

## Model-Checking Frameworks: Outline

### ◆ Theory (Part 1)

- Notion of Abstraction
- Aside: over- and under-approximation, simulation, bisimulation
- Counter-example-based abstraction refinement

### ◆ Abstraction and abstraction refinement in program analysis (Part 2)

- Kinds of abstraction:
  - ◆ Data, predicate
- Building abstractions
  - ◆ Aside: weakest precondition
- Counter-example-based abstraction refinement

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## Outline, cont'd

### ◆ 3-valued abstraction and abstraction-refinement (Part 3)

- 3-valued logic
- Theory of 3-valued abstractions: combining over- and under-approximation
- 3-valued model-checking
- Building 3-valued abstractions
- Counter-example-based abstraction refinement

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## Acknowledgements

The following materials have been used in the preparation of this lecture:

- ◆ Edmund Clarke
  - "SAT-based abstraction/refinement in model-checking", a course lecture at CMU
- ◆ Corina Pasareanu
  - Conference presentations at TACAS'01 and ICSE'01
- ◆ John Hatcliff
  - Course materials from Specification and Verification in Reactive Systems

Many thanks for providing this material!

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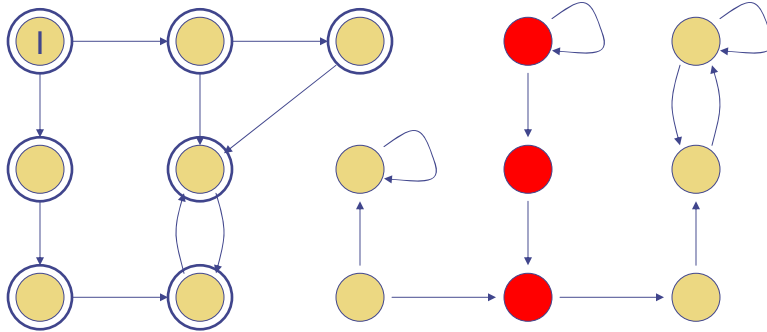
## Model Checking

- ◆ Given a:
  - Finite transition system  $M(S, s_0, R, L)$
  - A temporal property  $\varphi$
- ◆ The model checking problem:
  - Does  $M$  satisfy  $\varphi$ ?

$$M \models \varphi$$

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## Model Checking (safety)

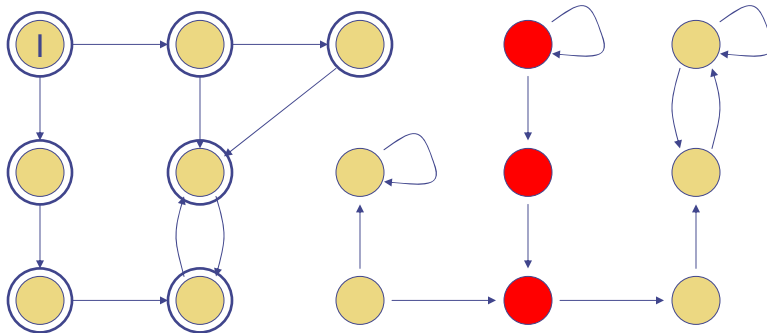


Add reachable states until reaching a fixed-point

● = bad state

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## Model Checking (safety)

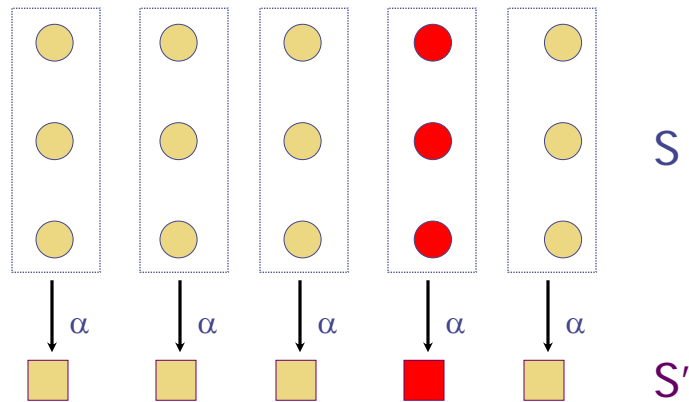


Too many states to handle !

