

# Analysis of Distributed Probabilistic Systems: Limitations and Possibilities

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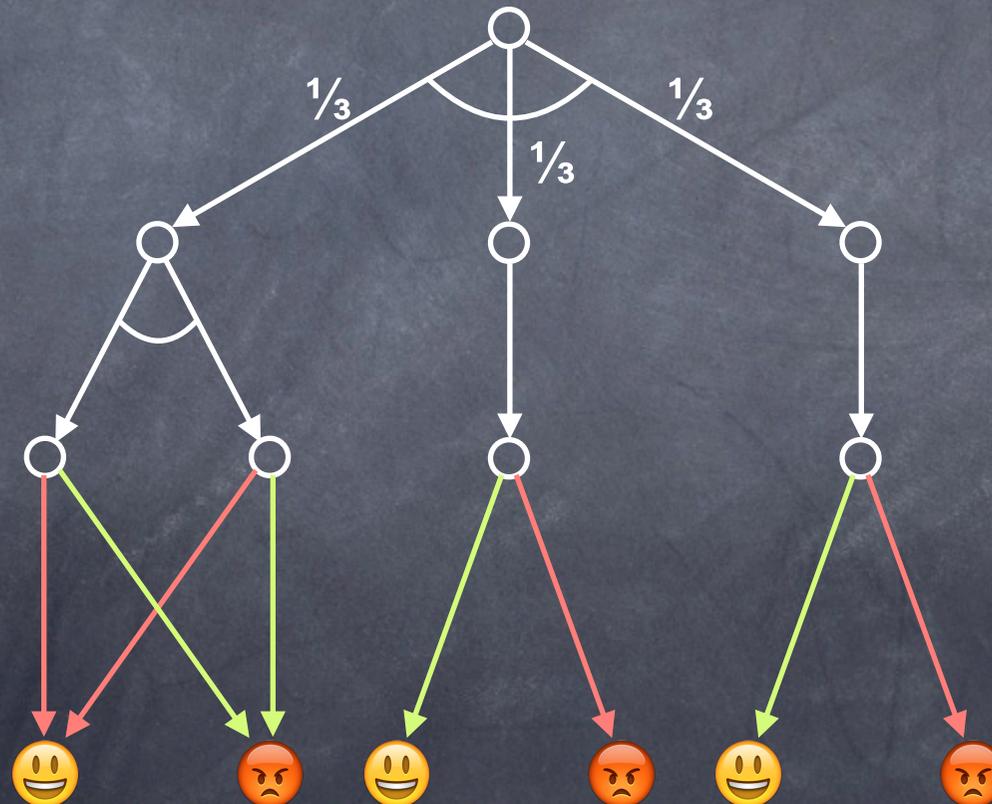
# Overview

- Motivation
- Distributed Schedulers
- Strongly Distributed Schedulers
- Distributed Schedulers under secrecy
- (Un)decidability results
- Concluding remarks

# Model Checking

## Probabilistic Concurrent Systems

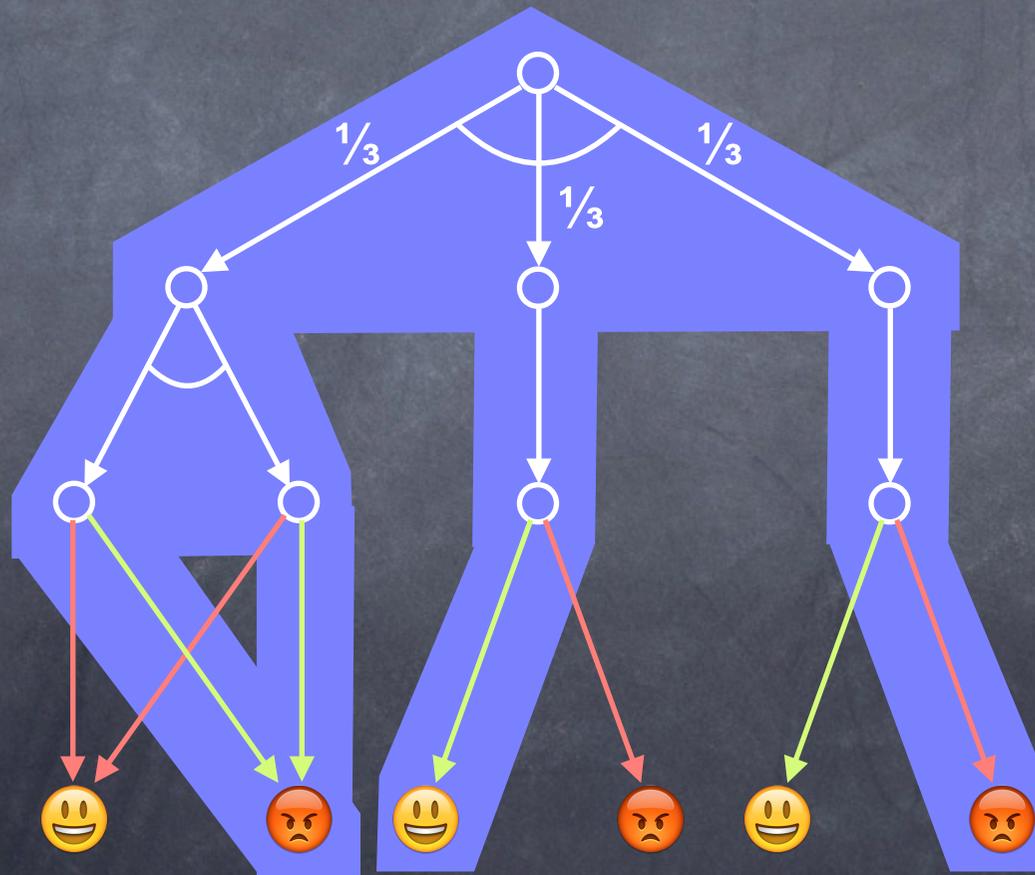
- Nondeterminism resolved through **schedulers**



# Model Checking

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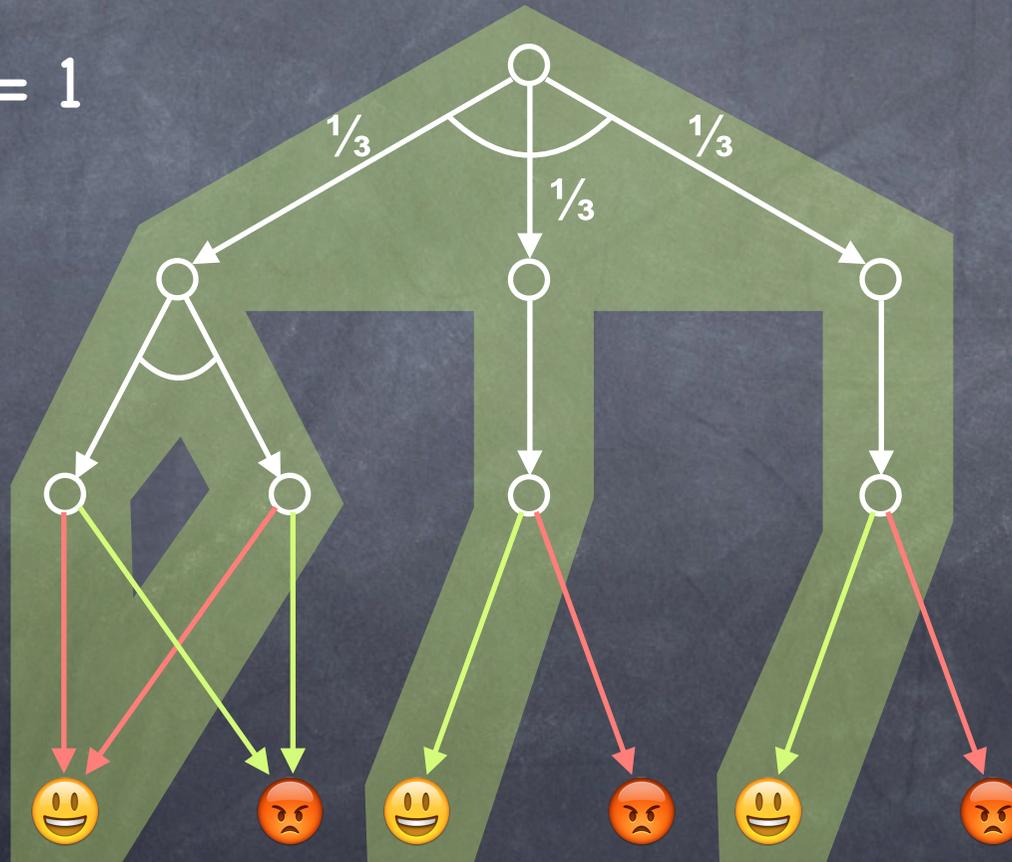


# Model Checking

## Probabilistic Concurrent Systems

- Nondeterminism resolved through **schedulers**
- Quantifies over **all** possible schedulers

$$\sup P(F 😊) = 1$$



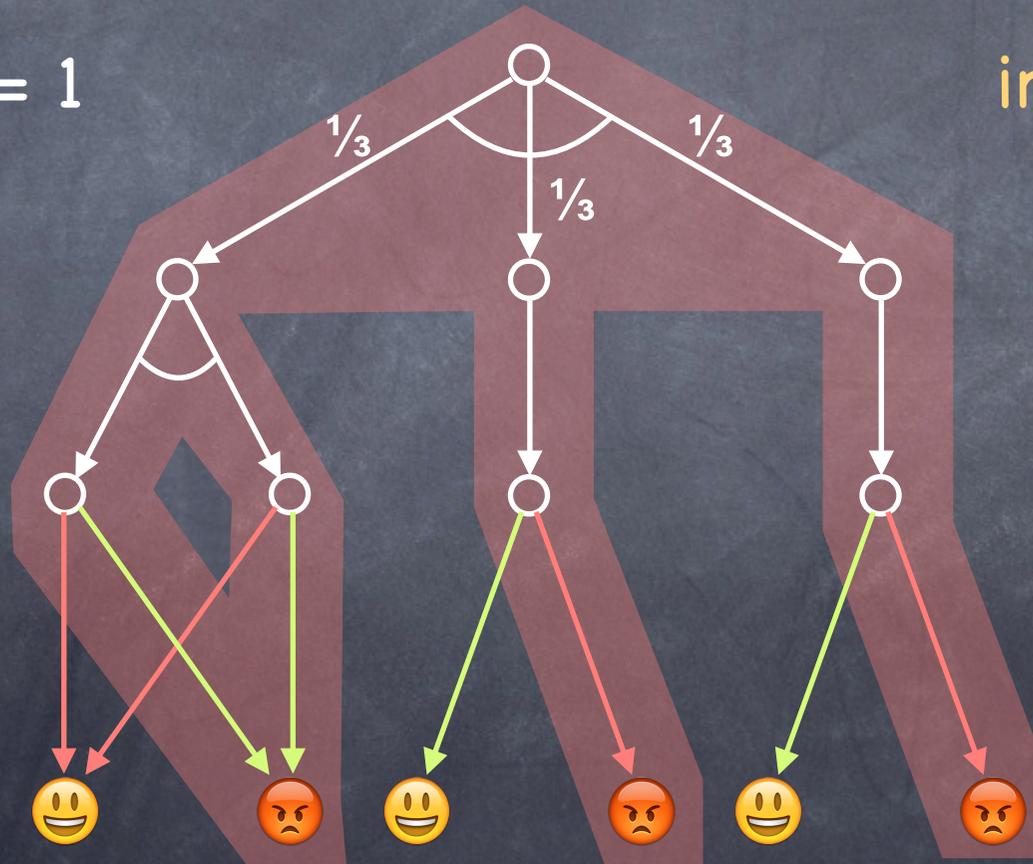
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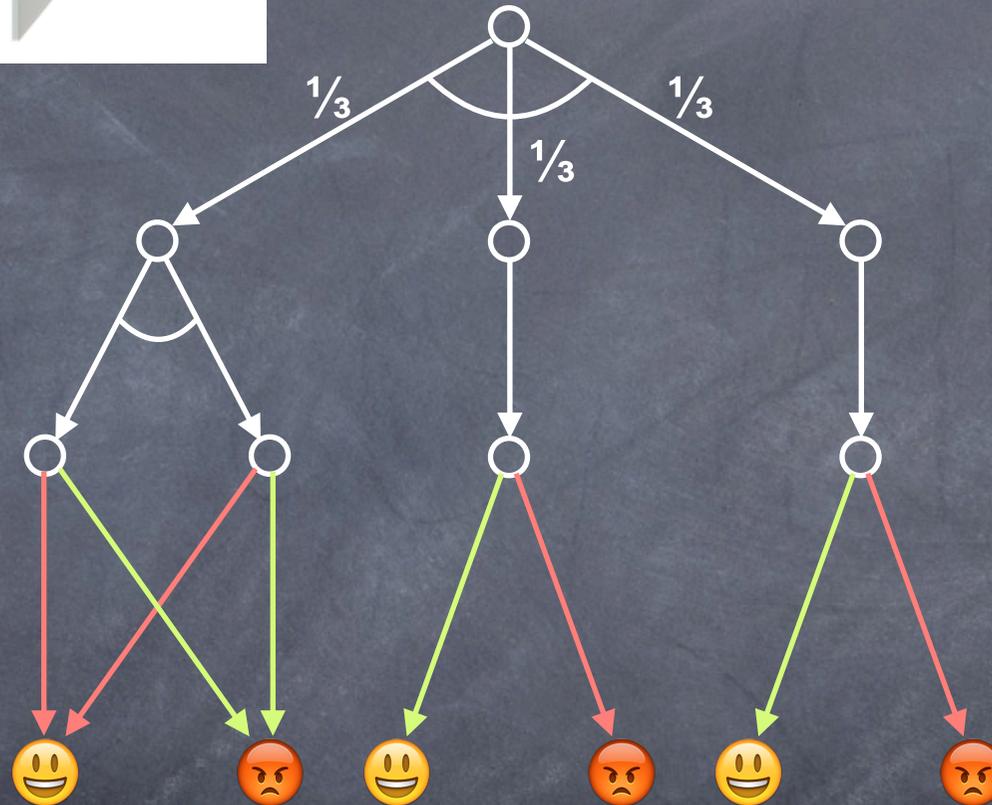
$$\inf P(F 😊) = 0$$





# Model Checking Stochastic Concurrent Systems

## Monty Hall problem



choose door

open door

keep door

switch door

$$\sup P(F \text{ 😊 }) = 2/3$$

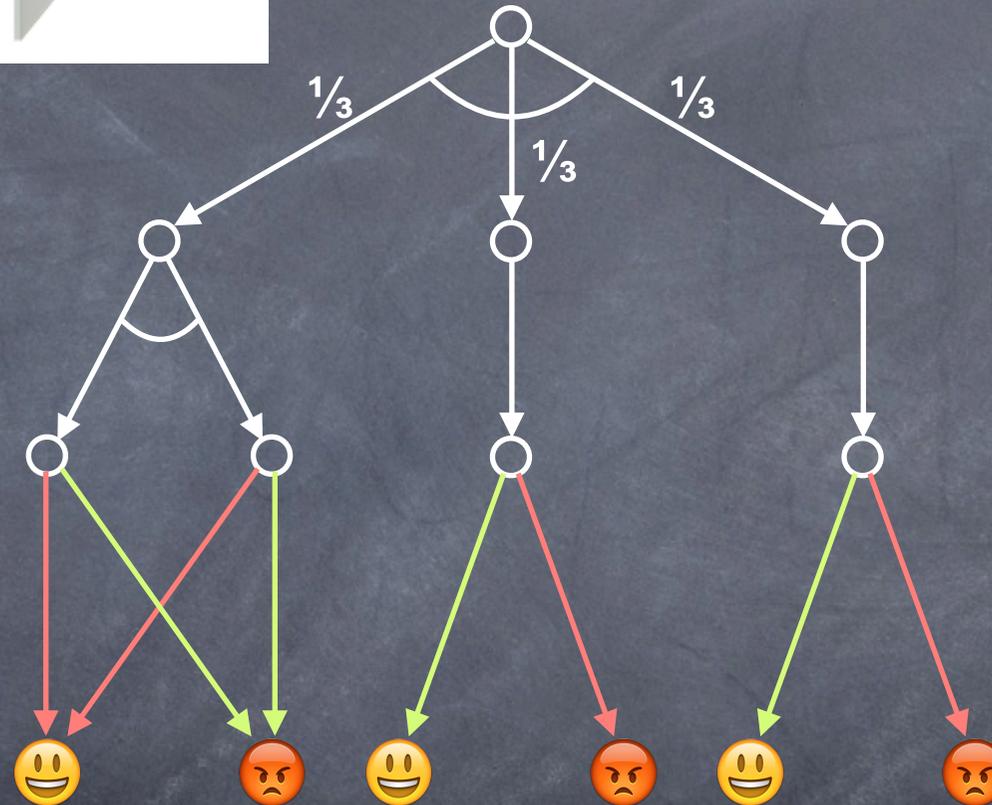
$$\inf P(F \text{ 😊 }) = 1/3$$

Probabilistic model checking provides a safe over-approximation of the actual probability value

# Model Checking Concurrent Systems

All schedulers are too many!

