

Introduction: Motivation

- PDR was first devised as hardware verification technique in 2010 by Aaron Bradley¹
 - ➔ Surprisingly won 3rd place at CAV 2010 hardware checking competition²

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“This new method appears to be the most important contribution to bit-level formal verification in almost a decade”³

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“This new method appears to be the most important contribution to bit-level formal verification in almost a decade”³

- Using PDR on software may have similar performance!

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Introduction: Motivation

➤ Our Goals:

- Use PDR on software in the verification framework Ultimate¹
 - ➔ Combining Trace Abstraction and PDR
 - ➔ Comparison to existing techniques

Overview

➤ How does our PDR algorithm work?

- Preliminaries
- Running Example
- Related Work

➤ How do we use PDR in Ultimate?

- Combination of Trace Abstraction and our PDR algorithm
- Implemented Improvements

Overview

➤ **Evaluation:**

- Comparison of Trace Abstraction using PDR and Trace Abstraction using Nested Interpolants

➤ **What can be done in the future?**

- Implementing more Improvements

PDR Algorithm: Preliminaries

- A control flow graph (CFG) $A = (X, L, E, \ell_0, \ell_E)$ is a graph consisting of
- A finite set of first-order variables X
 - A finite set of locations L
 - A finite set of transitions $E \subseteq L \times FO \times L$
 - ➔ FO is a quantifier free first-order logic formula over variables in X and $X' = \{x \in X \mid x' \in X'\}$
 - An initial location $\ell_0 \in L$
 - An error location $\ell_E \in L$

PDR Algorithm: Datastructures

➤ Frame $F_{i,\ell}$:

- Represents a first-order formula
 - ℓ is the corresponding location
 - i is the corresponding level
- ➔ Each location has multiple assigned frames

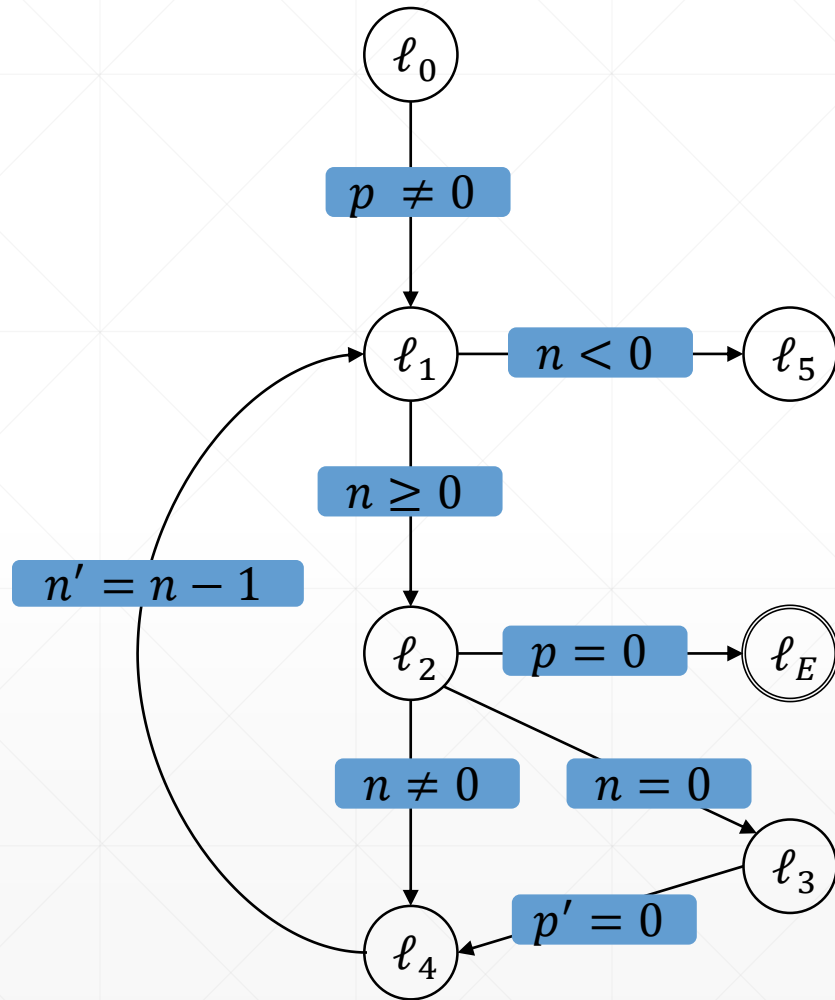
➤ Proof-Obligation (p, ℓ, i) :

- p is a first-order formula
 - ℓ is the corresponding location
 - i is the corresponding level
- ➔ Need to be blocked

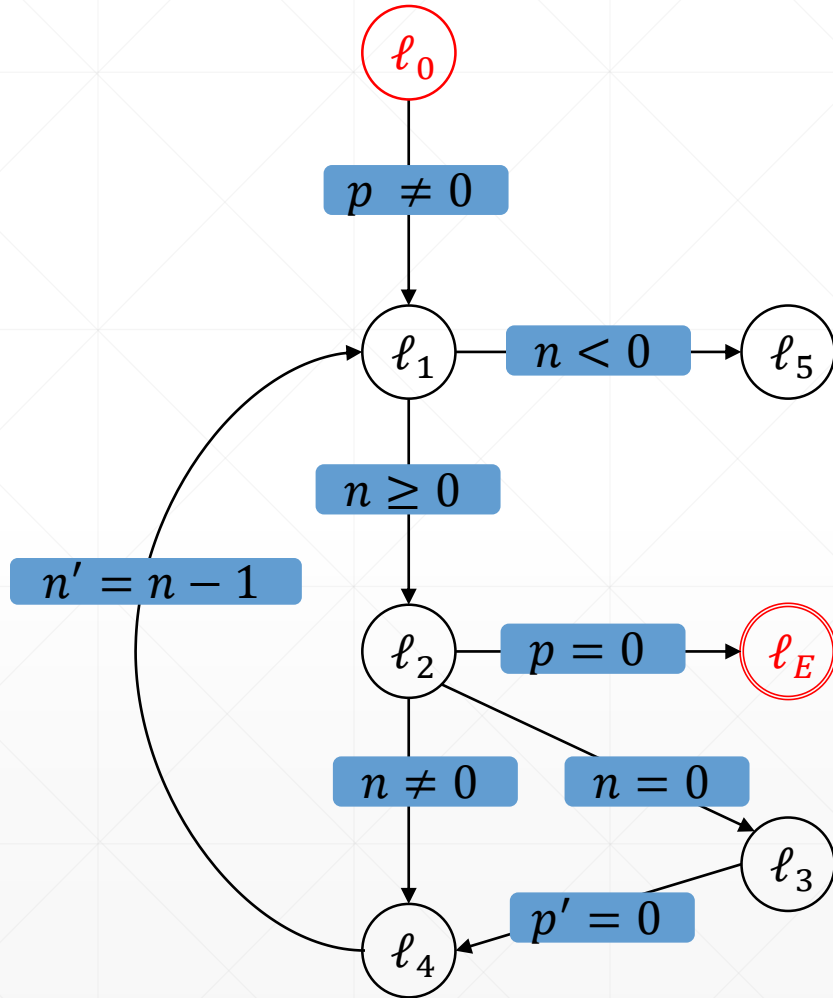
PDR Algorithm: Description

- Starts with checking for a 0-Counter-Example
- Repeats three phases until termination:
 1. Next Level Initialization Phase
 2. Blocking-Phase
 3. Propagation-Phase

Example: Running Example



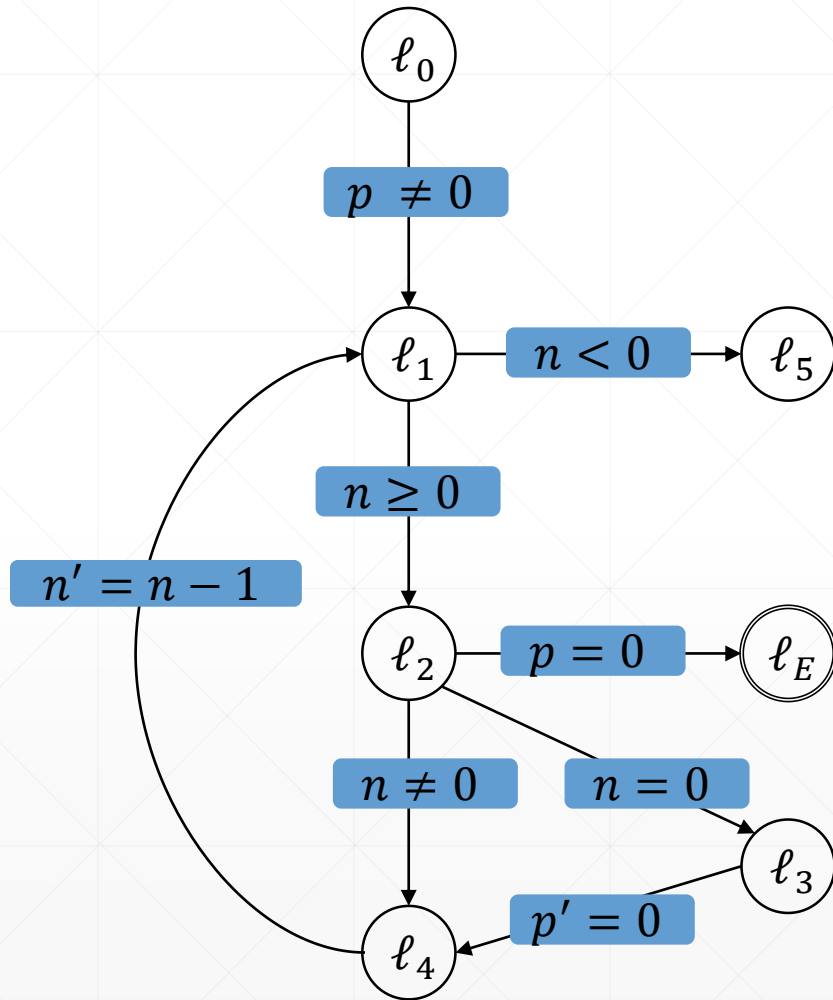
Example:



1. Step: Check for 0-Counter-Example

- Is $\ell_0 = \ell_E$?
 - ➔ No, continue with initialization

Example:

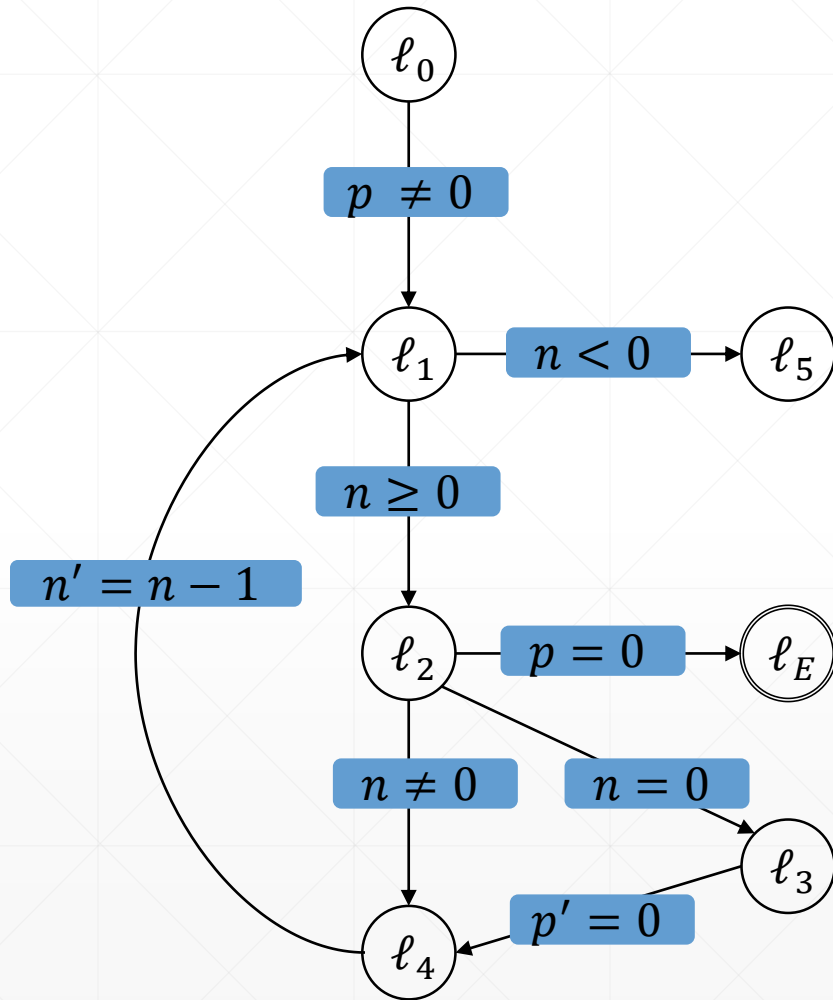


location	0
ℓ_0	
ℓ_1	
ℓ_2	
ℓ_3	
ℓ_4	

2. Step: Initialization of level 0

$$\triangleright F_{0,\ell} = \begin{cases} \text{T}, & \ell = \ell_0 \\ \text{F}, & \text{otherwise} \end{cases}$$

Example:

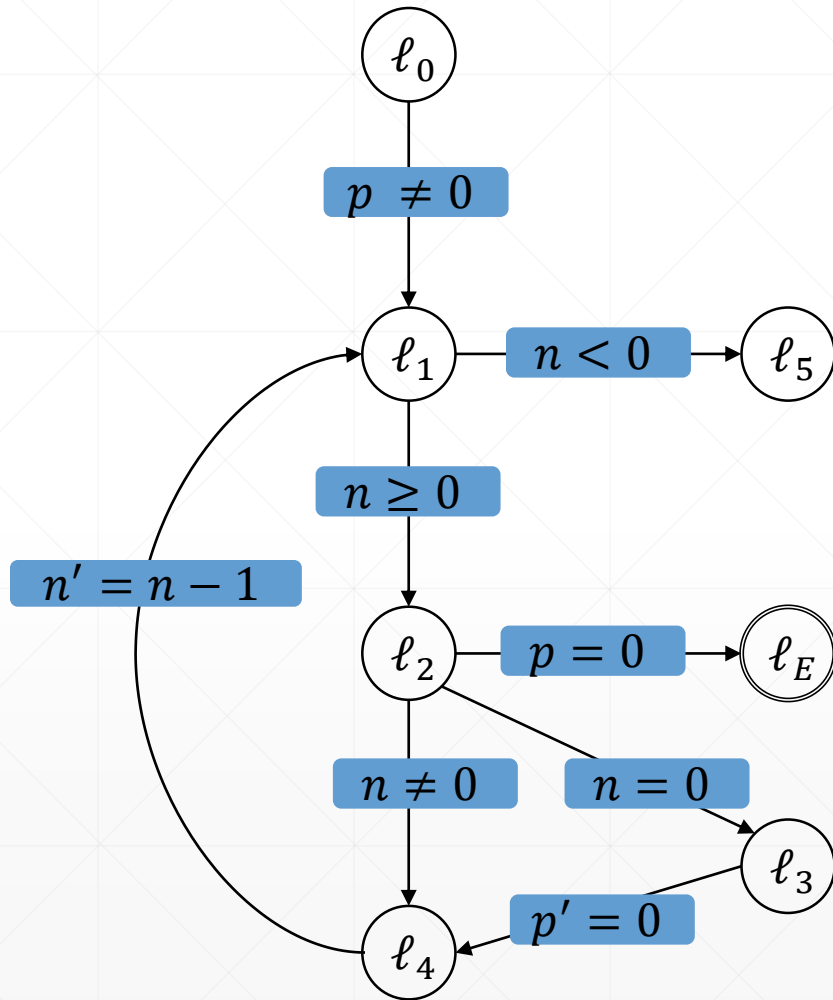


location	0
ℓ_0	t
ℓ_1	f
ℓ_2	f
ℓ_3	f
ℓ_4	f

2. Step: Initialization of level 0

$$\triangleright F_{0,\ell} = \begin{cases} T, & \ell = \ell_0 \\ F, & \text{otherwise} \end{cases}$$

Example:

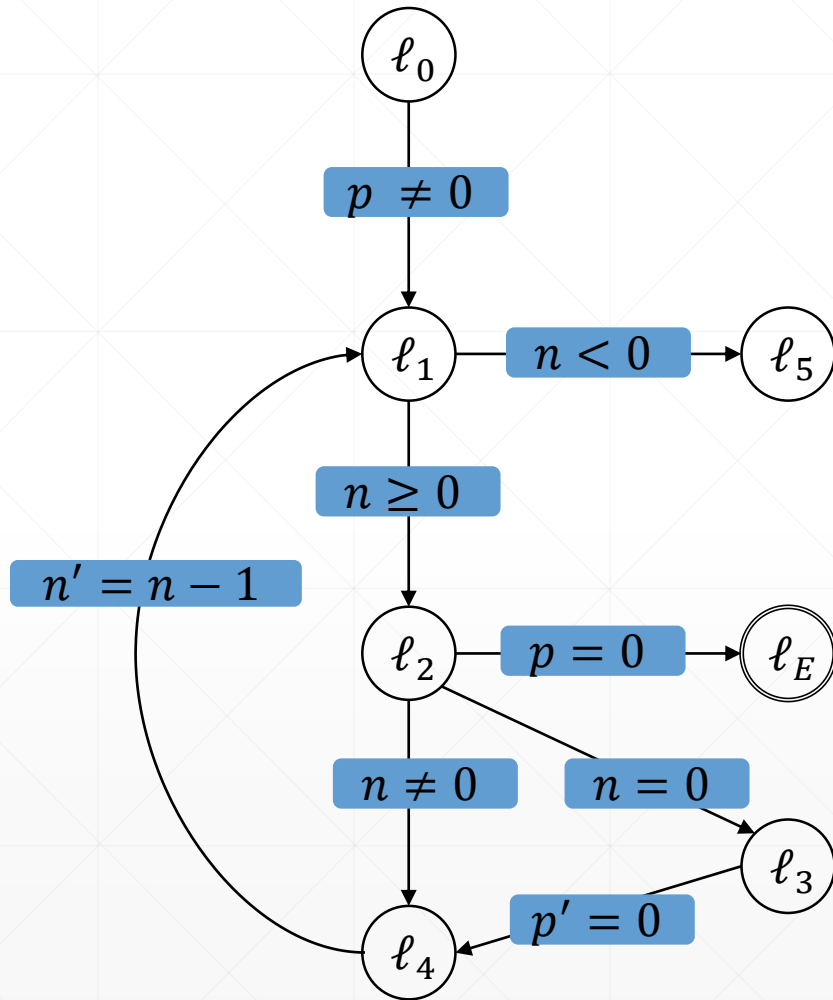


location	0	1
ℓ_0	t	
ℓ_1	f	
ℓ_2	f	
ℓ_3	f	
ℓ_4	f	

3. Step: Level 1

- Initialize level 1 frames as true

Example:

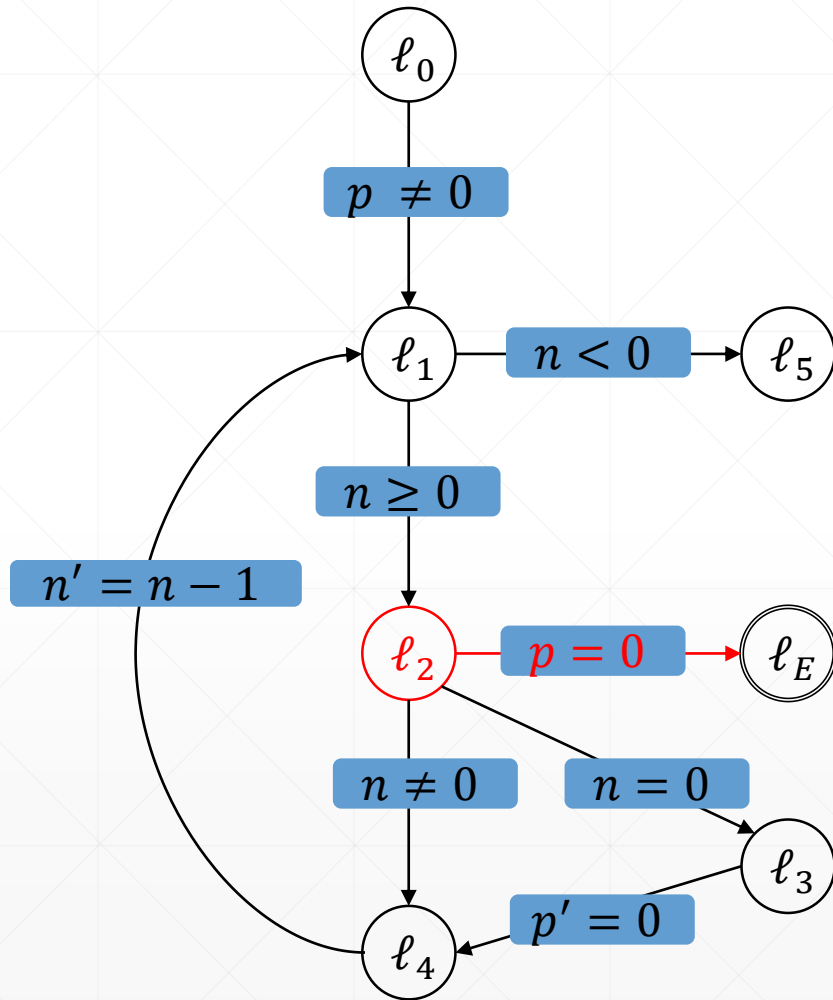


location	0	1
ℓ_0	t	t
ℓ_1	f	t
ℓ_2	f	t
ℓ_3	f	t
ℓ_4	f	t

3. Step: Level 1

- Initialize level 1 frames as true

Example:



location	0	1
ℓ_0	t	t
ℓ_1	f	t
ℓ_2	f	t
ℓ_3	f	t
ℓ_4	f	t

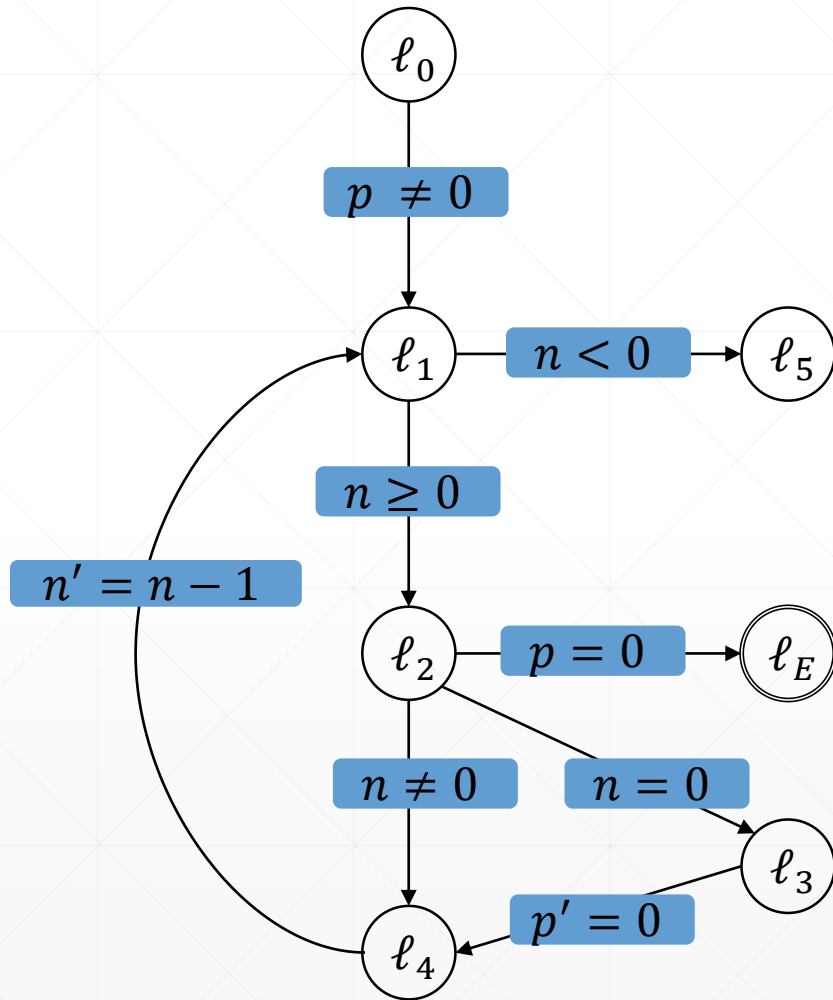
3. Step: Level 1

➤ Get initial proof-obligation

Proof-Obligations:

- $(p = 0, \ell_2, 1)$

Example:



location	0	1
ℓ_0	t	t
ℓ_1	f	t
ℓ_2	f	t
ℓ_3	f	t
ℓ_4	f	t

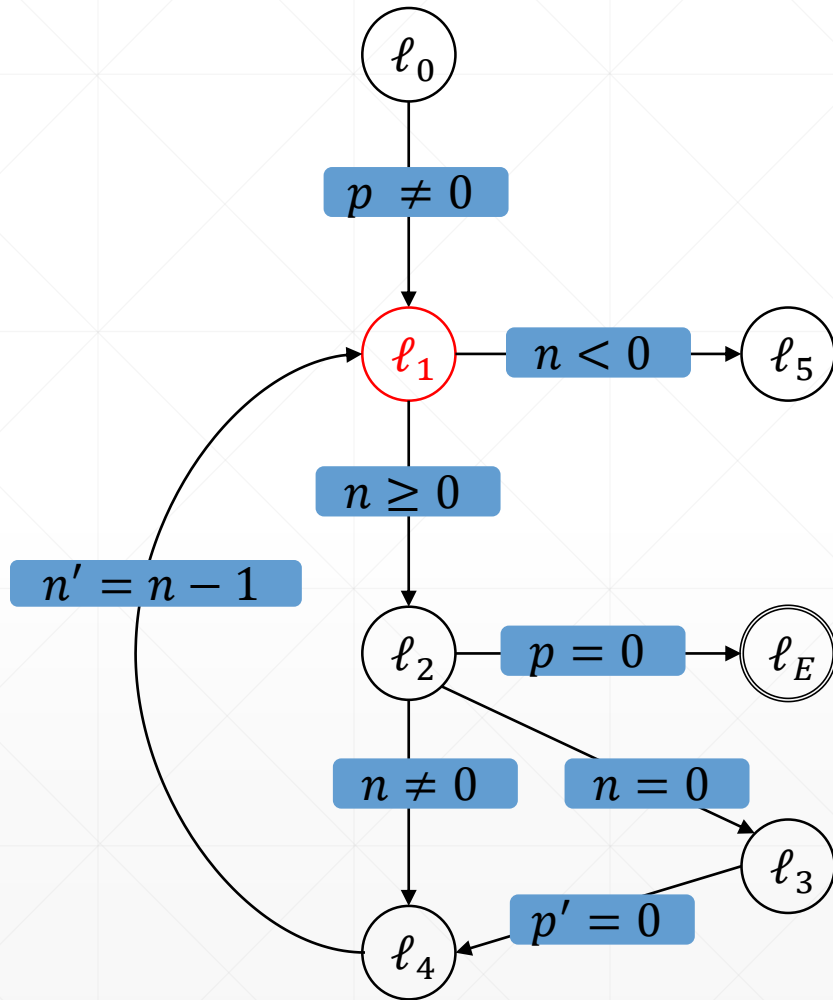
4. Step: Level 1 Blocking-Phase:

➤ Try to block $(p = 0, \ell_2, 1)$

Proof-Obligations:

- $(p = 0, \ell_2, 1)$

Example:



location	0	1
ℓ_0	t	t
ℓ_1	f	t
ℓ_2	f	t
ℓ_3	f	t
ℓ_4	f	t

4. Step: Level 1 Blocking-Phase:

➤ Try to block $(p = 0, \ell_2, 1)$

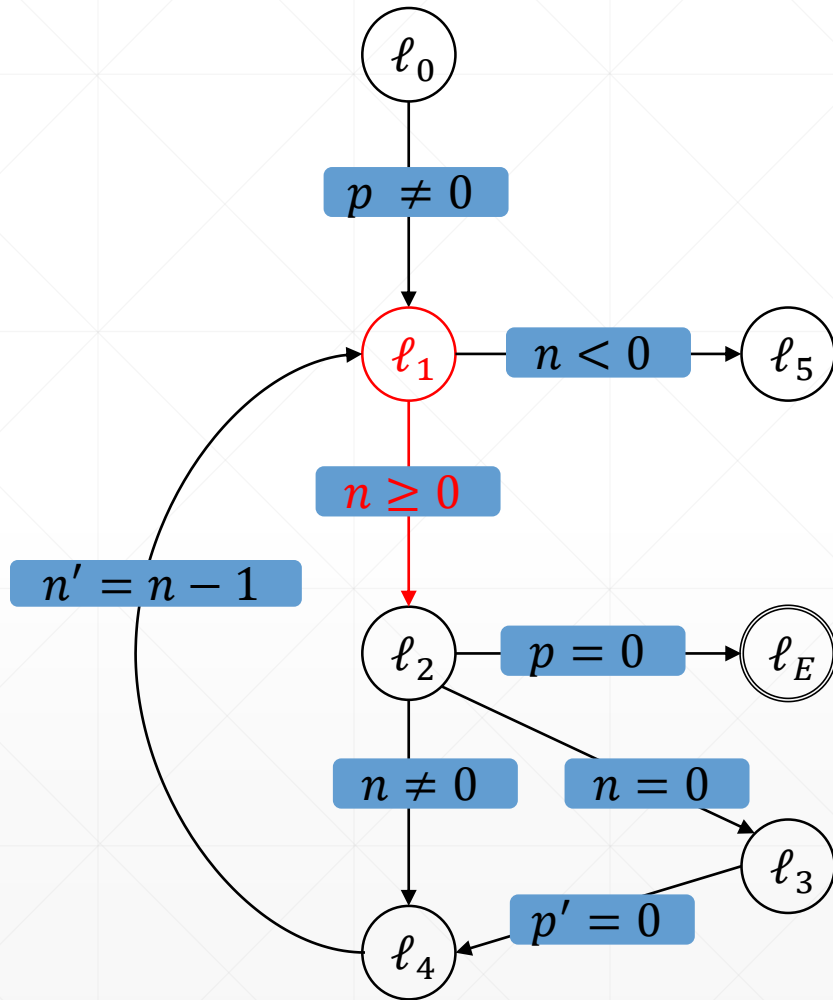
▪ Predecessor ℓ_1 :

▪ $F_{0,\ell_1} \wedge T_{\ell_1 \rightarrow \ell_2} \wedge p' = 0$

Proof-Obligations:

- $(p = 0, \ell_2, 1)$

Example:



location	0	1
ℓ_0	t	t
ℓ_1	f	t
ℓ_2	f	t
ℓ_3	f	t
ℓ_4	f	t

4. Step: Level 1 Blocking-Phase:

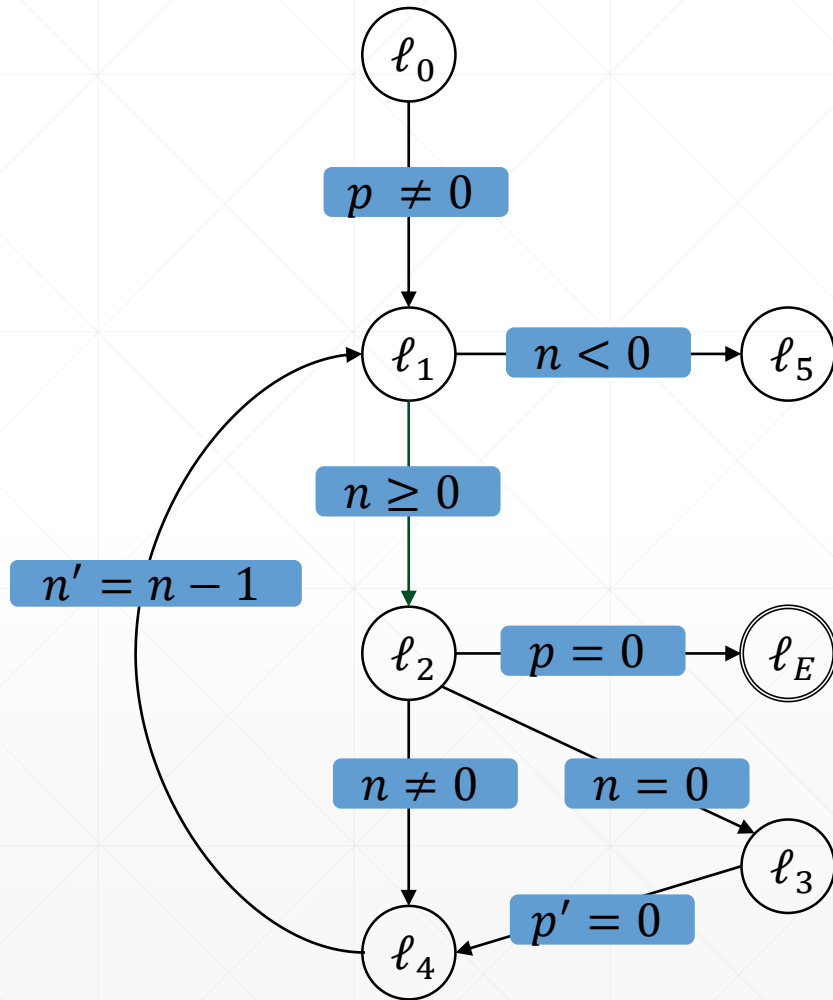
➤ Try to block $(p = 0, \ell_2, 1)$

- Predecessor ℓ_1 :
 - $f \wedge n \geq 0 \wedge p' = 0$

Proof-Obligations:

- $(p = 0, \ell_2, 1)$

Example:



location	0	1
ℓ_0	t	t
ℓ_1	f	t
ℓ_2	f	t
ℓ_3	f	t
ℓ_4	f	t

4. Step: Level 1 Blocking-Phase:

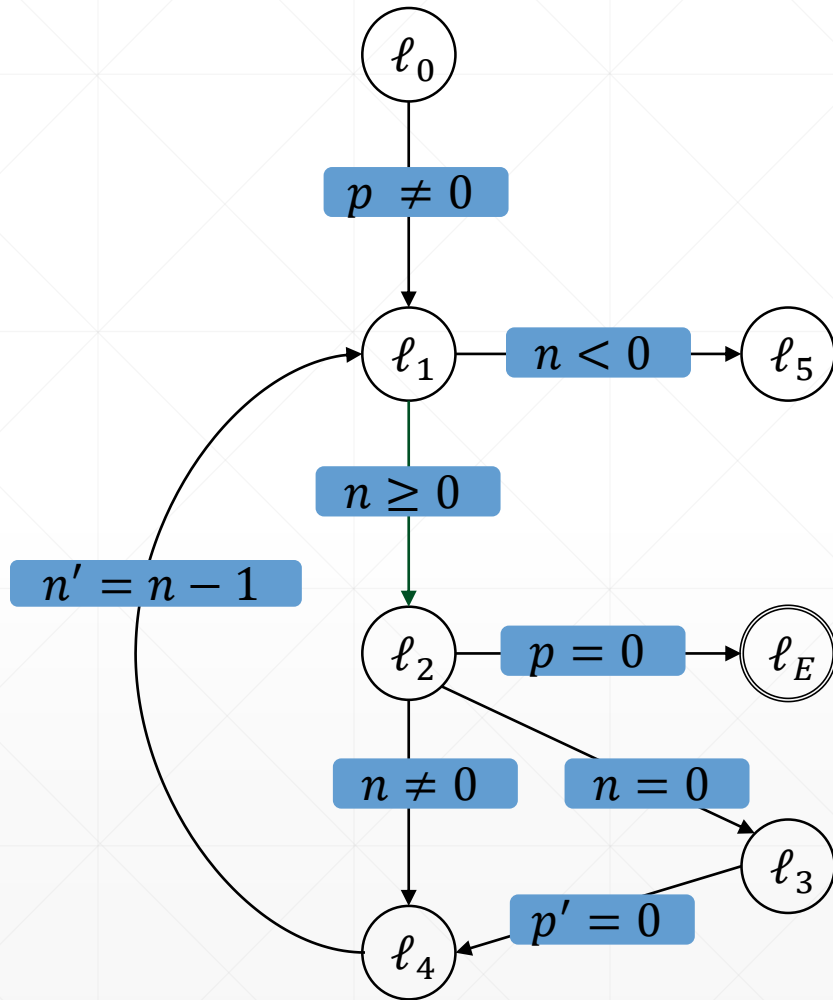
➤ Try to block $(p = 0, \ell_2, 1)$

- Predecessor ℓ_1 :
 - $f \wedge n \geq 0 \wedge p' = 0$
 - ➔ **Unsatisfiable**
 - ➔ Strengthen frames $F_{0,\ell_2}, F_{1,\ell_2}$

Proof-Obligations:

- \emptyset

Example:



location	0	1
ℓ_0	t	t
ℓ_1	f	t
ℓ_2	$f \wedge p \neq 0$	$t \wedge p \neq 0$
ℓ_3	f	t
ℓ_4	f	t

4. Step: Level 1 Blocking-Phase:

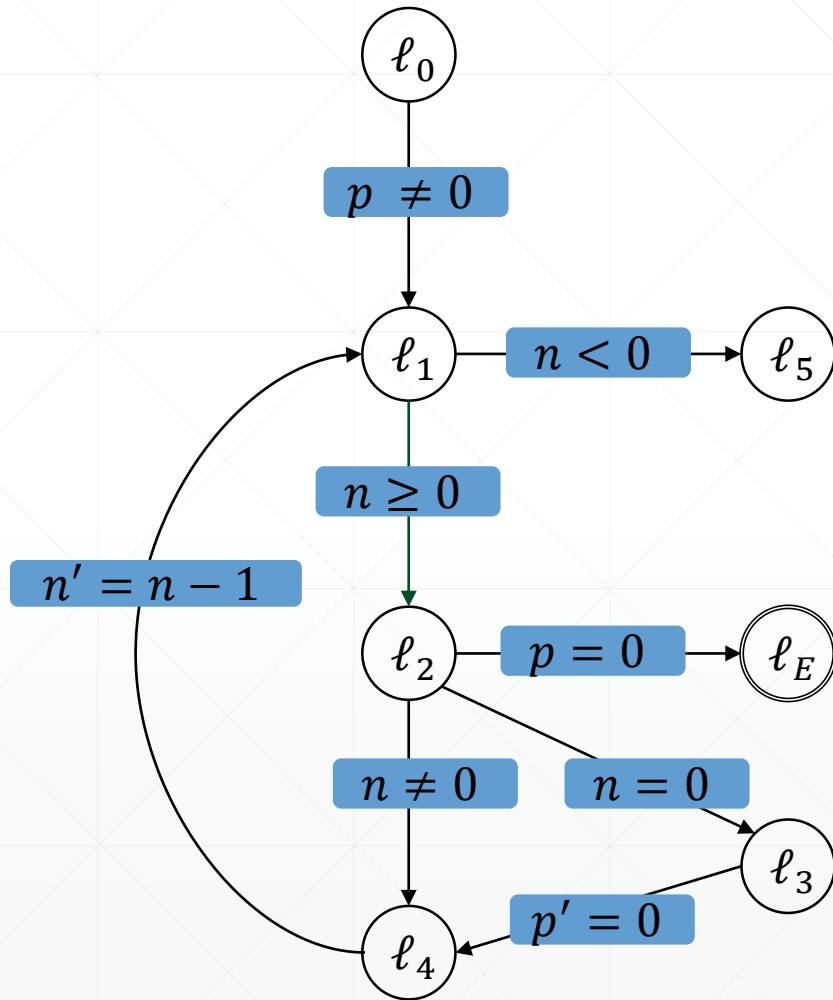
➤ Try to block $(p = 0, \ell_2, 1)$

- Predecessor ℓ_1 :
 - $f \wedge n \geq 0 \wedge p' = 0$
 - ➔ Unsatisfiable
 - ➔ **Strengthen** frames $F_{0,\ell_2}, F_{1,\ell_2}$

