Verification of Communicating Automata

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Candidate interview
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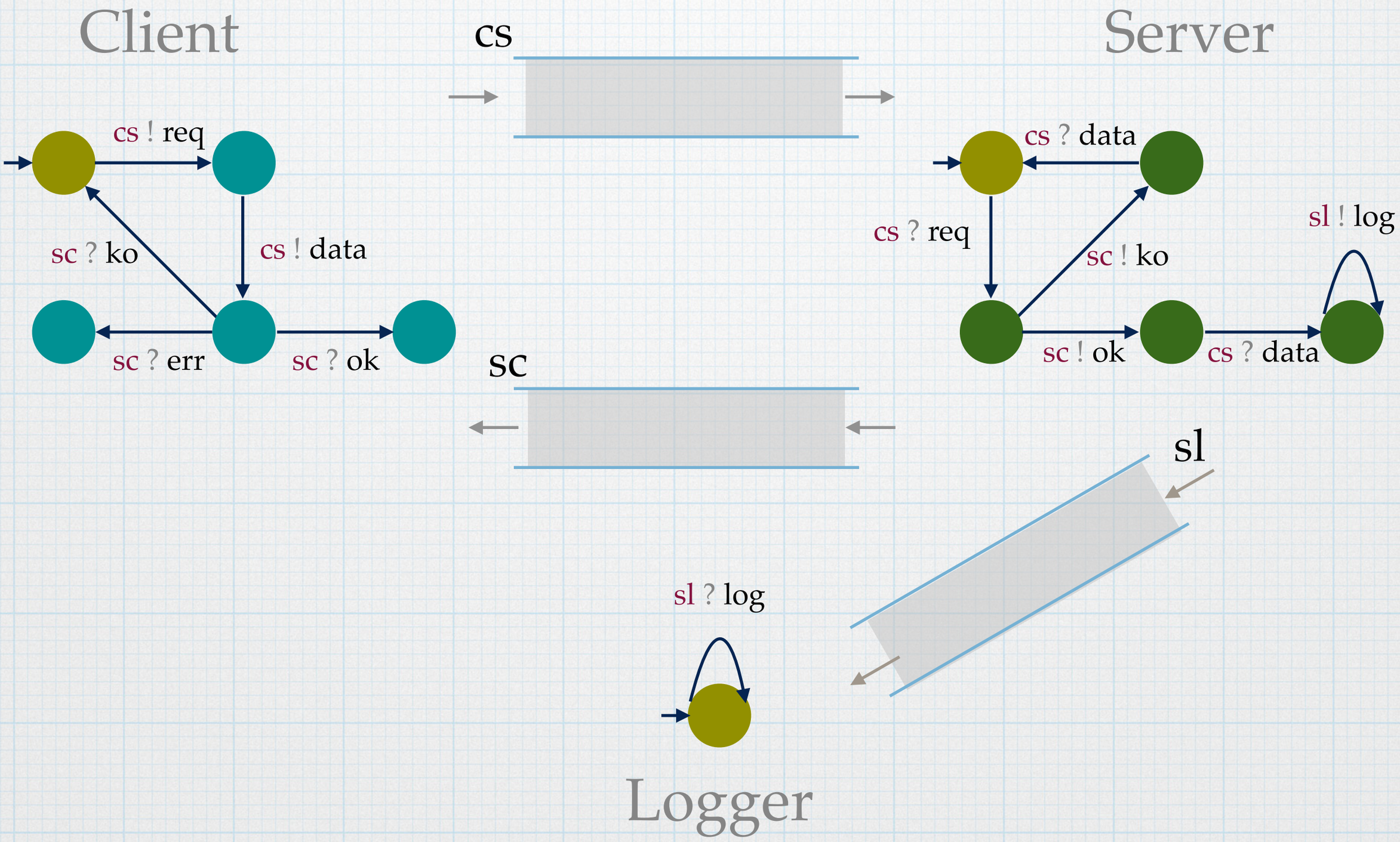
The model

* Labelled transition systems, or automata communicating via FIFO queues
* Model distributed behaviour
  * composition of web services
  * cyber-physical devices
  * program behaviours, etc.

[LY19]

The model



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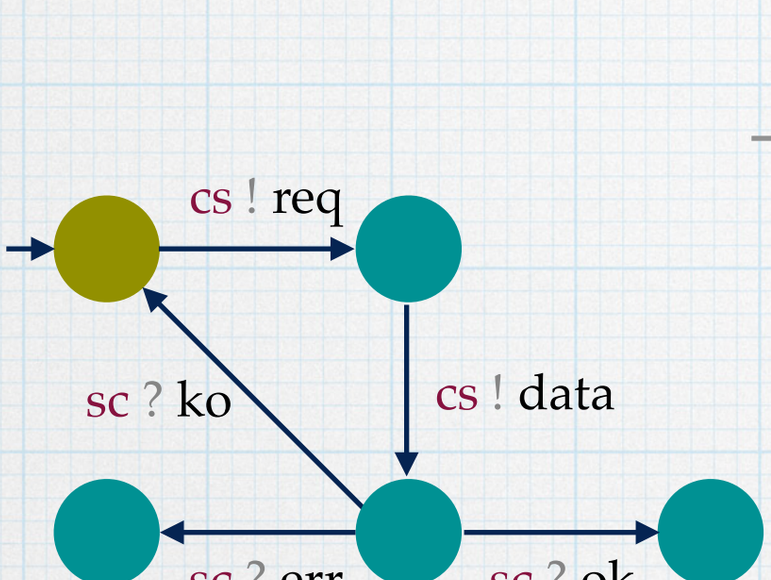
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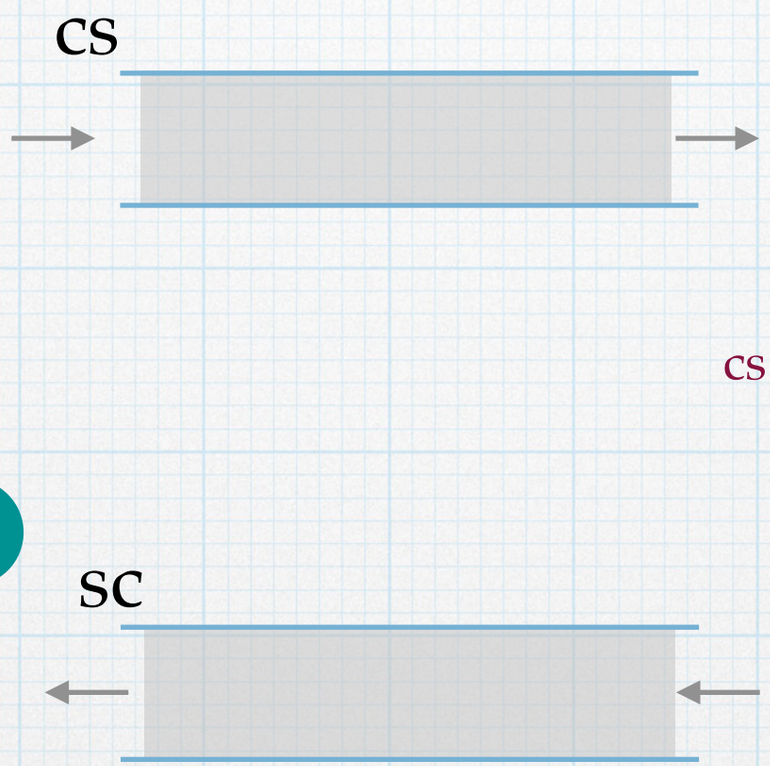
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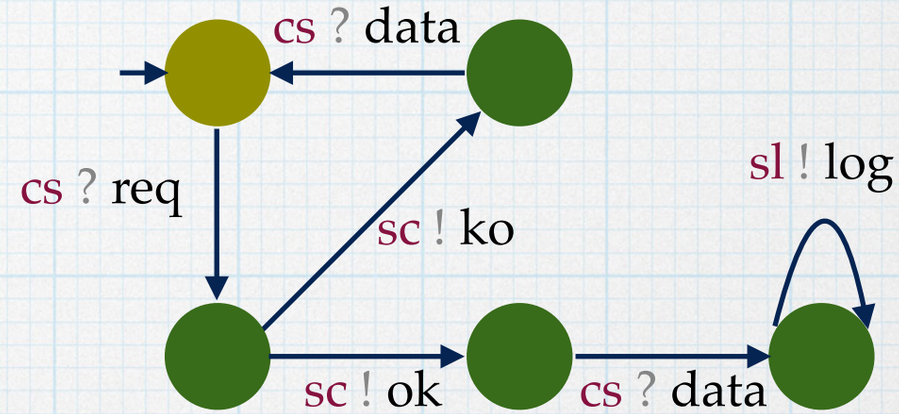
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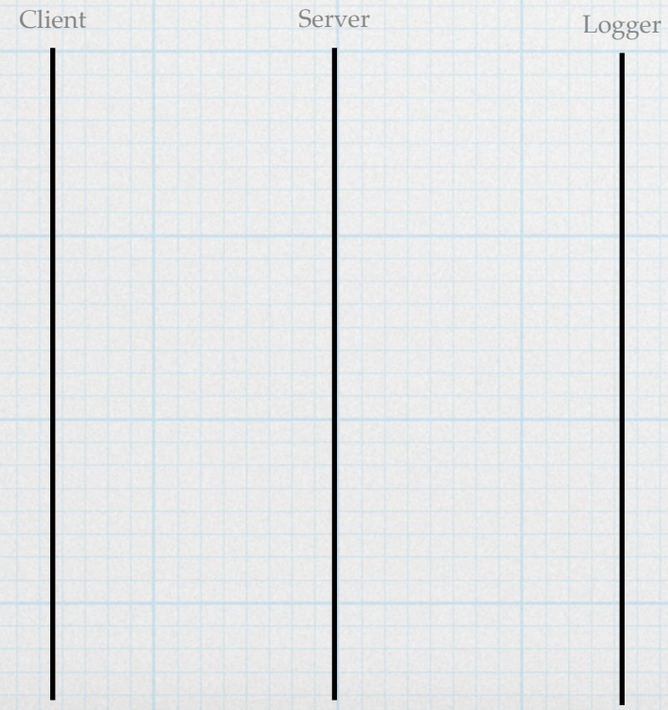
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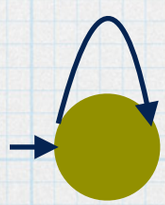
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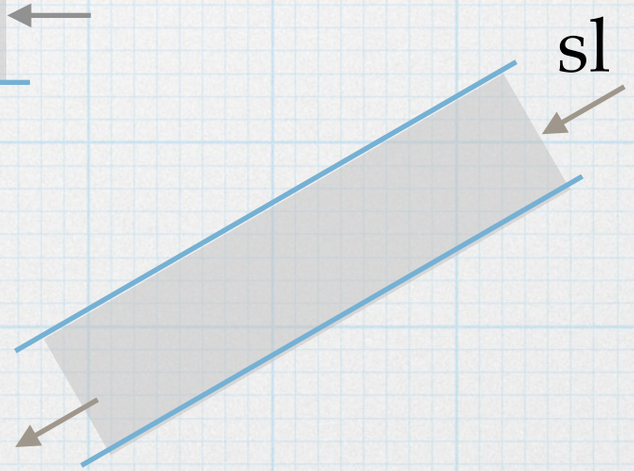
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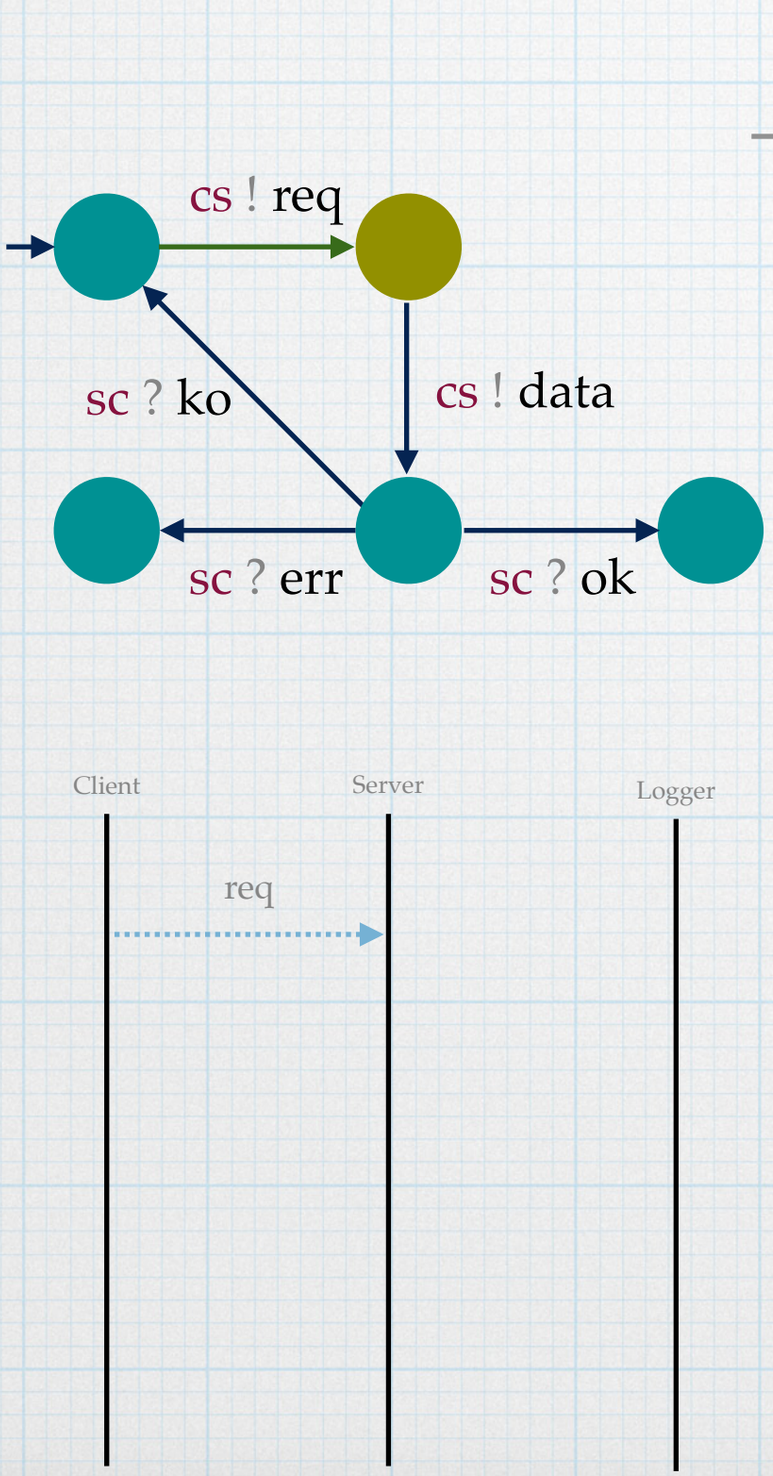
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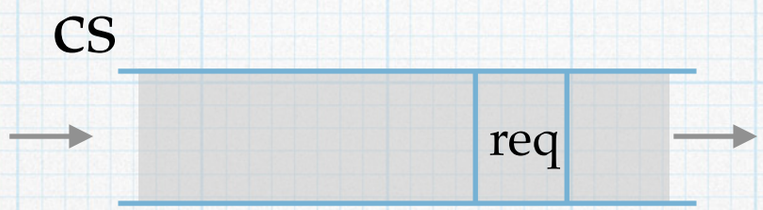
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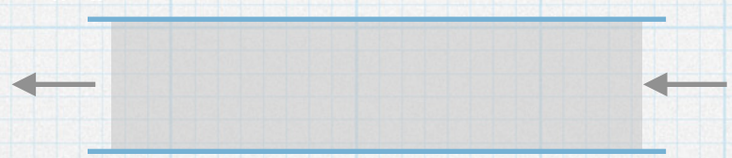