● = bad state

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## Abstraction



Abstraction Function  $\alpha : S \rightarrow S'$

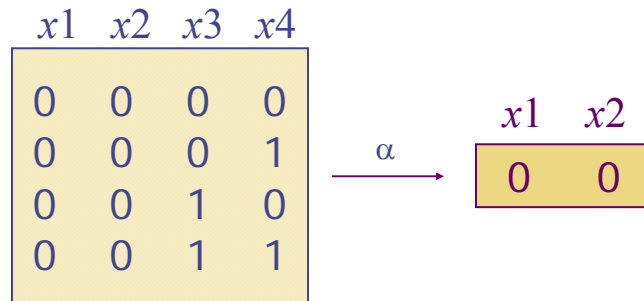
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## Abstraction Function: A Simple Example

- ◆ Partition variables into visible ( $\mathcal{V}$ ) and invisible ( $\mathcal{I}$ ) variables.
- ◆ The abstract model consists of  $\mathcal{V}$  variables.  $\mathcal{I}$  variables are made inputs.
- ◆ The abstraction function maps each state to its projection over  $\mathcal{V}$ .

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## Abstraction Function: Example

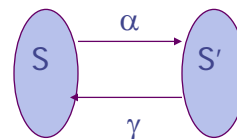


Group concrete states with identical visible part to a single abstract state.

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## Computing Abstractions

- ◆  $S$  – concrete state space
- ◆  $S'$  – abstract state space
- ◆  $\alpha: S \rightarrow S'$  - abstraction function
- ◆  $\gamma: S' \rightarrow S$  - concretization function



- ◆ Properties of  $\alpha$  and  $\gamma$ :
  - $\alpha(\gamma(A)) = A$ , for  $A$  in  $S'$
  - $\gamma(\alpha(C)) \supseteq C$ , for  $C$  in  $S$
- ◆ The above properties mean that  $\alpha$  and  $\gamma$  are Galois-connected

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## Aside: simulations

$$M = (s_0, S, R, L)$$

$$M' = (t_0, S', R', L')$$

Definition:  $\rho$  is a **simulation** between  $M$  and  $M'$  if

1.  $(s_0, t_0) \in \rho$
2.  $\forall (t, t_1) \in R' \exists (s, s_1) \in R$  s.t.  $(s, t) \in \rho$  and  $(s_1, t_1) \in \rho$

Intuitively, every transition in  $M'$  corresponds to some transition in  $M$

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## Aside: bisimulation

$$M = (s_0, S, R, L)$$

$$M' = (t_0, S', R', L')$$

Definition:  $\rho$  is a **bisimulation** between  $M$  and  $M'$  if

1.  $\rho$  is a simulation between  $M$  and  $M'$  and
2.  $\rho$  is a simulation between  $M'$  and  $M$

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## Computing Existential Transition Relation

- ◆  $R^{\exists\exists}$  [Dams'97]:  $(t, t_1) \in R'$  iff  $\exists s \in \gamma(t)$  s.t.  
 $\exists s_1 \in \gamma(t_1)$  and  $(s, s_1) \in R$
- ◆ This ensures that  $M'$  is the over-approximation of  $M$ , or  $M'$  simulates  $M$ .

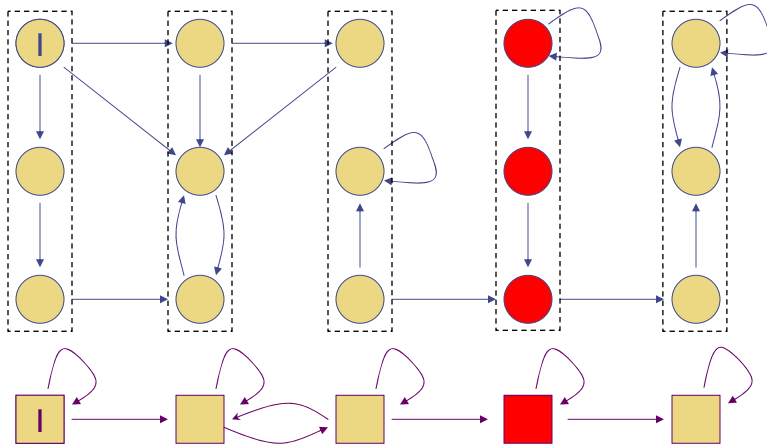
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## Abstract Kripke Structure

