

IA159 Formal Verification Methods

Abstraction

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Focus

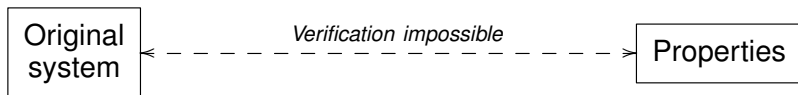
- principle of abstraction
- exact abstractions and non-exact abstractions
- predicate abstraction
- CEGAR: counterexample-guided abstraction refinement

Sources

- Chapter 13 of E. M. Clarke, O. Grumberg, D. Kroening, D. Peled, and H. Veith: *Model Checking (2nd edition)*, 2018.
- R. Pelánek: *Reduction and Abstraction Techniques for Model Checking*, PhD thesis, FI MU, 2006.
- E. M. Clarke, O. Grumberg, S. Jha, Y. Lu, H. Veith: *Counterexample-guided Abstraction Refinement for Symbolic Model Checking*, J. ACM 50(5), 2003.

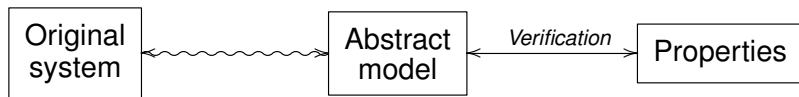
Abstraction is one of the most important techniques for reducing the state explosion problem.

[CGKPV18]



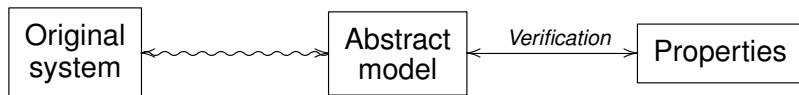
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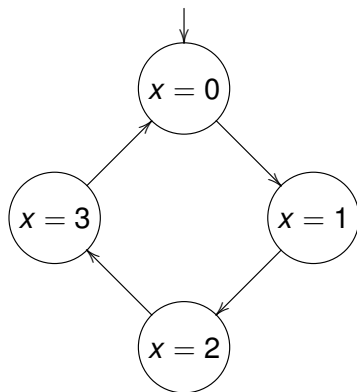


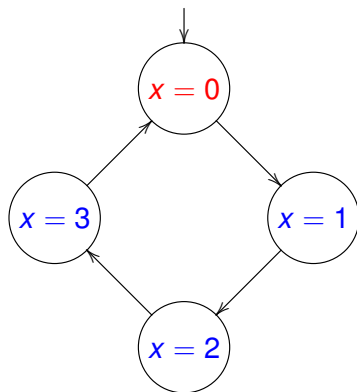
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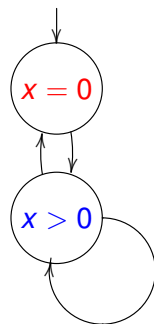
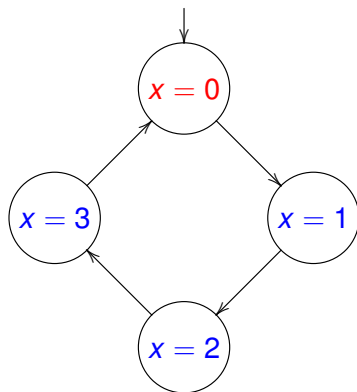


- large finite systems \longrightarrow smaller finite systems
- infinite-state systems \longrightarrow finite systems

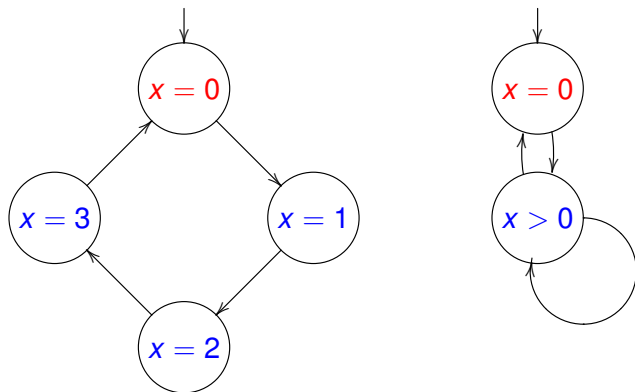




Intuition



Intuition



- equivalent with respect to $F(x > 0)$
- nonequivalent with respect to $GF(x = 0)$

Simulation

Given two Kripke structures $M = (S, \rightarrow, S_0, L)$ and $M' = (S', \rightarrow', S'_0, L')$, we say that M' **simulates** M , written $M \leq M'$, if there exists a relation $R \subseteq S \times S'$ such that:

- $\forall s_0 \in S_0. \exists s'_0 \in S'_0 : (s_0, s'_0) \in R$
- $(s, s') \in R \implies L(s) = L'(s')$
- $(s, s') \in R \wedge s \rightarrow p \implies \exists p' \in S' : s' \rightarrow' p' \wedge (p, p') \in R$

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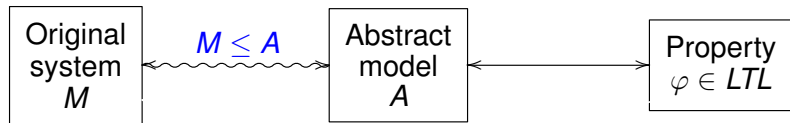
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- $(s, s') \in R \wedge s \rightarrow p \implies \exists p' \in S' : s' \rightarrow' p' \wedge (p, p') \in R$

Lemma

If $M \leq M'$, then for every path $\sigma = s_1 s_2 \dots$ of M starting in an initial state there is a run $\sigma' = s'_1 s'_2 \dots$ of M' starting in an initial state and satisfying

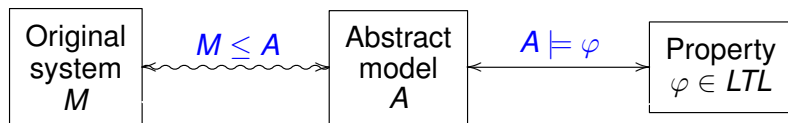
$$L(s_1)L(s_2)\dots = L'(s'_1)L'(s'_2)\dots$$

