



Symbolic Reachability and Beyond

or how UPPAAL really works

Kim Guldstrand Larsen

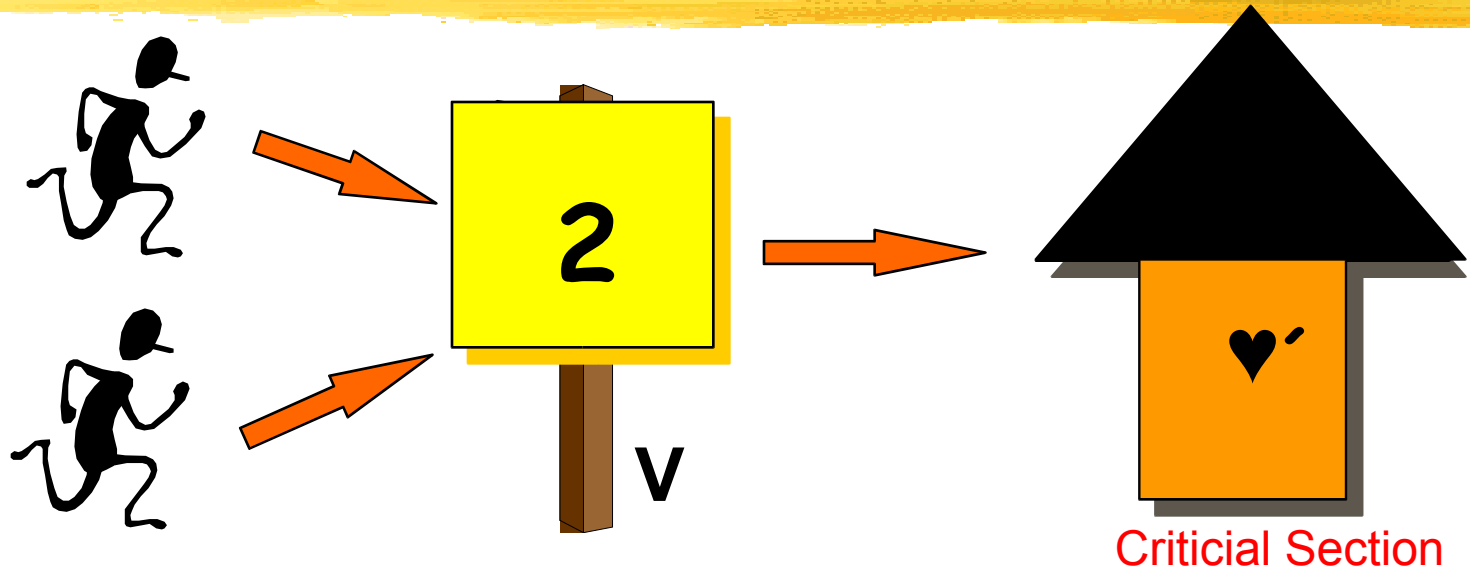
BRICS@Aalborg



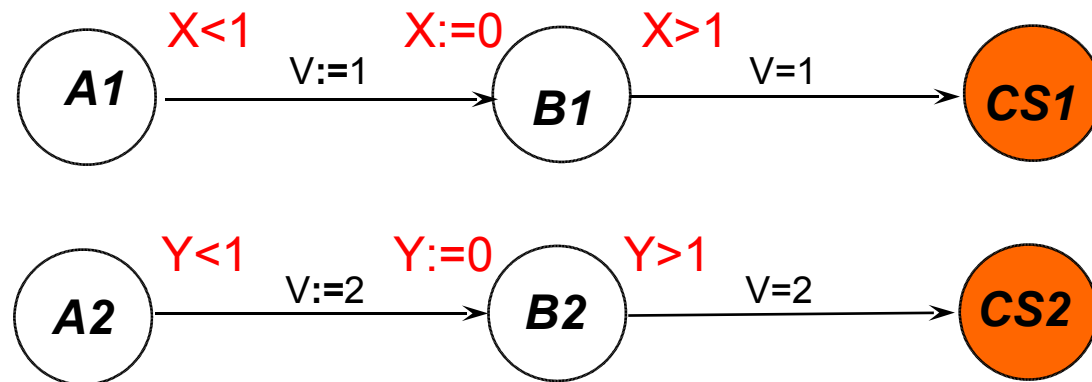
REGIONS *review*

Fischer's Protocol

a simple real time mutual exclusion algorithm

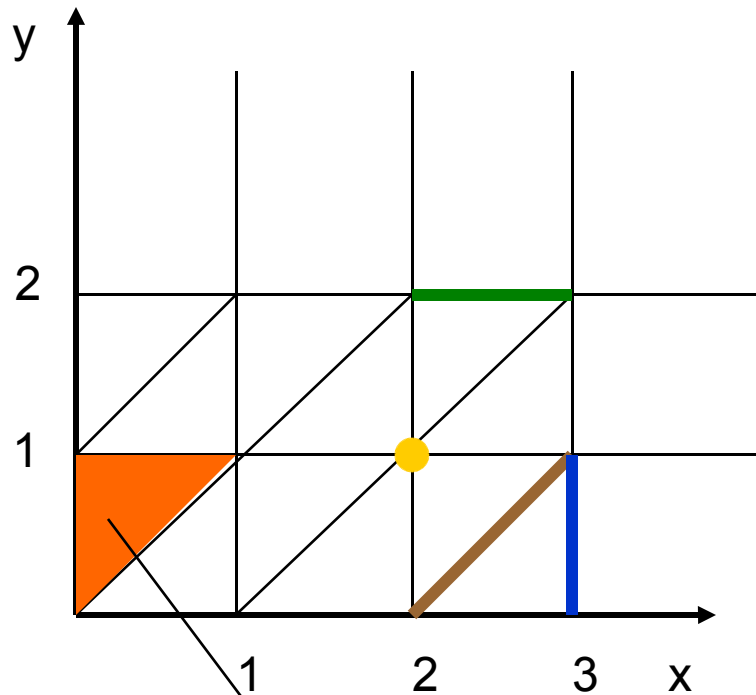


Init
 $V=1$



Regions

Finite partitioning of state space



Definition

$w \approx w'$ iff w and w' satisfy
the exact same conditions of
the form

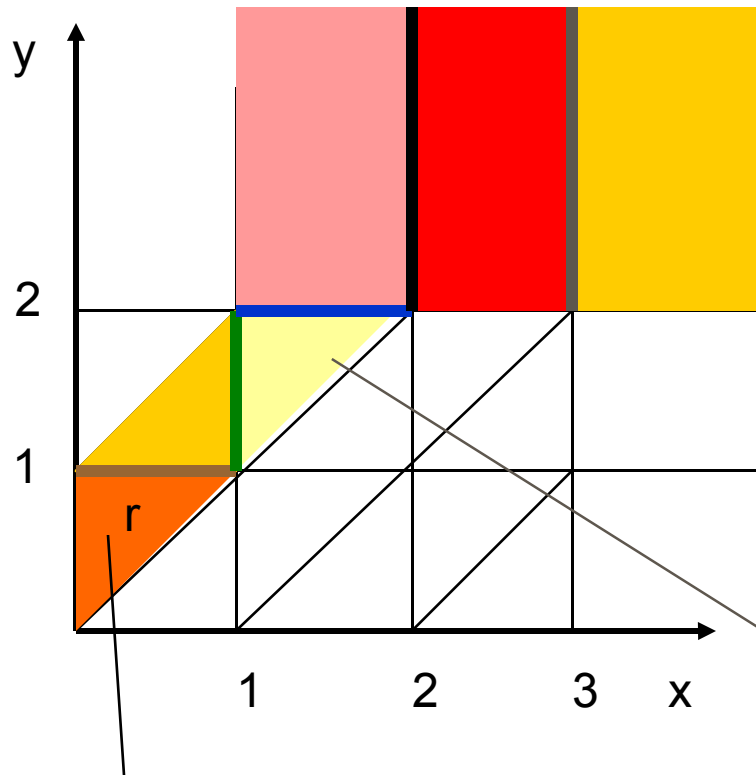
$$x_i \leq n \text{ and } x_i - x_j \leq n$$

where $n \leq \max$

An equivalence class (i.e. a *region*)
in fact there is only a *finite* number of regions!!

Regions

Finite partitioning of state space



Definition

$w \approx w'$ iff w and w' satisfy
the exact same conditions of
the form

$$x_i \leq n \text{ and } x_i - x_j \leq n$$

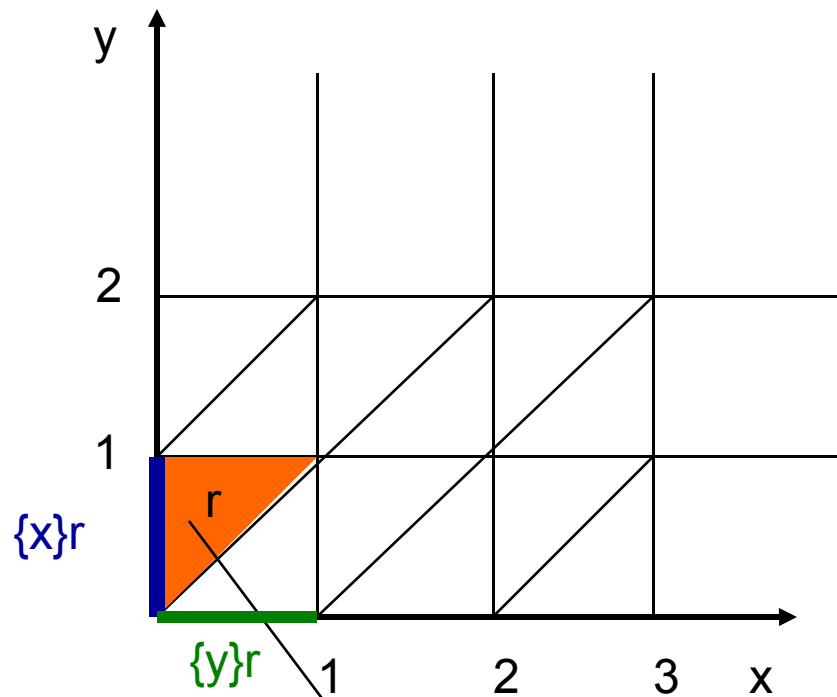
where $n \leq \max$

Successor regions, $\text{Succ}(r)$

An equivalence class (i.e. a *region*)

