Towards Automatization of Framed Bisimilarity in Coq

M. Miculan I. Scagnetto

Dipartimento di Matematica e Informatica Università di Udine

TYPES Annual Workshop, April 2006

<ロ> <同> <同> < 回> < 回> < 回> < 回</p>

The Starting Scenario

Background. Processes algebras and cryptographic protocols: the spi-calculus.

- The study of reactive systems requires to consider both the steps taken by the system and those taken by its environment.
- The spi-calculus is an extension of the π-calculus designed for reasoning about cryptographic protocols. In particular terms exchanged during communications can be encrypted with a shared-key scheme:

 $c.(x)P \mid \overline{c}.\langle \{M\}_K \rangle Q \xrightarrow{\tau} P[\{M\}_K/x] \mid Q$

- The environment may be hostile and little can be assumed about its behaviour.
- As a consequence, representing the environment as a nondeterministic process is hard, so bisimulation techniques are often used.

The Starting Scenario

Background.

Processes algebras and cryptographic protocols: the spi-calculus.

- The study of reactive systems requires to consider both the steps taken by the system and those taken by its environment.
- The spi-calculus is an extension of the π-calculus designed for reasoning about cryptographic protocols. In particular terms exchanged during communications can be encrypted with a shared-key scheme:

 $c.(x)P \mid \overline{c}.\langle \{M\}_K \rangle Q \xrightarrow{\tau} P[\{M\}_K / x] \mid Q$

- The environment may be hostile and little can be assumed about its behaviour.
- As a consequence, representing the environment as a nondeterministic process is hard, so bisimulation techniques are often used.

Background.

Processes algebras and cryptographic protocols: the spi-calculus.

- The study of reactive systems requires to consider both the steps taken by the system and those taken by its environment.
- The spi-calculus is an extension of the π-calculus designed for reasoning about cryptographic protocols. In particular terms exchanged during communications can be encrypted with a shared-key scheme:

 $c.(x)P \mid \overline{c}.\langle \{M\}_K \rangle Q \xrightarrow{\tau} P[\{M\}_K / x] \mid Q$

- The environment may be hostile and little can be assumed about its behaviour.
- As a consequence, representing the environment as a nondeterministic process is hard, so bisimulation techniques are often used.

Background.

Processes algebras and cryptographic protocols: the spi-calculus.

- The study of reactive systems requires to consider both the steps taken by the system and those taken by its environment.
- The spi-calculus is an extension of the π-calculus designed for reasoning about cryptographic protocols. In particular terms exchanged during communications can be encrypted with a shared-key scheme:

 $c.(x)P \mid \overline{c}.\langle \{M\}_{\mathcal{K}} \rangle Q \xrightarrow{\tau} P[\{M\}_{\mathcal{K}}/x] \mid Q$

- The environment may be hostile and little can be assumed about its behaviour.
- As a consequence, representing the environment as a nondeterministic process is hard, so bisimulation techniques are often used.

The Starting Scenario

Background.

Testing equivalence

- Usually, testing equivalence (∼) is used in order to reason about processes.
- Intended meaning of $P \sim Q$:
 - *P* is the implementation of a protocol,
 - Q is the specification of the protocol.

If the equivalence holds, the implementation of the protocol meets the corresponding specification.

- This approach is applied for verifying many protocols.
- Another interesting application: PCA (PCC for security purposes):
 - P is the mobile code received from the producer,
 - Q is the security policy specified by the consumer,
 - "d : P ~ Q" (proof that P complies to Q): provided by the producer and checked by the consumer

< □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □

The Starting Scenario

Background.

- Testing equivalence
 - Usually, testing equivalence (∼) is used in order to reason about processes.
 - Intended meaning of P ~ Q:
 - *P* is the implementation of a protocol,
 - Q is the specification of the protocol.

If the equivalence holds, the implementation of the protocol meets the corresponding specification.

- This approach is applied for verifying many protocols.
- Another interesting application: PCA (PCC for security purposes):
 - P is the mobile code received from the producer,
 - Q is the security policy specified by the consumer,
 - " $d: P \sim Q$ " (proof that P complies to Q): provided by the

< □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □

The Starting Scenario

Background. Testing equivalence

- Usually, testing equivalence (~) is used in order to reason about processes.
- Intended meaning of P ~ Q:
 - *P* is the implementation of a protocol,
 - Q is the specification of the protocol.

