

# IA169 Model Checking

## Introduction

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- a bit of motivation
- basic information about the course
- overview of model checking
- content of the course

Motivation

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- modern computer systems become more and more complicated
- humans and society become more and more dependent on them
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We need better ways to check that a system is correct!

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Formal methods can be used for

- test generation, bug finding,
- verification, security analysis,
- equivalence checking,
- optimization, synthesis, . . .

of various systems like software, hardware, protocols, etc.



## Basic information about the course

situation before summer 2023

- **IA169 System Verification and Assurance**
  - introductory course on formal methods in general
  - presented by Jiří Barnat
- **IA159 Formal Verification Methods**
  - selected advanced topics
  - it had IA169 as prerequisite

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current situation

- two independent courses
- **IA169 Model Checking**
  - basic formal methods for analysis of various systems
  - few of them are used for software (e.g. abstraction, CEGAR, PDR)
- **IA159 Formal Methods for Software Analysis**
  - methods designed primarily for analysis of software

## content of IA159 Formal Methods for Software Analysis

- formal aspects of testing: coverage criteria
- automated test generation: greybox and whitebox fuzzing
- deductive verification
- static analysis and abstract interpretation
- shape analysis
- program slicing
- symbolic execution, bounded model checking,  $k$ -induction
- configurable program analysis (CPAchecker)
- verification via automata, symbolic execution and interpolation (Ultimate Automizer)
- verification witnesses

other courses related to formal methods

- IA085 Satisfiability and Automated Reasoning
- IV022 Principles of elegant programming
- IA072 Seminar on Verification
- IV120 Continuous and Hybrid Systems
- IA175 Algorithms for Quantitative Verification

- *E. M. Clarke, O. Grumberg, D. Kroening, D. Peled, and R. Bloem: Model Checking, Second Edition, MIT, 2018.*
- *Ch. Baier and J.-P. Katoen: Principles of Model Checking, MIT, 2008.*
- *E. M. Clarke, T. A. Henzinger, H. Veith, and R. Bloem: Handbook of Model Checking, Springer, 2018.*
- some topics are not covered by these books; relevant sources will be referred and available in Study materials in IS

- lectures every week (except 11 April 2024)
- seminar every other week starting on 7 March 2024
- no intrasemestral tests, no mandatory homeworks
- there will be an **oral exam** at the end

## Overview of the model checking



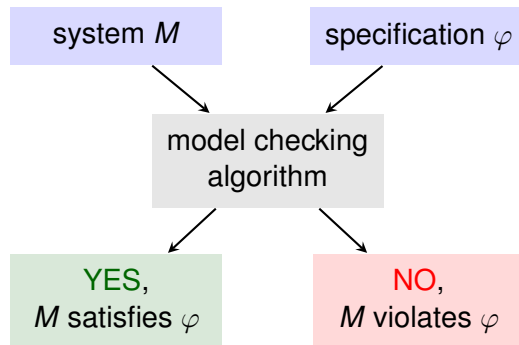
## Goal of model checking

Decide whether a given **system** satisfies a given **specification**.

# Model checking

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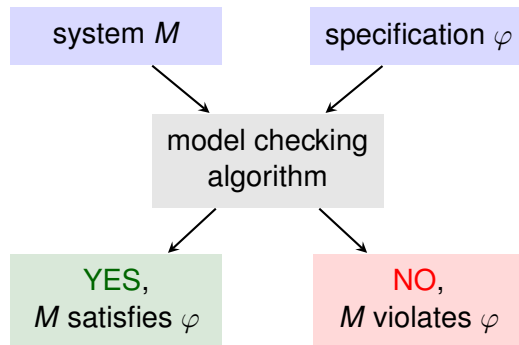
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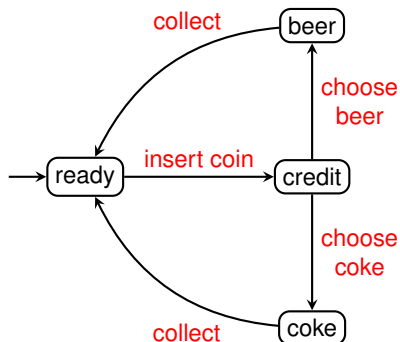


We are checking whether  $M$  is a **model** of  $\varphi$ , hence the name.

