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- Module Messages -
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EXTENDS Naturals, Sequences
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Stream states

CONSTANTS Open, Closed

 $\begin{array}{c} {\rm Master~arbitration~message~types} \\ {\rm CONSTANTS~} Master Arbitration Update \end{array}$

Write message types

CONSTANTS WriteRequest, WriteResponse

Response status constants

CONSTANTS Ok, AlreadyExists, PermissionDenied

An empty value

Constant Nil

The state of all streams and their requests and responses VARIABLE streams, requests, responses

State change counters used for state constraints VARIABLE messageCount, streamChanges

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Stream related variables stream Vars \triangleq \langle streams, stream Changes \rangle Message related variables message Vars \triangleq \langle requests, responses, message Count \rangle
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This section models the messaging between controller nodes and the device. Messaging is modelled on TCP, providing strict ordering between controller and device via sequences. The 'requests' sequence represents the messages from controller to device for each node, and the 'responses' sequence represents the messages from device to each node. Requests and responses are always received from the head of the queue and are never duplicated or reordered.

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Returns a sequence with the head removed Pop(q) \triangleq SubSeq(q, 2, Len(q))

Sends request 'm' on the stream for node 'n' SendRequest(n, m) \triangleq \land requests' = [requests \ \text{EXCEPT} \ ![n] = Append(requests[n], m)] \land messageCount' = messageCount + 1

Indicates whether a request of type 't' is at the head of the queue for node 'n'
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^{\ *} Modification History

^{*} Last modified Thu Feb 21 00:00:20 PST 2019 by jordanhalterman

^{*} Created Wed Feb 20 23:49:28 PST 2019 by jordanhalterman