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- Module Proposals
EXTENDS Configurations, Mastership
INSTANCE Naturals
INSTANCE FiniteSets
LOCAL INSTANCE TLC
 Transaction type constants
CONSTANTS
   Proposal Change,\\
   Proposal Roll back
 Phase constants
CONSTANTS
   ProposalInitialize,
   Proposal Validate,
   Proposal Abort,
   Proposal Commit,
   Proposal Apply \\
 Status constants
CONSTANTS
   Proposal In Progress,
   Proposal Complete,
   Proposal Failed
 A record of per-target proposals
{\tt VARIABLE}\ proposal
LOCAL InitState \stackrel{\Delta}{=} \lceil
                    \mapsto proposal,
   proposals
   configurations \mapsto configuration,
   targets
                    \mapsto target,
   masterships \mapsto mastership
LOCAL NextState \triangleq [
   proposals
                   \mapsto proposal',
   \mathit{configurations} \mapsto \mathit{configuration'},
   targets
                    \mapsto target',
   masterships \mapsto mastership'
LOCAL Trace \stackrel{\triangle}{=} INSTANCE Trace WITH
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Reconcile a proposal
ReconcileProposal(n, i) \stackrel{\Delta}{=}
   \land \lor \land proposal[i].phase = ProposalInitialize
         \land \lor \land proposal[i].state = ProposalInProgress
               \land proposal' = [proposal \ EXCEPT \ ![i].state = ProposalComplete]
               \land configuration' = [configuration \ EXCEPT \ !.proposed.index = i]
               \land UNCHANGED \langle target \rangle
            \lor \land proposal[i].state = ProposalComplete
               \land proposal' = [proposal \ EXCEPT \ ![i].phase = Proposal \ Validate,
                                                       ![i].state = ProposalInProgress]
               \land UNCHANGED \langle configuration, target \rangle
       While in the Validate phase, validate the proposed changes.
       If validation is successful, the proposal also records the changes
       required to roll back the proposal and the index to which to roll back.
      \lor \land proposal[i].phase = ProposalValidate
         \land \lor \land proposal[i].state = ProposalInProgress
               \land configuration.index = i - 1
                   For Change proposals validate the set of requested changes.
               \land \lor \land proposal[i].type = ProposalChange
                      \land LET rollbackIndex \stackrel{\triangle}{=} configuration.committed.index
                              rollbackValues \stackrel{\Delta}{=} [p \in DOMAIN \ proposal[i].change.values \mapsto
                                                      IF p \in \text{DOMAIN} configuration.committed.values THEN
                                                          configuration.committed.values[p]
                                                       ELSE
                                                         [delete \mapsto TRUE]]
                         If all the change values are valid, record the changes required to roll
                         back the proposal and the index to which the rollback changes
                         will roll back the configuration.
                        IN
                            \lor proposal' = [proposal \ EXCEPT \ ![i].rollback = [index \ \mapsto rollbackIndex,]
                                                                                         values \mapsto rollbackValues,
                                                                      ![i].state
                                                                                     = ProposalComplete
                            \lor proposal' = [proposal \ EXCEPT \ ![i].state = ProposalFailed]
                   For Rollback proposals, validate the rollback changes which are
                   proposal being rolled back.
                   \lor \land proposal[i].type = ProposalRollback
                         Rollbacks can only be performed on Change type proposals.
                     \land \lor \land proposal[proposal[i].rollback.index].type = ProposalChange
                                Only roll back the change if it's the lastest change made
```

Module

 $\leftarrow$  "Proposals",

 $\begin{array}{ll} InitState & \leftarrow InitState, \\ NextState & \leftarrow NextState \end{array}$ 

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to the configuration based on the configuration index.
                    \land \ \lor \ \land \ configuration.committed.index = proposal[i].rollback.index
                                                     \stackrel{\triangle}{=} proposal[proposal[i].rollback.index].rollback.index
                          \wedge LET changeIndex
                                                    \triangleq proposal[proposal[i].rollback.index].rollback.values
                                  change Values
                                  rollbackValues \triangleq proposal[proposal[i].rollback.index].change.values
                              Record the changes required to roll back the target proposal and the index to
                              which the configuration is being rolled back.
                                  \land proposal' = [proposal \ EXCEPT \ ![i].change = [index \ \mapsto changeIndex,]
                                                                                         values \mapsto change Values,
                                                                        ![i].change = [index \mapsto proposal[i].change]
                                                                                         values \mapsto change Values,
                                                                        ![i].state = ProposalComplete]
                        If the Rollback target is not the most recent change to the configuration,
                        fail validation for the proposal.
