

Logico-Numerical Max-Strategy Iteration

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Reachability Analysis Using Abstract Interpretation

Reachability Analysis

- Solve $S = \underbrace{S_0 \cup \text{post}(S)}_F$
- Not computable in the general case

Classical Abstract Interpretation

- Solve $S = F(S)$ in an abstract domain over-approximating the concrete reachable set
- Use an extrapolation operator (“widening”) to guarantee termination: induces hard-to-predict approximations

Strategy Iteration

- Solve a sequence of “simpler” fixed point equations: $S = F^{(i)}(S)$
- Guaranteed to converge to the global least fixed point $S = F(S)$ in a finite number of steps
- Limited to Numerical domains via template polyhedra

Difficulty of Boolean Variables

- Boolean and Numerical values tightly interact.
- Classical approach: Enumerating the boolean state space - perform numerical analysis on the obtained CFG
 - ▶ State space explosion → intractable for larger programs

Implicit approaches Boolean Variables

Booleans as *integers* $\in \{0, 1\}$:

- Use max-strategy iteration “as is”
- Only convex constraints \rightarrow very bad precision on Booleans

Logico-numerical abstract domains (Bultan et al 1997, Jeannet et al 1999, Blanchet et al 2003):

- Logico numerical state sets $\in \wp(\mathbb{B}^m \times \mathbb{R}^n)$ abstracted by a logico numerical state abstract value
- Usually combine BDDs and numerical abstract domains

Our approach: logico-numerical abstract domains

Outline

1 Introduction

- Template Polyhedra Analysis
- Numerical Max-Strategy Iteration

2 Logico-Numerical Max-Strategy Iteration

- Abstract Domain
- Algorithm
- Properties

3 Experiments

4 Future Work

Template Polyhedra

(Sankaranarayanan et al 2005)

Polyhedra with a shape fixed by a template $\mathbf{T} \in \mathbb{R}^{m \times n}$

Generates polyhedra $\{\mathbf{x} \mid \mathbf{x} \in \mathbb{R}^n, \mathbf{T}\mathbf{x} \leq \mathbf{d}\}$ for $\mathbf{d} \in \overline{\mathbb{R}}^m$

$$(\overline{\mathbb{R}} = \mathbb{R} \cup \{-\infty, \infty\})$$

Example: Intervals

Template $\mathbf{T} = \begin{pmatrix} 1 \\ -1 \end{pmatrix}$ for a program with a single variable x :

template polyhedra $\begin{pmatrix} 1 \\ -1 \end{pmatrix} x \leq \begin{pmatrix} d_1 \\ d_2 \end{pmatrix}$, i.e., $-d_2 \leq x \leq d_1$.

Abstract value: represented by the vector of bounds \mathbf{d} ($\top = \infty$ and $\perp = -\infty$)

Operations: performed efficiently with the help of linear programming

Reachability analysis: find the smallest bounds representing a fixed point of the semantic equations

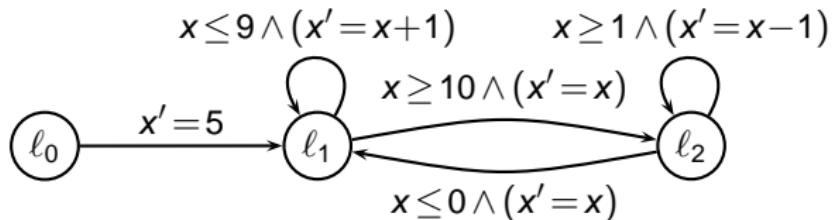
Numerical Max-Strategy Iteration

(Gawlitza and Seidl 2007)

General idea: Compute the least fixed point of the semantic equation system \mathcal{M} by:

- computing a sequence of $\text{lfp}[\mu]$ using linear programming
- until $\text{lfp}[\mu] = \text{lfp}[\mathcal{M}]$
- A **strategy μ** chooses exactly one argument on the right-hand side of each equation.
- We let $\delta_{l,t}$ is the bound value for a location l and template bound t .

Example: Strategy



$$\delta_{0,1} = \infty$$

$$\delta_{0,2} = \infty$$

$$\begin{aligned} \delta_{1,1} &= \sqcup \left\{ \begin{array}{l} -\infty \\ \sup \left\{ x' \mid \begin{array}{l} x \leq \delta_{1,1} \wedge x \leq 9 \\ \wedge x' = x + 1 \end{array} \right\} \end{array} \right. , \quad \sup \left\{ x' \mid \begin{array}{l} x \leq \delta_{0,1} \wedge x' = 5 \\ \wedge x' = x \end{array} \right\} \right\} \\ \delta_{1,2} &= \sqcup \left\{ \begin{array}{l} -\infty \\ \sup \left\{ -x' \mid \begin{array}{l} -x \leq \delta_{1,2} \wedge x \leq 9 \\ \wedge x' = x + 1 \end{array} \right\} \end{array} \right. , \quad \sup \left\{ -x' \mid \begin{array}{l} -x \leq \delta_{2,2} \wedge x \leq 0 \\ \wedge x' = x \end{array} \right\} \right\} \\ \delta_{2,1} &= \sqcup \left\{ \begin{array}{l} -\infty, \sup \left\{ x' \mid \begin{array}{l} x \leq \delta_{1,1} \wedge x \geq 10 \\ \wedge x' = x \end{array} \right\} \\ , \quad \sup \left\{ x' \mid \begin{array}{l} x \leq \delta_{2,1} \wedge x \geq 1 \\ \wedge x' = x - 1 \end{array} \right\} \end{array} \right\} \\ \delta_{2,2} &= \sqcup \left\{ \begin{array}{l} -\infty, \sup \left\{ -x' \mid \begin{array}{l} -x \leq \delta_{1,2} \wedge x \leq 10 \\ \wedge x' = x \end{array} \right\} \\ , \sup \left\{ -x' \mid \begin{array}{l} -x \leq \delta_{2,2} \wedge x \geq 1 \\ \wedge x' = x - 1 \end{array} \right\} \end{array} \right\} \end{aligned}$$

Numerical Max-Strategy Iteration (Gawlitza and Seidl 2007)

General idea: Compute the least fixed point of the semantic equation system \mathcal{M} by:

- computing a sequence of $\text{lfp}[\mu]$ using linear programming
- until $\text{lfp}[\mu] = \text{lfp}[\mathcal{M}]$

A **strategy μ** chooses exactly one argument on the right-hand side of each equation.

