```
GenerateTestCases \triangleq False
Nil \triangleq "<nil>"
Change \triangleq "Change"
Rollback \triangleq "Rollback"
Commit \triangleq "Commit"
Apply \triangleq "Apply"
Pending \triangleq "Pending"
InProgress \triangleq "InProgress"
Complete \triangleq "Complete"
Aborted \triangleq "Aborted"
Failed \triangleq "Failed"
Node \triangleq "node1"}
NumTransactions \triangleq 3
Path \triangleq {"path1"}
Value \triangleq "value1", "value2"}
```

A transaction log. Transactions may either request a set of changes to a set of targets or rollback a prior change. VARIABLE transaction

A record of per-target proposals VARIABLE proposal

A record of per-target configurations VARIABLE configuration

A record of target states VARIABLE target

A record of target masterships

```
VARIABLE mastership
vars \stackrel{\triangle}{=} \langle transaction, proposal, configuration, mastership, target \rangle
LOCAL Transaction \stackrel{\triangle}{=} INSTANCE Transaction
LOCAL Proposal \triangleq Instance Proposal
LOCAL Configuration \stackrel{\triangle}{=} INSTANCE Configuration
LOCAL Mastership \stackrel{\triangle}{=} INSTANCE Mastership
RequestChange(p, v) \triangleq
    \land Transaction!RequestChange(p, v)
RequestRollback(i) \stackrel{\triangle}{=}
    \land \ Transaction \, ! \, RequestRollback(i)
SetMaster(n) \triangleq
    \land Mastership! SetMaster(n)
    \land UNCHANGED \langle transaction, proposal, configuration, target <math>\rangle
UnsetMaster \triangleq
    \land Mastership! UnsetMaster
    \land UNCHANGED \langle transaction, proposal, configuration, target <math>\rangle
ReconcileTransaction(n, i) \stackrel{\Delta}{=}
    \land i \in \text{DOMAIN} \ transaction
    \land Transaction! Reconcile Transaction(n, i)
    \land GenerateTestCases \Rightarrow Transaction!Test!Log([node \mapsto n, index \mapsto i])
ReconcileProposal(n, i) \triangleq
    \land i \in \text{domain } proposal
    \land Proposal!ReconcileProposal(n, i)
    \land UNCHANGED \langle transaction \rangle
    \land GenerateTestCases \Rightarrow Proposal!Test!Log([node \mapsto n, index \mapsto i])
ReconcileConfiguration(n) \triangleq
    \land Configuration! Reconcile Configuration(n)
    \land UNCHANGED \langle transaction, proposal \rangle
    \land GenerateTestCases \Rightarrow Configuration!Test!Log([node \mapsto n])
```

