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Invariants for Finite Instances and Beyond

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Abstract—Verification of safety properties of concurrent programs with an arbitrary numbers of processes is an old challenge. In particular, complex parameterized protocols like FLASH are still out of the scope of state-of-the-art model checkers. In this paper, we describe a new algorithm, called BRAB, that is able to automatically infer invariants strong enough to prove a protocol like FLASH. BRAB computes over-approximations of backward reachable states that are checked to be unreachable in a finite instance of the system. These approximations (candidate invariants) are then model checked together with the original safety properties. Completeness of the approach is ensured by a mechanism for backtracking on spurious traces introduced by too coarse approximations.

I. INTRODUCTION

Nowadays, modern computing systems are often relying on multi-core or distributed architectures. Inherently, the verification of mutual exclusion or cache coherence properties for such systems is very challenging. Consider for instance that, in the Stanford FLASH multiprocessor architecture, the transition system describing the cache coherence protocol has already more than 67 million states when just four processors are in competition [9].

A standard way of verifying a transition system is to enumerate the entire state space [22], [24] (modulo reduction and compaction techniques). However, on large problems, efficient enumerative model checkers reach their limits in both time and memory consumption. For instance, Murϕ fails to prove the safety of FLASH for five processes with a timeout limit of 24 hours and 20 GB of memory.

An alternative is to verify a parameterized version of the system. Model checking of such systems is an old and well studied problem [5], [12], [18]. Yet, all automatic techniques that allow properties to be verified for any number of processes do not scale very well. For instance, state-of-the-art parametric model checkers hit their limit on academic problems: most tools need several minutes to prove the safety of the parameterized protocol given by German [36], although this protocol only has 28,000 reachable states for four processes.

Some approaches are known to scale on large problems: compositional and abstraction model checking techniques [10] have been used to prove a parameterized version of FLASH [30], [38]. However, they all require human experts to provide hand-crafted invariants. Designing algorithms to find automatically good quality invariants is still a challenge and an active research area [13], [21], [28], [31], [36].

In this paper, we propose a novel algorithm that infers invariants capable of proving complex protocols. Our contributions are as follows:

• The BRAB algorithm (illustrated in Section II). It first computes a set \( \mathcal{M} \) of reachable states using a forward exploration for a finite instance of the system with a fixed number of processes. Then, it performs a backward reachability analysis of the parameterized system. At each loop iteration, BRAB computes an over-approximation of backward reachable states and checks that it represents states that are not in \( \mathcal{M} \). All these approximations, which can be seen as candidate invariants, are model checked together with the original safety properties. To ensure completeness, BRAB backtracks when it encounters a spurious trace introduced by a too coarse approximation. The strength of our method resides in two aspects. First, model checking approximations together makes it possible for the proof of an approximation to use part of the proof of another one. A second key insight is that finite instances (even small) are generally good oracles for guiding the choice of approximations as they can be seen as a concentrated knowledge of the system.

• A formalization of BRAB for a generic symbolic framework where sets of states are represented by logical formulas (Section III). We only require pre- and post-images to be computable and the decidability of backward reachability. Under these conditions, we prove soundness, completeness and termination of our algorithm. Such a generic presentation allows BRAB to be implemented in different frameworks.

• An implementation of BRAB in the framework of array-based transition systems (Section IV). This is a syntactically restricted class of parameterized transition systems with states represented as arrays indexed by an arbitrary number of processes [19]. Our implementation is available in the Cubicle model checker [14].

• A comparison of our approach with state-of-the-art parameterized and enumerative model checkers on a set of significant problems (Section V). This comparison effort demonstrates that our method is promising.

To our knowledge, Cubicle (with BRAB) is the first tool that proves automatically the safety of FLASH.

II. INVARIANTS FOR FINITE INSTANCES AND BEYOND

We illustrate our method on a simplified version of the directory based cache coherence protocol proposed by German [36]. The protocol consists of a global directory which maintains the consistency of a shared memory between a
parameterized number of cache clients. The status of each cache \(i\) is indicated by a variable \(\text{Cache}[i]\) which can be in one of three states: (E)xclusive (read and write accesses), (S)hared (read access only) or (I)invalid (no access to the memory). Clients send requests to the directory when cache misses occur: \(rs\) for a shared access (read miss), \(re\) for an exclusive access (write miss). The directory has four variables: a boolean flag \(\text{Exg}\) indicates whether a client has an exclusive access to the main memory, a boolean array \(\text{Shr}\), such that \(\text{Shr}[i]\) is true when a client \(i\) is granted (read or write) access to the memory, \(\text{Cmd}\) stores the current request (\(\epsilon\) stands for the absence of request), and \(\text{Ptr}\) contains the emitter of the current request.