A strategy μ' is called an **improvement** of μ w.r.t the abstract value d iff

- it is “at least as good” as μ with respect to d and
- it is “strictly better for the changed equations”

Max-Strategy Improvement Algorithm

initial strategy: $\mu := \{\delta_{\ell_0} \geq \infty, \delta_\ell \geq -\infty \text{ for all } \ell \neq \ell_0\}$

initial abstract value: $d := \lambda \ell. \delta_\ell \rightarrow \begin{cases} \infty & \text{for } \ell = \ell_0 \\ -\infty & \text{for } \ell \neq \ell_0 \end{cases}$

while not d is a solution of \mathcal{M} do

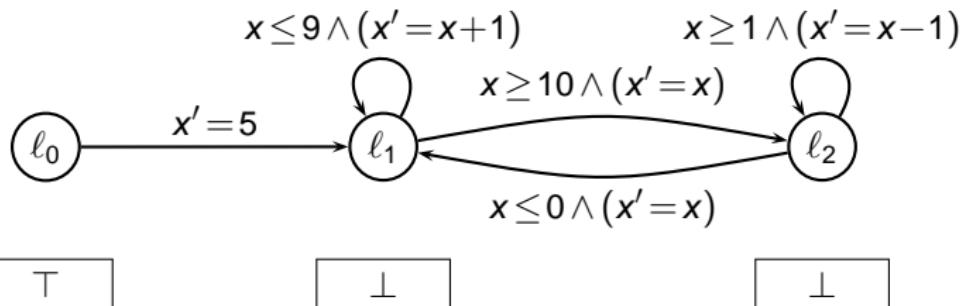
$\mu :=$ improvement of μ w.r.t d

$d := \text{lfp}[\mu]$

done

return d

Example



$$\delta_0 = \infty$$

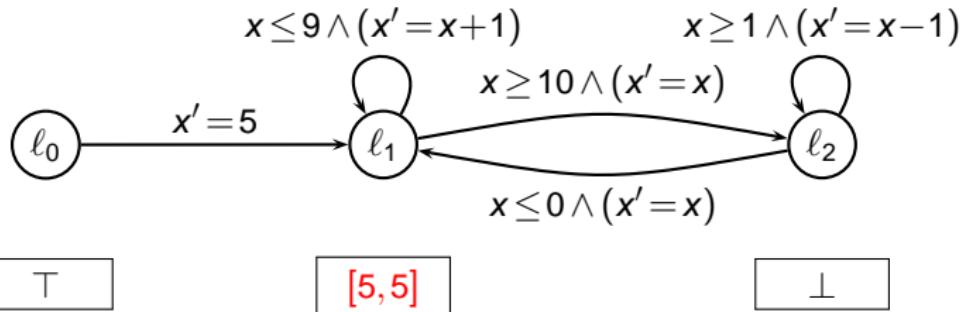
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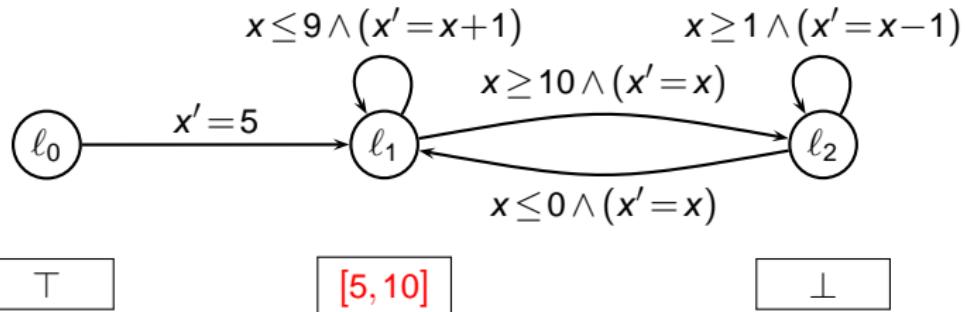
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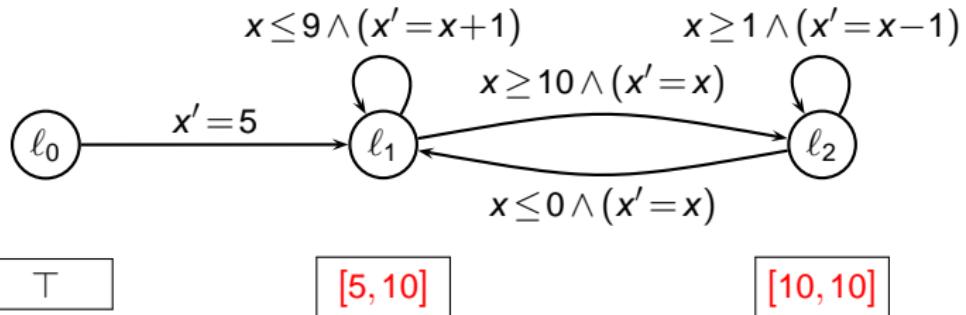
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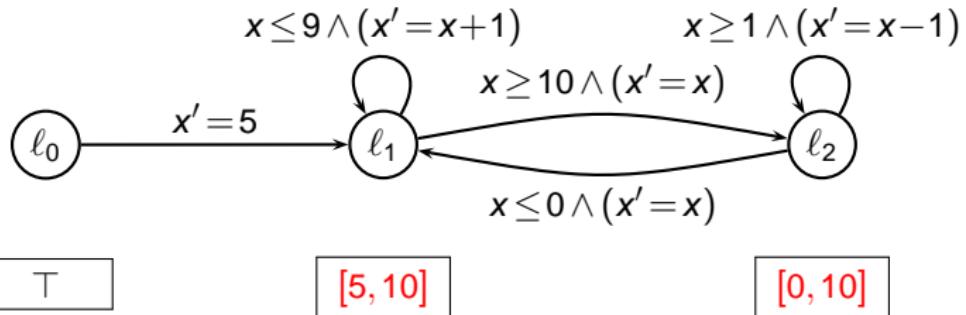
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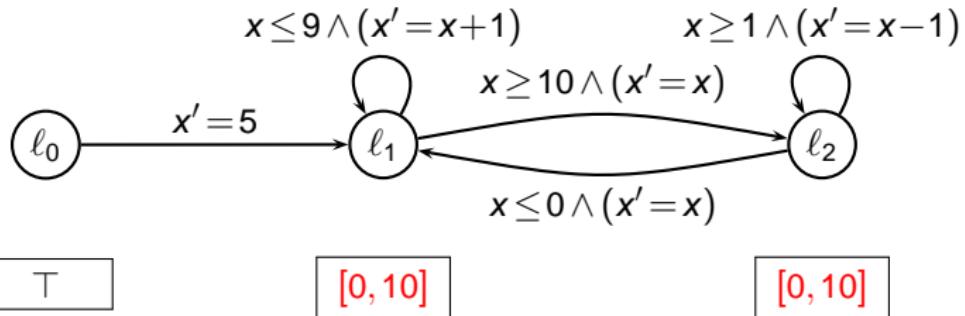
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Example

