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Formal Methods & Tools.



Model checking LTL for Timed Automata



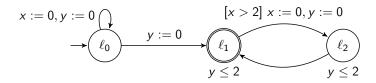
- Multi-core Nested DFS with Subsumption -

Alfons Laarman, Mads Olesen, Andreas Dalsgaard, Kim Larsen, Jaco van de Pol

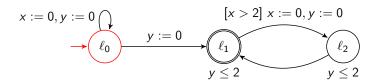


Kim celebrating the CAV 2013 Award



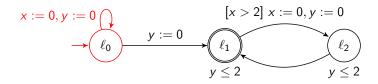


- locations (ℓ_0 , ℓ_1 , ℓ_2), can be initial, accepting or neither
- transitions, governed by real-valued clocks (x, y)
- timed runs should respect clock guards, resets, invariants



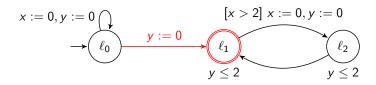
- locations (ℓ_0 , ℓ_1 , ℓ_2), can be initial, accepting or neither
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$$\ell_0, \begin{pmatrix} 0 \\ 0 \end{pmatrix}$$



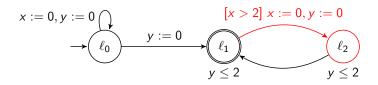
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$$\ell_0, \begin{pmatrix} 0 \\ 0 \end{pmatrix} \xrightarrow{2.7} \ell_0, \begin{pmatrix} 0 \\ 0 \end{pmatrix}$$



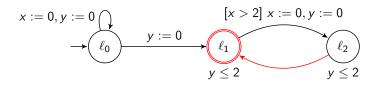
- locations (ℓ_0 , ℓ_1 , ℓ_2), can be initial, accepting or neither
- transitions, governed by real-valued clocks (x, y)
- timed runs should respect clock guards, resets, invariants

$$\ell_0, \begin{pmatrix} 0 \\ 0 \end{pmatrix} \xrightarrow{2.7} \ell_0, \begin{pmatrix} 0 \\ 0 \end{pmatrix} \xrightarrow{1.8} \ell_1, \begin{pmatrix} 1.8 \\ 0 \end{pmatrix}$$



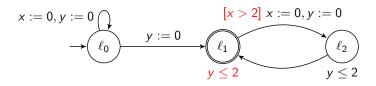
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- transitions, governed by real-valued clocks (x, y)
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$$\ell_0, \begin{pmatrix} 0 \\ 0 \end{pmatrix} \xrightarrow{2.7} \ell_0, \begin{pmatrix} 0 \\ 0 \end{pmatrix} \xrightarrow{1.8} \ell_1, \begin{pmatrix} 1.8 \\ 0 \end{pmatrix} \xrightarrow{0.5} \ell_2, \begin{pmatrix} 0 \\ 0 \end{pmatrix}$$



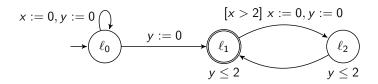
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- transitions, governed by real-valued clocks (x, y)
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$$\ell_0, \begin{pmatrix} 0 \\ 0 \end{pmatrix} \xrightarrow{2.7} \ell_0, \begin{pmatrix} 0 \\ 0 \end{pmatrix} \xrightarrow{1.8} \ell_1, \begin{pmatrix} 1.8 \\ 0 \end{pmatrix} \xrightarrow{0.5} \ell_2, \begin{pmatrix} 0 \\ 0 \end{pmatrix} \xrightarrow{2.0} \ell_1, \begin{pmatrix} 2.0 \\ 2.0 \end{pmatrix} \not\rightarrow$$



