

Liveness Checking as Safety Checking

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Safety

Something bad will not happen



Liveness

Something good will eventually happen

Safety

Liveness

Characterization

partial correctness

termination

Operations

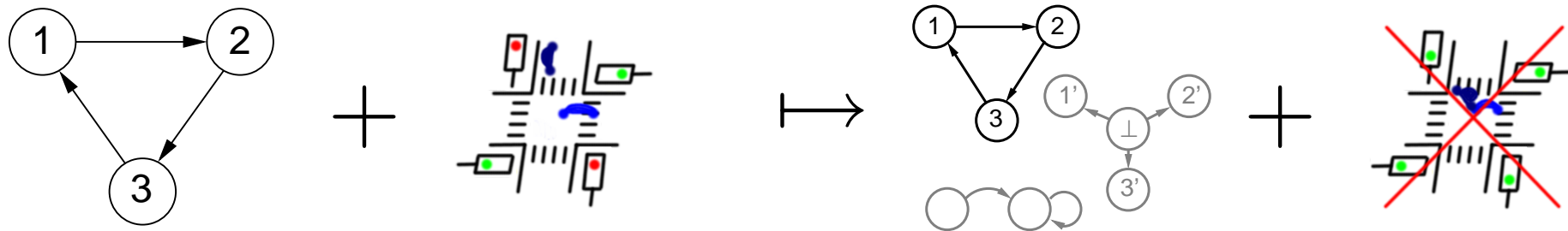
post, \cup , \subseteq , \cap *bad*

pre, \cap , \subseteq , \setminus *good*

Tool support

almost all

less common



If the number of states is **finite**

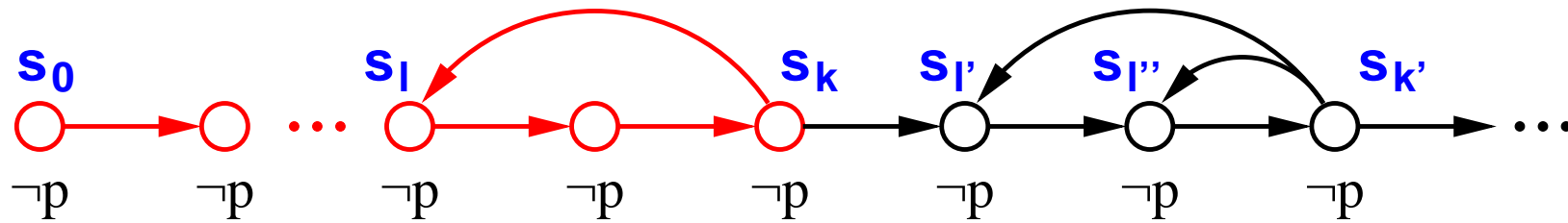
1. a system with a liveness property can be transformed to a system with an equivalent safety property
2. the transformed system can be model-checked **efficiently**

