

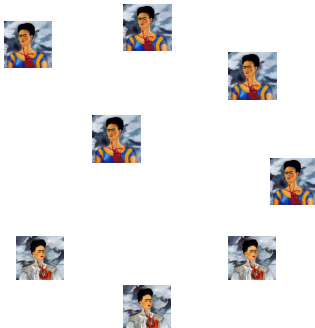
Parameterized verification of asynchronous round-based distributed algorithms reduced to nuXmv

Nathalie Bertrand

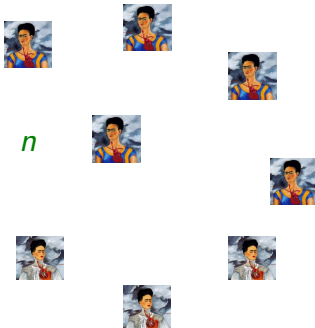


joint work with Pranav Ghorpade and Sasha Rubin
University of Sydney

Fault-tolerant distributed algorithms

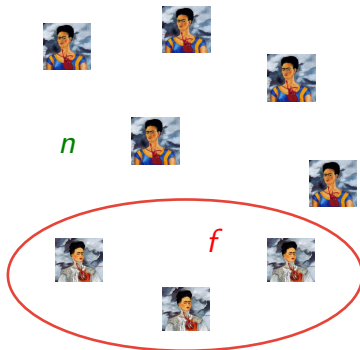


Fault-tolerant distributed algorithms



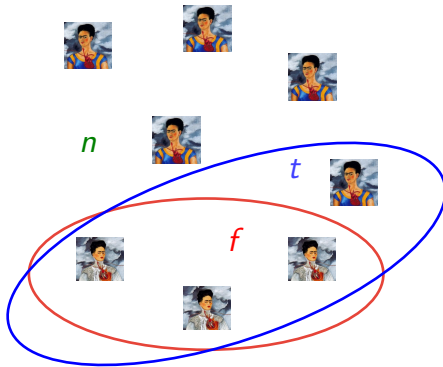
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Fault-tolerant distributed algorithms



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Fault-tolerant distributed algorithms



- n processes
- f are faulty (e.g. crash or Byzantine failures)
- t known upper bound on f
- resilience condition between these parameters, e.g. $2t < n$

Asynchronous round-based distributed algorithms

Consensus or leader election protocols

- asynchronous communication by broadcast
- threshold guards on number of received messages
- finitely many local variables
- structured in rounds:
 - rounds are identical up to round index, used to tag messages
 - round increment not limited to $r := r + 1$

```
bool v := input_value({0,1});  
int r := 1;  
while (true) do  
  broadcast(v,r);  
  wait for n - t messages(*,r);  
  if received 2(n + t)/3 messages(w,r)  
  then d := w; halt  
  else if received (n + t)/2 messages(0,r)  
  then v := 0; r:=r+2;  
  else if received (n + t)/3 messages(1,r)  
  then v := 1; r:=r+1;  
od
```

Existing formal methods approaches

No fully automated techniques; Mostly human-guided methods

- interactiv theorem provers
 - TLA+ protocol formalization and verification for Paxos [Lamport, Merz, Doligez 2012], multi-Paxos [Chand, Liu, Stoller 2016] and DAG-based consensus in TLA+ [Bertrand, Ghorpade, Rubin, Scholz, Subotić 2025]
 - Rocq/VERDI specification and verification of Raft [Woos, Wilcox, Anton, Tatlock, Ernst, Anderson 2016]
- reduction to existing tools
 - restricted schedulers for randomized algorithms [Bertrand, Konnov, Lazić, Widder 2020]
- model checking with fixed number of processes
 - reduction theorem for finite instances to TLC [Chaouch-Saad, Charron-Bost, Merz 2009]
 - Paxos in SPIN [Delzanno, Tatarek, Traverso 2014]
 - agreement for asynchronous consensus algorithms [Noguchi, Tsuchiya, Kikuno 2012]

Our approach

Challenges

- 2 sources of infinity: number of processes, number of rounds
- asynchronous communications: unbounded *drift* between processes