- locations (ℓ_0 , ℓ_1 , ℓ_2), can be initial, accepting or neither
- \triangleright transitions, governed by real-valued clocks (x, y)
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$$\ell_0, \begin{pmatrix} 0 \\ 0 \end{pmatrix} \xrightarrow{2.7} \ell_0, \begin{pmatrix} 0 \\ 0 \end{pmatrix} \xrightarrow{1.8} \ell_1, \begin{pmatrix} 1.8 \\ 0 \end{pmatrix} \xrightarrow{0.5} \ell_2, \begin{pmatrix} 0 \\ 0 \end{pmatrix} \xrightarrow{2.0} \ell_1, \begin{pmatrix} 2.0 \\ 2.0 \end{pmatrix} \xrightarrow{\rlap/}$$



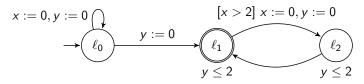
- locations (ℓ_0, ℓ_1, ℓ_2) , can be initial, accepting or neither
- transitions, governed by real-valued clocks (x, y)
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$$\ell_0, \begin{pmatrix} 0 \\ 0 \end{pmatrix} \xrightarrow{2.7} \ell_0, \begin{pmatrix} 0 \\ 0 \end{pmatrix} \xrightarrow{1.8} \ell_1, \begin{pmatrix} 1.8 \\ 0 \end{pmatrix} \xrightarrow{0.5} \ell_2, \begin{pmatrix} 0 \\ 0 \end{pmatrix} \xrightarrow{2.0} \ell_1, \begin{pmatrix} 2.0 \\ 2.0 \end{pmatrix} \not\rightarrow$$

Question: is the Büchi language empty? no counterexample

Does a (non-zeno) timed run exist that visits an accepting state infinitely often?

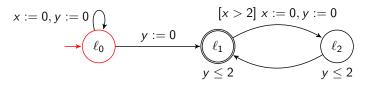
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Finite representation by zones (DBM)

[Dill'89] [Daws, Tripakis'98]

- A zone is a set of constraints
- ► Finite abstractions: *k*-extrapolation, LU-abstraction (taking into account Lower/Upperbounds in the TBA)



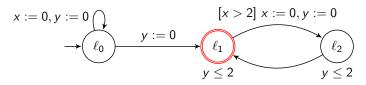
Finite representation by zones (DBM)

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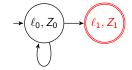
$$Z_0 := y = x$$



Finite representation by zones (DBM)

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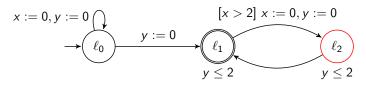
- A zone is a set of constraints
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$$Z_0 := y = x$$

 $Z_1 := y \le x \land y \le 2$

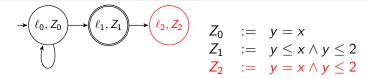
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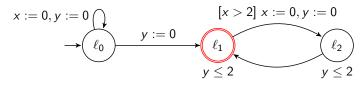


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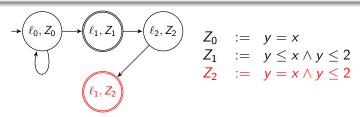




Finite representation by zones (DBM)

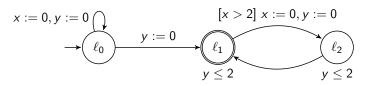
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No accepting run!

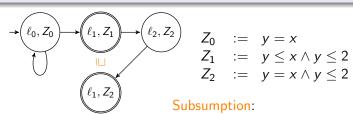
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Finite representation by zones (DBM)

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No accepting run!

 $Z_2 \subseteq Z_1$, so $(\ell_1, Z_2) \sqsubseteq (\ell_1, Z_1)$

Why explore a state again, if it is subsumed by a previous state?

Known results

[Behrmann et al'04] [Tripakis'09] [Li'09]

- k-extrapolation and LU-abstraction preserves reachability of locations
- k-extrapolation and LU-abstraction also preserve Büchi emptiness
- subsumption preserves reachability of locations as well

Why explore a state again, if it is subsumed by a previous state?

