

Shape Analysis via Monotonic Abstraction

Parosh Aziz Abdulla

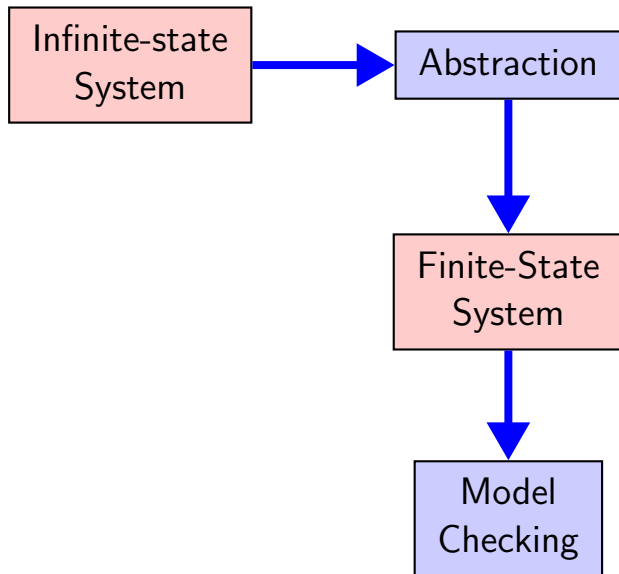
Uppsala University

February 9, 2010

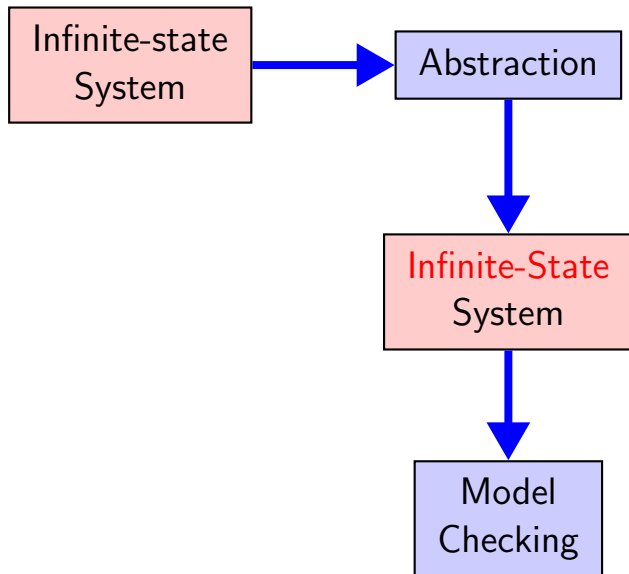
(Joint work with Ahmed Bouajjani, Jonathan Cederberg, Frédéric Haziza and Ahmed Rezine.)

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- 3 Monotonic Abstraction
- 4 Singly-Linked Lists
- 5 Ordering
- 6 Bad Configurations
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Model Checking+Abstraction



Model Checking+Abstraction



Monotonic Transition Systems

Monotonic Transition System

- $\mathcal{T} = (S, \longrightarrow, \preceq)$
- S : (infinite) set of configurations
- \longrightarrow : transition relation
- \preceq : preorder on S

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Monotonicity

$c_1 \longrightarrow c_2$

\wedge

c_3

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$c_1 \longrightarrow c_2$

$c_1 \preceq c_3$

$c_3 \longrightarrow c_4$

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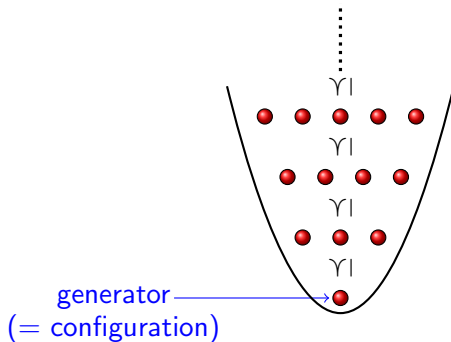
$c_1 \preceq c_3$ $c_2 \preceq c_4$

$c_3 \longrightarrow c_4$

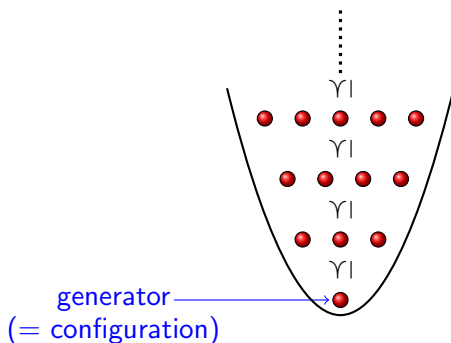
Examples

- Petri Nets.
- Lossy Channel Systems.
- Timed Petri Nets.
- Multiset Rewriting Systems.
- Broadcast Protocols.
- etc.