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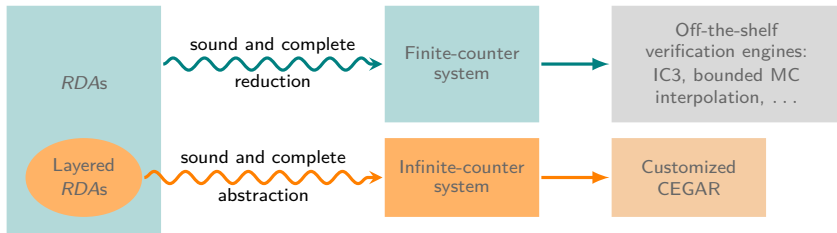
Previous work

[Bertrand, Thomas, Widder 2021] [Thomas, Sankur 2023]

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Previous work

[Bertrand, Thomas, Widder 2021] [Thomas, Sankur 2023]

This work

[Bertrand, Ghorpade, Rubin *under review*]

1. generalization of handled round-based distributed algorithms
2. reuse of mature model checkers e.g. nuXmv [Cavada *et al.* 2014]

Outline of the rest of the talk

- 1 Modelling formalism: process template and history state-count logic
- 2 Reduction steps
- 3 Experimental validation

Round-based process template

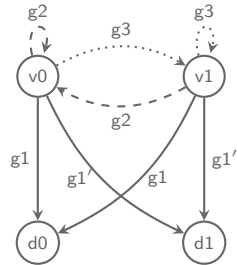
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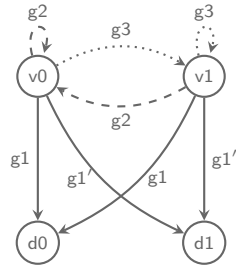
parameters $P = \{n, t\}$
resilience condition $rc = n > 2t$
locations $\mathcal{L} = \{v_0, v_1, d_0, d_1\}$
messages $\mathcal{M} = \{m_0, m_1\}$

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edges w. guard and round update

broadcast associated with locations

Bcast: $w0 \mapsto m0$
 $w1 \mapsto m1$
 $d0 \mapsto \perp$
 $d1 \mapsto \perp$

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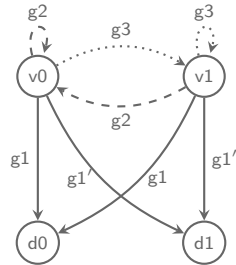
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$g1 = \text{Quorum} \wedge m0 > 2(n + t)/3$
 $g1' = \text{Quorum} \wedge m1 > 2(n + t)/3$
 $g2 = \text{Quorum} \wedge m0 > n + t/2$
 $g3 = \text{Quorum} \wedge m0 \leq n + t/2 \wedge m1 \geq n + t/3$
 where $\text{Quorum} = m0 + m1 \geq n - t$

\longrightarrow : no round increment
 $--\longrightarrow$: round increment of 1
 $\dots\longrightarrow$: round increment of 2



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Semantics

Fixed-instance semantics $\mathcal{S}(\mathcal{T}, \nu)$

- ν : fixed values for parameters (n and t)
- n processes execute the same template
- configurations
 - process state: current location and round index, multiset of received messages
 - network state: multiset of broadcast messages
- actions
 - reception of a message by a process
 - process update according to a template rule (if guard permits; updates location and round index)

→ infinitely many finite-valued variables
(counting the processes in each location and round)

Parameterized semantics $\mathcal{S}(\mathcal{T}) = \sqcup_{\nu \models_{\text{RC}}} \mathcal{S}(\mathcal{T}, \nu)$

→ infinitely many unbounded variables

History State-Count Logic

$$\psi ::= \forall r. \alpha_r \mid \beta \mid \neg\psi \mid \psi \wedge \psi$$

round-local atom $\alpha_r ::= \sum_{\ell \in \mathcal{L}} c_\ell \cdot \kappa(\ell, r) \leq \varphi(n, t)$

cumulative atom $\beta ::= \sum_{\ell \in \mathcal{X}} c_\ell \cdot \sum_{r \in \mathbb{N}} \kappa(\ell, r) \leq \varphi(n, t)$

$\varphi(n, t)$ is a linear term with variables n and t
 $\kappa(\ell, r)$ counts the number of process visits to location ℓ in round r

