

# Partial Order Reduction

## Lecture #9 of Advanced Model Checking

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# Symbolic versus explicit model checking

- **Symbolic model checking using BDDs**
  - (sets of) states and transitions are represented as Boolean functions
  - model-checking operations work with BDD representations
  - is appropriate for synchronous systems (e.g., hardware)
  - in practice mostly applied to CTL (but LTL possible)
- **Explicit-state model checking**
  - the state space is explicitly represented by states
  - optimization techniques are necessary to keep
    1. the number of states as low as possible, and/or
    2. the memory usage per state as low as possible
  - is appropriate for asynchronous systems (e.g., concurrent software)
  - in practice mostly applied to LTL (but CTL possible)

# State space explosion

- **Interleaving semantics**
  - independent concurrent actions are interleaved
  - an execution is defined by a totally ordered sequence of states
- **Modeling concurrency by interleaving**
  - may enforce an order of actions that has no real “meaning”
  - state space size = product of number of states of components (= explosion)
- **Partial-order (or true concurrency) semantics**
  - an execution is defined by a partially ordered sequence of states
  - models: posets, pomsets, event structures, Petri net unfoldings
- **Partial-order reduction**
  - group executions for which the order of “independent” actions is irrelevant
  - consider only one representative execution for equivalent executions

# An example concurrent program

# Dependencies

- Assume
  - $x$  and  $y$  are local variables
  - $g$  is a shared variable
- Dependent
  - $g := g * 2 + 10$  and  $g := g + 2$  as they both operate on a shared variable
  - $x := 1$  and  $g := g + 2$  as they are both executed by the same process
  - $y := 1$  and  $g := g * 2 + 10$  as they are both executed by the same process
- Independent
  - $x := 1$  and  $y := 1$
  - $x := 1$  and  $g := g * 2 + 10$
  - $y := 1$  and  $g := g + 2$

# Dependencies

## Idea of partial-order reduction

- Partition executions into equivalence classes
- Group executions for which the order of “independent” actions is irrelevant
- Consider only one representative execution for each equivalence class

in fact: model checking using representative executions

# Pruning the state space

# Preserving properties

## Stutter equivalence

- $s \rightarrow s'$  in transition system  $TS$  is a *stutter step* if  $L(s) = L(s')$ 
  - stutter steps do not affect the state labels of successor states
- Paths  $\pi_1$  and  $\pi_2$  are *stutter equivalent*, denoted  $\pi_1 \cong \pi_2$ , if:

$\text{trace}(\pi_1)$  and  $\text{trace}(\pi_2)$  belong to  $A_0^+ A_1^+ A_2^+ \dots$  for  $A_i \subseteq AP$

if  $\text{trace}(\pi_1)$  and  $\text{trace}(\pi_2)$  only differ in the number of stutter steps per “segment”

## Stutter trace equivalence

Transition systems  $TS_i$  over  $AP$ ,  $i=1, 2$ , are *stutter-trace equivalent*:

$$TS_1 \cong TS_2 \quad \text{if and only if} \quad TS_1 \sqsubseteq TS_2 \text{ and } TS_2 \sqsubseteq TS_1$$

where  $\sqsubseteq$  is defined by:

$$TS_1 \sqsubseteq TS_2 \quad \text{iff} \quad \forall \pi_1 \in \text{Paths}(TS_1) \ (\exists \pi_2 \in \text{Paths}(TS_2). \ \pi_1 \cong \pi_2 )$$

clearly:  $\text{Traces}(TS_1) = \text{Traces}(TS_2)$  implies  $TS_1 \cong TS_2$ , but not always the reverse

## Stutter trace and $LTL_{\setminus \bigcirc}$ equivalence

For transition systems  $TS_1$ ,  $TS_2$  (over  $AP$ ) without terminal states:

- (a)  $TS_1 \cong TS_2$  implies  $TS_1 \equiv_{LTL \setminus \bigcirc} TS_2$
- (b) if  $TS_1 \sqsubseteq TS_2$  then for any  $LTL_{\setminus \bigcirc}$  formula  $\varphi$ :  $TS_2 \models \varphi$  implies  $TS_1 \models \varphi$

