

The Paxos Algorithm

Leslie Lamport
Microsoft Research

The Paxos Algorithm

or

How to Win a Turing Award

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The Paxos Algorithm

or

How to Win a Turing Award

and

Why You Should Know Even if You're not Going to Win One

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When I visit universities, young researchers ask me:

What's the next big problem?

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What's the next big problem?

What should I work on?

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What's the next big problem?

What should I work on?

My answer:

If I knew, I'd be working on it.

What they really want to ask:

How can I win a Turing award?

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How can I win a Turing award?

My answer:

Don't worry about the "big problem".

What they really want to ask:

How can I win a Turing award?

My answer:

Don't worry about the "big problem".

Learn how to think properly.

What they really want to ask:

How can I win a Turing award?

My answer:

Don't worry about the "big problem".

Learn how to think properly.

I learned to think properly by learning math.

Mathematics

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By the end of your first year at university you learned almost all the math I've ever found useful.

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This lecture is a lesson in how to do that.

The heart of mathematics is abstraction

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This might not lead to an important problem

The heart of mathematics is abstraction — ignoring uninteresting details and finding what's important.

This might not lead to an important problem, but it will keep you from wasting time on non-problems.

A Formal Language for Writing Math

A Formal Language for Writing Math

You studied math in school without one.

A Formal Language for Writing Math

You studied math in school without one.
Why use one now?

A Formal Language for Writing Math

You studied math in school without one.
Why use one now?

Because you can't use math outside a math class
if only a math teacher can check your math.

A Formal Language for Writing Math

You studied math in school without one.
Why use one now?

Because you can't use math outside a math class
if only a math teacher can check your math.

You need to write math in a formal language
so tools can check it.

The formal language I'll use is called TLA⁺.

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(Don't worry why.)

The formal language I'll use is called TLA⁺.

It's mostly a precise way to write the math you already know.

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It introduces two concepts you haven't seen before.

The formal language I'll use is called TLA⁺.

It's mostly a precise way to write the math you already know.

It introduces two concepts you haven't seen before.

But they're so simple you probably won't notice
that they're new.

CONSENSUS

The Problem Solved by Paxos

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Multiple clients can send requests to a system.

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Multiple clients can send requests to a system.

The system must choose in what order to handle them.

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Multiple clients can send requests to a system.

The system must choose in what order to handle them.

The system is implemented by multiple computers.

They must choose a single ordering even if some computers fail.

Paxos solves this problem by running multiple solutions to the following problem.

The Consensus Problem

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Multiple clients can each send a request to a system.

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Multiple clients can each send a request to a system.

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The system is implemented by multiple computers.

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Paxos is efficient because it simultaneously executes the first part of all the consensus solutions.

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But we're interested in why Paxos is correct, not why it's efficient.

Paxos is efficient because it simultaneously executes the first part of all the consensus solutions.

But we're interested in why Paxos is correct, not why it's efficient.

So we abstract away such implementation details.

The Consensus Problem

Multiple clients can each send a request to a system.

The system must choose which one to handle next.

The system is implemented by multiple computers.

They must choose a single request even if some computers fail.

A More Abstract Consensus Problem

Multiple clients can each send a request to a system.

The system must choose which one to handle next.

The system is implemented by multiple computers.

They must choose a single request even if some computers fail.

A More Abstract Consensus Problem

Forget about clients.

The system must choose which one to handle next.

The system is implemented by multiple computers.

They must choose a single request even if some computers fail.

A More Abstract Consensus Problem

The system must choose which one to handle next.

The system is implemented by multiple computers.

They must choose a single request even if some computers fail.

The computers may choose any request in the set *Value*.

A More Abstract Consensus Problem

The system must choose which one to handle next.

The system is implemented by multiple computers.

They must choose a single **request** even if some computers fail.

The computers may choose any **request** in the set *Value*.

A More Abstract Consensus Problem

The system must choose which one to handle next.

The system is implemented by multiple computers.

They must choose a single **value** even if some computers fail.

The computers may choose any **value** in the set *Value*.

The Mathematical Model

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An execution of the system is represented by a behavior.

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A state is an assignment of values to variables.

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The system is described by a formula about behaviors that's true on behaviors that represent possible system executions.

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The Mathematical Model

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The Mathematical Model

An execution of the system is represented by a behavior.

A behavior is a sequence of states.

A state is an assignment of values to variables.

The system is described by a formula about behaviors that's true on behaviors that represent possible system executions.

I like this model because it's simple, and it resembles the way physics describes systems.

And years of experience has told me that it works well.

Writing Formulas that Describe Behaviors

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I'll write them in a real language with a grammar and formal semantics.

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Because otherwise computer people won't believe I'm doing something relevant to real systems.

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I'll write them in a real language with a grammar and formal semantics.

Because otherwise computer people won't believe I'm doing something relevant to real systems.

Perhaps with good reason.

MODULE *Consensus*

The specification appears in a module.

This is the pretty-printed version.
The actual spec is in ASCII.

```
MODULE Consensus  
EXTENDS Naturals, FiniteSets
```

Imports definitions from other modules.

MODULE *Consensus*
EXTENDS Naturals, *FiniteSets*

Contains definitions of $+$, $*$, etc.

MODULE *Consensus*
EXTENDS *Naturals*, FiniteSets

Contains definitions of a couple of operators
for finite sets.

MODULE *Consensus*

EXTENDS *Naturals*, *FiniteSets*

CONSTANT *Value*

MODULE *Consensus*

EXTENDS *Naturals*, *FiniteSets*

CONSTANT *Value*

Declares a “variable” that remains constant throughout a behavior.

MODULE *Consensus*

EXTENDS *Naturals*, *FiniteSets*

CONSTANT *Value*

VARIABLE *chosen*

Declares a variable whose value can differ
in different states of a behavior.

MODULE *Consensus*

EXTENDS *Naturals*, *FiniteSets*

CONSTANT *Value*

VARIABLE *chosen*

There are lots of ways to model choosing a value.

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EXTENDS *Naturals*, *FiniteSets*

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I decided to let *chosen* be the set of values that have been chosen.

MODULE *Consensus*

EXTENDS *Naturals*, *FiniteSets*

CONSTANT *Value*

VARIABLE *chosen*

There are lots of ways to model choosing a value.

I decided to let *chosen* be the set of values that have been chosen.

The spec should say that (in a correct behavior) at most one value is chosen.

$$\begin{aligned} \textit{TypeOK} \triangleq & \wedge \textit{chosen} \subseteq \textit{Value} \\ & \wedge \textit{IsFiniteSet}(\textit{chosen}) \end{aligned}$$

$$\boxed{TypeOK} \triangleq \wedge chosen \subseteq Value \\ \wedge IsFiniteSet(chosen)$$

Defines *TypeOK*

$$TypeOK \triangleq \boxed{\begin{array}{l} \wedge chosen \subseteq Value \\ \wedge IsFiniteSet(chosen) \end{array}}$$

Defines *TypeOK* to equal this.

$$TypeOK \triangleq \boxed{\begin{array}{l} \wedge chosen \subseteq Value \\ \wedge IsFiniteSet(chosen) \end{array}}$$

This is usually written

$$TypeOK \triangleq \boxed{\begin{array}{l} chosen \subseteq Value \\ \wedge IsFiniteSet(chosen) \end{array}}$$

This is usually written like this.

$$TypeOK \triangleq \boxed{\wedge} \begin{array}{l} chosen \subseteq Value \\ \wedge IsFiniteSet(chosen) \end{array}$$

It's a useful notation for writing large formulas.

$$\textit{TypeOK} \triangleq \wedge \boxed{\textit{chosen} \subseteq \textit{Value}} \\ \wedge \textit{IsFiniteSet}(\textit{chosen})$$

Asserts that *chosen* is a set of values.

$$\begin{aligned} \textit{TypeOK} \triangleq & \ \wedge \textit{chosen} \subseteq \textit{Value} \\ & \wedge \boxed{\textit{IsFiniteSet}(\textit{chosen})} \end{aligned}$$

Asserts that it's a finite set.

$$\begin{aligned} TypeOK \triangleq & \wedge chosen \subseteq Value \\ & \wedge \boxed{IsFiniteSet(chosen)} \end{aligned}$$

Asserts that it's a finite set.

(There's no reason *Value* can't be infinite.)

$$\begin{aligned} \textit{TypeOK} \triangleq & \ \wedge \textit{chosen} \subseteq \textit{Value} \\ & \wedge \textit{IsFiniteSet}(\textit{chosen}) \end{aligned}$$

Most mathematicians don't talk about types.

$$\begin{aligned} \textit{TypeOK} \triangleq & \quad \wedge \textit{chosen} \subseteq \textit{Value} \\ & \wedge \textit{IsFiniteSet}(\textit{chosen}) \end{aligned}$$

Most mathematicians don't talk about types.

In math, having a type just means belonging to some set.

$$\begin{aligned} TypeOK \triangleq & \quad \wedge chosen \subseteq Value \\ & \quad \wedge IsFiniteSet(chosen) \end{aligned}$$

Most mathematicians don't talk about types.

In math, having a type just means belonging to some set.

TypeOK asserts that *chosen* is an element of the set of all finite subsets of *Value* .

$$\begin{aligned} TypeOK \triangleq & \quad \wedge chosen \subseteq Value \\ & \quad \wedge IsFiniteSet(chosen) \end{aligned}$$

TypeOK should be an invariant of the spec,

$$\begin{aligned} TypeOK \triangleq & \quad \wedge chosen \subseteq Value \\ & \quad \wedge IsFiniteSet(chosen) \end{aligned}$$

TypeOK should be an invariant of the spec,
meaning its true in every state of every behavior
satisfying the spec.

$$\begin{aligned} TypeOK \triangleq & \quad \wedge chosen \subseteq Value \\ & \quad \wedge IsFiniteSet(chosen) \end{aligned}$$

TypeOK should be an invariant of the spec,
meaning its true in every state of every behavior
satisfying the spec.

Defining a type invariant helps the reader
understand the spec.

Writing Comments

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People need prose explanations of them.

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I'm telling you the explanations.

The written versions of the specs have lots of comments.

The Spec Formula

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Remember that I'm going to represent the system by a mathematical formula.

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The word *spec* is used to mean both that formula and the entire module containing the formula.

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Remember that I'm going to represent the system by a mathematical formula.

The word *spec* is used to mean both that formula and the entire module containing the formula.

For now, *spec* will mean the formula.

The spec must describe a set of behaviors

The spec must describe a set of behaviors, where a behavior is a sequence of states.

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It does this with two formulas:

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The Initial Formula

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It does this with two formulas:

The Initial Formula

It describes all possible first states of a behavior.

The spec must describe a set of behaviors, where a behavior is a sequence of states.

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It describes all possible first states of a behavior.

The Next-State Formula

The spec must describe a set of behaviors, where a behavior is a sequence of states.

It does this with two formulas:

The Initial Formula

It describes all possible first states of a behavior.

The Next-State Formula

For any state in a behavior, it describes all possible next states in the behavior.

The Initial Formula

The Initial Formula

$$Init \triangleq$$

We can call the formula anything,
but *Init* is the conventional name.

The Initial Formula

$$Init \triangleq chosen = \{\}$$

The Initial Formula

$$Init \triangleq \boxed{chosen = \{\}}$$

Asserts that the value of *chosen* in the state is the empty set.

The Initial Formula

$$Init \triangleq \boxed{chosen = \{\}}$$

Asserts that the value of *chosen* in the state is the empty set.

In the first state of the behavior, no value is chosen.

The Next-State Formula

The Next-State Formula

$$Next \triangleq$$

It's conventional to call it *Next* .