Proof-Obligations:

- \emptyset

Example:



location	0	1
ℓ_0	t	t
ℓ_1	f	t
ℓ_2	$f \wedge p \neq 0$	$t \wedge p \neq 0$
ℓ_3	f	t
ℓ_4	f	t

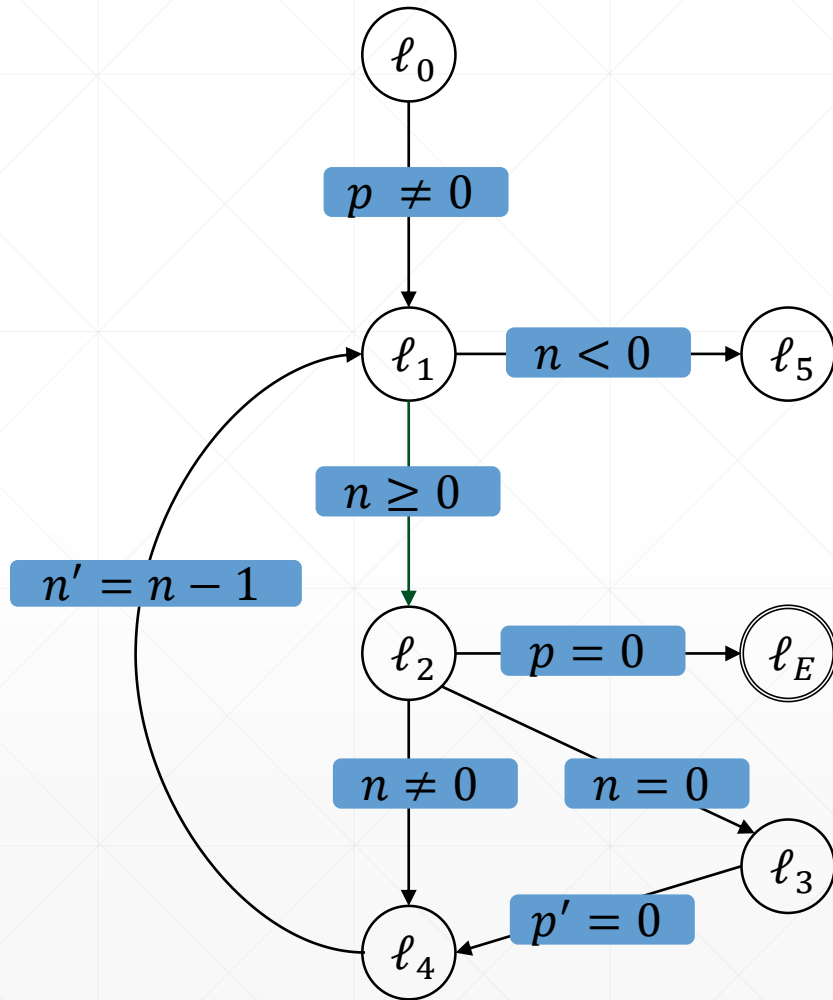
5. Step: Level 1 Propagation-Phase

➤ Is there a global fixpoint?

Proof-Obligations:

- \emptyset

Example:



location	0	1
ℓ_0	t	t
ℓ_1	f	t
ℓ_2	$f \wedge p \neq 0$	$t \wedge p \neq 0$
ℓ_3	f	t
ℓ_4	f	t

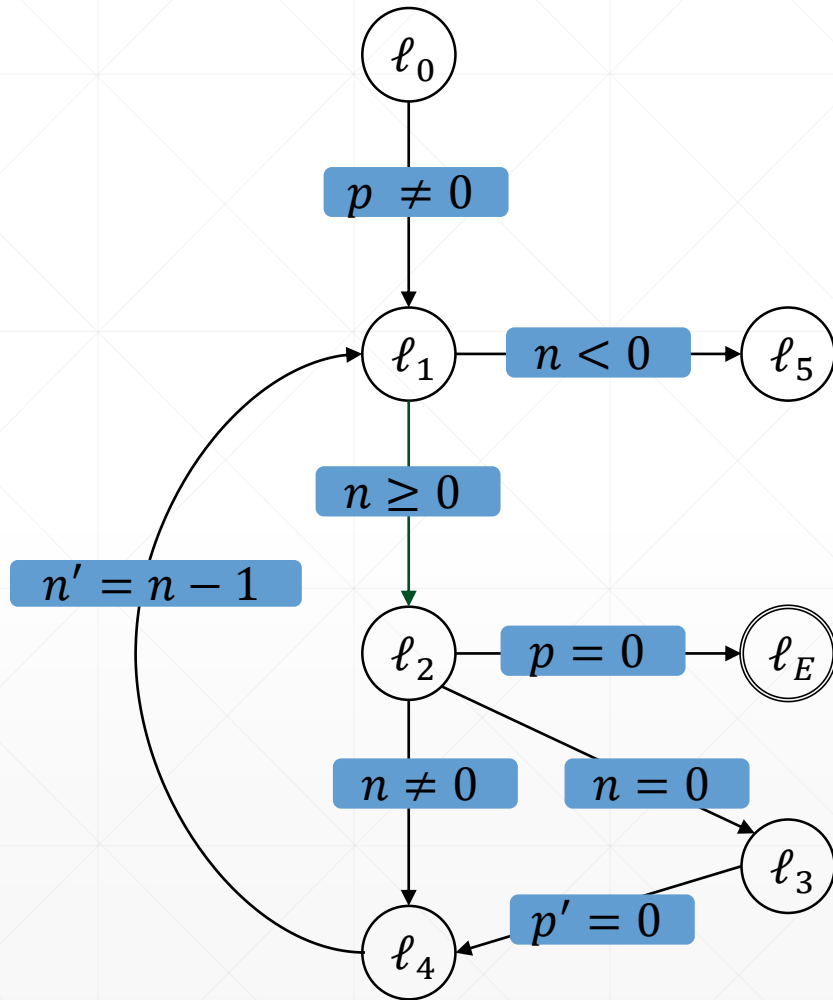
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➤ Is there an i where $F_{i-1,\ell} = F_{i,\ell}$ for $\ell \in L \setminus \{\ell_E\}$?

Proof-Obligations:

- \emptyset

Example:



location	0	1
ℓ_0	t	t
ℓ_1	f	t
ℓ_2	$f \wedge p \neq 0$	$t \wedge p \neq 0$
ℓ_3	f	t
ℓ_4	f	t

5. Step: Level 1 Propagation-Phase

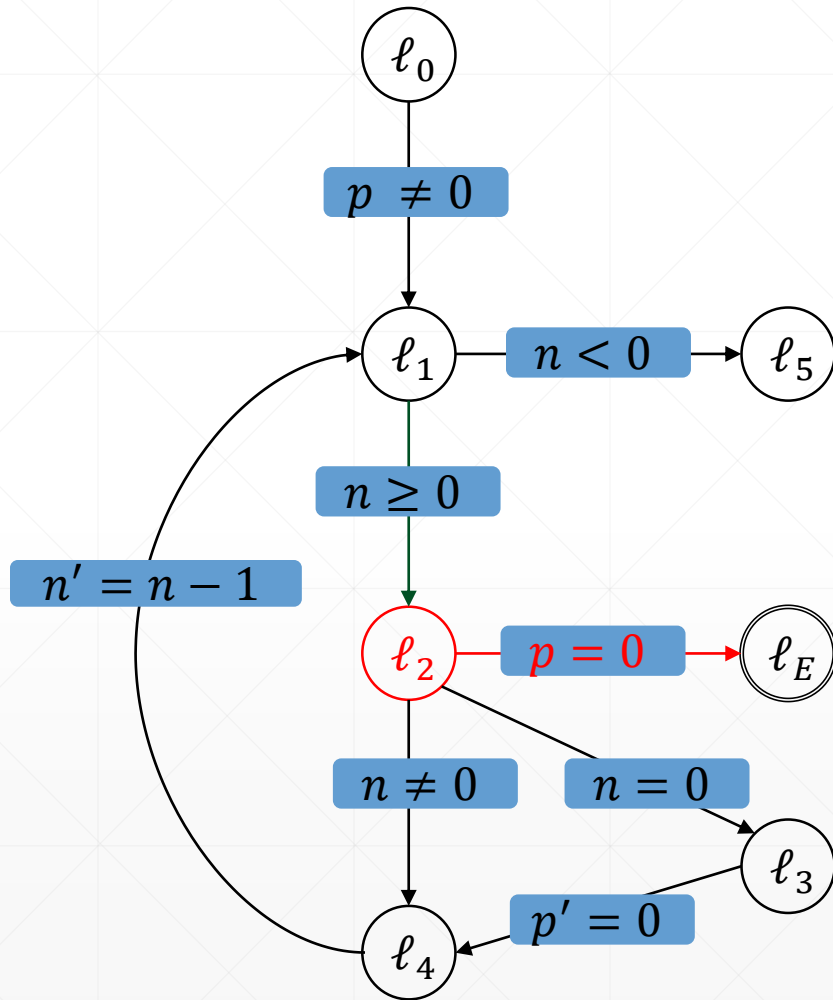
➤ Is there an i where $F_{i-1,\ell} = F_{i,\ell}$ for $\ell \in L \setminus \{\ell_E\}$?

➔ No. Continue with next level.

Proof-Obligations:

- \emptyset

Example:



location	0	1
ℓ_0	t	t
ℓ_1	f	t
ℓ_2	$f \wedge p \neq 0$	$t \wedge p \neq 0$
ℓ_3	f	t
ℓ_4	f	t

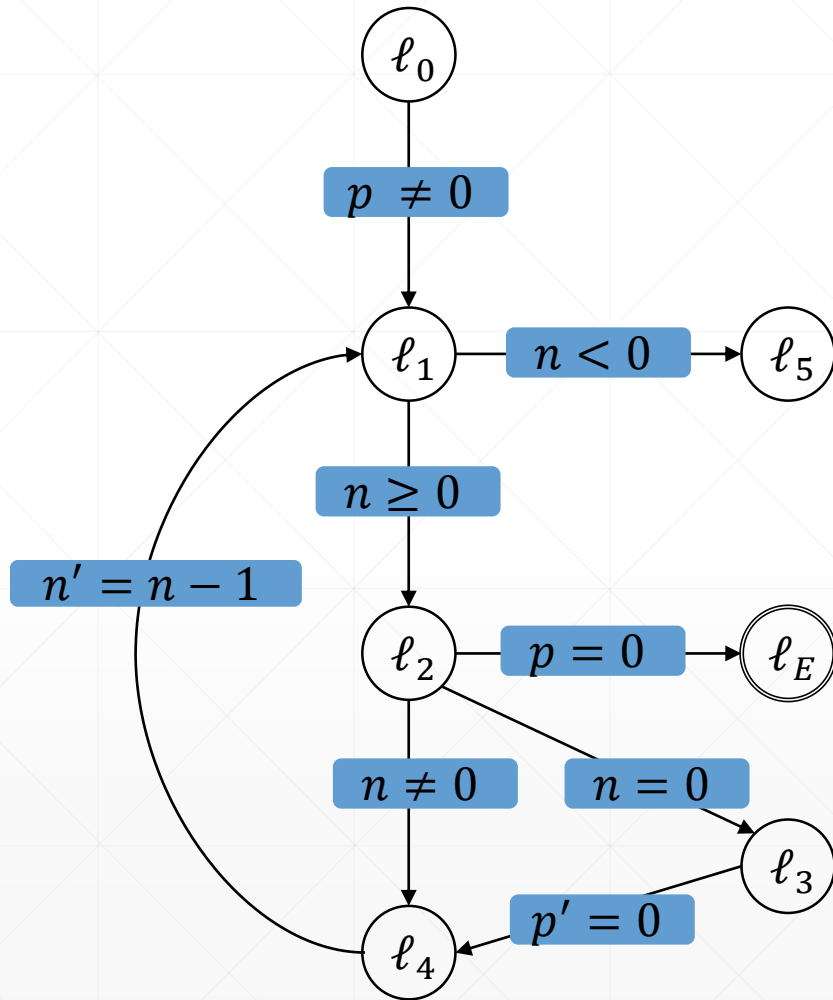
6. Step: Level 2

- Initialize new frames
- Add initial proof-obligation
($p = 0, \ell_2, 2$)

Proof-Obligations:

- \emptyset

Example:



location	0	1	2
ℓ_0	t	t	t
ℓ_1	f	t	t
ℓ_2	$f \wedge p \neq 0$	$t \wedge p \neq 0$	t
ℓ_3	f	t	t
ℓ_4	f	t	t

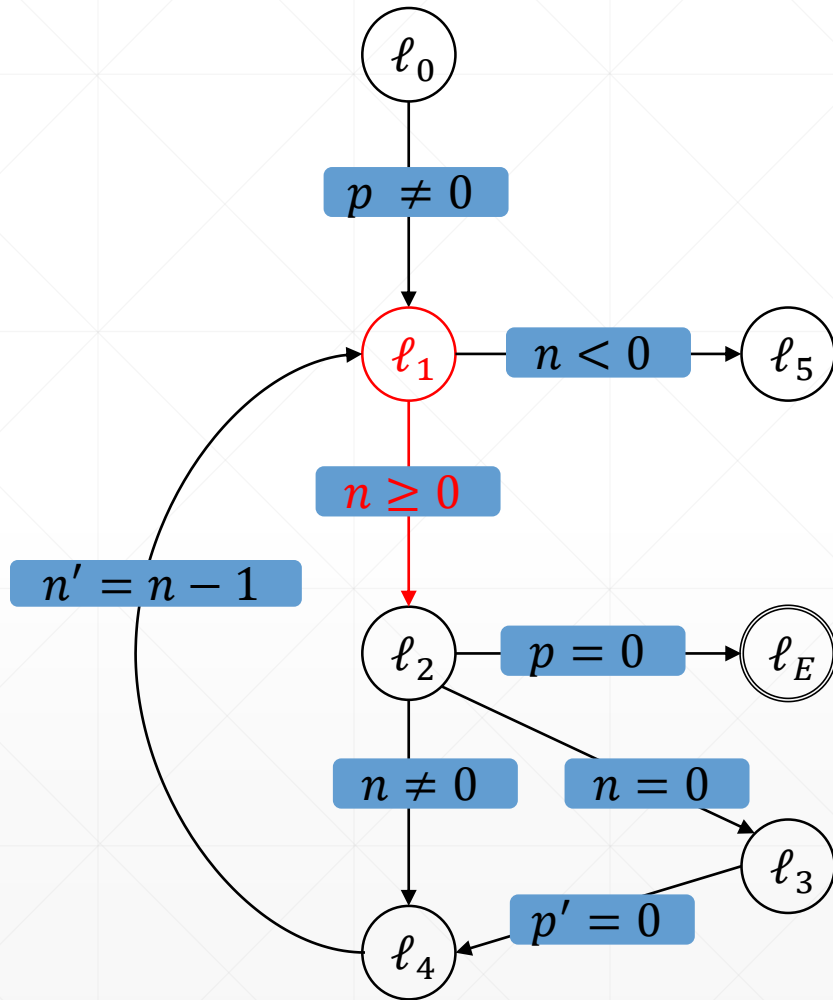
6. Step: Level 2

- Initialize new frames
- Add initial proof-obligation $(p = 0, \ell_2, 2)$

Proof-Obligations:

- $(p = 0, \ell_2, 2)$

Example:



location	0	1	2
ℓ_0	t	t	t
ℓ_1	f	t	t
ℓ_2	$f \wedge p \neq 0$	$t \wedge p \neq 0$	t
ℓ_3	f	t	t
ℓ_4	f	t	t

7. Step: Level 2 Blocking-Phase:

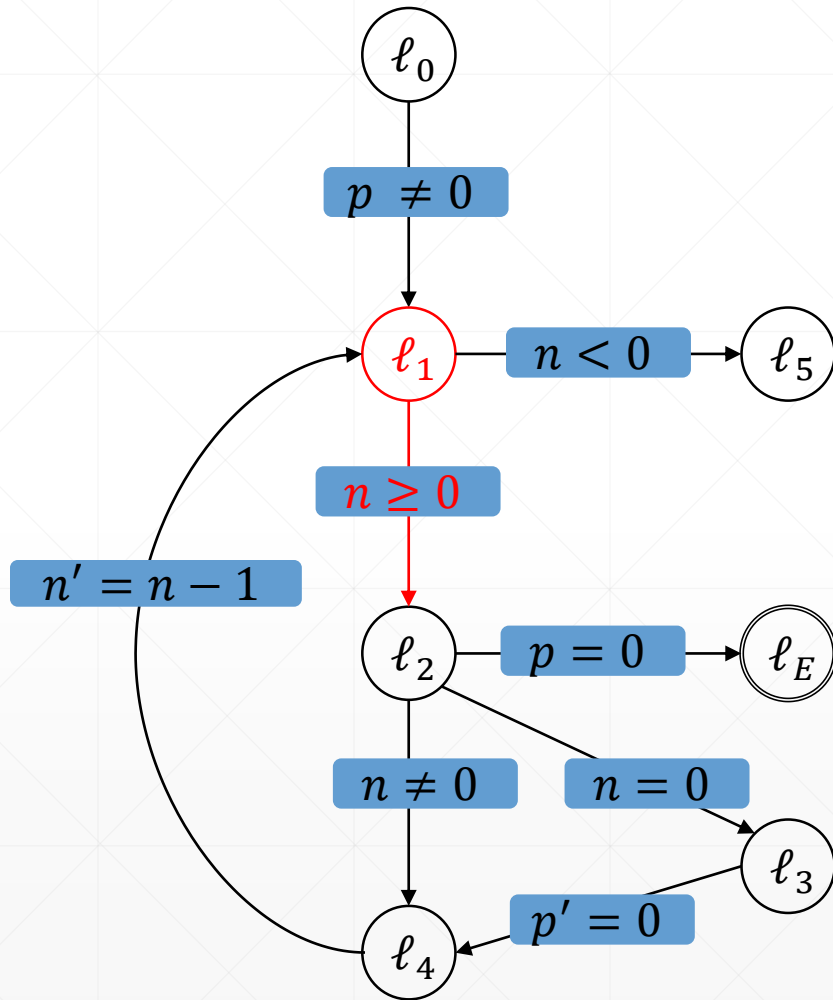
➤ Try to block $(p = 0, \ell_2, 2)$

- Predecessor ℓ_1 :
 - $t \wedge n \geq 0 \wedge p' = 0$

Proof-Obligations:

