

# 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

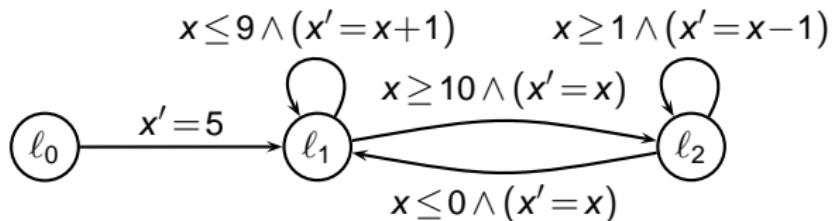
# Numerical Max-Strategy Iteration

(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  $\mu$**  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



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

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

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

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

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# 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  $\mu$**  chooses exactly one argument on the right-hand side of each equation.

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

- it is “at least as good” as  $\mu$  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

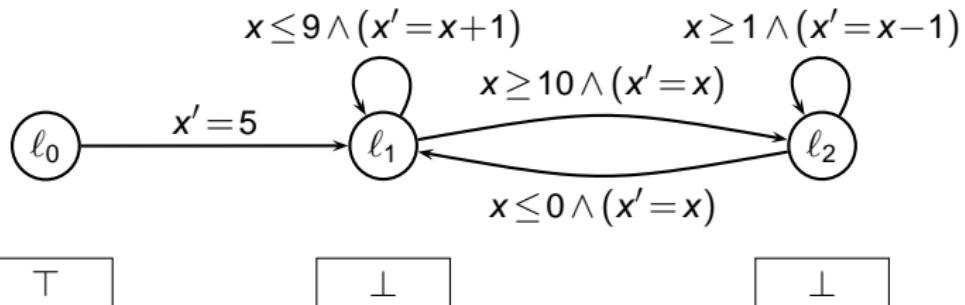
$\mu :=$  improvement of  $\mu$  w.r.t  $d$

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

done

return  $d$

# Example



$$\delta_0 = \infty$$

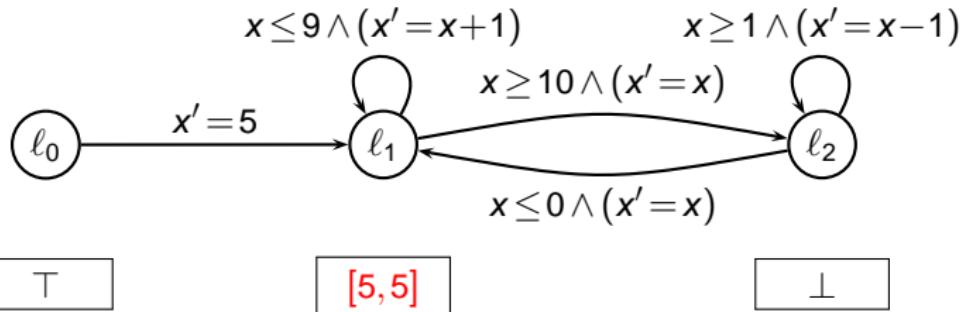
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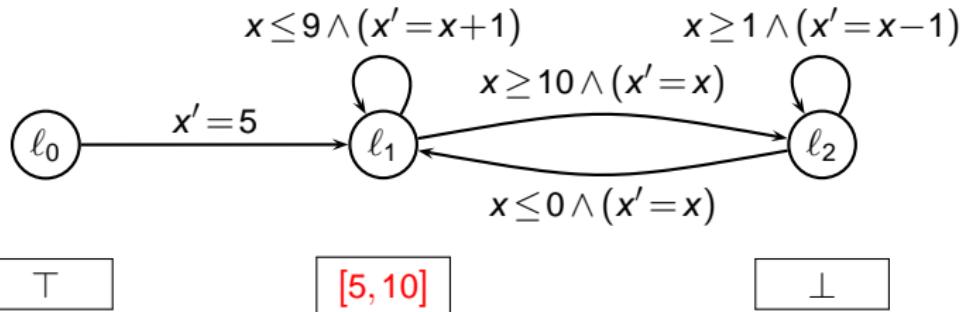
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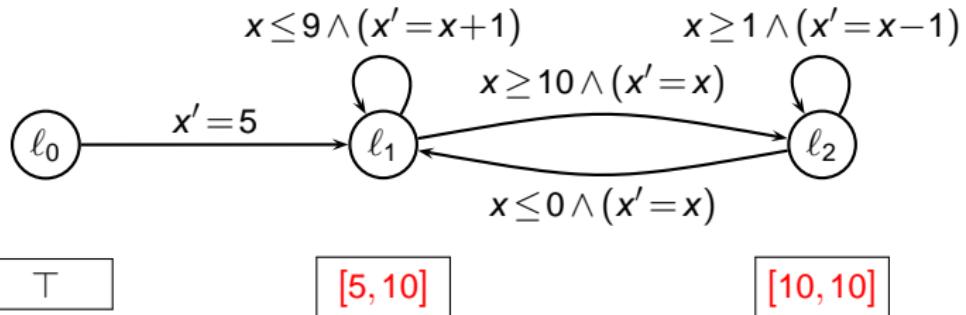
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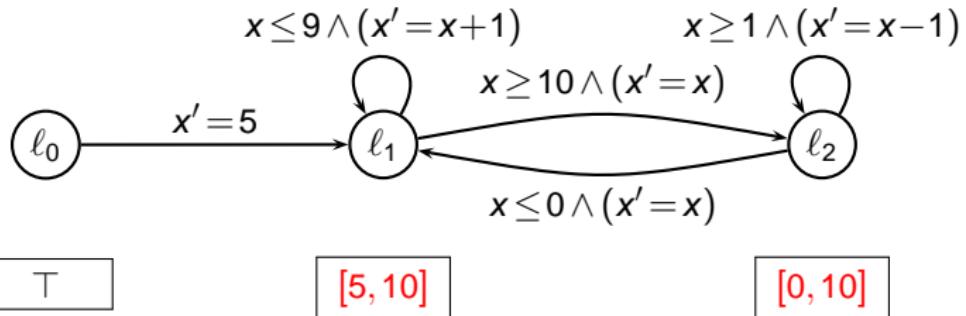
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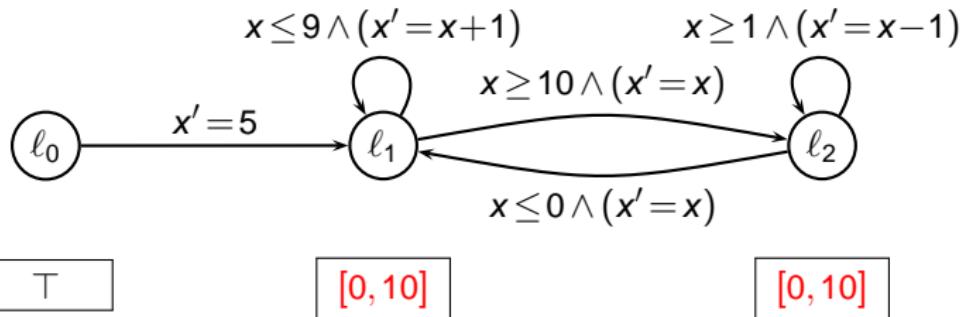
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# Example



