

Distributed Systems: the Pi-calculus

Model-based Design of Distributed and Mobile Systems Lecture 9: Spring 2005

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The structure of the lecture:

- Selected Exercises
- Behavioural Equivalences
 - Trace Equivalence
 - Bisimulation Equivalence
 - Examples and MWB
 - Equivalence and Congruence Relation
- The Spi Calculus
 - Syntax
 - Structural Equivalence and Reaction relation
 - Examples and Properties
- Exercises

Selected Exercises

- Show: $\bar{x}(y).0 \mid (\nu y)x(z).Q\langle y, z \rangle \longrightarrow (\nu y')Q\langle y', y \rangle$
- $\bar{x}(y).0 \mid (\nu y)x(z).Q\langle y, z \rangle \equiv$
 $(\nu y')((x(z).Q\langle y', z \rangle + 0) \mid (\bar{x}(y).0 + 0)) \longrightarrow$
 $(\nu y')(Q\langle y', y \rangle \mid 0) \equiv (\nu y')Q\langle y', y \rangle$
- Apply the translation to $x(y_1, y_2).P \mid \bar{x}(z_1, z_2).Q \mid \bar{x}(z'_1, z'_2).Q'$
 $x(w).w(y_1).w(y_2).P \mid (\nu w)(\bar{x}(w).\bar{w}(z_1).\bar{w}(z_2).Q) \mid$
 $(\nu w)(\bar{x}(w).\bar{w}(z'_1).\bar{w}(z'_2).Q')$
- Evaluate the expressions

$$\begin{aligned} True_a \mid Case_a(P, Q) &\longrightarrow P \\ False_a \mid Case_a(P, Q) &\longrightarrow Q \end{aligned}$$

Selected Exercises

- How would you implement logical **and**, logical **or**, and logical **not** ?
(using Case)

$$Not_{b,r} = Case_b(False_r, True_r)$$

$$And_{b_1, b_2, r} = Case_{b_1}(Case_{b_2}(True_r, False_r), False_r)$$

Behavioural Equivalences

- Often systems are **informally** specified using “*behave like*” statements
- But how can we formalise **behavioural equivalence**
- We would like that the equivalence satisfy the following **requirements**
 1. It should be a **reflexive**, **symmetric**, and **transitive** relation
 2. Processes that may terminate (**deadlock**) should not be equivalent to processes that may **not** terminate (deadlock)
 3. It should be a **congruence**. That is, if a component Q of P is replaced by an **equivalent** component Q' yielding P' , then P and P' should also be **equivalent**
 4. Two processes should be equivalent iff they **satisfy** exactly the same properties expressible in a nice **modal** or **temporal logic**
 5. (it should abstract from silent actions)

Trace Equivalence (LTS and CCS)

- Note that we work in **CCS**, since the theory is simpler here
- Processes are trace equivalent exactly when they have the same **traces** (from their initial state)
- Let $P \stackrel{a_1 \dots a_n}{\rightarrow} Q$ if $P \xrightarrow{a_1} P_1 \xrightarrow{a_2} \dots \xrightarrow{a_n} Q$ for some P_1, \dots, P_{n-1}
- Let $S(P) = \{s \in A^* \mid \exists Q. P \xrightarrow{s} Q\}$ be all traces of P . Then $P \approx_S Q$ if and only if $S(P) = S(Q)$
- $a.b.0 + a.c.0 \approx_S a.(b.0 + c.0)$, but $[a]\langle b \rangle tt$ distinguish the two (so it is **not a congruence** ($(a, b)(_ \mid \bar{a}.b)$))
- Let $P = a.P$ and $Q = P + a.0$. Then $P \approx_S Q$, but Q can deadlock, whereas P cannot.
- Trace equivalence is **inadequate** for non-deterministic systems

Bisimulation Equivalence — Game Definition

- **Board:** Transition systems of P and Q
- **Material:** Two (identical) pebbles, initially on the states P and Q
- **Players:** R (**refuter**) and V (**verifier**), R and V take turns, R moves first.
- **R -move:** Choose any of the two pebbles
Take any transition
- **V -move:** Choose the other pebble
Take any transition having the same label as the one chosen by R .
- R **wins** if: V cannot reply to his (or her) last move
- V **wins** if: R cannot move or the game goes on forever. (i.e., a draw counts as a win for V).

