

Revisiting Underapproximate Reachability for Multipushdown Systems

Sparsa Roychowdhury, Prof. S Akshay, Prof. S Krishna, and
Prof. Paul Gastin

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Outline

- ▶ Introduction
- ▶ Multistack Pushdown Automata (MPDA)
- ▶ Hole bounded runs of MPDA
- ▶ Algorithm
- ▶ Extension to time
- ▶ Implementation
- ▶ Experiments
- ▶ Conclusion

Introduction

- ▶ Checking the correctness of a system is essential
- ▶ Testing can guarantee the presence of bugs but can not guarantee the absence of it
- ▶ Formal verification is a celebrated area of computer science that proves the correctness of a system mathematically
- ▶ Model checking is one of the most promising approaches to formal verification

Model checking

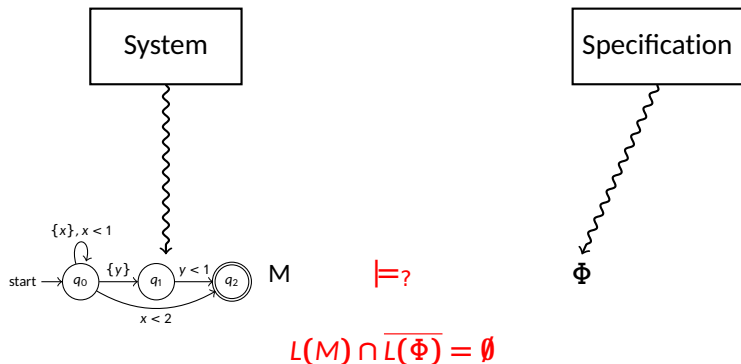


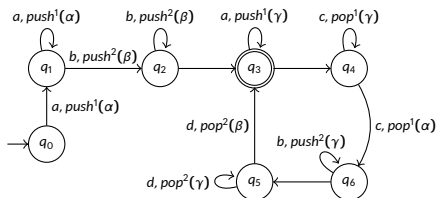
Figure: Model checking as a reachability/emptiness problem

Model checking contd.

- ▶ Finding a proper model is essential to capture the important behaviors of systems
- ▶ If the model is too powerful, model checking becomes difficult, sometimes **undecidable!**
- ▶ Thus, finding a good model that strikes a good balance between expressivity and complexity is very crucial in model checking

Multi-stack Pushdown Automata

- ▶ Verification of **recursive concurrent programs** is an active area of interest
- ▶ Behaviours of recursive concurrent programs can be modeled using **multi-stack pushdown automata (MPDA)**



A Multistack Pushdown Automata accepting the language:

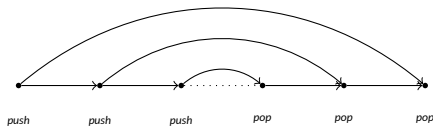
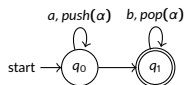
$$L^{bh} = \{a^n b^n (a^{q_1} c^{q_1+1} b^{q'_1} d^{q'_1+1} \dots a^{q_n} c^{q_n+1} b^{q'_n} d^{q'_n+1}) \mid n, q_i, q'_i \in \mathbb{N}, \forall i \in [n]\}$$

Multi-stack Pushdown Automata

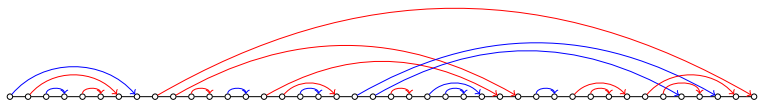
- ▶ Multi-stack pushdown automata is **Turing complete**
- ▶ Reachability is Undecidable!!
- ▶ **Under-approximation!**
 1. Bounded Round [La Torre et al. \[2010\]](#), [Qadeer and Wu \[2004\]](#)
 2. Bounded Scope [Torre et al. \[2016\]](#)
 3. Bounded Phase [La Torre et al. \[2007\]](#) etc.

