

# Specification Problem

Manfred Broy  
Leslie Lamport

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## 1 The Procedure Interface

The problem calls for the specification and verification of a series of *components*. Components interact with one another using a procedure-calling interface. One component issues a *call* to another, and the second component responds by issuing a *return*. A call is an indivisible (atomic) action that communicates a procedure name and a list of *arguments* to the called component. A return is an atomic action issued in response to a call. There are two kinds of returns, *normal* and *exceptional*. A normal call returns a *value* (which could be a list). An exceptional return also returns a value, usually indicating some error condition. An exceptional return of a value  $e$  is called *raising exception  $e$* . A return is issued only in response to a call. There may be “syntactic” restrictions on the types of arguments and return values.

A component may contain multiple *processes* that can concurrently issue procedure calls. More precisely, after one process issues a call, other processes can issue calls to the same component before the component issues a return from the first call. A return action communicates to the calling component the identity of the process that issued the corresponding call.

## 2 A Memory Component

The component to be specified is a memory that maintains the contents of a set **MemLocs** of locations. The contents of a location is an element of a set **MemVals**. This component has two procedures, described informally below. Note that being an element of **MemLocs** or **MemVals** is a “semantic”

restriction, and cannot be imposed solely by syntactic restrictions on the types of arguments.

**Name**            **Read**  
**Arguments**     **loc** : an element of **MemLocs**  
**Return Value**   an element of **MemVals**  
**Exceptions**     **BadArg** : argument **loc** is not an element of **MemLocs**.  
                  **MemFailure** : the memory cannot be read.  
**Description**    Returns the value stored in address **loc**.

**Name**            **Write**  
**Arguments**     **loc** : an element of **MemLocs**  
                  **val** : an element of **MemVals**  
**Return Value**   some fixed value  
**Exceptions**     **BadArg** : argument **loc** is not an element of **MemLocs**, or  
                  argument **val** is not an element of **MemVals**.  
                  **MemFailure** : the write *might* not have succeeded.  
**Description**    Stores the value **val** in address **loc**.

The memory must eventually issue a return for every **Read** and **Write** call.

Define an *operation* to consist of a procedure call and the corresponding return. The operation is said to be *successful* iff it has a normal (nonexceptional) return. The memory behaves as if it maintains an array of atomically read and written locations that initially all contain the value **InitVal**, such that:

- An operation that raises a **BadArg** exception has no effect on the memory.
- Each successful **Read**(*l*) operation performs a single atomic read to location *l* at some time between the call and return.
- Each successful **Write**(*l*, *v*) operation performs a sequence of one or more atomic writes of value *v* to location *l* at some time between the call and return.
- Each unsuccessful **Write**(*l*, *v*) operation performs a sequence of zero or more atomic writes of value *v* to location *l* at some time between the call and return.

A variant of the Memory Component is the Reliable Memory Component, in which no **MemFailure** exceptions can be raised.

**Problem 1** (a) Write a formal specification of the Memory component and of the Reliable Memory component.

(b) Either prove that a Reliable Memory component is a correct implementation of a Memory component, or explain why it should not be.

(c) If your specification of the Memory component allows an implementation that does nothing but raise **MemFailure** exceptions, explain why this is reasonable.

### 3 Implementing the Memory

#### 3.1 The RPC Component

The RPC component interfaces with two environment components, a *sender* and a *receiver*. It relays procedure calls from the sender to the receiver, and relays the return values back to the sender. Parameters of the component are a set **Procs** of procedure names and a mapping **ArgNum**, where **ArgNum**(*p*) is the number of arguments of each procedure *p*. The RPC component contains a single procedure:

<b>Name</b>	<b>RemoteCall</b>
<b>Arguments</b>	<b>proc</b> : name of a procedure <b>args</b> : list of arguments
<b>Return Value</b>	any value that can be returned by a call to <b>proc</b>
<b>Exceptions</b>	<b>RPCFailure</b> : the call failed <b>BadCall</b> : <b>proc</b> is not a valid name or <b>args</b> is not a syntactically correct list of arguments for <b>proc</b> . Raises any exception raised by a call to <b>proc</b>
<b>Description</b>	Calls procedure <b>proc</b> with arguments <b>args</b>

A call of **RemoteCall**(**proc**, **args**) causes the RPC component to do one of the following:

- Raise a **BadCall** exception if **args** is not a list of **ArgNum**(**proc**) arguments.
- Issue one call to procedure **proc** with arguments **args**, wait for the corresponding return (which the RPC component assumes will occur) and either (a) return the value (normal or exceptional) returned by that call, or (b) raise the **RPCFailure** exception.
- Issue no procedure call, and raise the **RPCFailure** exception.

The component accepts concurrent calls of **RemoteCall** from the sender, and can have multiple outstanding calls to the receiver.

**Problem 2** Write a formal specification of the RPC component.

### 3.2 The Implementation

A Memory component is implemented by combining an RPC component with a Reliable Memory component as follows. A **Read** or **Write** call is forwarded to the Reliable Memory by issuing the appropriate call to the RPC component. If this call returns without raising an **RPCFailure** exception, the value returned is returned to the caller. (An exceptional return causes an exception to be raised.) If the call raises an **RPCFailure** exception, then the implementation may either reissue the call to the RPC component or raise a **MemFailure** exception. The RPC call can be retried arbitrarily many times because of **RPCFailure** exceptions, but a return from the **Read** or **Write** call must eventually be issued.

**Problem 3** Write a formal specification of the implementation, and prove that it correctly implements the specification of the Memory component of Problem 1.

## 4 Implementing the RPC Component

### 4.1 A Lossy RPC

The Lossy RPC component is the same as the RPC component except for the following differences, where  $\delta$  is a parameter.

- The **RPCFailure** exception is never raised. Instead of raising this exception, the **RemoteCall** procedure never returns.
- If a call to **RemoteCall** raises a **BadCall** exception, then that exception will be raised within  $\delta$  seconds of the call.
- If a **RemoteCall**( $p, a$ ) call results in a call of procedure  $p$ , then that call of  $p$  will occur within  $\delta$  seconds of the call of **RemoteCall**.
- If a **RemoteCall**( $p, a$ ) call returns other than by raising a **BadCall** exception, then that return will occur within  $\delta$  seconds of the return from the call to procedure  $p$ .

**Problem 4** Write a formal specification of the Lossy RPC component.

## 4.2 The RPC Implementation

The RPC component is implemented with a Lossy RPC component by passing the `RemoteCall` call through to the Lossy RPC, passing the return back to the caller, and raising an exception if the corresponding return has not been issued after  $2\delta + \epsilon$  seconds.

**Problem 5** (a) Write a formal specification of this implementation.

(b) Prove that, if every call to a procedure in `Procs` returns within  $\epsilon$  seconds, then the implementation satisfies the specification of the RPC component in Problem 2.