Upward-Closed Sets (UC)



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Why UC?

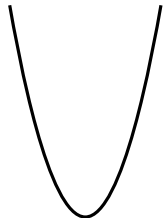
- Bad sets of states are UC
 - safety properties = reachability of UC
- Uniquely characterized by generator
 - simple representation = minimal element

Monotonicity and Upward Closedness

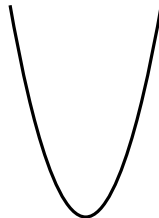
Monotonicity implies UC is closed under *Pre*

Monotonicity and Upward Closedness

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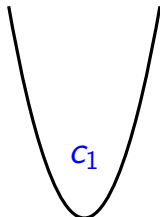
Pre(*U*): Upward Closed?



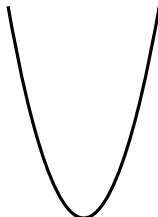
U: Upward Closed

Monotonicity and Upward Closedness

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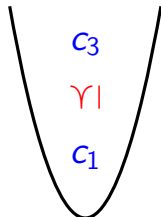
$Pre(U)$: Upward Closed?



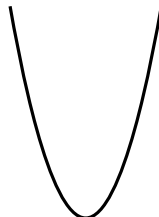
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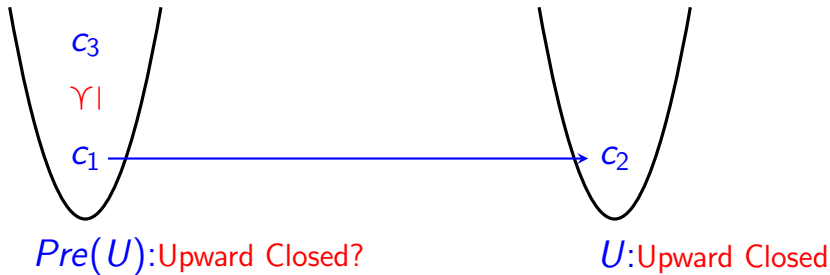
Pre(*U*): Upward Closed?



U: Upward Closed

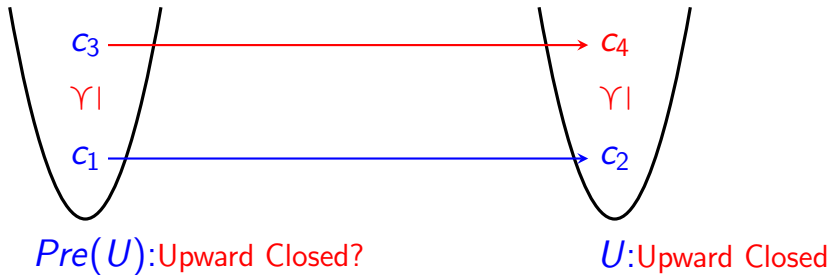
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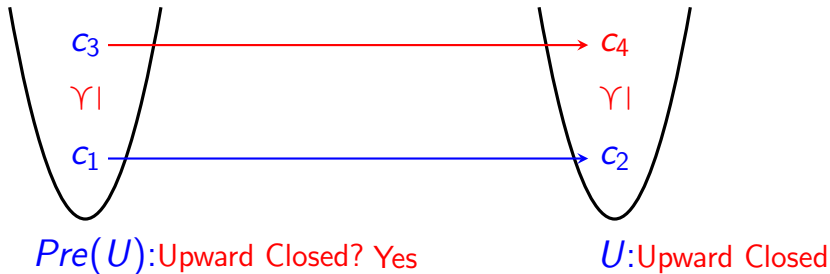
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Monotonic Abstraction

Problem

- When transition system not monotonic

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Solution: Monotonic Abstraction

