

# I636: Specification and Verification of Distributed Systems

## 11. Alternating Bit Protocol (1)

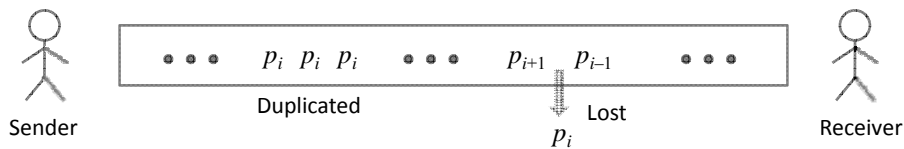
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### Outline

- The *Alternating Bit Protocol (ABP)* is a communication protocol, which aims to provide a reliable communication channel over an unreliable channel.
- ABP is a simplified version of *Transmission Control Protocol (TCP)* used in the Internet.
- An OTS of the protocol is made to model check some properties for the protocol.
- This lecture describes the protocol and the OTS modeling the protocol.

## Unreliable Channels

- We suppose that a communication channel is *unreliable* in that packets may be *lost* and *duplicated*.
- So, when a sender sends a sequence  $p_1, \dots, p_n$  of packets to a receiver over an unreliable channel, the receiver receives a sequence  $p'_1, \dots, p'_m$  such that  $p_1, \dots, p_n$  may not equal  $p'_1, \dots, p'_m$  (which may be empty), some  $p_i$  may not appear in  $p'_1, \dots, p'_m$ , and some  $p_j$  may appear in  $p'_1, \dots, p'_m$  more than once



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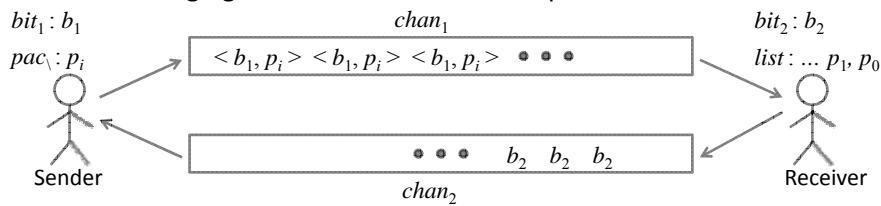
## Reliable Communication over Unreliable Channels

- The purpose of ABP is to provide reliable communication over unreliable channels in that
  - When a sender sends a sequence  $p_0, \dots, p_n$  of packets to a receiver, the receiver will eventually receive exactly the same sequence  $p_0, \dots, p_n$  of packets.

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## Alternating Bit Protocol (1)

- *Alternating Bit Protocol (ABP)* uses two unreliable channels  $chan_1$ ,  $chan_2$  and two Boolean flags  $bit_1$ ,  $bit_2$ .
- The sender sends pairs  $\langle Bool, Packet \rangle$  of Boolean values and packets to the receiver over  $chan_1$ .
- The receiver sends Boolean values to the sender over  $chan_2$ , acknowledging that it has received some packet.

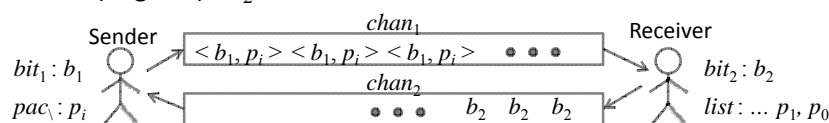


- Two more variables  $pac$  and  $list$  are used to model ABP.  
 $pac$  contains the packet to be sent.  
 $list$  contains the packets the receiver has received.

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## Alternating Bit Protocol (2)

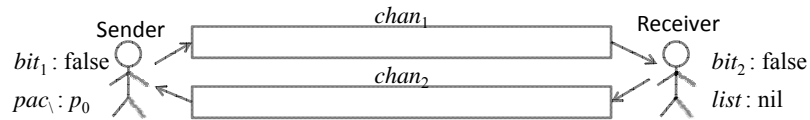
- What the sender does is as follows:
  - It puts the pair  $\langle bit_1, pac \rangle$  of  $bit_1$  and  $pac$  into  $chan_1$  repeatedly.
  - When  $chan_2$  is not empty, it gets the top element  $b$  from  $chan_2$ ; if  $b \neq bit_1$ , then it sets  $pac$  to the next packet  $p_{i+1}$  and complements (negates)  $bit_1$ .
- What the receiver does is as follows:
  - It puts  $bit_2$  into  $chan_2$  repeatedly.
  - When  $chan_1$  is not empty, it gets the top element  $\langle b, p \rangle$  from  $chan_1$ ; if  $b = bit_2$ , then it puts  $p$  into  $list$  and complements (negates)  $bit_2$ .