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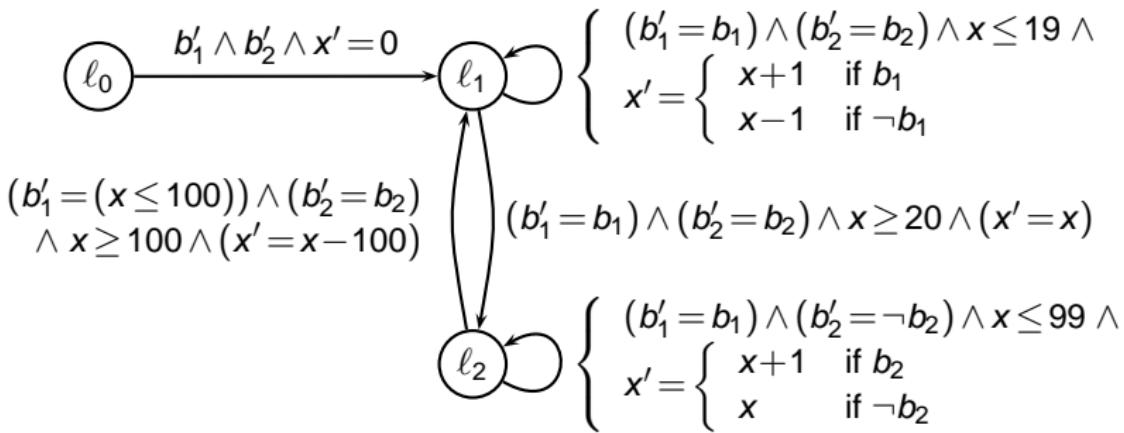
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# Logico-Numerical Programs

```
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  $S = (B, \mathbf{d})$ : cartesian product of

- Valuations of the Boolean variables  $B$   
(represented as Boolean formulas using BDDs) and
- Template bounds  $\mathbf{d}$

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

