Verification of systems communicating via unbounded channels

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VERCORS in a nutshell

- Platform for specification of distributed applications.
- Based on the semantics features of the ProActive library. http://www-sop.inria.fr/oasis/ProActive/
- Generation of intermediate finite model.
- Various tools can then operate on these models: static analysis, model checking, code generation...
- The aim is to integrate the platform in a development environment, used by non-specialists.

Formal verification of pNets

- Basically, pNets are made of LTSs synchronized by mean of transducer (synchronization vector).
- Verifying pNets remains to verifies systems:
 - manipulating unbounded data,
 - having a parameterized topology,
 - using unbounded communication queues.
- Numerous sources of infinity
 - \Leftrightarrow numerous complications for formal verification.
- Current platform uses only finite-sate based model-checkers.
- We want to apply infinite state model-checking techniques.

Outline



2 Definition of the formal model

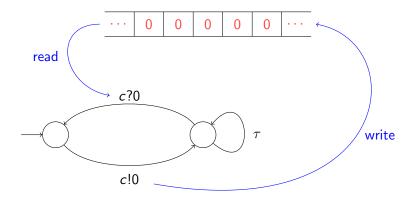




Definition of the formal model

Communicating finite state machines

Basically a finite state machine augmented with a set of queues.



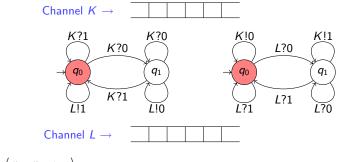
Communicating finite state machines

Formally, a communicating finite state machines (CFSM) is a tuple

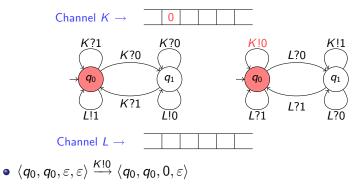
$$\mathcal{M} = (\textit{Q},\textit{q}_0,\textit{C},\Sigma,\textit{A},\delta)$$
 such that

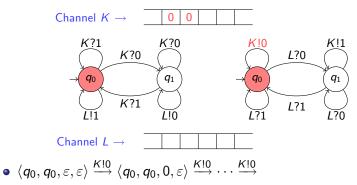
- Q = is a finite set of states,
- $q_0 \in Q$ is the initial state,
- C is a set of communicating channels/queues,
- Σ is the alphabet of messages,
- A is a finite set of internal actions,
- $\delta \subset Q \times ((C \times \{?, !\} \times \Sigma) \cup A) \times Q$ is the transition relation.

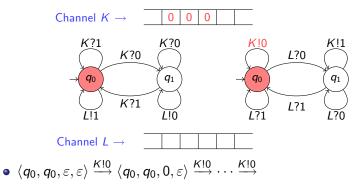
• Execution: Sequence respecting the transition relation.

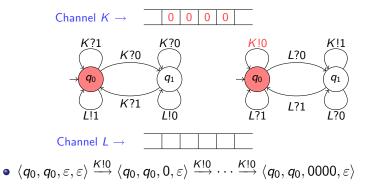


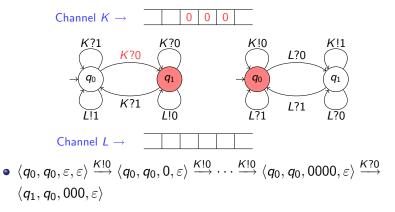
• $\langle q_0, q_0, \varepsilon, \varepsilon \rangle$

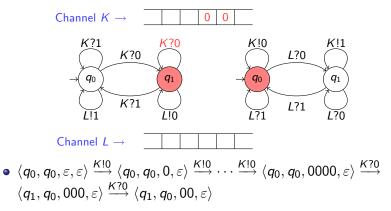


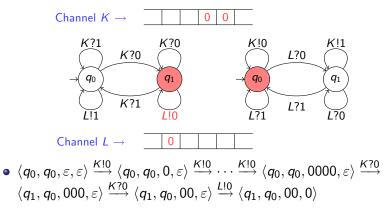


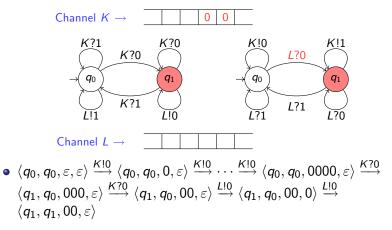


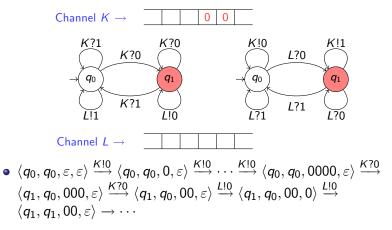












Operational Semantics

- We consider unbounded FIFO queues.
- Consider a set of CFSM sharing a set of queues $\{K, L\}$.
- Configuration: (q₁, q₂, w_K, w_L) (for a pair of CFSM)
 Global state + Queue contents
- Operations:
 - Send (non-blocking).

if $\langle q_1, K! a, q_1'
angle \in \delta_1$ then

$$\langle q_1, q_2, w_K, w_L \rangle \stackrel{K!a}{\longrightarrow} \langle q'_1, q_2, w_K \cdot a, w_L \rangle$$

- Receive (blocking).
- Internal Action.