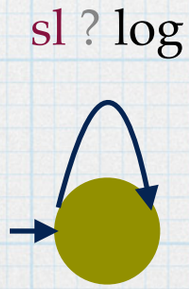
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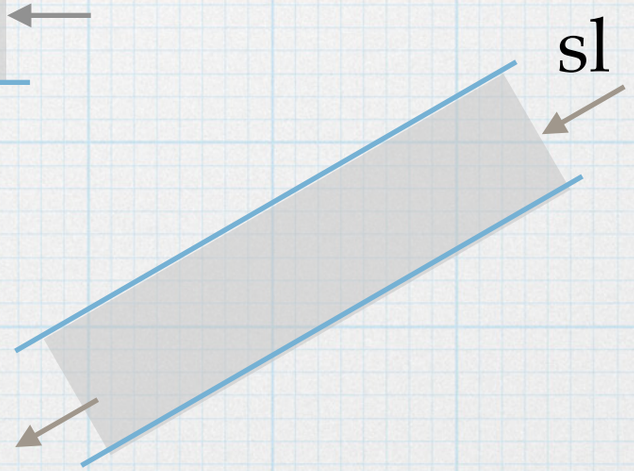
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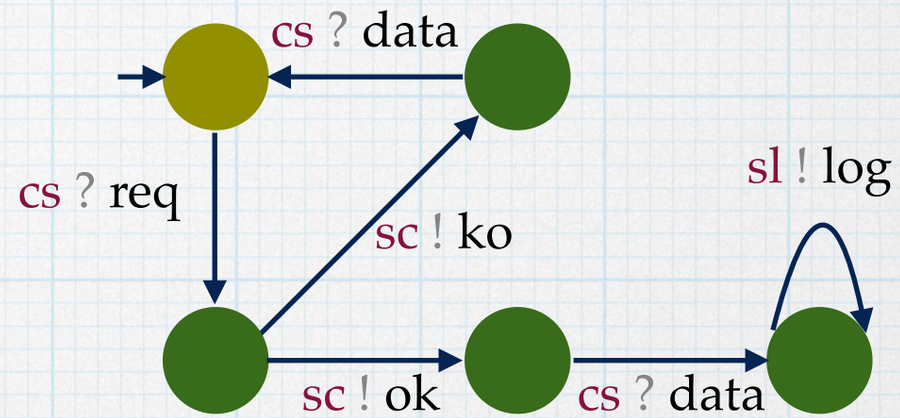
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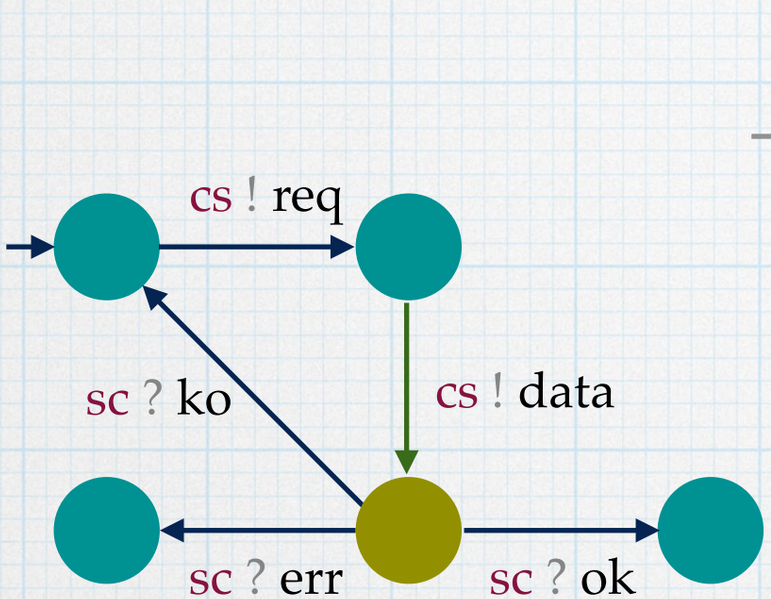
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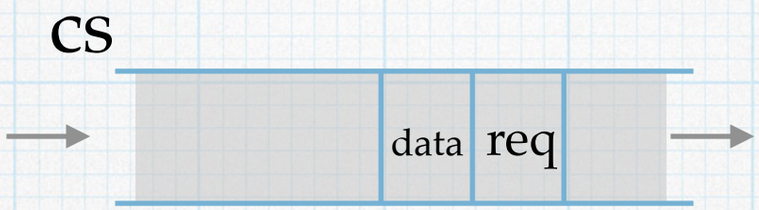
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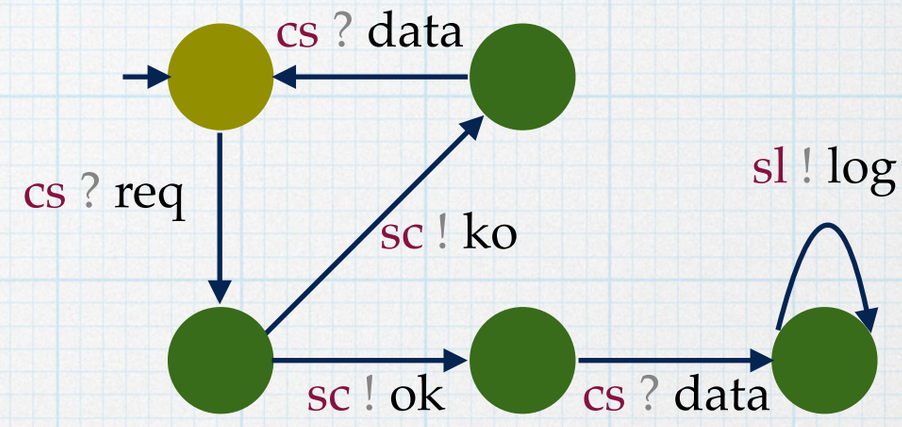
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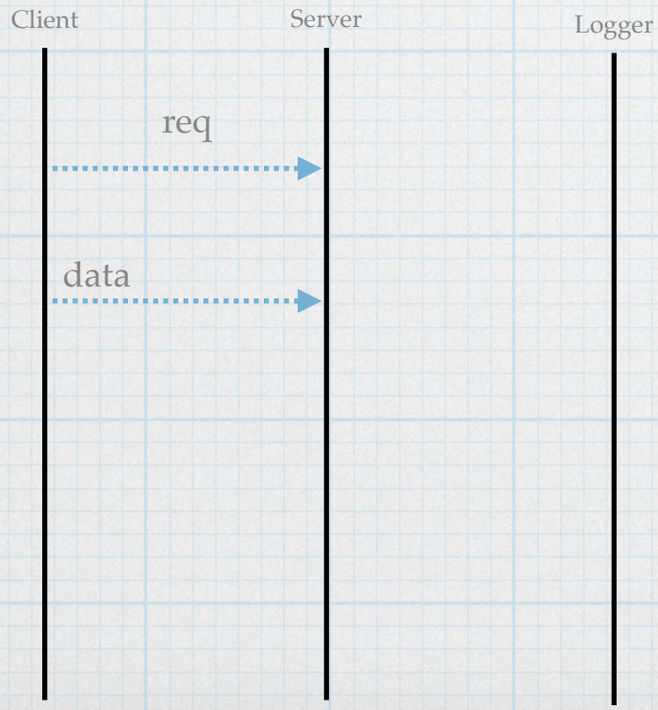
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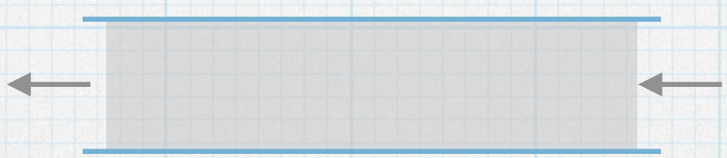