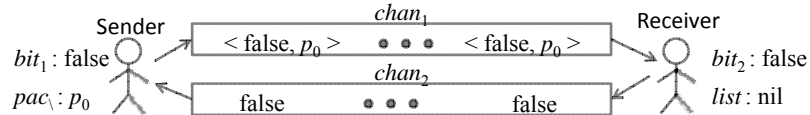
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## Alternating Bit Protocol (3)

0. Initially, both channels are empty, both Boolean flags are false,  $pac$  is  $p_0$ , and  $list$  is nil.



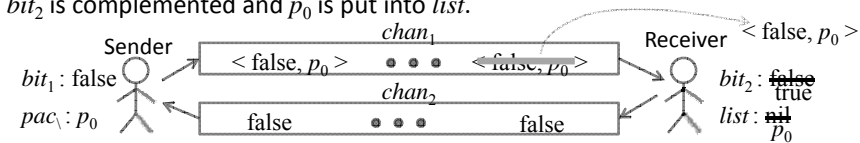
1. The sender puts  $\langle \text{false}, p_0 \rangle$  into  $chan_1$  repeatedly, and the receiver puts false into  $chan_2$  repeatedly.



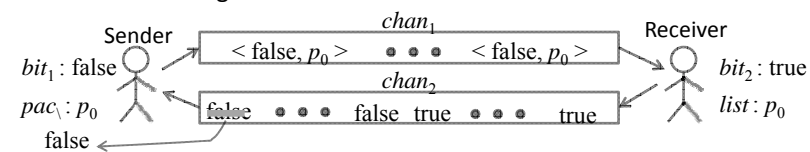
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## Alternating Bit Protocol (4)

2. If packets in  $chan_1$  are not lost so often, some packet can arrive at the receiver. When  $\langle \text{false}, p_0 \rangle$  arrives at the receiver, since  $bit_2$  equals false,  $bit_2$  is complemented and  $p_0$  is put into  $list$ .



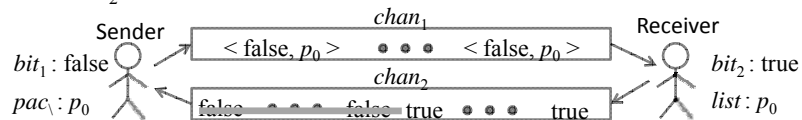
3. If packets in  $chan_2$  are not lost so often, some packet can arrive at the sender. When false arrives at the sender, since  $bit_1$  equals false, the sender does nothing.



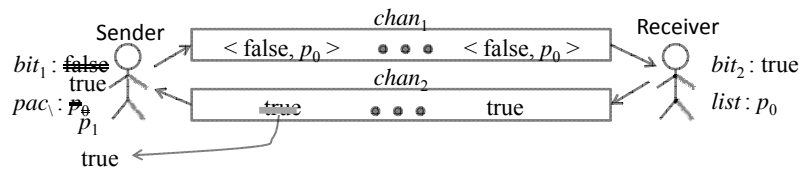
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## Alternating Bit Protocol (5)

4. If packets in  $chan_2$  are not duplicated so often, every false disappears from  $chan_2$ .



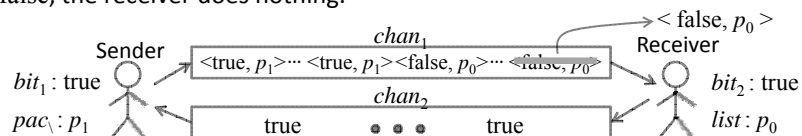
5. When true arrives at the sender, since  $bit_1$  does not equal true,  $bit_1$  is complemented and  $pac$  is set to the next packet  $p_1$ .



