

EECS 219C: Computer-Aided Verification  
**Symbolic Model Checking**  
Part I

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## Today's Lecture

Symbolic model checking with BDDs

↑  
Manipulate sets (of states and transitions) rather than individual elements and represent sets as Boolean formulas

↑  
Represent Boolean formulas as BDDs

## Today's Lecture

- Symbolic model checking
  - Basics of symbolic representation
  - Quantified Boolean formulas (QBF)
  - Checking  $G p$
  - Fixpoint theory
  - Checking CTL properties

## Sets as Boolean functions

- Every finite set can be represented as a Boolean function
  - Suppose the set has  $N (> 0)$  elements
  - Each element is encoded as a string of at least  $\lceil \log M \rceil$  bits, where  $M$  is the number of elements in the universe
  - Characteristic Boolean function is the one whose ON-set (satisfying assignments) are those strings
  - Empty set is “False”

## Set Operations as Boolean Operations

- $A \cup B = ?$
- $A \cap B = ?$
- $A \subset B = ?$
- Is A empty?

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## Sets of states and transitions

- Set of states  $\rightarrow$  each state  $s$  is bit-string comprising values of state variables
- Set of transitions  $\rightarrow$ 
  - Transition is a state pair  $(s, s')$
  - View the pair as a combined bit-string
- From now, we will view the set of states  $S$  and the transition relation  $R$  as Boolean formulas over vector of current state variables  $v$  and next state variables  $v'$ 
  - $S(v), R(v, v')$

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## Quantified Boolean Formulas

- Let  $F$  denote a Boolean formula, and  $v$  denote one or more Boolean variables
- A quantified Boolean formula  $\phi$  is obtained as:  
$$\phi ::= F \mid \exists v \phi \mid \forall v \phi \mid \phi \wedge \phi \mid \phi \vee \phi \mid \neg \phi$$
- How do you express  $\exists v_i \phi$  and  $\forall v_i \phi$  in terms of  $\phi$ 's cofactors and standard Boolean operators?

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## Symbolic Model Checking $G p$

- Given: Set of initial states  $S_0$ , transition relation  $R$
- Check property  $G p$  (or  $AG p$ )
- How symbolic model checking will do this:
  - Compute  $S_0, S_1, S_2, \dots$  where  $S_i$  is the set of states reachable from some initial state in at most  $i$  steps
    - What kind of search is this: DFS or BFS?
    - When do we stop?
  - After computing each  $S_i$ , check whether any element of  $S_i$  satisfies  $\neg p$  [ How? ]
    - How do we generate a counterexample?

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## Reachability Analysis

- The process of computing the set of states reachable from some initial state in 0 or more steps
  - Often characterized as checking (AG true)
  - The resulting set is called “reachable set” or “set of reachable states”
    - This is the “strongest invariant” of the system → WHY? What is a “system invariant”?

## Implementing Reachability Analysis

- How is  $S_i$  related to  $S_{i+1}$ ?
  - In words
  - As a recurrence relation using QBF

## Implementing Reachability Analysis

- How is  $S_i$  related to  $S_{i+1}$ ?
- $v \in S_{i+1}$  iff  $v \in S_i$  or there is a state  $x \in S_i$  such that  $R(x, v)$
- $S_{i+1}(v) = S_i(v) \vee \exists x \{ S_i(x) \wedge R(x, v) \}$

## Implementing Reachability Analysis

- How is  $S_i$  related to  $S_{i+1}$ ?
- $v \in S_{i+1}$  iff  $v \in S_i$  or there is a state  $x \in S_i$  such that  $R(x, v)$
- $S_{i+1}(v) = S_i(v) \vee \exists x \{ S_i(x) \wedge R(x, v) \}$
- $S_{i+1}(v) = S_i(v) \vee (\exists v' \{ S_i(v') \wedge R(v, v') \}) [v/v']$ 
  - $F[x/y]$  means that we substitute  $x$  for  $y$  in  $F$

## Implementing Reachability Analysis

```
i := 0;  
do {  
  i++;  
   $S_i(v) = S_{i-1}(v) \vee (\exists v' \{ S_{i-1}(v') \wedge R(v, v') \}) [v/v']$   
} while ( $S_i(v) \neq S_{i-1}(v)$ )  
 $S_i(v)$  is the set of reachable states
```

## BDD Issues

- Remember that  $S_i$  and  $R$  are represented as BDDs
- How large they grow determines the space and time usage of the algorithm

## Backwards Reachability

- Suppose we want to verify  $G p$
- The formula  $\neg p$  characterizes all error states
- We can search backwards for a path to an error state from some initial state
  - Compute  $E_0, E_1, E_2, \dots$  as states reachable from the error states in at most 0, 1, 2, ... steps
  - $E_0 = \neg p$
  - How to express  $E_{i+1}$  in terms of  $E_i$  ?
- Why would we want to do backwards reachability analysis? Is it always better?