Regions

Finite partitioning of state space



Reset
regions

An equivalence class (i.e. a *region*) r

Definition

$w \approx w'$ iff w and w' satisfy
the exact same conditions of
the form

$$x_i \leq n \text{ and } x_i - x_j \leq n$$

where $n \leq \max$

THEOREM

Whenever $uv \approx u'v'$ then

$$[(l, u), v] \text{ sat } \varphi$$

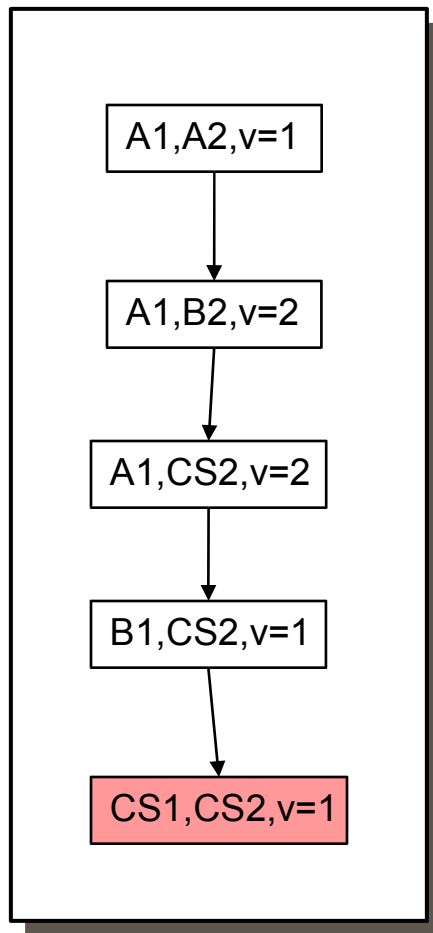
$\Leftrightarrow$

$$[(l, u'), v'] \text{ sat } \varphi$$

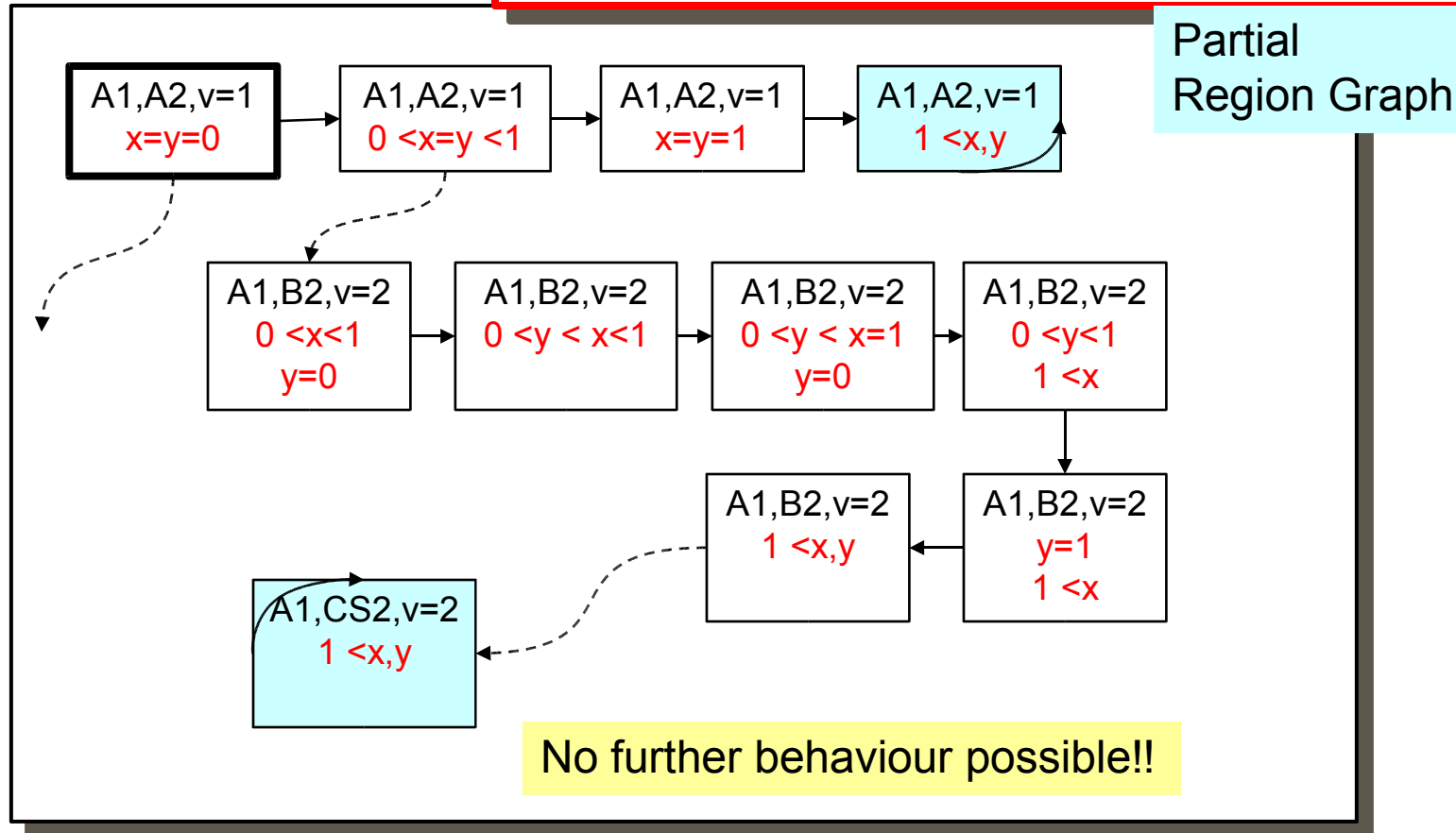
$$AG \left(\neg (CS_1 \wedge CS_2) \right)$$

Fischers again

Untimed case



Timed case



Roughly speaking....

Model checking a timed automata
against a TCTL-formula amounts to
model checking its region graph
against a CTL-formula

Problem to be solved

The worst-case time complexity of model checking TCTL-formula ϕ over timed automaton $\mathcal{A}$, with the clock constraints of ϕ and $\mathcal{A}$ in Ψ is:

$$\mathcal{O}(|\phi| \times (n! \times 2^n \times \prod_{x \in \Psi} c_x \times |L|^2)).$$

- 😊 (i) linear in the length of the formula ϕ
- 😐 (ii) exponential in the number of clocks in $\mathcal{A}$ and ϕ
- 😞 (iii) exponential in the maximal constants with which clocks are compared in $\mathcal{A}$ and ϕ .

Model Checking TCTL is PSPACE-hard

THE UPPAAL ENGINE

Reachability & Zones

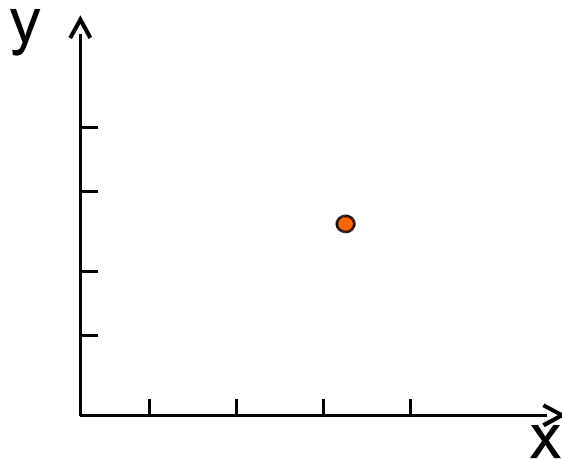
Property and system dependent
partitioning

Zones

From infinite to finite

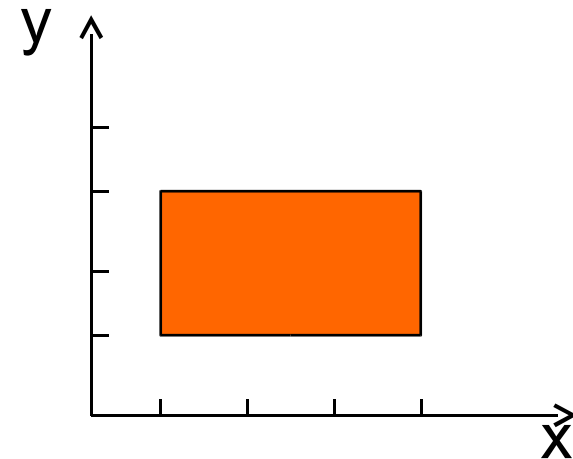
State

(n, $x=3.2$, $y=2.5$)



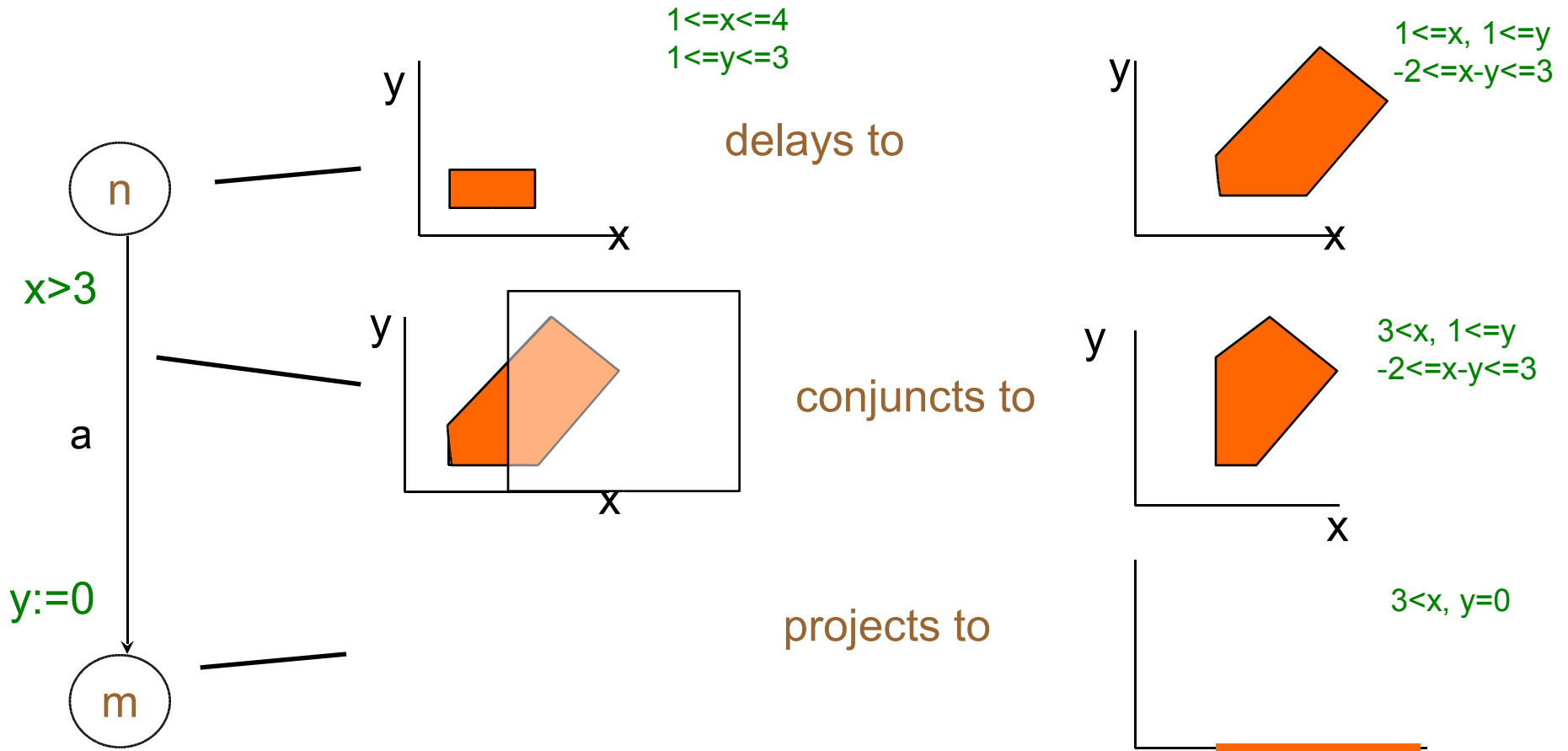
Symbolic state (set)

(n, $1 \leq x \leq 4, 1 \leq y \leq 3$)