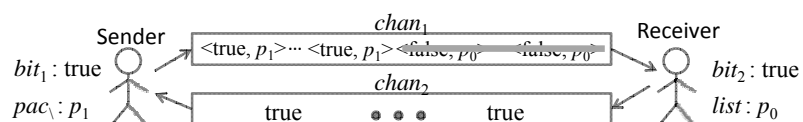
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## Alternating Bit Protocol (6)

6. When  $\langle false, p_0 \rangle$  arrives at the receiver, since  $bit_2$  does not equal false, the receiver does nothing.



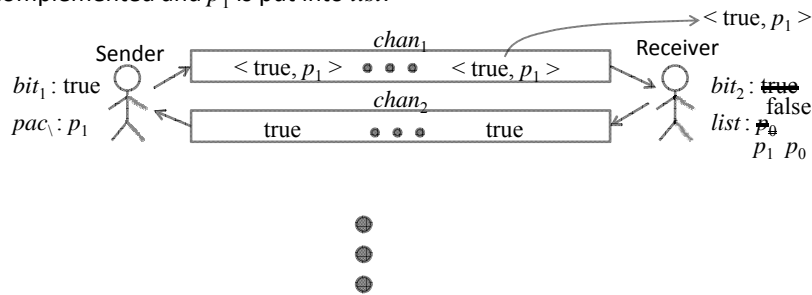
7. If packets in  $chan_1$  are not duplicated so often, every  $\langle false, p_0 \rangle$  disappears from  $chan_1$ .



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## Alternating Bit Protocol (7)

8. When  $\langle \text{true}, p_1 \rangle$  arrives at the receiver, since  $\text{bit}_2$  equals true,  $\text{bit}_2$  is complemented and  $p_1$  is put into *list*.



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## Modeling Packets & Pairs

- The  $i^{\text{th}}$  packet to be sent is formalized as the term:  $\text{pac}(i)$ .
- The following function is defined:
  - $\text{next}(\text{pac}(i))$  returns the next packet  $\text{pac}(i+1)$ .
  - $\text{isNth}(\text{pac}(i), n)$  checks  $\text{pac}(i)$  is the  $n^{\text{th}}$  packet to be sent.
- The pair of a Boolean value  $b$  and a packet  $p$  is formalized as the term:  $\langle b, p \rangle$ .
- The following functions are defined:
  - $\text{b}(\langle b, p \rangle)$  returns  $b$ .
  - $\text{p}(\langle b, p \rangle)$  returns  $p$ .

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## Modeling Channels

- Channels are formalized as queues.
- The empty queue is denoted as `empty`, and a non-empty queue is denoted as  $e_1 e_2 \dots e_n \text{ empty}$ , where  $e_1$  is the top element and  $e_n$  is the bottom element.
- The following functions are defined:
  - `put( $q, e$ )` puts  $e$  into  $q$  at the bottom.
  - `get( $q$ )` deletes the top element from  $q$ .
  - `top( $q$ )` returns the top element of  $q$ .
  - `len( $q$ )` returns the number of elements in  $q$ .
  - `$e \in q$`  checks if  $q$  contains  $e$ .
- Queues of pairs (of Boolean values & packets) and queues of Boolean values are used.

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## Lists of Packets

- The empty list is denoted as `nil`, and a non-empty list is denoted as  $p_1 p_2 \dots p_n \text{ nil}$ , where  $p_1$  is the top packet and  $p_n$  is the bottom packet.
- The following functions are defined:
  - `mk( $\text{pac}(n)$ )` returns  $\text{pac}(n) \text{ pac}(n-1) \dots \text{pac}(0) \text{ nil}$ .
  - `$p \in l$`  checks if  $l$  contains  $p$ .

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## Modeling the Protocol (1)

- The observers used:
  - $\text{chan1} : U \rightarrow \text{PairChan}$
  - $\text{chan2} : U \rightarrow \text{BoolChan}$
  - $\text{bit1} : U \rightarrow \text{Bool}$
  - $\text{bit2} : U \rightarrow \text{Bool}$
  - $\text{pac} : U \rightarrow \text{Packet}$
  - $\text{list} : U \rightarrow \text{List}$

where  $\text{PairChan}$  is the type of queues of pairs of Boolean values & packets,  $\text{BoolChan}$  is the type of queues of Boolean values,  $\text{Packet}$  is the type of packets, and  $\text{List}$  is the type of lists of packets.