Bisimulation Equivalence

- Two processes should be considered equivalent only if they infinitely can **mimic** each other
- A relation \mathcal{R} is a bisimulation if $P \mathcal{R} Q$ then
 - $P \xrightarrow{a} P'$ implies $\exists Q'. Q \xrightarrow{a} Q'$ such that $P' \mathcal{R} Q'$
 - $Q \xrightarrow{a} Q'$ implies $\exists P'. P \xrightarrow{a} P'$ such that $P' \mathcal{R} Q'$
- P and Q are bisimilar, $P \sim Q$, if there exists a bisimulation between them
- **Theorem** \sim implies \approx_S (meaning $\sim \subseteq \approx_S$) ($\approx_S = \sim$, if LTS is deterministic)
- \approx_S does not imply \sim , why?

Examples

- $a.b.0 + a.c.0 \not\sim a.(b.0 + c.0)$
- $P \not\sim Q$, if $P = a.P$ and $Q = P + a.0$
- So, \sim captures non-determinism and deadlock, and when choices have been made
- $a.b.0 + a.c.0 \sim a.c.0 + a.b.0$ and $a.(b.0 + c.0) \sim a.(c.0 + b.0)$ because

$$\{ \begin{array}{l} (a.b.0 + a.c.0, a.c.0 + a.b.0), \\ (a.(b.0 + c.0), a.(c.0 + b.0)), \\ (b.0 + c.0, c.0 + b.0), \\ (b.0, b.0), \\ (c.0, c.0), \\ (0, 0) \end{array} \}$$

is a **bisimulation**

- it defines a **winning strategy** for the verifier in the pebble game

Examples — in MWB

MWB>agent P(a,b,c) = a.b.0 + a.c.0
 MWB>agent Q(a,b,c) = a.(b.0 + c.0)
 MWB>eqd (a,b,c) P<a,b,c> Q<a,b,c>
 The two agents are NOT equal.

MWB>agent R(a) = a.R<a>
 MWB>agent S(a) = R<a> + a.0
 MWB>eqd (a) R<a> S<a>
 The two agents are NOT equal.

MWB>agent P1(a,b,c) = a.c.0 + a.b.0
 MWB>eqd (a,b,c) P<a,b,c> P1<a,b,c>
 The two agents are equal.
 Bisimulation relation size = 4.

MWB>agent Q1(a,b,c) = a.(c.0 + b.0)
 MWB>eqd (a,b,c) Q<a,b,c> Q1<a,b,c>
 The two agents are equal.
 Bisimulation relation size = 3.

MWB — eqd

- The command eqd (name₁, ..., name_n) agent1 agent2
 - checks whether agent1 and agent2 are **strong bisimulation equivalent**
 - under the assumption that the names in (name₁, ..., name_n) are **distinct**
 - We use these names to **differentiate** the different free names of the term under consideration

Examples cont.

Let $P = b.0 \mid \bar{a}.c.0$, $Q = a.b.0 \mid c.0$, and let $R = a.b.0 \mid \bar{a}.c.0$ then

$$P \sim b.\bar{a}.c.0 + \bar{a}.(b.c.0 + c.b.0)$$

$$Q \sim a.(b.c.0 + c.b.0) + c.a.b.0$$

$$R \sim a.P + \bar{a}.Q + \tau.(b.c.0 + c.b.0)$$

because there exists a **bisimulation**

$$\{ \begin{array}{l} (P, b.\bar{a}.c.0 + \bar{a}.(b.c.0 + c.b.0)), \\ (R, a.P + \bar{a}.Q + \tau.(b.c.0 + c.b.0)), \\ (Q, a.(b.c.0 + c.b.0) + c.a.b.0), \\ (b.0 \mid c.0, b.c.0 + c.b.0), \\ (S, S), ((0 \mid S), S), (S, (0 \mid S)) \quad | S \in \mathcal{P} \end{array} \}$$

Examples cont. — in MWB

MWB>agent P(a,b,c) = b.0 | 'a.c.0
 MWB>agent Q(a,b,c) = a.b.0 | c.0
 MWB>agent R(a,b,c) = a.b.0 | 'a.c.0

MWB>eqd (a,b,c) P<a,b,c> b.'a.c.0 + 'a.(b.c.0 + c.b.0)
 The two agents are equal.
 Bisimulation relation size = 6.