Zone:
conjunction of
 $x-y \leq n$, $x \leq y \leq n$

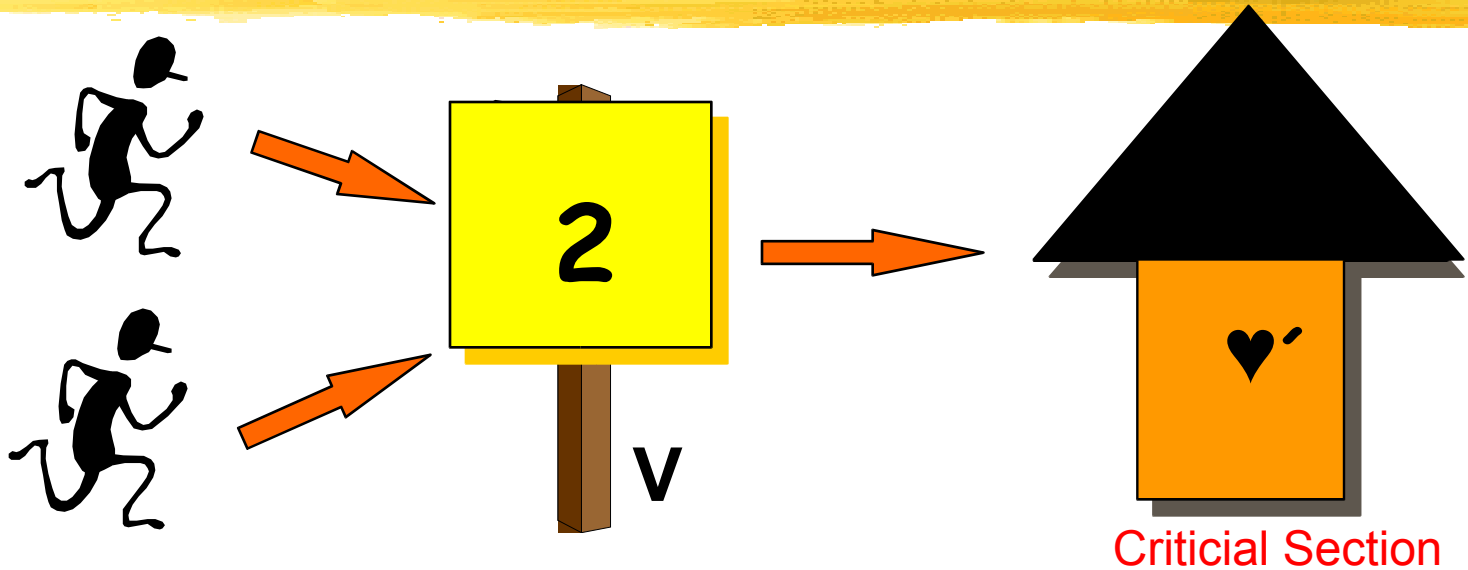
Symbolic Transitions



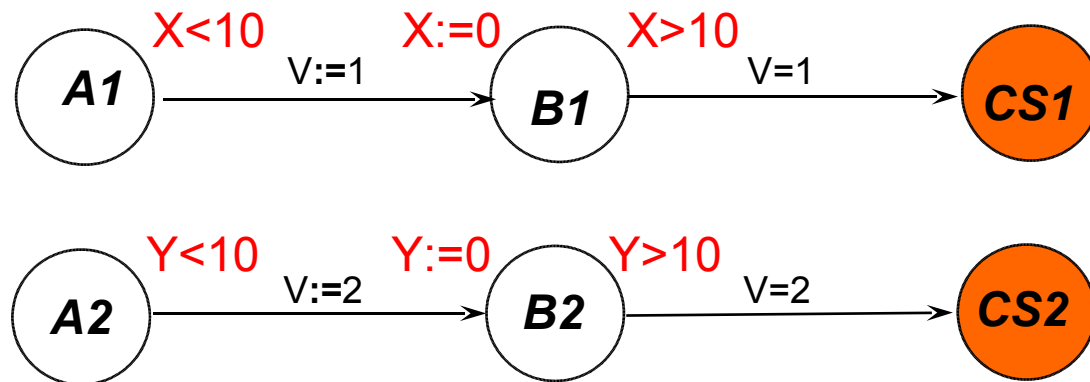
Thus $(n, 1 \leq x \leq 4, 1 \leq y \leq 3) = a \Rightarrow (m, 3 < x, y = 0)$

Fischer's Protocol

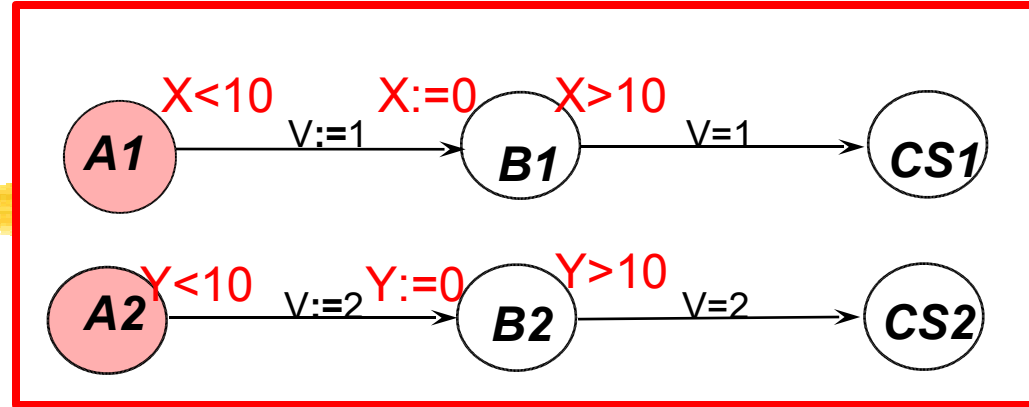
analysis using zones



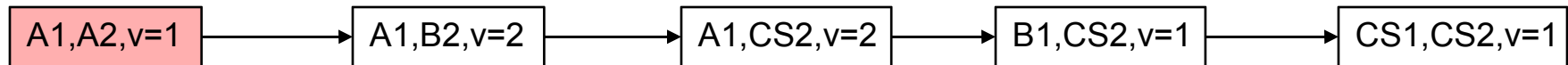
Init
 $V=1$



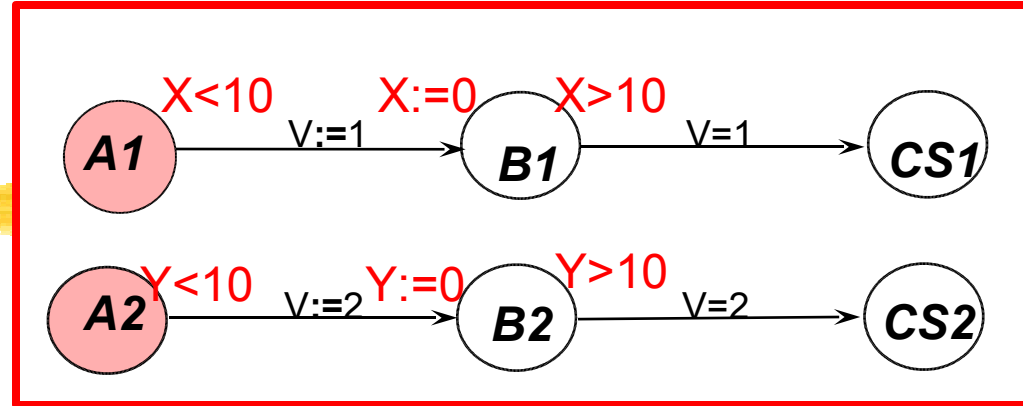
Fischers cont.



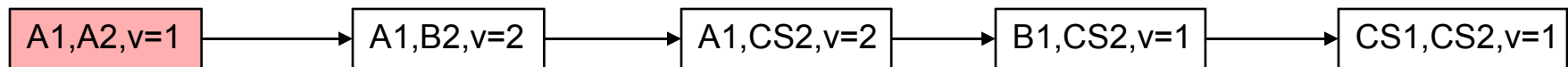
Untimed case



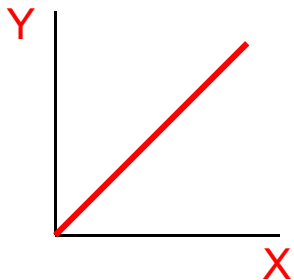
Fischers cont.



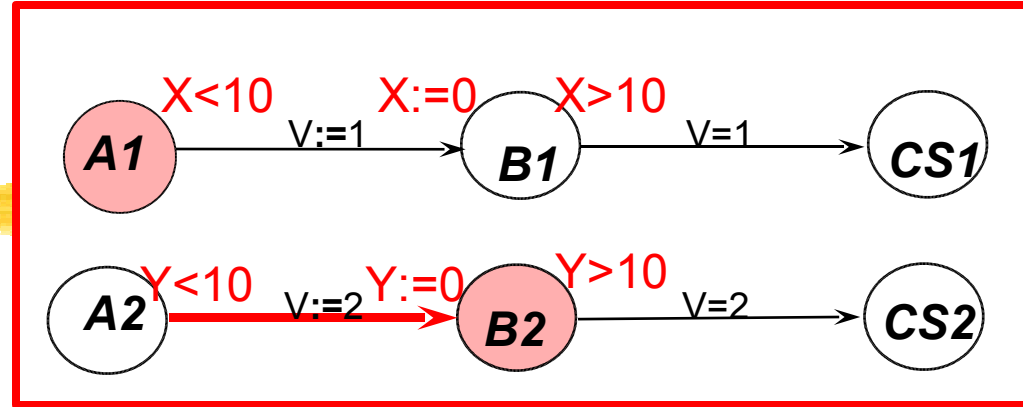
Untimed case



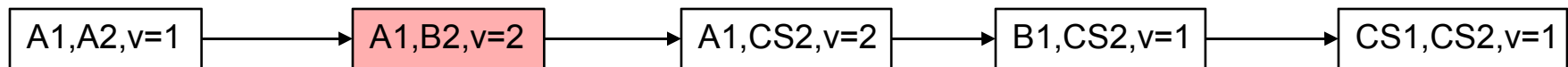
Taking time into account



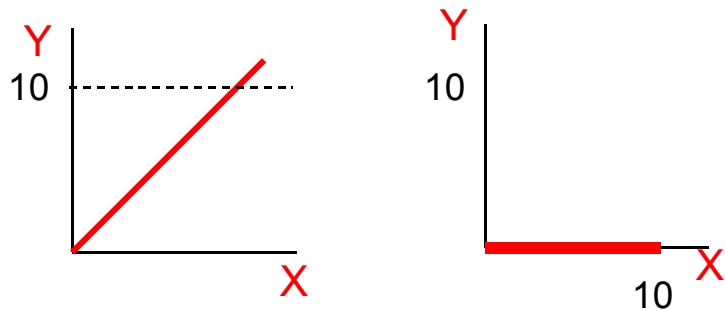
Fischers cont.



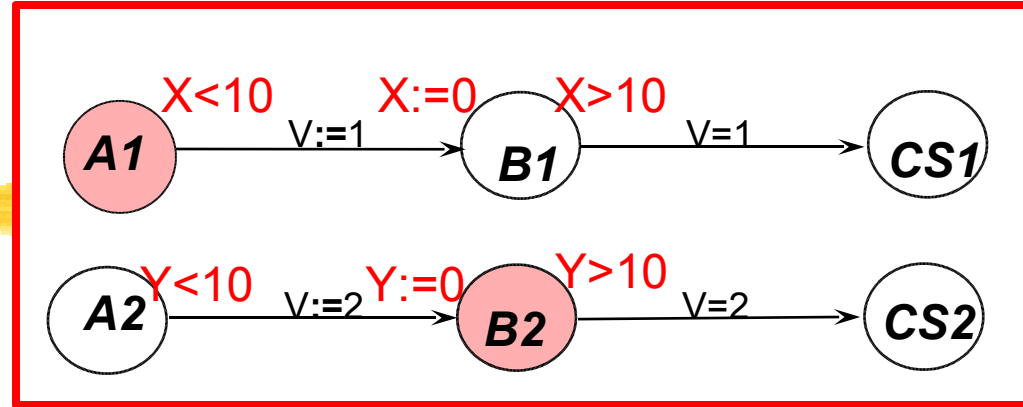
Untimed case



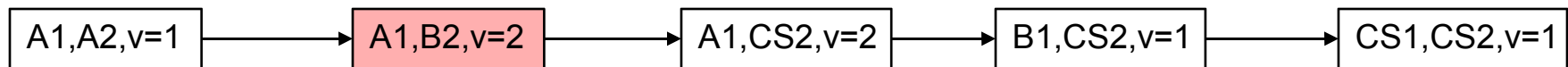
Taking time into account



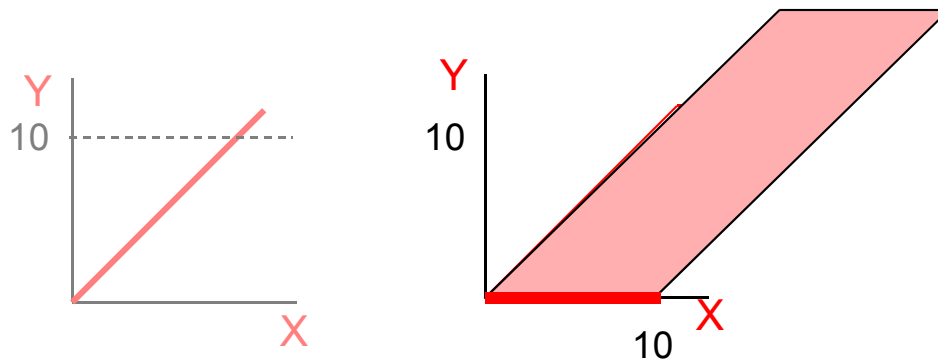
Fischers cont.



