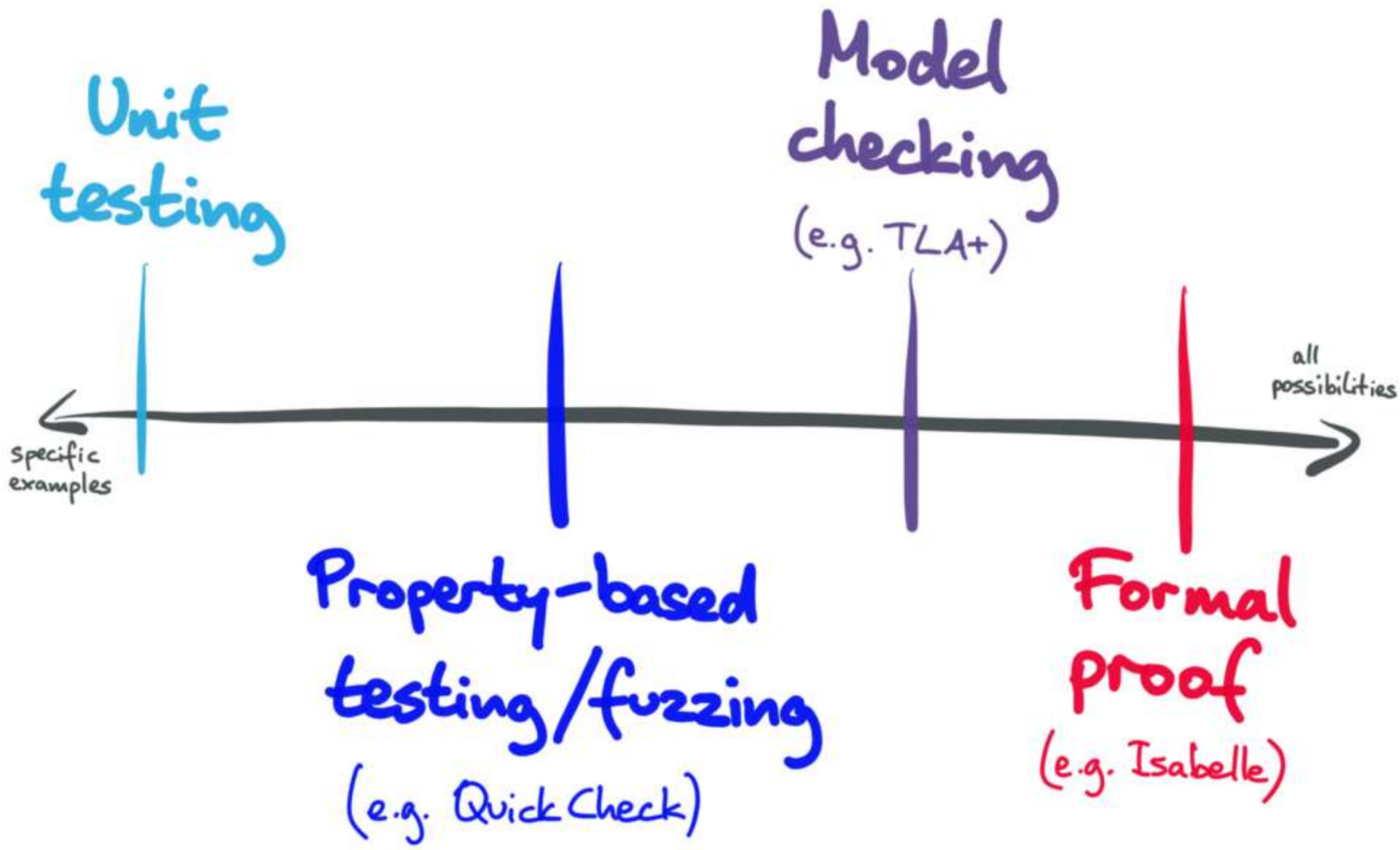


Correctness proofs
of distributed systems
with Isabelle/HOL

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WHY BOTHER?

- Subtle algorithms

(correctness not obvious)

- Complicated state space

(e.g. distributed systems, concurrency)

- For better human understanding

(forcing yourself to be thorough & precise)

WHY BOTHER?

"Isabelle is the world's
most complicated
video game"

— Dominic Mulligan

DISTRIBUTED SYSTEMS

Approach: model the system using
Isabelle/HOL data structures (lists, sets, ...)

