

Séminaire à l'IRIT

Jeudi 19 mai 2011

# Synthesis of Timing Parameters for the Verification of Hardware Components and Communication Protocols

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National University of Singapore

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- Input



A timed concurrent system

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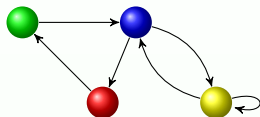


A good behavior expected for the system

- Question: does the system always behave well?

# Context: Model Checking Timed Systems (2/2)

- Use of formal methods



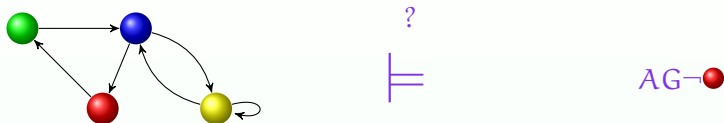
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$AG \neg \bullet$

A **formula** to be satisfied

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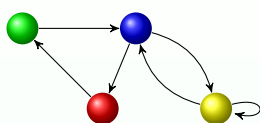
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$$\models$$

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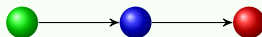
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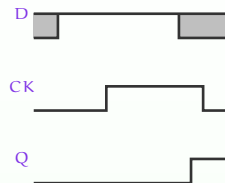
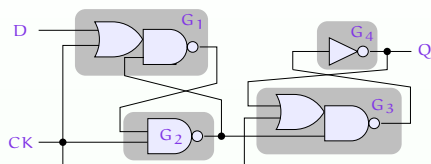
**No**



Counterexample

# An Example of Flip-Flop Circuit

- An asynchronous circuit [Clarisó and Cortadella, 2007]

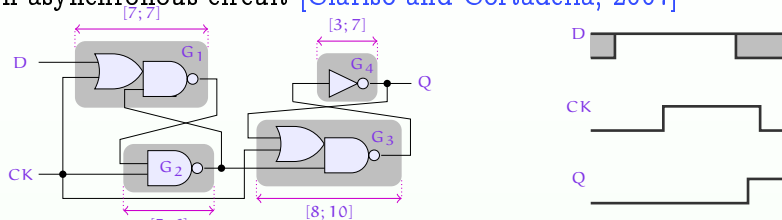


- Concurrent behavior
  - 4 elements:  $G_1$ ,  $G_2$ ,  $G_3$ ,  $G_4$
  - 2 input signals ( $D$  and  $CK$ ), 1 output signal ( $Q$ )



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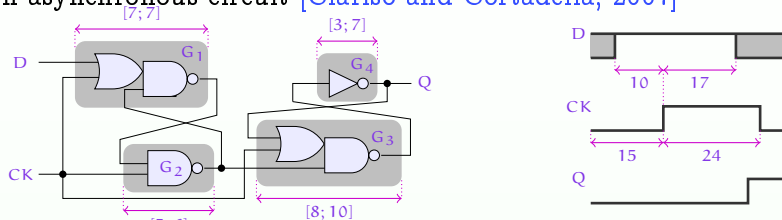
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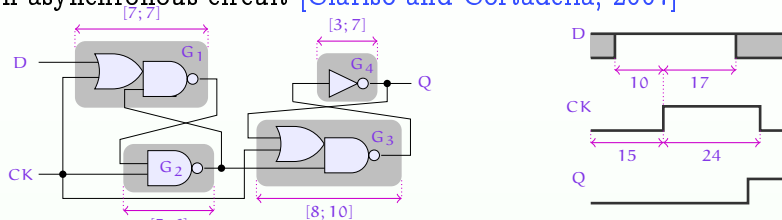
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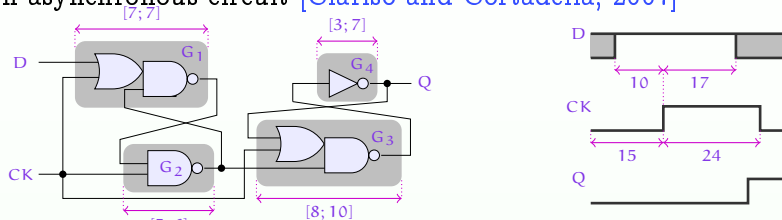
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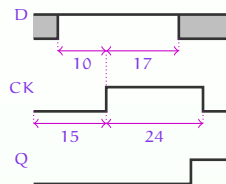
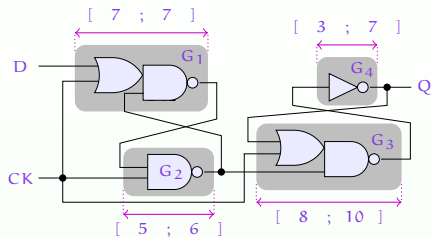


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  - Timed model checking gives the answer: **yes**

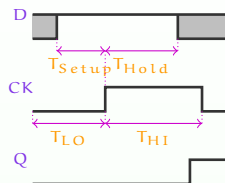
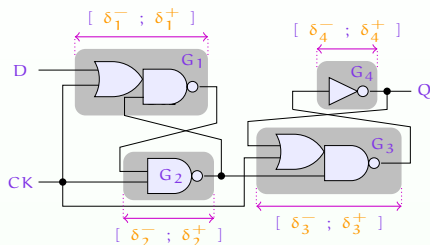
# Parameter Synthesis

- More difficult problem: find values of the timing delays for which the system behaves well
- Idea: reason with unknown constants or parameters
- Interesting applications
  - Ensure the robustness of the system
  - Allow the designer to optimize timing delays
  - Allow to scale down large timing constants
- Difficult problem
  - Both concurrent behavior and timed behavior
  - Undecidable in general

# Flip-Flop Circuit: Timing Parameters



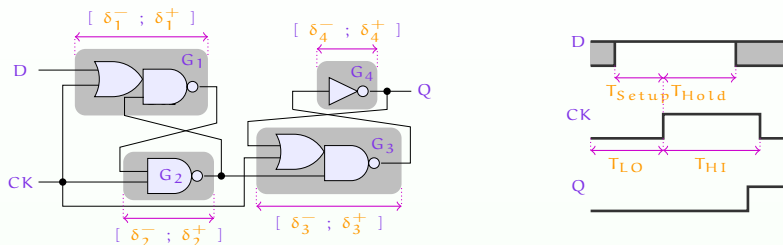
# Flip-Flop Circuit: Timing Parameters



## Timing parameters

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# Flip-Flop Circuit: Timing Parameters



## Timing parameters

- Traversal delays of the gates: one interval per gate
- 4 environment parameters:  $T_{LO}$ ,  $T_{HI}$ ,  $T_{Setup}$  and  $T_{Hold}$

- **Question:** for which values of the parameters does the rise of  $Q$  always occur before the fall of  $CK$ ?

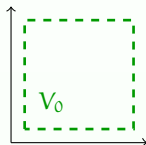


## Related Work

- Approaches based on **bad state** avoidance
  - Computation of all the reachable states, and intersection with the bad states [Henzinger and Wong-Toi, 1996]
  - Definition of parametric structures [Hune et al., 2002]
  - Use of approximations [Clarisó and Cortadella, 2007]
  - Refinement of the model based on CEGAR [Frehse et al., 2008]
- We present here a **good state**-based method

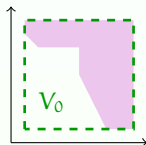
# Problems

- The good parameters problem
  - “Given a bounded parameter domain  $V_0$ , find a set of parameter valuations of good behavior in  $V_0$ ”



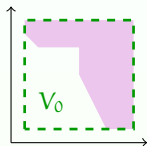
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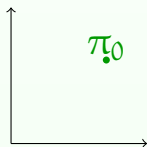


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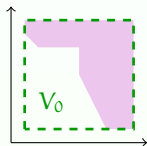


- The inverse problem
  - “Given a reference parameter valuation  $\pi_0$ , find other valuations around  $\pi_0$  of same behavior”

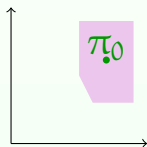


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- 1 Parametric Timed Automata
- 2 An Inverse Method for Parametric Timed Automata
- 3 Behavioral Cartography
- 4 Application to Probabilistic Systems
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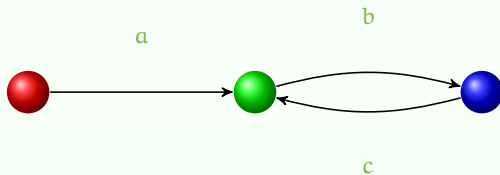
- Finite state automaton (sets of **locations**)





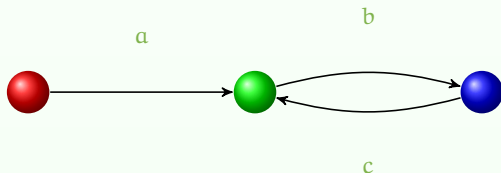
# Timed Automaton (TA)

- Finite state automaton (sets of **locations** and **actions**)



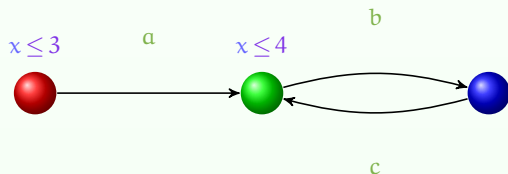
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- Finite state automaton (sets of **locations** and **actions**) augmented with a set  $X$  of **clocks** [Alur and Dill, 1994]
  - Real-valued variables evolving linearly at the same rate



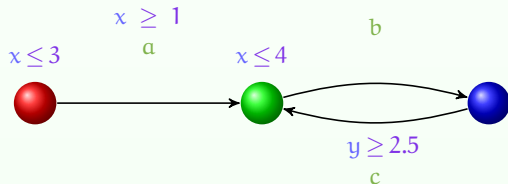
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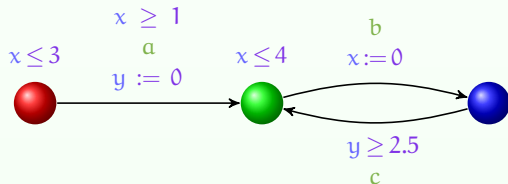
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  - Clock **reset**: some of the clocks can be set to 0 at each transition



