

Algorithms for Model Checking (2IW55)

Lecture 15 Retrospect + Outlook

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HG 6.76

CTL* and fair CTL*:

- ▶ Lecture 1: Syntax + Semantics of CTL*
- ▶ Lecture 2: Labelling algorithm for CTL and fair CTL
- ▶ Lecture 3: Symbolic algorithm for CTL and fair CTL
- ▶ Lecture 4: Counterexamples and witnesses for fragments of CTL
- ▶ Lecture 5: Equivalence relations and preorders and their relation with CTL*

μ -calculus and friends:

- ▶ Lecture 6: Emerson-Lei algorithm improving over the naive algorithm
- ▶ Lecture 8: Boolean equation systems
 - Encoding the model checking problem as a BES
 - and Gauß Elimination for solving these
- ▶ Lecture 9-10: Parameterised Boolean equation systems
 - Symbolic encoding the model checking problem as a PBES
 - Redundant parameter detection and elimination
 - Instantiating to a BES and solving the BES
 - Symbolic approximation + Gauß Elimination
- ▶ Lecture 11-13: Parity Games
 - Transforming Parity Games to BESs and vice versa;
 - Algorithms for computing the winners in the game;

▶ CTL*/LTL:

- Directly encode CTL* formulae as PBESs
 - A linear encoding to the first-order modal μ -calculus was recently shown correct

▶ PBES technology:

- Symbolic algorithms for reducing the complexity:
 - Symmetry detection and reduction
 - Confluence reduction
- On-the-fly BES generation, minimising and solving
- Counterexample generation and visualisation
- Verification of real-time systems

▶ Parity Games:

- Tighten bounds on the lower and worst-case complexity of Parity Game solving algorithms;
- Heuristics for solving Parity Games (e.g., inspiration from Gauß Elimination);

▶ Model Checking:

- Problem is in $NP \cap co-NP$; what is its true complexity?
- Bigstep algorithm (=Recursive+SPM) for Parity Games has best worst-case performance

CERN case study: Control software for the Large Hadron Collider

- ▶ Hierarchical system of $>30\,000$ communicating FSMs
- ▶ Nearly fully semi-formally described
- ▶ Analysis of a subtree consisting of ± 6 FSMs:
 - 7 FSMs: 510^6 states, 2410^6 transitions; ± 1 minute
 - 9 FSMs: 80010^6 states; ± 10 minutes
 - 11 FSMs: 12010^9 states; \pm half a day
- ▶ Dedicated verification: SAT solving techniques