MWB>eqd (a,b,c) Q<a,b,c> c.a.b.0 + a.(b.c.0 + c.b.0)
 The two agents are equal.
 Bisimulation relation size = 6.

MWB>eqd (a,b,c) R<a,b,c> a.P<a,b,c> + 'a.Q<a,b,c> + t.(b.c.0 + c.b.0)
 The two agents are equal.
 Bisimulation relation size = 10.

Bisimulation is a Congruence

- We would like that equivalent processes are **interchangeable** inside larger systems.
- A **context** C is a process expression with a hole $[\]$,

$$C ::= [\] \mid \mathbf{0} \mid \alpha.C \mid C+P \mid P+C \\ \mid C|P \mid P|C \mid (\tilde{a})C$$

- An equivalence relation \mathcal{R} is a congruence if for all C

$$P \mathcal{R} Q \text{ implies } C[P] \mathcal{R} C[Q]$$

- Remember the definition of **structural congruence** last time, as the smallest congruence that fulfills certain rules
- **Theorem** \sim is a congruence.

Bisimulation is an Equivalence Relation

Often we want equality relations, like \sim , to satisfy certain natural properties.

- An **equivalence relation** is a binary relation \mathcal{R} such that \mathcal{R} is
 - reflexive (PRP)
 - symmetric (PRQ implies QRP)
 - transitive (PRQ and QRR implies PRR)
- **Theorem** \sim is an equivalence relation, which allows for equational reasoning

Example

- Let $P = b.0 \mid \bar{a}.c.0$, $Q = a.b.0 \mid c.0$ and let $R = a.b.0 \mid \bar{a}.c.0$ then (from before)

$$P \sim b.\bar{a}.c.0 + \bar{a}.(b.c.0 + c.b.0)$$

$$Q \sim a.(b.c.0 + c.b.0) + c.a.b.0$$

$$R \sim a.P + \bar{a}.Q + \tau.(b.c.0 + c.b.0)$$

- Since \sim is a congruence it then follows that R is bisimilar to $a.(b.\bar{a}.c.0 + \bar{a}.(b.c.0 + c.b.0)) + \bar{a}.(a.(b.c.0 + c.b.0) + c.a.b.0) + \tau.(b.c.0 + c.b.0)$
- Notice, that parallel composition doesn't occur on the right hand side.
- **Theorem** (Expansion) For any P there exists Q with no parallel components such that $P \sim Q$. Hence, it cannot differentiate **concurrency** from **interleaving**

The Spi Calculus

- We **augment** the pi-calculus with primitives for cryptography
 - A middle ground between specification and implementation
- We use the **Spi Calculus** for studying authentication protocols (e.g. the **explicit representation** of the use of cryptography in protocols)
- We model a possible **malicious attacker** as an **arbitrary environment**
 - Hence, we need not model the attacker explicitly
- The **scoping** of the pi-calculus ensures that the environment cannot access restricted channels
 - Restriction and scope extrusion represents the possession and communication of **secrets**

The pi-Calculus — Syntax

The *syntax* of the pi-calculus with pairs and numbers

Terms	$L, M, N ::= n$	name
	(M, N)	pair
	0	zero
	$suc(M)$	successor
	x	variable
Agent	$P, Q, R ::= 0$	inactive
	$\overline{M}\langle N \rangle.P$	output
	$M(x).P$	input
	$P \mid Q$	parallel
	$(\nu a)P$	restriction
	$!P$	replication
	$[M \text{ is } N]P$	match
	$let(x, y) = M \text{ in } P$	pair splitting
	$case M \text{ of } 0 : P \ suc(x) : Q$	integer case

The Spi-Calculus — syntax

- We augment the syntax of the previous slide
- To the syntactic category of terms we add
 - $\{M\}_N$ the term M encrypted with the key N
- and to processes
 - $case L \text{ of } \{x\}_N \text{ in } P$ shared-key decryption
- Assumptions
 - The only way to **decrypt** a an encrypted packet is to know the **corresponding key**
 - An encrypted packet **does not reveal** the key that was used to encrypt it
 - The decryption algorithm can **check** whether a ciphertext was encrypted with the expected key