The Next-State Formula

$$Next \triangleq \boxed{\wedge} \begin{array}{l} chosen = \{\} \\ \exists v \in Value : chosen' = \{v\} \end{array}$$

It equals the conjunction of two formulas.

The Next-State Formula

$$Next \triangleq \wedge \boxed{chosen = \{\}} \\ \wedge \exists v \in Value : chosen' = \{v\}$$

Asserts that in a state with *chosen* equal to the empty set

The Next-State Formula

$$Next \triangleq \wedge chosen = \{\} \\ \wedge \boxed{\exists v \in Value : chosen' = \{v\}}$$

Asserts that in a state with *chosen* equal to the empty set, there exists a value *v* in the set *Value* such that

The Next-State Formula

$$\begin{aligned} Next \triangleq & \quad \wedge chosen = \{\} \\ & \quad \wedge \exists v \in Value : \boxed{chosen}' = \{v\} \end{aligned}$$

Asserts that in a state with *chosen* equal to the empty set, there exists a value *v* in the set *Value* such that the value of *chosen*

The Next-State Formula

$$\begin{aligned} Next \triangleq & \quad \wedge chosen = \{\} \\ & \quad \wedge \exists v \in Value : chosen^{\boxed{v}} = \{v\} \end{aligned}$$

Asserts that in a state with *chosen* equal to the empty set, there exists a value *v* in the set *Value* such that the value of *chosen* in the next state

The Next-State Formula

$$\begin{aligned} Next \triangleq & \quad \wedge chosen = \{\} \\ & \quad \wedge \exists v \in Value : chosen' = \{v\} \end{aligned}$$

Asserts that in a state with *chosen* equal to the empty set, there exists a value *v* in the set *Value* such that the value of *chosen* in the next state

' (prime) means *in the next state*.

The Next-State Formula

$$\begin{aligned} Next \triangleq & \quad \wedge chosen = \{\} \\ & \quad \wedge \exists v \in Value : chosen' = \{v\} \end{aligned}$$

Asserts that in a state with *chosen* equal to the empty set, there exists a value *v* in the set *Value* such that the value of *chosen* in the next state equals the set containing the single element *v* .

The Next-State Formula

$$\begin{aligned} Next \triangleq & \quad \wedge chosen = \{\} \\ & \quad \wedge \exists v \in Value : chosen' = \{v\} \end{aligned}$$

Asserts that in a state with *chosen* equal to the empty set, there exists a value *v* in the set *Value* such that the value of *chosen* in the next state equals the set containing the single element *v* .

The Next-State Formula

$$\begin{aligned} Next \triangleq & \quad \wedge chosen = \{\} \\ & \quad \wedge \exists v \in Value : chosen' = \{v\} \end{aligned}$$

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Formula *Next* expresses a condition on a pair of states:

The Next-State Formula

$$\begin{aligned} Next \triangleq & \quad \wedge chosen = \{\} \\ & \quad \wedge \exists v \in Value : chosen' = \{v\} \end{aligned}$$

Formula *Next* expresses a condition on a pair of states:

- A 1st state described by the unprimed variables.

The Next-State Formula

$$\begin{aligned} Next \triangleq & \quad \wedge chosen = \{\} \\ & \quad \wedge \exists v \in Value : chosen' = \{v\} \end{aligned}$$

Formula *Next* expresses a condition on a pair of states:

- A 1st state described by the unprimed variables.
- A 2nd state described by the primed variables.

The Next-State Formula

$$\begin{aligned} Next \triangleq & \quad \wedge chosen = \{\} \\ & \quad \wedge \exists v \in Value : chosen' = \{v\} \end{aligned}$$

Formula *Next* expresses a condition on a pair of states:

- A 1st state described by the unprimed variables.
- A 2nd state described by the primed variables.

Think of the pair as describing a **step** in which the system goes from the 1st state to the 2nd state.

The Next-State Formula

$$\begin{aligned} Next \triangleq & \quad \wedge chosen = \{\} \\ & \quad \wedge \exists v \in Value : chosen' = \{v\} \end{aligned}$$

Formula *Next* expresses a condition on a pair of states:

- A ~~1st~~ state described by the unprimed variables.
- A ~~2nd~~ state described by the primed variables.

The Next-State Formula

$$\begin{aligned} Next \triangleq & \quad \wedge chosen = \{\} \\ & \quad \wedge \exists v \in Value : chosen' = \{v\} \end{aligned}$$

Formula *Next* expresses a condition on a pair of states:

- A **current** state described by the unprimed variables.
- A **next** state described by the primed variables.

The Next-State Formula

$$\begin{aligned} Next \triangleq & \quad \wedge chosen = \{\} \\ & \quad \wedge \exists v \in Value : chosen' = \{v\} \end{aligned}$$

The Next-State Formula

$$\begin{aligned} Next \triangleq & \wedge \boxed{chosen = \{\}} \\ & \wedge \exists v \in Value : chosen' = \{v\} \end{aligned}$$

This formula has no primes, so it's a condition on the current state.

The Next-State Formula

$$Next \triangleq \wedge \boxed{chosen = \{\}} \\ \wedge \exists v \in Value : chosen' = \{v\}$$

This formula has no primes, so it's a condition on the current state.

If it equals FALSE, then there is no next state for which *Next* equals TRUE.

The Next-State Formula

$$Next \triangleq \wedge \boxed{chosen = \{\}} \\ \wedge \exists v \in Value : chosen' = \{v\}$$

This formula has no primes, so it's a condition on the current state.

If it equals FALSE, then there is no next state for which *Next* equals TRUE.

It's an **enabling condition** for the step.

I've described the possible behaviors with two formulas:

$$Init \triangleq chosen = \{\}$$

$$Next \triangleq \begin{array}{l} \wedge chosen = \{\} \\ \wedge \exists v \in Value : chosen' = \{v\} \end{array}$$

I've described the possible behaviors with two formulas:

$$Init \triangleq \boxed{chosen = \{\}}$$

$$Next \triangleq \begin{array}{l} \wedge chosen = \{\} \\ \wedge \exists v \in Value : chosen' = \{v\} \end{array}$$

A condition on the initial state of a behavior.

I've described the possible behaviors with two formulas:

$$Init \triangleq chosen = \{\}$$

$$Next \triangleq \begin{array}{l} \wedge chosen = \{\} \\ \wedge \exists v \in Value : chosen' = \{v\} \end{array}$$

A condition on the initial state of a behavior.

A condition on all the steps of the behavior.

I've described the possible behaviors with two formulas:

$$Init \triangleq chosen = \{\}$$

$$Next \triangleq \begin{aligned} &\wedge chosen = \{\} \\ &\wedge \exists v \in Value : chosen' = \{v\} \end{aligned}$$

Let's construct a behavior satisfying these conditions.

I've described the possible behaviors with two formulas:

$$Init \triangleq \boxed{chosen = \{\}}$$

$$Next \triangleq \begin{aligned} &\wedge chosen = \{\} \\ &\wedge \exists v \in Value : chosen' = \{v\} \end{aligned}$$

Let's construct a behavior satisfying these conditions.

$$\boxed{chosen = \{\}}$$

The is only one possible initial state.

I've described the possible behaviors with two formulas:

$$Init \triangleq chosen = \{\}$$

$$Next \triangleq \begin{aligned} &\wedge chosen = \{\} \\ &\wedge \exists v \in Value : chosen' = \{v\} \end{aligned}$$

Let's construct a behavior satisfying these conditions.

$$\left[chosen = \{\} \right]$$

There is only one possible initial state.

Remember that a state is an assignment of a value to the one variable *chosen*.

I've described the possible behaviors with two formulas:

$$Init \triangleq chosen = \{\}$$

$$Next \triangleq \begin{aligned} &\wedge chosen = \{\} \\ &\wedge \exists v \in Value : chosen' = \{v\} \end{aligned}$$

Let's construct a behavior satisfying these conditions.

$$\left[chosen = \{\} \right] \quad \left[chosen = \{42\} \right]$$

A possible next state, if $42 \in Value$.

I've described the possible behaviors with two formulas:

$$Init \triangleq chosen = \{\}$$

$$Next \triangleq \wedge \boxed{chosen = \{\}} \\ \wedge \exists v \in Value : chosen' = \{v\}$$

Let's construct a behavior satisfying these conditions.

$$\left[chosen = \{\} \right] \quad \left[chosen = \{42\} \right]$$

A possible next state, if $42 \in Value$.

The first condition is satisfied

I've described the possible behaviors with two formulas:

$$Init \triangleq chosen = \{\}$$

$$Next \triangleq \wedge \boxed{chosen = \{\}} \\ \wedge \exists v \in Value : chosen' = \{v\}$$

Let's construct a behavior satisfying these conditions.

$$\left[chosen = \{\} \right] \quad \left[chosen = \{42\} \right]$$

A possible next state, if $42 \in Value$.

The first condition is satisfied **because** *chosen* equals $\{\}$ in the current state of the step.

I've described the possible behaviors with two formulas:

$$Init \triangleq chosen = \{\}$$

$$Next \triangleq \wedge chosen = \{\} \\ \wedge \boxed{\exists v \in Value : chosen' = \{v\}}$$

Let's construct a behavior satisfying these conditions.

$$\left[chosen = \{\} \right] \quad \left[chosen = \{42\} \right]$$

A possible next state, if $42 \in Value$.

The second condition is satisfied

I've described the possible behaviors with two formulas:

$$Init \triangleq chosen = \{\}$$

$$Next \triangleq \wedge chosen = \{\} \\ \wedge \boxed{\exists v \in Value : chosen' = \{v\}}$$

Let's construct a behavior satisfying these conditions.

$$\left[chosen = \{\} \right] \quad \left[chosen = \{42\} \right]$$

A possible next state, if $42 \in Value$.

The second condition is satisfied **because** $chosen$ equals $\{42\}$ in the next state of the step.

I've described the possible behaviors with two formulas:

$$Init \triangleq chosen = \{\}$$

$$Next \triangleq \wedge chosen = \{\} \\ \wedge \boxed{\exists v \in Value : chosen' = \{v\}}$$

Let's construct a behavior satisfying these conditions.

$$\left[chosen = \{\} \right] \quad \left[chosen = \{42\} \right]$$

A possible next state, if $42 \in Value$.

The second condition is satisfied **because** $chosen$ equals $\{42\}$ in the next state of the step.

I've described the possible behaviors with two formulas:

$$Init \triangleq chosen = \{\}$$

$$Next \triangleq \begin{aligned} &\wedge chosen = \{\} \\ &\wedge \exists v \in Value : chosen' = \{v\} \end{aligned}$$

Let's construct a behavior satisfying these conditions.

$$\left[chosen = \{\} \right] \quad \left[chosen = \{42\} \right]$$

There is no possible next state after this one

I've described the possible behaviors with two formulas:

$$Init \triangleq chosen = \{\}$$

$$Next \triangleq \wedge \boxed{chosen = \{\}} \\ \wedge \exists v \in Value : chosen' = \{v\}$$

Let's construct a behavior satisfying these conditions.

$$\left[chosen = \{\} \right] \quad \left[chosen = \{42\} \right]$$

There is no possible next state after this one because the enabling condition equals FALSE ,

I've described the possible behaviors with two formulas:

$$Init \triangleq chosen = \{\}$$

$$Next \triangleq \begin{array}{l} \wedge chosen = \{\} \\ \wedge \exists v \in Value : chosen' = \{v\} \end{array}$$

Let's construct a behavior satisfying these conditions.

$$\left[chosen = \{\} \right] \quad \left[chosen = \{42\} \right]$$

There is no possible next state after this one because the enabling condition equals **FALSE**, **so** no next state can satisfy formula *Next*.