Relations between original and abstract systems



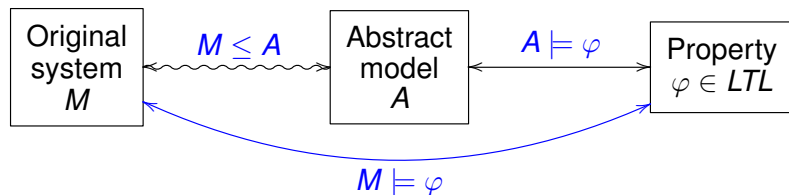
$M \leq A \implies$ all behaviours of M are also in A
(but not vice versa)

Relations between original and abstract systems



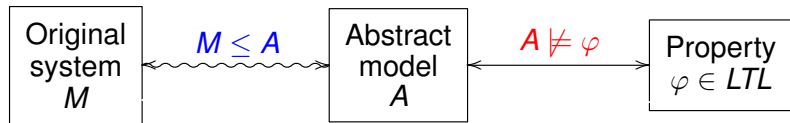
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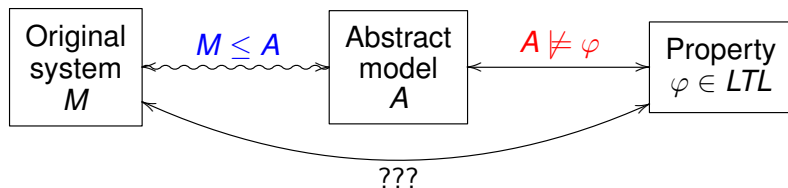
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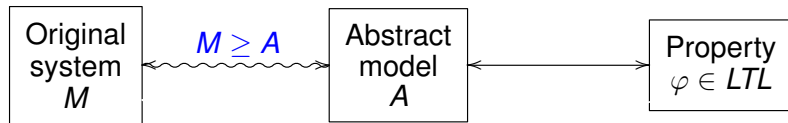
Relations between original and abstract systems



If A has a behaviour violating φ (i.e. $A \not\models \varphi$), then either

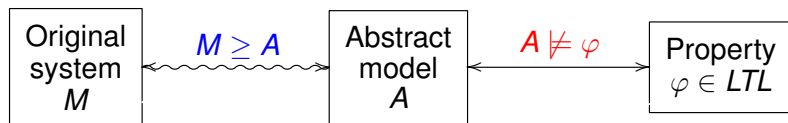
- 1 M has this behaviour as well (i.e. $M \not\models \varphi$), or
- 2 M does not have this behaviour, which is then called **false positive** or **spurious counterexample** ($M \models \varphi$ or $M \not\models \varphi$ due to another behaviour violating φ).

Relations between original and abstract systems



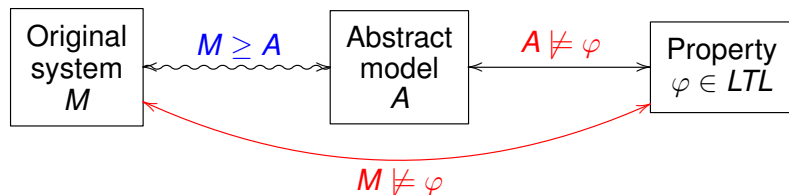
$M \geq A \implies$ all behaviours of A are also in M
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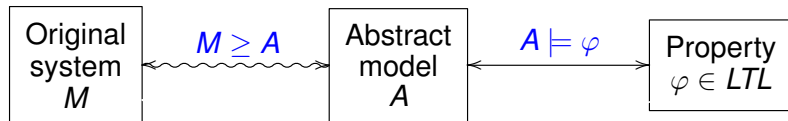
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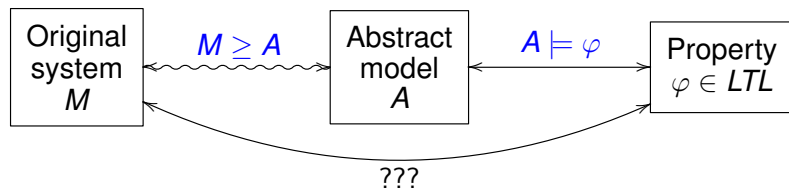
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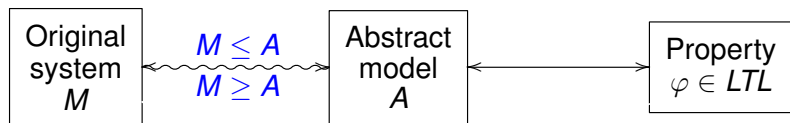
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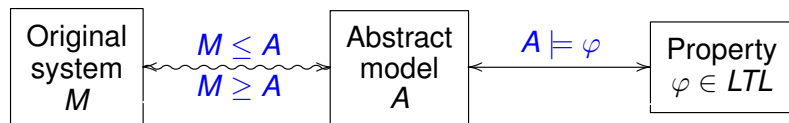
Relations between original and abstract systems



$M \leq A \leq M \implies A$ and M have the same behaviours
 A is an **exact abstraction** of M

Note: A and M are bisimilar $\implies M \leq A \leq M$
 \nLeftarrow

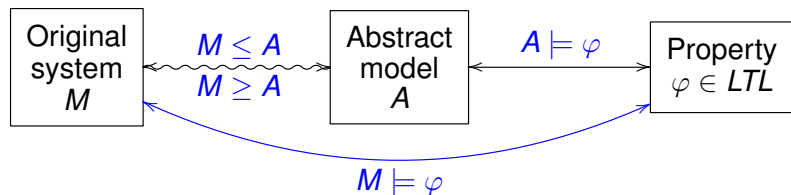
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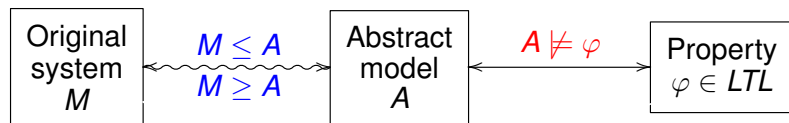
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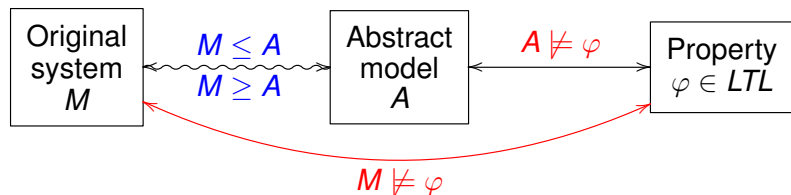
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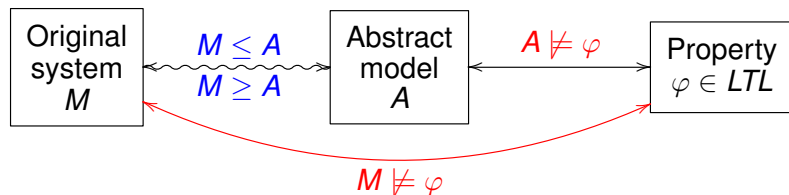
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Relations between original and abstract systems



All these relations hold even for $\varphi \in CTL^*$.

