## CS 267: Automated Verification

Lecture 8: Automata Theoretic Model Checking

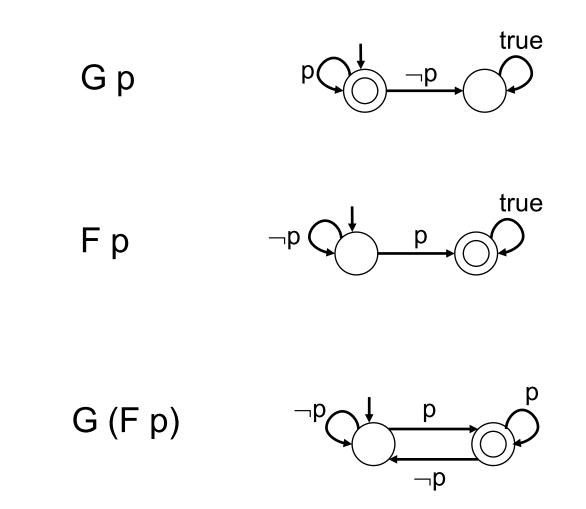
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# LTL Properties = Büchi automata

[Vardi and Wolper LICS 86]

- Büchi automata: Finite state automata that accept *infinite* strings
  - The better known variant of finite state automata accept finite strings (used in lexical analysis for example)
- A Büchi automaton *accepts* a string when the corresponding run visits an accepting state *infinitely often*
  - Note that an infinite run never ends, so we cannot say that an accepting run ends at an accepting state
- LTL properties can be translated to Büchi automata
  - The automaton accepts a path if and only if the path satisfies the corresponding LTL property

LTL Properties = Büchi automata



The size of the property automaton can be exponential in the size of the LTL formula (recall the complexity of LTL model checking)

## Büchi Automata: Language Emptiness Check

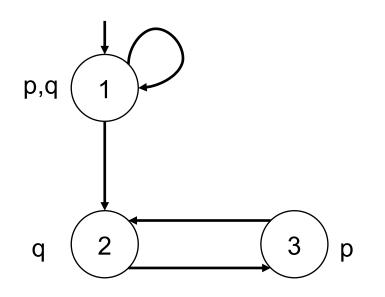
- Given a Buchi automaton, one interesting question is:
   Is the language accepted by the automaton empty?
  - i.e., does it accept any string?
- A Büchi automaton *accepts* a string when the corresponding run visits an accepting state infinitely often
- To check *emptiness*:
  - Look for a cycle which contains an accepting state and is reachable from the initial state
    - Find a strongly connected component that contains an accepting state, and is reachable from the initial state
  - If no such cycle can be found the language accepted by the automaton is empty

# LTL Model Checking

- Generate the property automaton from the negated LTL property
- Generate the product of the property automaton and the transition system
- Show that there is no accepting cycle in the product automaton (check language emptiness)
  - i.e., show that the intersection of the paths generated by the transition system and the paths accepted by the (negated) property automaton is empty
- If there is a cycle, it corresponds to a counterexample behavior that demonstrates the bug

# LTL Model Checking Example

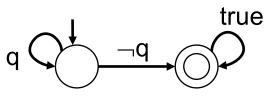
Example transition system



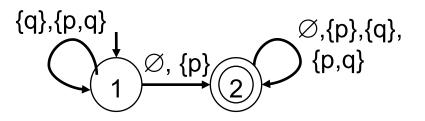
Each state is labeled with the propositions that hold in that state Property to be verified G q

