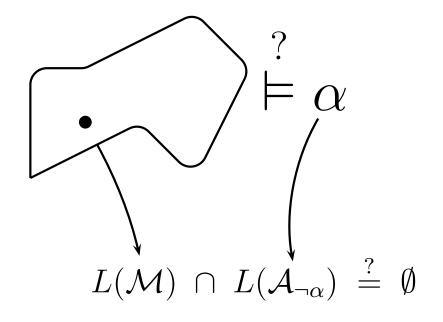
VERSYDIS

Vérification des systèmes distribués

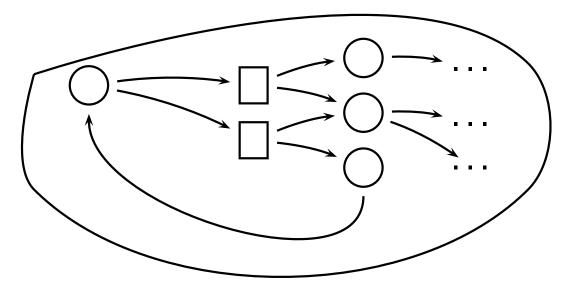
LIAFA, Université Paris 7, CNRS (UMR 7089).
 A. Muscholl, W. Zielonka, B. Genest, H. Gimbert, F. Horn,
 B. Lerman,

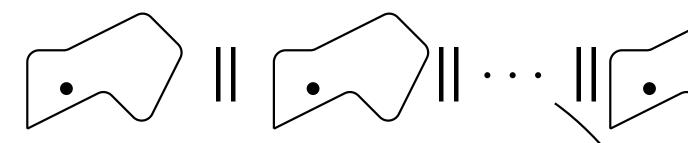
LaBRI, Université Bordeaux 1, CNRS (UMR 5800).
 D. Janin, O. Ly, I. Walukiewicz, P. Weil, M. Zeitoun, J. Bernet, A. Bouquet

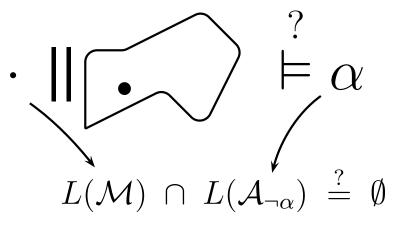
LSV, ENS Cachan CNRS (UMR 8643)
 P. Gastin, N. Sznajder

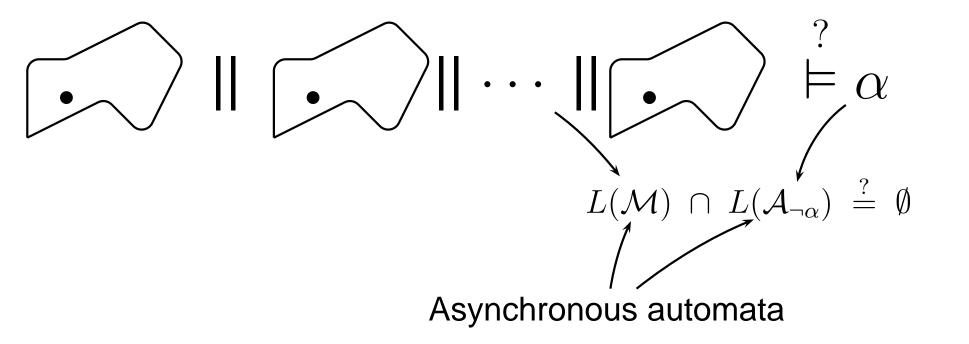


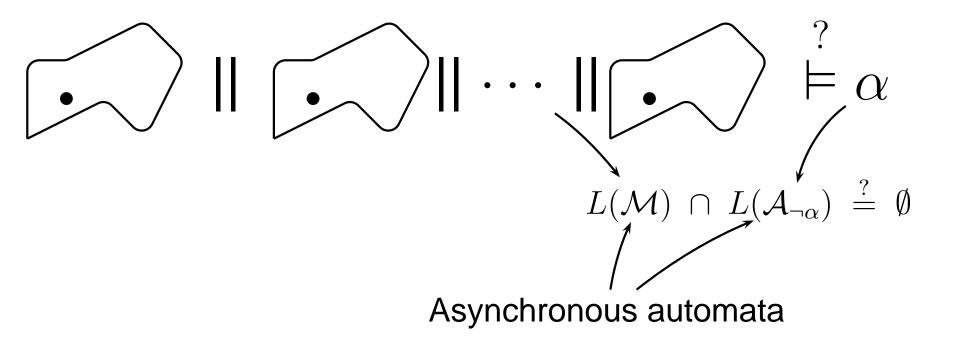
• Emptiness test \rightarrow solving two player games.