The initial states of the protocol are represented by the following logical formula

\[
\forall i. \text{Cache}[i] = \text{I} \land \neg \text{Shr}[i] \land \neg \text{Exg} \land \text{Cmd} = \epsilon
\]

stating that the cache of each process is invalid, no access has been given and there is no request to be processed.

Fig. 1: State diagram of the German-ish protocol

We give in Figure 1 a high-level view of the evolution of a single cache. Solid arrows show the evolution of the cache following its own requests whereas, dashed arrows depict transitions resulting from a request of another client. For example, a cache moves from state I to S when a read miss occurs and the directory grants it a shared access, while recording it in the array \(\text{Shr}[i] := \text{true}\). Similarly, when a write miss occurs in another cache, the directory invalidates all clients recorded in \(\text{Shr}\) before granting an exclusive access. This has the effect of moving caches from states \(E\) or \(S\) to state \(I\).

The formal description of the protocol is given by the transition system in Figure 2. Following notations in [36], we describe each transition by a logical formula relating the values of state variables before and after the transition. We denote by \(X'\) the value of the variable \(X\) after the execution of the transition. For instance, transition \(t_1\) should read as: if there exists a process \(i\) whose cache is invalid and there is no command to be processed, then update variable \(\text{Ptr}\) to \(i\) and set variable \(\text{Cmd}\) to \(rs\).

This protocol ensures that when a cache client is in an exclusive state then no other process has (read or write) access to the memory. Proving this safety property amounts to checking that states that satisfy the following formula \(\Theta\) are not reachable:

\[
\Theta : \exists i,j. \ i \neq j \land \text{Cache}[i] = E \land \text{Cache}[j] \neq I
\]

**Finite Instance.** We consider a finite instance of the protocol with two caches. We give in Figure 3 (left graph) the beginning of a forward exploration starting from the state (circled node) obtained by instantiating the initial formula with two distinct processes \#1 and \#2. Each edge label \(t(#_i)\) stands for the instance of a transition \(t\) with process \(#_i\).

**Backward Reachability.** We then run a backward reachability analysis for the parameterized system. Starting from \(\Theta\) (octagon node), we iteratively compute its pre-images (circle nodes) for all transitions. Pre-images that are subsumed by already visited nodes (dotted edges) are not expanded anymore. This process ends either when a formula in a node intersects the initial formula or when there is no more pre-image to compute.

To improve this standard backward analysis, we try to prune the search space by finding over-approximations of pre-images. Since the set of possibilities is very large, we restrict the choice to formulas that represent unreachable states in the finite instance, and which are syntactic sub-formulas of pre-images.

If it succeeds to extract an appropriate candidate, the newly found approximation (rectangles connected with a bold dashed arrow) replaces the original formula. To illustrate this we show a partial graph of \(\text{BRAB}\)'s execution on the right of Figure 3.

Starting from the unsafe formula \(\exists i \neq j. \ \text{Cache}[i] = E \land \text{Cache}[j] \neq I\), the pre-image by transition \(t_5\) returns the node \(\exists i \neq j. \ \neg \text{Exg} \land \text{Cmd} = rs \land \text{Ptr} = j \land \text{Cache}[i] = E\). This node could be approximated by \(\neg \text{Exg} \land \text{Cmd} = rs\). But on closer inspection, \(\neg \text{Exg} \land \text{Cmd} = rs\) is already reachable on the left graph of Figure 3 as it is satisfied by a concrete state of the finite instance (double-headed arrow with \(\Rightarrow\)) so it is undoubtedly not a good approximation. On the contrary
no instances of $\exists i. \neg \text{Exg} \land \text{Cache}[i] = E$ is reachable on the finite system of Figure 3. This approximation is inserted in the backward reachability loop which continues as usual.

As we can see on the graph Figure 3, the sub-graphs of some approximations intersect. These sub-graphs depict the proof of unreachability for each approximation, this means that proofs are factorized, hence the benefit of inserting them during the main search. For example, part of the pre-image of the first approximation is subsumed by the second approximation (and vice-versa).