Negation of the property  $\neg G q \equiv F \neg q$ 

Property automaton for the negated property

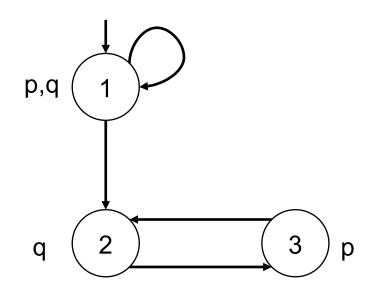


Equivalently

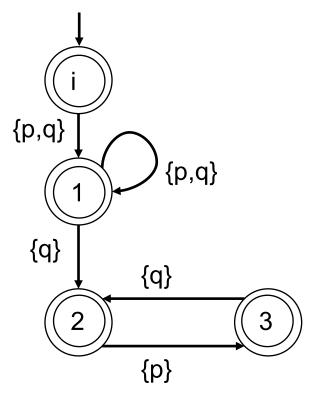


# **Transition System to Buchi Automaton Translation**

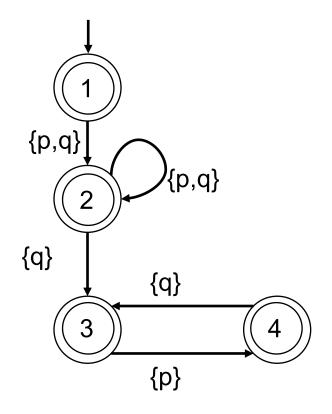
Example transition system



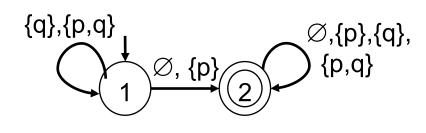
Each state is labeled with the propositions that hold in that state Corresponding Buchi automaton

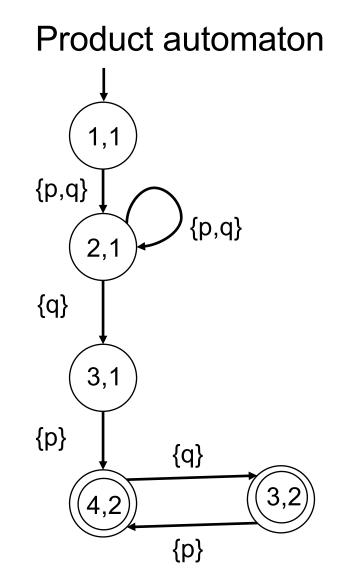


Buchi automaton for the transition system (every state is accepting)



**Property Automaton** 





Accepting cycle: (1,1), (2,1), (3,1), ((4,2), (3,2))<sup> $\omega$ </sup> Corresponds to a counter-example path for the property G q

# SPIN [Holzmann 91, TSE 97]

- Explicit state model checker
- Finite state
- Temporal logic: LTL
- Input language: PROMELA
  - Asynchronous processes
  - Shared variables
  - Message passing through (bounded) communication channels
  - Variables: boolean, char, integer (bounded), arrays (fixed size)
  - Structured data types

## SPIN

Verification in SPIN

- Uses the LTL model checking approach
- Constructs the product automaton on-the-fly
  - It is possible to find an accepting cycle (i.e. a counterexample) without constructing the whole state space
- Uses a nested depth-first search algorithm to look for an accepting cycle
- Uses various heuristics to improve the efficiency of the nested depth first search:
  - partial order reduction
  - state compression

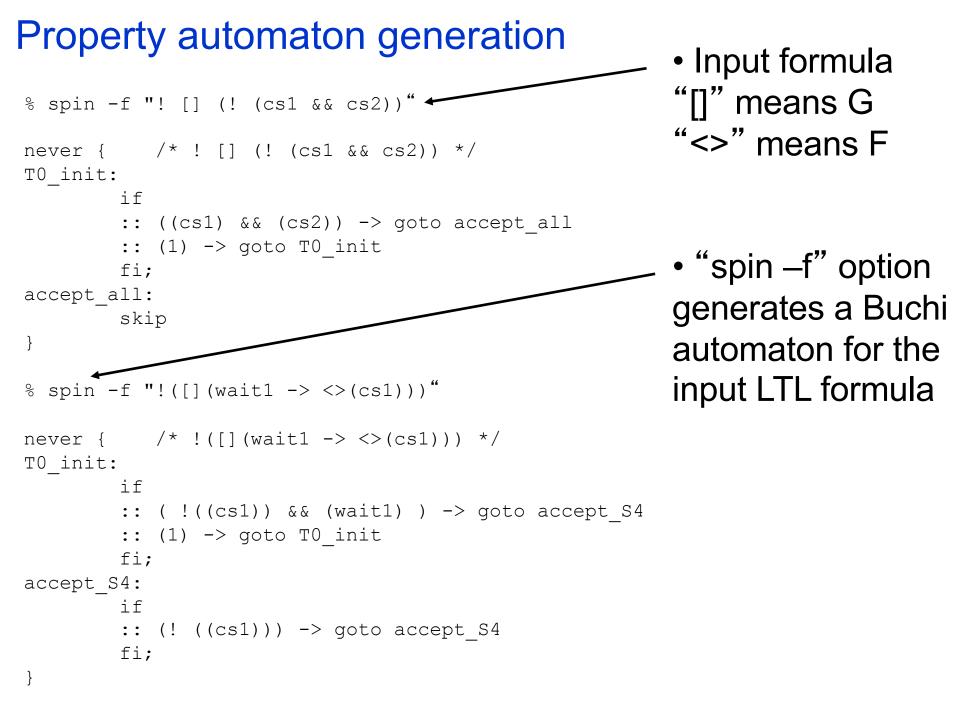
### **Example Mutual Exclusion Protocol**