- Force monotonicity !
- Over-Approximation of non-monotonic transitions

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 C_1 C_2

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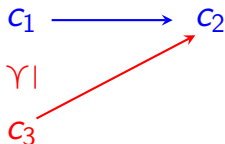
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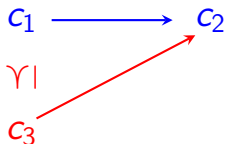
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Examples

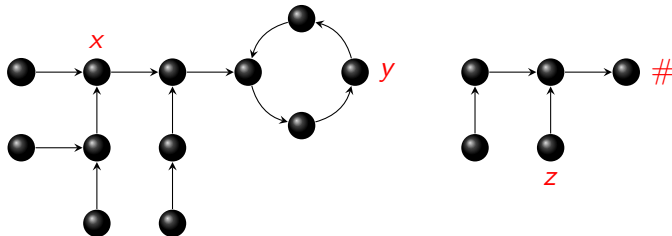
- Parameterized Systems.
- Shape Analysis.

Shape Analysis: Singly Linked Lists

Transition System = $(S, \longrightarrow, \preceq)$

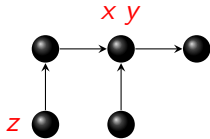
Configuration

- graph
 - node: cell
 - edge: successor
 - pointers: $x, y, z, \#$



Transitions

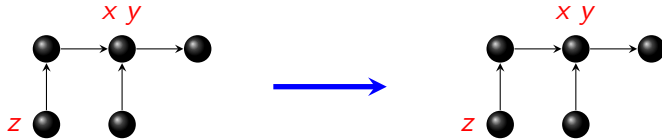
$x = y?$



t

Transitions

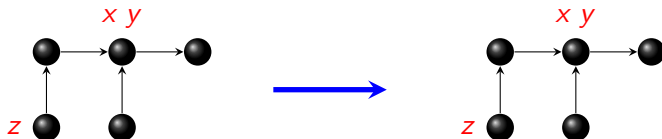
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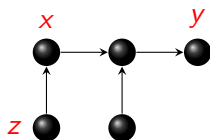
Transitions

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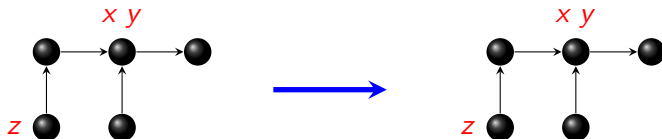
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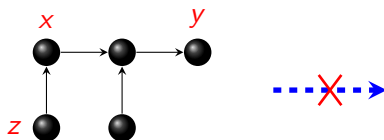
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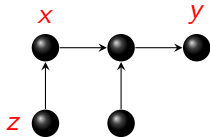
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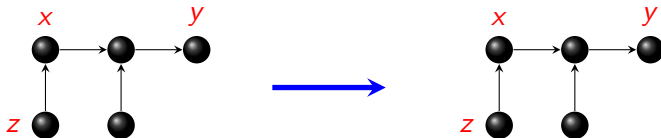
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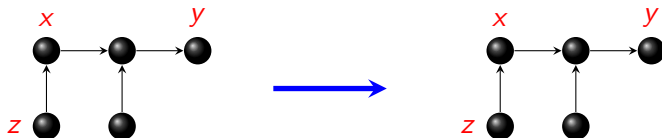
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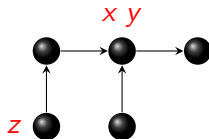


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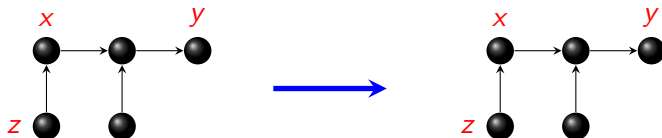


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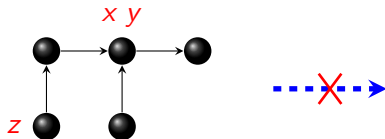


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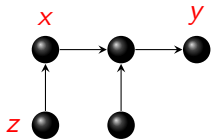