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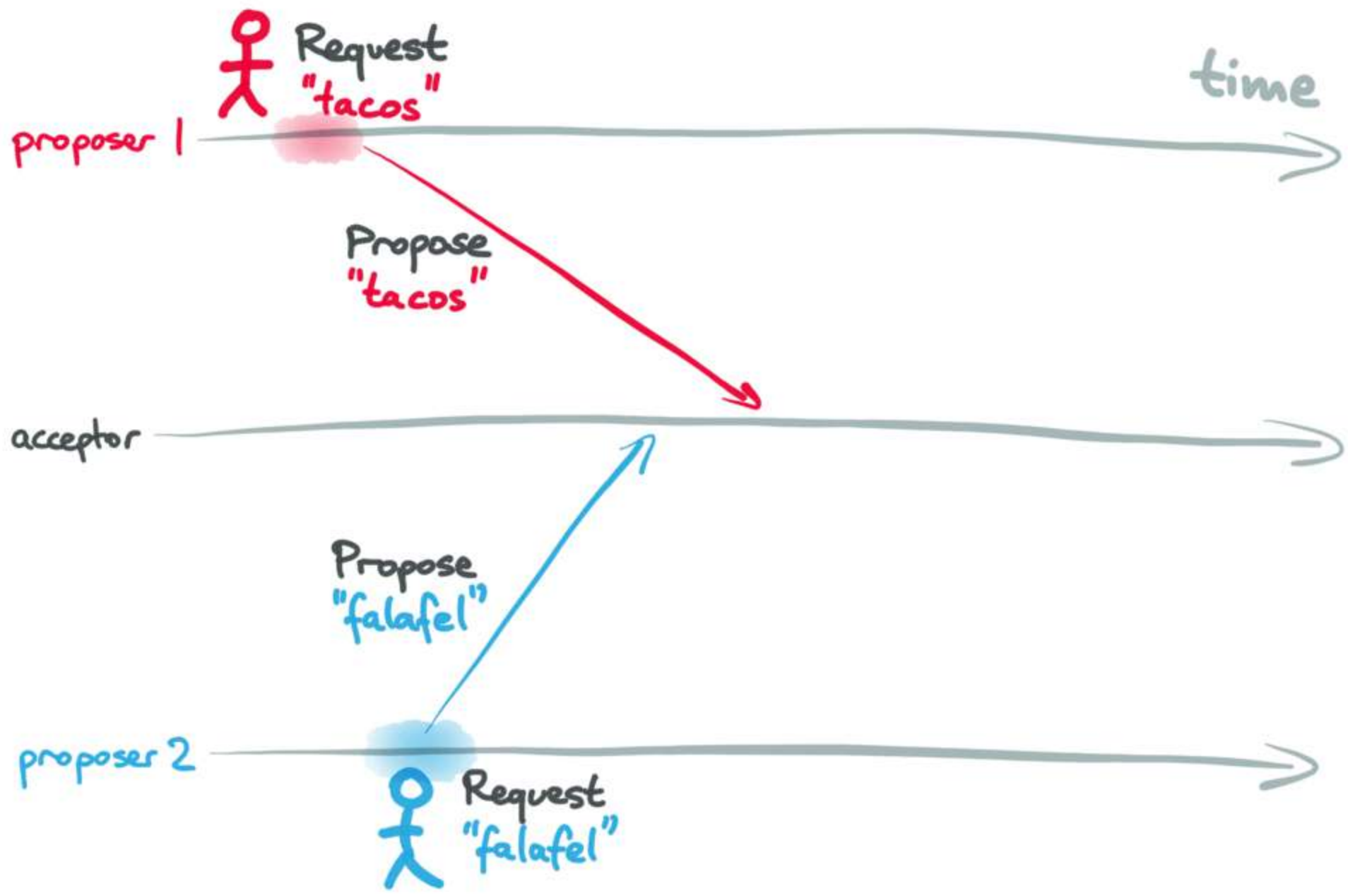
Example problem: consensus

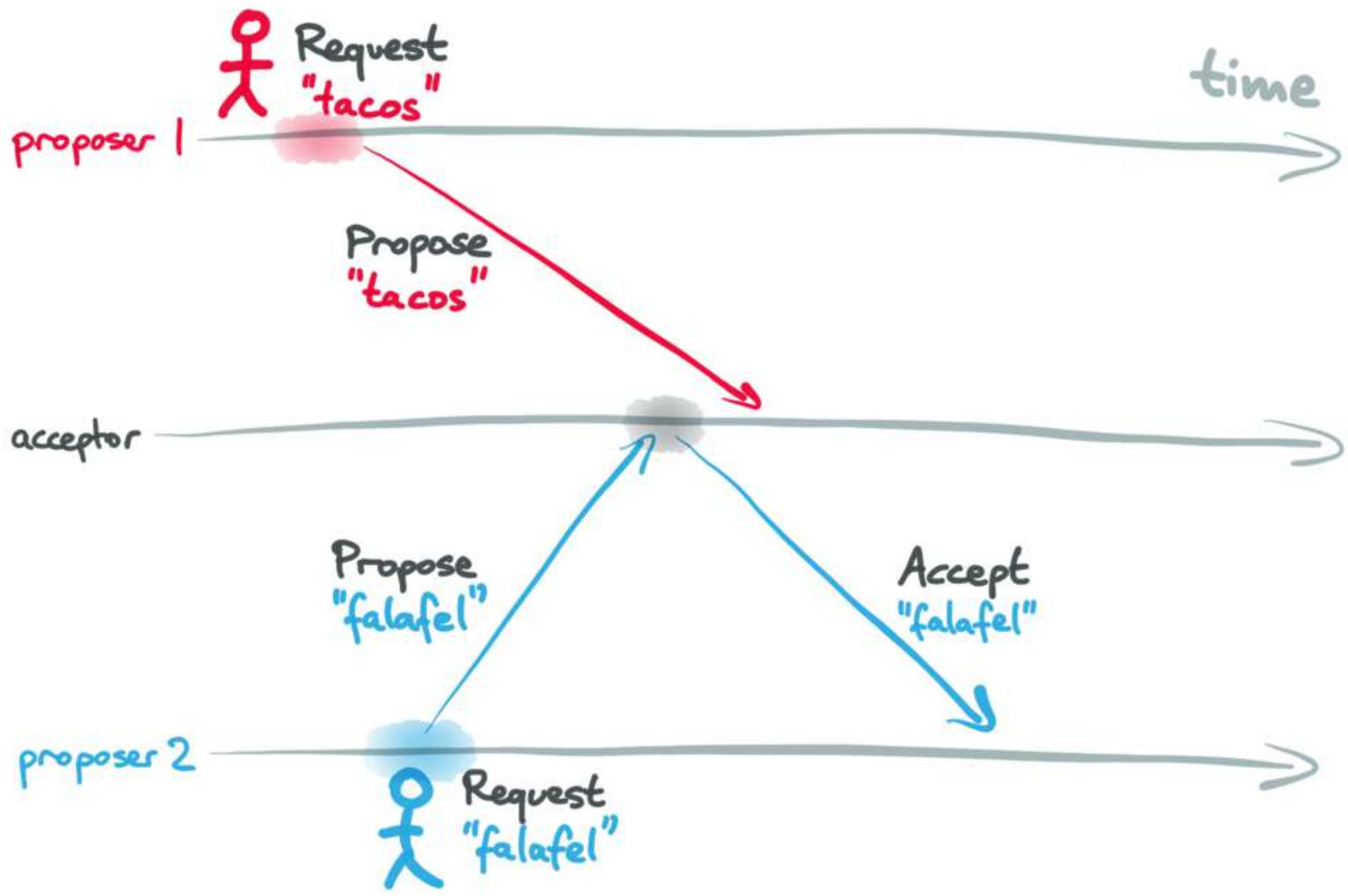
(a simple, non-fault-tolerant algorithm - can't fit Paxos/Raft in this talk)

