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- Module Proposal -
Instance Naturals
INSTANCE FiniteSets
{\tt INSTANCE}\ Sequences
INSTANCE TLC
 An empty constant
Constant Nil
 Event constants
CONSTANTS
   Change,
   Rollback
 Phase constants
CONSTANTS
   Commit,
  Apply
Phase \triangleq
   \{Nil,
    Commit,
    Apply
 Status constants
CONSTANTS
   Pending,
  In Progress,\\
   Complete,
   Failed
Status \triangleq
   \{Nil,
    Pending,
    In Progress,\\
    Complete,
    Failed
 The set of all nodes
Constant Node
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Variables defined by other modules.
VARIABLES
   configuration,
   mastership,
   conn,
   target
 A record of per-target proposals
VARIABLE proposal
 A sequence of configuration changes used for model checking.
Variable history
TypeOK \triangleq
   \forall i \in \text{DOMAIN } proposal :
      \land proposal[i].change.phase \in Phase
      \land proposal[i].change.state \in Status
      \land \forall p \in DOMAIN \ proposal[i].change.values :
           \land proposal[i].change.values[p].index \in Nat
           \land proposal[i].change.values[p].value \neq Nil \Rightarrow
                  proposal[i].change.values[p].value \in STRING
      \land proposal[i].rollback.phase \in Phase
      \land proposal[i].rollback.state \in Status
      \land proposal[i].rollback.revision \in Nat
      \land \forall p \in DOMAIN \ proposal[i].rollback.values :
           \land proposal[i].rollback.values[p].index \in Nat
           \land proposal[i].rollback.values[p].value \neq Nil \Rightarrow
                  proposal[i].rollback.values[p].value \in STRING
LOCAL State \triangleq [
                    \mapsto [i \in DOMAIN \ proposal \mapsto proposal[i] @@[index \mapsto i]],
   proposals
   configuration \mapsto configuration,
   mastership
                    \mapsto mastership,
   conns
                    \mapsto conn,
   target
                    \mapsto target
LOCAL Transitions \triangleq
   LET
       proposals \stackrel{\Delta}{=} \{i \in DOMAIN \ proposal' : \}
                             i \in \text{DOMAIN } proposal \Rightarrow proposal'[i] \neq proposal[i]
   IN
      [proposals \mapsto [i \in proposals \mapsto proposal'[i] @@[index \mapsto i]]] @@
     (IF configuration' \neq configuration \text{ THEN } [configuration \mapsto configuration'] \text{ ELSE } \langle \rangle) @@
      (IF target' \neq target \text{ THEN } [target \mapsto target'] \text{ ELSE } \langle \rangle)
Test \stackrel{\triangle}{=} INSTANCE \ Test \ WITH
   File
               \leftarrow "Proposal.log"
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CommitChange(n, i) \stackrel{\Delta}{=}
   \land proposal[i].change.phase = Commit
   \land proposal[i].change.state = InProgress
       If the committed index does not match the proposal index, commit the change.
   \land \lor \land configuration.committed.index = i - 1
             If the change is valid, update the committed index, revision, and values.
         \land \lor \land configuration' = [configuration \ EXCEPT \ !.committed.index]
                                                                 !.committed.revision = i,
                                                                 !.committed.values
                                                                                          = proposal[i].change.values@@
                                                                                                 configuration.committed.va
               \land history' = Append(history, [type \mapsto Change, phase \mapsto Commit, index \mapsto i])
             If the change is invalid, update only the committed index.
             \lor \land configuration' = [configuration \ EXCEPT \ !.committed.index = i]
               \land UNCHANGED \langle history \rangle
         \land UNCHANGED \langle proposal \rangle
       If both the committed index and committed revision were updated, the proposal was successful.
       \lor \land configuration.committed.index = i
         \land configuration.committed.revision = i
         \land proposal' = [proposal \ EXCEPT \ ![i].change.state = Complete]
         \land UNCHANGED \langle configuration, history \rangle
       If the committed index was updated but the revision was not, the proposal failed validation.
       \lor \land configuration.committed.index = i
         \land configuration.committed.revision \neq i
         \land proposal' = [proposal \ EXCEPT \ ![i].change.state = Failed]
         \land UNCHANGED \langle configuration, history \rangle
   \land UNCHANGED \langle target \rangle
ApplyChange(n, i) \triangleq
   \land proposal[i].change.phase = Apply
   \land proposal[i].change.state = InProgress
       If the applied index does not match the proposal index, apply the change.