Capturing Behavior as Graphs

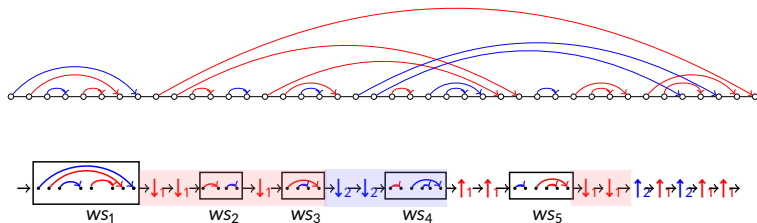
Graphs can be used to represent set of runs



Behavior Graph of an MPDA

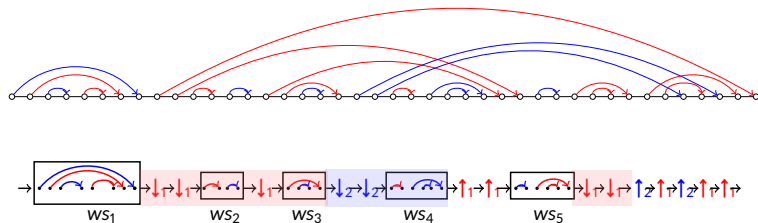


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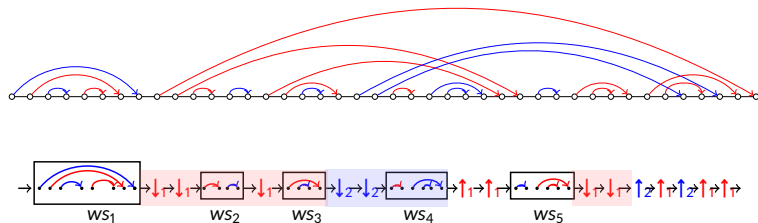
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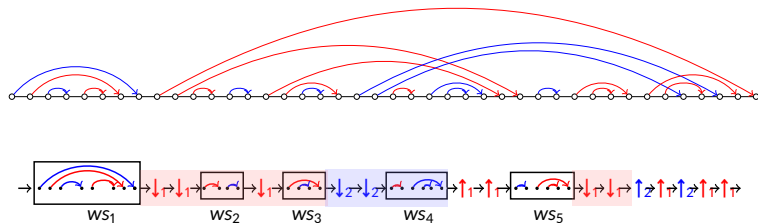
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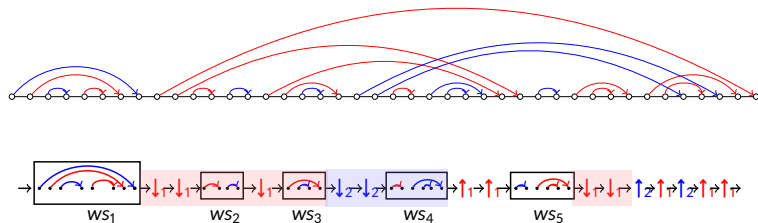
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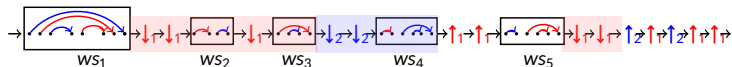
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- ▶ An atomic- i -segment of stack i is a push \downarrow_i followed by a well-nested sequence ws_j .

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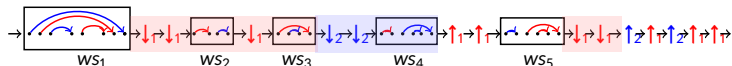
Segments and holes



► **Pending-push(\downarrow_i)** of stack i (w.r.t a position n)

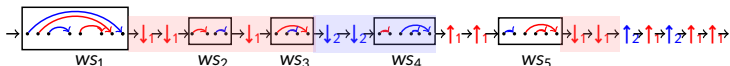
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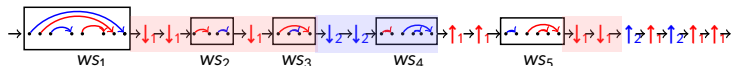
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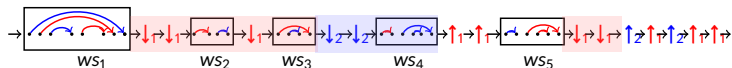
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Segments and holes



