

More Mobile Escape Analysis for occam-pi

PLAS Research Group Seminar

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University of
Kent



Mobile Escape Analysis

- Existing semantic models: **traces**, **failures** and **divergences**.
- New semantic model: **mobility**.
 - primarily interested in how mobiles and data **move** around a system.
 - to determine the boundaries of any particular mobile or data item within the **communication graph**.
 - where that graph may be dynamic and **evolve** at run-time.

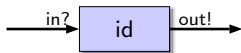
Mobility Analysis

- An ID process.

```

PROC id (CHAN INT in?, out!)
  WHILE TRUE
    INT x:
    SEQ
      in ? x
      out ! x
  :

```



$$\text{mobility ID} = \{\}^1$$

- For an 'MID' process that transports/buffers mobiles:

$$\text{mobility MID} = \{in?^a, out!^a\}$$

¹We will come back to this.

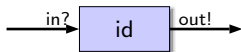
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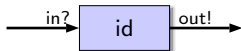
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```

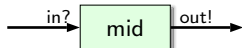


$$\text{mobility ID} = \{\}^1$$

- For an 'MID' process that transports/buffers mobiles:

```

PROC mid (CHAN MOBILE THING in?, out!)
  WHILE TRUE
    MOBILE THING x:
    SEQ
      in ? x
      out ! x
  :
  
```



$$\text{mobility MID} = \{in?^a, out!^a\}$$

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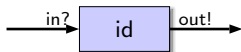
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Generating Models of occam- π Programs

- Input, output and assignment are largely straightforward:
- As are choice (ALT, IF, CASE) and parallelism (PAR).
 - simply the **set union** of the different branches.
 - hiding is more complex – e.g. as above with '*Lc*'.
 - essentially matching outputs with inputs, and combining those sequences (potentially expansive!)

Generating Models of occam- π Programs

- Input, output and assignment are largely straightforward:

```
PROC P (CHAN MOBILE THING out!)
  MOBILE THING x:
  SEQ
    ... initialise 'x'
    out ! x
  :
```

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```
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  MOBILE THING x:  
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$$\textit{mobility} P = \{\langle out!^x \rangle\}$$

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Generating Models of occam- π Programs

- Input, output and assignment are largely straightforward:

```
PROC Q (CHAN MOBILE THING in?)
  MOBILE THING y:
  SEQ
    in ? y
    ... use 'y'
  :
```

$$\textit{mobility P} = \{\langle \textit{out!}^x \rangle\}$$

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$$\text{mobility } Q = \{\langle \text{in?}^y \rangle\}$$

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$$\text{mobility } R = \{\langle in?v, Lc!^v, \\ \langle Lc?^w, out!^w \rangle\} \setminus \{Lc\}$$

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based on the
equivalence:

 $x := y$
 \equiv

```
CHAN INT c:
PAR
  c ! y
  c ? x
```

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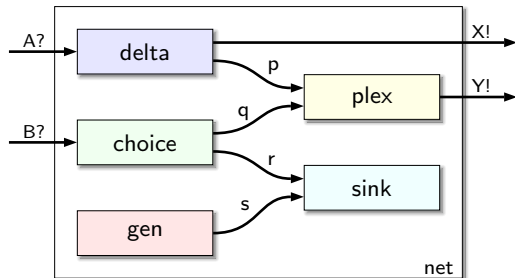
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Using Mobile Analysis



$$\text{mobility delta} = \{\langle in^?a, out0!^a \rangle, \langle in^?b, out1!^b \rangle\}$$

$$\text{mobility choice} = \{\langle in^?a, out0!^a \rangle, \langle in^?b, out1!^b \rangle\}$$

$$\text{mobility gen} = \{\langle out!^a \rangle\}$$

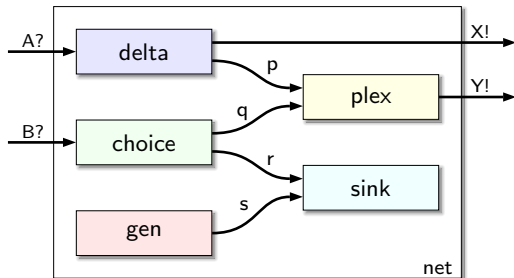
$$\text{mobility plex} = \{\langle in0^?a, out!^a \rangle, \langle in1^?b, out!^b \rangle\}$$

