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- Module Proposal -
INSTANCE Naturals
INSTANCE FiniteSets
{\tt INSTANCE}\ Sequences
INSTANCE TLC
 An empty constant
Constant Nil
 Phase constants
CONSTANTS
   Commit,
   Apply
Phase \; \stackrel{\scriptscriptstyle \Delta}{=} \;
   \{Nil,
    Commit,
    Apply\}
 Status constants
CONSTANTS
   Pending,
   In Progress,\\
   Complete,
   Failed
Status \; \stackrel{\scriptscriptstyle \Delta}{=} \;
   \{Nil,
    Pending,
    In Progress,\\
    Complete,
    Failed
 The set of all nodes
Constant Node
 Variables defined by other modules.
VARIABLES
   configuration,\\
   master ship,\\
   target
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A record of per-target proposals
VARIABLE proposal
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
Test \stackrel{\triangle}{=} INSTANCE \ Test \ WITH
   File
                \leftarrow "Proposal.log",
    CurrState \leftarrow [
       proposals
                       \mapsto proposal,
       configuration \mapsto configuration,
       mastership
                        \mapsto mastership,
       target
                       \mapsto target],
   SuccState \leftarrow [
       proposals
                       \mapsto proposal',
       configuration \mapsto configuration',
                        \mapsto mastership',
       mastership
       target
                       \mapsto target'
LOCAL Max(s) \stackrel{\triangle}{=} \text{ CHOOSE } i \in s : \forall j \in s : i > j
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 configuration' = [configuration \ EXCEPT \ !.committed.index]
                                                                                            =i,
                                                                  !.committed.revision = i,
                                                                  !.committed.values\\
                                                                                            = proposal[i].change.values@@
                                                                                                    configuration.committed.valu
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If the change is invalid, update only the committed index.
            \vee configuration' = [configuration EXCEPT !.committed.index = i]
         \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 \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 \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
             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,
                                                                 !.applied.values = proposal[i].change.values@@
                                                                                             configuration.applied.values
             If the change is invalid, update only the applied index.
            \vee configuration' = [configuration EXCEPT !.applied.index = i]
         \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 \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 \rangle
   \land UNCHANGED \langle target \rangle
CommitRollback(n, i) \triangleq
   \land proposal[i].rollback.phase = Commit
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\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 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 \rangle
   \land UNCHANGED \langle target \rangle
ApplyRollback(n, i) \triangleq
   \land proposal[i].rollback.phase = Apply
   \land proposal[i].rollback.phase = InProgress
       If the applied revision matches the proposal revision, roll back to the previous revision.
   \land \lor \land configuration.applied.revision = i
         \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@@
                                                                                       configuration.applied.values
         \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 \rangle
 Reconcile a proposal
ReconcileProposal(n, i) \stackrel{\Delta}{=}
   \land i \in \text{DOMAIN } proposal
   \land mastership.master = n
   \land \lor CommitChange(n, i)
       \vee ApplyChange(n, i)
       \vee CommitRollback(n, i)
       \vee ApplyRollback(n, i)
   \land UNCHANGED \langle mastership \rangle
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