- $(p = 0, \ell_2, 2)$

Example:



location	0	1	2
ℓ_0	t	t	t
ℓ_1	f	t	t
ℓ_2	$f \wedge p \neq 0$	$t \wedge p \neq 0$	t
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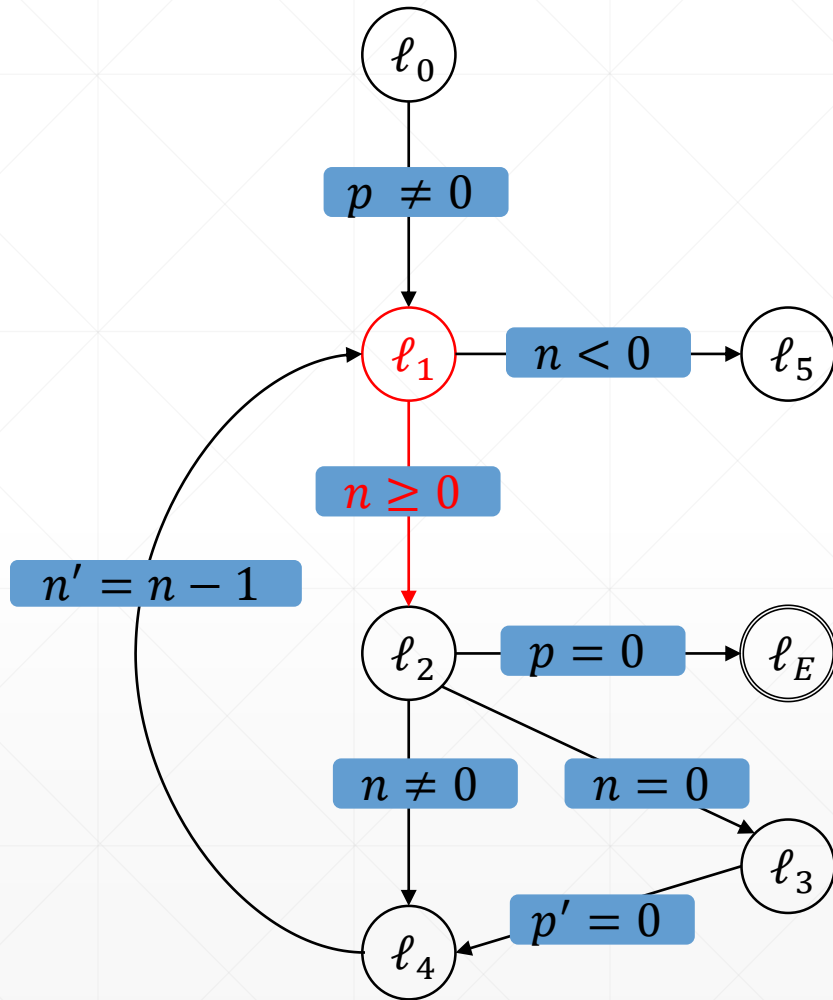
➤ Try to block $(p = 0, \ell_2, 2)$

- Predecessor ℓ_1 :
 - $t \wedge n \geq 0 \wedge p' = 0$
 - ➔ Satisfiable!
 - ➔ $wp(n \geq 0, p' = 0) = (p = 0)$
 - ➔ New proof-obligation $(p = 0, \ell_1, 1)$

Proof-Obligations:

- $(p = 0, \ell_2, 2)$

Example:



location	0	1	2
ℓ_0	t	t	t
ℓ_1	f	t	t
ℓ_2	$f \wedge p \neq 0$	$t \wedge p \neq 0$	t
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ℓ_4	f	t	t

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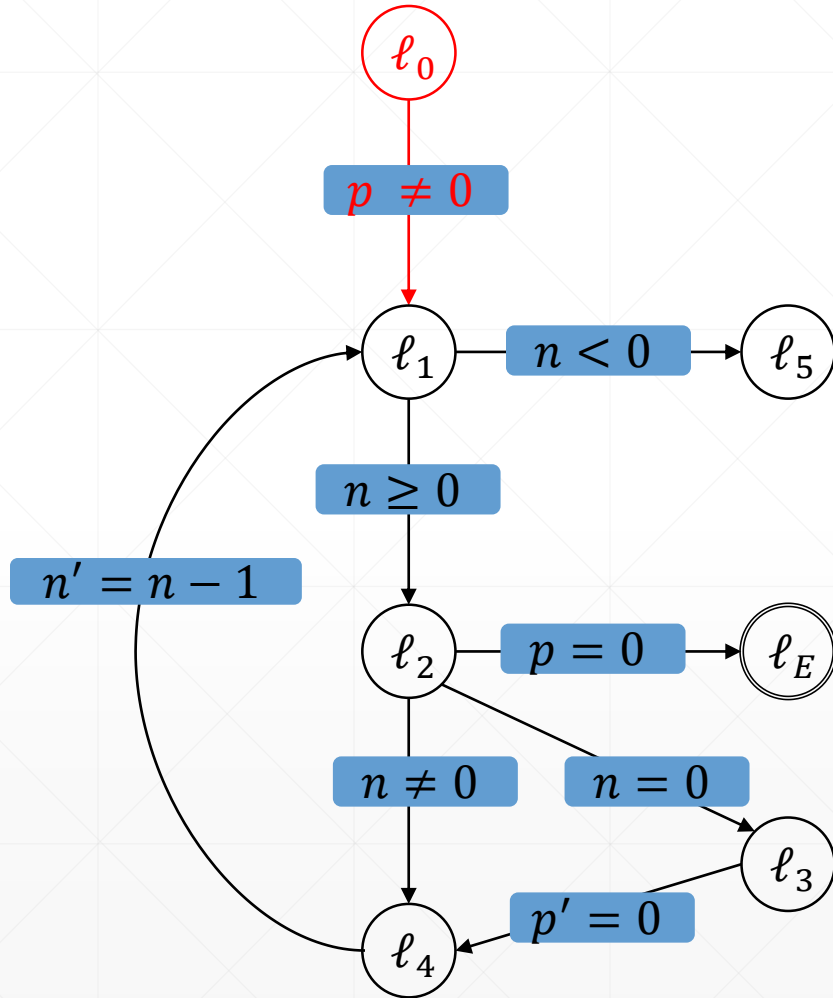
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Proof-Obligations:

- $(p = 0, \ell_2, 2)$
- $(p = 0, \ell_1, 1)$

Example:



location	0	1	2
ℓ_0	t	t	t
ℓ_1	f	t	t
ℓ_2	$f \wedge p \neq 0$	$t \wedge p \neq 0$	t
ℓ_3	f	t	t
ℓ_4	f	t	t

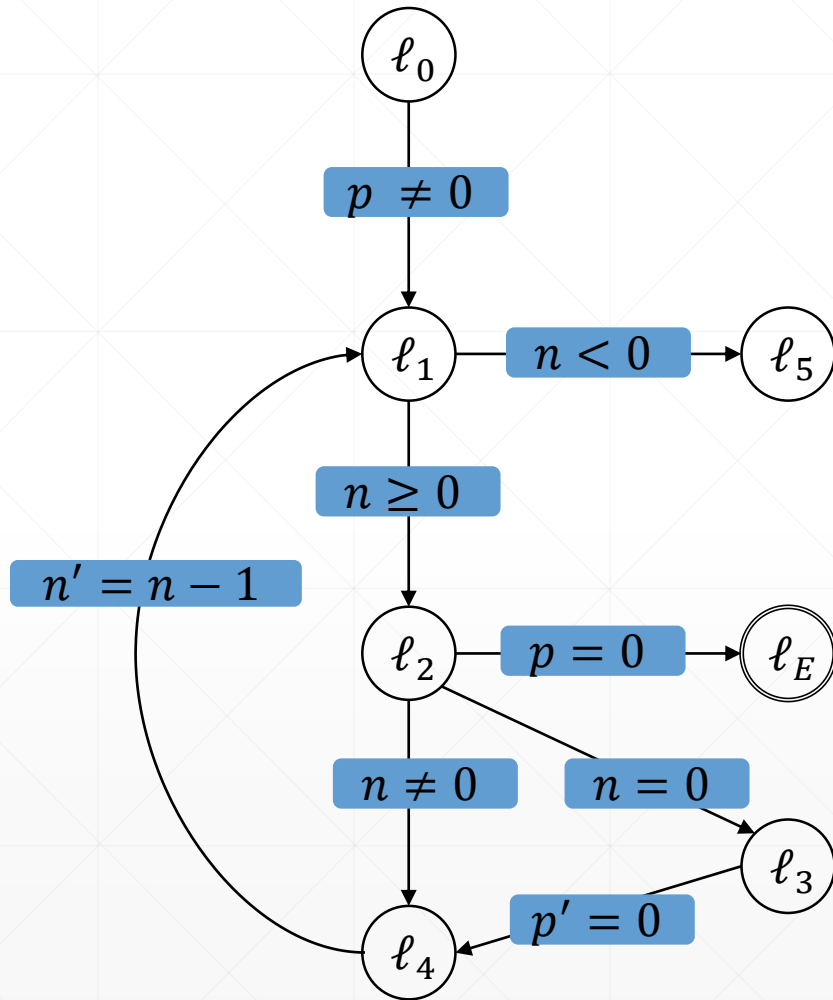
7. Step: Level 2 Blocking-Phase:

- Try to block $(p = 0, \ell_1, 1)$
- Predecessor ℓ_0 :
 - $t \wedge p \neq 0 \wedge p' = 0$

Proof-Obligations:

- $(p = 0, \ell_2, 2)$
- $(p = 0, \ell_1, 1)$

Example:



location	0	1	2
ℓ_0	t	t	t
ℓ_1	$f \wedge p \neq 0$	$t \wedge p \neq 0$	t
ℓ_2	$f \wedge p \neq 0$	$t \wedge p \neq 0$	t
ℓ_3	f	t	t
ℓ_4	f	t	t

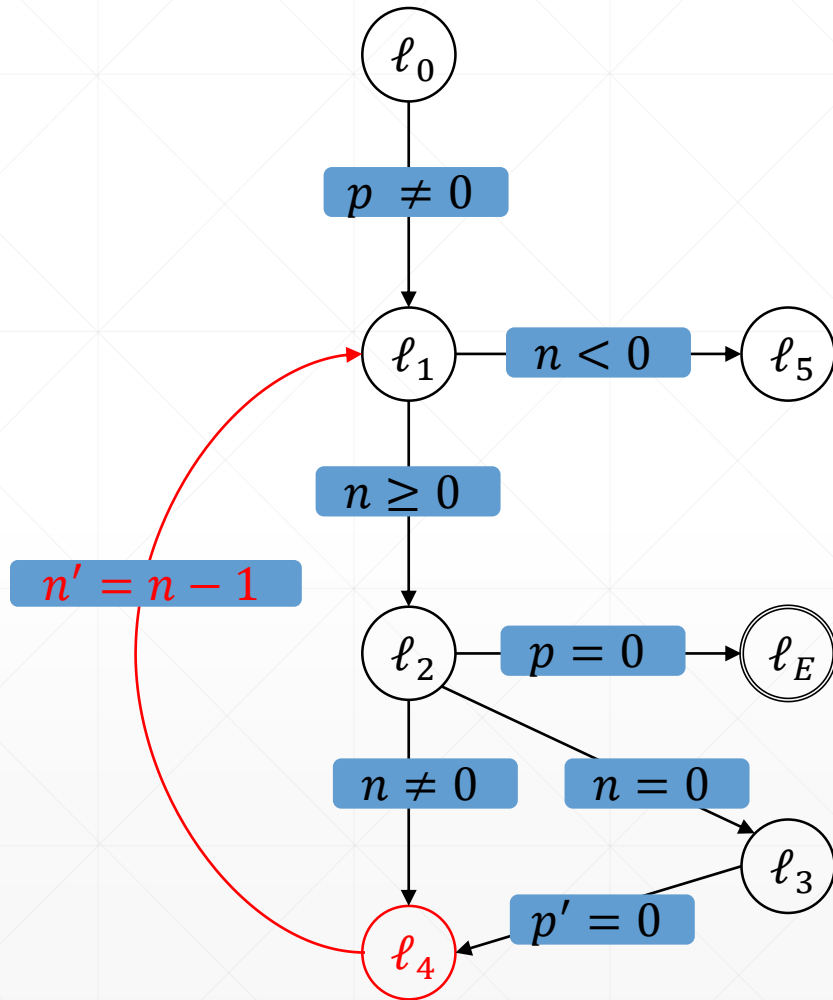
7. Step: Level 2 Blocking-Phase:

- Try to block $(p = 0, \ell_1, 1)$
 - Predecessor ℓ_0 :
 - $t \wedge p \neq 0 \wedge p' = 0$
 - ➔ Unsatisfiable!
 - ➔ Strengthen frames $F_{0,\ell_1}, F_{1,\ell_1}$

Proof-Obligations:

- $(p = 0, \ell_2, 2)$
- $(p = 0, \ell_1, 1)$

Example:



location	0	1	2
ℓ_0	t	t	t
ℓ_1	$f \wedge p \neq 0$	$t \wedge p \neq 0$	t
ℓ_2	$f \wedge p \neq 0$	$t \wedge p \neq 0$	t
ℓ_3	f	t	t
ℓ_4	f	t	t

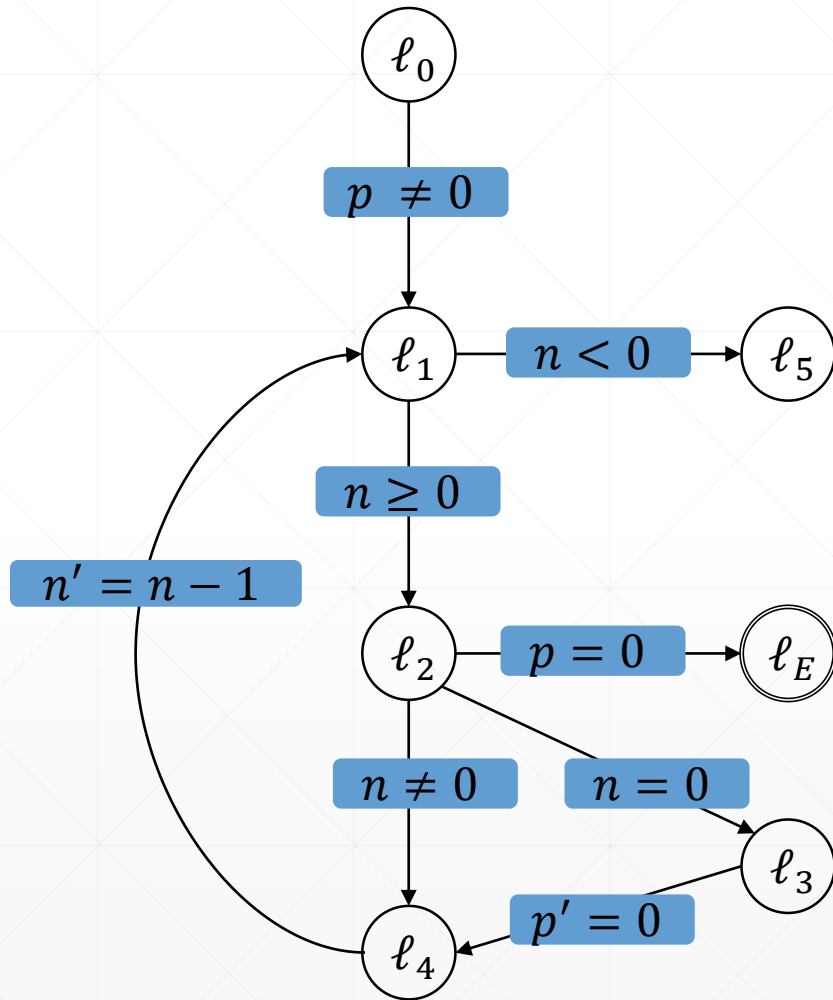
7. Step: Level 2 Blocking-Phase:

- Try to block $(p = 0, \ell_1, 1)$
- Predecessor ℓ_4 :
 - $f \wedge n' = n - 1 \wedge p' = 0$

Proof-Obligations:

- $(p = 0, \ell_2, 2)$
- $(p = 0, \ell_1, 1)$

Example:



location	0	1	2
ℓ_0	t	t	t
ℓ_1	$f \wedge p \neq 0$	$t \wedge p \neq 0$	t
ℓ_2	$f \wedge p \neq 0$	$t \wedge p \neq 0$	t
ℓ_3	f	t	t
ℓ_4	f	t	t

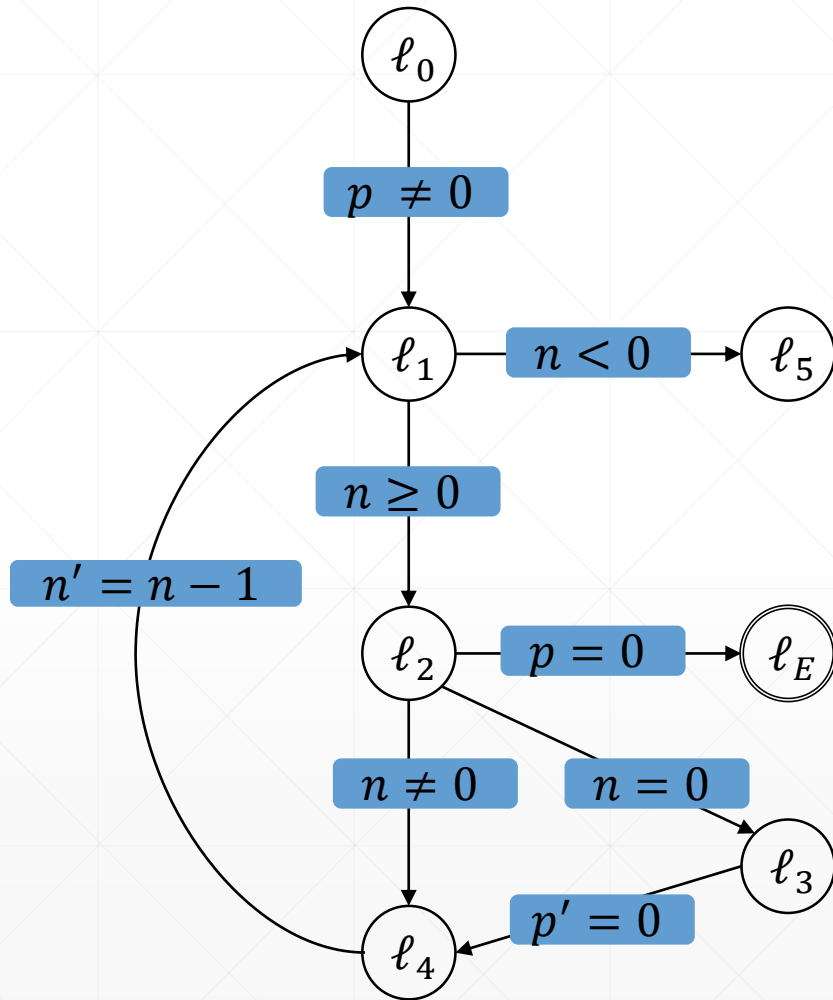
7. Step: Level 2 Blocking-Phase:

- Try to block $(p = 0, \ell_1, 1)$
- Predecessor ℓ_4 :
 - $f \wedge n' = n - 1 \wedge p' = 0$
 - ➔ **Unsatisfiable!**

