

Behavioural Specifications and Quantitative Techniques

Emilio Tuosto



Challenges and Perspectives of Formal Methods for Trustworthy Software
PhD seminars series



May 16, 2024

Plan of the talk

An overview of results

- Resource-awareness
- Probabilities
- Time

in behavioural specifications (mainly, behavioural types)

Some open problems

– Resource Awareness –

Work Analysis with Resource-Aware Session types

Static derivation of worst-case bounds on work for communication

$$S, T ::= V \mid \oplus \{l_i^{q_i} : S\} \mid \& \{l_i^{q_i} : S\} \mid S \overset{q}{\multimap} T \mid S \overset{q}{\otimes} T \mid \mathbf{1}^q$$

Work Analysis with Resource-Aware Session types

Static derivation of worst-case bounds on work for communication

$$S, T ::= V \mid \oplus \{l_i^{q_i} : S\} \mid \& \{l_i^{q_i} : S\} \mid S \overset{q}{\multimap} T \mid S \otimes T \mid \mathbf{1}^q$$

Work Analysis with Resource-Aware Session types

Static derivation of worst-case bounds on work for communication

$$S, T ::= V \mid \oplus \{l_i^{q_i} : S\} \mid \& \{l_i^{q_i} : S\} \mid S \overset{q}{\multimap} T \mid S \otimes T \mid \mathbf{1}^q$$

Theorem (Soundness)

WF processes don't "generate" energy

Theorem (Progress)

WF processes get stuck only if they correctly terminate

(direct consequence of progress in SILL [Toninho, Caires, Pfenning: ESOP'13])

Case studies

Nomos: DSL to account for requirements of digital contracts

Session-typing discipline for resource-analysis

- linearity to prevent duplication/deletion of assets
- type reconstruction to automatically infer resource bounds
- amortized resource analysis to control resource usage

Theorem

Type preservation & progress

Evaluation on case studies

A Dynamic Temporal Logic for QoS in Choreographic Models

Verify the **system-wide** QoS properties of a
distributed system given the
QoS of its components

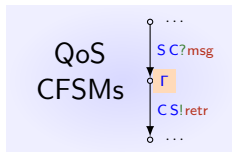
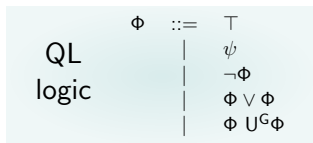
A Dynamic Temporal Logic for QoS in Choreographic Models

Verify the **system-wide** QoS properties of a distributed system given the QoS of its components

QL logic	$\Phi ::= \top$
	ψ
	$\neg\Phi$
	$\Phi \vee \Phi$
	$\Phi U^G \Phi$

Lopez Pombo, Martinez-Suñé, Tuosto: [ICTAC'23] A Dynamic Temporal Logic for QoS in Choreographic Models

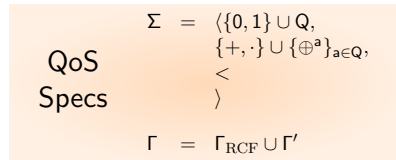
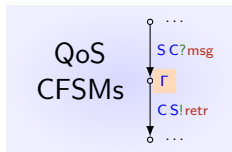
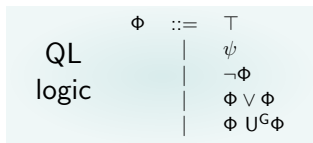
Verify the **system-wide** QoS properties of a **distributed system** given the QoS of its components



Lopez Pombo, Martinez-Suñé, Tuosto: [ICTAC'23]

A Dynamic Temporal Logic for QoS in Choreographic Models

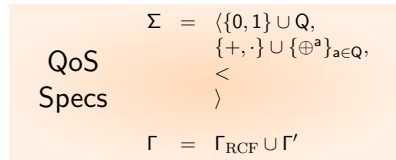
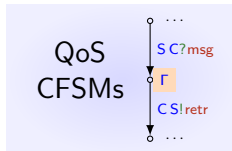
Verify the **system-wide** QoS properties of a **distributed system** given the **QoS** of its components



Lopez Pombo, Martinez-Suñé, Tuosto: [ICTAC'23]

A Dynamic Temporal Logic for QoS in Choreographic Models

Verify the **system-wide** QoS properties of a **distributed system** given the **QoS** of its components