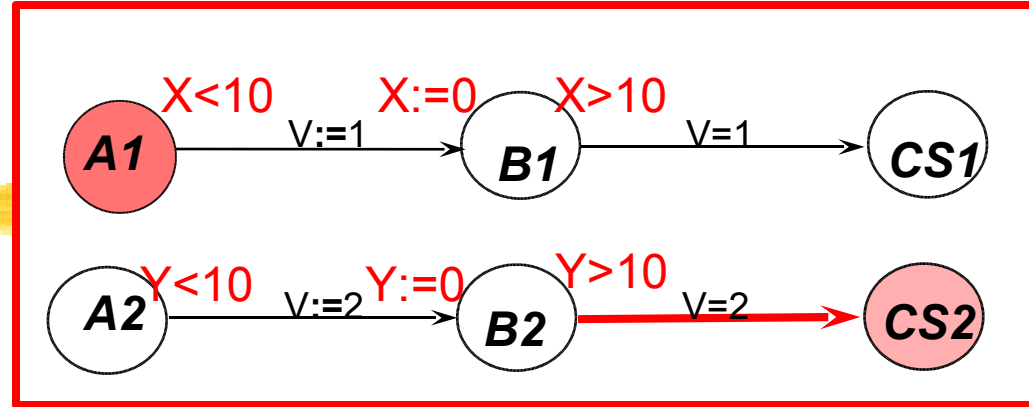
Untimed case



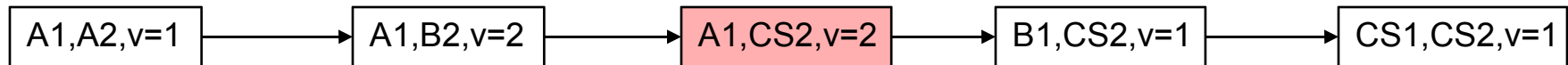
Taking time into account



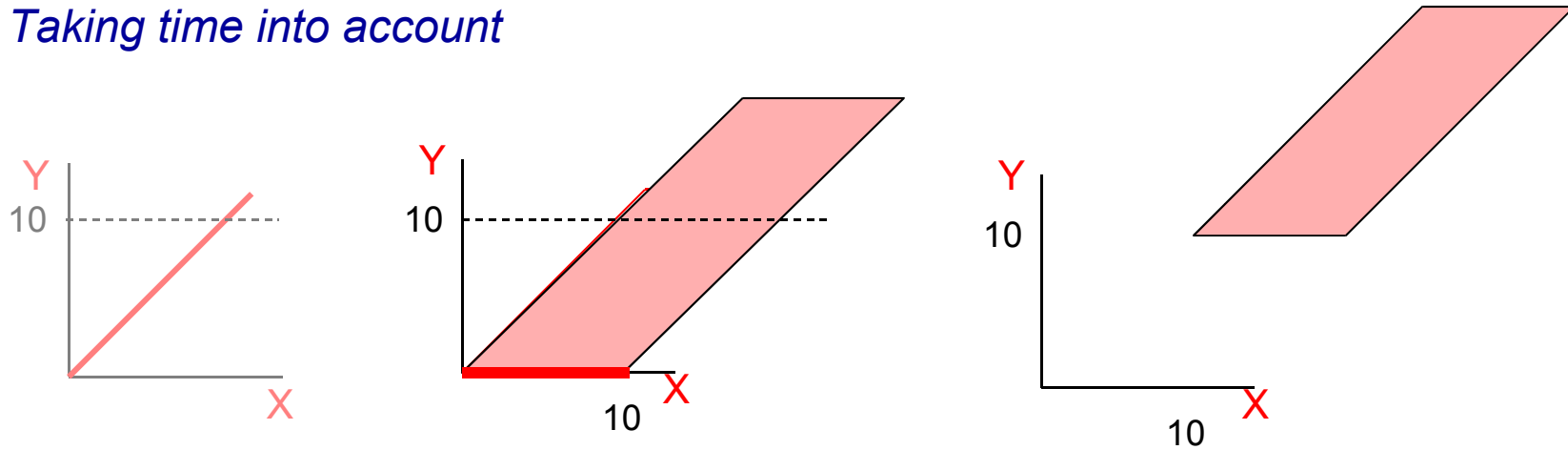
Fischers cont.



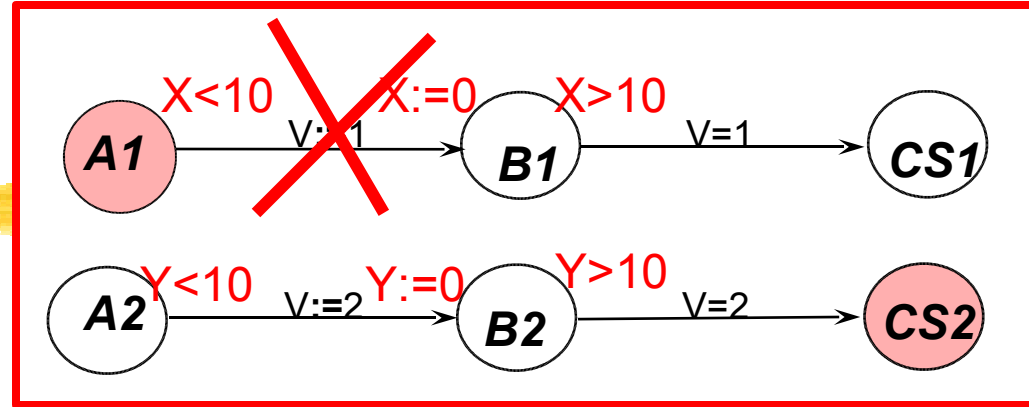
Untimed case



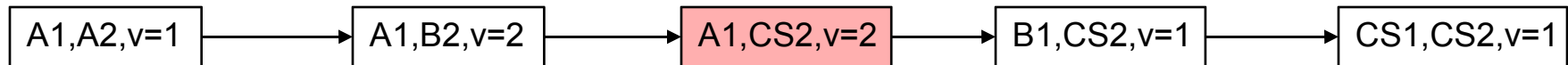
Taking time into account



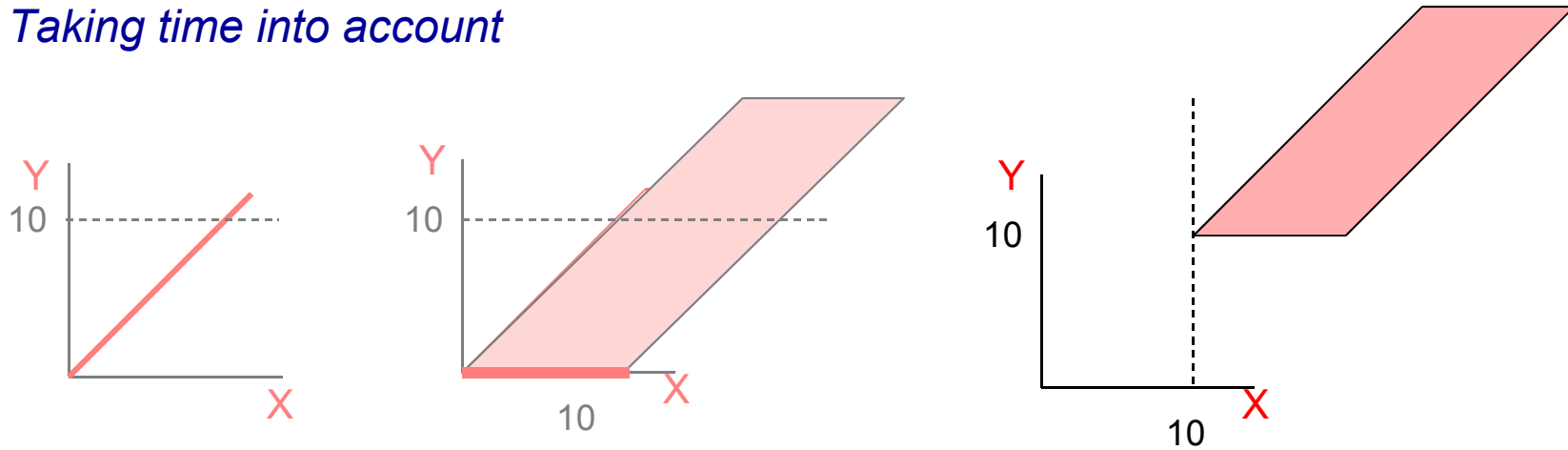
Fischers cont.



Untimed case

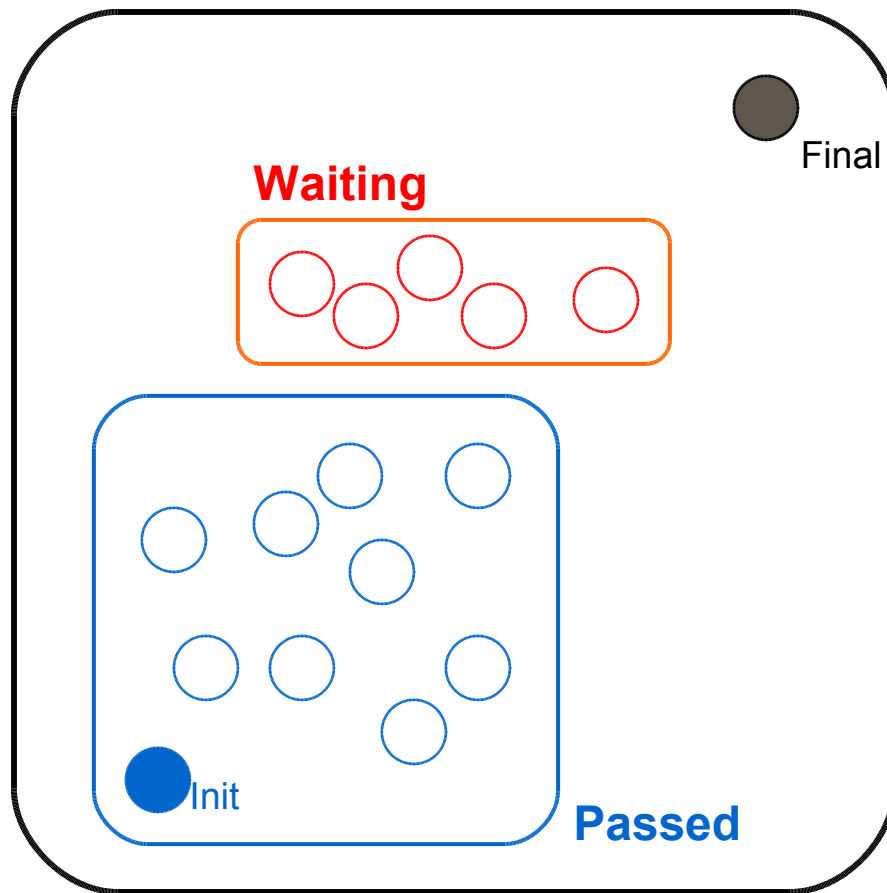


Taking time into account



Forward Rechability

Init $\rightarrow$ Final ?