Exact abstractions

Cone of influence (aka dead variables)

Idea

We eliminate the variables that do not influence the variables in the specification.

Cone of influence (aka dead variables)

- let V be the set of variables appearing in specification
- **cone of influence** C of V is the minimal set of variables such that
 - $V \subseteq C$
 - if v occurs in a test affecting the control flow, then $v \in C$
 - if there is an assignment $v := e$ for some $v \in C$, then all variables occurring in the expression e are also in C
- C can be computed by the source code analysis
- variables that are not in C can be eliminated from the code together with all commands they participate in

Cone of influence: example

```
S:  $v := \text{getinput}();$   
    $x := \text{getinput}();$   
    $y := 1;$   
    $z := 1;$   
   while  $v > 0$  do  
        $z := z * x;$   
        $x := x - 1;$   
        $y := y * v;$   
        $v := v - 1;$   
    $z := z * y;$   
E:
```

Specification: $F(\text{pc} = E)$

Cone of influence: example

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Specification: $F(\text{pc} = E)$

$V = \emptyset, C = \{v\}$

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     y := y * v;  
     v := v - 1;  
   z := z * y;
```

E:

Specification: $F(pc = E)$

$V = \emptyset, C = \{v\}$

```
S: v := getinput();  
   skip;  
   skip;  
   skip;  
   while v > 0 do  
     skip;  
     skip;  
     skip;  
     v := v - 1;  
   skip;
```

E:

Symmetry reduction

- in systems with more identical parallel components, their order is not important

Equivalent values

- if the set of behaviours starting in a state s is the same for values a, b of a variable v , then the two values can be replaced by one
- applicable to larger sets of values as well
- used in timed automata for timer values

Non-exact abstractions

We face two problems

- 1 to find a suitable a set of **abstract states** and a mapping between the original states and the abstract ones
- 2 to compute a **transition relation on abstract states**

Finding abstract states

Abstract states are usually defined in one of the following ways:

- 1 for each variable x , we replace the original variable domain D_x by an **abstract domain** A_x and we define a total function $h_x : D_x \rightarrow A_x$

a state $s = (v_1, \dots, v_m) \in D_{x_1} \times \dots \times D_{x_m}$ given by values of all variables corresponds to an abstract state

$$h(s) = (h_{x_1}(v_1), \dots, h_{x_m}(v_m)) \in A_{x_1} \times \dots \times A_{x_m}$$

- 2 **predicate abstraction** - we choose a finite set $\Phi = \{\phi_1, \dots, \phi_n\}$ of predicates over the set of variables; we have several choices of abstract domains

The first approach can be seen as a special case the latter one.

Sign abstraction

- $A_x = \{a_+, a_-, a_0\}$

- $$h_x(v) = \begin{cases} a_- & \text{if } v < 0 \\ a_0 & \text{if } v = 0 \\ a_+ & \text{if } v > 0 \end{cases}$$

Parity abstraction

- $A_x = \{a_e, a_o\}$

- $$h_x(v) = \begin{cases} a_e & \text{if } v \text{ is even} \\ a_o & \text{if } v \text{ is odd} \end{cases}$$

- good for verification of properties related to the last bit of binary representation

Congruence modulo an integer

- $h_x(v) = v \pmod{m}$ for some m
- nice properties:

$$((x \bmod m) + (y \bmod m)) \bmod m = x + y \pmod{m}$$

$$((x \bmod m) - (y \bmod m)) \bmod m = x - y \pmod{m}$$

$$((x \bmod m) \cdot (y \bmod m)) \bmod m = x \cdot y \pmod{m}$$

Representation by logarithm

- $h_x(v) = \lceil \log_2(v + 1) \rceil$
- the number of bits needed for representation of v
- good for verification of properties related to overflow problems

Single bit abstraction

- $A_x = \{0, 1\}$
- $h_x(v)$ = the i -th bit of v for a fixed i

Single value abstraction

- $A_x = \{0, 1\}$
- $h_x(v) = \begin{cases} 1 & \text{if } v = c \\ 0 & \text{otherwise} \end{cases}$

...and others

Predicate abstraction

Let $\Phi = \{\phi_1, \dots, \phi_n\}$ be a set of predicates over the set of variables.

Abstract domain $\{0, 1\}^n$

- a state $s = (v_1, \dots, v_m)$ corresponds to an abstract state given by a vector of truth values of $\{\phi_1, \dots, \phi_n\}$, i.e.

$$h(s) = (\phi_1(v_1, \dots, v_m), \dots, \phi_n(v_1, \dots, v_m)) \in \{0, 1\}^n$$

- example: $\phi_1 = (x_1 > 3)$ $\phi_2 = (x_1 < x_2)$ $\phi_3 = (x_2 > 10)$
