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1 Introduction

1.1 Model

1.1.1 Model Properties

The model is defined as Message-passing Aysnchronous.

There is n process. Each process is associated to a unique unforgeable id i .

Each process know the identity of all the process in the system

Each process have a reliable communication channel with all the others process such as :

- $\text{send}(m)$ is the send primitive
- $\text{recv}(m)$ is the reception primitive

A message send is eventually received

The system is Crash-Prone. There is at most f process who can crash such as $f < n$.

1.1.2 AtomicBroadcast Properties

Property 1 *AB_broadcast Validity* if a message is sent by a correct process, the message is eventually received by all the correct process.

Property 2 *AB_receive Validity* if a message is received by a correct process, the message is eventually received by all the correct process.

Property 3 *AB_receive safety No creation* if a message is received by a correct process, the message was emitted by a correct porcess.

Property 4 *AB_receive safety No duplication* each message is received at most 1 time by each process.

Property 5 *AB_receive safety Ordering* $\forall m_1, m_2$ two messages, $\forall p_i, p_j$ two process.
if $AB_recv(m_1)$ and $AB_recv(m_2)$ for p_i, p_j
and $AB_recv(m_1)$ is before $AB_recv(m_2)$ for p_i
so $AB_recv(m_1)$ is before $AB_recv(m_2)$ for p_j

1.1.3 DenyList Properties

Property 6 *APPEND Validity* a $APPEND(x)$ is valid iff the process p who sent the operation is such as $p \in \Pi_M$. And iff $x \in S$ where S is a set of valid values.

Property 7 *PROVE Validity* a $PROVE(x)$ is valid iff the process p who sent the operation is such as $p \in \Pi_V$. And iff $\exists APPEND(x)$ who appears before $PROVE(x)$ in Seq.

Property 8 *PROGRESS* if an $APPEND(x)$ is invoked, so there is a point in the linearization of the operations such as all $PROVE(x)$ are valids.

Property 9 *READ Validity* $READ()$ return a list of tuples who is a random permutation of all valids $PROVE()$ associated to the identity of the emiter process.

1.2 Algorithms

We define k as the id of the round

the $getMax(..)$ function able to return the highest round played in the system.

Algorithm 1: AB_Broadcast

Input: le message m

```
1 while true do
2   proves = READ()
3   k = getMax(dump) + 1
4   APPEND(k || m)
5   if PROVE(k) then
6     APPEND(k)
7     return
8   end
9 end
```

We define k_max as an integer

$getMax(..)$ function able to return the highest round played in the system.

$proves_r \subseteq proves$ s.a. $\forall PROVE(x) \in proves_r$, x is in the form $r||m$ with m who cannot be empty

$proves_r^i$ is the $PROVE(r||m)$ operation submitted by the process i if exist

Algorithm 2: AB_Listen

```
1 while true do
2   proves = READ()
3   k_max = getMax(proves)
4   for r=k+1 to k_max do
5     APPEND(r)
6      $proves_r = \{\forall i, PROVE(r)_i \in READ()\}$ 
7     for i = 1 to |P| do
8       if  $\exists PROVE(r)_i \in proves_r$  then
9         AB_Recv( $m$  s.t.  $PROVE(r||m) \in proves$ )
10      end
11    end
12  end
13 end
```
