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    MODULE NoEquivocation -

EXTENDS Naturals, FiniteSets, Utilities, TLC
CONSTANT P, V, Lambda, Bot
Assume Distinct(\langle P, V, \{Bot\}, \{Lambda\}\rangle)
   --algorithm NoEquivocation {
    variables
       input \in [P \to V];
       sent = [p \in P \mapsto Bot]; messages sent
       received = [p \in P \mapsto [q \in P \mapsto Bot]]; message received by p from q
       rnd = 1; 1...3
       output = [p \in P \mapsto [q \in P \mapsto Bot]]; output[p][q] is the message that p simulates receiving from q
       participating = [r \in \{1, 2\} \mapsto \{\}];
       corrupted = \{\};
    define {
         TypeOkay \triangleq
              \land input \in [P \rightarrow V]
              \land sent \in [P \to [P \to V \cup \{Bot\}] \cup V \cup \{Bot\}]
              \land \ received \in [P \rightarrow [P \rightarrow [P \rightarrow V \cup \{Bot\}] \cup V \cup \{Bot\}]]
              \land rnd \in \{1, 2, 3\}
              \land output \in [P \rightarrow [P \rightarrow \{Bot, Lambda\} \cup V]]
              \land participating \in [\{1, 2\} \rightarrow \text{SUBSET } P]
              \land corrupted \in SUBSET P
         HeardOf(p) \stackrel{\triangle}{=} \{q \in P : received[p][q] \neq Bot\} heard of in the current round
         Minority(S) \triangleq \{M \in \text{SUBSET } S : 2 * Cardinality(M) < Cardinality(S)\}
         NumHeardOf(p1, p2) \stackrel{\triangle}{=} number of processes that report to p1 hearing from p2:
              Cardinality(\{q \in P : received[p1][q] \neq Bot \land received[p1][q][p2] \neq Bot\})
         NumHeardValue(p1, p2, v) \stackrel{\Delta}{=} number of processes that report to p1 hearing v from p2:
              Cardinality(\{q \in P : received[p1][q] \neq Bot \land received[p1][q][p2] = v\})
         ValidOutput(p1, p2, v) \triangleq
              \land 2 * NumHeardValue(p1, p2, v) > Cardinality(HeardOf(p1))
              \land \forall q \in P : received[p1][q] \neq Bot \land received[p1][q][p2] \neq Bot \Rightarrow received[p1][q][p2] = v
         Output(p1, p2) \triangleq
              IF \exists v \in V : ValidOutput(p1, p2, v) true for at most one value v
               THEN CHOOSE v \in V : ValidOutput(p1, p2, v)
                  IF \exists q \in P : received[p1][q] \neq Bot \land received[p1][q][p2] \neq Bot
                   THEN Lambda
                   ELSE Bot
         SimulatedParticipants \triangleq \{p \in P : \exists q \in P : output[q][p] \neq Bot\}
         CorrectSimulatedParticipants \triangleq participating[1] \setminus corrupted
          Now we define the correctness properties of the algorithm:
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 $NoEquivocation \stackrel{\triangle}{=} \forall p1, p2, q \in P:$

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\begin{array}{l} output[p1][q] \in V \land pc[p2] = \text{``Done''} \Rightarrow output[p2][q] \in \{output[p1][q], \ Lambda\} \\ NoTampering \ \stackrel{\triangle}{=} \ \forall \, p, \ q \in P : \end{array}
              \land p \in CorrectSimulatedParticipants
              \wedge pc[q] = "Done"
               \Rightarrow output[q][p] = input[p]
         MinorityCorruption \stackrel{\Delta}{=} (\forall p \in P : pc[p] = \text{``Done''}) \Rightarrow
              2*Cardinality(CorrectSimulatedParticipants) > Cardinality(SimulatedParticipants)
         Correctness \stackrel{\Delta}{=} NoEquivocation \land NoTampering \land MinorityCorruption
     }
    macro broadcast(v) {
         sent := [sent \ EXCEPT \ ![self] = v]
     }
    We now specify the simulation algorithm:
    process ( proc \in P ) {
r1:
         broadcast(input[self]);
r2:
         await rnd = 2;
         broadcast(received[self]);
         await rnd = 3;
r3:
         output[self] := [p \in P \mapsto Output(self, p)];
      }
    Below we specify the behavior of the adversary.
    process ( adversary \in \{ \text{"adversary"} \} ) {
        await \forall p \in P : pc[p] = \text{"r2"};
           pick a participating set:
         with (Participating \in SUBSET P) {
              when Participating \neq \{\};
              participating[rnd] := Participating;
           };
           pick a set whose messages will be tampered with:
         with ( Corrupted \in Minority(participating[1]) )
              corrupted := Corrupted;
           tamper with the messages:
         with ( ByzVal \in [corrupted \rightarrow [P \rightarrow V \cup \{Bot\}]] ) {
                 received := [p \in P \mapsto [q \in P \mapsto
                     IF q \in corrupted
                       in round 1, the adversary can make up any value:
                      THEN ByzVal[q][p]
                          IF q \in participating[rnd] \setminus corrupted
                           THEN sent[q]
                           ELSE Bot];
          };
         rnd := 2;
         await \forall p \in P : pc[p] = \text{"r3"};
a2:
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with ( Participating \in SUBSET P ) {
            when Participating \neq \{\};
            when corrupted \in Minority(Participating);
            participating[2] := Participating;
         } ;
         uncomment the following four lines to obtain a counter-example to Minority Corruption under a growing adversary:
         with (Corrupted \in Minority(participating[2])) {
            when corrupted \subseteq Corrupted;
            corrupted := Corrupted
        with ( ByzVal \in [corrupted \rightarrow [P \rightarrow [P \rightarrow V \cup \{Bot\}] \cup \{Bot\}]] ) {
             In round 2, the adversary can only lie by omission about non-corrupted processes (because of signatures):
            when \forall p1 \in P : \forall q \in corrupted : \forall p2 \in (P \setminus corrupted) :
                If ByzVal[q][p1] \neq Bot
                 THEN
                     IF p2 \in participating[1]
                      either the adversary reports not hearing from p2, or it reports p2's true input:
                     THEN ByzVal[q][p1][p2] \in \{Bot, input[p2]\}
                     ELSE ByzVal[q][p1][p2] = Bot
                 ELSE TRUE;
            received := [p \in P \mapsto [q \in P \mapsto
                If q \in corrupted
                 THEN ByzVal[q][p]
                 ELSE
                     IF q \in participating[rnd] \setminus corrupted
                     THEN sent[q]
                     ELSE Bot];
         } ;
        rnd := 3;
    }
}
```