 $s = (5, 7)$
 $h(s) = (1, 1, 0)$

Assume that

- we have a Kripke structure $M = (S, \rightarrow, S_0, L)$
- we have an abstract domain A and a mapping $h : S \rightarrow A$

To define abstract model $(A, \rightarrow', A_0, L_A)$, we set

- $A_0 = \{h(s_0) \mid s_0 \in S_0\}$
- $L_A : A \rightarrow 2^{AP}$ has to be correctly defined, i.e.
 - for **abstraction based on variable domains**, validity of atomic propositions is determined by abstract states in $A_{x_1} \times \dots \times A_{x_m}$
 - for **predicate abstraction**, validity of atomic propositions is determined by abstraction predicates $\{\phi_1, \dots, \phi_n\}$ (AP is typically a subset of it)

and L_A has to agree with L , i.e. $L(s) = L_A(h(s))$

Assume that

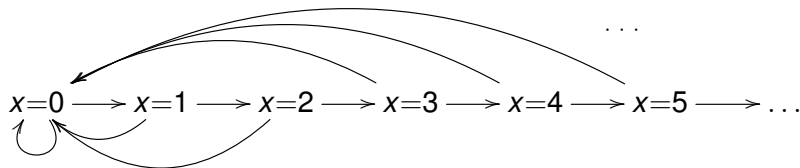
- we have a Kripke structure $M = (S, \rightarrow, S_0, L)$
- we have an abstract domain A and a mapping $h : S \rightarrow A$

We define two abstract models:

$M_{may} = (A, \rightarrow_{may}, A_0, L_A)$, where

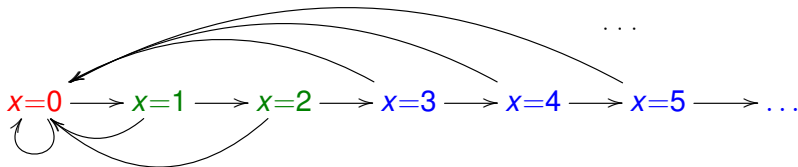
- $a_1 \rightarrow_{may} a_2$ iff there exist $s_1, s_2 \in S$ such that
 $h(s_1) = a_1$, $h(s_2) = a_2$, and $s_1 \rightarrow s_2$

Example M_{may}

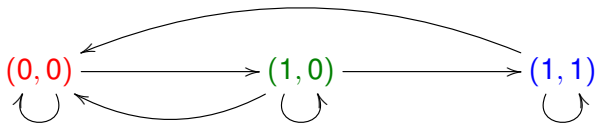


M_{may} with abstract domain $\{0, 1\}^2$ generated by predicate abstraction with predicates $\phi_1 = (x > 0)$ and $\phi_2 = (x > 2)$.

Example M_{may}



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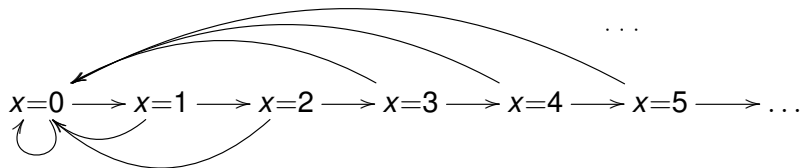
- we have a Kripke structure $M = (S, \rightarrow, S_0, L)$
- we have an abstract domain A and a mapping $h : S \rightarrow A$

We define two abstract models:

$M_{must} = (A, \rightarrow_{must}, A_0, L_A)$, where

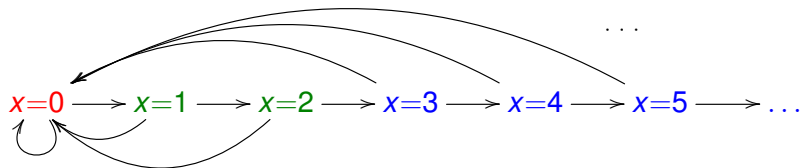
- $a_1 \rightarrow_{must} a_2$ iff for each $s_1 \in S$ satisfying $h(s_1) = a_1$
there exists $s_2 \in S$ such that $h(s_2) = a_2$
and $s_1 \rightarrow s_2$

Example M_{must}

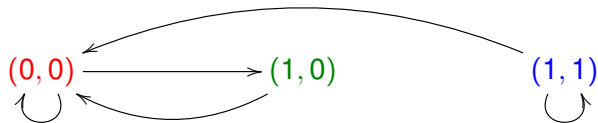


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Example M_{must}



M_{must} with abstract domain $\{0, 1\}^2$ generated by predicate abstraction with predicates $\phi_1 = (x > 0)$ and $\phi_2 = (x > 2)$.



Lemma

For every Kripke structure M , abstract domain A with a mapping function h it holds:

$$M_{must} \leq M \leq M_{may}$$

Lemma

For every Kripke structure M , abstract domain A with a mapping function h it holds:

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- computing M_{must} or M_{may} requires constructing M first (recall that M can be very large or even infinite)
- we rather compute an **under-approximation** M'_{must} of M_{must} or an **over-approximation** M'_{may} of M_{may} directly from the implicit representation of M
- it holds that $M'_{must} \leq M_{must} \leq M \leq M_{may} \leq M'_{may}$

Abstraction in practice

Predicate abstraction: abstracting sets of states

Abstract domain $\{0, 1\}^n$ is not used in practice (too many transitions) \implies it is better to assign a single abstract state to a set of original states.

Abstract domain $2^{\{0,1\}^n}$

- let $\vec{b} = \langle b_1, \dots, b_n \rangle$ be a vector of $b_i \in \{0, 1\}$
- we set $[\vec{b}, \Phi] = b_1 \cdot \phi_1 \wedge \dots \wedge b_n \cdot \phi_n$,
where $0 \cdot \phi_i = \neg \phi_i$ and $1 \cdot \phi_i = \phi_i$
- let X denotes the set of original states
- $h(X) = \{\vec{b} \in \{0, 1\}^n \mid \exists s \in X : s \models [\vec{b}, \Phi]\}$
- example: $\phi_1 = (x_1 > 3)$ $\phi_2 = (x_1 < x_2)$ $\phi_3 = (x_2 > 10)$
 $X = \{(5, 7), (4, 5), (2, 9)\}$
 $h(X) = \{(1, 1, 0), (0, 1, 0)\}$
- nice theoretical properties
- not used in practice (this abstract domain grows too fast)

Abstract domain $\{0, 1, *\}^n$ (predicate-cartesian abstraction)

- let $\vec{b} = \langle b_1, \dots, b_n \rangle$ be a vector of $b_i \in \{0, 1, *\}$
- we set $[\vec{b}, \Phi] = b_1 \cdot \phi_1 \wedge \dots \wedge b_n \cdot \phi_n$,
where $0 \cdot \phi_i = \neg\phi_i$, $1 \cdot \phi_i = \phi_i$, and $* \cdot \phi_i = \top$
- $h(X) = \min\{\vec{b} \in \{0, 1, *\}^n \mid \forall s \in X : s \models [\vec{b}, \Phi]\}$,
where min means “the most specific”
- example: $\phi_1 = (x_1 > 3)$ $\phi_2 = (x_1 < x_2)$ $\phi_3 = (x_2 > 10)$
 $X = \{(5, 7), (4, 5), (2, 9)\}$
 $h(X) = (*, 1, 0)$
- this one is used in practice