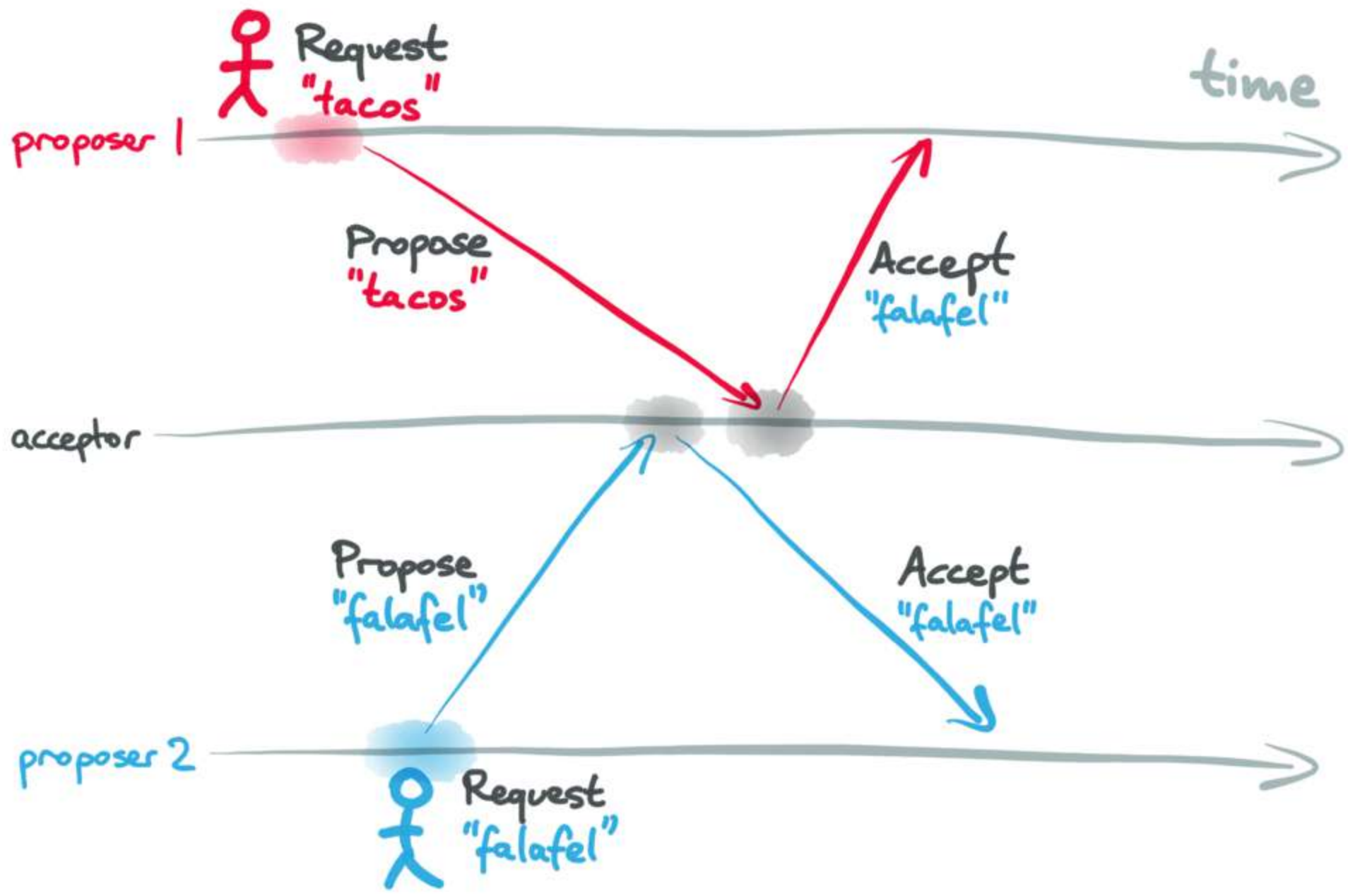
THE AGREEMENT PROPERTY

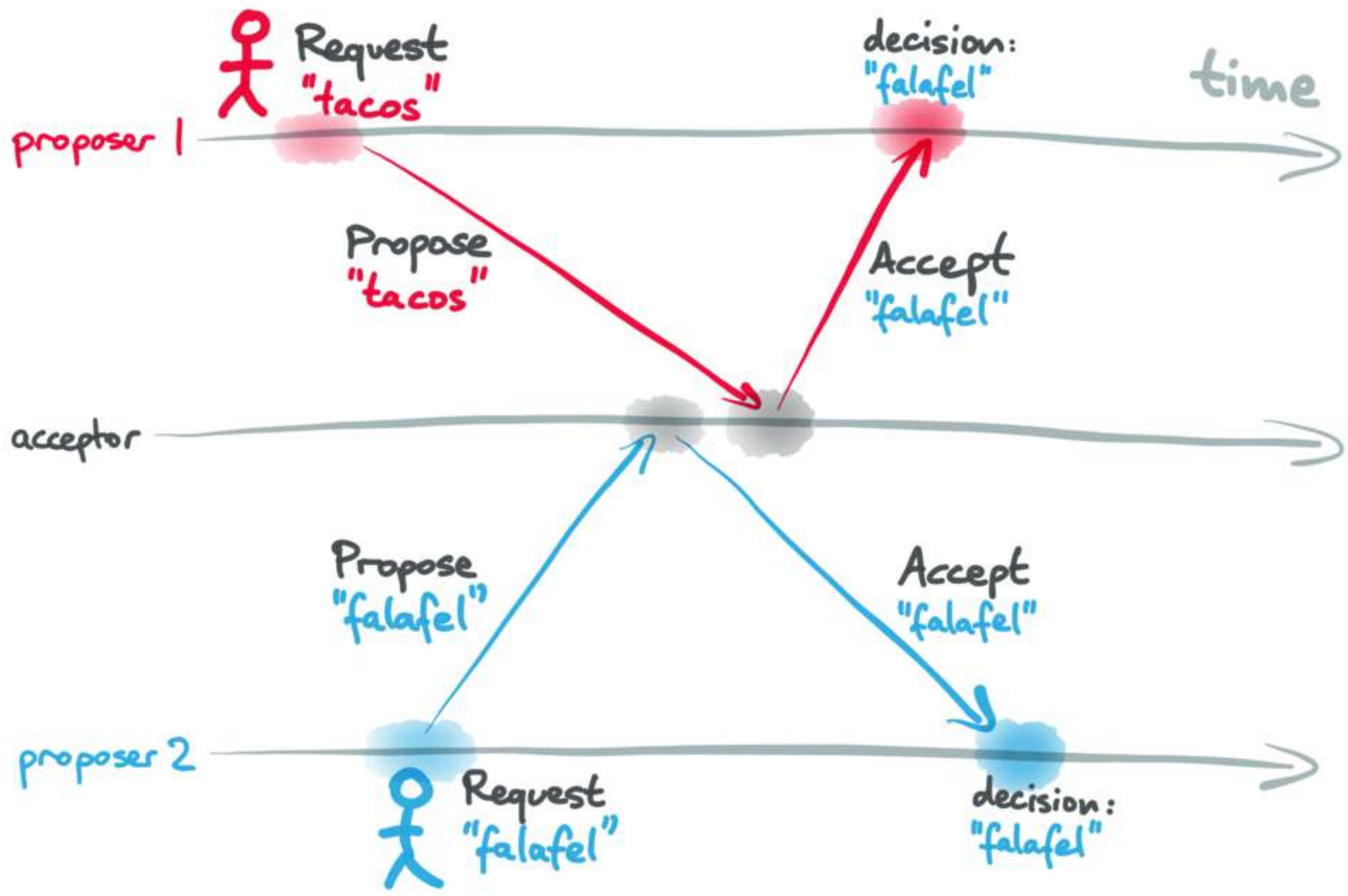