- ◆ Abstract interpretation of atomic propositions
  - $I'(a, p) = \text{true}$  iff for all  $s$  in  $\gamma(a)$ ,  $I(s, p) = \text{true}$
  - $I'(a, p) = \text{false}$  iff for all  $s$  in  $\gamma(a)$ ,  $I(s, p) = \text{false}$
- ◆ Abstract Transition Relation (2 choices)
  - Over-Approximation (Existential)
    - ◆ Make a transition from an abstract state if *at least one* corresponding concrete state has the transition.
  - Under-Approximation (Universal)
    - ◆ Make a transition from an abstract state if *all* the corresponding concrete states have the transition.

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## Existential Abstraction (Over-Approximation)



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## Preservation via Over-Approximation

- ◆ Let  $\varphi$  be a universal temporal formula (ACTL, LTL)
- ◆ Let  $K'$  be an over-approximating abstraction of  $K$

- ◆ Preservation Theorem

- $K' \models \varphi$  implies  $K \models \varphi$

- ◆ Converse does not hold

- $K' \not\models \varphi$  does not imply  $K \not\models \varphi$  !!!



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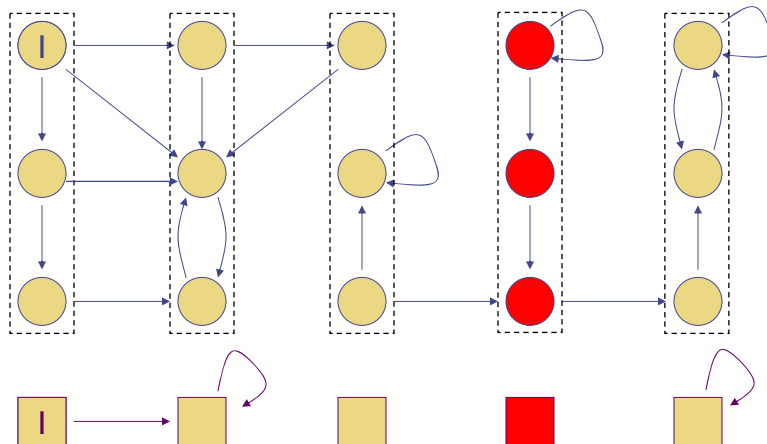


## Computing Transition Relation

- ◆  $R^{\forall\exists}$  [Dams'97]:  $(t, t_1) \in R'$  iff  $\forall s \in \gamma(t)$   
 $\exists s_1 \in \gamma(t_1)$  and  $(s, s_1) \in R$
- ◆ This ensures that  $M'$  is the under-approximation of  $M$ , or  $M$  simulates  $M'$ .

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## Universal Abstraction (Under-Approximation)



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## Preservation via Under-Approximation

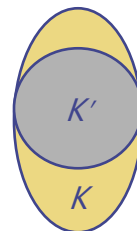
- ◆ Let  $\varphi$  be an existential temporal formula (ECTL)
- ◆ Let  $K'$  be an under-approximating abstraction of  $K$

- ◆ Preservation Theorem

- $K' \models \varphi$  implies  $K \models \varphi$

- ◆ Converse does not hold

- $K' \not\models \varphi$  does not imply  $K \not\models \varphi$  !!!



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## Which abstraction to use?

Property Type	Expected Result	Abstraction to use
Universal (ACTL, LTL)	True	Over-
	False	Under-
Existential (ECTL)	True	Under-
	False	Over-

**But what about mixed properties?!**

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## Our specific problem

◆ Let  $\varphi$  be a universally-quantified property (i.e., expressed in LTL or ACTL) and  $M'$  simulates  $M$

◆ Preservation Theorem

$$M' \models \varphi \rightarrow M \models \varphi$$

◆ Converse does not hold

$$M' \not\models \varphi \not\rightarrow M \not\models \varphi$$

◆ The counterexample may be **spurious**

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## Checking the Counterexample

◆ Counterexample :  $(c_1, \dots, c_m)$

- Each  $c_i$  is an assignment to  $V$ .

◆ Simulate the counterexample on the concrete model.