# Model checking: actions versus states

## action-based model checking

- system exhibits actions and specification talks about actions
- basic formalism for system description is **labeled transition system**

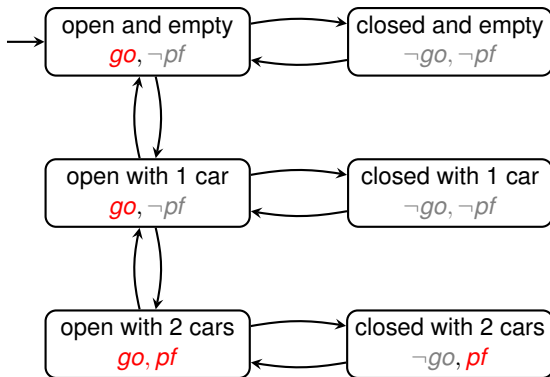


# Model checking: actions versus states

## state-based model checking

- there is a set of **atomic propositions (AP)**
- in each state of the system, each atomic proposition either valid or not
- specification talks about atomic propositions
- basic formalism for system description is **Kripke structure**

*go* = gate open  
*pf* = parking full



## safety property

- all reachable states/actions are safe (no error state/action is reachable)
- examples
  - at every moment, at most one process is in a critical section
  - the system cannot reach any deadlock state
- we talk about **reachability analysis**

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## linear time property

- each run of the system (a linear sequence of actions or states) has to satisfy a given property
- examples
  - each request is eventually processed
  - a system runs forever unless it receives a termination signal
- property can be specified by an  $\omega$ -automaton (e.g. **Büchi automaton**) or a formula of **linear temporal logic (LTL)** or other linear time logic

## branching time property

- the behavior of the system (a single tree of actions or states) has to satisfy a given property
- examples
  - there exists a sequence of inputs leading to certain action
  - in each moment of system execution, the execution can be terminated
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## equivalence with another system

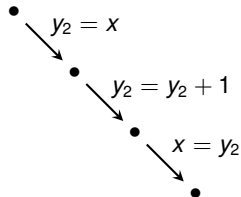
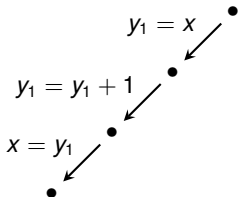
- the system is equivalent to another given system up to a given equivalence, for example **strong** or **weak bisimulation equivalence**
- we talk about **equivalence checking**
- presented in **IA006 Selected Topics on Automata Theory** aka **FJA II**

## finite systems

- systems with finitely many states
- basically every model checking problem is decidable by exhaustive (explicit or implicit) enumeration of its reachable states
- in practice, systems are not described by a labeled transition system or a Kripke structure, but by some **implicit description** in a programming language, VHDL, some modelling language (e.g. Promela in SPIN), etc.
- the state space of the system can be extremely large even if its description is small due to large data domains, parallelism, etc.
- known as **state explosion problem**, it can make model checking infeasible
- the state explosion problem can be mitigated by
  - **partial order reduction**
  - **symbolic algorithms** where sets of states are represented by formulae or BDDs
  - **abstraction** applied to the original system

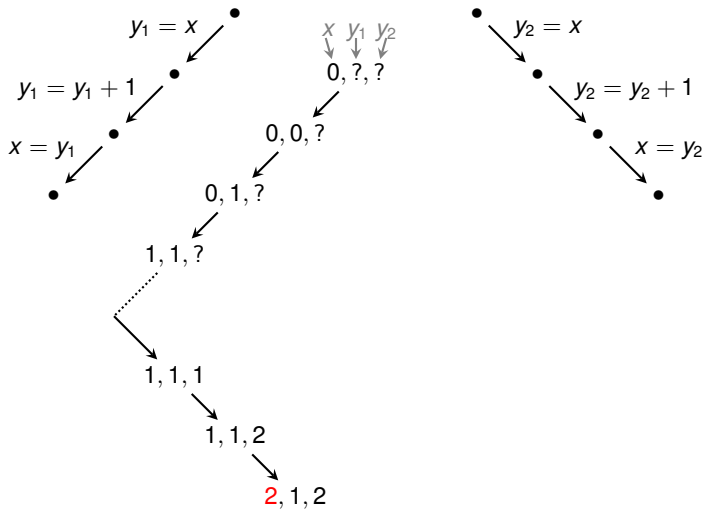
# Example

- two parallel processes, each increases  $x$  by 1
- what is the result of the computation starting with  $x = 0$ ?