Naturally approximations can introduce spurious traces. When one is exposed, BRAB restarts from scratch the construction of the reachability graph, while remembering this approximation to avoid exploring the same spurious behaviours. For example, if we had built the finite model using only one process variable, nothing would prevent the algorithm from considering the bad approximation $\exists i. \text{Cmd} = rs \land \text{Cache}[i] = E$

In our example, with a finite model with two processes, no approximation introduces an error trace and the system is proved safe. As a consequence, each node in the graph is unreachable and its negation is an invariant of the system. In particular, approximations yield the following non-trivial invariants (the last one is not shown on the graph):

$I_1$: $\forall i, j. i \neq j \land \text{Cache}[i] = E \implies \neg \text{Shr}[j]$

$I_2$: $\forall i. \text{Cache}[i] = E \implies \neg \text{Exg}$

$I_3$: $\forall i. \text{Cache}[i] \neq 1 \implies \neg \text{Shr}[i]$

III. FORMALIZING THE BRAB ALGORITHM

A. Notations and Preliminaries

We assume the usual syntactic and semantic notions of first-order logic. In particular, we use the symbol $\models$ for the logical entailment relation between sets of formulas. For convenience, disjunctions are represented by sets of formulas.

We adopt a symbolic framework for specification of parameterized systems where states are described by a fixed set of state variables $Q$. Each variable $x \in Q$ is defined over a finite or infinite domain $D_x$. This domain may be unspecified, in which case we call it a parameter of the system. We assume that in this framework (sets of) system states can be described by formulas in a decidable fragment of the first-order logic.

A parameterized system $S$ is defined by a pair $(I, \mathcal{T})$ where $I$ is a formula describing the initial states of the system and $\mathcal{T}$ is a set of (possibly quantified) formulas, called transitions, relating states of $S$. For a state formula $\varphi$ and a transition $\tau \in \mathcal{T}$, let $\text{pre}(\tau, \varphi)$ be the formula describing the set of states from which a state satisfying $\varphi$ can be reached in one $\tau$-step. The pre-image closure of $\varphi$, denoted by $\text{Pre}^*(\varphi)$, is defined as follows

$$\text{Pre}^0(\varphi) \triangleq \varphi$$
$$\text{Pre}^n(\varphi) \triangleq \bigcup\{\text{pre}(\tau, \psi) \mid \psi \in \text{Pre}^{n-1}(\varphi), \tau \in \mathcal{T}\}$$
$$\text{Pre}^*(\varphi) \triangleq \bigcup_{k \in \mathbb{N}} \text{Pre}^k(\varphi)$$

and the pre-image of a set of formulas $V$ is defined by $\text{Pre}^*(V) = \bigcup_{\varphi \in V} \text{Pre}^*(\varphi)$. We also write $\text{Pre}(\varphi)$ for $\text{Pre}^1(\varphi)$. Similarly, we define the post-image $\text{post}(\tau, \varphi)$ of $\varphi$ with respect to $\tau$ as the set of states that are reachable from $\varphi$ in one step by taking the transition $\tau$. The definition of $\text{Post}^*$ is given by the equations for $\text{Pre}^*$, with $\text{post}$ in place of $\text{pre}$. For our purpose, we assume $\text{Pre}$ to be effectively computable and $\text{Post}$ to be effectively computable on finite instances.

Definition 1. A set of formulas $V$ is said to be reachable iff $\text{Post}^*(I) \land V$ is satisfiable, or equivalently, $\text{Pre}^*(V) \land I$ satisfiable. It is unreachable otherwise.

Definition 2. An invariant of a system is any property that holds in all reachable states of the system.

We give a standard backward reachability algorithm for this framework, as defined by the function $\text{BWD}$ in Algorithm 1. Starting with an empty set $V$ of visited nodes (state formulas/set really) and a queue $Q$ of pending nodes initialized...
with a formula \( \Theta \), \textsc{BWD} iteratively computes the backward reachability graph of \( \text{PRE}^*(\Theta) \). The algorithm terminates when a node fails the safety check (consistency with the initial condition — line 6), or when all nodes in \( Q \) are subsumed by the nodes in \( V \) (line 8).

The decidability of \( \text{BWD} \) is assumed to be guaranteed in the symbolic framework under consideration.

Algorithm 1: Backward Reachability Analysis

<table>
<thead>
<tr>
<th>Function ( \text{BWD}() ) : begin</th>
</tr>
</thead>
<tbody>
<tr>
<td>( V := \emptyset; )</td>
</tr>
<tr>
<td>( \text{push}(Q, \Theta); )</td>
</tr>
<tr>
<td>while not_empty(( Q )) do</td>
</tr>
<tr>
<td>( \varphi := \text{pop}(Q); )</td>
</tr>
<tr>
<td>if (( I \land \varphi ) sat) then</td>
</tr>
<tr>
<td>( \text{return unsafe} )</td>
</tr>
<tr>
<td>else if (( \varphi \not\in V )) then</td>
</tr>
<tr>
<td>( V := V \cup {\varphi}; )</td>
</tr>
<tr>
<td>( \text{push}(Q, \text{PRE}(\varphi)); )</td>
</tr>
<tr>
<td>end</td>
</tr>
<tr>
<td>return safe</td>
</tr>
</tbody>
</table>

### B. The BRAB Algorithm

\( \text{BRAB} \) is defined by Algorithms 2 and 3. It implements an extended version of backward reachability that computes over-approximations during the search loop and backtracks when spurious traces are introduced by too coarse formulas.