- This approach is applied for verifying many protocols.
- Another interesting application: PCA (PCC for security purposes):
 - P is the mobile code received from the producer,
 - Q is the security policy specified by the consumer,
 - " $d: P \sim Q$ " (proof that P complies to Q): provided by the
 - producer and checked by the consumer.

The Starting Scenario

Background. Testing equivalence

- Usually, testing equivalence (~) is used in order to reason about processes.
- Intended meaning of P ~ Q:
 - *P* is the implementation of a protocol,
 - Q is the specification of the protocol.

- This approach is applied for verifying many protocols.
- Another interesting application: PCA (PCC for security purposes):
 - P is the mobile code received from the producer,
 - Q is the security policy specified by the consumer,
 - "*d* : *P* ~ *Q*" (proof that *P* complies to *Q*): provided by the producer and checked by the consumer.

The Starting Scenario

Background. Testing equivalence

- Usually, testing equivalence (∼) is used in order to reason about processes.
- Intended meaning of P ~ Q:
 - *P* is the implementation of a protocol,
 - Q is the specification of the protocol.

- This approach is applied for verifying many protocols.
- Another interesting application: PCA (PCC for security purposes):
 - P is the mobile code received from the producer,
 - Q is the security policy specified by the consumer,
 - "*d* : *P* ~ *Q*" (proof that *P* complies to *Q*): provided by the producer and checked by the consumer.

The Starting Scenario

Background. Testing equivalence

- Usually, testing equivalence (∼) is used in order to reason about processes.
- Intended meaning of P ~ Q:
 - *P* is the implementation of a protocol,
 - Q is the specification of the protocol.

- This approach is applied for verifying many protocols.
- Another interesting application: PCA (PCC for security purposes):
 - P is the mobile code received from the producer,
 - Q is the security policy specified by the consumer,
 - "d : P ~ Q" (proof that P complies to Q): provided by the producer and checked by the consumer.

Background.

- Usually, testing equivalence (∼) is used in order to reason about processes.
- Intended meaning of P ~ Q:
 - *P* is the implementation of a protocol,
 - Q is the specification of the protocol.

- This approach is applied for verifying many protocols.
- Another interesting application: PCA (PCC for security purposes):
 - P is the mobile code received from the producer,
 - Q is the security policy specified by the consumer,
 - "d : P ~ Q" (proof that P complies to Q): provided by the producer and checked by the consumer.

The Starting Scenario

Background.

- Verifying testing equivalences is difficult.
- Moreover, when reasoning about cryptographic protocols new challenges arise:
 - two cleartexts M and N are encrypted under a session key, yielding two cyphertexts P(M) and P(N),
 - in order to express preservation of secrecy, an attacker should not be able to distinguish between P(M) and P(N).
 - standard notions of bisimulations do not allow that; hence it is necessary to relax the usual definition in order to introduce indistinguishable messages.
- Framed Bisimulation address both problems and is more tractable; moreover, we have: P ∼_f Q ⇒ P ∼ Q
- Framed Bisimulation is decidable is we consider a suitable finite fragment of the spi-calculus and there exists a decision algorithm provided by Hüttel in [2].

The Starting Scenario

Background.

- Verifying testing equivalences is difficult.
- Moreover, when reasoning about cryptographic protocols new challenges arise:
 - two cleartexts M and N are encrypted under a session key, yielding two cyphertexts P(M) and P(N),
 - in order to express preservation of secrecy, an attacker should not be able to distinguish between P(M) and P(N).
 - standard notions of bisimulations do not allow that; hence it is necessary to relax the usual definition in order to introduce indistinguishable messages.
- Framed Bisimulation address both problems and is more tractable; moreover, we have: P ∼_f Q ⇒ P ∼ Q
- Framed Bisimulation is decidable is we consider a suitable finite fragment of the spi-calculus and there exists a decision algorithm provided by Hüttel in [2].

The Starting Scenario

Background.