$$\text{mobility sink} = \{\langle in0^?a \rangle, \langle in1^?b \rangle\}$$

- When **composed** in parallel, with **renaming** for parameter passing and avoiding capture, this gives the mobility set:

$$\text{mobility net} = \{\langle A^?a, X!^a \rangle, \langle A^?b, p!^b \rangle, \langle B^?c, q!^c \rangle, \langle B^?d, r!^d \rangle, \langle s!^e \rangle, \langle p^?f, Y!^f \rangle, \langle q^?g, Y!^g \rangle, \langle r^?h \rangle, \langle s^?h \rangle\} \setminus \{p, q, r, s\}$$

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Using Mobile Analysis

- **Hiding** the internal channels gives:

$$\xrightarrow{\{p\}} \{ \langle A?a, X!a \rangle, \langle A?b, Y!b \rangle, \langle B?c, q!c \rangle, \langle B?d, r!d \rangle, \langle s!e \rangle, \langle q?g, Y!g \rangle, \langle r?h \rangle, \langle s?h \rangle \}$$

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- Which indicates that mobiles arriving on **A** escape on **X** and **Y**; and that mobiles arriving on **B** escape on **Y** or are consumed internally.
 - by what is not present: no mobiles received on **A** are discarded internally; and that no internally generated mobiles escape.

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Modelling Non-Mobiles

- All non-mobile occam-pi code can be converted into a pure mobile equivalent.

```
PROC R (CHAN THING in?, out!)  
  THING v, w:  
  SEQ  
    in ? v  
    w := v  
    out ! w  
:
```

=

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=

```
PROC MR (CHAN MOBILE THING in?, out!)  
  MOBILE THING v, w:  
  SEQ  
    in ? v  
    w := CLONE v  
    out ! CLONE w  
:
```


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 $= \{ \}$
 $=$

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```

 $= \{ \langle in?^u, \mathbb{H}!^u \rangle, \langle \mathbb{H}?^z, out!^z \rangle \}$

The Made-From Operator “ \leftarrow ”

- $a \leftarrow \{b, c\}$ means *mobile a* is made from *data a* and *b*.
 - $a \leftarrow \{b\} \equiv a \leftarrow b$
 - $\{\langle out!^a \rangle\} \equiv \{\langle out!^{a \leftarrow \{a\}} \rangle\}$

```

PROC MR1 (CHAN MOBILE THING in?, out!)
  MOBILE THING v, w:
  SEQ
    in ? v
    w := v
    out ! w
  :

```

mobility MR1 = $\{\langle in?^a, out!^a \rangle\}$

mobility MR2 = $\{\langle in?^a, out!^{b \leftarrow \{a\}} \rangle\}$

mobility MR3 = $\{\langle in?^a, out!^{a \leftarrow \{a, \tau\}} \rangle\}$

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```

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  MOBILE THING v, w:
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    in ? v
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```

PROC MR3 (CHAN MOBILE THING in?, out!)
  MOBILE THING v, w:
  SEQ
    in ? v
    v := v + 1
    out ! v
  :

```

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  :

```

mobility MR1 = $\{\langle in?^a, out!^a \rangle\}$

mobility MR2 = $\{\langle in?^a, out!^{b \leftarrow \{a\}} \rangle\}$

mobility MR3 = $\{\langle in?^a, out!^{a \leftarrow \{a, \tau\}} \rangle\}$

mobility MR4 = $\{\langle in?^a, out!^{b \leftarrow \{a, \tau\}} \rangle\}$

The Made-From Operator “ \leftarrow ”

- $a \leftarrow \{b, c\}$ means *mobile a* is made from *data a* and *b*.
 - $a \leftarrow \{b\} \equiv a \leftarrow b$
 - $\{\langle out!^a \rangle\} \equiv \{\langle out!^{a \leftarrow \{a\}} \rangle\}$

```

PROC MR4 (CHAN MOBILE THING in?, out!)
  MOBILE THING v, w:
  SEQ
    in ? v
    w := v + 1
    out ! w
  :

```

mobility MR1 = $\{\langle in?^a, out!^a \rangle\}$

mobility MR2 = $\{\langle in?^a, out!^{b \leftarrow \{a\}} \rangle\}$

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Sources of data.