                       \lor \land configuration.committed.index \neq proposal[i].rollback.index
                          \land proposal' = [proposal \ EXCEPT \ ![i].state = ProposalFailed]
                  If a Rollback proposal is attempting to roll back another Rollback,
                  fail validation for the proposal.
                 \lor \land proposal[proposal[i].rollback.index].type = ProposalRollback
                    \land proposal' = [proposal \ EXCEPT \ ![i].state = ProposalFailed]
        \land UNCHANGED \langle configuration, target \rangle
      \lor \land proposal[i].state = ProposalComplete
        \land proposal' = [proposal \ EXCEPT \ ![i].phase = ProposalCommit,
                                              ![i].state = ProposalInProgress]
        \land UNCHANGED \langle configuration, target \rangle
While in the Commit state, commit the proposed changes to the configuration.
\lor \land proposal[i].phase = ProposalCommit
  \land \lor \land proposal[i].state = ProposalInProgress
         Only commit the proposal if the prior proposal has already been committed.
        \land configuration.index = i - 1
        \land configuration' = [configuration \ EXCEPT \ !.committed.values = proposal[i].change.values,
                                                         !.committed.index = proposal[i].change.index,
        \land proposal' = [proposal \ EXCEPT \ ![i].state = ProposalComplete]
        \land UNCHANGED \langle target \rangle
      \lor \land proposal[i].state = ProposalComplete
        \land proposal' = [proposal \ EXCEPT \ ![i].phase = ProposalApply,
                                              ![i].state = ProposalInProgress]
        \land UNCHANGED \langle configuration, target \rangle
While in the Apply phase, apply the proposed changes to the target.
\lor \land proposal[i].phase = ProposalApply
  \land proposal[i].state = ProposalInProgress
  \land configuration.applied.index = i-1
  \land configuration.applied.term = mastership.term
  \land mastership.master = n
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Model successful and failed target update requests.
      \land \lor \land target' = [target \ EXCEPT \ !.values = proposal[i].change.values]
            \land configuration' = [configuration \ EXCEPT]
                                      !.applied.index = i,
                                      !.applied.values = proposal[i].change.values
                                          @@ configuration.applied.values]
           \land proposal' = [proposal \ EXCEPT \ ![i].state = ProposalComplete]
         If the proposal could not be applied, update the configuration's applied index
         and mark the proposal Failed.
         \lor \land configuration' = [configuration \ EXCEPT \ !.applied.index = i]
           \land proposal' = [proposal \ EXCEPT \ ![i].state = ProposalFailed]
            \land UNCHANGED \langle target \rangle
   \lor \land proposal[i].phase = ProposalAbort
      \land proposal[i].state = ProposalInProgress
         The index will always be greater than or equal to the applied.index.
         If only the index matches the previous proposal index, update
         the index to enable commits of later proposals, but do not
         mark the Abort phase Complete until the applied.index has been incremented.
      \land \lor \land configuration.index = i - 1
            \land configuration' = [configuration \ EXCEPT \ !.index = i]
            \land UNCHANGED \langle proposal \rangle
         If the configuration's applied.index matches the previous proposal index,
         update the applied.index and mark the proposal Complete for the Abort phase.
         \lor \land configuration.index \ge i
            \land configuration.applied.index = i-1
            \land configuration' = [configuration \ EXCEPT \ !.applied.index = i]
            \land proposal' = [proposal \ EXCEPT \ ![i].state = ProposalComplete]
         If both the configuration's index and applied.index match the
         previous proposal index, update the index and applied.index
         and mark the proposal Complete for the Abort phase.
         \lor \land configuration.index = i - 1
            \land configuration.applied.index = i-1
           \land configuration' = [configuration \ EXCEPT \ !.index]
                                                             !.applied.index = i
            \land proposal' = [proposal \ EXCEPT \ ![i].state = ProposalComplete]
      \land UNCHANGED \langle target \rangle
\land UNCHANGED \langle mastership, conn \rangle
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Formal specification, constraints, and theorems.

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 InitProposal \triangleq \\ \land proposal = [\\ i \in \{\} \mapsto [\\ phase \mapsto ProposalInitialize, \}
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state \mapsto ProposalInProgress]]
\wedge Trace!Init
NextProposal \triangleq \\ \vee \exists n \in Node : \\ \exists i \in \text{DOMAIN } proposal : \\ Trace!Step(ReconcileProposal(n, i), [node \mapsto n, index \mapsto i])
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