

Temporal Kodkod (WIP)

Nuno Macedo Alcino Cunha



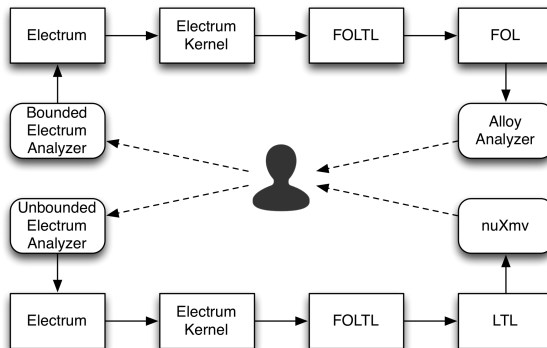
TRUST Workshop 2016
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Electrum

- A **lightweight formal specification language**, inspired by Alloy and TLA that simplifies the specification of dynamic systems with rich configurations
- A bounded and an unbounded **model-checking technique** to verify such systems, i.e., whether temporal properties hold for every possible configuration

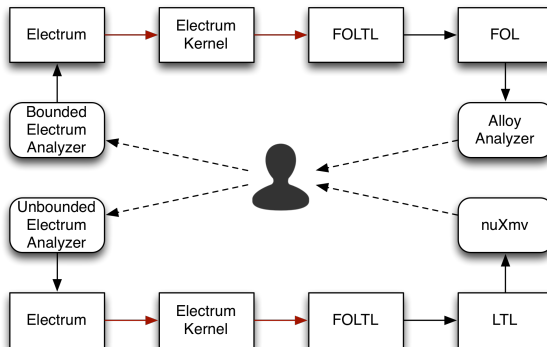
Electrum

Actual architecture:



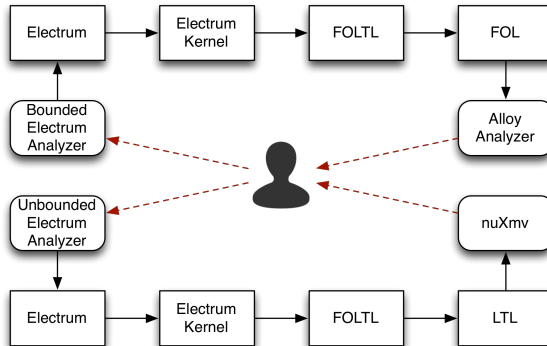
Electrum

Actual architecture:



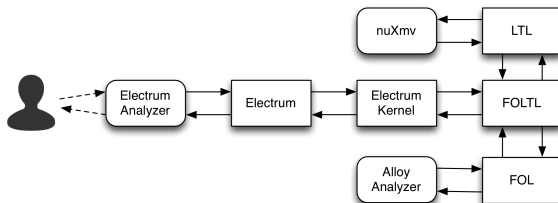
Electrum

Actual architecture:



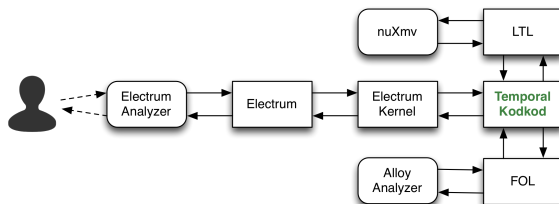
Electrum

Planned architecture:



Electrum

Planned architecture:



Model Finding

- Bounded search for models that satisfy given constraints
- Abstracts several consistency management tasks
- Simulation, verification, model checking...

Model Finding

- Archetype: **Kodkod**
- Bounded universe of atoms \mathcal{U}
- Relational variable declarations B (upper- and lower-bounds)
- Relational first-order-logic formulas ϕ
- Solutions bind relations in B with tuples from \mathcal{U} and satisfy ϕ

Model Finding

- **Automated** finding via SAT solving
- Bound declarations allow **partial** solutions
- Solutions can be **iterated** by using incremental SAT solvers
- Powerful **symmetry** breaking algorithm removes isomorphic solutions

Temporal Model Finding

- No native support for **dynamic** systems
- A temporal extension is in order
- Characteristic features must be preserved:
 - automated solving
 - partial solutions
 - solution iteration
 - symmetry breaking

Temporal Kodkod: Bounds

- Solutions are now (potentially infinite) sequences of binds
- Bounds must accept potentially infinite traces
- Transition relation is total and deterministic (essentially a stream)
- Would a more flexible structure be useful?
- Allows the definition of **partial** solutions traces

Temporal Kodkod: Formulas

- Formulas ϕ are now temporal
- LTL operators + primed variables
- Define the properties that the temporal solutions are expected to hold