Two concurrently executing processes are trying to enter a critical section without violating mutual exclusion

```
Process 1:
while (true) {
   out: a := true; turn := true;
   wait: await (b = false or turn = false);
   cs: a := false;
Process 2:
while (true) {
   out: b := true; turn := false;
   wait: await (a = false or turn);
   cs: b := false;
}
```

#### **Example Mutual Exclusion Protocol in Promela**

```
#define cs1 process1@cs
#define cs2 process2@cs
#define wait1 process1@wait
#define wait2 process2@wait
#define true
                    1
#define false
                    \cap
bool a:
bool b;
bool turn;
proctype process1()
out: a = true; turn = true;
wait: (b == false || turn == false);
cs: a = false; goto out;
proctype process2()
{
out: b = true; turn = false;
wait: (a == false || turn == true);
cs: b = false; goto out;
init {
 run process1(); run process2()
}
```



Concatanate the generated never claims to the end of the specification file

## SPIN

- "spin –a mutex.spin" generates a C program "pan.c" from the specification file
  - This C program implements the on-the-fly nested-depth first search algorithm
  - You compile "pan.c" and run it to the model checking
- Spin generates a counter-example trace if it finds out that a property is violated

```
%mutex -a
warning: for p.o. reduction to be valid the never claim must be stutter-invariant
(never claims generated from LTL formulae are stutter-invariant)
(Spin Version 4.2.6 -- 27 October 2005)
        + Partial Order Reduction
Full statespace search for:
        never claim
                              +
        assertion violations + (if within scope of claim)
        acceptance cycles + (fairness disabled)
        invalid end states - (disabled by never claim)
State-vector 28 byte, depth reached 33, errors: 0
     22 states, stored
     15 states, matched
      37 transitions (= stored+matched)
      0 atomic steps
hash conflicts: 0 (resolved)
       memory usage (Mbyte)
2.622
unreached in proctype process1
        line 18, state 6, "-end-"
        (1 of 6 states)
unreached in proctype process2
        line 27, state 6, "-end-"
        (1 of 6 states)
unreached in proctype :init:
        (0 of 3 states)
```

## Automata Theoretic LTL Model Checking

Input: A transition system T and an LTL property f

- Translate the transition system T to a Buchi automaton  $A_T$
- Negate the LTL property and translate the negated property  $\neg f$  to a Buchi automaton  $A_{\neg f}$
- Check if the intersection of the languages accepted by  $A_{\mathsf{T}}$  and  $A_{\neg_f}$  is empty

- Is 
$$L(A_T) \cap L(A_{-f}) = \emptyset$$
?

