

Knowledge-based analysis of the Firing Rebels problem

Krisztina Fruzsa

TU Wien

joint work with Roman Kuznets and Ulrich Schmid



Open Universiteit, Heerlen
November 2, 2021

- **Firing Rebels with Relay:**
 - simplified version of the consistent broadcast primitive [Srikanth and Toueg, JACM87]
 - essentially a non-synchronous version of the Byzantine Firing Squad Problem [Burns and Lynch, 1987]
- Tight connection between knowledge and action in distributed systems:
 - Knowledge of Preconditions Principle [Moses, TARK15]
- **Goal:** necessary and sufficient knowledge for agents to act

The setting

Our choice:

byzantine fault-tolerant **asynchronous** distributed systems

The setting

Our choice:

byzantine fault-tolerant **asynchronous** distributed systems

Finite set of agents (processing units) $\mathcal{A} = \{1, \dots, n\}$

- **asynchronous**

The setting

Our choice:

byzantine fault-tolerant **asynchronous** distributed systems

Finite set of agents (processing units) $\mathcal{A} = \{1, \dots, n\}$

- **asynchronous**
- perfect recall

Our choice:

byzantine fault-tolerant **asynchronous** distributed systems

Finite set of agents (processing units) $\mathcal{A} = \{1, \dots, n\}$

- **asynchronous**
- perfect recall
- they may be **byzantine** faulty
 - they may deviate from their protocols
 - they may collude to fool other agents
 - false memory

The setting

Our choice:

byzantine fault-tolerant **asynchronous** distributed systems

Finite set of agents (processing units) $\mathcal{A} = \{1, \dots, n\}$

- **asynchronous**
- perfect recall
- they may be **byzantine** faulty
 - they may deviate from their protocols
 - they may collude to fool other agents
 - false memory

Message-passing communication network

Our choice:

byzantine fault-tolerant **asynchronous** distributed systems

Finite set of agents (processing units) $\mathcal{A} = \{1, \dots, n\}$

- **asynchronous**
- perfect recall
- they may be **byzantine** faulty
 - they may deviate from their protocols
 - they may collude to fool other agents
 - false memory

Message-passing communication network

- **asynchronous** (messages can be arbitrarily delayed, i.e., there is no upper bound on message-delivery time)

Firing Rebels with and without Relay

f = maximum number of agents that can turn byzantine in a run

Firing Rebels with and without Relay

f = maximum number of agents that can turn byzantine in a run

A system is consistent with *Firing Rebels* (FR) for $f \geq 0$ when all runs satisfy:

- (C) *Correctness*: If at least $2f + 1$ agents learn that **START** occurred at a correct agent, all correct agents perform **FIRE** eventually.
- (U) *Unforgeability*: If a correct agent performs **FIRE**, then **START** occurred at a correct agent.

Firing Rebels with and without Relay

f = maximum number of agents that can turn byzantine in a run

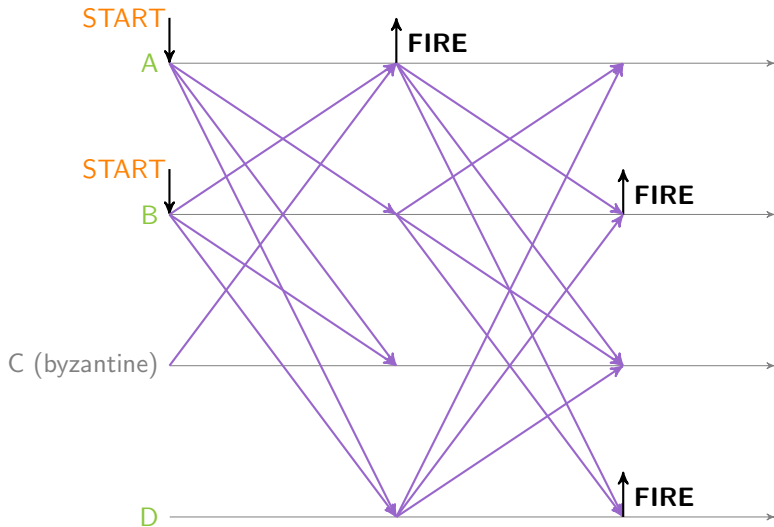
A system is consistent with *Firing Rebels* (FR) for $f \geq 0$ when all runs satisfy:

- (C) *Correctness*: If at least $2f + 1$ agents learn that **START** occurred at a correct agent, all correct agents perform **FIRE** eventually.
- (U) *Unforgeability*: If a correct agent performs **FIRE**, then **START** occurred at a correct agent.