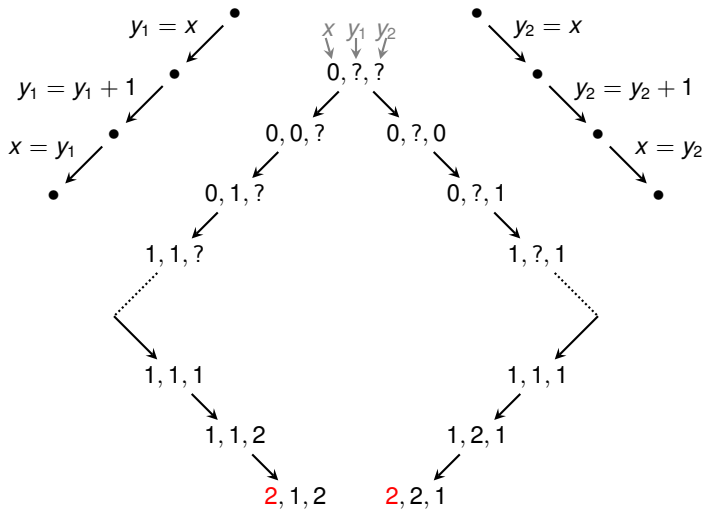
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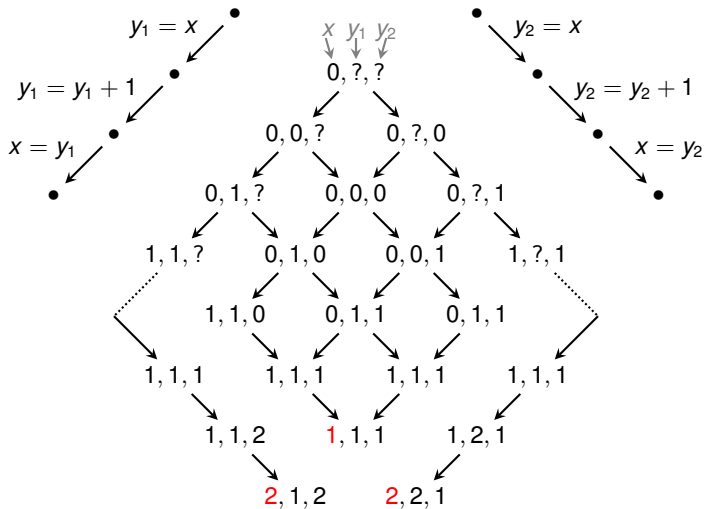
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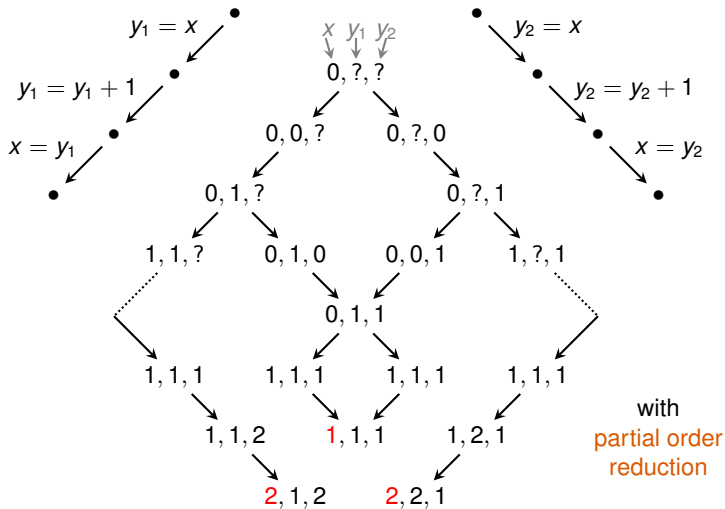
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## infinite systems