Monty Hall problem



choose door

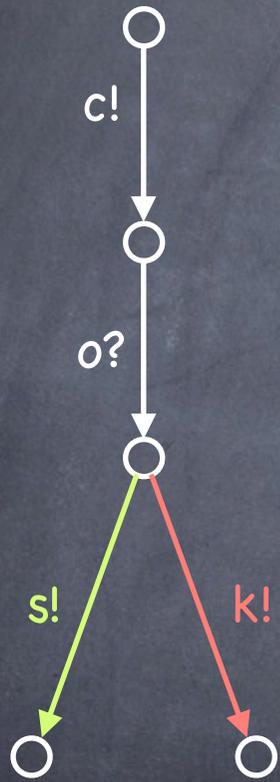
open door

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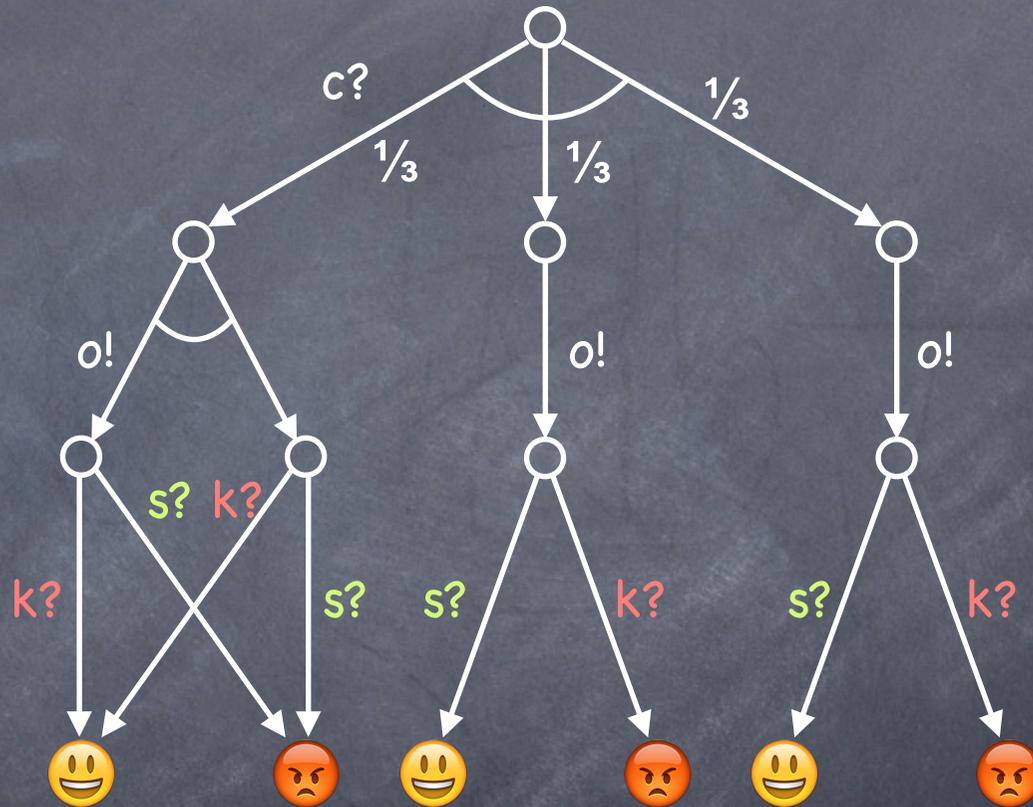
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You

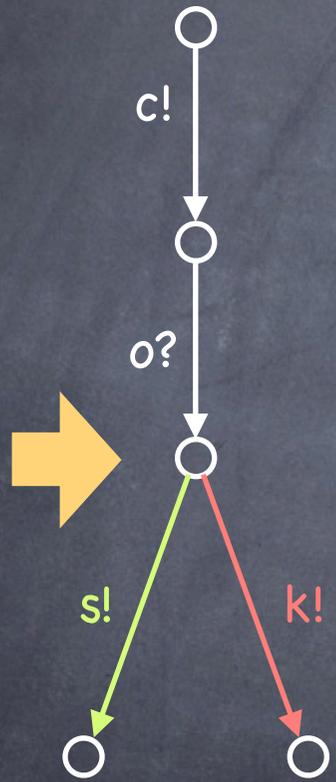
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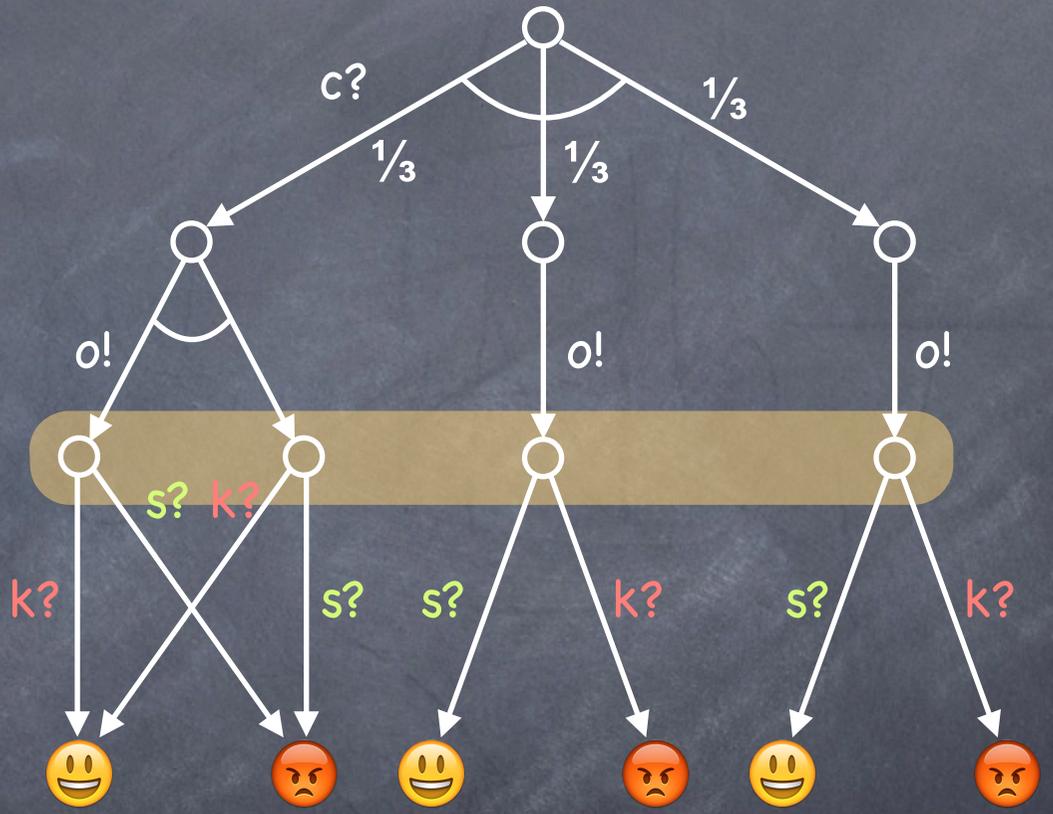
Monty Hall

Little knowledge about other processes internal state

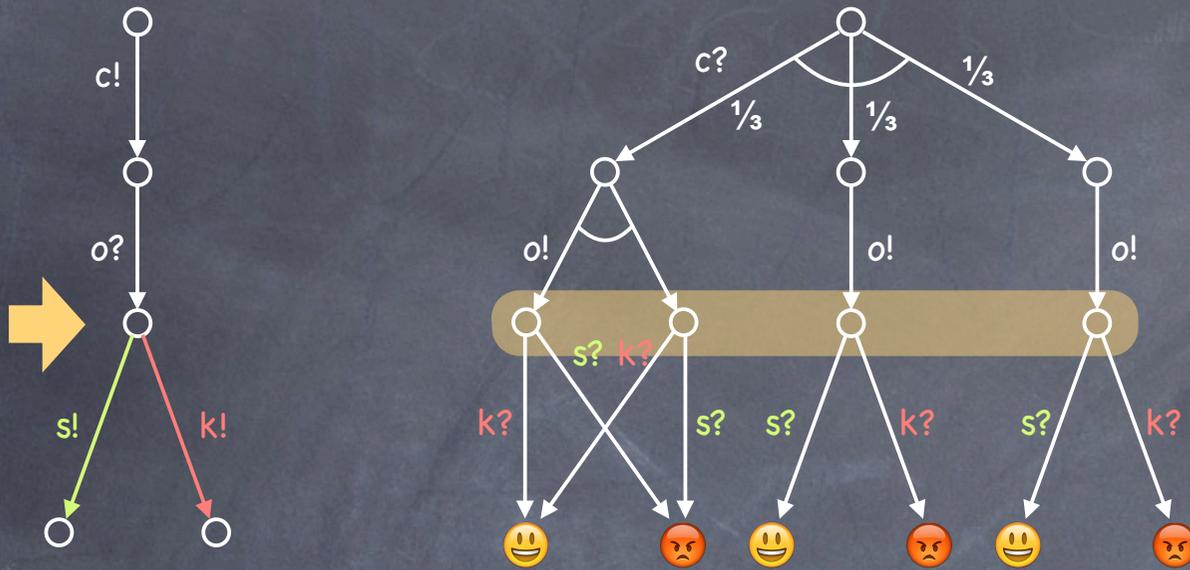
Local decisions can **only** be taken based on local knowledge



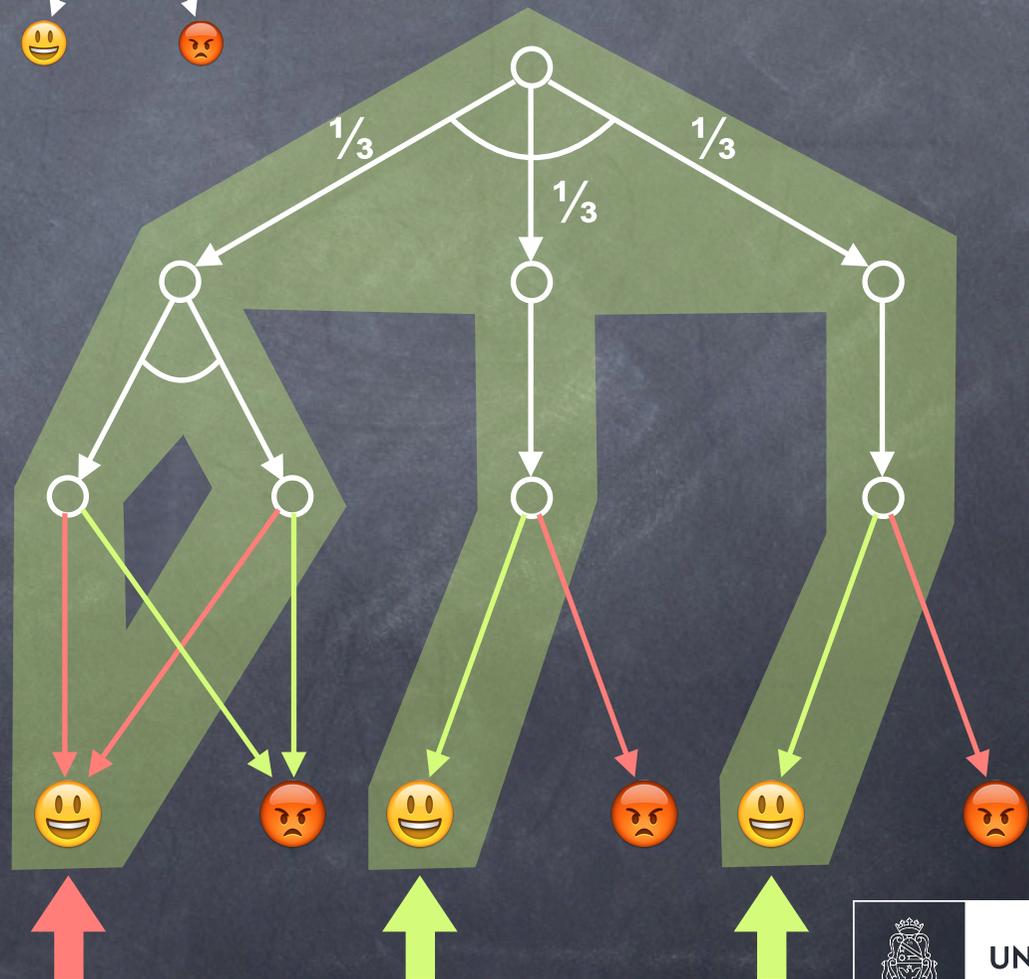
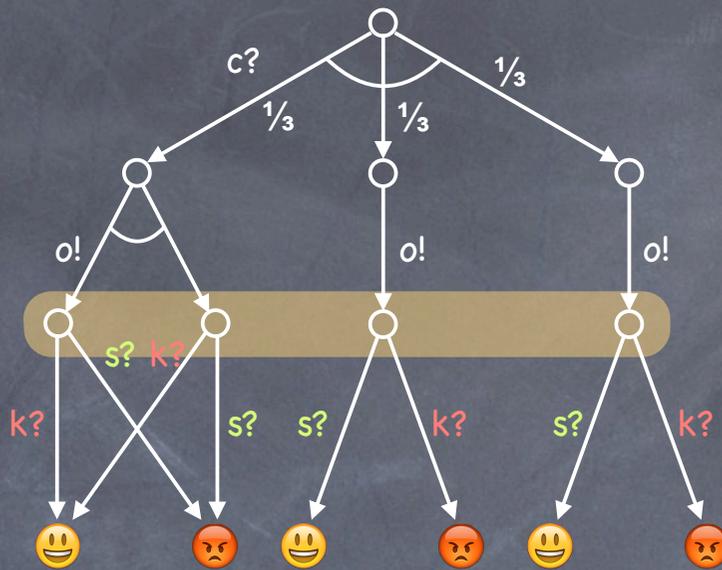
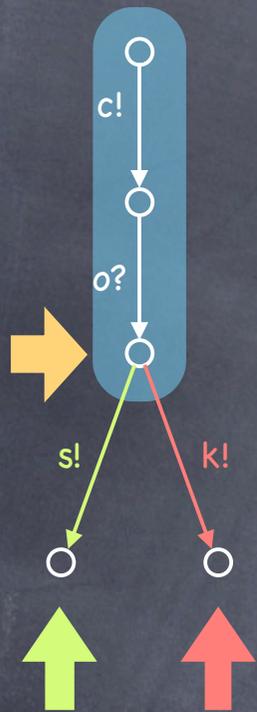
You



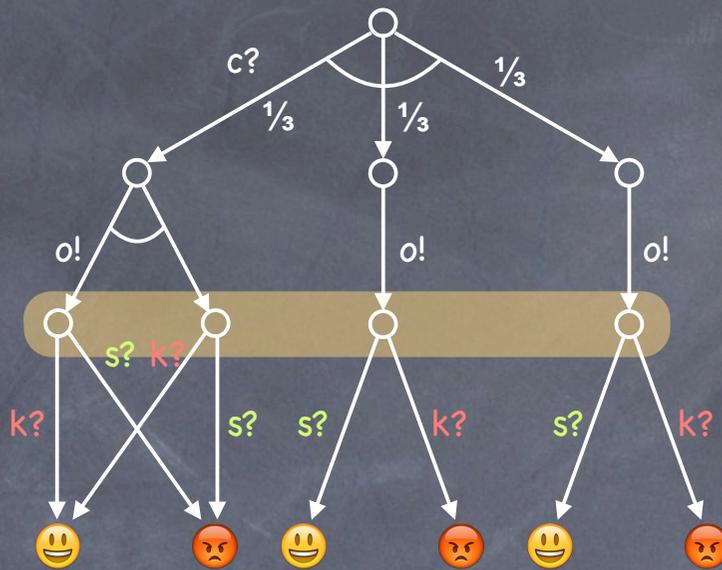
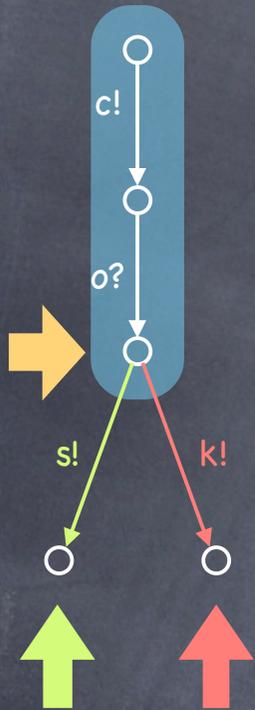
Monty Hall



- A **distributed scheduler** is a scheduler that **respects** the local decisions of each component.
- Local decisions are only taken with the information available to each component.

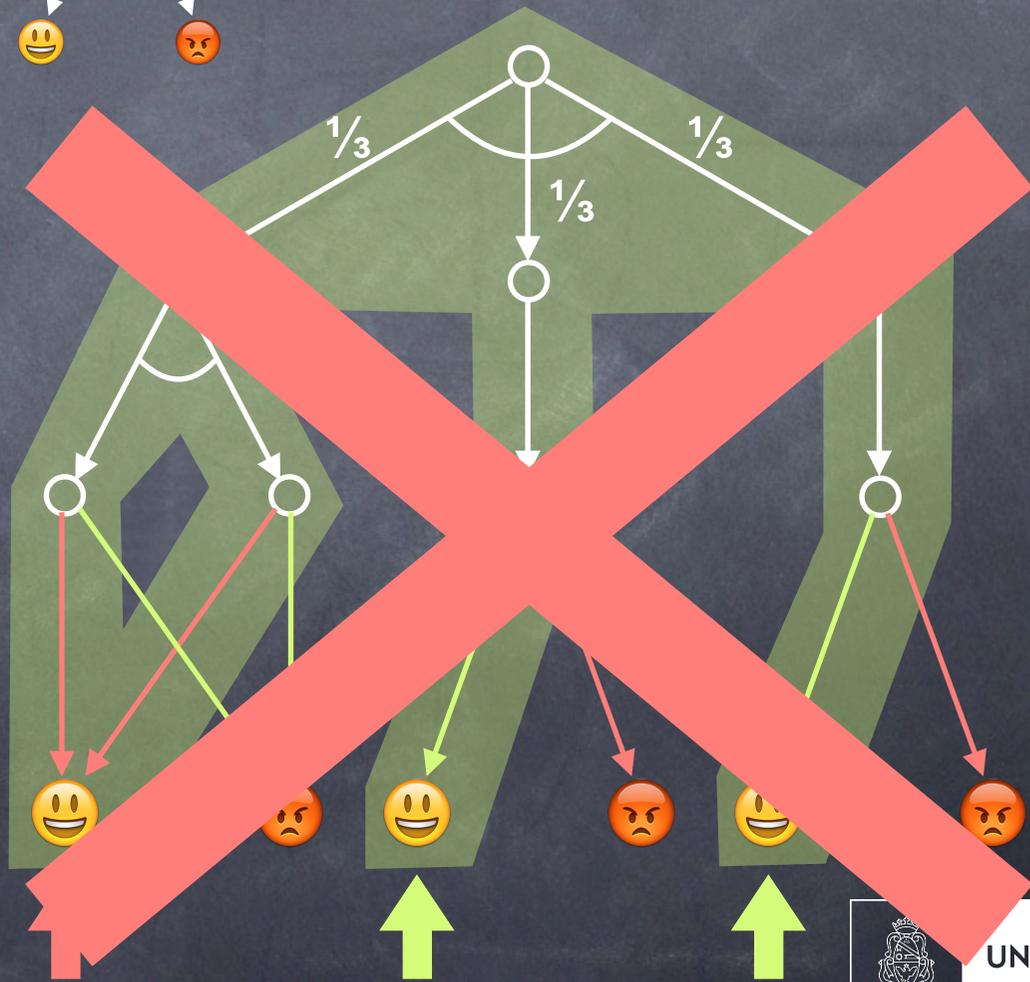


Two different choices with the same local knowledge!!



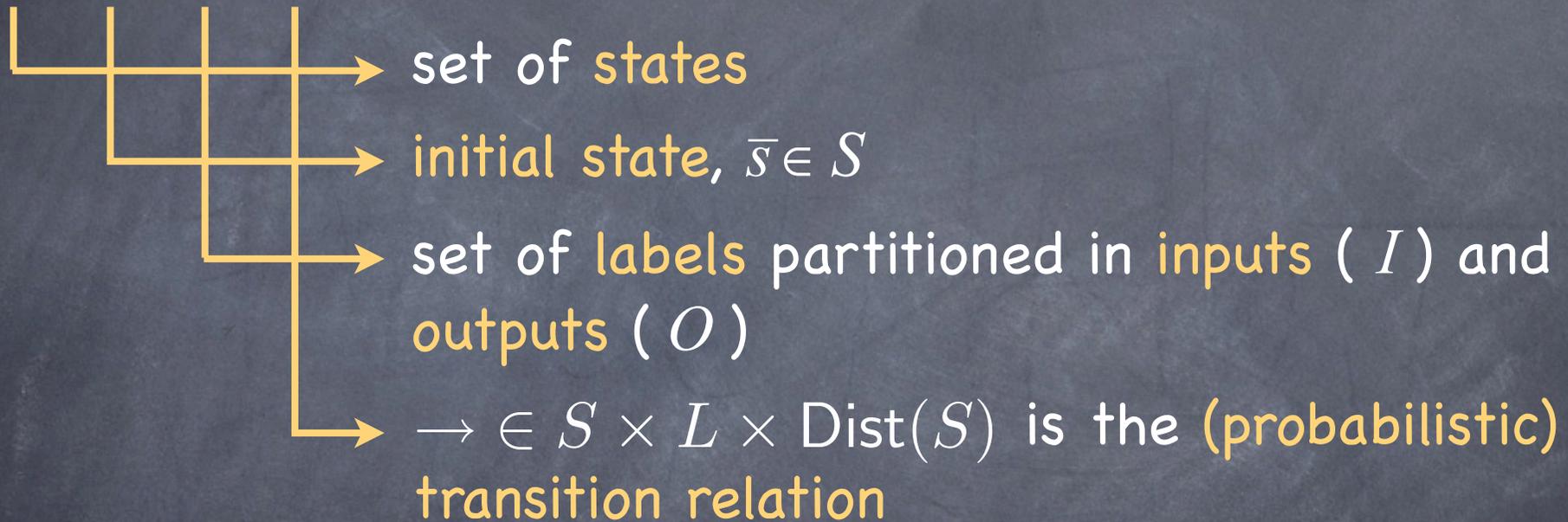
Any acceptable scheduler can do either "keep" or "switch" but not both

Two different choices with the same local knowledge!!