• Size polynomial in the size of the system.

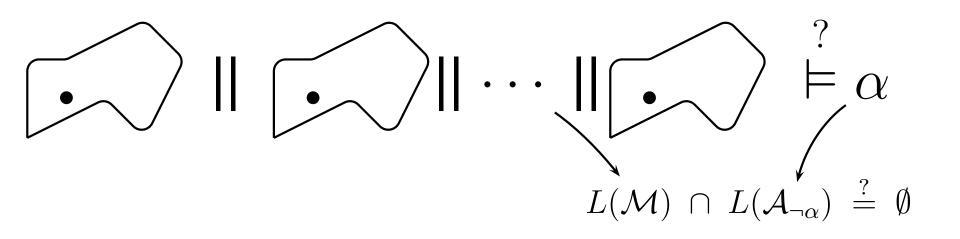
• Problem : emptiness check more difficult.

Thèmes:

- Formalismes de spécification pour les systèmes concurrents.
- Algorithmes et vérification des systèmes concurrents.
- Synthèse de contrôleurs pour les systèmes concurrents
 Jeux distribués.

Plan

Two results:



Our Understanding of program logics for synchronous communication.

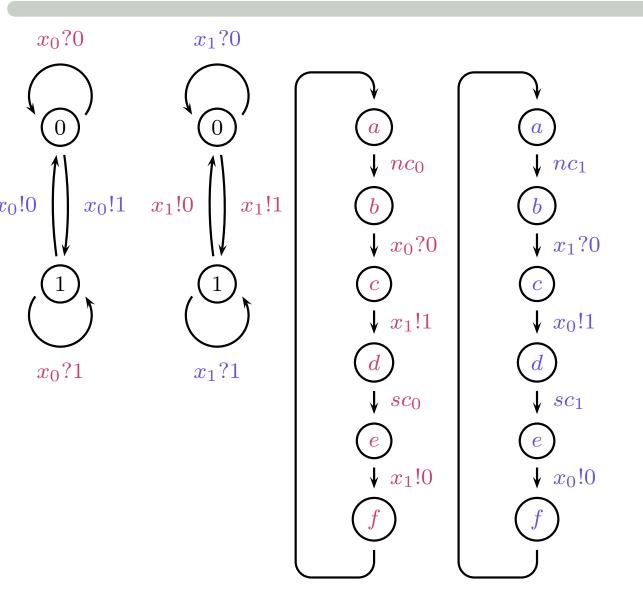
Our Understanding of models of asynchronous communication.

Mutual exclusion

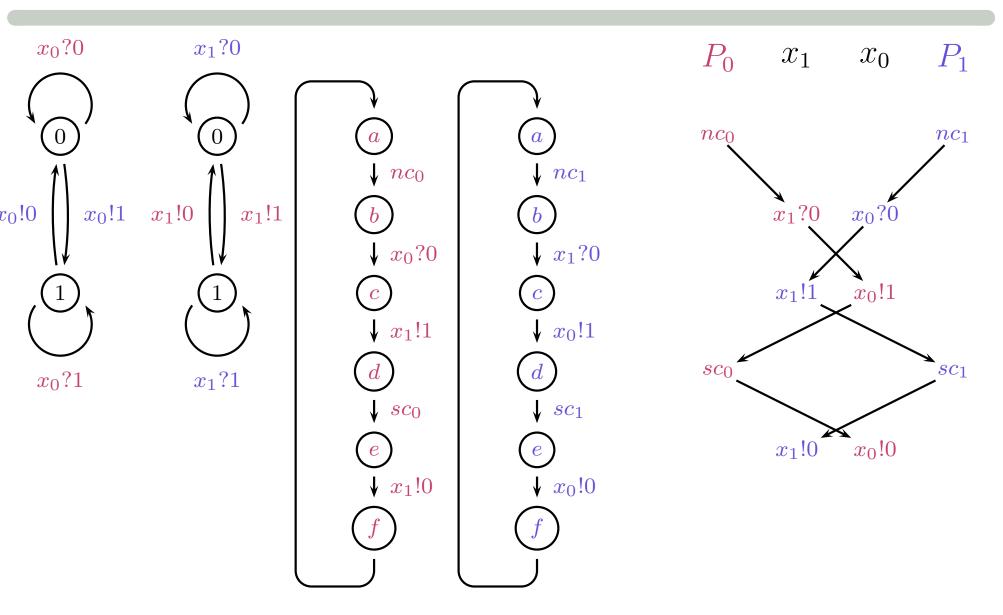
 $\circ x0,x1$ global variables initialized to 0

Question : Is mutual exclusion guaranteed in Proc(0) || Proc(1) ?

