

# Stubborn Sets for Reduced State Space Generation

## Seminar Talk

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# Transition Systems and Model Checking

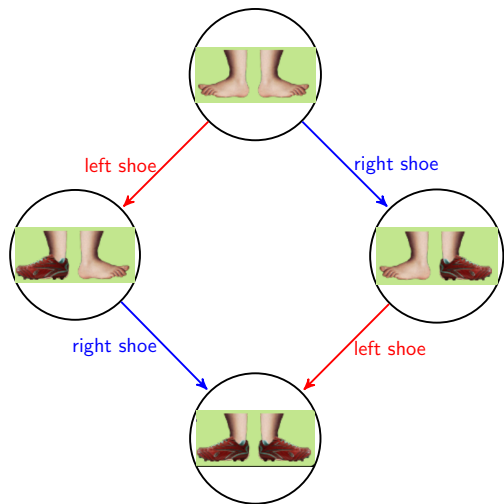
## Abstraction

- ▶ Shrink transition system to tractable size
- ▶ "Solve" smaller transition system
- ▶ Use solution for regular transition system

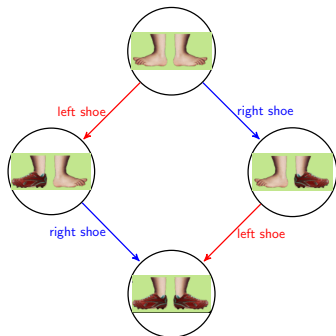
## Partial Order Reduction

- ▶ Detect **structural symmetries**
- ▶ Fire only necessary transitions in each state

## Partial Order Reduction - Example: Putting Shoes on



## Partial Order Reduction ctd.



### Observations:

- ▶ Commutative transitions
- ▶ Algorithms do not detect such symmetries without modifications

## Example - Concurrent Program

### Setting

- ▶ Three processes **P1**, **P2**, **P3** share variables  $X, Y, Z, R$
- ▶ Initially: All variables are zero,  $X = Y = Z = R = 0$

P1

$X := 1$

$R := X \cdot Y \cdot Z$

P2

$Y := 2$

P3

$Z := 1$

## Example - Concurrent Program

### Setting

- ▶ Three processes **P1**, **P2**, **P3** share variables  $X, Y, Z, R$
- ▶ Initially: All variables are zero,  $X = Y = Z = R = 0$

**P1**

$X := 1$

$R := X \cdot Y \cdot Z$

**P2**

$Y := 2$

**P3**

$Z := 1$

**Observation:** First statements of  $P1, P2, P3$  **independent**

# Variable/Transition Systems

## Definition (variable/transition system)

A variable/transition system is a five-tuple  $(V, T, type, next, ss_0)$ , where

- ▶  $V$  is a finite set of variables
- ▶  $T$  is a finite set of transitions
- ▶  $type$  is a function assigning a type to each variable
- ▶  $next$  is the next state function
- ▶  $ss_0$  is the initial state

## Variable/Transition Systems ctd.

Concurrent Program as v/t system  $(V, T, type, next, ss_0)$  where

- ▶  $V = \{X, Y, Z, R\}$
- ▶  $T = \{t_1, \dots, t_4\}$
- ▶  $type(v) = INT$  for all  $v \in V$
- ▶ state encoding XYZR,  $next = \{(0000, t_1, 1000), \dots\}$
- ▶  $ss_0 = XYZR = 0000$

P1

$t_1$   $X := 1$

$t_4$   $R := X \cdot Y \cdot Z$

P2

$t_2$   $Y := 2$

P3

$t_3$   $Z := 1$



## Enabledness/Disabledness

- ▶ A transition  $t$  is **enabled** in state  $s$  if we can "fire" it
- ▶ If transition  $t$  is **enabled** in state  $s$  we denote this by  $en(s, t)$ ,
- ▶ If transition  $t$  is not **enabled** in state  $s$  it is **disabled**, i.e.  
 $next(s, t) = undefined$
- ▶ a state is **terminal** if there is no enabled transition

## Enabledness/Disabledness- Example

Enabled Transitions in  $ss_0 = 0000$ :  $t_1, t_2, t_3$

Disabled Transitions in  $ss_0 = 0000$ :  $t_4$

Terminal state:  $s = 1212$

P1

$t_1$   $X := 1$

$t_4$   $R := X \cdot Y \cdot Z$

P2

$t_2$   $Y := 2$

P3

$t_3$   $Z := 1$

## Enabled with respect to a Variable Set

Definition (enabled with respect to variable set)

Transition  $t$  is enabled with respect to a set of variables  $U \subseteq V$  in state  $s$  iff there exist a state  $s'$  s.t for all  $v \in U : s'(v) = s(v)$

Notation:  $en(s, t, U)$

## Enabled with Respect to Variable Set - Example

State  $XYZR = 1000$ :  $t_4$  is enabled with respect to  $U = \{X\}$

P1

$t_1$   $X := 1$

$t_4$   $R := X \cdot Y \cdot Z$

P2

$t_2$   $Y := 2$

P3

$t_3$   $Z := 1$

# Write Up Set

## Definition (write up set)

A **write up**  $A$  set w.r.t  $t$  and  $U$ ,  $wrup(U, t)$  is a set of transitions that make  $t$  enabled w.r.t  $U$  in some state  $s$ .