Introduction

Counter-Based Translation

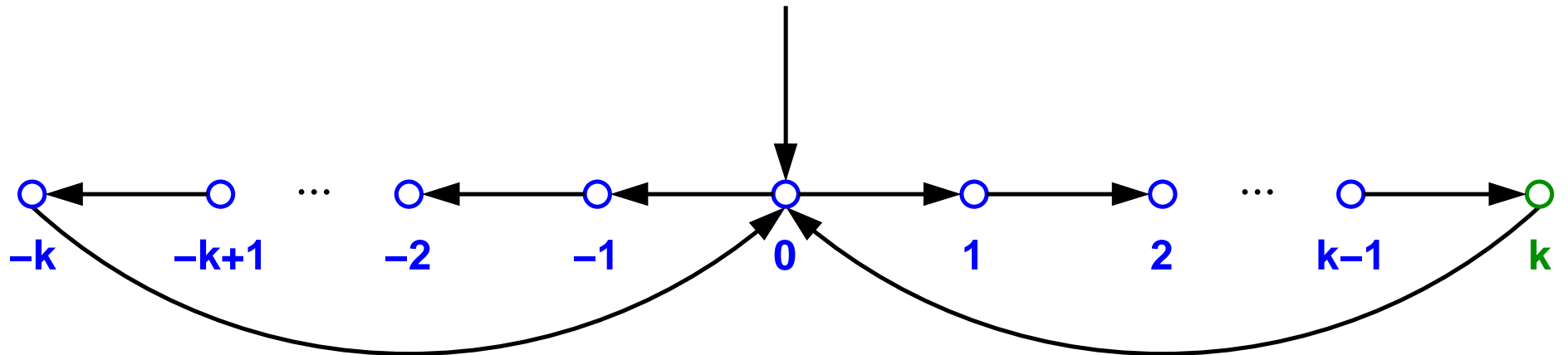
State-Recording Translation

Experimental Results

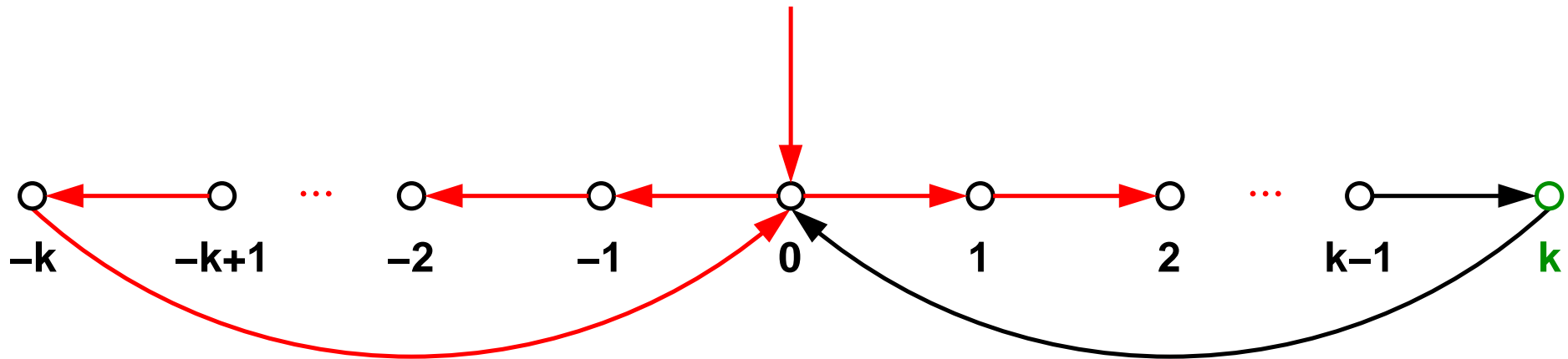