```

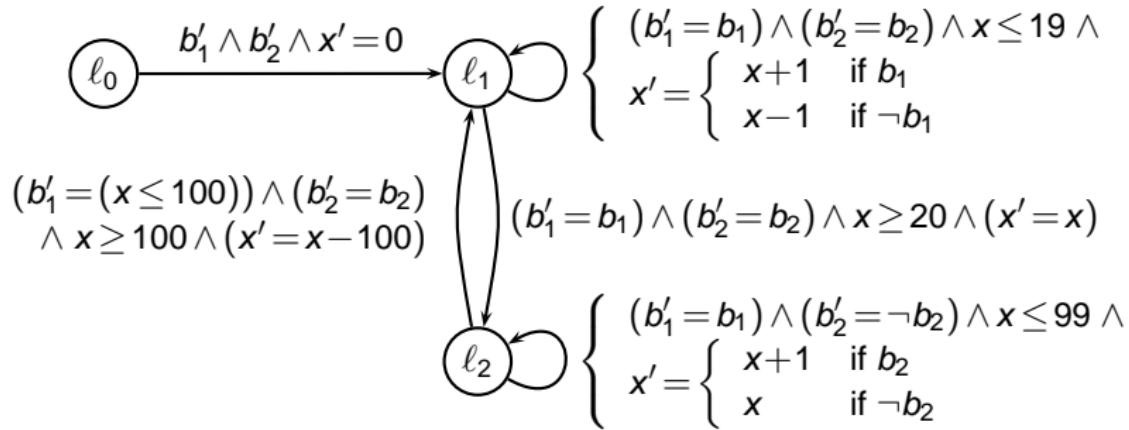
1    $S := S^0$ 
2    $S' = \text{post}(S)$ 
3   while  $S \neq S'$  do
4       while  $B \neq B'$  do
5            $S := S'$ 
6            $S' = \text{post}(S)$ 
7       done
8        $S := S'$ 
9        $\mathcal{M} = \text{generate}(S)$ 
10       $\mu := (\delta = \mathbf{d})$ 
11       $\mu' = \text{max\_improve}(\mu, \mathbf{d})$ 
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

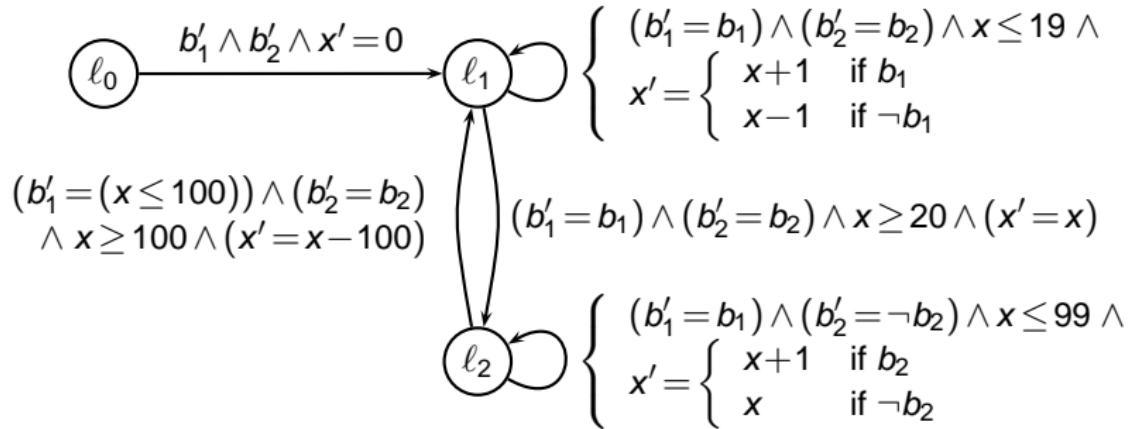
# Example



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

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

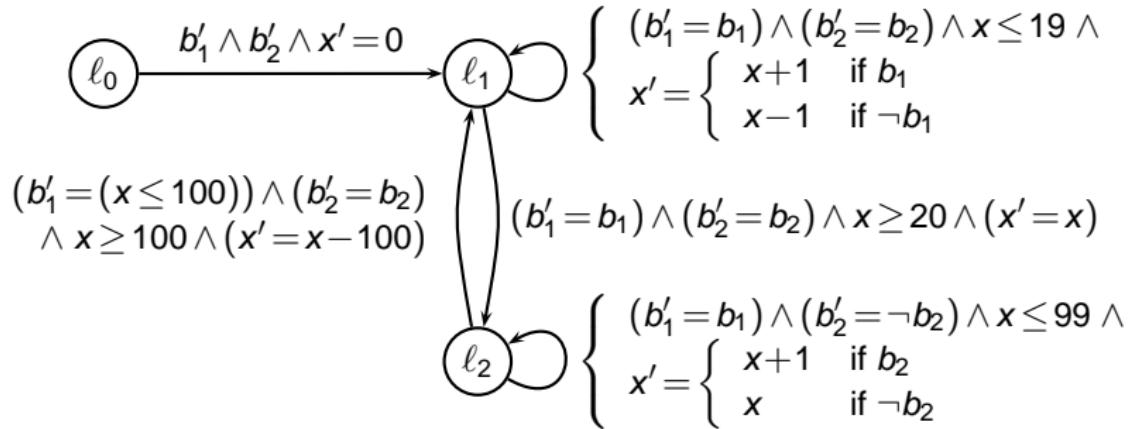
# Example



Initial state:



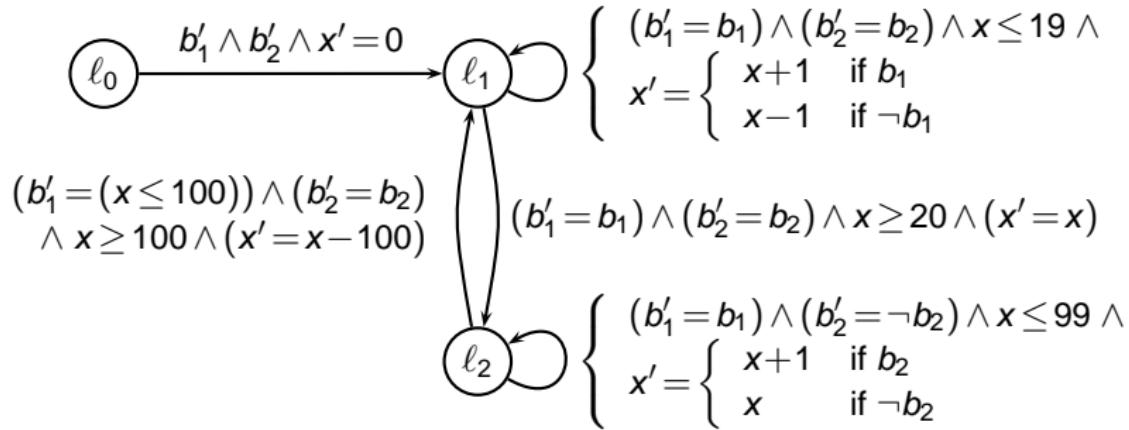
# Example



Phase (1): propagation through  $(\ell_0, R, \ell_1)$ :

$\ell_0$	$\ell_1$	$\ell_2$
$\top$	$\left( \begin{array}{c} b_1 \wedge b_2 \\ [0, 0] \end{array} \right)$	$\perp$

# Example

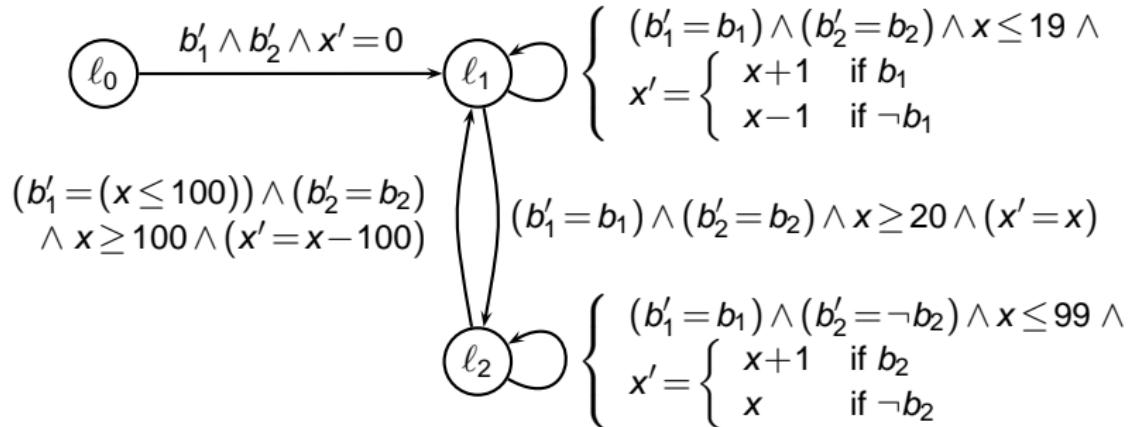


Phase (1): propagation through  $(\ell_1, R, \ell_1)$ :

$\ell_0$	$\ell_1$	$\ell_2$
$\top$	$(\begin{matrix} b_1 \wedge b_2 \\ [0, 1] \end{matrix})$	$\perp$

(preliminarily stable)

# Example



Phase (2): generate equation system:

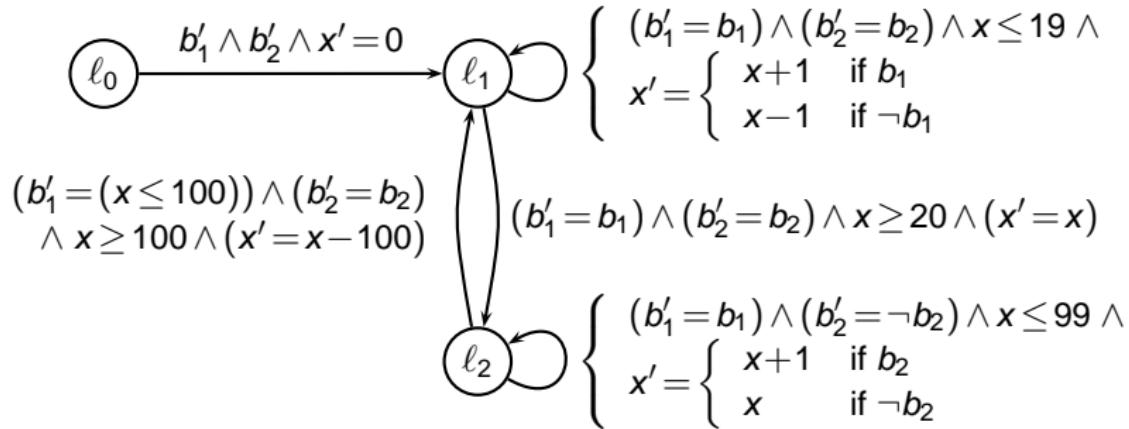
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$$\delta_{1,2} = \sqcup\{0, \sup\{-x' \mid x' = 0\}, \sup\{-x' \mid -x \leq \delta_{1,2} \wedge x' = x+1 \wedge x \leq 19\}\}$$

$$\delta_2 = -\infty$$

## Example



Phase (2): initial strategy:

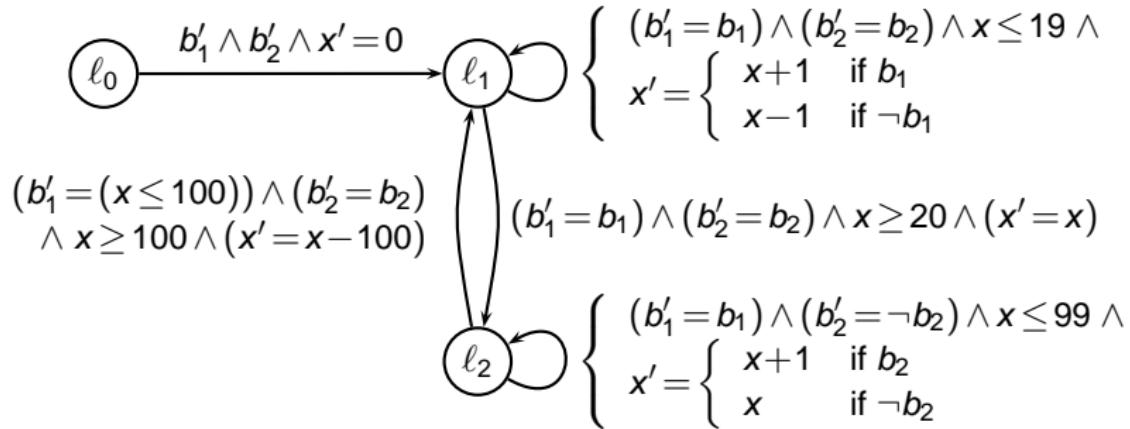
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$$\delta_2 = -\infty$$

# Example



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

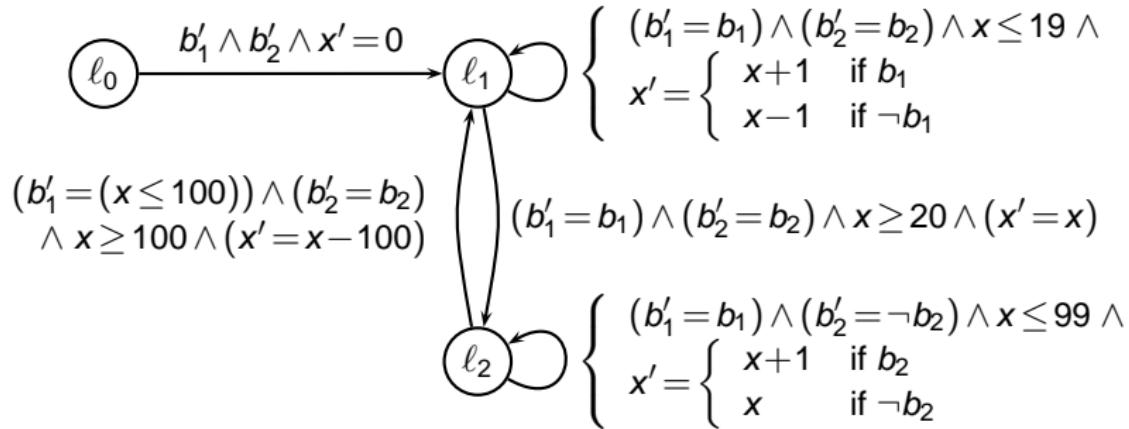
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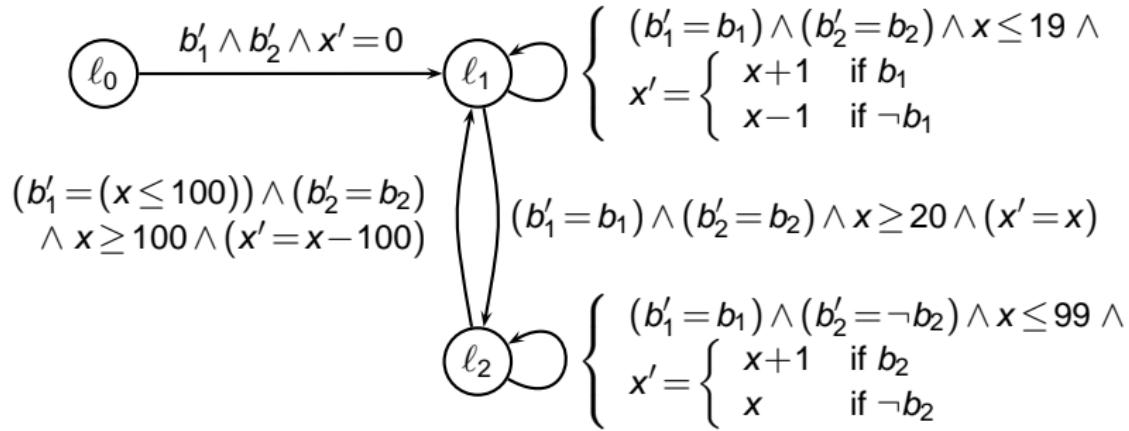