Formal model : partial order



Formal model : partial order



Synchronous product of four automata.

• Fix a finite alphabet Σ .

• A word is a sequence of letters over Σ , i.e, a linear order with elements labelled by elements of Σ .

• Fix a reflexive and symmetric dependency relation $D \subseteq \Sigma \times \Sigma$.

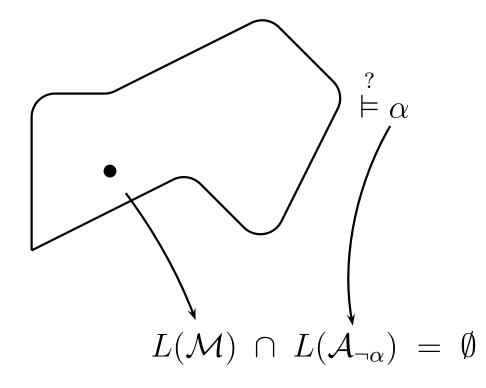
A Mazurkiewicz trace is a partial order such that every two elements labelled by dependent letters are comparable.

In traces we explicitly represent the concurrency information.

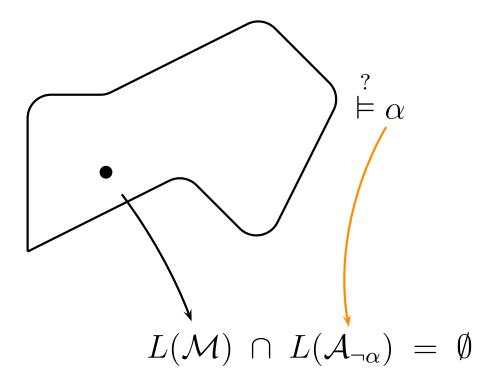
Thm[Büchi]: Regular \equiv MSOL.

Languages definable by finite automata are exactly those definable in Monadic Second-Order Logic over words.

• This is the basis of automata based techniques to model-checking. Properties are translated to automata and verification is reduced to emptiness checking.



Program logics



• Translation MSOL \rightarrow automata results in non-elementary blowup. That is why other logics are used : LTL, mu-calculus.

• First-order logic and monadic second-order logics, serve as expressivity benchmarks for all other logical formalisms.

Thm[**Zielonka**,...]: Regular \equiv MSOL.

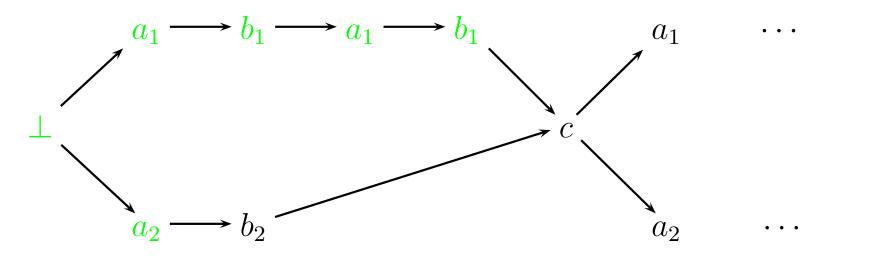
Trace languages definable by asynchronous finite automata are exactly those definable in MSOL over traces.

• This theorem can serve as a basis for verification with traces.

• Wanted : logical formalisms with lower complexity than MSOL.

We have made within VERSYDIS an important step in understanding ways of constructing such formalism.

Global vs. Local logics



Onfiguration in a trace is a downward closed set of events.

• Global logic is evaluated in configurations : $T, C \vDash \alpha$.

• Local logic is evaluated in events : $T, e \vDash \alpha$.

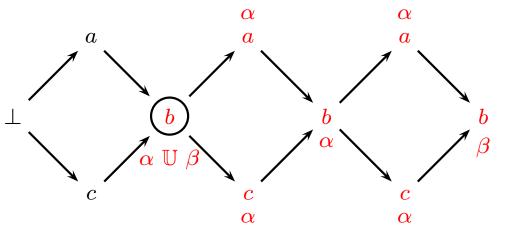
Thm[Walukiewicz]: The satisfiability problem for a very simple global logic has non-elementary complexity.

