

A Formal Language for Electronic Contracts

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Outline

- 1 Aim and Motivation
- 2 The contract language \mathcal{CL}
- 3 Semantics of the contract language
- 4 Properties of the contract language
- 5 Conclusion and Future Work

Aim and Motivation

- Give a **formal specification language** for specifying contracts.
- The language has a **clear and concise syntax**
- with **formal semantics** into a modal logic based on μ -calculus.
- Aims at combining:
 - ▶ the **logical approach** (Deontic Logic) with
 - ▶ the **automata-like approach**
- Tackle the general problem of contracts found in law.
- Language restrictions and design decisions with two aims:
 - ▶ **capture naturally the clauses** found in real-life contracts
 - ▶ **avoid** many of the philosophical **paradoxes** of Deontic Logic

Ross's paradox:

- “Client is obliged to pay”
implies
- “Client is obliged to pay or to terminate the contract”

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why a formal specification language?

Definition

A contract is a document which engages several parties in a transaction and **stipulates commitments** (obligations, rights, prohibitions), as well as **penalties in case of contract violations**.

A **formal language** for contracts should:

- **remove the ambiguities** of the natural language.
- restrict the user to writing **only permitted clauses** thus eliminating many of the usual mistakes.
- be able to **represent** the complex clauses of contracts especially **Obligations, Permissions and Prohibitions**.
- be amenable to **verification** by model checking techniques.
- facilitate the (semi-)automatic translation into **FSM** with the scope of monitoring.

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Deontic Logic

- Deontic logic is the **logic of obligation** (ought-to), permission, and prohibition.
- Is based on propositional and modal logics.
- *ought-to-do* expressions consider **names of actions**
“The Internet Provider *ought to send* a password to the Client.”
- *ought-to-be* expressions consider **state of affairs** (results of actions)
“The average bandwidth *ought to be* more than 20kb/s”
- Georg H. von Wright started to sustain a “**logic of actions**”
– many of the philosophical paradoxes of Deontic logic are avoided.
- We consider Obligation, Permission and Prohibition **only over actions**
- We have also assertions which define the “state of affairs”
- Obligation, Permission, and Prohibition are **not defined over assertions**.

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The Contract Specification Language \mathcal{CL}

$$\begin{aligned} \text{Contract} &:= \mathcal{D} ; \mathcal{C} \\ \mathcal{C} &:= \phi \mid \mathcal{C}_O \mid \mathcal{C}_P \mid \mathcal{C}_F \mid \mathcal{C} \wedge \mathcal{C} \mid [\alpha]\mathcal{C} \mid \langle \alpha \rangle \mathcal{C} \mid \mathcal{C} \mathcal{U} \mathcal{C} \mid \bigcirc \mathcal{C} \mid \square \mathcal{C} \\ \mathcal{C}_O &:= O(\alpha) \mid \mathcal{C}_O \oplus \mathcal{C}_O \\ \mathcal{C}_P &:= P(\alpha) \mid \mathcal{C}_P \oplus \mathcal{C}_P \\ \mathcal{C}_F &:= F(\delta) \mid \mathcal{C}_F \vee [\alpha]\mathcal{C}_F \end{aligned}$$

- ϕ denotes **assertions** and ranges over Boolean expressions including arithmetic comparisons, like “the budget is more than 200\$”.
- $O(\alpha)$, $P(\alpha)$, $F(\delta)$ specify obligation, permission (rights), and prohibition (forbidden) over actions
- α and δ are **actions** given in the **definitions** part \mathcal{D} .
- $[\alpha]$ and $\langle \alpha \rangle$ are the **action parameterized modalities** of dynamic logic
- \mathcal{U} , \bigcirc , and \square are classical **temporal logic operators**
- \wedge , \vee , and \oplus are conjunction, disjunction, and exclusive disjunction

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Actions

- **Actions** are denoted by α and are constructed using the operators:
 - ▶ $+$ choice
 - ▶ \cdot concatenation (sequencing)
 - ▶ $\&$ concurrent execution
- **Tests** as actions:
 - ▶ $\varphi?$ where φ is a contract clause; e.g. an assertion, an obligation, etc.
 - ▶ the behavior of a test is like a *guard*; i.e. for action $\varphi? \cdot \alpha$ if the test succeeds then the action α can be executed
 - ▶ tests are used to model implication:
 $[\varphi?]\mathcal{C}$ is the same as $\varphi \Rightarrow \mathcal{C}$
- **Action negation** $\bar{\alpha}$
 - ▶ with the intuition that it represents all immediate traces that take us outside the trace of α
 - ▶ Involves the use of a *canonic form* of actions
 - ▶ E.g.: consider two atomic actions a and b then $\overline{a \cdot b}$ is $b + a \cdot a$

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Concurrent actions

- constructed with the $\&$ operator: $a\&b$
- “Whenever the Internet traffic is *high* then the client must pay immediately, or the client must notify the service provider by sending an e-mail specifying that he delays the payment.”

$$\Box(\phi \implies O(p) \oplus O(d\&n))$$

- $O(d\&n) = O(d) \wedge O(n)$
- There may be **incompatible actions** (which cannot be done at the same time) like: “go west” and “go east”. In this case we can have a conflict if we have $O(a) \wedge O(b)$.