Lasso-shaped counterexample for $\mathbf{AF} p$

Always exists in a finite state system

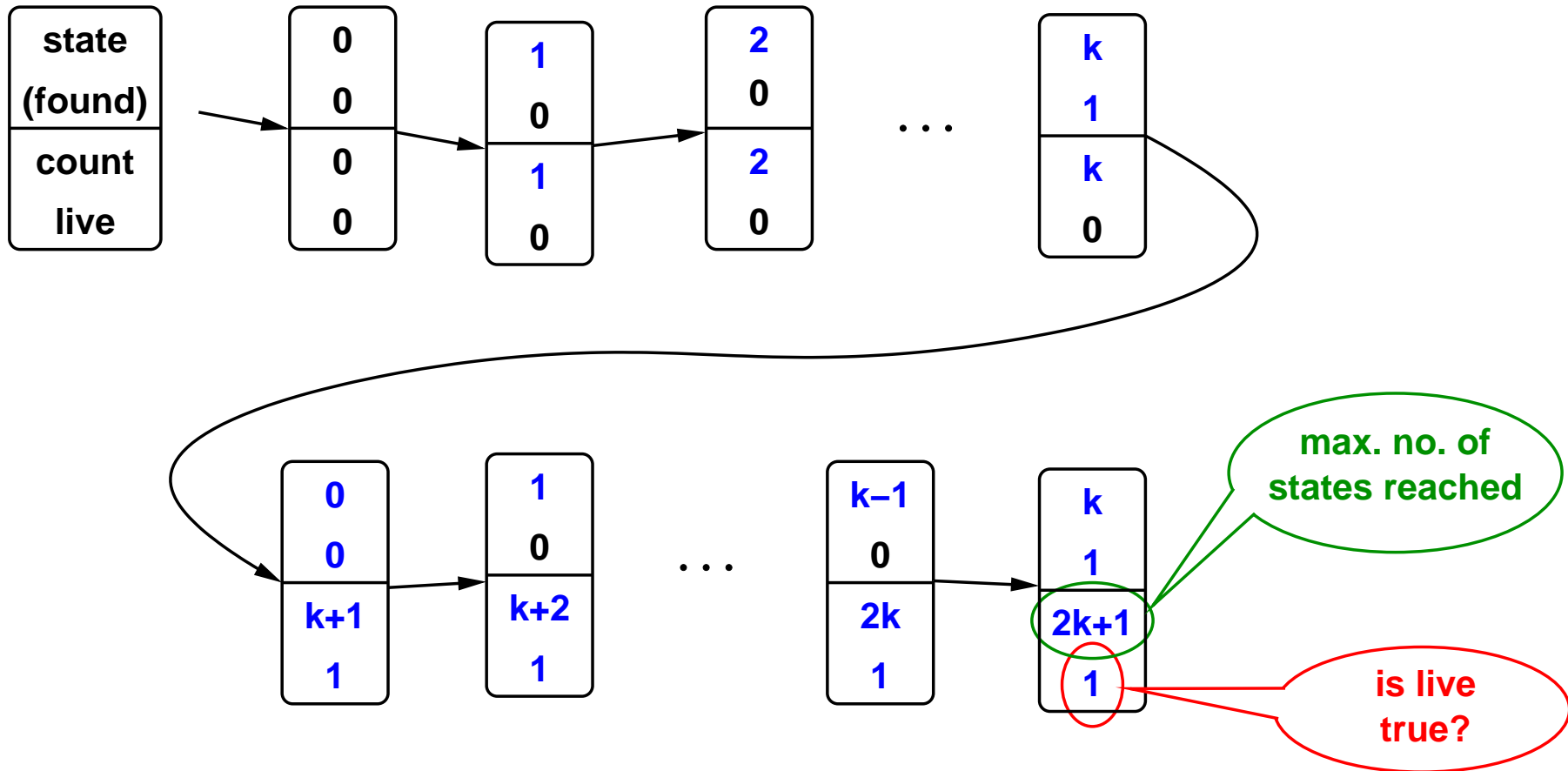


Is $\mathbf{AF} k$ true?