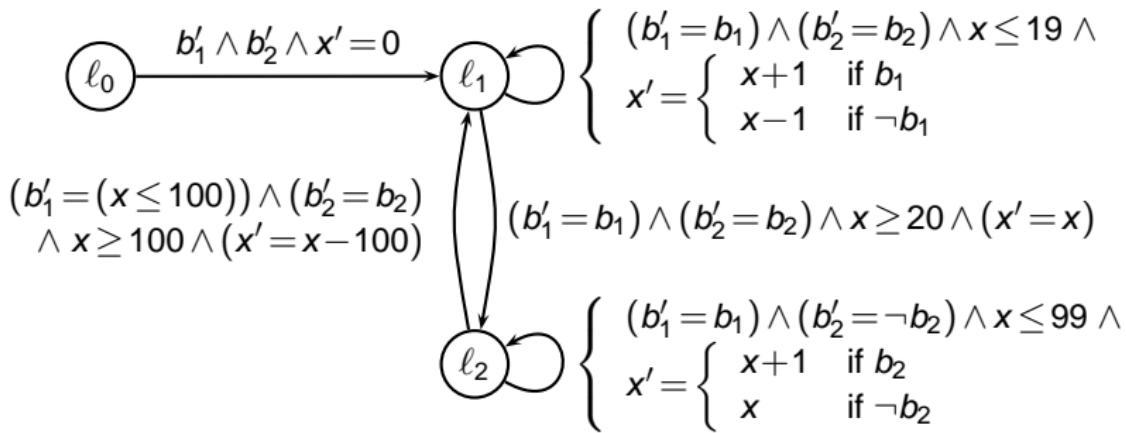


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\end{aligned}$$

Logico-Numerical Programs

```
b1=b2=true;
x=0;
while(true) {
    while(x<=19) { x = b1 ? x+1 : x-1; }
    while(x<=99) { x = b2 ? x+1 : x; b2 = !b2; }
    if (x>=100) { b1 = (x<=100); x = x-100; }
}
```



Abstract Domain

$$\wp(\mathbb{B}^p \times \mathbb{R}^n) \xrightleftharpoons[\alpha]{\gamma} \wp(\mathbb{B}^p) \times \overline{\mathbb{R}}^m$$

Abstract value $S = (B, d)$: cartesian product of

- Valuations of the Boolean variables B
(represented as Boolean formulas using BDDs) and
- Template bounds d

Abstract domain over CFG: $Loc \rightarrow \wp(\mathbb{B}^p) \times \overline{\mathbb{R}}^m$

The Idea

- ➊ Perform Kleene iteration until
 - ▶ for all locations the set of reachable Boolean states does not change no matter what transition we take.
 - ▶ We call this a subsystem, boolean state stays the same but numerical state evolves
- ➋ Continue Kleene iteration when Numerical values make us leave the subsystem
- ➌ Solution when system wide numerical and boolean values stable

Algorithm

```

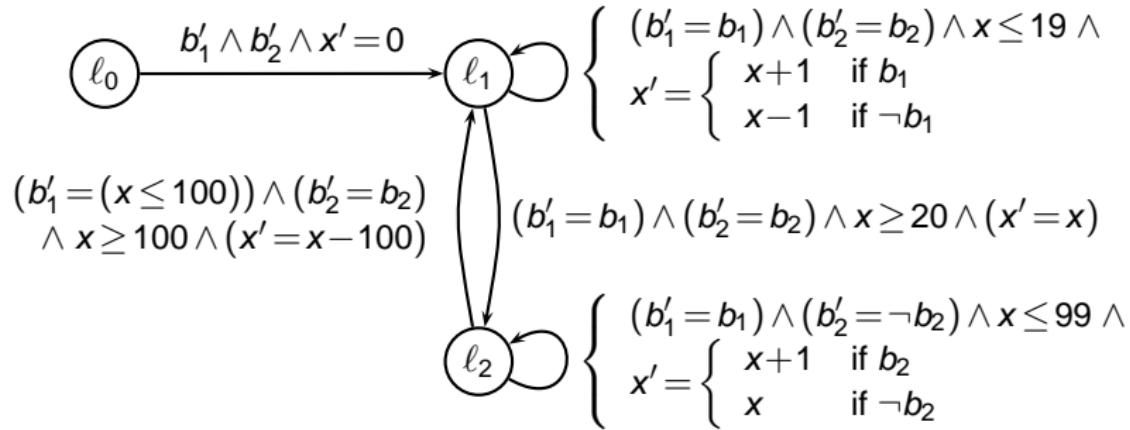
1    $S := S^0$ 
2    $S' = \text{post}(S)$ 
3   while  $S \neq S'$  do
4       while  $B \neq B'$  do
5            $S := S'$ 
6            $S' = \text{post}(S)$ 
7       done
8        $S := S'$ 
9        $\mathcal{M} = \text{generate}(S)$ 
10       $\mu := (\delta = \mathbf{d})$ 
11       $\mu' = \text{max\_improve}(\mu, \mathbf{d})$ 
12      while  $\mu' \neq \mu$  do
13           $\mu := \mu'$ 
14           $\mathbf{d} := \text{lfp}[\mu]$ 
15           $\mu' = \text{max\_improve}(\mu, \mathbf{d})$ 
16      done
17       $S' = \text{post}(S)$ 
18  done
19  return  $S$ 