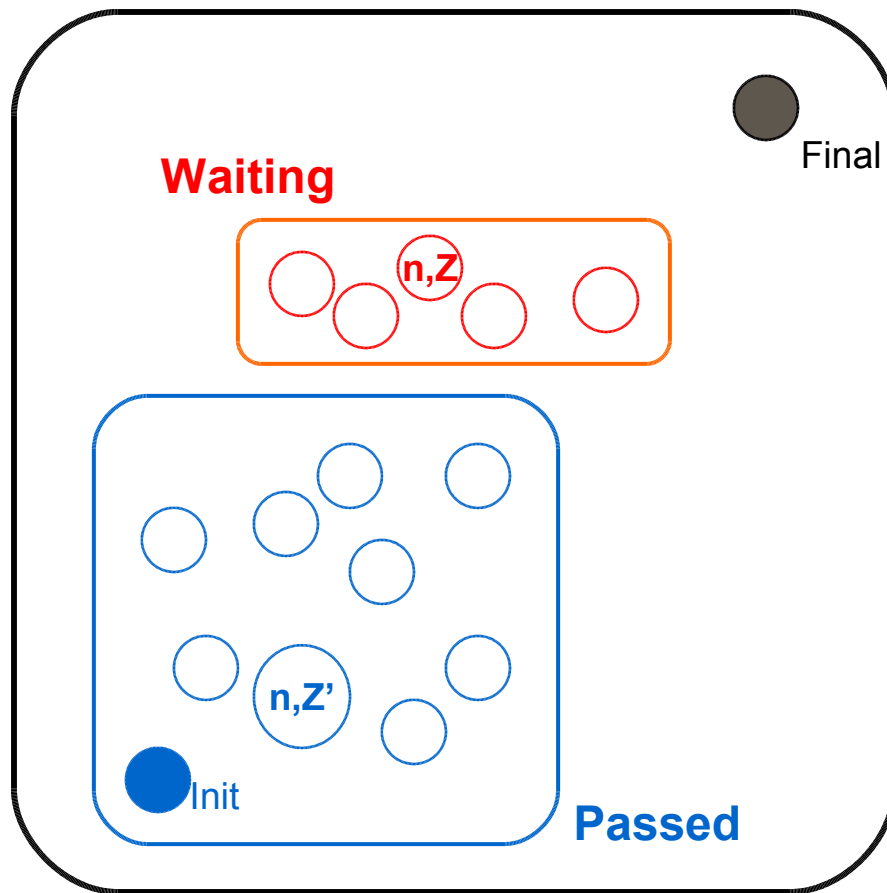
INITIAL **Passed** $:= \emptyset$;
Waiting $:= \{(n0, Z0)\}$

REPEAT

UNTIL **Waiting** $= \emptyset$
 or
 Final is in **Waiting**

Forward Rechability

Init $\rightarrow$ Final ?



INITIAL **Passed** $:= \emptyset$;
Waiting $:= \{(n_0, Z_0)\}$

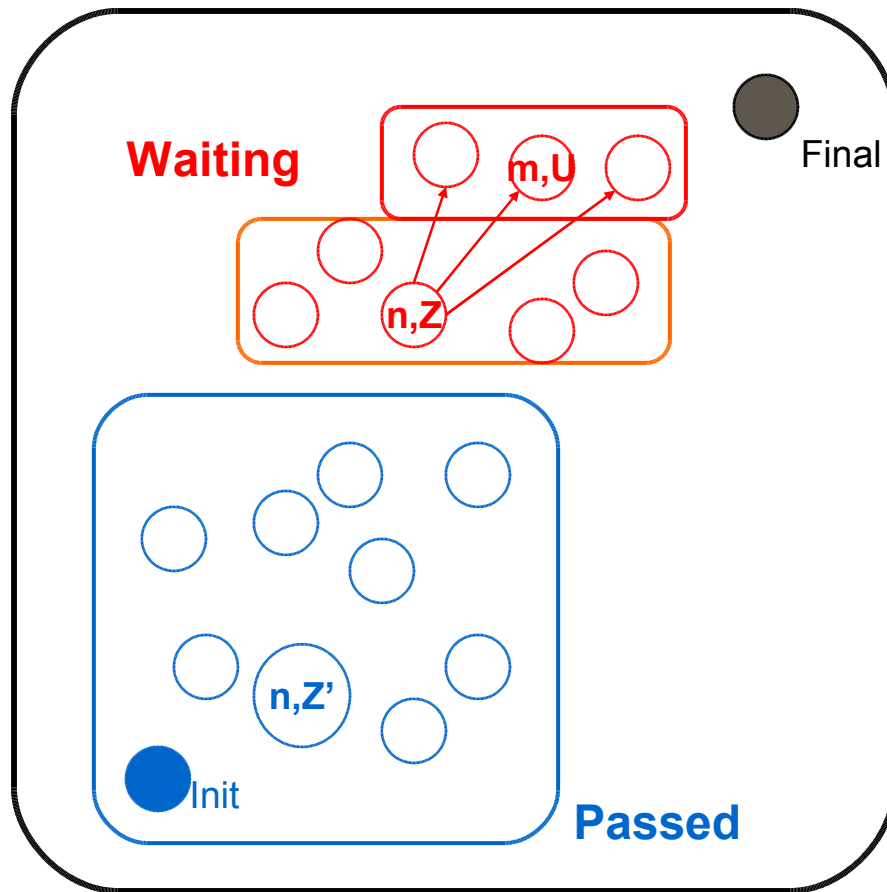
REPEAT

- pick (n, Z) in **Waiting**
- if for some $Z' \neq Z$
 (n, Z') in **Passed** then STOP

UNTIL **Waiting** $= \emptyset$
 or
 Final is in **Waiting**

Forward Reachability

Init $\rightarrow$ Final ?



INITIAL **Passed** $:= \emptyset$;
Waiting $:= \{(n_0, Z_0)\}$

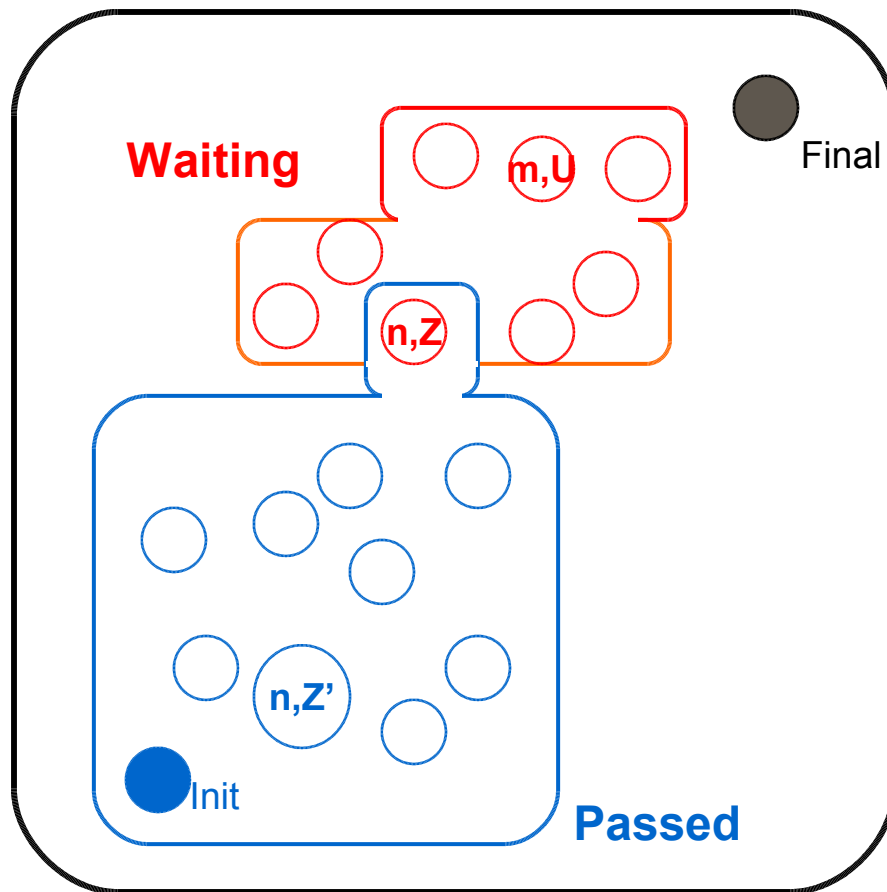
REPEAT

- pick (n, Z) in **Waiting**
- if for some $Z' \neq Z$
 (n, Z') in **Passed** then **STOP**
- else /explore/ add
 $\{(m, U) : (n, Z) \Rightarrow (m, U)\}$
to **Waiting**;

UNTIL **Waiting** $= \emptyset$
or
Final is in **Waiting**

Forward Reachability

Init $\rightarrow$ Final ?



INITIAL **Passed** $:= \emptyset$;
Waiting $:= \{(n_0, Z_0)\}$

REPEAT

- pick (n, Z) in **Waiting**
- if for some $Z' \neq Z$
 (n, Z') in **Passed** then **STOP**
- else /explore/ add
 $\{ (m, U) : (n, Z) \Rightarrow (m, U) \}$
to **Waiting**;
Add (n, Z) to **Passed**

UNTIL **Waiting** $= \emptyset$
or
Final is in **Waiting**

Canonical Data Structures for Zones

Difference Bounded Matrices

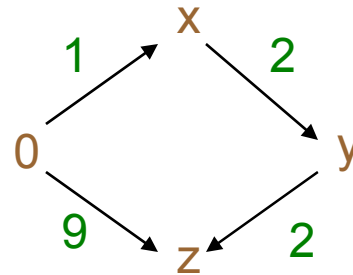
Bellman 1958, Dill 1989

Inclusion

D1

$$\begin{aligned} x &\leq 1 \\ y - x &\leq 2 \\ z - y &\leq 2 \\ z &\leq 9 \end{aligned}$$

Graph

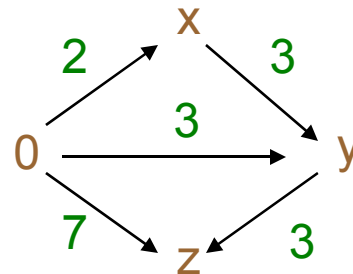


? ? ?

D2

$$\begin{aligned} x &\leq 2 \\ y - x &\leq 3 \\ y &\leq 3 \\ z - y &\leq 3 \\ z &\leq 7 \end{aligned}$$

Graph



Canonical Data Structures for Zones

Difference Bounded Matrices

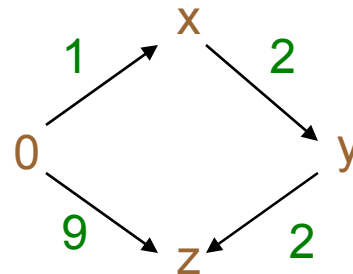
Bellman 1958, Dill 1989

Inclusion

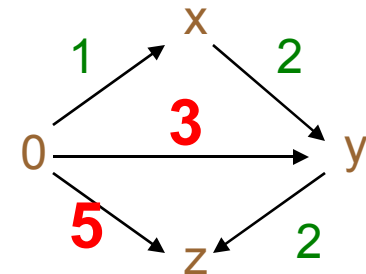
D1

$x \leq 1$
 $y - x \leq 2$
 $z - y \leq 2$
 $z \leq 9$

Graph



Shortest
Path
Closure

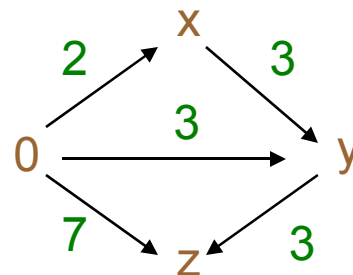


? ? ?

