

Fair Termination for Parameterized Probabilistic Concurrent Systems

(TACAS'17)

Ondřej Lengál¹ Anthony W. Lin²
Rupak Majumdar³ Philipp Rümmer⁴

¹Brno University of Technology, Czech Republic

²Department of Computer Science, University of Oxford, UK

³MPI-SWS Kaiserslautern, Germany

⁴Uppsala University, Sweden

9 May 2019 (MOSCA'19)

- Parameterized probabilistic concurrent systems

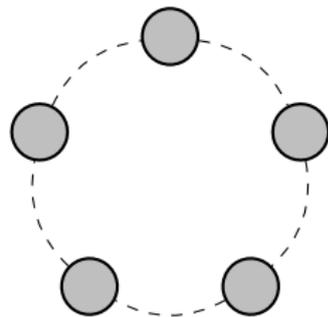
- Parameterized probabilistic concurrent systems
- Liveness

- Parameterized probabilistic concurrent systems
- Liveness
- Fairness

- Parameterized probabilistic concurrent systems
- Liveness
- Fairness
- Regular model checking

Motivating Example

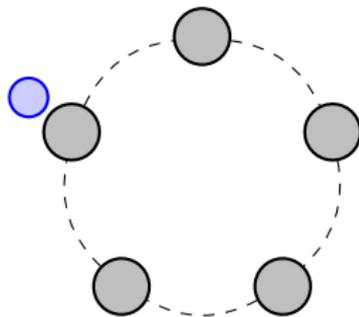
Herman's protocol (merging version)



Motivating Example

Herman's protocol (merging version)

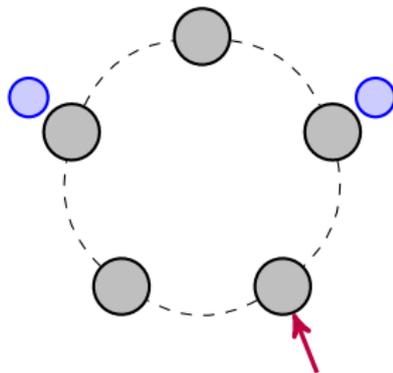
- ring topology, leader election



Motivating Example

Herman's protocol (merging version)

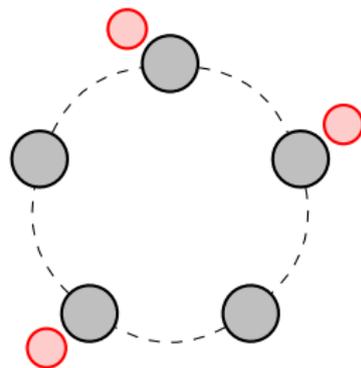
- ring topology, leader election
- scheduler selects processes



Motivating Example

Herman's protocol (merging version)

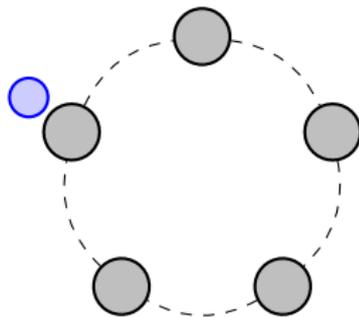
- ring topology, leader election
- scheduler selects processes
- **unstable** configuration:
 - ▶ > 1 tokens



Motivating Example

Herman's protocol (merging version)

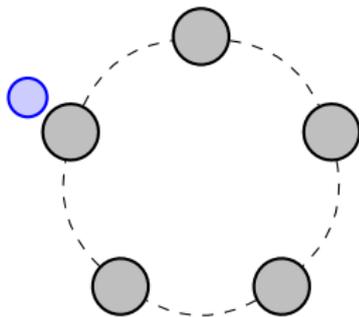
- ring topology, leader election
- scheduler selects processes
- **unstable** configuration:
 - ▶ > 1 tokens
- **stable** configuration:
 - ▶ 1 token (**leader**)



Motivating Example

Herman's protocol (merging version)

- ring topology, leader election
- scheduler selects processes
- **unstable** configuration:
 - ▶ > 1 tokens
- **stable** configuration:
 - ▶ 1 token (**leader**)
- **goal:** $\models \diamond$ **leader** is elected

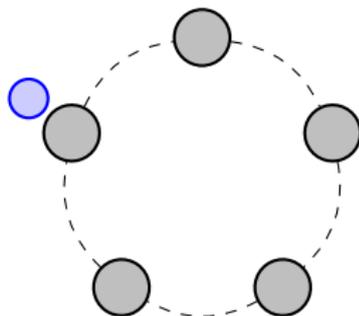


Motivating Example

Herman's protocol (merging version)

- ring topology, leader election
- scheduler selects processes
- **unstable** configuration:
 - ▶ > 1 tokens
- **stable** configuration:
 - ▶ 1 token (**leader**)
- **goal:** $\models \diamond$ **leader** is elected

Herman's algorithm:



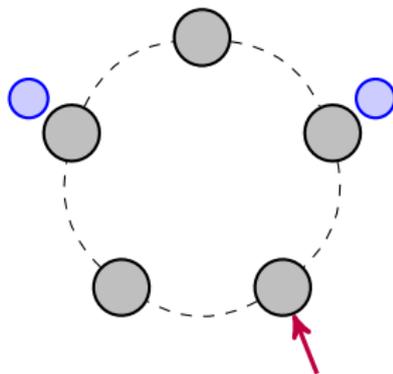
Motivating Example

Herman's protocol (merging version)

- ring topology, leader election
- scheduler selects processes
- **unstable** configuration:
 - ▶ > 1 tokens
- **stable** configuration:
 - ▶ 1 token (**leader**)
- **goal:** $\models \diamond$ **leader** is elected

Herman's algorithm:

- when **selected:**



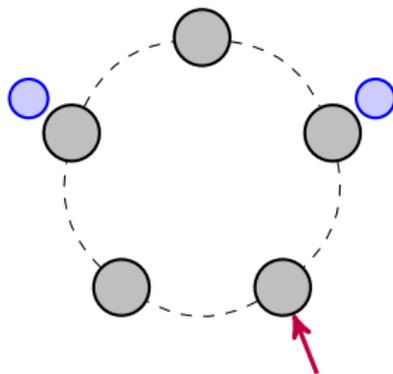
Motivating Example

Herman's protocol (merging version)

- ring topology, leader election
- scheduler selects processes
- **unstable** configuration:
 - ▶ > 1 tokens
- **stable** configuration:
 - ▶ 1 token (**leader**)
- **goal:** $\models \diamond$ **leader** is elected