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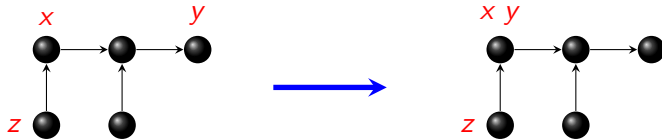
Transitions

$y := x$



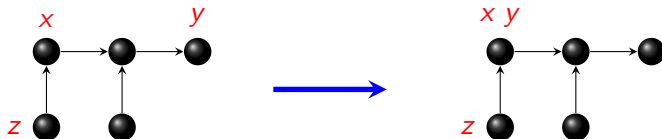
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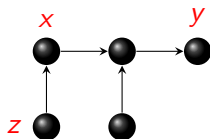


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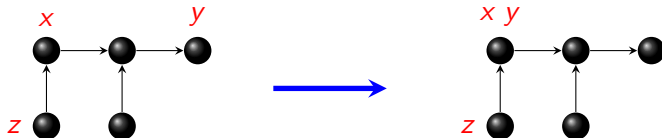


$y := x \cdot next$

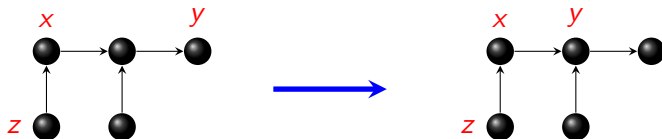


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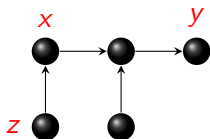


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Transitions

$x \cdot next := y$



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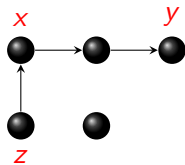
Ordering on Graphs

Variable Deletion

Ordering on Graphs

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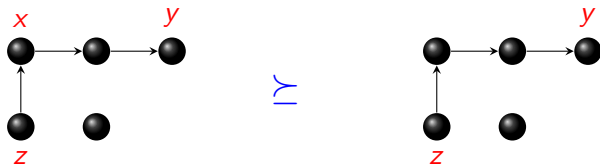
Variable Deletion



Ordering on Graphs

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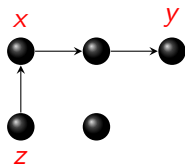
Variable Deletion



Ordering on Graphs

Edge Deletion

Edge Deletion



Ordering on Graphs

Edge Deletion

Edge Deletion



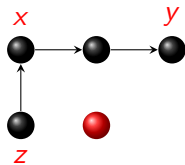
Ordering on Graphs

Vertex Deletion

Isolated Vertex

- no label
- no incoming/outgoing arcs

Vertex Deletion



Ordering on Graphs

Vertex Deletion

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Vertex Deletion



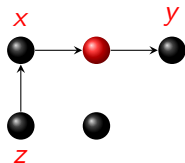
Ordering on Graphs

Contraction

SimpleVertex

- no label
- one incoming arc
- one outgoing arc

Contraction



Ordering on Graphs

Contraction

SimpleVertex

- no label
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Contraction



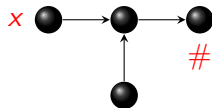
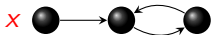
Bad Configurations

Well-formed Lists

Well-Formed List:



Badly-Formed Lists:

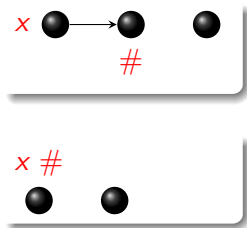


Bad Configurations

Well-formed Lists

Bad Patetrns:

- minimal elements
- finitely many
- upward closure =
all badly-formed lists



Bad Configurations

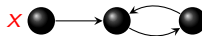
Well-formed Lists

Bad
pattern



γ

Bad configuration



Bad Configurations

Well-formed Lists

Bad
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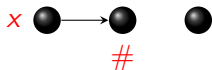
Bad configuration



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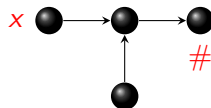
Well-formed Lists