- Verifying testing equivalences is difficult.
- Moreover, when reasoning about cryptographic protocols new challenges arise:
 - two cleartexts M and N are encrypted under a session key, yielding two cyphertexts P(M) and P(N),
 - in order to express preservation of secrecy, an attacker should not be able to distinguish between P(M) and P(N),
 - standard notions of bisimulations do not allow that; hence it is necessary to relax the usual definition in order to introduce indistinguishable messages.
- Framed Bisimulation address both problems and is more tractable; moreover, we have: P ∼_f Q ⇒ P ∼ Q
- Framed Bisimulation is decidable is we consider a suitable finite fragment of the spi-calculus and there exists a decision algorithm provided by Hüttel in [2].

The Starting Scenario

Background.

- Verifying testing equivalences is difficult.
- Moreover, when reasoning about cryptographic protocols new challenges arise:
 - two cleartexts M and N are encrypted under a session key, yielding two cyphertexts P(M) and P(N),
 - in order to express preservation of secrecy, an attacker should not be able to distinguish between P(M) and P(N),
 - standard notions of bisimulations do not allow that; hence it is necessary to relax the usual definition in order to introduce indistinguishable messages.
- Framed Bisimulation address both problems and is more tractable; moreover, we have: P ∼_f Q ⇒ P ∼ Q
- Framed Bisimulation is decidable is we consider a suitable finite fragment of the spi-calculus and there exists a decision algorithm provided by Hüttel in [2].

The Starting Scenario

Background.

- Verifying testing equivalences is difficult.
- Moreover, when reasoning about cryptographic protocols new challenges arise:
 - two cleartexts M and N are encrypted under a session key, yielding two cyphertexts P(M) and P(N),
 - in order to express preservation of secrecy, an attacker should not be able to distinguish between P(M) and P(N),
 - standard notions of bisimulations do not allow that; hence it is necessary to relax the usual definition in order to introduce indistinguishable messages.
- Framed Bisimulation address both problems and is more tractable; moreover, we have: P ∼_f Q ⇒ P ∼ Q
- Framed Bisimulation is decidable is we consider a suitable finite fragment of the spi-calculus and there exists a decision algorithm provided by Hüttel in [2].

The Starting Scenario

Background.

Indistinguishable terms and Framed Bisimilarity.

- Verifying testing equivalences is difficult.
- Moreover, when reasoning about cryptographic protocols new challenges arise:
 - two cleartexts M and N are encrypted under a session key, yielding two cyphertexts P(M) and P(N),
 - in order to express preservation of secrecy, an attacker should not be able to distinguish between P(M) and P(N),
 - standard notions of bisimulations do not allow that; hence it is necessary to relax the usual definition in order to introduce indistinguishable messages.
- Framed Bisimulation address both problems and is more tractable; moreover, we have: P ∼_f Q ⇒ P ∼ Q

 Framed Bisimulation is decidable is we consider a suitable finite fragment of the spi-calculus and there exists a decision algorithm provided by Hüttel in [2].

The Starting Scenario

Background.

- Verifying testing equivalences is difficult.
- Moreover, when reasoning about cryptographic protocols new challenges arise:
 - two cleartexts M and N are encrypted under a session key, yielding two cyphertexts P(M) and P(N),
 - in order to express preservation of secrecy, an attacker should not be able to distinguish between P(M) and P(N),
 - standard notions of bisimulations do not allow that; hence it is necessary to relax the usual definition in order to introduce indistinguishable messages.
- Framed Bisimulation address both problems and is more tractable; moreover, we have: P ∼_f Q ⇒ P ∼ Q
- Framed Bisimulation is decidable is we consider a suitable finite fragment of the spi-calculus and there exists a decision algorithm provided by Hüttel in [2].

Our idea.

- Our work in progress focus on the integration of proof-assistants and automatic decision procedures.
- We aim to provide a Coq-signature such that the user can specify its protocol and the goal-equivalence P ~ Q.
- The proof can then proceed interactively, as usual, but with the possibility of invoking an ad-hoc tactic to automatically verify finite subgoals.
- Eventually, the tactic could not terminate or fail if a depth limit is imposed.

Our idea.