Moreover, the system is consistent with *Firing Rebels with Relay* (FRR) if every run also satisfies:

- (R) *Relay*: If a correct agent performs **FIRE**, all correct agents perform **FIRE** eventually.

Example



Firing Rebels with and without Relay

f = maximum number of agents that can turn byzantine in a run

A system is consistent with *Firing Rebels* (FR) for $f \geq 0$ when all runs satisfy:

- (C) *Correctness*: If at least $2f + 1$ agents learn that START occurred at a correct agent, all correct agents perform FIRE eventually.
- (U) *Unforgeability*: If a correct agent performs FIRE, then START occurred at a correct agent.

Moreover, the system is consistent with *Firing Rebels with Relay* (FRR) if every run also satisfies:

- (R) *Relay*: If a correct agent performs FIRE, all correct agents perform FIRE eventually.

Our choice:

byzantine fault-tolerant asynchronous distributed systems

Consequences of the Brain-in-a-Vat Lemma [Kuznets et al., FroCoS2019]

If at least one agent can become byzantine in a system:

- No agent can ever know that an action or event happened correctly.
- No agent can ever know that it is correct.
- No agent can ever know that another agent is byzantine.

If more than one agent can become byzantine in a system:

- No agent can ever know another agent is correct.

Consequences of the Brain-in-a-Vat Lemma [Kuznets et al., FroCoS2019]

If at least one agent can become byzantine in a system:

- No agent can ever know that an action or event happened correctly.
- No agent can ever know that it is correct.
- No agent can ever know that another agent is byzantine.

If more than one agent can become byzantine in a system:

- No agent can ever know another agent is correct.

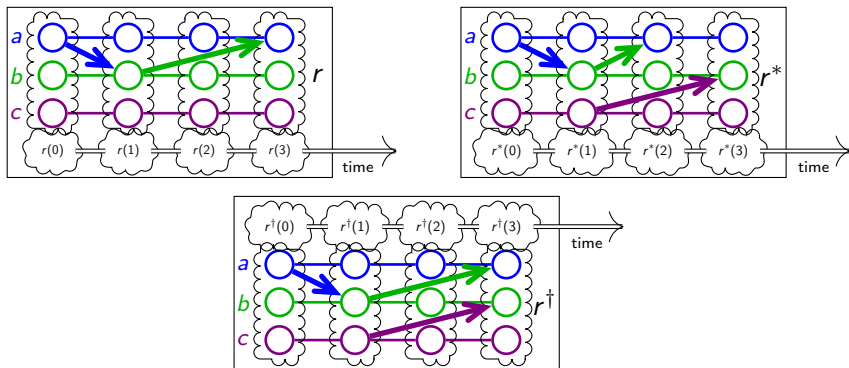
Nevertheless, agents **can believe**.

Runs-and-systems framework

system = set \mathcal{R} of runs

Runs-and-systems framework

system = set \mathcal{R} of runs



$r(t)$ **global state** at time t in run r

$r_i(t)$ **local state** of agent i at time t in run r

A point (r, t) refers to time t in run r .
It represents the global state $r(t)$.

Towards a Kripke model

A point (r, t) refers to time t in run r .
It represents the global state $r(t)$.

We want to reason about agents' states of knowledge at various times during a run.

Towards a Kripke model

A point (r, t) refers to time t in run r .
It represents the global state $r(t)$.

We want to reason about agents' states of knowledge at various times during a run.

Therefore:

A point (r, t) is considered a **possible world**.

Towards a Kripke model

A point (r, t) refers to time t in run r .
It represents the global state $r(t)$.

