

Almost certain termination and Rabin's Choice-Coordination algorithm

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May 30, 2003

1 Challenge and aims

- Implement termination with probability one into the B-Toolkit.
- Specify the Choice-Coordination problem and implement Rabin's solution.
- Generate and prove the obligations for the development.

2 What is termination with probability one?

Consider the following programs:

$n := 2;$ WHILE $n \neq 0$ DO $n := n - 1$ END	$n := 1;$ WHILE $n \neq 0$ DO $n := n - 1 \parallel SKIP$ END	$n := 1;$ WHILE $n \neq 0$ DO $n := n - 1_{0.5} \oplus SKIP$ END
Program A	Program B	Program C

- Program A: *Absolute* correctness.
- Program B: *Demonic* incorrectness.
- Program C: *Almost-certain* correctness.

Consider Program D:

$n := 1;$ WHILE $n \neq 0$ DO $n := n - 1_p \oplus SKIP$ END
Program D

Let t be the probability of termination:

$$\begin{aligned}
& t = p + (1 - p) \times t \\
\equiv & p = p \times t \\
\equiv & t = 1 \text{ provided that } p \neq 0
\end{aligned}$$

3 Abstract probabilistic choice substitution

Program D will still terminate with probability one without knowing the actual probability p .

Consider Program E:

```

n := 1;
WHILE n ≠ 0 DO
  n := n - 1 ⊕ SKIP
END

```

Program E

$S \oplus T$ is the abstract probability choice substitution between S and T . The \oplus should be implemented by "concrete" probabilistic choices $_p\oplus$ that are bounded away from 0 and 1.

4 Proof rules for loops

```

WHILE G DO
  S
END

```

with INVARIANT I and VARIANT V .

- Partial correctness condition: This can be proved using INVARIANT I . If the loop terminates, it is correct.
- Total correctness condition: The loop is partially correct and terminates. This can be proved using INVARIANT I and VARIANT V .

4.1 Original proof rules for loops

- Partial correctness condition: The INVARIANT I is maintained during the loop.
- Total correctness condition:
 - The VARIANT V is bounded below.
 - For every iteration of the loop, the VARIANT V strictly decreases.

4.2 New proof rules for loops

- Partial correctness condition: The INVARIANT I is maintained during the loop. *All abstract probabilistic choices \oplus are interpreted demonically.*
- Total correctness condition:
 - The VARIANT V is bounded below.
 - *The VARIANT V is bounded above.*
 - For every iteration of the loop, the VARIANT V decreases *with a non-zero probability, i.e. treating all abstract probabilistic choices angelically.*

5 Choice-Coordination problem

Originally, the problem was explained in terms of different processes trying to decide on one possible outcome.

Rabin's algorithm provides a symmetric, distributed solution for the problem.

There is a group of tourists trying to decide between going to the church (which is on the "left") and the museum (which is on the "right"). Every tourist runs the same algorithm independently.

6 Rabin's algorithm

The actual algorithm as follows:

- Each tourist carries a notepad, on which he will write various numbers. Originally, number 0 appears on all the notepads.
- There are two noticeboards outside, "left" and "right", on which various messages will be written. Originally, number 0 appears on each board.

Each tourist (with number k on his pad) will alternate between the two places. Every time he goes to a place, if the noticeboard displays "here" then he goes inside, otherwise, it will display a number (K):

- if $k < K$ — The tourist writes K on his notepad in place of k , and goes to the other place.
- if $k > K$ — The tourist writes "here" on the noticeboard (erasing K), and goes inside.
- if $k = K$ — The tourist chooses $K' = K + 2$, and then flips a coin: if it comes up heads, he changes the value of K' to the "conjugate" value of K' . He then writes K' on the noticeboard and on his pad before going to the other place.

This algorithm terminates with probability 1. ¹

¹Note: *Conjugate*(n) is $n + 1$ if n is even, and $n - 1$ if n is odd.

7 The specification

MACHINE *Rabin* (*maxtotal*)

CONSTRAINTS *maxtotal* ≤ 2147483646

OPERATIONS

lin , *rin* \leftarrow **Decide** (*lout* , *rout*) $\hat{=}$
PRE *lout* $\in \mathbb{N} \wedge$ *rout* $\in \mathbb{N} \wedge$ *lout* + *rout* \leq *maxtotal* **THEN**
CHOICE *lin* := *lout* + *rout* || *rin* := 0
OR *rin* := *lout* + *rout* || *lin* := 0
END
END

END

8 The refinement using bags

We will use bags to model the tourists inside and outside the two places. In the first refinement we will only be concerned with the number of items in each bag.