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## Modeling the Protocol (2)

- For a state  $u$ ,
  - $\text{chan1}(u)$  is the sender-to-receiver channel  $\text{chan}_1$  in state  $u$ .
  - $\text{chan2}(u)$  is the receiver-to-sender channel  $\text{chan}_2$  in state  $u$ .
  - $\text{bit1}(u)$  is the sender's Boolean flag  $\text{bit}_1$  in state  $u$ .
  - $\text{bit2}(u)$  is the receiver's Boolean flag  $\text{bit}_2$  in state  $u$ .
  - $\text{pac}(u)$  is the packet contained in the sender's  $\text{pac}$  in state  $u$ .
  - $\text{list}(u)$  is the receiver's  $\text{list}$  in state  $u$ .

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## Modeling the Protocol (3)

- For any initial state  $u_0$ ,
  - $\text{chan1}(u_0)$  is the empty queue denoted by `empty`.
  - $\text{chan2}(u_0)$  is the empty queue denoted by `empty`.
  - $\text{bit1}(u_0)$  is `false`.
  - $\text{bit2}(u_0)$  is `false`.
  - $\text{pac}(u_0)$  is the first packet (denoted by  $\text{pac}(0)$ ) to be sent.
  - $\text{list}(u_0)$  is the empty list denoted by `nil`.

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## Modeling the Protocol (4)

- The transitions used:
- The transitions modeling the behaviors of the sender & receiver.
  - $\text{send1} : U \rightarrow U$
  - $\text{rec1} : U \rightarrow U$
  - $\text{send2} : U \rightarrow U$
  - $\text{rec2} : U \rightarrow U$
- The transitions modeling the behaviors of the two unreliable channels.
  - $\text{drop1} : U \rightarrow U$
  - $\text{dup1} : U \rightarrow U$
  - $\text{drop2} : U \rightarrow U$
  - $\text{dup2} : U \rightarrow U$

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## Modeling the Protocol (4)

- For a state  $u$ ,
  - $\text{send1}(u)$  denotes the state after the sender puts  $\langle \text{bit}_1, \text{pac} \rangle$  into  $\text{chan}_1$  in state  $u$ .
  - $\text{rec1}(u)$  denotes the state after when  $\text{chan}_2$  is not empty, the sender gets the top element  $b$  of  $\text{chan}_2$  in state  $u$ ; if  $b$  is different from  $\text{bit}_1$ , then  $\text{bit}_1$  is complemented and  $\text{pac}$  is set to the next packet to be sent.
  - $\text{send2}(u)$  denotes the state after the receiver puts  $\text{bit}_2$  into  $\text{chan}_2$  in state  $u$ .
  - $\text{rec2}(u)$  denotes the state after when  $\text{chan}_1$  is not empty, the receiver gets the top element  $\langle b, p \rangle$  of  $\text{chan}_1$  in state  $u$ ; if  $b$  equals  $\text{bit}_2$ , then  $\text{bit}_2$  is complemented and  $p$  is put into  $\text{list}$  at the bottom.

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## Modeling the Protocol (5)

- Any elements in an unreliable channel may be lost and duplicated.
- But, we restrict the behaviors of the two unreliable channels such that only the top element of the two unreliable channels may be lost and duplicated.
- The effects of loss and/or duplication in a channel can be seen only when you get the top element from the channel.
- So, if a channel is unbounded, the restriction does not affect the behaviors of the OTS  $S_{\text{ABP}}$  modeling ABP.

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## Modeling the Protocol (6)

- For a state  $u$ ,
  - $\text{drop1}(u)$  denotes the state after when  $\text{chan}_1$  is not empty, the top element is deleted from  $\text{chan}_1$  in state  $u$ .
  - $\text{dup1}(u)$  denotes the state after when  $\text{chan}_1$  is not empty, the top element is duplicated in state  $u$ .
  - $\text{drop2}(u)$  denotes the state after when  $\text{chan}_2$  is not empty, the top element is deleted from  $\text{chan}_2$  in state  $u$ .
  - $\text{dup2}(u)$  denotes the state after when  $\text{chan}_2$  is not empty, the top element is duplicated in state  $u$ .