# Probabilistic I/O automata

$(S, \bar{s}, L, \rightarrow)$



**input enabled:**  $\forall a \in I : s \xrightarrow{a}$

**label deterministic:**  $\forall a \in L : (s \xrightarrow{a} \mu' \wedge s \xrightarrow{a} \mu'') \rightarrow \mu' = \mu''$

# Composition of PIOA

- Two PIOA  $A_1, A_2$  are **compatible** if  $O_1 \cap O_2 = \emptyset$ .
- Their **parallel composition** is defined by

$$A_1 \parallel A_2 = (S_1 \times S_2, (\bar{s}_1, \bar{s}_2), L_1 \cup L_2, \rightarrow)$$

- with  $O = O_1 \cup O_2$  and  $I = (L_1 \cup L_2) \setminus O$ , and

$$\frac{s_1 \xrightarrow{a} \mu_1}{(s_1, s_2) \xrightarrow{a} \mu_1 \times \delta_{s_2}} \quad a \in L_1 \setminus L_2$$

$$\frac{s_1 \xrightarrow{a} \mu_1 \quad s_2 \xrightarrow{a} \mu_2}{(s_1, s_2) \xrightarrow{a} \mu_1 \times \mu_2} \quad a \in L_1 \cap L_2$$

Because of compatibility, **at most one** component produces an output in the composed transition

Extends to multiple components as expected

# Execution of PIOA

An **execution fragment** of a PIOA is a sequence

$$s_0 a_0 \mu_0 s_1 a_1 \mu_1 s_2 \cdots s_{m-1} a_{m-1} \mu_{m-1} s_m$$

such that  $s_i \xrightarrow{a_i} \mu_i$  and  $\mu_i(s_{i+1}) > 0$

# Schedulers

- A **scheduler** is a mapping from execution fragments to distributions on transitions enabled in the current state.
- Two steps to construct **distributed schedulers**:
  1. choose the **active component**  $A_i$  (i.e. the one that will produce an output),
  2. let  $A_i$  choose one **output transition** according to the local knowledge (suppose its label is  $a$ ).
- All other  $A_j$  matching  $a$  (as an **input**) will do so in a parallel composition (ensured by input enabledness and determinism)

# Sche

Schedules output transitions provided this component is chosen to execute.

- For each component  $A_i$  we consider an **output scheduler**  $\Theta_i : \text{Frag}_i \rightarrow \text{Dist}(O_i)$ , s.t.

$$\Theta_i(\sigma)(a) > 0 \text{ implies } \text{last}(\sigma) \xrightarrow{a} i$$

- For the system  $A_1 \parallel \dots \parallel A_n$  we define the **interleaving scheduler**  $\mathcal{I} : \text{Frag} \rightarrow \text{Dist}(\{1, \dots, n\})$ , s.t.

$$\mathcal{I}(\sigma)(i) > 0 \text{ implies } \exists a \in O_i : \text{last}(\sigma) \xrightarrow{a}$$

Selects randomly the component that will execute an output

# Projection of an execution

The **projection on a component**  $A_i$  of an execution fragment  $\sigma$  of a system  $A_1 \parallel \dots \parallel A_n$  is defined inductively by

$$[(\bar{s}_1, \dots, \bar{s}_n)]_i = \bar{s}_i$$

$$[\sigma a (\mu_1 \times \dots \times \mu_n) (s_1, \dots, s_n)]_i = \begin{cases} [\sigma]_i a \mu_i s_i & \text{if } a \in L_i \\ [\sigma]_i & \text{if } a \notin L_i \end{cases}$$

It defines the idea of  
"local knowledge"

# Distributed Scheduler

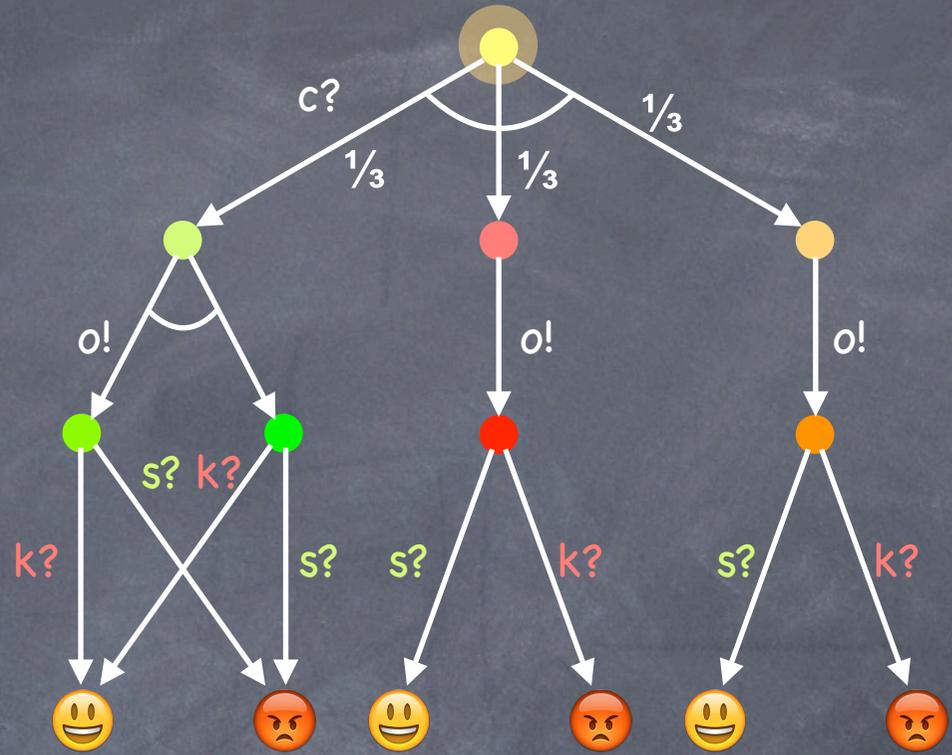
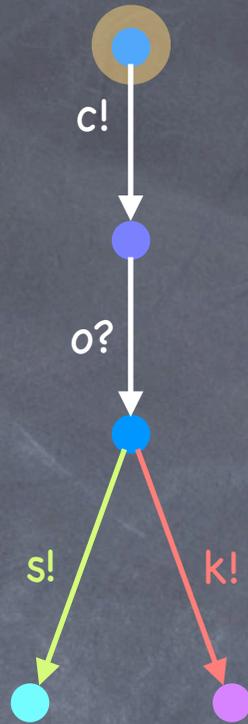
A **distributed scheduler** is a mapping

$$\eta : \text{Frag} \rightarrow \text{Dist}(O)$$

s.t. there is a family of output schedulers  $\{\Theta_i\}_i$  and an interleaving scheduler  $\mathcal{I}$  so that for all  $\sigma \in \text{Frag}$ :

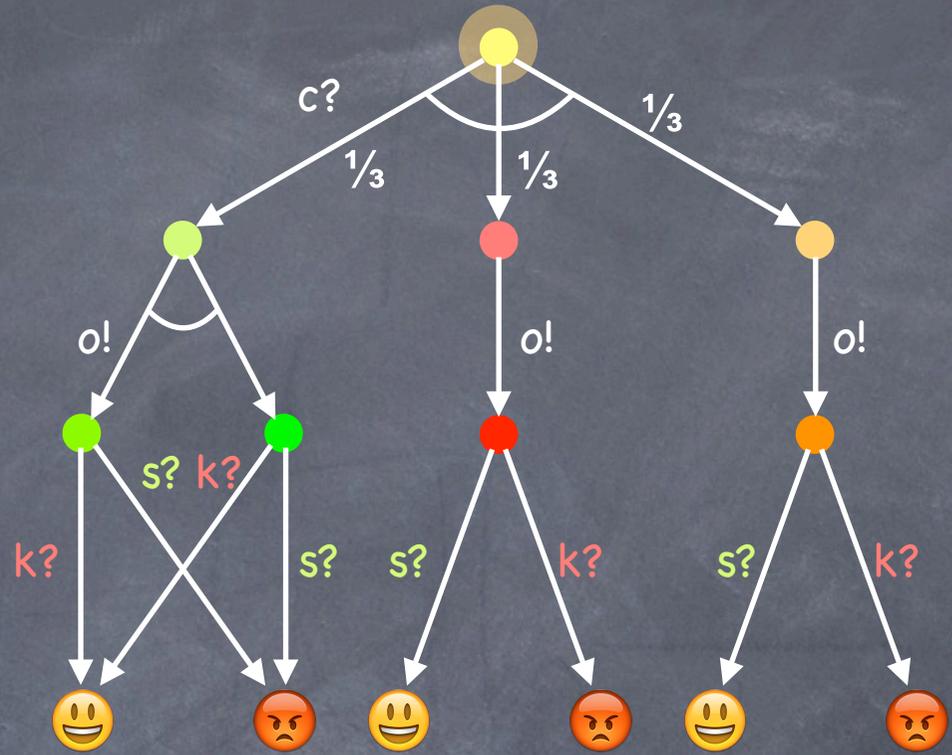
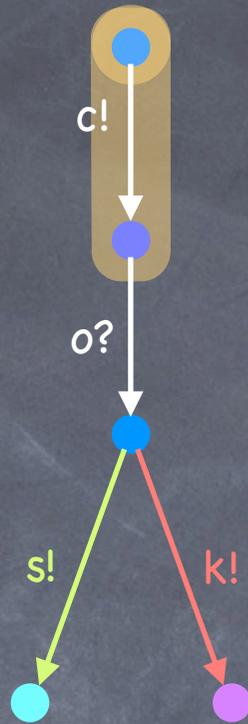
$$\begin{aligned}\eta(\sigma)(a) &= \sum_{i=1}^n \mathcal{I}(\sigma)(i) \cdot \Theta_i(\underline{[\sigma]_i})(a) \\ &= \mathcal{I}(\sigma)(j) \cdot \Theta_j(\underline{[\sigma]_j})(a) \quad \text{provided } a \in O_j\end{aligned}$$

# Example revisited



$I((\bullet, \bullet)) = \text{You}$

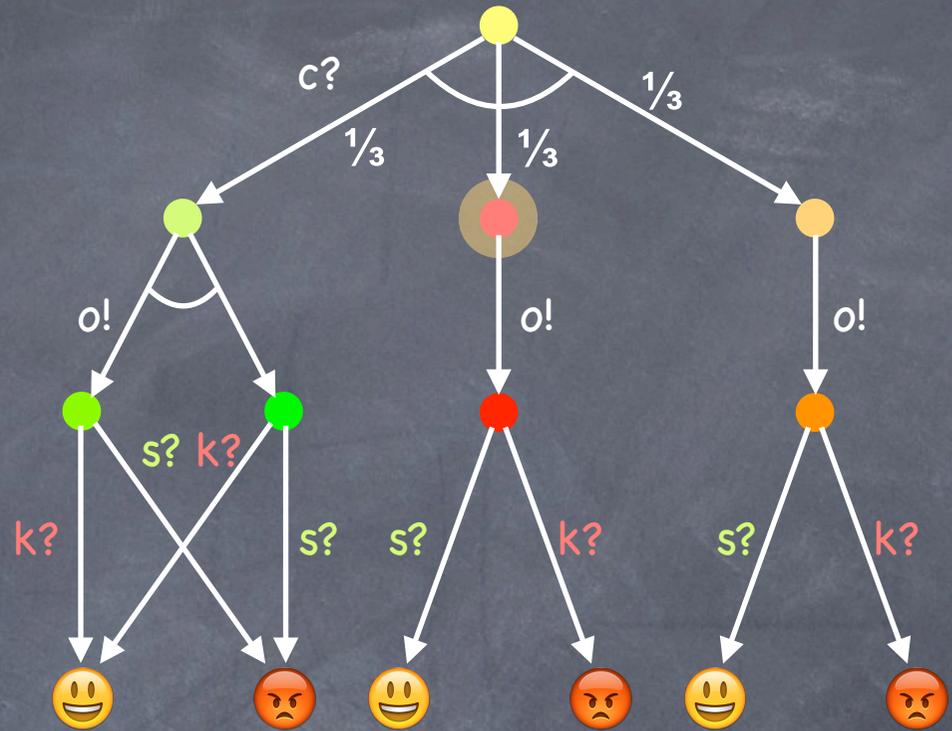
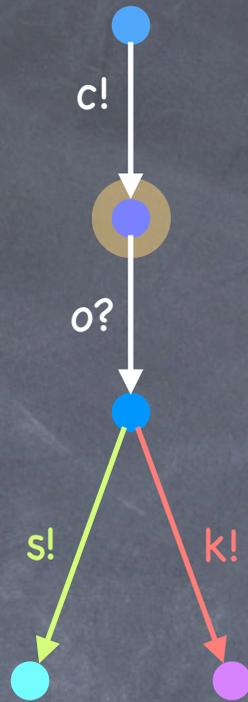
# Example revisited



$$I((\bullet, \bullet)) = \text{You}$$

$$\Theta_Y([\bullet, \bullet])_Y = \Theta_Y(\bullet) = c!$$

# Example revisited

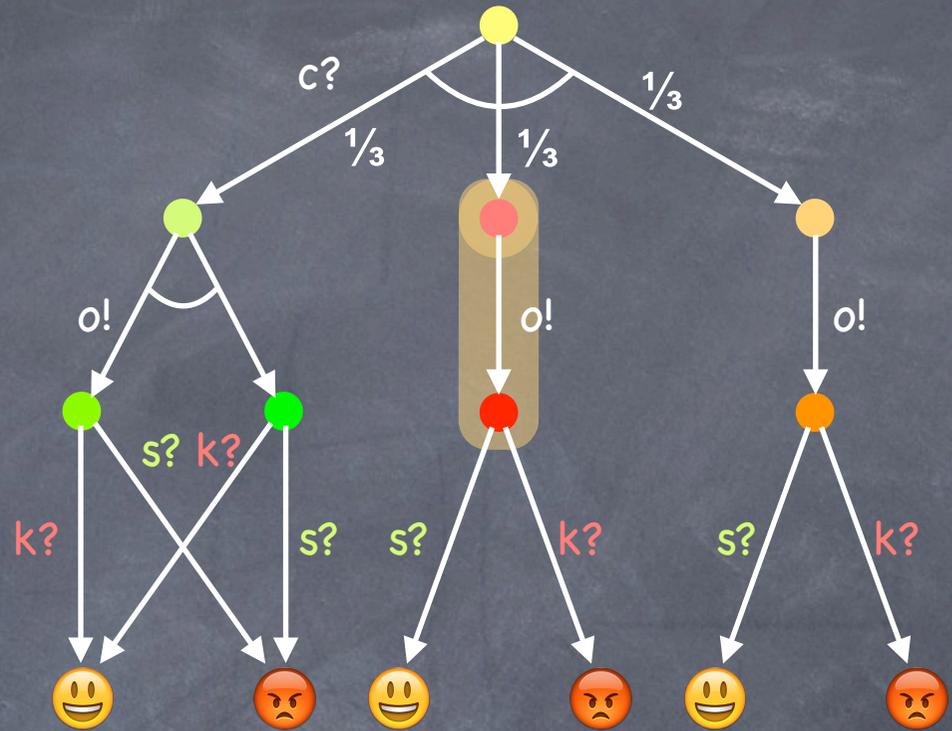
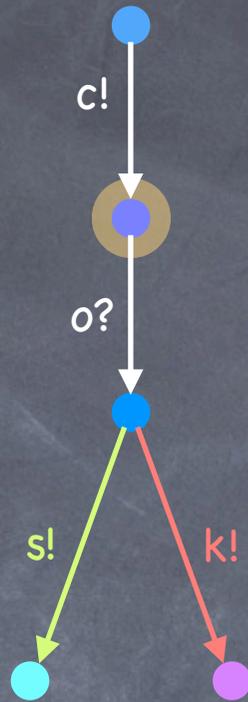


$$I((\bullet, \bullet)) = \text{You}$$

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$$I((\bullet, \bullet)c(\bullet, \bullet)) = \text{MH}$$