# Semantics of Timed Automata

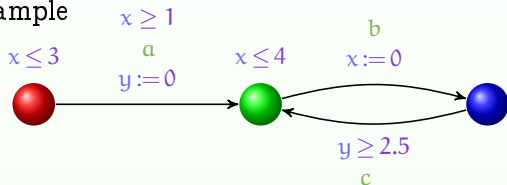
- **Concrete state** of a TA: couple  $(q, w)$ , where
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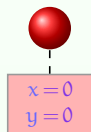
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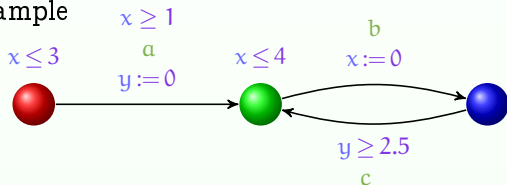
- Possible concrete run for this TA



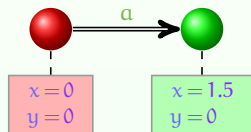


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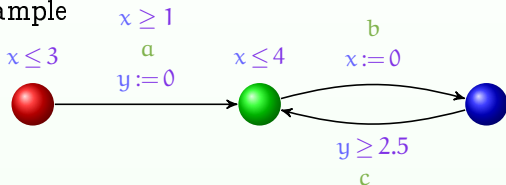


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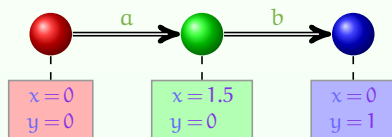


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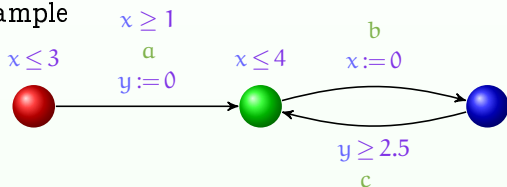


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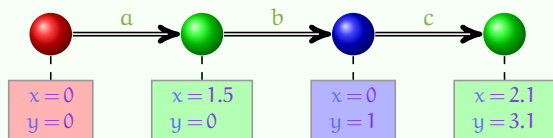


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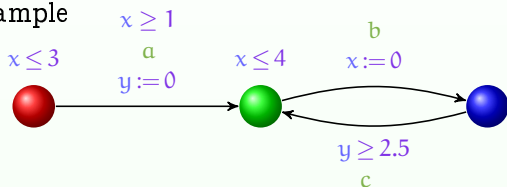


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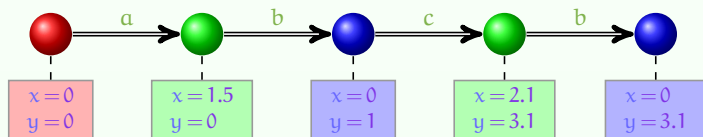


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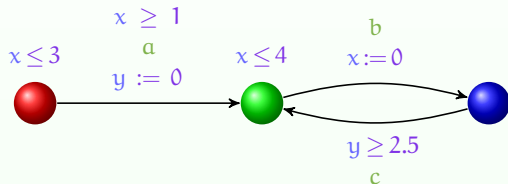


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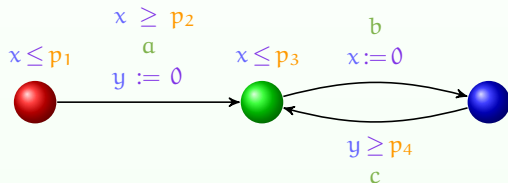
# Parametric Timed Automaton (PTA)

- Timed automaton (sets of locations, actions and clocks)



# Parametric Timed Automaton (PTA)

- Timed automaton (sets of locations, actions and clocks) augmented with a set  $P$  of parameters [Alur et al., 1993]
  - Unknown constants used in guards and invariants



# Semantics of Parametric Timed Automata

- **Symbolic state** of a PTA: couple  $(q, C)$ , where
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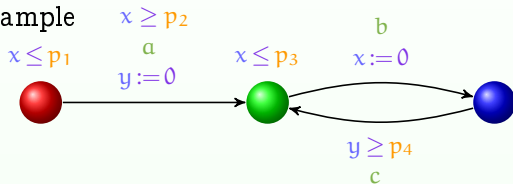
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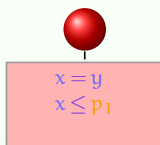
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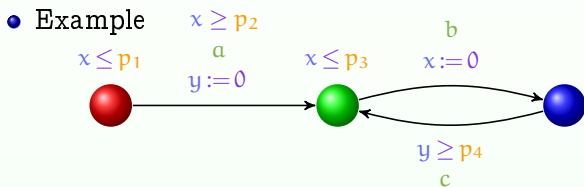


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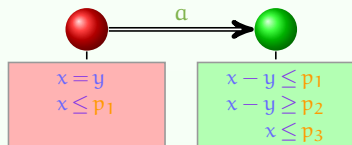


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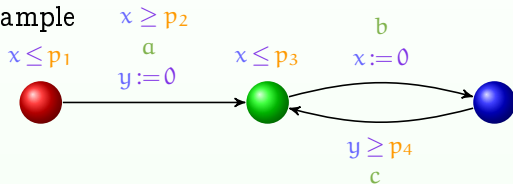
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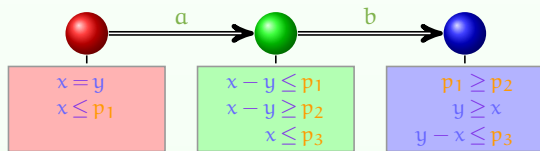
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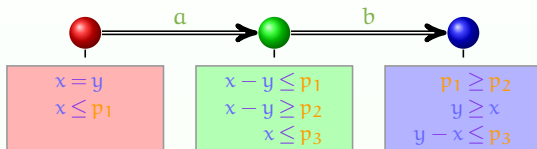


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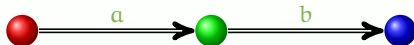
# Good and Bad Traces

- **Trace** over a PTA: **time-abstract run**
  - Finite alternating sequence of **locations** and **actions**



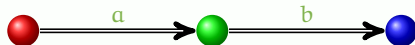
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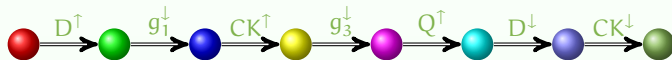


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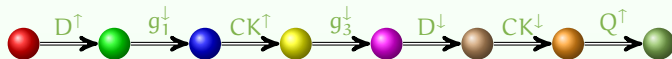
- **Trace** over a PTA: **time-abstract run**
  - Finite alternating sequence of **locations** and **actions**



- A trace is said to be **good** if it verifies a given property
  - Example of **good trace** for the flip-flop ( $Q^\uparrow$  occurs before  $CK^\downarrow$ )

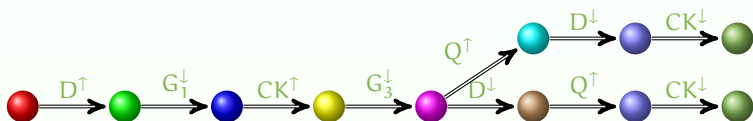


- Example of **bad trace** for the flip-flop



# Notation

- **Trace set**: set of all traces of a PTA
  - Example of trace set for the flip-flop example



- A valuation  $\pi$  of all the parameters of  $\mathbf{P}$  is called a **point**
- Given a PTA  $\mathcal{A}$  and a point  $\pi$ , we denote by  $\mathcal{A}[\pi]$  the (non-parametric) timed automaton where all parameters are instantiated by  $\pi$

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# The Inverse Problem

- Input

- A PTA  $\mathcal{A}$
- A reference valuation  $\pi_0$  of all the parameters of  $\mathcal{A}$

$\pi_0$

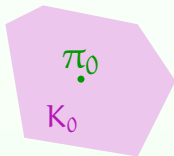
# The Inverse Problem

- Input

- A PTA  $\mathcal{A}$
- A reference valuation  $\pi_0$  of all the parameters of  $\mathcal{A}$

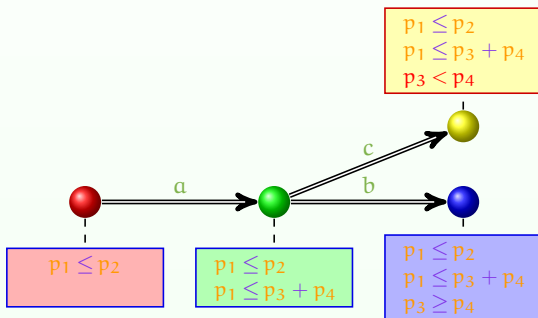
- Output: tile  $K_0$

- Convex constraint on the parameters such that
  - $\pi_0 \models K_0$
  - For all points  $\pi \models K_0$ ,  $\mathcal{A}[\pi]$  and  $\mathcal{A}[\pi_0]$  have the same trace sets



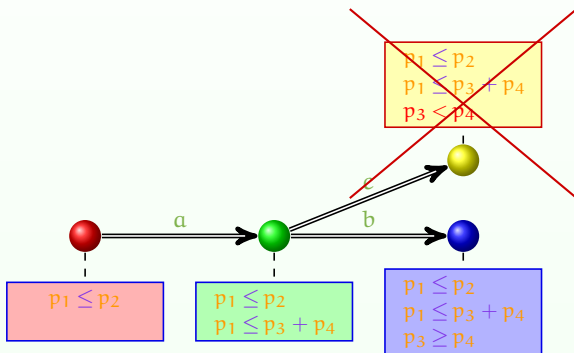
# The Inverse Method IM: General Idea

- Our idea [A., Chatain, Encrenaz, Fribourg, IJFCS, 2009]
  - CEGAR-like approach
  - Instead of negating bad states, we remove  $\pi_0$ -incompatible states



