Algorithm – Consensus in the Fail-Stop Model

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Algorithm 1 Hierarchical Consensus
Implements:
        Consensus, instance c.
Uses:
        BestEffortBroadcast, instance beb.
        PerfectFailureDetector, instance P.
 1: upon event \langle Init \rangle do
        detected ranks := \emptyset
 2:
        round := 1
 3:
        proposal := \bot
 4:
        proposer := 0
 5:
        \forall_{p \in \Pi} \ delivered[p] := FALSE
 6:
        broadcast := False
 7:
 8: upon event \langle P, Crash \mid p \rangle do
        detected ranks := detected ranks \cup \{RANK(p)\}
 9:
10: upon event \langle c, Propose \mid v \rangle do
        if proposal = \bot then
11:
12:
            proposal := v
13: upon event \langle beb, Deliver | p, [Decided, v] \rangle do
        r := \operatorname{RANK}(p)
14:
        if r < \text{RANK}(self) \land r > proposer then
15:
            proposal := v
16:
            proposer := r
17:
        delivered[p] := TRUE
18:
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19: upon event \langle round = RANK(self) \land proposal \neq \bot \land \neg broadcast \rangle do

20: broadcast := TRUE

21: trigger \langle beb, Broadcast | [DECIDED, proposal] \rangle

22: trigger \langle c, Decide | proposal \rangle

23: upon event \langle round \in detectedranks \lor delivered[RANK^{-1}(round)] \rangle do

24: round := round + 1
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Note: Where RANK⁻¹ be the inverse function to RANK (which exists since RANK is a bijection between Π and $\{1, \ldots, |\Pi|\} \subseteq \mathbb{N}$).

Algorithm 2 Hierarchical Uniform Consensus **Implements:** UniformConsensus, instance uc. Uses: BestEffortBroadcast, instance beb. ReliableBroadcast, instance beb. PerfectPointToPointLinks, instance *pp2p*. PerfectFailureDetector, instance P. 1: upon event $\langle Init \rangle$ do $detected ranks := \emptyset$ 2: $ackranks := \emptyset$ 3: 4: round := 1 $proposal := \bot$ 5: decision := \bot 6: 7: $\forall_{p \in \Pi} \ proposed[p] := \bot$ 8: upon event $\langle P, Crash \mid p \rangle$ do 9: $detectedranks := detectedranks \cup \{RANK(p)\}$ 10: **upon event** $\langle uc, Propose \mid v \rangle$ **do** if $proposal = \perp$ then 11: proposal := v12:

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13: upon event \langle beb, Deliver | p, [PROPOSAL, v] \rangle do
         proposed[p] := v
14:
         if \operatorname{RANK}(p) \geq round then
15:
             trigger \langle pp2p, Send \mid p, ACK \rangle
16:
17: upon event \langle pp2p, Deliver | p, ACK \rangle do
         ackranks := ackranks \cup \{RANK(p)\}
18:
19: upon event \langle rb, Deliver | p, [Decided, v] \rangle do
         if decision \neq \perp then
20:
             decision \mathrel{\mathop:}= v
21:
             trigger \langle uc, Decide \mid decision \rangle
22:
23: upon event \langle round = RANK(self) \land proposal \neq \bot \land decision = \bot \rangle do
24:
         trigger \langle beb, Broadcast | [PROPOSAL, proposal] \rangle
25: upon event \langle \text{ round} \in \text{detectedranks } \rangle do
         if proposed[RANK^{-1}(round)] \neq \bot then
26:
             proposal := proposed[RANK^{-1}(round)]
27:
         round := round + 1
28:
29: upon event \langle detected ranks \cup ackranks = \{1, \ldots, |\Pi|\} \rangle do
         trigger \langle rb, Broadcast \mid [Decided, proposal] \rangle
30:
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