I've described the possible behaviors with two formulas:

$$Init \triangleq chosen = \{\}$$

$$Next \triangleq \begin{aligned} &\wedge chosen = \{\} \\ &\wedge \exists v \in Value : chosen' = \{v\} \end{aligned}$$

Let's construct a behavior satisfying these conditions.

$$\left[chosen = \{\} \right] \quad \left[chosen = \{42\} \right]$$

A behavior of the *Consensus* system can have only two states.

I've described the possible behaviors with two formulas:

$$Init \triangleq chosen = \{\}$$

$$Next \triangleq \wedge chosen = \{\} \\ \wedge \exists v \in Value : chosen' = \{v\}$$

Let's construct a behavior satisfying these conditions.

$$[chosen = \{\}] \longrightarrow [chosen = \{42\}]$$

I like to write behaviors like this.

I've described the possible behaviors with two formulas:

$$Init \triangleq chosen = \{\}$$

$$Next \triangleq \begin{array}{l} \wedge chosen = \{\} \\ \wedge \exists v \in Value : chosen' = \{v\} \end{array}$$

I've described the possible behaviors with two formulas:

$Init \triangleq$ a condition on states

$Next \triangleq \wedge chosen = \{\}$
 $\wedge \exists v \in Value : chosen' = \{v\}$

I've described the possible behaviors with two formulas:

$Init \triangleq$ a condition on states

$Next \triangleq$ a condition on steps

I've described the possible behaviors with two formulas:

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I'll now combine them into a single formula that's
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$Spec \triangleq$

It's a convention to call the formula $Spec$.

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I'll now combine them into a single formula that's a condition on behaviors.

$Spec \triangleq$

A condition on states is interpreted as a condition on the initial state of a behavior.

I've described the possible behaviors with two formulas:

$Init \triangleq$ a condition on states

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$Spec \triangleq Init$

A condition on states is interpreted as a condition on the initial state of a behavior.

So $Spec$ asserts that the initial state of the behavior satisfies $Init$.

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$Spec \triangleq Init \wedge$

and

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$Spec \triangleq Init \wedge \Box$

\Box means “at all points in the behavior”

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$Spec \triangleq Init \wedge \Box$

\Box means “at all points in the behavior”

For example, $\Box TypeOK$ asserts that all states of the behavior satisfy $TypeOK$.

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$Init \triangleq$ a condition on states

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$Spec \triangleq Init \wedge \Box Next$

\Box means “at all points in the behavior”

And $\Box Next$ asserts that all steps of the behavior satisfy $Next$.

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I'll now combine them into a single formula that's a condition on behaviors.

$Spec \triangleq Init \wedge \Box Next$

So $Spec$ is true of a behavior if and only if

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$Next \triangleq$ a condition on steps

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$Spec \triangleq Init \wedge \Box Next$

So $Spec$ is true of a behavior if and only if the behavior's first state satisfies $Init$

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$Init \triangleq$ a condition on states

$Next \triangleq$ a condition on steps

I'll now combine them into a single formula that's a condition on behaviors.

$Spec \triangleq Init \wedge \Box Next$

So $Spec$ is true of a behavior if and only if the behavior's first state satisfies $Init$ and every step in the behavior satisfies $Next$.

I've described the possible behaviors with two formulas:

$Init \triangleq$ a condition on states

$Next \triangleq$ a condition on steps

I'll now combine them into a single formula that's a condition on behaviors.

$Spec \triangleq Init \wedge \Box Next$

$Spec$ is our specification of the *Consensus* system

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$Spec \triangleq Init \wedge \Box[Next]_{chosen}$

$Spec$ is our specification of the *Consensus* system except this is its actual definition.

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Don't worry about this stuff; I'll explain it later.

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For now

I've described the possible behaviors with two formulas:

$Init \triangleq$ a condition on states

$Next \triangleq$ a condition on steps

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$Spec \triangleq Init \wedge \Box Next$

Don't worry about this stuff; I'll explain it later.

For now pretend it's not there.

Checking the Spec

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Our specification is a formula that is true for some behaviors and false for others.

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So, how do we check that our spec is correct?

We check our spec by checking that it satisfies properties that it should satisfy.

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A formula about behaviors that's satisfied by all behaviors
is a theorem, so

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In other words:

Every behavior satisfies $Spec \Rightarrow \Box TypeOK$.

We write this:

THEOREM $Spec \Rightarrow \Box TypeOK$

For any formula F that expresses a condition on states, if $Spec \Rightarrow \Box F$ is a theorem, then we say that F is an **invariant** of $Spec$.

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$$Inv \triangleq \begin{aligned} &\wedge TypeOK \\ &\wedge Cardinality(chosen) \leq 1 \end{aligned}$$

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Defined in the *FiniteSets* module to be the number of elements in a finite set.

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The invariance of Inv should be obvious.

The invariance of *Inv* should be obvious.

Consensus should be obviously correct because we'll use it to define what correctness of the *Paxos* spec means.

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- To learn how, because we'll need to check that our *Paxos* spec correctly describes the Paxos algorithm.

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- To learn how, because we'll need to check that our *Paxos* spec correctly describes the Paxos algorithm.
- When you start writing specs, you can make mistakes even in one as simple as *Consensus*.

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The easy way to check a spec: use the TLC model checker.

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The easy way to check a spec: use the TLC model checker.

Just tell TLC what set to use for *Value*.

The invariance of *Inv* should be obvious.

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- When you start writing specs, you can make mistakes even in one as simple as *Consensus*.

The easy way to check a spec: use the TLC model checker.

Just tell TLC what set to use for *Value*.

TLC computes all possible executions and reports an error if one doesn't satisfy $\Box \textit{Inv}$.

Proving Invariance

Proving Invariance

I'm not going to prove anything, but let's see how it's done.

Proving Invariance

$$\text{THEOREM } \textit{Invariance} \triangleq \boxed{\textit{Spec} \Rightarrow \Box \textit{Inv}}$$

The theorem asserting that *Inv* is an invariant of *Spec*.

Proving Invariance

THEOREM $\boxed{\textit{Invariance} \triangleq} \textit{Spec} \Rightarrow \Box \textit{Inv}$

The theorem asserting that \textit{Inv} is an invariant of \textit{Spec} .

This gives the theorem the name $\textit{Invariance}$.

Proving Invariance

THEOREM *Invariance* $\triangleq Spec \Rightarrow \Box Inv$

The theorem asserting that *Inv* is an invariant of *Spec*.

This gives the theorem the name *Invariance*.

Let's look at the proof.

Proving Invariance

THEOREM *Invariance* \triangleq $Spec \Rightarrow \Box Inv$
 $\langle 1 \rangle 1. Init \Rightarrow Inv$

The first step is a condition on states.

Proving Invariance

THEOREM *Invariance* \triangleq $Spec \Rightarrow \Box Inv$
 $\langle 1 \rangle 1. Init \Rightarrow Inv$

The first step is a condition on states.

It says that every state satisfying *Init* satisfies *Inv* .

Proving Invariance

THEOREM *Invariance* \triangleq $Spec \Rightarrow \Box Inv$
 $\langle 1 \rangle 1. Init \Rightarrow Inv$

The first step is a condition on states.

It says that every state satisfying *Init* satisfies *Inv* .

It implies *Inv* is satisfied by the initial state of any behavior satisfying *Spec* .

Proving Invariance

THEOREM *Invariance* $\triangleq \text{Spec} \Rightarrow \Box \text{Inv}$
 $\langle 1 \rangle 1. \text{Init} \Rightarrow \text{Inv}$

$\langle 1 \rangle 2. \text{Inv} \wedge [\text{Next}]_{\text{chosen}} \Rightarrow \text{Inv}'$

Here's the next step,

Proving Invariance

THEOREM *Invariance* $\triangleq Spec \Rightarrow \Box Inv$
 $\langle 1 \rangle 1. Init \Rightarrow Inv$

$\langle 1 \rangle 2. Inv \wedge \boxed{[Next]_{chosen}} \Rightarrow Inv'$

Here's the next step, with this mysterious stuff.

Proving Invariance

THEOREM *Invariance* \triangleq $Spec \Rightarrow \Box Inv$
 $\langle 1 \rangle 1. Init \Rightarrow Inv$

$\langle 1 \rangle 2. Inv \wedge Next \Rightarrow Inv'$

Here's the next step, with this mysterious stuff.

Which we ignore.

Proving Invariance

THEOREM *Invariance* \triangleq $Spec \Rightarrow \Box Inv$
 $\langle 1 \rangle 1. Init \Rightarrow Inv$

$\langle 1 \rangle 2. Inv \wedge Next \Rightarrow Inv'$

The second proof step is a condition on steps.

Proving Invariance

THEOREM *Invariance* \triangleq $Spec \Rightarrow \Box Inv$
 $\langle 1 \rangle 1. Init \Rightarrow Inv$

$\langle 1 \rangle 2. \boxed{Inv} \wedge Next \Rightarrow Inv'$

The second proof step is a condition on steps.

It asserts that if the current state satisfies Inv

Proving Invariance

THEOREM *Invariance* \triangleq $Spec \Rightarrow \Box Inv$
 $\langle 1 \rangle 1. Init \Rightarrow Inv$

$\langle 1 \rangle 2. Inv \wedge \boxed{Next} \Rightarrow Inv'$

The second proof step is a condition on steps.

It asserts that if the current state satisfies *Inv*
and the step satisfies formula *Next*

Proving Invariance

THEOREM *Invariance* $\triangleq Spec \Rightarrow \Box Inv$
 $\langle 1 \rangle 1. Init \Rightarrow Inv$

$\langle 1 \rangle 2. Inv \wedge Next \Rightarrow Inv$ I

The second proof step is a condition on steps.

It asserts that if the current state satisfies *Inv*
and the step satisfies formula *Next*
then the next state

Proving Invariance

THEOREM *Invariance* \triangleq $Spec \Rightarrow \Box Inv$
 $\langle 1 \rangle 1. Init \Rightarrow Inv$

$\langle 1 \rangle 2. Inv \wedge Next \Rightarrow \boxed{Inv'}$

The second proof step is a condition on steps.

It asserts that if the current state satisfies *Inv*
and the step satisfies formula *Next*
then the next state satisfies *Inv* .

Proving Invariance

THEOREM *Invariance* \triangleq $Spec \Rightarrow \Box Inv$
 $\langle 1 \rangle 1. Init \Rightarrow Inv$

$\langle 1 \rangle 2. Inv \wedge Next \Rightarrow Inv'$

The second proof step is a condition on steps.

It asserts that if the current state satisfies *Inv*
and the step satisfies formula *Next*
then the next state satisfies *Inv* .

This condition is satisfied by every step of every behavior

Proving Invariance

THEOREM *Invariance* \triangleq $Spec \Rightarrow \Box Inv$
 $\langle 1 \rangle 1. Init \Rightarrow Inv$

$\langle 1 \rangle 2. Inv \wedge Next \Rightarrow Inv'$

The second proof step is a condition on steps.

It asserts that if the current state satisfies *Inv*
and the step satisfies formula *Next*
then the next state satisfies *Inv* .

This condition is satisfied by every step of every behavior (sequence of states).

Proving Invariance

THEOREM *Invariance* \triangleq $Spec \Rightarrow \Box Inv$
 $\langle 1 \rangle 1. Init \Rightarrow Inv$

$\langle 1 \rangle 2. Inv \wedge Next \Rightarrow Inv'$

$\langle 1 \rangle 3. QED$

The last step of a proof is a QED step

Proving Invariance

THEOREM *Invariance* \triangleq $Spec \Rightarrow \Box Inv$
 $\langle 1 \rangle 1. Init \Rightarrow Inv$

$\langle 1 \rangle 2. Inv \wedge Next \Rightarrow Inv'$

$\langle 1 \rangle 3. QED$

The last step of a proof is a QED step

It asserts that the preceding steps prove the theorem.

