Verification of Randomized Consensus Algorithms under Round-Rigid Adversaries

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Fault-tolerant distributed algorithms





n processes communicate by sending messages asynchronously

f processes are faulty (unknown)

t is an upper bound on f (known)

resilience condition on *n*, *t*, and *f*,

e.g., $n > 3t \land t \ge f \ge 0$

Parameterized Verification







 $\forall n, t, f \text{ with } n > 3t \text{ and } t \ge f \ge 0.$ $\underbrace{P(n, t) \parallel P(n, t) \parallel \dots \parallel P(n, t)}_{n-f \text{ correct}} \parallel \underbrace{\text{Faulty} \parallel \dots \parallel \text{Faulty}}_{f \text{ faulty}} \models Specs$

Verification of non-randomized distributed algorithms

(Konnov, L., Veith, Widder, POPL 2017)

Threshold automata



Counter System as a Semantic of a TA



Specifications in LTL_{-X} with counters

Agreement : No two correct processes decide differently (safety)

$$\mathbf{F} \ \kappa[D_{v}] > 0 \quad o \quad \mathbf{G} \ \kappa[D_{1-v}] = 0$$

Termination : Eventually all correct processes decide

$$\mathsf{F} \bigwedge_{\ell \in \mathcal{L} \setminus \{D_0, D_1\}} \kappa[\ell] = 0$$

We denote this fragment by ELTL_{FT}

(liveness)

Verification of Threshold-based Algorithms

Does Sys(TA) $\models \varphi$? (Konnov, L., Veith, Widder, POPL'17)

Given:

- a threshold automaton TA,
- a specification φ in ELTL_{FT}, and
- a resilience condition RC,

we can check whether for all parameters satisfying RC holds that

 $\mathsf{Sys}(\mathsf{TA}) \models \varphi$

[forsyte.at/software/bymc]

What about consensus?



Theorem (FLP'85)

There is no asynchronous consensus algorithm!

- faulty processes
- asynchrony
- safety requirements
- liveness requirement



What about consensus?



Theorem (FLP'85)

There is no asynchronous consensus algorithm!

- faulty processes
- asynchrony
- safety requirements
- liveness requirement almost sure termination



Solution: Randomized consensus algorithms

Contribution:

Extend previous result to verify randomized consensus algorithms

```
bool v := input_value({0, 1});
int r := 1;
while (true) do
send (R,r,v) to all;
wait for n - t messages (R,r,*);
```

```
[Ben-Or, PODC 1983]
```

```
bool v := input_value({0, 1});
int r := 1;
while (true) do
 send (R,r,v) to all;
wait for n - t messages (R,r,*);
 if received (n + t) / 2 messages (R,r,w)
 then send (P,r,w,D) to all;
 else send (P,r,?) to all;
 wait for n - t messages (P,r,*);
                                        [Ben-Or, PODC 1983]
```

```
bool v := input_value({0, 1});
int r := 1;
while (true) do
send (R,r,v) to all;
wait for n - t messages (R,r,*);
 if received (n + t) / 2 messages (R,r,w)
then send (P,r,w,D) to all;
else send (P,r,?) to all;
wait for n - t messages (P,r,*);
 if received at least t + 1
   messages (P,r,w,D) then {
                   /* enough support -> update estimate */
 v := w;
  if received at least (n + t) / 2
  messages (P,r,w,D)
 then decide w;
                              /* strong majority -> decide */
                                        [Ben-Or, PODC 1983]
```

```
bool v := input_value({0, 1});
int r := 1;
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 send (R,r,v) to all;
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 then send (P,r,w,D) to all;
 else send (P,r,?) to all;
 wait for n - t messages (P,r,*);
 if received at least t + 1
    messages (P,r,w,D) then {
  v := w;
                   /* enough support -> update estimate */
  if received at least (n + t) / 2
   messages (P,r,w,D)
  then decide w;
                             /* strong majority -> decide */
 } else v := random({0,1});  /* unclear -> coin toss */
 r := r + 1;
od
                                       [Ben-Or, PODC 1983]
```

Probabilistic Threshold Automata (PTA)



Probabilistic Threshold Automata (PTA)



Probabilistic Threshold Automata (PTA)



Probabilistic Counter System for a PTA



Randomized consensus properties



Agreement : No two correct processes decide differently (no matter in which two rounds they are)

Validity : If all correct processes have initial value v (in the 1st round) then no process should decide 1 - v (in any other round)

Almost Sure Termination : Under every round-rigid adversary, with probability 1 every correct process eventually decides

