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- module qRPC -
LOCAL INSTANCE Naturals
LOCAL INSTANCE Sequences
LOCAL INSTANCE FiniteSets
LOCAL INSTANCE TLC
CONSTANT Nil
LOCAL Min(s) \stackrel{\triangle}{=} CHOOSE \ x \in s : \forall \ y \in s : x \geq y
LOCAL Max(s) \stackrel{\triangle}{=} \text{ CHOOSE } x \in s : \forall y \in s : x \leq y
Variable servers
VARIABLE conns
 vars \stackrel{\Delta}{=} \langle servers, conns \rangle
                                                                                                — module Client —
         Connect(c, s) \triangleq
                 LET maxId \stackrel{\triangle}{=} Max(DOMAIN \ conns)
                                   connId \stackrel{\triangle}{=} Min(\{i \in 1 .. (maxId + 1) : i \notin DOMAIN \ conns\})
                 IN conns' = conns @@(connId :> [id \mapsto connId, src \mapsto c, dst \mapsto s, req \mapsto \langle \rangle, res \mapsto \langle \rangle])
         Disconnect(c) \triangleq
                  conns' = [x \in DOMAIN \ conns \setminus \{c.id\} \mapsto conns[x]]
         Send(c, m) \triangleq
                  conns' = [conns \ EXCEPT \ ![c.id] = [conns[c.id] \ EXCEPT \ !.req = Append(conns[c.id].req, m)]]
         Receive(c) \triangleq
                  conns' = [conns \ EXCEPT \ ![c.id] = [conns[c.id] \ EXCEPT \ !.res = SubSeq(conns[c.id].res, 2, Len(conns[c.id]) \ ..es = SubSeq(conns[c.id].res, 2, Len(conns[c.id].res, 2, Len(conns[c.id].res
         Reply(c, m) \triangleq
                  conns' = [conns' \text{ EXCEPT } ! [c.id] = [conns' [c.id] \text{ EXCEPT } !.req = Append(conns' [c.id].req, m)]]
         Handle(c, f(\_, \_)) \stackrel{\Delta}{=} Len(c.res) > 0 \land f(c, c.res[1])
 Client \stackrel{\triangle}{=} INSTANCE Client
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 $Connections \stackrel{\triangle}{=} \{conns[c] : c \in DOMAIN \ conns\}$

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- Module Server -
    Start(s) \stackrel{\triangle}{=}
        \land servers' = servers \cup \{s\}
        \land UNCHANGED \langle conns \rangle
   Stop(s) \triangleq
        \land servers' = servers \setminus \{s\}
        \land conns' = [c \in DOMAIN \ conns \setminus \{c \in conns : conns[c].dst \neq s\} \mapsto conns[c]]
    Send(c, m) \triangleq
        conns' = [conns \ EXCEPT \ ! [c.id] = [conns[c.id] \ EXCEPT \ ! .res = Append(conns[c.id].res, m)]]
    Receive(c) \triangleq
        conns' = [conns \ Except \ ![c.id] = [conns[c.id] \ Except \ !.req = SubSeq(conns[c.id].req, 2, Len(conns[c.id])]
    Reply(c, m) \triangleq
        conns' = [conns' \text{ EXCEPT } ! [c.id] = [conns' [c.id] \text{ EXCEPT } !.res = Append(conns' [c.id].res, m)]]
   Handle(c, f(\_, \_)) \stackrel{\Delta}{=} Len(c.req) > 0 \land f(c, c.req[1])
Servers \triangleq servers
Server \stackrel{\triangle}{=} INSTANCE Server
Init \triangleq
    \land servers = \{\}
    \land conns = [c \in \{\} \mapsto [e2n \mapsto Nil, \ e2t \mapsto Nil, \ req \mapsto \langle\rangle, \ res \mapsto \langle\rangle]]
Next \triangleq
    \vee \wedge \text{False}
        \land UNCHANGED \langle servers, conns \rangle
\* Modification History
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