If any two processes learn decided values, those values are the same.

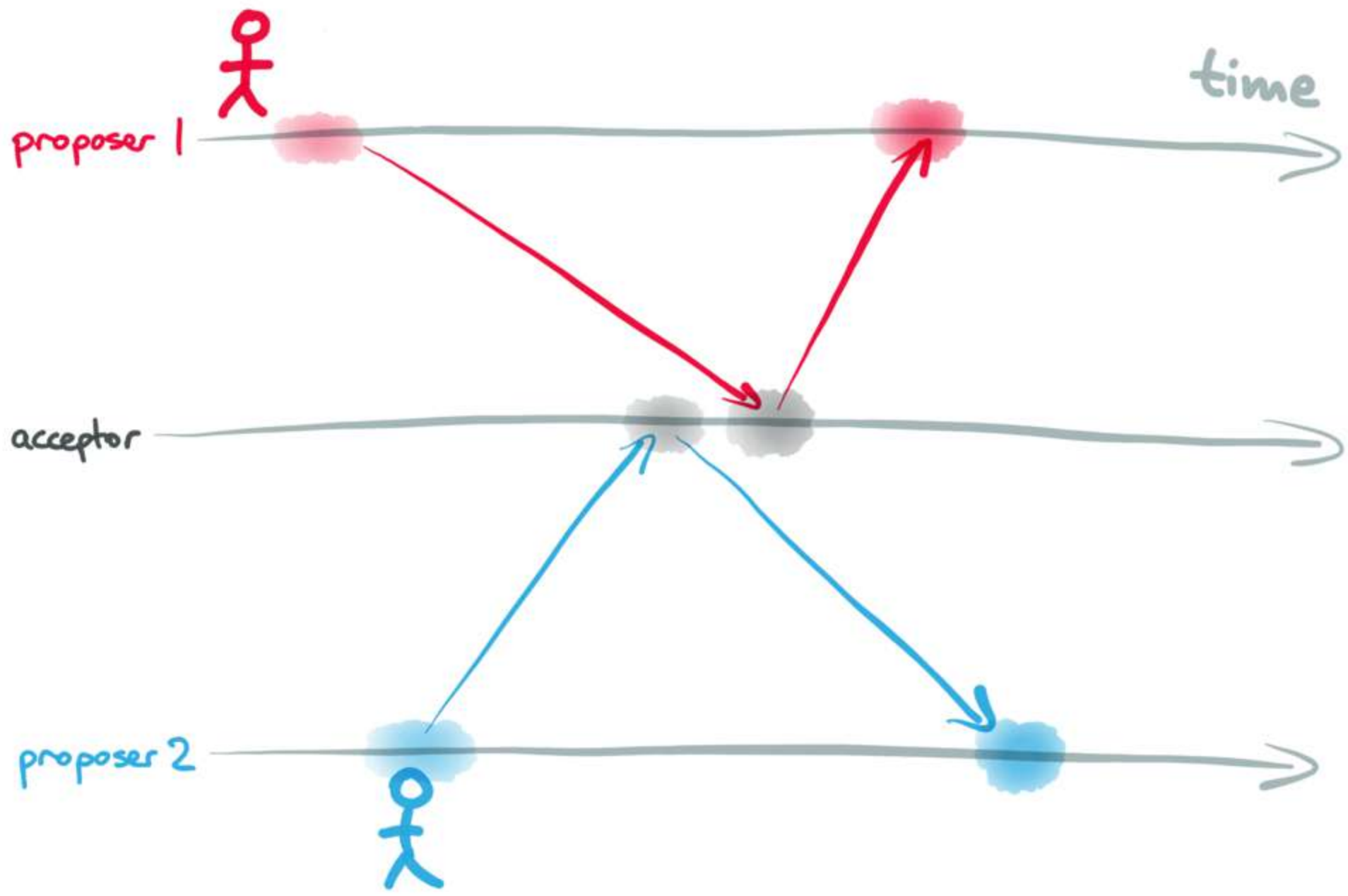












TIME STEP:

1

2

3

4

5

6

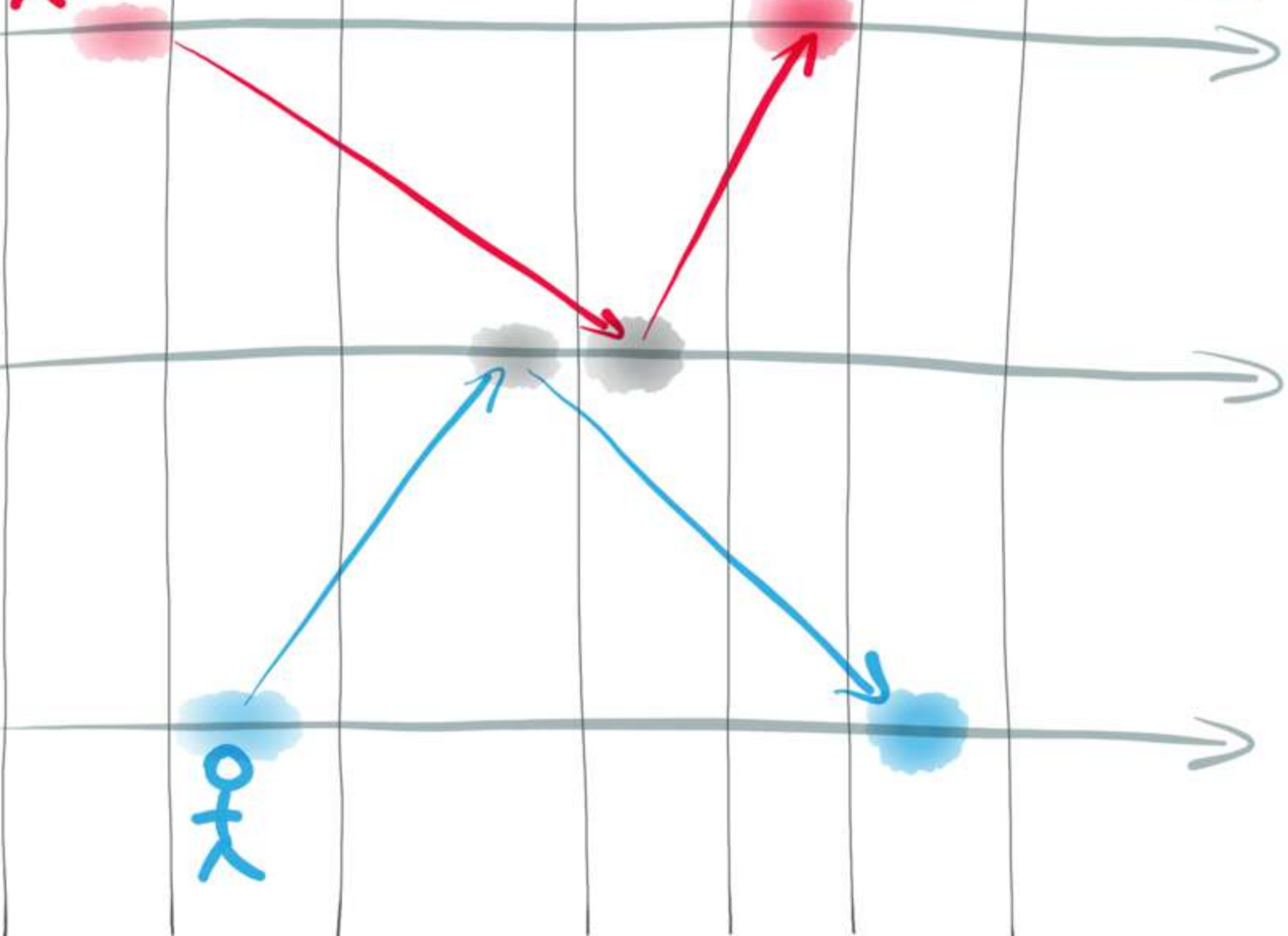
proposer 1



time

acceptor

proposer 2



TIME STEP:

1

2

3

4

5

6



proposer 1

User request
at proposer 1

acceptor

Message
received at
acceptor

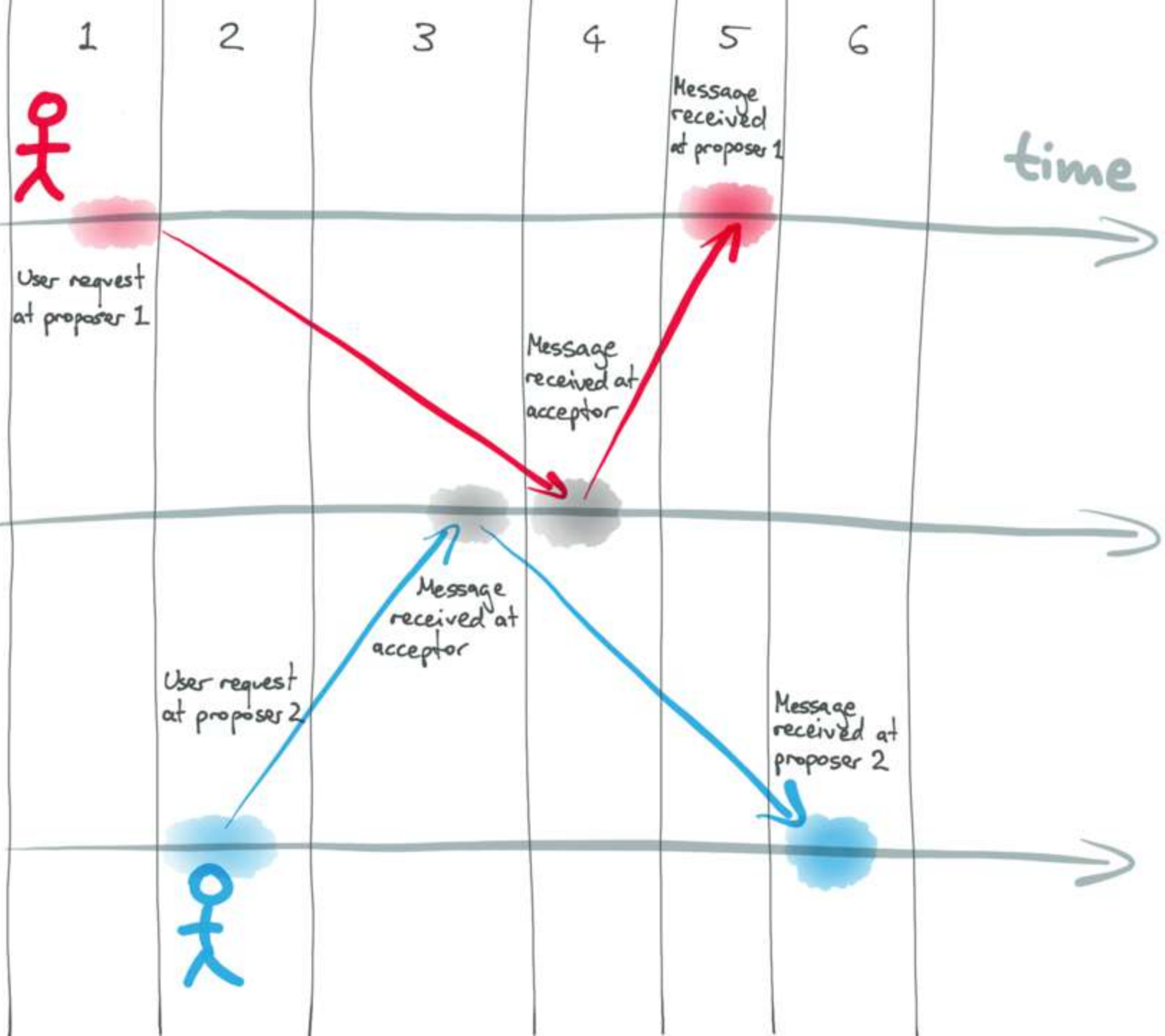
User request
at proposer 2

proposer 2



Message
received at
proposer 2

time



SYSTEM MODEL IN ISABELLE

- Linear sequence of time steps
(Like TLA+)

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- Each step: one process handles event

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- Each step: one process handles event

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- Step function type signature:

$\underbrace{\text{processID}}_{\text{who is executing?}} \Rightarrow \underbrace{\text{state}}_{\text{current local state}} \Rightarrow \underbrace{\text{event}}_{\text{what happened?}} \Rightarrow (\underbrace{\text{state}}_{\text{new local state}} \times \underbrace{\text{msg set}}_{\text{messages to send}})$

PYTHON

```
def identity(x):  
    return x
```

ISABELLE/HOL

fun identity where
 <identity x = x>

OR

definition identity where
 <identity x ≡ x>

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 $\lambda x. x$ 
```

PYTHON

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def identity(x):  
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```
lambda x: x
```

```
identity(3)
```