Phase (2): fixed point:

$\ell_0$	$\ell_1$	$\ell_2$
$\top$	$(b_1 \wedge b_2)$ $[0, 20]$	$\perp$

(no more improvement)

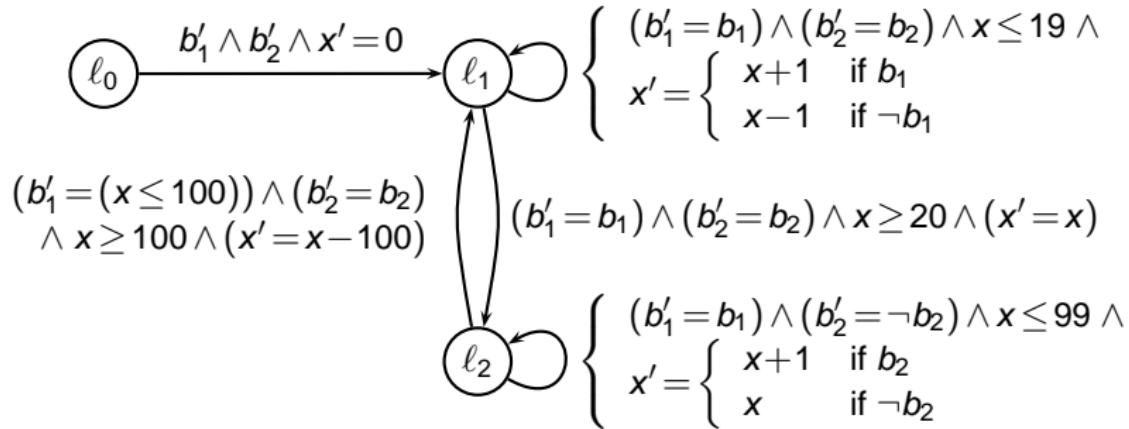
# Example



Phase (1): propagation through  $(\ell_1, R, \ell_2)$ :

$\ell_0$	$\ell_1$	$\ell_2$
T	$\left( \begin{array}{c} b_1 \wedge b_2 \\ [0, 20] \end{array} \right)$	$\left( \begin{array}{c} \textcolor{red}{b_1 \wedge b_2} \\ [20, 20] \end{array} \right)$

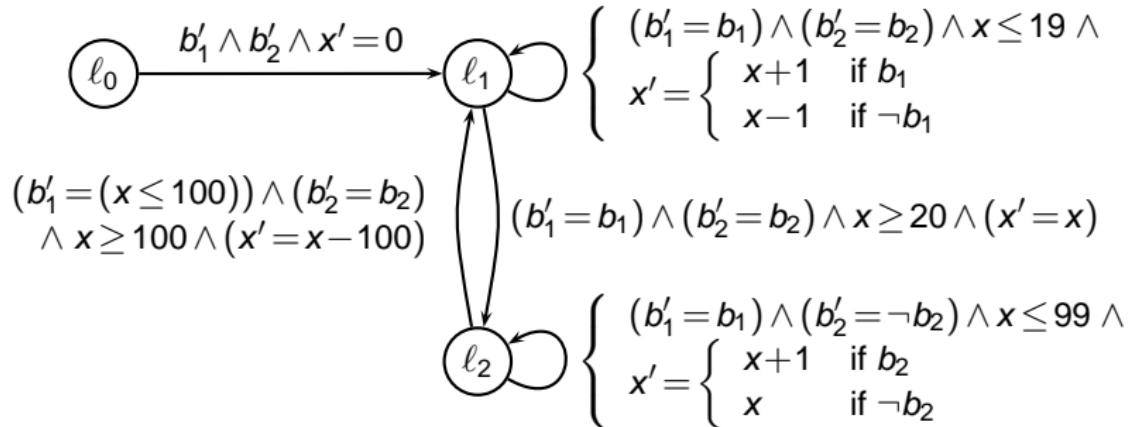
# Example



Phase (1): propagation through  $(\ell_2, R, \ell_2)$ :

$\ell_0$	$\ell_1$	$\ell_2$
$\top$	$\left( \begin{array}{c} b_1 \wedge b_2 \\ [0, 20] \end{array} \right)$	$\left( \begin{array}{c} b_1 \\ [20, 21] \end{array} \right)$ (preliminarily stable)