\( \text{BRAB} \) takes as input a parameterized system \((I, T)\), a formula \( \Theta \), and two integers \( d_{\max} \) and \( k \). In addition to the set \( V \) of visited nodes and the work queue \( Q \), our algorithm requires three variables \( M, B \) and \( F \), and a couple of maps \( \text{Kind} \) and \( \text{From} \). These variables are used as follows:

- \( M \) is a set of reachable states for a finite instance of the system with \( k \) processes;
- \( B \) is a set of bad (or too coarse) over-approximations;
- \( F \) contains the last visited node that fails the safety check during the backward analysis;
- \( \text{Kind} \) maps formulas to values in \( \{\text{Orig}, \text{Appr}\} \). It is used to differentiate formulas in \( \text{PRE}^*(\Theta) \) (Orig formulas) from pre-images of over-approximations (Appr formulas);
- \( \text{From} \) associates pre-images with their original ancestor formula.

The entry point of the algorithm is the function \( \text{BRAB} \). It starts by initializing some variables: \( B \) is the empty set, \( \Theta \) is recorded as the initial value of \( \text{PRE}^*(\Theta) \) in \( \text{Kind} \) and \( \text{From} \), and \( M \) is the set \( \text{FWD}(d_{\max}, k) \) of reachable states constructed by a forward exploration of the reachability graph starting in \( I(\#1) \land \cdots \land I(\#k) \) and limited to depth \( d_{\max} \). \( \text{BRAB} \) then enters a verification loop (line 34). It first calls the function \( \text{BWDA} \) which verifies the safety of \( \Theta \) in the parameterized case by a backward reachability with approximations. If \( \text{BWDA} \) returns \( \text{safe} \), so does \( \text{BRAB} \). Otherwise, \( F \) contains the last formula that fails the safety check in \( \text{BWDA} \) and \( \text{BRAB} \) returns \( \text{unsafe} \) if \( F \) is a pre-image of \( \Theta \). If \( F \) is (a pre-image of) an approximation, then \( \text{BRAB} \) ignores this spurious result, saves the original ancestor of \( F \) in \( B \) to avoid reproducing the same trace, and continues its verification loop.

\( \text{BWDA} \) implements a reachability loop similar to Algorithm 1. It only differs at two lines. It saves in \( F \) the formula which fails the safety check (line 21). It also calls function \( \text{Approx} \) in place of \( \text{PRE} \) (line 25) to find over-approximations of the current node \( \varphi \). The function \( \text{Approx} \) limits potential candidates to subformulas subsuming \( \varphi \) that are not already known to be bad approximations and which represent states that are not in \( M \). If it fails to find such an approximation, \( \text{Approx} \) returns the pre-image of \( \varphi \). Regarding the correctness of \( \text{BRAB} \), the set \( \text{candidates}(\varphi) \) must be finite (implementation details are given in Section IV). If \( \text{Approx} \) finds a new approximation \( \psi \), it is tagged with \( \text{Appr} \) in \( \text{Kind} \) and \( \text{From}(\psi) \) is set to \( \psi \). Otherwise, formulas in \( \text{PRE}(\varphi) \) inherit the information of \( \varphi \) in \( \text{Kind} \) and \( \text{From} \).

### C. Correctness

The correctness of \( \text{BRAB} \) relies on the decidability of \( \text{BWD} \) (assumed in Section III-A) the following loop invariants:

- (Inv1) \( V \) does not contain immediately reachable formulas, i.e. \( V \models \neg I \)
- (Inv2) \( \text{PRE}^*(\Theta) \) is incrementally computed in \( V \) and \( Q \), i.e. \( \text{PRE}^*(\Theta) \models V \lor \text{PRE}^*(Q) \)
- (Inv3) if \( \text{Kind}(\varphi) = \text{Orig} \) then \( \varphi \in \text{PRE}^*(\Theta) \)

**Theorem 1.** If \( \text{BRAB()} \) returns \( \text{safe} \) then \( \Theta \) is unreachable.

*Proof:* When \( \text{BRAB}() \) returns \( \text{safe} \), the loop (line 27) terminates with \( Q \) empty. Now, by contradiction, suppose \( \Theta \) is reachable. By definition \( \text{PRE}^*(V) \land I \) is satisfiable. Since \( Q \) is empty, by (Inv2) \( \text{PRE}^*(\Theta) \models V \land \neg I \) thus satisfiable too, which contradicts the invariant (Inv1) \( V \models \neg I \).