# The Inverse Method IM: General Idea

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  - CEGAR-like approach
  - Instead of negating bad states, we remove  $\pi_0$ -incompatible states



# The Inverse Method IM: Simplified Algorithm

Start with  $K_0 = \text{true}$

REPEAT

- 1 Compute a set  $S$  of reachable symbolic states under  $K_0$
- 2 Project the constraints onto the parameters
- 3 Refine  $K_0$  by removing a  $\pi_0$ -incompatible state from  $S$ 
  - Select a  $\pi_0$ -incompatible state  $(q, C)$  within  $S$  (i.e.,  $\pi_0 \not\models C$ )
  - Select a  $\pi_0$ -incompatible inequality  $J$  within  $C$  (i.e.,  $\pi_0 \not\models J$ )
  - Add  $\neg J$  to  $K_0$

UNTIL no more  $\pi_0$ -incompatible state in  $S$

# Application to the Flip-Flop Circuit

 $\pi_0 :$ 

$\delta_1^- = 7$	$\delta_1^+ = 7$	$T_{HI} = 24$
$\delta_2^- = 5$	$\delta_2^+ = 6$	$T_{LO} = 15$
$\delta_3^- = 8$	$\delta_3^+ = 10$	$T_{Setup} = 10$
$\delta_4^- = 3$	$\delta_4^+ = 7$	$T_{Hold} = 17$

 $K_0 = \text{true}$ 


$$T_{Setup} \leq T_{LO}$$

## Application to the Flip-Flop Circuit

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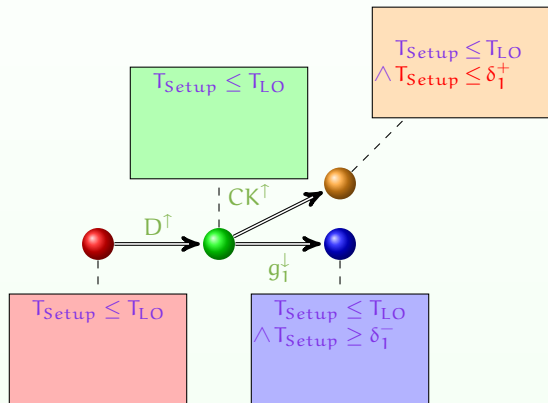
 $D \uparrow$ 

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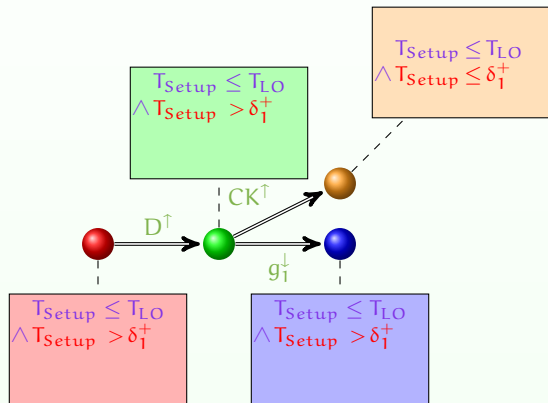
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 $K_0 =$ 

$$T_{Setup} > \delta_1^+$$

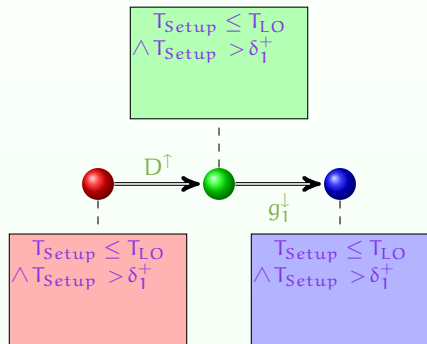


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$$K_0 = T_{Setup} > \delta_1^+$$

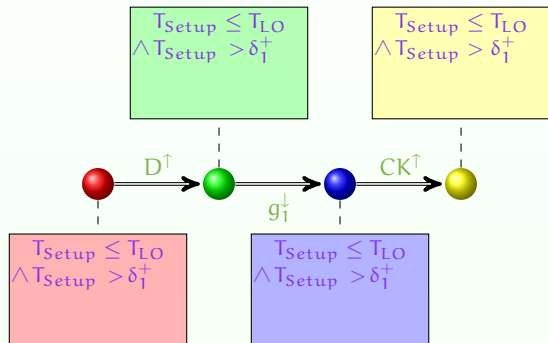


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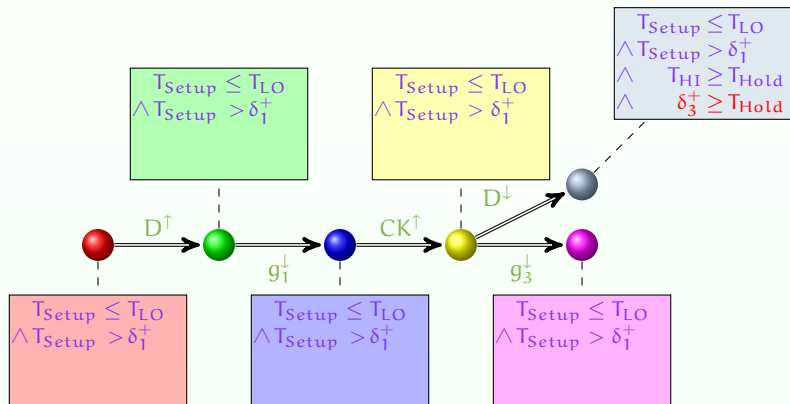


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## Application to the Flip-Flop Circuit

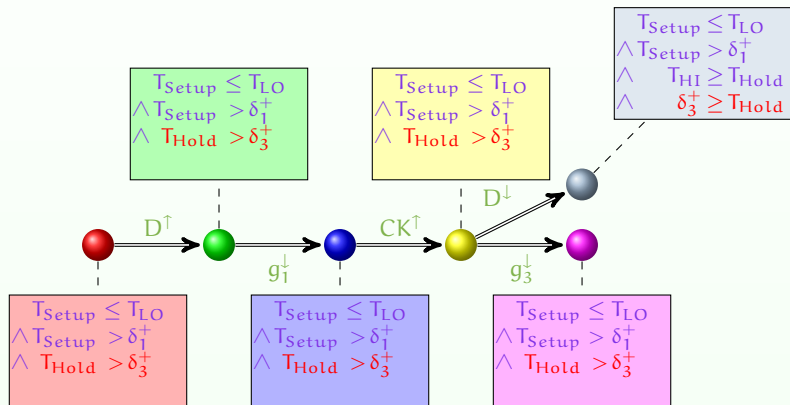
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 $K_0 =$ 

$$T_{Setup} > \delta_1^+$$

$$\wedge T_{Hold} > \delta_3^+$$



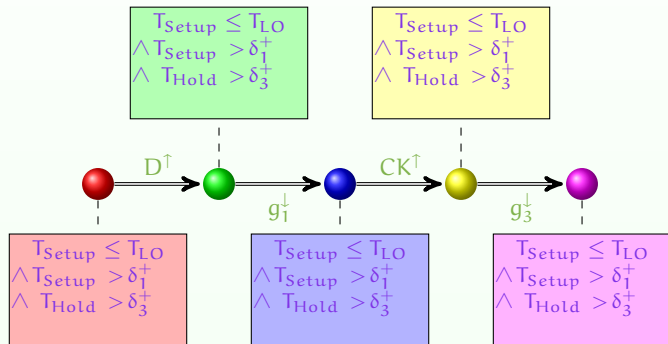
## Application to the Flip-Flop Circuit

 $\pi_0 :$ 

$$\begin{array}{lll} \delta_1^- = 7 & \delta_1^+ = 7 & T_{HI} = 24 \\ \delta_2^- = 5 & \delta_2^+ = 6 & T_{LO} = 15 \\ \delta_3^- = 8 & \delta_3^+ = 10 & T_{Setup} = 10 \\ \delta_4^- = 3 & \delta_4^+ = 7 & T_{Hold} = 17 \end{array}$$

 $K_0 =$ 

$$\begin{array}{l} T_{Setup} > \delta_1^+ \\ \wedge T_{Hold} > \delta_3^+ \end{array}$$



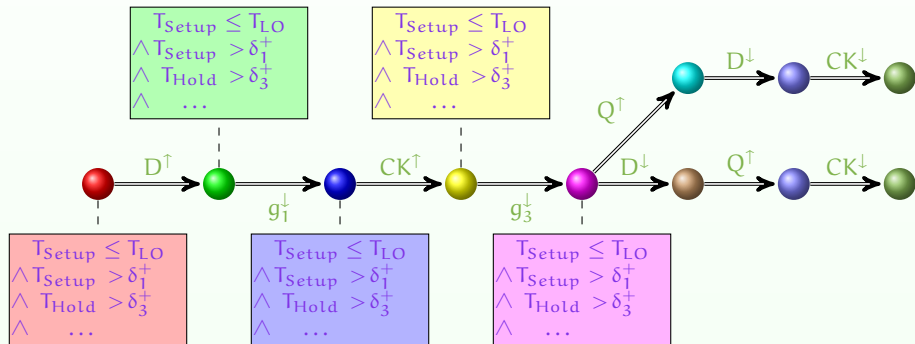
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 $K_0 =$ 

$$\begin{array}{l} T_{Setup} > \delta_1^+ \quad \wedge \quad \delta_3^+ + \delta_4^+ \geq T_{Hold} \\ \wedge \quad T_{Hold} > \delta_3^+ \quad \wedge \quad \delta_3^+ + \delta_4^+ < T_{HI} \\ \wedge \quad T_{Setup} \leq T_{LO} \quad \wedge \quad \delta_3^- + \delta_4^- \leq T_{Hold} \\ \wedge \quad \delta_1^- > 0 \end{array}$$



# Correctness of IM

## Theorem (Correctness)

Suppose that  $IM(\mathcal{A}, \pi_0)$  terminates with output  $K_0$ . We have:

- 1  $\pi_0 \models K_0$ , and
- 2 for all  $\pi \models K_0$ ,  $\mathcal{A}[\pi_0]$  and  $\mathcal{A}[\pi]$  have the same trace sets.