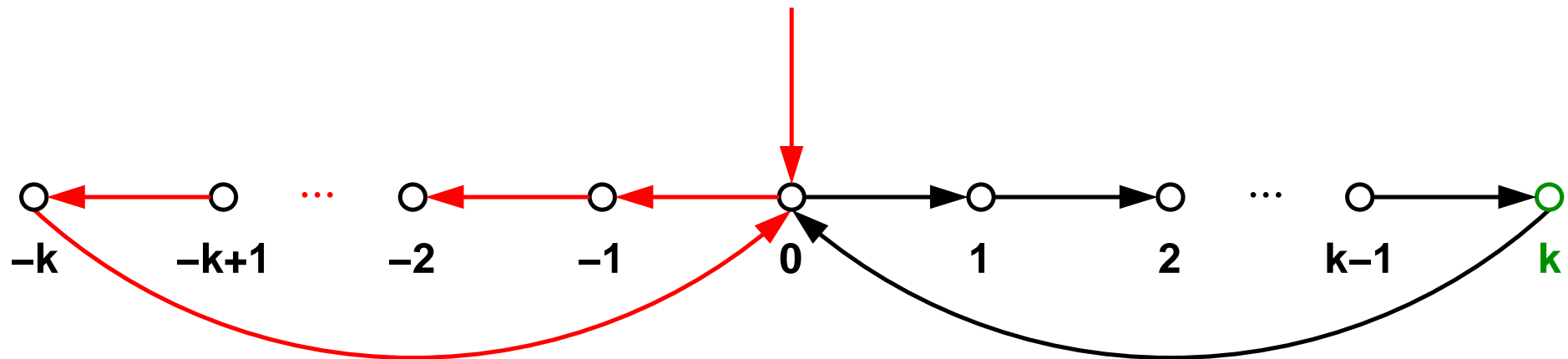


Given Finite state system with n states, liveness property $\mathbf{AF} k$

Find Initialized path where k is false for the first $n + 1$ states



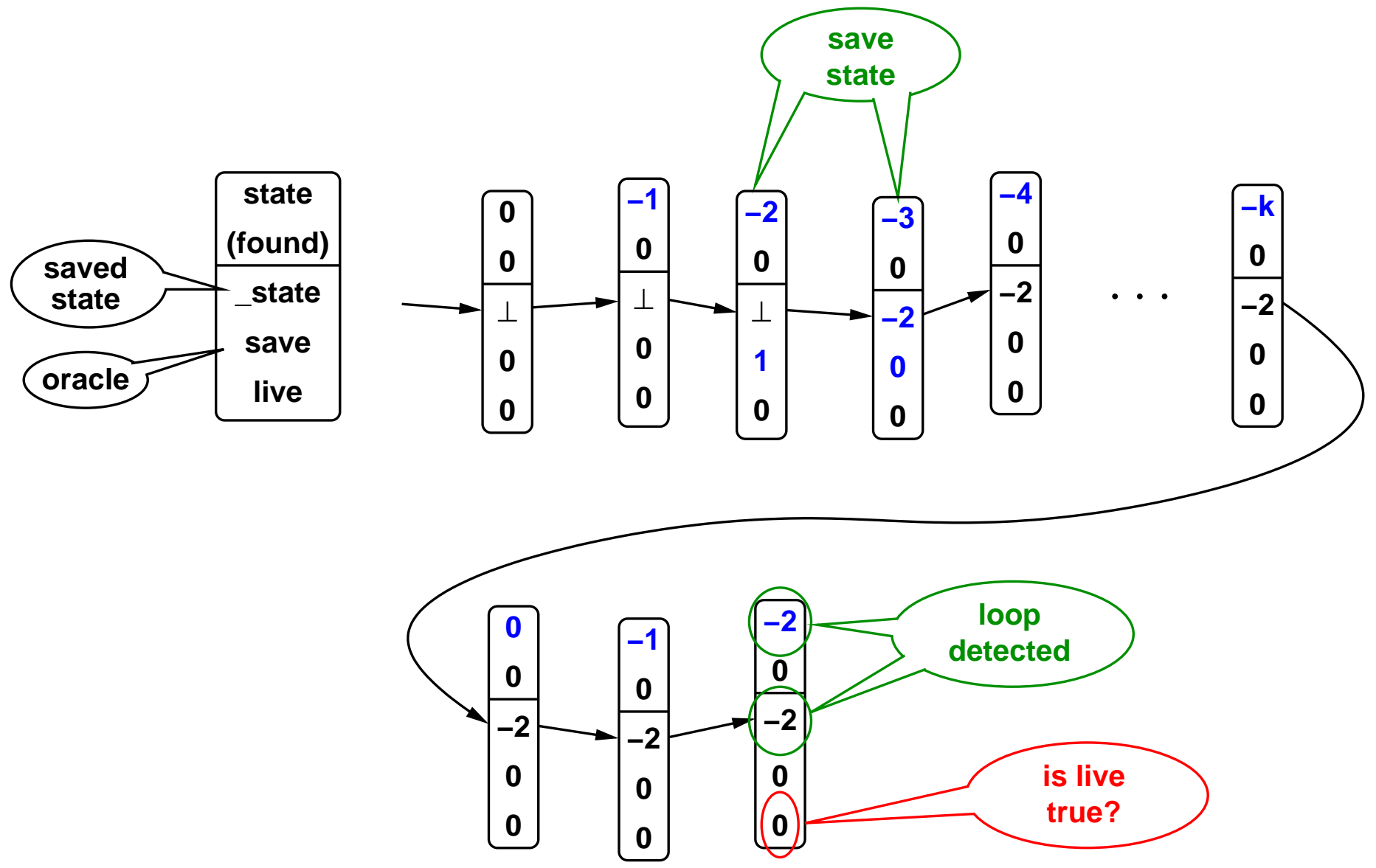
Requires n forward iterations
 \Rightarrow impractical for realistic systems



Find Initialized path where k is false until a state is visited for the second time