Bounded MC

```

1 qUNTIL( $\Phi_1, G, \Phi_2, S, \pi, \pi', \pi''$ ):
2   if  $\mathcal{L}[\pi''] \in \tilde{\mathcal{L}}[G]$  and  $\text{qMODELS}(\Phi_2, S, \pi, \pi' \pi'')$  then
3     return true
4   else if not  $\text{qMODELS}(\Phi_1, S, \pi, \pi' \pi'')$  then
5     return false
6   else
7     Let  $\xrightarrow{a} q$  be the transition such that  $\pi' \pi'' \xrightarrow{a} q \in \text{prf}(\pi)$ 
      (takes the first transition in  $\pi$  if  $\pi' \pi'' = \epsilon$ ,
      and it is not defined if  $\pi' \pi'' = \pi$ )
8     if  $\pi' \pi'' = \pi$  or  $\mathcal{L}[\pi'' \xrightarrow{a} q] \notin \tilde{\mathcal{L}}[G]$  then
9       return false
10    else
11      return qUNTIL( $\Phi_1, G, \Phi_2, S, \pi, \pi', \pi'' \xrightarrow{a} q$ )
  
```

now implemented in **ChorGram**

– Probabilities –

Probabilities in Session Types

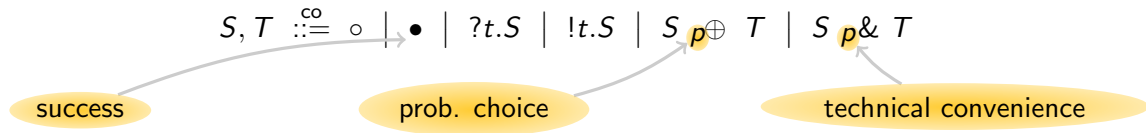
G	$::=$	$\sum_{i \in I} q \rightarrow_{\delta_i} q' : k \langle S_i \rangle . G_i$	(probValues)
		$q \rightarrow_1 q' : k \langle T @ p \rangle . G$	(delegation)
		$\sum_{i \in I} q \rightarrow_{\delta_i} q' : k \langle l_i : G_i \rangle$	(probBranching)
		G, G	(parallel)
		$\mu t . G$	(recursive)
		t	(variable)
		end	(end)
S	$::=$	bool nat ...	(valuetypes)

Theorem (Soundness)

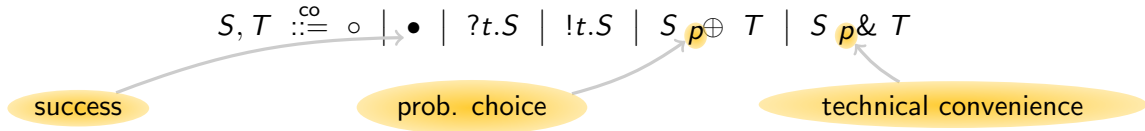
Well-formed processes do not have “probability errors”

In WOLLIC'22 things get simpler using results in
[Darda, Hu, Scalas, and Yoshida:ECOOP'22]

Reasoning about session termination ... probabilistically

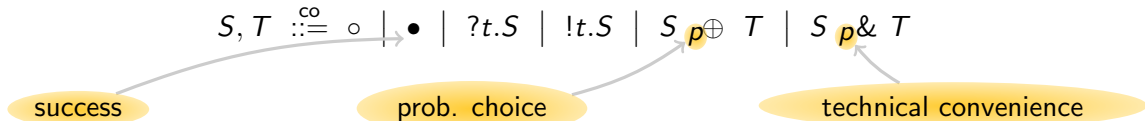


Reasoning about session termination ... probabilistically



Session Types \mapsto Discrete-Time Markov Chains

Reasoning about session termination ... probabilistically

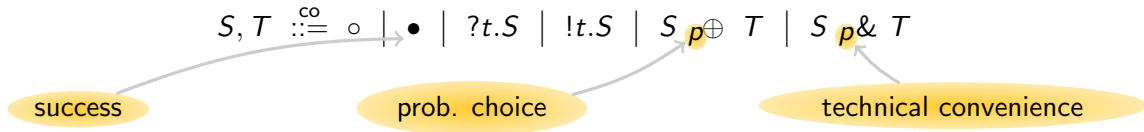


Session Types \mapsto Discrete-Time Markov Chains

Theorem (Soundness)