- Our work in progress focus on the integration of proof-assistants and automatic decision procedures.
- We aim to provide a Coq-signature such that the user can specify its protocol and the goal-equivalence P ~ Q.
- The proof can then proceed interactively, as usual, but with the possibility of invoking an ad-hoc tactic to automatically verify finite subgoals.
- Eventually, the tactic could not terminate or fail if a depth limit is imposed.

Our idea.

- Our work in progress focus on the integration of proof-assistants and automatic decision procedures.
- We aim to provide a Coq-signature such that the user can specify its protocol and the goal-equivalence P ~ Q.
- The proof can then proceed interactively, as usual, but with the possibility of invoking an ad-hoc tactic to automatically verify finite subgoals.
- Eventually, the tactic could not terminate or fail if a depth limit is imposed.

Our idea.

- Our work in progress focus on the integration of proof-assistants and automatic decision procedures.
- We aim to provide a Coq-signature such that the user can specify its protocol and the goal-equivalence P ~ Q.
- The proof can then proceed interactively, as usual, but with the possibility of invoking an ad-hoc tactic to automatically verify finite subgoals.
- Eventually, the tactic could not terminate or fail if a depth limit is imposed.

Problems.

- In general it is not sufficient to have an "oracle" able to say "yes/no" (which amounts to introduce a new axiom for the related case) when invoked on a goal P ∼_f Q, since it can be bugged.
- Moreover, this approach is not acceptable in PCA.
- Hence, we need a tactic which can provide an effective witness.
- Thus, eventual bugs in the algorithm/implementation can be easily spotted (and the size of TCB decreases).

Problems.

- In general it is not sufficient to have an "oracle" able to say "yes/no" (which amounts to introduce a new axiom for the related case) when invoked on a goal P ∼_f Q, since it can be bugged.
- Moreover, this approach is not acceptable in PCA.
- Hence, we need a tactic which can provide an effective witness.
- Thus, eventual bugs in the algorithm/implementation can be easily spotted (and the size of TCB decreases).

Problems.

- In general it is not sufficient to have an "oracle" able to say "yes/no" (which amounts to introduce a new axiom for the related case) when invoked on a goal P ∼_f Q, since it can be bugged.
- Moreover, this approach is not acceptable in PCA.
- Hence, we need a tactic which can provide an effective witness.
- Thus, eventual bugs in the algorithm/implementation can be easily spotted (and the size of TCB decreases).

Problems.

- In general it is not sufficient to have an "oracle" able to say "yes/no" (which amounts to introduce a new axiom for the related case) when invoked on a goal P ∼_f Q, since it can be bugged.
- Moreover, this approach is not acceptable in PCA.
- Hence, we need a tactic which can provide an effective witness.
- Thus, eventual bugs in the algorithm/implementation can be easily spotted (and the size of TCB decreases).

Status of the work.

- Implementation in Coq: done (using weak-HOAS, coinductive types, multiple judgments, capitalizing on similar experience with π-calculus, ambients, ...).
- Testing of the implementation, by manual verification of some example equivalence: done.
- Implementation of the tactic for finite processes: to do
 - modification of existing algorithms to produce witnesses of equivalences,
 - implementation as Ltac.

Status of the work.

- Implementation in Coq: done (using weak-HOAS, coinductive types, multiple judgments, capitalizing on similar experience with π-calculus, ambients, ...).
- Testing of the implementation, by manual verification of some example equivalence: done.
- Implementation of the tactic for finite processes: to do
 - modification of existing algorithms to produce witnesses of equivalences,
 - implementation as Ltac.

Status of the work.

- Implementation in Coq: done (using weak-HOAS, coinductive types, multiple judgments, capitalizing on similar experience with π-calculus, ambients, ...).
- Testing of the implementation, by manual verification of some example equivalence: done.
- Implementation of the tactic for finite processes: to do
 - modification of existing algorithms to produce witnesses of equivalences,
 - implementation as Ltac.

Status of the work.

- Implementation in Coq: done (using weak-HOAS, coinductive types, multiple judgments, capitalizing on similar experience with π-calculus, ambients, ...).
- Testing of the implementation, by manual verification of some example equivalence: done.
- Implementation of the tactic for finite processes: to do
 - modification of existing algorithms to produce witnesses of equivalences,

▲□ ▶ ▲ ■ ▶ ▲ ■ ▶ ▲ ■ ■ ● ● ●

• implementation as Ltac.