But... State space search is memory-less

Guess start of loop, save guess in copy of state variables



VAR

```
state: -k..k;
```

DEFINE

```
found := state = k;
```

ASSIGN

```
init(state) := 0;
```

```
next(state) :=
```

```
case
```

```
state = 0: {-1,1};
```

```
state < 0 &
```

```
state > -k: state-1;
```

```
state > 0 &
```

```
state < k: state+1;
```

```
state = -k |
```

```
state = k: 0;
```

```
esac;
```

SPEC

```
AF found
```

VAR

```
state: -k..k;
```

```
_state: -k..k;
```

```
save, saved: boolean;
```

DEFINE

```
found := state = k;
```

ASSIGN

```
init(state) := 0;
```

```
next(state) :=
```

```
case
```

```
state = 0: {-1,1};
```

```
state < 0 &
```

```
state > -k: state-1;
```

```
state > 0 &
```

```
state < k: state+1;
```

```
state = -k |
```

```
state = k: 0;
```

```
esac;
```

```
next(_state) := case
```

```
!saved & save: state;
```

```
1: _state;
```

```
esac;
```

```
-- save is an oracle
```

```
init(saved) := 0;
```

```
next(saved) := saved | save;
```

SPEC

```
AF found
```

VAR

```
state: -k..k;
```

```
_state: -k..k;
```

```
live, save, saved: boolean;
```

DEFINE

```
found := state = k;
```

ASSIGN

```
init(state) := 0;
```

```
next(state) :=
```

```
case
```

```
state = 0: {-1,1};
```

```
state < 0 &
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```
state > -k: state-1;
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state < k: state+1;
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state = -k |
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```
state = k: 0;
```

```
esac;
```

```
next(_state) := case
```

```
!saved & save: state;
```

```
1: _state;
```

```
esac;
```

```
init(live) := 0;
```

```
next(live) := live | found;
```

```
-- save is an oracle
```

```
init(saved) := 0;
```

```
next(saved) := saved | save;
```

SPEC

```
AF found
```

VAR

```
state: -k..k;
```

```
_state: -k..k;
```

```
live, save, saved: boolean;
```

DEFINE

```
found := state = k;
```

```
loop := saved & state = _state;
```

ASSIGN

```
init(state) := 0;
```

```
next(state) :=
```

```
case
```

```
state = 0: {-1,1};
```

```
state < 0 &
```

```
state > -k: state-1;
```

```
state > 0 &
```

```
state < k: state+1;
```

```
state = -k |
```

```
state = k: 0;
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```
esac;
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```
next(_state) := case
```

```
!saved & save: state;
```

```
1: _state;
```

```
esac;
```

```
init(live) := 0;
```

```
next(live) := live | found;
```

```
-- save is an oracle
```

```
init(saved) := 0;
```

```
next(saved) := saved | save;
```

SPEC

```
AF found
```

```
AG (loop -> live)
```

Algorithm	Parameter	Size
Explicit	no. of states	$ S_p = 2 S (S + 1) = O(S ^2)$
On-the-fly	no. of reachable states	$ R_p \leq 2 R (R + 1) = O(R ^2)$
Symbolic	BDD size	linear in the product of <ul style="list-style-type: none"> – size of original BDDs – no. of state bits – size of BDD for states in which p holds
	diameter	$d_p \leq 4d + 3$
	radius	$r_p \leq r + 3d + 3$

... is straightforward:

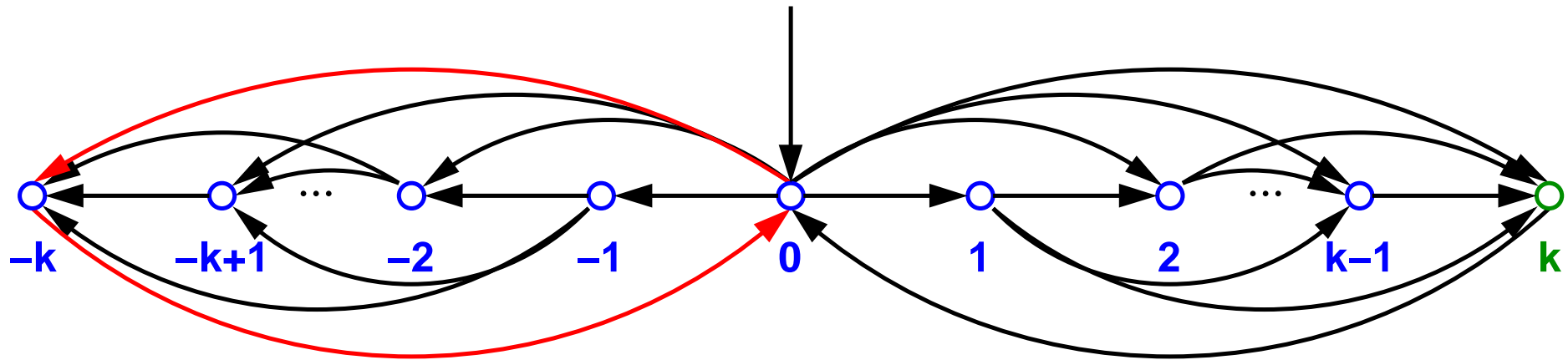
- add one state bit per fairness constraint f_i
- remember if f_i was true on the loop, define $fair := \bigwedge_i f_i$
- replace $\mathbf{AG} \text{ loop} \Rightarrow \text{live}$ with $\mathbf{AG} (\text{loop} \wedge \text{fair}) \Rightarrow \text{live}$

Arbitrary LTL formulae f can be verified

- using a tableau construction for f and
- checking $\neg (s_{\neg f} \wedge \mathbf{EG} \textit{True})$ under fairness constraints

Special translation rules can be derived

- e. g. $\mathbf{A} p_1 \mathbf{U} p_2 \equiv \mathbf{A} (p_1 \mathbf{W} p_2 \wedge \mathbf{F} p_2)$



Is $\mathbf{AF} k$ true?

k	check true						check false					
	live		count		safe		live		count		safe	
4	2	5	10	0	5	0	2	4	9	0	2	0
8	2	9	18	0	5	0	2	8	17	0	2	0
12	2	13	26	0	5	0	2	12	25	0	2	0
16	2	17	34	0	5	0	2	16	33	0	2	0

State-recording translation requires fewer iterations

IEEE 1394 (FireWire)

- serial high speed bus
- n nodes with p ports each form a tree

Tree Identify Protocol

- elect node as unique leader during initialization
- liveness property: **AF** ($node[0].root \mid \dots \mid node[n-1].root$)
- contention may arise \Rightarrow resolve with two **fair** coin throws
- modeled and verified with Cadence SMV

<i>n</i>	<i>p</i>	check true				check false			
		live		safe		live		safe	
		sec	MNod	sec	MNod	sec	MNod	sec	MNod
2	2	0.9	0.07	4.2	0.40	1.1	0.10	2.6	0.28
2	3	1.9	0.20	11.1	0.78	2.7	0.22	6.8	0.60
2	4	4.7	0.44	28.2	1.30	5.5	0.40	16.0	0.94
3	2	11.3	0.70	39.5	1.95	7.6	0.72	12.1	0.77
3	3	76.1	3.78	283.1	9.58	53.6	3.68	86.8	4.22
3	4	450.7	29.22	1567.7	31.76	259.5	19.59	554.4	14.36
4	2	357.3	14.00	1376.2	35.55	204.8	12.50	644.2	24.86

