

Simplifying Verification by Layered Reasoning

Ernst-Rüdiger Olderog

&

Mani Swaminathan



Observation

Parallel systems are difficult to understand and verify

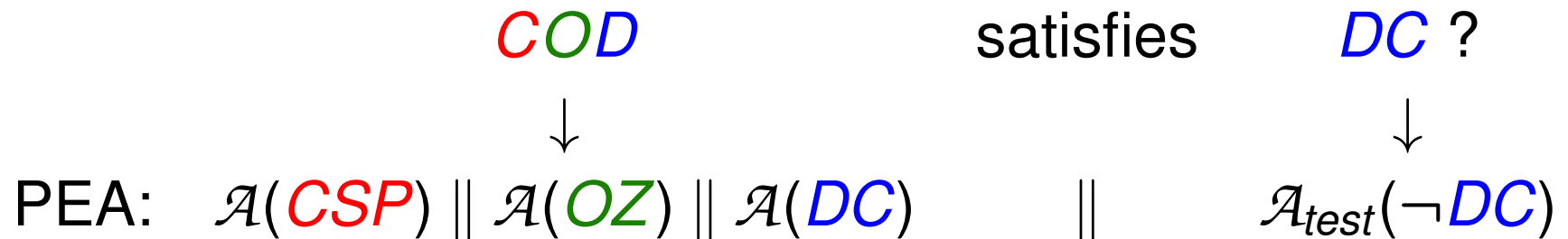
- a) conceptually: reasoning about interference
- b) automatically: large state spaces (interleaving)

Observation

Parallel systems are difficult to understand and verify

- a) conceptually: reasoning about interference
- b) automatically: large state spaces (interleaving)

E.g., in the AVACS project “**Beyond Timed Automata**” we use an automata-theoretic approach to verification:



Is **bad** state of $\mathcal{A}_{\text{test}}(\neg \text{DC})$ not reachable ?

Then **model checking** using various tools is applied.

Motivation

If parallel composition can be replaced by **sequential composition**, verification can be simplified

- a) conceptually, e.g. nointerference freedom test
- b) automatically by smaller state spaces

Explore this idea in various contexts.

Cases from program verification

Disjoint programs:

Hoare (1975)

Let S_1, \dots, S_n be pairwise disjoint **while** programs.

Then parallel and sequential composition are **input/output equivalent**:

$$[S_1 \parallel \dots \parallel S_n] \equiv_{i/o} S_1 ; \dots ; S_n.$$

Cases from program verification

Programs with restricted shared variables:

Consider **while** programs S_1, \dots, S_n and T_1, \dots, T_n , where S_i is disjoint from T_j whenever $i \neq j$.

Then the programs

$$P \equiv [S_1 ; T_1 \parallel \dots \parallel S_n ; T_n]$$

and

$$L \equiv [S_1 \parallel \dots \parallel S_n] ; [T_1 \parallel \dots \parallel T_n]$$

are **input/output equivalent**: $P \equiv_{i/o} L$.

Elrad and Francez (1982) called the subprograms $[S_1 \parallel \dots \parallel S_n]$ and $[T_1 \parallel \dots \parallel T_n]$ of L **layers** of P .

Layered Composition

Zwiers and Janssen et al. (1991–1994)

▣▣▣▣▣ **Layered composition** $A \bullet B$:

- independent actions are executed in parallel,
- dependent actions are executed sequentially

▣▣▣▣▣ The operator \bullet is intermediate between $;$ and \parallel :

$$Tr(A; B) \subseteq Tr(A \bullet B) \subseteq Tr(A \parallel B)$$

Thus \bullet enables:

- parallel execution (physical system structure)
- sequential reasoning (logical system structure)

CCL Transformation

If there are **no cross dependencies**, i.e.,

$$S_{i,j} \not\leftrightarrow S_{k,l} \text{ for } i \neq k \text{ and } j \neq l,$$

then

$$\begin{array}{c}
 S_{0,0} \\
 \bullet \\
 \cdot \\
 \cdot \\
 \cdot \\
 \bullet \\
 S_{n,0}
 \end{array}
 \parallel
 \begin{array}{c}
 \cdots \\
 \cdots \\
 \cdots \\
 \cdots \\
 \cdots \\
 \cdots
 \end{array}
 \parallel
 \begin{array}{c}
 S_{0,m} \\
 \bullet \\
 \cdot \\
 \cdot \\
 \cdot \\
 \bullet \\
 S_{n,m}
 \end{array}
 \equiv
 \begin{array}{c}
 (S_{0,0} \parallel \cdots \parallel S_{0,m}) \\
 \bullet \\
 \cdot \\
 \cdot \\
 \cdot \\
 \bullet \\
 (S_{n,0} \parallel \cdots \parallel S_{n,m})
 \end{array}$$

where \equiv is a strong equivalence.

Janssen (1994)

Round-Based Algorithms ...

... for fault-tolerant distributed computing

Chaouch-Saad, Charron-Bost & Merz (2009)

Parallel processes with asynchronous message passing.
Each process p executes an **infinite** sequence of **rounds**.