## Write up Set - Example

### Example

$A = \{t_1\}$  is a write up set w.r.t  $t_4$  and  $\{X\}$

P1

$t_1$   $X := 1$

$t_4$   $R := X \cdot Y \cdot Z$

P2

$t_2$   $Y := 2$

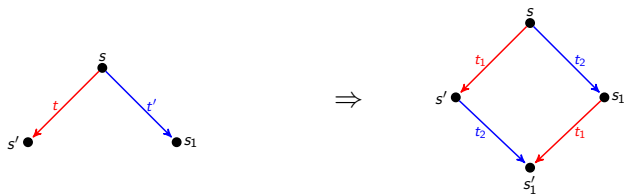
P3

$t_3$   $Z := 1$

# Commutativity - The Diamond Property

## Definition (commutativity)

Transition  $t$  and  $t'$  are **commutative** iff for every  $s, s'$  and  $s_1$  there is a state  $s'_1$  such that



# Semistubborn Set

## Definition (semistubborn set)

A set of transition  $T_s \subseteq T$  is *semistubborn* in state  $s$ , if and only if for every  $t \in T_s$

1.  $\neg en(s, t) \implies \exists U \subseteq V : \neg en(s, t, U) \wedge wrup(t, U) \subseteq T_s$
2.  $en(s, t) \implies \forall t' \notin T_s : t$  and  $t'$  are commutative



## Semistubborn Set - Example

A Semistubborn Set in state  $ss_0 = 0000$ :  $T_{ss_0} = \{t_1, t_4\}$

$t_1$  is enabled and commutative to  $t_2, t_3$

$t_4$  has write up set  $\{t_1\}$  w.r.t to  $\{X\}$

P1

$t_1$   $X := 1$

$t_4$   $R := X \cdot Y \cdot Z$

P2

$t_2$   $Y := 2$

P3

$t_3$   $Z := 1$

## Semistubborn Set - Counterexample I

A Semistubborn Set in state  $ss_0 = 0000$ :  $T_{ss_0} = \emptyset$   
Empty  $T_{ss_0} \rightarrow$  no conditions to be satisfied

P1

$t_1$   $X := 1$

$t_4$   $R := X \cdot Y \cdot Z$

P2

$t_2$   $Y := 2$

P3

$t_3$   $Z := 1$

## Semistubborn Set - Counterexample II

A Semistubborn Set in state  $ss_0 = 0000$ :  $T_{ss_0} = \{t_5\}$

P1

$t_1$   $X := 1$

$t_4$   $R := X \cdot Y \cdot Z$

P2

$t_2$   $Y := 2$

P3

$t_3$   $Z := 1$

$t_5$   $V := 1000$

# Stubborn Sets

## Definition (stubborn sets)

A set of transitions  $T_s \subseteq T$  is **stubborn** in state  $s$ , iff

1.  $T_s$  is semistubborn in  $s$
2.  $T_s$  contains an **enabled** transition in  $s$  (key transition)

## Stubborn Set - Example

A Stubborn Set in state  $ss_0 = 0000$ :  $T_{ss_0} = \{t_1, t_4\}$

P1

$t_1$   $X := 1$

$t_4$   $R := X \cdot Y \cdot Z$

P2

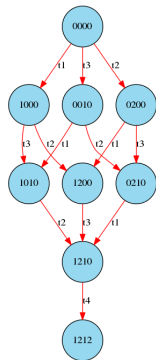
$t_2$   $Y := 2$

P3

$t_3$   $Z := 1$

# State Space Reduction with Stubborn Sets

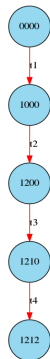
No reduction



States:  $2^3 + 1$

Transitions:  $3! + 1$

Stubborn Sets



States:  $3 + 1$

Transitions:  $(3 + 1) + 1$

# Computation of Stubborn Sets

<i>Stubborn Set</i>	<i>Complexity</i>
non-trivial	NP-hard
minimal enabled	NP-hard
optimal	PSPACE-hard

## Properties

- ▶ Any superset of a stubborn set is a stubborn set
- ▶ Therefore  $T$  is stubborn
- ▶ Tradeoff reduction/overhead of stubborn set computation

# Conclusion

- ▶ Stubborn set method: State space reduction technique
- ▶ Valmari provided theoretical foundation
- ▶ State space reduction can increase the performance/decrease memory usage of verification
- ▶ Similar concepts: Ample Sets, Persistent Sets
- ▶ Various applications of partial order reduction