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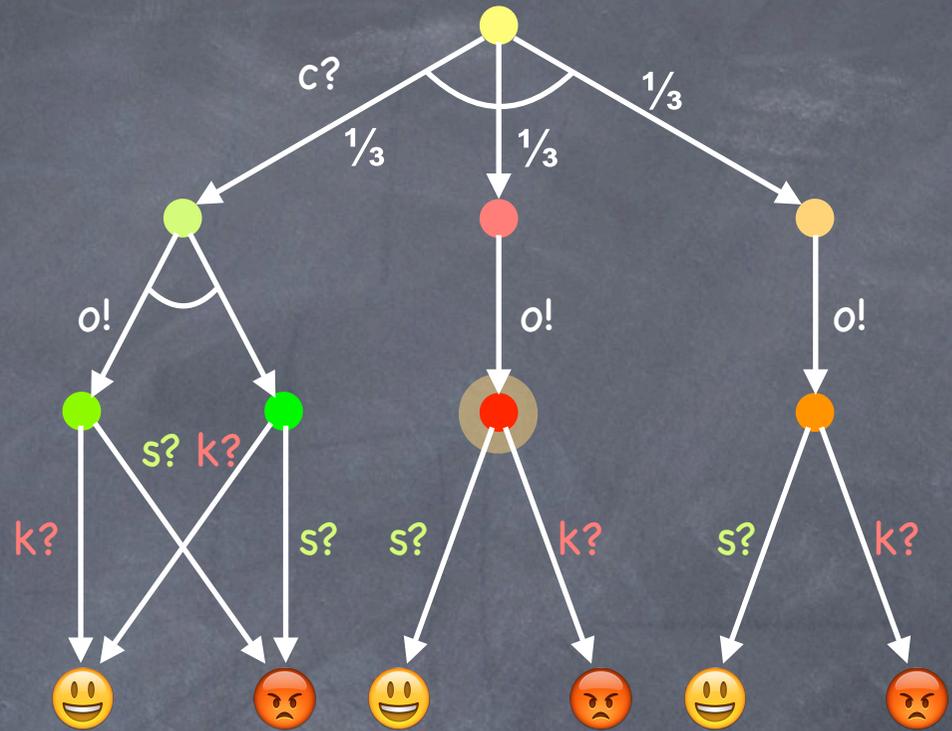
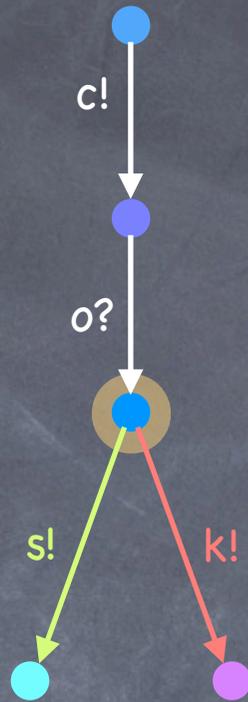
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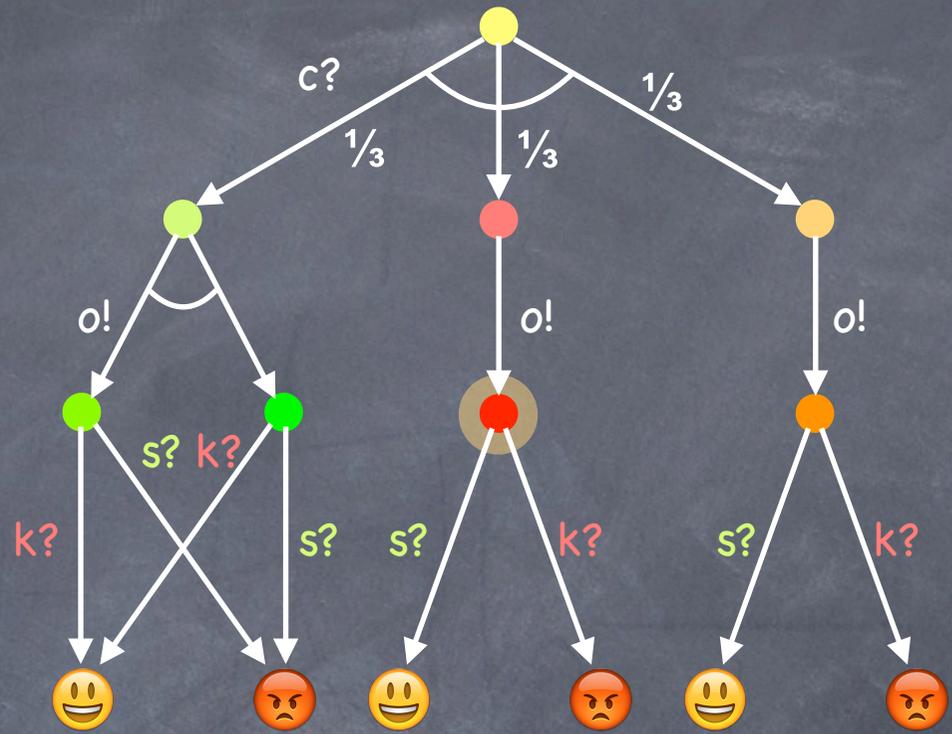
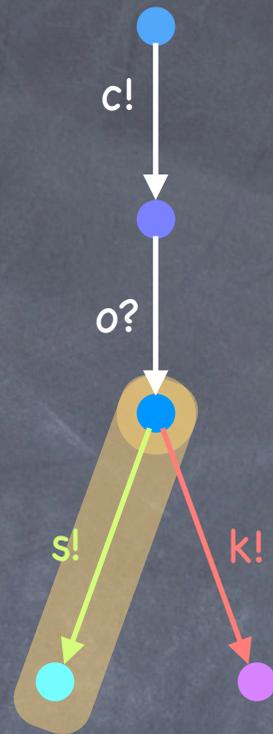
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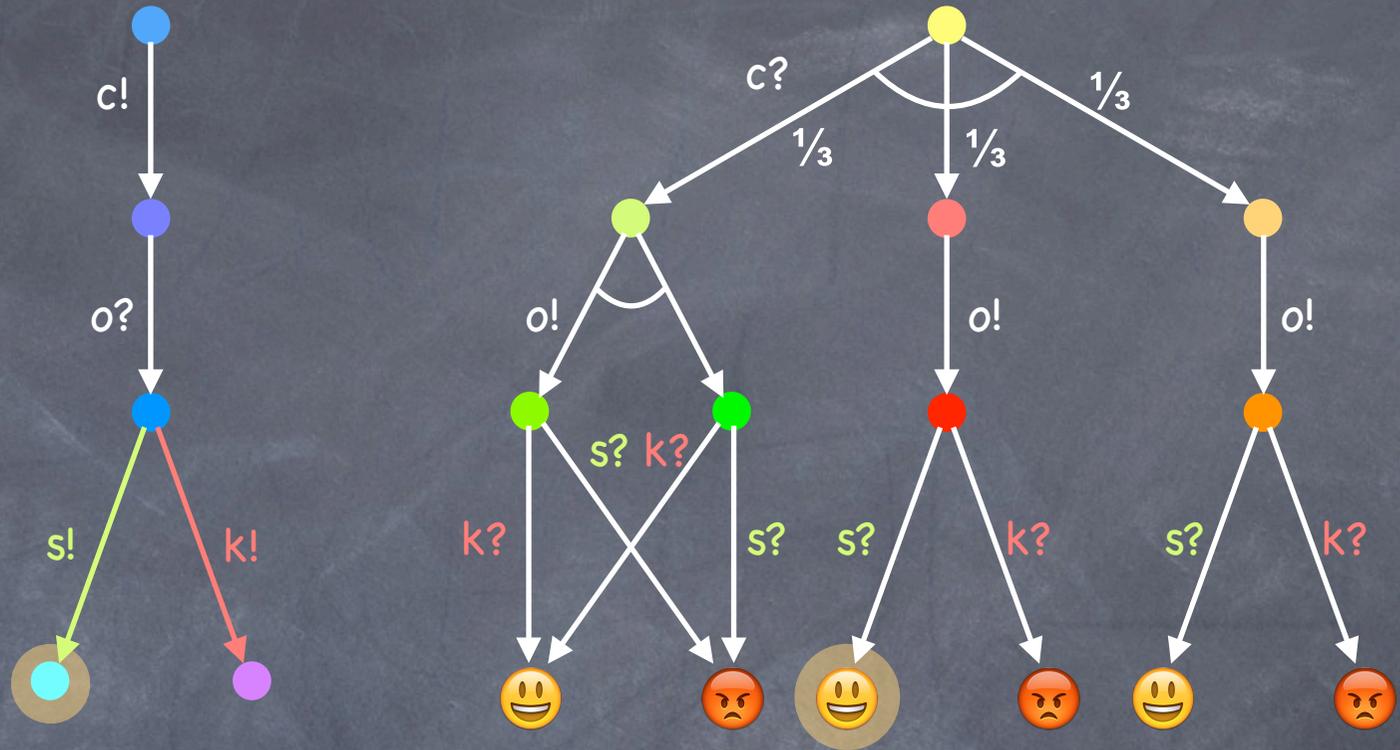
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$$\Theta_Y([\bullet, \bullet)c(\bullet, \bullet)o(\bullet, \bullet)]_Y = \Theta_Y(\bullet c \bullet o \bullet) = s!$$