ISABELLE/HOL

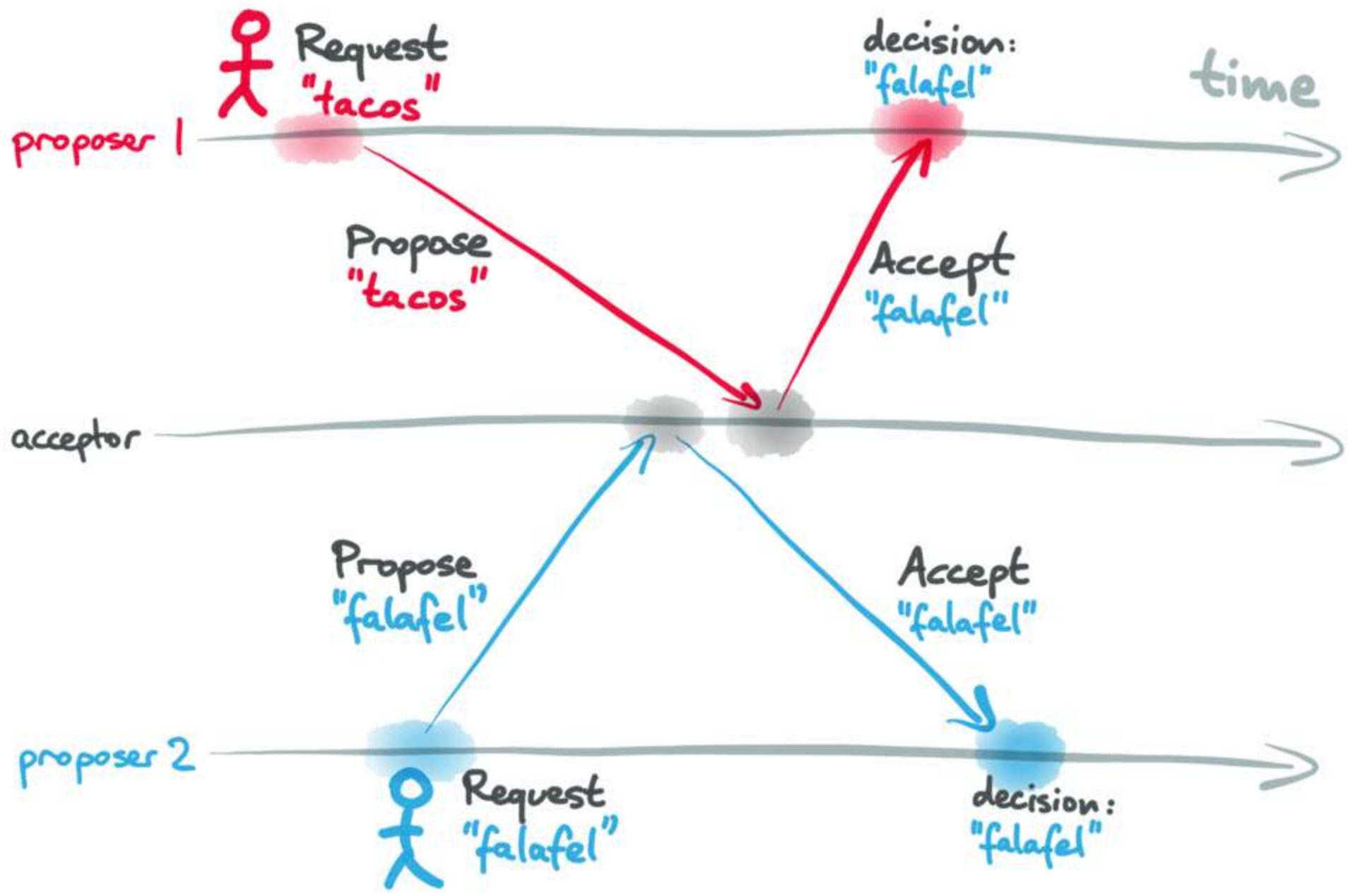
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λx. x
```