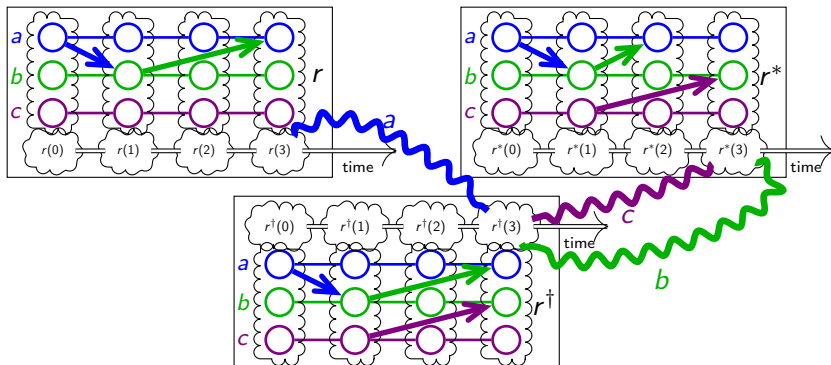
We want to reason about agents' states of knowledge at various times during a run.

Therefore:

A point (r, t) is considered a **possible world**.

Two points (r, t) and (r', t') are considered **indistinguishable** for an agent $i \in \mathcal{A}$ iff $r_i(t) = r'_i(t')$.

Towards a Kripke model



e.g. $r_b^\dagger(3) = r_b^*(3)$

Our language is generated by the following BNF:

$$\varphi ::= p \mid \neg\varphi \mid (\varphi \wedge \varphi) \mid K_i\varphi \mid \Diamond\varphi \mid Y\varphi,$$

where $p \in Prop$ and $i \in \mathcal{A}$.

For example: $correct_i, \overline{occurred}_i(START) \in Prop$

Our language is generated by the following BNF:

$$\varphi ::= p \mid \neg\varphi \mid (\varphi \wedge \varphi) \mid K_i\varphi \mid \Diamond\varphi \mid Y\varphi,$$

where $p \in Prop$ and $i \in \mathcal{A}$.

For example: $correct_i, \overline{occurred}_i(START) \in Prop$

$$\overline{start}_i := Y\overline{occurred}_i(START) \wedge correct_i$$

$$\overline{start} := \bigvee_{j \in \mathcal{A}} \overline{start}_j$$

$$\overline{fire}_i := \overline{occurred}_i(FIRE) \wedge correct_i$$

$$\overline{fire} := \bigvee_{j \in \mathcal{A}} \overline{fire}_j$$

Additional operators we use:

- **Belief** $B_i\varphi := K_i(\text{correct}_i \rightarrow \varphi)$ [Moses and Shoham, 1993]
- **Hope** $H_i\varphi := \text{correct}_i \rightarrow B_i\varphi$ [F., ESSLLI2019]
- **Eventual mutual hope** $E^{\diamond H}\varphi := \bigwedge_{j \in \mathcal{A}} \diamond H_j\varphi$
- **Eventual common hope** $C^{\diamond H}\varphi$ defined as the greatest fixpoint of the equation $\chi \leftrightarrow E^{\diamond H}(\varphi \wedge \chi)$

Obtaining a Kripke model

A valuation function $\pi : Prop \rightarrow 2^{\mathcal{R} \times \mathbb{T}}$ determines at which points $(r, t) \in \mathcal{R} \times \mathbb{T}$ the atomic propositions from $Prop$ are *true*.

Obtaining a Kripke model

A valuation function $\pi : Prop \rightarrow 2^{\mathcal{R} \times \mathbb{T}}$ determines at which points $(r, t) \in \mathcal{R} \times \mathbb{T}$ the atomic propositions from $Prop$ are *true*.

Interpreted system $I = (\mathcal{R}, \pi)$.

Obtaining a Kripke model

A **valuation function** $\pi : Prop \rightarrow 2^{\mathcal{R} \times \mathbb{T}}$ determines at which points $(r, t) \in \mathcal{R} \times \mathbb{T}$ the atomic propositions from $Prop$ are *true*.

Interpreted system $I = (\mathcal{R}, \pi)$.