External Channel Mobiles read in from external channels contain their own data.

$$PROC\ foo(a, b) = \{\langle a^{?\alpha}, b!^{\alpha \leftarrow \{\alpha\}} \rangle\}$$

From the Heap Mobiles retrieved from the heap are made from undeclared (σ) data. ²

$$PROC\ bar(a) = \{\langle \mathbb{H}^{?\beta}, a!^{\beta \leftarrow \{\sigma\}} \rangle\}$$

From Internal State Internal state (often constants) is represented as τ .

$$PROC\ foobar(a) = \{\langle \mathbb{H}^{?\delta}, a!^{\delta \leftarrow \{\tau\}} \rangle\}$$

²This is not usually possible in occam due to default initialisers.

Modelling Non-Mobiles

Reviewing our earlier example...

```

PROC R (CHAN THING in?, out!)
  THING v, w:
  SEQ
    in ? v
    w := v
    out ! w
  :

```

= { }

=

```

PROC MR (CHAN MOBILE THING in?, out!)
  MOBILE THING v, w:
  SEQ
    in ? v
    w := CLONE v
    out ! CLONE w
  :

```

= { $\langle in?^u, \mathbb{H}!^u \rangle,$

$\langle \mathbb{H}?^v, \mathbb{H}!^{v \leftarrow \{u\}} \rangle,$

$\langle \mathbb{H}?^w, out!^{w \leftarrow \{v \leftarrow \{u\}\}} \rangle \}$

Modelling Non-Mobiles

Reviewing our earlier example...

```

PROC R (CHAN THING in?, out!)
  THING v, w:
  SEQ
    in ? v
    w := v
    out ! w
  :

```

$$= \{\}$$

$$=$$

```

PROC MR (CHAN MOBILE THING in?, out!)
  MOBILE THING v, w:
  SEQ
    in ? v
    w := CLONE v
    out ! CLONE w
  :

```

$$= \{ \langle in?^u, \mathbb{H}!^u \rangle,$$

$$\langle \mathbb{H}?^w, out!^{w \leftarrow \{u\}} \rangle \}$$

More Examples - Flow Control

```

PROC S (MOBILE CHAN INT in1?, in2?, out!)
  INT v, w:
  SEQ
    in ? v
    in ? w
  IF
    v = 0
      out ! v
    w = 0
      out ! v
  TRUE
    out ! w
  :

```

$$\{ \langle in1?^A, out!^{A \leftarrow \{B, \tau\}} \rangle, \langle in2?^B, out!^{B \leftarrow \{A, B, \tau\}} \rangle, \\ \langle in2?^B, out!^{B \leftarrow \{A, B, \tau\}} \rangle, \langle in1?^A, \mathbb{H}!^A \rangle, \langle in2?^B, \mathbb{H}!^B \rangle \}$$

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  INT v, w:
  SEQ
    in ? v
    in ? w
  IF
    v = 0
      out ! v
    w = 0
      out ! w
  TRUE
    out ! w
  :

```

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PROC S (MOBILE CHAN INT in1?, in2?, out!)
  INT v, w:
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    in ? w
  IF
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      out ! v
    w = 0
      out ! v
  TRUE
    out ! w
  :

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$$\{ \langle in1?^A, out!^{A \leftarrow \{B, \tau\}} \rangle, \langle in2?^B, out!^{B \leftarrow \{A, B, \tau\}} \rangle, \\ \langle in2?^B, out!^{B \leftarrow \{A, B, \tau\}} \rangle, \langle in1?^A, \mathbb{H}!^A \rangle, \langle in2?^B, \mathbb{H}!^B \rangle \}$$

More Examples - Flow Control

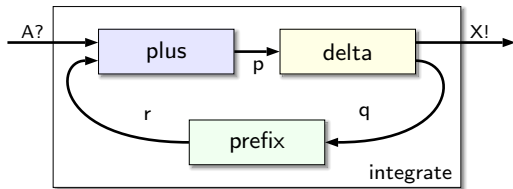
```