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Challenges





The Key Idea

Elimination of these brings us to the previous non-randomized setting

Two types of specifications



Specs with multiple rounds

 $\forall k, \forall k'. \mathbf{A} \varphi[k, k']$

Specs with probability 1

$$\mathbb{P}_{\mathsf{s}}(\psi[k]) = 1$$

Two types of specifications



Specs with multiple rounds

Specs with probability 1

$$\forall k, \forall k'. \mathbf{A} \varphi[k, k']$$

$$\mathbb{P}_{\mathsf{s}}(\psi[k]) = \mathsf{1}$$















Reduction to one-round system





Reduction to one-round system





Reasoning about round boundaries



Original System:

$$P_1 \parallel P_2 \parallel \cdots \parallel P_n$$
, with $P_i = R_i^1$; R_i^2 ; R_i^3 ; ...
reduced to

$$R_1^1 \parallel R_2^1 \parallel \cdots \parallel R_n^1$$
; $R_1^2 \parallel R_2^2 \parallel \cdots \parallel R_n^2$; ...

 \Rightarrow Reason about round boundaries only!

{*init*} $R_1^1 \parallel R_2^1 \parallel \cdots \parallel R_n^1 \{\phi_1\}; R_1^2 \parallel R_2^2 \parallel \cdots \parallel R_n^2 \{\phi_2\}; \ldots$





Agreement: if **F** decision *v* in *k* then **G** no decision 1 - v in k'



 $(A) \land (B) \rightarrow Agreement$

Both are one-round specs

Agreement: if **F** decision *v* in *k* then **G** no decision 1 - v in k'



(A) if F decision v in k then G empty final states with 1 - v in k

Agreement: if **F** decision *v* in *k* then **G** no decision 1 - v in k'



(B) if G empty initial with 1 - v in k then G empty final with 1 - v in k

Two types of specifications



Specs with multiple rounds

Specs with probability 1

$$\forall k, \forall k'. \mathbf{A} \varphi[k, k']$$

$$\mathbb{P}_{\mathsf{s}}(\psi[k]) = \mathsf{1}$$

Two types of specifications



Specs with multiple rounds

 $\forall k, \forall k'. \mathbf{A} \varphi[k, k']$

Specs with probability 1

$$\mathbb{P}_{\mathsf{s}}(\psi[k]) = \mathsf{1}$$





Separately reason about probabilities





Reduction to one-round system





How can we now swap "fast" and "slow"?

Our swapping trick does not work for arbitrary adversaries!

Restriction to round-rigid adversaries

- respects round order
- branching at the end of each round





Almost sure termination: Under every round-rigid adversary, with probability 1 every correct process eventually decides.

Simplifying the problem:

- 1. Define a "lucky" situation for a round *k*
- 2. Check: Lucky in k means everyone decides in k + 1
- 3. Check: Lucky happens with non-zero probability

This implies Almost sure termination!

1. Defining a "lucky" situation for a round Π



2. Lucky in k means termination in k + 1



if **G** empty initial with 1 - v in k then **F** all decide v in k

3. Lucky happens with non-zero probability



3. Lucky happens with non-zero probability



Abstracting Coin-Toss Outcomes



A non-probabilistic threshold automaton

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	Meaning	Probability
lucky in <i>k</i>	all decide in $k + 1$	<i>p</i> > 0
"unlucky" in <i>k</i>	NOT all decide in $k + 1$	1 – <i>p</i> < 1
		$\lim_{k\to\infty}(1-\rho)^k=0$



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"constantly unlucky"	non-termination	$\lim_{k\to\infty}(1-p)^k=0$
	termination	1



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Two types of specifications



Specs with multiple rounds

 $\forall k, \forall k'. \mathbf{A} \varphi[k, k']$

Specs with probability 1

$$\mathbb{P}_{\mathsf{s}}(\psi[k]) = \mathsf{1}$$

Experimental evaluation

ПΠ

We have verified 6 parameterized randomized consensus algorithms with several one-round safety and liveness properties:

Algorithm	Verification per property
- Ben-Or's Byzantine random. consensus	\leq 1 sec
- Ben-Or's crash random. consensus	\leq 1 sec
- Ben-Or's clean crash random. consensus	\leq 1 sec
- Bracha's randomized consensus	\leq 1 sec
- Raynal's k-set agreement	3–40 sec
- Song's and van Renesse's BOSCO	3 hours on a cluster

Conclusions



Parameterized verification of randomized consensus algorithms

Main contributions:

- Round reduction for all non-deterministic systems of threshold automata
- Compositional reasoning for non-probabilistic consensus specifications
- Probabilistic reasoning for almost-sure termination in consensus

Future work

- more general adversaries



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