

EXTENDS *Naturals, Sequences, FiniteSets, TLC*

CONSTANTS *Tr, Obj, Val,*  
               *Open, Committed, Aborted,*  
               *Ok,*  
               *Flip, Flop,*  
               *Vinit,*  
               *T0, None*

To check refinement in *TLC*, we need to specify these as constants

$T0 \triangleq \text{CHOOSE } t : t \notin Tr$

$None \triangleq \text{CHOOSE } v : v \notin Obj \cup (Obj \times Val) \cup Pred$

VARIABLES

externally visible variables

*op*,      operation  
*arg*,      operation argument  
*rval*,      operation return value  
*tr*,        transaction

internal variables

*tstate*,   state of transaction (open, committed, aborted)  
*fate*,      the ultimate fate of each transaction:  
               committed or aborted  
*to*,        transaction order: a sequence that indicates  
               the commit order of committed transactions  
*tenv*,      value of variables for each transaction  
*benv*,      sequence: beginning state of the *i*'th transaction  
*ff*        flip/flop

$v \triangleq \langle tr, op, arg, rval, tstate, fate, to, tenv, benv, ff \rangle$

committed transactions

$CT \triangleq \{t \in Tr : fate[t] = Committed\}$

$N \triangleq Cardinality(CT)$

Generate all permuted sequences of the set *S*

$Orderings(S) \triangleq \{seq \in [1 \dots Cardinality(S) \rightarrow S] : \forall i, j \in \text{DOMAIN } seq : seq[i] = seq[j] \Rightarrow i = j\}$

the ordinal value (e.g., 1,2,3) of a committed transaction

$Ord(t) \triangleq \text{CHOOSE } i \in \text{DOMAIN } to : to[i] = t$

$Toggle(f) \triangleq \text{CASE } f = Flip \rightarrow Flop$

$$\square \quad f = \text{Flop} \rightarrow \text{Flip}$$

$$\begin{aligned} \text{Init} \triangleq & \quad \wedge tr = T0 \\ & \quad \wedge op = \text{"r"} \\ & \quad \wedge arg \in \text{Obj} \\ & \quad \wedge rval = \text{Vinit} \\ & \quad \wedge tstate = [t \in Tr \mapsto \text{Open}] \\ & \quad \wedge fate \in [Tr \rightarrow \{\text{Committed}, \text{Aborted}\}] \\ & \quad \wedge to \in \text{Orderings}(CT) \\ & \quad \wedge benv \in [1 \dots N + 1 \rightarrow [Obj \rightarrow Val]] \\ & \quad \wedge tenv \in \{f \in [CT \rightarrow [Obj \rightarrow Val]] : \forall t \in CT : f[t] = benv[\text{Ord}(t)]\} \\ & \quad \wedge ff \in \{\text{Flip}, \text{Flop}\} \end{aligned}$$

$$\begin{aligned} \text{Read}(t, obj, val) \triangleq & \quad \wedge tstate[t] = \text{Open} \\ & \quad \wedge \vee fate[t] = \text{Aborted} \text{ for aborted commits, we don't care what the read value is} \\ & \quad \vee fate[t] = \text{Committed} \wedge val = tenv[t][obj] \\ & \quad \wedge tr' = t \\ & \quad \wedge op' = \text{"r"} \\ & \quad \wedge arg' = obj \\ & \quad \wedge rval' = val \\ & \quad \wedge ff' = \text{Toggle}(ff) \\ & \quad \wedge \text{UNCHANGED } \langle tstate, fate, to, tenv, benv \rangle \end{aligned}$$

$$\begin{aligned} \text{Write}(t, obj, val) \triangleq & \quad \wedge tstate[t] = \text{Open} \\ & \quad \wedge tr' = t \\ & \quad \wedge op' = \text{"w"} \\ & \quad \wedge arg' = \langle obj, val \rangle \\ & \quad \wedge rval' = \text{Ok} \\ & \quad \wedge tenv' = \text{IF } fate[t] = \text{Committed} \text{ THEN } [tenv \text{ EXCEPT } ![t][obj] = val] \text{ ELSE } tenv \\ & \quad \wedge ff' = \text{Toggle}(ff) \\ & \quad \wedge \text{UNCHANGED } \langle tstate, fate, to, benv \rangle \end{aligned}$$

$$\begin{aligned} \text{Commit}(t) \triangleq & \quad \wedge tstate[t] = \text{Open} \\ & \quad \wedge fate[t] = \text{Committed} \\ & \quad \wedge tenv[t] = benv[\text{Ord}(t) + 1] \\ & \quad \wedge tr' = t \\ & \quad \wedge op' = \text{"c"} \\ & \quad \wedge arg' = \text{None} \\ & \quad \wedge rval' = \text{Ok} \\ & \quad \wedge tstate' = [tstate \text{ EXCEPT } ![t] = \text{Committed}] \\ & \quad \wedge \text{UNCHANGED } \langle fate, to, tenv, benv, ff \rangle \end{aligned}$$

$$\begin{aligned} \text{Abort}(t) \triangleq & \quad \wedge tstate[t] = \text{Open} \\ & \quad \wedge fate[t] = \text{Aborted} \end{aligned}$$

$$\begin{aligned}
& \wedge tr' = t \\
& \wedge op' = \text{"a"} \\
& \wedge arg' = None \\
& \wedge rval' = Ok \\
& \wedge tstate' = [tstate \text{ EXCEPT } ![t] = Aborted] \\
& \wedge \text{UNCHANGED } \langle fate, to, tenv, benv, ff \rangle
\end{aligned}$$

$$\begin{aligned}
Termination \triangleq & \wedge \forall t \in Tr : tstate[t] \in \{Committed, Aborted\} \\
& \wedge \text{UNCHANGED } v
\end{aligned}$$

$$\begin{aligned}
Next \triangleq & \vee \exists t \in Tr : \\
& \vee Commit(t) \\
& \vee Abort(t) \\
& \vee \exists obj \in Obj, val \in Val : \\
& \quad \vee Read(t, obj, val) \\
& \quad \vee Write(t, obj, val) \\
& \vee Termination
\end{aligned}$$

Number of variables with the same values in environments  $e1$  and  $e2$

$$M(e1, e2) \triangleq Cardinality(\{obj \in Obj : e1[obj] = e2[obj]\})$$

$W(j, k)$  is true if there's a transaction  $t$  doing a write where:

1. the number of variables in the 1st state that are equal to the expected values is  $j$
2. the number of variables in the 2nd state that are equal to the expected values is  $k$

$$\begin{aligned}
W(j, k) \triangleq & \exists t \in CT, obj \in Obj, val \in Val : \\
& \wedge Write(t, obj, val) \\
& \wedge M(tenv[t], benv[Ord(t) + 1]) = j \\
& \wedge M(tenv'[t], benv[Ord(t) + 1]) = k
\end{aligned}$$

$$\begin{aligned}
L \triangleq & \wedge WF_v(\exists t \in Tr : Abort(t)) \\
& \wedge SF_v(\exists t \in Tr : Commit(t)) \\
& \wedge WF_v(W(0, 1)) \\
& \wedge \forall i \in 1 \dots Cardinality(Obj) - 1 : SF_v(W(i, i + 1))
\end{aligned}$$

$$Spec \triangleq Init \wedge \Box[Next]_v \wedge L$$