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## Checking the Counterexample

Concrete traces corresponding to the counterexample:

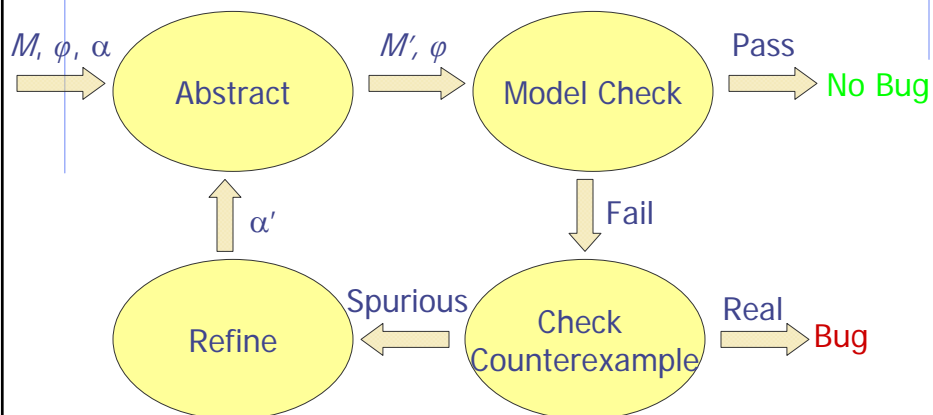
$$\phi = I(s_1) \wedge \quad (\text{Initial State } \leftarrow s_0 \text{ in our case})$$

$$\bigwedge_{i=1}^{m-1} R(s_i, s_{i+1}) \wedge \quad (\text{Unrolled Transition Relation})$$

$$\bigwedge_{i=1}^m \text{visible}(s_i) = c_i \quad (\text{Restriction of } \mathcal{V} \text{ to Counterexample})$$

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## Abstraction-Refinement Loop

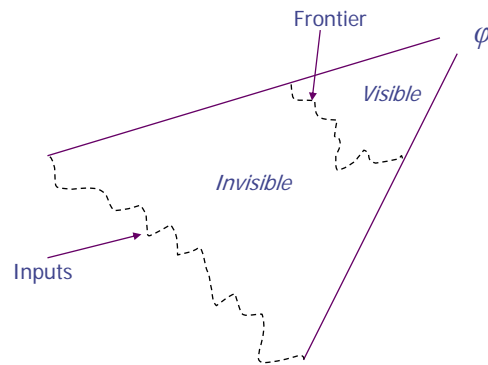


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## Refinement methods...

### Localization

(R. Kurshan, 80's)



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## Refinement methods...

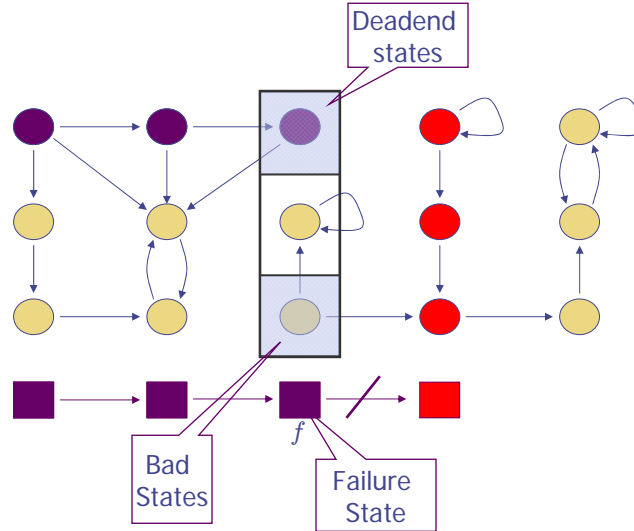
### Abstraction/refinement with conflict analysis

(Chauhan, Clarke, Kukula, Sapro, Veith, Wang, FMCAD 2002)

- ◆ Simulate counterexample on concrete model with SAT
- ◆ If the instance is unsatisfiable, analyze conflict
- ◆ Make visible one of the variables in the clauses that lead to the conflict

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## Why spurious counterexample?