- If L(A<sub>T</sub>)  $\cap$  L(A<sub>¬f</sub>) ≠ Ø, then the transition system T violates the property f

### Automata Theoretic LTL Model Checking

Note that

 $- L(A_T) \cap L(A_{\neg f}) = \emptyset$  if and only if  $L(A_T) \subseteq L(A_f)$ 

- By negating the property f we are converting language subsumption check to language intersection followed by language emptiness check
- Given the Buchi automata  $A_T$  and  $A_{\neg f}$  we will construct a product automaton  $A_T \times A_{\neg f}$  such that

$$- L(A_T \times A_{\neg f}) = L(A_T) \cap L(A_{\neg f})$$

- So all we have to do is to check if the language accepted by the Buchi automaton  $A_T \times A_{\neg f}$  is empty

### **Buchi Automata**

A Buchi automaton is a tuple A = ( $\Sigma$ , Q,  $\Delta$ , Q<sub>0</sub>, F) where  $\Sigma$  is a finite alphabet Q is a finite set of states  $\Delta \subseteq Q \times \Sigma \times Q$  is the transition relation  $Q_0 \subseteq Q$  is the set of initial states  $F \subseteq Q$  is the set of accepting states

• A Buchi automaton A recognizes a language which consists of infinite words over the alphabet  $\Sigma$ 

 $L(A) \subseteq \Sigma^{\omega}$ 

 $\Sigma^{\omega}$  denotes the set of infinite words over the alphabet  $\Sigma$ 

### **Buchi Automaton**

- Given an infinite word w ∈ Σ<sup>∞</sup> where w = a<sub>0</sub>, a<sub>1</sub>, a<sub>2</sub>, ... a run r of the automaton A over w is an infinite sequence of automaton states r = q<sub>0</sub>, q<sub>1</sub>, q<sub>2</sub>, ... where q<sub>0</sub> ∈ Q<sub>0</sub> and for all i ≥ 0, (q<sub>i</sub>,a<sub>i</sub>,q<sub>i+1</sub>) ∈ Δ
- Given a run r, let inf(r) ⊆ Q be the set of automata states that appear in r infinitely many times
- A run r is an accepting run if and only if inf(r) ∩ F ≠ Ø
   i.e., a run is an accepting run if some accepting states appear in r infinitely many times

**Transition System to Buchi Automaton Translation** 

Given a transition system T = (S, I, R) a set of atomic propositions AP and a labeling function L :  $S \times AP \rightarrow \{true, false\}$ 

the corresponding Buchi automaton  $A_T = (\Sigma_T, Q_T, \Delta_T, Q_{0T}, F_T)$ 

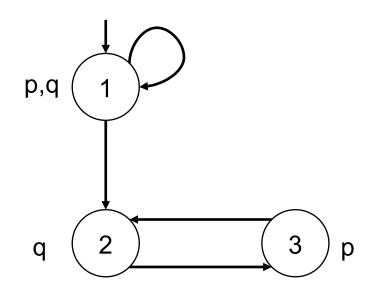
 $\begin{array}{ll} \Sigma_T = 2^{AP} & \text{an alphabet symbol corresponds to a set} \\ G_T = S \cup \{i\} & \text{i is a new state which is not in S} \\ Q_{oT} = \{i\} & \text{i is the only initial state} \\ F_T = S \cup \{i\} & \text{all states of } A_T \text{ are accepting states} \end{array}$ 

 $\Delta_{T}$  is defined as follows:

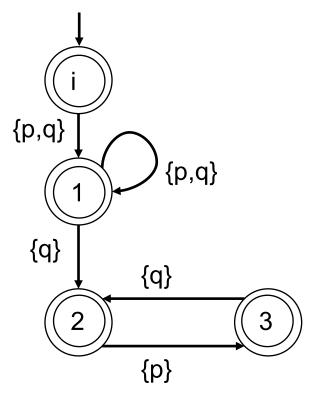
 $\begin{array}{ll} (s,a,s'\,)\in\Delta \ \ \text{iff} \ \ \text{either} \ (s,s'\,)\in R \ \text{and} \ p\in a \ \text{iff} \ L(s'\,,p)=\text{true} \\ \text{or} \ s=\text{i} \ \text{and} \ s'\ \in I \ \text{and} \ p\in a \ \text{iff} \ L(s'\,,p)=\text{true} \end{array}$ 

# **Transition System to Buchi Automaton Translation**

Example transition system



Each state is labeled with the propositions that hold in that state Corresponding Buchi automaton