Proving Invariance

THEOREM *Invariance* $\triangleq Spec \Rightarrow \Box Inv$
 $\langle 1 \rangle 1. Init \Rightarrow Inv$

$\langle 1 \rangle 2. Inv \wedge Next \Rightarrow Inv'$

$\langle 1 \rangle 3. QED$

BY $\langle 1 \rangle 1, \langle 1 \rangle 2$ DEF *Spec*

Here's its proof

Proving Invariance

THEOREM *Invariance* $\triangleq Spec \Rightarrow \Box Inv$
 $\langle 1 \rangle 1. Init \Rightarrow Inv$

$\langle 1 \rangle 2. Inv \wedge Next \Rightarrow Inv'$

$\langle 1 \rangle 3. QED$

BY $\langle 1 \rangle 1, \langle 1 \rangle 2$ DEF *Spec*

Here's its proof which says that the theorem follows from steps $\langle 1 \rangle 1$ and $\langle 1 \rangle 2$ and the definition of *Spec*.

Proving Invariance

THEOREM *Invariance* $\triangleq Spec \Rightarrow \Box Inv$

$\langle 1 \rangle 1. Init \Rightarrow Inv$

$\langle 1 \rangle 2. Inv \wedge Next \Rightarrow Inv'$

$\langle 1 \rangle 3. QED$

BY $\langle 1 \rangle 1, \langle 1 \rangle 2$ DEF *Spec*

The proof is correct because if a behavior satisfies *Spec* then

Proving Invariance

THEOREM *Invariance* $\triangleq Spec \Rightarrow \Box Inv$
 $\langle 1 \rangle 1. Init \Rightarrow Inv$

$\langle 1 \rangle 2. Inv \wedge Next \Rightarrow Inv'$

$\langle 1 \rangle 3. QED$

BY $\langle 1 \rangle 1, \langle 1 \rangle 2$ DEF *Spec*

The proof is correct because if a behavior satisfies *Spec* then

1. Its initial state satisfies *Inv* .

Proving Invariance

THEOREM *Invariance* $\triangleq Spec \Rightarrow \Box Inv$
 $\langle 1 \rangle 1. Init \Rightarrow Inv$

$\langle 1 \rangle 2. Inv \wedge Next \Rightarrow Inv'$

$\langle 1 \rangle 3. QED$

BY $\langle 1 \rangle 1, \langle 1 \rangle 2$ DEF *Spec*

The proof is correct because if a behavior satisfies *Spec* then

1. Its initial state satisfies *Inv* .

Because it satisfies *Init*

Proving Invariance

THEOREM *Invariance* $\triangleq Spec \Rightarrow \Box Inv$
 $\langle 1 \rangle 1. Init \Rightarrow Inv$

$\langle 1 \rangle 2. Inv \wedge Next \Rightarrow Inv'$

$\langle 1 \rangle 3. QED$

BY $\langle 1 \rangle 1, \langle 1 \rangle 2$ DEF *Spec*

The proof is correct because if a behavior satisfies *Spec* then

1. Its initial state satisfies *Inv* .

Because it satisfies *Init* (by definition of *Spec*)

Proving Invariance

THEOREM *Invariance* $\triangleq Spec \Rightarrow \Box Inv$
 $\langle 1 \rangle 1. Init \Rightarrow Inv$

$\langle 1 \rangle 2. Inv \wedge Next \Rightarrow Inv'$

$\langle 1 \rangle 3. QED$

BY $\langle 1 \rangle 1, \langle 1 \rangle 2$ DEF *Spec*

The proof is correct because if a behavior satisfies *Spec* then

1. Its initial state satisfies *Inv* .

Because it satisfies *Init* so by $\langle 1 \rangle 1$ it satisfies *Inv* .

Proving Invariance

THEOREM *Invariance* $\triangleq Spec \Rightarrow \Box Inv$
 $\langle 1 \rangle 1. Init \Rightarrow Inv$

$\langle 1 \rangle 2. Inv \wedge Next \Rightarrow Inv'$

$\langle 1 \rangle 3. QED$

BY $\langle 1 \rangle 1, \langle 1 \rangle 2$ DEF *Spec*

The proof is correct because if a behavior satisfies *Spec* then

1. Its initial state satisfies *Inv* .
2. If any of its states satisfies *Inv* then so does its next state.

Proving Invariance

THEOREM *Invariance* $\triangleq Spec \Rightarrow \Box Inv$
 $\langle 1 \rangle 1. Init \Rightarrow Inv$

$\langle 1 \rangle 2. Inv \wedge Next \Rightarrow Inv'$

$\langle 1 \rangle 3. QED$

BY $\langle 1 \rangle 1, \langle 1 \rangle 2$ DEF *Spec*

The proof is correct because if a behavior satisfies *Spec* then

1. Its initial state satisfies *Inv* .

2. If any of its states satisfies *Inv* then so does its next state.

Because the step to the next state satisfies *Next*

Proving Invariance

THEOREM *Invariance* $\triangleq Spec \Rightarrow \Box Inv$
 $\langle 1 \rangle 1. Init \Rightarrow Inv$

$\langle 1 \rangle 2. Inv \wedge Next \Rightarrow Inv'$

$\langle 1 \rangle 3. QED$

BY $\langle 1 \rangle 1, \langle 1 \rangle 2$ DEF *Spec*

The proof is correct because if a behavior satisfies *Spec* then

1. Its initial state satisfies *Inv* .

2. If any of its states satisfies *Inv* then so does its next state.

Because the step to the next state satisfies *Next* (by definition of *Spec*)

Proving Invariance

THEOREM *Invariance* $\triangleq Spec \Rightarrow \Box Inv$
 $\langle 1 \rangle 1. Init \Rightarrow Inv$

$\langle 1 \rangle 2. Inv \wedge Next \Rightarrow Inv'$

$\langle 1 \rangle 3. QED$

BY $\langle 1 \rangle 1, \langle 1 \rangle 2$ DEF *Spec*

The proof is correct because if a behavior satisfies *Spec* then

1. Its initial state satisfies *Inv* .

2. If any of its states satisfies *Inv* then so does its next state.

Because the step to the next state satisfies *Next* so by $\langle 1 \rangle 2$ its next state satisfies *Inv* .

Proving Invariance

THEOREM *Invariance* $\triangleq Spec \Rightarrow \Box Inv$
 $\langle 1 \rangle 1. Init \Rightarrow Inv$

$\langle 1 \rangle 2. Inv \wedge Next \Rightarrow Inv'$

$\langle 1 \rangle 3. QED$

BY $\langle 1 \rangle 1, \langle 1 \rangle 2$ DEF *Spec*

The proof is correct because if a behavior satisfies *Spec* then

1. Its initial state satisfies *Inv* .
2. If any of its states satisfies *Inv* then so does its next state.
3. All of its states satisfy *Inv* .

Proving Invariance

THEOREM *Invariance* $\triangleq Spec \Rightarrow \Box Inv$
 $\langle 1 \rangle 1. Init \Rightarrow Inv$

$\langle 1 \rangle 2. Inv \wedge Next \Rightarrow Inv'$

$\langle 1 \rangle 3. QED$

BY $\langle 1 \rangle 1, \langle 1 \rangle 2$ DEF *Spec*

The proof is correct because if a behavior satisfies *Spec* then

1. Its initial state satisfies *Inv* .
2. If any of its states satisfies *Inv* then so does its next state.
3. **All of its states satisfy *Inv* .**

By 1 , 2 , and mathematical induction.

Proving Invariance

THEOREM *Invariance* $\triangleq Spec \Rightarrow \Box Inv$
 $\langle 1 \rangle 1. Init \Rightarrow Inv$

$\langle 1 \rangle 2. Inv \wedge Next \Rightarrow Inv'$

$\langle 1 \rangle 3. QED$

BY $\langle 1 \rangle 1, \langle 1 \rangle 2$ DEF *Spec*

The proof is correct because if a behavior satisfies *Spec* then

1. Its initial state satisfies *Inv* .
2. If any of its states satisfies *Inv* then so does its next state.
3. All of its states satisfy *Inv* .
4. The behavior satisfies $\Box Inv$.

Proving Invariance

THEOREM *Invariance* $\triangleq Spec \Rightarrow \Box Inv$
 $\langle 1 \rangle 1. Init \Rightarrow Inv$

$\langle 1 \rangle 2. Inv \wedge Next \Rightarrow Inv'$

$\langle 1 \rangle 3. QED$

BY $\langle 1 \rangle 1, \langle 1 \rangle 2$ DEF *Spec*

The proof is correct because if a behavior satisfies *Spec* then

1. Its initial state satisfies *Inv* .
2. If any of its states satisfies *Inv* then so does its next state.
3. All of its states satisfy *Inv* .
4. The behavior satisfies $\Box Inv$.
By 3 , and the meaning of \Box .

Proving Invariance

THEOREM *Invariance* $\triangleq Spec \Rightarrow \Box Inv$
 $\langle 1 \rangle 1. Init \Rightarrow Inv$

$\langle 1 \rangle 2. Inv \wedge Next \Rightarrow Inv'$

$\langle 1 \rangle 3. QED$

BY $\langle 1 \rangle 1, \langle 1 \rangle 2$ DEF *Spec*

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2. If any of its states satisfies *Inv* then so does its next state.
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Proving Invariance

THEOREM *Invariance* $\triangleq Spec \Rightarrow \Box Inv$
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BY $\langle 1 \rangle 1, \langle 1 \rangle 2$ DEF *Spec*

The proof is correct because if a behavior satisfies *Spec* then

1. Its initial state satisfies *Inv* .
2. If any of its states satisfies *Inv* then so does its next state.
3. All of its states satisfy *Inv* .
4. The behavior satisfies $\Box Inv$.

This proves the theorem.

THEOREM *Invariance* $\triangleq Spec \Rightarrow \Box Inv$

$\langle 1 \rangle 1. Init \Rightarrow Inv$

$\langle 1 \rangle 2. Inv \wedge [Next]_{chosen} \Rightarrow Inv'$

$\langle 1 \rangle 3. QED$

BY $\langle 1 \rangle 1, \langle 1 \rangle 2$ DEF *Spec*

Here's the proof.

THEOREM *Invariance* $\triangleq Spec \Rightarrow \Box Inv$

$\langle 1 \rangle 1. Init \Rightarrow Inv$

$\langle 1 \rangle 2. Inv \wedge \boxed{Next}_{chosen} \Rightarrow Inv'$

$\langle 1 \rangle 3. QED$

BY $\langle 1 \rangle 1, \langle 1 \rangle 2$ DEF *Spec*

Here's the proof (with the mysterious stuff added back).

THEOREM *Invariance* $\triangleq Spec \Rightarrow \Box Inv$

$\langle 1 \rangle 1. Init \Rightarrow Inv$

$\langle 1 \rangle 2. Inv \wedge [Next]_{chosen} \Rightarrow Inv'$

$\langle 1 \rangle 3. QED$

BY $\langle 1 \rangle 1, \langle 1 \rangle 2$ DEF *Spec*

The TLA^+ proof system can check this proof.