```

phase (1): truncated logico-numerical Kleene iteration

phase (2): numerical max-strategy iteration

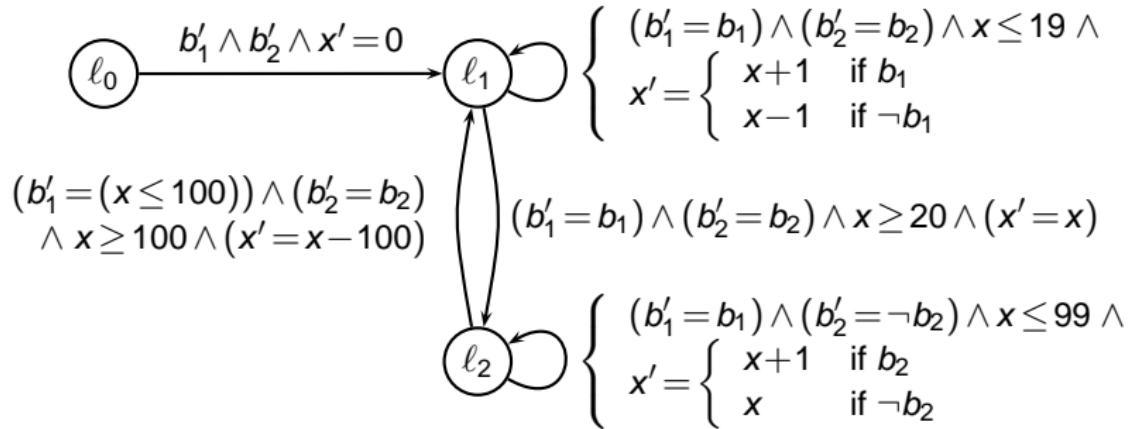
Example



Interval template: $\begin{pmatrix} 1 \\ -1 \end{pmatrix}$

Notation: $\begin{pmatrix} \varphi(b_1, b_2) \\ [-\delta_{\ell,2}, \delta_{\ell,1}] \end{pmatrix}$

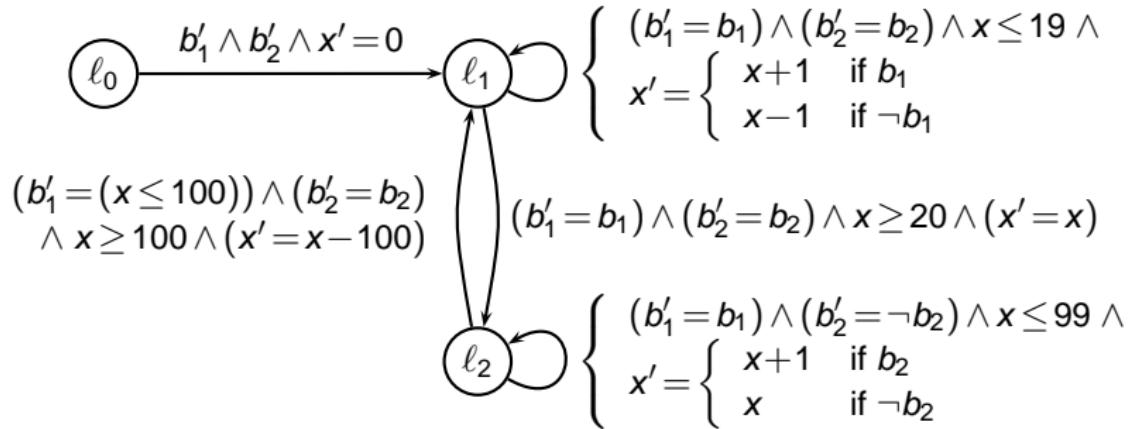
Example



Initial state:



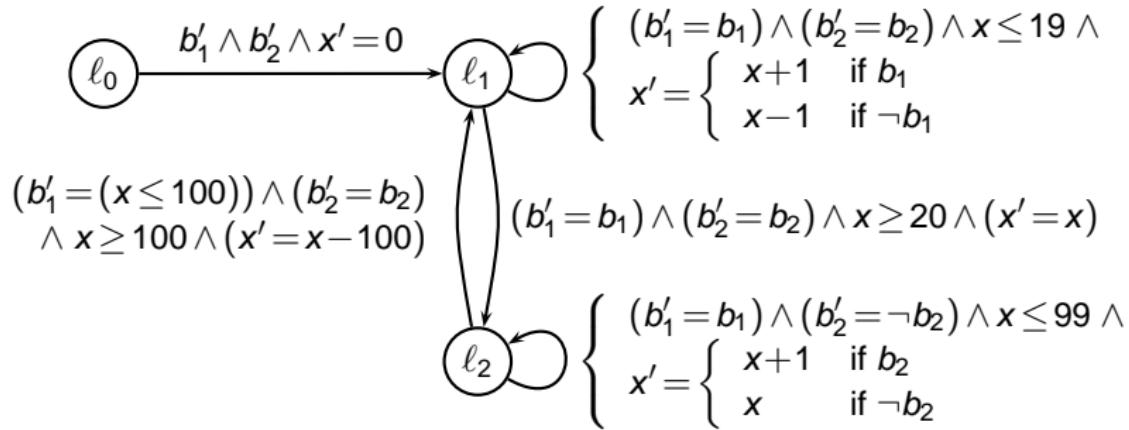
Example



Phase (1): propagation through (ℓ_0, R, ℓ_1) :

	ℓ_0	ℓ_1	ℓ_2
\top		$\left(\begin{array}{c} b_1 \wedge b_2 \\ [0, 0] \end{array} \right)$	\perp

Example

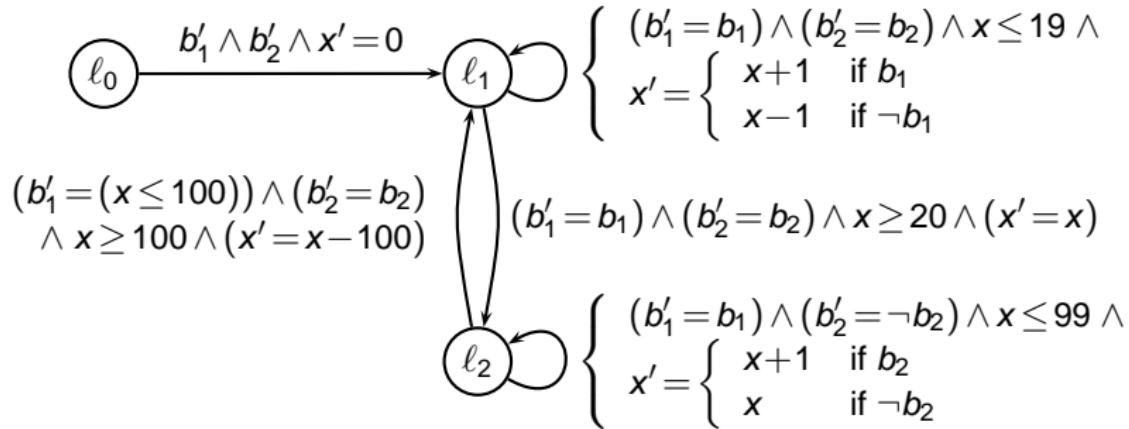


Phase (1): propagation through (ℓ_1, R, ℓ_1) :