Contribution of VERSYDIS

Semantics of Until

Contribution of VERSYDIS

$$\mathsf{TL} ::= tt \mid \neg \alpha \mid \alpha \land \beta \mid \langle a \rangle \alpha \mid \alpha \mathbb{U} \beta$$



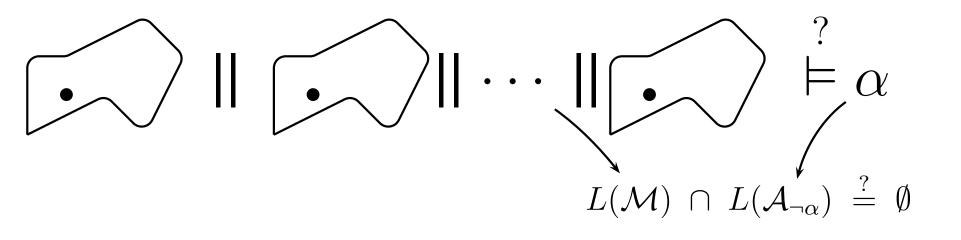
Semantics of Until

Thm[Diekert & Gastin]: LTL over traces is expressively complete with respect to first-order logic over traces.

Thm[Gastin & Kuske]: Any local trace logic with finite number of operators definable in MSOL is decidable in PSPACE.

O These two theorems give a lower and upper bounds for logical formalisms for traces.

Synchronous communication models



Experiments with unwinding methods have started.

Asynchronous communication models



• Several peers exchange messages through P2P FIFO channels (unbounded).

Each peer : Finite automaton with send/receive events.

• ITU norm Z 100 (SDL)

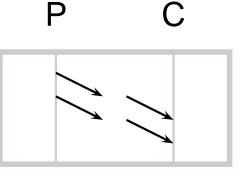
Communicating FSM and MSC

 CFM : Finite automata with send and receive actions : send P!Q(m) and receive P?Q(m)
 Configuration of CFM : local states plus (unbounded) channel

contents.

FIFO channels

• Two equivalent linearizations : P!C, C?P, P!C, C?P P!C, P!C, C?P, C?P

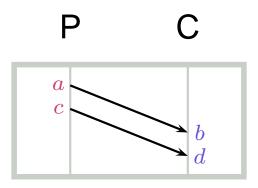


Message sequence chart (ITU norm Z120)

P!C

C?P

Message sequence charts (MSC)



• Partial order semantics :

• Events : *a*, *b*, *c*, *d*

 Partial order : process order : a <_P c, b <_C d message order a < c, b < d

• Logic over MSC : talks about process/message orders

• CFM are Turing powerful. All nontrivial problems about CFMs are undecidable.

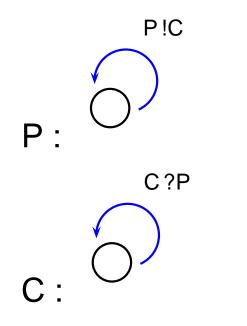
Strong channel bound B :

in no execution the channel exceeds size B.

• A CFM is strongly bounded iff there is a strong bound for all the channels.

Thm[Mukund et.al.]: Strongly bounded CFM = MSOL over bounded MSC.

Strong bounds : too restrictive



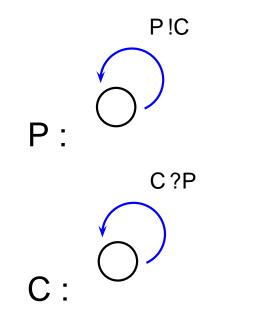
Producer/consumer : a typical unbounded behaviour.

P!C, ..., P!C, C?P, ..., C?P

• Strongly bounded CFM are too restrictive :

state space is finite \rightarrow finite automata

VERSYDIS : Weakly bounded channels



 $\mathbf{R} = (P!C \; C?P)^*$ is a regular set of representatives

Every execution has an equivalent one in R.

Def: A CFM is weakly B bounded if there is a bound B such that each execution is equivalent to a B-bounded execution.

• Receiving messages can be scheduled so that channels do not exceed some fixed size.

Implementations of protocols are usually weakly bounded.

Operation of weakly bounded CFM and characterisation à la Büchi.

Thm[Genest, Kuske, Muscholl]: Weakly-bounded CFM \equiv MSOL over *w*-bounded MSC.

Cor: Model checking for weakly-bounded CFM as easy as for strongly bounded CFM.

Systems that are not weakly bounded are in some sense unreasonable (wrong use of concurrency).

It is undecidable if a system is weakly bounded.

The study of properties of weakly-bounded systems is presented in the thesis of B. Genest. • Game theory for verification.

• Games for synthesis of distributed systems.

Algebraic theory of tree languages.

0 > 30 publications in journals and conferences.

• A number of invited lectures : LICS, CSL, LPAR, ...

A number of presentations at summer schools : Ecole de printemps 2004 & 2006, Ecole de jeunes chercheurs, Infinite Games and Applications.

 1 PhD thesis defended, 1 to be defended in November, 3 close to being finished.