Rounds are **communication-closed**:
messages are valid only in the round they were sent in.

Heard-Of model of Charron-Bost & Schiper
specifies sets of processes $HO(p, r)$ from which p
receives messages in round r .

When in round r process p has received messages from
all processes in $HO(p, r)$, it proceeds to round $r + 1$.

Reduction Theorem

Reduction Theorem. In the HO model fine-grained executions F (mixing rounds in parallel) are **locally equivalent** (\approx) to coarse-grained executions C (proceeding in rounds).

$$\begin{array}{ccccccc}
 F : & S_{1,0} & \parallel & \cdots & \parallel & S_{n,0} & (S_{1,0} \parallel \cdots \parallel S_{n,0}) : C \\
 & ; & & \cdots & & ; & ; \\
 & S_{1,1} & \parallel & \cdots & \parallel & S_{n,1} & \approx (S_{1,1} \parallel \cdots \parallel S_{n,1}) \\
 & ; & & \cdots & & ; & ; \\
 & \cdot & & \cdots & & \cdot & \cdot \quad \cdot \\
 & \cdot & & \cdots & & \cdot & \cdot \quad \cdot
 \end{array}$$

Application

Local properties do not compare states or round numbers of different processes.

Corollary.

If a local property holds for all C then also for all F .

Application to **Consensus Algorithms**:

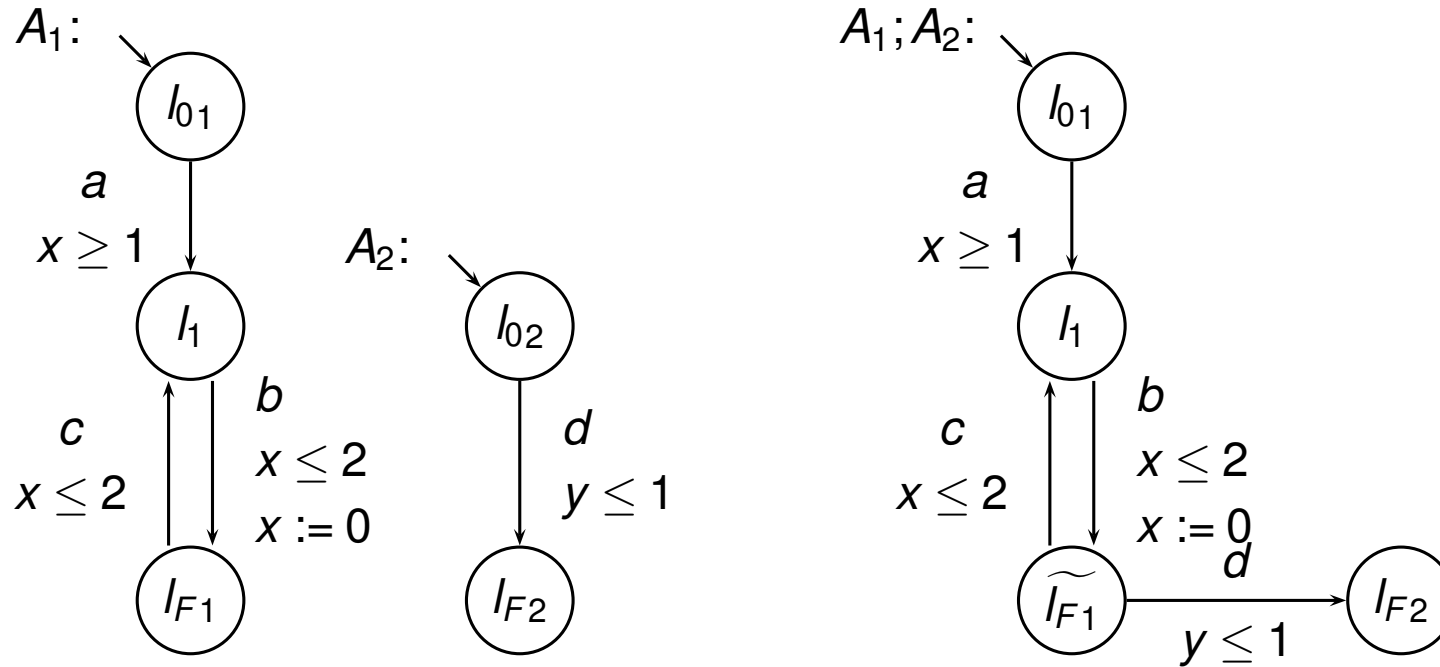
Reduction from infinite-state to **finite-state** models by counting rounds in $C \text{ modulo}$ a phase size.