$$1.59 < \frac{t_{safe}}{t_{live}} < 6$$

$$0.73 < \frac{mem_{safe}}{mem_{live}} < 6$$

Verification of safe model is possible

Contribution

- Transform liveness properties to equivalent safety properties

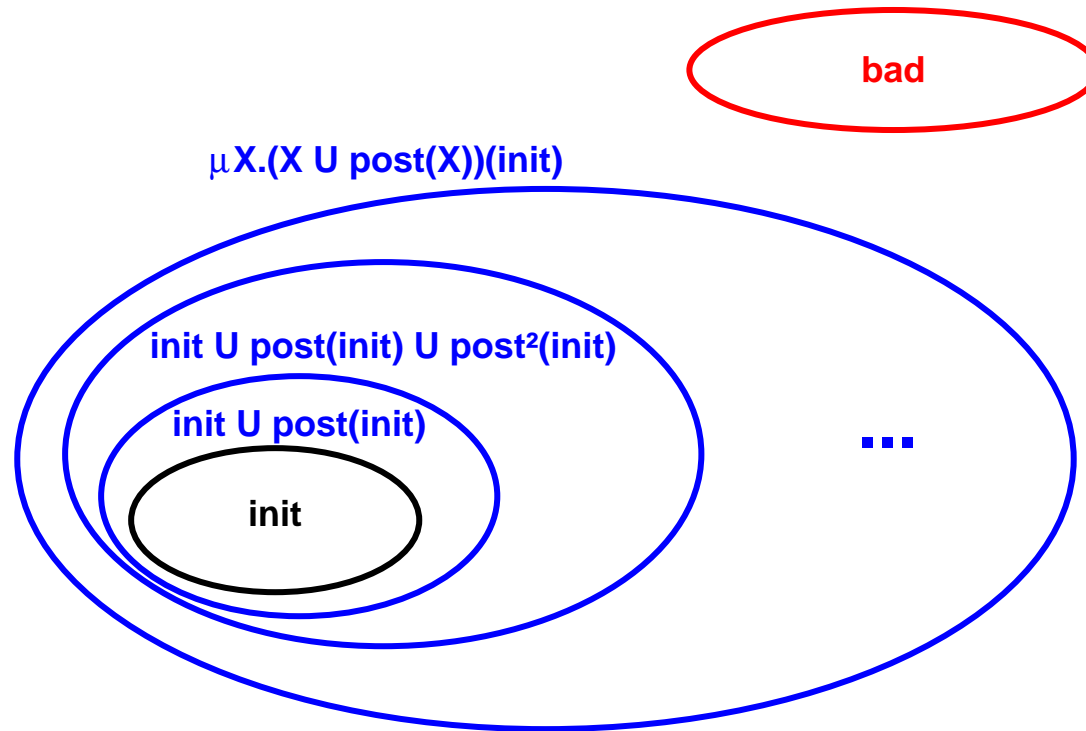
Benefits

- Use commercial/proprietary tools for safety to verify liveness
- Lift some theoretical results for safety to liveness
- Find counterexample traces of minimal length