# Termination

- Parameter synthesis **undecidable** in general for PTAs
- However, we give **sufficient condition** for the termination of IM

## Proposition (Termination)

*IM terminates if the set of traces of  $\mathcal{A}[\pi_0]$  contains no cyclic trace (trace passing twice by the same location).*

- Remarks
  - Many case studies fall into this class
  - Termination can be shown in more cases
  - In practice, IM also terminates for most of our “cyclic” case studies

# Implementation

- IMITATOR II [André, INFINITY'10]
  - IMITATOR: “Inverse Method for Inferring Time Abstract BehaviOR”
  - 10 000 lines of code
  - Program written in OCaml
  - Makes use of the PPL library for handling polyhedra
- Available on the Web
  - <http://www.lsv.ens-cachan.fr/~andre/IMITATOR2>

# Inverse Method: Case Studies

- Hardware circuits
- Communication protocols
  - Bounded Retransmission Protocol
  - CSMA/CD Protocol
  - Root Contention Protocol
- SIMOP (Farman project LSV – LURPA): manufacturing system with sensors and controllers communicating through a network
- SPSMALL: real memory circuit (ST-Microelectronics)

# Summary of the Inverse Method

## • Advantages

- Useful to **optimize timing delays** of systems
- Gives a criterion of **robustness** to the system
- **Independent** of the property one wants to check
- **Terminates often** in practice
- **Efficient**: allows to handle dozens of parameters

## • Remarks

- The constraint  $K_0$  synthesized is **not maximal**: there are points  $\pi \notin K_0$  which give the same trace set as  $\pi_0$
- For a given property  $\varphi$ , there may be **different** trace sets satisfying  $\varphi$

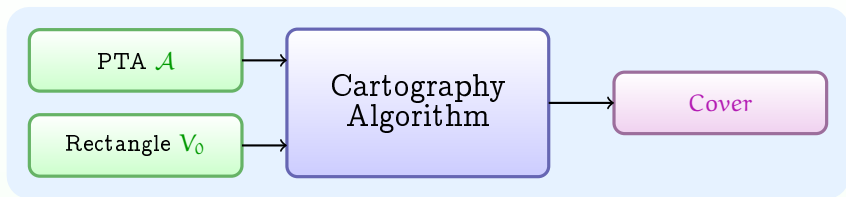
# Outline

- 1 Parametric Timed Automata
- 2 An Inverse Method for Parametric Timed Automata
- 3 Behavioral Cartography**
- 4 Application to Probabilistic Systems
- 5 Conclusions and Future Work

# Beyond the Inverse Method

- Goal: Find the maximal set of points corresponding to a good behavior
- Method: iterate IM for all integer points of a given rectangle  $V_0$
- Output: set of behavioral tiles
  - $\rightsquigarrow$  behavioral cartography of the parameter space [A., Fribourg, RP'10]

# The Behavioral Cartography Algorithm



---

```
1 repeat
2   | select an integer point  $\pi \in V_0$ ;
3   | if  $\pi \notin \text{Cover}$  then
4   |   |  $\text{Cover} \leftarrow \text{Cover} \cup \text{IM}(\mathcal{A}, \pi)$ ;
5 until  $\text{Cover}$  contains all the integer points of  $V_0$ ;
```

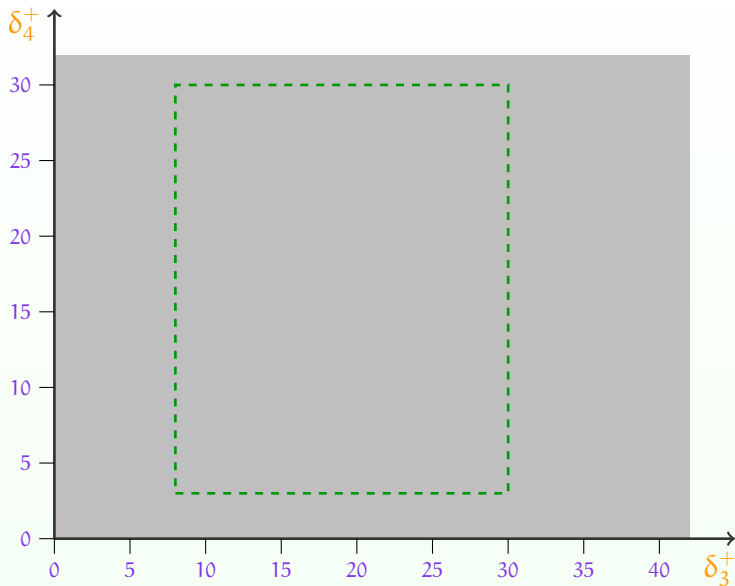
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# Application to the Flip-Flop Example

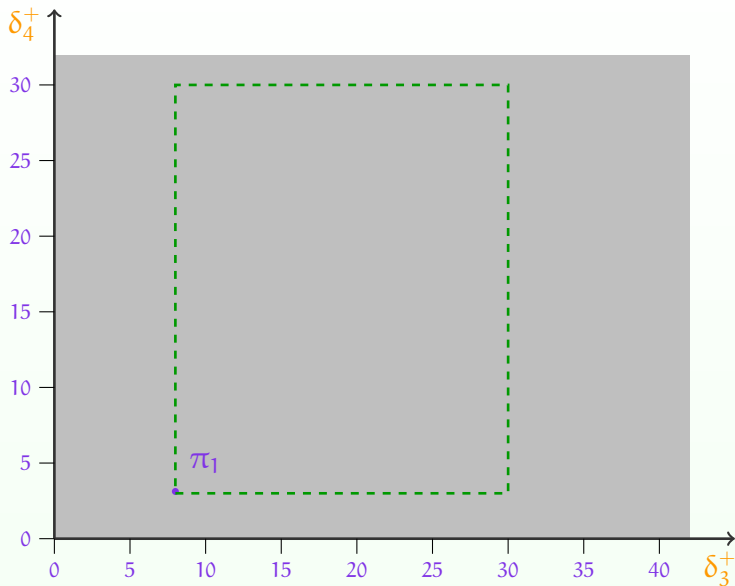
- Goal
  - Find the maximal set of values for  $\delta_3^+$  and  $\delta_4^+$  such that the flip-flop has a **good behavior**
- Method
  - Perform the behavioral cartography of the flip-flop circuit according to  $\delta_3^+$  and  $\delta_4^+$
  - The other parameters are instantiated



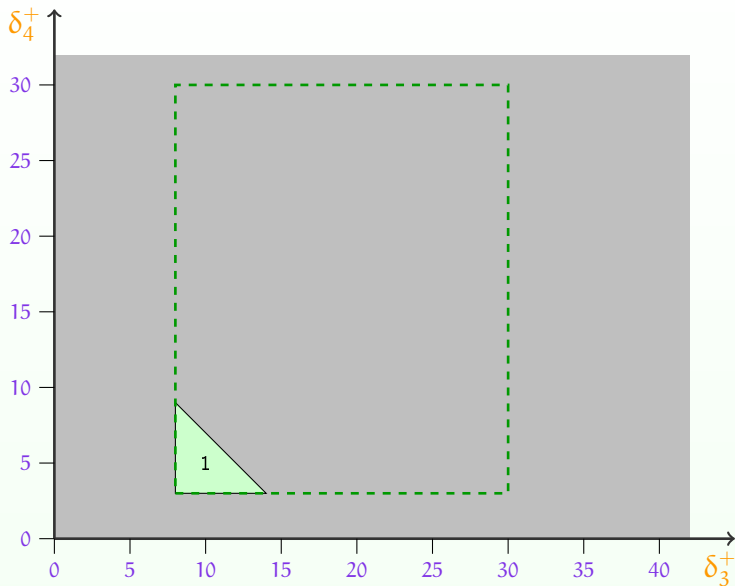
# Behavioral Cartography of the Flip-Flop