Timed Automata with Data

Olderog & Swaminathan (2010)

- Definition of Layered Composition • on TA
- CCL laws established in this setting
- Input/output and partial order equivalence
- Application to Collision Avoidance Protocol of B&O

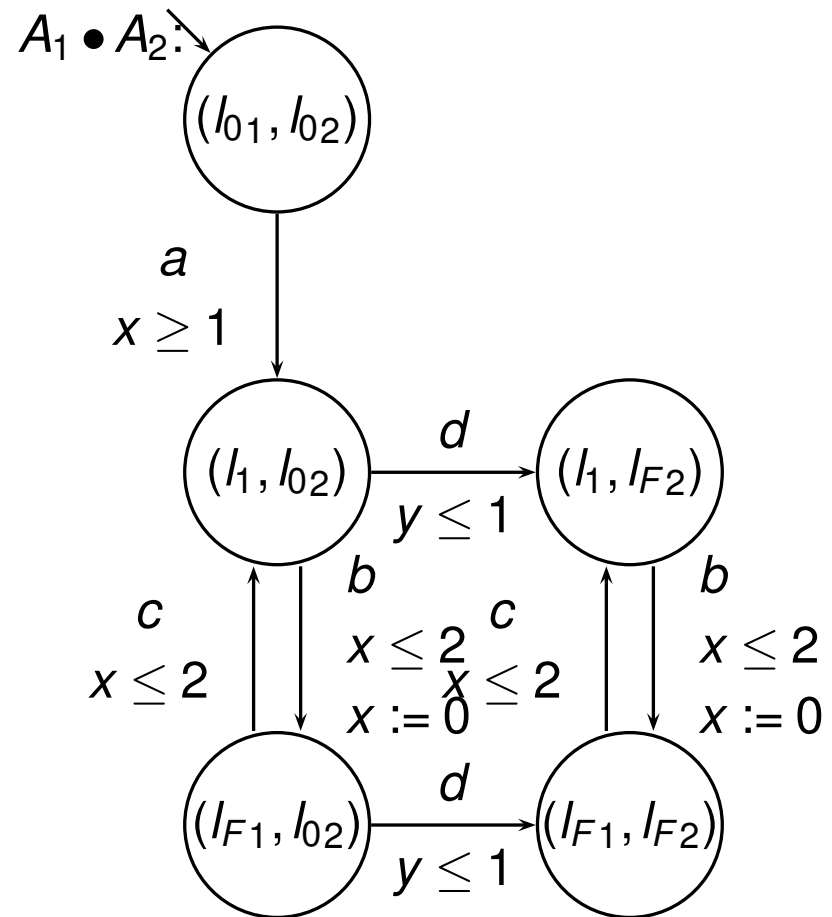
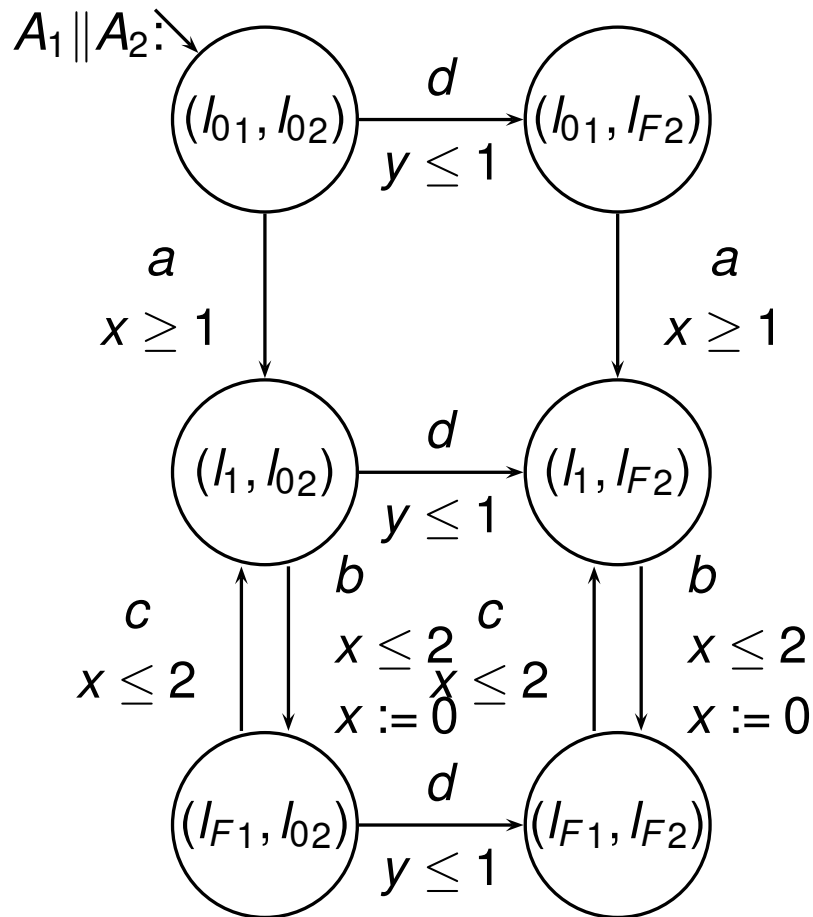
Sequential Composition



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Parallel and Layered Composition

Assuming the dependency $a \rightsquigarrow d$ we obtain:



CCL Laws for TA

Theorem 1. For all timed automata A_1, A_2, B_1, B_2 with $A_1 \rightsquigarrow B_2$ and $A_2 \rightsquigarrow B_1$ the following *communication closed layer laws* hold:

$$1. A_1 \bullet B_2 \equiv A_1 \parallel B_2 \quad (\text{IND})$$

$$2. (A_1 \bullet A_2) \parallel B_2 \equiv A_1 \bullet (A_2 \parallel B_2) \quad (\text{CCL-L})$$

$$3. (A_1 \bullet A_2) \parallel B_1 \equiv (A_1 \parallel B_1) \bullet A_2 \quad (\text{CCL-R})$$

$$4. (A_1 \bullet A_2) \parallel (B_1 \bullet B_2) \equiv (A_1 \parallel B_1) \bullet (A_2 \parallel B_2) \quad (\text{CCL})$$

Here \equiv denotes *reachability equivalence*, i.e., equal sets of reachable states after each iteration of the transition relation.