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## Verification of $G p$

- Corresponding CTL formula is  $AGp$
- with Forward Reachability Analysis:
  - Check if some  $S_i \wedge \neg p$  is true
- with Backward Reachability Analysis:
  - Set  $E_0 = \neg p$
  - Check if  $E_k \wedge S_0$  is true for any  $k$

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## Symbolic Model Checking, General Case

- We will consider properties in CTL
  - As implemented in the original SMV model checker
  - Later we will see how LTL properties can be verified using symbolic techniques

## Model Checking Arbitrary CTL

- Need only consider the following types of CTL properties:
  - $E X p$
  - $E G p$
  - $E (p U q)$
- Why?  $\leftarrow$  all others are expressible using above
  - $A G p = ?$
  - $A G (p \rightarrow (A F q)) = ?$

# Fixpoint Theory

- Theory about elements/points that are unchanged by application of a function (hence “fixed point”)
- A concept from mathematics and denotational semantics of programming languages
- For us: Theoretical concepts and results that will help us design algorithms for CTL model checking

# Fixpoint (Fixed point)

- Let  $\Sigma$  be a set (the “universe”), and  $\Sigma' \subseteq \Sigma$ 
  - In model checking,  $\Sigma = \text{True}$
- Let  $\tau : P(\Sigma) \rightarrow P(\Sigma)$ 
  - $P(\Sigma)$  is the power set of  $\Sigma$
- Definition:  $\Sigma'$  is a fixpoint of  $\tau$  if  $\tau(\Sigma') = \Sigma'$

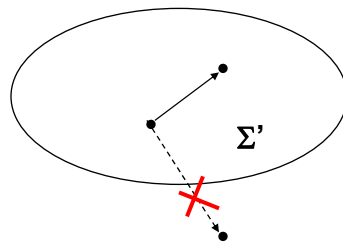
## Example of Fixpoint

- Let
  - $\Sigma = \{s_0, s_1\}$
  - $\tau(Z) = Z \cup \{s_0\}, Z \subseteq \Sigma$
- What is a fixpoint of  $\tau$ ? Is there only one?

## Model Checking Example

In the context of Reachability Analysis:

- What's an example of a fixpoint we've seen already? What was  $\tau$ ?



## Model Checking Example

- What's an example of a fixpoint we've seen already? What was  $\tau$ ?
  - A G true can be computed using a fixpoint formulation
  - $\tau$  computes the “next state”
- What we need: a way to generalize this for arbitrary CTL properties: EX, EG, EU
  - Fixpoint theory helps us do this

## More Definitions

- $\tau$  is *monotonic* if for  $P \subseteq Q$ ,  $\tau(P) \subseteq \tau(Q)$
- $\tau$  is *U-continuous* if:  $P_1 \subseteq P_2 \subseteq P_3 \dots \rightarrow \tau(\cup_i P_i) = \cup_i \tau(P_i)$
- $\tau$  is  *$\cap$ -continuous* if:  $P_1 \supseteq P_2 \supseteq P_3 \dots \rightarrow \tau(\cap_i P_i) = \cap_i \tau(P_i)$

## Main Theorems (Tarski)

- $\tau$  is *monotonic* if for  $P \subseteq Q$ ,  $\tau(P) \subseteq \tau(Q)$
- $\tau$  is  *$\cup$ -continuous* if:  $P_1 \subseteq P_2 \subseteq P_3 \dots \rightarrow \tau(\cup_i P_i) = \cup_i \tau(P_i)$
- $\tau$  is  *$\cap$ -continuous* if:  $P_1 \supseteq P_2 \supseteq P_3 \dots \rightarrow \tau(\cap_i P_i) = \cap_i \tau(P_i)$
  
- A monotonic  $\tau$  on  $P(\Sigma)$  always has
  - a *least fixpoint*: written  $\mu Z. \tau(Z)$
  - a *greatest fixpoint*: written  $\nu Z. \tau(Z)$
  - *least and greatest* refer to the size of the fixpoint  $Z$ .