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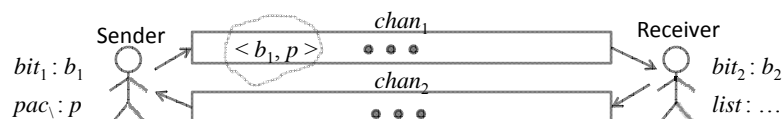
## Modeling the Protocol (7)

- Definition of the transitions:

```

chan1(send1(u)) = put(chan1(u), < bit1(u), pac(u) >)
chan2(send1(u)) = chan2(u)
bit1(send1(u)) = bit1(u)
bit2(send1(u)) = bit2(u)
pac(send1(u)) = pac(u)
list(send1(u)) = list(u)
  
```

The effective condition of send1 is always true, and then it is omitted.

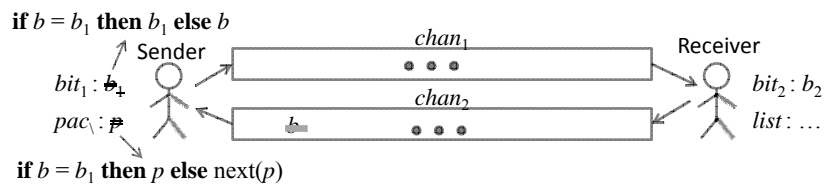


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## Modeling the Protocol (8)

- Definition of the transitions:

$\text{chan1}(\text{rec1}(u)) = \text{chan1}(u)$  **if**  $c\text{-rec1}(u)$   
 $\text{chan2}(\text{rec1}(u)) = \text{get}(\text{chan2}(u))$  **if**  $c\text{-rec1}(u)$   
 $\text{bit1}(\text{rec1}(u)) = (\text{if } \text{bit1}(u) = \text{top}(\text{chan2}(u)) \text{ then } \text{bit1}(u) \text{ else } \neg\text{bit1}(u))$  **if**  $c\text{-rec1}(u)$   
 $\text{bit2}(\text{rec1}(u)) = \text{bit2}(u)$  **if**  $c\text{-rec1}(u)$   
 $\text{pac}(\text{rec1}(u)) = (\text{if } \text{bit1}(u) = \text{top}(\text{chan2}(u)) \text{ then } \text{pac}(u) \text{ else } \text{next}(\text{pac}(u)))$  **if**  $c\text{-rec1}(u)$   
 $\text{list}(\text{rec1}(u)) = \text{list}(u)$  **if**  $c\text{-rec1}(u)$   
 $\text{rec1}(u) = {}_{S_{ABP}} u$  **if**  $\neg c\text{-rec1}(u)$   
 where  $c\text{-rec1}(u)$  is  $\text{chan2}(u) \neq \text{empty}$ .



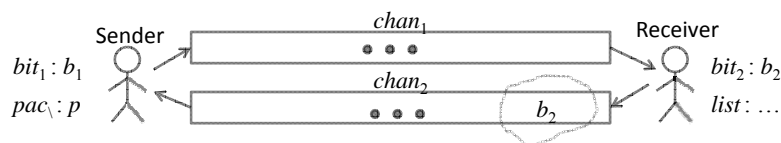
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## Modeling the Protocol (9)

- Definition of the transitions:

$\text{chan1}(\text{send2}(u)) = \text{chan1}(u)$   
 $\text{chan2}(\text{send2}(u)) = \text{put}(\text{chan2}(u), \text{bit2}(u))$   
 $\text{bit1}(\text{send2}(u)) = \text{bit1}(u)$   
 $\text{bit2}(\text{send2}(u)) = \text{bit2}(u)$   
 $\text{pac}(\text{send2}(u)) = \text{pac}(u)$   
 $\text{list}(\text{send2}(u)) = \text{list}(u)$

The effective condition of `send2` is always true, and then it is omitted.