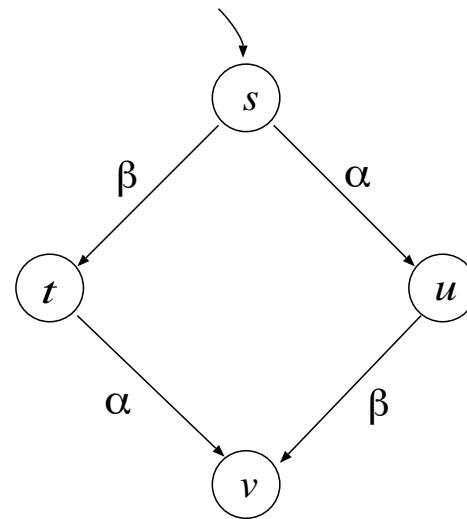
## Outline of partial-order reduction

- During state space generation obtain  $\widehat{TS}$ 
  - a *reduced version* of transition system  $TS$  such that  $\widehat{TS} \cong TS$   
⇒ this preserves all stutter sensitive LT properties, such as  $LTL_{\Diamond}$
  - at state  $s$  select a (small) subset of enabled actions in  $s$
  - different approaches on how to select such set: consider Peled's *ample sets*
- *Static* partial-order reduction
  - obtain a high-level description of  $\widehat{TS}$  (without generating  $TS$ )  
⇒ POR is preprocessing phase of model checking
- *Dynamic (or: on-the-fly)* partial-order reduction
  - construct  $TS$  during  $LTL_{\Diamond}$  model checking
  - if accept cycle is found, there is no need to generate entire  $\widehat{TS}$

## Some preliminaries

- Assume from now on:  $TS$  is *action-deterministic*
  - for any  $s$  and action  $\alpha$  it holds  $s \xrightarrow{\alpha} u$  and  $s \xrightarrow{\alpha} t$  implies  $u = t$
  - . . . this should not be confused with  $AP$ -determinism
  - action-determinism is not a severe restriction: actions can always be renamed
- $Act(s)$  is the set of *enabled* actions in state  $s$ 
  - $Act(s) = \{ \alpha \in Act \mid \exists s' \in S. s \xrightarrow{\alpha} s' \}$
- $\alpha(s)$  denotes the unique  *$\alpha$ -successor* of  $s$ , i.e.,  $s \xrightarrow{\alpha} \alpha(s)$

## Independence of actions



- the execution of  $\alpha$  cannot disable  $\beta$ , and vice versa, and
- if  $\alpha, \beta \in Act(s)$  then  $\alpha\beta$  and  $\beta\alpha$  executed in  $s$  yield the same state

