## EXTENDS Integers, FiniteSets

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CONSTANTS
     V the set of values to decide on
    P the set of processes (typically 3f + 1 nodes)
    Quorum the set of quorums (typically sets of 2f + 1 nodes out of 3f + 1)
    Blocking the set of blocking sets (typically sets f+1 nodes out of 3f+1)
    B the set of malicious nodes (typically f nodes)
    Leader(\_) assigns a leader to each round
Round \stackrel{\Delta}{=} Nat the set of rounds
 Each round consists of 3 voting phases:
Phase \stackrel{\Delta}{=} 1...3
 A votes is cast in a phase of a round and for a value:
Vote \stackrel{\triangle}{=} [round : Round, phase : Phase, value : V]
 A proposal is for a round and a value:
Proposal \stackrel{\Delta}{=} [round : Round, value : V]
  --algorithm FastConsensus{
     variables
          proposals = \{\};
          votes = [p \in P \mapsto \{\}];
          round = [p \in P \mapsto 0];
     define {
          Decided \stackrel{\triangle}{=} \{ v \in V : \exists Q \in Quorum, r \in Round : \forall p \in Q \setminus B : \}
               [round \mapsto r, phase \mapsto 3, value \mapsto v] \in votes[p]
          Safety \stackrel{\Delta}{=} Cardinality(Decided) \leq 1
          Proposable(v, r, HO) \stackrel{\triangle}{=} HO is intended to be the set of processes the leader hears of
               \forall r = 0 no constraint if it's round 0
                \lor \land \forall p \in HO \setminus B : round[p] \ge r
                    \wedge \ \exists \ Q \in \mathit{Quorum} : Q \subseteq \mathit{HO}
                    \land \exists r2 \in 0 ... (r-1) : \forall p \in HO \setminus B : \forall vt \in votes[p] :
                            vt.round < r \land vt.phase = 3 \Rightarrow
                                  \land vt.round \leq r2
                                  \land vt.round = r2 \Rightarrow vt.value = v
                                  \land \exists Bl \in Blocking :
                                      \land Bl \subseteq HO
                                      \land \forall p2 \in Bl \setminus B : \exists vt2 \in votes[p2] :
                                               \land vt2.round = r2
                                               \land vt2.phase = 2
                                               \land vt2.value = v
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Safe(v, r) \triangleq
               \forall r=0
               \forall \exists r 2 \in 0 ... (r-1) : \exists Q \in Quorum :
                      \forall p \in Q \setminus B : \forall vt \in votes[p] :
                         vt.round < r \land vt.phase = 3 \Rightarrow
                              \land vt.round \leq r2
                              \land vt.round = r2 \Rightarrow vt.value = v
                              \land \exists Bl \in Blocking : \forall p2 \in Bl \setminus B : \exists vt2 \in votes[p2] :
                                      \land \ vt2.round = r2
                                      \land vt2.phase = 1
                                      \land vt2.value = v
     }
    macro vote(p, v, r, ph)
         votes[p] := votes[p] \cup \{[round \mapsto r, phase \mapsto ph, value \mapsto v]\};
    process ( proc \in (P \setminus B) ) {
l0:
         while (TRUE)
             either {
                  when Leader(round[self]) = self;
                  with (v \in V)
                      if ( self \notin B )
                            with ( HO \in SUBSET P )
                                 when Proposable(v, round[self], HO);
                       proposals := proposals \cup \{[round \mapsto round[self], value \mapsto v]\}
                   }
              }
             or with (v \in V, Q \in Quorum)
                  when Leader(round[self]) \notin B \Rightarrow [round \mapsto round[self], value \mapsto v] \in proposals;
                  when Safe(v, round[self]);
                  when \forall vt \in votes[self] : \neg(vt.round = round[self]);
                   vote(self, v, round[self], 1);
              }
             or with ( v \in V, Q \in Quorum ) {
                  when \forall p \in Q \setminus B:
                       [round \mapsto round[self], phase \mapsto 1, value \mapsto v] \in votes[p];
                  when \forall vt \in votes[self] : \neg(vt.round = round[self] \land vt.phase \ge 2);
                  vote(self, v, round[self], 2);
              }
             or with (v \in V, Q \in Quorum, Bl \in Blocking) {
                  when \forall vt \in votes[self] : \neg(vt.round = round[self] \land vt.phase = 3);
                  when
                        \forall \ \forall \ p \in Q \setminus B:
                               [round \mapsto round[self], phase \mapsto 2, value \mapsto v] \in votes[p]
                        \forall \ \forall \ p \in Bl \setminus B:
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[round \mapsto round[self], \ phase \mapsto 3, \ value \mapsto v] \in votes[p]; vote(self, \ v, \ round[self], \ 3);  or \ \{ \\ round[self] := round[self] + 1;  \}  \}
```