Syntax

- let V be a finite set of integer variables
- expressions over V use standard binary operations $(+, -, \cdot, \dots)$ and boolean relations $(=, <, >)$
- Act is a set of action names
- **model** is a pair $M = (V, E)$, where $E = \{t_1, \dots, t_m\}$ is a finite set of transitions of the form $t_i = (a_i, g_i, u_i)$, where
 - $a_i \in Act$
 - g_i is a boolean expression over V
 - u_i is a sequence of assignments over V

Guarded command language

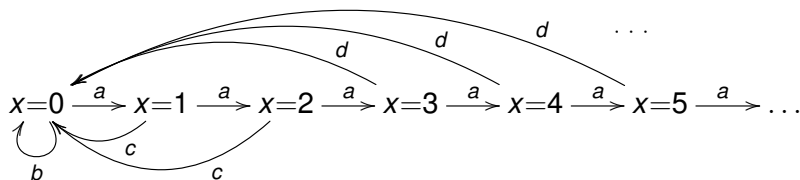
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Semantics

- M defines a labelled transition system where
 - states are valuations of variables $S = 2^{V \rightarrow \mathbb{Z}}$
 - initial state is the zero valuation $s_0(v) = 0$ for all $v \in V$
 - $s \xrightarrow{a_i} s'$ whenever $s \models g_i$ and $s' = u_i(s)$

Example



implicit description in guarded command language:

$$\begin{aligned} V &= \{x\} \\ (a, \top, & \quad x := x + 1) \\ (b, \neg(x > 0), & \quad x := 0) \\ (c, (x > 0) \wedge (x \leq 2), & \quad x := 0) \\ (d, (x > 2), & \quad x := 0) \end{aligned}$$

- we use predicate abstraction with domain $\{0, 1, *\}^n$
- given a formula φ with free variables from V , we set

$$pre(a_i, \varphi) = (g_i \implies \varphi[\vec{x}/u_i(\vec{x})])$$

- we use a sound decision procedure *is_valid*, i.e.

$$is_valid(\varphi) = \top \implies \varphi \text{ is a tautology}$$

(the procedure *is_valid* does not have to be complete)

for every abstract state $\vec{b} \in \{0, 1, *\}^n$ and for every transition $t_i = (a_i, g_i, u_i)$, we compute an **over-approximation of a may-successor of \vec{b} under t_i** as

- if $is_valid([\vec{b}, \Phi] \implies \neg g_i)$ then there is no successor
- otherwise, the successor \vec{b}' is given by

$$b'_j = \begin{cases} 1 & \text{if } is_valid([\vec{b}, \Phi] \implies pre(a_i, \phi_j)) \\ 0 & \text{if } is_valid([\vec{b}, \Phi] \implies pre(a_i, \neg\phi_j)) \\ * & \text{otherwise} \end{cases}$$

Example

$$b'_j = \begin{cases} 1 & \text{if } is_valid([\vec{b}, \Phi] \implies pre(a_i, \phi_j)) \\ 0 & \text{if } is_valid([\vec{b}, \Phi] \implies pre(a_i, \neg\phi_j)) \\ * & \text{otherwise} \end{cases}$$

$$(a, \top, x := x + 1)$$

using the predicates $\phi_1 = (x > 0)$, $\phi_2 = (x > 2)$, we compute the transition

$$(1, 0) \xrightarrow{a}_{may'} (,)$$

Example

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$$(1, 0) \xrightarrow{a}_{may'} (1,)$$

- $(x > 0) \wedge (x \leq 2) \implies (\top \implies (x + 1 > 0))$ is true

Example

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$$(a, \top, x := x + 1)$$

using the predicates $\phi_1 = (x > 0)$, $\phi_2 = (x > 2)$, we compute the transition

$$(1, 0) \xrightarrow{a}_{may'} (1, *)$$

- $(x > 0) \wedge (x \leq 2) \implies (\top \implies (x + 1 > 0))$ is true
- $(x > 0) \wedge (x \leq 2) \implies (\top \implies (x + 1 > 2))$ is not true
- $(x > 0) \wedge (x \leq 2) \implies (\top \implies (x + 1 \leq 2))$ is not true

Abstraction in practice

- for every transition, we compute successors of all abstract states
- based on the successors, we transform the original implicit representation of a system into a **boolean program**
- boolean program is an **implicit** representation of an over-approximation of M_{may}
- it uses only boolean variables \vec{b} representing the validity of abstraction predicates Φ
- boolean program can be used as an input for a suitable model checker (of finite-state systems)

Example

$$\begin{aligned} V &= \{x\} \\ (a, \top, & \quad x := x + 1) \\ (b, \neg(x > 0), & \quad x := 0) \\ (c, (x > 0) \wedge (x \leq 2), & \quad x := 0) \\ (d, (x > 2), & \quad x := 0) \end{aligned}$$

using the predicates $\phi_1 = (x > 0)$, $\phi_2 = (x > 2)$, we get the boolean program (defining an over-approximation) of M_{may}

$$\begin{aligned} V &= \{b_1, b_2\}, \text{ where } b_1, b_2 \text{ represents validity of } \phi_1, \phi_2 \\ (a, \top, & \quad b_1 := \text{if } b_1 \text{ then } 1 \text{ else } * \\ & \quad b_2 := \text{if } b_2 \text{ then } 1 \text{ else if } b_1 \text{ then } * \text{ else } 0) \\ (b, \neg b_1, & \quad b_1 := 0, b_2 := 0) \\ (c, b_1 \wedge \neg b_2, & \quad b_1 := 0, b_2 := 0) \\ (d, b_2, & \quad b_1 := 0, b_2 := 0) \end{aligned}$$

Example of a real NQC code and its abstraction