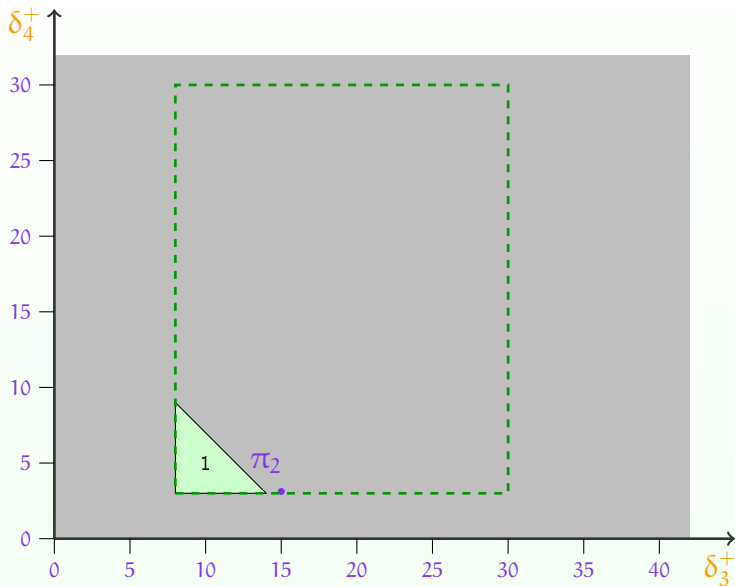
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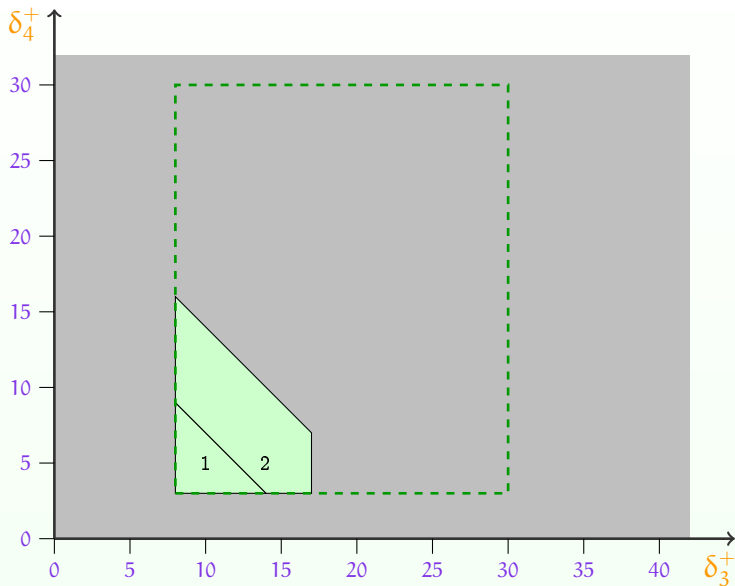
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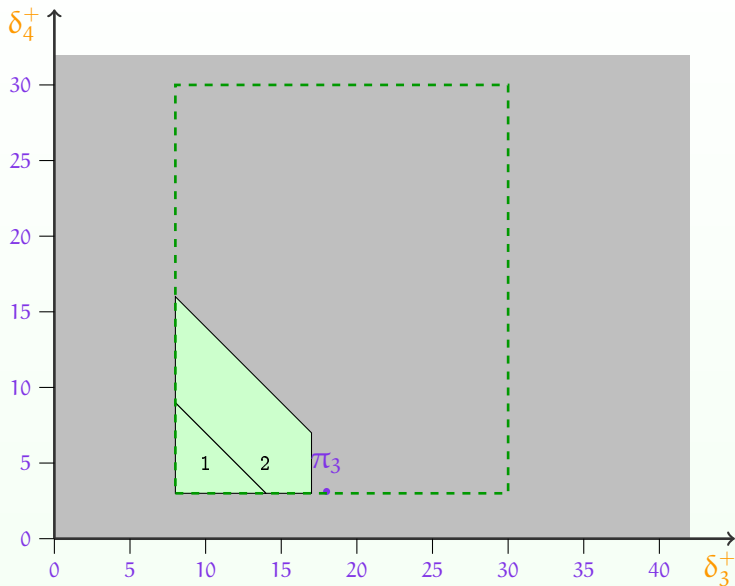
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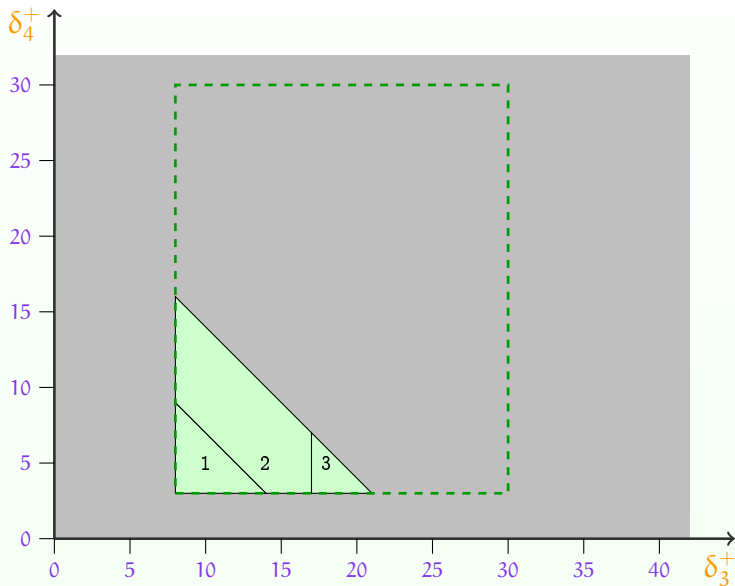
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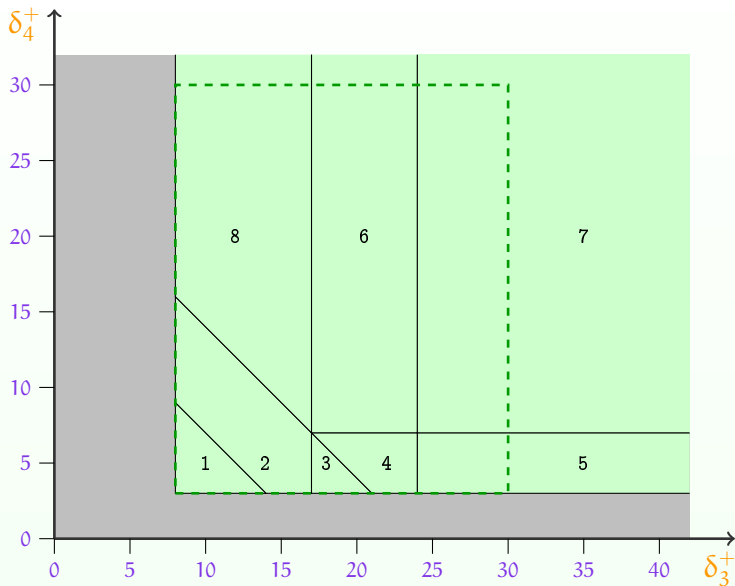
# Behavioral Cartography of the Flip-Flop



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# Behavioral Cartography of the Flip-Flop





# Behavioral Cartography Algorithm: Full Coverage

## Proposition

*For acyclic PTAs, the full coverage of the whole parametric space is ensured for a grid fine enough.*

**Grid:** points (integers or rationals) on which IM may be called

# Behavioral Cartography Algorithm: Full Coverage

## Proposition

*For acyclic PTAs, the full coverage of the whole parametric space is ensured for a grid fine enough.*

**Grid:** points (integers or rationals) on which **IM** may be called

Idea of the proof:

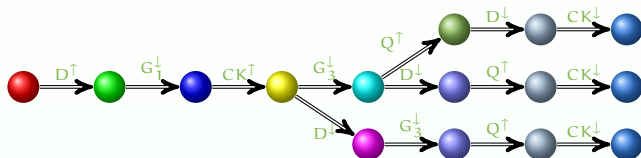
- Based on the finiteness of the number of possible tiles

# Partition into Good and Bad Tiles

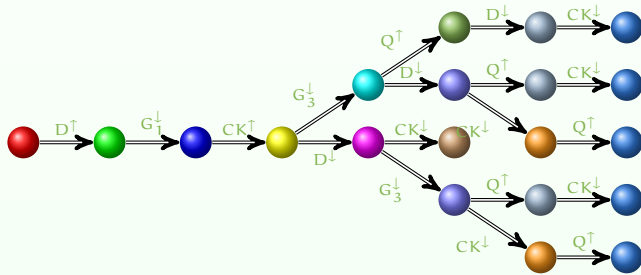
- A tile is said to be a **good tile** if all its corresponding traces are good traces
- According to the nature of the trace sets, we can partition the tiles into **good** and **bad** ones