The encoding of the object language Basic Ideas for Proofs/Implementation

◆□▶ ◆□▶ ◆ □▶ ◆ □▶ ● □ ● ● ●

Names, Variables and Terms.

(Names) N → Parameter Name : Set. forall m n:Name, m = n + m <> n. (Variables) V → Parameter Var : Set.

```
Inductive Term : Set :=
   name : Name -> Term (name)
| var : Var -> Term (variable)
| zero : Term (zero)
| suc : Term -> Term (successor)
| pair : Term -> Term (pair)
| sk_enc : Term -> Term -> Term. (shared-key encryption)
```

The encoding of the object language Basic Ideas for Proofs/Implementation

◆□▶ ◆□▶ ◆ □▶ ◆ □▶ ● □ ● ● ●

Names, Variables and Terms.

(Names) N → Parameter Name : Set.
forall m n:Name, m = n + m <> n.
(Variables) V → Parameter Var : Set.

```
Inductive Term : Set :=
   name : Name -> Term (name)
| var : Var -> Term (variable)
| zero : Term (zero)
| suc : Term -> Term (successor)
| pair : Term -> Term -> Term (pair)
| sk_enc : Term -> Term -> Term. (shared-key encryption)
```

The encoding of the object language Basic Ideas for Proofs/Implementation

◆□▶ ◆□▶ ◆ □▶ ◆ □▶ ● □ ● ● ●

Names, Variables and Terms.

(Names) N → Parameter Name : Set. forall m n:Name, m = n + m <> n. (Variables) V → Parameter Var : Set.

```
Inductive Term : Set :=
   name : Name -> Term (name)
| var : Var -> Term (variable)
| zero : Term (zero)
| suc : Term -> Term (successor)
| pair : Term -> Term (pair)
| sk_enc : Term -> Term -> Term. (shared-key encryption)
```

The encoding of the object language Basic Ideas for Proofs/Implementation

<ロ> <同> <同> < 回> < 回> < 回> < 回</p>

Names, Variables and Terms.

(Names) N → Parameter Name : Set. forall m n:Name, m = n + m <> n. (Variables) V → Parameter Var : Set.

```
Inductive Term : Set :=
   name : Name -> Term (name)
| var : Var -> Term (variable)
| zero : Term (zero)
| suc : Term -> Term (successor)
| pair : Term -> Term -> Term (pair)
| sk_enc : Term -> Term -> Term. (shared-key encryption)
```

The encoding of the object language Basic Ideas for Proofs/Implementation

<ロ> <同> <同> < 回> < 回> < 回> < 回</p>

Names, Variables and Terms.

(Names) N → Parameter Name : Set. forall m n:Name, m = n + m <> n. (Variables) V → Parameter Var : Set.

Inductive Term : Set :=			
	name :	Name -> Term	(name)
	var :	Var -> Term	(variable)
	zero :	Term	(zero)
	suc :	Term -> Term	(successor)
	pair :	Term -> Term -> Term	(pair)
	sk_enc	: Term -> Term -> Term.	(shared-key encryption)

Processes are also encoded by means of an inductive type:

```
Inductive Proc : Set :=
```

```
plain, i.e., first order constructors:
    out_barb : Term -> Term -> Proc -> Proc (output)
| par : Proc -> Proc -> Proc (parallel composition)
...
| nil : Proc (null process)
binders, i.e., higher order constructors:
| in_barb : Term -> (Var-> Proc) -> Proc (input)
...
| nu : (Name -> Proc) -> Proc. (restriction)
```

Processes are also encoded by means of an inductive type:

```
Inductive Proc : Set :=
plain, i.e., first order constructors:
```

```
out_barb : Term -> Term -> Proc -> Proc (output)
| par : Proc -> Proc -> Proc (parallel composition)
...
| nil : Proc (null process)
binders, i.e., higher order constructors:
| in_barb : Term -> (Var-> Proc) -> Proc (input)
...
| nu : (Name -> Proc) -> Proc. (restriction)
```

Processes are also encoded by means of an inductive type:

```
Inductive Proc : Set :=
plain, i.e., first order constructors:
  out_barb : Term -> Term -> Proc -> Proc (output)
 par : Proc -> Proc -> Proc (parallel composition)
| nil : Proc (null process)
```

Processes are also encoded by means of an inductive type:

```
Inductive Proc : Set :=
plain, i.e., first order constructors:
  out_barb : Term -> Term -> Proc -> Proc (output)
 par : Proc -> Proc -> Proc (parallel composition)
| nil : Proc (null process)
binders, i.e., higher order constructors:
```

delegate α -conversion and fresh renaming to the metalanguage.

