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- MODULE ThreePhaseCommit -
 Based on the TLA+ video course + in-class notes for three phase commit
CONSTANT SERVERS
VARIABLES
    coordState,
    servState,
    servReady,
                          in eyes of coordinator
    servPrecommit, in eyes of coordinator
    msgs
Messages \triangleq [type: \{ \text{"ready"}, \text{"precommit"}, \text{"commit"} \}, server: SERVERS]
                 \cup [type : { "Ready", "Precommit", "Commit", "Abort" }]
TypeOK \triangleq
     \land servState \in [SERVERS \rightarrow \{ \text{"idle"}, \text{"ready"}, \text{"precommitted"}, \text{"committed"}, \text{"aborted"} \}]
     ∧ coordState ∈ { "init", "waitingR", "waitingP", "done" }
     \land \quad servReady \subseteq SERVERS
         msgs \subseteq Messages
Init \triangleq
     \land servState = [s \in SERVERS \mapsto "idle"]
     \land \ coordState = \text{``init''}
     \land servReady = \{\}
     \land servPrecommit = \{\}
     \land msgs = \{\}
 Define all of the actions that can be performed
 COORDINATOR ACTIONS
 Coordinator asks for ready responses
CoordReady \triangleq
     \land coordState = "init"
     \land coordState' = "waitingR"
     \land servReady = \{\}
     \land servPrecommit = \{\}
     \land msgs' = msgs \cup \{[type \mapsto "Ready"]\}
     \land UNCHANGED \langle servState, servReady, servPrecommit \rangle
 Coordinator receives ready message from server
CoordRecReady(s) \triangleq
     \land coordState = "waitingR"
     \land [\mathit{type} \mapsto \mathit{``ready''}, \mathit{server} \mapsto s] \in \mathit{msgs}
     \land servReady' = servReady \cup \{s\}
     \land UNCHANGED \langle coordState, servState, servPrecommit, msgs <math>\rangle
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Coordinator broadcasts precommit message
CoordPrecommit \triangleq
     \land \mathit{coordState} = "\mathsf{waitingR"}"
     \land coordState' = "waitingP"
     \land servReady = SERVERS
     \land servPrecommit = \{\}
     \land msgs' = msgs \cup \{[type \mapsto "Precommit"]\}
     ∧ UNCHANGED ⟨servState, servReady, servPrecommit⟩
 Coordinator receives precommit message from server
CoordRecPrecommit(s) \stackrel{\Delta}{=}
     \land coordState = "waitingP"
     \land [type \mapsto "precommit", server \mapsto s] \in msgs
    \land servPrecommit' = servPrecommit \cup \{s\}
     \land UNCHANGED \langle coordState, servState, servReady, msgs \rangle
 Coordinator broadcasts commit message
CoordCommit \triangleq
     \land coordState = "waitingP"
     \land coordState' = "done"
     \land servPrecommit = SERVERS
     \land \mathit{msgs'} = \mathit{msgs} \cup \{[\mathit{type} \mapsto \text{``Commit"}]\}
     \land UNCHANGED \langle servState, servReady, servPrecommit \rangle
 Coordinator broadcasts abort message
CoordAbort \stackrel{\triangle}{=}
     \land coordState \in \{ \text{"init"}, \text{"waitingR"}, \text{"waitingP"} \}
     \land coordState' = "done"
     \land msgs' = msgs \cup \{[type \mapsto \text{``Abort''}]\}
     \land UNCHANGED \langle servState, servReady, servPrecommit \rangle
 SERVER ACTIONS
 Server receives + sends ready message
ServReady(s) \triangleq
     \land \ servState[s] = \text{``idle''}
     \land servState' = [servState \ EXCEPT \ ![s] = "ready"]
     \land [type \mapsto "Ready"] \in msgs
     \land msgs' = msgs \cup \{[type \mapsto "ready", server \mapsto s]\}
     \land UNCHANGED \langle coordState, servReady, servPrecommit \rangle
 Server receives + sends precommit message
ServPrecommit(s) \triangleq
     \land servState[s] = "ready"
     \land \mathit{servState'} = [\mathit{servState} \ \mathtt{EXCEPT} \ ![s] = "\mathsf{precommitted"}]
     \land [type \mapsto "Precommit"] \in msgs
     \land msgs' = msgs \cup \{[type \mapsto "precommit", server \mapsto s]\}
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\land UNCHANGED \langle coordState, servReady, servPrecommit \rangle
 Maybe separate these two ^^
 Server receives commit message, commits
ServRecCommit(s) \triangleq
     \land servState[s] = "precommitted"
     \land [type \mapsto "Commit"] \in msgs
     \land servState' = [servState \ EXCEPT \ ![s] = "committed"]
     \land UNCHANGED \langle coordState, servReady, servPrecommit, msgs <math>\rangle
 Server receives abort message, aborts
ServRecAbort(s) \triangleq
     \land [type \mapsto \text{``Abort''}] \in msgs
     \land servState' = [servState \ EXCEPT \ ![s] = "aborted"]
     \land UNCHANGED \langle coordState, servReady, servPrecommit, msgs <math>\rangle
 MAKE SURE HANDLE CRASH AFTER PRECOMMITTED
 Test with and without this
 ServCrash(s) \stackrel{\Delta}{=}
    \land \mathit{servState}[s] \in \{ \mathit{``idle''}, \mathit{``ready''}, \mathit{``precommitted''}, \mathit{``committed''} \}
    \land servState' = [servState \ EXCEPT \ ![s] = "aborted"]
    \land UNCHANGED \langle coordState, servReady, servPrecommit, msgs <math>\rangle
Next \triangleq
     \lor CoordReady \lor CoordPrecommit \lor CoordCommit \lor CoordAbort
     \vee \exists s \in SERVERS :
          \lor CoordRecReady(s) \lor CoordRecPrecommit(s)
          \lor ServReady(s) \lor ServPrecommit(s) \lor ServRecCommit(s) \lor ServRecAbort(s) \lor ServCrash(s)
Consistent \triangleq
    \forall s1, s2 \in SERVERS : \neg \land servState[s1] = "committed"
                                     \land servState[s2] = "aborted"
Spec \triangleq Init \land
                     \square[Next]_{\langle coordState, servState, servReady, servPrecommit, msgs \rangle}
THEOREM Spec \Rightarrow \Box (TypeOK \land Consistent)
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