Proof-Obligations:

- $(p = 0, \ell_2, 2)$
- $(p = 0, \ell_1, 1)$

Example:



location	0	1	2
ℓ_0	t	t	t
ℓ_1	$f \wedge p \neq 0$	$t \wedge p \neq 0$	t
ℓ_2	$f \wedge p \neq 0$	$t \wedge p \neq 0$	t
ℓ_3	f	t	t
ℓ_4	f	t	t

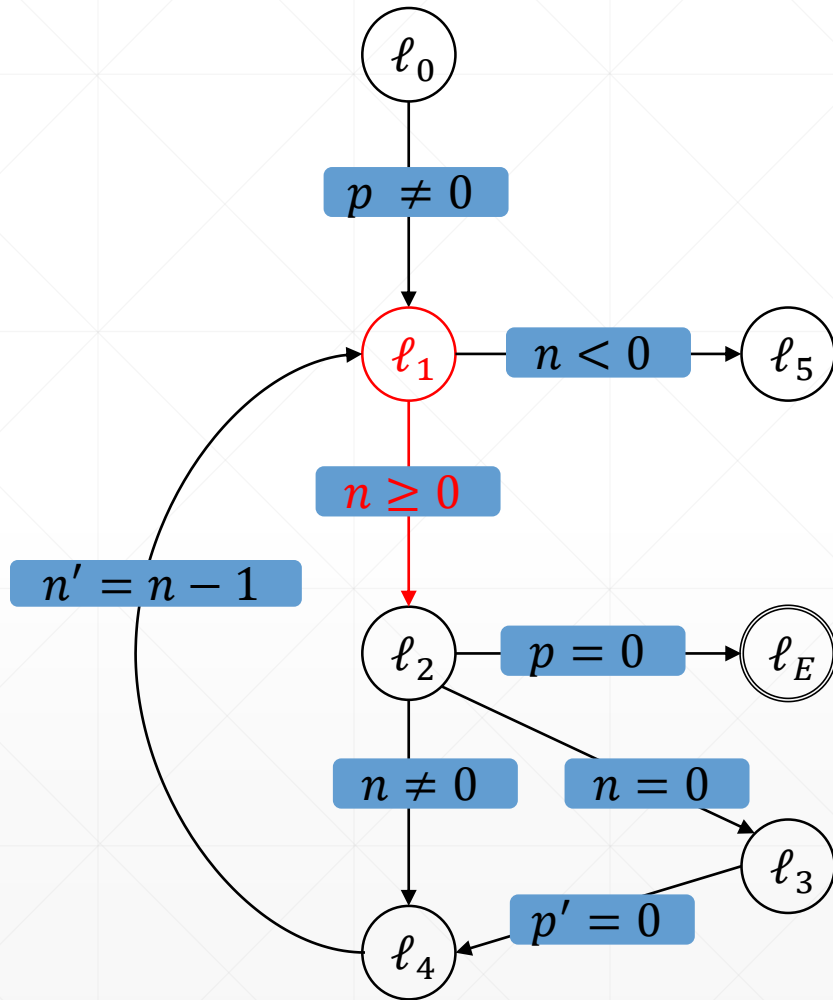
7. Step: Level 2 Blocking-Phase:

- Try to block $(p = 0, \ell_1, 1)$
- Predecessor ℓ_4 :
 - $f \wedge n' = n - 1 \wedge p' = 0$
 - ➔ **Unsatisfiable!**

Proof-Obligations:

- $(p = 0, \ell_2, 2)$

Example:



location	0	1	2
ℓ_0	t	t	t
ℓ_1	$f \wedge p \neq 0$	$t \wedge p \neq 0$	t
ℓ_2	$f \wedge p \neq 0$	$t \wedge p \neq 0$	t
ℓ_3	f	t	t
ℓ_4	f	t	t

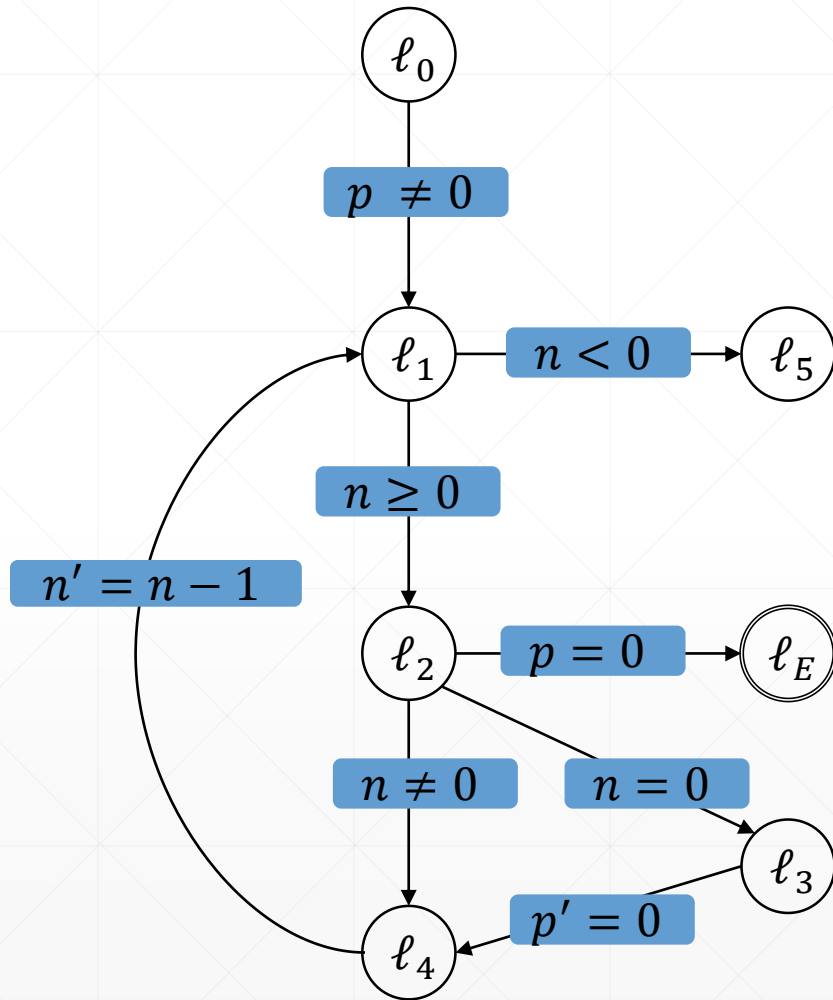
7. Step: Level 2 Blocking-Phase:

- Try to block $(p = 0, \ell_2, 2)$ again
 - Predecessor ℓ_1 :
 - $t \wedge p \neq 0 \wedge n \geq 0 \wedge p' = 0$

Proof-Obligations:

- $(p = 0, \ell_2, 2)$

Example:



location	0	1	2
ℓ_0	t	t	t
ℓ_1	$f \wedge p \neq 0$	$t \wedge p \neq 0$	t
ℓ_2	$f \wedge p \neq 0$	$t \wedge p \neq 0$	$t \wedge p \neq 0$
ℓ_3	f	t	t
ℓ_4	f	t	t

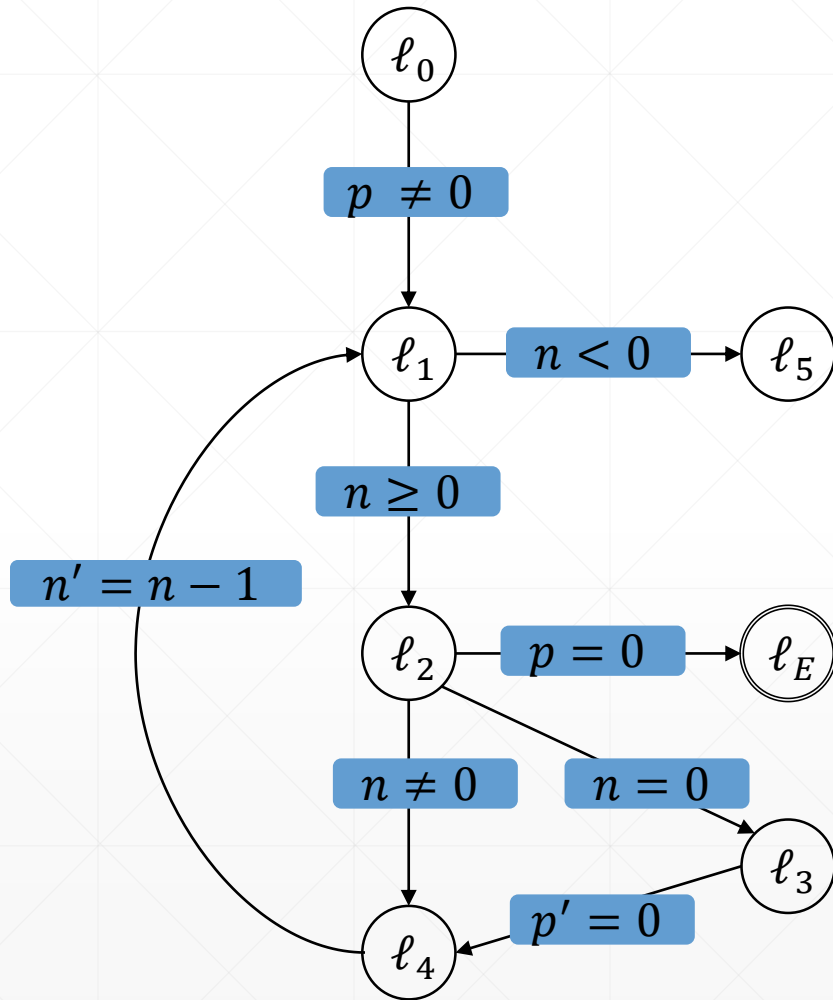
7. Step: Level 2 Blocking-Phase:

- Try to block $(p = 0, \ell_2, 2)$ again
 - Predecessor ℓ_1 :
 - $t \wedge p \neq 0 \wedge n \geq 0 \wedge p' = 0$
 - **Unsatisfiable!**
 - Strengthen frames F_{2,ℓ_2}

Proof-Obligations:

- \emptyset

Example:



location	0	1	2
ℓ_0	t	t	t
ℓ_1	$f \wedge p \neq 0$	$t \wedge p \neq 0$	t
ℓ_2	$f \wedge p \neq 0$	$t \wedge p \neq 0$	$t \wedge p \neq 0$
ℓ_3	f	t	t
ℓ_4	f	t	t

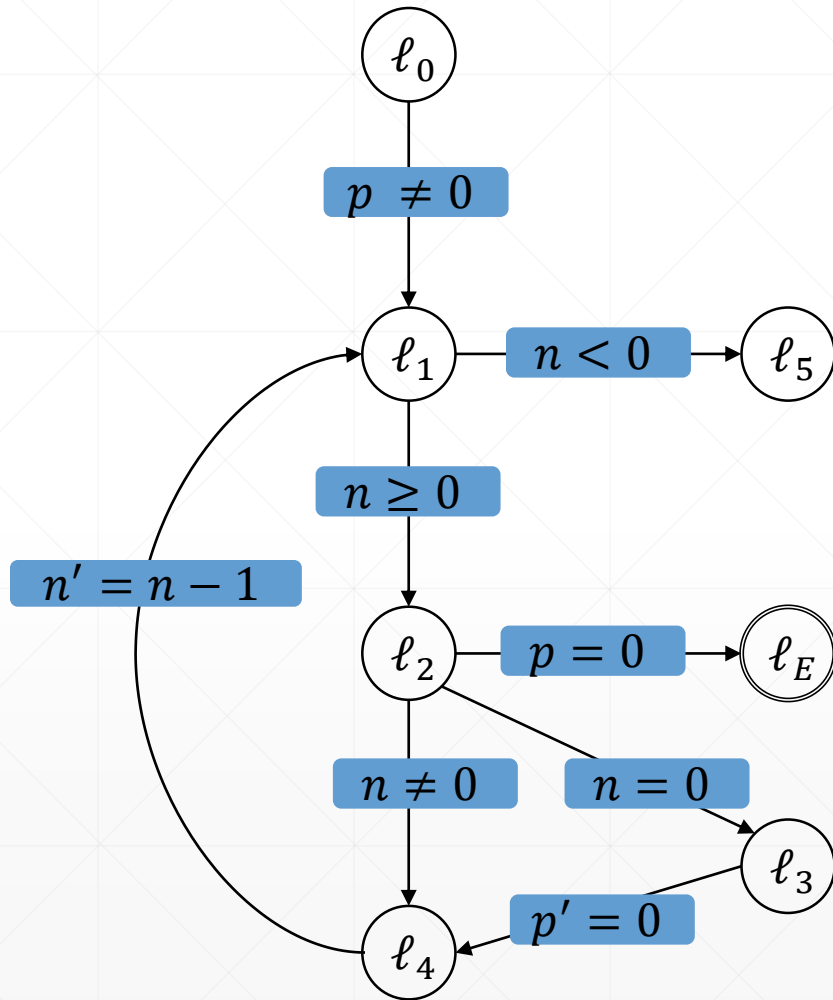
8. Step: Level 2 Propagation-Phase:

- Is there a global fixpoint?
 ➔ No, continue with level 3

Proof-Obligations:

- \emptyset

Example:



location	0	1	2
ℓ_0	t	t	t
ℓ_1	$f \wedge p \neq 0$	$t \wedge p \neq 0$	t
ℓ_2	$f \wedge p \neq 0$	$t \wedge p \neq 0$	$t \wedge p \neq 0$
ℓ_3	f	t	t
ℓ_4	f	t	t

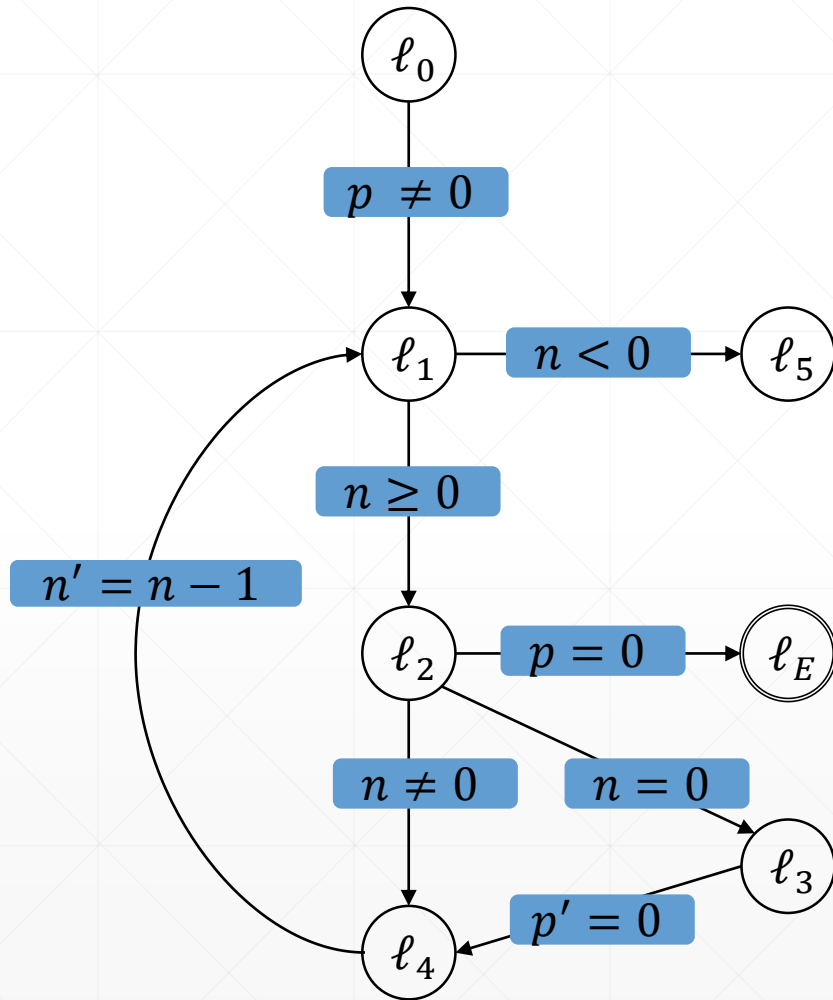
9. Step: Level 3

- Initialize new frames
- Get initial proof-obligations

Proof-Obligations:

- \emptyset

Example:



location	0	1	2	3
ℓ_0	t	t	t	t
ℓ_1	$f \wedge p \neq 0$	$t \wedge p \neq 0$	t	t
ℓ_2	$f \wedge p \neq 0$	$t \wedge p \neq 0$	$t \wedge p \neq 0$	t
ℓ_3	f	t	t	t
ℓ_4	f	t	t	t

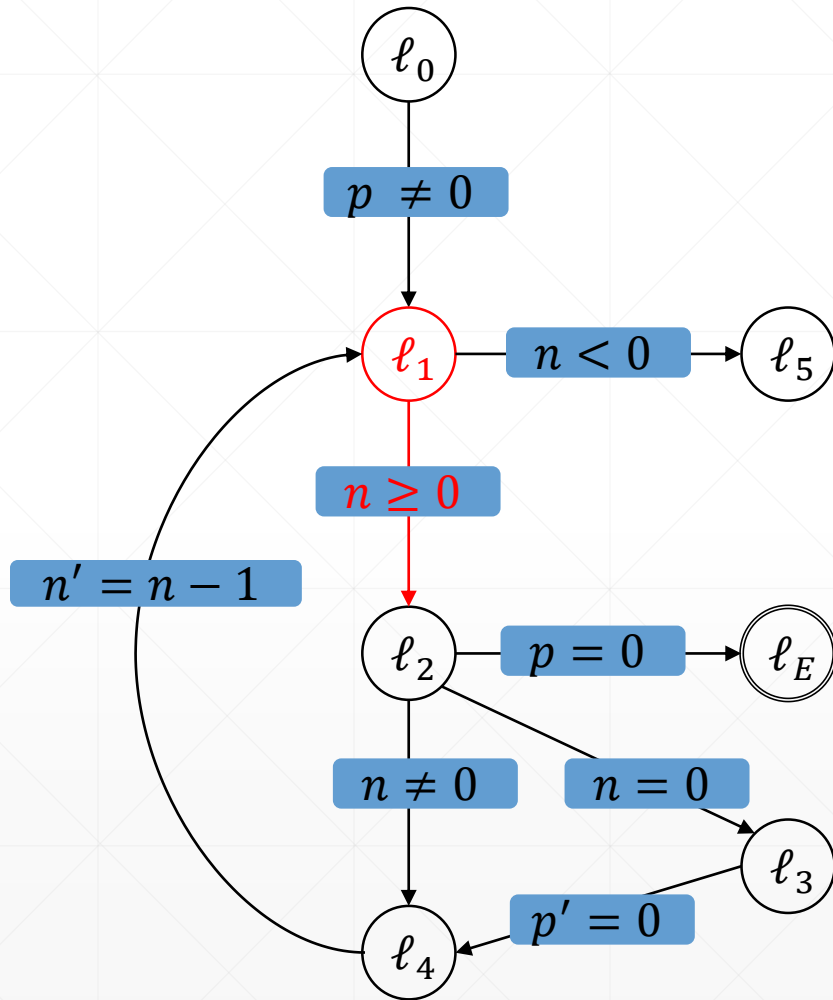
9. Step: Level 3

- Initialize **new frames**
- Get **initial proof-obligations**

Proof-Obligations:

- $(p = 0, \ell_2, 3)$

Example:



location	0	1	2	3
ℓ_0	t	t	t	t
ℓ_1	$f \wedge p \neq 0$	$t \wedge p \neq 0$	t	t
ℓ_2	$f \wedge p \neq 0$	$t \wedge p \neq 0$	$t \wedge p \neq 0$	t
ℓ_3	f	t	t	t
ℓ_4	f	t	t	t

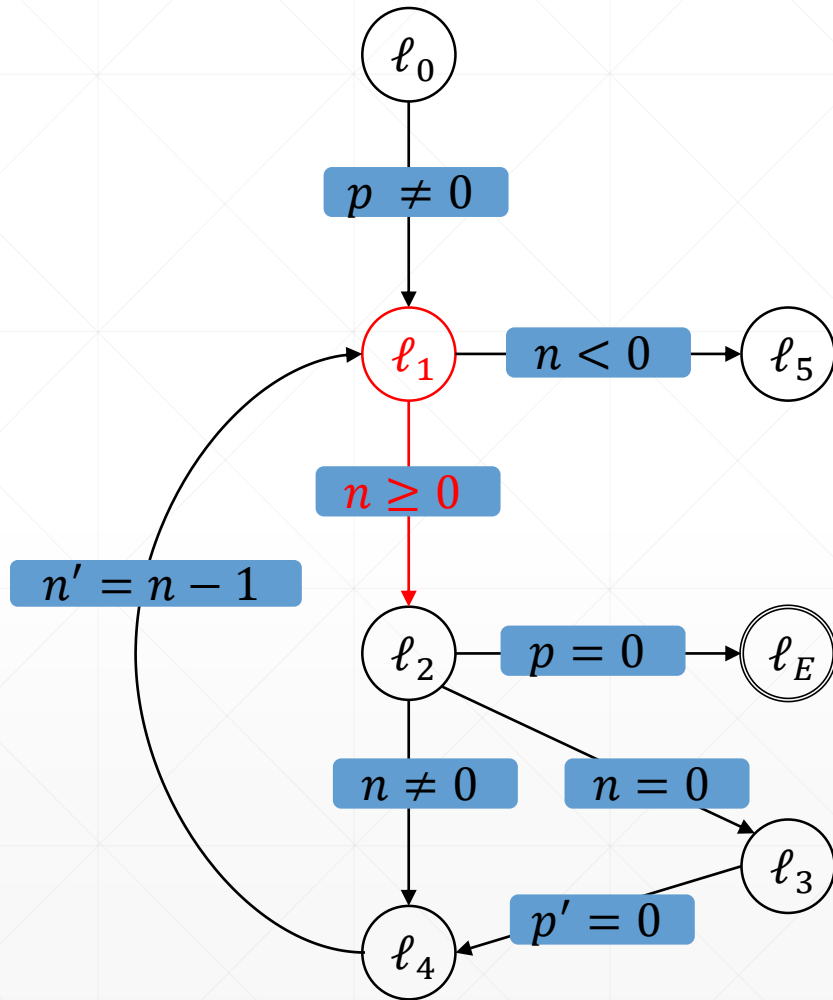
10. Step: Level 3 Blocking-Phase

- Try to block $(p = 0, \ell_2, 3)$
- Predecessor ℓ_1 :
 - $t \wedge n \geq 0 \wedge p' = 0$
 - Like the level before this is satisfiable

Proof-Obligations:

- $(p = 0, \ell_2, 3)$

Example:



location	0	1	2	3
ℓ_0	t	t	t	t
ℓ_1	$f \wedge p \neq 0$	$t \wedge p \neq 0$	t	t
ℓ_2	$f \wedge p \neq 0$	$t \wedge p \neq 0$	$t \wedge p \neq 0$	t
ℓ_3	f	t	t	t
ℓ_4	f	t	t	t

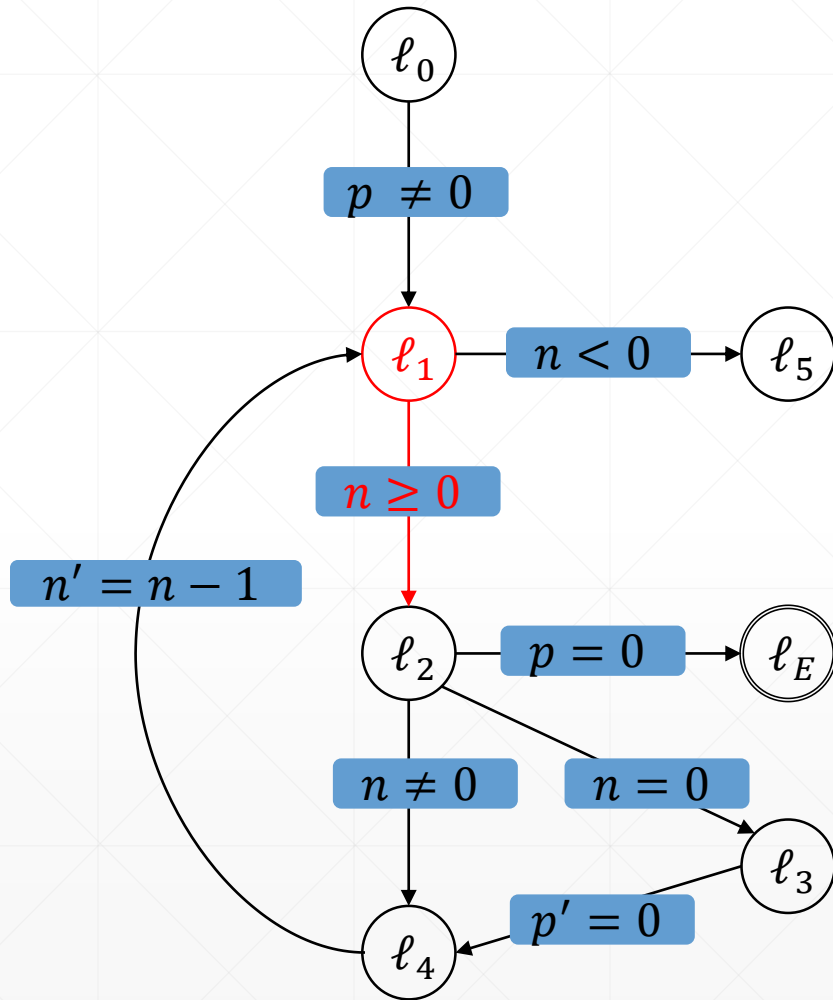
10. Step: Level 3 Blocking-Phase

- Try to block $(p = 0, \ell_2, 3)$
- Predecessor ℓ_1 :
 - $t \wedge n \geq 0 \wedge p' = 0$
 - Like the level before, get the same new proof-obligation but on level 2
 - $(p = 0, \ell_1, 2)$

Proof-Obligations:

- $(p = 0, \ell_2, 3)$

Example:



location	0	1	2	3
ℓ_0	t	t	t	t
ℓ_1	$f \wedge p \neq 0$	$t \wedge p \neq 0$	t	t
ℓ_2	$f \wedge p \neq 0$	$t \wedge p \neq 0$	$t \wedge p \neq 0$	t
ℓ_3	f	t	t	t
ℓ_4	f	t	t	t

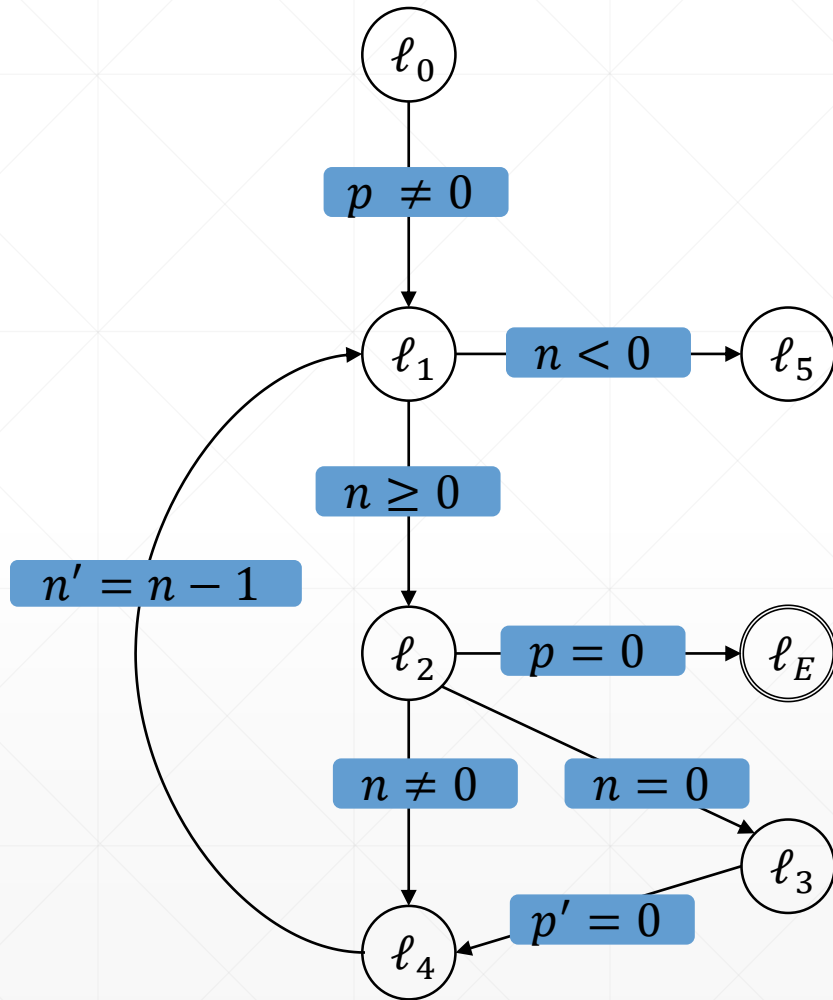
10. Step: Level 3 Blocking-Phase

- Try to block $(p = 0, \ell_2, 3)$
- Predecessor ℓ_1 :
 - $t \wedge n \geq 0 \wedge p' = 0$
 - Like the level before, get the same new proof-obligation but on level 2
 - $(p = 0, \ell_1, 2)$

Proof-Obligations:

- $(p = 0, \ell_2, 3)$
- $(p = 0, \ell_1, 2)$

Example:



location	0	1	2	3
ℓ_0	t	t	t	t
ℓ_1	$f \wedge p \neq 0$	$t \wedge p \neq 0$	t	t
ℓ_2	$f \wedge p \neq 0$	$t \wedge p \neq 0$	$t \wedge p \neq 0$	t
ℓ_3	f	t	t	t
ℓ_4	f	t	t	t

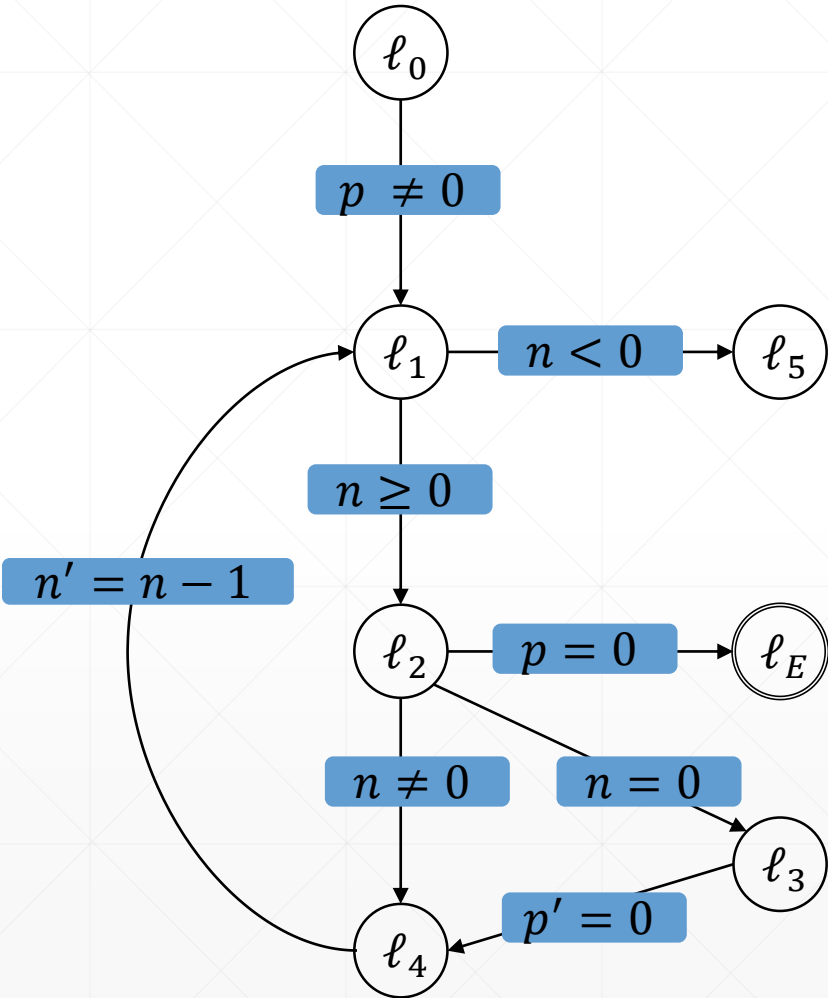
10. Step: Level 3 Blocking-Phase

- There are a lot of repetitions

Proof-Obligations:

- $(p = 0, \ell_2, 3)$
- $(p = 0, \ell_1, 2)$

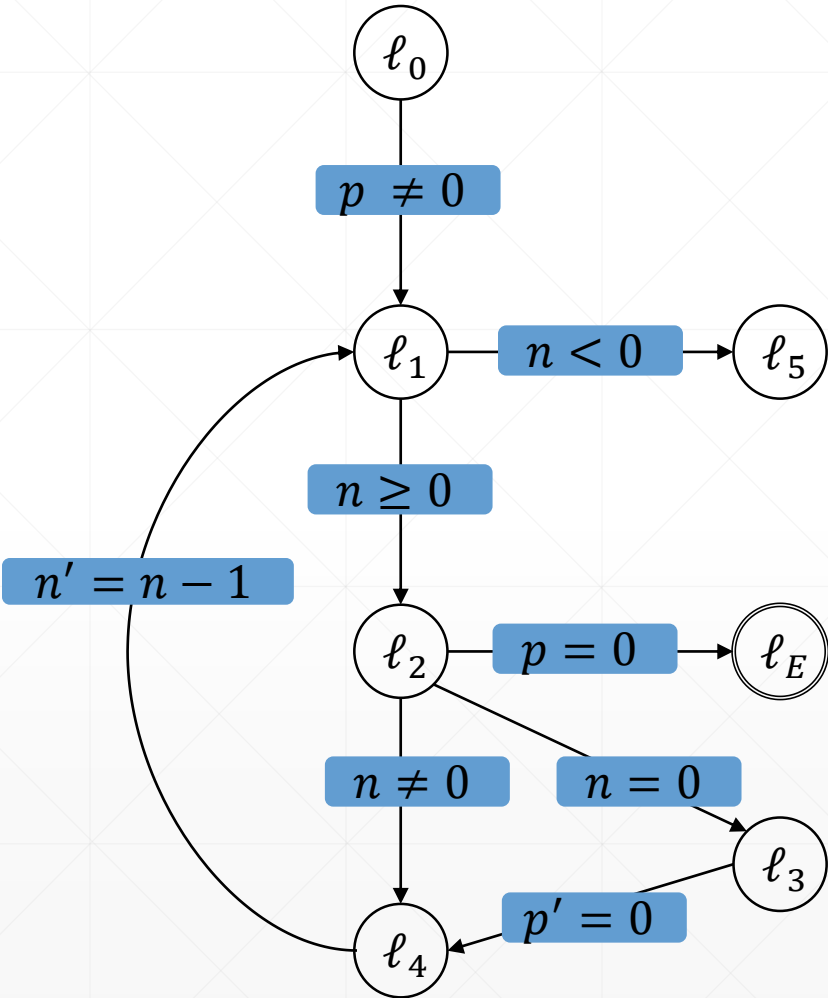
Example:



location	0	1	2	3
ℓ_0	t	t	t	t
ℓ_1	$f \wedge p \neq 0$	$t \wedge p \neq 0$	$t \wedge p \neq 0$	t
ℓ_2	$f \wedge p \neq 0$	$t \wedge p \neq 0$	$t \wedge p \neq 0$	$t \wedge p \neq 0$
ℓ_3	f	t	t	t
ℓ_4	$f \wedge p \neq 0$	$t \wedge p \neq 0$	t	t

11. Step: Level 3 Done

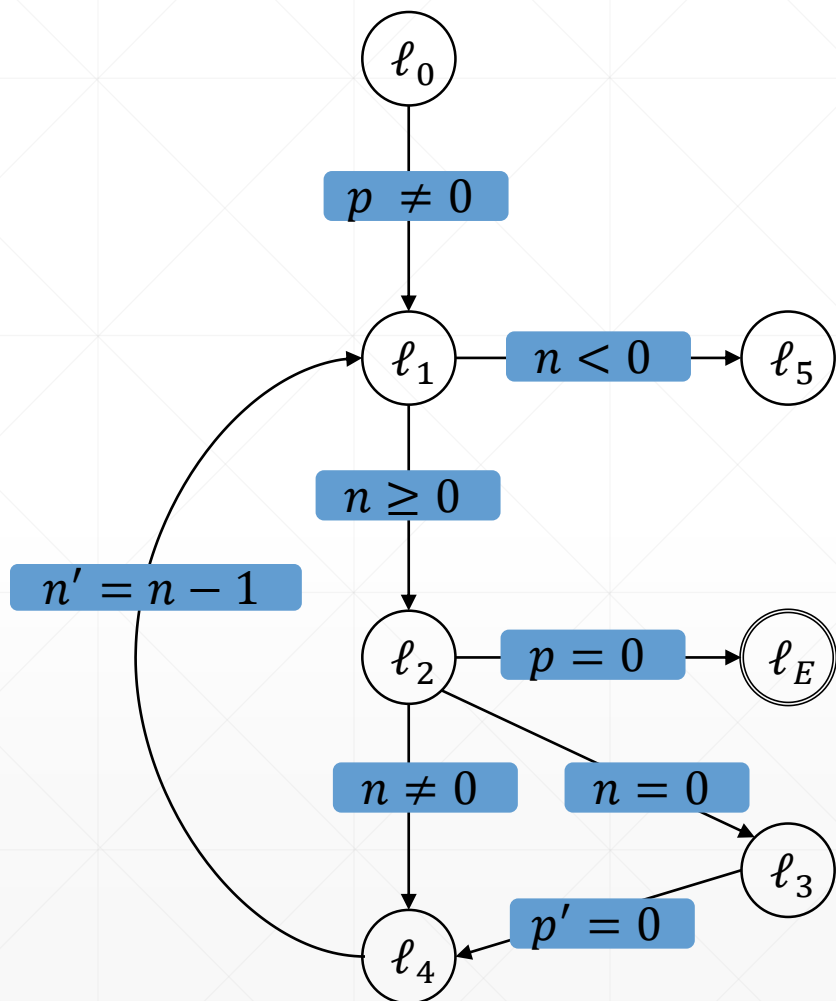
Example:



location	0	1	2	3
ℓ_0	t	t	t	t
ℓ_1	$f \wedge p \neq 0$	$t \wedge p \neq 0$	$t \wedge p \neq 0$	t
ℓ_2	$f \wedge p \neq 0$	$t \wedge p \neq 0$	$t \wedge p \neq 0$	$t \wedge p \neq 0$
ℓ_3	f	t	t	t
ℓ_4	$f \wedge p \neq 0$	$t \wedge p \neq 0$	t	t