Bad pattern



γ

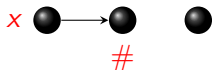
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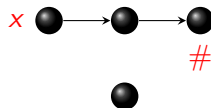
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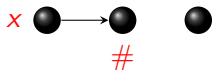
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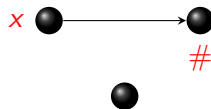
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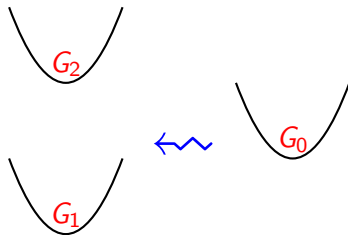
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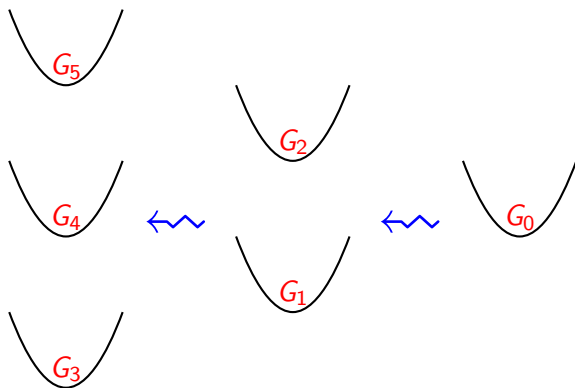
Backward Reachability Analysis



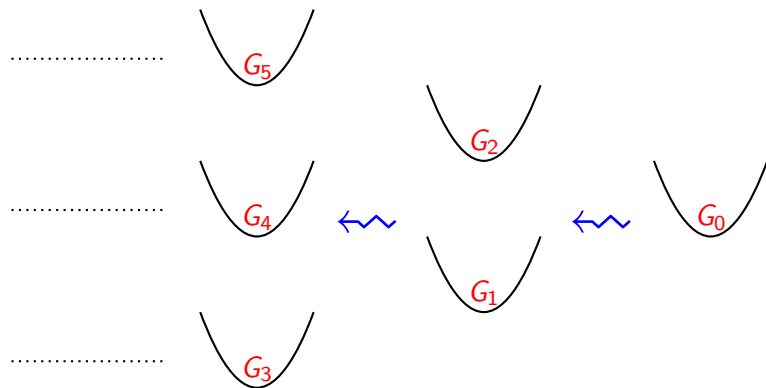
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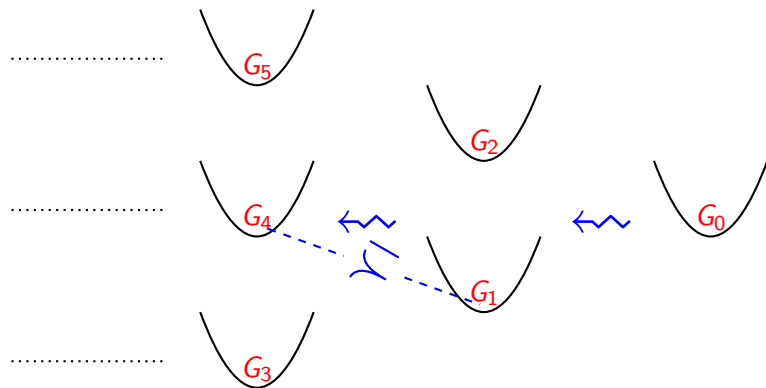
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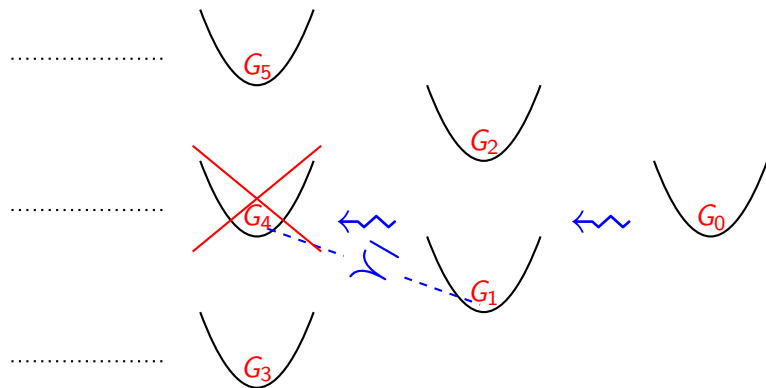
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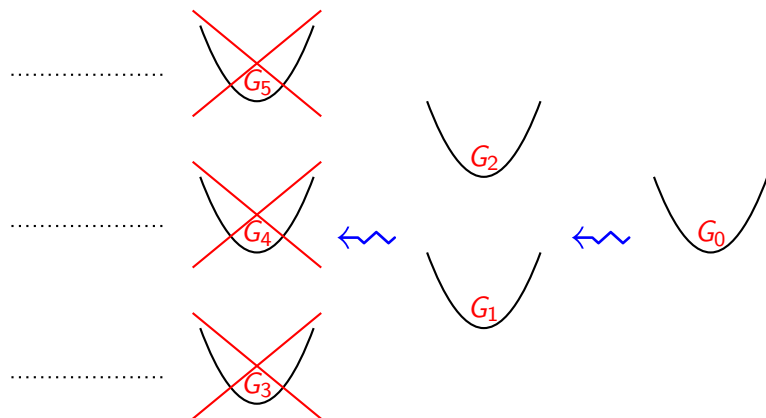
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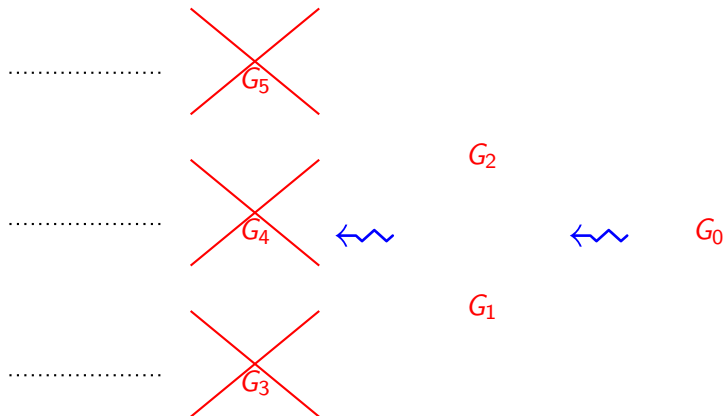
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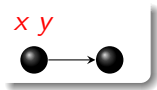
Backward Reachability Analysis