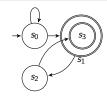
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Zone abstraction



 $s_3 \sqsubseteq s_1$



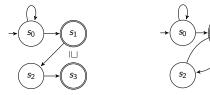
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Zone abstraction



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subsumption

Open problem

posed in [Tripakis'09]

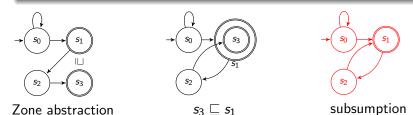
Is emptiness of Timed Büchi Automata preserved by subsumption?

Why explore a state again, if it is subsumed by a previous state?

Known results

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Open problem

posed in [Tripakis'09]

Is emptiness of Timed Büchi Automata preserved by subsumption?

NO

☐ is a simulation relation:

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$$s' \rightarrow t'$$
 $\Box \Box \Box \Box \Box$
 $s \rightarrow t$

 \square is a finite abstraction

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 $| \Box | \qquad \Box |$
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□ is a finite abstraction

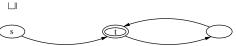
Lemma: If s has an accepting cycle then any $s' \supseteq s$ has it as well Lemma: If t' has an accepting spiral then t' has an accepting cycle

\square is a simulation relation:

$$\begin{array}{ccc} s' \rightarrow t' \\ & & \square \\ s \rightarrow t \end{array}$$



□ is a finite abstraction



Lemma: If s has an accepting cycle then any $s' \supseteq s$ has it as well Lemma: If t' has an accepting spiral then t' has an accepting cycle

Preservation of accepting cycles

Proof Sketch

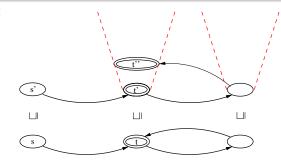
$$\square$$

$$s \rightarrow^* t \rightarrow^+$$

\sqsubseteq is a simulation relation:

$$\begin{array}{ccc} s' \rightarrow t' \\ & \square & \square \\ s \rightarrow t \end{array}$$

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Proof Sketch

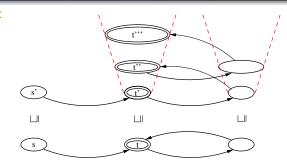
$$s' \rightarrow^* t' \rightarrow^+ t''$$

$$s \rightarrow^* t \rightarrow^+ t$$

☐ is a simulation relation:

$$s' \rightarrow t'$$
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 $s \rightarrow t$

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Lemma: If s has an accepting cycle then any $s' \supseteq s$ has it as well Lemma: If t' has an accepting spiral then t' has an accepting cycle

Preservation of accepting cycles

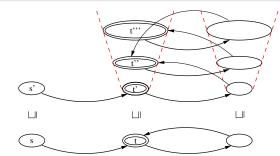
Proof Sketch

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\sqsubseteq is a simulation relation:

$$s' \rightarrow t'$$
 $\square \square \square \square$
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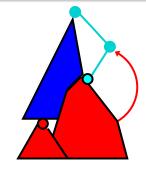


Lemma: If s has an accepting cycle then any $s' \supseteq s$ has it as well Lemma: If t' has an accepting spiral then t' has an accepting cycle

Preservation of accepting cycles Proof Sketch $s' \to^* t' \to^+ t'' \to^+ \cdots \times \cdots \to^+ t''' \to^+ \times$

$$s \rightarrow^* t \rightarrow^+ t \rightarrow^+ \cdots \rightarrow^+ t \rightarrow^+ t$$

- ▶ Blue search: explore graph in DFS order
 - ▶ states on the blue search stack are cyan

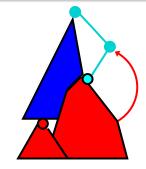


1: procedure dfsBlue(s)

2: add s to Cyan

8: move s from Cyan to Blue

- ▶ Blue search: explore graph in DFS order
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1: procedure dfsBlue(s)

2: add s to Cyan

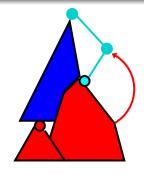
3: **for all** successors t of s **do**

4: **if** $t \notin Blue \cup Cyan$ **then**

5: dfsBlue(t)

