





#SAT based Bounded Model Checking

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Content







Markov Decision Process (MDP)

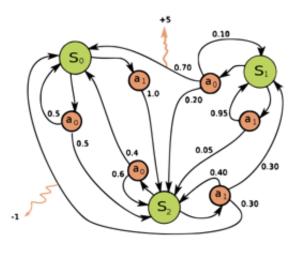
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- R_a is the reward function (immediate reward received on transition from state s to s' due to action a)







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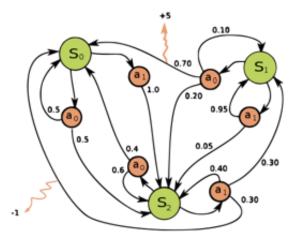
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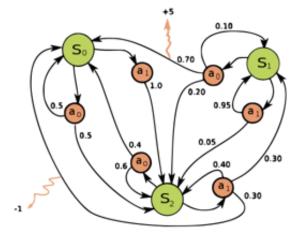
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Equivalently, a k-step policy specifies the action to be taken at each state for each step made by the agent

A k-step policy induces a Markov Chain with $|S|^*(k+1)$ number of states







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Model Counting, or equivalently the **Sharp-SAT** problem





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For simplicity, denoted as:

$$\#(a \vee b) = 3$$

Similarly,

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> The SAT formula

Input: Input variables denote the possible paths that a run of the MC may take **Output**: A variable assignment (equivalently, a path) satisfies the formula iff it:

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$$F = (s_{(0,0)} \land (\bigwedge_{j=1}^{|S|-1} \overline{s_{(j,0)}})) \land (\bigwedge_{i=0}^{k-1} \bigwedge_{j=0}^{|S|-1} PE_{\pi}(s_{(j,i)})) \land (\bigvee_{i=0}^{k} s_{(|S|-1,i)})$$

where, $PE_{\pi}(s_{(j,i)})$ encodes the probability distribution for state no j at step i+1





Biased Coins

The fraction of assignments that satisfy a given Boolean formula is the probability that the formula encodes

Unbiased Coin: (p=0.5)
$$\equiv c \qquad \frac{\#(c)}{2} = 0.5$$

Biased coin: (p=0.75)
$$\equiv (c_1 \lor c_2)$$
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For any rational number
$$p/q$$
: $\Pr(x$

That is, only allow q inputs to be "valid" and p of them to be accepting





> Knuth-Yao Encoding





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- Represent the probabilities as binary numbers
- Create a binary tree such that if the bit of the expansion of Pr(A) is 1, then A appears as a leaf at depth j
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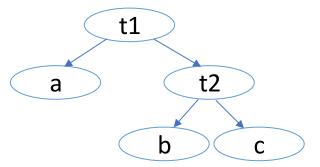




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Eg:
$$S = \{A,B,C\}$$
 $Pr(A) = 0.5$ $Pr(B) = 0.25$ $Pr(C) = 0.25$ In binary, $Pr(A) = 0.1$ $Pr(B) = 0.01$ $Pr(C) = 0.01$







> Knuth-Yao Encoding

A concise representation for Probability Mass Functions

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t1

In binary,
$$Pr(A) = 0.1 Pr(B) = 0.01 Pr(C) = 0.01$$

Eg: $S = \{A,B,C\}$ Pr(A)=0.5 Pr(B)=0.25 Pr(C)=0.25

$$F = (a \leftrightarrow (t_1 \land \overline{c_1})) \land (t_2 \leftrightarrow (t_1 \land c_1)) \land (b \leftrightarrow (t_2 \land \overline{c_2})) \land (c \leftrightarrow (t_2 \land c_2))$$





$$|S| = 2, k = 2$$

$$Pr(s_0, s_0) = 0.5 \equiv 0.1 \quad Pr(s_0, s_1) = 0.5 \equiv 0.1 \quad Pr(s_1, s_1) = 1.0 \equiv 1.0$$





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$$F = [(s_{(0,0)} \land \overline{s_{(1,0)}})] \land [s_{(1,0)} \lor s_{(1,1)} \lor s_{(1,2)}]$$



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$$\wedge [(s_{(0,1)} \leftrightarrow (s_{(0,0)} \wedge \overline{c_1})) \wedge (t_1 \leftrightarrow (s_{(0,0)} \wedge c_1)) \wedge (t_2 \leftrightarrow s_{(1,0)}) \wedge (s_{(1,1)} \leftrightarrow (t_1 \vee t_2))$$

$$\wedge (s_{(0,2)} \leftrightarrow (s_{(0,1)} \wedge \overline{c_2})) \wedge (t_3 \leftrightarrow (s_{(0,1)} \wedge c_2)) \wedge (t_4 \leftrightarrow s_{(1,1)}) \wedge (s_{(1,2)} \leftrightarrow (t_3 \vee t_4))]$$





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$$F = c_1 \vee c_2$$

$$\frac{\#(F)}{2^2} = \frac{3}{4}$$





Problem: Does there exist a k-step Policy which ensures that the Reachability Probability of a target state from a given initial state within k steps exceeds a certain threshold?

$$\Pr_{\pi}(\lozenge_{\leq k} (s_{|S|-1})) \geq \lambda ?$$





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The values of action bits which give the maximum SAT-count will represent the optimal policy





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Essentially the Max#SAT problem

Policy Iteration is a more scalable approach





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- Do not encode action bits
 - Precompute and generate encoding for each of the $|S|^*|A|$ Probability distributions
 - Given a policy, stitch the Boolean formula on the fly
 - Formula generation is the bottleneck





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Policy Iteration primarily only changes a single action choice => only a few clauses are altered



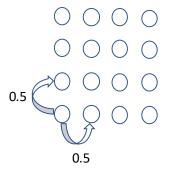


Experimental Results

PC Specs: Intel i5, 8GB RAM

| | States in k-MDP | Variable Count in Formula | Clauses in Formula |
|----------------------------------|--------------------|------------------------------|-----------------------|
| 2-state MDP (k=10) | 22 | 37 | 78 |
| Finite Reachability (k=10) | 44 | 81 | 131 |
| Grid MDP (5x5) | 200 | 312 | 508 |
| Grid MDP optimized (5x5) | 200 | 24 | 126 |

| | Storm (DRN input) | #SAT with approxMC3 |
|---------|----------------------|---------------------|
| 5x5 | 0.012s | 0.023s |
| 15x15 | 0.027s | 0.114 |
| 100x100 | >1min | 7.213s |







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Eg: Simplified Grid Problem

The formula can be as simple as a circuit which adds k-bits