- *(Possibly diverging) well-typed processes respects (the probabilities in) their type*
- *Well-typed processes are deadlock-free*
- *Type preservation*

Reasoning about session termination ... probabilistically



Session Types \mapsto Discrete-Time Markov Chains

Theorem (Soundness)

- *(Possibly diverging) well-typed processes respects (the probabilities in) their type*
- *Well-typed processes are deadlock-free*
- *Type preservation*

[Burló, Francalanza, Scalas, Trubiani, Tuosto:SCP'21] defines a probabilistic monitoring discipline

Binary session types to model cryptographic experiments

- Extend [Caires, Pfenning: Concur'10] with
 - probabilistic choice
 - polytime functions
- this yields a model of cryptographic protocols

Theorem (Soundness)

Subject reduction & progress holds for well typed processes

Theorem (Confluence)

Well typed processes are confluent

On Session Typing, Probabilistic Time, and cryptographic experiments

Binary session types to model cryptographic experiments

- Extend [Caires, Pfenning: Concur'10] with
 - probabilistic choice
 - polytime functions
- this yields a model of cryptographic protocols

Theorem (Soundness)

Subject reduction & progress holds for well typed processes

Theorem (Confluence)

*Well typed processes are **confluent***

Silent steps converge to a same probability distribution

Probabilistic Resource Aware Session Types

Resource analysis of probabilistic systems via probabilistic binary session types

- Probabilistic binary session types to derive expected cost bounds of message-passing systems (extending [LICS'18])
- The proposed calculus features both non-deterministic and probabilistic choices
- The typing discipline ensures type preservation, progress, and probability consistency
- **NomosPro** is implemented and extensively evaluated

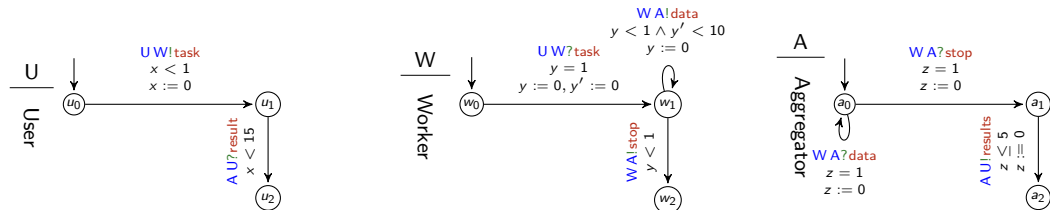
- Time -

Krcál, Yi

Communicating Timed Automata

[CAV'06]

An example borrowed from [Bocchi, Lange, Yoshida:Concur'15]:

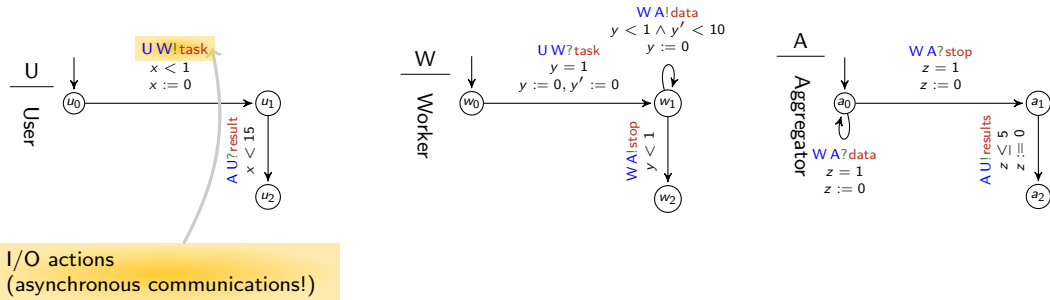


Krcál, Yi

Communicating Timed Automata

[CAV'06]

An example borrowed from [Bocchi, Lange, Yoshida:Concur'15]:

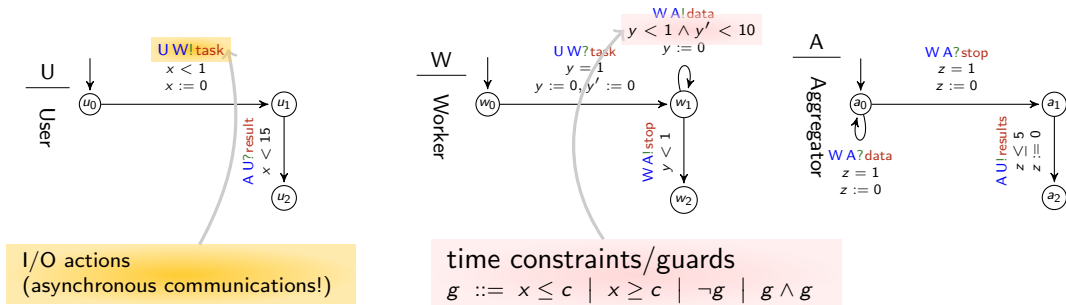


Krcál, Yi

Communicating Timed Automata

[CAV'06]

An example borrowed from [Bocchi, Lange, Yoshida:Concur'15]:

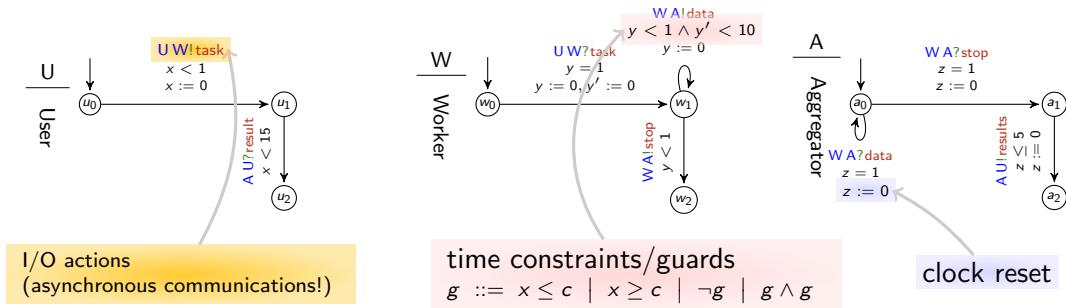


Krcál, Yi

Communicating Timed Automata

[CAV'06]

An example borrowed from [Bocchi, Lange, Yoshida:Concur'15]:

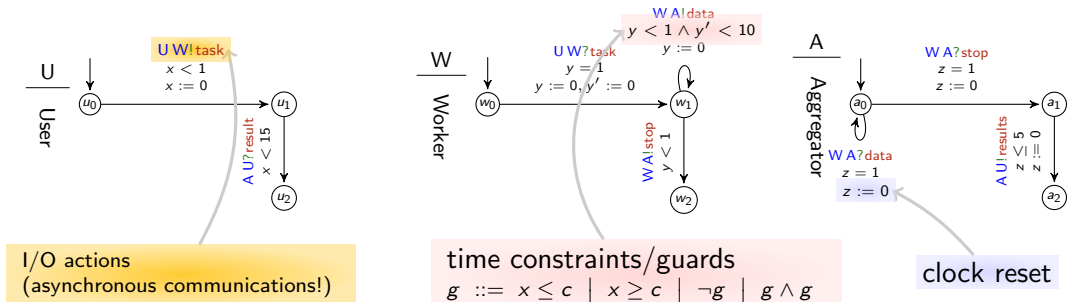


Krcál, Yi

Communicating Timed Automata

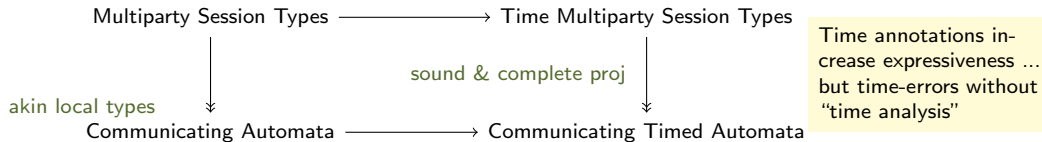
[CAV'06]

An example borrowed from [Bocchi, Lange, Yoshida:Concur'15]:



Evaluations

$\nu : x \mapsto r$ where $r \in \mathbb{R}^{\geq 0}$



Theorem (Soundness)

Well-typed processes respect timing

Theorem (Progress)

Feasibility + Wait-Freedom \implies time progress of typed processes

where

Feasibility = Partial timed executions can be completed

Wait-Freedom = if senders respect their timing then receivers do not have to wait

CFSM/timed automata \longrightarrow Communicating Timed Automata

Sound membership decision procedure

- { safety = deadlock freedom + no orphan messages
- { eventual reception
- { progress
- { no-zenoness

Theorem (Soundness)

If S is a multiparty-compatible system then

- *S is safe and*
- *S is timed bisimilar to its projection*

Timed Runtime Monitoring for Multiparty Conversations

Toolchain for timed interactions

- define timed protocols in **Scribble**
- check for feasibility and wait-freedom
- projections
- derive monitors to check timing constraints

The binary (*synchronous*) case is interesting too!