Layered and Sequential Composition

Replacing \bullet by $;$

Theorem 2. For any two TA A_1 and A_2 we have
 $A_1 \bullet A_2 \equiv_{i/o} A_1 ; A_2$ and $A_1 \bullet A_2 \equiv_{po} A_1 ; A_2$.

Corollary 1. Replacing \bullet by $;$ within the expressions in Theorem 1 yields **i/o and po equivalences**.

Thus (timed) **LTL and CTL properties without *next*** operator are preserved, see e.g. Baier & Katoen (2008).

Verification Methodology

Suppose $A_2 \leftrightarrow B_1$ holds. Then

$$\begin{aligned} & (A_1; A_2) \parallel B_1 \\ \equiv_{po} & \quad \{ \text{Corollary 1} \} \\ & (A_1 \bullet A_2) \parallel B_1 \\ \equiv & \quad \{ \text{CCL-R} \} \\ & (A_1 \parallel B_1) \bullet A_2 \\ \equiv_{po} & \quad \{ \text{Corollary 1} \} \\ & (A_1 \parallel B_1); A_2 \end{aligned}$$

If each of A_1, A_2, B_1 has 10 locations
then top system has 200 locations whereas bottom system has 110 locations.

Case Study:

Layering a UPPAAL Audio/Video Protocol yields reduction by a factor of 300
(modulo reachability).

Probabilistic Automata

Swaminathan, Katoen & Olderog (2012)

- ⇒ Definition of Layered Composition • on PA
- ⇒ CCL laws for **independence and precedence** established in this setting
- ⇒ Input/output and partial order equivalence
- ⇒ Application to Rabin's Mutual Exclusion Algorithm

Precedence \prec for PA:

Given PA \mathcal{P}_1 and \mathcal{P}_2 , it holds that

$$\mathcal{P}_1 \prec \mathcal{P}_2 \quad \text{iff} \quad \mathcal{P}_1 \parallel \mathcal{P}_2 \equiv_{TD} \mathcal{P}_1; \mathcal{P}_2.$$

CCL Laws for PA

For all probabilistic automata $\mathcal{P}_1, \mathcal{P}_2, Q_1, Q_2$
with $(\mathcal{P}_1 \approx\!\!\!\! \not\approx Q_2$ or $\mathcal{P}_1 \prec Q_2)$ and $(Q_1 \approx\!\!\!\! \not\approx \mathcal{P}_2$ or $Q_1 \prec \mathcal{P}_2)$
the following **CCL laws** hold:

1. $\mathcal{P}_1 \bullet Q_2 \equiv_{TD} \mathcal{P}_1 \parallel Q_2$ (IND)
2. $(\mathcal{P}_1 \bullet \mathcal{P}_2) \parallel Q_2 \equiv_{TD} \mathcal{P}_1 \bullet (\mathcal{P}_2 \parallel Q_2)$ (CCL-L)
3. $(\mathcal{P}_1 \bullet \mathcal{P}_2) \parallel Q_1 \equiv_{TD} (\mathcal{P}_1 \parallel Q_1) \bullet \mathcal{P}_2$ (CCL-R)
4. $(\mathcal{P}_1 \bullet \mathcal{P}_2) \parallel (Q_1 \bullet Q_2) \equiv_{TD} (\mathcal{P}_1 \parallel Q_1) \bullet (\mathcal{P}_2 \parallel Q_2)$ (CCL)