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if $\langle {\it q}_1, {\it K}? {\it a}, {\it q}_1'
angle \in \delta_1$ then

$$\langle \boldsymbol{q}_1, \boldsymbol{q}_2, \boldsymbol{a} \cdot \boldsymbol{w}_{\boldsymbol{K}}, \boldsymbol{w}_{\boldsymbol{L}} \rangle \overset{\boldsymbol{K}!\boldsymbol{a}}{\longrightarrow} \langle \boldsymbol{q}_1', \boldsymbol{q}_2, \boldsymbol{w}_{\boldsymbol{K}}, \boldsymbol{w}_{\boldsymbol{L}} \rangle$$

• Internal Action.

Operational Semantics

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 - Internal Action.

if $\langle {\it q}_1, au, {\it q}_1'
angle \in \delta_1$ with $au \in {\it A}$ then

$$\langle \boldsymbol{q}_1, \boldsymbol{q}_2, \boldsymbol{w}_K, \boldsymbol{w}_L \rangle \xrightarrow{\tau} \langle \boldsymbol{q}_1', \boldsymbol{q}_2, \boldsymbol{w}_K, \boldsymbol{w}_L \rangle$$

Outline

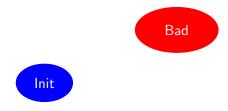


2 Definition of the formal model

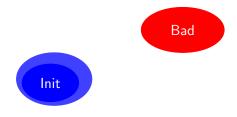


Perspectives

We consider the following problem:



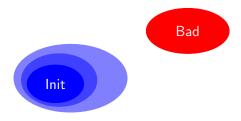
We consider the following problem:



We note:

• $\operatorname{Post}(X) = \{x \mid \exists x' \in X \text{ s.t. } x \to x'\}.$

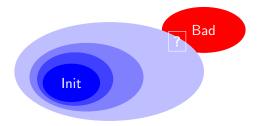
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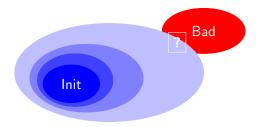


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$$\operatorname{Post}^*(X) = \bigcup_{i \ge 0} \operatorname{Post}^i(X).$$

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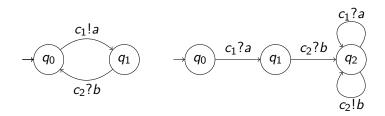
- $\operatorname{Post}(X) = \{x \mid \exists x' \in X \text{ s.t. } x \to x'\}.$
- $\operatorname{Post}^{i}(X) = \operatorname{Post}(\operatorname{Post}(\cdots \operatorname{Post}(X))).$
- $\operatorname{Post}^*(X) = \bigcup_{i \ge 0} \operatorname{Post}^i(X)$. UNDECIDABLE (semi-algorithm)

Representing Sets of Configurations

- We need to represent possibly infinite sets of configurations.
- We associate to each tuple of states of the CFSM a set of finite state automata (FUDFA) over Σ.
- The set of configurations corresponds to the (regular) language associated to each state.

represents the set of configurations $\langle q_1, q_2, a^*b, a \rangle$.

Complete example



$\langle q_0, q_0 angle$		$\langle q_0, q_1 angle$	
$\langle q_0, q_2 angle$	→Ô)a × →Ô)p	$\langle q_1, q_0 angle$	
$\langle q_1,q_1 angle$		$\langle q_1,q_2 angle$	→O)a × →O)b

3 x 3

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Basic Algorithm

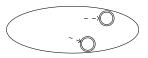
- Input: CFSMs $\mathcal{M}_i = (Q_i, q_0, C_i, \Sigma_i, A_i, \delta_i)$ for $i \in \{1, \dots, n\}$.
- Suppose that
 - $S \subseteq Q_1 \times \cdots \times Q_n$ is a set of states to explore (ex: $S = \{\langle q_0, \cdots, q_0 \rangle\}$),
 - *F* associates to each $s \in Q_1 \times \cdots \times Q_n$ a FUDFA.