**Theorem 2.** If \( \text{BRAB()} \) returns \( \text{unsafe} \) then \( \Theta \) is reachable.

*Proof:* If \( \text{BRAB}() \) returns \( \text{unsafe} \), then there exists a formula \( \varphi \) such that \( \varphi \land I \) is satisfiable and \( \text{Kind}(\varphi) = \text{Orig} \). By (Inv3), we conclude that \( \text{PRE}^*(\Theta) \land I \) is satisfiable.

**Theorem 3.** \( \text{BRAB()} \) always returns \( \text{safe} \) or \( \text{unsafe} \)

*Proof:* Suppose the algorithm 2 does not terminate then whether:

1. \( \text{BWDA} \) does not terminate, or
2. \( \text{BRAB} \) does not terminate

(1) Since \( \text{BWDA} \) only differs from \( \text{BWD} \) by \( \text{Approx} \), its termination is assured by the fact that \( \text{candidates} \) returns a finite set of formulas. (2) The co-domain of \( \text{From} \) is a subset of
Algorithm 2: Backward Reachability with Approximations and Backtracking (BRAB)

**Input:** a parameterized system $(I, T)$, a formula $\Theta$ to be verified, the maximal depth $d_{\text{max}}$ for the forward exploration and the number $k$ of processes to be considered for the finite instance of the system

**Variables:**
- $\mathcal{V}$: visited nodes
- $\mathcal{Q}$: work queue
- $\mathcal{M}$: Finite model obtained by forward exploration
- $\mathcal{F}$: last node visited when unsafety discovered
- $\text{Kind}$: map formulas $\rightarrow \{\text{Orig}, \text{Appr}\}$
- $\text{From}$: map formulas $\rightarrow$ formula

1. function $\text{Approx}(\varphi)$:
   2. foreach $\psi$ in $\text{candidates}(\varphi)$ do
   3.     if $\psi \not\in B \land M \not\models \varphi$ then
   4.         $\text{Kind}(\psi) := \text{Appr}$;
   5.     else $\text{Kind}(\psi) = \text{Orig}$ then From$(\psi) := \psi$
   6.     end
   7.   endforeach
   8.   foreach $\psi$ in $\text{PRE}(\varphi)$ do
   9.     $\text{Kind}(\psi) := \text{Kind}(\varphi)$;
  10.    From$(\psi) := \text{From}(\varphi)$
  11.  endforeach
  12.  return $\text{PRE}(\varphi)$

15. function $\text{BWDA()}$:
  16.     $\mathcal{V} := \emptyset$;
  17.     $\text{push}((\mathcal{Q}, \Theta))$
  18.     while not_empty($\mathcal{Q}$) do
  19.         $\varphi := \text{pop}(\mathcal{Q})$;
  20.         if $(I \land \varphi \text{ sat})$ then
  21.             $\mathcal{F} := \varphi$;
  22.             return unsafe
  23.         else if $\varphi \not\in \mathcal{V}$ then
  24.             $\mathcal{V} := \mathcal{V} \cup \{\varphi\}$;
  25.             push(\mathcal{Q}, \text{Approx}(\varphi))
  26.         end
  27.     end
  28. return safe

31. function $\text{BRAB()}$:
  32.     $B := \emptyset$; $\text{Kind}(\Theta) := \text{Orig}$; From$(\Theta) := \Theta$;
  33.     $\mathcal{M} := \text{FWD}(d_{\text{max}}, k)$;
  34.     while $\text{BWDA()} = \text{unsafe}$ do
  35.         if $\text{Kind}(\mathcal{F}) = \text{Orig}$ then return unsafe;
  36.         $B := B \cup \{\text{From}(\mathcal{F})\}$;
  37.     end
  38. return safe

Algorithm 3: Finite and Depth-Limited Forward Analysis

**Input:** a parameterized system $(I, T)$

**Variables:**
- $\mathcal{V}$: visited nodes
- $\mathcal{Q}$: work queue

1. function $\text{FWD}(d_{\text{max}}, k)$:
  2.     $\mathcal{V} := \emptyset$;
  3.     push($\mathcal{Q}, (0, I(\#1) \land \cdots \land I(\#k))$);
  4.     while not_empty($\mathcal{Q}$) do
  5.         $(d, \varphi) := \text{pop}(\mathcal{Q})$;
  6.         if $(\varphi \not\in \mathcal{V} \land d \leq d_{\text{max}})$ then
  7.             $\mathcal{V} := \mathcal{V} \cup \{\varphi\}$;
  8.             $\mathcal{N} := \{(d + 1, \psi) \mid \psi \in \text{POST}(\varphi)\}$;
  9.             push($\mathcal{Q}, \mathcal{N}$)
  10.        end
  11.     end
  12. return $\mathcal{V}$

Remark: Notice that the correctness of BRAB does not depend on the content of $\mathcal{M}$, which thus acts as an oracle.