The Spi-Calculus — Structural Equivalence

$$\begin{aligned}
 !P &> P \mid !P \\
 [M \text{ is } M]P &> P \\
 let(x, y) = (M, N) \text{ in } P &> P[M/x][N/y] \\
 case 0 \text{ of } 0 : P \ suc(x) : Q &> P \\
 case suc(M) \text{ of } 0 : P \ suc(x) : Q &> Q[M/x] \\
 case \{M\}_N \text{ of } \{x\}_N \text{ in } P &> P[M/x]
 \end{aligned}$$

Structural equivalence is defined in a different way than expected, but gives rise to the same relation (e.g. that it is an equivalence relation is explicitly stated as rules)

However note $\frac{P > Q}{P \equiv Q}$

The Spi-Calculus — Reduction Semantics

Reaction Rules \longrightarrow .

$$\frac{m(x).Q \mid \overline{m}\langle N \rangle.P \longrightarrow Q[N/x] \mid P}{m(x).Q \mid \overline{m}\langle N \rangle.P \longrightarrow Q[N/x] \mid P} \quad \frac{Q \equiv P \quad P \longrightarrow P' \quad P' \equiv Q'}{Q \longrightarrow Q'}$$

$$\frac{P \longrightarrow P'}{P \mid Q \longrightarrow P' \mid Q} \quad \frac{P \longrightarrow P'}{(\nu x)P \longrightarrow (\nu x)P'}$$

Examples — Protocol and Specification

Protocol

$$A(M) \triangleq (\nu c_{AB}) \overline{c_{AS}} \langle c_{AB} \rangle . \overline{c_{AB}} \langle M \rangle$$

$$S \triangleq c_{AS}(x) . \overline{c_{SB}} \langle x \rangle$$

$$B \triangleq c_{SB}(x) . x(y) . F(y)$$

$$Inst(M) \triangleq (\nu c_{AS})(\nu c_{SB})(A(M) \mid S \mid B)$$

Specification

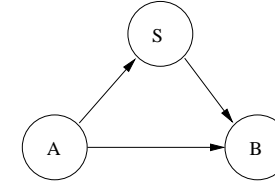
$$A(M) \triangleq (\nu c_{AB}) \overline{c_{AS}} \langle c_{AB} \rangle . \overline{c_{AB}} \langle M \rangle$$

$$S \triangleq c_{AS}(x) . \overline{c_{SB}} \langle x \rangle$$

$$B_{spec} \triangleq c_{SB}(x) . x(y) . F(M)$$

$$Inst_{spec}(M) \triangleq (\nu c_{AS})(\nu c_{SB})(A(M) \mid S \mid B_{spec}(M))$$

Examples — Channel Establishment



- Message 1 $A \rightarrow S : c_{AB}$ on c_{AS}
- Message 2 $S \rightarrow B : c_{AB}$ on c_{SB}
- Message 3 $A \rightarrow B : M$ on c_{AB}

For the next slide

- Assume that F is a **function** that we can apply
- and that bound parameters of the protocol cannot occur free in F

Examples — Satisfied Properties

- Authenticity:** $Inst(M) \simeq Inst_{spec}(M)$, for any M
So B always applies F to the message M that A sends, an attacker **cannot cause** B to apply F to some other message.
- Secrecy:** $Inst(M) \simeq Inst(M')$, if $F(M) \simeq F(M')$, for any M, M'
So the message M **cannot be read** in transit from A to B . If F does not reveal M then the whole protocol does not
- These properties hold because of the scoping rules of the pi-calculus

Examples — Simple: Using Cryptography

Now we send the message on **public channels** (so the system can get **stuck**) using a **shared secret key**

• Message 1 $A \rightarrow B : \{M\}_{K_{AB}}$ on c_{AB}

Protocol

$$A(M) \triangleq \overline{c_{AB}}\langle \{M\}_{K_{AB}} \rangle$$

$$B \triangleq c_{AB}(x). \text{case } x \text{ of } \{y\}_{K_{AB}} \text{ in } F(y)$$

$$\text{Inst}(M) \triangleq (\nu K_{AB})(A(M) \mid B)$$

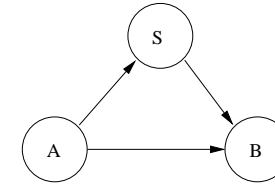
Specification

$$A(M) \triangleq \overline{c_{AB}}\langle \{M\}_{K_{AB}} \rangle$$

$$B_{\text{spec}} \triangleq c_{AB}(x). \text{case } x \text{ of } \{y\}_{K_{AB}} \text{ in } F(M)$$

$$\text{Inst}(M)_{\text{spec}} \triangleq (\nu K_{AB})(A(M) \mid B_{\text{spec}}(M))$$