Example

- Farmer river crossing puzzle

Example

$\mathcal{U} = \{\text{Left}, \text{Right}\}$

B = left : [{Left}]
 right : [{Right}]

farmer : [{}, {Left, Right}]
 fox : [{}, {Left, Right}]
 goose : [{}, {Left, Right}]
 beans : [{}, {Left, Right}]

$\phi = \text{always (one farmer and one fox and one goose and one beans)}$

farmer + fox + goose + beans = left

```
always (
  farmer' != farmer and
  (farmer = fox and fox' != fox and goose' = goose and beans' = beans) ||
  (farmer = goose and fox' = fox and goose' != goose and beans' = beans) ||
  (farmer = beans and fox' = fox and goose' = goose and beans' != beans)
)
```

```
always (
  not (farmer != fox and fox = goose) and
  not (farmer != goose and goose = beans)
)
```


eventually (farmer + fox + goose + beans = right)

Example

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always (
  farmer' != farmer and
  (farmer = fox and fox' != fox and goose' = goose and beans' = beans) ||
  (farmer = goose and fox' = fox and goose' != goose and beans' = beans) ||
  (farmer = beans and fox' = fox and goose' = goose and beans' != beans)
)
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always (
  not (farmer != fox and fox = goose) and
  not (farmer != goose and goose = beans)
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eventually (farmer + fox + goose + beans = right)

Example

$\mathcal{U} = \{\text{Left}, \text{Right}\}$

B = left :S [{Left}]
 right :S [{Right}]

farmer :V [{Left}]		[{ }, {Left, Right}]	
fox :V [{Left}]		[{ }, {Left, Right}]	
goose :V [{Left}]	→	[{ }, {Left, Right}]	
beans :V [{Left}]		[{ }, {Left, Right}]	

$\phi = \text{always (one farmer and one fox and one goose and one beans)}$

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always (
  farmer' != farmer and
  (farmer = fox and fox' != fox and goose' = goose and beans' = beans) ||
  (farmer = goose and fox' = fox and goose' != goose and beans' = beans) ||
  (farmer = beans and fox' = fox and goose' = goose and beans' != beans)
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always (
  not (farmer != fox and fox = goose) and
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eventually ( farmer + fox + goose + beans = right )
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Example

$\mathcal{U} = \{\text{Left}, \text{Right}\}$

B = left :S [{Left}]
 right :S [{Right}]

farmer :V [{Left}]		[{Right}]		[{Left}]
fox :V [{Left}]		[{ }, {Left, Right}]		[{ }, {Left, Right}]
goose :V [{Left}]	→	[{ }, {Left, Right}]	→	[{ }, {Left, Right}]
beans :V [{Left}]		[{ }, {Left, Right}]		[{ }, {Left, Right}]

$\phi = \text{always (one farmer and one fox and one goose and one beans)}$

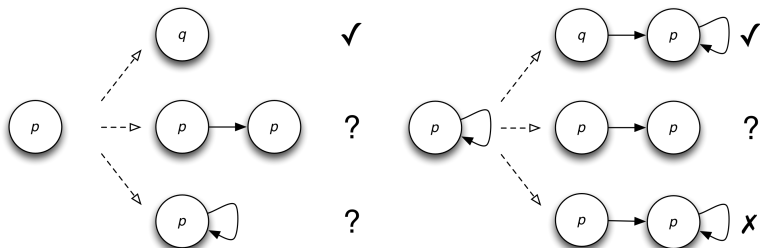
```
always (
  (farmer = fox and fox' != fox and goose' = goose and beans' = beans) ||
  (farmer = goose and fox' = fox and goose' != goose and beans' = beans) ||
  (farmer = beans and fox' = fox and goose' = goose and beans' != beans)
)
```

```
always (
  not (farmer != fox and fox = goose) and
  not (farmer != goose and goose = beans)
)
```

```
eventually ( farmer + fox + goose + beans = right )
```

Solution Iteration

- Should finite prefixes be considered valid solutions?
- Which solutions should be removed when iterating?



- Suitable temporal symmetry breaking should address these issues

Temporal Kodkod: Solving

- Currently deployed iteratively over SAT
- Temporal bounds are unfolded as needed
- Guarantees minimal traces

State of the Work

- Implemented as an extension of Kodkod, deployed over SAT
- (Bounded) Electrum built over it
- Derived bounds are “constant”
- Alloy Analyzer adapted to present temporal solutions
- Several open questions

Plan

- Deployment over unbounded model checkers (SMV)
- Advanced scenario exploration
- Decomposed, parallel solving of configurations
- Symmetry breaking?
- Derive stricter bounds from Electrum (initial state)