

Relational reasoning via probabilistic coupling

Gilles Barthe, Thomas Espitau, Benjamin Grégoire, Justin Hsu,
Léo Stefanescu, Pierre-Yves Strub

IMDEA Software, ENS Cachan, ENS Lyon, Inria, University of Pennsylvania

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Relational properties

Properties about two runs of the same program

- ▶ Assume inputs are related by Ψ
- ▶ Want to prove the outputs are related by Φ

Examples

Monotonicity

- ▶ $\Psi : in_1 \leq in_2$
- ▶ $\Phi : out_1 \leq out_2$
- ▶ “Bigger inputs give bigger outputs”

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- ▶ “Bigger inputs give bigger outputs”

Non-interference

- ▶ $\Psi : low_1 = low_2$
- ▶ $\Phi : out_1 = out_2$
- ▶ “If low-security inputs are the same, then outputs are the same”

Probabilistic relational properties

Richer properties

- ▶ Differential privacy
- ▶ Cryptographic indistinguishability

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Verification tool: pRHL [BGZ-B]

- ▶ Imperative while language + command for random sampling
- ▶ Deterministic input, randomized output
- ▶ Hoare-style logic

Inspiration from probability theory

Probabilistic couplings

- ▶ Used by mathematicians for proving relational properties
- ▶ Applications: Markov chains, probabilistic processes

Idea

- ▶ Place two processes in the same probability space
- ▶ Coordinate the sampling

Our results

Main observation

The logic pRHL internalizes coupling

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Consequences

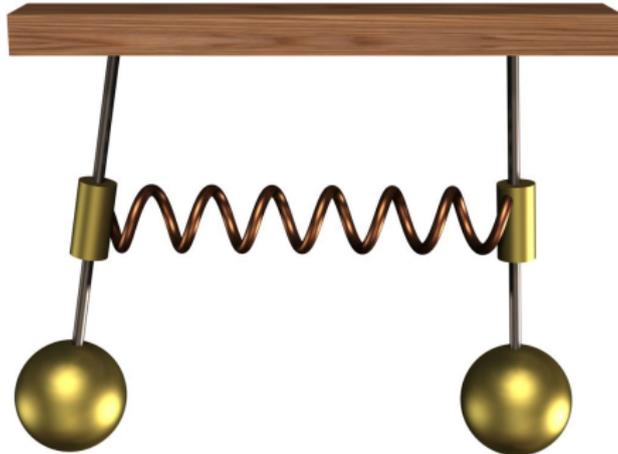
- ▶ Constructing pRHL proof \rightarrow constructing a coupling
- ▶ Can verify classic examples of couplings in mathematics with proof assistant EasyCrypt (built on pRHL)

The plan

Today

- ▶ Introducing probabilistic couplings
- ▶ Introducing the relational logic pRHL
- ▶ Example: convergence of random walks

Probabilistic couplings



Introducing to probabilistic couplings

Basic ingredients

- ▶ Given: two distributions X_1, X_2 over set A
- ▶ Produce: joint distribution Y over $A \times A$
 - Distribution over the first component is X_1
 - Distribution over the second component is X_2

Introducing to probabilistic couplings

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Definition

Given two distributions X_1, X_2 over a set A , a **coupling** Y is a distribution over $A \times A$ such that $\pi_1(Y) = X_1$ and $\pi_2(Y) = X_2$.

Example: mirrored random walks

Simple random walk on integers

- ▶ Start at position $p = 0$
- ▶ Each step, flip coin $x \xleftarrow{\$}$ *flip*
- ▶ Heads: $p \leftarrow p + 1$
- ▶ Tails: $p \leftarrow p - 1$