# Example of Good and Bad Tiles for the Flip-flop

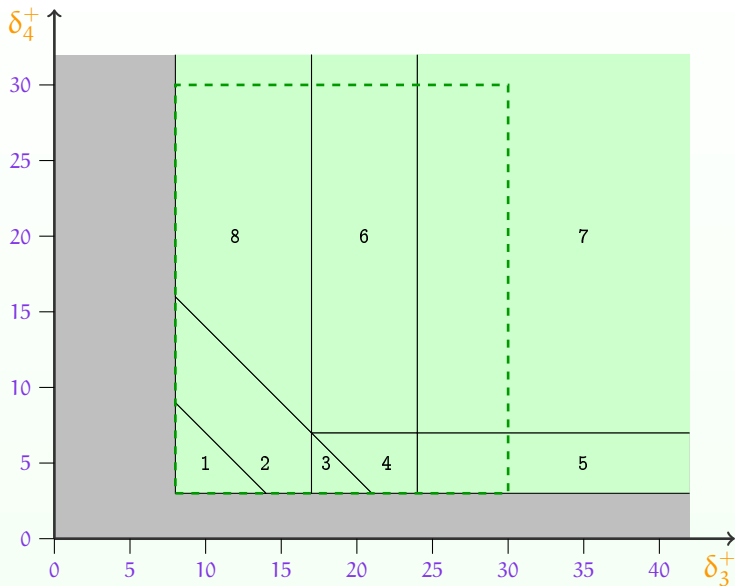
- Good tile 3



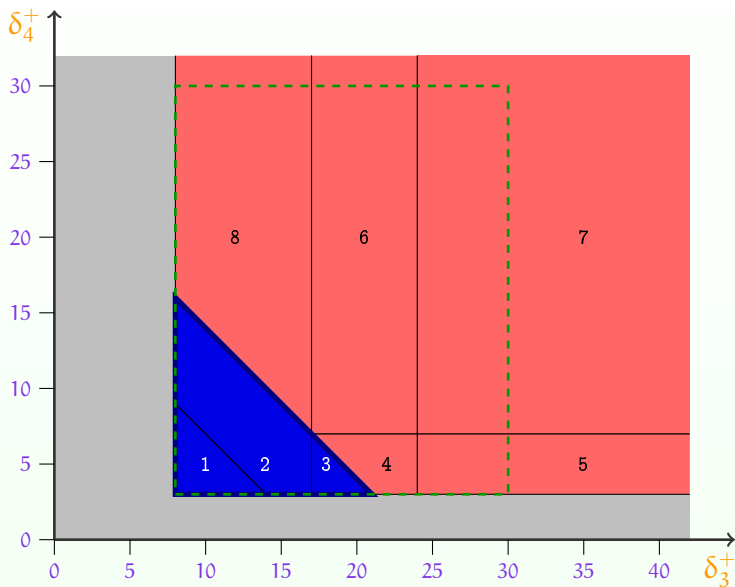
- Bad tile 7



## Behavioral Cartography of the Flip-flop: Partition



## Behavioral Cartography of the Flip-flop: Partition



# Behavioral Cartography of the Flip-flop: Remarks

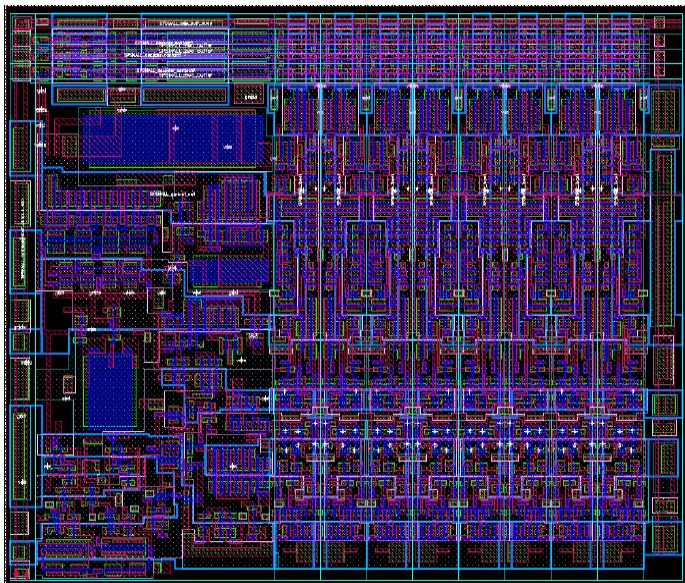
- Remarks on the cartography
  - For this example, **all the real-valued part** of the parametric space within and outside  $V_0$  is covered
- The **set of good tiles** (in blue) corresponds to the **maximal set** of good values for  $\delta_3^+$  and  $\delta_4^+$ 
  - $\delta_3^+ + \delta_4^+ \leq 24 \wedge \delta_3^+ \geq 8 \wedge \delta_4^+ \geq 3$

# Cartography Algorithm: Implementation

- Implementation in IMITATOR II
- Application to case studies
  - Hardware devices
  - Communication protocols
  - **SPSMALL memory**
- Allows to solve the good parameters problem
- Comparison of the constraints
  - Constraints synthesized always equal to or **better** than the ones from the literature

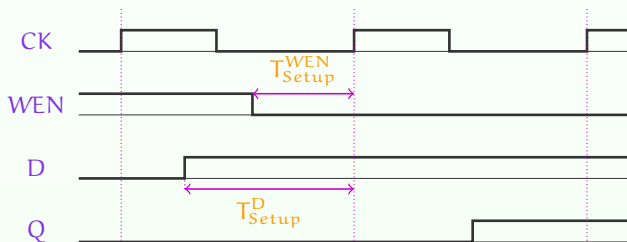


# The SPSMALL Memory

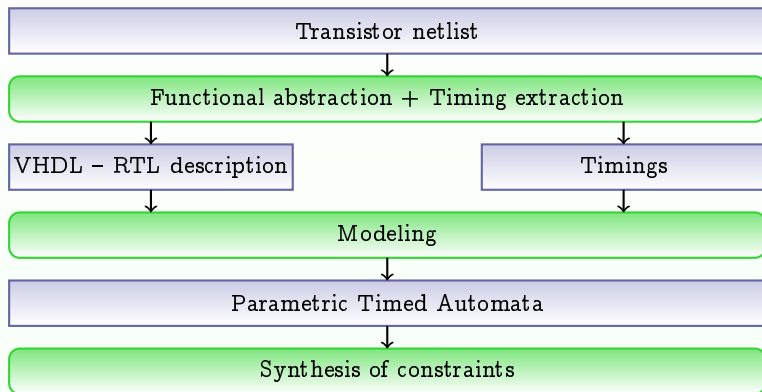


# VALMEM Project

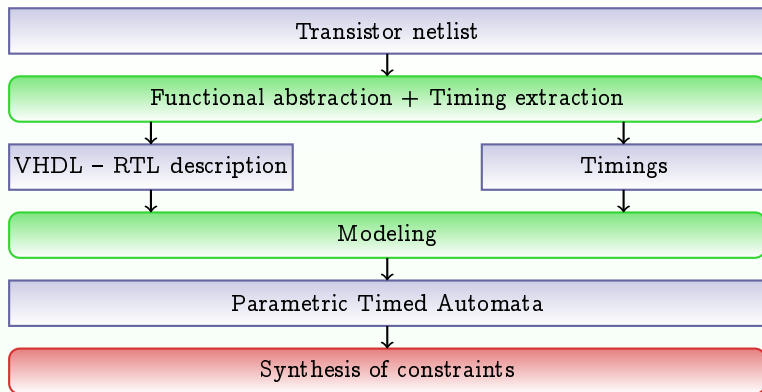
- **Memory circuit** sold by ST-Microelectronics
- Studied in the ANR **VALMEM project**
  - LIP6, LSV, ST-Microelectronics
- Goal: **minimize** timing parameters  $T_{Setup}^D$  and  $T_{Setup}^{WEN}$ 
  - Reference valuation in the memory datasheet:  
 $T_{Setup}^D = 108$  and  $T_{Setup}^{WEN} = 48$



# Methodology



# Methodology



# Cartography Algorithm

- Cartography of the memory according to  $T_{Setup}^D$  and  $T_{Setup}^{WEN}$ 
  - Reference rectangle  $V_0$ :

$$T_{Setup}^D \in [89; 108]$$

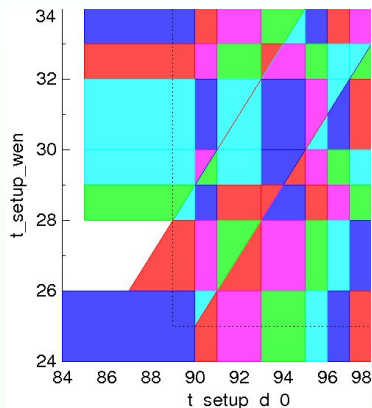
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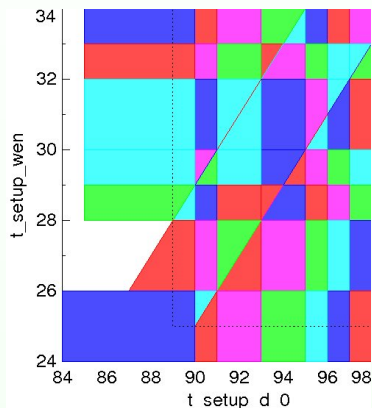


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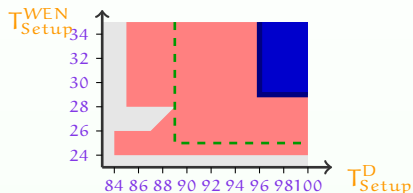
$$T_{Setup}^{WEN} \in [25; 48]$$



⇒ Full coverage of  $V_0$

# Minimization of Timings

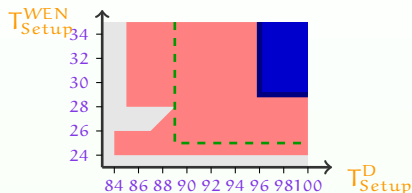
- Partition into good and bad tiles
  - Using the property of good behavior specified by the datasheet





# Minimization of Timings

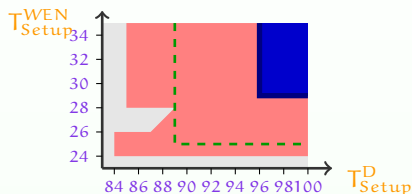
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- Minimization of timing delays
  - $T_{Setup}^D = 108$
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# Minimization of Timings

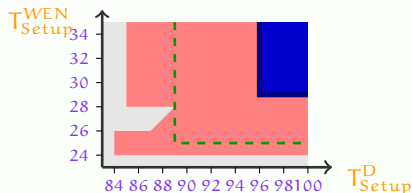
- Partition into good and bad tiles
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- Minimization of timing delays
  - $T_{Setup}^D = 108 \rightsquigarrow 96$  (decrease of 11.1%)
  - $T_{Setup}^{WEN} = 48 \rightsquigarrow 29$  (decrease of 39.6%)

# Minimization of Timings

- Partition into good and bad tiles
  - Using the property of good behavior specified by the datasheet



- Minimization of timing delays
  - $T_{Setup}^D = 108 \rightsquigarrow 96$  (decrease of 11.1%)
  - $T_{Setup}^{WEN} = 48 \rightsquigarrow 29$  (decrease of 39.6%)
- Practical interest: allows to work in a **faster environment**
  - **Optimization** of the datasheet
  - **Financial interest**

# Advantages of the Behavioral Cartography

- **Solves** the good parameters problem
- Under certain conditions, covers the **whole real-valued parametric space**
- **Independent** of the property one wants to check
  - Only the partition depends on the property
  - No need to compute a cartography for each property

# Outline

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# The Root Contention Protocol

- Root contention protocol of the IEEE 1394 (“FireWire”)
  - Election of a leader after a certain number of rounds
  - Protocol mixing **time** and **probabilities**
  - Timing delays:  $s_{\min} = 1590 \text{ ns}$  and  $\text{delay} = 300 \text{ ns}$
- Computation of minimum or maximum probabilities
  - Example: “Minimum probability that a leader is elected after 5 rounds or less”
  - Use of the **PRISM** model checker [Hinton et al., 2006]
- Problem
  - PRISM is very sensitive to the size of the timing constants
  - For this valuation ( $s_{\min} = 1590 \text{ ns}$  and  $\text{delay} = 300 \text{ ns}$ ), PRISM does not succeed to compute probabilities