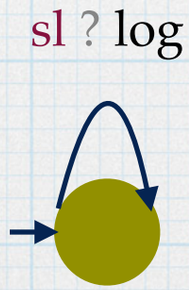
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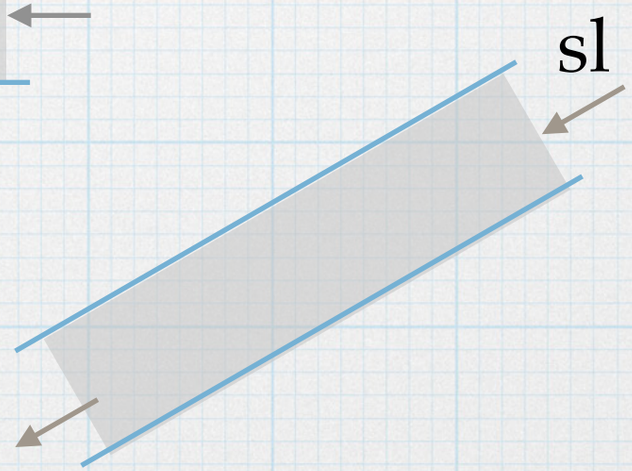
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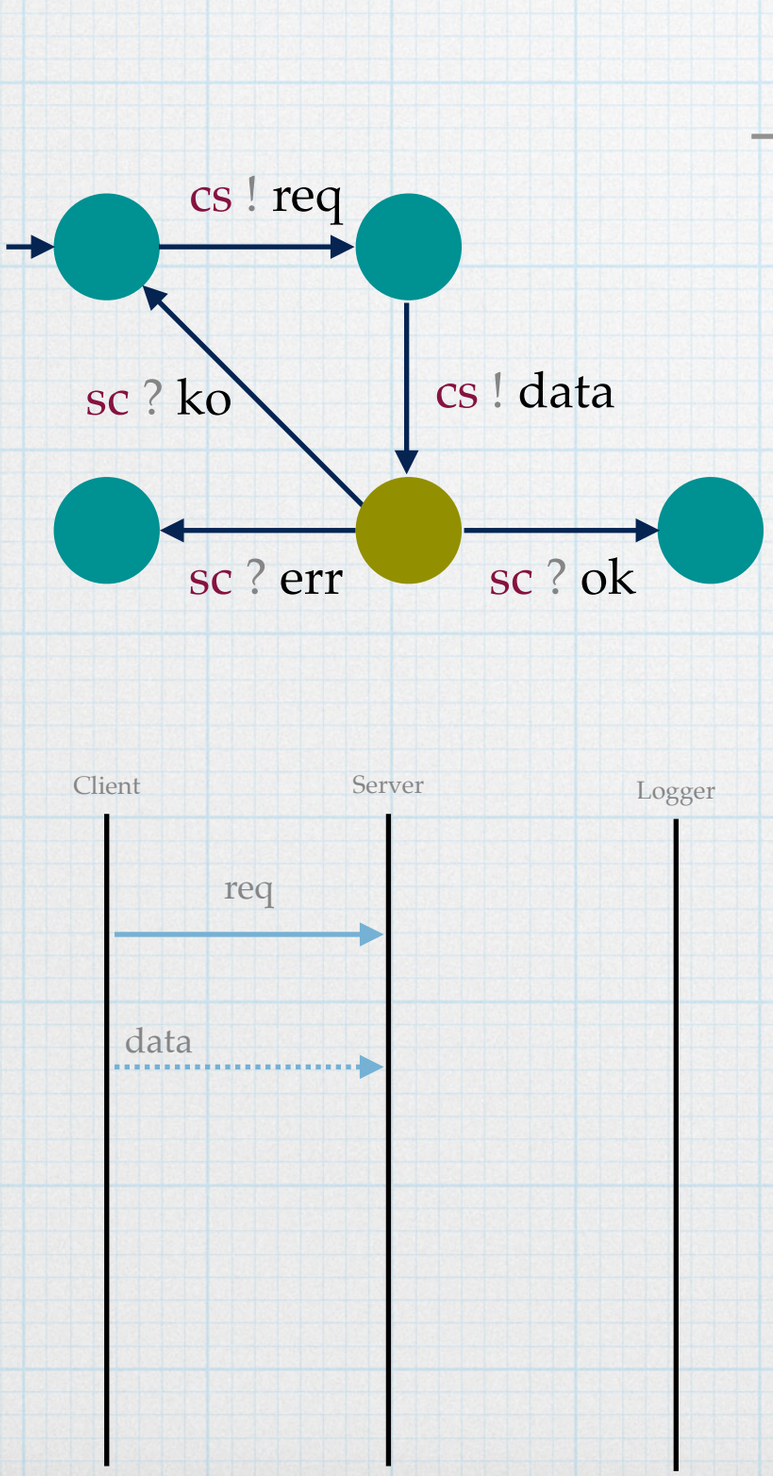
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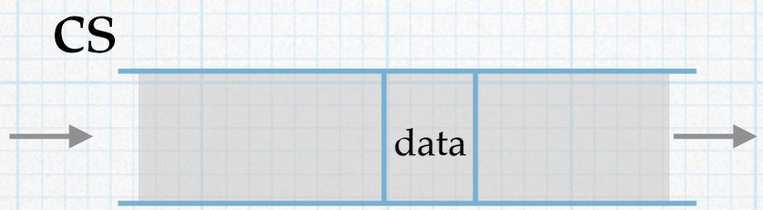
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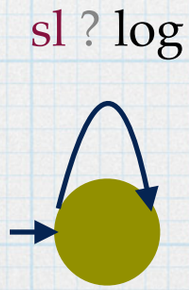
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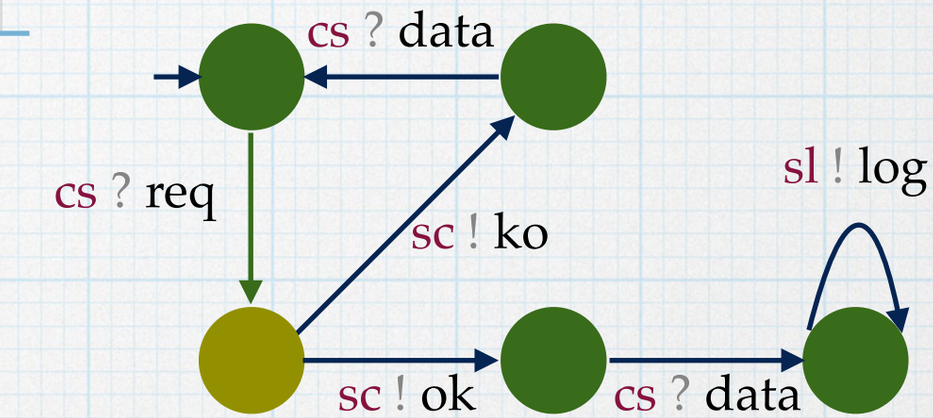
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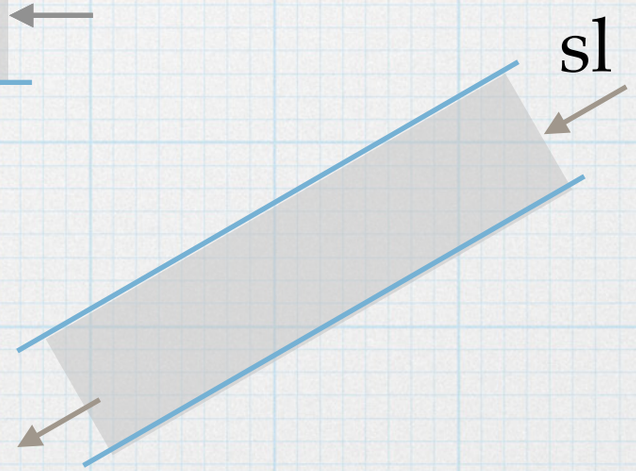
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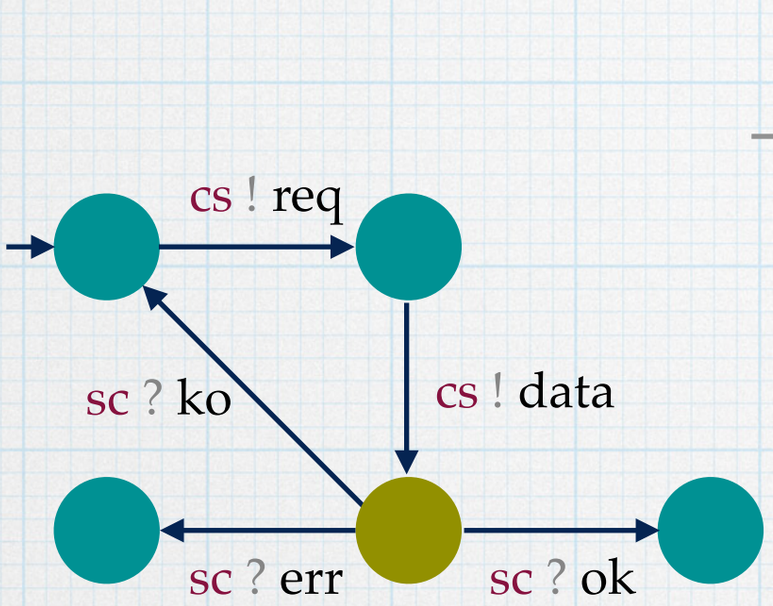
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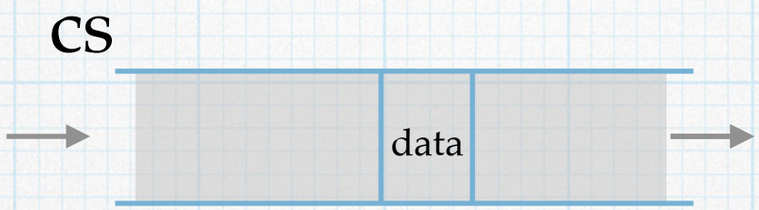