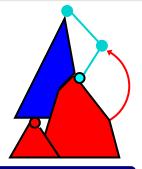
8: move s from Cyan to Blue

- ▶ Blue search: explore graph in DFS order
 - states on the blue search stack are cyan
 - on backtracking from an accepting state:



1:	procedure $dfsBlue(s)$
2:	add s to Cyan
3:	for all successors t of s do
4:	if $t \notin Blue \cup Cyan$ then
5:	dfsBlue(t)
6:	if s is accepting then
7:	dfsRed(s)
8:	move s from Cyan to Blue

- ▶ Blue search: explore graph in DFS order
 - states on the blue search stack are cyan
 - on backtracking from an accepting state:
- ▶ Red search: find an accepting cycle

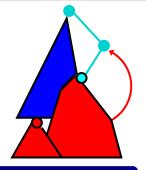


- 1: procedure dfsBlue(s)
- 2: add s to Cyan
- 3: **for all** successors t of s **do**
- 4: **if** $t \notin Blue \cup Cyan$ **then**
- 5: dfsBlue(t)
- 6: **if** *s* is accepting **then**
- 7: dfsRed(s)
- 8: move s from Cyan to Blue

Red search

- 1: procedure dfsRed(s)
- 2: add s to Red
- 3: **for all** successors t of s **do**
- 6: **if** $t \notin Red$ **then**
 - 7: dfsRed(t)

- ▶ Blue search: explore graph in DFS order
 - states on the blue search stack are cyan
 - ▶ on backtracking from an accepting state:
- ▶ Red search: find an accepting cycle
 - exit as soon as the cyan stack is reached

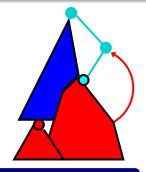


- 1: procedure dfsBlue(s)
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- 3: **for all** successors t of s **do**
- 4: **if** $t \notin Blue \cup Cyan$ **then**
- 5: dfsBlue(t)
- 6: **if** *s* is accepting **then**
- 7: dfsRed(s)
- 8: move s from Cyan to Blue

Red search

- 1: procedure dfsRed(s)
- 2: add s to Red
- 3: **for all** successors t of s **do**
- 4: **if** $t \in Cyan$ **then**
- 5: Exit: cycle detected
- 6: **if** *t* ∉ *Red* **then** 7: *dfsRed*(*t*)

- ▶ Blue search: explore graph in DFS order
 - states on the blue search stack are cyan
 - on backtracking from an accepting state:
- ▶ Red search: find an accepting cycle
 - exit as soon as the cyan stack is reached
- Linear time, depends on post-order



- 1: **procedure** *dfsBlue*(*s*)
- 2: add s to Cyan
- 3: **for all** successors t of s **do**
- 4: **if** $t \notin Blue \cup Cyan$ **then**
- 5: dfsBlue(t)
- 6: **if** *s* is accepting **then**
- 7: dfsRed(s)
- 8: move s from Cyan to Blue

Red search

- 1: procedure dfsRed(s)
- 2: add s to Red
- 3: **for all** successors t of s **do**
- 4: **if** $t \in Cyan$ **then**
- 5: Exit: cycle detected
- 6: **if** $t \notin Red$ **then**

Subsumption in Nested Depth First Search

Blue search

find accepting states in post order

```
    procedure dfsBlue(s)
    Cyan := Cyan ∪ {s}
    for all successors t of s do
    if t ∉ Blue ∪ Cyan then
    dfsBlue(t)
    if s is accepting then
    dfsRed(s)
    Blue, Cyan := Blue ∪ {s}, Cyan\{s}
```

Red search

find cycles on accepting states

```
1: procedure dfsRed(s) Postcondition: no accepting spiral reachable

2: Red := Red \cup \{s\}

3: for all successors t of s do

4: if t \in Cyan then

5: Exit: cycle detected

6: if t \notin Red then

7: dfsRed(t)
```