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More on the Contract Language

- Expressing contrary-to-duty (CTDs)

$$O_C(\alpha) = O(\alpha) \wedge [\bar{\alpha}]C$$

- Expressing contrary-to-prohibition (CTPs)

$$F_C(\alpha) = F(\alpha) \wedge [\alpha]C$$

- “In case the client delays the payment, after notification he must immediately lower the Internet traffic to the *low* level, and pay later twice. If the client does not lower the Internet traffic immediately, then the client will have to pay three times.”

$$\Box([d\&n](O_C(l) \wedge [l]\Diamond(O(p\&p))) \text{ where } C = \Diamond O(p\&p\&p)$$

- There is a taste of resource-awareness in the actions.
 - ▶ Actions like $p\&p$ model discrete values.
 - ▶ Even though we have a finite set of atomic actions we get an infinite domain of the compound actions.
 - ▶ In work in progress we solve this infiniteness by using so-called *action schemas* (not in this paper)

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$\mathcal{C}\mu$ – A variant of the modal μ -calculus

why μ -calculus?

μ -calculus is a modal logic.

- **Expressive** – embeds most of the used temporal and process logics.
- **Well studied** – has a complete axiomatic system and a complete proof system.
- **Very efficient algorithms**
- **Mathematically well founded** in the results on fix points (Tarski, Knaster, Kleene, et al.).
- The **modal** variant of μ -calculus is based on **actions** (labels)
- μ -calculus is a combination of *propositional logic*, the action parameterized *modal operator* $[a]$, and the *fix point constructions*.

$\mathcal{C}\mu$ – A variant of the modal μ -calculus

as the underlying logic

- The syntax of the $\mathcal{C}\mu$ logic

$$\varphi := P \mid Z \mid P_c \mid \top \mid \neg\varphi \mid \varphi \wedge \varphi \mid [\gamma]\varphi \mid \mu Z.\varphi(Z)$$

Four main differences with respect to the classical μ -calculus:

- 1 **multisets of basic actions** as labels: i.e. $\gamma = \{a, a, b\}$ is a label
 $m_\gamma : \mathcal{L} \rightarrow \mathbb{N}$, where \mathcal{L} is the set of basic labels (representing actions)
e.g.: $m_\gamma(a) = 2$ and $m_\gamma(b) = 1$
- 2 a set of propositional constants O_a and \mathcal{F}_a one for each basic action a
- 3 a **restriction** to ensure that there cannot be at the same time an obligation and a prohibition of the same action:
 $\|\mathcal{F}_a\|_{\mathcal{V}}^T \cap \|O_a\|_{\mathcal{V}}^T = \emptyset, \quad \forall a \in \mathcal{L}$
- 4 a restricted kind of **determinism**:
from each state there are **no two outgoing arrows** labeled with the same action.

$\mathcal{C}\mu$ – A variant of the modal μ -calculus

semantics for the contract language

- semantics for the obligation

$$f^T(O(\&_{i=1}^n a_i)) = \langle \{a_1, \dots, a_n\} \rangle (\bigwedge_{i=1}^n O_{a_i})$$

e.g.: $f^T(O(a\&b)) = \langle \{a, b\} \rangle (O_a \wedge O_b)$

“The Provider is obliged to provide internet and telephony services (at the same time)”

- semantics for the prohibition

$$f^T(F(\&_{i=1}^n a_i)) = [\{a_1, \dots, a_n\}] (\bigwedge_{i=1}^n \mathcal{F}_{a_i})$$

e.g.: $f^T(F(a)) = [\{a\}] (\mathcal{F}_a)$ often written as just $[a]\mathcal{F}_a$

“Every action specified in the definition part which is not permitted at one moment is considered forbidden.”

- semantics for the permission

$$f^T(P(\&_{i=1}^n a_i)) = \langle \{a_1, \dots, a_n\} \rangle (\bigwedge_{i=1}^n \neg \mathcal{F}_{a_i})$$

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Properties of the contract language

Theorem

The following paradoxes are avoided in \mathcal{CL} :

- *Ross's paradox*
- *The Free Choice Permission paradox*
- *Sartre's dilemma*
- *The Good Samaritan paradox.*
- *Chisholm's paradox*
- *The Gentle Murderer paradox*

Ross's paradox: $O(a) \Rightarrow O(a + b)$

- $f^T(O(a)) = \langle a \rangle O_a$
- $O(a + b) \equiv O(a) \oplus O(b) \stackrel{f^T}{=} \langle a \rangle O_a \wedge \langle b \rangle O_b$
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Properties of the contract language (II)

- The intuitive implication $O(\alpha) \Rightarrow P(\alpha)$ holds in \mathcal{CL} .
“If the Client is obliged to pay then we can infer that the Client is permitted to do the action of paying.”
- The following implications do not hold:
 - ▶ $P(a) \not\Rightarrow P(a\&b)$
 - ▶ $F(a) \not\Rightarrow F(a\&b)$
Rights or restrictions on one action do not imply rights or restrictions on executing the action at the same time with another action.
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Conclusion

We have seen:

- A formal specification language for contracts with semantics based on a variant of μ -calculus.
- The language
 - ▶ is proven to avoid many of the principal deontic paradoxes
 - ▶ is specially tailored for specifying contracts
 - ▶ combines the logic approach (Deontic Logic) with the automata-like approach.
 - ▶ adopts the view of obligations over actions

Further Work

- **Model checking** of case studies.
- Further **theoretical investigations** of the underlying **actions** and the **semantics** of the contract language.
- Integration into the **CREOL** object oriented language:
 - ▶ Integrate the contract language with the **interface specification language** of CREOL
 - ▶ Use **contracts as types** to define objects which respect some contract.
 - ▶ The formal semantics of CREOL is given in rewriting logic.
Good for **contract negotiation and monitoring**.

Thank you!