Examples — Key Establishment



• Each principal shares a **key** with the server

• Message 1 $A \rightarrow S : \{K_{AB}\}_{K_{AS}}$ on c_{AS}

• Message 2 $S \rightarrow B : \{K_{AB}\}_{K_{SB}}$ on c_{SB}

• Message 3 $A \rightarrow B : \{M\}_{K_{AB}}$ on c_{AB}

• Note that our equivalence is coarse-grained enough to equate $(\nu K)\overline{c}\langle \{M\}_K \rangle$ and $(\nu K)\overline{c}\langle \{M'\}_K \rangle$

Examples — Protocol and Specification

Protocol

$$A(M) \triangleq (\nu K_{AB})(\overline{c_{AS}}\langle \{K_{AB}\}_{K_{AS}} \rangle. \overline{c_{AB}}\langle \{M\}_{K_{AB}} \rangle)$$

$$S \triangleq c_{AS}(x). \text{case } x \text{ of } \{y\}_{K_{AS}} \text{ in } \overline{c_{SB}}\langle \{y\}_{K_{SB}} \rangle$$

$$B \triangleq c_{SB}(x). \text{case } x \text{ of } \{y\}_{K_{SB}} \text{ in } c_{AB}(z). \text{case } z \text{ of } \{w\}_y \text{ in } F(w)$$

$$\text{Inst}(M) \triangleq (\nu K_{AS})(\nu ksb)(A(M) \mid S \mid B)$$

Specification

$$A(M) \triangleq (\nu K_{AB})(\overline{c_{AS}}\langle \{K_{AB}\}_{K_{AS}} \rangle. \overline{c_{AB}}\langle \{M\}_{K_{AB}} \rangle)$$

$$S \triangleq c_{AS}(x). \text{case } x \text{ of } \{y\}_{K_{AS}} \text{ in } \overline{c_{SB}}\langle \{y\}_{K_{SB}} \rangle$$

$$B \triangleq c_{SB}(x). \text{case } x \text{ of } \{y\}_{K_{SB}} \text{ in } c_{AB}(z). \text{case } z \text{ of } \{w\}_y \text{ in } F(M)$$

$$\text{Inst}_{\text{spec}}(M) \triangleq (\nu K_{AS})(\nu ksb)(A(M) \mid S \mid B_{\text{spec}}(M))$$

Possible 4-week project

• Since the Mobility Workbench is not a user friendly tool a possible 4-week project could be to create a **new workbench**

- Depending on our experience with programming languages, I could supply the code for parsers and lexers
- You can then program the methods for:
 - **finding** and **performing** transitions (or reactions)
 - **running** and **visualising** the process
 - ...

• For more project proposals see (updated soon)

<http://www.itu.dk/research/theory/CoMo/student.html>

<http://www.itu.dk/research/theory/bpl/projects/projectlist.html>

Exercises — Bisimulation Equivalences

- Why is trace equivalence appropriate for deterministic systems?
- Give the bisimulation of size 10 reported by MWB on slide 13.
- Show a process that does not contain parallel composition and that is bisimulation equivalent to $(a)(a.0 + (\bar{a}.b.0 \mid a.b.0))$.
- Define a bisimulation containing the two processes above.

Exercises — SPI Calculus

- Write out the **malicious replay attacker** from p. 7 on the article
- (and how it can **invalidate** the authenticity equation)
- Show that the new protocol (Section 3.2.4) cannot be broken by this attacker

Exercises — Pi-calculus Semantics

- Step through agent $P(b,c,d) = (\tilde{a})(\tilde{b}\langle a \rangle.0 \mid a(x).x.0) \mid b(c).\tilde{c}\langle d \rangle.0$ in MWB, what is going on?

- Eliminate the substitution in $(\nu b)(\bar{a}b.0 + b(x).\bar{x}y.0)\{b/a, b/x, b/y\}$

- Prove

$$((\nu b)\bar{a}b.P + (\nu c)\bar{a}c.P') \mid a(b).Q \longrightarrow (\nu b')(P\{b'/b\} \mid Q\{b'/b\})$$

using the structural congruence and reaction relation from last lecture

Exercises — Do the mandatory Exercise