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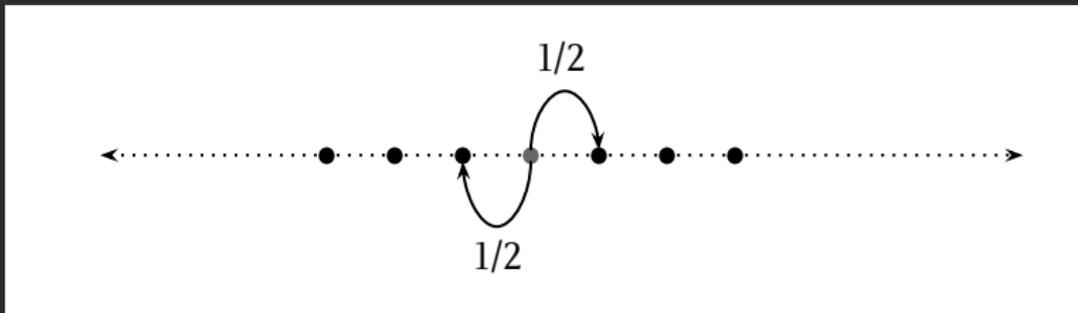


Figure: Simple random walk

Coupling the walks to meet

Case $p_1 = p_2$: Walks have met

- ▶ Arrange samplings $x_1 = x_2$
- ▶ Continue to have $p_1 = p_2$

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- ▶ Arrange samplings $x_1 = \neg x_2$
- ▶ Walks make mirror moves

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Under coupling, if walks meet, they move together

Why is this interesting?

Goal: memorylessness

- ▶ Start two random walks at w and $w + 2k$
- ▶ To show: position distributions converge as we take more steps

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- ▶ Distance is at most probability walks **don't** meet

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Theorem

If Y is a coupling of two distributions (X_1, X_2) , then

$$\|X_1 - X_2\|_{TV} \triangleq \sum_{a \in A} |X_1(a) - X_2(a)| \leq \Pr_{(y_1, y_2) \sim Y} [y_1 \neq y_2].$$

The logic pRHL



The program logic pRHL

Probabilistic Relational Hoare Logic

- ▶ Hoare-style logic for probabilistic relational properties
- ▶ Proposed by Barthe, Grégoire, Zanella-Béguelin
- ▶ Implemented in the EasyCrypt proof assistant for crypto proofs

Language and judgments

The pWhile imperative language

$c ::= x \leftarrow e \mid x \leftarrow^{\$} d \mid \text{if } e \text{ then } c \text{ else } c \mid \text{while } e \text{ do } c \mid \text{skip} \mid c; c$

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Basic pRHL judgments

$$\models c_1 \sim c_2 : \Psi \Rightarrow \Phi$$

- ▶ Ψ and Φ are formulas over labeled program variables x_1, x_2
- ▶ Ψ is precondition, Φ is postcondition

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Definition (Couplings in disguise!)

If Φ is a relation on A , the **lifted relation** Φ^\dagger is a relation on $\mathbf{Distr}(A)$ where $\mu_1 \Phi^\dagger \mu_2$ if there exists $\mu \in \mathbf{Distr}(A \times A)$ with

- ▶ $\text{supp}(\mu) \subseteq \Phi$; and
- ▶ $\pi_1(\mu) = \mu_1$ and $\pi_2(\mu) = \mu_2$.

Proof rules

The key rule: Sampling

$$\text{SAMPLE} \frac{f \in T \xrightarrow{1-1} T \quad \forall v \in T. d_1(v) = d_2(f \ v)}{\models x_1 \stackrel{\$}{\sim} d_1 \sim x_2 \stackrel{\$}{\sim} d_2 : \forall v, \Phi[v/x_1, f(v)/x_2] \Rightarrow \Phi}$$