Herman's algorithm:

- when **selected**:
 - ▶ if **no token**:



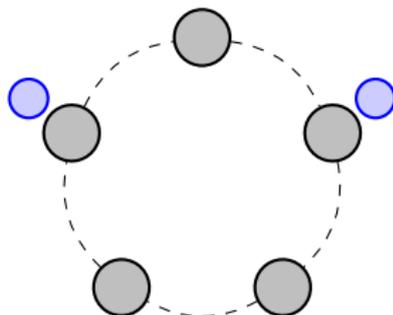
Motivating Example

Herman's protocol (merging version)

- ring topology, leader election
- scheduler selects processes
- **unstable** configuration:
 - ▶ > 1 tokens
- **stable** configuration:
 - ▶ 1 token (**leader**)
- **goal:** $\models \diamond$ **leader** is elected

Herman's algorithm:

- when **selected**:
 - ▶ if **no token**: return



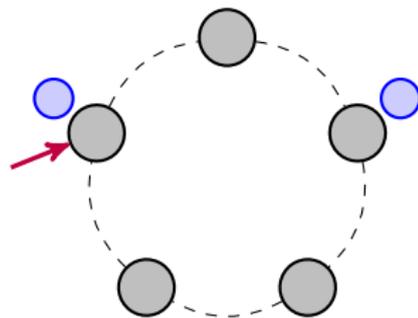
Motivating Example

Herman's protocol (merging version)

- ring topology, leader election
- scheduler selects processes
- **unstable** configuration:
 - ▶ > 1 tokens
- **stable** configuration:
 - ▶ 1 token (**leader**)
- **goal:** $\models \diamond$ **leader** is elected

Herman's algorithm:

- when **selected**:
 - ▶ if **no token**: return
 - ▶ if **has token**: flip a coin



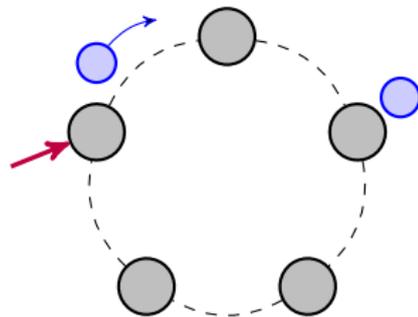
Motivating Example

Herman's protocol (merging version)

- ring topology, leader election
- scheduler selects processes
- **unstable** configuration:
 - ▶ > 1 tokens
- **stable** configuration:
 - ▶ 1 token (**leader**)
- **goal:** $\models \diamond$ **leader** is elected

Herman's algorithm:

- when **selected**:
 - ▶ if **no token**: return
 - ▶ if **has token**: flip a coin
 - **heads**: pass the token clockwise



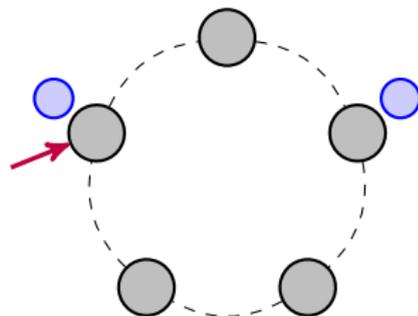
Motivating Example

Herman's protocol (merging version)

- ring topology, leader election
- scheduler selects processes
- **unstable** configuration:
 - ▶ > 1 tokens
- **stable** configuration:
 - ▶ 1 token (**leader**)
- **goal:** $\models \diamond$ **leader** is elected

Herman's algorithm:

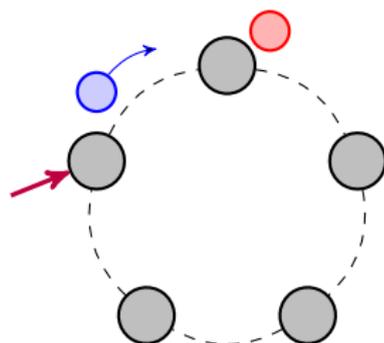
- when **selected**:
 - ▶ if **no token**: return
 - ▶ if **has token**: flip a coin
 - **heads**: pass the token clockwise
 - **tails**: keep the token



Motivating Example

Herman's protocol (merging version)

- ring topology, leader election
- scheduler selects processes
- **unstable** configuration:
 - ▶ > 1 tokens
- **stable** configuration:
 - ▶ 1 token (**leader**)
- **goal:** $\models \diamond$ **leader** is elected



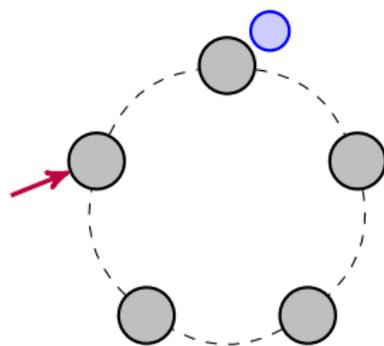
Herman's algorithm:

- when **selected**:
 - ▶ if **no token**: return
 - ▶ if **has token**: flip a coin
 - **heads**: pass the token clockwise
 - **tails**: keep the token
- if a process with a token gets another one:

Motivating Example

Herman's protocol (merging version)

- ring topology, leader election
- scheduler selects processes
- **unstable** configuration:
 - ▶ > 1 tokens
- **stable** configuration:
 - ▶ 1 token (**leader**)
- **goal:** $\models \diamond$ **leader** is elected



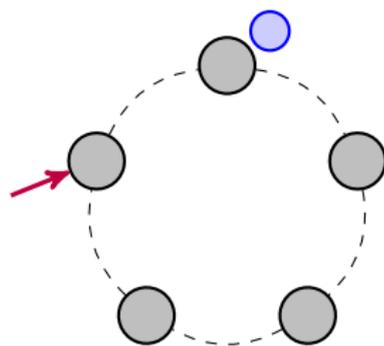
Herman's algorithm:

- when **selected**:
 - ▶ if **no token**: return
 - ▶ if **has token**: flip a coin
 - **heads**: pass the token clockwise
 - **tails**: keep the token
- if a process with a token gets another one: **merge** them

Motivating Example

Herman's protocol (merging version)

- ring topology, leader election
- scheduler selects processes
- **unstable** configuration:
 - ▶ > 1 tokens
- **stable** configuration:
 - ▶ 1 token (**leader**)
- **goal:** $\models \diamond$ **leader** is elected



Herman's algorithm:

- when **selected**:
 - ▶ if **no token**: return
 - ▶ if **has token**: flip a coin
 - **heads**: pass the token clockwise
 - **tails**: keep the token
- if a process with a token gets another one: **merge** them

$$\Pr(\models \diamond \text{leader is elected}) = 1$$

Herman's protocol (merging version)

Motivating Example

Herman's protocol (merging version)

$$\Pr(\models \diamond \text{leader is elected}) = 1$$

Herman's protocol (merging version)

$$\Pr(\models \diamond \text{leader is elected}) = 1$$

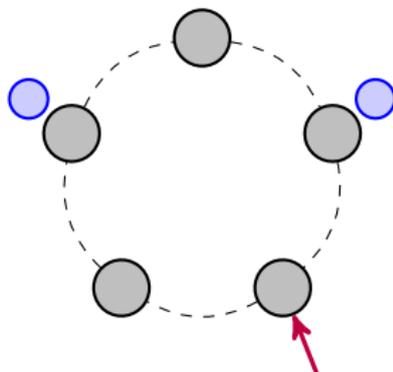
- really?

Motivating Example

Herman's protocol (merging version)

$$\Pr(\models \diamond \text{leader is elected}) = 1$$

- really?

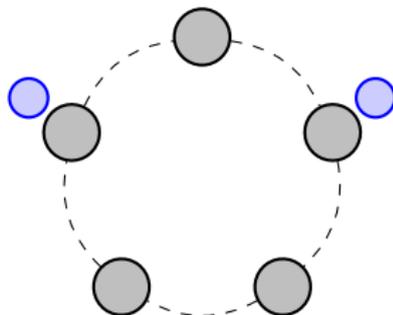


Motivating Example

Herman's protocol (merging version)

$$\Pr(\models \diamond \text{leader is elected}) = 1$$

- really?

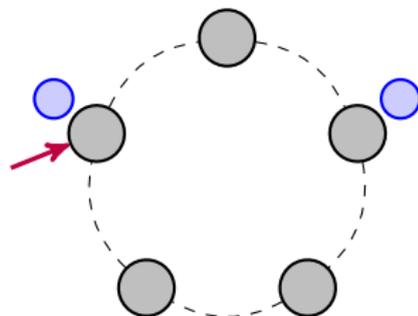


Motivating Example

Herman's protocol (merging version)

$$\Pr(\models \diamond \text{leader is elected}) = 1$$

■ really?

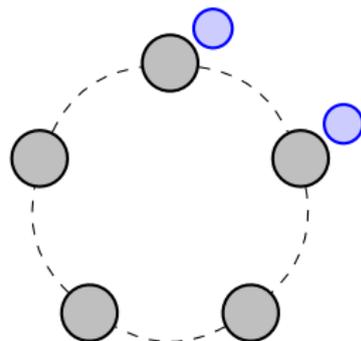


Motivating Example

Herman's protocol (merging version)

$$\Pr(\models \diamond \text{leader is elected}) = 1$$

- really?

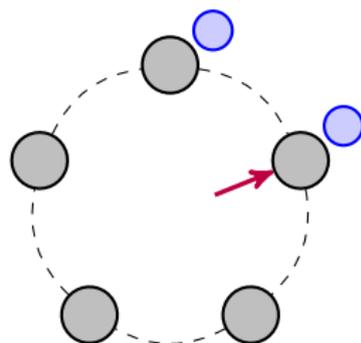


Motivating Example

Herman's protocol (merging version)

$$\Pr(\models \diamond \text{leader is elected}) = 1$$

■ really?

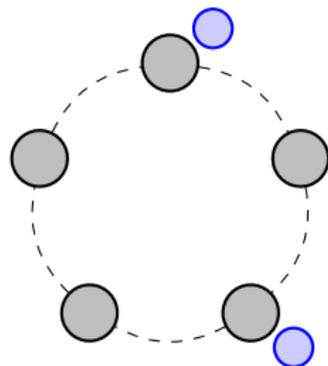


Motivating Example

Herman's protocol (merging version)

$$\Pr(\models \diamond \text{leader is elected}) = 1$$

- really?

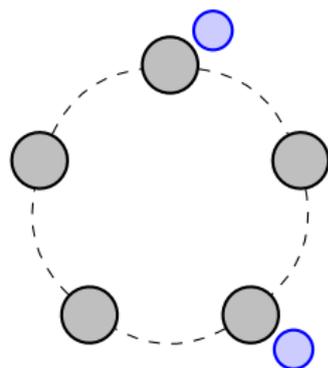


Motivating Example

Herman's protocol (merging version)

$$\Pr(\models \diamond \text{leader is elected}) = 1$$

- really?
- **Fairness** needed!

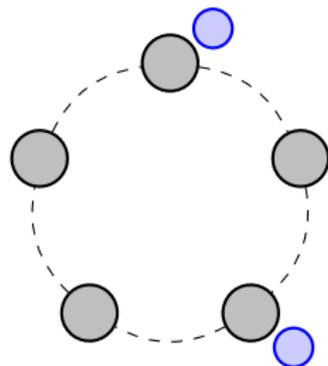


Motivating Example

Herman's protocol (merging version)

$$\Pr(\models \diamond \text{leader is elected}) = 1$$

- really?
- **Fairness** needed!
- But **which** fairness?

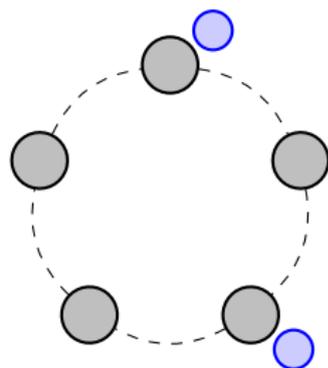


Motivating Example

Herman's protocol (merging version)

$$\Pr(\models \diamond \text{leader is elected}) = 1$$

- really?
- **Fairness** needed!
- But **which** fairness?
- We use **finitary** fairness



- Liveness of Fair Parameterized Probabilistic Concurrent Systems

Setting

- Liveness of Fair Parameterized Probabilistic Concurrent Systems
 - ▶ **Parameterized Concurrent Systems**: N finite-state processes

Setting

- Liveness of Fair Parameterized Probabilistic Concurrent Systems
 - ▶ **Parameterized Concurrent Systems**: N finite-state processes
 - ▶ **Probabilistic**: each process can flip a coin

Setting

- Liveness of Fair Parameterized Probabilistic Concurrent Systems
 - ▶ **Parameterized Concurrent Systems**: N finite-state processes
 - ▶ **Probabilistic**: each process can flip a coin
 - ▶ **Fair**: each process will have the opportunity to move