## Independence of actions

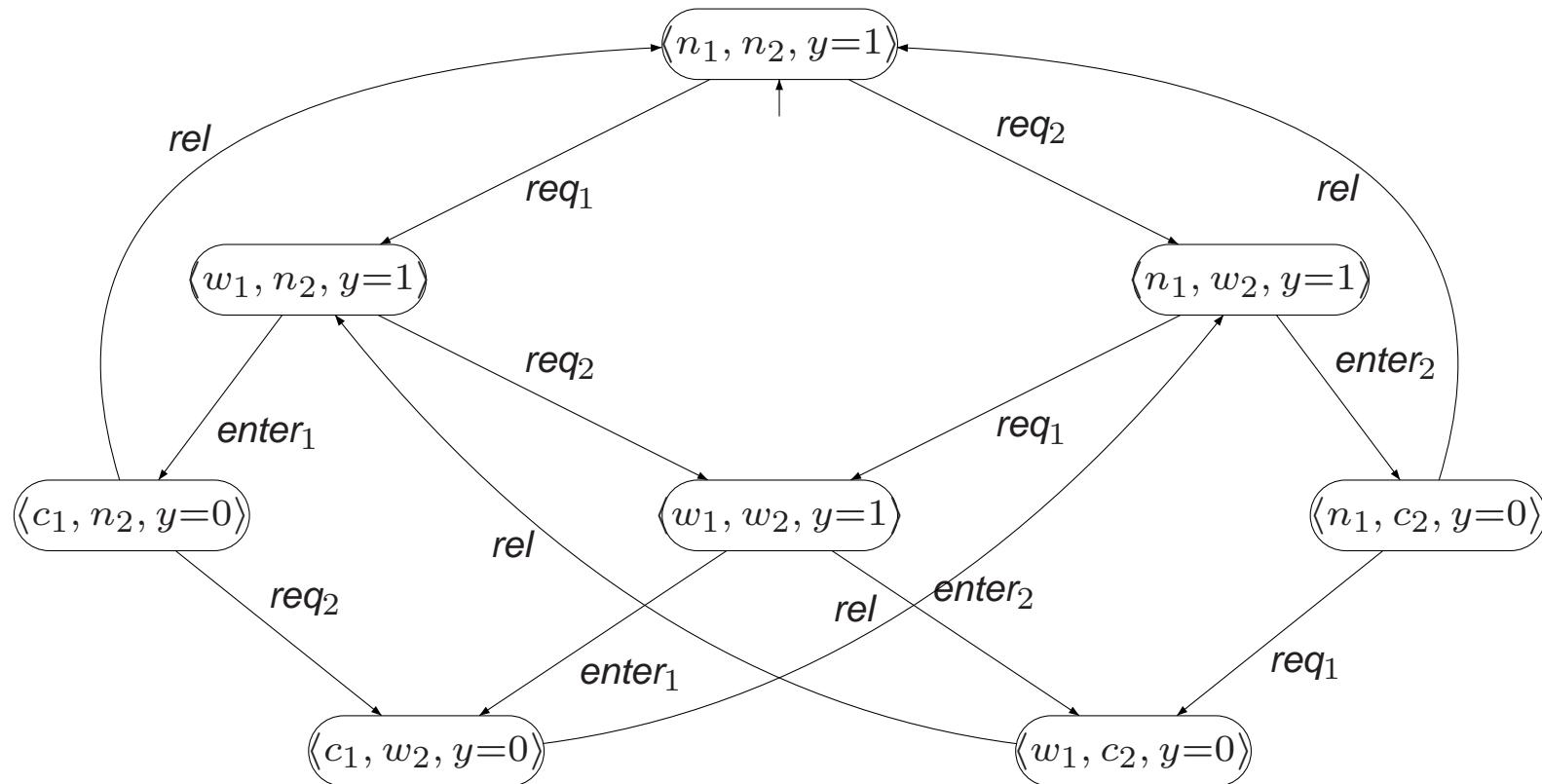
Let  $TS = (S, Act, \rightarrow, I, AP, L)$  be action-deterministic and  $\alpha \neq \beta \in Act$

- $\alpha$  and  $\beta$  are *independent* if for any  $s \in S$  with  $\alpha, \beta \in Act(s)$ :

$$\beta \in Act(\alpha(s)) \quad \text{and} \quad \alpha \in Act(\beta(s)) \quad \text{and} \quad \alpha(\beta(s)) = \beta(\alpha(s))$$

- $\alpha$  and  $\beta$  are *dependent* if  $\alpha$  and  $\beta$  are not independent
- For  $A \subseteq Act$  and  $\beta \in Act \setminus A$ :
  - $\beta$  is independent of  $A$  if for any  $\alpha \in A$ ,  $\beta$  is independent of  $\alpha$
  - $\beta$  depends on  $A$  in  $TS$  if  $\beta \in Act \setminus A$  and  $\alpha$  are dependent for some  $\alpha \in A$

# Example



## Permuting independent actions

Let  $TS$  be an action-deterministic transition system,  $s$  a state in  $TS$  and:

$$s = s_0 \xrightarrow{\beta_1} s_1 \xrightarrow{\beta_2} s_2 \xrightarrow{\beta_3} \dots \xrightarrow{\beta_n} s_n$$