IV. IMPLEMENTATION

We have implemented BRAB in the logical framework of array-based transition systems that was proposed by Ghilardi and Ranise [19]. In this framework, states are represented by infinite arrays indexed by processes. This class is useful to model several infinite state systems and allows some topology constraints to be specified on indexes (linear ordering, multi-sets). Although this framework does not have all the desirable properties of Section III-A for completeness, Theorem 1 is still applicable.

In this framework, unsafe properties are cubes (conjunction of literals existentially quantified by distinct variables). Safety properties are decidable by backward reachability as soon as a well-quasi ordering can be exhibited on models (configurations). The interested reader is referred to [19] for further details. We present here the choices we made for this implementation and its practical aspects.

In FWD, the construction of $\mathcal{M}$ only relies on the implementation of POS. Computing POS symbolically could be advantageous for some problems but we found out that a forward enumerative exploration worked best (efficiency wise) on our benchmarks. This forces us to abstract away all variables living in unbounded domains and can lead to a model where unreachable states were explored. Since the correctness does not depend on the finite model in any way, its construction can incorporate any state-of-the-art enumerative techniques or methods tailored to bug finding. For instance, its precision could be improved by adding a way of restricting...
unbounded types (e.g. to handle infinite systems with arithmetic operations). In any case, the only significant quality of the partial model is to be able to disprove the majority of wrong approximations.

In Approx, to ensure termination of BRAB, we restrict candidates (\(\varphi\)) to a finite set of strict syntactic subformulas of \(\varphi\). In Cubicle, nodes of the proof graph are cubes, seen as sets of literals, so when looking for an approximation, we successively test all its subsets starting from the coarsest ones, i.e. the ones that represent the largest sets of states. Choosing first the most general approximations will yield stronger invariants. We keep the first that is not disproved by \(M\) or the set \(B\). Notice this forbids us to directly approximate an approximation. In some cases, no suitable approximation can be found, and we continue the algorithm as usual. Going further than our implementation of candidates, for instance to consider all formula \(\psi\) such that \(\psi \models \varphi\), is possible but is a complicated matter as there exists infinitely many such \(\psi\). In addition, the framework guarantees that pre-images of cubes are computable as disjunctions of cubes.

The efficiency of BRAB relies essentially on two aspects: the choice of approximations and the content of the set \(M\).

Indeed, choosing an approximation that is not general enough will delay the convergence of the algorithm and inserting a too general approximation will lead to unnecessary restarts. Similarly, if the exploration of the finite instance is incomplete or too imprecise, some wrong approximation will not be detected before the backward reachability exposes an error trace, resulting in a costly restart. In our implementation, we limit the negative effect of restarts trying to do them as early as possible, by finding wrong approximations sooner. For example, it is a wise choice to give a higher priority in the queue to pre-images of approximations (i.e. \(\psi\) such that \(\text{kind}(\psi) = \text{Appr}\)) so as to ensure they will be checked before expanding too much of the original formulas. Instead of restarting the algorithm from scratch, a possible improvement that we did not implement, is to keep as much information as possible from the previous run. It is indeed possible, yet costly, to maintain dependency information at run time to retain the nodes of \(V\) and \(Q\) that are not affected by the wrong approximation. BRAB is distributed in the open source model checker Cubicle.

V. EXPERIMENTAL RESULTS

A. Experiments

We have evaluated our implementation of the BRAB algorithm on challenging mutual exclusion algorithms, fault-tolerance and cache coherence protocols. In the table Figure 4, we compare the performance of Cubicle when using a classical backward reachability loop (second column), and when using BRAB (first column). We run BRAB with an unlimited depth forward exploration for two processes in all benchmarks excepted for the different versions of FLASH. We also include the results for an enumerative model checker CMurphi 5.4.9 [35] and different parameterized model checkers (MCMT 2.0 [20], PFS [23], Undip [37]) to show that the examples we chose are far from trivial.