Randomized Mutual Exclusion

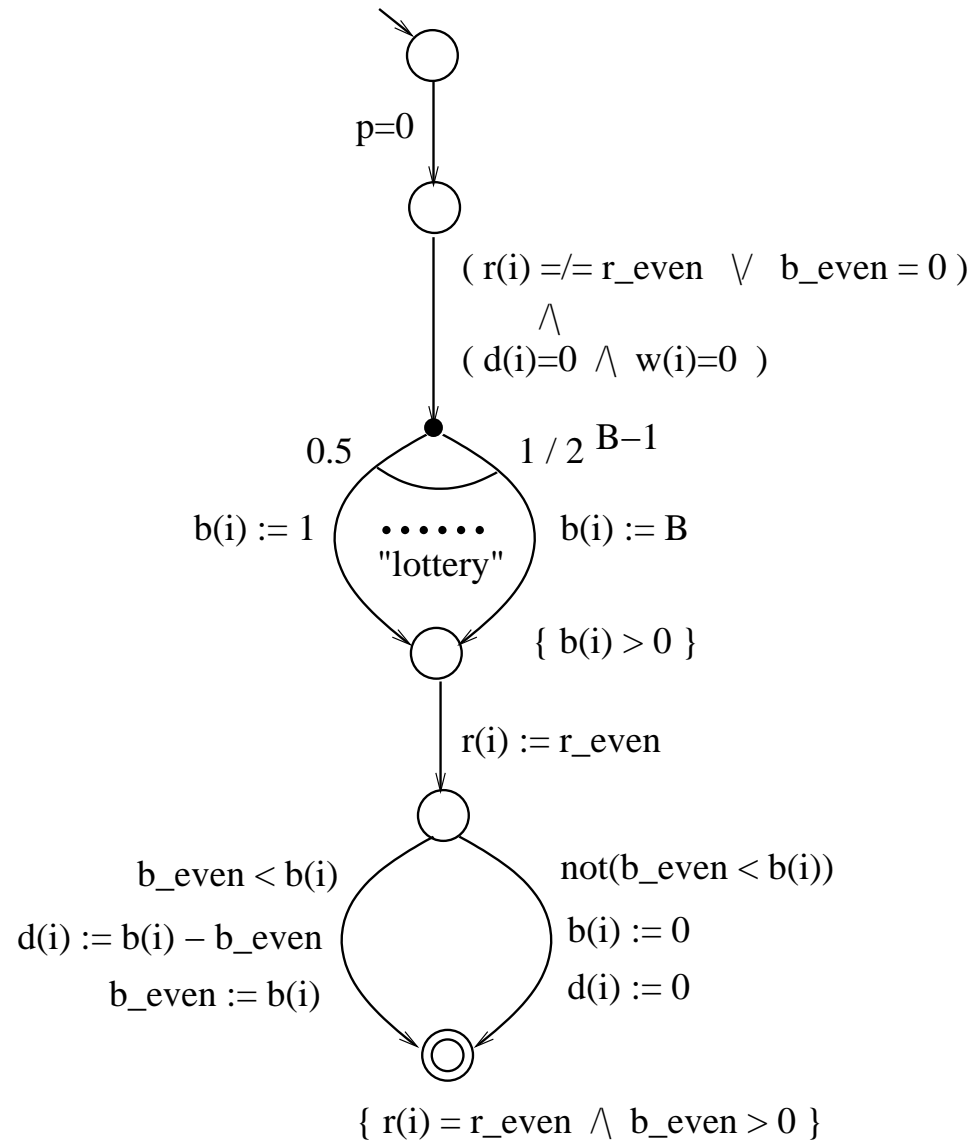
Original algorithm by Rabin (1982) found erroneous by Saias (1992).

Revised algorithm by Kushilevitz & Rabin (1992):

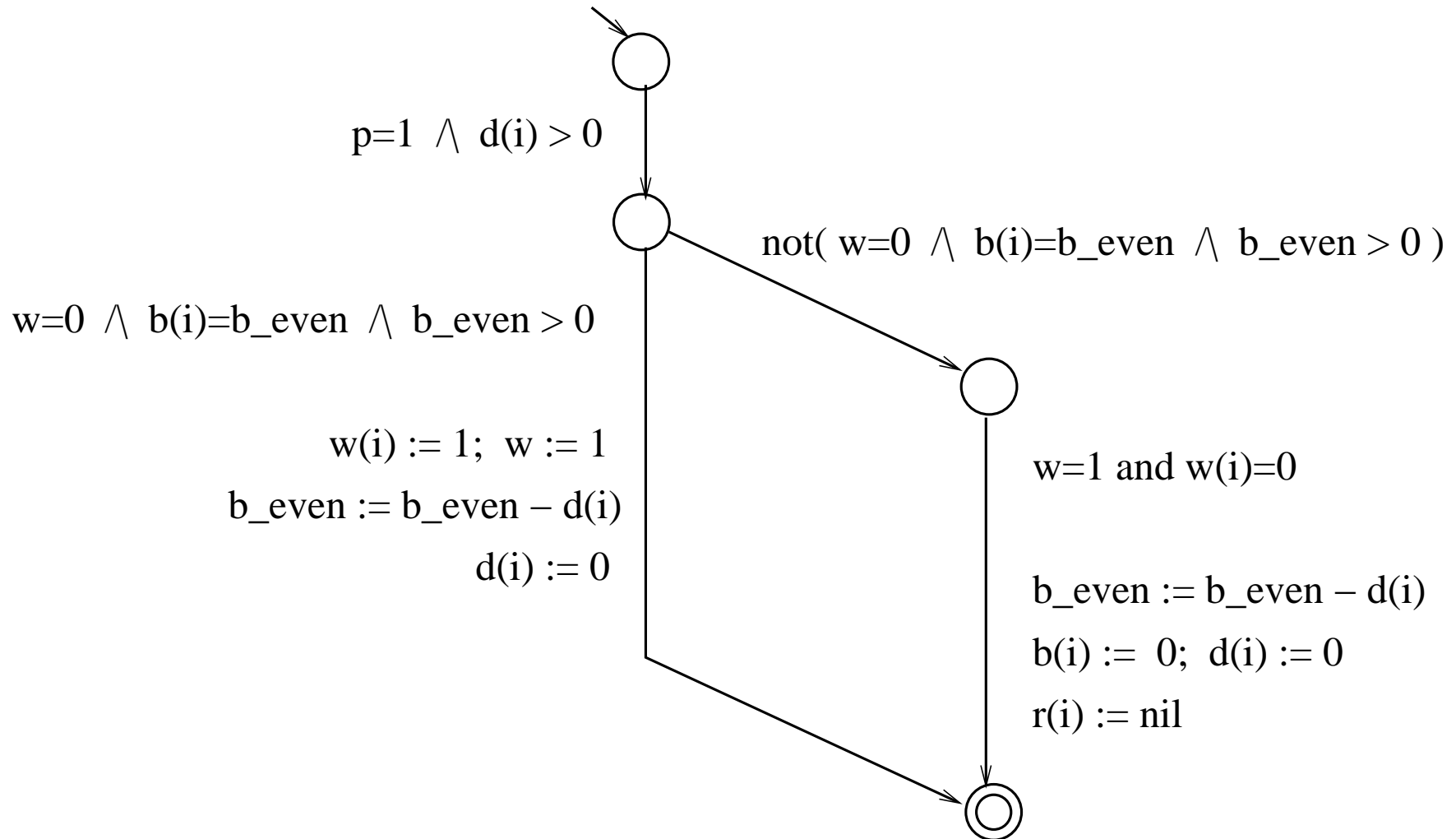
$$MUTEX = (\mathcal{P}_1 \parallel \dots \parallel \mathcal{P}_N) \text{ with } P_i = \left(\begin{array}{c} \text{odd } \mathcal{V}_i + I\mathcal{V}_i + \text{even } C_i \\ ; \\ \text{odd } \mathcal{T}_i + I\mathcal{T}_i + \mathcal{R}_i \\ ; \\ \text{even } \mathcal{V}_i + I\mathcal{V}_i + \text{odd } C_i \\ ; \\ \text{even } \mathcal{T}_i + I\mathcal{T}_i + \mathcal{R}_i \end{array} \right)^*$$