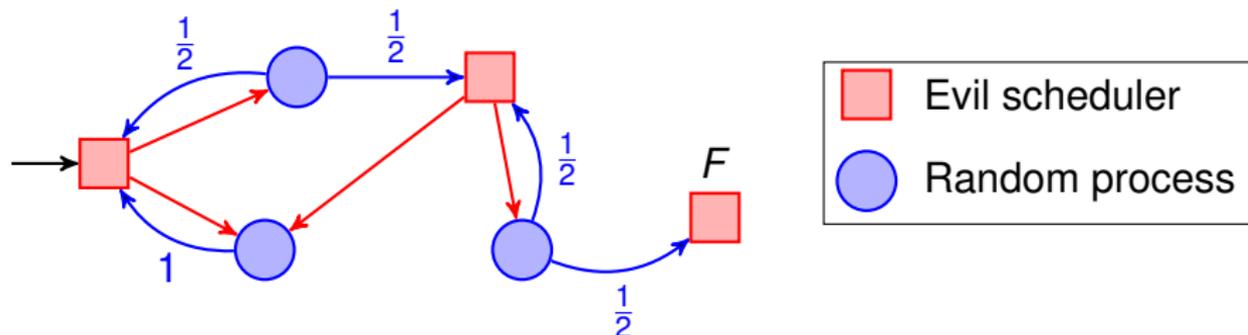
- Liveness of Fair Parameterized Probabilistic Concurrent Systems
 - ▶ **Parameterized Concurrent Systems**: N finite-state processes
 - ▶ **Probabilistic**: each process can flip a coin
 - ▶ **Fair**: each process will have the opportunity to move
 - ▶ **Liveness**: a **good** configuration is always reachable with $\text{Pr} = 1$

Setting

- Liveness of Fair Parameterized Probabilistic Concurrent Systems
 - ▶ **Parameterized Concurrent Systems**: N finite-state processes
 - ▶ **Probabilistic**: each process can flip a coin
 - ▶ **Fair**: each process will have the opportunity to move
 - ▶ **Liveness**: a **good** configuration is always reachable with $\Pr = 1$
- Examples: Herman's protocol, Israeli-Jalfon protocol, population protocols, ...

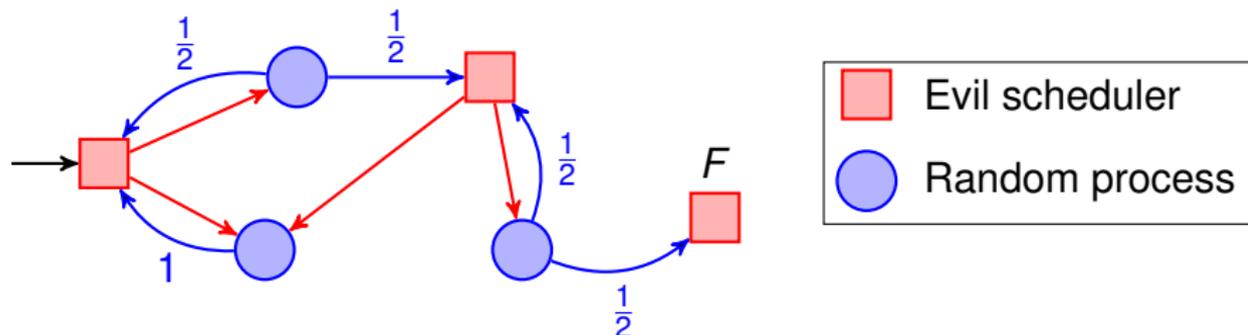
Setting

- Liveness of Fair Parameterized Probabilistic Concurrent Systems
 - ▶ **Parameterized Concurrent Systems**: N finite-state processes
 - ▶ **Probabilistic**: each process can flip a coin
 - ▶ **Fair**: each process will have the opportunity to move
 - ▶ **Liveness**: a **good** configuration is always reachable with $\text{Pr} = 1$
- Examples: Herman's protocol, Israeli-Jalfon protocol, population protocols, ...
- An infinite-state **Markov Decision Process** (MDP)



Setting

- Liveness of Fair Parameterized Probabilistic Concurrent Systems
 - ▶ **Parameterized Concurrent Systems**: N finite-state processes
 - ▶ **Probabilistic**: each process can flip a coin
 - ▶ **Fair**: each process will have the opportunity to move
 - ▶ **Liveness**: a **good** configuration is always reachable with $\Pr = 1$
- Examples: Herman's protocol, Israeli-Jalfon protocol, population protocols, ...
- An infinite-state **Markov Decision Process** (MDP)



- $\Pr(s_0 \models \diamond F) \stackrel{?}{=} 1$

Almost-Sure Liveness

Weakly-finite MDPs:

- for a fixed initial configuration, the set of reachable states is finite

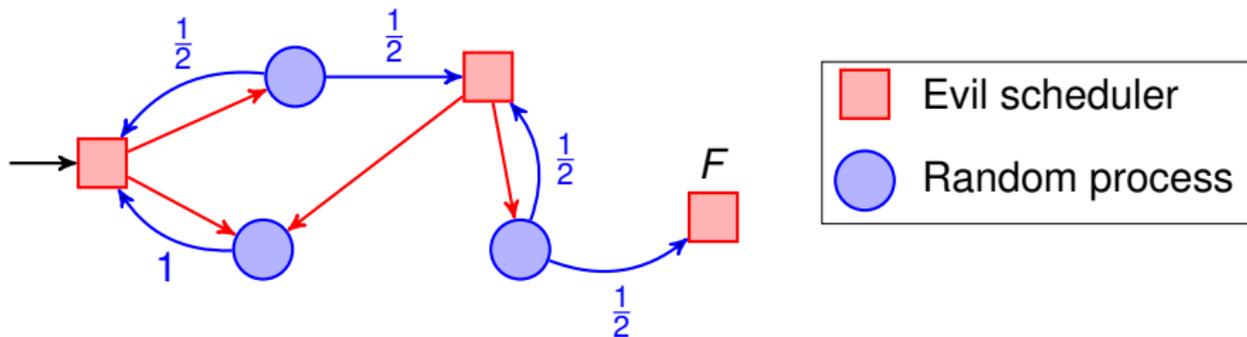
Almost-Sure Liveness

Weakly-finite MDPs:

- for a fixed initial configuration, the set of reachable states is finite

Almost-sure liveness in weakly-finite MDPs:

- only distinguish $= 0$ and > 0 transitions



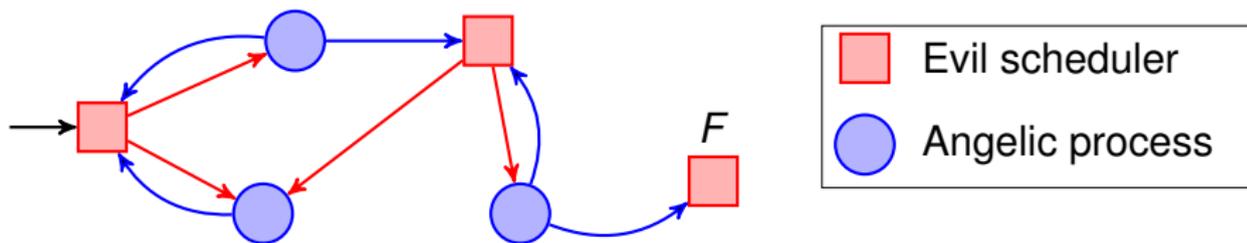
Almost-Sure Liveness

Weakly-finite MDPs:

- for a fixed initial configuration, the set of reachable states is finite

Almost-sure liveness in weakly-finite MDPs:

- only distinguish $= 0$ and > 0 transitions



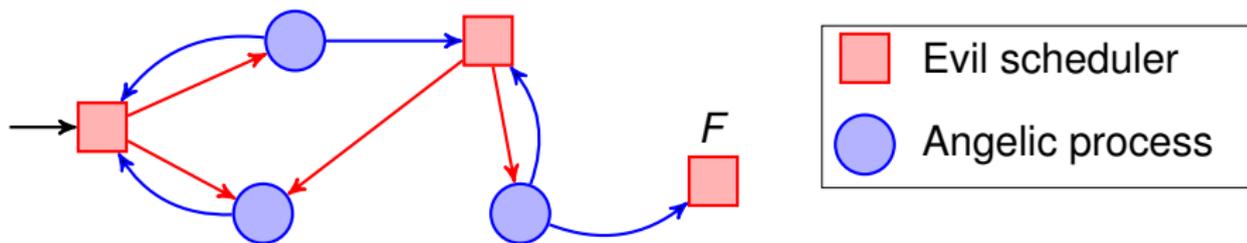
Almost-Sure Liveness

Weakly-finite MDPs:

- for a fixed initial configuration, the set of reachable states is finite

Almost-sure liveness in weakly-finite MDPs:

- only distinguish $= 0$ and > 0 transitions



Lemma

$\Pr(s_0 \models \diamond F) = 1$ iff *Proc.* has winning strategy from all $s \in \text{Reach}(s_0)$.

Regular Model Checking for liveness in param. prob. conc. systems
under all schedulers

Regular Model Checking for liveness in param. prob. conc. systems
under all schedulers

- **Regular Model Checking:** Uppsala & Paris
 - ▶ Bouajjani, Jonsson, Nilsson, and Touili [CAV'00]

Regular Model Checking for liveness in param. prob. conc. systems
under all schedulers

- **Regular Model Checking:** Uppsala & Paris
 - ▶ Bouajjani, Jonsson, Nilsson, and Touili [CAV'00]
 - ▶ usually safety of deterministic systems

Regular Model Checking for liveness in param. prob. conc. systems under all schedulers

- **Regular Model Checking:** Uppsala & Paris
 - ▶ Bouajjani, Jonsson, Nilsson, and Touili [CAV'00]
 - ▶ usually safety of deterministic systems
- **liveness in parameterized probabilistic concurrent systems:**
 - ▶ extension of Lin & Rümmer [CAV'16]

Regular Model Checking for liveness in param. prob. conc. systems under all schedulers

- **Regular Model Checking:** Uppsala & Paris
 - ▶ Bouajjani, Jonsson, Nilsson, and Touili [CAV'00]
 - ▶ usually safety of deterministic systems
- **liveness in parameterized probabilistic concurrent systems:**
 - ▶ extension of Lin & Rümmer [CAV'16]
- **this talk:** embedding of **fairness** into the system

Regular Model Checking

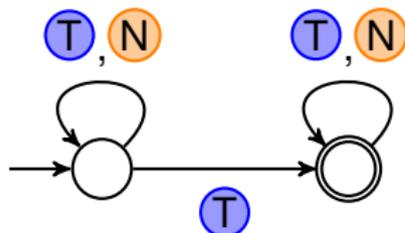
Regular Model Checking

- A **configuration**: a word over Σ : 

Symbolic Framework: Regular Model Checking

Regular Model Checking

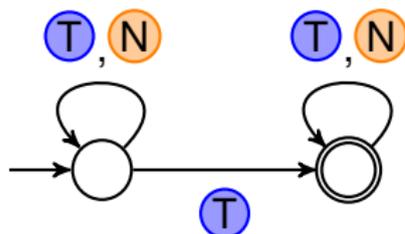
- A **configuration**: a word over Σ : T N T N N
- A **set of configurations**: a **finite automaton** A over Σ



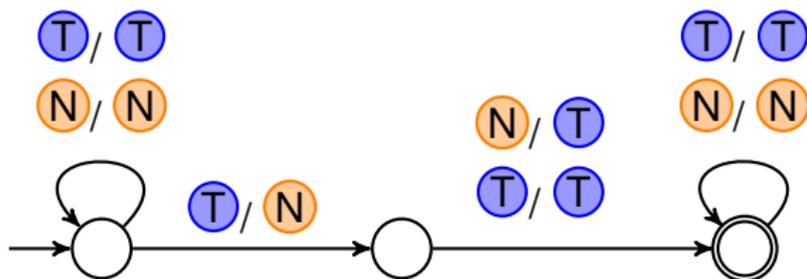
Symbolic Framework: Regular Model Checking

Regular Model Checking

- A **configuration**: a word over Σ : T N T N N
- A **set of configurations**: a **finite automaton** A over Σ



- **Transition relation**: a (length-preserving) **transducer** τ



Regular Model Checking for 2-player reachability games:

Regular Model Checking for 2-player reachability games:

- **Liveness:**

- ▶ *Start*, *Good*, τ_1 , and τ_2 given

Regular Model Checking for 2-player reachability games:

- **Liveness:**

- ▶ *Start*, *Good*, τ_1 , and τ_2 given
- ▶ **Task:** find

Regular Model Checking for 2-player reachability games:

■ **Liveness:**

- ▶ *Start*, *Good*, τ_1 , and τ_2 given
- ▶ **Task:** find
 - FA *Inv* over-approximating reachable states

Regular Model Checking for 2-player reachability games:

■ **Liveness:**

- ▶ *Start*, *Good*, τ_1 , and τ_2 given
- ▶ **Task:** find
 - FA *Inv* over-approximating reachable states, and
 - **transducer** $P_{<}$ encoding **progress** for **Process**

Regular Model Checking for 2-player reachability games:

■ **Liveness:**

▶ *Start*, *Good*, τ_1 , and τ_2 given

▶ **Task:** find

- FA *Inv* over-approximating reachable states, and
 - transducer $P_{<}$ encoding **progress** for *Process*
- } **Advice bits**

Symbolic Framework: Regular Model Checking

Regular Model Checking for 2-player reachability games:

- **Liveness:**
- *Start*, *Good*, τ_1 , and τ_2 given
- **Advice bits:** local conditions on **FA** *Inv* and **transducer** $P_{<}$ over Σ

Symbolic Framework: Regular Model Checking

Regular Model Checking for 2-player reachability games:

- **Liveness:**
- *Start*, *Good*, τ_1 , and τ_2 given
- **Advice bits:** local conditions on FA *Inv* and transducer $P_{<}$ over Σ
 - 1 $Start \subseteq Inv$
 - 2 $\tau_U(Inv) \subseteq Inv$

Regular Model Checking for 2-player reachability games:

- **Liveness:**
- *Start*, *Good*, τ_1 , and τ_2 given
- **Advice bits:** local conditions on FA *Inv* and transducer $P_{<}$ over Σ
 - 1 $Start \subseteq Inv$
 - 2 $\tau_{\cup}(Inv) \subseteq Inv$
 - 3 $P_{<}$ is a strict preorder (i.e., **irreflexive**, **transitive**)

Symbolic Framework: Regular Model Checking

Regular Model Checking for 2-player reachability games:

- **Liveness:**
- *Start*, *Good*, τ_1 , and τ_2 given
- **Advice bits:** local conditions on FA *Inv* and transducer $P_{<}$ over Σ
 - 1 $Start \subseteq Inv$
 - 2 $\tau_U(Inv) \subseteq Inv$
 - 3 $P_{<}$ is a strict preorder (i.e., **irreflexive**, **transitive**)
 - 4 For any **evil** transition from $Inv \setminus Good$ to s_e , there is an **angelic** transition from s_e that
 - **goes** to *Inv* and
 - **progresses** w.r.t. $P_{<}$

$$\forall x \in Inv \setminus Good, \quad \forall y \in \Sigma^* \setminus Good : \\ (x \rightarrow_{\tau_1} y) \Rightarrow (\exists z \in Inv : (y \rightarrow_{\tau_2} z \wedge z <_P x))$$

k-Fairness

k-Fairness

- *intuition*: binds the scope of \square and \diamond operators to k steps.

k-Fairness

- *intuition*: binds the scope of \square and \diamond operators to k steps.
- **weak** (justice): $\diamond\square A \Rightarrow \square\diamond B$

k-Fairness

- *intuition*: binds the scope of \square and \diamond operators to k steps.
- **weak** (justice): $\diamond\square A \Rightarrow \square\diamond B$

No (sub-)path of length k satisfies $\square(A \wedge \neg B)$.

k-Fairness

- *intuition*: binds the scope of \square and \diamond operators to k steps.
- **weak** (justice): $\diamond\square A \Rightarrow \square\diamond B$

No (sub-)path of length k satisfies $\square(A \wedge \neg B)$.

- ▶ A cannot hold for k consecutive steps without B holding.

k-Fairness

- *intuition*: binds the scope of \square and \diamond operators to k steps.
- **weak** (justice): $\diamond\square A \Rightarrow \square\diamond B$

No (sub-)path of length k satisfies $\square(A \wedge \neg B)$.

- ▶ A cannot hold for k consecutive steps without B holding.
- **strong** (compassion): $\square\diamond A \Rightarrow \square\diamond B$

k-Fairness

- *intuition*: binds the scope of \square and \diamond operators to k steps.
- **weak** (justice): $\diamond\square A \Rightarrow \square\diamond B$

No (sub-)path of length k satisfies $\square(A \wedge \neg B)$.

- ▶ A cannot hold for k consecutive steps without B holding.

- **strong** (compassion): $\square\diamond A \Rightarrow \square\diamond B$

No path satisfies $\psi_k \wedge \square\neg B$.

$$\psi_0 = \text{true}$$

$$\psi_i = \diamond(A \wedge \bigcirc\psi_{i-1})$$

k-Fairness

- *intuition*: binds the scope of \square and \diamond operators to k steps.
- **weak** (justice): $\diamond\square A \Rightarrow \square\diamond B$

No (sub-)path of length k satisfies $\square(A \wedge \neg B)$.

- ▶ A cannot hold for k consecutive steps without B holding.

- **strong** (compassion): $\square\diamond A \Rightarrow \square\diamond B$

No path satisfies $\psi_k \wedge \square\neg B$.

$$\psi_0 = \text{true}$$

$$\psi_i = \diamond(A \wedge \bigcirc\psi_{i-1})$$

- ▶ A cannot hold k times without B holding at some point.

k-Fairness

- *intuition*: binds the scope of \square and \diamond operators to k steps.
- **weak** (justice): $\diamond\square A \Rightarrow \square\diamond B$

No (sub-)path of length k satisfies $\square(A \wedge \neg B)$.

- ▶ A cannot hold for k consecutive steps without B holding.

- **strong** (compassion): $\square\diamond A \Rightarrow \square\diamond B$

No path satisfies $\psi_k \wedge \square\neg B$.

$$\psi_0 = \text{true}$$

$$\psi_i = \diamond(A \wedge \bigcirc\psi_{i-1})$$

- ▶ A cannot hold k times without B holding at some point.