```
task light_sensor_control() {
  int x = 0;
  while (true) {
    if (LIGHT > LIGHT_THRESHOLD) {
      PlaySound(SOUND_CLICK);
      Wait(30);
      x = x + 1;
    } else {
      if (x > 2) {
        PlaySound(SOUND_UP);
        ClearTimer(0);
        brick = LONG;
      } else if (x > 0) {
        PlaySound(SOUND_DOUBLE_BEEP);
        ClearTimer(0);
        brick = SHORT;
      }
      x = 0;
    }
  }
}
```

```
task A_light_sensor_control() {
  bool b = false;
  while (true) {
    if (*) {
      b = b ? true : * ;
    } else {
      if (b) {
        brick = LONG;
      } else if (b ? true : *) {
        brick = SHORT;
      }
      b = false;
    }
  }
}
```


CEGAR: counterexample-guided abstraction refinement

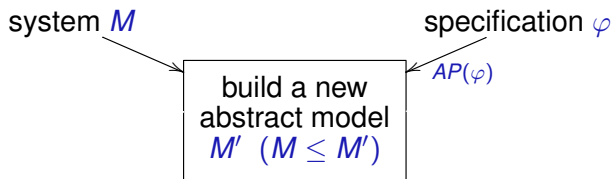
- it is hard to find a small and valuable abstraction
- abstraction predicates are usually provided by a user
- CEGAR tries to find a suitable abstraction automatically
- implemented in SLAM, BLAST, **Static Driver Verifier (SDV)**, and many others
- incomplete method, but very successful in practice

Principle

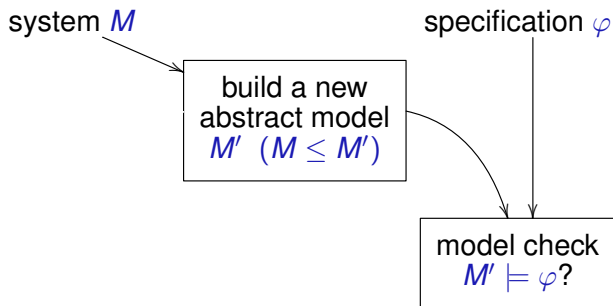
system M

specification φ

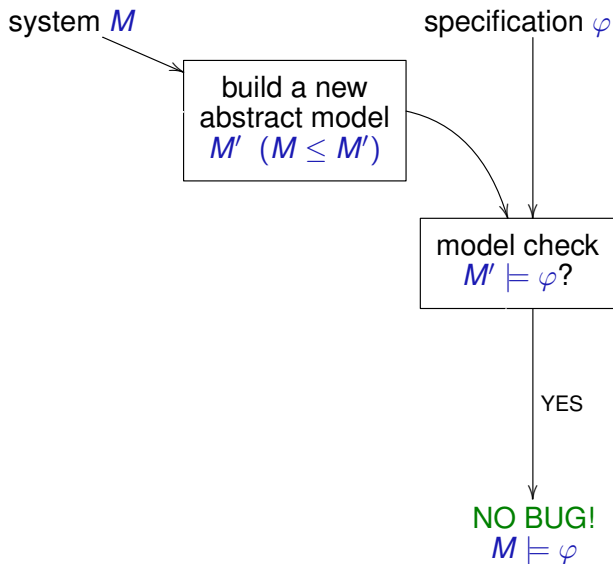
Principle



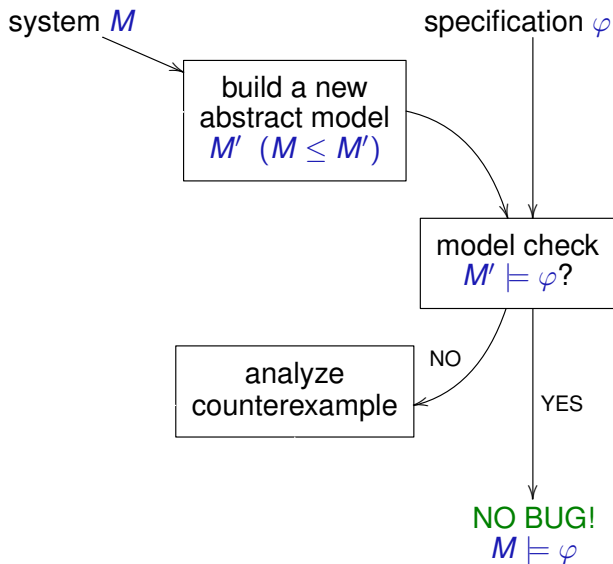
Principle



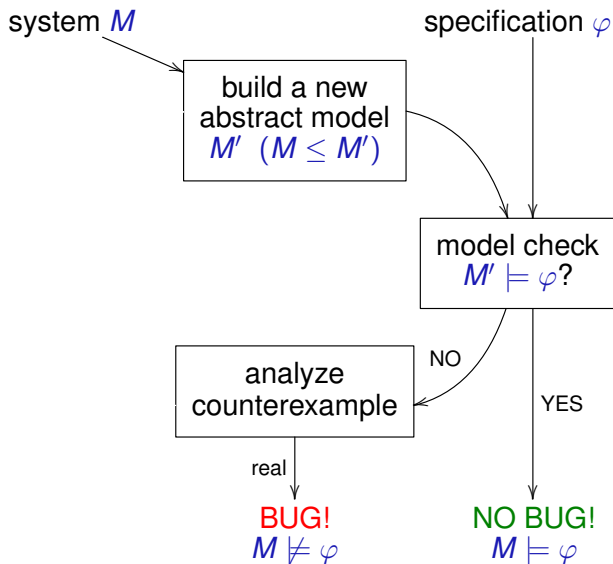
Principle



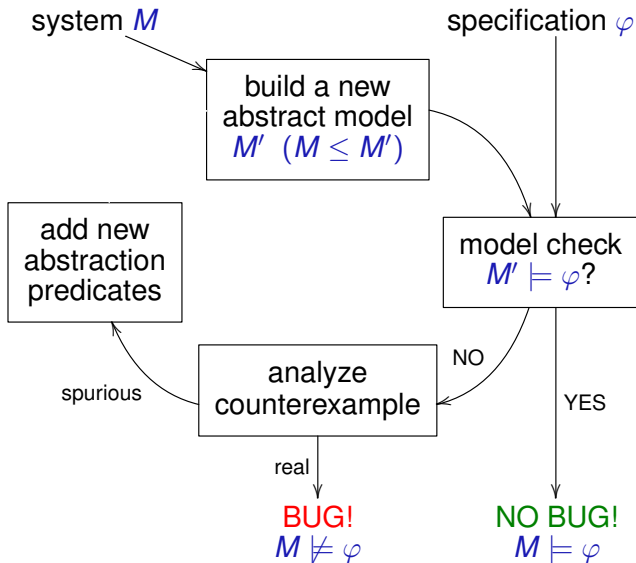
Principle



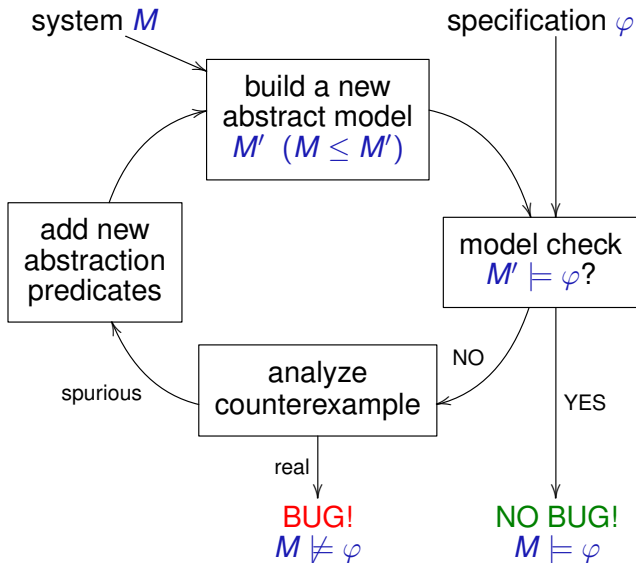
Principle



Principle



Principle

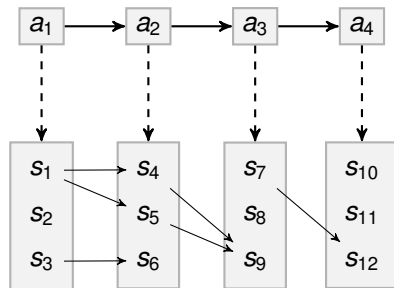


- added abstraction predicates ensure that the new abstract model M' does not have the behaviour corresponding to the spurious counterexample of the previous M'
- the analysis of an abstract counterexample and finding new abstract predicates are nontrivial tasks
- the method is **sound** but **incomplete**
(the algorithm can run in the cycle forever)

Counterexample analysis

Case 1 Finite path counterexample (e.g. for reachability)

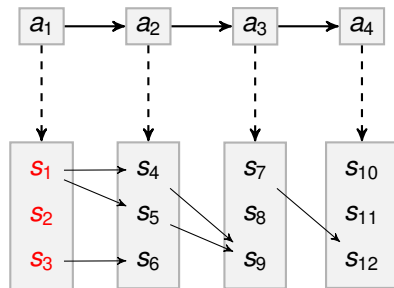
```
 $S := h^{-1}(a_1) \cap \text{Init}$   
 $j := 1$   
while  $S \neq \emptyset \wedge j < n$   
   $j := j + 1$   
   $S' := S$   
   $S := \text{Succ}(S) \cap h^{-1}(a_j)$   
if  $S \neq \emptyset$  then return real bug  
else return  $j, S'$  //spurious
```



Counterexample analysis

Case 1 Finite path counterexample (e.g. for reachability)

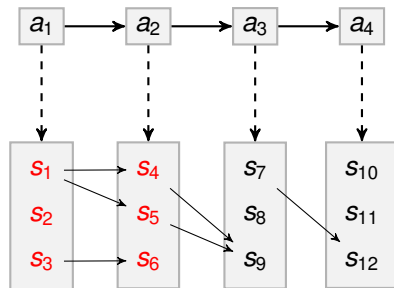
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Counterexample analysis

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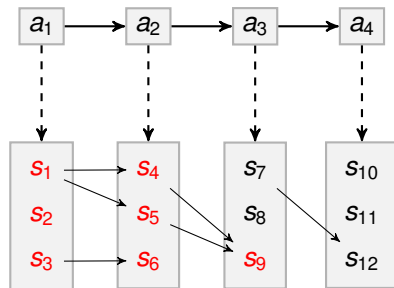
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Counterexample analysis

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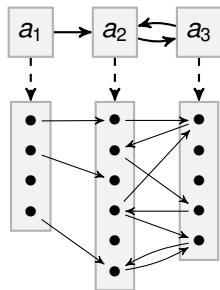
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if  $S \neq \emptyset$  then return real bug  
else return  $j, S'$  //spurious
```