Processes are also encoded by means of an inductive type:

```
Inductive Proc : Set :=
plain, i.e., first order constructors:
    out_barb : Term -> Term -> Proc -> Proc (output)
| par : Proc -> Proc -> Proc (parallel composition)
...
| nil : Proc (null process)
binders, i.e., higher order constructors:
| in_barb : Term -> (Var-> Proc) -> Proc (input)
...
| nu : (Name -> Proc) -> Proc. (restriction)
```

Processes are also encoded by means of an inductive type:

```
Inductive Proc : Set :=
plain, i.e., first order constructors:
    out_barb : Term -> Term -> Proc -> Proc (output)
| par : Proc -> Proc -> Proc (parallel composition)
...
| nil : Proc (null process)
binders, i.e., higher order constructors:
| in_barb : Term -> (Var-> Proc) -> Proc (input)
...
| nu : (Name -> Proc) -> Proc. (restriction)
```

The encoding of the object language Basic Ideas for Proofs/Implementation

◆□▶ ◆□▶ ◆ □▶ ◆ □▶ ● □ ● ● ●

Judgments

- Commitment relation P → A (modeling the dynamic behaviour of processes):
 Inductive commit :
 Proc -> Barb -> Agent -> Prop := ...
- Equivalence between "undistinguishable" terms
 (fr, th) ⊢ M ↔ N:
 Inductive eqTerm (fr:Frame) (th:Theory) :
 Term -> Term -> Prop := ...
- Framed Bisimilarity (fr, th) ⊢ P ~_f Q: CoInductive fBisim : Frame -> Theory -> Proc -> Proc -> Prop := ...

The encoding of the object language Basic Ideas for Proofs/Implementation

・ロト (周) (E) (E) (E) (E)

Abstractions and concretions.

- Abstractions are monadic, so they can be representend in a straightforward way by functional terms over Var:
 Definition Abs := Var -> Proc.
- Concretions instead can exhibit a prefix of restrictions of arbitrary length:

 $(\nu \vec{n})\langle M \rangle Q$

 In order to correctly render the notion of pseudo-application (x)P@(vn)⟨M⟩Q = (vn)(P[M/x] | Q), we need to "decompose" the prefix before carrying out the communication:

```
Inductive interactl : Abs -> Agent -> Proc -> Prop :=
interactl_base : forall A:Abs, forall M:Term, forall P Q:Proc,
(substProc M A P) -> (interactl A (conc_base M Q) (par P Q))
interactl_bind : forall A:Abs, forall C:Name->Agent, forall P:Name->Proc,
(forall n:Name, interactl A (C n) (P n)) ->
```

```
interactl A (nu_ag C) (nu P).
```

The encoding of the object language Basic Ideas for Proofs/Implementation

・ロト (周) (E) (E) (E) (E)

Abstractions and concretions.

- Abstractions are monadic, so they can be representend in a straightforward way by functional terms over Var:
 Definition Abs := Var -> Proc.
- Concretions instead can exhibit a prefix of restrictions of arbitrary length:

$(\nu \vec{n}) \langle M \rangle Q$

• In order to correctly render the notion of pseudo-application $(x)P@(\nu\vec{n})\langle M\rangle Q = (\nu\vec{n})(P[M/x] | Q)$, we need to "decompose" the prefix before carrying out the communication:

```
Inductive interactl : Abs -> Agent -> Proc -> Prop :=
interactl_base : forall A:Abs, forall M:Term, forall P Q:Proc,
(substProc M A P) -> (interactl A (conc_base M Q) (par P Q))
interactl_bind : forall A:Abs, forall C:Name->Agent, forall P:Name->Proc,
(forall n:Name, interactl A (C n) (P n)) ->
```

```
interactl A (nu_ag C) (nu P).
```

◆□▶ ◆□▶ ◆三▶ ◆三▶ 三三 のへの

Abstractions and concretions.