# Goal

## Goal

*Compute constraints on the timing parameters such that the minimum and maximum probabilities of reachability properties remain the same.*

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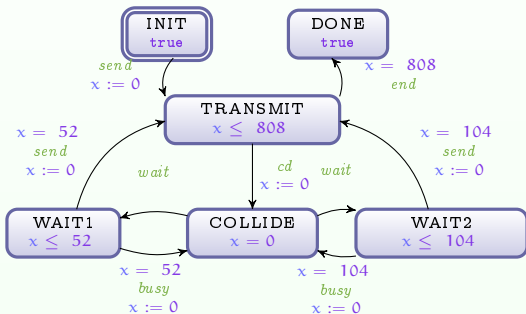
## Application

- By minimizing the timing delays within this constraint, PRISM will be able to compute probabilities more easily



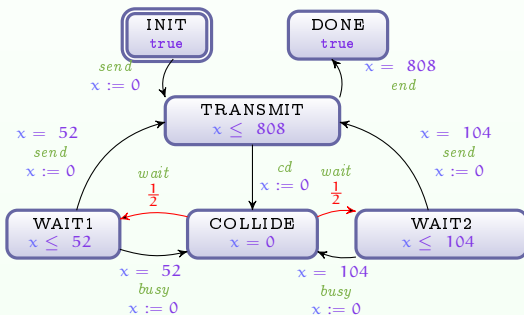
# Probabilistic Timed Automaton

- Probabilistic Timed Automaton
  - [Gregersen and Jensen, 1995, Kwiatkowska et al., 2002a]
    - Timed automaton



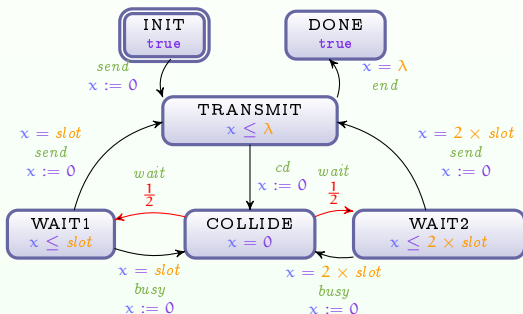
# Probabilistic Timed Automaton

- Probabilistic Timed Automaton  
[Gegersen and Jensen, 1995, Kwiatkowska et al., 2002a]
  - Timed automaton with **probabilities**



# Parametric Probabilistic Timed Automaton (PPTA)

- Probabilistic Timed Automaton  
[Gegersen and Jensen, 1995, Kwiatkowska et al., 2002a]
  - Timed automaton with **probabilities**
- Augmented with a set of **parameters**  
[A., Fribourg, Sproston, AVoCS'09]



# Probabilistic Traces

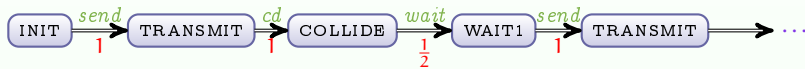
- Probabilistic trace
  - Finite alternating sequence of locations and actions



# Probabilistic Traces

- Probabilistic trace

- Finite alternating sequence of locations and actions with probabilities



# Min / Max Probabilities of Reaching a State

- A scheduler  $s$  associates to every state  $one$  output distribution
- Given a scheduler, one can associate a probability to the state space
  - In particular: **probability of reaching** a location
- Minimum and maximum probabilities of reaching a given location
  - Minimum and maximum **for all possible schedulers**

# The Inverse Problem for PPTAs

- Inputs

- A PPTA  $\mathcal{A}$
- A reference valuation  $\pi_0$  of  $\mathcal{A}$

$\pi_0$

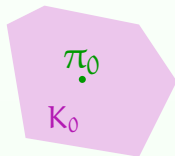
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- Output: tile  $K_0$

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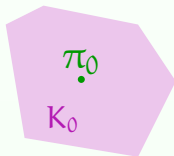
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As a consequence, the minimum and maximum probabilities for reachability properties are the same in  $\mathcal{A}[\pi]$  and  $\mathcal{A}[\pi_0]$

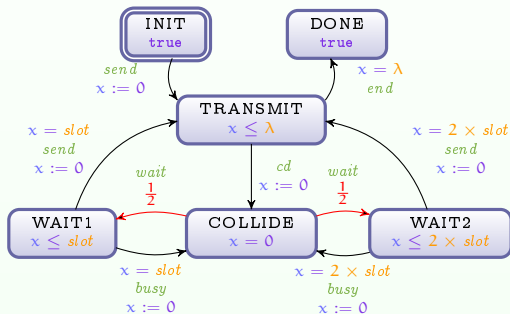
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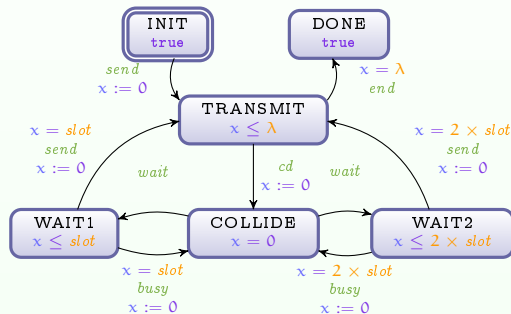
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Example:



# Extension of the Inverse Method to PPTAs

- 1 Construct a **derandomized** version  $\mathcal{A}^*$  of  $\mathcal{A}$
- 2 Compute  $K_0 = \text{IM}(\mathcal{A}^*, \pi_0)$

# Equality of the Sets of Probabilistic Traces

## Theorem (Correctness)

Let  $\mathcal{A}$  be a PPTA, and  $\pi_0$  a valuation of the parameters.

Let  $K_0 = \text{IM}(\mathcal{A}^*, \pi_0)$ .

Then, for all  $\pi \models K_0$ , the sets of probabilistic traces of  $\mathcal{A}[\pi]$  and  $\mathcal{A}[\pi_0]$  are equal.

Consequence:

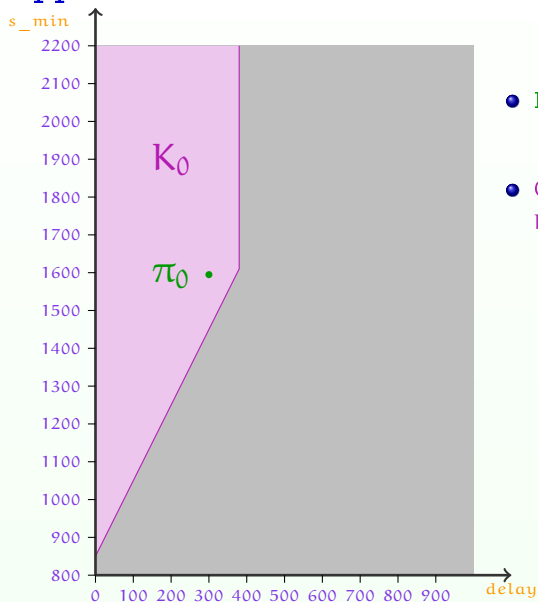
- The **minimum and maximum probabilities** for reachability properties are the same in  $\mathcal{A}[\pi]$  and  $\mathcal{A}[\pi_0]$

# Application to the Root Contention Protocol



- Input: IEEE reference valuation  
 $s_{\min} = 1590 \text{ ns}$      $\text{delay} = 300 \text{ ns}$

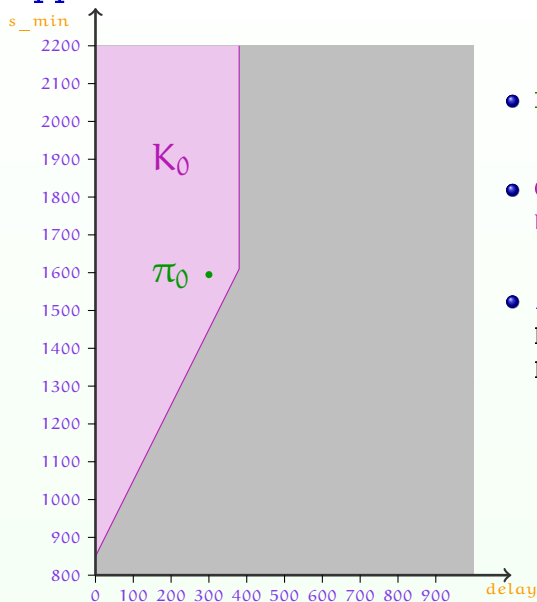
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 $K_0 :$                      $2\text{delay} < 760$   
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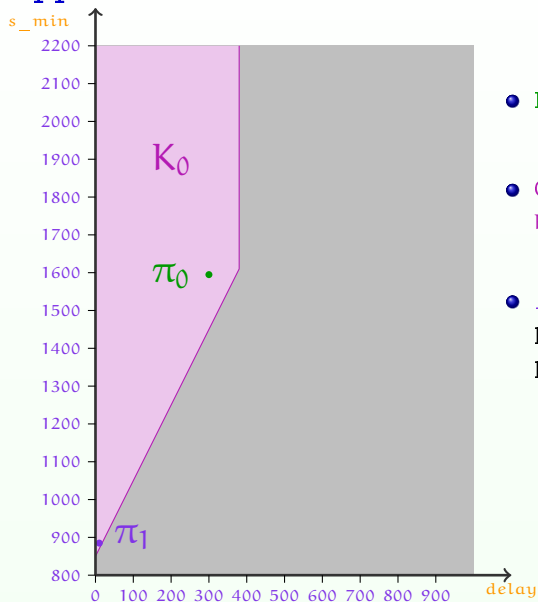