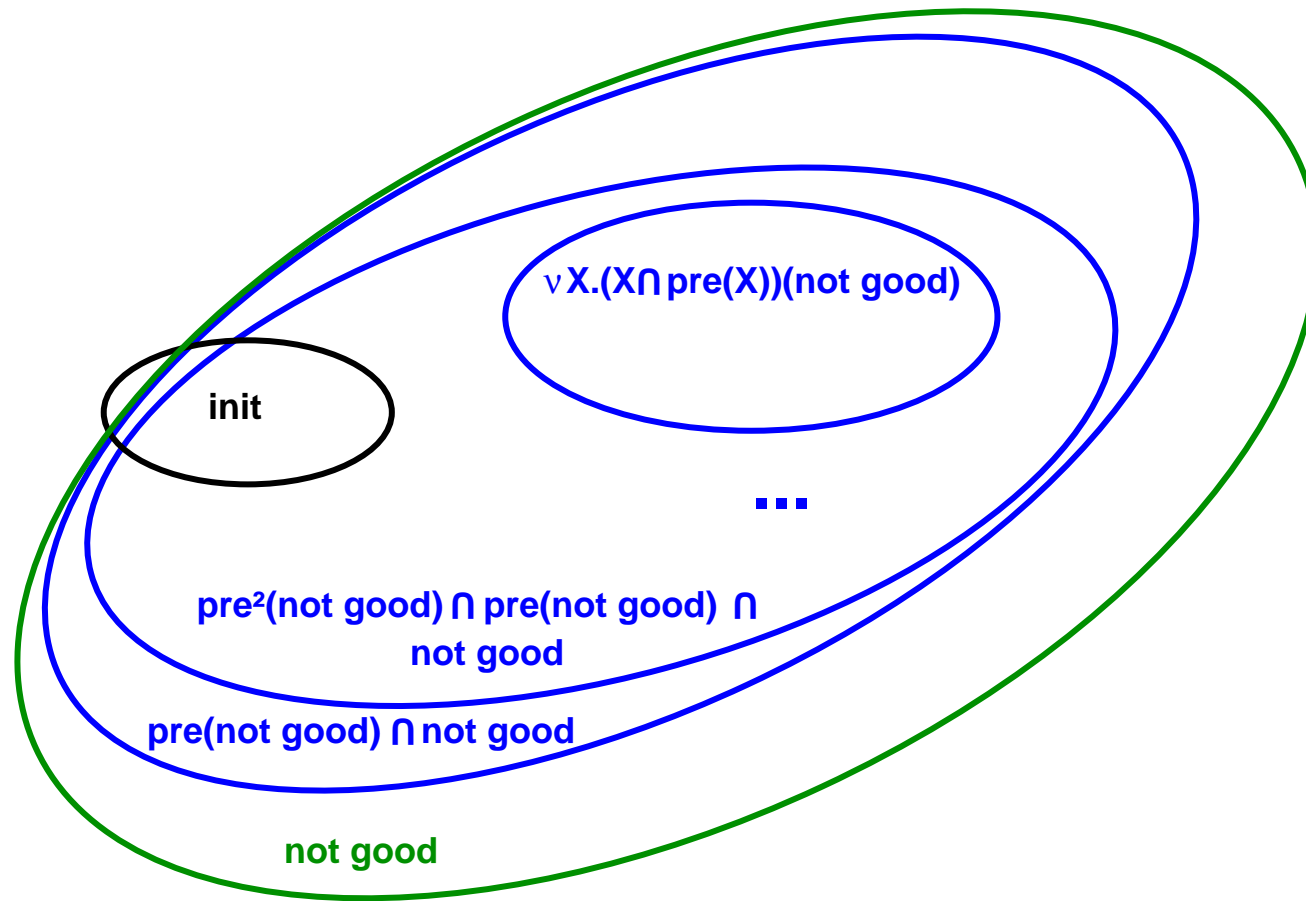
Future work

- Reduce number of state bits needed
- Apply method to ATPG or STE

Keep out!
Backup slides



$\text{post}, \cup, \subseteq, \cap \text{ bad}$



$pre, \cap, \subseteq, \setminus \text{good}$

VAR

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```

DEFINE

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state = 0: {-1,1};
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```
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```
state > -k: state-1;
```

```
state > 0 &
```

```
state < k: state+1;
```

```
state = -k |
```

```
state = k: 0;
```

```
esac;
```

SPEC

```
AF found
```

VAR

state: -k..k;

count: 0..2*k+1;

DEFINE

found := state = k;

ASSIGN

init(state) := 0;

init(count) := 0;

next(state) :=

next(count) := case

case

state = 0: {-1,1};

state < 0 &

state > -k: state-1;

state > 0 &

state < k: state+1;

state = -k |

state = k: 0;

esac;

esac;

SPEC

AF found

VAR

```
state: -k..k;
```

```
count: 0..2*k+1;
```

```
live: boolean;
```

DEFINE

```
found := state = k;
```

ASSIGN

```
init(state) := 0;
```

```
init(count) := 0;
```

```
next(state) :=
```

```
next(count) := case
```

```
case
```

```
state = 0: {-1,1};
```

```
state < 0 &
```

```
state > -k: state-1;
```

```
state > 0 &
```

```
state < k: state+1;
```

```
state = -k |
```

```
state = k: 0;
```

```
esac;
```

```
count < 2*k+1: count+1;
```

```
count = 2*k+1: count;
```

```
esac;
```

```
init(live) := 0;
```

```
next(live) := live | found;
```

SPEC

```
AF found
```

VAR

state: -k..k;

count: 0..2*k+1;

live: boolean;

DEFINE

found := state = k;

stop := count = 2*k+1;

ASSIGN

init(state) := 0;

init(count) := 0;

next(state) :=

next(count) := case

case

state = 0: {-1,1};

count < 2*k+1: count+1;

state < 0 &

count = 2*k+1: count;

state > -k: state-1;

esac;

state > 0 &

init(live) := 0;

state < k: state+1;

next(live) := live | found;

state = -k |

state = k: 0;

esac;

SPEC

~~AF found~~

AG (stop -> live)

n	p	check true				check false			
		live		safe		live		safe	
2	2	19	55	24	0	19	15	13	0
2	3	19	55	24	0	19	16	13	0
2	4	19	59	24	0	19	17	13	0
3	2	21	55	23	0	21	15	11	0
3	3	21	56	23	0	21	16	11	0
3	4	21	56	23	0	21	16	11	0
4	2	31	98	36	0	31	21	19	0