ℓ_0	ℓ_1	ℓ_2
\top	$\left(\begin{array}{c} b_1 \wedge b_2 \\ [0, 1] \end{array} \right)$	\perp

(preliminarily stable)

Example



Phase (2): generate equation system:

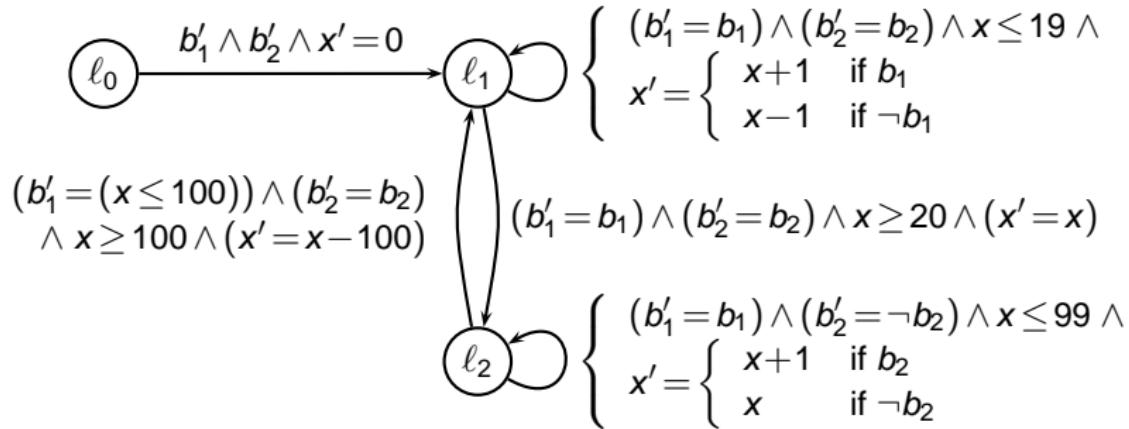
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$$\delta_2 = -\infty$$

Example



Phase (2): initial strategy:

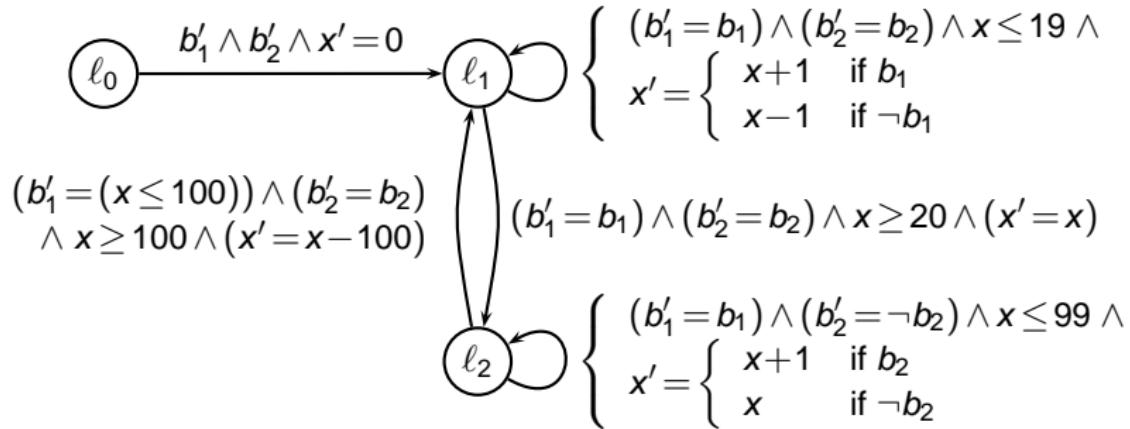
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$$\delta_2 = -\infty$$

Example



Phase (2): improve strategy w.r.t. $\delta_{1,1}$:

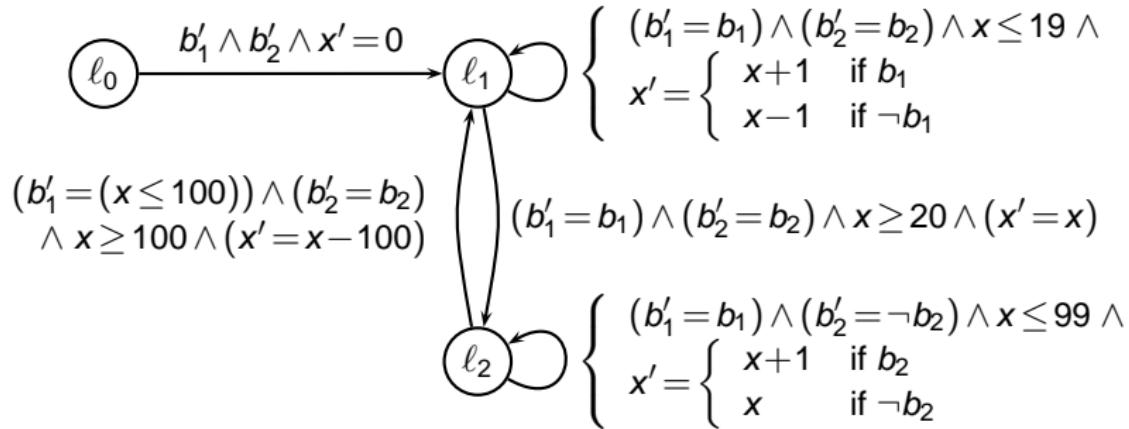
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Example

