

Formal Approaches to Decision-Making under Uncertainty

Lecture 2-1: Modest Tools for DTMCs (II)

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Recall that everything is/will be online at

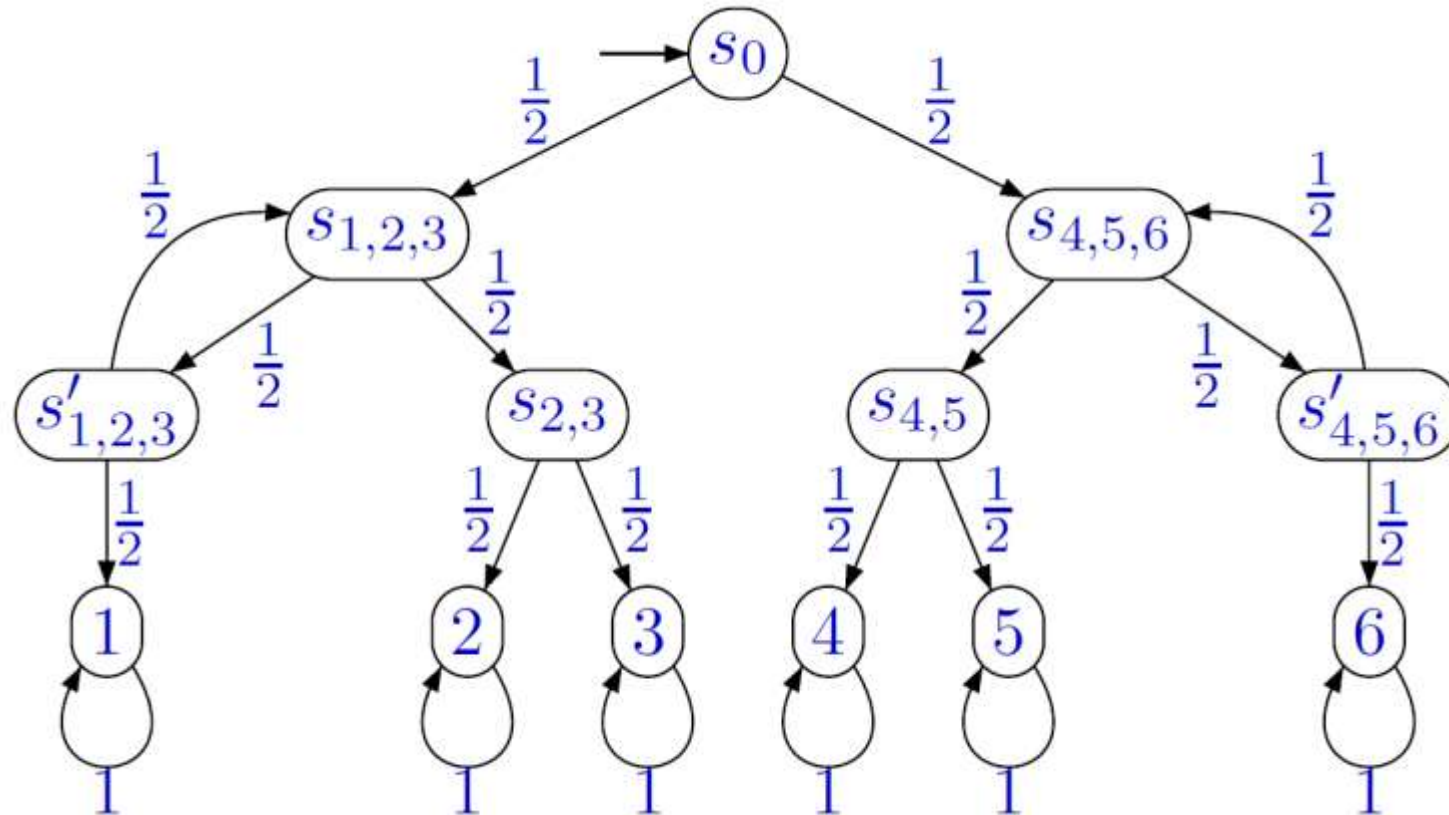
<https://arnd.hartmanns.name/rio2023/>

Markov Chain Modelling

Have: Coin that we can flip

Want: Play a game that requires 6-sided die

Claim: Can simulate die with coin as follows:



Zeroconf protocol:

Automatic configuration of local IPv4 address (169.254.x.x) when DHCP unavailable and no static address configured

Idea:

1. Pick **random** address
2. Use ARP requests to find out if anybody else already uses the address; if yes, go back to 1

Complications:

Lossy communication channel
(message loss with **probability** p)

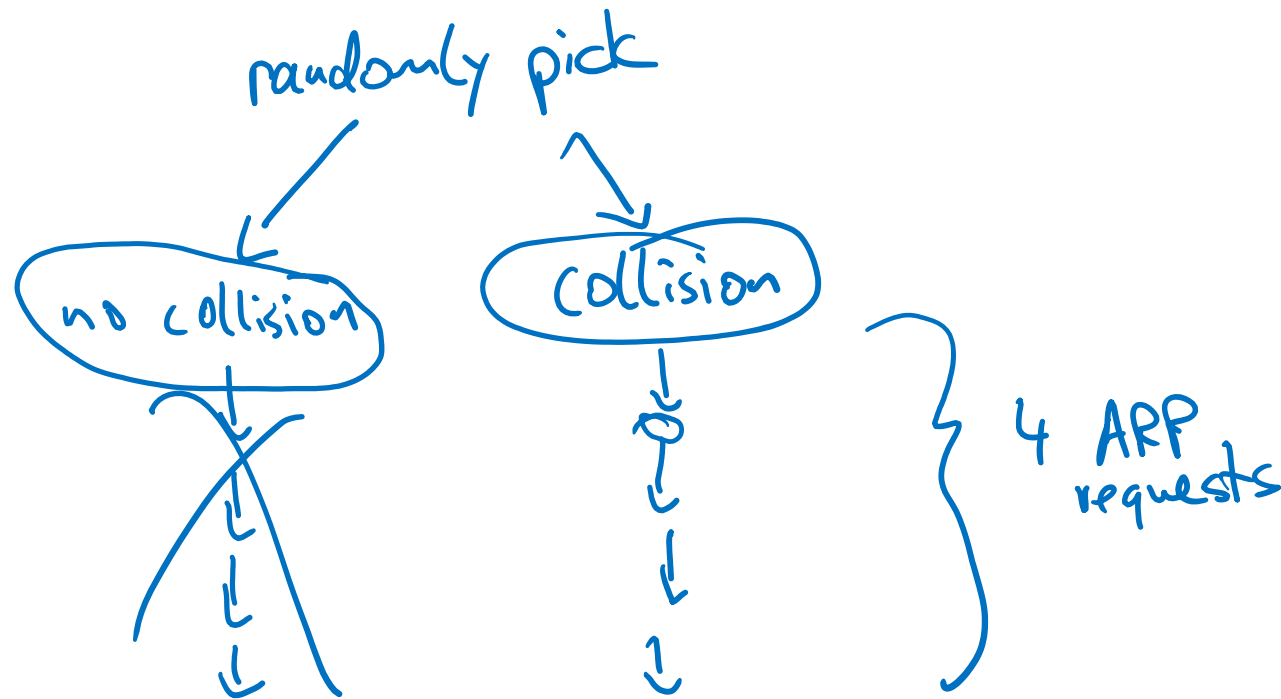
Markov Chain Modelling

Zeroconf protocol model:

Randomly pick one out of $K = 65024$ addresses

Collision probability is $q = \frac{m}{K}$ given m hosts in network

Send 4 ARP requests (each being lost with probability p)



$$m = 100,$$

$$p = 0.001:$$

probability of error
= ?