Formal specification, constraints, and theorems.

```
Init \stackrel{\triangle}{=}
    \land \mathit{transaction} = [
            i \in \{\} \mapsto [
              type \mapsto Change,
              index \mapsto 0,
              values \mapsto [p \in \{\} \mapsto Nil],
              commit \mapsto Pending,
              apply \quad \mapsto Pending]]
    \land proposal = [
           i \in \{\} \mapsto [
              change \mapsto [
                  phase \ \mapsto Nil,
                   state \quad \mapsto Nil,
                   values \mapsto [
                       p \in \{\} \mapsto [
                          index \mapsto 0,
                          value \mapsto Nil]]],
              rollback \mapsto [
                   phase \mapsto Nil,
                   state \quad \mapsto Nil,
                   values \mapsto [
                      p \in \{\} \mapsto [
                            index \mapsto 0,
                            value \, \mapsto Nil]]]]]
    \land configuration = [
            state \mapsto InProgress,
            term \mapsto 0,
            committed \mapsto [
                index \mapsto 0,
                revision \ \mapsto 0,
                values \mapsto [
                    p \in \{\} \mapsto [
                       index \mapsto 0,
                       value \mapsto Nil]]],
            applied \mapsto [
                index \quad \mapsto 0,
                revision \mapsto 0,
                values \mapsto [
                    p \in \{\} \mapsto [
                       index \mapsto 0,
                       value \mapsto Nil]]]]
    \land target = [
           values \mapsto [
               p \in \{\} \mapsto [
                   index \mapsto 0,
```

```
value \mapsto Nil]]]
     \land \ mastership = \lceil
             master \mapsto Nil,
             term \mapsto 0
Next \triangleq
     \forall \exists p \in Path, v \in Value :
           RequestChange(p, v)
     \vee \exists i \in \text{DOMAIN} \ transaction :
           ReguestRollback(i)
     \vee \exists n \in Node:
           SetMaster(n)
       \vee \exists t \in \text{DOMAIN Target}:
           UnsetMaster(t)
     \vee \exists n \in Node:
          \exists i \in \text{DOMAIN} \ transaction:
             Reconcile Transaction(n, i)
     \vee \exists n \in Node:
           \exists i \in \text{DOMAIN } proposal :
             ReconcileProposal(n, i)
     \vee \exists n \in Node:
           Reconcile Configuration(n)
Spec \triangleq
     \wedge Init
     \wedge \Box [Next]_{vars}
     \land \forall p \in Path, v \in Value:
           \text{WF}_{\langle transaction, \, proposal, \, configuration, \, mastership, \, target \rangle}(\textit{Transaction} \, ! \, \textit{RequestChange}(p, \, v))
     \land \forall i \in 1 ... NumTransactions : i \in DOMAIN transaction \Rightarrow
           WF_{\langle transaction, proposal, configuration, mastership, target \rangle}(Transaction!RequestRollback(i))
     \land \, \forall \, n \in \mathit{Node} :
           WF_{\langle mastership \rangle}(Mastership!SetMaster(n))
       \land \exists t \in DOMAIN Target :
          WF\_\langle mastership \rangle (Mastership! UnsetMaster(t))
     \land \forall n \in Node, i \in 1 ... Num Transactions :
     \begin{aligned} & \text{WF}_{\langle transaction, \, proposal, \, configuration, \, mastership, \, target \rangle}(\textit{Transaction} \, ! \, \textit{ReconcileTransaction}(n, \, i)) \\ & \land \forall \, n \in \textit{Node}, \, i \in 1 \ldots \textit{NumTransactions} \, : \end{aligned}
           \text{WF}_{\langle proposal, \, configuration, \, mastership, \, target \rangle}(Proposal! \, Reconcile Proposal(n, \, i))
     \land \forall n \in Node:
           WF_{\langle configuration, \, mastership, \, target \rangle}(Configuration! Reconcile Configuration(n))
LimitTransactions \triangleq Len(transaction) < NumTransactions
```

```
TypeOK \triangleq
    \land \ \mathit{Transaction} \, ! \, \mathit{TypeOK}
    \land Proposal! TypeOK
    \land Configuration! TypeOK
    \land Mastership! TypeOK
Order \triangleq
   \forall i \in \text{DOMAIN } proposal :
      \land \land proposal[i].phase = Commit
         \land proposal[i].state = InProgress
         \Rightarrow \neg \exists j \in \text{DOMAIN } proposal :
                  \wedge j > i
                  \land proposal[j].phase = Commit
                  \land proposal[j].state = Complete
      \land \land proposal[i].phase = Apply
         \land proposal[i].state = InProgress
         \Rightarrow \neg \exists j \in \text{DOMAIN } proposal :
                  \wedge j > i
                  \land proposal[j].phase = Apply
                  \land proposal[j].state = Complete
Consistency \triangleq
   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
                                  \land proposal[i].phase = Apply
                                  \land proposal[i].state = Complete
                                  \land \neg \exists j \in DOMAIN \ transaction :
                                          \wedge j > i
                                          \land transaction[j].type = Rollback
                                          \land transaction[j].rollback = i
                                          \land transaction[j].phase = Apply
                                          \land transaction[j].state = Complete
        Compute the set of paths in the target that have been updated by transactions
       appliedPaths \stackrel{\triangle}{=} \text{UNION } \{ \text{DOMAIN } proposal[i].change.values : } i \in targetIndexes \}
        Compute the highest index applied to the target for each path
       pathIndexes \stackrel{\triangle}{=} [p \in appliedPaths \mapsto CHOOSE \ i \in targetIndexes :
                              \forall j \in targetIndexes:
                                 \land p \in DOMAIN \ proposal[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[pathIndexes[p]].change.values[p]]
   IN
```

```
target = expectedConfig
Safety \triangleq \Box(Order \land Consistency)
THEOREM \ Spec \Rightarrow Safety
Terminated(i) \triangleq \\ \land i \in \text{DOMAIN} \ transaction
\land \lor \land transaction[i].phase = Apply
\land transaction[i].state = Complete
\lor transaction[i].state = Failed
Termination \triangleq \\ \forall i \in 1 ... NumTransactions : \diamondsuit Terminated(i)
Liveness \triangleq Termination
THEOREM \ Spec \Rightarrow Liveness
```