REFINEMENT *RabinR*

REFINES *Rabin*

SEES *FBag_ctx*

INCLUDES *lin* . *FBag* , *rin* . *FBag* , *lout* . *FBag* , *rout* . *FBag*

OPERATIONS

lin , *rin* \leftarrow **Decide** (*lout* , *rout*) $\hat{=}$
BEGIN
ANY *flinbag* , *frinbag* , *floutbag* , *froubag* **WHERE**
flinbag \in *Bag* \wedge *frinbag* \in *Bag* \wedge *floutbag* \in *Bag* \wedge *froubag* \in *Bag* \wedge
 $\text{dom} (\textit{flinbag}) \in \mathbb{F} (\mathbb{N}) \wedge \text{dom} (\textit{frinbag}) \in \mathbb{F} (\mathbb{N}) \wedge$
 $\text{dom} (\textit{floutbag}) \in \mathbb{F} (\mathbb{N}) \wedge \text{dom} (\textit{froubag}) \in \mathbb{F} (\mathbb{N}) \wedge$
floutbag = {} \wedge *froubag* = {} \wedge
(*bagSize* (*flinbag*) = 0 \vee *bagSize* (*frinbag*) = 0) \wedge
bagSize (*flinbag*) + *bagSize* (*frinbag*) = *lout* + *rout*
THEN
lin . *SetToBag* (*flinbag*) || *rin* . *SetToBag* (*frinbag*) ||
lout . *SetToBag* (*floutbag*) || *rout* . *SetToBag* (*froubag*)
END ;
lin \leftarrow *lin* . *Size* || *rin* \leftarrow *rin* . *Size*
END

END

9 The implementation

IMPLEMENTATION *RabinRI*

REFINES *RabinR*

SEES *Bool_TYPE* , *FBag_ctx* , *Math*

IMPORTS *RabinChoice* (*maxtotal*)

OPERATIONS

```
lin , rin ← Decide ( lout , rout ) ≐
VAR sizelout , sizerout IN
  InitState ( lout , rout ) ;
  sizelout ← loutSize ; sizerout ← routSize ;
  WHILE sizelout ≠ 0 ∨ sizerout ≠ 0 DO
    UpdatePad ;
    sizelout ← loutSize ; sizerout ← routSize
  BOUND 9 × total
  VARIANT
    rEqual ( LL , RR ) × 3 × total + 3 × total - (
      3 × ( bagSize ( linbag ) + bagSize ( rinbag ) ) +
      ( bagGreat ( loutbag , LL ) + bagGreat ( routbag , LL ) ) +
      ( bagGreat ( loutbag , RR ) + bagGreat ( routbag , RR ) ) )
  INVARIANT
    bagSize ( loutbag ) = sizelout ∧ bagSize ( routbag ) = sizerout ∧
    total = lout + rout
  END ;
  lin ← linSize ; rin ← rinSize
END
END
```

10 Supporting the implementation

MACHINE *RabinChoice* (*maxtotal*)

CONSTRAINTS *maxtotal* ≤ 2147483646

SEES *Math* , *Bool-TYPE* , *FBag-ctx*

INCLUDES *RabinState* (*maxtotal*)

PROMOTES *linSize* , *rinSize* , *loutSize* , *routSize* , *InitState*

INVARIANT

$LL \mapsto RR \in \text{dom} (rEqual) \wedge$
 $\neg (Conjugate (LL) \in \text{ran} (routbag)) \wedge \neg (Conjugate (RR) \in \text{ran} (loutbag))$