# Example revisited



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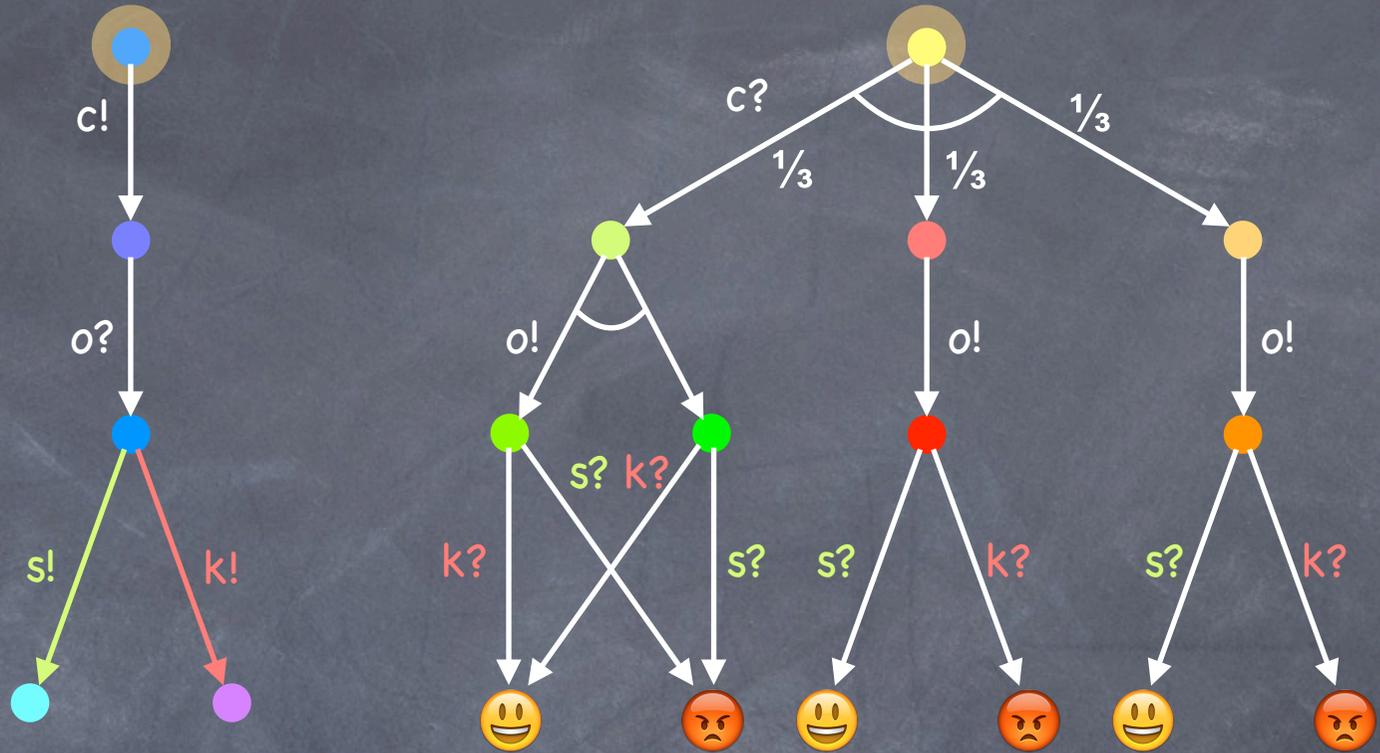
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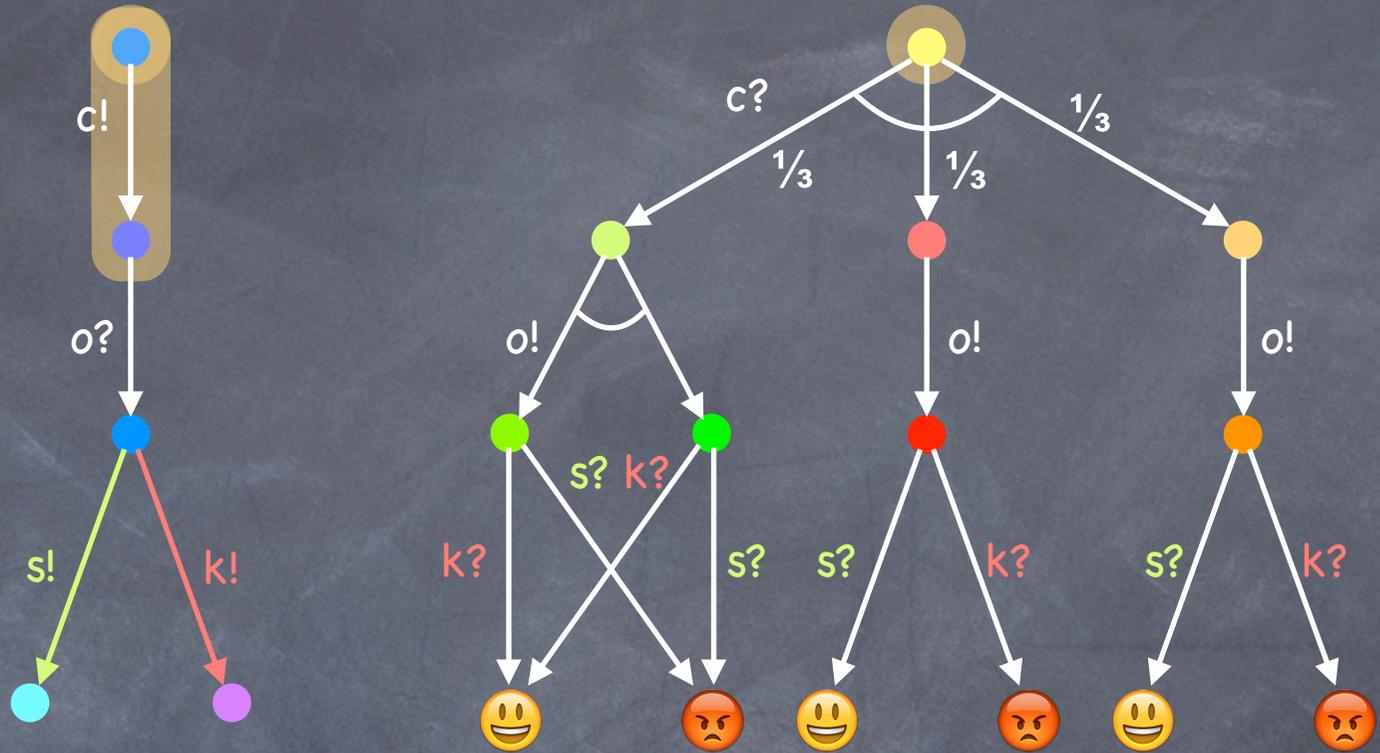
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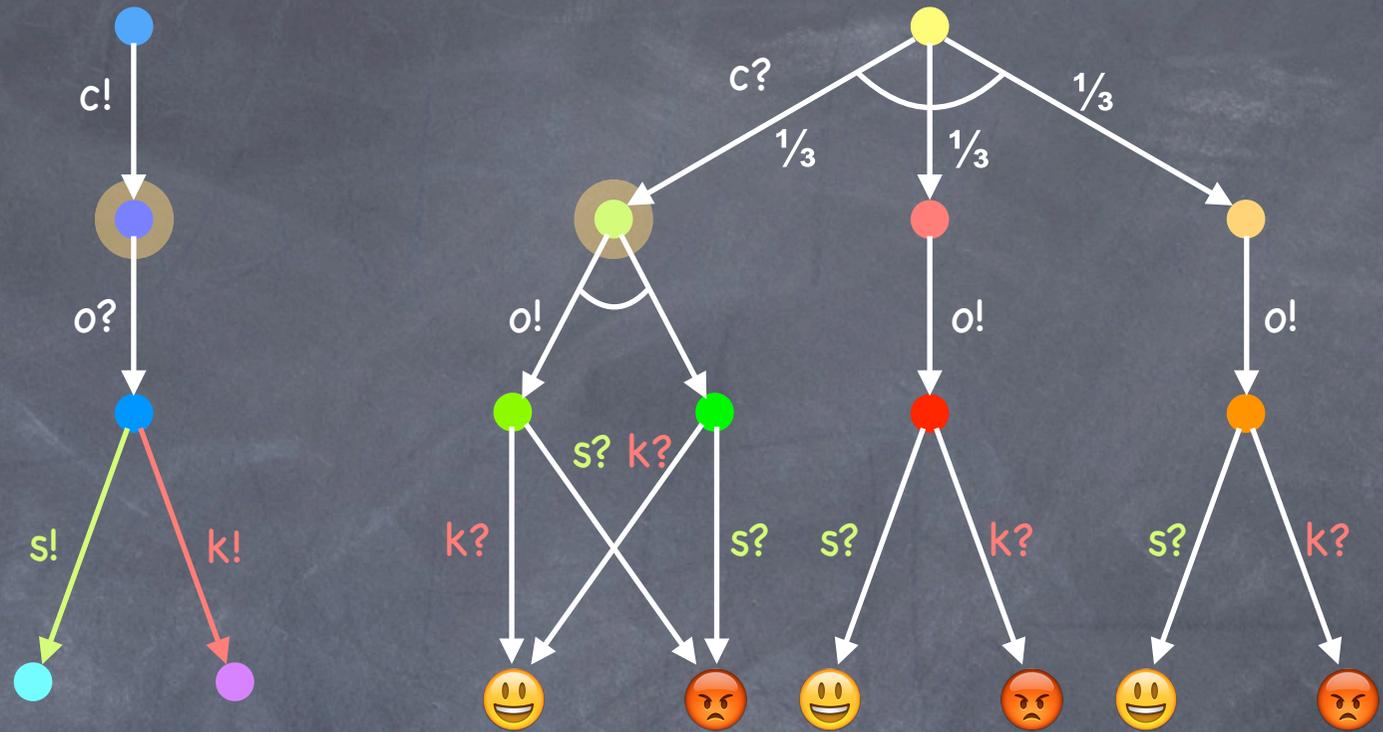
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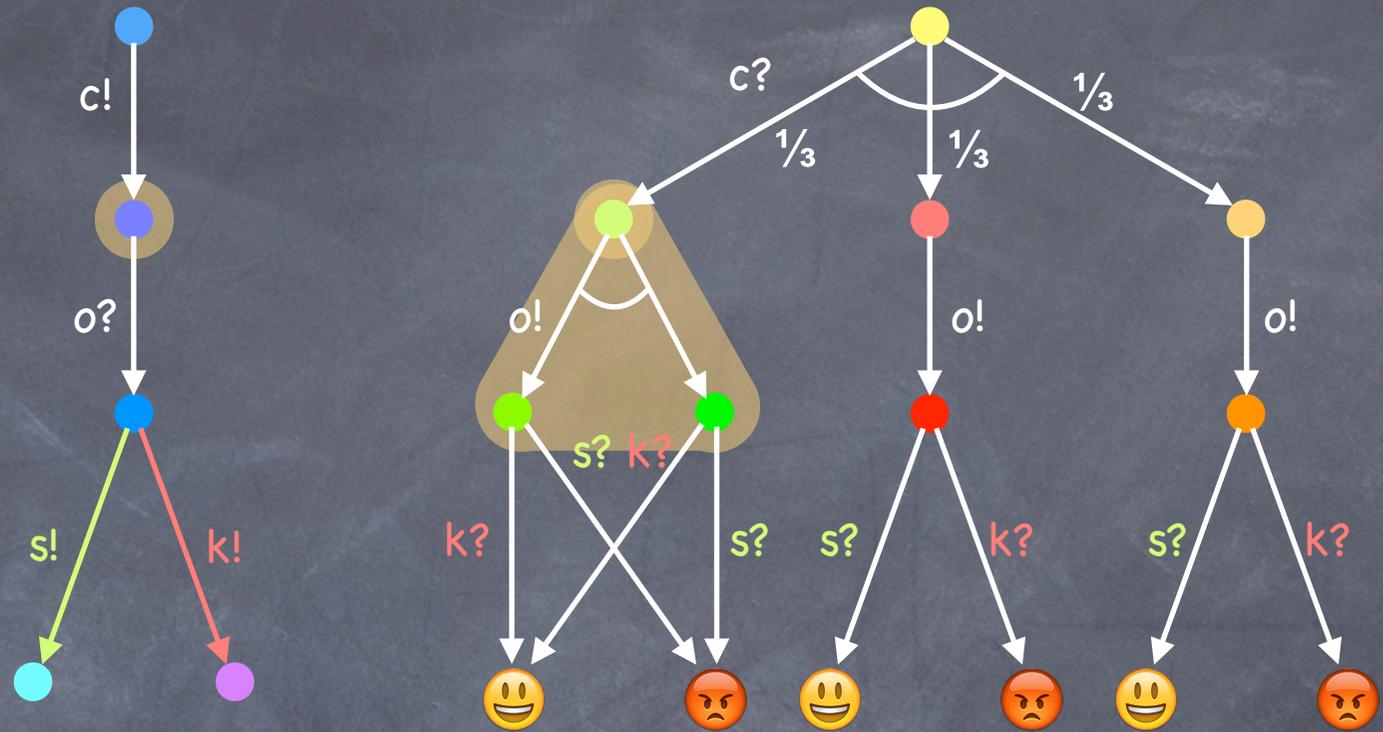
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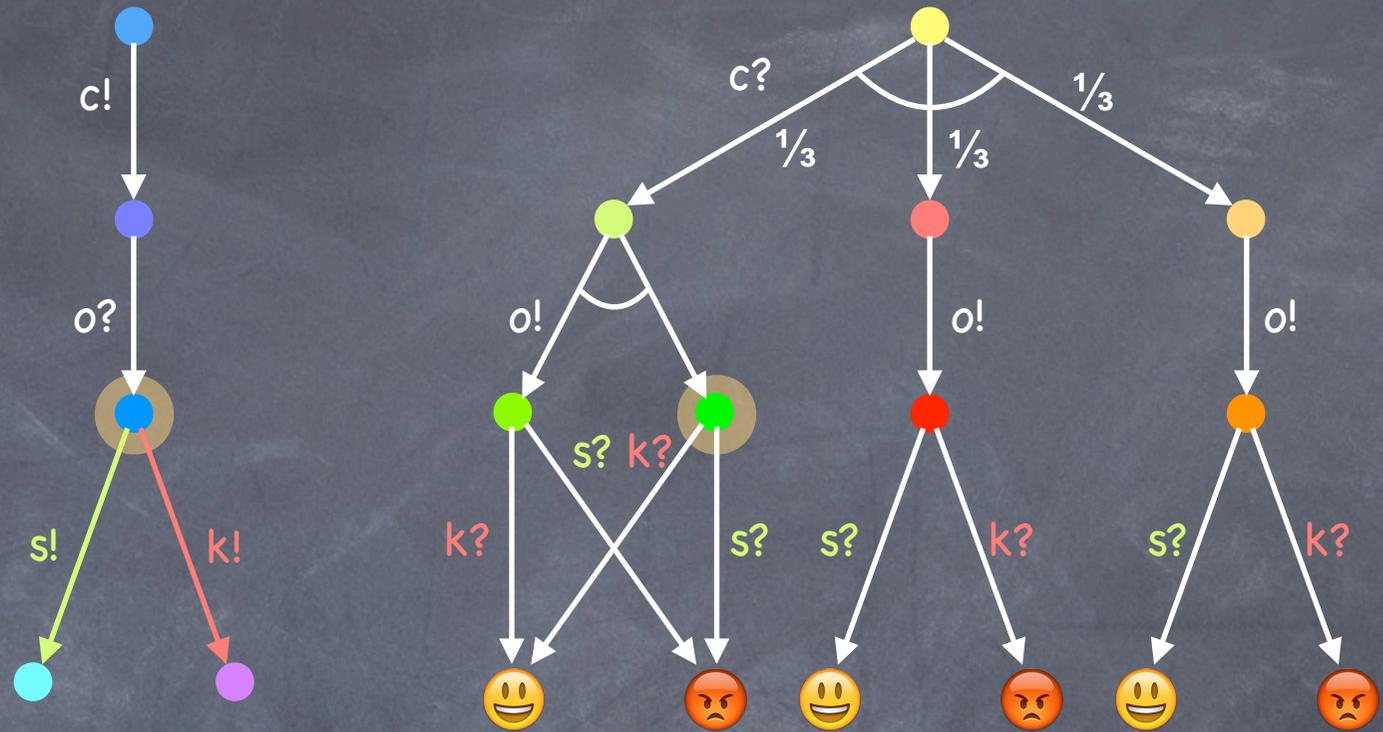
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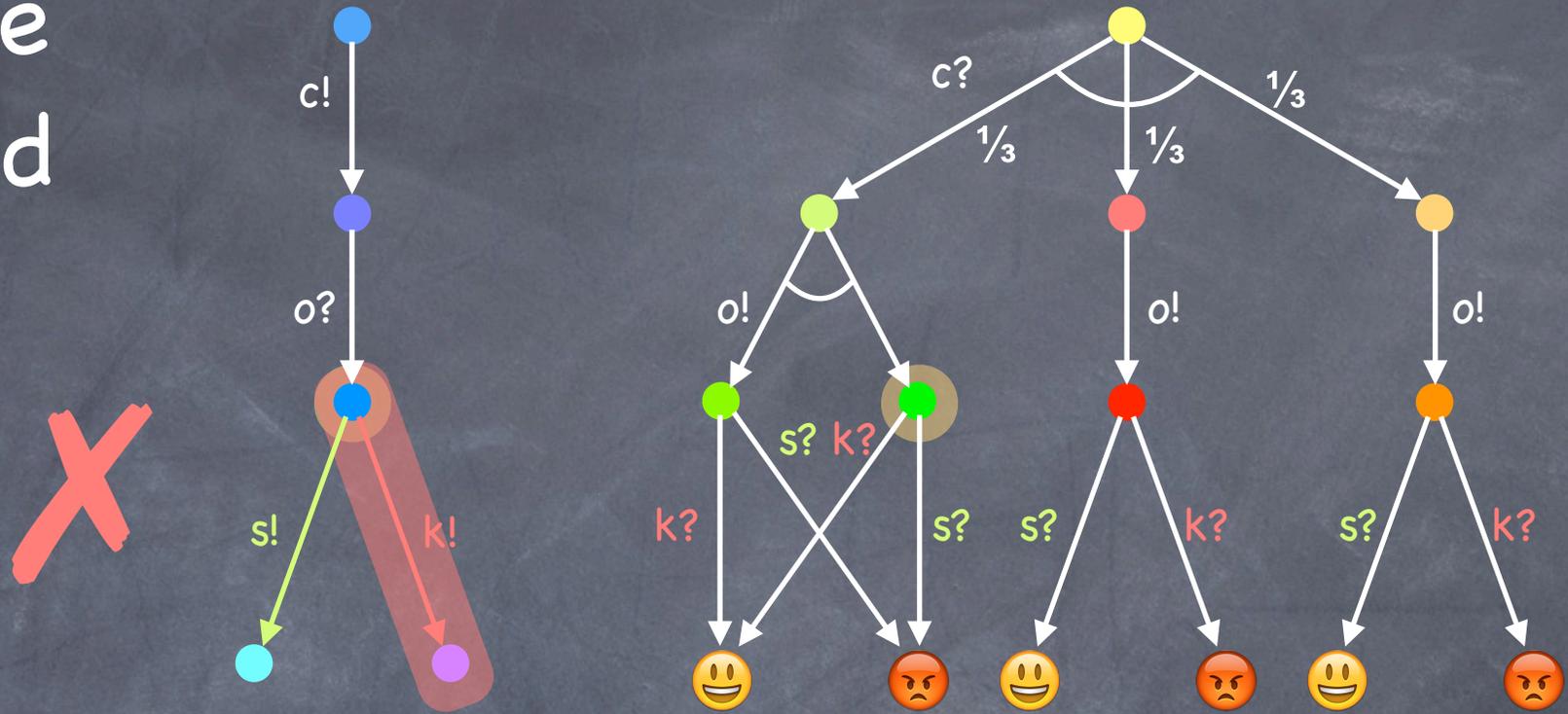
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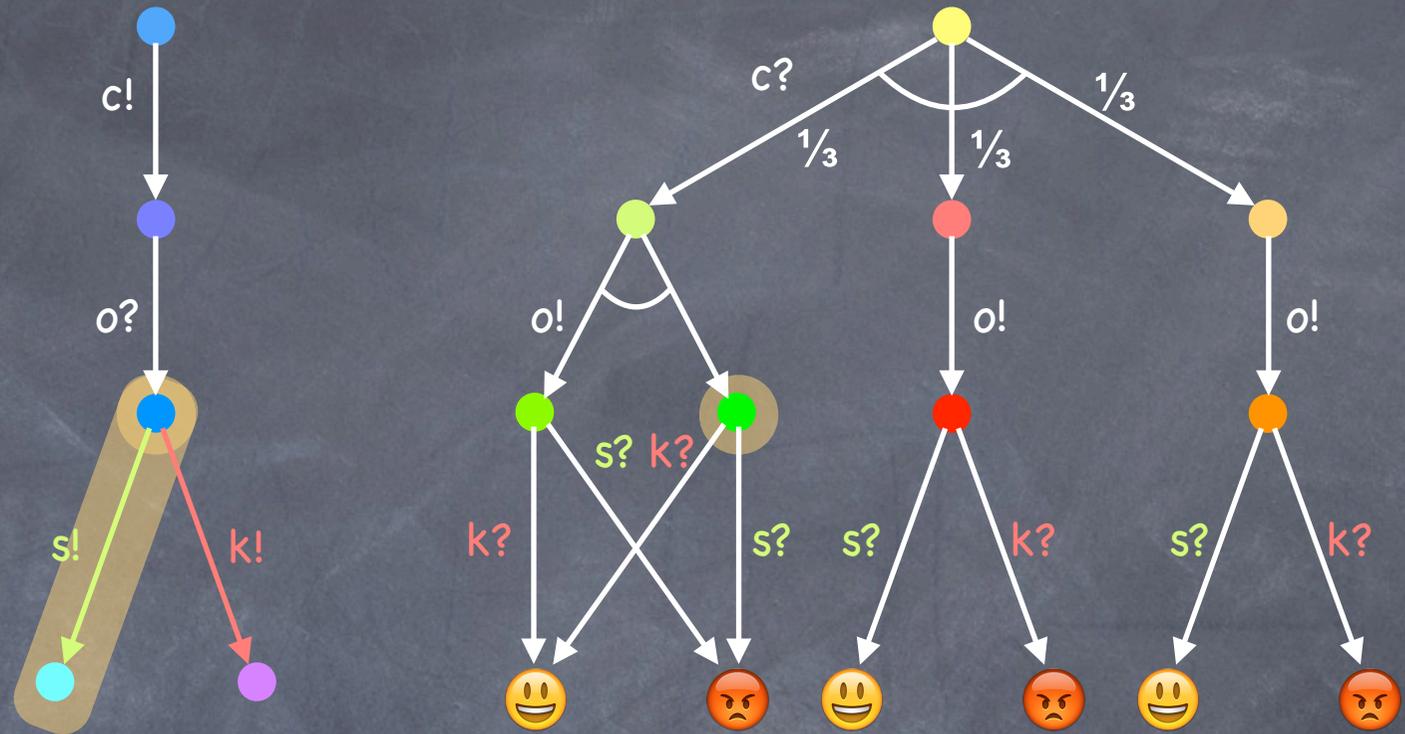
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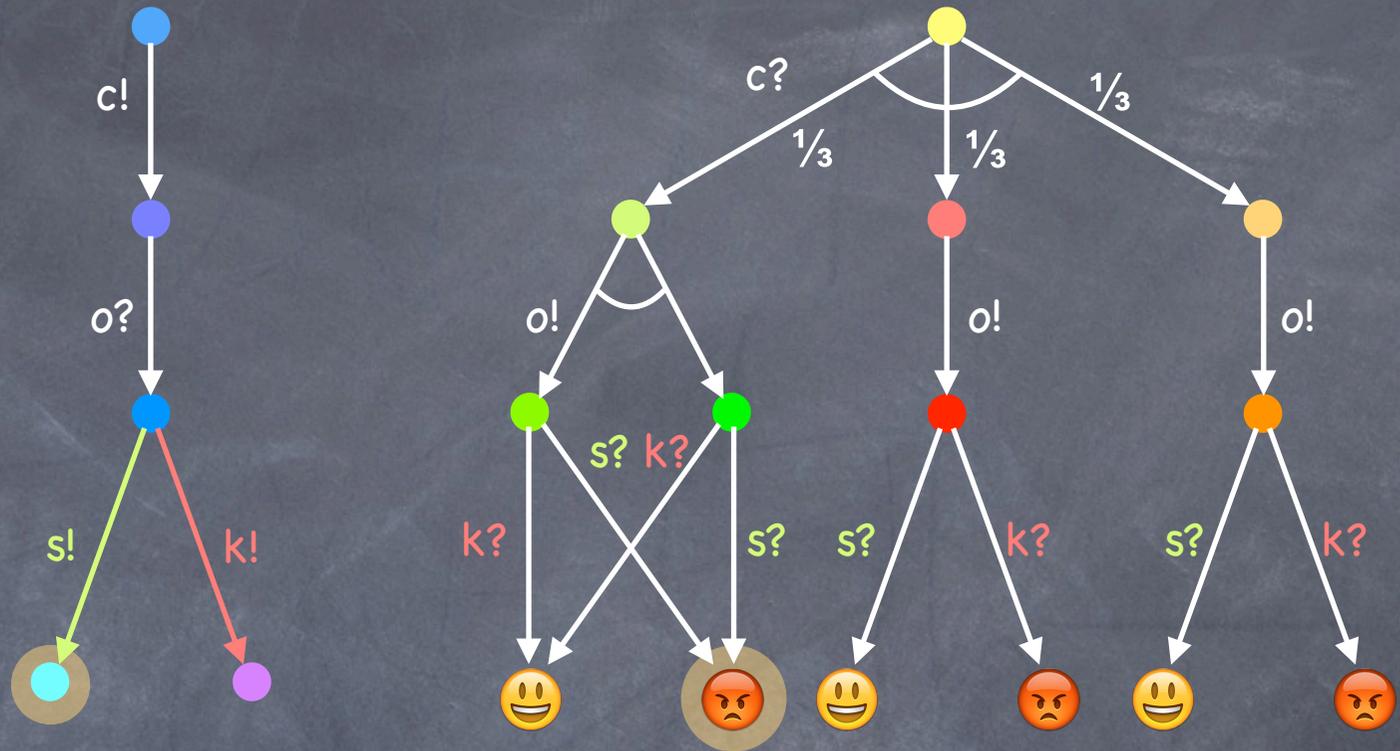
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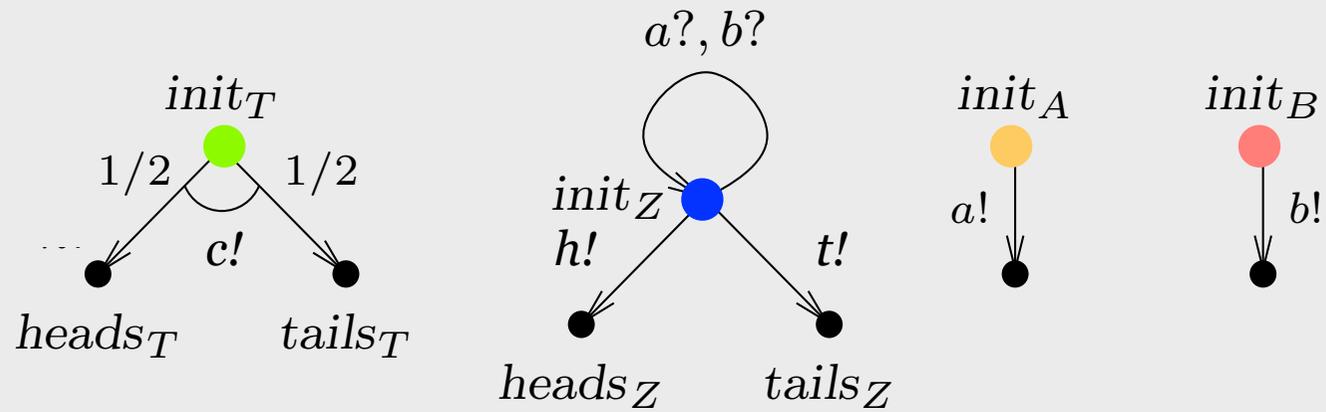
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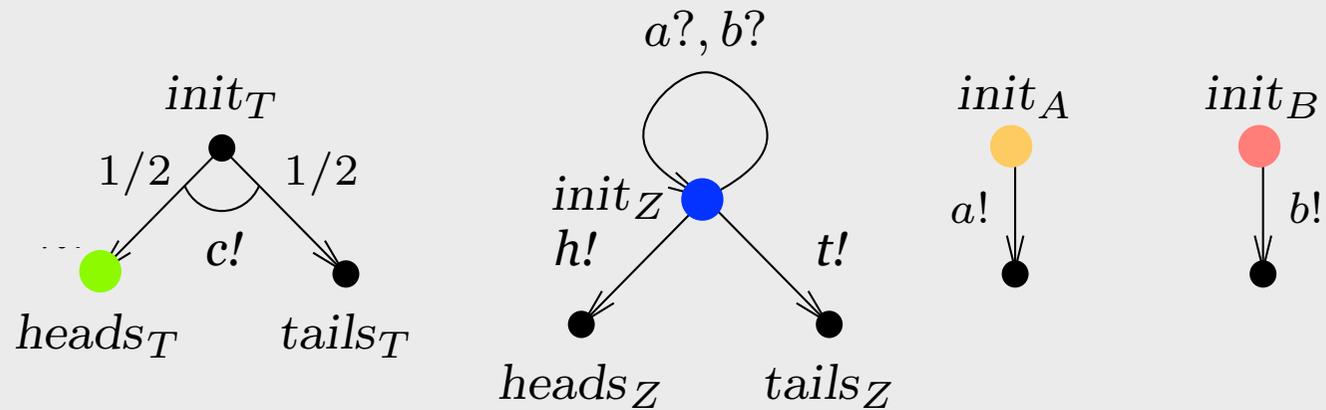
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# Are distributed schedulers what we need?