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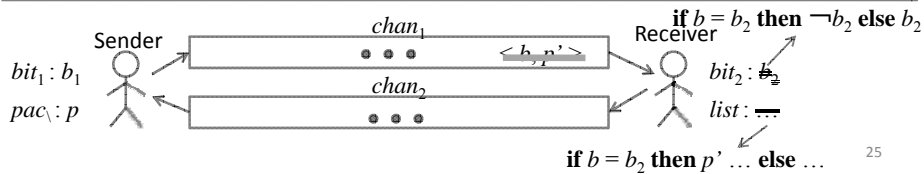
## Modeling the Protocol (10)

- Definition of the transitions:

```

chan1(rec2(u)) = get(chan1(u)) if c-rec2(u)
chan2(rec2(u)) = chan2(u) if c-rec2(u)
bit1(rec2(u)) = bit1(u) if c-rec2(u)
bit2(rec2(u)) = (if bit2(u) = b(top(chan1(u))) then ¬bit2(u) else bit2(u))
if c-rec2(u)

pac(rec2(u)) = pac(u) if c-rec2(u)
list(rec2(u)) = (if bit2(u) = b(top(chan1(u)))
then p(top(chan1(u))) list(u) else list(u)) if c-rec2(u)
rec2(u) =SABP u if ¬c-rec2(u)
where c-rec2(u) is chan1(u) ≠ empty.
    
```

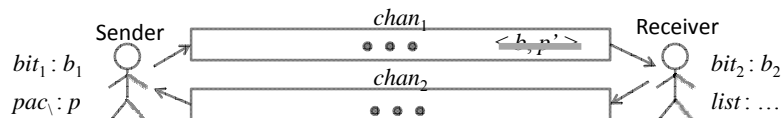


## Modeling the Protocol (11)

- Definition of the transitions:

```

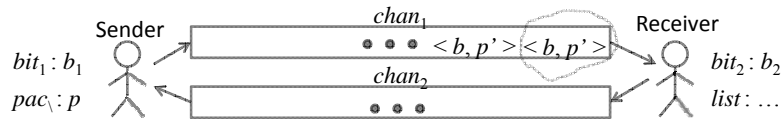
chan1(drop1(u)) = get(chan1(u)) if c-drop1(u)
chan2(drop1(u)) = chan2(u) if c-drop1(u)
bit1(drop1(u)) = bit1(u) if c-drop1(u)
bit2(drop1(u)) = bit2(u) if c-drop1(u)
pac(drop1(u)) = pac(u) if c-drop1(u)
list(drop1(u)) = list(u) if c-drop1(u)
drop1(u) =SABP u if ¬c-drop1(u)
where c-drop1(u) is chan1(u) ≠ empty.
    
```



## Modeling the Protocol (12)

- Definition of the transitions:

$\text{chan1}(\text{dup1}(u)) = \text{top}(\text{chan1}(u)) \text{chan1}(u) \text{ if } \text{c-dup1}(u)$   
 $\text{chan2}(\text{dup1}(u)) = \text{chan2}(u) \text{ if } \text{c-dup1}(u)$   
 $\text{bit1}(\text{dup1}(u)) = \text{bit1}(u) \text{ if } \text{c-dup1}(u)$   
 $\text{bit2}(\text{dup1}(u)) = \text{bit2}(u) \text{ if } \text{c-dup1}(u)$   
 $\text{pac}(\text{dup1}(u)) = \text{pac}(u) \text{ if } \text{c-dup1}(u)$   
 $\text{list}(\text{dup1}(u)) = \text{list}(u) \text{ if } \text{c-dup1}(u)$   
 $\text{dup1}(u) =_{S_{ABP}} u \text{ if } \neg \text{c-dup1}(u)$   
 where  $\text{c-dup1}(u)$  is  $\text{chan1}(u) \neq \text{empty}$ .