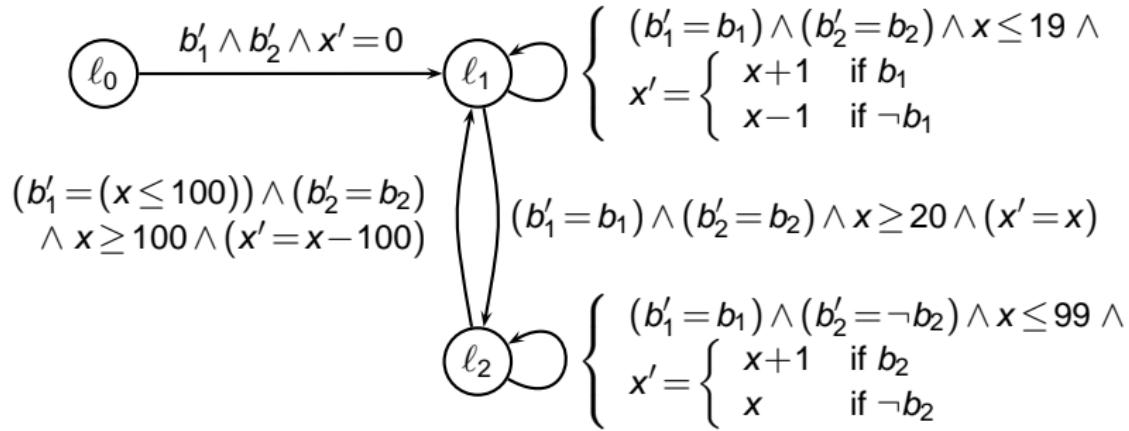


Phase (2): fixed point:

ℓ_0	ℓ_1	ℓ_2
\top	$(b_1 \wedge b_2)$ $[0, 20]$	\perp

(no more improvement)

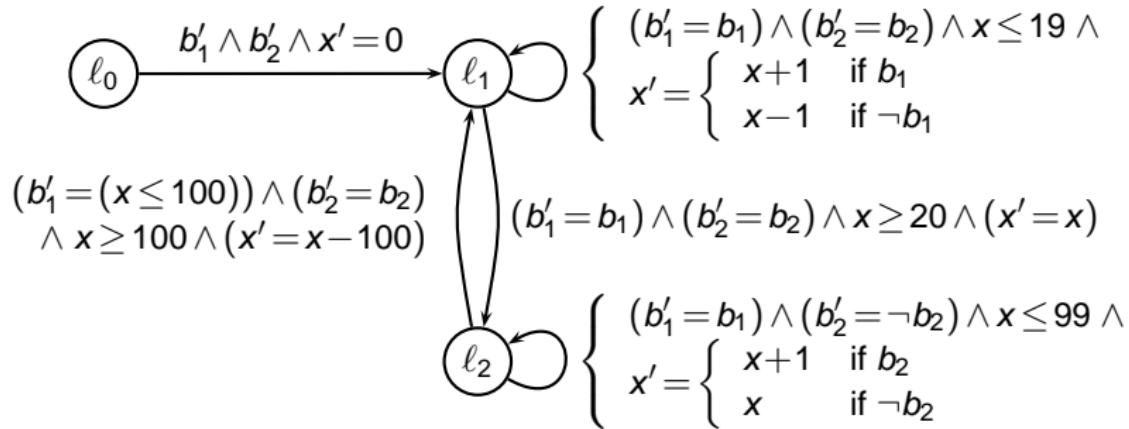
Example



Phase (1): propagation through (ℓ_1, R, ℓ_2) :

ℓ_0	ℓ_1	ℓ_2
T	$\left(\begin{array}{c} b_1 \wedge b_2 \\ [0, 20] \end{array} \right)$	$\left(\begin{array}{c} \textcolor{red}{b_1 \wedge b_2} \\ [20, 20] \end{array} \right)$

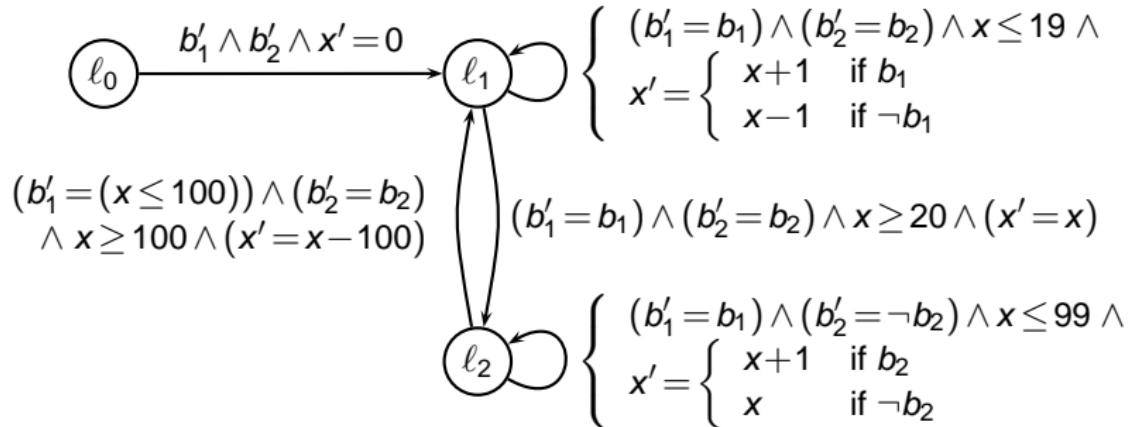
Example



Phase (1): propagation through (ℓ_2, R, ℓ_2) :

ℓ_0	ℓ_1	ℓ_2
\top	$\left(\begin{array}{c} b_1 \wedge b_2 \\ [0, 20] \end{array} \right)$	$\left(\begin{array}{c} b_1 \\ [20, 21] \end{array} \right)$ (preliminarily stable)

Example



Phase (2): generate equation system:

$$\delta_0 = \infty$$

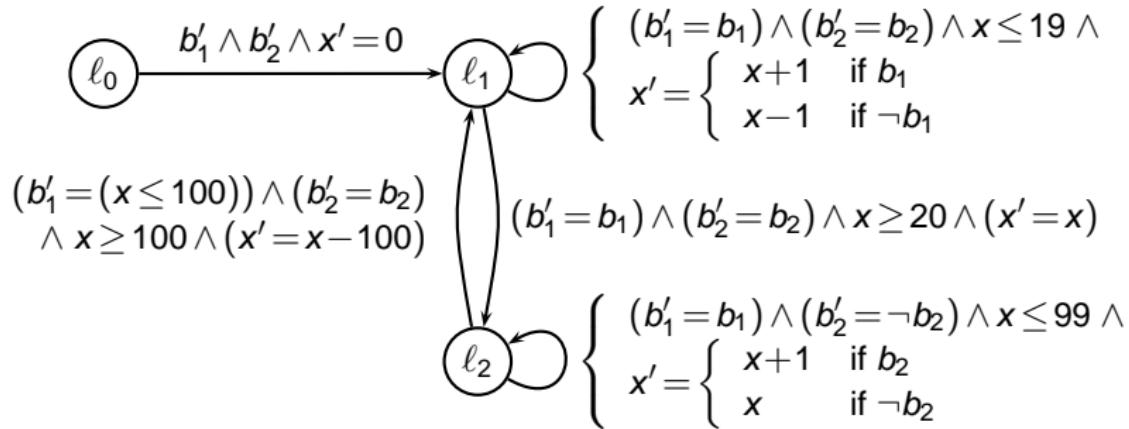
$$\delta_{1,1} = \bigcup \{ 20 , \sup\{x' \mid x \leq \delta_{2,1} \wedge x' = x-100 \wedge x \geq 100\} , \dots \}$$