Mclver, Gonzalia, Cohen, and Morgan (2008) analysed parts of the algorithm in terms of probabilistic Kleene Algebra.

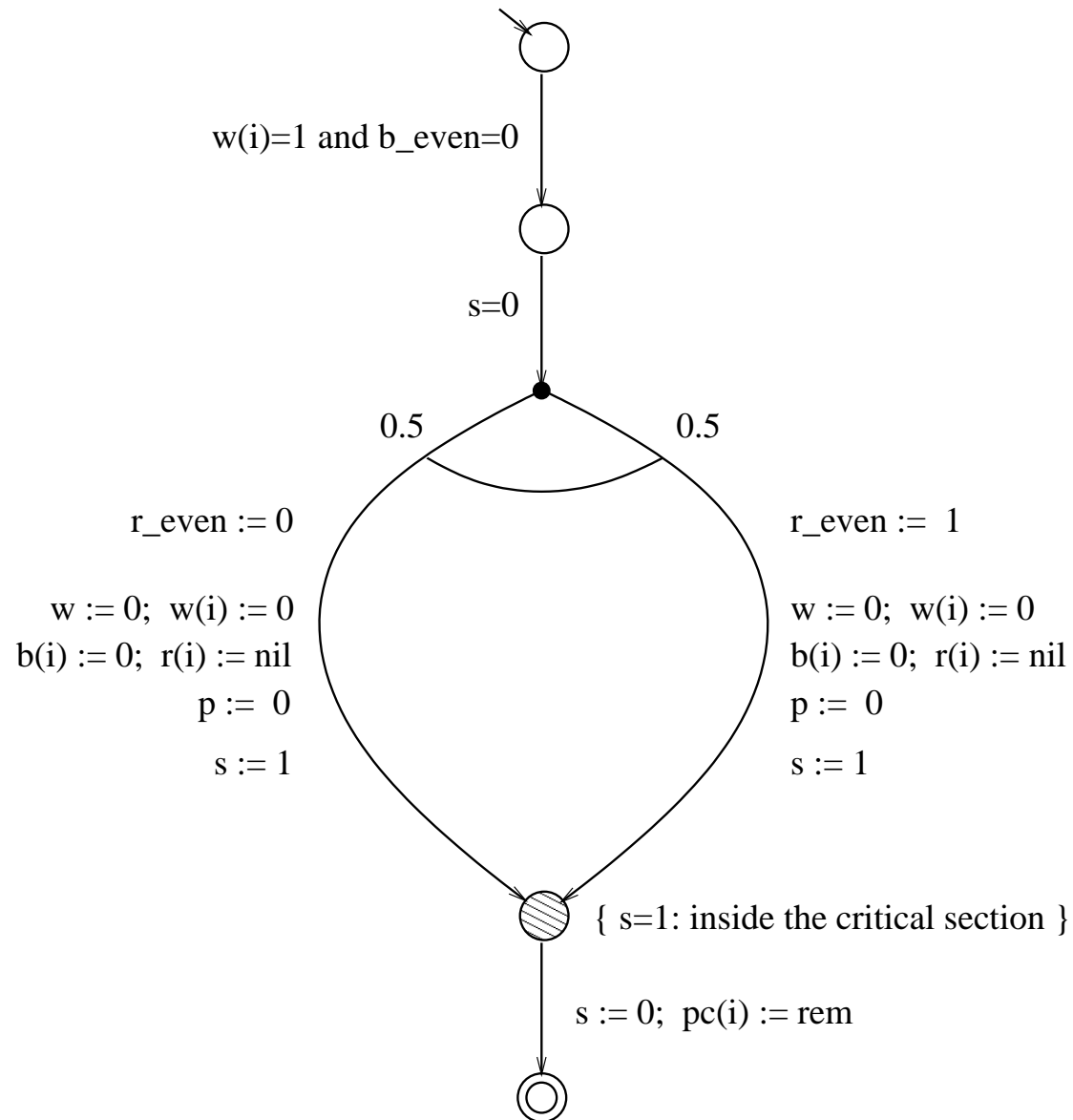
PA for even Voting \mathcal{V}_i



PA for even notification \mathcal{T}_i



PA for even critical section C_i



Unfolding up to Round 4

odd ($r = 1$):	$\{p = 1\} \mathcal{V}_1^1 + I\mathcal{V}_1^1 + \mathcal{C}_1^0$	$\mathcal{V}_2^1 + I\mathcal{V}_2^1 + \mathcal{C}_2^0$...	$\mathcal{V}_N^1 + I\mathcal{V}_N^1 + \mathcal{C}_N^0$
	;	;	...	;
	$\{p = 0\} \mathcal{T}_1^1 + I\mathcal{T}_1^1 + \mathcal{R}_1^0$	$\mathcal{T}_2^1 + I\mathcal{T}_2^1 + \mathcal{R}_2^0$...	$\mathcal{T}_N^1 + I\mathcal{T}_N^1 + \mathcal{R}_N^0$
	;	;	...	;
even ($r = 2$):	$\{p = 0\} \mathcal{V}_1^2 + I\mathcal{V}_1^2 + \mathcal{C}_1^1$	$\mathcal{V}_2^2 + I\mathcal{V}_2^2 + \mathcal{C}_2^1$...	$\mathcal{V}_N^2 + I\mathcal{V}_N^2 + \mathcal{C}_N^1$
	;	;	...	;
	$\{p = 1\} \mathcal{T}_1^2 + I\mathcal{T}_1^2 + \mathcal{R}_1^1$	$\mathcal{T}_2^2 + I\mathcal{T}_2^2 + \mathcal{R}_2^1$...	$\mathcal{T}_N^2 + I\mathcal{T}_N^2 + \mathcal{R}_N^1$
	;	;	...	;
odd ($r = 3$):	$\{p = 1\} \mathcal{V}_1^3 + I\mathcal{V}_1^3 + \mathcal{C}_1^2$	$\mathcal{V}_2^3 + I\mathcal{V}_2^3 + \mathcal{C}_2^2$...	$\mathcal{V}_N^3 + I\mathcal{V}_N^3 + \mathcal{C}_N^2$
	;	;	...	;
	$\{p = 0\} \mathcal{T}_1^3 + I\mathcal{T}_1^3 + \mathcal{R}_1^2$	$\mathcal{T}_2^3 + I\mathcal{T}_2^3 + \mathcal{R}_2^2$...	$\mathcal{T}_N^3 + I\mathcal{T}_N^3 + \mathcal{R}_N^2$