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Expressivity of HSCL

- Agreement $:= \forall r. \kappa(d0, r) \leq 0 \vee \forall r. \kappa(d1, r) \leq 0$
- Validity $:= \forall r. \kappa(d0, r) \leq 0$ (assuming all start with $v = 1$)
- Termination $:= \neg(\sum_r \kappa(d0, r) + \kappa(d1, r) \leq N_c - 1)$
- RestrictedTermination $:= \neg(\sum_r \kappa(d0, r) + \kappa(d1, r) \leq 0) \longrightarrow$
Term
- LeaderUniqueness $:= \forall r. \kappa(ldr, r) \leq 1$

Overview of reductions (1)

- **Step 1: received message abstraction**
 - only sent messages are kept in the network state
 - local counters for received messages are abstracted away
 - similar in spirit to e.g. [Stoilkovska, Konnov, Widder, Zuleger 2020]
 - always sound, and also complete for *common* templates within a round subsequent guards are monotone
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e.g. $m0 \geq n/3$ cannot follow $m0 \geq n/2$
- **Step 2: process identity abstraction**
 - process ids are irrelevant, only number of processes in each location and round matter
 - classical counting abstraction from parameterized verification of systems composed of identical anonymous processes [German, Sistla 1992]

Overview of reductions (2)

- **Step 3: synchronous restriction**
 - re-ordering to focus on "semi-synchronous" executions
the sequence of target round indices is non-decreasing
 - commutativity arguments [Chaouch-Saad, Charron-Bost, Merz 2009]

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- **Step 4: bounded-window abstraction**

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- window of size $b + 1$ suffices, with b bound on round increment in template
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For common templates, these four steps are **sound and complete** for history state-count properties.

From HSCL to LTL

Two more transformation steps on models: history-record extension and round identify abstraction

→ allows to reduce HSCL verification to LTL model checking

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→ allows to reduce HSCL verification to LTL model checking

- $\text{Agreement} := \mathbf{G} (\text{local}(d0) \leq 0 \vee \text{local}(d1) \leq 0)$
- $\text{Validity} := \mathbf{G}(\text{local}(d0) \leq 0)$
- $\text{Termination} := \neg \mathbf{G}(\text{cumul}(d0) + \text{cumul}(d1) \leq N_c)$
- $\text{RestrictedTermination} := \mathbf{G}(\text{cumul}(d0) + \text{cumul}(d1) \leq 0) \longrightarrow \text{Termination}$
- $\text{LeaderUniqueness} := \mathbf{G}(\text{local}(\text{ldr}) \leq 1)$

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Parameterized verification of HSCL on round-based distributed algorithms reduces to LTL model checking on finite-counter systems

Rk: for fixed parameters, reduction to LTL over finite-state systems

Experimental validation

Case studies to demonstrate applicability of the approach

- .smv file with counter system and LTL properties
- IC3 engine of nuXmv: `check_ltlspec_ic3`

3 consensus algorithms with round increment of at most 1

Protocol	loc.	rules	rc	Agree.	Valid.	Term.	R. Term.
Ben-Or (crash)	9	26	$n > 2t$	1.4s (13)	0.4s (9)	0.5 (3)	3.1s (8)
Ben-Or (Byz.)	10	27	$n > 5t$	7.0s (11)	1.2s (7)	0.6 (3)	4.3s (7)
Bracha (Byz.)	12	31	$n > 3t$	14.0s (14)	1.8s (8)	0.7 (3)	6.5s (11)

1 leader election protocol with round increment of at most 2

Protocol	b	loc.	rules	rc	Leader U.
Raft leader election	2	11	25	$n > 2t$	1.8s (8)

Additional tests: bugged variants (altered guards or resilience condition) detected within seconds; also verification of fixed parameter valuations (thus finite-state model checking)

Conclusion and future work

Contribution

- verification of correctness properties of round-based distributed algorithms
- reduction theorems to encode it into LTL verification over finite-counter system
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- how to deal with unbounded round jumps?
- how to deal with algorithms in which the number of locations per round grows with round index?

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Vielen Dank für Ihre Aufmerksamkeit!