
MODULE *TESpec*

EXTENDS *Naturals*, *TLC*, *FiniteSets*, *Token*

CONSTANTS *EXCHANGE*, exchange contract name
INIT_XTZ initial (mu)xtz amount

VARIABLES *xtzMap*, XTZ amount state of contracts
orders orders state

some exchange helper operators

Users \triangleq
 $\{x \in \text{CONTRACTS} : x \neq \text{EXCHANGE}\}$

PickOrder(key) \triangleq
 LET *matches* $\triangleq \{x \in \text{orders} : x.\text{key} = \text{key}\}$
 IN IF *matches* = $\{\}$ THEN $[xtz \mapsto 0, \text{token} \mapsto 0]$
 ELSE CHOOSE *m* \in *matches* : TRUE

XTZTransfer(owner, receiver, amount) \triangleq
 IF *owner* = *receiver*
 THEN UNCHANGED *xtzMap*
 ELSE
xtzMap' = $[x \in \text{CONTRACTS} \mapsto$
 CASE *x* = *owner* \rightarrow *xtzMap*[*x*] - *amount*
 □ *x* = *receiver* \rightarrow *xtzMap*[*x*] + *amount*
 □ OTHER \rightarrow *xtzMap*[*x*]]

tez.exchange basic user operators

CreateBuyingOrder(token, buyer, price, xtz_amount) \triangleq
 LET *key* $\triangleq \langle \text{buyer}, \text{token}, \text{TRUE}, \text{price} \rangle$
 order $\triangleq \text{PickOrder}(\text{key})$
 prev_xtz_amount $\triangleq \text{order.xtz}$
 IN
 $\wedge \text{XTZTransfer}(\text{buyer}, \text{EXCHANGE}, \text{xtz_amount})$
 $\wedge \text{orders}' = \{x \in \text{orders} : x.\text{key} \neq \text{key}\} \cup$
 $\{[\text{key} \mapsto \text{key}, \text{xtz} \mapsto \text{xtz_amount} + \text{prev_xtz_amount}]\}$
 $\wedge \text{UNCHANGED } \langle \text{tokenMap} \rangle$

ExecuteBuyingOrder(order, executer, token_amount) \triangleq
 LET *token* $\triangleq \text{order.key}[2]$
 price $\triangleq \text{order.key}[4]$
 owner $\triangleq \text{order.key}[1]$

$$\begin{aligned}
& consumed_xtz \triangleq price * token_amount \\
& remain_xtz \triangleq order.xtz - consumed_xtz \\
& \text{IN} \\
& \wedge remain_xtz \geq 0 \\
& \wedge XTZTransfer(EXCHANGE, executer, consumed_xtz) \\
& \wedge TOKENTransfer(token, executer, owner, token_amount) \\
& \wedge orders' = \text{IF } remain_xtz = 0 \\
& \quad \text{THEN } \{x \in orders : x.key \neq order.key\} \\
& \quad \text{ELSE } \{x \in orders : x.key \neq order.key\} \cup \\
& \quad \quad \{[key \mapsto order.key, xtz \mapsto remain_xtz]\} \\
\\
& CreateSellingOrder(token, seller, price, token_amount) \triangleq \\
& \quad \text{LET } key \triangleq \langle seller, token, FALSE, price \rangle \\
& \quad \quad order \triangleq PickOrder(key) \\
& \quad \quad prev_token_amount \triangleq order.token \\
& \quad \text{IN} \\
& \quad \wedge TOKENTransfer(token, seller, EXCHANGE, token_amount) \\
& \quad \wedge orders' = \{x \in orders : x.key \neq key\} \cup \\
& \quad \quad \{[key \mapsto key, token \mapsto token_amount + prev_token_amount]\} \\
& \quad \wedge \text{UNCHANGED } \langle xtzMap \rangle \\
\\
& ExecuteSellingOrder(order, executer, xtz_amount) \triangleq \\
& \quad \text{LET } token \triangleq order.key[2] \\
& \quad \quad price \triangleq order.key[4] \\
& \quad \quad owner \triangleq order.key[1] \\
& \quad \text{IN} \\
& \quad \wedge price \neq 0 \\
& \quad \wedge \text{LET } consumed_token \triangleq xtz_amount \div price \\
& \quad \quad remain_token \triangleq order.token - consumed_token \\
& \quad \text{IN} \\
& \quad \wedge remain_token \geq 0 \\
& \quad \wedge XTZTransfer(executer, owner, xtz_amount) \\
& \quad \wedge TOKENTransfer(token, EXCHANGE, executer, consumed_token) \\
& \quad \wedge orders' = \text{IF } remain_token = 0 \\
& \quad \quad \text{THEN } \{x \in orders : x.key \neq order.key\} \\
& \quad \quad \text{ELSE } \{x \in orders : x.key \neq order.key\} \cup \\
& \quad \quad \quad \{[key \mapsto order.key, token \mapsto remain_token]\}
\end{aligned}$$

