

# Verifying distributed systems with unbounded channels

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# VERCORS in a nutshell

- Platform for **specification of distributed applications**.
- Based on the semantics features of the ProActive library.  
`http://www-sop.inria.fr/oasis/ProActive/`
- Generation of **intermediate finite model**.
- Various tools can then operate on these models:  
static analysis, model checking, code generation. . .
- The aim is to integrate the platform in a development environment, used by non-specialists.

# Formal verification of pNets

- Basically, pNets are made of LTSs synchronized by mean of transducer (synchronization vector).
- Verifying pNets remains to verify systems:
  - manipulating unbounded data,
  - having a parameterized topology,
  - **using unbounded communication queues.**
- **Numerous sources of infinity**  
⇔ numerous complications for formal verification.
- Current platform uses only finite-state based model-checkers (through finite abstraction).
- We want to **apply infinite state model-checking techniques.**

# Infinite-state system verification

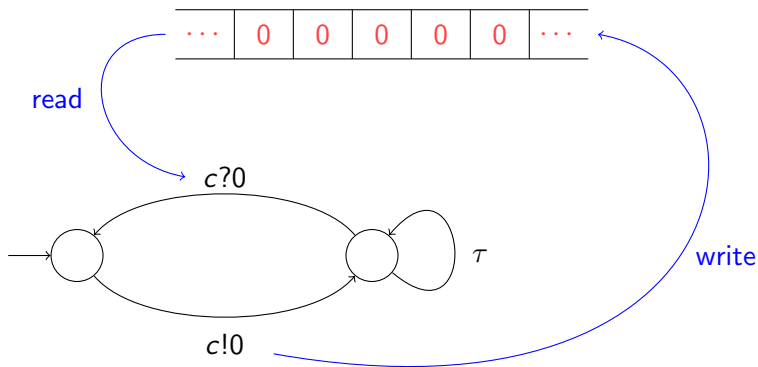
- Well studied theory:
  - counter systems,
  - pushdown systems,
  - parameterized systems,
  - ...
- Few implementations for unbounded queue systems:
  - LASH (Boigelot et al.),
  - TReX (Bouajjani et al.).
- Difficult to find a tool that fits our goals
  - integration to VERCORS
  - possibility of extensions

# Outline

- 1 Introduction
- 2 Systems with unbounded FIFO queues
- 3 Reachability and Acceleration
- 4 Presentation of our prototype
- 5 Perspectives

# Communicating finite state machines

Basically a finite state machine augmented with a set of queues.



# Communicating finite state machines

Formally, a communicating finite state machines (CFSM) is a tuple

$$\mathcal{M} = (Q, q_0, C, \Sigma, A, \delta) \quad \text{such that}$$

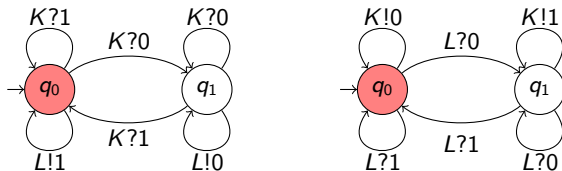
- $Q$  is a finite set of states,
- $q_0 \in Q$  is the initial state,
- $C$  is a set of communicating channels/queues,
- $\Sigma$  is the alphabet of messages,
- $A$  is a finite set of internal actions,
- $\delta \subset Q \times ((C \times \{?, !\}) \times \Sigma) \cup A \times Q$  is the transition relation.

## Short Example

- **Execution:** Sequence respecting the transition relation.