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No matching pop prior n
- ▶ An **i-segment** is open if its first push transitions are pending
- ▶ An **i-hole** in a run is the maximal factor that is an open i-segment
- ▶ We denote by $\text{nbHoles}(\sigma)$ the number of holes in a run σ

Hole Bounded runs of MPDA

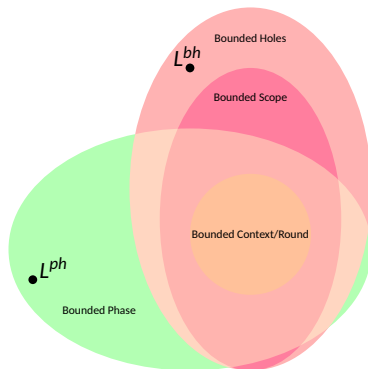


Definition

A run σ is said to be **K-hole** bounded if $\text{nbHoles}(\sigma) \leq K$, for $K \in \mathbb{N}$.

In **hole bounded** reachability of MPDA we only search for a **K-hole** bounded accepting run of MPDA where, $K \in \mathbb{N}$.

Hierarchy of Under-approximations



$$L^{ph} = \{(ab)^n c^n d^n \mid n \in \mathbb{N}\}$$

$$L^{bh} = \{a^n b^n (a^{q_1} c^{q_1+1} b^{q'_1} d^{q'_1+1} \dots a^{q_n} c^{q_n+1} b^{q'_n} d^{q'_n+1}) \mid n, q_i, q'_i \in \mathbb{N}\}$$

Algorithm to Solve Hole bounded reachability

Question: Given a MPDA and a bound $K \in \mathbb{N}$ does there exists a K -hole bounded run that reaches a target state from the initial state?

- ▶ Algorithm
 - ▶ Uses fixed-point computation
 - ▶ Guided BFS exploration
 - ▶ Witness generation

Steps of the Algorithm

We divide the algorithm in two parts,

1. Fixed-point Computation and Memoization

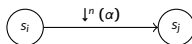
Precomputes well nested runs (ws) , atomic open-hole $(\downarrow_i ws)$, and open-hole $(\downarrow_i ws)^+$.

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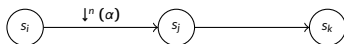
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1. Fixed-point Computation and Memoization
2. On-The-Fly guided Breadth First Search (BFS) Exploration **Which solves hole bounded reachability for MPDA**

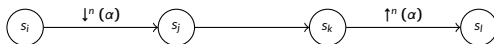
Computing Well-Nested Sequences



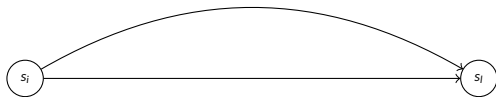
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|----------|----------|---------|----------|----------|-------------------|
| \ddots | s_j | \dots | s_k | \dots | } $ \mathcal{S} $ |
| \vdots | \vdots | \dots | \vdots | \dots | |
| s_i | 1 | \dots | 0 | \dots | |
| \vdots | \vdots | \dots | \vdots | \ddots | |

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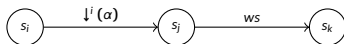
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| \vdots | \vdots | \dots | \vdots | \ddots | |

Transitive Closure will give us the **well-nested** sequences

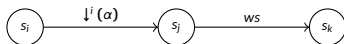
Computing i-segments and i-holes

- ▶ An **i-segment** ($\downarrow^i(\alpha)ws$) for a stack i is a pending push(\downarrow^i) followed by a maximal **well-nested** sequence(ws)



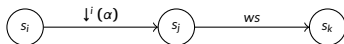
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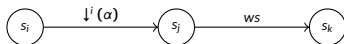
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- ▶ Assume we store this information in M^i

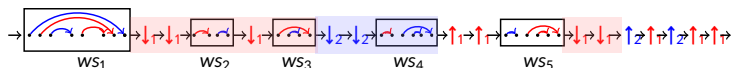


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- ▶ We can pre-compute all possible **i-segments** by concatenating well-nested sequences after a push transition of stack i .
- ▶ Assume we store this information in M^i
- ▶ Dropping stack alphabet and doing transitive closure on M^i gives us information of all **i-Holes**, (M_i^h) .