# Example



Phase (2): generate equation system:

$$\delta_0 = \infty$$

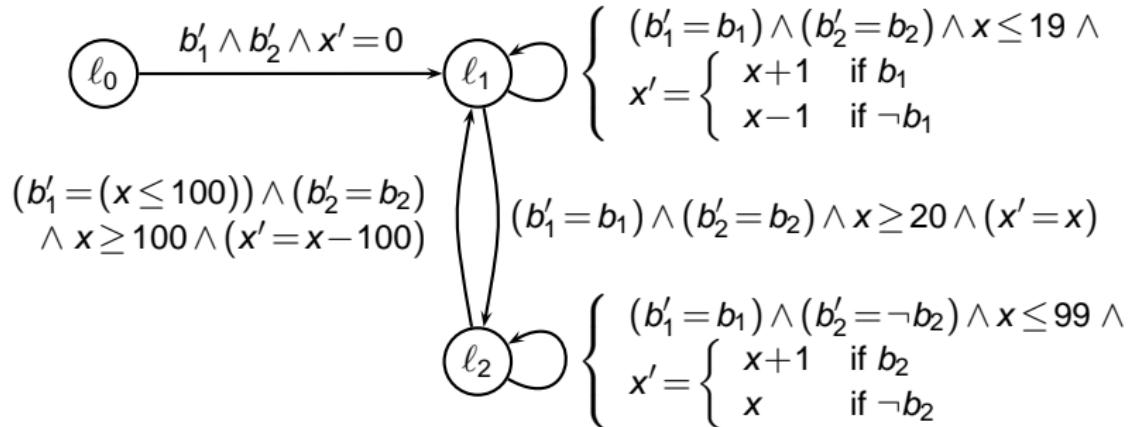
$$\delta_{1,1} = \bigcup \{ 20 , \sup\{x' \mid x \leq \delta_{2,1} \wedge x' = x-100 \wedge x \geq 100\} , \dots \}$$

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

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

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

# Example

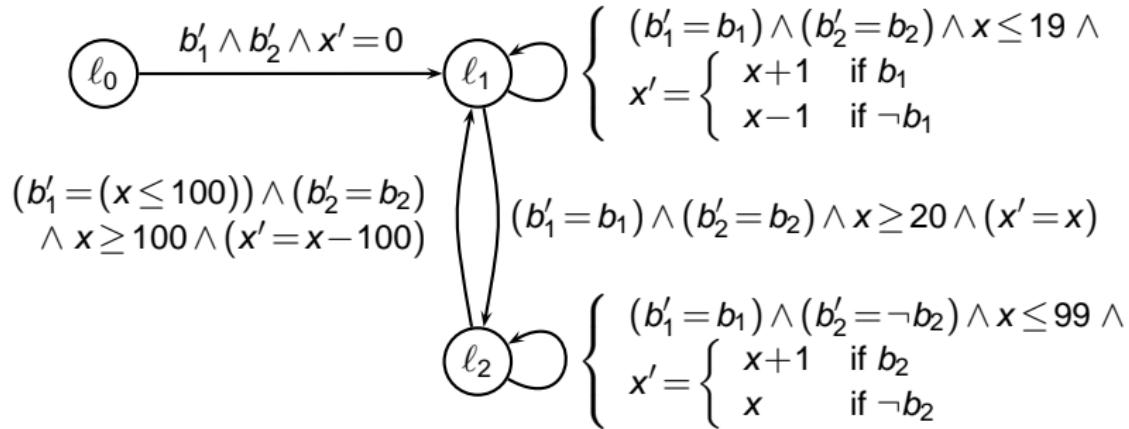


Phase (2): initial strategy:

$$\delta_0 = \infty$$

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

# Example

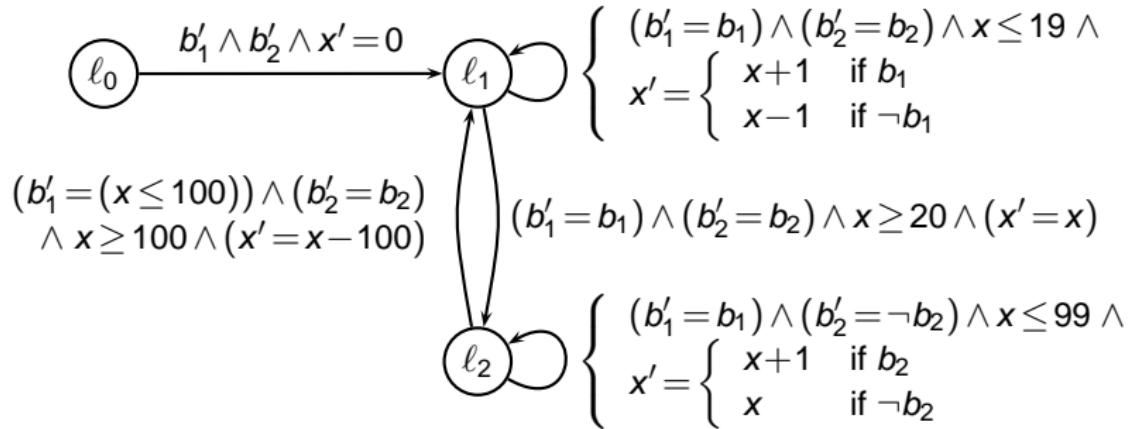


Phase (2): improvement w.r.t.  $\delta_{2,1}$ :