THEOREM *Invariance* $\triangleq Spec \Rightarrow \Box Inv$

$\langle 1 \rangle 1. Init \Rightarrow Inv$

$\langle 1 \rangle 2. Inv \wedge [Next]_{chosen} \Rightarrow Inv'$

$\langle 1 \rangle 3. QED$

BY $\langle 1 \rangle 1, \langle 1 \rangle 2$ DEF *Spec*

A complete proof would have proofs of the other two steps

THEOREM *Invariance* $\triangleq Spec \Rightarrow \Box Inv$

$\langle 1 \rangle 1. Init \Rightarrow Inv$

$\langle 1 \rangle 2. Inv \wedge [Next]_{chosen} \Rightarrow Inv'$

$\langle 1 \rangle 3. QED$

BY $\langle 1 \rangle 1, \langle 1 \rangle 2$ DEF *Spec*

A complete proof would have proofs of the other two steps, each proof being either

THEOREM *Invariance* $\triangleq Spec \Rightarrow \Box Inv$

$\langle 1 \rangle 1. Init \Rightarrow Inv$

$\langle 1 \rangle 2. Inv \wedge [Next]_{chosen} \Rightarrow Inv'$

$\langle 1 \rangle 3. QED$

BY $\langle 1 \rangle 1, \langle 1 \rangle 2$ DEF *Spec*

A complete proof would have proofs of the other two steps, each proof being either

- A BY statement, or
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To prove a non-inductive invariant, you must find an inductive invariant that implies it.

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To understand why the system works right, you need to find that inductive invariant.

THE VOTING ALGORITHM

How I Discovered Paxos

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I tried to prove it was impossible; instead I discovered the Paxos algorithm.

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See *How to Write a 21st Century Proof*.

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There'll be multiple leaders, with a single leader for each ballot.

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Don't worry about it now.

Allow an acceptor to vote for value v in ballot b only if
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Define v **safe at** b to mean this.

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Case $b_1 = b_2$: Condition 1 implies $v_1 = v_2$.

Case $b_1 \neq b_2$: Condition 2 for b the larger of b_1 and b_2 implies no acceptor could have voted in that ballot unless $v_1 = v_2$.

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EXTENDS *Integers*

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CONSTANT *Value*, *Acceptor*
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EXTENDS *Integers*

CONSTANT *Value, Acceptor, Quorum*

a set of quorums

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What's a quorum?

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ASSUME $\wedge \forall Q \in \textit{Quorum} : Q \subseteq \textit{Acceptor}$

Every element of *Quorum* is a subset of *Acceptor*.

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EXTENDS *Integers*CONSTANT *Value, Acceptor, Quorum*ASSUME $\wedge \forall Q \in \textit{Quorum} : Q \subseteq \textit{Acceptor}$ $\wedge \forall Q1, Q2 \in \textit{Quorum} : Q1 \cap Q2 \neq \{\}$ **Any two quorums have at least one common element.**

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Example: *Acceptor* = {*a1, a2, a3, a4*}

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The set of all ballot numbers.

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“Ballot” is easier to say than “natural number”.

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votes[*a*] is the set of votes cast by acceptor *a* .

VARIABLES *votes*

Describes what votes have been cast.

The value of *votes* is an array indexed by acceptors.

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$\langle b, v \rangle \in votes[a]$ means *a* voted for value *v* in ballot *b* .

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The value of *votes* is ~~an array indexed by acceptors.~~ *a function with domain *Acceptor**

votes[*a*] is the set of votes cast by acceptor *a* .

$\langle b, v \rangle \in votes[a]$ means *a* voted for value *v* in ballot *b* .

VARIABLES *votes*

$$TypeOK \triangleq \bigwedge votes \in [Acceptor \rightarrow S]$$

$[Acceptor \rightarrow S]$ is the set of all functions with domain *Acceptor* and values in *S*.

VARIABLES *votes*

$$TypeOK \triangleq$$
$$\wedge votes \in [Acceptor \rightarrow \text{SUBSET } T]$$

SUBSET T is the set of all subsets of T .

VARIABLES *votes*

TypeOK \triangleq

$\wedge votes \in [Acceptor \rightarrow \text{SUBSET } (Ballot \times Value)]$

Ballot \times *Value* is the set of
all $\langle \text{ballot}, \text{value} \rangle$ pairs.

VARIABLES $votes, maxBal$

$TypeOK \triangleq$

$\wedge votes \in [Acceptor \rightarrow \text{SUBSET } (Ballot \times Value)]$

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$TypeOK \triangleq$

$\wedge votes \in [Acceptor \rightarrow \text{SUBSET } (Ballot \times Value)]$

$\wedge maxBal \in [Acceptor \rightarrow Ballot \cup \{-1\}]$

Acceptor a will never vote in any ballot $< maxBal[a]$.

Some more definitions.

$$VotedFor(a, b, v) \triangleq \langle b, v \rangle \in votes[a]$$

$$VotedFor(a, b, v) \triangleq \langle b, v \rangle \in votes[a]$$

asserts that accepter a voted
for value v in ballot b .

$$VotedFor(a, b, v) \triangleq \langle b, v \rangle \in votes[a]$$

$$ChosenAt(b, v) \triangleq \\ \exists Q \in Quorum : \forall a \in Q : VotedFor(a, b, v)$$

$VotedFor(a, b, v) \triangleq \langle b, v \rangle \in votes[a]$

$ChosenAt(b, v) \triangleq$

$\exists Q \in Quorum : \forall a \in Q : VotedFor(a, b, v)$

asserts that every acceptor in some quorum
voted for value v in ballot b .

$$VotedFor(a, b, v) \triangleq \langle b, v \rangle \in votes[a]$$

$$ChosenAt(b, v) \triangleq \\ \exists Q \in Quorum : \forall a \in Q : VotedFor(a, b, v)$$

$$chosen \triangleq \{v \in Value : \exists b \in Ballot : ChosenAt(b, v)\}$$

$$VotedFor(a, b, v) \triangleq \langle b, v \rangle \in votes[a]$$

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$$chosen \triangleq \{v \in Value : \exists b \in Ballot : ChosenAt(b, v)\}$$

defines the set of all chosen values

$$VotedFor(a, b, v) \triangleq \langle b, v \rangle \in votes[a]$$

$$ChosenAt(b, v) \triangleq \\ \exists Q \in Quorum : \forall a \in Q : VotedFor(a, b, v)$$

$$chosen \triangleq \{v \in Value : \exists b \in Ballot : ChosenAt(b, v)\}$$

$$DidNotVoteAt(a, b) \triangleq \forall v \in Value : \neg VotedFor(a, b, v)$$

$$VotedFor(a, b, v) \triangleq \langle b, v \rangle \in votes[a]$$

$$ChosenAt(b, v) \triangleq \\ \exists Q \in Quorum : \forall a \in Q : VotedFor(a, b, v)$$

$$chosen \triangleq \{v \in Value : \exists b \in Ballot : ChosenAt(b, v)\}$$

$$DidNotVoteAt(a, b) \triangleq \forall v \in Value : \neg VotedFor(a, b, v)$$

asserts that *a* did not vote in ballot *b*

The crucial definition.

$$\mathit{ShowsSafeAt}(Q, b, v) \triangleq$$

$ShowsSafeAt(Q, b, v) \triangleq$

An acceptor will vote for value v in ballot b only if this formula is true for some quorum Q .

$$\begin{aligned} ShowsSafeAt(Q, b, v) &\triangleq \\ &\wedge \forall a \in Q : maxBal[a] \geq b \end{aligned}$$

$$\text{ShowsSafeAt}(Q, b, v) \triangleq \\ \wedge \forall a \in Q : \boxed{\text{maxBal}[a]} \geq b$$

from now on, a can never vote
in any ballot $c < \text{maxBal}[a]$

$$\begin{aligned} \text{ShowsSafeAt}(Q, b, v) &\triangleq \\ &\wedge \forall a \in Q : \text{maxBal}[a] \geq b \end{aligned}$$

From now on, no acceptor in Q can ever vote in any ballot $< b$.

$$\begin{aligned}
ShowsSafeAt(Q, b, v) &\triangleq \\
&\wedge \forall a \in Q : maxBal[a] \geq b \\
&\wedge \exists c \in -1 \dots (b-1) :
\end{aligned}$$

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For some c with either $c = -1$ or c is a ballot number $< b$:

$$\begin{aligned}
ShowsSafeAt(Q, b, v) &\triangleq \\
&\wedge \forall a \in Q : maxBal[a] \geq b \\
&\wedge \exists c \in -1 \dots (b-1) : \\
&\quad \wedge (c \neq -1) \Rightarrow \exists a \in Q : VotedFor(a, c, v)
\end{aligned}$$

From now on, no acceptor in Q can ever vote in any ballot $< b$.

For some c with either $c = -1$ or c is a ballot number $< b$:

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Either $c = -1$ or some acceptor in Q voted for v in ballot c .

$$\begin{aligned}
ShowsSafeAt(Q, b, v) &\triangleq \\
&\wedge \forall a \in Q : maxBal[a] \geq b \\
&\wedge \exists c \in -1 \dots (b-1) : \\
&\quad \wedge (c \neq -1) \Rightarrow \exists a \in Q : VotedFor(a, c, v) \\
&\quad \wedge \forall d \in (c+1) \dots (b-1), a \in Q : DidNotVoteAt(a, d)
\end{aligned}$$

From now on, no acceptor in Q can ever vote in any ballot $< b$.

For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

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For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

No acceptor in Q voted in any ballot d with $c < d < b$.

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For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

No acceptor in Q voted in any ballot d with $c < d < b$.

**Claim: If this is true for some quorum Q ,
then v is safe at b .**

From now on, no acceptor in Q can ever vote in any ballot $< b$.

For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

No acceptor in Q voted in any ballot d with $c < d < b$.

From now on, no acceptor in Q can ever vote in any ballot $< b$.

For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

No acceptor in Q voted in any ballot d with $c < d < b$.

1. Don't allow different acceptors to vote for different values in the same ballot.
2. Allow an acceptor to vote for value v in ballot b only if v is safe at b .

From now on, no acceptor in Q can ever vote in any ballot $< b$.

For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

No acceptor in Q voted in any ballot d with $c < d < b$.

1. Don't allow different acceptors to vote for different values in the same ballot.
2. Allow an acceptor to vote for value v in ballot b only if v is safe at b .

Where v safe at b means:

No value other than v has been or ever will be chosen in any ballot numbered less than b .

From now on, no acceptor in Q can ever vote in any ballot $< b$.

For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

No acceptor in Q voted in any ballot d with $c < d < b$.

1. Don't allow different acceptors to vote for different values in the same ballot.
2. Allow an acceptor to vote for value v in **any** ballot d only if v is safe at d .

From now on, no acceptor in Q can ever vote in any ballot $< b$.

For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

No acceptor in Q voted in any ballot d with $c < d < b$.

1. Don't allow different acceptors to vote for different values in the same ballot.
2. Allow an acceptor to vote for value v in any ballot d only if v is safe at d .

Any two quorums have at least one common element.

From now on, no acceptor in Q can ever vote in any ballot $< b$.

For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

No acceptor in Q voted in any ballot d with $c < d < b$.

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For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

No acceptor in Q voted in any ballot d with $c < d < b$.

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2. Allow an acceptor to vote for value v in any ballot d only if v is safe at d .

Any two quorums have at least one common element.

We now assume Q is a quorum and prove v is safe at b .

From now on, no acceptor in Q can ever vote in any ballot $< b$.

For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

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From now on, no acceptor in Q can ever vote in any ballot $< b$.

For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

No acceptor in Q voted in any ballot d with $c < d < b$.

1. Don't allow different acceptors to vote for different values in the same ballot.
2. Allow an acceptor to vote for value v in any ballot d only if v is safe at d .

Any two quorums have at least one common element.