- must be described in a finite way using modelling language, pseudocode, etc.
- there has to be some regularity in the state space
- undecidable in general
- decidable for some classes of systems and properties



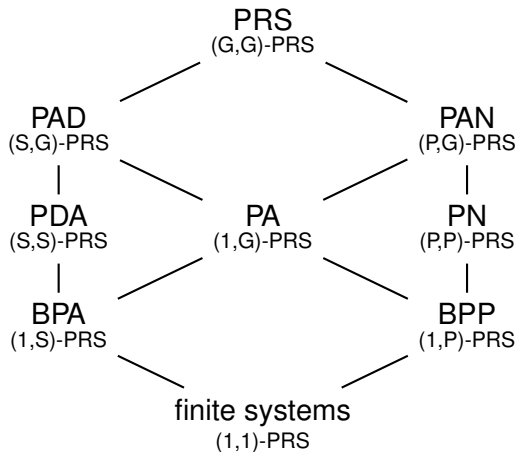
# Model checking: finite and infinite system

```
y1=0;
y2=0;
while (y2 != x2) {
    y1 = y1 + x1;
    y2++;
}
```

- verification of algorithms vs. verification of programs
- if all variables are of finite type (e.g. `int`), the system is finite and problems are decidable
- if variables are (unbounded) integers, the state space is infinite
- decidability of the **halting problem** for algorithms and programs

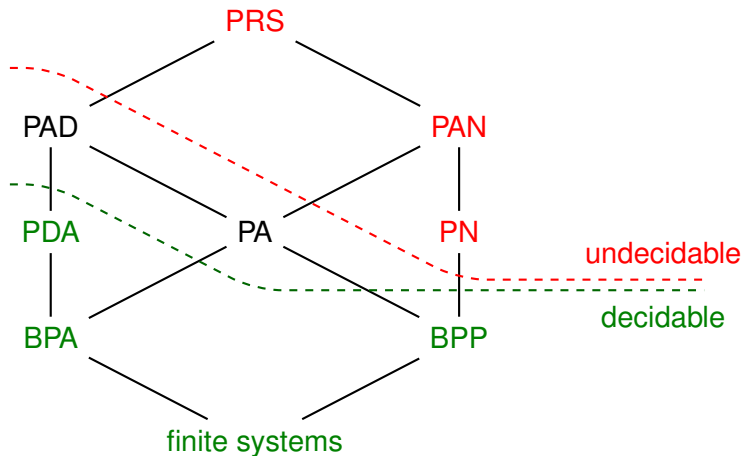
# PRS-hierarchy of infinite systems

- the hierarchy of **process rewrite systems (PRS)** presented in **IA006 Selected Topics on Automata Theory aka FJA II**
- contains many known classes of infinite systems including **BPA**, **BPP**, **PA**, **Petri nets (PN)**, and **pushdown processes (PDA)**



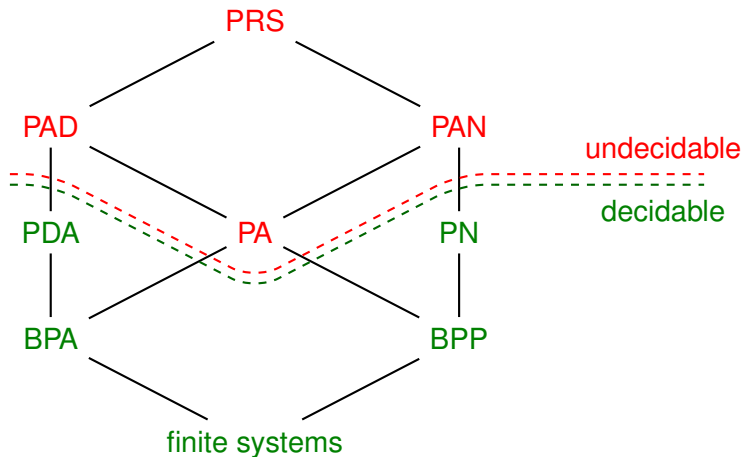
# Decidability of equivalence checking

the decidability boundary of **strong bisimulation** in the PRS-hierarchy



# Decidability of model checking

the decidability boundary of the **action-based LTL model checking** in the PRS-hierarchy