Channel  $K \rightarrow$ 

--	--	--	--	--	--



Channel  $L \rightarrow$ 

--	--	--	--	--	--

- $\langle q_0, q_0, \varepsilon, \varepsilon \rangle$

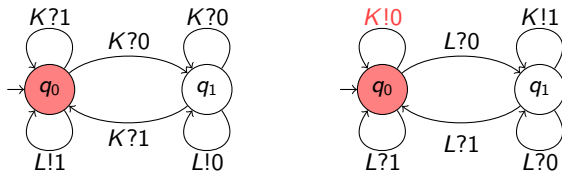


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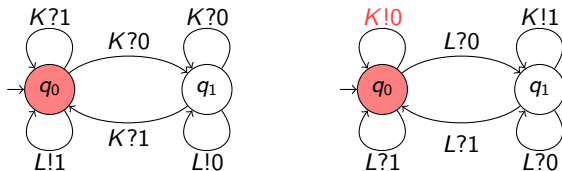
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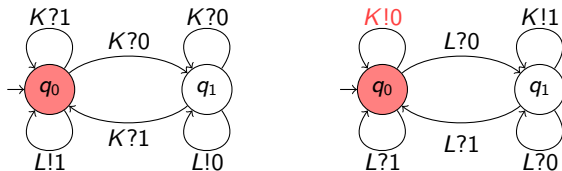
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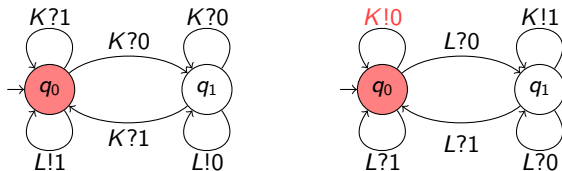
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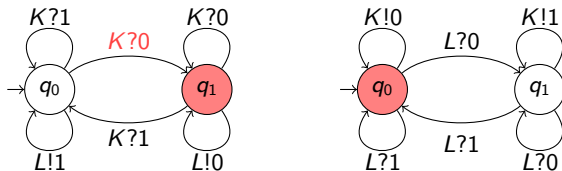
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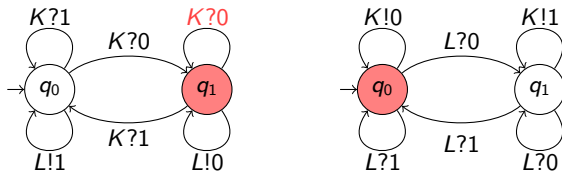
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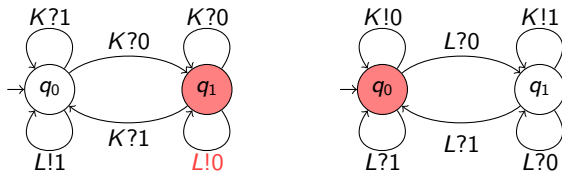
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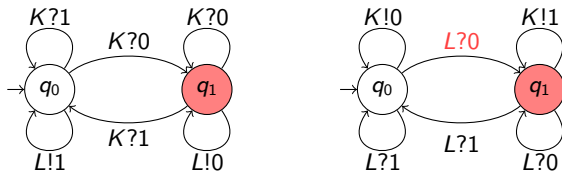
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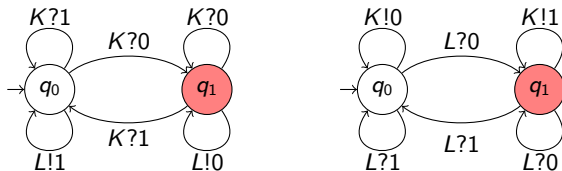


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$$\langle q_1, q_1, 00, \varepsilon \rangle \rightarrow \dots$$

# Operational Semantics

- We consider unbounded **FIFO queues**.
- Consider a set of CFSM sharing a set of queues  $\{K, L\}$ .
- **Configuration**:  $\langle q_1, q_2, w_K, w_L \rangle$  (for a pair of CFSM)

Global state + Queue contents

- Operations:
  - **Send** (non-blocking).  
if  $\langle q_1, K!a, q'_1 \rangle \in \delta_1$  then

$$\langle q_1, q_2, w_K, w_L \rangle \xrightarrow{K!a} \langle q'_1, q_2, w_K \cdot a, w_L \rangle$$

- **Receive** (blocking).
- **Internal Action**.

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if  $\langle q_1, \tau, q'_1 \rangle \in \delta_1$  with  $\tau \in A$  then

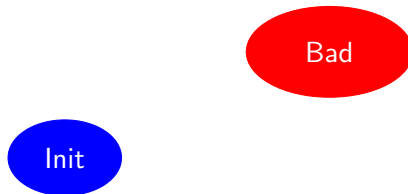
$$\langle q_1, q_2, w_K, w_L \rangle \xrightarrow{\tau} \langle q'_1, q_2, w_K, w_L \rangle$$

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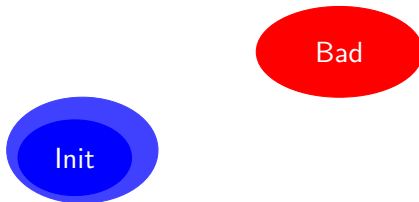
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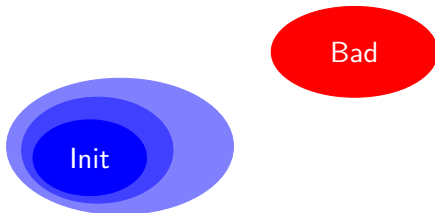


