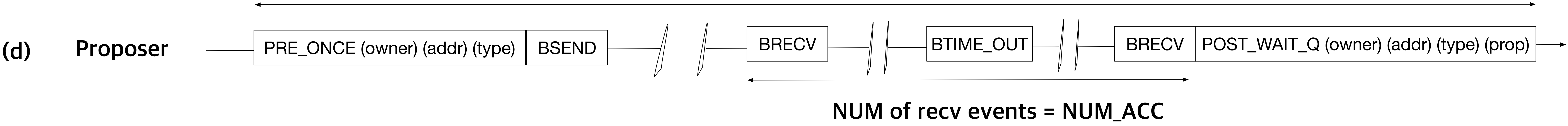
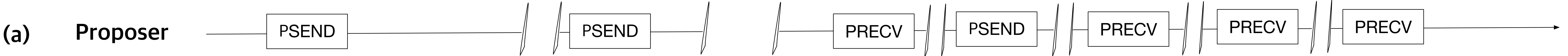
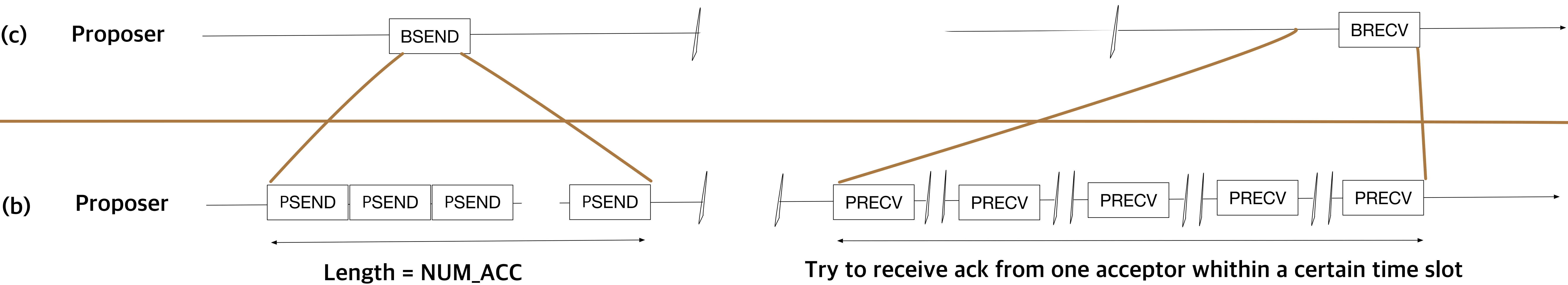


One round of each phase (type = PREPARE || ACCEPT || READ)



Multiple SEND msgs are refined as a single broadcast msg (BSEND)

Multiple RECV msgs are refined as a single BRCV msg



SEND	Proposer -> Acceptor	RECV	Proposer <- Acceptor	GHOST	Only for proposers
	PSEND (des) (msg)		PRECV (owner) (msg) PTIME_OUT owner		PRE_ONCE (owner) (addr) (type) (option val)
	BSEND (msg)		BRCV (owner) (index) (addr) (prop) (msg)		POST_WAIT_Q (owner) (addr) (type) (prop)
			BTIME_OUT (owner) (index) (addr) (prop)		
	Acceptor -> Proposer		Acceptor -> Proposer	: Environmental steps (any nodes in the network can update packets that satisfies invariants)	
	ASEND (cid) (des) (msg)		ARECV (owner) (msg)		

(d) Top level - Add logical events to enrich the information. All local states can be inferred by replaying network events

(c) Intermediate level - Simplify communication

(b) Implementation level - Restrict SEND and RECV pattern

(a) Interface level - Arbitrary interleaving is possible in SEND and RECV