- output: $j = 4, S' = \{s_9\}$
- we need a predicate separating $\{s_9\}$ and $\{s_7\}$ to remove this spurious counterexample

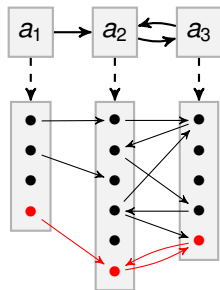
Counterexample analysis

Case 2 Lasso counterexample



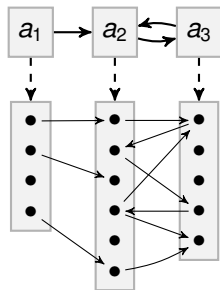
Counterexample analysis

Case 2 Lasso counterexample



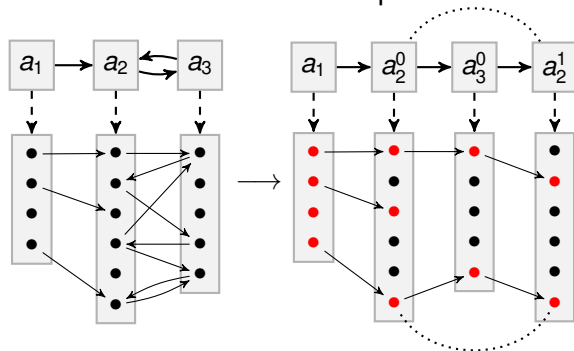
Counterexample analysis

Case 2 Lasso counterexample



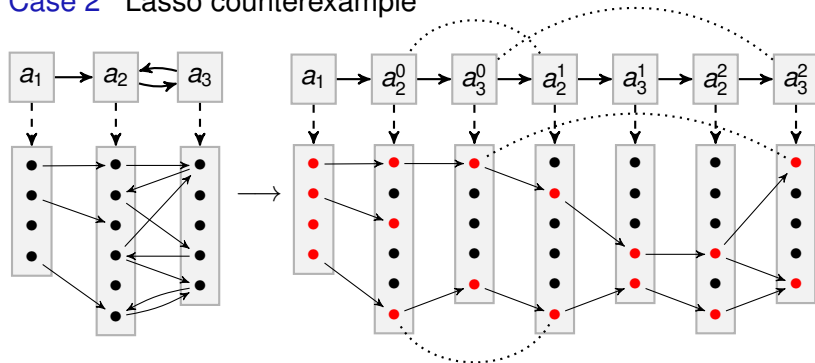
Counterexample analysis

Case 2 Lasso counterexample



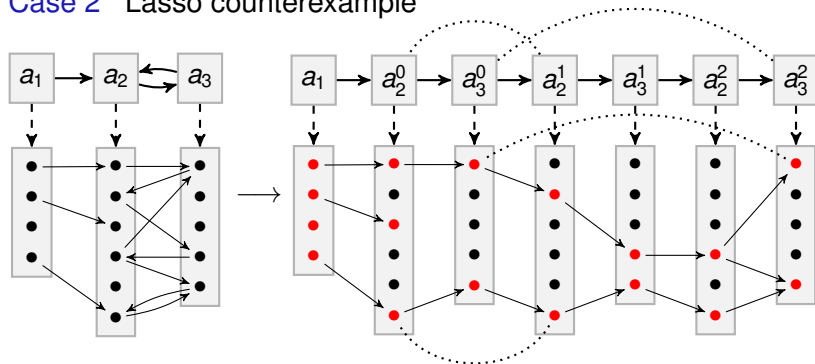
Counterexample analysis

Case 2 Lasso counterexample



Counterexample analysis

Case 2 Lasso counterexample



- an abstract loop may correspond to loops of different size and starting at different stages of the unwinding
- the unwinding eventually becomes periodic, the size of the period is the least common multiple of the size of individual loops