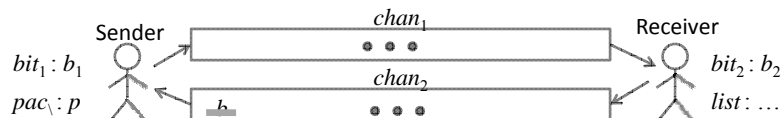


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## Modeling the Protocol (13)

- Definition of the transitions:

$\text{chan1}(\text{drop2}(u)) = \text{chan1}(u) \text{ if } \text{c-drop2}(u)$   
 $\text{chan2}(\text{drop2}(u)) = \text{get}(\text{chan2}(u)) \text{ if } \text{c-drop2}(u)$   
 $\text{bit1}(\text{drop2}(u)) = \text{bit1}(u) \text{ if } \text{c-drop2}(u)$   
 $\text{bit2}(\text{drop2}(u)) = \text{bit2}(u) \text{ if } \text{c-drop2}(u)$   
 $\text{pac}(\text{drop2}(u)) = \text{pac}(u) \text{ if } \text{c-drop2}(u)$   
 $\text{list}(\text{drop2}(u)) = \text{list}(u) \text{ if } \text{c-drop2}(u)$   
 $\text{drop2}(u) =_{S_{ABP}} u \text{ if } \neg \text{c-drop2}(u)$   
 where  $\text{c-drop2}(u)$  is  $\text{chan2}(u) \neq \text{empty}$ .

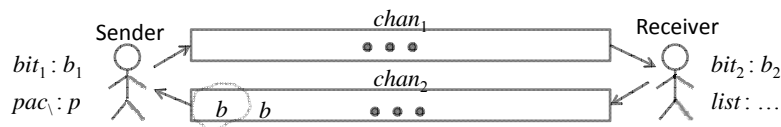


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## Modeling the Protocol (14)

- Definition of the transitions:

$\text{chan1}(\text{dup2}(u)) = \text{chan1}(u)$  **if**  $\text{c-dup2}(u)$   
 $\text{chan2}(\text{dup2}(u)) = \text{top}(\text{chan2}(u)) \text{chan2}(u)$  **if**  $\text{c-dup2}(u)$   
 $\text{bit1}(\text{dup2}(u)) = \text{bit1}(u)$  **if**  $\text{c-dup2}(u)$   
 $\text{bit2}(\text{dup2}(u)) = \text{bit2}(u)$  **if**  $\text{c-dup2}(u)$   
 $\text{pac}(\text{dup2}(u)) = \text{pac}(u)$  **if**  $\text{c-dup2}(u)$   
 $\text{list}(\text{dup2}(u)) = \text{list}(u)$  **if**  $\text{c-dup2}(u)$   
 $\text{dup2}(u) =_{S_{\text{ABP}}} u$  **if**  $\neg \text{c-dup2}(u)$   
 where  $\text{c-dup2}(u)$  is  $\text{chan2}(u) \neq \text{empty}$ .



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## Formalizing the Properties (1)

- The property (requirement) that “when the sender sends a sequence  $\text{pac}(0), \dots, \text{pac}(n)$  of packets to the receiver, the receiver will eventually receive exactly the same sequence  $\text{pac}(0), \dots, \text{pac}(n)$  of packets” is divided into two properties:
  1. *Reliable Communication Property*: When the receiver receives  $\text{pac}(n)$ , it has received the  $n+1$  packets  $\text{pac}(0), \dots, \text{pac}(n)$  in this order, each  $\text{pac}(i)$  has been received only once and no other packets have been received.
  2. *Progress Communication Property*: Each  $\text{pac}(i)$  will be eventually delivered to the receiver.

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## Formalizing the Properties (2)

- Since Reliable Communication Property assumes that some packet is received, even a protocol that does not deliver any packets to the receiver does satisfy the property.  
So, only this property is not enough.
- Progress Communication Property discharges the assumption.
- But, only Progress Communication Property is not enough either because the property does not guarantee that each packet is received exactly once and packets are received in the same order in which they are sent.

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## Formalizing the Properties (2)

- Reliable Communication Property is formalized as  $\square$  p-rcp( $u$ ), where p-rcp( $u$ ) is as follows:  
 $(\text{bit1}(u) = \text{bit2}(u) \rightarrow \text{mk}(\text{pac}(u)) = (\text{pac}(u) \text{ list}(u)))$   
 $\wedge (\text{bit1}(u) \neq \text{bit2}(u) \rightarrow \text{mk}(\text{pac}(u)) = \text{list}(u))$
- Progress Communication Property is formalized as  $\diamond$  isDelivered( $u, i$ ) for each  $i$ , where isDelivered( $u, n$ ) is as follows:  
 $\text{pac}(i) \setminus \text{in list}(u)$

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