For each tool we report the execution times obtained with the best setting we found. T.O. indicates a timeout if a tool didn’t answer within 24 hours and O.M. means that it exceeded a memory limit of 20 GB. For CMurphi, we give the time used to prove the safety of each benchmark for a fixed number of processes between parentheses. The last columns gives the maximum number of processes we were able to reach with 20 GB. We denote by \(\psi\) benchmarks that we were unable to easily translate due to syntactic restrictions. For instance PFS does not allow the update of multiple local variables at the same time, Undip does not allow variables of the type of processes and MCMT doesn’t support systems with more than 50 transitions or multi-dimensional arrays.

All benchmarks were executed on a 64 bits machine with an Intel\textsuperscript{®} Xeon\textsuperscript{®} processor @ 3.2 GHz and 24 GB of memory. The source code for Cubicle and its implementation of the BRAB algorithm as well as all the detailed benchmarks are available at http://cubicle.lri.fr/fmcad2013.

In this table, Szymanski\_at (resp. Szymanski\_na) is an atomic (resp. non-atomic) version of Szymanski’s mutual exclusion algorithm. German\_Baukus is a version of Steven German’s protocol extracted from [7]. German\_CTC is the version translated from Ching-Tsun Chou’s Mur\(\varphi\) models, adding data paths to German\_Baukus. German\_pts is an encoding of the German that was extracted from the distribution of PFS [23] where invalidation is performed non atomically. Chandra-Toueg is a version of Chandra and Toueg’s reliable broadcast protocol [8] with the send omission failures model extracted from [4].

These experiments show that BRAB is very efficient on examples from the literature and is several orders of magnitude faster than backward reachability on almost all benchmarks.

B. The FLASH Cache Coherence Protocol

The Stanford FLASH (FLexible Architecture for SHared memory) multiprocessor [27] is a modular architecture designed to scale to thousands of processing units. Each processor maintains a local cache memory, whose coherence is ensured by a message passing protocol on a point-to-point network with arbitrary latency. Each memory address is owned by a processing unit called Home (the physical location of the given memory address).

Related work. The first proof was performed by Park and Dill [34] in 1996 using the PVS proof assistant but it requires to construct inductive invariants by hand and detail the proof steps in the assistant. This protocol was also verified by Das, Dill and Park [15] using a manually guided predicate abstraction. The method of compositional model checking and data type reduction developed by McMillan [30] which first relied on BDD based model checking in SMV was later elaborated by Chou, Mannava and Park in a framework called CMP [9]. The CMP method, formalized by Krstić [26], works by iteratively abstracting a protocol and strengthening the invariants from the analysis of counterexamples produced by the model checker. As of today, it is the method that scales best but it requires a lot of expert knowledge and manual intervention to devise non interference lemmas from counterexamples. In 2008, Talupur and Tuttle came up with the insight of using message flows conceived by protocol designers as a source of potential invariants to help the CMP method converge faster [33], [38]. Although their method is able to automatically
generate invariant candidates from message flows, the CMP
method still requires adding extra hand crafted non interference
lemmas to achieve convergence on the German and FLASH
protocols.

We have modeled this protocol in Cubicle’s input language
from the Murϕ models by Ching-Tsun Chou that were used in
[9], [38]. These models only account for one memory line
but they (and their properties) are straightforwardly general-
izable to an arbitrary number of memory addresses. The only
difference we introduced is that we abstracted away the Home
processor and for all arrays indexed by Home, each occurrence
of A[Home] was replaced by a global variable A_home. The
control property we want to verify for FLASH is

\[
\forall x, y. x \neq y \implies 
\text{CacheState}[x] = \text{Exclusive} \implies \text{CacheState}[y] \neq \text{Exclusive}
\]

and the data properties are

\[
\begin{align*}
\forall x. & \text{CacheState}[x] = \text{Exclusive} \implies \text{Data}[x] = \text{CurrData} \\
\forall x. & \text{CacheState}[x] = \text{Shared} \land \text{Collecting} \\
& \implies \text{Data}[x] = \text{PrevData} \\
\forall x. & \text{CacheState}[x] = \text{Shared} \land \neg \text{Collecting} \\
& \implies \text{Data}[x] = \text{CurrData}
\end{align*}
\]

where CurrData, PrevData and Collecting are auxiliary
variables introduced only to specify these data properties.