PROC S (MOBILE CHAN INT in1?, in2?, out!)
  INT v, w:
  SEQ
    in ? v
    in ? w
  IF
    v = 0
      out ! v
    w = 0
      out ! v
  TRUE
    out ! w
  :

```

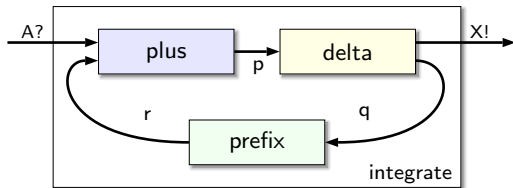
$$\{ \langle in1?^A, out!^{A \leftarrow \{B, \tau\}} \rangle, \langle in2?^B, out!^{B \leftarrow \{A, B, \tau\}} \rangle, \\ \langle in2?^B, out!^{B \leftarrow \{A, B, \tau\}} \rangle, \langle in1?^A, \mathbb{H}!^A \rangle, \langle in2?^B, \mathbb{H}!^B \rangle \}$$

Mobile Refinement



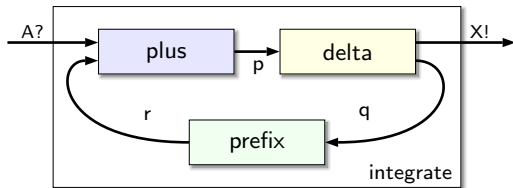
- *mobility* integrate.spec(*in*, *out*) = $\{\langle in?^a, out!^{a \leftarrow \{a, \tau\}} \rangle\}$
- *mobility* integrate(*in*, *out*) = $\{\langle in?^a, out!^{b \leftarrow \{a, \tau\}} \rangle\}$
- *mobility* integrate.spec(*in*, *out*) $\sqsubseteq_{\mathcal{M}}$ *mobility* integrate(*in*, *out*)
- $\{\langle in?^a, out!^{a \leftarrow \{a, \tau\}} \rangle\} \sqsubseteq_{\mathcal{M}} \{\langle in?^a, out!^{b \leftarrow \{a, \tau\}} \rangle\}$

Mobile Refinement



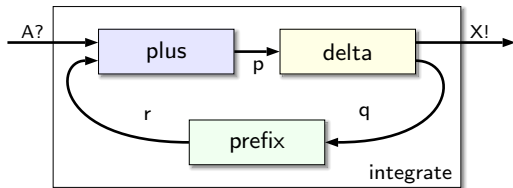
- *mobility* integrate.spec(*in*, *out*) = $\{\langle in?a, out!^{a \leftarrow \{a, \tau\}} \rangle\}$
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Mobile Refinement



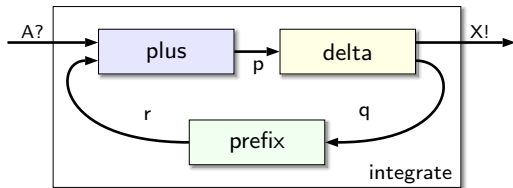
- *mobility* integrate.spec(in, out) = $\{\langle in?a, out!^{a \leftarrow \{a, \tau\}} \rangle\}$
- *mobility* integrate(in, out) = $\{\langle in?a, out!^{b \leftarrow \{a, \tau\}} \rangle\}$
- *mobility* integrate.spec(in, out) $\sqsubseteq_{\mathcal{M}}$ *mobility* integrate(in, out)
- $\{\langle in?a, out!^{a \leftarrow \{a, \tau\}} \rangle\} \sqsubseteq_{\mathcal{M}} \{\langle in?a, out!^{b \leftarrow \{a, \tau\}} \rangle\}$

Mobile Refinement



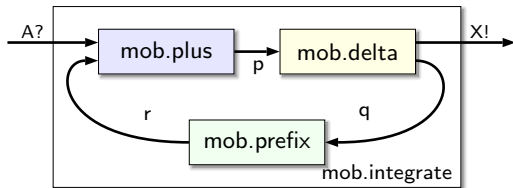
- *mobility* integrate.spec(*in*, *out*) = $\{\langle in?a, out!^{a \leftarrow \{a, \tau\}} \rangle\}$
- *mobility* integrate(*in*, *out*) = $\{\langle in?a, out!^{b \leftarrow \{a, \tau\}} \rangle\}$
- *mobility* integrate.spec(*in*, *out*) $\sqsubseteq_{\mathcal{M}}$ *mobility* integrate(*in*, *out*)
- $\{\langle in?a, out!^{a \leftarrow \{a, \tau\}} \rangle\} \sqsubseteq_{\mathcal{M}} \{\langle in?a, out!^{b \leftarrow \{a, \tau\}} \rangle\}$

Mobile Refinement



- *mobility* integrate.spec(*in*, *out*) = $\{\langle in?a, out!^{a \leftarrow \{a, \tau\}} \rangle\}$
- *mobility* integrate(*in*, *out*) = $\{\langle in?a, out!^{b \leftarrow \{a, \tau\}} \rangle\}$
- *mobility* integrate.spec(*in*, *out*) $\not\sqsubseteq_{\mathcal{M}}$ *mobility* integrate(*in*, *out*)