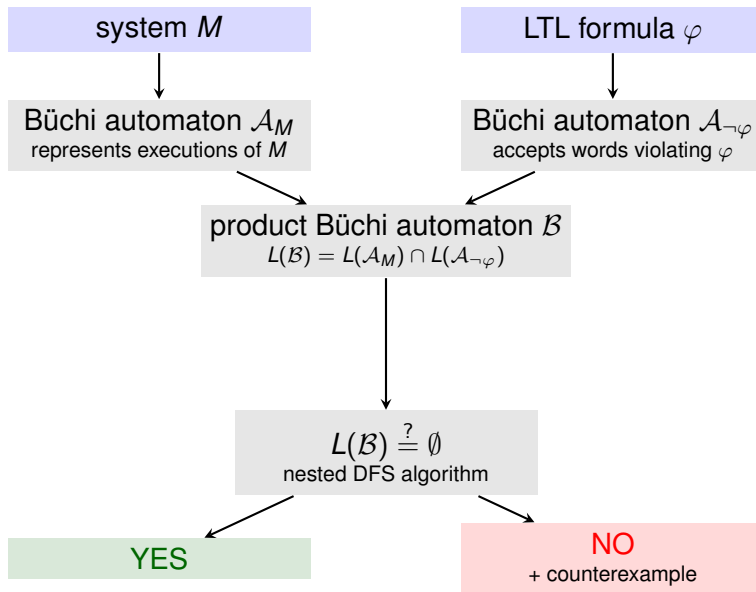


## Content of the course

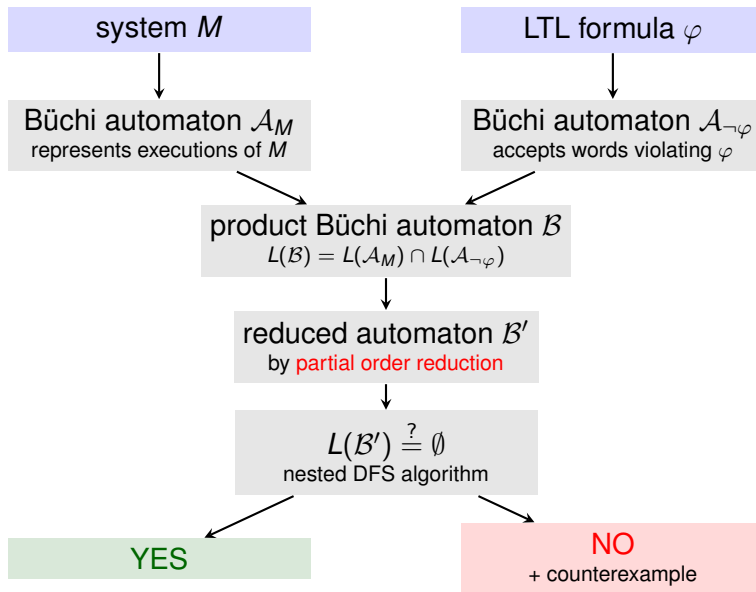
# Actual topics of the course

- introduction to model checking - 1 lecture
- LTL model checking of finite systems - 3 lectures
- CTL model checking of finite systems - 2 lectures
- bounded model checking and  $k$ -induction - 1 lecture
- reachability in pushdown systems - 1 lecture
- abstraction and CEGAR - 2 lectures
- property-driven reachability (PDR)- 1 lecture
- the remaining lecture can be about
  - partial order reduction
  - LTL model checking of pushdown systems
  - hyperproperties

