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- MODULE StorageEngine
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EXTENDS TLC, Intergers, Sequences, Naturals

CONSTANTS

MaxKeys, Order

You might want to define MaxKeys to use it in variables or we can assume Maxkeys is a set of all real Numbers MaxKeys is a set of all Real numbers

Assume $\land MaxKeys \in NAt \setminus \{0\}$

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These Variables are just Arrays for holding a set of different data types
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VARIABLE object, controlState, subControlState, key, Ver, Edges, Path

```
TypeOK \stackrel{\triangle}{=} \land controlState \in \{ \text{``Start''}, \text{``middle''}, \text{``done''} \} \\ \land subControlState \in \{ \text{``Lf''}, \text{``Pt''}, \text{``Co''} \} \\ \land key \in [\text{Nodes} \rightarrow \text{Nodes}] \\ \land Ver \in [\text{Nodes} \rightarrow Nat]
```

Assume ∧ Root ∈ Nodes

 $\land MaxCardinality \in Nat$

 $\land MaxCardinality \ge Cardinality(Nodes)$

VARIABLES values, versions, deleted, keys

```
 TypeOK \triangleq \land values \in [0 ... MaxKeys - 1] \\ \land versions \in [0 ... MaxKeys - 1] \\ \land deleted \in [0 ... MaxKeys - 1] \\ \land keys \in [0 ... MaxKeys - 1]
```

 $root \stackrel{\Delta}{=} \text{INSTANCE} \ BPlusTree \ \text{With} \ root \leftarrow root, \ Order \leftarrow Order \ , \ keys \leftarrow KeyType$

```
TypeInvariant \triangleq \\ \land root \in BPlusTree \\ \land keys[i] \neq keys[j]foralli, j \\ \land values[i] \neq values[j]foralli, j \\ \land keys[i] \neq \text{"deleted"} foralli \\ Init \triangleq \\ \land root = emptyTree \\ \land keys = [[\text{"deleted"}] \mapsto (MaxKeys - 1)] \\ \land values = [[\text{"deleted"}] \mapsto (MaxKeys - 1)] \\ \land versions = [0 \mapsto (MaxKeys - 1)] \\ \land deleted = [\text{FALSE} \mapsto (MaxKeys - 1)] \\ \land create(key, value) \triangleq \\ \end{cases}
```

```
\land key \neq "deleted"
\land keys' = [keys \ EXCEPT \ ![i] = key]
\land values' = [values \ EXCEPT \ ![i] = value]
\land versions' = [versions \ EXCEPT \ ![i] = 1]
\land deleted' = [deleted \ EXCEPT \ ![i] = FALSE]
\wedge i' = (i+1)\% MaxKeys
\wedge root' = Insert(root, key, i)
\wedge Next = Create(key, value)
Read(key) \triangleq
\land key \neq "deleted"
\land EXISTSi \in 0 ... MaxKeys - 1 : key = keys[i]
\land value = values[i]
\land version = versions[i]
\wedge Next = Read(key)
Update(key, value, version) \stackrel{\Delta}{=}
\land key \neq "deleted"
\land EXISTSi \in 0 ... MaxKeys - 1 : key = keys[i]
\land version < versions[i]
\land deleted[i] = FALSE
\land keys' = keys
\land values' = [values \ EXCEPT \ ![i] = value]
\land versions' = [versions \ EXCEPT \ ![i] = version + 1]
\land deleted' = deleted
\wedge root' = Update(root, key, i)
\land Next = Update(key, value, version)
Delete(key, version) \stackrel{\Delta}{=}
\land key \neq "deleted"
\land EXISTSi \in 0 ... MaxKeys - 1 : key = keys[i]
\land version < versions[i]
\land deleted[i] = FALSE
\land keys' = keys
\land values' = values
\land versions' = [versions \ EXCEPT \ ![i] = version + 1]
\land deleted' = [deleted \ EXCEPT \ ![i] = TRUE]
\wedge root' = root
\land Next = Delete(key, version)
Spec \triangleq
\wedge Init
\wedge \; \Box [\mathit{Next}]_{\langle \mathit{keys}, \, \mathit{values}, \, \mathit{versions}, \, \mathit{deleted}, \, \mathit{root} \rangle}
```

^{*} Modification History

^{*} Last modified Mon Jan 23 05:55:43 CAST 2023 by goodwill

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