some invariants for checking

$$\begin{aligned}
& xtzMapChecker \triangleq \\
& \quad Sum(Range(xtzMap)) = (Cardinality(CONTRACTS) - 1) * INIT_XTZ
\end{aligned}$$

$$\begin{aligned}
tokenMapCheckerTE &\triangleq \\
&[t \in TOKENS \mapsto Sum(Range(tokenMap[t]))] = \\
&[t \in TOKENS \mapsto (Cardinality(CONTRACTS) - 1) * INIT_TOKEN] \\
ordersChecker &\triangleq \\
&\wedge xtzMap[EXCHANGE] = \\
&\quad Sum(\{\langle order.xtz, order.key \rangle : order \in \\
&\quad \{x \in orders : x.key[3] = TRUE\}\}) \\
&\wedge [t \in TOKENS \mapsto tokenMap[t][EXCHANGE]] = \\
&\quad [t \in TOKENS \mapsto \\
&\quad \quad Sum(\{\langle order.token, order.key \rangle : order \in \\
&\quad \quad \{x \in orders : x.key[3] = FALSE \wedge x.key[2] = t\}\})]
\end{aligned}$$

the init behavior

$$\begin{aligned}
TEInit &\triangleq \\
&\wedge xtzMap = [x \in CONTRACTS \mapsto \text{IF } x = EXCHANGE \\
&\quad \quad \quad \text{THEN } 0 \\
&\quad \quad \quad \text{ELSE } INIT_XTZ] \\
&\wedge tokenMap = [t \in TOKENS \mapsto \\
&\quad \quad [x \in CONTRACTS \mapsto \text{IF } x = EXCHANGE \\
&\quad \quad \quad \text{THEN } 0 \\
&\quad \quad \quad \text{ELSE } INIT_TOKEN]] \\
&\wedge orders = \{\} \\
&\wedge pick = [\\
&\quad token \mapsto RandomElement(TOKENS), \\
&\quad user \mapsto RandomElement(Users), \\
&\quad price \mapsto RandomElement(0 \dots (INIT_XTZ \div INIT_TOKEN)) \\
&\quad]
\end{aligned}$$

the next behavior

this behavior will pick random token and *executer* to test possible operations

$$\begin{aligned}
TENext &\triangleq \\
&\wedge pick' = [\\
&\quad token \mapsto RandomElement(TOKENS), \\
&\quad user \mapsto RandomElement(Users), \\
&\quad price \mapsto RandomElement(0 \dots (INIT_XTZ \div INIT_TOKEN)) \\
&\quad] \\
&\wedge \vee \wedge xtzMap[pick.user] > 0 \\
&\quad \wedge \vee CreateBuyingOrder(pick.token, \\
&\quad \quad \quad pick.user,
\end{aligned}$$

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    pick.price,
    RandomElement(0 .. xtzMap[pick.user])
  )
  ∨ LET matches ≜ {x ∈ orders : x.key[3] = FALSE}
    IN  ∧ matches ≠ {}
        ∧ ExecuteSellingOrder(RandomElement(matches),
                               pick.user,
                               RandomElement(0 .. xtzMap[pick.user])
        )

  ∨ ∧ tokenMap[pick.token][pick.user] > 0
    ∧ ∨ CreateSellingOrder(pick.token,
                           pick.user,
                           pick.price,
                           RandomElement(0 .. tokenMap[pick.token][pick.user])
    )
  ∨ LET matches ≜ {x ∈ orders : x.key[3] = TRUE}
    IN  ∧ matches ≠ {}
        ∧ ExecuteBuyingOrder(RandomElement(matches),
                              pick.user,
                              RandomElement(0 .. tokenMap[pick.token][pick.user])
        )

  ∨ UNCHANGED ⟨xtzMap, tokenMap, orders⟩

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