

# IA169 Model Checking

## Symbolic model checking for CTL

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# Motivation

- system states typically correspond to variable assignments
- for finite systems, the number of variables is finite and their domains are finite
- we can assume that **state is an assignment**  $s : V \rightarrow \{0, 1\}$ , where  $V$  is a finite set of **state variables**

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- for example, a set of states where the values of two bitvectors of length 2 agree (i.e.  $x_1 x_2 = y_1 y_2$ ) can be represented by

$$\begin{aligned} & (x_1 \wedge y_1 \wedge x_2 \wedge y_2) \vee (x_1 \wedge y_1 \wedge \neg x_2 \wedge \neg y_2) \vee \\ & \vee (\neg x_1 \wedge \neg y_1 \wedge x_2 \wedge y_2) \vee (\neg x_1 \wedge \neg y_1 \wedge \neg x_2 \wedge \neg y_2) \end{aligned}$$

$$\text{or by } x_1 \Leftrightarrow y_1 \wedge x_2 \Leftrightarrow y_2$$

- such a formula can be equivalently seen as a **Boolean function**
- alternatively, a set can be described by a **binary decision diagram (BDD)**

## agenda

- binary decision diagrams (BDDs) and their properties
- Kripke structures represented by BDDs
- CTL model checking algorithm based on BDDs

## source

- Chapter 8 of E. M. Clarke, O. Grumberg, D. Kroening, D. Peled, and H. Veith: *Model Checking*, Second Edition, MIT, 2018.

## Binary decision diagrams (BDDs) and their properties

# Binary decision diagrams (BDDs)

- *"one of the only really fundamental data structures that came out in the last twenty-five years"* [Donald Knuth, 2008]
- investigated by Randal Bryant in 1986
- can represent an arbitrary Boolean function  $f : \{0, 1\}^n \rightarrow \{0, 1\}$  or the set of models of a propositional formula  $\varphi$

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## Definition (binary decision diagram, BDD)

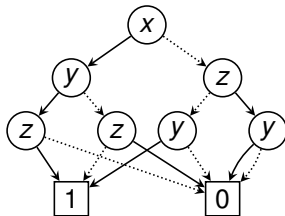
A **binary decision diagram (BDD)** is a finite rooted directed acyclic graph with two kinds of nodes and two kinds of edges:

- each **terminal** (i.e., a node without any successor) is labeled with 0 or 1,
- each **nonterminal** node  $v$  is labeled with a variable  $var(v)$  and has a **low successor**  $low(v)$  and a **high successor**  $high(v)$ .



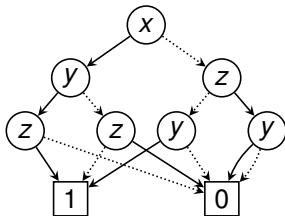
# Binary decision diagrams (BDDs)

- $low(v) = w$  is depicted by a **dashed/dotted** edge from  $v$  to  $w$
- $high(v) = w$  is depicted by a **solid** edge from  $v$  to  $w$
- nodes are directly labeled with  $var(v)$ , terminal nodes with 0 or 1



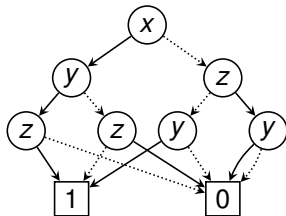
# Semantics of BDDs

- a BDD with variables  $x_1, \dots, x_n$  describes a Boolean function  $f(x_1, \dots, x_n)$
- for  $b_1, \dots, b_n \in \{0, 1\}$ , the value of  $f(b_1, \dots, b_n)$  is the value of the terminal node reached from the root by following
  - $low(v)$  whenever  $var(v) = x_i$  and  $b_i = 0$
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$$f(x, y, z) = \begin{cases} 1 & \text{for } x = 1, y = 1, z = 1 \\ & \text{or } x = 1, y = 0, z = 0 \\ & \text{or } x = 0, z = 0, y = 1 \\ 0 & \text{otherwise} \end{cases}$$

## Definition

Consider a BDD labeled with (some of) variables  $x_1, \dots, x_n$ . Every node  $v$  of the BDD describes a Boolean function  $f_v(x_1, \dots, x_n)$  defined inductively as follows.

- if  $v$  is a terminal node labeled with 0, then  $f_v(x_1, \dots, x_n) = 0$
- if  $v$  is a terminal node labeled with 1, then  $f_v(x_1, \dots, x_n) = 1$
- if  $v$  is a nonterminal node labeled with a variable  $x_i$ , then

$$f_v(x_1, \dots, x_n) = (\neg x_i \wedge f_{low(v)}(x_1, \dots, x_n)) \vee (x_i \wedge f_{high(v)}(x_1, \dots, x_n))$$

The BDD represents the Boolean function corresponding to its root.