- symbolic representation = **graphs**
- \preceq WQO **implies** termination

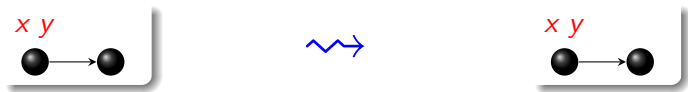
Computing predecessors

Testing Equality: $x = y$?



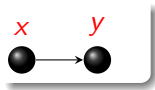
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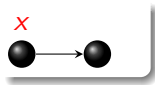
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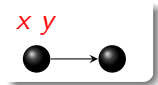
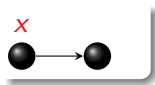
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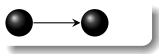
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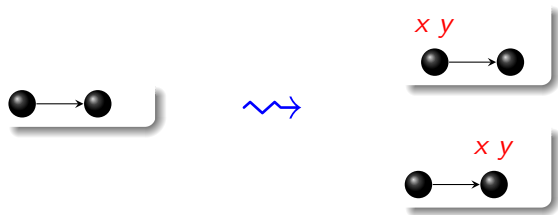
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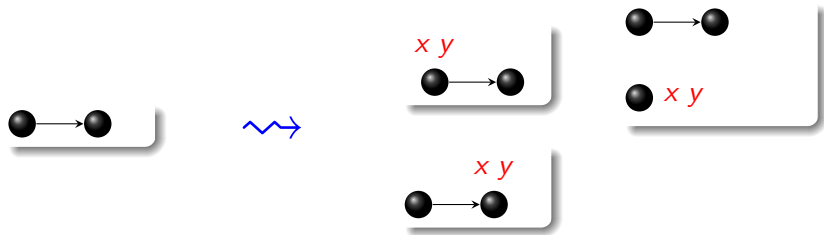
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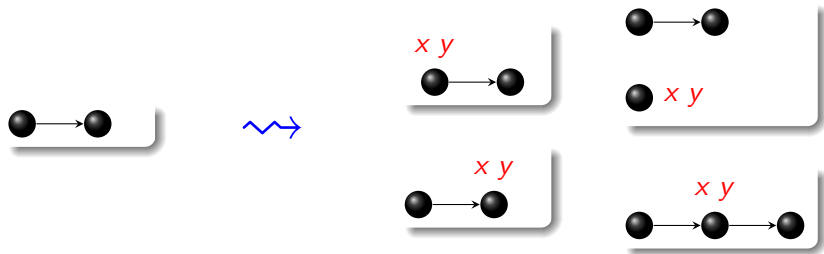
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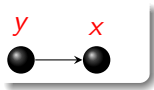