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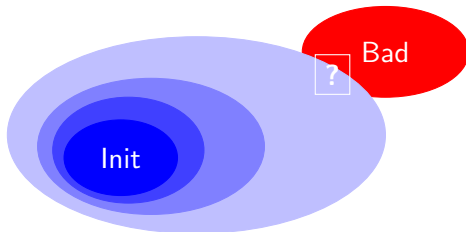
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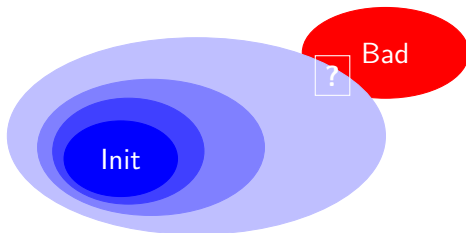


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- $\text{Post}^*(X) = \bigcup_{i \geq 0} \text{Post}^i(X)$ . **UNDECIDABLE** (semi-algorithm)

# Representing Sets of Configurations

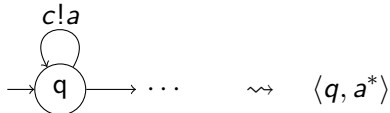
- We need to represent possibly infinite sets of configurations.
- We associate to each tuple of states of the CFSM a set of finite state automata (FUDFA) over  $\Sigma$ .
- The set of configurations corresponds to the (regular) language associated to each state.

• Ex:  $\langle q_1, q_2 \rangle + \left( \begin{array}{c} \text{a} \\ \text{b} \end{array} \right)$

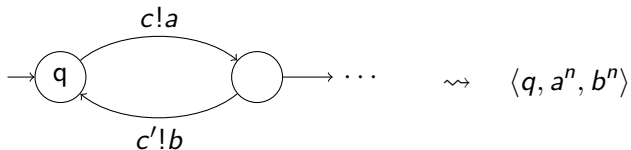
represents the set of configurations  $\langle q_1, q_2, a^*b, a \rangle$ .

# Improving convergence

- FUDFA allows to compute directly the result of infinitely iterating some cycles:



- Pb: Cycles can induce non-regular sets of queue contents:



- Need for characterization of accelerable loops.

# Algorithm with accelerations

- $F[s]$  is the FUDFA associated to global state  $s$ .
- We apply a depth-first exploration method.

**While**  $S \neq \emptyset$  **do**

  Choose and remove some  $s \in S$

*Acceleration:*

**For** all cycle  $\theta$  from  $s$

**If**  $\theta$  can be accelerated **then**

    Compute the effect of  $\theta^*$  on  $F[s]$

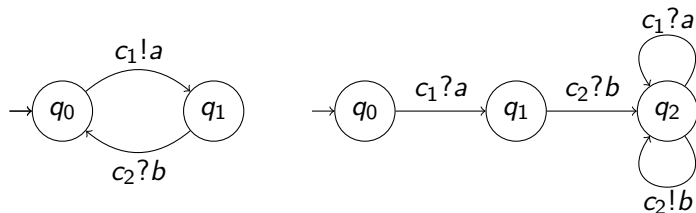
*OneStep successors:*

**For** all possible transition  $s \xrightarrow{\text{op}} s'$

  Compute the effect of  $\text{op}$  on  $F[s]$

  Add new reached configurations to  $F[s']$ .

## Complete example



$\langle q_0, q_0 \rangle$		$\langle q_0, q_1 \rangle$	
$\langle q_0, q_2 \rangle$		$\langle q_1, q_0 \rangle$	
$\langle q_1, q_1 \rangle$		$\langle q_1, q_2 \rangle$	

# Important issues for the implementation

- 1 Data structure,
- 2 Adaptability/Modularity (cannot use LASH has a blackbox),
- 3 Selection of cycles for acceleration,
  - global cycles or local cycles,
  - heuristics.
- 4 Exploration strategy,
- 5 Using the result of the computation.

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# Implementation

- Algorithm implemented in JAVA.
- **Input:** A set of CFSMs sharing a set of channels:  
text format or graphical editor (eclipse plugin).
- **Computes successively the set of reachable states**  
step by step + acceleration (at each iteration).
- A FUDFA is associated to each global state and the main loop  
of the algorithm can be executed.
- The algorithm follows strictly the method described.

# Exploring the statespace

We have concentrated on useful functionalities (exploration, utilisation of the result).

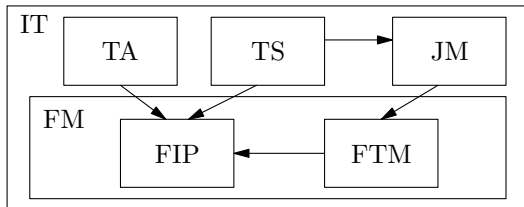
- If the computation converge  $\rightsquigarrow$  **OK**
- Otherwise, the user can specify:
  - a set of final configurations,
  - a timeout (number of iterations),
  - a bound on the size of representations ( $\neq$  bounding the size of the queues).