The Proof

From now on, no acceptor in Q can ever vote in any ballot $< b$.

For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

No acceptor in Q voted in any ballot d with $c < d < b$.

1. Don't allow different acceptors to vote for different values in the same ballot.
2. Allow an acceptor to vote for value v in any ballot d only if v is safe at d .

Any two quorums have at least one common element.

$\langle 1 \rangle$ 1. No value has been or ever will be chosen at d if $c < d < b$.

From now on, no acceptor in Q can ever vote in any ballot $< b$.

For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

No acceptor in Q voted in any ballot d with $c < d < b$.

1. Don't allow different acceptors to vote for different values in the same ballot.
2. Allow an acceptor to vote for value v in any ballot d only if v is safe at d .

Any two quorums have at least one common element.

$\langle 1 \rangle$ 1. No value has been or ever will be chosen at d if $c < d < b$.

$\langle 1 \rangle$ 2. If $c \neq -1$ then no value other than v has been or will be chosen at d for $d < c$.

From now on, no acceptor in Q can ever vote in any ballot $< b$.

For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

No acceptor in Q voted in any ballot d with $c < d < b$.

1. Don't allow different acceptors to vote for different values in the same ballot.
2. Allow an acceptor to vote for value v in any ballot d only if v is safe at d .

Any two quorums have at least one common element.

$\langle 1 \rangle$ 1. No value has been or ever will be chosen at d if $c < d < b$.

$\langle 1 \rangle$ 2. If $c \neq -1$ then no value other than v has been or will be chosen at d for $d < c$.

$\langle 1 \rangle$ 3. If $c \neq -1$ then no value other than v has been or will be chosen at c .

From now on, no acceptor in Q can ever vote in any ballot $< b$.

For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

No acceptor in Q voted in any ballot d with $c < d < b$.

1. Don't allow different acceptors to vote for different values in the same ballot.
2. Allow an acceptor to vote for value v in any ballot d only if v is safe at d .

Any two quorums have at least one common element.

$\langle 1 \rangle$ 1. No value has been or ever will be chosen at d if $c < d < b$.

$\langle 1 \rangle$ 2. If $c \neq -1$ then no value other than v has been or will be chosen at d for $d < c$.

$\langle 1 \rangle$ 3. If $c \neq -1$ then no value other than v has been or will be chosen at c .

$\langle 1 \rangle$ 4. QED

From now on, no acceptor in Q can ever vote in any ballot $< b$.

For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

No acceptor in Q voted in any ballot d with $c < d < b$.

1. Don't allow different acceptors to vote for different values in the same ballot.
2. Allow an acceptor to vote for value v in any ballot d only if v is safe at d .

Any two quorums have at least one common element.

$\langle 1 \rangle$ 1. No value has been or ever will be chosen at d if $c < d < b$.

$\langle 1 \rangle$ 2. If $c \neq -1$ then no value other than v has been or will be chosen at d for $d < c$.

$\langle 1 \rangle$ 3. If $c \neq -1$ then no value other than v has been or will be chosen at c .

$\langle 1 \rangle$ 4. QED

Proof: No value other than v has been or can be chosen for any $d < b$

From now on, no acceptor in Q can ever vote in any ballot $< b$.

For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

No acceptor in Q voted in any ballot d with $c < d < b$.

1. Don't allow different acceptors to vote for different values in the same ballot.
2. Allow an acceptor to vote for value v in any ballot d only if v is safe at d .

Any two quorums have at least one common element.

<1>1. No value has been or ever will be chosen at d if $c < d < b$.

<1>2. If $c \neq -1$ then no value other than v has been or will be chosen at d for $d < c$.

<1>3. If $c \neq -1$ then no value other than v has been or will be chosen at c .

<1>4. QED

Proof: No value other than v has been or can be chosen for any $d < b$ by <1>1 if $c < d < b$,

From now on, no acceptor in Q can ever vote in any ballot $< b$.

For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

No acceptor in Q voted in any ballot d with $c < d < b$.

1. Don't allow different acceptors to vote for different values in the same ballot.
2. Allow an acceptor to vote for value v in any ballot d only if v is safe at d .

Any two quorums have at least one common element.

$\langle 1 \rangle$ 1. No value has been or ever will be chosen at d if $c < d < b$.

$\langle 1 \rangle$ 2. If $c \neq -1$ then no value other than v has been or will be chosen at d for $d < c$.

$\langle 1 \rangle$ 3. If $c \neq -1$ then no value other than v has been or will be chosen at c .

$\langle 1 \rangle$ 4. QED

Proof: No value other than v has been or can be chosen for any $d < b$
by $\langle 1 \rangle$ 1 if $c < d < b$, by $\langle 1 \rangle$ 3 if $d = c$,

From now on, no acceptor in Q can ever vote in any ballot $< b$.

For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

No acceptor in Q voted in any ballot d with $c < d < b$.

1. Don't allow different acceptors to vote for different values in the same ballot.
2. Allow an acceptor to vote for value v in any ballot d only if v is safe at d .

Any two quorums have at least one common element.

$\langle 1 \rangle$ 1. No value has been or ever will be chosen at d if $c < d < b$.

$\langle 1 \rangle$ 2. If $c \neq -1$ then no value other than v has been or will be chosen at d for $d < c$.

$\langle 1 \rangle$ 3. If $c \neq -1$ then no value other than v has been or will be chosen at c .

$\langle 1 \rangle$ 4. QED

Proof: No value other than v has been or can be chosen for any $d < b$ by $\langle 1 \rangle$ 1 if $c < d < b$, by $\langle 1 \rangle$ 3 if $d = c$, and by $\langle 1 \rangle$ 2 if $d < c$.

From now on, no acceptor in Q can ever vote in any ballot $< b$.

For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

No acceptor in Q voted in any ballot d with $c < d < b$.

1. Don't allow different acceptors to vote for different values in the same ballot.
2. Allow an acceptor to vote for value v in any ballot d only if v is safe at d .

Any two quorums have at least one common element.

$\langle 1 \rangle 1$. No value has been or ever will be chosen at d if $c < d < b$.

$\langle 1 \rangle 2$. If $c \neq -1$ then no value other than v has been or will be chosen at d for $d < c$.

$\langle 1 \rangle 3$. If $c \neq -1$ then no value other than v has been or will be chosen at c .

$\langle 1 \rangle 4$. QED

Proof: No value other than v has been or can be chosen for any $d < b$ by $\langle 1 \rangle 1$ if $c < d < b$, by $\langle 1 \rangle 3$ if $d = c$, and by $\langle 1 \rangle 2$ if $d < c$.
By definition, this proves v is safe at b .

From now on, no acceptor in Q can ever vote in any ballot $< b$.

For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

No acceptor in Q voted in any ballot d with $c < d < b$.

1. Don't allow different acceptors to vote for different values in the same ballot.
2. Allow an acceptor to vote for value v in any ballot d only if v is safe at d .

Where v safe at b means:

No value other than v has been or ever will be chosen in any ballot numbered less than b .

$\langle 1 \rangle 2$. If $c \neq -1$ then no value other than v has been or will be chosen at d for $d < c$.

$\langle 1 \rangle 3$. If $c \neq -1$ then no value other than v has been or will be chosen at c .

$\langle 1 \rangle 4$. QED

Proof: No value other than v has been or can be chosen for any $d < b$ by $\langle 1 \rangle 1$ if $c < d < b$, by $\langle 1 \rangle 3$ if $d = c$, and by $\langle 1 \rangle 2$ if $d < c$.
By definition, this proves v is safe at b .

From now on, no acceptor in Q can ever vote in any ballot $< b$.

For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

No acceptor in Q voted in any ballot d with $c < d < b$.

1. Don't allow different acceptors to vote for different values in the same ballot.
2. Allow an acceptor to vote for value v in any ballot d only if v is safe at d .

Any two quorums have at least one common element.

$\langle 1 \rangle$ 1. No value has been or ever will be chosen at d if $c < d < b$.

From now on, no acceptor in Q can ever vote in any ballot $< b$.

For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

No acceptor in Q voted in any ballot d with $c < d < b$.

1. Don't allow different acceptors to vote for different values in the same ballot.
2. Allow an acceptor to vote for value v in any ballot d only if v is safe at d .

Any two quorums have at least one common element.

<1>1. No value has been or ever will be chosen at d if $c < d < b$.

Proof: No acceptor in Q has voted in ballot d .

From now on, no acceptor in Q can ever vote in any ballot $< b$.

For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

No acceptor in Q voted in any ballot d with $c < d < b$.

1. Don't allow different acceptors to vote for different values in the same ballot.
2. Allow an acceptor to vote for value v in any ballot d only if v is safe at d .

Any two quorums have at least one common element.

$\langle 1 \rangle$ 1. No value has been or ever will be chosen at d if $c < d < b$.

Proof: No acceptor in Q has voted in ballot d .

From now on, no acceptor in Q can ever vote in any ballot $< b$.

For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

No acceptor in Q voted in any ballot d with $c < d < b$.

1. Don't allow different acceptors to vote for different values in the same ballot.
2. Allow an acceptor to vote for value v in any ballot d only if v is safe at d .

Any two quorums have at least one common element.

<1>1. No value has been or ever will be chosen at d if $c < d < b$.

Proof: No acceptor in Q has voted or can ever vote in ballot d .

From now on, no acceptor in Q can ever vote in any ballot $< b$.

For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

No acceptor in Q voted in any ballot d with $c < d < b$.

1. Don't allow different acceptors to vote for different values in the same ballot.
2. Allow an acceptor to vote for value v in any ballot d only if v is safe at d .

Any two quorums have at least one common element.

$\langle 1 \rangle$ 1. No value has been or ever will be chosen at d if $c < d < b$.

Proof: No acceptor in Q has voted or can ever vote in ballot d .

From now on, no acceptor in Q can ever vote in any ballot $< b$.

For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

No acceptor in Q voted in any ballot d with $c < d < b$.

1. Don't allow different acceptors to vote for different values in the same ballot.
2. Allow an acceptor to vote for value v in any ballot d only if v is safe at d .

Any two quorums have at least one common element.

<1>1. No value has been or ever will be chosen at d if $c < d < b$.

Proof: No acceptor in Q has voted or can ever vote in ballot d .

A value can be chosen at d only if a quorum votes for it at d

From now on, no acceptor in Q can ever vote in any ballot $< b$.

For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

No acceptor in Q voted in any ballot d with $c < d < b$.

1. Don't allow different acceptors to vote for different values in the same ballot.
2. Allow an acceptor to vote for value v in any ballot d only if v is safe at d .

Any two quorums have at least one common element.

<1>1. No value has been or ever will be chosen at d if $c < d < b$.

Proof: No acceptor in Q has voted or can ever vote in ballot d .

A value can be chosen at d only if a quorum votes for it at d , which is impossible.

From now on, no acceptor in Q can ever vote in any ballot $< b$.

For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

No acceptor in Q voted in any ballot d with $c < d < b$.

1. Don't allow different acceptors to vote for different values in the same ballot.
2. Allow an acceptor to vote for value v in any ballot d only if v is safe at d .

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$\langle 1 \rangle$ 1. No value has been or ever will be chosen at d if $c < d < b$.

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Proof: An acceptor voted for v in ballot c , so v is safe at c .

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Proof: An acceptor voted for v in ballot c , so v is safe at c .

So $\langle 1 \rangle$ 2 follows from the definition of *safe at*.

From now on, no acceptor in Q can ever vote in any ballot $< b$.

For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

No acceptor in Q voted in any ballot d with $c < d < b$.

1. Don't allow different acceptors to vote for different values in the same ballot.
2. Allow an acceptor to vote for value v in any ballot d only if v is safe at d .

