



Modelling and Verification of Protocols for Wireless Networks

(Lecture 1)

Peter Höfner

(Lecture at University of Twente, Jan/Feb 2017)

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last update: Jan 22, 2017



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Lecturers



Dr. Peter Höfner

Data61, CSIRO and UNSW, Australia

email: peter.hoefner@data61.csiro.au



Dr. Ansgar Fehnker

University of Twente

email: ansgar.fehnker@utwente.nl

Timetable and Plan (1)

<i>Time</i>	<i>Location</i>	<i>Type</i>	<i>Topics</i>
17/01, 10:45-12:30	CR2L	lecture	introduction, modelling: process algebra AWN (syntax)
17/01, 15:45-17:30	CR2N	lab	modelling
19/01, 10:45-12:30	HB2D	lecture	modelling: process algebra AWN (semantics)
19/01, 13:45-14:30	CR2N	tutorial	
23/01, 13:45-15:30	HB2D	lecture	modelling: timed automata
23/01, 15:45-17:30	HB2D	lab	modelling
26/01, 13:45-15:30	HB2D	lecture	comparison: AWN vs TAs
26/01, 15:45-16:30	HB2D	tutorial	Uppaal

Consultation Time: Wednesdays 13:30-14:30 (or via appointment); room: ZI-3063

Timetable and Plan (2)

<i>Time</i>	<i>Location</i>	<i>Type</i>	<i>Topics</i>
01/02, 13:45-15:30	CR2N	lecture	verification(1): query language and local properties
01/02, 13:45-17:30	CR2N	lab	invariants & verification
02/02, 13:45-15:30	CR2N	lecture	verification(2): global properties, case study AODV
02/02, 15:45-16:30	CR2N	lab	verification (use of Uppaal, Isabelle or pen and paper)
06/02, 2 hours		lecture	open problems, Q&A
07/02, 4 hours		oral exam	individual exams (~30 minutes)
09/02, 2 hours*		lab	verification/setting up individual projects
Weeks 5-7			individual projects

* taught by Ansgar Fehnker

Administration



- Do I have to come to each and every lecture?
- Are the dates suitable for you?
- Passing the course
 - submit lab exercises
 - participate actively in tutorials
 - oral exam in week 4
 - (individual project)
- Other administration issues?

Preliminaries



- (predicate) logics
- finite automata / finite state machine
- have you heard about the following
 - process algebra
 - timed automata
 - model checking
 - interactive theorem proving (Isabelle/HOL)



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Contents of this Lecture

What should you have learnt



- Introduction
 - why formal modelling
 - why formal reasoning
 - problems of state of the art
- Process Algebra AWN
 - intuition
 - syntax
 - examples

Introduction

Why Formal Modeling and Analysis



- Routing Protocols are Broken
 - Routing Protocols establish **non-optimal routes**
 - AODV Routing Protocol sends packets in **loops**
 - Chord Protocol is **not correct**
 - BGP **oscillates** persistent routes
 - ...

COMPUTER
NETWORKS

www.elsevier.com/locate/comnet

Computer Networks 32 (2000) 1–16

Persistent route oscillations in inter-domain routing[☆]
Kannan Varadhan^{a,*}, Ramesh Govindan^b, Deborah Estrin^b

^a Lucent Technologies, Room MH 2B-230, 600 Mountain Avenue, Murray Hill, NJ 07974, USA
^b USC/Information Sciences Institute, 4676 Admiralty Way, Marina Del Rey, CA 90292, USA

^c New South Wales, Australia
peter.hoefner@nicta.com.au

Why the Chord Ring-Mesh Networks
Is Not Correct (Extended Abstract)

AT&T Laboratories—Research, Florham Park, New Jersey, USA
Pamela Zave
Email: pamela@research.att.com

Today's Protocol Development

- IETF: “Rough Consensus and Running Code” (Trial and Error)
 - start with a good idea
 - build a protocol out of it (implementation)
 - run tests (over several years)
 - find limitations, flaws, etc...
 - fix problems
 - build a new version of the protocol
 - at some point people agree on an RFC (request for comments)



Beauvais Cathedral
(~300 years to build, at least 2 collapses)

Better Protocols are Needed Now!

- We cannot afford this approach
 - to expensive w.r.t. time
 - to expensive w.r.t. money
 - we are not working in a lab, i.e., sometimes we have one try only (e.g. BGP)
- Is there a method which is more reliable and cost efficient



The original design was so boldly conceived that it was found structurally impossible to build.