Semantics

- $(I, r, t) \models p$ iff $(r, t) \in \pi(p)$
- $(I, r, t) \models K_i \varphi$ iff $(I, r', t') \models \varphi$ whenever $r'_i(t') = r_i(t)$
- $(I, r, t) \models \Diamond \varphi$ iff $(I, r, t') \models \varphi$ for some $t' \geq t$
- $(I, r, t) \models Y \varphi$ iff $t > 0$ and $(I, r, t - 1) \models \varphi$

Obtaining a Kripke model

A **valuation function** $\pi : Prop \rightarrow 2^{\mathcal{R} \times \mathbb{T}}$ determines at which points $(r, t) \in \mathcal{R} \times \mathbb{T}$ the atomic propositions from $Prop$ are *true*.

Interpreted system $I = (\mathcal{R}, \pi)$.

Semantics

- $(I, r, t) \models p$ iff $(r, t) \in \pi(p)$
- $(I, r, t) \models K_i \varphi$ iff $(I, r', t') \models \varphi$ whenever $r'_i(t') = r_i(t)$
- $(I, r, t) \models \Diamond \varphi$ iff $(I, r, t') \models \varphi$ for some $t' \geq t$
- $(I, r, t) \models Y \varphi$ iff $t > 0$ and $(I, r, t - 1) \models \varphi$

A formula φ is valid in I , written $I \models \varphi$, iff $(I, r, t) \models \varphi$ for all $r \in \mathcal{R}$ and $t \in \mathbb{T}$.

Modeling Firing Rebels

An interpreted system I is consistent with **FR** for $f \geq 0$ if the following holds:

$$(C) \quad I \models \bigvee_{\substack{G \subseteq \mathcal{A} \\ |G|=2f+1}} \bigwedge_{j \in G} B_j \overline{start} \rightarrow \bigwedge_{i \in \mathcal{A}} \diamond(\overline{correct}_i \rightarrow \overline{fire}_i)$$

$$(U) \quad I \models \overline{fire} \rightarrow \overline{start}$$

Moreover, I is consistent with **FRR** if the following holds as well:

$$(R) \quad I \models \overline{fire} \rightarrow \bigwedge_{i \in \mathcal{A}} \diamond(\overline{correct}_i \rightarrow \overline{fire}_i)$$

We wish to know:

- What kind of an epistemic state is **necessary** for a correct agent to be in when firing (for any protocol that meets the requirements of the **FR(R)** problem specification)?

Firing Rebels without Relay

For any interpreted system I consistent with **FR** and for any agent $i \in \mathcal{A}$:

$$I \models \overline{fire}_i \rightarrow B_i \overline{start}.$$

Firing Rebels without Relay

For any interpreted system I consistent with **FR** and for any agent $i \in \mathcal{A}$:

$$I \models \overline{fire}_i \rightarrow B_i \overline{start}.$$

Firing Rebels *with* Relay

For any interpreted system I consistent with **FRR** and for any agent $i \in \mathcal{A}$:

$$I \models \overline{fire}_i \rightarrow B_i(\overline{start} \wedge C^{\diamond H} \overline{start}).$$

Let I be an interpreted system and let $n \geq 3f + 1$.
If I is consistent with **FRR**, then

$$I \models E^{\diamond H}_{start} \rightarrow C^{\diamond H}_{start}.$$

We wish to know:

- What kind of conditions on the interpreted system would be **sufficient** so that the requirements of the $FR(R)$ problem specification are satisfied (i.e., so that the corresponding protocol does meet those requirements)?

For any interpreted system I :

(U) is fulfilled if

$$I \models \bigwedge_{i \in \mathcal{A}} (\neg B_i \overline{start} \rightarrow \neg \overline{fire}_i).$$

Both (U) and (R) are fulfilled if

$$I \models \bigwedge_{i \in \mathcal{A}} \left((\neg B_i(\overline{start} \wedge C^{\diamond H} \overline{start}) \rightarrow \neg \overline{fire}_i) \wedge \right. \\ \left. (B_i(\overline{start} \wedge C^{\diamond H} \overline{start}) \rightarrow \diamond(\overline{correct}_i \rightarrow \overline{fire}_i)) \right).$$

- Necessary and sufficient communication structures involved in protocols for $FR(R)$
- Axiomatization of (eventual) common hope

- Necessary and sufficient communication structures involved in protocols for $FR(R)$
- Axiomatization of (eventual) common hope

Thank you!