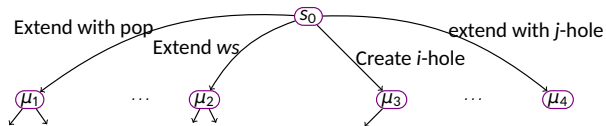
Blocks of a run of MPDA



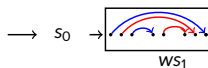
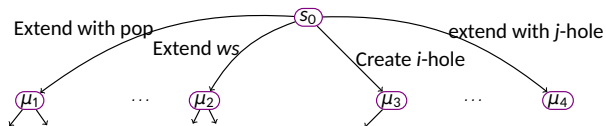
Every run of a MPDA is made of three basic blocks

- ▶ Well-nested sequence (ws_j)
- ▶ Hole (sequence of \downarrow_i ws_j)
- ▶ Matching-pops (\uparrow_i)

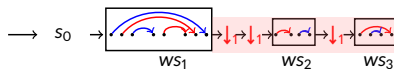
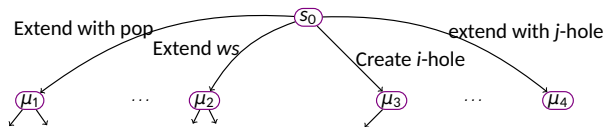
Breadth First Search Exploration



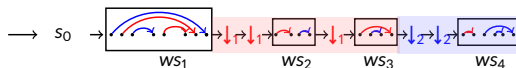
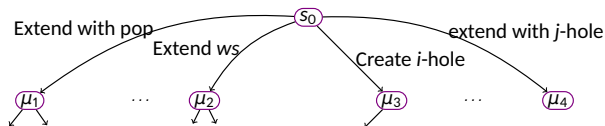
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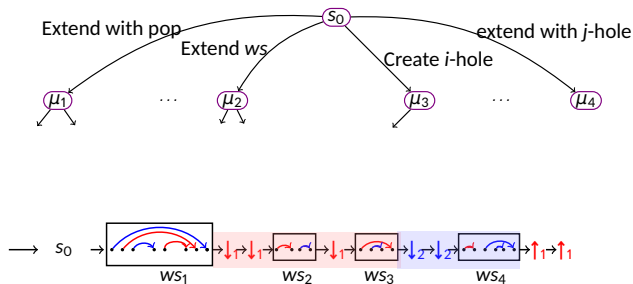
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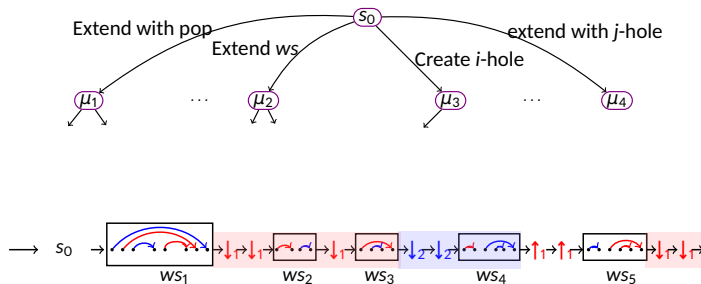
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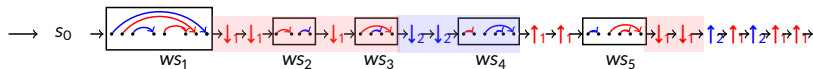
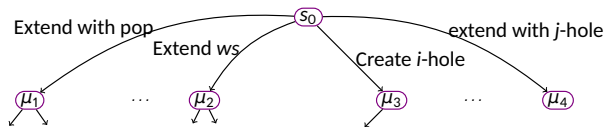
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Witness

For well-nested runs, we can generate witness by a recursive procedure.

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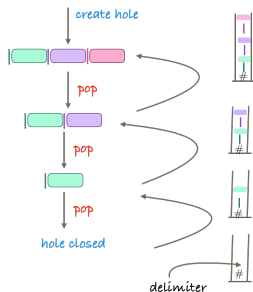
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For runs which are not **well-nested** backtracking is used

Witness

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For runs which are not **well-nested** backtracking is used



Timed Automata Alur and Dill [1994]

Timed automaton is a well-studied model that capture the behaviors of real-time systems

- Finite States + Clocks

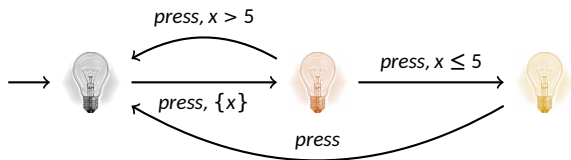


Figure: A Timed Automaton.