Counterexample analysis

Analysis of a lasso counterexample can be reduced to analysis of a finite path counterexample.

Theorem

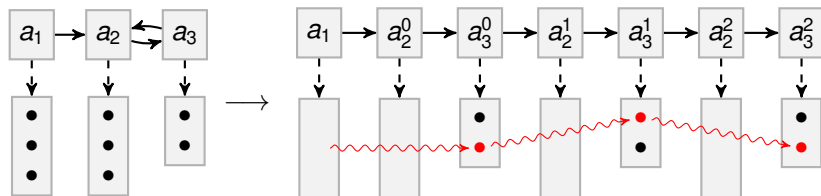
Abstract lasso $a_1 \dots a_i (a_{i+1} \dots a_n)^\omega$ corresponds to a concrete lasso iff there is a concrete path corresponding to the abstract path $a_1 \dots a_i (a_{i+1} \dots a_n)^{m+1}$, where $m = \min_{i+1 \leq j \leq n} |h^{-1}(a_j)|$.

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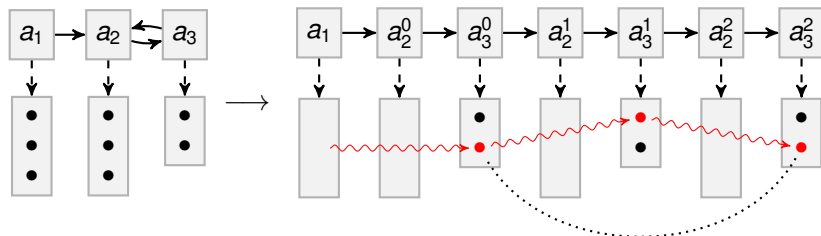


Counterexample analysis

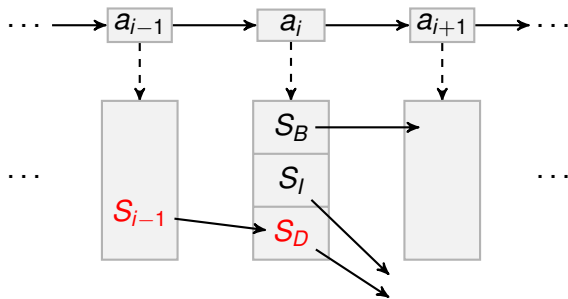
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Abstraction refinement



$$S_B = h^{-1}(a_i) \cap \text{Succ}^{-1}(h^{-1}(a_{i+1}))$$

$$S_I = h^{-1}(a_i) \setminus (S_B \cup S_D)$$

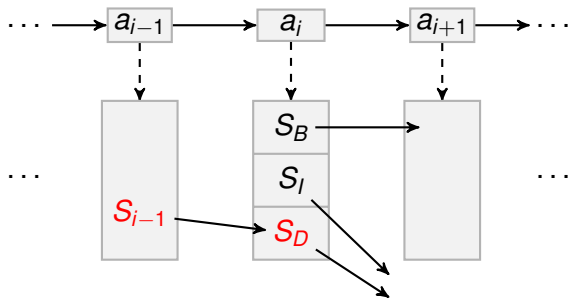
$$S_D = S_i$$

bad states

irrelevant states

dead-end states

Abstraction refinement



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$$S_I = h^{-1}(a_i) \setminus (S_B \cup S_D)$$

$$S_D = S_i$$

bad states

irrelevant states

dead-end states

To eliminate the spurious counterexample, we need to refine the abstraction such that no abstract state simultaneously contains states from S_B and from S_D .

Abstraction refinement

Consider abstract state $(3 \leq x \leq 5) \wedge (7 \leq y \leq 9)$ and S_B, S_I, S_D :

| | 3 | 4 | 5 |
|---|---|---|---|
| 7 | B | I | I |
| 8 | D | I | B |
| 9 | I | D | D |

Abstraction refinement

Consider abstract state $(3 \leq x \leq 5) \wedge (7 \leq y \leq 9)$ and S_B, S_I, S_D :

| | | | |
|---|---|---|---|
| 7 | B | I | I |
| 8 | D | I | B |
| 9 | I | D | D |

→

| | | |
|---|-------|---|
| 7 | B + I | I |
| 8 | D + I | B |
| 9 | D + I | D |

or

| | | | |
|---|-------|-------|---|
| 7 | 3 | 4 | 5 |
| 9 | B + I | D + I | ? |
| 8 | D | B + I | |

- there could be more possible abstraction refinements
- we want the coarsest refinement (i.e. with the least number of abstract states)

Abstraction refinement

Consider abstract state $(3 \leq x \leq 5) \wedge (7 \leq y \leq 9)$ and S_B, S_I, S_D :

| | | | |
|---|---|---|---|
| | 3 | 4 | 5 |
| 7 | B | I | I |
| 8 | D | I | B |
| 9 | I | D | D |

→

| | | | |
|---|-------|---|---|
| | 3 | 4 | 5 |
| 7 | B + I | I | |
| 8 | D + I | B | |
| 9 | D + I | D | |

or

| | | | |
|---|-------|-------|---|
| | 3 | 4 | 5 |
| 7 | | | |
| 9 | B + I | D + I | ? |
| 8 | D | B + I | |

- there could be more possible abstraction refinements
- we want the coarsest refinement (i.e. with the least number of abstract states)

Theorem

The problem of finding the coarsest refinement is NP-hard.

→ heuristics

Abstract interpretation + static analysis

- Another standard approach.
- Applicable to large software projects, e.g. Linux kernel.
- What can one learn about a program without executing it?