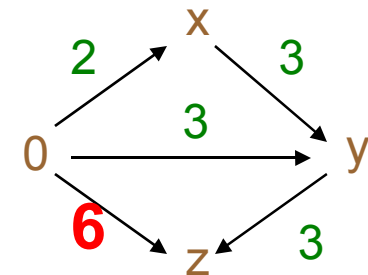
D2

$x \leq 2$
 $y - x \leq 3$
 $y \leq 3$
 $z - y \leq 3$
 $z \leq 7$

Graph



Shortest
Path
Closure



Canonical Data Structures for Zones

Difference Bounded Matrices

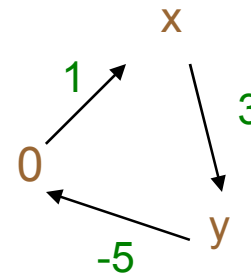
Bellman 1958, Dill 1989

Emptiness

D

$$\begin{array}{l} x \leq 1 \\ y \leq -5 \\ y - x \leq 3 \end{array}$$

Graph

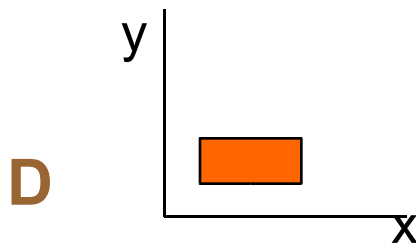


Negative Cycle
iff
empty solution set

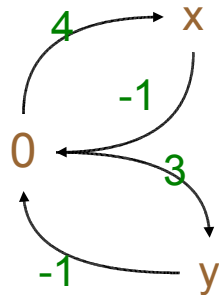
Canonical Data Structures for Zones

Difference Bounded Matrices

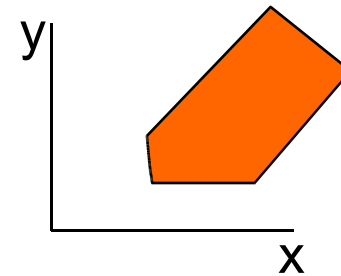
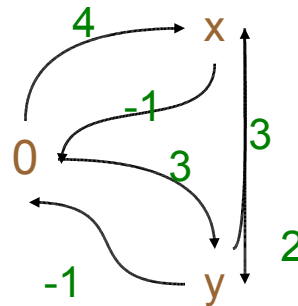
Future



$$\begin{aligned} 1 &\leq x \leq 4 \\ 1 &\leq y \leq 3 \end{aligned}$$



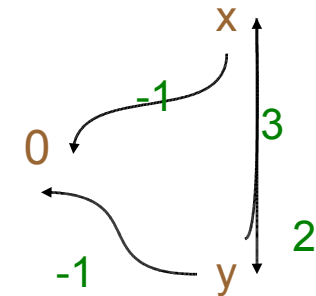
Shortest
Path
Closure



Future D

$$\begin{aligned} 1 &\leq x, 1 \leq y \\ -2 &\leq x - y \leq 3 \end{aligned}$$

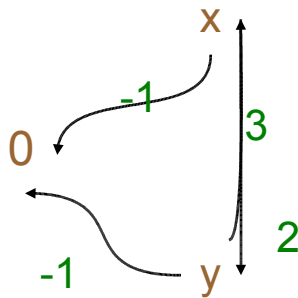
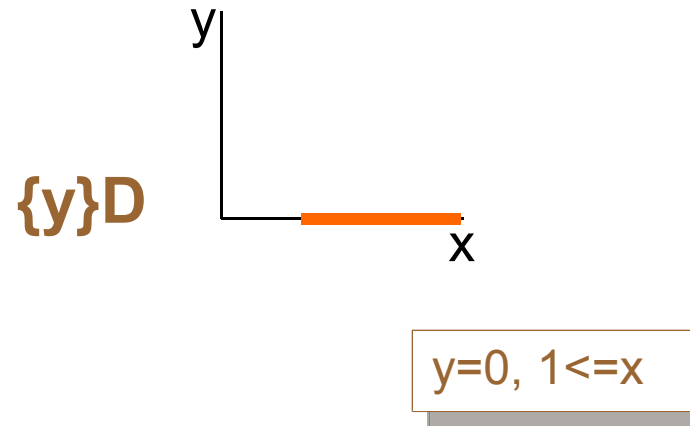
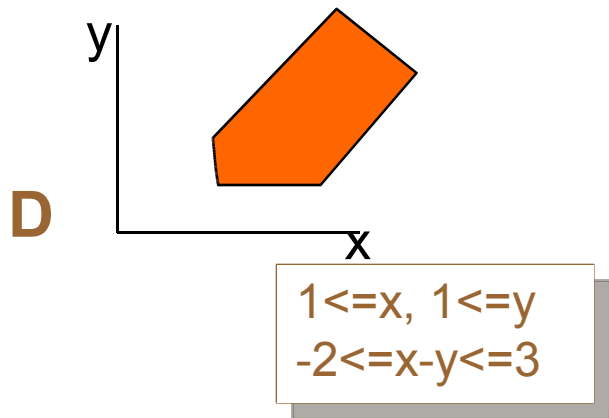
Remove
upper
bounds
on clocks



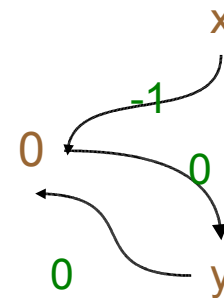
Canonical Datastructures for Zones

Difference Bounded Matrices

Reset



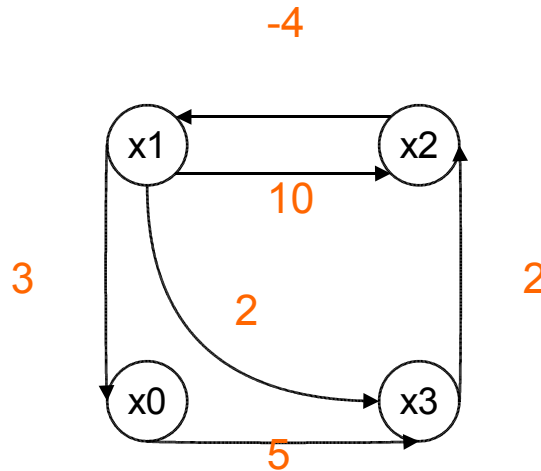
Remove all
bounds
involving y
and set y to 0



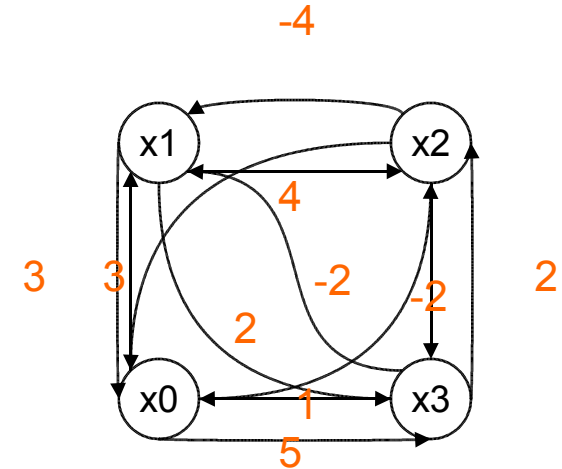
Improved Datastructures

Compact Datastructure for Zones

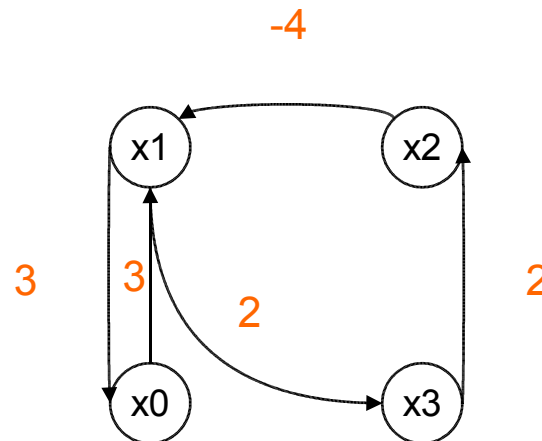
$x1 - x2 \leq 4$
 $x2 - x1 \leq 10$
 $x3 - x1 \leq 2$
 $x2 - x3 \leq 2$
 $x0 - x1 \leq 3$
 $x3 - x0 \leq 5$