Where v safe at c means:

No value other than v has been or ever will be chosen in any ballot numbered less than c .

$\langle 1 \rangle 2$. If $c \neq -1$ then no value other than v has been or will be chosen at d for $d < c$.

Proof: An acceptor voted for v in ballot c , so v is safe at c .

So $\langle 1 \rangle 2$ follows from the definition of *safe at*.

From now on, no acceptor in Q can ever vote in any ballot $< b$.

For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

No acceptor in Q voted in any ballot d with $c < d < b$.

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$\langle 1 \rangle$ 1. No value has been or ever will be chosen at d if $c < d < b$.

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$\langle 1 \rangle$ 3. If $c \neq -1$ then no value other than v has been or will be chosen at c .

From now on, no acceptor in Q can ever vote in any ballot $< b$.

For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

No acceptor in Q voted in any ballot d with $c < d < b$.

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$\langle 1 \rangle$ 3. If $c \neq -1$ then no value other than v has been or will be chosen at c .

Proof: An acceptor voted for v in ballot c ,

From now on, no acceptor in Q can ever vote in any ballot $< b$.

For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

No acceptor in Q voted in any ballot d with $c < d < b$.

1. Don't allow different acceptors to vote for different values in the same ballot.
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Any two quorums have at least one common element.

$\langle 1 \rangle$ 1. No value has been or ever will be chosen at d if $c < d < b$.

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$\langle 1 \rangle$ 3. If $c \neq -1$ then no value other than v has been or will be chosen at c .

Proof: An acceptor voted for v in ballot c ,

From now on, no acceptor in Q can ever vote in any ballot $< b$.

For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

No acceptor in Q voted in any ballot d with $c < d < b$.

1. Don't allow different acceptors to vote for different values in the same ballot.
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Any two quorums have at least one common element.

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$\langle 1 \rangle$ 3. If $c \neq -1$ then no value other than v has been or will be chosen at c .

Proof: An acceptor voted for v in ballot c , so no acceptor has voted or will vote for any value other than v in ballot c ,

From now on, no acceptor in Q can ever vote in any ballot $< b$.

For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

No acceptor in Q voted in any ballot d with $c < d < b$.

1. Don't allow different acceptors to vote for different values in the same ballot.
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Any two quorums have at least one common element.

$\langle 1 \rangle$ 1. No value has been or ever will be chosen at d if $c < d < b$.

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$\langle 1 \rangle$ 3. If $c \neq -1$ then no value other than v has been or will be chosen at c .

Proof: An acceptor voted for v in ballot c , so no acceptor has voted or will vote for any value other than v in ballot c ,

From now on, no acceptor in Q can ever vote in any ballot $< b$.

For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

No acceptor in Q voted in any ballot d with $c < d < b$.

1. Don't allow different acceptors to vote for different values in the same ballot.
2. Allow an acceptor to vote for value v in any ballot d only if v is safe at d .

Any two quorums have at least one common element.

$\langle 1 \rangle 1$. No value has been or ever will be chosen at d if $c < d < b$.

$\langle 1 \rangle 2$. If $c \neq -1$ then no value other than v has been or will be chosen at d for $d < c$.

$\langle 1 \rangle 3$. If $c \neq -1$ then no value other than v has been or will be chosen at c .

Proof: An acceptor voted for v in ballot c , so no acceptor has voted or will vote for any value other than v in ballot c , proving $\langle 1 \rangle 3$.

From now on, no acceptor in Q can ever vote in any ballot $< b$.

For some c with either $c = -1$ or c is a ballot number $< b$:

Either $c = -1$ or some acceptor in Q voted for v in ballot c .

No acceptor in Q voted in any ballot d with $c < d < b$.

1. Don't allow different acceptors to vote for different values in the same ballot.
2. Allow an acceptor to vote for value v in any ballot d only if v is safe at d .

Any two quorums have at least one common element.

$\langle 1 \rangle$ 1. No value has been or ever will be chosen at d if $c < d < b$.

$\langle 1 \rangle$ 2. If $c \neq -1$ then no value other than v has been or will be chosen at d for $d < c$.

$\langle 1 \rangle$ 3. If $c \neq -1$ then no value other than v has been or will be chosen at c .

$\langle 1 \rangle$ 4. QED

- $\langle 1 \rangle 1$. No value has been or ever will be chosen at d if $c < d < b$.
- $\langle 1 \rangle 2$. If $c \neq -1$ then no value other than v has been or will be chosen at d for $d < c$.
- $\langle 1 \rangle 3$. If $c \neq -1$ then no value other than v has been or will be chosen at c .
- $\langle 1 \rangle 4$. QED

- $\langle 1 \rangle 1$. No value has been or ever will be chosen at d if $c < d < b$.
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- $\langle 1 \rangle 3$. If $c \neq -1$ then no value other than v has been or will be chosen at c .
- $\langle 1 \rangle 4$. QED

This completes the proof that:

- ⟨1⟩1. No value has been or ever will be chosen at d if $c < d < b$.
- ⟨1⟩2. If $c \neq -1$ then no value other than v has been or will be chosen at d for $d < c$.
- ⟨1⟩3. If $c \neq -1$ then no value other than v has been or will be chosen at c .
- ⟨1⟩4. QED

This completes the proof that:

ShowsSafeAt(Q, b, v) for a quorum Q implies
 v is safe at b .

- ⟨1⟩1. No value has been or ever will be chosen at d if $c < d < b$.
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- ⟨1⟩3. If $c \neq -1$ then no value other than v has been or will be chosen at c .
- ⟨1⟩4. QED

This completes the proof that:

ShowsSafeAt(Q, b, v) for a quorum Q implies
 v is safe at b .

Which is the heart of the Paxos algorithm.

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ShowsSafeAt(Q, b, v) for a quorum Q implies
 v is safe at b .

The *Voting* module contains a theorem that is
a precise statement of this result.

The Spec

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$$Init \triangleq$$

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$$Init \stackrel{\Delta}{=} \wedge votes = [a \in Acceptor \mapsto \{\}]$$

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$$Init \stackrel{\Delta}{=} \wedge votes = \boxed{[a \in Acceptor \mapsto \{\}]}$$

$[x \in S \mapsto exp(x)]$ is the function f with domain S such that $f[x] = exp(x)$ for all $x \in S$.

The Spec

$$Init \triangleq \wedge votes = [a \in Acceptor \mapsto \{\}]$$

$[x \in S \mapsto exp(x)]$ is the function f with domain S such that $f[x] = exp(x)$ for all $x \in S$.

So initially, $votes[a] = \{\}$ for every acceptor a .

The Spec

$$\begin{aligned} Init &\triangleq \wedge votes = [a \in Acceptor \mapsto \{\}] \\ &\wedge maxBal = [a \in Acceptor \mapsto -1] \end{aligned}$$

Initially, $maxBal[a] = -1$ for every acceptor a .

IncreaseMaxBal(*a*, *b*) \triangleq . . .

$\text{IncreaseMaxBal}(a, b) \triangleq \dots$

Describes a step in which acceptor a
increases the value of $\text{maxBal}[a]$ to b .

IncreaseMaxBal(*a*, *b*) \triangleq . . .

IncreaseMaxBal(*a*, *b*) \triangleq . . .

VoteFor(*a*, *b*, *v*) \triangleq . . .

IncreaseMaxBal(*a*, *b*) \triangleq . . .

VoteFor(*a*, *b*, *v*) \triangleq . . .

Describes a step in which acceptor *a*
votes for *v* in ballot *b* .

$\textit{IncreaseMaxBal}(a, b) \triangleq \dots$

$\textit{VoteFor}(a, b, v) \triangleq \dots$

$\textit{Next} \triangleq$

$\text{IncreaseMaxBal}(a, b) \triangleq \dots$

$\text{VoteFor}(a, b, v) \triangleq \dots$

$\text{Next} \triangleq$

The condition any step of the algorithm
must satisfy.

$\text{IncreaseMaxBal}(a, b) \triangleq \dots$

$\text{VoteFor}(a, b, v) \triangleq \dots$

$\text{Next} \triangleq \exists a \in \text{Acceptor}, b \in \text{Ballot} :$

$\text{IncreaseMaxBal}(a, b) \triangleq \dots$

$\text{VoteFor}(a, b, v) \triangleq \dots$

$\text{Next} \triangleq \exists a \in \text{Acceptor}, b \in \text{Ballot} :$

For some acceptor a and some ballot b :

$\text{IncreaseMaxBal}(a, b) \triangleq \dots$

$\text{VoteFor}(a, b, v) \triangleq \dots$

$\text{Next} \triangleq \exists a \in \text{Acceptor}, b \in \text{Ballot} : \\ \vee \text{IncreaseMaxBal}(a, b)$

$\text{IncreaseMaxBal}(a, b) \triangleq \dots$

$\text{VoteFor}(a, b, v) \triangleq \dots$

$\text{Next} \triangleq \exists a \in \text{Acceptor}, b \in \text{Ballot} :$
 $\quad \vee \text{IncreaseMaxBal}(a, b)$
 $\quad \text{either } a \text{ increases } \text{maxBal}[a] \text{ to } b$

$\text{IncreaseMaxBal}(a, b) \triangleq \dots$

$\text{VoteFor}(a, b, v) \triangleq \dots$

$\text{Next} \triangleq \exists a \in \text{Acceptor}, b \in \text{Ballot} :$
 $\vee \text{IncreaseMaxBal}(a, b)$
 $\vee \exists v \in \text{Value} : \text{VoteFor}(a, b, v)$

$\text{IncreaseMaxBal}(a, b) \triangleq \dots$

$\text{VoteFor}(a, b, v) \triangleq \dots$

$\text{Next} \triangleq \exists a \in \text{Acceptor}, b \in \text{Ballot} :$
 $\vee \text{IncreaseMaxBal}(a, b)$
 $\vee \exists v \in \text{Value} : \text{VoteFor}(a, b, v)$
 or a votes for some value v in ballot b .