$$\delta_{1,2} = \bigcup \{ 0 , \sup\{-x' \mid x \leq \delta_{2,2} \wedge x' = x-100 \wedge x \geq 100\} , \dots \}$$

$$\delta_{2,1} = \bigcup \{ 21 , \sup\{x' \mid x \leq \delta_{2,1} \wedge x' = x+1 \wedge x \leq 99\} , \dots \}$$

$$\delta_{2,2} = \bigcup \{ -20 , \sup\{-x' \mid -x \leq \delta_{2,2} \wedge x' = x+1 \wedge x \leq 99\} , \dots \}$$

Example

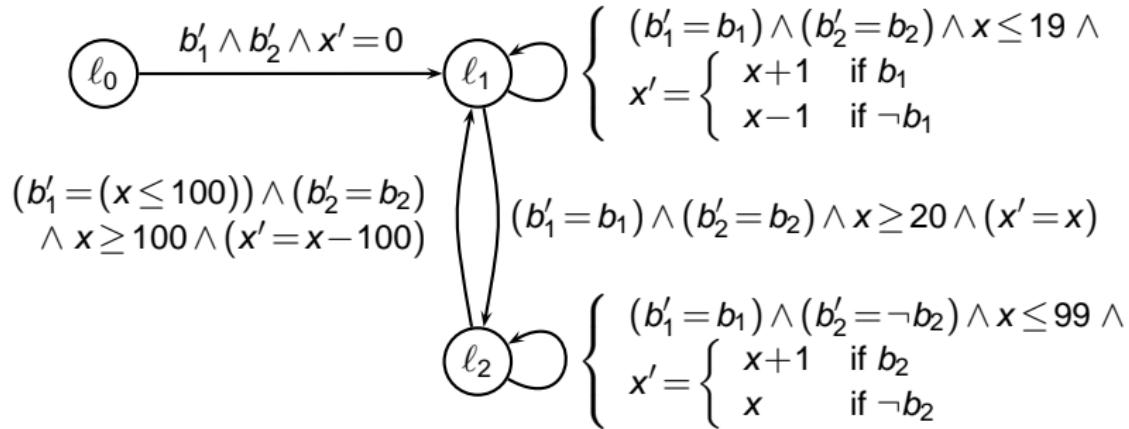


Phase (2): initial strategy:

$$\delta_0 = \infty$$

$$\begin{aligned} \delta_{1,1} &= \sqcup\{ \quad 20 \quad , \quad \sup\{x' \mid x \leq \delta_{2,1} \wedge x' = x - 100 \wedge x \geq 100\} \quad , \dots \} \\ \delta_{1,2} &= \sqcup\{ \quad 0 \quad , \quad \sup\{-x' \mid x \leq \delta_{2,2} \wedge x' = x - 100 \wedge x \geq 100\} \quad , \dots \} \\ \delta_{2,1} &= \sqcup\{ \quad 21 \quad , \quad \sup\{x' \mid x \leq \delta_{2,1} \wedge x' = x + 1 \wedge x \leq 99\} \quad , \dots \} \\ \delta_{2,2} &= \sqcup\{ \quad -20 \quad , \quad \sup\{-x' \mid -x \leq \delta_{2,2} \wedge x' = x + 1 \wedge x \leq 99\} \quad , \dots \} \end{aligned}$$

Example

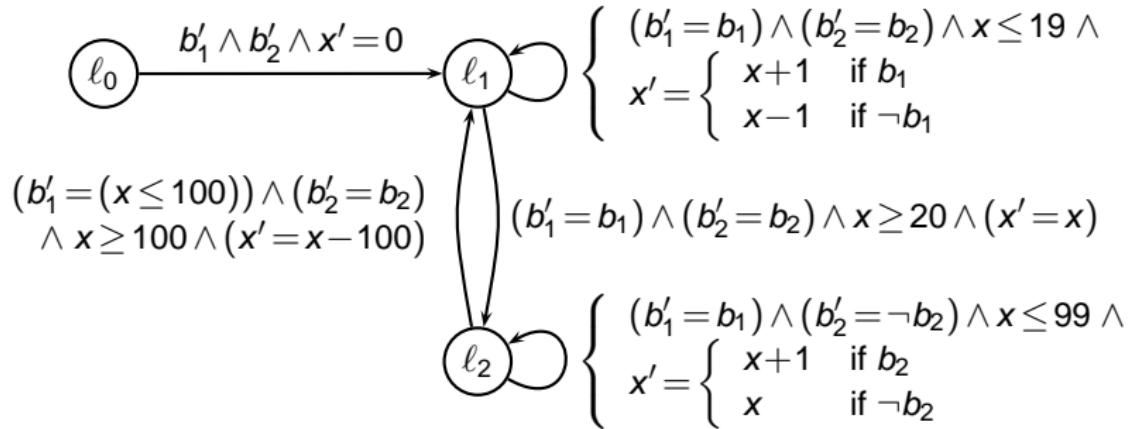


Phase (2): improvement w.r.t. $\delta_{2,1}$:

$$\delta_0 = \infty$$

$$\begin{aligned} \delta_{1,1} &= \sqcup \{ 20 , \sup \{ x' \mid x \leq \delta_{2,1} \wedge x' = x - 100 \wedge x \geq 100 \} , \dots \} \\ \delta_{1,2} &= \sqcup \{ 0 , \sup \{ -x' \mid x \leq \delta_{2,2} \wedge x' = x - 100 \wedge x \geq 100 \} , \dots \} \\ \delta_{2,1} &= \sqcup \{ 21 , \sup \{ x' \mid x \leq \delta_{2,1} \wedge x' = x + 1 \wedge x \leq 99 \} , \dots \} \\ \delta_{2,2} &= \sqcup \{ -20 , \sup \{ -x' \mid -x \leq \delta_{2,2} \wedge x' = x + 1 \wedge x \leq 99 \} , \dots \} \end{aligned}$$