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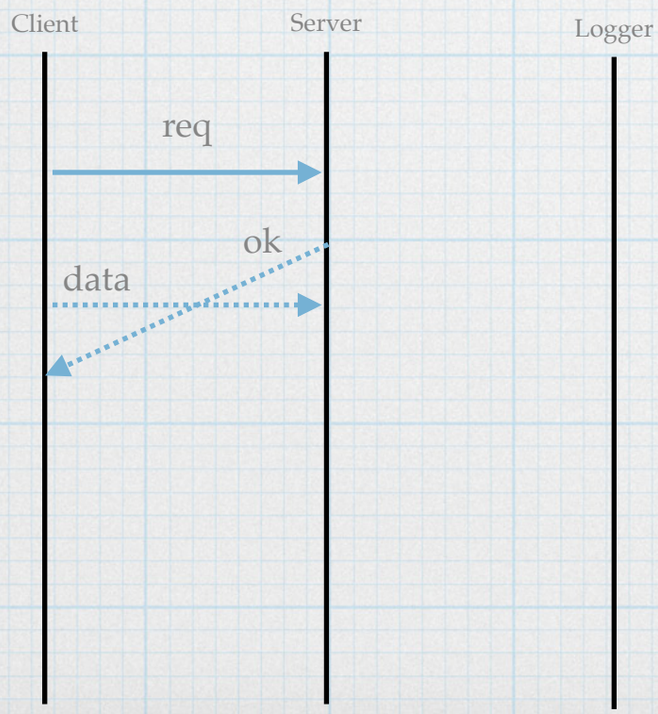
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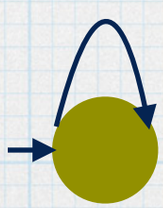
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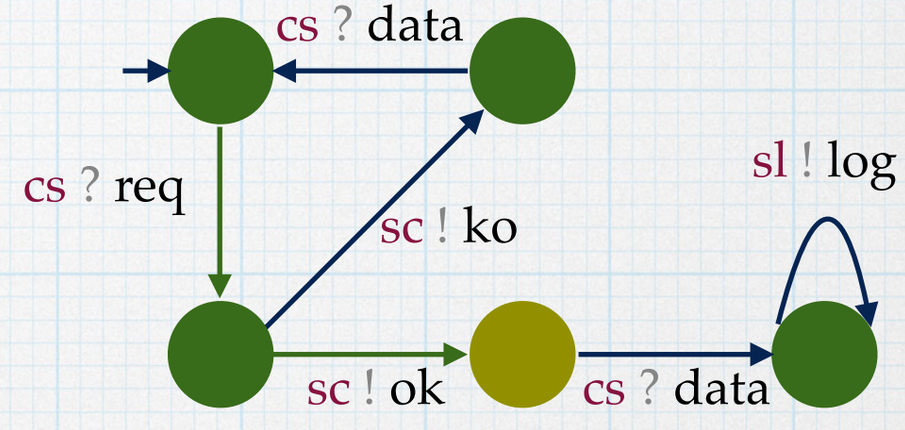
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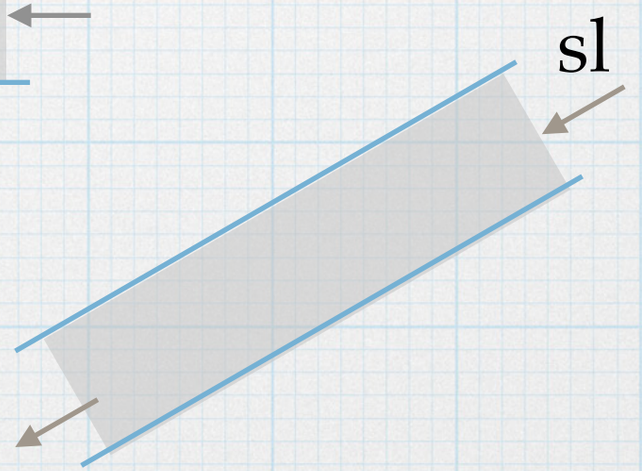
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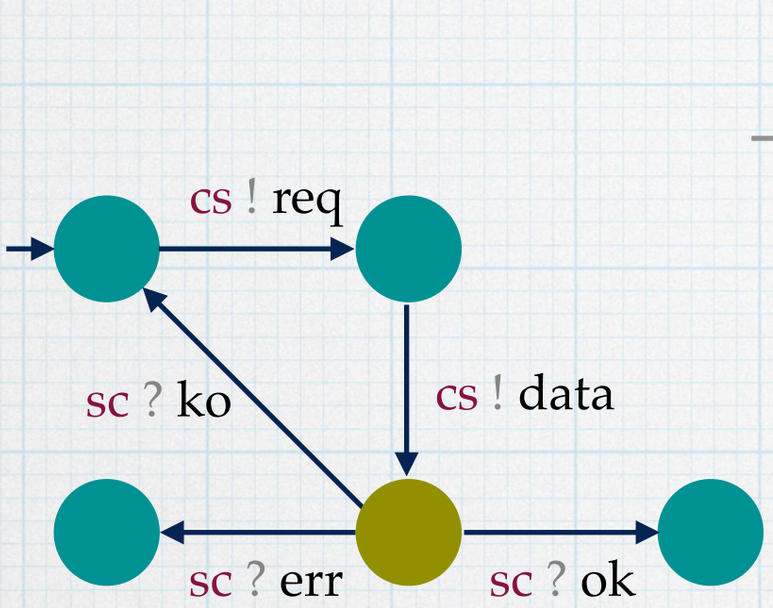
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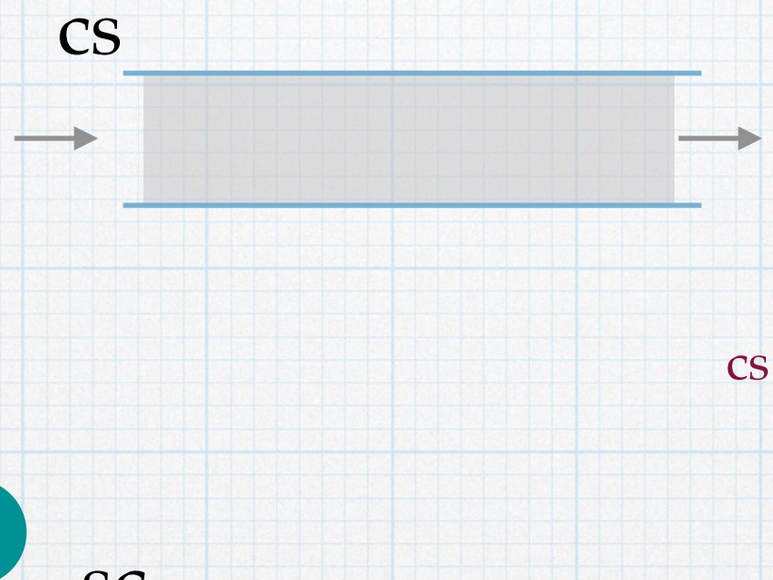
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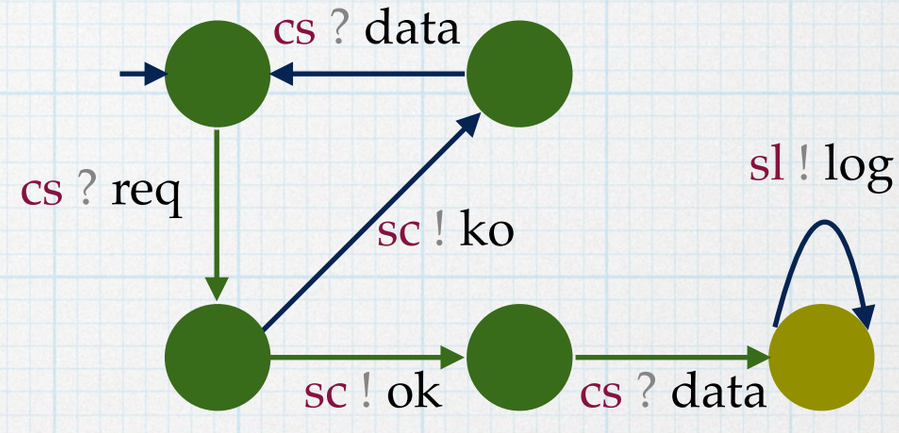
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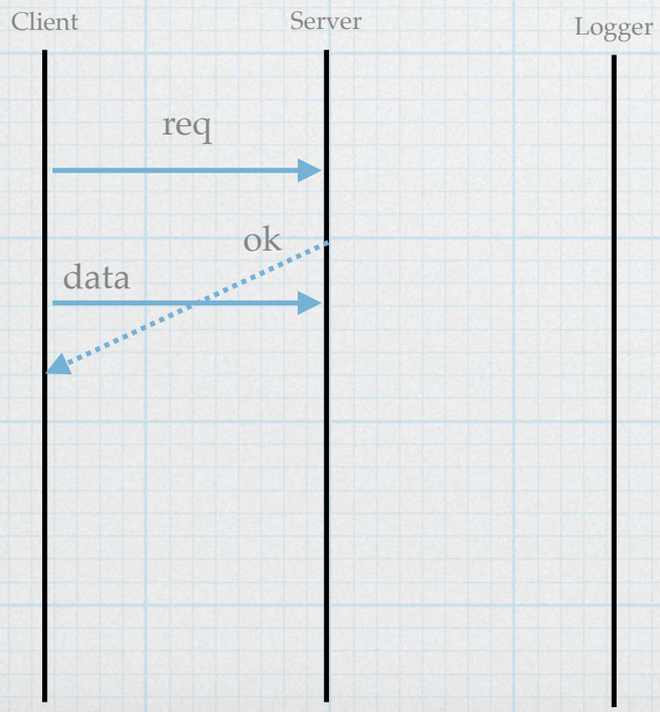
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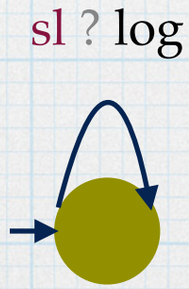