- Infinite state space
- Region construction
- Reachability is PSPACE-C

Extension to Time

We also extend the algorithm to handle Timed Multistack Pushdown Automata

- ▶ Clocks + Age (closed guards)
- ▶ Data Structures
- ▶ Timed witness generation

BHIM

- ▶ We have built a tool **BHIM**¹ based on the algorithm
- ▶ Works on both timed and untimed MPDA
- ▶ Generates a run as a witness of reachability
- ▶ We tested our tool on a set of benchmarks

¹<https://sparsa.github.io/bhim>

Experiments

| Name | Locations | Transitions | Stacks | Holes | Time Empty (mili sec) | Time Witness (mili sec) | Memory(KB) |
|-----------------------|-----------|-------------|--------|-------|-----------------------|-------------------------|------------|
| Bluetooth | 45 | 89 | 2 | 0 | 149.3 | 0.241 | 6934 |
| MultiProdCons-1(2) | 11 | 18 | 2 | 2 | 11.1 | 0.1 | 1796 |
| MultiProdCons-2(3,2) | 7 | 11 | 2 | 2 | 126.529 | 0.281 | 5632 |
| MultiProdCons-2(24,7) | 32 | 34 | 2 | 2 | 1879.33 | 10.63 | 21836 |
| dm-target | 22 | 27 | 2 | 2 | 26.483 | 0.279 | 6624 |
| Binary Search Tree | 29 | 78 | 2 | 2 | 60.8 | 5.1 | 5143 |
| untimed- L^{crit} | 6 | 10 | 2 | 2 | 14.9 | 0.7 | 4692 |
| Untimed-Maze | 9 | 12 | 2 | 0 | 8.25 | 0.07 | 5558 |
| L^{bh} | 7 | 13 | 2 | 2 | 22.2 | 0.6 | 4404 |

Table: Experimental results: Time Empty and Time Witness column represents no. of milliseconds needed for emptiness checking and to generate witness, respectively.

| Name | Locations | Transitions | Stacks | Clocks | c_{max} | Aged(Y/N) | Holes | Time Empty(mili sec) | Time Witness (mili sec) | Memory(KB) |
|------------|-----------|-------------|--------|--------|-----------|-----------|-------|----------------------|-------------------------|------------|
| Bluetooth | 45 | 89 | 2 | 0 | 2 | Y | 0 | 152.8 | 0.119 | 5568 |
| L^{crit} | 6 | 10 | 2 | 2 | 8 | Y | 2 | 9965.2 | 3.7 | 203396 |
| Maze | 9 | 12 | 2 | 2 | 5 | Y | 2 | 349.3 | 0.31 | 11604 |

Table: Experimental results of timed examples. The column c_{max} is defined as the maximum constant in the automaton, and Aged denotes if the stack is timed or not

Conclusion

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Thank You

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Questions?

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- Salvatore La Torre, Margherita Napoli, and Gennaro Parlato. Scope-bounded pushdown languages. *International Journal of Foundations of Computer Science*, 27(02):215–233, 2016.

Decidability & Some Possible Algorithms

Theorem

The K -hole bounded reachability of MPDA is decidable

- ▶ Hole bounded \Rightarrow Tree-width bounded

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- ▶ Naive BFS exploration

Difficult to design!

Decidability & Some Possible Algorithms

Theorem

The K -hole bounded reachability of MPDA is decidable

- ▶ Hole bounded \Rightarrow Tree-width bounded
- ▶ Tree-width bounded \Rightarrow Decidable reachability Madhusudan and Parlato [2011]
- ▶ Tree-width based Algorithm Akshay et al. [2017],
 1. Capture the behaviour of the model as a graph
 2. Show that these graphs has bounded tree-width
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Unnecessary branches!