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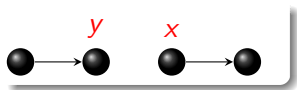
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 $x := y \cdot next$ 

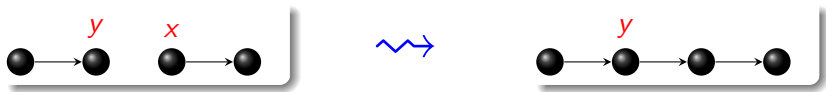
Computing predecessors

 $x := y \cdot next$ 

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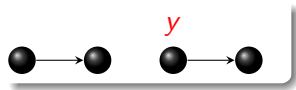
Computing predecessors

 $x := y \cdot next$


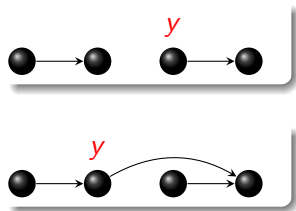
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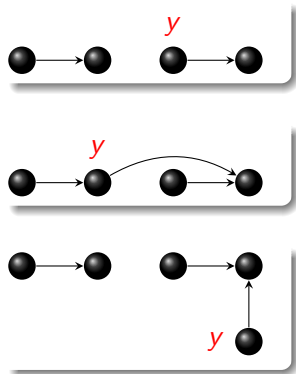
Computing predecessors

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WQO

Degree

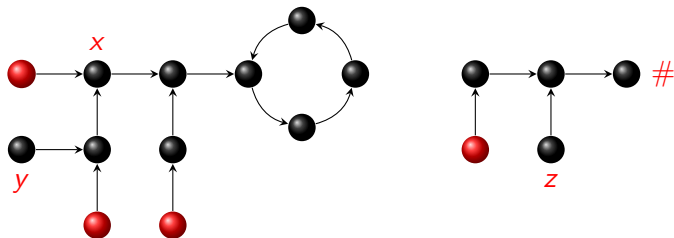
Degree

 $deg(G) := \# \text{ unlabeled leafs}$

WQO

Degree

Degree

 $deg(G) := \# \text{ unlabeled leafs}$ Example: $deg(G) = 4$ 

WQO

Block

Block

maximal subgraph which is connected

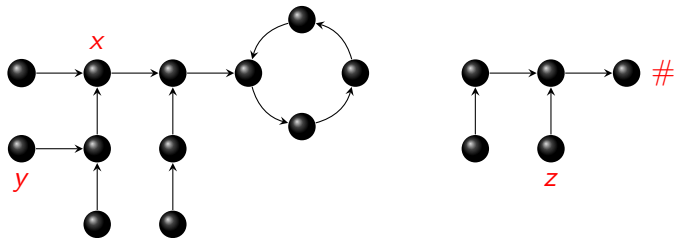
WQO

Block

Block

maximal subgraph which is connected

Example: Two blocks



WQO

Proof

\preceq WQO:

- $g_1 \rightsquigarrow g_2$ implies $\text{deg}(g_1) \geq \text{deg}(g_2)$
- In back reachability scheme:
 - generated graphs have bounded degree
 - contain finitely many types of blocks (modulo contraction)
 - each graph can be encoded by a vector of multisets of vectors of natural numbers !
 - \preceq WQO by Higman's lemma.

Experiments

Prog.	Prop.	Time	#C ^{ons.}	#Iter.	Prog.	Prop.	Time	#C ^{ons.}
Concat	Deref	0.4 s	7	3	Delete	Deref	0.4 s	8
Fumble	Deref	0.3 s	3	2	Reverse	Deref	0.3 s	2
Walk	Deref	0.4 s	9	3	Zip	Deref	1.9 s	206
Fumble	Garbage	0.7 s	38	14	Reverse	Garbage	0.8 s	55
Reverse	Well-form.	1.7 s	48	20				