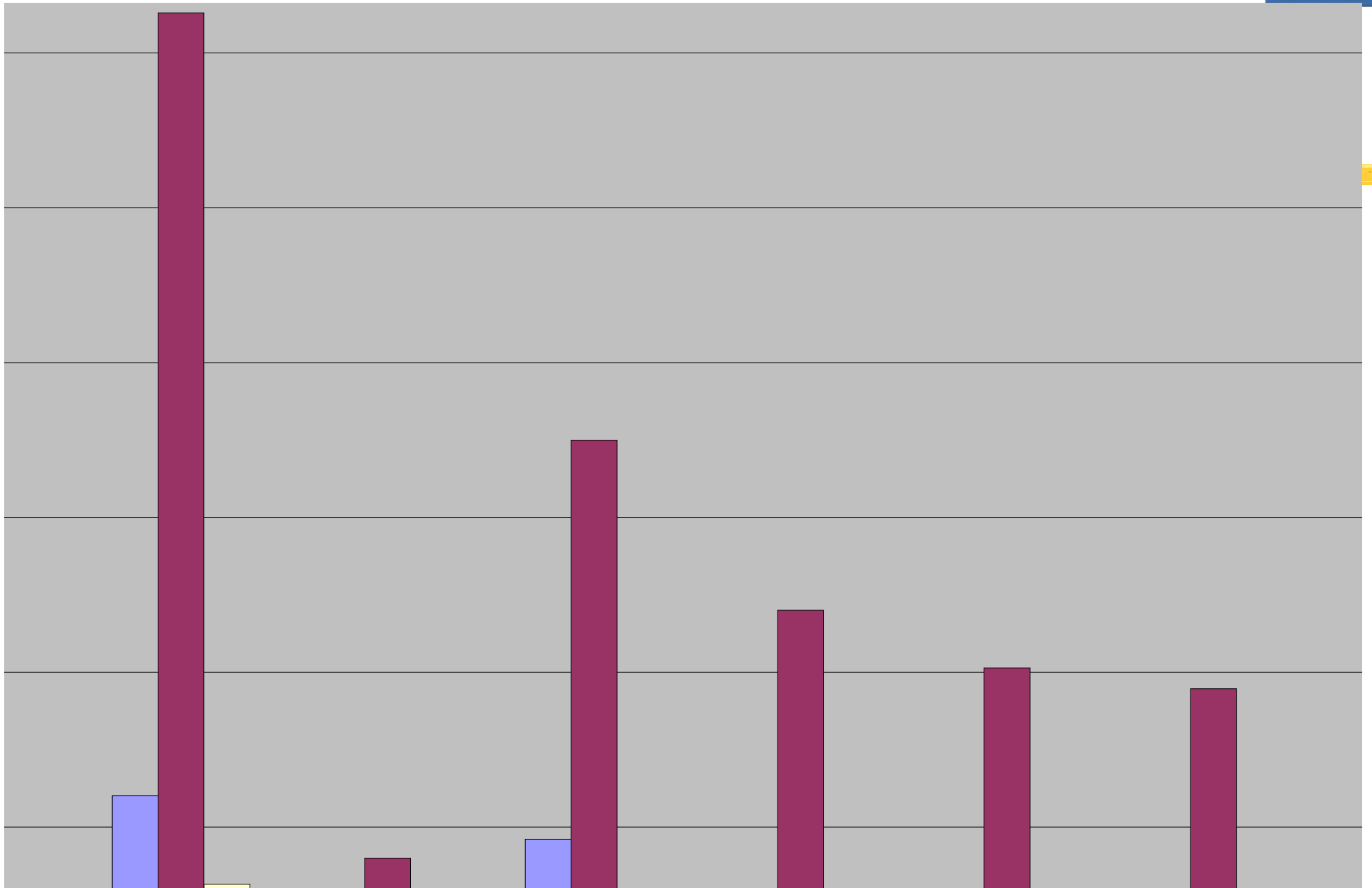
**Shortest
Path
Closure**
 $O(n^3)$

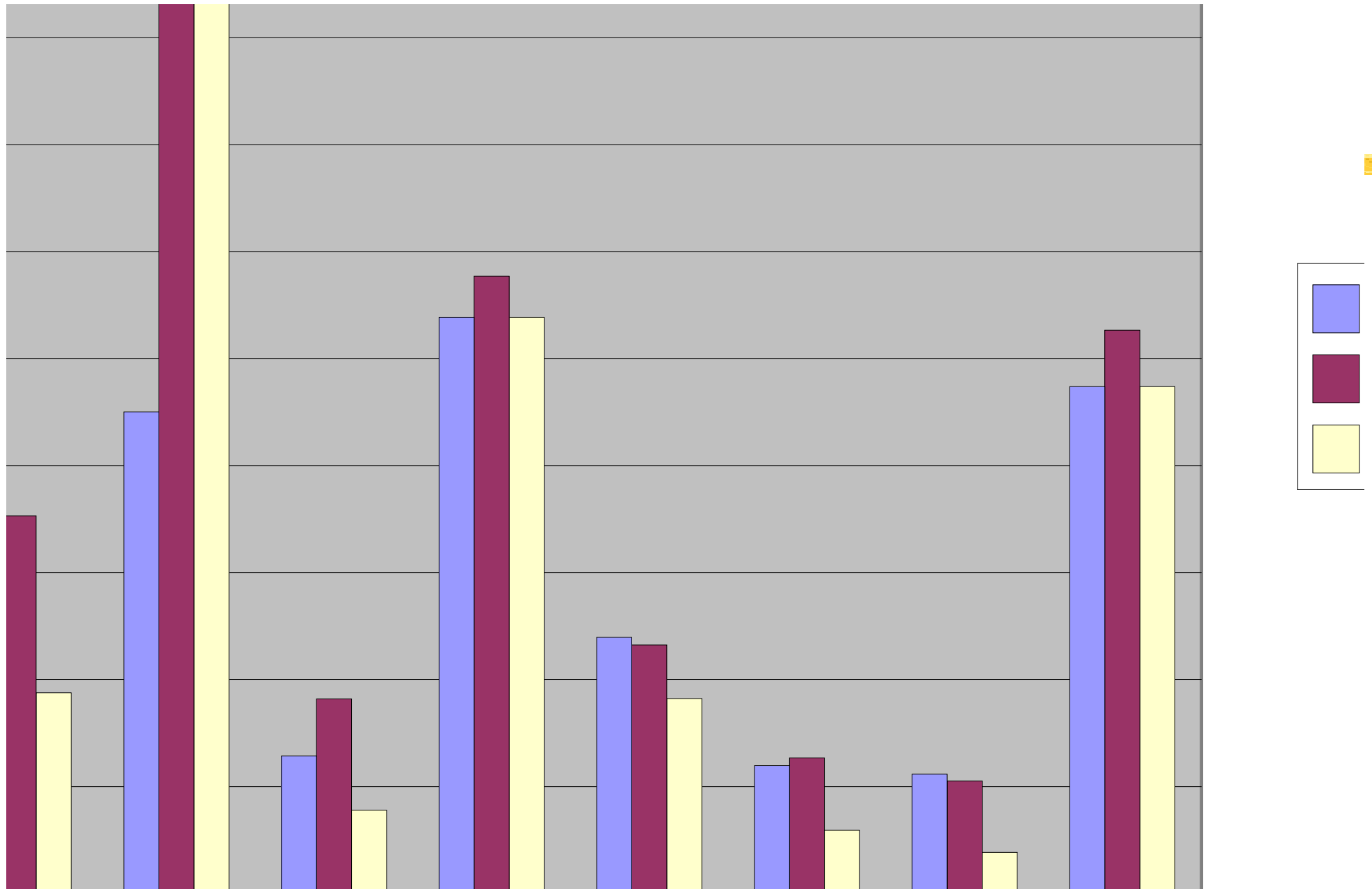


**Shortest
Path
Reduction**
 $O(n^3)$



Canonical wrt =
 Space worst $O(n^2)$
 practice $O(n)$







Beyond Reachability

-Bounded Liveness

-Abstraction & Simulation

Logical Formulas

Safety Properties:

$F ::= A[] P \mid$ ————— Always P
 $E \langle \rangle P$ ————— Possibly P

atomic properties

clock comparison

where

Process Proc at location l

$P ::= \text{Proc.l} \mid x = n \mid v = n \mid$
 $x \leq n \mid x < n \mid$
 $P \text{ and } P \mid \text{not } P \mid P \text{ or } P \mid$
 $P \text{ imply } P$

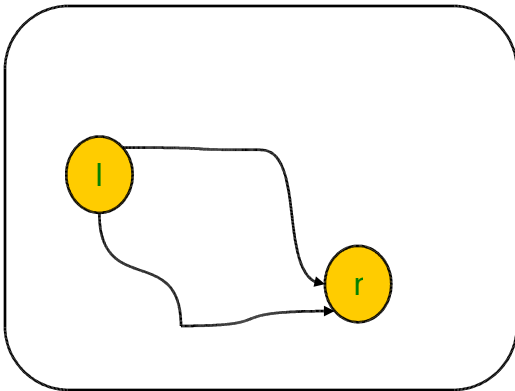
boolean combinations

Beyond Safety

Decoration

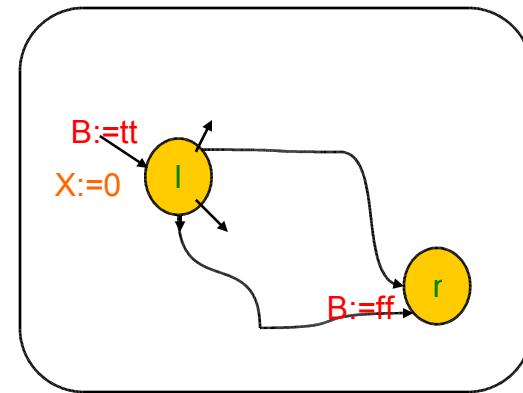
$$AG (a \Rightarrow AF_{\leq t} b)$$

TACAS98a



Leadsto:

Whenever **l** is reached
then **r** is reached with **t**



Decoration

new clock **X**
boolean **B**

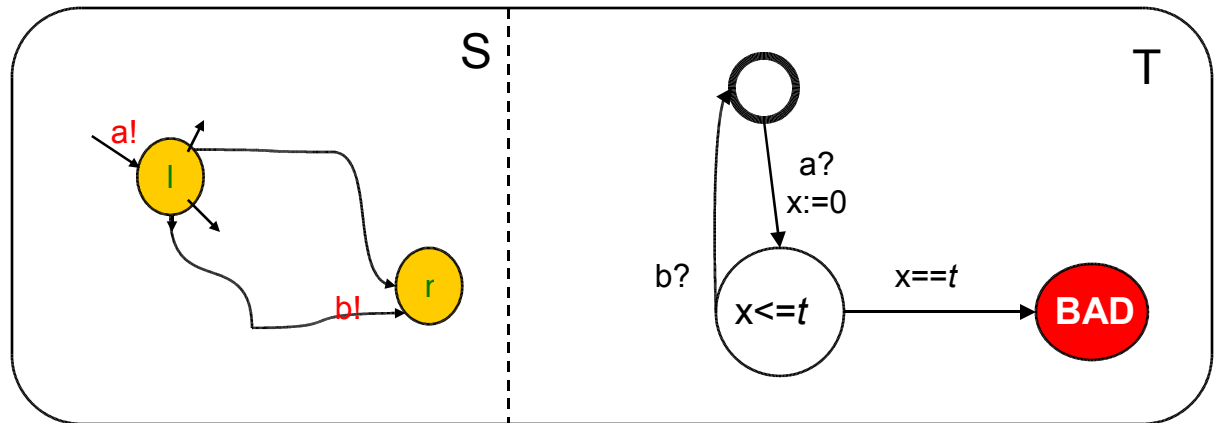
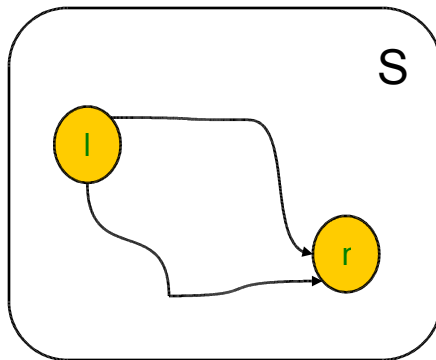
$$A[] (B \text{ implies } x \leq t)$$

Beyond Safety

Test automata

$$AG (a \Rightarrow AF_{\leq t} b)$$

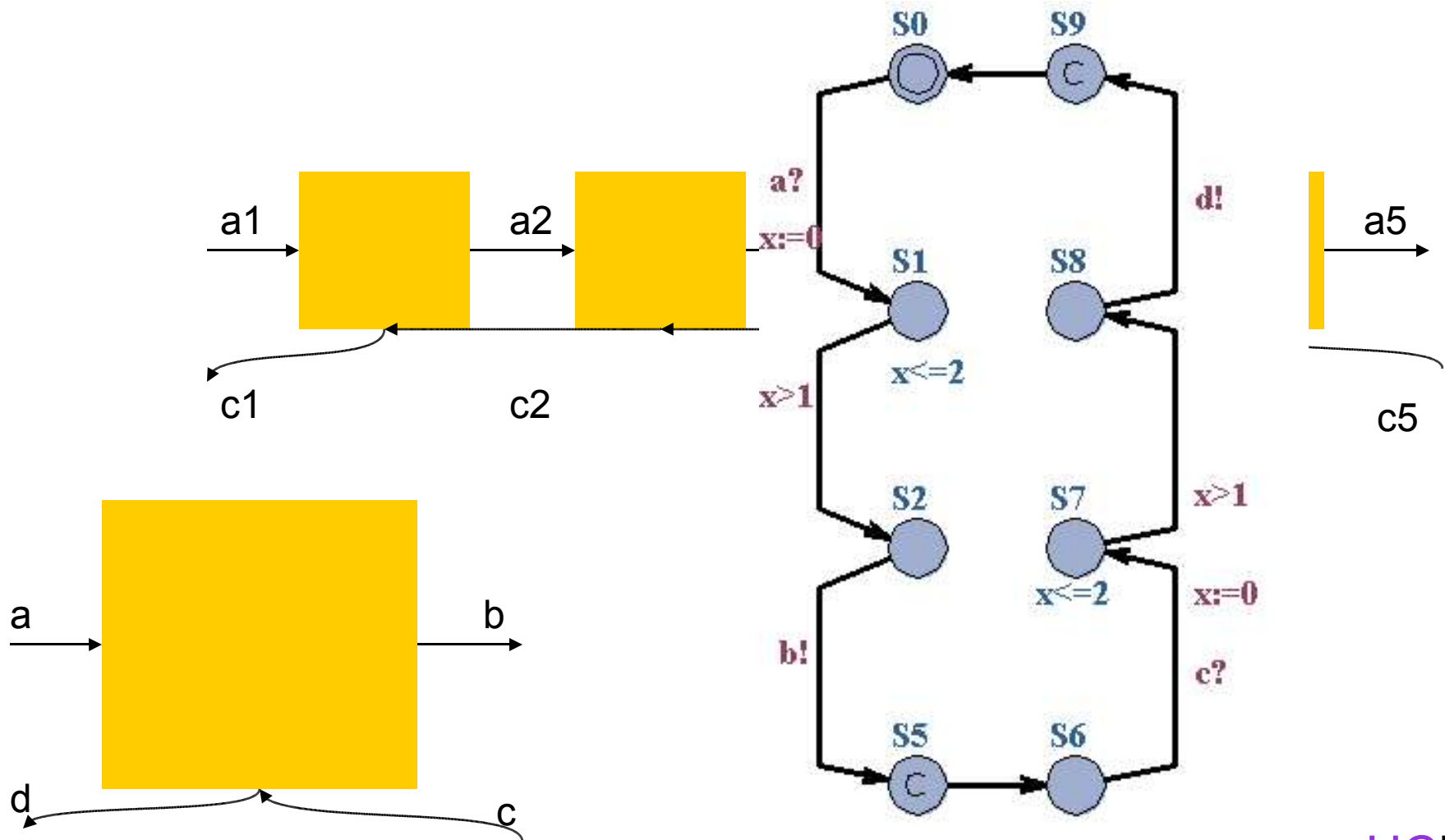
TACAS98b



b urgent!