We show the results obtained with Cubicle ran with option
–brab on different versions of the FLASH protocol in
Figure 5. The line nodata gives the result when we only asked
to verify control properties whereas in line Flash we asked to
verify both control and data properties. Finally we give the
results on a version of FLASH where we introduced an error
in line buggy. On this version, Cubicle exhibits an error trace
highlighting a buggy behaviour.

\[
\begin{array}{|c|c|c|c|c|c|c|}
\hline
k & d_{\text{max}} & |M| & \text{time} & |V| & \# \text{inv} & |E| & \text{Total time} \\
\hline
\text{nodata} & 2 & 6 & 439 & 0.02s & 37 & 30 & 0 & 0.36s \\
\text{buggy} & 2 & 6 & 445 & 0.02s & 225 & / & 0 & 2.97s \\
\text{Flash} & 3 & 14 & 452,523 & 8.54s & 1047 & 131 & 0 & 5m40s \\
\hline
\end{array}
\]

Fig. 5: Verification of FLASH with Cubicle

Below are a few of the invariants inferred for the FLASH:
they are not trivial although each one of them connects the
values of only two or three variables.

\[
\begin{align*}
(\text{Inv}_1) & \neg \text{Invmarked}[\text{Home}] \\
(\text{Inv}_2) & \text{CacheState}[\text{Home}] = \text{Shared} \implies \\
& (\text{Dir}_\text{Local} \lor \neg \text{Dir}_\text{Pending}) \\
(\text{Inv}_3) & \forall x. \text{CacheState}[x] = \text{Exclusive} \implies \text{Dir}_\text{Dirty} \\
(\text{Inv}_4) & \forall x. \text{CacheState}[x] = \text{Exclusive} \implies \\
& (x = \text{Home} \implies \neg \text{Dir}_\text{HeadVld}) \land \\
& (x \neq \text{Home} \implies \text{Dir}_\text{HeadVld})
\end{align*}
\]

VI. Related Work

Parameterized verification being a largely studied problem,
we focus here on the most closely related work.

Invariant generation: Ghilardi and Ranise describe in
Their backward reachability analysis always computes precise
formulas and their mechanism of guessing candidate invariants
guided by the goal is similar to BWDA but the candidates are
only filtered by syntactic heuristics. The main difference with
our approach is that candidates are model checked one at a
time in a completely independent resource limited backward
reachability loop. Other approaches for generating inductive
invariants include network invariants [21] which uses finite
automata learning algorithms and split invariants [32] which
connects small-model properties, inductive methods and com-
positional reasoning.

Cutoffs: The method of invisible invariants [6], [36]
aims at discovering inductive invariants for parameterized
systems that are checked up to a certain cutoff value obtained
with a syntactic criterion. Similarly to our approach, it extracts
information from a forward exploration of a finite instance
of the original system. This information is generalized and,
contrary to our technique, must amount to inductive invariants,
whereas we only use it as an oracle. Although in Section II
I_1 \land I_2 \land I_3 \land \Theta is an inductive invariant, it is generally
not the case. In [17], finite instances are also used in conjunction
with a template mechanism to obtain formulas that describe
interesting system behaviors. Approaches based on cutoff and
small model properties have been most successful when the
value is detected dynamically such as in [25] although their
method only works for petri-nets, and most recently in [3]
which is capable of handling multiple process topologies
(arrays, rings, trees, multisets) whereas our implementation
of BRAB for array based transition systems only applies for linear
topologies (and multisets) but scales for the Flash.

Abstraction: Abdulla et al. propose in [1], [2] versions of
backward reachability analysis with approximated transitions.
Other methods for parameterized verification are based on
abstraction: the method of indexed predicates [28] automatically
infers quantified predicates from which the technique of
predicate abstraction is able to construct inductive invariants: the tool UCLID which implements this technique is able to verify the German protocol [29] but not the FLASH, counter abstraction [16] whose idea is to keep track of the number of processes that satisfy a given property, and environment abstraction [11] which combines predicate abstraction with counter abstraction. In our case, we do not abstract the original system, abstractions are performed on the fly.

VII. CONCLUSION AND PERSPECTIVES

We have presented a novel backward reachability algorithm with approximations and backtracking to check safety properties of parameterized systems. Given a correct backward reachability algorithm, we have proved the correctness of our extension. We believe that small instances of the original problem already exhibit behaviors that constitute a valuable source of knowledge. Our algorithm uses this information to filter approximations which are then model checked altogether, allowing a factoring of the proofs. It can be seen as a technique for automatically inferring invariants. We provide an open source implementation BRAB and have demonstrated the viability of our approach on several examples from the literature and FLASH, a near industrial cache coherence protocol.

An immediate line of future work is to experiment this approach on real industrial protocols such as Intel’s LCP or hierarchical cache coherence protocols. While satisfactory, we think that the backtracking mechanism can be improved and that other oracles can be used for the exploration of the finite instance. Finally we would also like to explore the idea of approximations guided by finite instances in other frameworks.

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