- $\{\langle in?a, out!^{a \leftarrow \{a, \tau\}} \rangle\} \not\sqsubseteq_{\mathcal{M}} \{\langle in?a, out!^{b \leftarrow \{a, \tau\}} \rangle\}$

Mobile Refinement

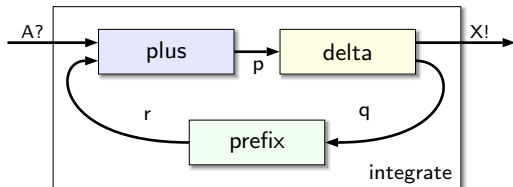


- *mobility* integrate.spec(*in*, *out*) = $\{\langle in?a, out!^{a \leftarrow \{a, \tau\}} \rangle\}$
- *mobility* mob.integrate(*in*, *out*) = $\{\langle in?a, out!^{a \leftarrow \{a, \tau\}} \rangle\}$
- *mobility* integrate.spec(*in*, *out*) $\sqsubseteq_{\mathcal{M}}$ *mobility* mob.integrate(*in*, *out*)
- $\{\langle in?a, out!^{a \leftarrow \{a, \tau\}} \rangle\} \sqsubseteq_{\mathcal{M}} \{\langle in?a, out!^{a \leftarrow \{a, \tau\}} \rangle\}$

Data Refinement

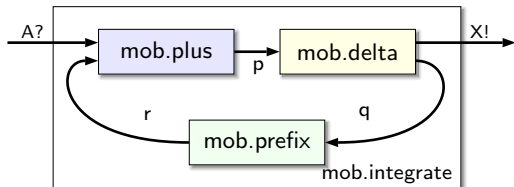
- We can now trace data movement.
- New operator $\sqsubseteq_{\mathcal{D}}$ as data refinement.
- Only concerned about things on the right hand side of the \leftarrow operator.

Data Refinement



- *mobility* integrate.spec(*in*, *out*) = $\{\langle in?^a, out!^{a \leftarrow \{a, \tau\}} \rangle\}$
- *mobility* integrate(*in*, *out*) = $\{\langle in?^a, out!^{b \leftarrow \{a, \tau\}} \rangle\}$
- *mobility* integrate.spec(*in*, *out*) $\not\sqsubseteq_{\mathcal{M}}$ *mobility* integrate(*in*, *out*)
- $\{\langle in?^a, out!^{a \leftarrow \{a, \tau\}} \rangle\} \not\sqsubseteq_{\mathcal{M}} \{\langle in?^a, out!^{b \leftarrow \{a, \tau\}} \rangle\}$
- $\{\langle in?^a, out!^{a \leftarrow \{a, \tau\}} \rangle\} \sqsubseteq_{\mathcal{D}} \{\langle in?^a, out!^{b \leftarrow \{a, \tau\}} \rangle\}$
- $\{\langle in?\{a\}, out!\{a, \tau\} \rangle\} \sqsubseteq_{\mathcal{D}} \{\langle in?\{a\}, out!\{a, \tau\} \rangle\}$

Data Refinement



- *mobility* integrate.spec(*in*, *out*) = {⟨*in*?^{*a*}, *out*!^{*a*←{*a*,*τ*}}⟩}
- *mobility* mob.integrate(*in*, *out*) = {⟨*in*?^{*a*}, *out*!^{*a*←{*a*,*τ*}}⟩}
- *mobility* integrate.spec(*in*, *out*) $\sqsubseteq_{\mathcal{M}}$ *mobility* mob.integrate(*in*, *out*)
- {⟨*in*?^{*a*}, *out*!^{*a*←{*a*,*τ*}}⟩} $\sqsubseteq_{\mathcal{M}}$ {⟨*in*?^{*a*}, *out*!^{*a*←{*a*,*τ*}}⟩}
- {⟨*in*?^{*a*}, *out*!^{*a*←{*a*,*τ*}}⟩} $\sqsubseteq_{\mathcal{D}}$ {⟨*in*?^{*a*}, *out*!^{*a*←{*a*,*τ*}}⟩}
- {⟨*in*?^{*a*}, *out*!^{*a*,*τ*}⟩} $\sqsubseteq_{\mathcal{D}}$ {⟨*in*?^{*a*}, *out*!^{*a*,*τ*}⟩}

Data Refinement







■ Security

- *mobility* $\text{secure.spec}(in, out) =$