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Notes

- ▶ Bijection f : specifies how to coordinate the samples

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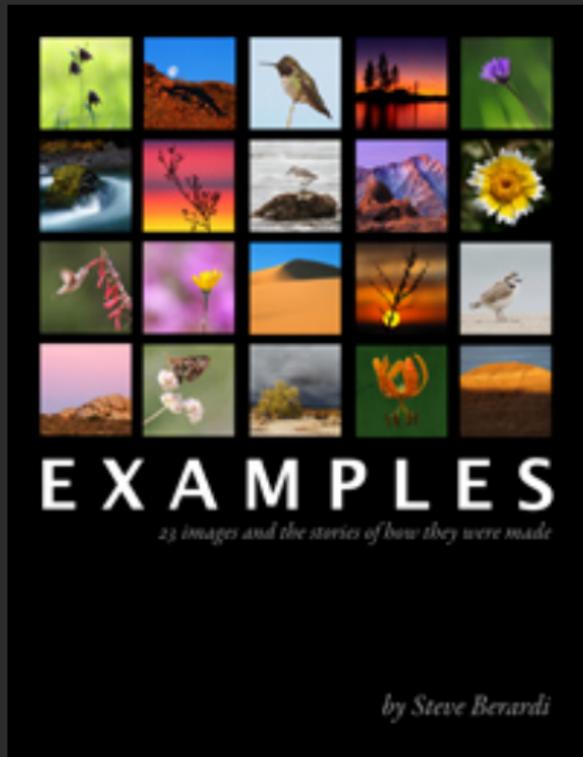
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Notes

- ▶ Bijection f : specifies how to coordinate the samples
- ▶ Side condition: marginals are preserved under f
- ▶ Assume: samples coupled when proving postcondition Φ

Examples



Example: mirroring random walks in pRHL

The code

```
pos ← start;           // Start position
i ← 0;
H ← [];                // Ghost code
while i < N do
  b  $\stackrel{\$}{\leftarrow}$  flip;
  H ← b :: H;          // Ghost code
  if b then
    pos ← pos + 1;
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Goal: couple two walks via mirroring

Record the history

h stores history of flips

- ▶ $\Sigma(h)$ is the net distance that the first process moves to the right
- ▶ $Meet(h)$ if there is prefix h' of h with $\Sigma(h') = k$

Specify the coupling

Sampling rule

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Case on $\text{Meet}(H_1)$

- ▶ True: take bijection f to be id
- ▶ False: take bijection f to be negation \neg

Final judgment

$$\models c \sim c : \text{start}_1 + 2k = \text{start}_2 \Rightarrow (\text{Meet}(H_1) \rightarrow \text{pos}_1 = \text{pos}_2)$$

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How to read

- ▶ The two walks start $2k$ apart
- ▶ If walks have met before, their positions are equal

Further examples

Lazy random walk on torus

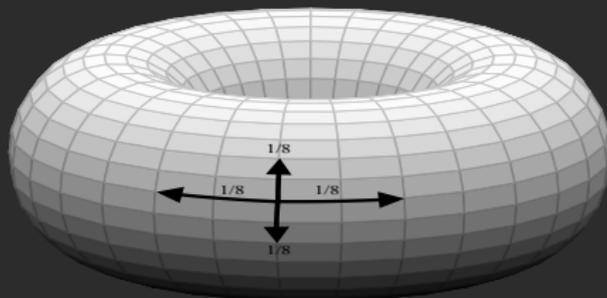


Figure: Lazy random walk on a two dimensional torus

Further examples

Lazy random walk on torus

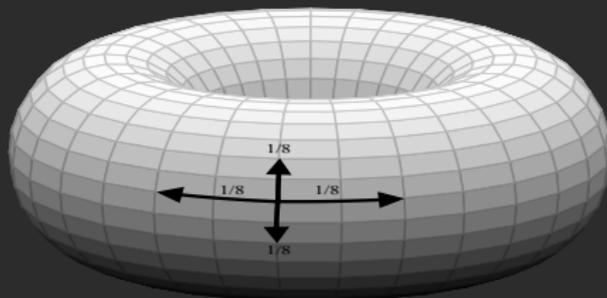


Figure: Lazy random walk on a two dimensional torus

Stochastic domination

- ▶ Notion of ordering for probabilistic processes
- ▶ Proved via couplings

Wrapping up

basic swaddle



Open problems

Handling more advanced couplings

- ▶ Shift couplings, path couplings, etc.
- ▶ Hard example: constructive Lovász Local Lemma by Moser

Quantitative bounds

- ▶ How long does it take for the mirrored walks to meet?
- ▶ Non-relational reasoning

Borrow more ideas from the coupling literature

- ▶ Couplings from mathematics may suggest natural rules to add

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