Subsumption in Nested Depth First Search

Blue search

find accepting states in post order

```
    procedure dfsBlue(s)
    Cyan := Cyan ∪ {s}
    for all successors t of s do
    if t ∉ Blue ∪ Cyan then
    dfsBlue(t)
    if s is accepting then
    dfsRed(s)
    Blue, Cyan := Blue ∪ {s}, Cyan\{s}
```

Red search

find cycles on accepting states

8 / 1

```
1: procedure dfsRed(s) Postcondition: no accepting spiral reachable

2: Red := Red \cup \{s\}

3: for all successors t of s do

4: if t \supseteq Cyan then Accepting spiral found!

5: Exit: cycle detected

6: if t \not\in Red then

7: dfsRed(t)
```

Subsumption in Nested Depth First Search

Blue, Cyan := Blue $\cup \{s\}$, Cyan $\setminus \{s\}$

Blue search find accepting states in post order 1: procedure dfsBlue(s) 2: $Cyan := Cyan \cup \{s\}$ for all successors t of s do 3: if $t \notin Blue \cup Cyan$ then 4: dfsBlue(t) 5: 6: **if** *s* is accepting **then** 7: dfsRed(s)

Red search

8.

find cycles on accepting states

```
1: procedure dfsRed(s)
                                   Postcondition: no accepting spiral reachable
      Red := Red \cup \{s\}
3: for all successors t of s do
4:
          if t \supset Cyan then
                                                        Accepting spiral found!
5:
              Exit: cycle detected
6:
          if t \not\sqsubseteq Red then
                                         Spiral on t would give spiral from Red
7:
              dfsRed(t)
```

Subsumption in Nested Depth First Search

```
Blue search
                                         find accepting states in post order
 1: procedure dfsBlue(s)
2:
       Cyan := Cyan \cup \{s\}
       for all successors t of s do
3:
4:
           if t \not\sqsubseteq Blue \cup Cyan then
                                                  This goes wrong, unfortunately!
               dfsBlue(t)
5:
6: if s is accepting then
7:
           dfsRed(s)
        Blue, Cyan := Blue \cup \{s\}, Cyan\setminus \{s\}
8.
```

Red search find cycles on accepting states 1: **procedure** *dfsRed(s)* Postcondition: no accepting spiral reachable $Red := Red \cup \{s\}$ 3: **for all** successors t of s **do** 4: if $t \supset Cyan$ then Accepting spiral found! 5: Exit: cycle detected 6: if $t \not\sqsubseteq Red$ then Spiral on t would give spiral from Red 7: dfsRed(t)

Subsumption in Nested Depth First Search

7:

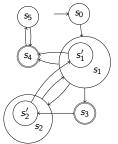
dfsRed(t)

```
Blue search
                                           find accepting states in post order
 1: procedure dfsBlue(s)
       Cyan := Cyan \cup \{s\}
        for all successors t of s do
3:
4:
            if t \notin Blue \cup Cyan \land t \not\sqsubseteq Red then
                                                               Prune the blue search
                dfsBlue(t)
5:
6: if s is accepting then
7:
            dfsRed(s)
        Blue, Cyan := Blue \cup \{s\}, Cyan\setminus \{s\}
8.
```

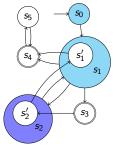
Red search find cycles on accepting states

```
    procedure dfsRed(s)
    Red := Red ∪ {s}
    for all successors t of s do
    if t □ Cyan then
    Exit: cycle detected
    if t □ Red then
    Spiral on t would give spiral from Red
```

Assume we would backtrack on t as soon as $t \subseteq Blue$:



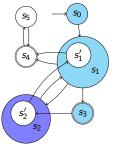
Assume we would backtrack on t as soon as $t \subseteq Blue$:



Accepting cycle s_4 – s_5 not detected

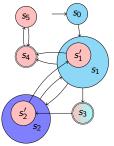
▶ The blue search proceeds via s_0, s_1, s_2 ,