What's the Problem? (1)

- Specifications are (excessively) long
 - the Session Initiation Protocol is 268 pages long
(and not even self contained - by 2009
142 additional documents were required)
 - IEEE 802.11 is 2.793 pages long



What's the Problem? (2)



- Specifications are
 - underspecified
 - contradictory
 - erroneous, and
 - ambiguous

What's the Problem? (3)

- Specifications are written in English Prose
 - in case of AODV there are 5 different implementations, all compliant to the standard



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- Specifications are written in English Prose
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Aims



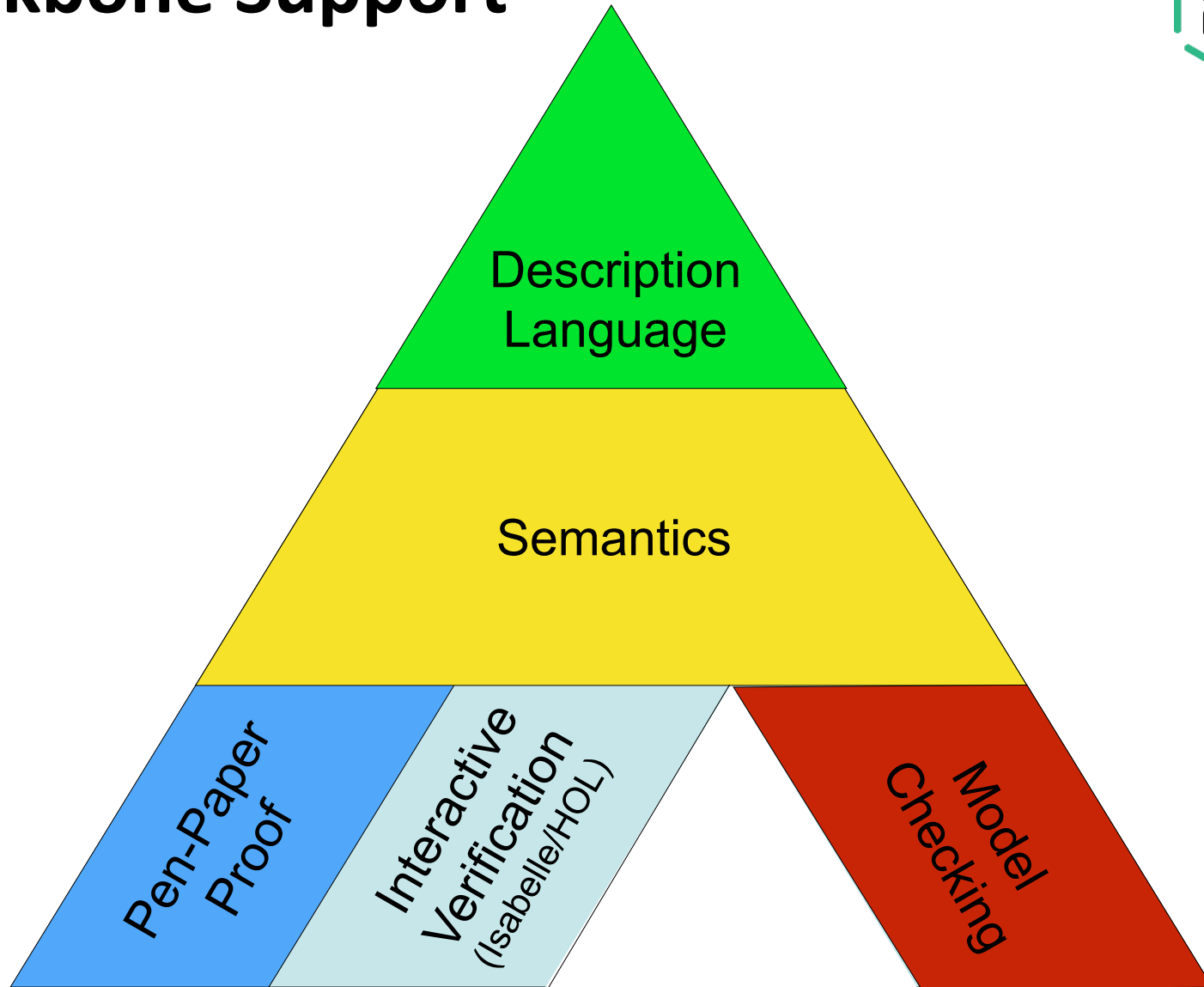
- Provide complete and practical formal methods
 - expressive
(mobility, dynamic topology, types of communication,...)
 - usable and intuitive
 - description language + proof methodology + automation
- Specification, verification and analysis of protocols
 - formalise relevant standard protocols
 - analyse the protocols w.r.t. key requirements
 - analyse compliant implementations
- Development of improved protocols
 - assured protocol correctness
 - improve reliability and performance

Benefits



- Benefits
 - finding and fixing bugs
 - improve reliability and performance
 - proving correctness
 - reduce “time-to-market”