# Performance scale

- On the other hand, there is no fine tuning of the implementation for the moment:
  - data structure quite big (naive implementation of DFAs),
  - possible improvements in data manipulation.
- In this context, we have checked the implementation w.r.t. the **utilisation of the computation**.  
↪ no evaluation in terms of computation performance.
- **Objective:** giving a readable diagnosis of the analysis.

# Example: Integrated toolkit

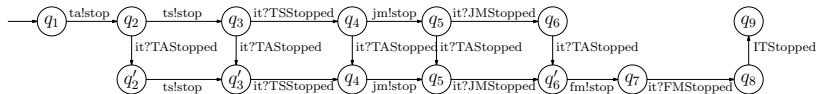
- Hierarchical component example.
- Arrows represents dependencies.



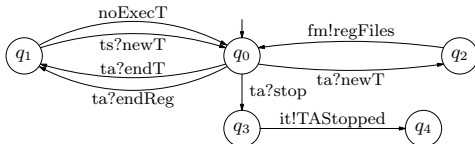
- Each box has an associated CFSM and queue.

# Example: Integrated toolkit

## IT (stop procedure)



## TA



What does happen when the system is stopped?

# Experimental scenario

When trying to compute the set configuration where IT is stopped, computation does not converge.

- 15 iterations  $\rightsquigarrow$  2460 DFAs and 19096 states
- + Size Limit  $\rightsquigarrow$  78 DFAs and 275 states
- Result:  $ta = (\text{NewT}^* \cdot \text{EndReg}^* \cdot \text{EndT}^*)^*$
- Then one can check that a configuration where  $ta$  is not empty can be reached.

So TA can left requests unsatisfied.

# Future Work

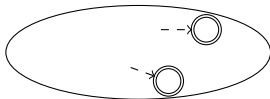
- Improvements of exploration techniques.
- Comparisons with existing tools (LASH, TReX, ...).
- Extension of the representation:
  - representation of non-regular sets of queues,
  - addition of datas (ex: queues + counters)
- Combination with other techniques (parametrized systems)

# QUESTIONS ???

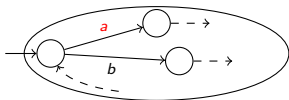


# Basic Operations

- Add a letter (!a):



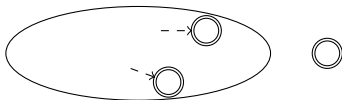
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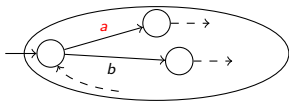
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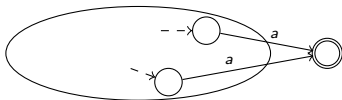
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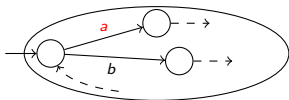
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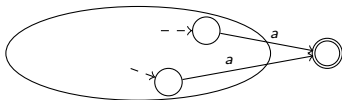
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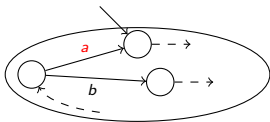
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# Cycle selection and acceleration

- All the material needed can be adapted from Boigelot's thesis.
  - exact characterisation of accelerable cycles,
  - computation of the acceleration.
- For every sequence of operations  $\sigma$ ,
  - $\#_!(\sigma)$  is the number of send operations,
  - $\#_?( \sigma)$  is the number of receive operations.
- A sequence involving only one queue is **counting** iff
  - $|\Sigma| = 1$  and  $\#_!(\theta) > \#_?( \theta)$ ,
  - $|\Sigma| > 1$  and  $\#_!(\theta) > 0$ .
- Given a system with queues  $\{c_1, \dots, c_n\}$  and a cycle  $\theta$ ,  
 $\theta_i$  is the sub-sequence of transitions manipulating  $c_i$ .

# Fundamental Results for acceleration

- For systems with **only one queue**, the result is the following.

## Theorem (Single-queue systems)

*For every set of configurations  $X$  and cycle  $\theta$ , the set  $\text{Post}_\theta^*(X)$  is FUDFA representable.*

- The result for systems with **several queues** is more restrictive.

## Theorem (Multi-queue systems)

*For every set of configurations  $X$  and cycle  $\theta$ , the set  $\text{Post}_\theta^*(X)$  is FUDFA representable **iff** there do not exist  $i$  and  $j$  s.t.  $\theta_i$  and  $\theta_j$  are counting.*