11. Step: Level 4

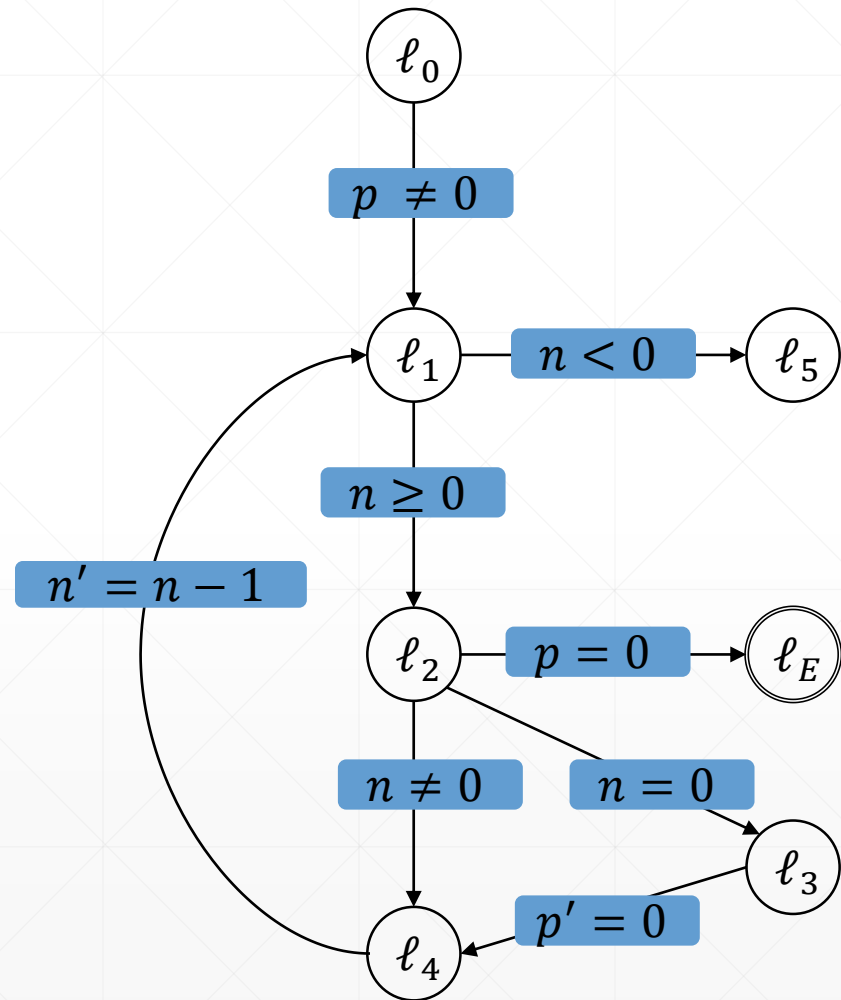
Example:



location	0	1	2	3	4
ℓ_0	t	t	t	t	t
ℓ_1	$f \wedge p \neq 0$	$t \wedge p \neq 0$	$t \wedge p \neq 0$	t	t
ℓ_2	$f \wedge p \neq 0$	$t \wedge p \neq 0$	$t \wedge p \neq 0$	$t \wedge p \neq 0$	t
ℓ_3	f	t	t	t	t
ℓ_4	$f \wedge p \neq 0$	$t \wedge p \neq 0$	t	t	t

11. Step: Level 4 Initialization

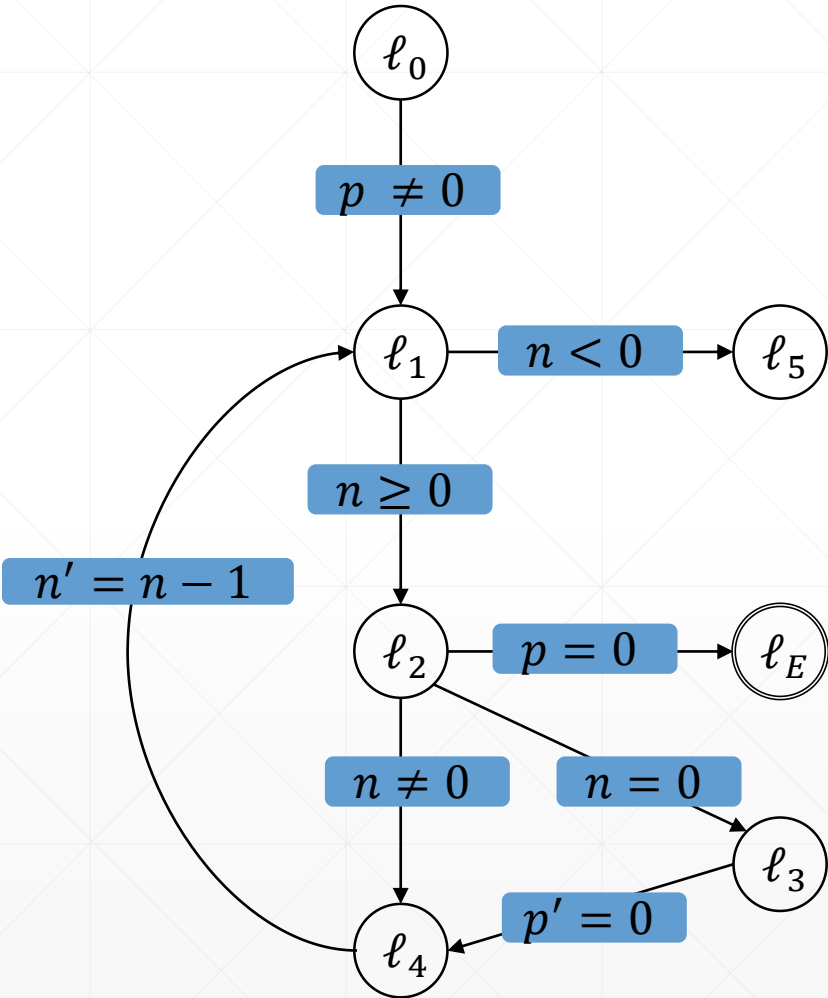
Example:



location	0	1	2	3	4
ℓ_0	t	t	t	t	t
ℓ_1	$f \wedge p \neq 0$	$t \wedge p \neq 0$	$t \wedge p \neq 0$	t	t
ℓ_2	$f \wedge p \neq 0$	$t \wedge p \neq 0$	$t \wedge p \neq 0$	$t \wedge p \neq 0$	t
ℓ_3	f	t	t	t	t
ℓ_4	$f \wedge p \neq 0$	$t \wedge p \neq 0$	t	t	t

TODO The new interesting proof-obligation!

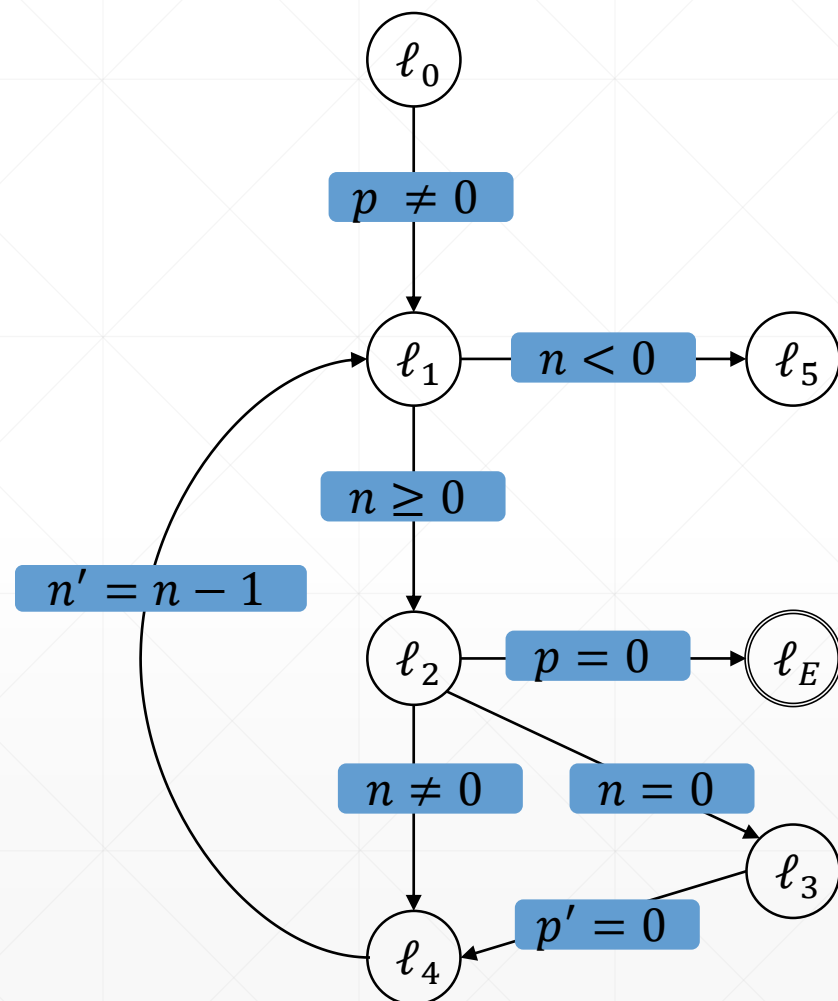
Example:



location	0	1	2	3	4
ℓ_0	t	t	t	t	t
ℓ_1	$f \wedge p \neq 0$	$t \wedge p \neq 0$	$t \wedge p \neq 0$	$t \wedge p \neq 0$	t
ℓ_2	$f \wedge p \neq 0$	$t \wedge p \neq 0$	$t \wedge p \neq 0$	$t \wedge p \neq 0$	$t \wedge p \neq 0$
ℓ_3	$f \wedge f$	$t \wedge f$	t	t	t
ℓ_4	$f \wedge p \neq 0$	$t \wedge p \neq 0$	$t \wedge p \neq 0$	t	t

TODO The Last step:
Spoiler: Error is unreachable

Example:



location	0	1	2	3	4	5
ℓ_0						
ℓ_1						
ℓ_2						
ℓ_3						
ℓ_4						

Text

Proof-Obligations:

Related Work: Other Approaches

➤ Our Algorithm is based on the approach by Lange et al.¹

➤ Other possible ways of using PDR on software:

- Bit-Blasting²:
 - Encode the variables as bitvectors with new variable pc representing the control-flow
 - Use the original bit-level PDR algorithm
 - ➔ Not very competitive because tedious handling of pc variable

1: Tim Lange, Martin R. Neuhäuser, and Thomas Noll. IC3 software model checking on control flow automata. In *FMCAD*, pages 97–104. IEEE, 2015.

2: Tobias Welp and Andreas Kuehlmann. QF BV model checking with property directed reachability. In *DATE*, pages 791–796. EDA Consortium San Jose, CA, USA / ACM DL, 2013.

Related Work: Other Approaches

➤ Our Algorithm is based on the approach by Lange et al.¹

➤ Other possible ways of using PDR on software:

- Abstract Reachability Tree (ART) Unrolling³:
 - Transform CFG into an ART
 - ➔ Attach program-counter variable pc and first-order formula φ to locations
 - Block proof-obligations like in our approach

1: Tim Lange, Martin R. Neuhäuser, and Thomas Noll. IC3 software model checking on control flow automata. In *FMCAD*, pages 97–104. IEEE, 2015.

3: Alessandro Cimatti and Alberto Griggio. Software model checking via IC3. In *CAV*, volume 7358 of *Lecture Notes in Computer Science*, pages 277–293. Springer, 2012.

Implementation in Ultimate: Description Trace Abstraction with PDR

1. Calculate sequence of statements from initial location to error location

➔ Possible error trace

2. Construct a new CFG of error trace

3. Use PDR to show if error is reachable or not

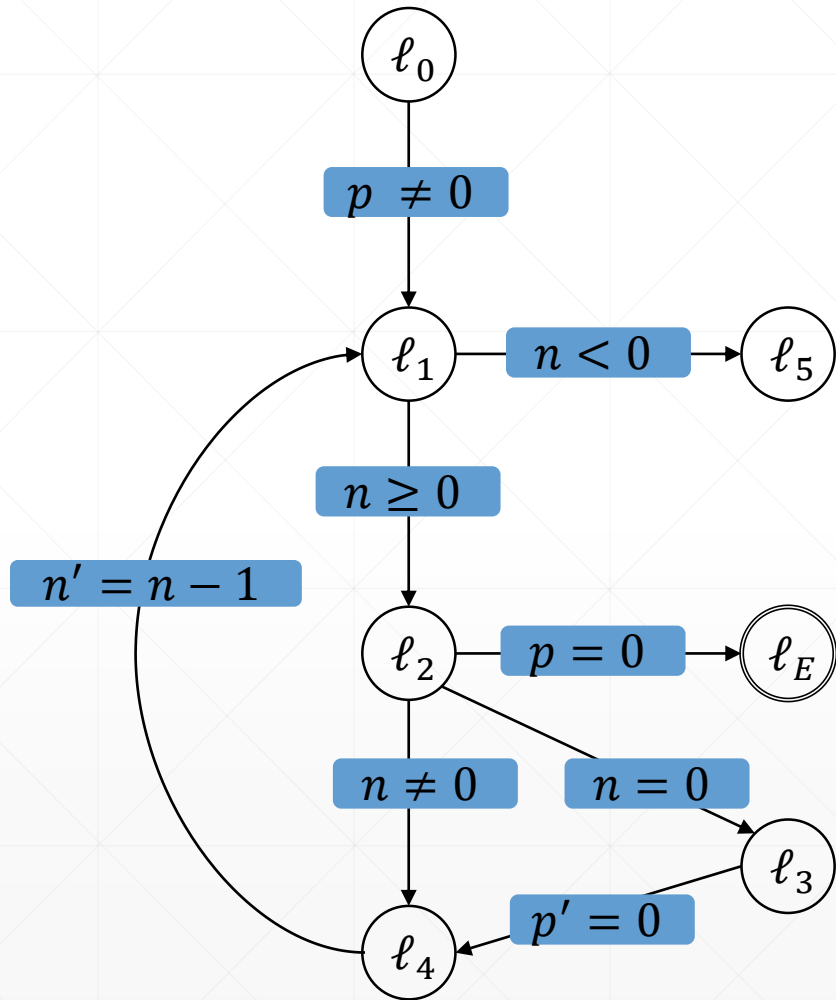
➔ If reachable:

- Error trace is feasible, program is unsafe

Implementation in Ultimate: Description Trace Abstraction with PDR

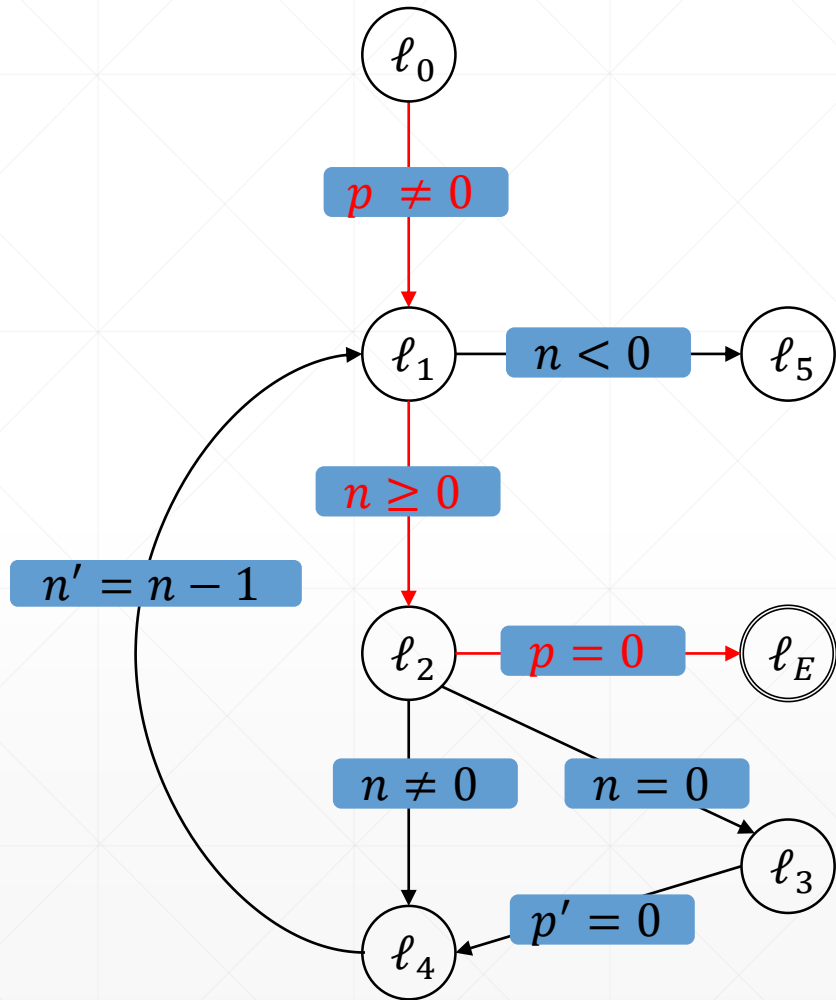
1. Calculate sequence of statements from initial location to error location
 - ➔ Possible error trace
2. Construct a new CFG of error trace
3. Use PDR to show if error is reachable or not
 - ➔ If unreachable:
 - Use formulas at the fixpoint as interpolant sequence to refute other error traces