- Abstractions are monadic, so they can be representend in a straightforward way by functional terms over Var:
 Definition Abs := Var -> Proc.
- Concretions instead can exhibit a prefix of restrictions of arbitrary length:

$$(\nu \vec{n}) \langle M \rangle Q$$

 In order to correctly render the notion of pseudo-application (x)P@(vn)⟨M⟩Q = (vn)(P[M/x] | Q), we need to "decompose" the prefix before carrying out the communication:

```
Inductive interactl : Abs -> Agent -> Proc -> Prop :=
interactl_base : forall A:Abs, forall M:Term, forall P Q:Proc,
(substProc M A P) -> (interactl A (conc_base M Q) (par P Q))
interactl_bind : forall A:Abs, forall C:Name->Agent, forall P:Name->Proc,
(forall n:Name, interactl A (C n) (P n)) ->
```

```
interactl A (nu_ag C) (nu P).
```

The encoding of the object language Basic Ideas for Proofs/Implementation

Example.

The processes

$(\nu K)\overline{c}\langle \{M\}_K\rangle$ and $(\nu K)\overline{c}\langle \{M'\}_K\rangle$

are in a framed bisimulation according to Example 1 of [1].

- Intuitively, this means that the abovementioned processes do not reveal *M* and *M*', respectively.
- This can be rendered in Coq as follows:

).

The encoding of the object language Basic Ideas for Proofs/Implementation

Example.

The processes

 $(\nu K)\overline{c}\langle \{M\}_K\rangle$ and $(\nu K)\overline{c}\langle \{M'\}_K\rangle$

are in a framed bisimulation according to Example 1 of [1].

- Intuitively, this means that the abovementioned processes do not reveal *M* and *M*', respectively.
- This can be rendered in Coq as follows:

```
Lemma Example1: forall M M':Term, forall c:Name,
(closedTerm M) -> (closedTerm M') ->
exists th:Theory,
(ok (frame_add c (empty_set Name)) th) /\
(fBisim (frame_add c (empty_set Name))
th
(nu (fun K:Name => (out_barb (name c) (sk_enc M (name K)) nil)))
(nu (fun K':Name => (out_barb (name c) (sk_enc M' (name K')) nil)))
```

).

The encoding of the object language Basic Ideas for Proofs/Implementation

Example.

The processes

 $(\nu K)\overline{c}\langle \{M\}_K\rangle$ and $(\nu K)\overline{c}\langle \{M'\}_K\rangle$

are in a framed bisimulation according to Example 1 of [1].

 Intuitively, this means that the abovementioned processes do not reveal *M* and *M*', respectively.

• This can be rendered in Coq as follows:

```
Lemma Example1: forall M M':Term, forall c:Name,
(closedTerm M) -> (closedTerm M') ->
exists th:Theory,
(ok (frame_add c (empty_set Name)) th) /\
(fBisim (frame_add c (empty_set Name)) th
(fBisim (frame_add c (empty_set Name))
th
(nu (fun K:Name => (out_barb (name c) (sk_enc M (name K)) nil)))
(nu (fun K':Name => (out_barb (name c) (sk_enc M' (name K')) nil)))
```

```
).
```

The encoding of the object language Basic Ideas for Proofs/Implementation

Example.

The processes

```
(\nu K)\overline{c}\langle \{M\}_K\rangle and (\nu K)\overline{c}\langle \{M'\}_K\rangle
```

are in a framed bisimulation according to Example 1 of [1].

- Intuitively, this means that the abovementioned processes do not reveal *M* and *M*', respectively.
- This can be rendered in Coq as follows:

).

References I

M. .

M. Abadi and A.D. Gordon A Bisimulation Method for Cryptographic Protocols. Nordic Journal of Computing, 1998.

H. Hüttel.

Deciding Framed Bisimilarity. Pre-Proceedings of Infinity'02, June 2002.