$\text{IncreaseMaxBal}(a, b) \triangleq \dots$

$\text{VoteFor}(a, b, v) \triangleq \dots$

$\text{Next} \triangleq \exists a \in \text{Acceptor}, b \in \text{Ballot} :$
 $\vee \text{IncreaseMaxBal}(a, b)$
 $\vee \exists v \in \text{Value} : \text{VoteFor}(a, b, v)$

$$\textit{IncreaseMaxBal}(a, b) \triangleq$$

$\text{IncreaseMaxBal}(a, b) \triangleq$

Describes a step in which acceptor a
increases the value of $\text{maxBal}[a]$ to b .

$$\textit{IncreaseMaxBal}(a, b) \triangleq$$

$$\begin{aligned} \textit{IncreaseMaxBal}(a, b) &\triangleq \\ &\wedge b > \textit{maxBal}[a] \end{aligned}$$

$$\begin{aligned} \text{IncreaseMaxBal}(a, b) &\triangleq \\ &\wedge b > \text{maxBal}[a] \\ &\quad b > \text{current value of } \text{maxBal}[a] \end{aligned}$$

$$\begin{aligned} \text{IncreaseMaxBal}(a, b) &\triangleq \\ &\wedge b > \text{maxBal}[a] \\ &\quad b > \text{current value of } \text{maxBal}[a] \\ &\quad \text{(an enabling condition)} \end{aligned}$$

$$\begin{aligned} \textit{IncreaseMaxBal}(a, b) &\triangleq \\ &\wedge b > \textit{maxBal}[a] \end{aligned}$$

$$\begin{aligned} \textit{IncreaseMaxBal}(a, b) &\triangleq \\ &\wedge b > \textit{maxBal}[a] \\ &\wedge \textit{maxBal}[a]' = b \end{aligned}$$

$\text{IncreaseMaxBal}(a, b) \triangleq$
 $\wedge b > \text{maxBal}[a]$
 $\wedge \text{maxBal}[a]' = b$
and the value of $\text{maxBal}[a]$
in the next state is b .

$$\begin{aligned}
\textit{IncreaseMaxBal}(a, b) &\triangleq \\
&\wedge b > \textit{maxBal}[a] \\
&\wedge \textit{maxBal}[a]' = b \\
&\wedge \text{UNCHANGED } \textit{votes}
\end{aligned}$$

$\text{IncreaseMaxBal}(a, b) \triangleq$

$\wedge b > \text{maxBal}[a]$

$\wedge \text{maxBal}[a]' = b$

$\wedge \text{UNCHANGED } \text{votes}$

an abbreviation for $\text{votes}' = \text{votes}$

$\text{IncreaseMaxBal}(a, b) \triangleq$
 $\wedge b > \text{maxBal}[a]$
 $\wedge \text{maxBal}[a]' = b$
 $\wedge \text{UNCHANGED } \textit{votes}$

and the value of *votes* is unchanged.

$$\begin{aligned}
\textit{IncreaseMaxBal}(a, b) &\triangleq \\
&\wedge b > \textit{maxBal}[a] \\
&\wedge \textit{maxBal}[a]' = b \\
&\wedge \text{UNCHANGED } \textit{votes}
\end{aligned}$$

$$\begin{aligned} \text{IncreaseMaxBal}(a, b) &\triangleq \\ &\wedge b > \text{maxBal}[a] \\ &\wedge \text{maxBal}[a]' = b \\ &\wedge \text{UNCHANGED } \textit{votes} \end{aligned}$$

What's wrong with this?

$$\wedge \maxBal[a]' = b$$

$$\wedge \text{maxBal}[a]' = b$$

and the value of $\text{maxBal}[a]$
in the next state is b .

$$\wedge \text{maxBal}[a]' = b$$

and the value of $\text{maxBal}[a]$
in the next state is b .

What about the value of $\text{maxBal}[a2]$
in the next state for an acceptor $a2 \neq a$?

$$\wedge \text{maxBal}[a]' = b$$

and the value of $\text{maxBal}[a]$
in the next state is b .

What about the value of $\text{maxBal}[a2]$
in the next state for an acceptor $a2 \neq a$?

What about the domain of maxBal in the next state?

$$\wedge \text{maxBal}[a]' = b$$

and the value of $\text{maxBal}[a]$
in the next state is b .

This is all it says.

$$\wedge \maxBal[a]' = b$$

$$\wedge \max Bal' =$$

$$\wedge \mathit{maxBal}' = [x \in \mathit{Acceptor} \mapsto$$

$$\wedge \mathit{maxBal}' = [x \in \mathit{Acceptor} \mapsto \\ \text{IF } x = a \text{ THEN } b \text{ ELSE } \mathit{maxBal}[x]]$$

$$\wedge \mathit{maxBal}' = [x \in \mathit{Acceptor} \mapsto \\ \text{IF } x = a \text{ THEN } b \text{ ELSE } \mathit{maxBal}[x]]$$

An expression like this will appear whenever a step changes “one element of an array”.

$$\wedge \mathit{maxBal}' = [x \in \mathit{Acceptor} \mapsto \\ \text{IF } x = a \text{ THEN } b \text{ ELSE } \mathit{maxBal}[x]]$$

An expression like this will appear whenever a step changes “one element of an array”.

So we want an abbreviation for it.

$$\wedge \textit{maxBal}' = [\textit{maxBal} \text{ EXCEPT } ![a] = b]$$

$$\wedge \textit{maxBal}' = [\textit{maxBal} \text{ EXCEPT } ![a] = b]$$

It's a terrible notation.

$$\wedge \text{maxBal}' = [\text{maxBal} \text{ EXCEPT } ![a] = b]$$

It's a terrible notation.

But it's better than any other that I've seen.

$$\wedge \mathit{maxBal}' = [\mathit{maxBal} \text{ EXCEPT } ![a] = b]$$

$$\begin{aligned}
\textit{IncreaseMaxBal}(a, b) &\triangleq \\
&\wedge b > \textit{maxBal}[a] \\
&\wedge \textit{maxBal}' = [\textit{maxBal} \text{ EXCEPT } ![a] = b] \\
&\wedge \text{UNCHANGED } \textit{votes}
\end{aligned}$$

$$VoteFor(a, b, v) \triangleq$$

$VoteFor(a, b, v) \triangleq$

Describes a step in which acceptor a votes
for v in ballot b .

$$\begin{aligned} \textit{VoteFor}(a, b, v) &\triangleq \\ &\wedge \quad \textit{maxBal}[a] \leq b \end{aligned}$$

$$\text{VoteFor}(a, b, v) \triangleq \\ \wedge \quad \text{maxBal}[a] \leq b$$

Enabling condition that assures a doesn't vote
in a ballot $b < \text{maxBal}[a]$.

$$\begin{aligned} \textit{VoteFor}(a, b, v) &\triangleq \\ &\wedge \quad \textit{maxBal}[a] \leq b \end{aligned}$$

$$\begin{aligned} \textit{VoteFor}(a, b, v) &\triangleq \\ &\wedge \quad \textit{maxBal}[a] \leq b \\ &\wedge \quad \forall vt \in \textit{votes}[a] : vt[1] \neq b \end{aligned}$$

$$\begin{aligned} \text{VoteFor}(a, b, v) &\triangleq \\ &\wedge \quad \text{maxBal}[a] \leq b \\ &\wedge \quad \forall vt \in \boxed{\text{votes}[a]}: vt[1] \neq b \end{aligned}$$

A set of $\langle \text{ballot}, \text{value} \rangle$ pairs.

$$\begin{aligned}
 \text{VoteFor}(a, b, v) &\triangleq \\
 &\wedge \quad \text{maxBal}[a] \leq b \\
 &\wedge \quad \forall vt \in \boxed{\text{votes}[a]} : vt[1] \neq b
 \end{aligned}$$

A set of $\langle \text{ballot}, \text{value} \rangle$ pairs.

A pair is a function, with $\langle x, y \rangle[1] = x$.

$$\begin{aligned} \text{VoteFor}(a, b, v) &\triangleq \\ &\wedge \quad \text{maxBal}[a] \leq b \\ &\wedge \quad \forall vt \in \text{votes}[a] : vt[1] \neq b \end{aligned}$$

A set of $\langle \text{ballot}, \text{value} \rangle$ pairs.

A pair is a function, with $\langle x, y \rangle[1] = x$.

Asserts that a hasn't already voted in ballot b .

$$\begin{aligned} \textit{VoteFor}(a, b, v) &\triangleq \\ &\wedge \quad \textit{maxBal}[a] \leq b \\ &\wedge \quad \forall vt \in \textit{votes}[a] : vt[1] \neq b \end{aligned}$$

$$\begin{aligned}
\textit{VoteFor}(a, b, v) &\triangleq \\
&\wedge \quad \textit{maxBal}[a] \leq b \\
&\wedge \quad \forall vt \in \textit{votes}[a] : vt[1] \neq b \\
&\wedge \quad \forall c \in \textit{Acceptor} \setminus \{a\} :
\end{aligned}$$

$$\begin{aligned} \text{VoteFor}(a, b, v) &\triangleq \\ &\wedge \text{maxBal}[a] \leq b \\ &\wedge \forall vt \in \text{votes}[a] : vt[1] \neq b \\ &\wedge \forall c \in \text{Acceptor} \setminus \{a\} : \end{aligned}$$

For every acceptor c different from a

$$\begin{aligned}
\text{VoteFor}(a, b, v) &\triangleq \\
&\wedge \text{maxBal}[a] \leq b \\
&\wedge \forall vt \in \text{votes}[a] : vt[1] \neq b \\
&\wedge \forall c \in \text{Acceptor} \setminus \{a\} : \\
&\quad \forall vt \in \text{votes}[c] :
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For every acceptor c different from a
and for every vote vt of c , if vt is a vote in ballot b
then vt is a vote for v .

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&\wedge \quad \forall c \in \textit{Acceptor} \setminus \{a\} : \\
&\quad \forall vt \in \textit{votes}[c] : (vt[1] = b) \Rightarrow (vt[2] = v)
\end{aligned}$$

Any vote already cast in ballot b is for value v .

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&\quad \quad \forall vt \in \textit{votes}[c] : (vt[1] = b) \Rightarrow (vt[2] = v) \\
&\wedge \quad \exists Q \in \textit{Quorum} : \textit{ShowsSafeAt}(Q, b, v)
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&\quad \quad \forall vt \in \textit{votes}[c] : (vt[1] = b) \Rightarrow (vt[2] = v) \\
&\wedge \quad \exists Q \in \textit{Quorum} : \textit{ShowsSafeAt}(Q, b, v) \\
&\quad \textit{ShowsSafeAt}(Q, b, v) \text{ is true for some quorum } Q,
\end{aligned}$$

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&\quad \forall vt \in \text{votes}[c] : (vt[1] = b) \Rightarrow (vt[2] = v) \\
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\end{aligned}$$

ShowsSafeAt(*Q*, *b*, *v*) is true for some quorum *Q* ,
which implies *v* is safe at *b* .

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&\wedge \exists Q \in \textit{Quorum} : \textit{ShowsSafeAt}(Q, b, v) \\
&\wedge \textit{votes}' = [\textit{votes} \text{ EXCEPT } ![a] = \textit{votes}[a] \cup \{\langle b, v \rangle\}]
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&\wedge \text{votes}' = [\text{votes EXCEPT } ![a] = \text{votes}[a] \cup \{\langle b, v \rangle\}] \\
&\quad \text{votes}[a] \text{ is set to } \text{votes}[a] \cup \{\langle b, v \rangle\}, \\
&\quad \text{meaning } a \text{ votes for } v \text{ in ballot } b.
\end{aligned}$$

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&\wedge \textit{maxBal}' = [\textit{maxBal} \text{ EXCEPT } ![a] = b]
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&\wedge \text{votes}' = [\text{votes EXCEPT } ![a] = \text{votes}[a] \cup \{\langle b, v \rangle\}] \\
&\wedge \text{maxBal}' = [\text{maxBal EXCEPT } ![a] = b] \\
&\quad \text{maxBal}[a] \text{ is set to } b,
\end{aligned}$$

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&\wedge \text{votes}' = [\text{votes EXCEPT } ![a] = \text{votes}[a] \cup \{\langle b, v \rangle\}] \\
&\wedge \text{maxBal}' = [\text{maxBal EXCEPT } ![a] = b]
\end{aligned}$$

maxBal[a] is set to *b*,

announcing that *a* will never again vote in a ballot $< b$.

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The Complete Definition of $Spec$

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$$Init \triangleq \dots$$

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The Complete Definition of *Spec*

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$$\begin{aligned} Next \triangleq & \exists a \in Acceptor, b \in Ballot : \\ & \vee IncreaseMaxBal(a, b) \\ & \vee \exists v \in Value : VoteFor(a, b, v) \end{aligned}$$

The Complete Definition of $Spec$

$$Init \triangleq \dots$$

$$IncreaseMaxBal(a, b) \triangleq \dots$$

$$VoteFor(a, b, v) \triangleq \dots$$

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$$Spec \triangleq Init \wedge \Box[Next]_{\langle votes, maxBal \rangle}$$

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$$Spec \triangleq Init \wedge \Box \boxed{Next}_{\langle votes, maxBal \rangle}$$