Generalized Buchi Automaton

- A generalized Buchi automaton is a tuple A = ( $\Sigma$ , Q,  $\Delta$ , Q<sub>0</sub>, F) where
  - $\boldsymbol{\Sigma}$  is a finite alphabet
  - Q is a finite set of states
  - $\Delta \subseteq \mathbf{Q} \times \Sigma \times \mathbf{Q} \text{ is the transition relation}$
  - $Q_0 \subseteq Q$  is the set of initial states

 $F \subset 2^Q$  is sets of accepting states

This is different than the standard definition

i.e., F = {F<sub>1</sub>, F<sub>2</sub>, ..., F<sub>k</sub>} where  $F_i \subseteq Q$  for  $1 \le i \le k$ 

• Given a generalized Buchi automaton A, a run r is an accepting run if and only if

- for all  $1 \le i \le k$ ,  $inf(r) \cap F_i \ne \emptyset$ 

#### **Buchi Automata Product**

Given  $A_1 = (\Sigma, Q_1, \Delta_1, Q_{01}, F_1)$  and  $A_2 = (\Sigma, Q_2, \Delta_2, Q_{02}, F_2)$ the product automaton  $A_1 \times A_2 = (\Sigma, Q, \Delta, Q_0, F)$  is defined as:  $Q = Q_1 \times Q_2$  $Q_0 = Q_{01} \times Q_{02}$  $F = \{F_1 \times Q_2, Q_1 \times F_2\}$  (a generalized Buchi automaton)

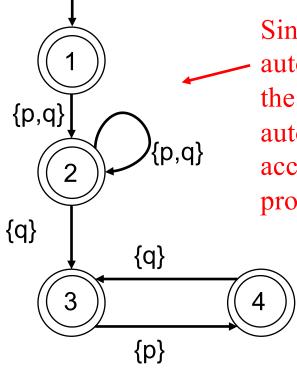
 $\Delta \text{ is defined as follows:} ((q_1,q_2),a,(q_1',q_2')) \in \Delta \text{ iff } (q_1,a,q_1') \in \Delta_1 \text{ and } (q_2,a,q_2') \in \Delta_2$ 

Based on the above construction, we get

 $\mathsf{L}(\mathsf{A}_1 \times \mathsf{A}_2) = \mathsf{L}(\mathsf{A}_1) \cap \mathsf{L}(\mathsf{A}_2)$ 

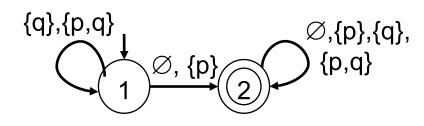
# Example from the Last Lecture is a Special Case

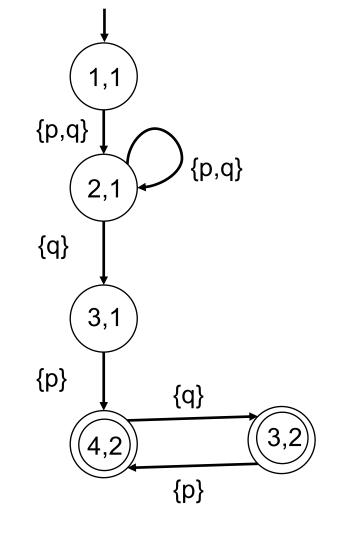
#### Buchi automaton 1



Since all the states in the automaton 1 is accepting, only the accepting states of automaton 2 decide the accepting states of the product automaton