Assume we would backtrack on t as soon as $t \subseteq Blue$:



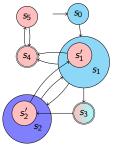
- ▶ The blue search proceeds via s_0 , s_1 , s_2 , then backtracks via s_1 to s_3
- Now since $s_2' \subseteq Blue$, the blue search is pruned at s_3

Assume we would backtrack on t as soon as $t \subseteq Blue$:

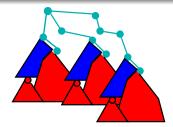


- ▶ The blue search proceeds via s_0 , s_1 , s_2 , then backtracks via s_1 to s_3
- Now since $s_2' \subseteq Blue$, the blue search is pruned at s_3
- $ightharpoonup s_3 \in Acc$, so a red search is started: s_3 , s_2' , s_1' , s_4 , s_5

Assume we would backtrack on t as soon as $t \subseteq Blue$:

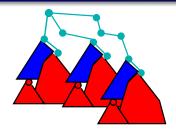


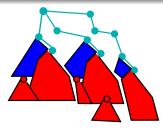
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- $ightharpoonup s_3 \in Acc$, so a red search is started: s_3 , s_2' , s_1' , s_4 , s_5
- ▶ The only accepting cycle s_4 – s_5 is erroneously made red
- Note: accepting states are not visited in post-order



Parallel NDFS algorithm - shared hashtable

- ▶ Basic idea: *n* workers perform independent random NDF Search
 - Visited states are stored in a shared hashtable
 - ► All workers use their own separate set of colors
 - Speeds up bug hunting, what about full verification?
 - ▶ Better subsumption: visit larger states earlier due to BFS-effect



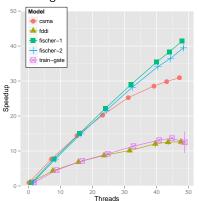


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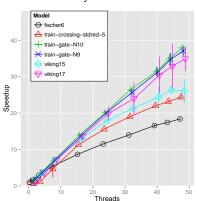
- ▶ Basic idea: *n* workers perform independent random NDF Search
 - ▶ Visited states are stored in a shared hashtable
 - ► All workers use their own separate set of colors
 - Speeds up bug hunting, what about full verification?
 - ▶ Better subsumption: visit larger states earlier due to BFS-effect
- Collaboration between NDFS workers
 - ► Share red and blue globally, workers keep their own cyan stack
 - Workers backtrack on parts finished by others
 - ► Complicated to restore post-order, reasonable scalability

Experiments: speedup up to 48 cores

Checking LTL on Timed Automata



BFS Reachability on Timed Automata



Experiments with OPAAL and LTSMIN – open source hours — minutes — seconds

Multi-Core Reachability for Timed Automata, FORMATS'12

UNIVERSITY OF TWENTE. LTL for Timed Automata 11 / 1

Conclusion

Contributions

- ► Subsumption in Timed Büchi Automata (open problem)
 - introduces spurious counter examples
 - preserves some structural properties

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Conclusion

Contributions

- (open problem) Subsumption in Timed Büchi Automata
 - introduces spurious counter examples
 - preserves some structural properties
- Checking LTL properties for Uppaal timed automata
 - ▶ Use subsumption to prune Nested DFS where possible
 - Multi-core NDFS algorithm for Timed Büchi Automata

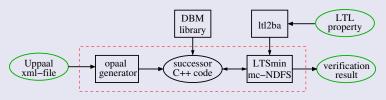
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Conclusion

Contributions

- Subsumption in Timed Büchi Automata
- (open problem)

- introduces spurious counter examples
- preserves some structural properties
- Checking LTL properties for Uppaal timed automata
 - Use subsumption to prune Nested DFS where possible
 - ► Multi-core NDFS algorithm for Timed Büchi Automata



- ▶ Open source through OPAAL and LTSMIN
 - opaal-modelchecker.com/
 - fmt.cs.utwente.nl/tools/ltsmin/

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