Implementation in Ultimate: Trace Abstraction with PDR



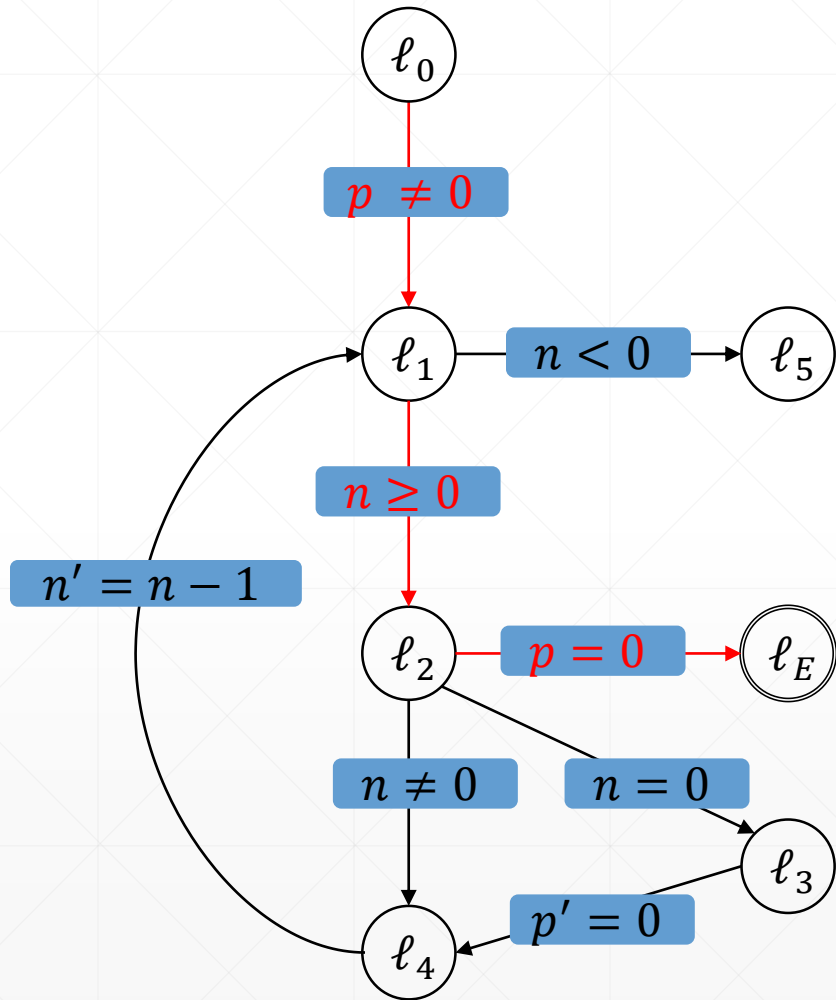
1. Step: Get possible error trace

Implementation in Ultimate: Trace Abstraction with PDR



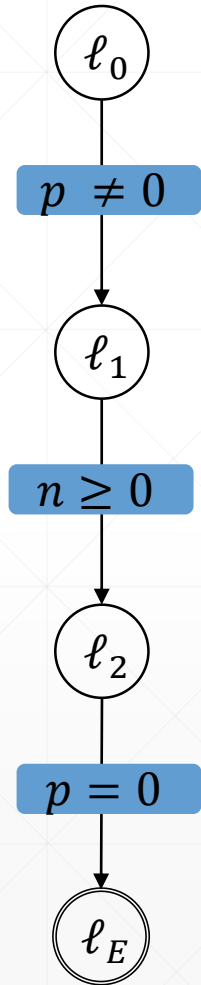
1. Step: Get possible error trace

Implementation in Ultimate: Trace Abstraction with PDR



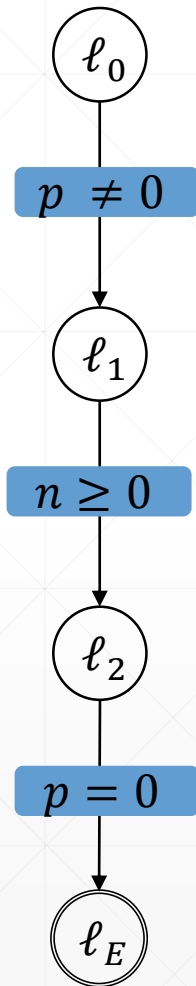
2. Step: Construct new CFG

Implementation in Ultimate: Trace Abstraction with PDR



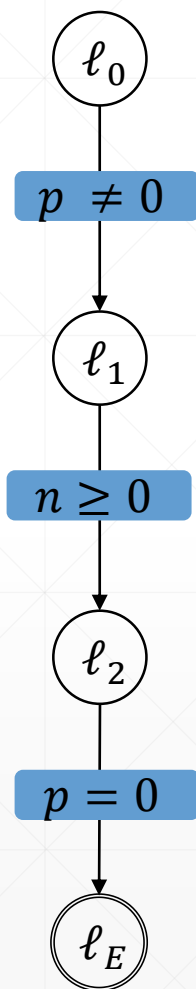
2. Step: Construct new CFG

Implementation in Ultimate: Trace Abstraction with PDR



3. Step: Use PDR

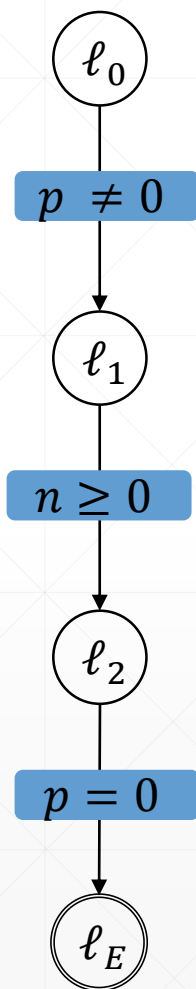
Implementation in Ultimate: Trace Abstraction with PDR



location	0	1	2	3
ℓ_0				
ℓ_1				
ℓ_2				

3. Step: Use PDR

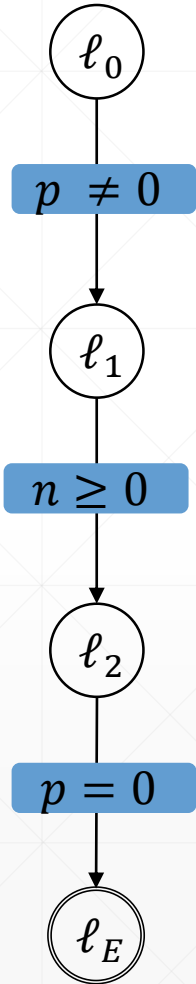
Implementation in Ultimate: Trace Abstraction with PDR



location	0	1	2	3
ℓ_0	t	t	t	t
ℓ_1	$f \wedge p \neq 0$	$t \wedge p \neq 0$	$t \wedge p \neq 0$	t
ℓ_2	$f \wedge p \neq 0$	$t \wedge p \neq 0$	$t \wedge p \neq 0$	$t \wedge p \neq 0$

3. Step: Use PDR

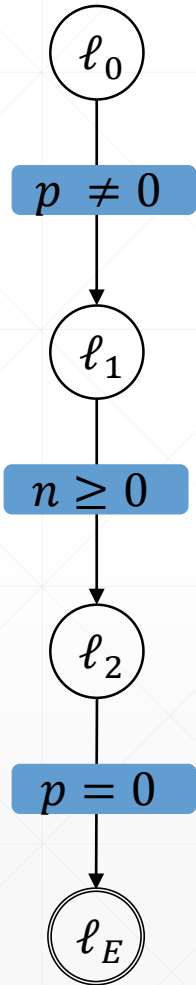
Implementation in Ultimate: Trace Abstraction with PDR



location	0	1	2	3
ℓ_0	t	t	t	t
ℓ_1	$f \wedge p \neq 0$	$t \wedge p \neq 0$	$t \wedge p \neq 0$	t
ℓ_2	$f \wedge p \neq 0$	$t \wedge p \neq 0$	$t \wedge p \neq 0$	$t \wedge p \neq 0$

4. Step: Use fixpoint invariants as interpolant sequence

Implementation in Ultimate: Trace Abstraction with PDR



location	0	1	2	3
ℓ_0	t	t	t	t
ℓ_1	$f \wedge p \neq 0$	$t \wedge p \neq 0$	$t \wedge p \neq 0$	t
ℓ_2	$f \wedge p \neq 0$	$t \wedge p \neq 0$	$t \wedge p \neq 0$	$t \wedge p \neq 0$

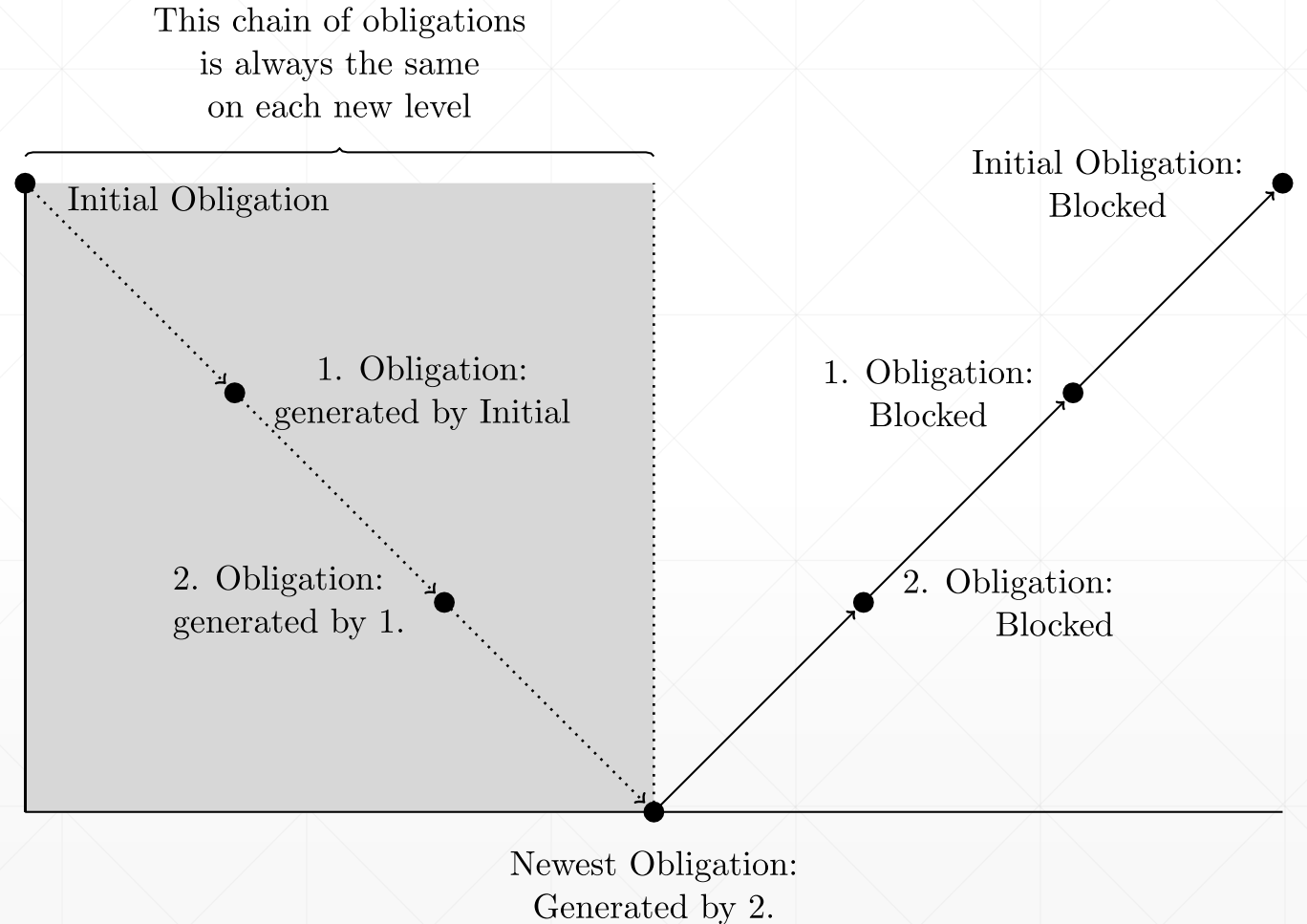
4. Step: Use fixpoint invariants as interpolant sequence

Implementation in Ultimate: Implemented Improvements

➤ Caching proof-obligations:

- Save the proof-obligation queue
- Start every new level with the latest blocked proof-obligation

➔ Only proof-obligation that differs from level before



Implementation in Ultimate: Implemented Improvements

- Skipping already blocked proof-obligations:
 - Save unsatisfiable queues to SMT-solver
 - ➔ If a saved queue is seen again, do not call SMT-solver again, strengthen frames right away

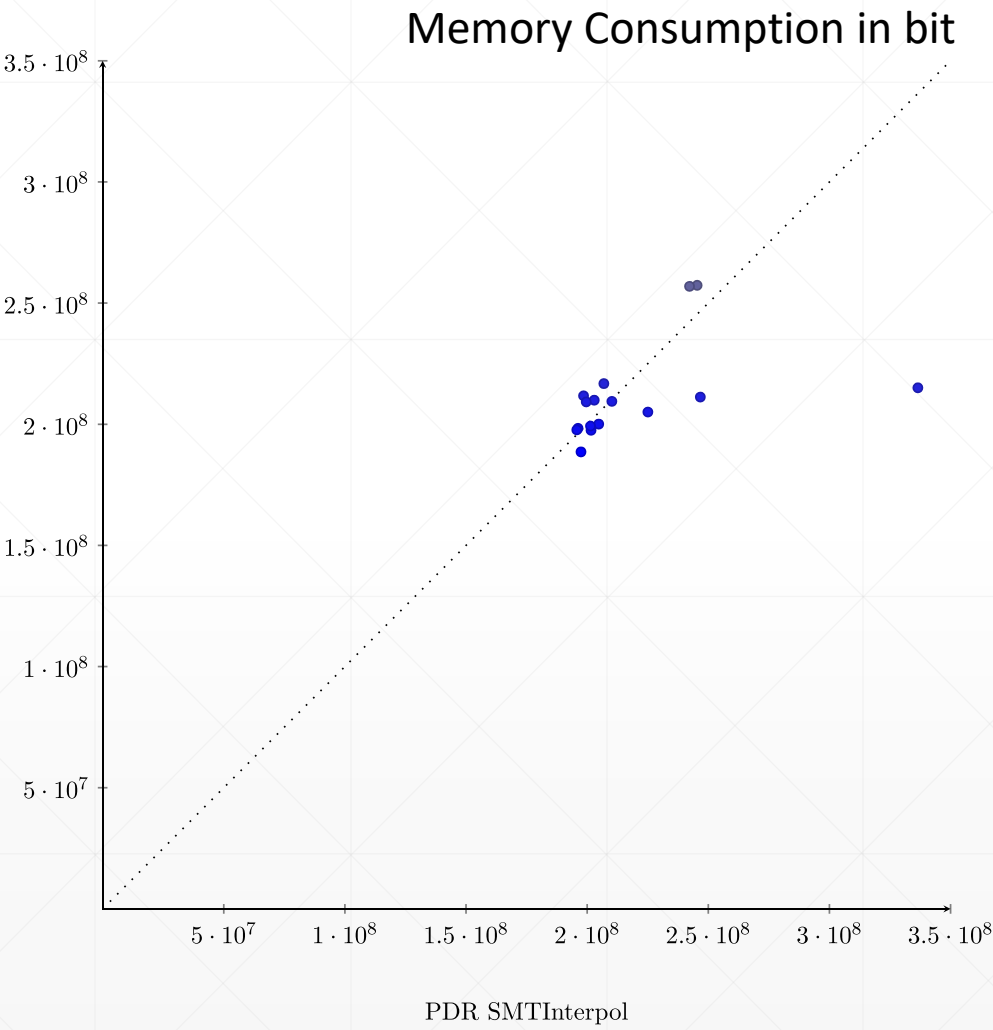
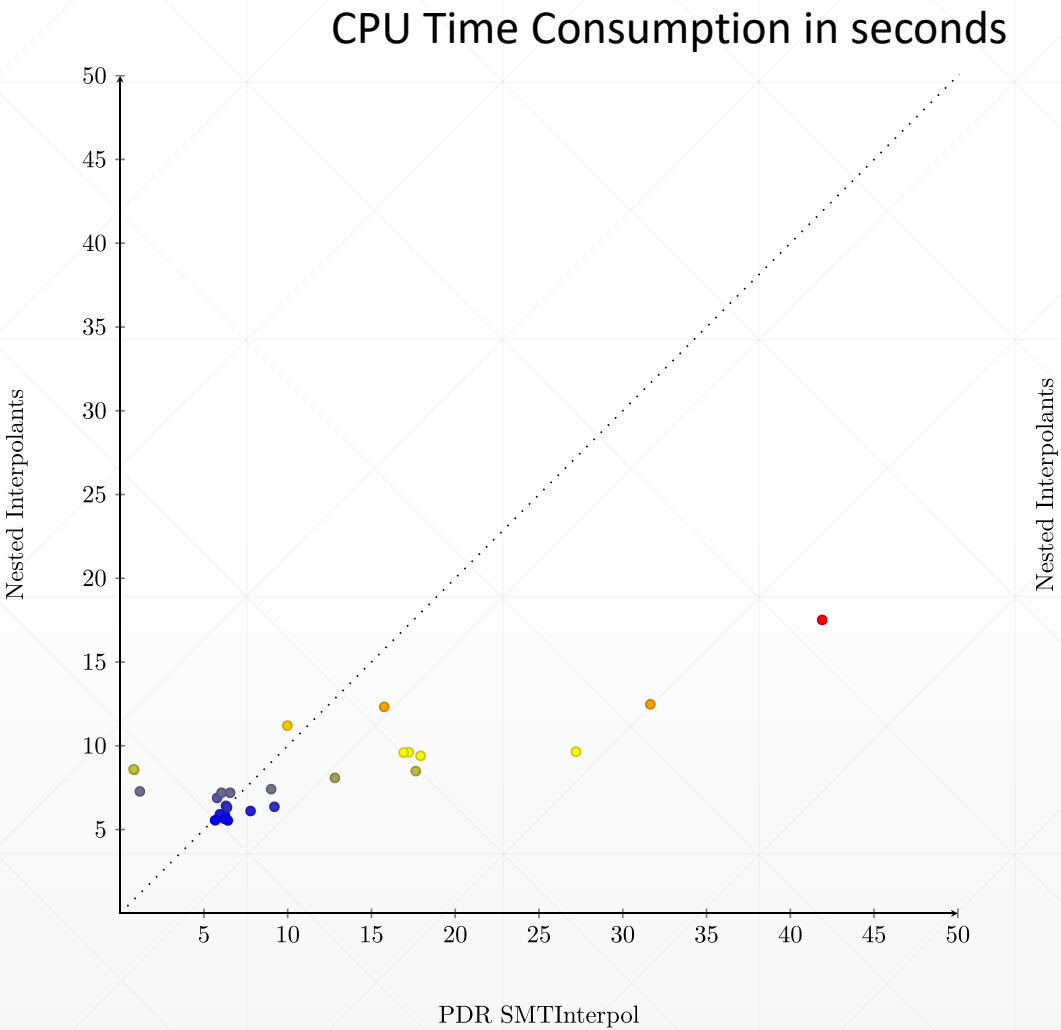
Evaluation: Data Comparison

- We compared Trace Abstraction using PDR with Trace Abstraction using Nested Interpolants
- Tested on Ultimate version 0.1.23-e6fd87c, time limit: 300s, memory limit: 8000MB

Evaluation: Introduction

- We compared Trace Abstraction using PDR with Trace Abstraction using Nested Interpolants
- Tested on Ultimate version 0.1.23-e6fd87c, time limit: 300s, memory limit: 8000MB
- Benchmarkset contained 250 Boogie¹ Programs
 - 31 real-life code
 - 40 programs without disjunctions
 - 134 difficult programs that could not be solved in three iterations
 - 37 programs with difficult loop invariants
 - 8 non-linear arithmetic

Evaluation: Data Comparison



	Nested Interpolants	PDR SMTInterpol	PDR Z3
Tests Solved	179/250	49/250	62/250
Solve Time	3543s	575s	1332s
Timeouts	65	90	133
Exceptions	6	111	55
real-life			
Tests Solved	20/31	3/31	9/31
Solve Time	598s	8s	76s
Timeouts	11	10	14
Exceptions	0	18	8
20170319-ConjunctivePathPrograms			
Tests Solved	29/40	6/40	16/40
Solve Time	531s	35s	191s
Timeouts	11	15	20
Exceptions	0	19	4
20170304-DifficultPathPrograms			
Tests Solved	105/134	24/134	24/134
Solve Time	1435s	449s	975s
Timeouts	24	44	74
Exceptions	5	66	36
tooDifficultLoopInvariants			
Tests Solved	17/37	8/37	8/37
Solve Time	944s	42s	57s
Timeouts	19	21	22
Exceptions	1	8	7
nonlinear			
Tests Solved	8/8	8/8	5/8
Solve Time	35s	41s	33s
Timeouts	0	0	3
Exceptions	0	0	0

Evaluation: Discussion

Future Work: Implementing Further Improvements

➤ Using Interpolation:

- Our algorithm is inefficient when dealing with loops
- Idea:
 - Instead of strengthening frames with negated proof-obligation, calculate Interpolant for transition and proof-obligation and add that

Future Work: Implementing Further Improvements

➤ Dealing with procedures:

- C programs often contain procedures with which PDR cannot deal

- Idea:

- Use a non-linear approach of PDR
- Calculate a procedure summary and add that to the CFG, removing the procedure altogether

Conclusion