Naive semi-algorithm

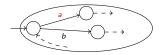
While $S \neq \emptyset$ do Choose and remove some $s \in S$ For all possible transition $s \stackrel{\text{op}}{\to} s'$ Compute op(F[s]) as the effect the transition on F[s]If $\text{op}(F[s]) \not\subseteq F[s']$ then $S := S \cup \{s'\}$ $F[s'] := F[s'] \cup \text{op}(F[s]).$

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• Add a letter (!*a*):

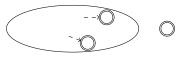


• Remove a letter (?a):

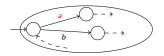


• Nothing to do with internal actions.

• Add a letter (!*a*):

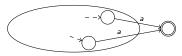


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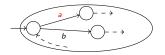


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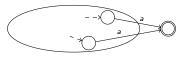


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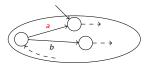


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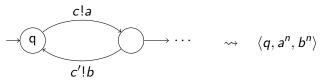
• Nothing to do with internal actions.

How to improve convergence?

• FUDFA allows to compute directly the result of infinitely iterating some cycles:



• Pb: Cycles can induce non-regular sets of queue contents:



• Need for characterization of accelerable loops.

Algorithm with accelerations

Improved semi-algorithm

```
While S \neq \emptyset do

Choose and remove some s \in S

For all cycle \theta from s

If Adm(\theta) then

Compute \theta(F[s]) as the effect of \theta^* on F[s]

If \theta(F[s]) \not\subseteq F[s'] then S := S \cup \{s'\}.

For all possible transition s \stackrel{\text{op}}{\to} s'
```

- Additional functions needed:
 - Research and selection of cycles,
 - Computation of acceleration.

Cycle selection and acceleration

- All the material needed can be adapted from Boigelot's thesis.
 - exact characterisation of accelerable cycles,
 - computation of the acceleration.
- For every sequence of operations σ ,
 - $\sharp_!(\sigma)$ is the number of send operations,
 - $\sharp_{?}(\sigma)$ is the number of receive operations.
- A sequence involving only one queue is counting iff
 - $|\Sigma| = 1$ and $\sharp_!(\theta) > \sharp_?(\theta)$,
 - $|\Sigma| > 1$ and $\sharp_!(\theta) > 0$.
- Given a system with queues $\{c_1, \ldots, c_n\}$ and a cycle θ , $\theta_{|i|}$ is the sub-sequence of transitions manipulating c_i .

Fundamental Results [Boigelot 98]

• For systems with only one queue, the result is the following.

Theorem (Single-queue systems)

For every set of configurations X and cycle θ , the set $\text{Post}^*_{\theta}(X)$ is FUDFA representable.

• The result for systems with several queues is more restrictive.

Theorem (Multi-queue systems)

For every set of configurations X and cycle θ , the set $\text{Post}^*_{\theta}(X)$ is FUDFA representable iff there do not exist i and j s.t $\theta_{|i}$ and $\theta_{|j}$ are counting.

- Algorithm implemented in JAVA.
- Input: A set of CFSMs sharing a set of channels: text format or graphical editor (eclipse plugin).
- Computes successively the set of reachable states step by step + acceleration (at each iteration).
- Halting condition: Violated safety condition or predefined parameter (number of iterations).
- Few expriments on large scale examples for the moment.

More details about the implementation

The algorithm follows strictly the method described:

- We store the whole system in a transition table.
- Cycles:
 - we reseach elementary cycles only (research could be parametrerized),
 - non-counting cycles are added to the transition tables (meta transitions).
- A FUDFA is associated to each global state and the main loop of the algorithm can be executed.
- We use our own methods to handle the FUDFA.

- Modeling of unbounded communication queues (FIFO).
- Reachability algorithm based on:
 - Automata representation of queues,
 - Acceleration operations for selected cycles.
- Implementation of this algorithm into a prototype.

Perspectives

Future Work - Queue Manipulation

- In the current prototype:
 - Computing the set of states from which one can infinitely iterate a cycle.
 - Extend the tool to check linear temporal properties.
 - Improve data structure and algorithm.
- Adding counter in the queue representation [Bouajjani & Habermehl]

$$\stackrel{a (t_1)}{\rightarrow} \times \stackrel{b (t_2)}{\rightarrow} \& t_1 = t_2 \quad \rightsquigarrow \quad \langle a^n, b^n \rangle$$

+ New definition of acceleration.

• Considering more service policies.

Future Work - Verification of pNets

- Treating the other unbounded parameter.
 - Adding datas:
 - that can be finitely abstracted,
 - that can be represented by automata and combined with the current representation [Bardin et al].
 - Considering parameterized topologies.
- Defining a specification language for safety properties.