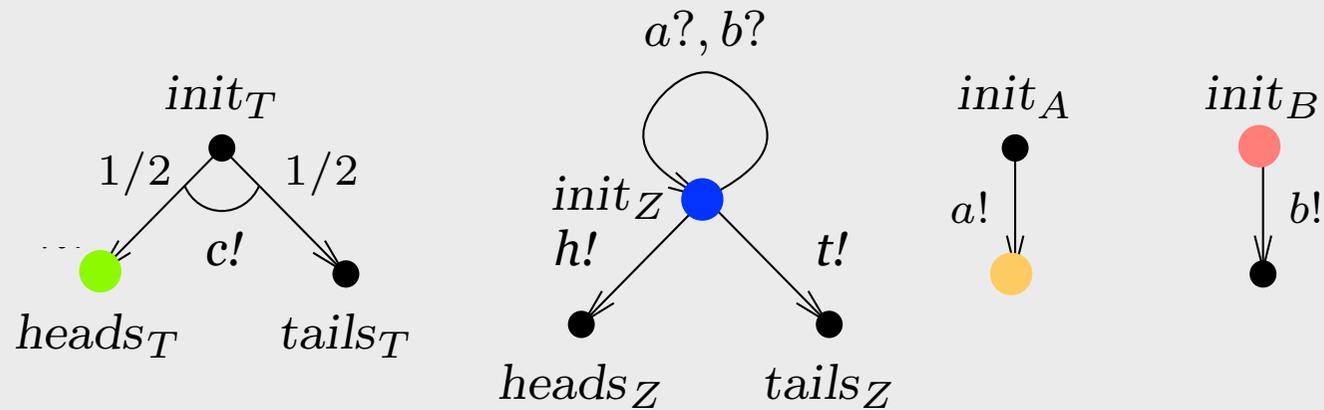


# Are distributed schedulers what we need?



$$I \left( (i_T, i_Z, i_A, i_B) \text{ } c! \text{ } (h_T, i_Z, i_A, i_B) \right) = 3$$

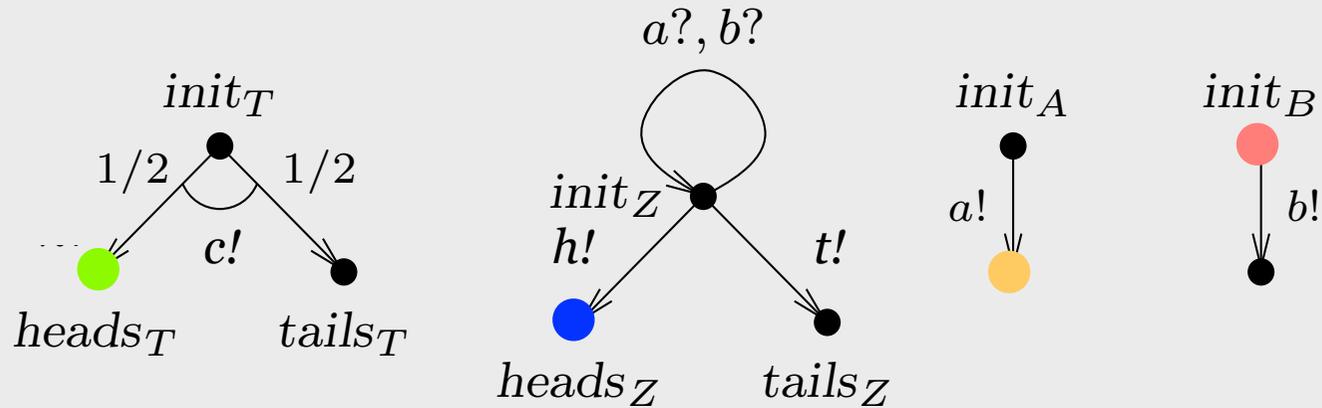
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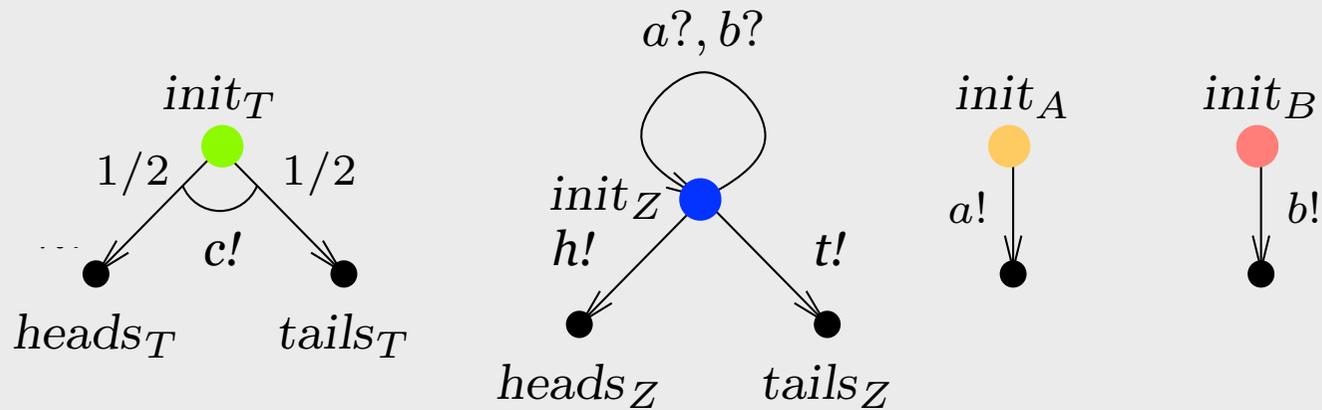


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$$\Theta_2 \left( [(i_T, i_Z, i_A, i_B) \ c! \ (h_T, i_Z, i_A, i_B) \ a! \ (h_T, i_Z, e_A, i_B)]_2 \right) = \Theta_2 \left( i_Z \ a! \ i_Z \right) = h!$$

# Are distributed schedulers what we need?

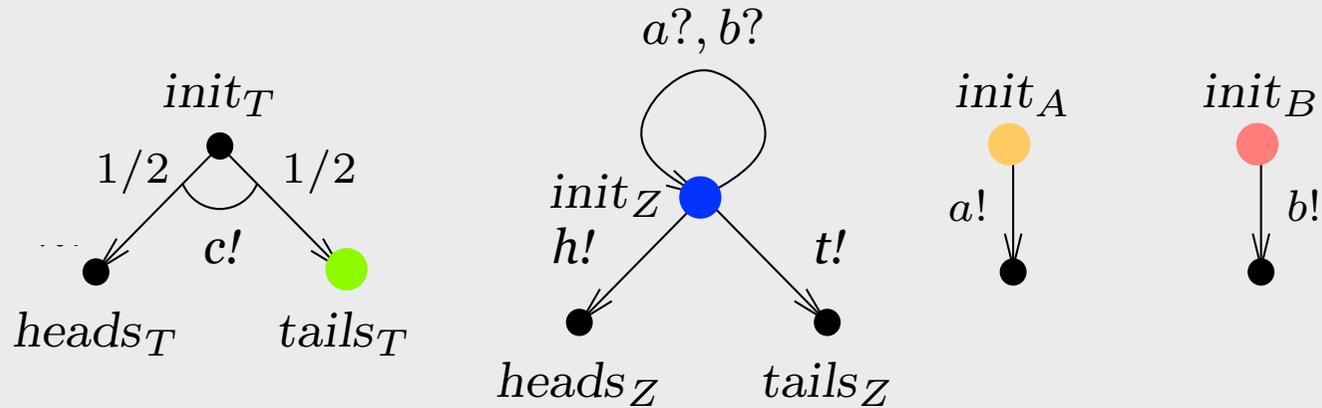


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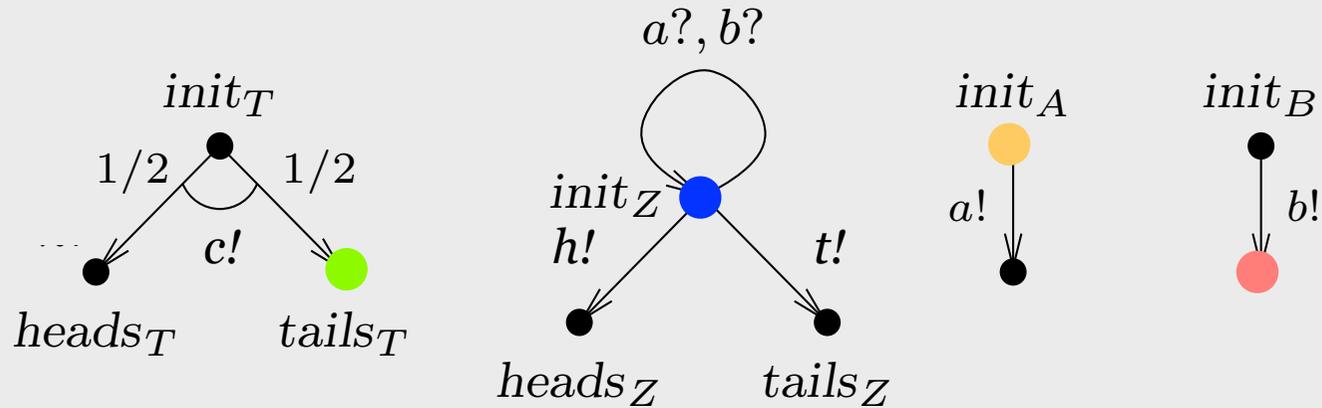
$$I ( (i_T, i_Z, i_A, i_B) c! (h_T, i_Z, i_A, i_B) ) = 3$$

$$I ( (i_T, i_Z, i_A, i_B) c! (h_T, i_Z, i_A, i_B) a! (h_T, i_Z, e_A, i_B) ) = 2$$

$$\Theta_2 ( [(i_T, i_Z, i_A, i_B) c! (h_T, i_Z, i_A, i_B) a! (h_T, i_Z, e_A, i_B)]_2 ) = \Theta_2 ( i_Z a! i_Z ) = h!$$

$$I ( (i_T, i_Z, i_A, i_B) c! (t_T, i_Z, i_A, i_B) ) = 4$$

# Are distributed schedulers what we need?



$$I ( (i_T, i_Z, i_A, i_B) c! (h_T, i_Z, i_A, i_B) ) = 3$$

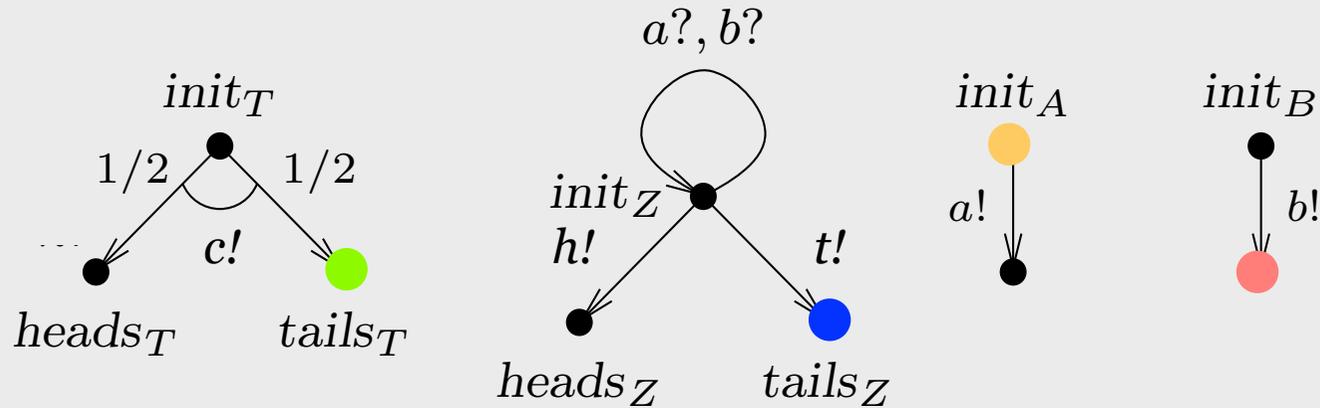
$$I ( (i_T, i_Z, i_A, i_B) c! (h_T, i_Z, i_A, i_B) a! (h_T, i_Z, e_A, i_B) ) = 2$$

$$\Theta_2 ( [(i_T, i_Z, i_A, i_B) c! (h_T, i_Z, i_A, i_B) a! (h_T, i_Z, e_A, i_B)]_2 ) = \Theta_2 ( i_Z a! i_Z ) = h!$$

$$I ( (i_T, i_Z, i_A, i_B) c! (t_T, i_Z, i_A, i_B) ) = 4$$

$$I ( (i_T, i_Z, i_A, i_B) c! (t_T, i_Z, i_A, i_B) b! (t_T, i_Z, i_A, e_B) ) = 2$$

# Are distributed schedulers what we need?



$$I ( (i_T, i_Z, i_A, i_B) c! (h_T, i_Z, i_A, i_B) ) = 3$$

$$I ( (i_T, i_Z, i_A, i_B) c! (h_T, i_Z, i_A, i_B) a! (h_T, i_Z, e_A, i_B) ) = 2$$

$$\Theta_2 ( [(i_T, i_Z, i_A, i_B) c! (h_T, i_Z, i_A, i_B) a! (h_T, i_Z, e_A, i_B)]_2 ) = \Theta_2 ( \underbrace{i_Z a! i_Z}_{\text{yellow}} ) = h!$$

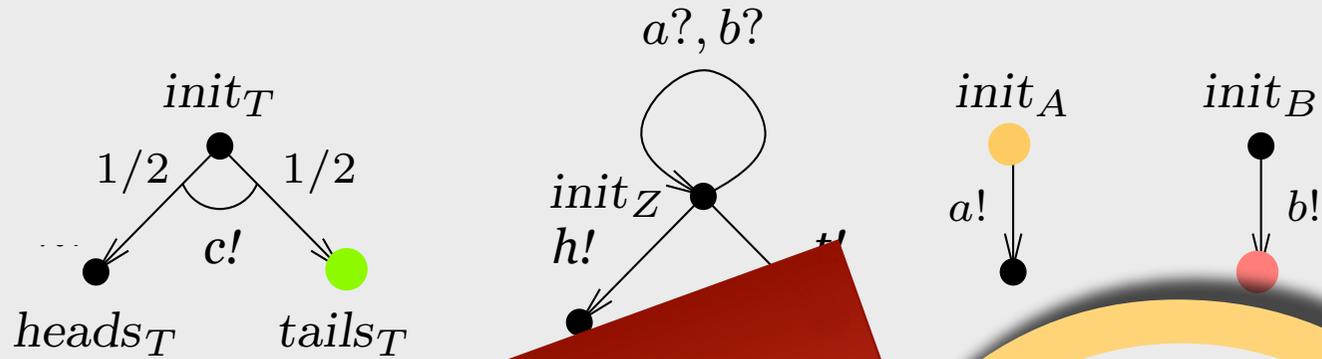
$$I ( (i_T, i_Z, i_A, i_B) c! (t_T, i_Z, i_A, i_B) ) = 4$$

$$I ( (i_T, i_Z, i_A, i_B) c! (t_T, i_Z, i_A, i_B) b! (t_T, i_Z, i_A, e_B) ) = 2$$

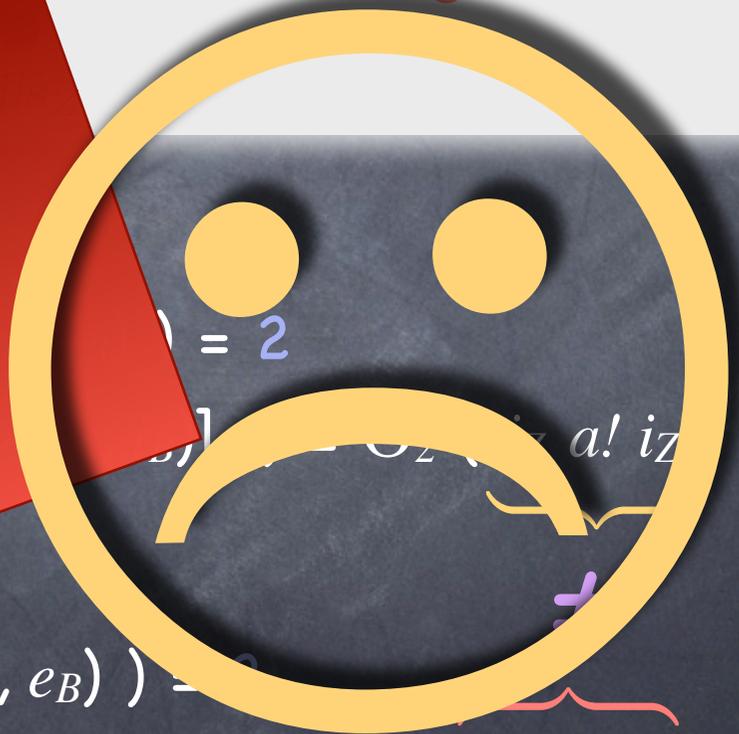
$$\Theta_2 ( [(i_T, i_Z, i_A, i_B) c! (t_T, i_Z, i_A, i_B) b! (t_T, i_Z, i_A, e_B)]_2 ) = \Theta_2 ( \underbrace{i_Z b! i_Z}_{\text{red}} ) = t!$$

≠

# Are distributed schedulers what we need?

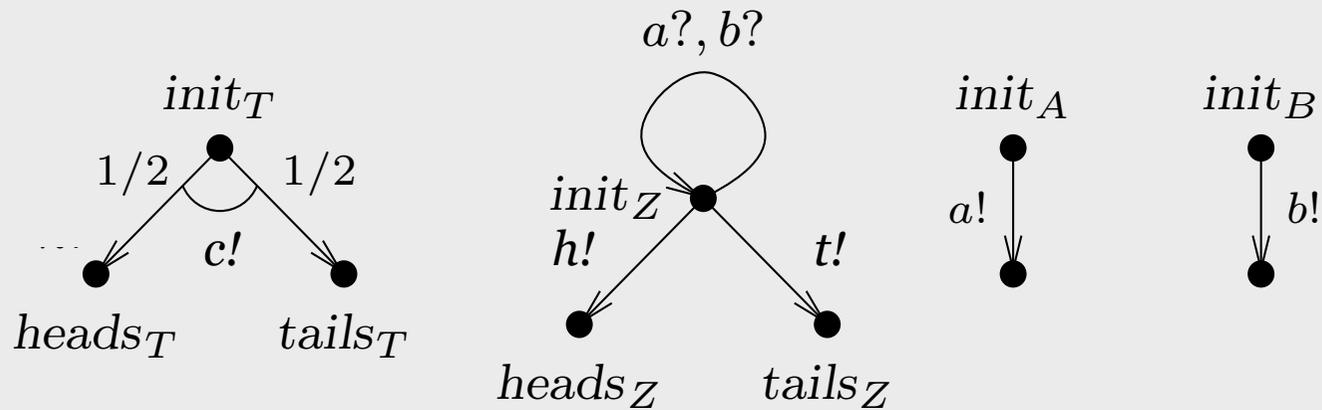


**MAXIMUM PROBABILITY IS 1**



$I((i_T, i_Z, i_A, i_B)) = 2$   
 $\Theta_2([i_T, i_Z, i_A, i_B]) = h!$   
 $I((i_T, i_Z, i_A, i_B)) = 2$   
 $I((i_T, i_Z, i_A, i_B) b!(t_T, i_Z, i_A, e_B)) = 2$   
 $\Theta_2([(i_T, i_Z, i_A, i_B) c!(t_T, i_Z, i_A, i_B) b!(t_T, i_Z, i_A, e_B)]_2) = \Theta_2(i_Z b! i_Z) = t!$

# Are distributed schedulers what we need?



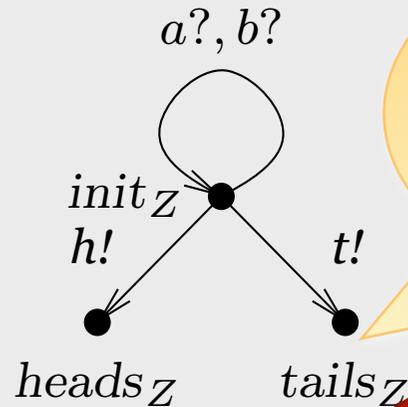
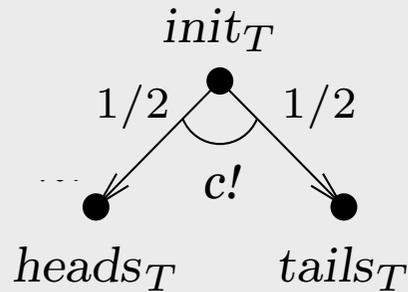
$$I \left( (i_T, i_Z, i_A, i_B) \text{ c! } (h_T, i_Z, i_A, i_B) \right) = 3$$

$$I \left( (i_T, i_Z, i_A, i_B) \text{ c! } (t_T, i_Z, i_A, i_B) \right) = 4$$

$$\left[ (i_T, i_Z, i_A, i_B) \text{ c! } (h_T, i_Z, i_A, i_B) \right]_3 = i_A = \left[ (i_T, i_Z, i_A, i_B) \text{ c! } (t_T, i_Z, i_A, i_B) \right]_3$$

$$\left[ (i_T, i_Z, i_A, i_B) \text{ c! } (h_T, i_Z, i_A, i_B) \right]_4 = i_B = \left[ (i_T, i_Z, i_A, i_B) \text{ c! } (t_T, i_Z, i_A, i_B) \right]_4$$