# Automata-based LTL model checking of finite systems

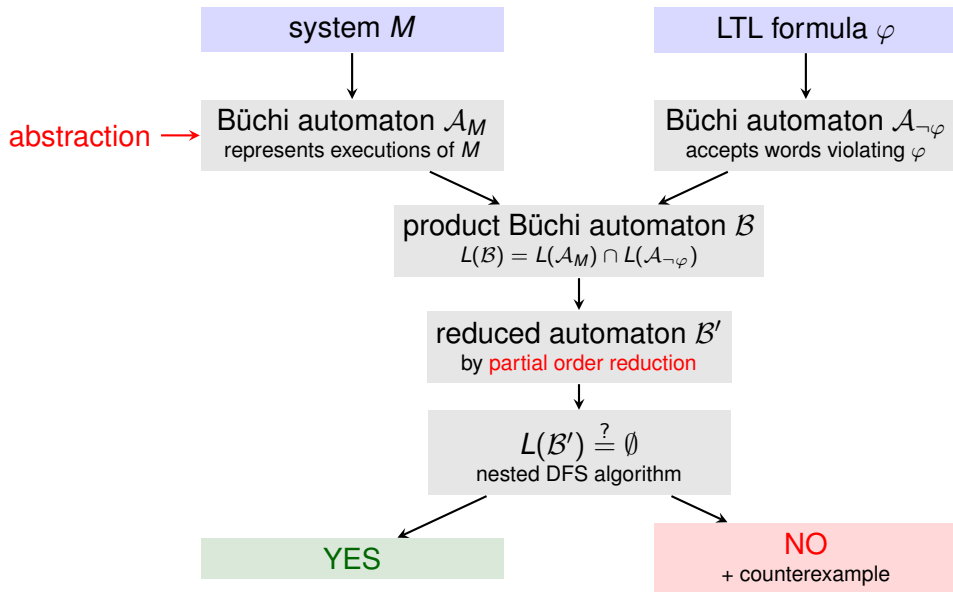


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## CTL model checking of finite systems

- definition of CTL
- basic algorithm
- **binary decision diagrams (BDD)**
- symbolic algorithm based on BDDs
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- finite systems represented by propositional formulae
- **SAT**-based algorithm for bounded model checking
- extension with  $k$ -induction

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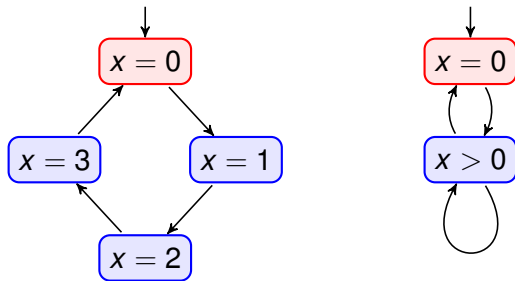
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## reachability in pushdown systems

- formalism of pushdown systems (PDA) for description of infinite systems
- algorithm for reachability in PDA
- (algorithm for state-based LTL model checking of PDA)

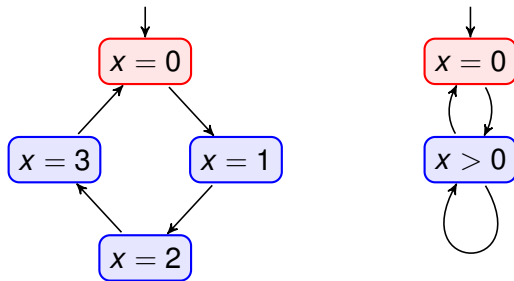
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- can transform an infinite system into a finite one
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- **counterexample-guided abstraction refinement (CEGAR)**

## property-driven reachability (PDR)

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## hyperproperties

- properties talking about several behaviours at once
- applications in security
- for example, it can say that some information is not revealed
- can be presented as an extension of LTL



# Model checking in practice

- model checking, in particular reachability analysis, is used in practice, especially for hardware systems
- successful tools (like NuSMV) combine abstraction and symbolic algorithms

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## success story from Intel

- in hardware development, the main debugging methods are testing or simulation
- in development of execution cluster of Core i7 (2008), formal verification has been used as a primary validation vehicle
  - simulation has been dropped
  - only 3 bugs escaped to silicon (2 other bugs were detected during the pre-silicon stage by full chip testing)
  - this number is usually about 40, the previous minimum is 11
- more information in Kaivola et al: *Replacing Testing with Formal Verification in Intel Core i7 Processor execution Engine Validation*, CAV 2009, LNCS 5643, Springer, 2009.