Finitary fairness: if k -fair for some k

Encoding Finitary Fairness into RMC:

Encoding Finitary Fairness into RMC:

- Fix some k

Encoding Finitary Fairness into RMC:

- Fix some k
- Example for process selection (weak fairness)
 - ▶ every process is selected at least once in k steps

Encoding Finitary Fairness into RMC:

- Fix some k
- Example for process selection (weak fairness)
 - ▶ every process is selected at least once in k steps
- Append a **counter** to encoding of every process, initialized to maximum
 - ▶ the maximum value is bounded

Encoding Finitary Fairness into RMC:

- Fix some k
- Example for process selection (weak fairness)
 - ▶ every process is selected at least once in k steps
- Append a **counter** to encoding of every process, initialized to maximum
 - ▶ the maximum value is bounded
- When a process is **selected**, reset its counter to max. value

Encoding Finitary Fairness into RMC:

- Fix some k
- Example for process selection (weak fairness)
 - ▶ every process is selected at least once in k steps
- Append a **counter** to encoding of every process, initialized to maximum
 - ▶ the maximum value is bounded
- When a process is **selected**, reset its counter to max. value
- When a process is not **selected**, decrement its counter

Encoding Finitary Fairness into RMC:

- Fix some k
- Example for process selection (weak fairness)
 - ▶ every process is selected at least once in k steps
- Append a **counter** to encoding of every process, initialized to maximum
 - ▶ the maximum value is bounded
- When a process is **selected**, reset its counter to max. value
- When a process is not **selected**, decrement its counter
- *Good* configurations are also those where some counter = 0

Encoding Finitary Fairness into RMC:

- Fix some k
- Example for process selection (weak fairness)
 - ▶ every process is selected at least once in k steps
- Append a **counter** to encoding of every process, initialized to maximum
 - ▶ the maximum value is bounded
- When a process is **selected**, reset its counter to max. value
- When a process is not **selected**, decrement its counter
- *Good* configurations are also those where some counter = 0
- Generalized to arbitrary **weak** and **strong** fairness

Encoding Finitary Fairness into RMC

Example: Herman's protocol:

■ w/o fairness: 

Encoding Finitary Fairness into RMC

Example: Herman's protocol:

■ w/o fairness: N | T | T | N

■ w/ fairness: N 1 1 0 | T 1 1 1 | T 1 1 0 | N 1 0 0

Encoding Finitary Fairness into RMC

Example: Herman's protocol:

■ w/o fairness: (N) | (T) | (T) | (N)

■ w/ fairness: (N) 1 1 0 | (T) 1 1 1 | (T) 1 1 0 | (N) 1 0 0

■ scheduler picks a process

(N) 1 1 0 | (T) 1 1 1 | (T) 1 1 0 | (N) 1 0 0

Encoding Finitary Fairness into RMC

Example: Herman's protocol:

■ w/o fairness: 

■ w/ fairness: 

■ scheduler picks a process



■ process player decrements/resets counters



Theorem

Let S be a *regular representation* of an MDP with *finitary fairness constraints* C . The presented transformation yields a regular representation of an MDP S_F (without fairness constraints) such that (if C are realizable)

$$\Pr(\text{Start} \models \diamond \text{Good}) = 1 \quad \text{iff} \quad \Pr(\text{Start}_F \models \diamond \text{Good}_F) = 1$$

Moran process

Moran process

- a model of genetic drift

Moran process

- a model of genetic drift
- linear array

Moran process

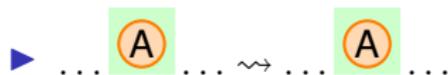
- a model of genetic drift
- linear array
- alleles **A** or **B**

Moran process

- a model of genetic drift
- linear array
- alleles **A** or **B**
- rules:

Moran process

- a model of genetic drift
- linear array
- alleles **A** or **B**
- rules:



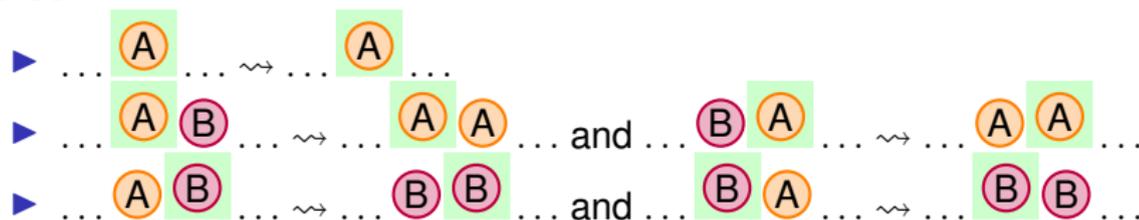
Moran process

- a model of genetic drift
- linear array
- alleles **A** or **B**
- rules:



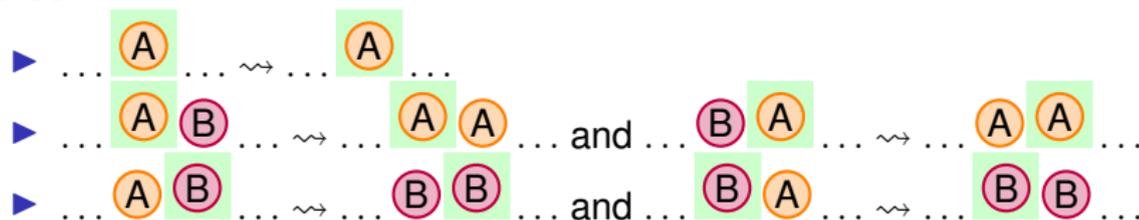
Moran process

- a model of genetic drift
- linear array
- alleles **A** or **B**
- rules:



Moran process

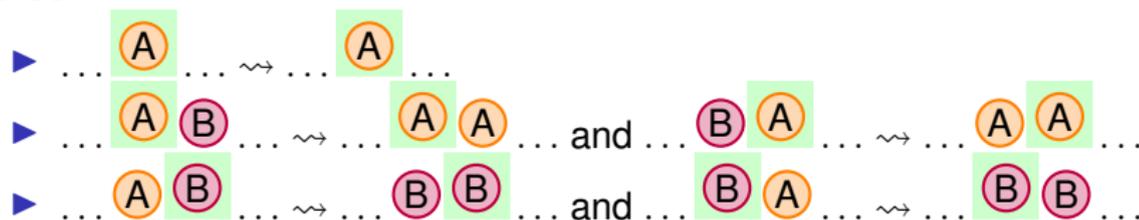
- a model of genetic drift
- linear array
- alleles \textcircled{A} or \textcircled{B}
- rules:



- goal: \textcircled{A}^* or \textcircled{B}^*

Moran process

- a model of genetic drift
- linear array
- alleles A or B
- rules:



- goal: A^* or B^*
- **Cell cycle switch** — similar, but has an intermediate state