# Are distributed schedulers what we need?



None of components 3 and 4 can distinguish the system after these two executions

... and yet they are consider differently

$$I \left( (i_T, i_Z, i_A, i_B) \ c! \ (h_T, i_Z, i_A, i_B) \right) = 3$$

$$I \left( (i_T, i_Z, i_A, i_B) \ c! \ (t_T, i_Z, i_A, i_B) \right) = 4$$

$$\left[ (i_T, i_Z, i_A, i_B) \ c! \ (h_T, i_Z, i_A, i_B) \right]_3 = i_A = \left[ (i_T, i_Z, i_A, i_B) \ c! \ (t_T, i_Z, i_A, i_B) \right]_3$$

$$\left[ (i_T, i_Z, i_A, i_B) \ c! \ (h_T, i_Z, i_A, i_B) \right]_4 = i_B = \left[ (i_T, i_Z, i_A, i_B) \ c! \ (t_T, i_Z, i_A, i_B) \right]_4$$

# Strongly distributed schedulers

A **strongly distributed scheduler** is a distributed scheduler where  $\mathcal{I}$  (the interleaving scheduler) meets the following condition:

for all  $\sigma, \sigma' \in \text{Frag}$  and components  $A_i, A_j$ ,

such that  $[\sigma]_i = [\sigma']_i, [\sigma]_j = [\sigma']_j$ , it holds that

$$\frac{\mathcal{I}(\sigma)(i)}{\mathcal{I}(\sigma)(i) + \mathcal{I}(\sigma)(j)} = \frac{\mathcal{I}(\sigma')(i)}{\mathcal{I}(\sigma')(i) + \mathcal{I}(\sigma')(j)}$$

provided  $\mathcal{I}(\sigma)(i) + \mathcal{I}(\sigma)(j) \neq 0 \neq \mathcal{I}(\sigma')(i) + \mathcal{I}(\sigma')(j)$

# Strongly distributed

If two components cannot distinguish two executions, their **relative probabilities** after such executions must be the **same**

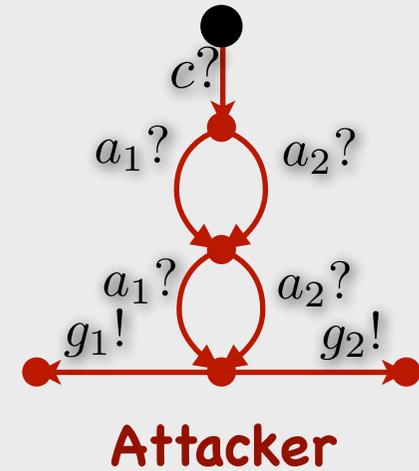
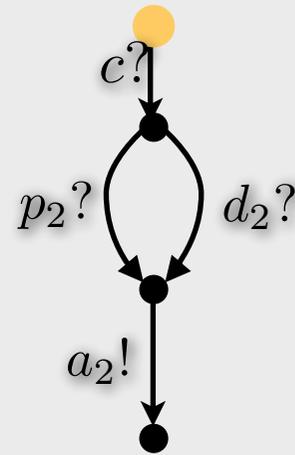
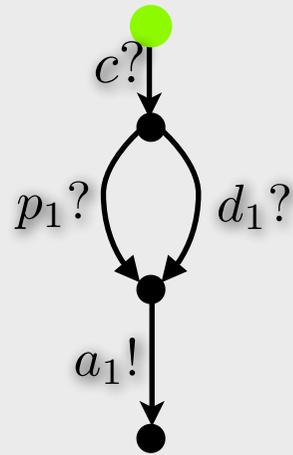
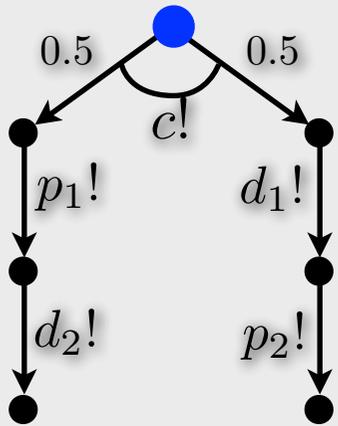
A **strongly distributed scheduler** is a scheduler where  $\mathcal{I}$  (the interleaving) meets the following condition:

for all  $\sigma, \sigma' \in \text{Frag}$  and components  $A_i, A_j$ , such that  $[\sigma]_i = [\sigma']_i, [\sigma]_j = [\sigma']_j$ , it holds that

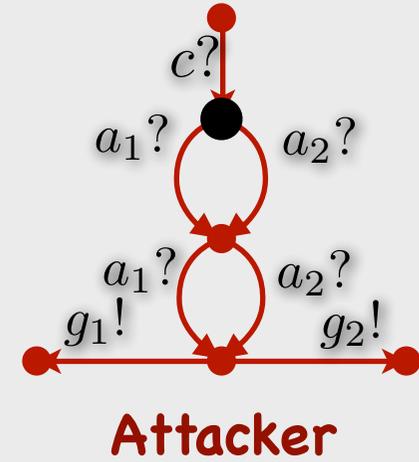
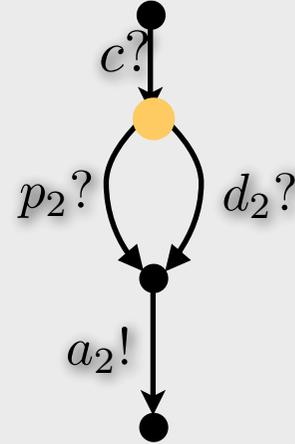
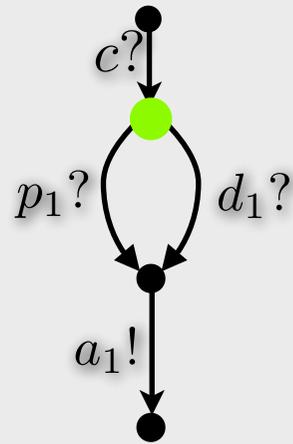
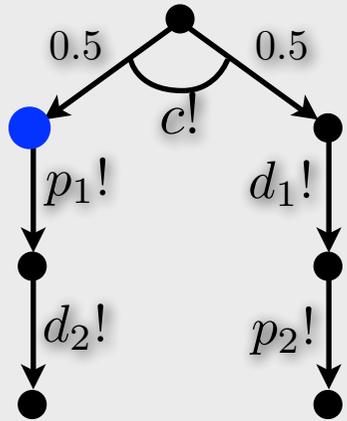
$$\frac{\mathcal{I}(\sigma)(i)}{\mathcal{I}(\sigma)(i) + \mathcal{I}(\sigma)(j)} = \frac{\mathcal{I}(\sigma')(i)}{\mathcal{I}(\sigma')(i) + \mathcal{I}(\sigma')(j)}$$

provided  $\mathcal{I}(\sigma)(i) + \mathcal{I}(\sigma)(j) \neq 0 \neq \mathcal{I}(\sigma')(i) + \mathcal{I}(\sigma')(j)$

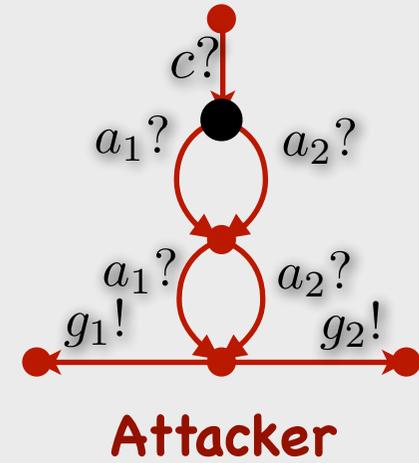
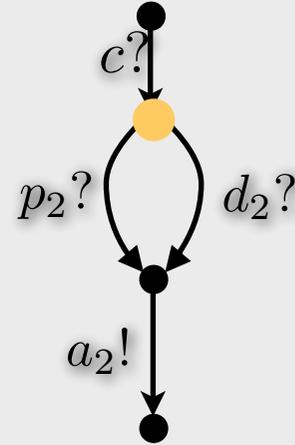
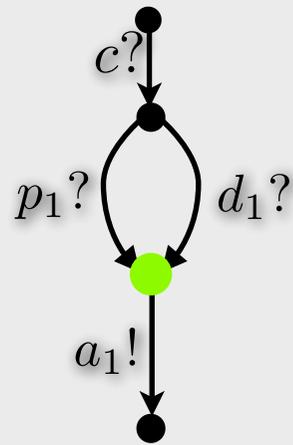
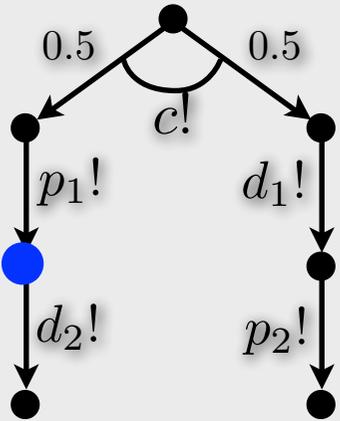
# What about security?



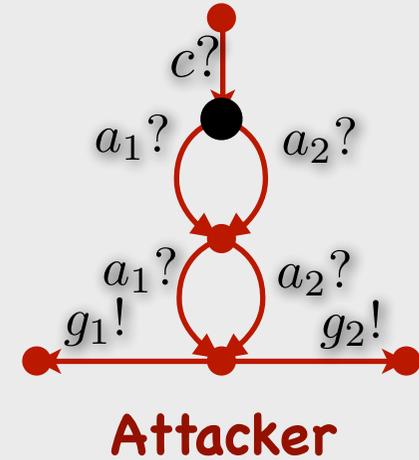
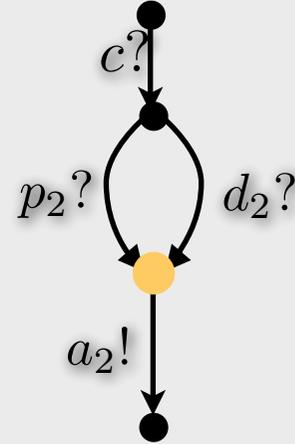
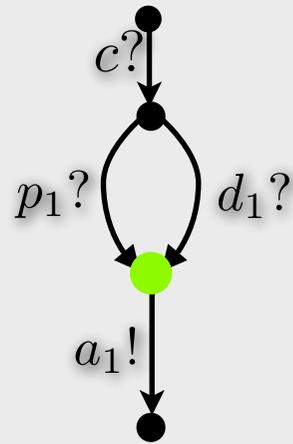
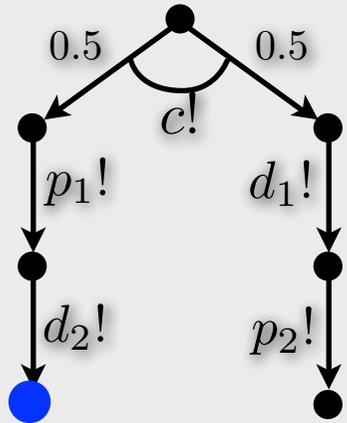
# What about security?



# What about security?

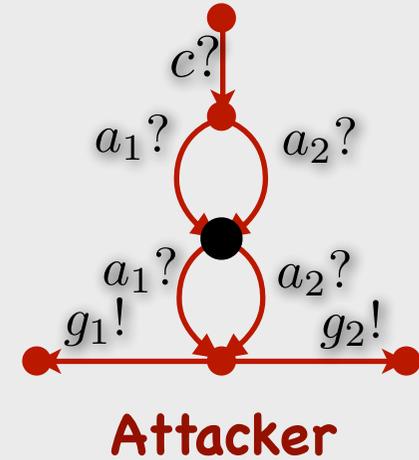
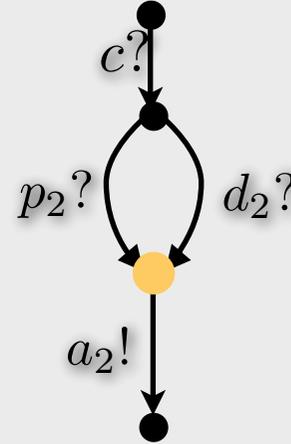
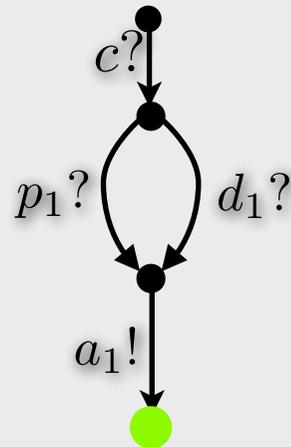
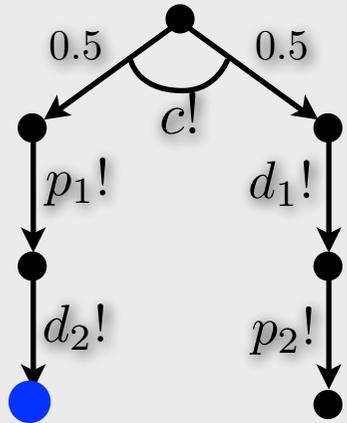


# What about security?



$$I(c, p_1, d_2) = 1$$

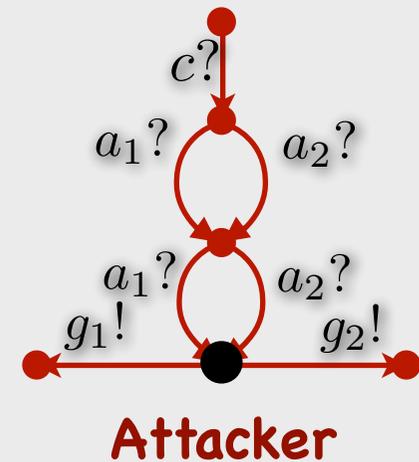
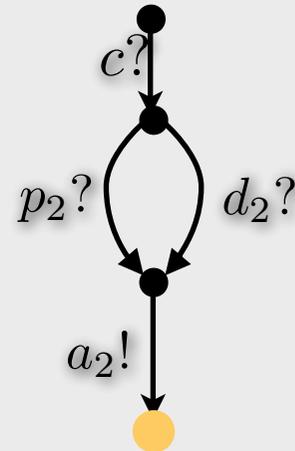
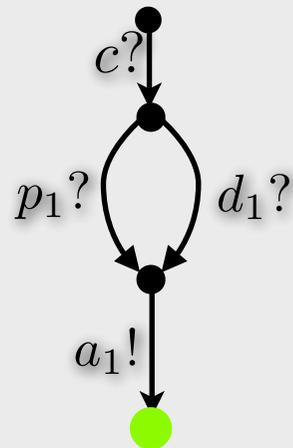
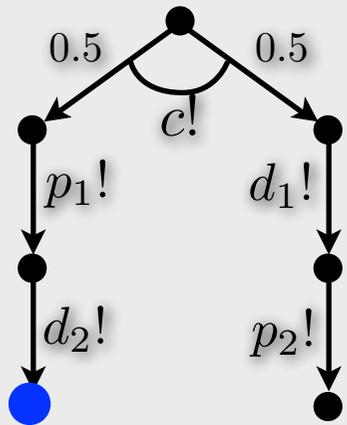
# What about security?



$$I(c \ p_1 \ d_2) = 1$$

$$I(c \ p_1 \ d_2 \ a_1) = 2$$

# What about security?

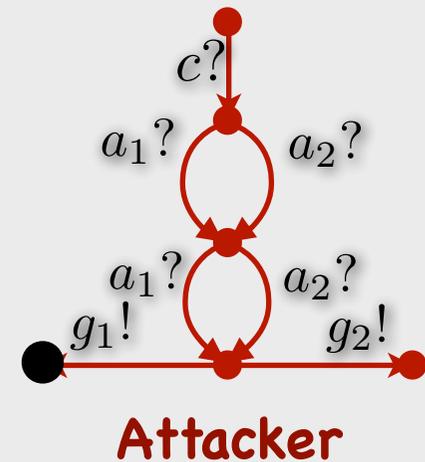
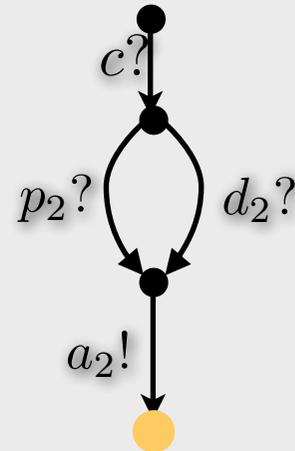
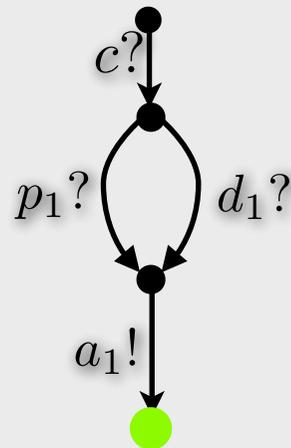
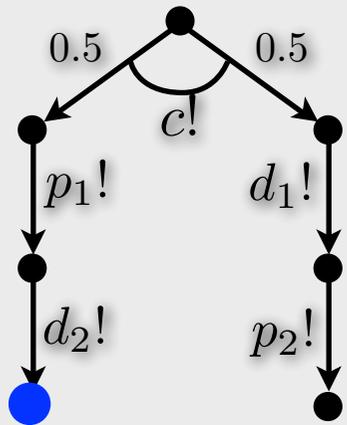


$$I(c \ p_1 \ d_2) = 1$$

$$I(c \ p_1 \ d_2 \ a_1) = 2$$

$$I(c \ p_1 \ d_2 \ a_1 \ a_2) = \text{Atck}$$

# What about security?



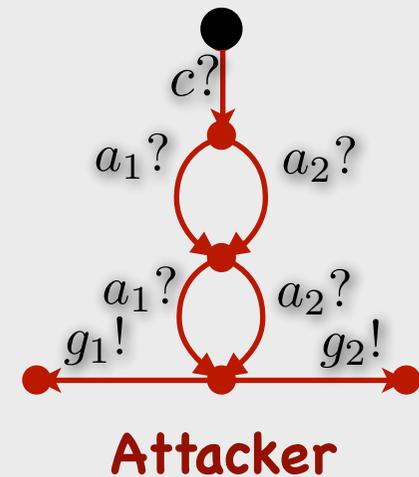
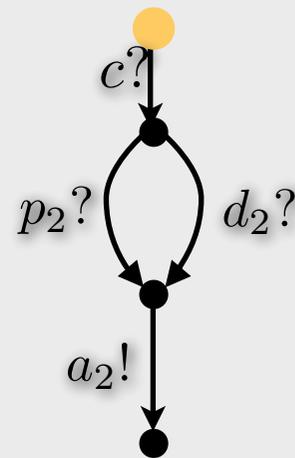
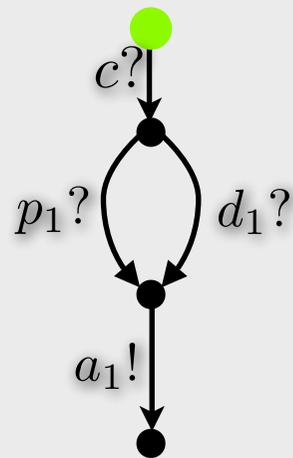
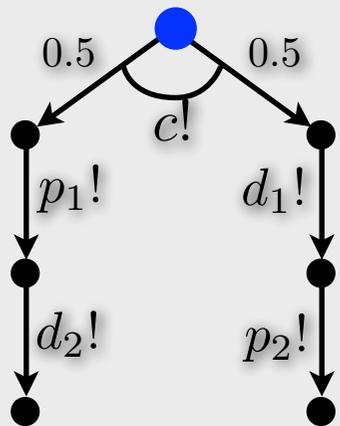
$$I(c \ p_1 \ d_2) = 1$$