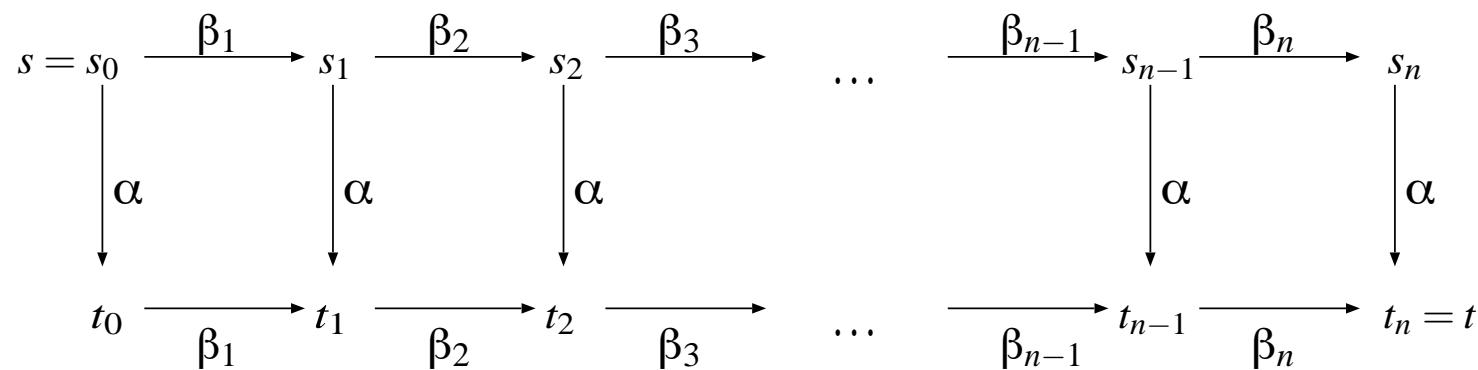
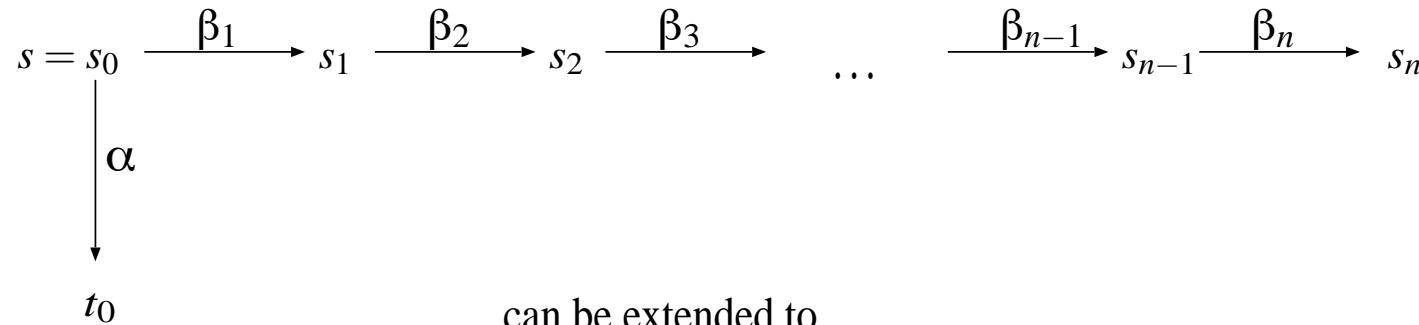
be an execution fragment in  $TS$  from  $s$  with action sequence  $\beta_1 \dots \beta_n$ .

Then, for  $\alpha \in \text{Act}(s)$  independent of  $\{\beta_1, \dots, \beta_n\}$ :  $\alpha \in \text{Act}(s_i)$  and

$$s = s_0 \xrightarrow{\alpha} \alpha(s_0) \xrightarrow{\beta_1} \alpha(s_1) \xrightarrow{\beta_2} \dots \xrightarrow{\beta_{n-1}} \alpha(s_{n-1}) \xrightarrow{\beta_n} \alpha(s_n)$$

is an execution fragment in  $TS$  from  $s$  with action sequence  $\alpha \beta_1 \dots \beta_n$

## Permuting independent actions



# Proof

## Adding an independent action

Let  $TS$  be an action-deterministic transition system,  $s$  a state in  $TS$  and:

$$s = s_0 \xrightarrow{\beta_1} s_1 \xrightarrow{\beta_2} s_2 \xrightarrow{\beta_3} \dots$$

be an infinite execution fragment in  $TS$  from  $s$  with action seq.  
 $\beta_1 \beta_2 \beta_3 \dots$