Clustering

Clustering

- linear array

Clustering

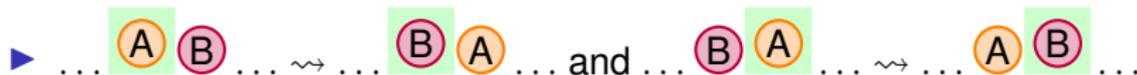
- linear array
- alleles **A** or **B**

Clustering

- linear array
- alleles **A** or **B**
- rules:

Clustering

- linear array
- alleles  or 
- rules:



Clustering

- linear array
- alleles A or B
- rules:



Clustering

- linear array

- alleles A or B

- rules:



- goal: $A^* B^*$ or $B^* A^*$

Coin game

- a population of **agents**
- every agent has one currency: **Dollars** or **Euros**
- in each step, an agent either:

Coin game

- a population of **agents**
- every agent has one currency: **Dollars** or **Euros**
- in each step, an agent either:
 - ▶ keeps its currency or
 - ▶ randomly selects k neighbours and changes currency to the majority

Coin game

- a population of **agents**
- every agent has one currency: **Dollars** or **Euros**
- in each step, an agent either:
 - ▶ keeps its currency or
 - ▶ randomly selects k neighbours and changes currency to the majority
- goal: D^* or E^*

- Encoding implemented in FAIRYTAIL

- Encoding implemented in FAIRYTAIL
- **Input:**
 - ▶ **FAs** for *Start*, *Good*
 - ▶ **transducers** for τ_1 , and τ_2

- Encoding implemented in FAIRYTAIL

- **Input:**

- ▶ FAs for *Start*, *Good*
- ▶ transducers for τ_1 , and τ_2

- **Output:**

- ▶ FAs for $Start^F$, $Good^F$
- ▶ transducers for τ_1^F , and τ_2^F

- Encoding implemented in FAIRYTAIL
- **Input:**
 - ▶ **FAs** for *Start*, *Good*
 - ▶ **transducers** for τ_1 , and τ_2
- **Output:**
 - ▶ **FAs** for $Start^F$, $Good^F$
 - ▶ **transducers** for τ_1^F , and τ_2^F
- SLRP [Lin & Rümmer, CAV'16] used to find **advice bits**

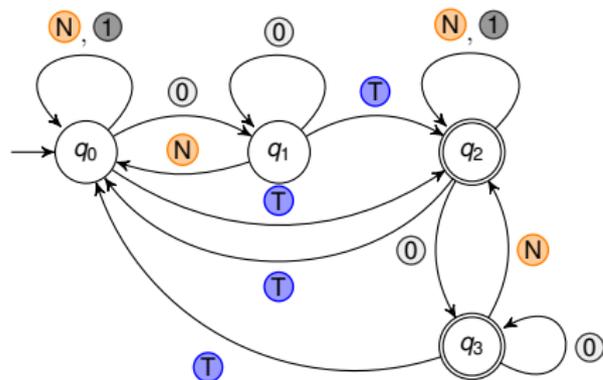
- Encoding implemented in FAIRYTAIL
- **Input:**
 - ▶ **FAs** for *Start*, *Good*
 - ▶ **transducers** for τ_1 , and τ_2
- **Output:**
 - ▶ **FAs** for $Start^F$, $Good^F$
 - ▶ **transducers** for τ_1^F , and τ_2^F
- SLRP [Lin & Rümmer, CAV'16] used to find **advice bits**
 - ▶ **SYNTHESISE**: use a SAT solver (Sat4j) to obtain a candidate

- Encoding implemented in FAIRYTAIL
- **Input:**
 - ▶ **FAs** for *Start*, *Good*
 - ▶ **transducers** for τ_1 , and τ_2
- **Output:**
 - ▶ **FAs** for $Start^F$, $Good^F$
 - ▶ **transducers** for τ_1^F , and τ_2^F
- SLRP [Lin & Rümmer, CAV'16] used to find **advice bits**
 - ▶ **SYNTHESISE**: use a SAT solver (Sat4j) to obtain a candidate
 - ▶ **VERIFY**: check the candidate is OK/refine SAT formula

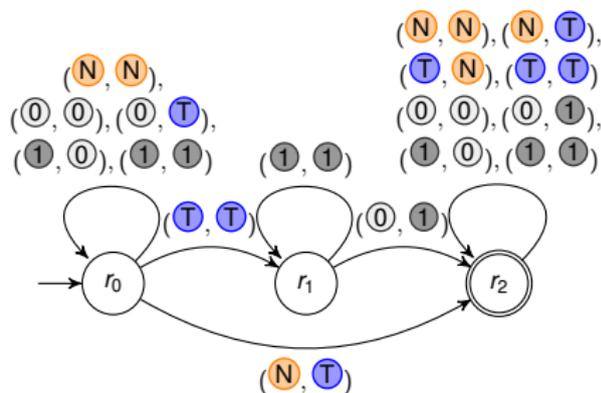
Table: Results of experiments (timeout = 10 hours).

Case study	Time
Herman's protocol (merge, line)	3.64 s
Herman's protocol (annih., line)	4.33 s
Herman's protocol (merge, ring)	4.31 s
Herman's protocol (annih., ring)	4.61 s
Moran process (2 types, line)	2 m 48 s
Moran process (3 types, line)	56 m 14 s
Cell cycle switch (1 types, line)	43.94 s
Cell cycle switch (2 types, line)	9 h 46 m
Clustering (2 types, line)	10 m 30 s
Clustering (3 types, line)	T/O
Coin game ($k = 3$, clique)	1 m 0 s

Solution to Herman's protocol (merge, ring)



Inv



$P_{<}$

- A nice **symbolic framework** for reasoning about parameterized probabilistic concurrent systems.

Conclusion

- A nice **symbolic framework** for reasoning about parameterized probabilistic concurrent systems.
- In this talk extended with **finitary fairness**.
 - ▶ a natural notion of fairness in such systems

Conclusion

- A nice **symbolic framework** for reasoning about parameterized probabilistic concurrent systems.
- In this talk extended with **finitary fairness**.
 - ▶ a natural notion of fairness in such systems

Future work:

- many optimizations possible

Conclusion

- A nice **symbolic framework** for reasoning about parameterized probabilistic concurrent systems.
- In this talk extended with **finitary fairness**.
 - ▶ a natural notion of fairness in such systems

Future work:

- many optimizations possible
- more general systems (e.g., grid topology)

Conclusion

- A nice **symbolic framework** for reasoning about parameterized probabilistic concurrent systems.
- In this talk extended with **finitary fairness**.
 - ▶ a natural notion of fairness in such systems

Future work:

- many optimizations possible
- more general systems (e.g., grid topology)
- more general fairness