```
identity 3
```



STEP FUNCTIONS

PROPOSER:

ON user request:

send proposed value to ACCEPTOR

ON response from ACCEPTOR:

learn decided value

ACCEPTOR:

ON proposal received from PROPOSER:

IF value has been previously decided:

send value to PROPOSER

ELSE:

decide proposed value

send it to PROPOSER

PROOF ESSENTIALS

Logical implication:

$$\underbrace{P_1 \wedge P_2 \wedge \dots \wedge P_n}_{\text{assumptions}} \Rightarrow \underbrace{Q}_{\text{consequent}}$$

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... also written as:

$$P_1 \Rightarrow P_2 \Rightarrow \dots \Rightarrow P_n \Rightarrow Q$$

THE AGREEMENT PROPERTY

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THEOREM.

Assuming $states$ are the states of all processes after executing any number of steps of the consensus algorithm

and $states\ proc1 = Some\ val1$

and $states\ proc2 = Some\ val2$

} for any $proc1, proc2$

then we prove that $val1 = val2$.

INVARIANT 1:

For any proposer p , if p 's state is **Some val**,
then there exists a process a that has sent a
message **Accept val** to p .

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INVARIANT 2:

If a message **Accept val** has been sent, then the **acceptor** is in the state **Some val**.

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$\forall x. P(x)$

for all values of x , the
statement $P(x)$ is true

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$\forall x. P(x)$

for all values of x , the statement $P(x)$ is true

$\exists x. P(x)$

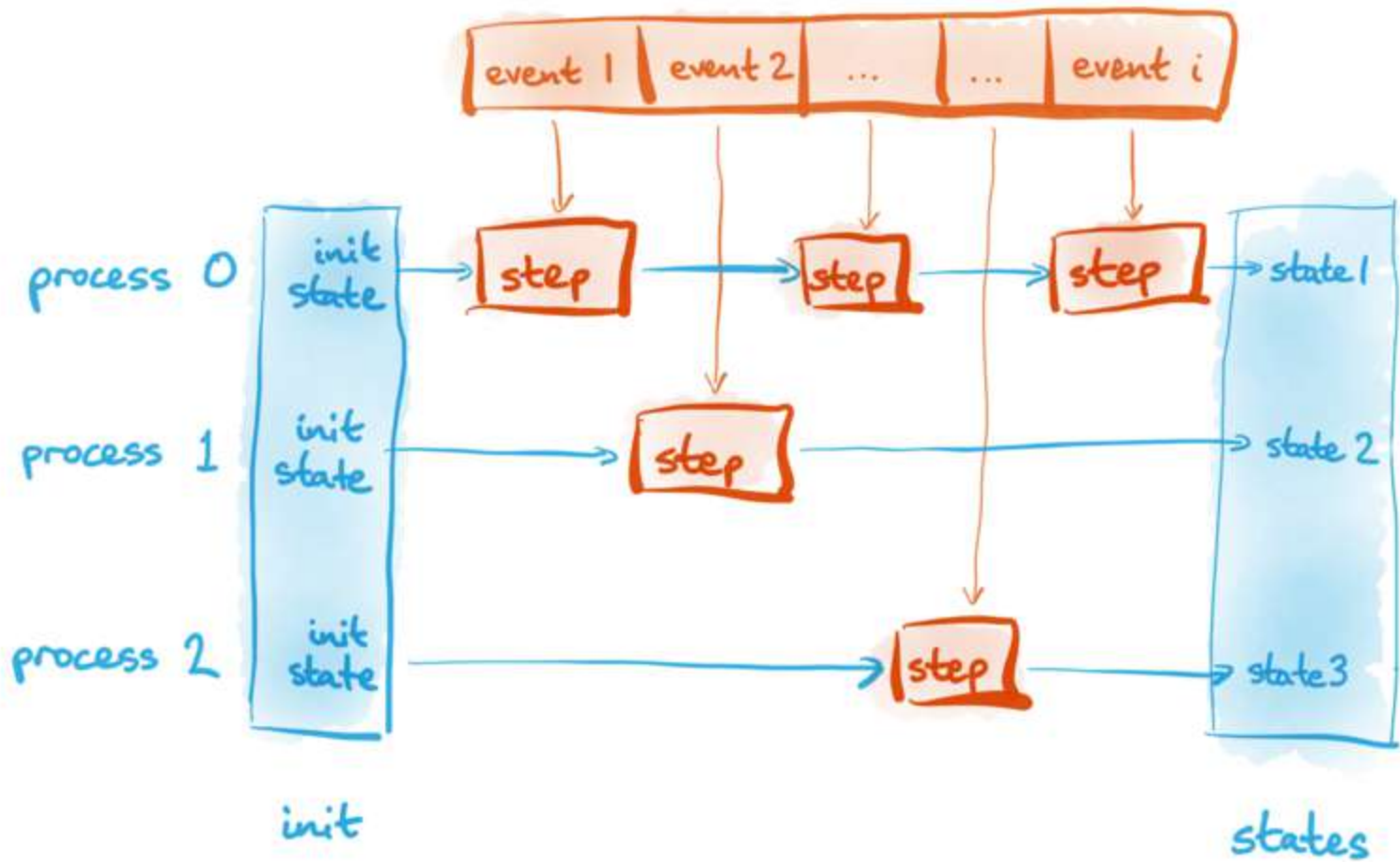
there exists some value x for which the statement $P(x)$ is true

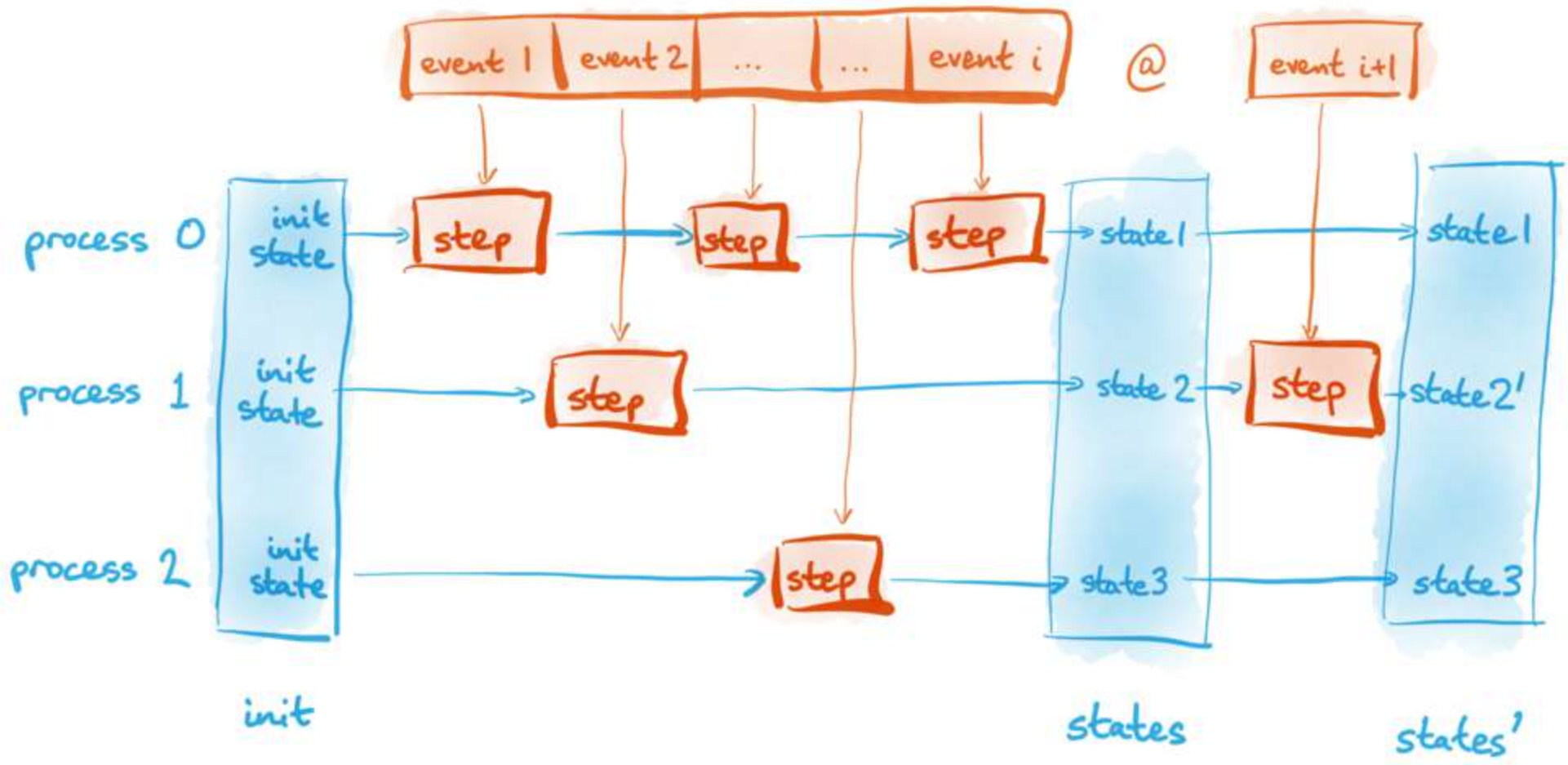
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PROOF TECHNIQUE

Induction on Lists!

If we have $P([])$

and also $P(xs) \Rightarrow P(xs@[x])$

then $P(xs)$ for all Lists xs

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Finite amount of proof effort, even though set of lists is infinite!

Full proof at:

<https://martinkl.com/agree>

Thanks! Martin Kleppmann
@martinkl