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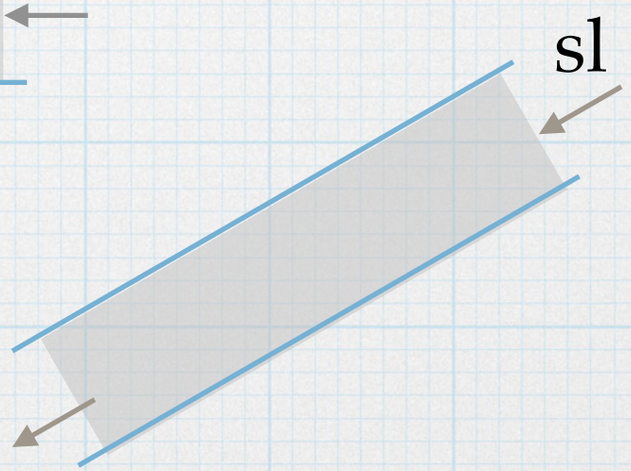
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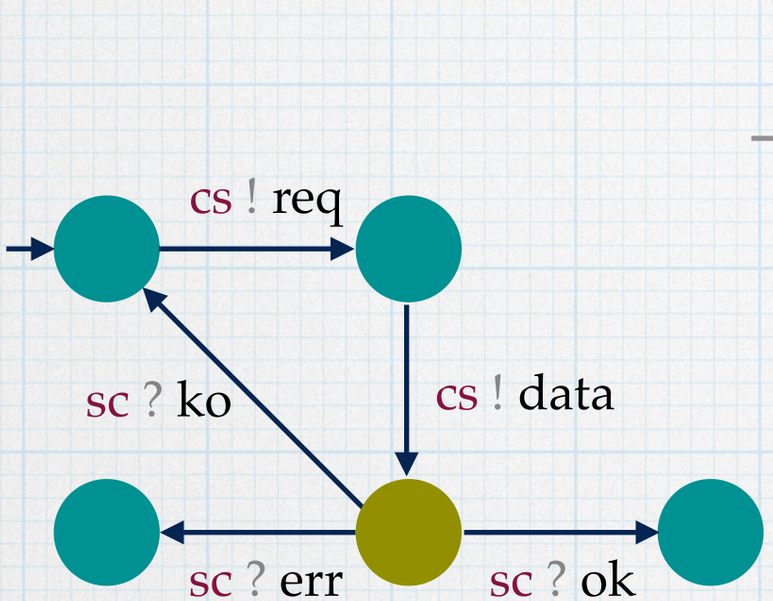
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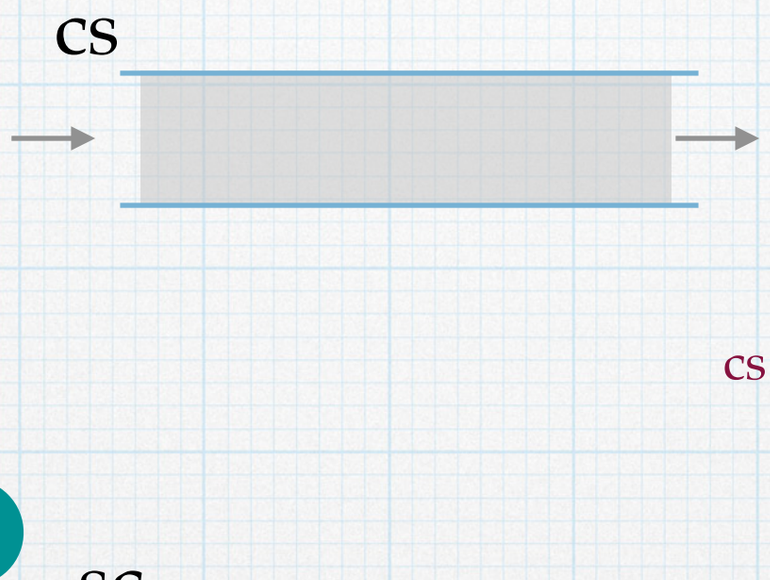
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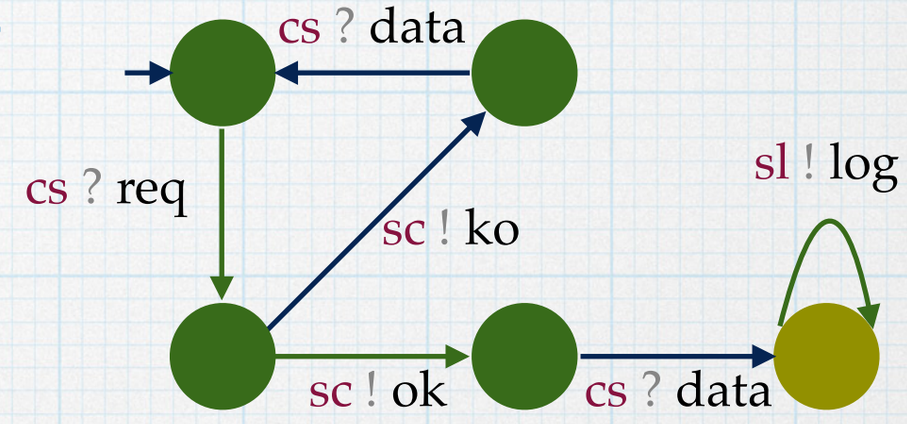
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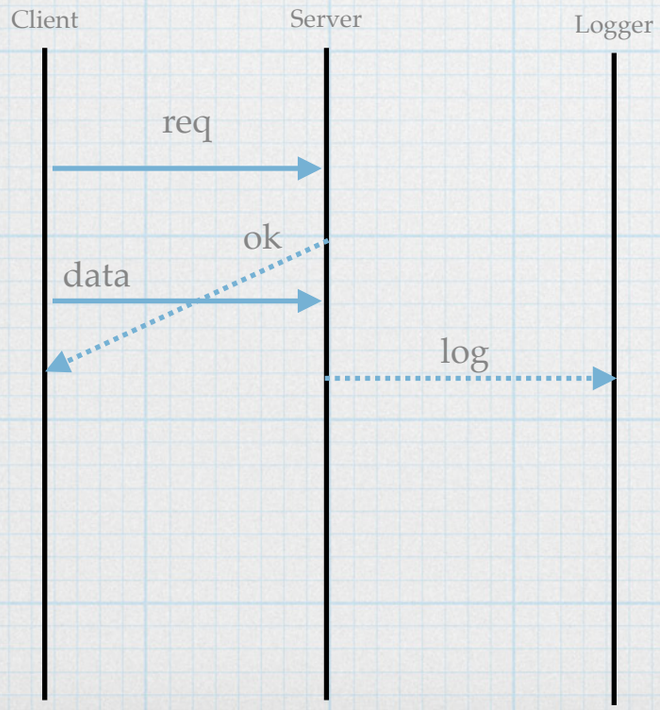
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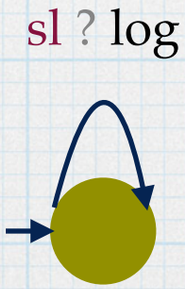
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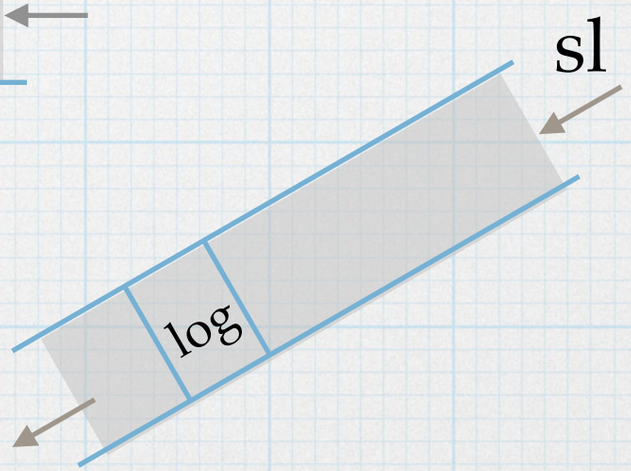
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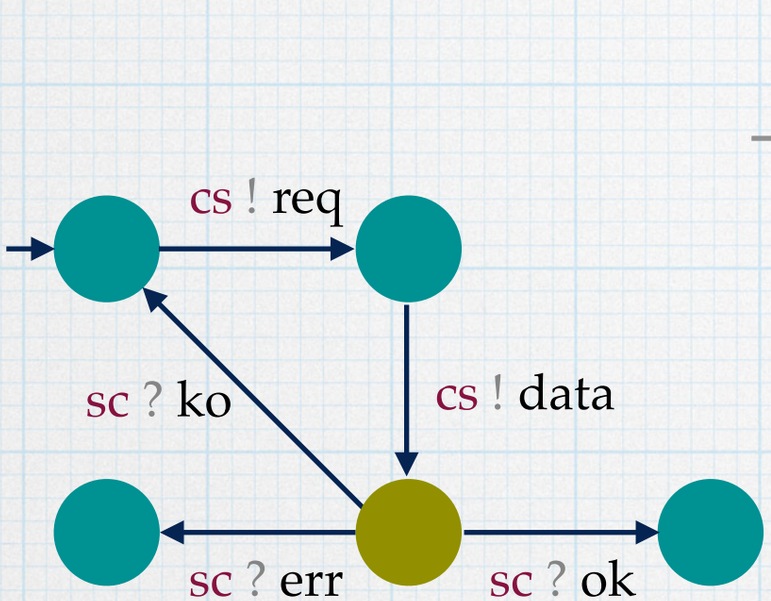