$$I(c \ p_1 \ d_2 \ a_1) = 2$$

$$I(c \ p_1 \ d_2 \ a_1 \ a_2) = \text{Atck}$$

Attacker guesses 1

# What about security?



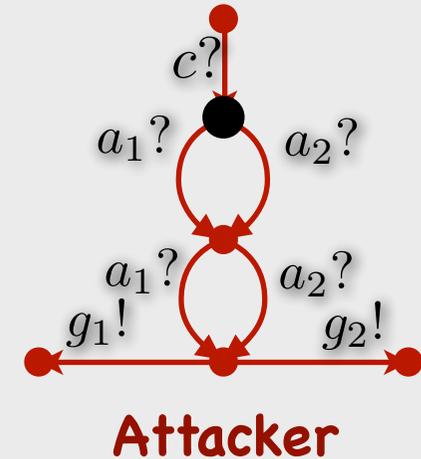
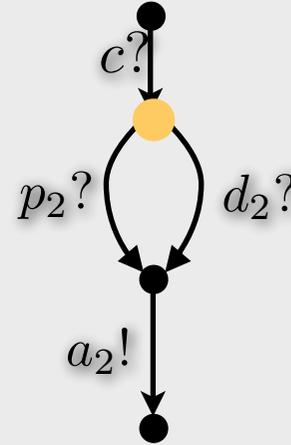
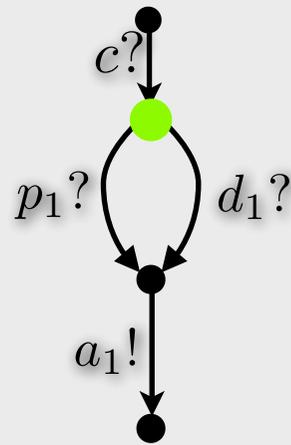
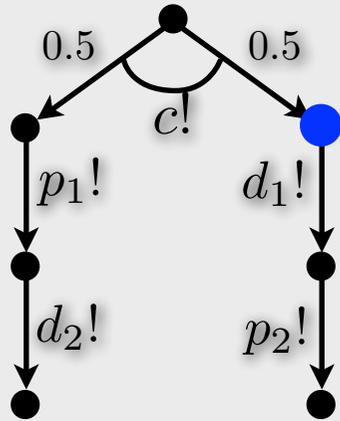
$$I(c, p_1, d_2) = 1$$

$$I(c, p_1, d_2, a_1) = 2$$

$$I(c, p_1, d_2, a_1, a_2) = \text{Atck}$$

Attacker guesses 1

# What about security?



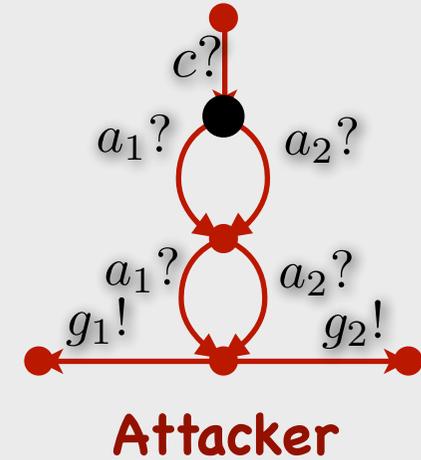
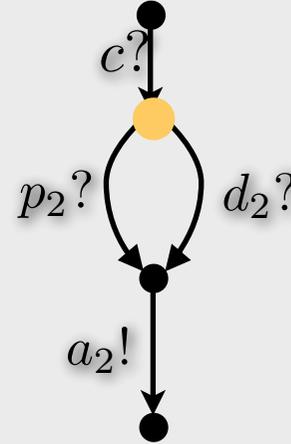
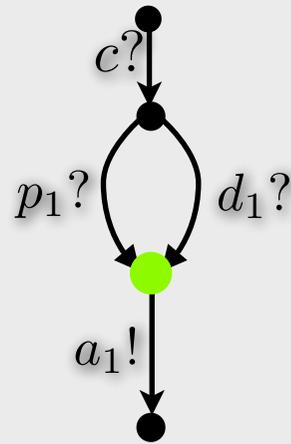
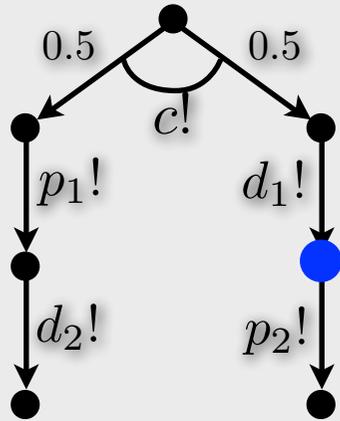
$$I(c, p_1, d_2) = 1$$

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$$I(c, p_1, d_2, a_1, a_2) = \text{Atck}$$

Attacker guesses 1

# What about security?



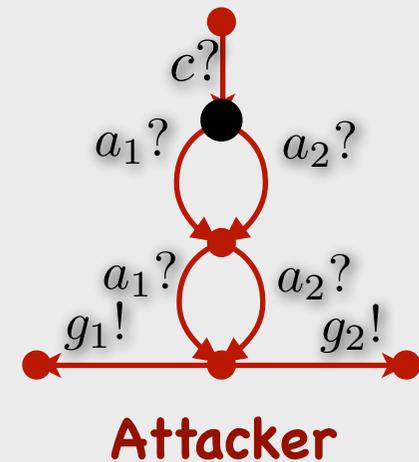
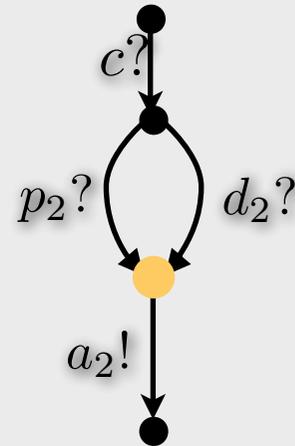
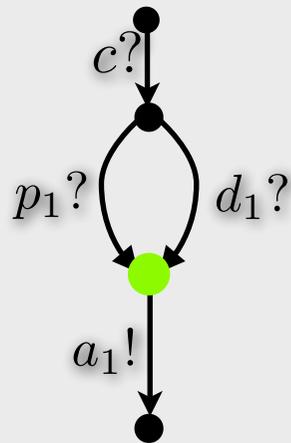
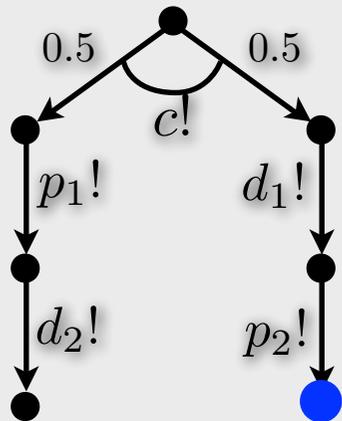
$$I(c \ p_1 \ d_2) = 1$$

$$I(c \ p_1 \ d_2 \ a_1) = 2$$

$$I(c \ p_1 \ d_2 \ a_1 \ a_2) = \text{Atck}$$

Attacker guesses 1

# What about security?



$$I(\underline{c \ p_1 \ d_2}) = 1$$

$$I(\underline{c \ d_1 \ p_2}) = 2$$

$$I(c \ p_1 \ d_2 \ a_1) = 2$$

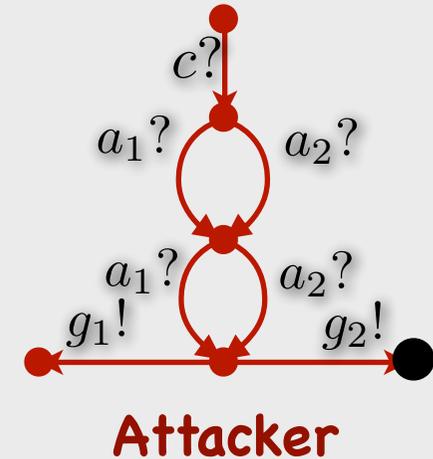
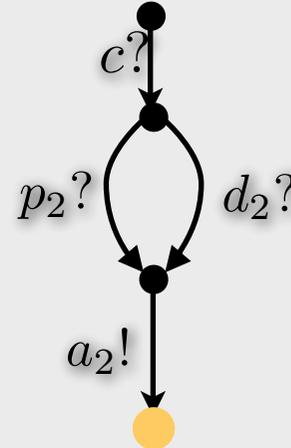
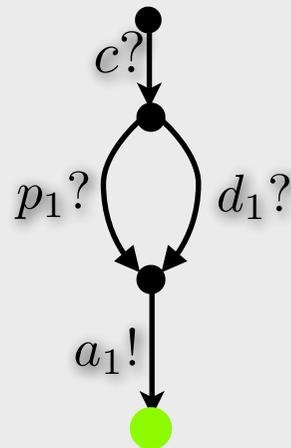
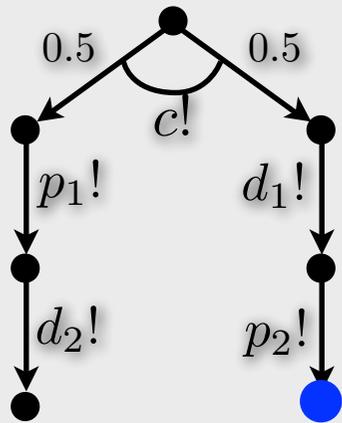
$$I(c \ p_1 \ d_2 \ a_1 \ a_2) = \text{Atck}$$

Attacker guesses 1

$$[c \ p_1 \ d_2]_1 = p_1 \neq d_1 = [c \ d_1 \ p_2]_1$$

$$[c \ p_1 \ d_2]_2 = p_2 \neq d_2 = [c \ d_1 \ p_2]_2$$

# What about security?



$$I(\underline{c} \ p_1 \ d_2) = 1$$

$$I(c \ p_1 \ d_2 \ a_1) = 2$$

$$I(c \ p_1 \ d_2 \ \underline{a_1 \ a_2}) = \text{Atck}$$

Attacker guesses 1

$$I(c \ \underline{d_1} \ p_2) = 2$$

$$I(c \ d_1 \ p_2 \ a_2) = 1$$

$$I(c \ d_1 \ p_2 \ \underline{a_2 \ a_1}) = \text{Atck}$$

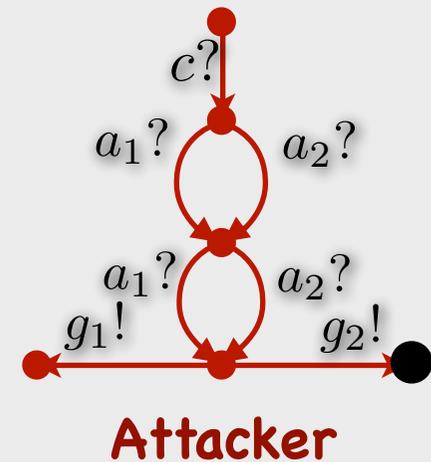
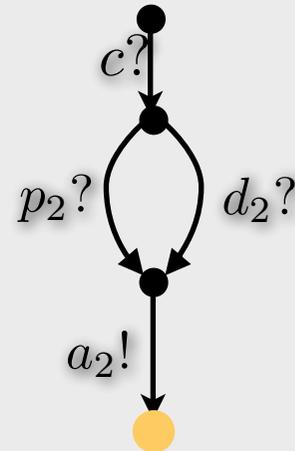
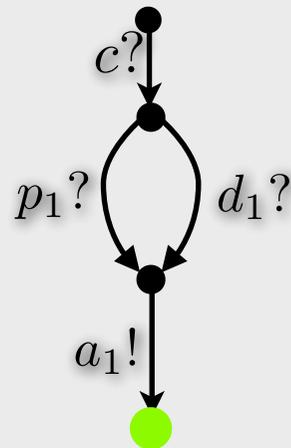
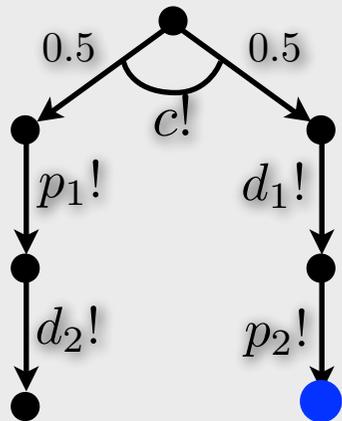
Attacker guesses 2



$$[c \ p_1 \ d_2]_1 = p_1 \neq d_1 = [c \ d_1 \ p_2]_1$$

$$[c \ p_1 \ d_2]_2 = p_2 \neq d_2 = [c \ d_1 \ p_2]_2$$

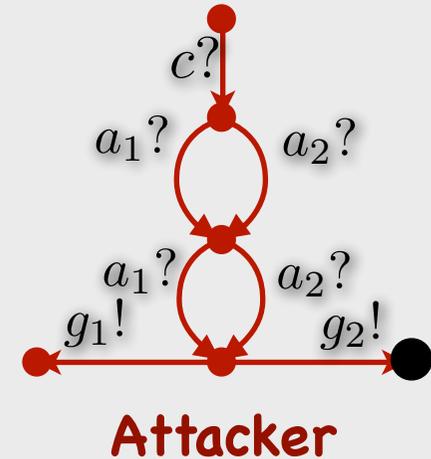
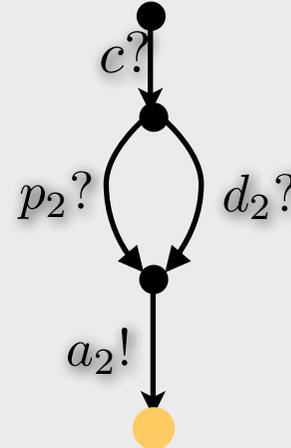
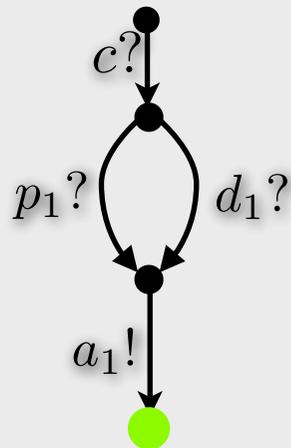
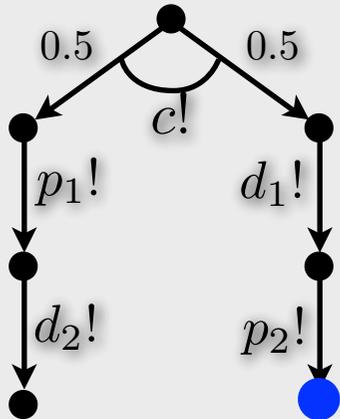
# What about security?



$$[c \ p_1 \ d_2]_1 = p_1 \neq d_1 = [c \ d_1 \ p_2]_1$$

$$[c \ p_1 \ d_2]_2 = p_2 \neq d_2 = [c \ d_1 \ p_2]_2$$

# What about security?



$$[c \ p_1 \ d_2]_1 = p_1 \approx d_1 = [c \ d_1 \ p_2]_1$$

$$[c \ p_1 \ d_2]_2 = p_2 \approx d_2 = [c \ d_1 \ p_2]_2$$

secret actions should not be distinguished by  $I$

# Distributed schedulers under secrecy

A **distributed scheduler under secrecy** is a distributed scheduler where  $\mathcal{I}$  meets the following condition:

for all  $\sigma, \sigma' \in \text{Frag}$  and components  $A_i, A_j$ ,

such that  $[\sigma]_i \approx [\sigma']_i, [\sigma]_j \approx [\sigma']_j$ , it holds that

$$\frac{\mathcal{I}(\sigma)(i)}{\mathcal{I}(\sigma)(i) + \mathcal{I}(\sigma)(j)} = \frac{\mathcal{I}(\sigma')(i)}{\mathcal{I}(\sigma')(i) + \mathcal{I}(\sigma')(j)}$$

provided  $\mathcal{I}(\sigma)(i) + \mathcal{I}(\sigma)(j) \neq 0 \neq \mathcal{I}(\sigma')(i) + \mathcal{I}(\sigma')(j)$

$(\forall a \in O_i : \text{last}([\sigma]_i) \xrightarrow{a}_i)$  iff  $(\forall a \in O_i : \text{last}([\sigma']_i) \xrightarrow{a}_i)$

$(\forall a \in O_j : \text{last}([\sigma]_j) \xrightarrow{a}_j)$  iff  $(\forall a \in O_j : \text{last}([\sigma']_j) \xrightarrow{a}_j)$

# Results (finite state models)

	Dist. Sched.	Str. Dist. Sched.	Distr. Sched. with Secrecy
Det = Random $\sup P(\text{F goal})$	Yes	No	No
$\sup P(\text{F goal})?$	Undecidable	Undecidable	Undecidable
$\sup P(\text{F goal}) = 1$	Undecidable	Undecidable	Undecidable

$\sup P(\text{F goal})?$  is **NP-Hard** for

( locally | globally ) **memoryless** (deterministic | randomized)

distributed schedulers

# Results (finite state systems)

- Partial order reduction:

- Peled's original conditions **preserve strongly distributed schedulers**

- Apply classical algorithms for prob. MC on reduction

- Counterexample guided refinement:

- Check  $\sup P(F \text{ goal}) \leq p$  with classical Prob. MC

- If the result is true  $\Rightarrow$  the model sat. property

- If not and counterexample is a DS  $\Rightarrow$  error

- If not and counterexample is not a DS

$\Rightarrow$  refine model and recalculate

# Results (finite behaviour systems)

- **Bounded reachability** reduces to a **polynomial optimization problem**
  - For dist. schedulers variables take value in  $\{0,1\}$
  - For SDS/DSS  $\Rightarrow$  quadratic restrictions
- **Anonymity** can be encoded on **SMTs**
  - through a system of polynomial inequalities
- A **good thing**:
  - Usually, **security protocols are of finite behavior**
- A **bad thing**:
  - **Inherently exponential**

# Conclusion

Ignored by  
classical probabilistic  
model checking

- **Distributed schedulers** properly captures the idea of **partial observation among components**.
- Particularly suited for **security**.
- These observations has been acknowledge by other authors from different point of views:
  - **Compositionality** [de Alfaro, Henzinger, Jhala, 2001], [Cheung, Lynch, Segala, Vaandrager, 2006]
  - **Security analysis** [Chatzikokolakis, Palamidessi, 2007], [Andrés, Palamidessi, Rossum, Sokolova, 2011], [Chadha Sistla, Viswanathan, 2010]
  - **Testing** [Georgievska, Andova, 2010], [Hierons, Núñez 2012]
- Down side: **undecidability** and **complexity**

# Conclusion

Ignored by classical probabilistic model checking

- Distributed schedulers properly captures the idea of partial observation among components.

- Partially ordered sets for security.

e.g.: tractable but interesting subclasses / abstraction techniques / appropriate data structures / etc.

then acknowledge by other point of views:

- Security analysis [de Alfaro, Henzinger, Segala, Vaandrager, 2006]

- Security analysis [Chatzigeorgidis, Palamidessi, Rossum, Sokolova, 2011], [Henzinger, Segala, Vaandrager, 2006]

They did not stop the automated theorem proving or SAT solving communities (among others)

- Testing [Georgievska, Andova, 2010], [Hierons, 2012]

- Down side: undecidability and complexity

# Analysis of Distributed Probabilistic Systems: Limitations and Possibilities

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