
MODULE *Mastership*

INSTANCE *Naturals*

INSTANCE *FiniteSets*

INSTANCE *Sequences*

INSTANCE *TLC*

An empty constant

CONSTANT *Nil*

The set of possible master nodes

CONSTANT *Node*

Variables defined by other modules.

VARIABLES

conn

A record of target masterships

VARIABLE *mastership*

$TypeOK \triangleq$

$\wedge mastership.term \in Nat$

$\wedge mastership.master \neq Nil \Rightarrow mastership.master \in Node$

$\wedge mastership.conn \in Nat$

LOCAL $CurrState \triangleq$ [

$mastership \mapsto mastership,$

$conn \mapsto conn$]

LOCAL $SuccState \triangleq$

$\langle \rangle @@$

(IF $mastership' \neq mastership$ THEN [$mastership \mapsto mastership'$] ELSE $\langle \rangle$) @@

(IF $conn' \neq conn$ THEN [$conn \mapsto conn'$] ELSE $\langle \rangle$)

$Test \triangleq$ INSTANCE *Test* WITH

$File \leftarrow \text{"Mastership.log"}$

This section models *mastership* for the configuration service.

Mastership is used primarily to track the lifecycle of individual configuration targets and react to state changes on the southbound. Each target is assigned a master from the *Node* set, and masters can be unset when the target disconnects.

$$\begin{aligned}
& \text{ReconcileMastership}(n) \triangleq \\
& \quad \wedge \vee \wedge \text{conn}[n].\text{connected} \\
& \quad \wedge \text{mastership}.\text{master} = \text{Nil} \\
& \quad \wedge \text{mastership}' = [\\
& \quad \quad \text{master} \mapsto n, \\
& \quad \quad \text{term} \mapsto \text{mastership}.\text{term} + 1, \\
& \quad \quad \text{conn} \mapsto \text{conn}[n].\text{id}] \\
& \quad \vee \wedge \vee \neg \text{conn}[n].\text{connected} \\
& \quad \quad \vee \text{conn}[n].\text{id} \neq \text{mastership}.\text{conn} \\
& \quad \wedge \text{mastership}.\text{master} = n \\
& \quad \wedge \text{mastership}' = [\text{mastership} \text{ EXCEPT } !.\text{master} = \text{Nil}] \\
& \quad \wedge \text{UNCHANGED } \langle \text{conn} \rangle
\end{aligned}$$