Then, for  $\alpha \in \text{Act}(s)$  independent of  $\{\beta_1, \beta_2, \dots\}$ :  $\alpha \in \text{Act}(s_i)$  for all  $i$  and:

$$s = s_0 \xrightarrow{\alpha} \alpha(s_0) \xrightarrow{\beta_1} \alpha(s_1) \xrightarrow{\beta_2} \alpha(s_2) \xrightarrow{\beta_3} \dots$$

is an infinite execution fragment in  $TS$  with action seq.  $\alpha \beta_1 \beta_2 \dots$

## Stutter actions

- If no further assumptions are made, the traces of:

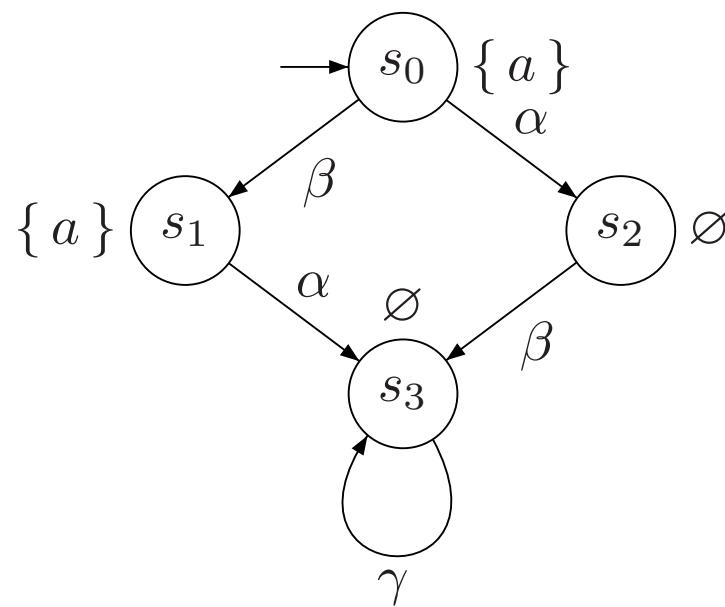
$$\rho = s_0 \xrightarrow{\beta_1} s_1 \xrightarrow{\beta_2} \dots \xrightarrow{\beta_n} s_n \xrightarrow{\alpha} t \text{ and}$$

$$\rho' = s_0 \xrightarrow{\alpha} t_0 \xrightarrow{\beta_1} \dots \xrightarrow{\beta_{n-1}} t_{n-1} \xrightarrow{\beta_n} t$$

will be distinct!

- If  $\alpha$  does not affect the state-labelling (= “invisible”), then  $\rho \cong \rho'$
- $\alpha \in \text{Act}$  is a *stutter action* if for each  $s \xrightarrow{\alpha} s'$  in  $TS$ :  $L(s) = L(s')$ 
  - $\alpha$  is a stutter action in  $TS$  iff  $L(s) = L(\alpha(s))$  for all  $s$  in  $TS$  with  $\alpha \in \text{Act}(s)$
  - $\alpha$  is a stutter action whenever all transitions  $s \xrightarrow{\alpha} s'$  are stutter steps

# Example



## Permuting independent **stutter** actions

Let  $TS$  be action-deterministic,  $s$  a state in  $TS$  and:

- $\varrho$  is a finite execution in  $s$  with action sequence  $\beta_1 \dots \beta_n \alpha$
- $\varrho'$  is a finite execution in  $s$  with action sequence  $\alpha \beta_1 \dots \beta_n$

Then:

if  $\alpha$  is a stutter action independent of  $\{\beta_1, \dots, \beta_n\}$  then  $\varrho \cong \varrho'$

# Proof

## Adding an independent **stutter** action

Let  $TS$  be action-deterministic,  $s$  a state in  $TS$  and:

- $\rho$  is an **infinite** execution in  $s$  with action sequence  $\beta_1 \beta_2 \dots$
- $\rho'$  is an **infinite** execution in  $s$  with action sequence  $\alpha \beta_1 \beta_2 \dots$

Then:

if  $\alpha$  is a stutter action independent of  $\{\beta_1, \beta_2, \dots\}$  then  $\rho \cong \rho'$