## Least and Greatest Fixpoints

- Let
  - $\Sigma = \{s_0, s_1\}$
  - $\tau(Z) = Z \cup \{s_0\}$ ,  $Z \subseteq \Sigma$
  
- What is the least fixpoint of  $\tau$ ? The greatest fixpoint? Are they the same?

## Main Theorems (Tarski)

- $\tau$  is *monotonic* if for  $P \subseteq Q$ ,  $\tau(P) \subseteq \tau(Q)$
- $\tau$  is *U-continuous* if:  $P_1 \subseteq P_2 \subseteq P_3 \dots \rightarrow \tau(\cup_i P_i) = \cup_i \tau(P_i)$
- $\tau$  is  *$\cap$ -continuous* if:  $P_1 \supseteq P_2 \supseteq P_3 \dots \rightarrow \tau(\cap_i P_i) = \cap_i \tau(P_i)$
- A *monotonic*  $\tau$  on  $P(\Sigma)$  always has
  - a *least fixpoint*: written  $\mu Z. \tau(Z)$
  - a *greatest fixpoint*: written  $\nu Z. \tau(Z)$
  - $\mu Z. \tau(Z) = \cap \{ Z \mid \tau(Z) \subseteq Z \}$
  - $\nu Z. \tau(Z) = \cup \{ Z \mid \tau(Z) \supseteq Z \}$

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## Main Theorems (Tarski)

- $\tau$  is *monotonic* if for  $P \subseteq Q$ ,  $\tau(P) \subseteq \tau(Q)$
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- A *monotonic*  $\tau$  on  $P(\Sigma)$  always has
  - a *least fixpoint*: written  $\mu Z. \tau(Z)$
  - a *greatest fixpoint*: written  $\nu Z. \tau(Z)$
  - $\mu Z. \tau(Z) = \cap \{ Z \mid \tau(Z) \subseteq Z \}$
  - $\nu Z. \tau(Z) = \cup \{ Z \mid \tau(Z) \supseteq Z \}$
  - $\mu Z. \tau(Z) = \cup_i \tau^i(\phi)$  when  $\tau$  is *U-continuous*
  - $\nu Z. \tau(Z) = \cap_i \tau^i(\Sigma)$  when  $\tau$  is  *$\cap$ -continuous*

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## Main Lemma for us

- If  $\Sigma$  is finite and  $\tau$  is monotonic, then  $\tau$  is also  $\cup$ -continuous and  $\cap$ -continuous
- Proof? (of  $\cup$ -continuous)  
 $\tau$  is *U-continuous* if:  $P_1 \subseteq P_2 \subseteq P_3 \dots \rightarrow \tau(\cup_i P_i) = \cup_i \tau(P_i)$

## What's Left?

- We have the needed fixpoint theory
- Now all we need to do is formulate the result of CTL operators as fixpoints
  - We will identify a CTL formula with the set of states that satisfy that formula
    - Remember that CTL formulas start with A or E which are interpreted over states, not runs

## CTL Results as Fixpoints

- $A G p = \nu Z. p \wedge AX Z$ 
  - $\tau(Z) = p \wedge AX Z$
  - Given a point (state) in  $Z$ ,  $\tau$  maps it to another state that
    - Satisfies  $p$
    - Can reach a state in  $Z$  along any execution path in one step
    - So what happens when we reach  $\tau$ 's fixpoint?
  - Remember:  $\nu$  fixpoint computation starts with the universal set  $\Sigma$  and works 'downward'

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## Other Fixpoint Formulations

- $EF p = \mu Z. p \vee EX Z$
- $EG p = \nu Z. p \wedge EX Z$
- $E(p U q) = \mu Z. q \vee (p \wedge EX Z)$
- Intuitively:
  - Eventualities  $\rightarrow$  least fixpoints
  - Always/Forever  $\rightarrow$  greatest fixpoints

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## Model Checking CTL Properties

- We define a general recursive procedure called “Check” to do the fixpoint computations
- Definition of Check:
  - Input: A CTL property  $\Pi$  (and implicitly,  $R$ )
  - Output: A Boolean formula  $B$  representing the set of states satisfying  $\Pi$
- If  $S_0(v) \rightarrow B(v)$ , then  $\Pi$  is true

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## The “Check” procedure

Cases:

- If  $\Pi$  is a Boolean formula, then  $\text{Check}(\Pi) = \Pi$
- Else:
  - $\Pi = EX\ p$ , then  $\text{Check}(\Pi) = \text{CheckEX}(\text{Check}(p))$
  - $\Pi = E(p\ U\ q)$ , then
$$\text{Check}(\Pi) = \text{CheckEU}(\text{Check}(p), \text{Check}(q))$$
  - $\Pi = E\ G\ p$ , then  $\text{Check}(\Pi) = \text{CheckEG}(\text{Check}(p))$
- Note: What are the arguments to  $\text{CheckEX}$ ,  $\text{CheckEU}$ ,  $\text{CheckEG}$ ? CTL properties or Boolean formulas?

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## CheckEX

- CheckEX(p) returns a set of states such that p is true in their next states
- How to write this?

$$\exists x [ p(x) \cdot R (s, x) ]$$

## CheckEU

- CheckEU(p, q) returns a set of states, each of which is such that
  - Either q is true in that state
  - Or p is true in that state and you can get from it to a state in which p U q is true

## CheckEU

- CheckEU(p, q) returns a set of states, each of which is such that
  - Either q is true in that state
  - Or p is true in that state and you can get from it to a state in which p U q is true
- Let  $Z_0$  be our initial approximation to the answer to CheckEU(p, q)
- $Z_k(v) = \{ q(v) + [ p(v) \cdot \exists v' \{ R(v, v') \cdot Z_{k-1}(v') \} ] \}$
- What's  $Z_0$ ? Why will this terminate?

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## Summary

- EGp computed similarly
- Definition of Check:
  - Input: A CTL property  $\Pi$  (and implicitly, R)
  - Output: A Boolean formula B representing the set of states satisfying  $\Pi$
- All Boolean formulas represented “symbolically” as BDDs
  - “Symbolic Model Checking”

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## Counterexample/Witness Generation for CTL

- Counterexample = run showing how the property is violated
  - Formulas with universal path quantifier A
- Witness = run showing how the property is satisfied
  - Formulas with existential path quantifier E
  - Can also view as counterexample for the negated property
    - E.g.  $E G p$  and  $A F \neg p$

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## Witness Generation for $E G p$

- Fixpoint formulation for  $E G p$ :
  - $\nu Z . p \wedge EX Z$
  - $\tau(Z) = p \wedge EX Z$
- Fixpoint computation yields sequence  $Z_0, Z_1, \dots, Z_k$ 
  - $Z_0 = \text{True}$  (universal set)
  - $Z_1 = \tau(\text{True}) = ?$
  - each  $Z_i$  is a BDD representing a set of states
  - How would you describe an element of  $Z_i$  ?
- We need to generate the counterexample from  $S_0, R, Z_0, Z_1, \dots, Z_k$

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## Witness Generation for EG p

- Fixpoint computation yields sequence  $Z_0, Z_1, \dots, Z_k$ 
  - A state in  $Z_i$  ( $i > 0$ ) satisfies p and there is a path of length i-1 from that state comprising states satisfying p
  - How would you describe an element of  $Z_k$  ?
    - Remember: it's the fixpoint

## Witness Generation for EG p

- Fixpoint computation yields sequence  $Z_0, Z_1, \dots, Z_k$ 
  - A state in  $Z_i$  satisfies p and there is a path of length i-1 from that state comprising states satisfying p
  - How would you describe an element of  $Z_k$  ?
    - State in  $Z_k$  has path from it of length k-1 or more (including a cycle) with all states satisfying p
    - If  $S_0$  is contained in  $Z_k$ , any initial state has such a path

## Witness Generation for EG $p$

- Let  $s_0$  be an initial state with a desired witness path
  - We need to reproduce one such witness
  - How can we do this?

## Witness Generation for EG $p$

- Let  $s_0$  be an initial state with a desired witness path
  - We need to reproduce one such witness
  - How can we do this?
    - Main insight: desired successor of  $s_0$  also satisfies EG  $p$ , and so on
    - Look for a cycle in such a computed chain
      - Why should there be a cycle?

# Fairness

- A computation path is defined as fair if a fairness constraint  $p$  is true infinitely often along that path
  - Fairness constraint is a state predicate
  - Generalized to set of fairness constraints  $\{p_1, p_2, \dots, p_k\}$  by requiring each element of the subset to be true infinitely often
- Example: Every process in an asynchronous composition must be scheduled infinitely often