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- Module Config
EXTENDS
   Northbound,
   Transaction,
   Proposal,
   Configuration,
   Southbound
INSTANCE Naturals
INSTANCE FiniteSets
Instance Sequences
LOCAL INSTANCE TLC
vars \triangleq \langle transaction, proposal, configuration, mastership, target \rangle
Formal specification, constraints, and theorems.
Init \triangleq
    \land \ InitTransaction
    \land InitProposal
    \land InitConfiguration
    \land \ InitNorthbound
    \land \ InitSouthbound
Next \triangleq
    \vee \wedge NextTransaction
       \land UNCHANGED \langle configuration, target, mastership <math>\rangle
    \vee \wedge NextProposal
       \land UNCHANGED \langle transaction \rangle
    \vee \wedge NextConfiguration
       \land UNCHANGED \langle transaction, proposal \rangle
    \lor \land NextNorthbound
       ∧ UNCHANGED ⟨proposal, configuration, target, mastership⟩
    \vee \wedge NextSouthbound
       \land UNCHANGED \langle transaction, proposal, configuration \rangle
Spec \stackrel{\triangle}{=} Init \wedge \Box [Next]_{vars} \wedge WF_{vars}(Next)
Order \triangleq
   \forall t \in \text{DOMAIN } proposal :
     \forall i \in \text{DOMAIN } proposal[t]:
        \land \land proposal[t][i].phase = ProposalCommit
           \land proposal[t][i].state = ProposalInProgress
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\Rightarrow \neg \exists j \in DOMAIN \ proposal[t]:
                    \wedge j > i
                    \land proposal[t][j].phase = ProposalCommit
                    \land proposal[t][j].state = ProposalComplete
        \land \land proposal[t][i].phase = ProposalApply
           \land proposal[t][i].state = ProposalInProgress
            \Rightarrow \neg \exists j \in \text{DOMAIN } proposal[t]:
                    \wedge j > i
                    \land proposal[t][j].phase = ProposalApply
                    \land proposal[t][j].state = ProposalComplete
Consistency \triangleq
   \forall t \in \text{DOMAIN } target :
     LET
            Compute the transaction indexes that have been applied to the target
          targetIndexes \stackrel{\triangle}{=} \{i \in DOMAIN \ transaction : \}
                                     \land i \in \text{DOMAIN } proposal[t]
                                     \land proposal[t][i].phase = ProposalApply
                                     \land proposal[t][i].state = ProposalComplete
                                     \land t \in transaction[i].targets
                                     \land \neg \exists j \in \text{DOMAIN} \ transaction :
                                            \wedge j > i
                                            \land transaction[j].type = TransactionRollback
                                            \land transaction[j].rollback = i
                                            \land transaction[j].phase = TransactionApply
                                            \land transaction[j].state = TransactionComplete
            Compute the set of paths in the target that have been updated by transactions
                              \stackrel{\triangle}{=} UNION {DOMAIN proposal[t][i].change.values : i \in targetIndexes}
          appliedPaths
            Compute the highest index applied to the target for each path
                              \stackrel{\triangle}{=} [p \in appliedPaths \mapsto \text{CHOOSE } i \in targetIndexes :
          pathIndexes
                                          \forall j \in targetIndexes:
                                               \wedge i \geq j
                                               \land p \in \text{DOMAIN } proposal[t][i].change.values]
            Compute the expected target configuration based on the last indexes applied
            to the target for each path.
          expectedConfiq \triangleq [p \in DOMAIN \ pathIndexes \mapsto proposal[t][pathIndexes[p]].change.values[p]]
     IN
          target[t] = expectedConfig
Isolation \triangleq
   \forall i \in \text{DOMAIN} \ transaction:
      \land \land transaction[i].phase = TransactionCommit
         \land transaction[i].state = TransactionInProgress
         \land \ transaction[i].isolation = Serializable
         \Rightarrow \neg \exists j \in \text{DOMAIN} \ transaction:
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\wedge j > i
                  \land transaction[j].targets \cap transaction[i].targets \neq \{\}
                  \land transaction[j].phase = TransactionCommit
      \land \ \land \ transaction[i].phase = \mathit{TransactionApply}
         \land transaction[i].state = TransactionInProgress
         \land transaction[i].isolation = Serializable
          \Rightarrow \neg \exists j \in \text{DOMAIN} \ transaction:
                  \wedge j > i
                  \land \ transaction[j].targets \cap transaction[i].targets \neq \{\}
                  \land transaction[j].phase = TransactionApply
Safety \triangleq \Box(Order \land Consistency \land Isolation)
THEOREM Spec \Rightarrow Safety
Terminated(i) \triangleq
    \land i \in \text{DOMAIN} \ transaction
    \land transaction[i].phase \in \{TransactionApply, TransactionAbort\}
    \land transaction[i].state = TransactionComplete
Termination \triangleq
   \forall i \in 1 .. Len(transaction) : Terminated(i)
Liveness \triangleq \Diamond Termination
Theorem Spec \Rightarrow Liveness
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 $[\]backslash * \ {\bf Modification} \ {\bf History}$

^{*} Last modified Sun Feb 20 09:10:53 PST 2022 by jordanhalterman

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