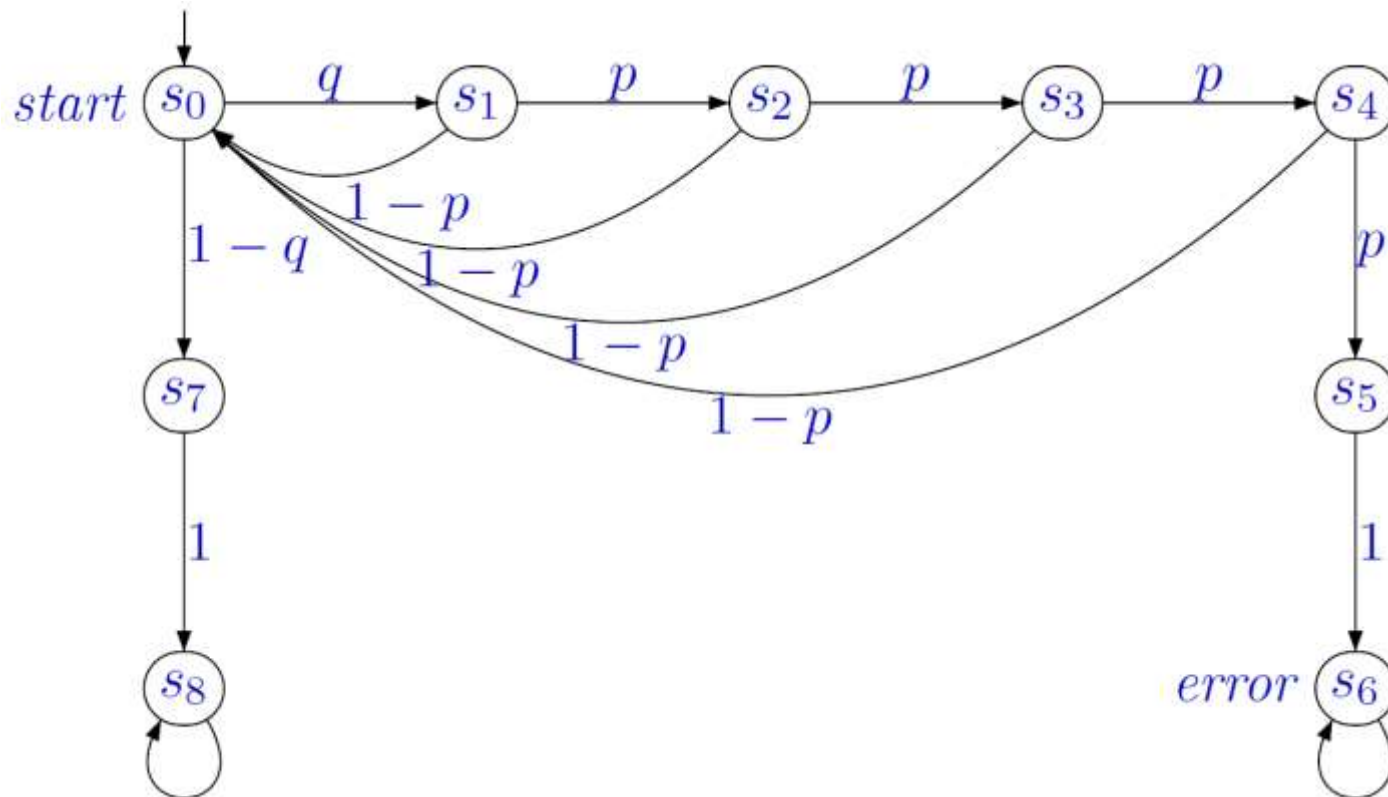
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$$m = 100,$$

$$p = 0.001:$$

$$\text{probability of error} \\ \approx 1.54 \cdot 10^{-15}$$