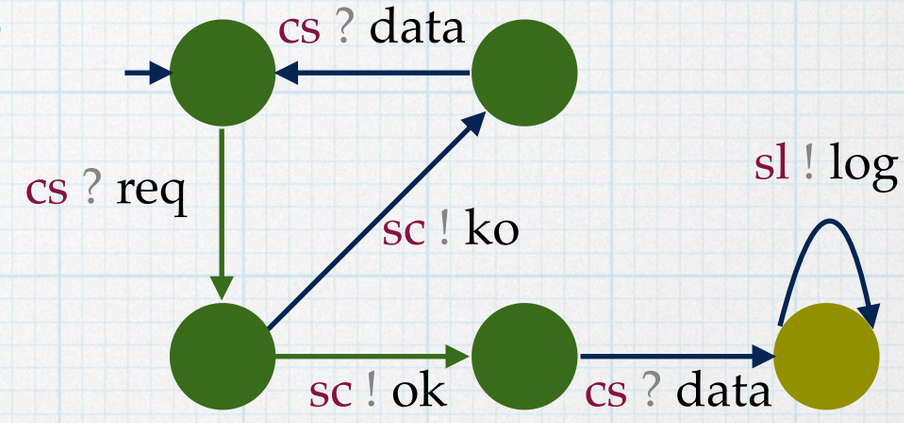

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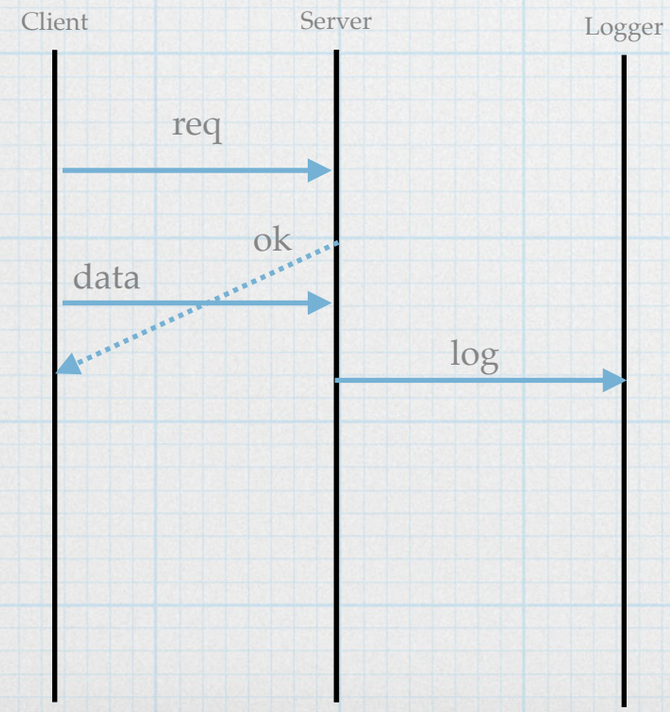

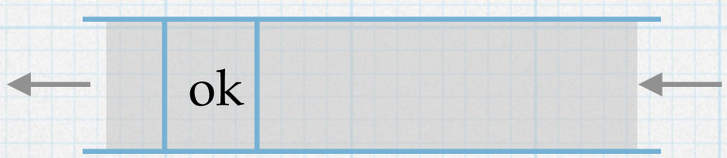

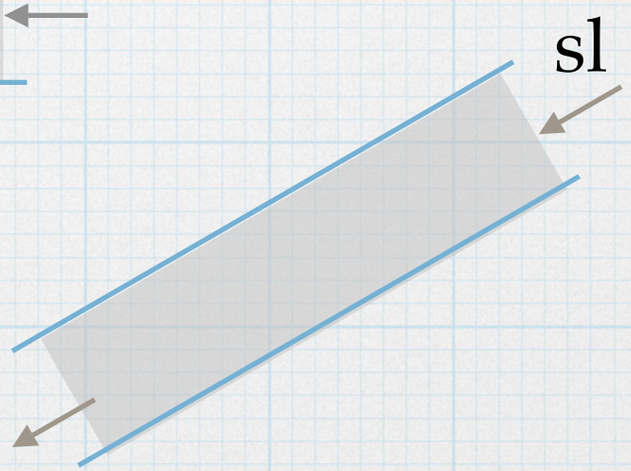

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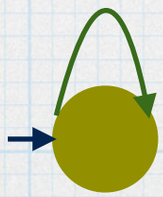

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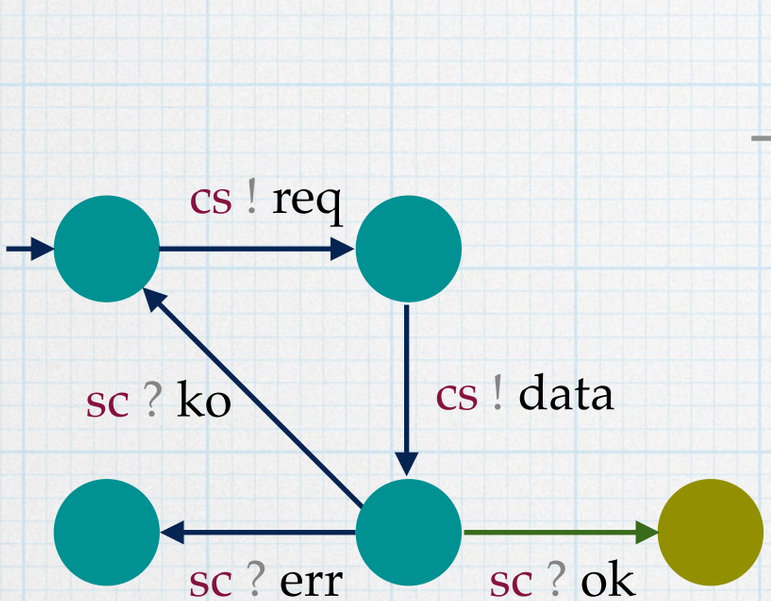
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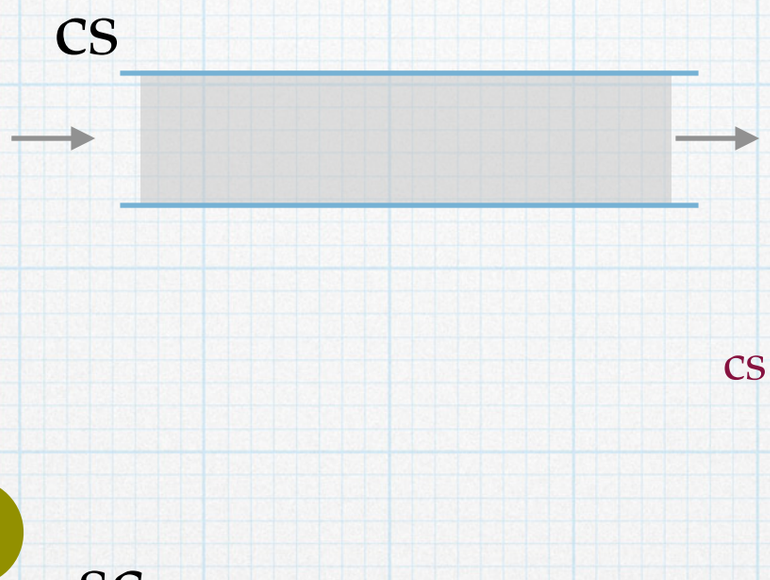
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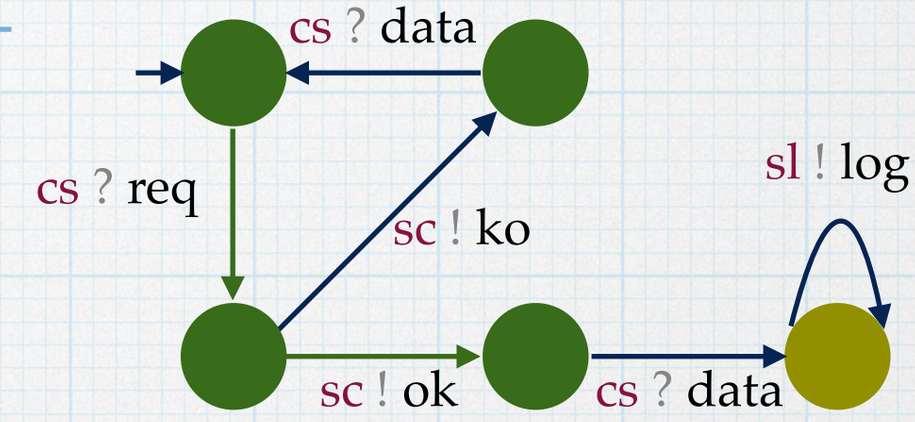
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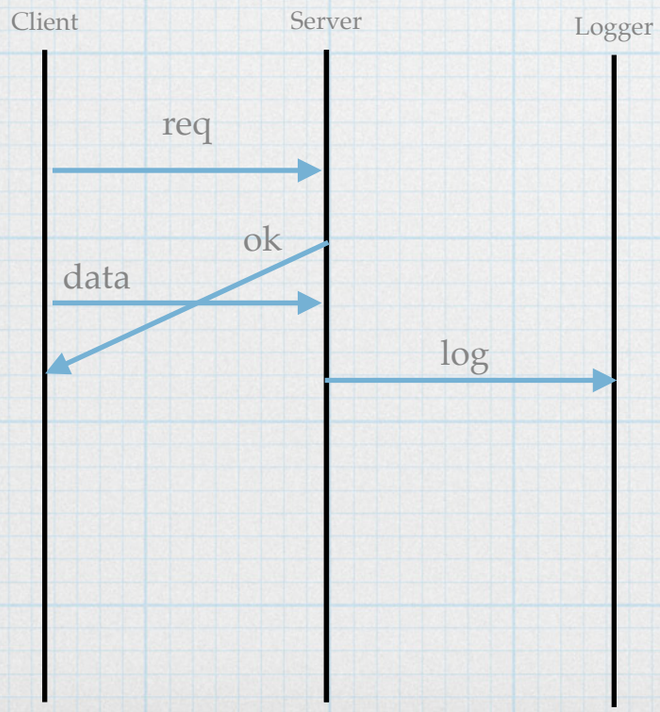
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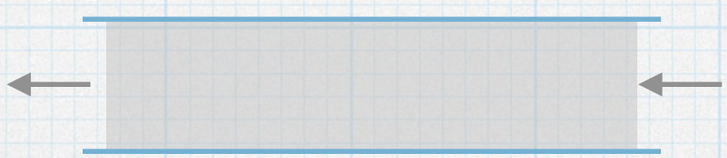