   \land \lor \land configuration.applied.index = i - 1
         \land configuration.state = Complete
         \land configuration.term = mastership.term
         \land conn[n].id = mastership.conn
         \land conn[n].connected
         \land target.running
             If the change can be applied, update the index, revision, and values.
         \land \lor \land target' = [target \ EXCEPT \ !.values = proposal[i].change.values @@ target.values]
               \land configuration' = [configuration \ EXCEPT \ !.applied.index]
                                                                 !.applied.revision = i,
                                                                                      = proposal[i].change.values@@
                                                                 !.applied.values
                                                                                             configuration.applied.values
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\land history' = Append(history, [type \mapsto Change, phase \mapsto Apply, index \mapsto i])
             If the change is invalid, update only the applied index.
            \vee \wedge configuration' = [configuration \ EXCEPT \ !.applied.index = i]
               \land UNCHANGED \langle target, history \rangle
         \land UNCHANGED \langle proposal \rangle
       If the applied index and revision both match the proposal index, the change was successful.
      \lor \land configuration.applied.index = i
         \land configuration.applied.revision = i
         \land proposal' = [proposal \ EXCEPT \ ![i].change.state = Complete]
         \land UNCHANGED \langle configuration, target, history \rangle
       If the applied index matches the proposal index but the revision does not, the proposal failed.
      \lor \land configuration.applied.index = i
         \land configuration.applied.revision \neq i
         \land proposal' = [proposal \ EXCEPT \ ![i].change.state = Failed]
         \land UNCHANGED \langle configuration, target, history \rangle
CommitRollback(n, i) \triangleq
   \land proposal[i].rollback.phase = Commit
   \land proposal[i].rollback.state = InProgress
       If the committed revision matches the proposal revision, roll back to the previous revision.
   \land \lor \land configuration.committed.revision = i
         \land configuration' = [configuration \ EXCEPT \ !.committed.revision = proposal[i].rollback.revision,
                                                           !.committed.values = proposal[i].rollback.values @@
                                                                                           configuration.committed.values
         \land history' = Append(history, [type \mapsto Rollback, phase \mapsto Commit, index \mapsto i])
         \land UNCHANGED \langle proposal \rangle
       If the committed index matches the rollback index, complete the rollback.
      \lor \land configuration.committed.revision = proposal[i].rollback.revision
         \land proposal' = [proposal \ EXCEPT \ ![i].rollback.state = Complete]
         \land UNCHANGED \langle configuration, history \rangle
   \land UNCHANGED \langle target \rangle
ApplyRollback(n, i) \triangleq
   \land proposal[i].rollback.phase = Apply
   \land proposal[i].rollback.state = InProgress
       If the applied revision matches the proposal revision, roll back to the previous revision.
   \land \lor \land configuration.applied.revision = i
         \land configuration.state = Complete
         \land configuration.term = mastership.term
         \land conn[n].id = mastership.conn
         \land conn[n].connected
         \land target.running
         \land target' = [target \ EXCEPT \ !.values = proposal[i].rollback.values @@ target.values]
         \land configuration' = [configuration \ EXCEPT \ !.applied.revision = proposal[i].rollback.revision,
                                                           !.applied.values = proposal[i].rollback.values@@
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configuration.applied.values]
         \land history' = Append(history, [type \mapsto Rollback, phase \mapsto Apply, index \mapsto i])
         \land UNCHANGED \langle proposal \rangle
       If the committed index matches the rollback index, complete the rollback.
      \lor \land configuration.committed.revision = proposal[i].rollback.revision
         \land proposal' = [proposal \ EXCEPT \ ![i].rollback.state = Complete]
         \land UNCHANGED \langle configuration, target, history \rangle
 Reconcile a proposal
ReconcileProposal(n, i) \triangleq
   \land i \in \text{DOMAIN } proposal
   \land \ master ship. master = n
   \land \lor CommitChange(n, i)
      \vee ApplyChange(n, i)
      \vee CommitRollback(n, i)
      \vee ApplyRollback(n, i)
   \land UNCHANGED \langle mastership, conn \rangle
```