	;	;	...	;
even ($r = 4$):	$\{p = 0\} \mathcal{V}_1^4 + I\mathcal{V}_1^4 + \mathcal{C}_1^3$	$\mathcal{V}_2^4 + I\mathcal{V}_2^4 + \mathcal{C}_2^3$...	$\mathcal{V}_N^4 + I\mathcal{V}_N^4 + \mathcal{C}_N^3$
	;	;	...	;
	$\{p = 1\} \mathcal{T}_1^4 + I\mathcal{T}_1^4 + \mathcal{R}_1^3$	$\mathcal{T}_2^4 + I\mathcal{T}_2^4 + \mathcal{R}_2^3$...	$\mathcal{T}_N^4 + I\mathcal{T}_N^4 + \mathcal{R}_N^3$
			...	

Analysis of unfolded *MUTEX*

The phases of unfolded *MUTEX* satisfy the following **independence and precedence conditions**, where $r, r1, r2 > 0$ and $i, j \in \{1, \dots, N\}$:

1. Remainder \mathcal{R}_i^r , idle voting $I\mathcal{V}_i^r$ and idle notif. $I\mathcal{T}_i^r$ are *independent* (\Leftrightarrow) of any other phase.
2. If one of $r1$ and $r2$ is *even* and the other *odd* then $\mathcal{V}_i^{r1} \Leftrightarrow \mathcal{V}_j^{r2}$, $\mathcal{V}_i^{r1} \Leftrightarrow \mathcal{T}_j^{r2}$, $\mathcal{T}_i^{r1} \Leftrightarrow \mathcal{V}_j^{r2}$, $\mathcal{T}_i^{r1} \Leftrightarrow \mathcal{T}_j^{r2}$.
3. A critical section C_i^r can only start if notification \mathcal{T}_i^r has been completed, which in turn can only start if voting \mathcal{V}_i^r has been completed:
$$\mathcal{V}_i^r \prec \mathcal{T}_i^r \text{ and } \mathcal{T}_i^r \prec C_i^r.$$
4. – 6. ...