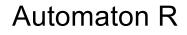
#### Buchi automaton 2



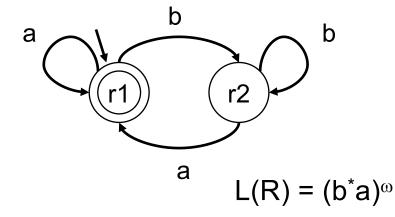


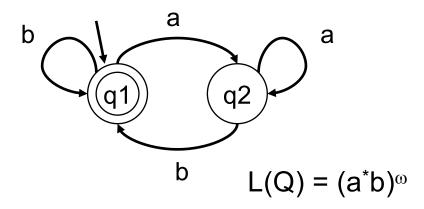
Product automaton

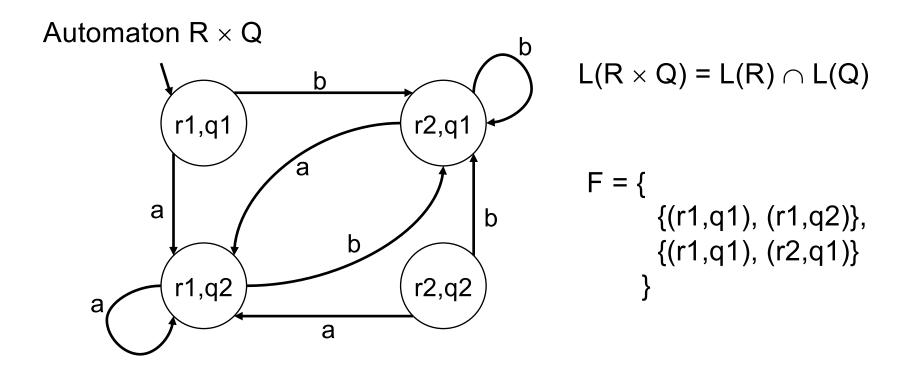
#### **Buchi Automata Product Example**



Automaton Q







Generalized to Standard Buchi Automata Conversion

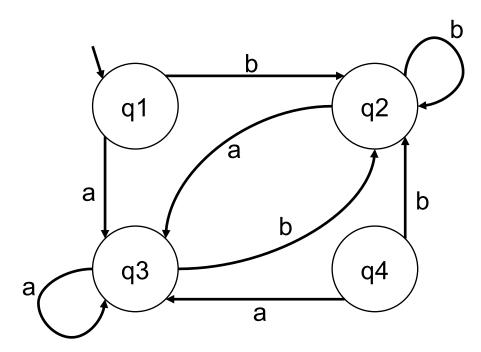
Given a generalized Buchi automaton  $A = (\Sigma, Q, \Delta, Q_0, F)$ where  $F = \{F_1, F_2, ..., F_k\}$ it is equivalent to standard Buchi automaton  $A' = (\Sigma, Q', \Delta', Q_0', F')$  where  $Q' = Q \times \{1, 2, ..., k\}$   $Q_0' = Q_0 \times \{1\}$   $F' = F_1 \times \{1\}$ Keep a counter. When the counter is i look only for the accepting states in  $F_i$ . When you see a state from  $F_i$ , increment the counter (mod k). When the counter makes one round, you have seen an

 $\begin{array}{lll} \Delta' \text{ is defined as follows:} & \text{accepting state from all } F_i s.\\ ((q_1, i), a, (q_2, j)) \in \Delta' & \text{iff} & (q_1, a, q_2) \in \Delta \text{ and} \\ & j=i & \text{if } q_1 \notin F_i \\ & j=(i \text{ mod } k) + 1 & \text{if } q_1 \in F_i \end{array}$ 

Based on the above construction we have L(A') = L(A)

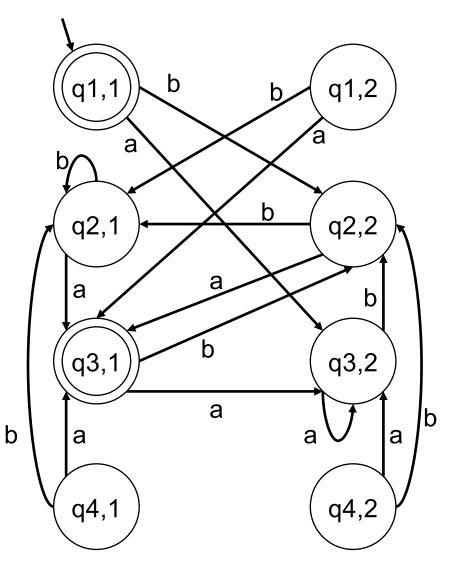
# Example (Cont'd)

A generalized Buchi automaton G



 $F = \{ \{q1, q3\}, \{q1, q2\} \}$ 

A standard Buchi automaton S where L(S) = L(G)



 $F = \{ (q1,1), (q3,1) \}$