Example

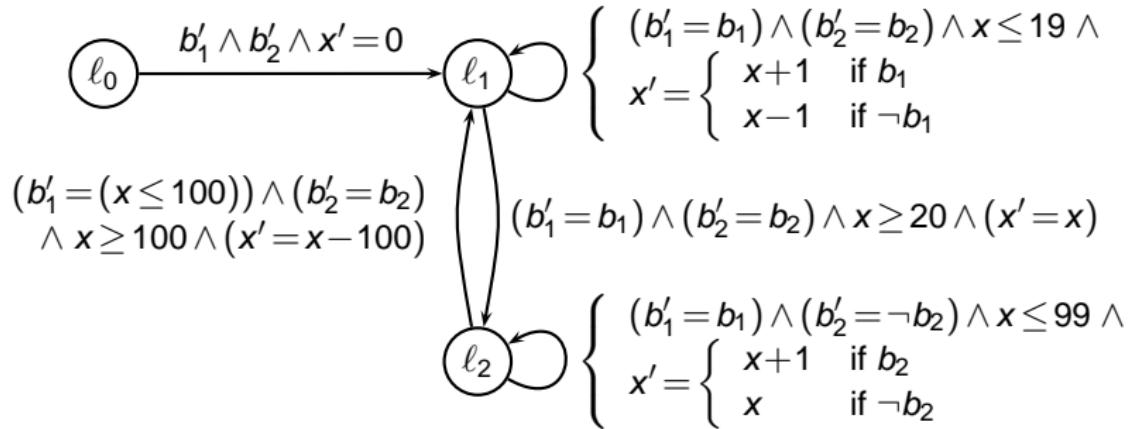


Phase (2): fixed point:

ℓ_0	ℓ_1	ℓ_2
T	$(b_1 \wedge b_2)$ $[0, 20]$	(b_1) $[20, 100]$

(no more improvement)

Example



Phase (1): propagation through (ℓ_2, R, ℓ_1) :

ℓ_0	ℓ_1	ℓ_2
T	$\left(\begin{array}{c} b_1 \\ [0, 20] \end{array} \right)$	$\left(\begin{array}{c} b_1 \\ [20, 100] \end{array} \right)$

(global fixed point)

Properties

The logico-numerical max-strategy algorithm

- **terminates** after a finite number of iterations (termination).
- **computes a fixed point** of the semantic equations (soundness).
- **computes the least fixed point** of the semantic equations (optimality).

Experiments

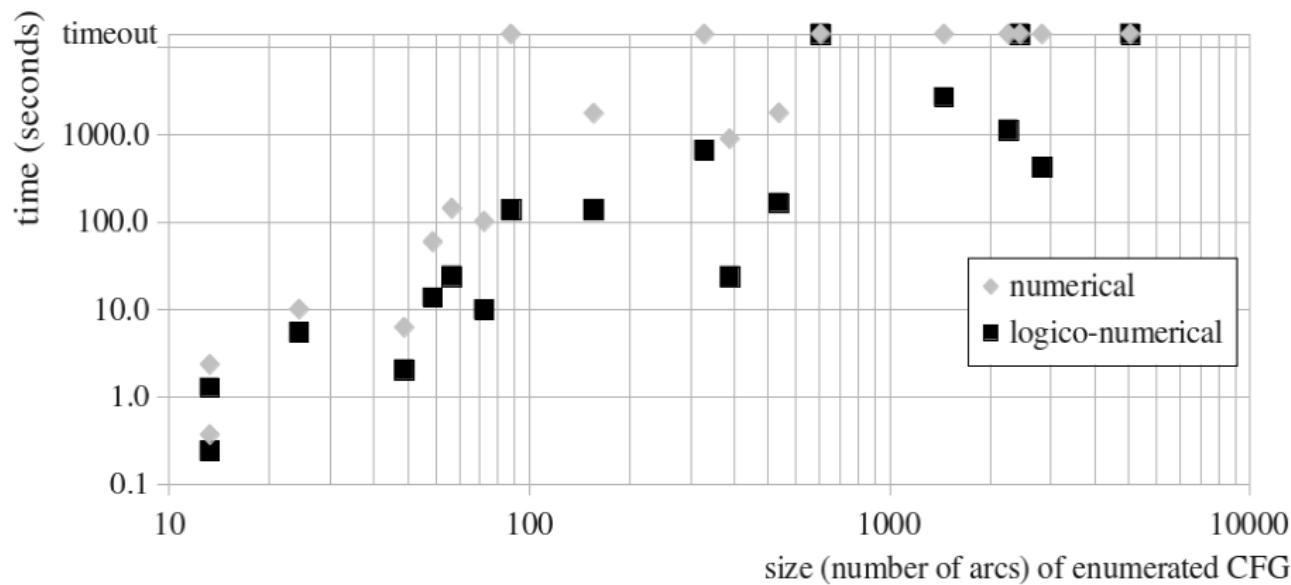
High-level simulation models (programmed in LUSTRE) of manufacturing systems

- Consist of building blocks like sources, buffers, machines and routers that synchronize via handshakes.
- Produce enumerated CFGs of up to 650 locations and 5000 transitions after simplification by Boolean reachability

Comparing the precision of the inferred invariants of

- Numerical max-strategy iteration (MSI) on the enumerated CFG
- Logico-numerical max-strategy iteration (LNMSI) on CFG obtained by state space partitioning by “discrete numerical modes”: equivalence classes of Boolean valuations implying the same numerical transitions relations

Results



Results

- LNMSI **scales better** than MSI: 9 times faster – for those benchmarks where both methods terminated before the timeout: MSI hit the timeout in 8 out of 18 cases (versus 3 for LNMSI)
- *Precision is almost preserved* to 100%, due to the better scalability even able to prove 3 more benchmarks.
- Gain in speed increases with the template size.

Comparison with logico-numerical analysis with octagons using the standard approach with widening:

- 18% of the bounds strictly better with LNMSI: in 2 cases these improvements made the difference to prove the property.
- Standard analysis 19 times faster on average

Future Work

Future work:

- Tackle efficiency issues by designing a more integrated logico-numerical max-strategy solver.
- Apply our method to the analysis of logico-numerical hybrid automata (Schrammel and Jeannet 2012) by extending hybrid max-strategy iteration (Dang and Gawlitza 2011)