$$\{ \langle \text{private.data}^{?^a}, \text{output}^{!^{a \leftarrow \{a, \tau\}}} \rangle, \langle \text{input}^{?^b}, \mathbb{H}^{!^b} \rangle, \\ \langle \mathbb{H}^{?^c}, \text{private.output}^{!^{c \leftarrow \{a, b, \tau\}}} \rangle \}$$

- *mobility* $\text{secure.spec} \sqsubseteq_{\mathcal{D}} \text{mobility secure}$

Minimal Components

	$\text{PROC BUFFER}(in, out) = \{\langle in?^a, out!^a \rangle\}$
	$\text{PROC GENERATOR}(out) = \{\langle \mathbb{H}?^a, out!^{a \leftarrow \{\tau\}} \rangle\}$
	$\text{PROC BLACKHOLE}(out) = \{\langle in?^a, \mathbb{H}!^a \rangle\}$
	$\text{PROC PLUS}(in1, in2, out) = \{\langle in1?^a, out!^{a \leftarrow \{a,b\}} \rangle, \langle in2?^b, out!^{a \leftarrow \{a,b\}} \rangle\}$

More Minimal Components

 <p style="text-align: center;">DELTA</p>	$PROC\ DELTA(in, out1, out2) = \{\langle in?^a, out1!^a \rangle, \langle in?^a, out2!^a \rangle\}^3$
 <p style="text-align: center;">MUX</p>	$PROC\ MUX(in1, in2, out) = \{\langle in1?^a, out!^a \rangle, \langle in2?^b, out!^b \rangle\}$
 <p style="text-align: center;">ROUTE</p>	$PROC\ ROUTE(in, out1, out2) = \{\langle in?^a, out1!^a \rangle, \langle in?^b, out2!^b \rangle\}$
 <p style="text-align: center;">REPLACE</p>	$PROC\ REPLACE(in1, in2, out) = \{\langle in1?^a, out!^{b \leftarrow \{a\}} \rangle, \langle in2?^b, out!^{b \leftarrow \{a\}} \rangle\}$

³Though this is not valid in traditional Occam it is possible with shared mobiles.

Conclusions

- Detect mobile escape:
 - For optimisation.
- Detect data escape:
 - For security.
 - For consistency checking.

Limitations:

- Data escape is a over approximation.
- Structured data is modelled as single item.
- Everything escapes everywhere.

The End

- **Any questions?**



University of
Kent



Computing

References



R. Milner.

Communicating and Mobile Systems: the Pi-Calculus.

Cambridge University Press, 1999.

ISBN: 0-52165-869-1.

Mobility Refinement

- With the ordinary semantic models, we have a notion of **refinement**.
- no reason why one should not exist for the **mobility** model presented here:

$$P \sqsubseteq_M Q \quad \equiv \quad \text{mobility } Q \subseteq \text{mobility } P$$

- The informal interpretation is that **Q** is “less leaky” than **P**, when it comes to mobile escape.
 - some fudge required in the subset operation: e.g. $\{\langle c?^x \rangle\}$ refines $\{\langle c?^x, d!^x \rangle\}$, as does $\{\langle d!^y \rangle\}$.
 - can arise in an implementation that *copies* data between mobiles.

Expansive Hiding

- Hiding is not always an **reducing** operation:
 - can easily **blow-up**, reflecting the different possibilities for mobiles.

$$\begin{aligned} & \{ \langle A?^a, c!^a \rangle, \langle B?^b, c!^b \rangle, \langle c?f, X!^f \rangle, \langle c?g, Y!^g \rangle, \langle c?h, Z!^h \rangle \} \\ \xrightarrow{\setminus\{c\}} & \{ \langle A?^a, X!^a \rangle, \langle A?^a, Y!^a \rangle, \langle A?^a, Z!^a \rangle, \\ & \langle B?^b, X!^b \rangle, \langle B?^b, Y!^b \rangle, \langle B?^b, Z!^b \rangle \} \end{aligned}$$

- Worse-case is limited by type compatibility.

Denotational Semantics

- Alphabets (for any particular **occam- π** process):
 - **output** channels: $\Sigma^!$, **input** channels: $\Sigma^?$, such that $\Sigma = \Sigma^! \cup \Sigma^?$.
 - also grouped by **type**: Σ_t , where t is a valid **occam- π protocol** and $t \in \mathbb{T}$, where \mathbb{T} is the set of valid **occam- π protocols**.
 - following on: $\Sigma_t = \Sigma_t^! \cup \Sigma_t^?$, and $\forall t : \mathbb{T} \cdot \Sigma_t \subseteq \Sigma$.
 - for **shared** mobiles: $\Sigma_+ = \Sigma_+^! \cup \Sigma_+^?$.
- Primitive processes:

mobility SKIP = $\langle \rangle$

mobility STOP = $\langle \rangle$

mobility div = *mobility CHAOS* =

$$\{\langle C!^a \rangle \mid C \in \Sigma^!\} \cup \{\langle D?^x \rangle \mid D \in \Sigma^?\} \cup \\ \{\langle C?^v, D!^v \rangle \mid \forall t : \mathbb{T} \cdot (C, D) \in \Sigma_t^? \times \Sigma_t^!\}$$

Denotational Semantics

- Choice:

$$\text{mobility } (P \sqcap Q) = (\text{mobility } P) \cup (\text{mobility } Q)$$

$$\text{mobility } (P \sqcap Q) = (\text{mobility } P) \cup (\text{mobility } Q)$$

- Interleaving and parallelism:

$$\text{mobility } (P \parallel Q) = (\text{mobility } P) \cup (\text{mobility } Q)$$

- Hiding:

$$\text{mobility } (P \setminus x) = \{M \wedge N[\alpha/\beta] \mid$$

$$(M \wedge \langle x!^\alpha \rangle, \langle x?^\beta \rangle \wedge N) \in \text{mobility } P \times \text{mobility } P\} \cup$$

$$((\text{mobility } P) - (\{F \wedge \langle x!^\alpha \rangle \mid F \wedge \langle x!^\alpha \rangle \in \text{mobility } P\}$$

$$\cup \{\langle x?^\beta \rangle \wedge G \mid \langle x?^\beta \rangle \wedge G \in \text{mobility } P\})) \cup$$

$$\{H \mid (H \wedge \langle x!^\alpha \rangle) \in \text{mobility } P \wedge (\langle x?^\beta \rangle \wedge I) \notin \text{mobility } P \wedge H \neq \langle \rangle\} \cup$$

$$\{J \mid (\langle x?^\beta \rangle \wedge J) \in \text{mobility } P \wedge (J \wedge \langle x!^\alpha \rangle) \notin \text{mobility } P \wedge J \neq \langle \rangle\}$$