OPERATIONS

UpdatePad $\hat{=}$

PRE *bagSize* (*loutbag*) $\neq 0 \vee$ *bagSize* (*routbag*) $\neq 0$ **THEN**
SELECT *bagSize* (*loutbag*) $\neq 0$ **THEN**
ANY *ll* **WHERE** $ll \in \text{ran} (loutbag)$ **THEN**
SELECT $linbag = \{ \} \wedge ll < LL$ **THEN** *MoveToRight* (*ll* , *LL*)
WHEN $bagSize (linbag) \neq 0 \vee ll > LL$ **THEN** *MoveInLeft* (*ll*)
WHEN $linbag = \{ \} \wedge ll = LL$ **THEN**
LET *newLL* **BE** $newLL = LL + 2$ **IN**
ACHOICE *MoveToRight* (*ll* , *newLL*)
OR *MoveToRight* (*ll* , *Conjugate* (*newLL*))
END
END
END
END
WHEN *bagSize* (*routbag*) $\neq 0$ **THEN**
ANY *rr* **WHERE** $rr \in \text{ran} (routbag)$ **THEN**
SELECT $bagSize (rinbag) = 0 \wedge rr < RR$ **THEN** *MoveToLeft* (*rr* , *RR*)
WHEN $bagSize (rinbag) \neq 0 \vee rr > RR$ **THEN** *MoveInRight* (*rr*)
WHEN $bagSize (rinbag) = 0 \wedge rr = RR$ **THEN**
LET *newRR* **BE** $newRR = RR + 2$ **IN**
ACHOICE *MoveToLeft* (*rr* , *newRR*)
OR *MoveToLeft* (*rr* , *Conjugate* (*newRR*))
END
END
END
END
END
END
END

MACHINE *RabinState* (*maxtotal*)

CONSTRAINTS $maxtotal \leq 2147483646$

SEES

Math , *FBag_ctx*

INCLUDES *lin* . *FBag* , *rin* . *FBag* , *lout* . *FBag* , *rout* . *FBag*

PROMOTES

lin . *Size* , *rin* . *Size* , *lout* . *Size* , *rout* . *Size* , *lout* . *Anyelem* , *rout* . *Anyelem*

VARIABLES

total , *LL* , *RR*

INVARIANT

$total \in \mathbb{N} \wedge$

$total = bagSize (linbag) + bagSize (rinbag) +$
 $(bagSize (loutbag) + bagSize (routbag)) \wedge$

$LL \in \mathbb{N} \wedge RR \in \mathbb{N} \wedge$

$maxInBag (linbag) \leq RR \wedge maxInBag (loutbag) \leq RR \wedge$

$maxInBag (rinbag) \leq LL \wedge maxInBag (routbag) \leq LL \wedge$

$(bagSize (linbag) \neq 0 \Rightarrow maxInBag (linbag) > LL) \wedge$

$(bagSize (rinbag) \neq 0 \Rightarrow maxInBag (rinbag) > RR) \wedge$

$3 \times total \geq$

$3 \times (bagSize (linbag) + bagSize (rinbag)) +$

$(bagGreat (loutbag , LL) + bagGreat (routbag , LL)) +$

$(bagGreat (loutbag , RR) + bagGreat (routbag , RR))$

INITIALISATION

$total := 0 \parallel LL , RR := 0 , 0$

OPERATIONS

InitState (*lout* , *rout*) $\hat{=}$

PRE $lout \in \mathbb{N} \wedge rout \in \mathbb{N} \wedge lout + rout \leq maxtotal$ **THEN**
lin . *SetToBag* ({ }) || *rin* . *SetToBag* ({ }) ||
lout . *SetToBag* ((1 .. *lout*) \times { 0 }) || *rout* . *SetToBag* ((1 .. *rout*) \times { 0 }) ||
total := *lout* + *rout* || *LL* := 0 || *RR* := 0
END ;

MoveInLeft (*ll*) $\hat{=}$

PRE $ll \in \text{ran} (loutbag) \wedge (bagSize (linbag) \neq 0 \vee ll > LL)$ **THEN**
lout . *Takelem* (*ll*) || *lin* . *Addelem* (*ll*)
END ;

MoveInRight (*rr*) $\hat{=}$

PRE $rr \in \text{ran} (routbag) \wedge (bagSize (rinbag) \neq 0 \vee rr > RR)$ **THEN**
rout . *Takelem* (*rr*) || *rin* . *Addelem* (*rr*)
END ;

MoveToLeft (*rr* , *mm*) $\hat{=}$

PRE $rr \in \text{ran} (routbag) \wedge mm \in \mathbb{N}_1 \wedge bagSize (rinbag) = 0 \wedge RR \leq mm$ **THEN**
rout . *Takelem* (*rr*) || *lout* . *Addelem* (*mm*) || *RR* := *mm*
END ;

MoveToRight (*ll* , *mm*) $\hat{=}$

PRE $ll \in \text{ran} (loutbag) \wedge mm \in \mathbb{N}_1 \wedge bagSize (linbag) = 0 \wedge LL \leq mm$ **THEN**
lout . *Takelem* (*ll*) || *rout* . *Addelem* (*mm*) || *LL* := *mm*
END ;

ll \leftarrow **LLVal** $\hat{=}$ *ll* := *LL* ;

rr \leftarrow **RRVal** $\hat{=}$ *rr* := *RR*

END