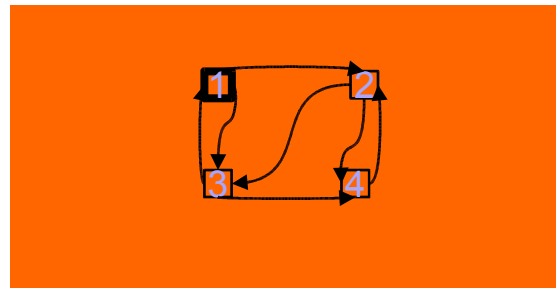
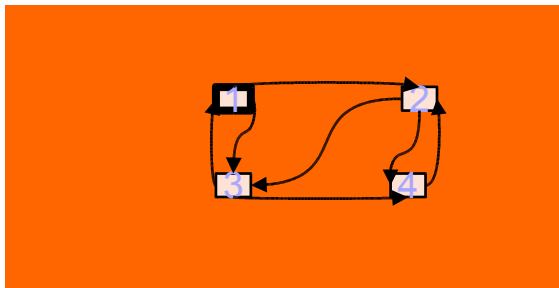
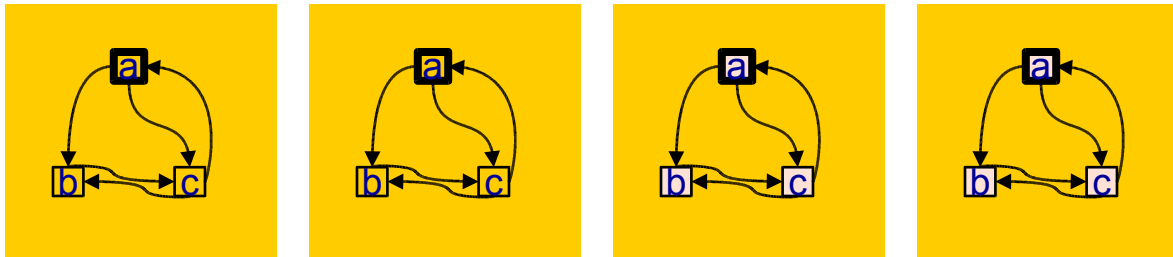
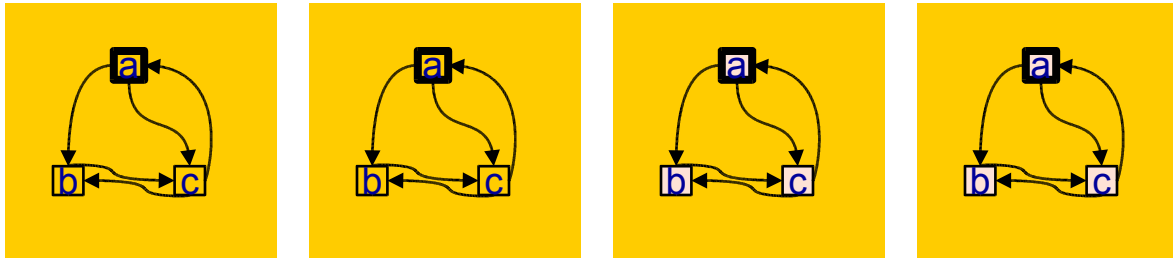
$A[]$ (not $T.BAD$)

Example *bounded liveness*

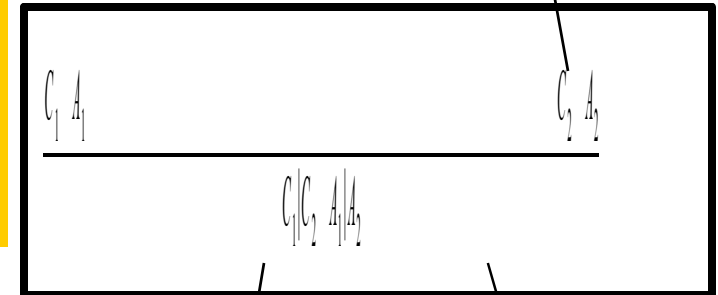


Abstraction & Compositionality

dealing w stateexplosion



"trace" inclusion

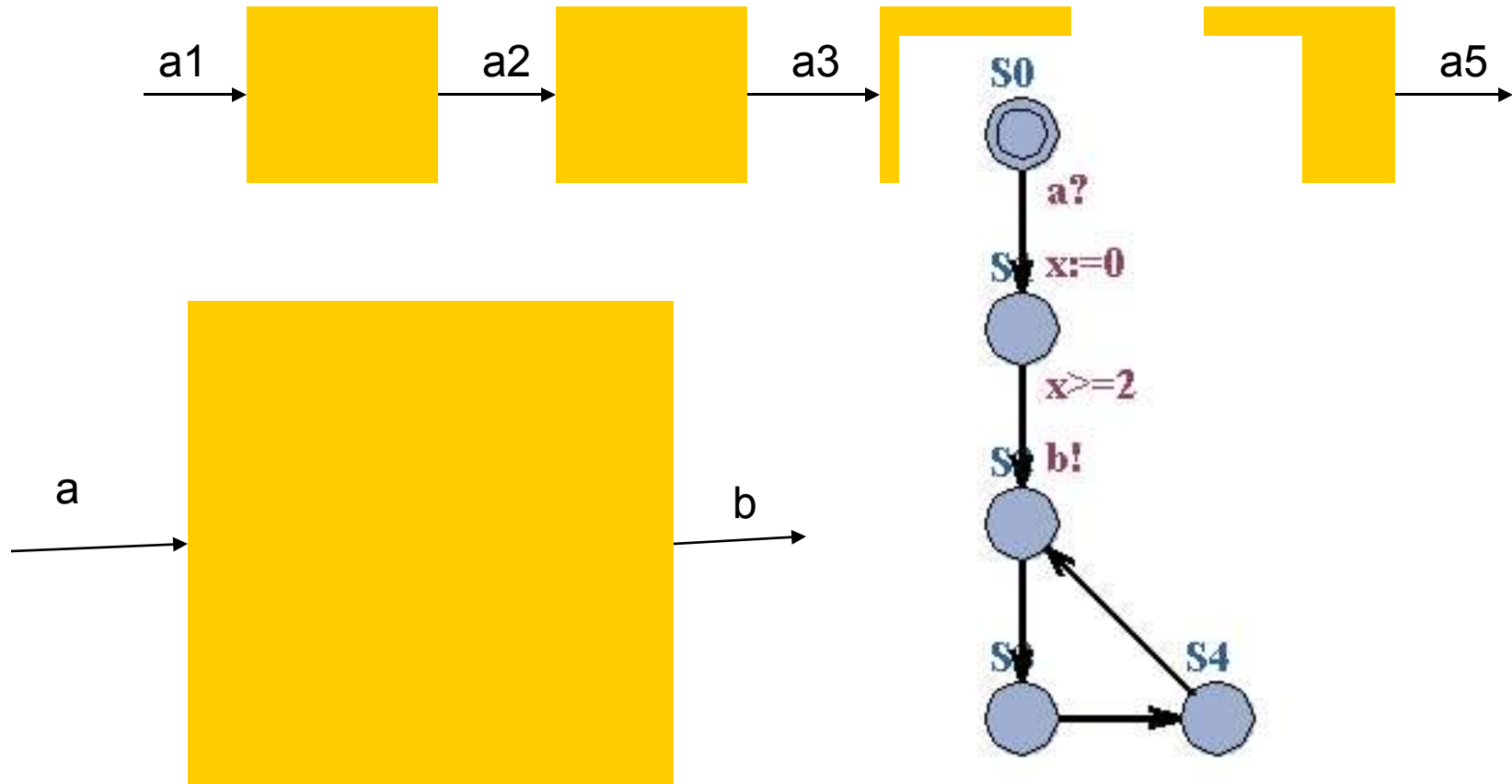


Concrete

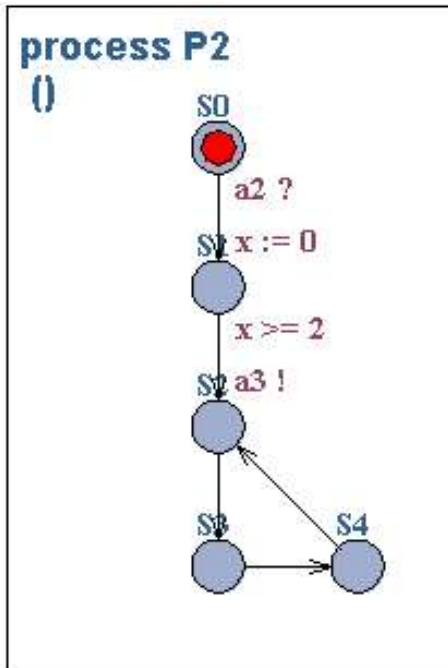
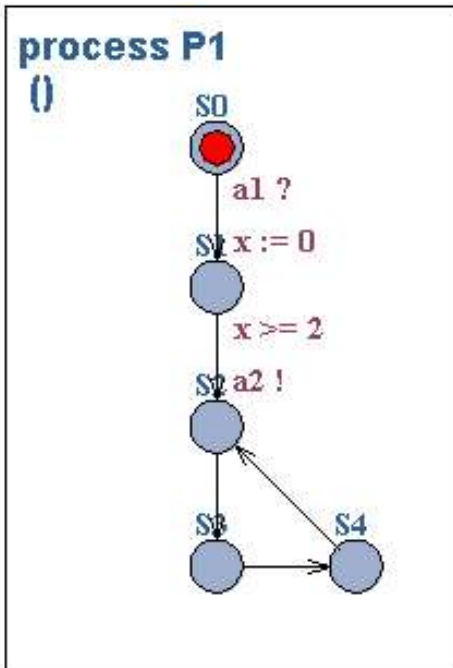
Abstract

Abstraction

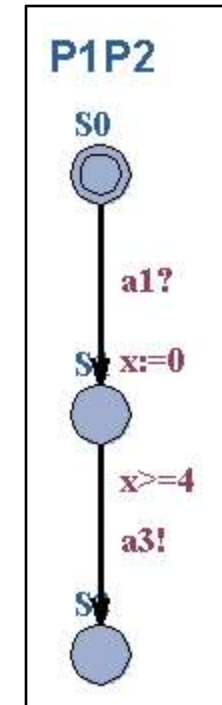
Example



Example *Continued*

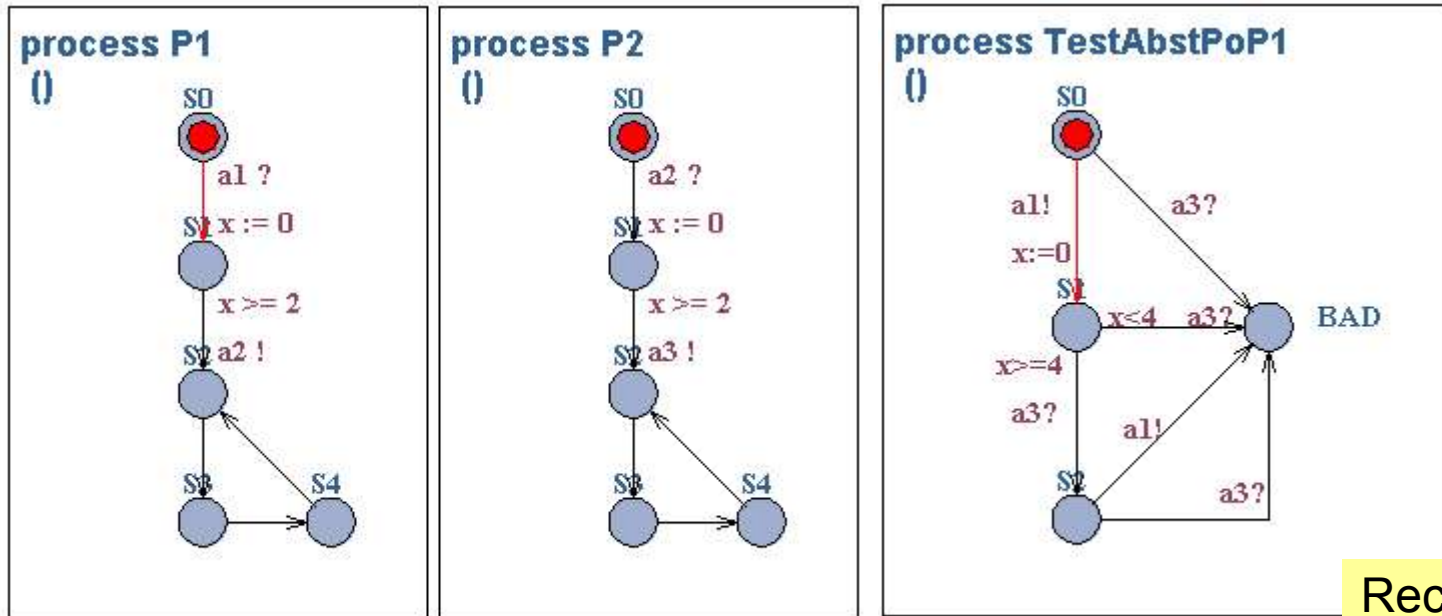


abstracted
by



Proving abstractions

using reachability



$A[]$ not TestAbstPoP1.BAD

Recognizes
all the BAD
computations
of PoP1