Duality does not yield compatibility (i.e., deadlock-freedom)

- is compatibility decidable in timed session types?
- can compliant timed counterpart be found?

- The binary (*synchronous*) case is interesting too!
Duality does not yield compatibility (i.e., deadlock-freedom)
- is compatibility decidable in timed session types?
 - can compliant timed counterpart be found?

Theorem (Reduction)

Timed compliance can be (algorithmically) reduced to model-check deadlock-freedom in timed automata (\implies decidability of timed compliance)

Theorem (Characterisation of evaluations)

*The set of evaluations of a timed session type admitting a compliant timed session type is effectively computable
(\implies canonical compliant timed session types are computable)*

Theorem (Decidability of Subtyping)

Subtyping is decidable in timed session types

Input Urgent Semantics for asynchronous timed session types

Synchronous compliance $\not\Rightarrow$ Asynchronous compliance

The implication **holds** if firable inputs are not delayed

This result generated interesting new stuff:

- Refinements of Communicating Timed Automata (aking to timed session types) that do not introduce deadlocks/livelocks are simulated by abstract systems

[Bartoletti , Bocchi, Murgia:Concur'18]

- Generalisation of duality & compliance based on urgent semantics [Bocchi, Murgia, Vasconcelos, Yoshida:ESOP'19]

Parallel Complexity Analysis with Temporal Session Types

Binary asynchronous session types with LTL-like modalities

- $\circ A$ inhabited by process of the form $\text{delay}; P$ (P behaves as A after a time unit!)
- $\square A$ = “always ready to do A ”
- $\diamond A$ = “eventually ready to do A ”

This give a generic framework for cost analysis

Well-typed processes enjoy progress & type preservation

The cost model can be parameterised

Extend mixed sessions [Vasconcelos et al.: ESOP'20] to allow mixed choice in timed session types

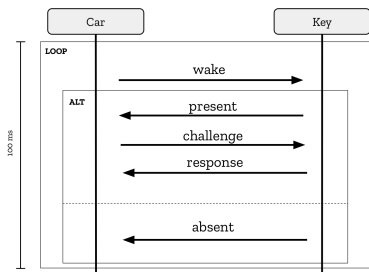
Theorem (Progress)

Well-typed systems have progress

This framework assume urgent input [Murgia:ICE'18,JLAMP'19]

Validating IoT Devices with Range-based session types

Grant Irachi, Cheng-En Chuang, Raymond Hu, and Lukasz Ziarek



- Synchronous binary session types to reason about **rates**
- Simple extension: **periodic recursion**

Mind the rates!

$$\omega_n t.!m.t \not\sim \omega_n t.!m.!m.t$$

T-Car = $\omega_{100} t.!wake.&\{ present: !challenge. ?response.t; absent: t \}$

T-Key = $\omega_{100} t.?wake.\&\{ present: ?challenge.!response.t; absent: t \}$

Theorem (Soundness)

Well-typed systems do not have rate-errors

– Open Problems –

Resource	Probabilities	Time
<ul style="list-style-type: none"> • Cost analysis for QoS • Data Dependent QoS 	<ul style="list-style-type: none"> • Relative Expressiveness • Rates 	<ul style="list-style-type: none"> • (Inter)action duration • challenges in CPS • asynchronous subtyping • relativity
tooling	from binary to multiparty	unification

Resource	Probabilities	Time
<ul style="list-style-type: none"> • Cost analysis for QoS • Data Dependent QoS 	<ul style="list-style-type: none"> • Relative Expressiveness • Rates 	<ul style="list-style-type: none"> • (Inter)action duration • challenges in CPS • asynchronous subtyping • relativity
tooling	from binary to multiparty	unification

Can we use [Bocchi, Honda, Yoshida, Tuosto:Concur'10]?

– Thank you! –

[`emilio.tuosto@gssi.it`]