Layered Unfolding up to Round 4

$$(\mathcal{V}_1^1 + I\mathcal{V}_1^1 + C_1^0 \parallel \mathcal{V}_2^1 + I\mathcal{V}_2^1 + C_2^0 \parallel \cdots \parallel \mathcal{V}_N^1 + I\mathcal{V}_N^1 + C_N^0)$$

;

$$(\mathcal{T}_1^1 + I\mathcal{T}_1^1 + \mathcal{R}_1^0 \parallel \mathcal{T}_2^1 + I\mathcal{T}_2^1 + \mathcal{R}_2^0 \parallel \cdots \parallel \mathcal{T}_N^1 + I\mathcal{T}_N^1 + \mathcal{R}_N^0)$$

;

$$(\mathcal{V}_1^2 + I\mathcal{V}_1^2 + C_1^1 \parallel \mathcal{V}_2^2 + I\mathcal{V}_2^2 + C_2^1 \parallel \cdots \parallel \mathcal{V}_N^2 + I\mathcal{V}_N^2 + C_N^1)$$

;

$$(\mathcal{T}_1^2 + I\mathcal{T}_1^2 + \mathcal{R}_1^1 \parallel \mathcal{T}_2^2 + I\mathcal{T}_2^2 + \mathcal{R}_2^1 \parallel \cdots \parallel \mathcal{T}_N^2 + I\mathcal{T}_N^2 + \mathcal{R}_N^1)$$

;

$$(\mathcal{V}_1^3 + I\mathcal{V}_1^3 + C_1^2 \parallel \mathcal{V}_2^3 + I\mathcal{V}_2^3 + C_2^2 \parallel \cdots \parallel \mathcal{V}_N^3 + I\mathcal{V}_N^3 + C_N^2)$$

;

$$(\mathcal{T}_1^3 + I\mathcal{T}_1^3 + \mathcal{R}_1^2 \parallel \mathcal{T}_2^3 + I\mathcal{T}_2^3 + \mathcal{R}_2^2 \parallel \cdots \parallel \mathcal{T}_N^3 + I\mathcal{T}_N^3 + \mathcal{R}_N^2)$$

;

$$(\mathcal{V}_1^4 + I\mathcal{V}_1^4 + C_1^3 \parallel \mathcal{V}_2^4 + I\mathcal{V}_2^4 + C_2^3 \parallel \cdots \parallel \mathcal{V}_N^4 + I\mathcal{V}_N^4 + C_N^3)$$

;

$$(\mathcal{T}_1^4 + I\mathcal{T}_1^4 + \mathcal{R}_1^3 \parallel \mathcal{T}_2^4 + I\mathcal{T}_2^4 + \mathcal{R}_2^3 \parallel \cdots \parallel \mathcal{T}_N^4 + I\mathcal{T}_N^4 + \mathcal{R}_N^3)$$

Layered MUTEX

Under the assumption of fairness the parallel *MUTEX* is **po equivalent** to the following layered version:

$$\textit{layered_MUTEX} = \left(\begin{array}{c}
 (\textit{odd } \mathcal{V}_1 + I\mathcal{V}_1 + \textit{even } \mathcal{C}_1 \parallel \dots \parallel \textit{odd } \mathcal{V}_N + I\mathcal{V}_N + \textit{even } \mathcal{C}_N) \\
 ; \\
 (\textit{odd } \mathcal{T}_1 + I\mathcal{T}_1 + \mathcal{R}_1 \parallel \dots \parallel \textit{odd } \mathcal{T}_N + I\mathcal{T}_N + \mathcal{R}_N) \\
 ; \\
 (\textit{even } \mathcal{V}_1 + I\mathcal{V}_1 + \textit{odd } \mathcal{C}_1 \parallel \dots \parallel \textit{even } \mathcal{V}_N + I\mathcal{V}_N + \textit{odd } \mathcal{C}_N) \\
 ; \\
 (\textit{even } \mathcal{T}_1 + I\mathcal{T}_1 + \mathcal{R}_1 \parallel \dots \parallel \textit{even } \mathcal{T}_N + I\mathcal{T}_N + \mathcal{R}_N)
 \end{array} \right)^*$$

Reduction in Locations

N	number of locations in ...		
	... <i>MUTEX</i>	... <i>layered_MUTEX</i>	reduction factor
3	15,625	1,453	≥ 10
4	390,625	10,781	≥ 36
5	9,765,625	81,085	≥ 120

Conclusion

Semantic methods, e.g., layering transformations, simplify system verification.

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