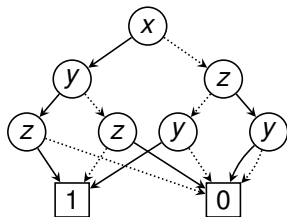
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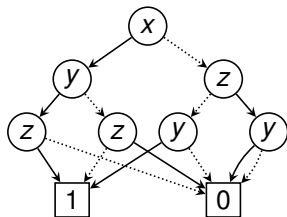
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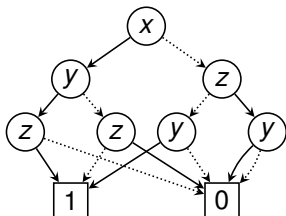
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$$\begin{aligned} f(x, y, z) &= \\ &= (x \wedge (y \iff z)) \vee (\neg x \wedge \neg z \wedge y) \end{aligned}$$

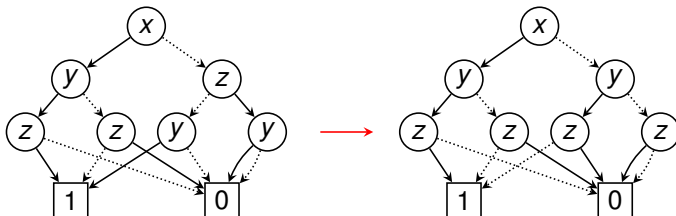
## Definition (ordered BDD)

A BDD is **ordered** if there exists a linear ordering  $<$  on its variables such that for every node  $v$  with a nonterminal successor  $w$  it holds  $var(v) < var(w)$ .



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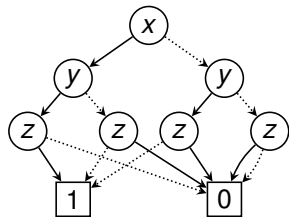




# Reduced BDD

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A BDD is **reduced** if it does not contain any nonterminal node with identical low and high child and any isomorphic subgraphs.

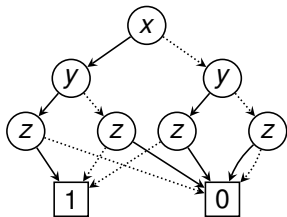


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a BDD can be reduced by repeated applications of the following steps

- 1 merge all terminal nodes with the same label
- 2 remove each nonterminal node  $v$  with  $low(v) = high(v)$  and redirect all incoming edges to  $low(v)$
- 3 merge each pair  $v, w$  of nonterminal nodes satisfying  $var(v) = var(w)$ ,  $low(v) = low(w)$ , and  $high(v) = high(w)$

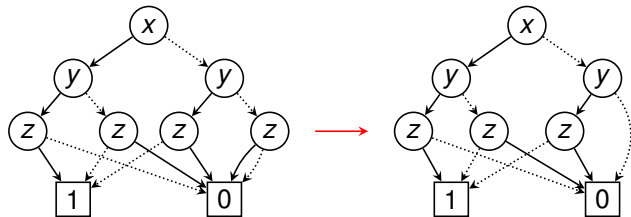


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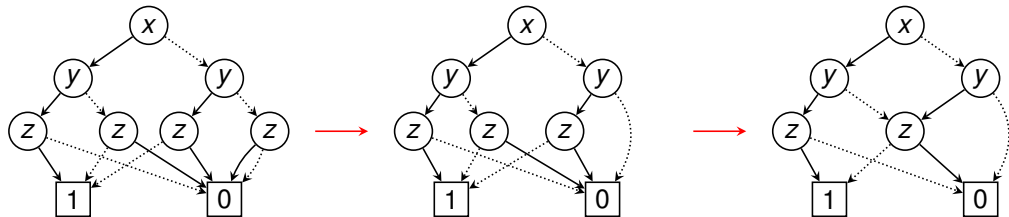


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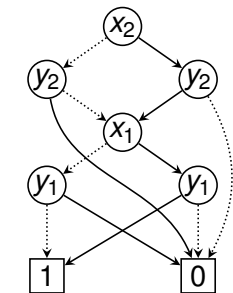
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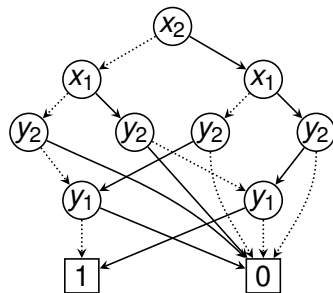
# Properties of BDDs

- we assume that all BDDs are reduced and ordered
- for a fixed variable order, BDDs are a **canonical representation** of Boolean functions, i.e., two Boolean functions are equivalent (regardless their description) iff the corresponding BDDs are isomorphic
- BDD size heavily depends on considered variable order



$x_2 < y_2 < x_1 < y_1$

$$"x_1x_2 = y_1y_2"$$



$x_2 < x_1 < y_2 < y_1$

- some BDDs are exponential in the number of variables regardless their order

## variable instantiation

$$f_{x_i \leftarrow b}(x_1, \dots, x_n) = f(x_1, \dots, x_{i-1}, b, x_{i+1}, \dots, x_n)$$

operation on the corresponding BDD

- 1 if the root  $r$  is labeled with  $x_i$  then the new BDD will have root
  - $low(r)$  if  $b = 0$
  - $high(r)$  if  $b = 1$
- 2 going from top to bottom, any edge leading to a nonterminal node  $v$  labeled with  $x_i$  is reconnected to
  - $low(v)$  if  $b = 0$
  - $high(v)$  if  $b = 1$
- 3 unreachable nodes are removed and BDD is reduced