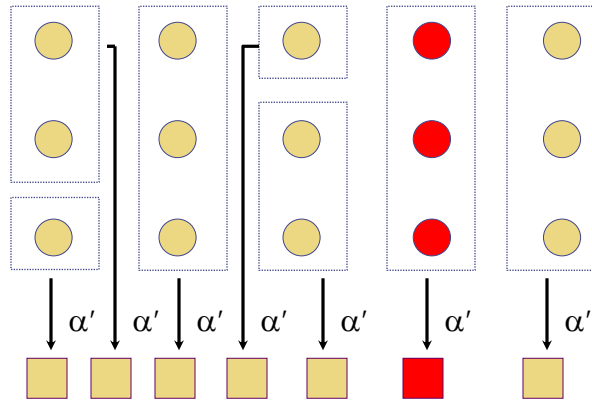
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## Refinement

- ◆ Problem: Deadend and Bad States are in the same abstract state.
- ◆ Solution: Refine abstraction function.
- ◆ The sets of Deadend and Bad states should be separated into different abstract states.

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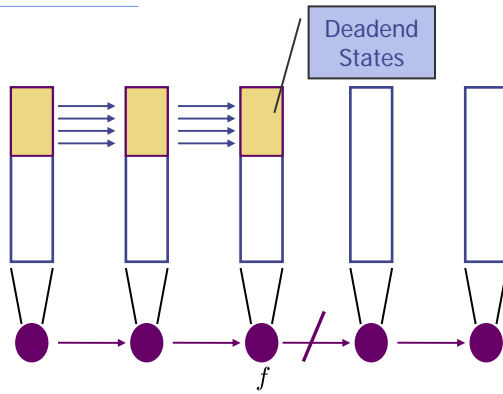
# Refinement



Refinement :  $\alpha'$

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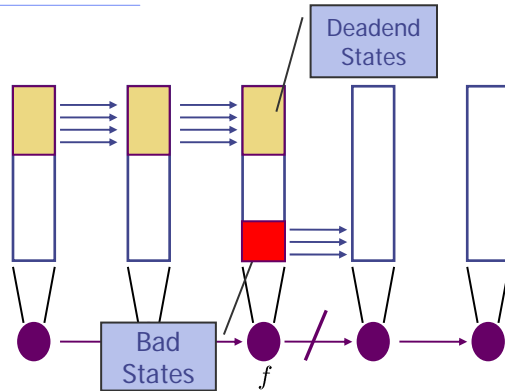
# Refinement



$$\phi_D = I(s_1) \wedge \bigwedge_{i=1}^{f-1} R(s_i, s_{i+1}) \wedge \bigwedge_{i=1}^f \text{visible}(s_i) = c_i$$

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## Refinement

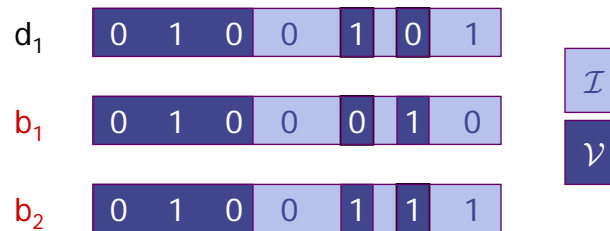


$$\phi_B = R(s_f, s_{f+1}) \wedge$$

$$\text{visible}(s_f) = c_f \wedge \text{visible}(s_{f+1}) = c_{f+1}$$

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## Refinement as Separation



Refinement : Find subset  $\mathcal{U}$  of  $\mathcal{I}$  that separates between all pairs of deadend and bad states. Make them visible.

Keep  $\mathcal{U}$  small !

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## Refinement as Separation

$d_1$	0	1	0	0	1	0	1
$b_1$	0	1	0	0	0	1	0
$b_2$	0	1	0	0	1	1	1

$\mathcal{I}$

$\mathcal{V}$

Refinement : Find subset  $\mathcal{U}$  of  $\mathcal{I}$  that separates between all pairs of deadend and bad states. Make them visible.

Keep  $\mathcal{U}$  small !

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## Refinement as Separation

The state separation problem

Input: Sets  $D, B$

Output: Minimal  $\mathcal{U} \in \mathcal{I}$  s.t.:

$$\forall d \in D, \forall b \in B, \exists u \in \mathcal{U}. d(u) \neq b(u)$$

The refinement  $\alpha'$  is obtained by adding  $\mathcal{U}$  to  $\mathcal{V}$ .

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## Two separation methods

- ◆ ILP-based separation
  - Minimal separating set.
  - Computationally expensive.
  
- ◆ Decision Tree Learning based separation.
  - Not optimal.
  - Polynomial.

We will not talk about these in class