$$\delta_0 = \infty$$

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

# Example

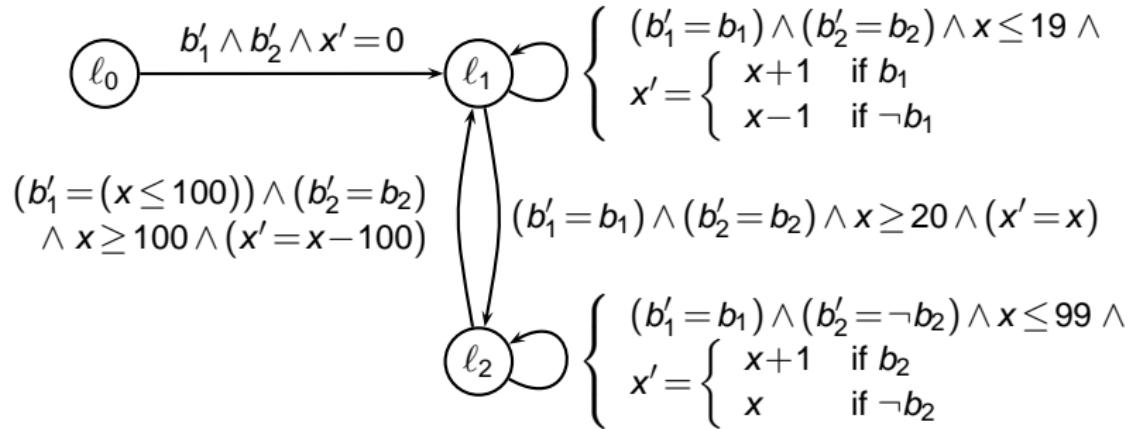


Phase (2): fixed point:

$\ell_0$	$\ell_1$	$\ell_2$
$T$	$(b_1 \wedge b_2)$ $[0, 20]$	$(b_1)$ $[20, 100]$

(no more improvement)

# Example



Phase (1): propagation through  $(\ell_2, R, \ell_1)$ :

$\ell_0$	$\ell_1$	$\ell_2$
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

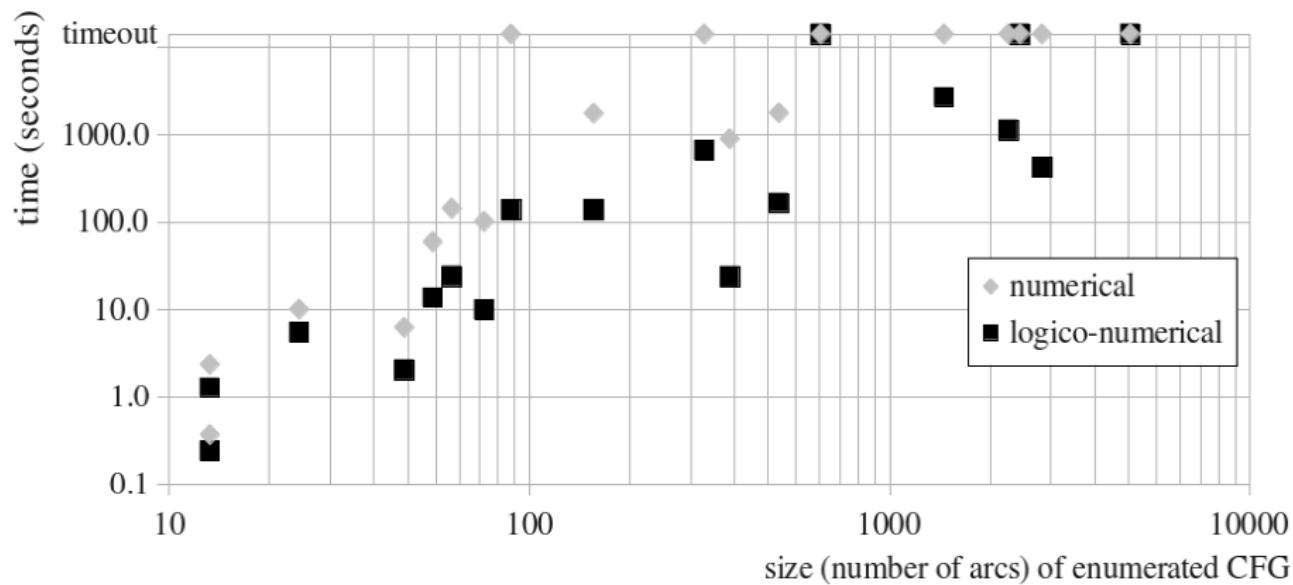
High-level simulation models (programmed in LUSTRE) of manufacturing systems

- 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)