Backbone Support

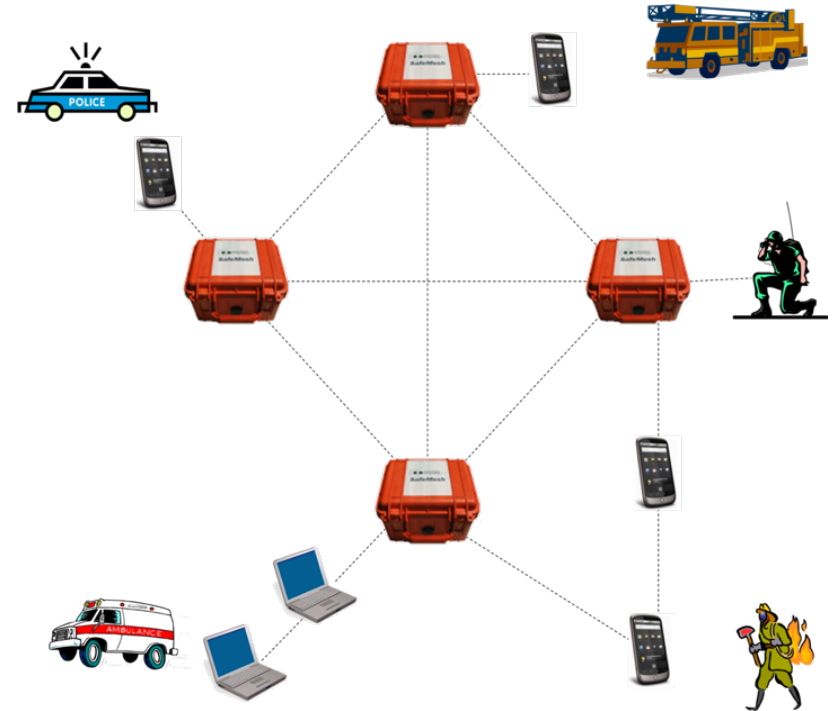


The Process Algebra AWN

(Algebra for Wireless Networks)

A Simple Network

- Wireless Network



Features



- Which features should a suitable formal method offer
 - sequential programs on nodes
 - update
 - (non)-deterministic choice
 - guards (if-constructs)
 - loops
 - data + data update
 - sequential composition
 - (function calls)

Features



- Which features should a suitable formal method offer
 - parallel programs on same node
 - synchronisation (send/receive)
 - interaction between different nodes
 - synchronisation (uni-, group-, broadcast)
 - network (topology)
 - how to model links
 - topology changes

Developed Process Algebra

- Description Language (Syntax)

$X(exp_1, \dots, exp_n)$	process calls
$P + Q$	nondeterministic
$[\varphi]P$	if-construct (guard)
$\llbracket \text{var} := exp \rrbracket P$	assignment followed
broadcast $(ms).P$	broadcast
groupcast $(dests, ms).P$	groupcast
unicast $(dest, ms).P \blacktriangleright Q$	unicast
send $(ms).P$	send
receive $(msg).P$	receive
deliver $(data).P$	deliver

Developed Process Algebra

- Description Language (Syntax)

$[\varphi]P + [\neg\varphi]Q$	deterministic choice
$P(n) = \llbracket n := n + 1 \rrbracket.P(n)$	loops

- Do we need more?

A Simple Example



- Can you describe a simple flooding protocol.
 - informal description:
 - every node has a unique identifier (IP address) and a message (let's say a number) to distribute
 - a node can send its message (together with its IP) at any time
 - if a node receive a message it stores the contents if the message was not handled previously, the message is forwarded to all nodes within transmission range

Flooding

specification follows roughly

<https://tools.ietf.org/html/draft-ietf-manet-bcast-00>

Process 1 Flooding

```

FLOOD(ip, m, b, store)  $\stackrel{def}{=}$ 
1.  (receive(ms) .
2.    /* check message format and distill contents */
3.    [ ms = msg(ip', m') ]
4.    (
5.      [ store(ip') = m' ]      /* message handled before */
6.      FLOOD(ip, m, b, store)
7.      + [ store(ip')  $\neq$  m' ]  /* new message */
8.      [[store(ip') = m']]
9.      broadcast(ms) .
10.     FLOOD(ip, m, b, store)
11.    ))
12.  + [ b = false ]      /* message not yet send */
13.  broadcast(msg(ip, m)) . FLOOD(ip, m, true, store)

```

the data structure and the initial state should be straight forward

Timed Protocols



- many protocols depend on timing issues (e.g. repetitive tasks)
- the process algebra AWN can easily be extended by time, the syntax is extended by a simple data type `TIME`; every node maintains a clock/timer `now`

References



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