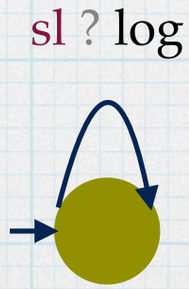
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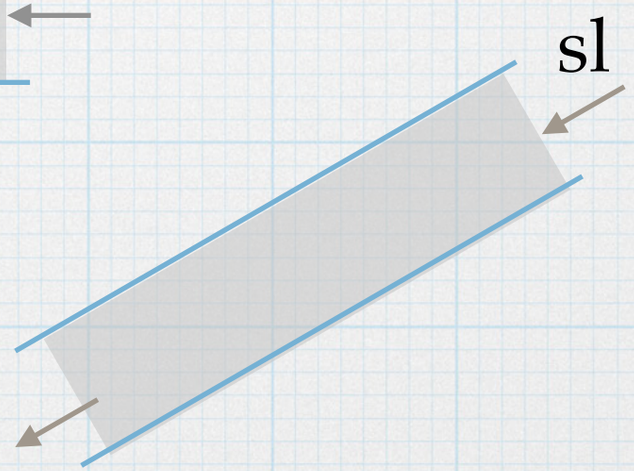
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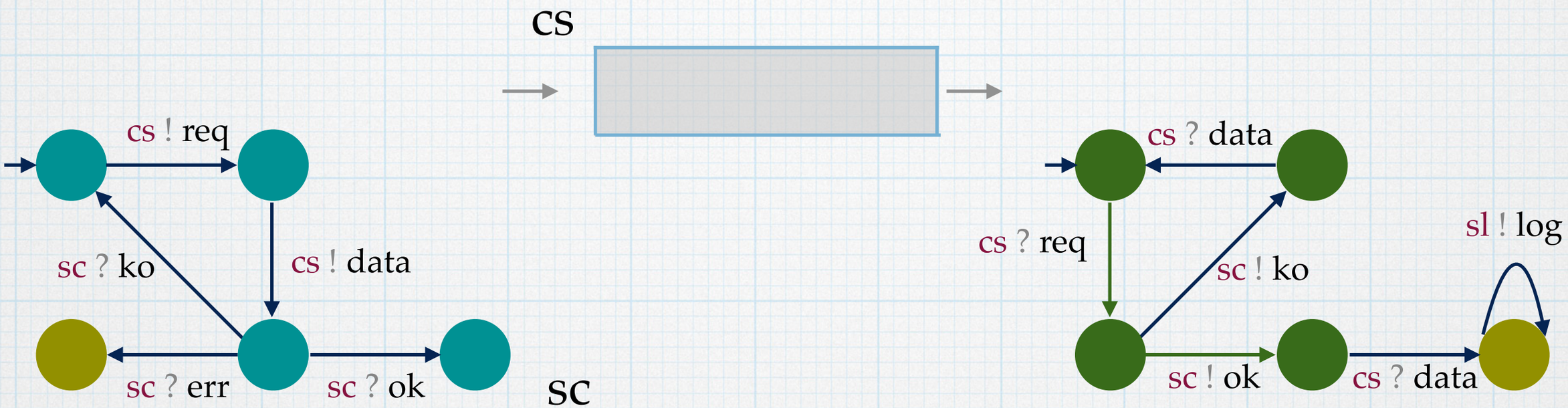
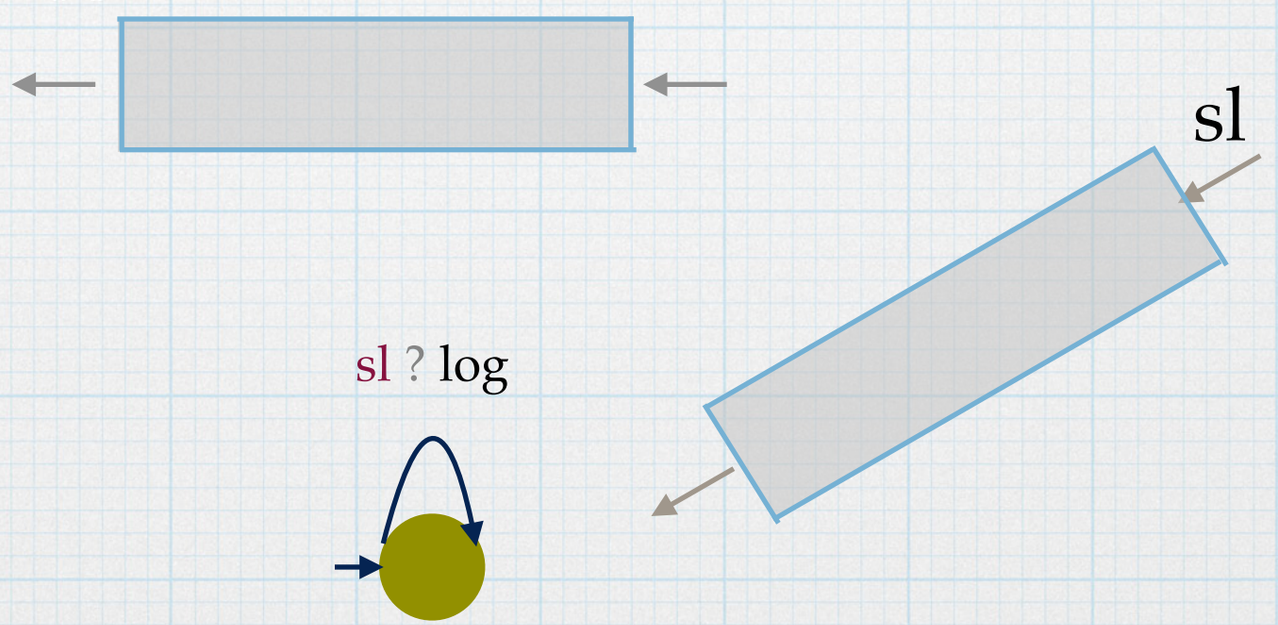
The Boundedness Problem





Does the model need an infinitely long channel?

The Boundedness Problem

* Turing-hard for communicating systems [BZ83]

* Therefore, there is a need for under-approximations

Bounded language

* A language is bounded if it is of the form:

$$u^* v^* w^* \ldots \text{ for words u, v, w…}$$

* e.g. (ab)* (cd)* a* is bounded but

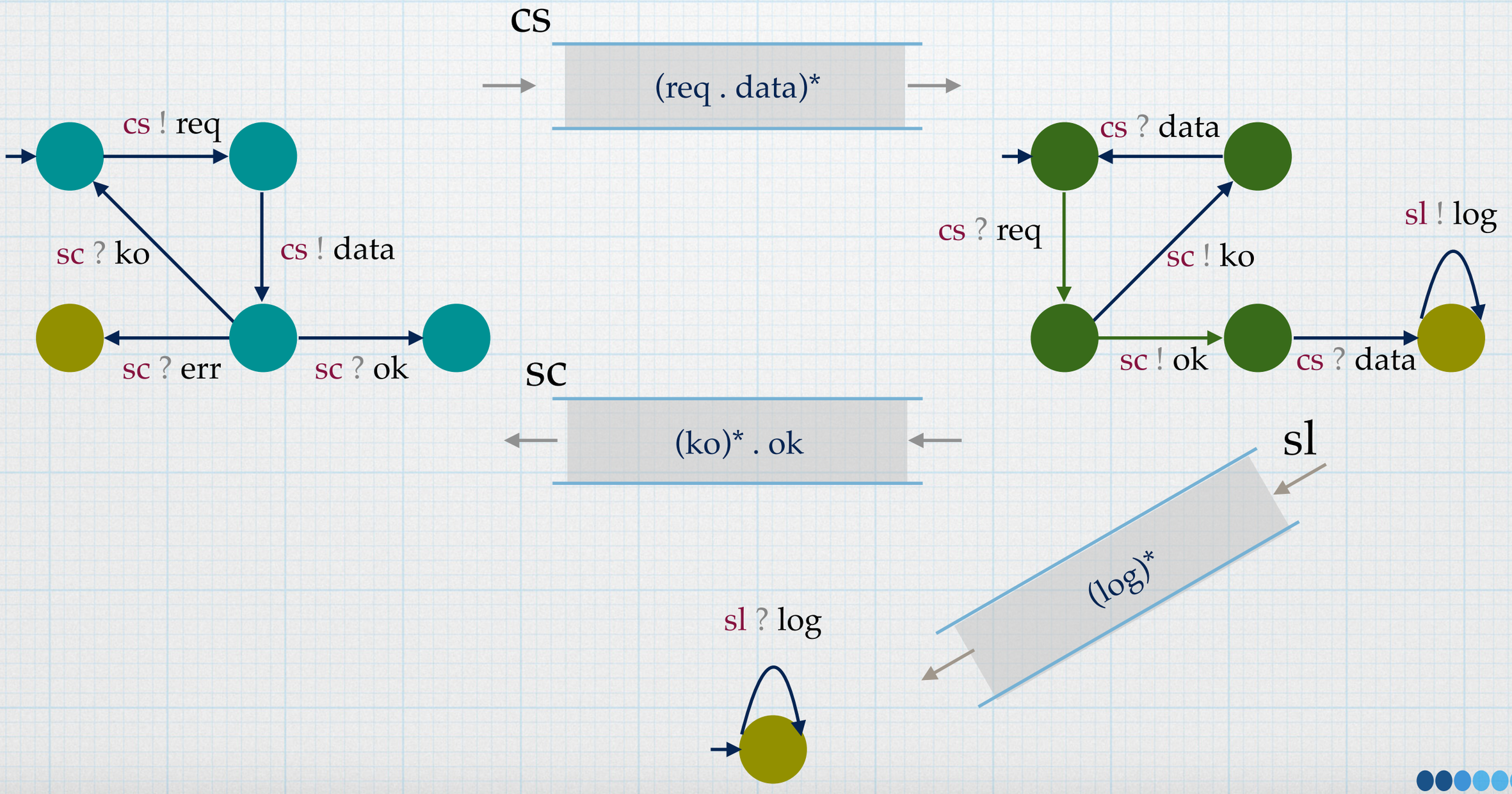
(a (ab)* c)* is not

Input-bounded channel

* If the language that enters the channel is bounded

Input-bounded channel

* If the language that enters the channel is bounded



Result I

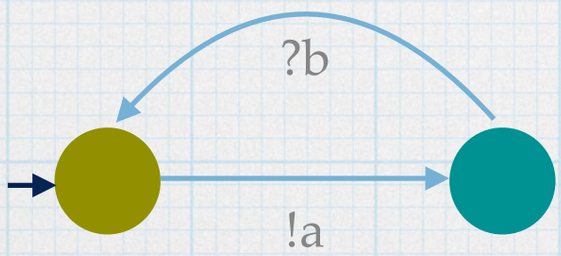
[BFS20, BFS22a]

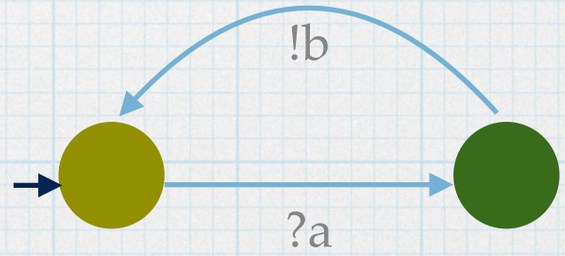
* Reachability (and many other verification problems) are decidable for input-bounded systems (where all channels are input-bounded)

Synchronizability

* A synchronous run:

one where the channel size can be zero





Synchronizability

* A synchronizable run:

every run is *equivalent* to a synchronous run

Result II

* Framework for deciding synchronizability for a variety of definitions [BGF+21]

Other under-approximations

* Branch-WSTS [BFS22b]

  - a large class of systems for which we can decide boundedness and termination

Other under-approximations

* Send-synchronizable systems

  - the receptions can be reordered to become synchronous

Other under-approximations

* Reversal-bounded systems

  - limit the number of alternations of sending and reception

FUTURE WORK

Half-Duplex systems

[CF05]

* For every pair of processes, at most one of the channels between them is non-empty

Half-Duplex systems

Half-duplex

Not half-duplex

Half-Duplex systems

* For two processes, membership (and some other verification problems) are decidable.

* For three processes, it is Turing-hard.

Application in the realm of channel contracts

* Half-duplex contracts can be seen as a way of defining reliable contracts [LV11]

* We obtain determinism and uniform choice

* Robust in the presence of error-prone communication

Open question I

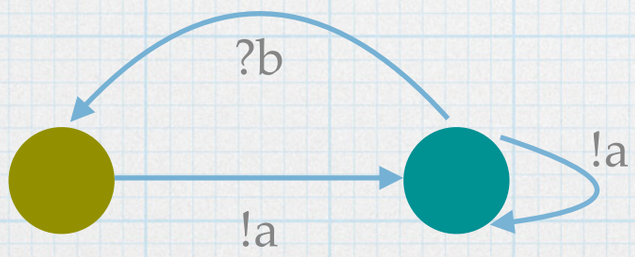
* Can we modify the definition for more than 2 processes? [DGGL21]

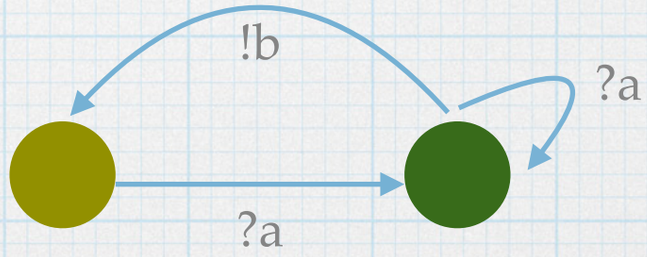
* What is class of “reliable” channel contracts for multiparty FIFO systems?

[LY19]

Communicating Session Automata

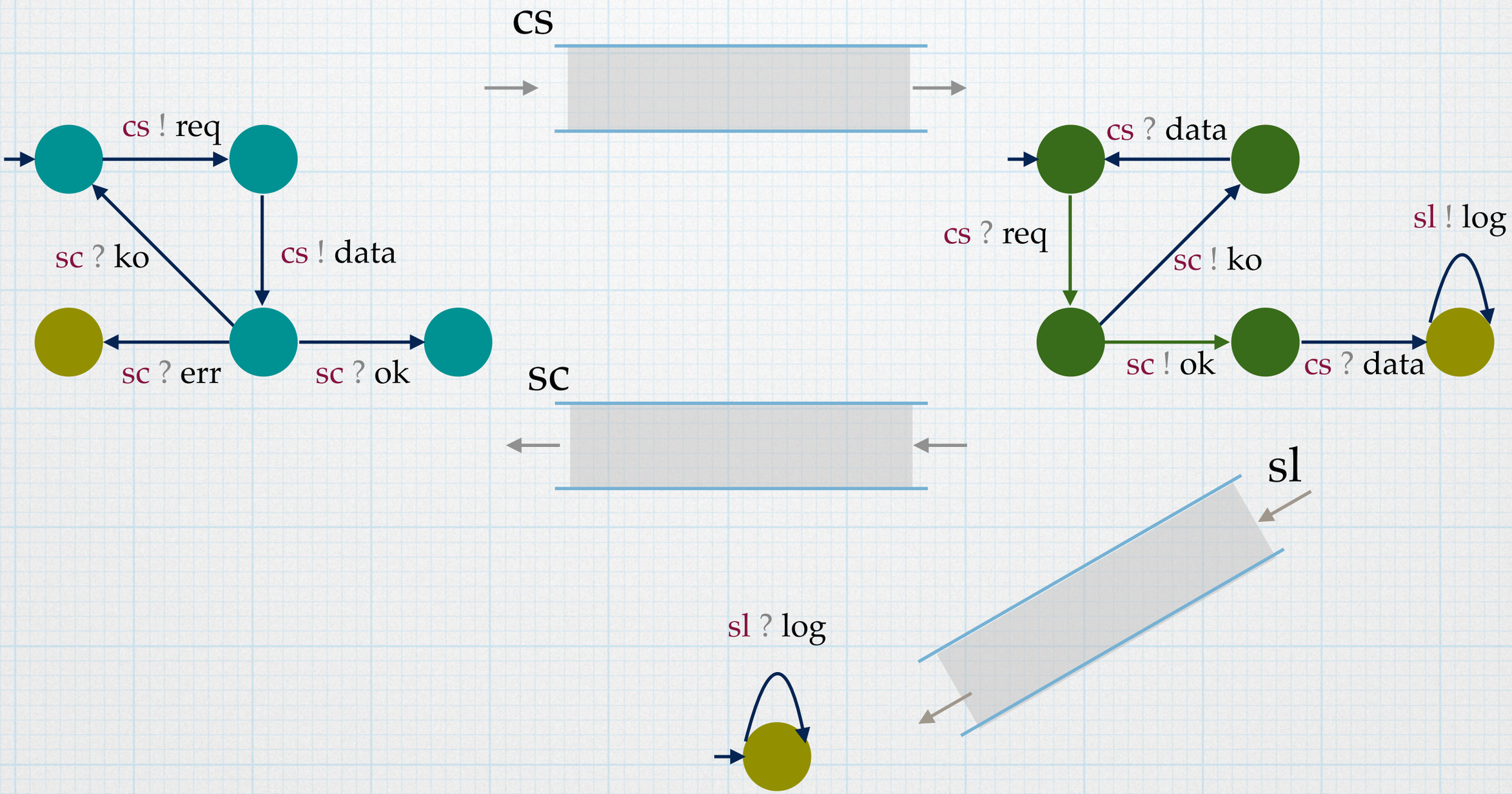
* Deterministic automata and each control state is uniquely sending or receiving





Not a communicating session automata

Communicating Session Automata



Multiparty compatibility

* Absence of deadlocks, orphan messages, unspecified receptions

* Whenever a message can be sent, it should eventually be sent

Multiparty compatibility

* Captures asynchrony
* Sufficient condition of existential boundedness
* Each automaton behaves similarly when you take any larger bound

Open question II

* Does the unifying framework capture this property?
* Can we try to extend this class to include mixed states?

Mid-term objectives

* A practical tool for verifying synchronizability (and other under-approximations of communicating automata) in the spirit of earlier works [LY19, BEJQ18]

Mid-term objectives

* Studying the relationship between k-synchronizability and high-level message sequence charts (HMSCs)
* Is an HMSC computable from a k-synchronous system?
* Can we characterize them?

Long-term objectives

* Adapting existing results to build a bounded model-checking strategy for general CFSMs (and the same for input-bounded)

* Using session types to formally model choreography languages and characterize realizability

* Extending the notions of synchronizability and choreography realizability for other communication models (bags, causally ordered channels, etc.)

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* [LV11] Étienne Lozes and Jules Villard. *Reliable Contracts for Unreliable Half-Duplex Communications*, WS-FM 2011.
* [LY19] Julien Lange and Nobuko Yoshida. *Verifying Asynchronous Interactions via Communicating Session Automata*, CAV 2019.