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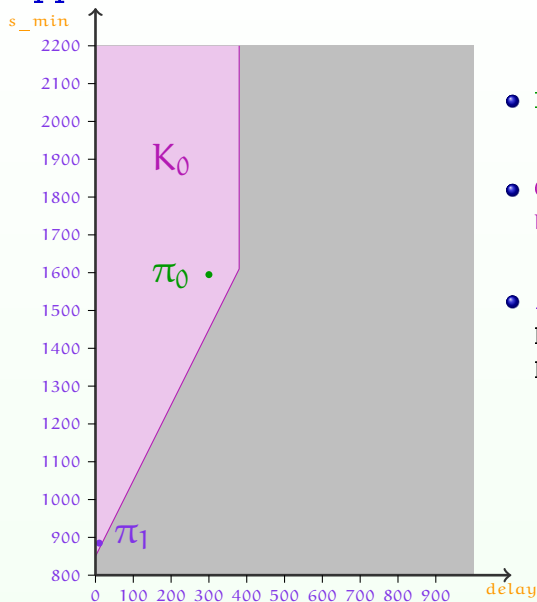
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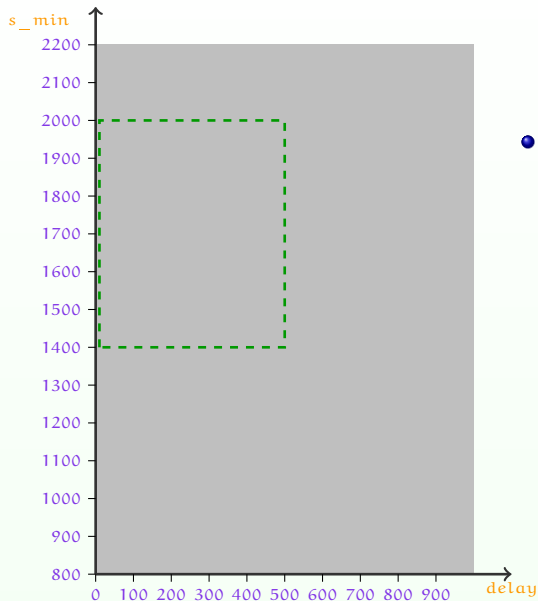


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  - By correctness of our method,  $Prob_5 = 0.94$  also for  $\pi_0$

# Extension of the Cartography to PPTAs

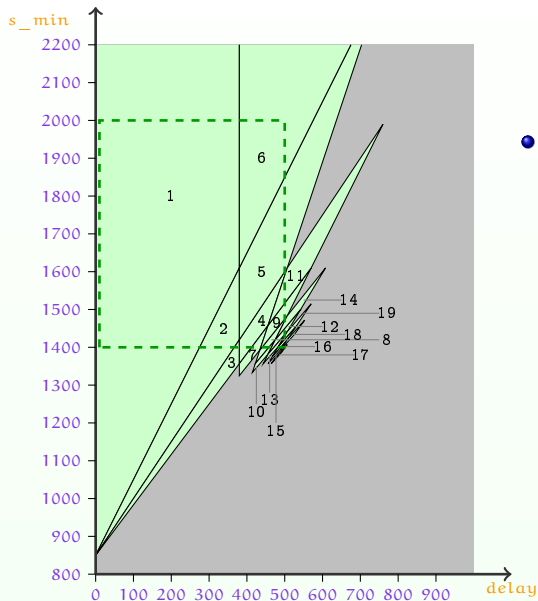
- 1 Construct a **derandomized** (non-probabilistic) version  $\mathcal{A}^*$  of  $\mathcal{A}$
- 2 Apply the cartography algorithm to  $\mathcal{A}^*$  and  $V_0$

# The Root Contention Protocol: Cartography



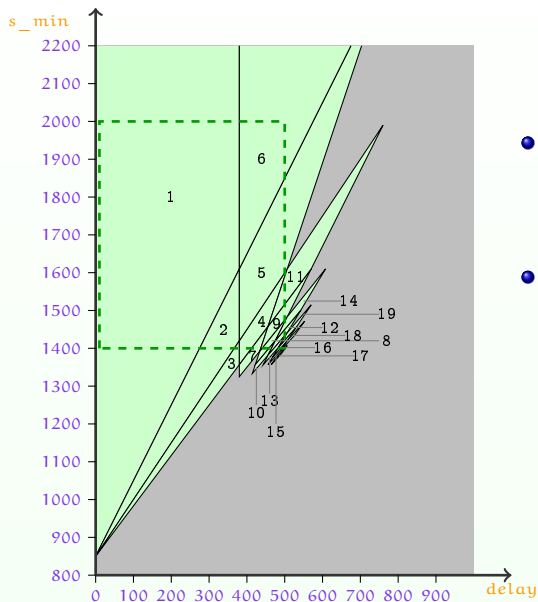
- We consider the following  $V_0$  :  
 $s_{\min} \in [1400; 2000]$  and  
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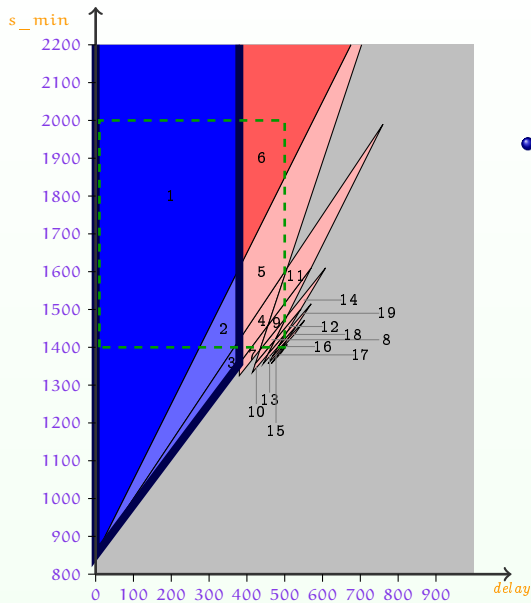


- We consider the following  $V_0$  :  
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- Remarks

- Tiles 1 and 6 are infinite towards one dimension
- The cartography does not cover the whole real-valued space within  $V_0$   
 (holes in the lower right corner of  $V_0$ )

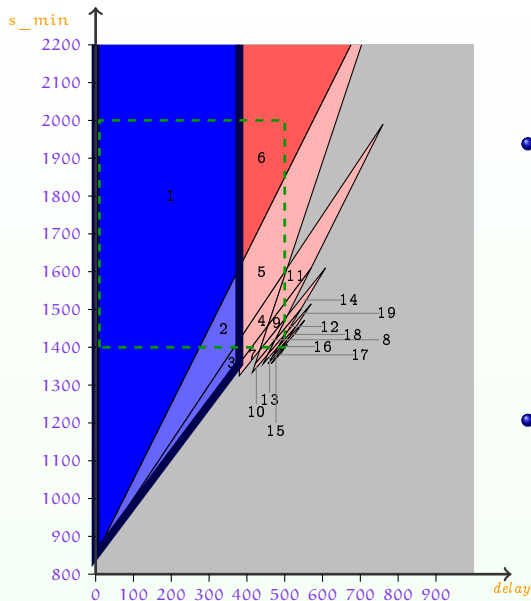
# The Root Contention Protocol: Partition



- $Prob_5$ : “Minimum probability that a leader is elected after five rounds or less”
  - Tile 1:  $Prob_5 = 0.94$
  - Tiles 2 and 3:  $Prob_5 = 0.79$
  - Tile 6:  $Prob_5 = 0.66$
  - Other tiles:  $Prob_5 = 0.5$



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  - Tile 6:  $Prob_5 = 0.66$
  - Other tiles:  $Prob_5 = 0.5$
- Find parameter valuations such that  $Prob_5 \geq 0.75$ 
  - **Good** tiles: 1, 2 and 3

# Advantages of the Probabilistic Cartography

- Allows the **rescaling** of the timing constants
  - Allows a **much faster** computation of probabilities in practice
- Avoids the **repeated computation** of probabilities for many different values of the parameters
- Gives a **quantitative refinement** of the good parameters problem
  - Instead of a partition with a binary criterion (good / bad), partition according to various probabilities

# Outline

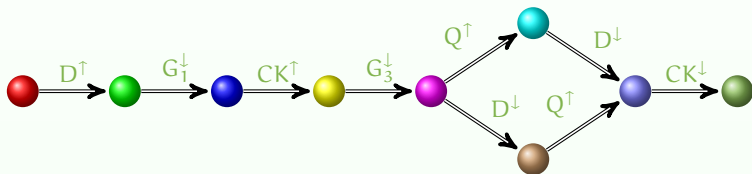
- 1 Parametric Timed Automata
- 2 An Inverse Method for Parametric Timed Automata
- 3 Behavioral Cartography
- 4 Application to Probabilistic Systems
- 5 Conclusions and Future Work**

# Summary

- **Inverse Method: Algorithm IM**
  - Original method for the **synthesis of timing parameters**
  - Gives a criterion of **robustness** to the system
  - Implementation: **IMITATOR II**
    - Application to an industrial case study: optimization of timing delays in the SPSMALL memory (ST-Microelectronics)
- **Behavioral cartography: Algorithm BC**
  - Solves the good parameters problem
- Extension of **IM** and **BC** to **probabilistic systems**
  - Synthesizes a set of tiles, with **uniform** min/max reachability probabilities within each tile
  - Allows the **rescaling** of timing constants
  - Application to several randomized protocols

# Future Work

- Extend the inverse method to **hybrid automata**
  - Allow to consider continuous variables driven by differential equations
- Consider a weaker property than equality of trace sets
  - Reference trace with **partial orders**



- Application to **other formalisms**
  - Priced / Weighted Timed Automata
  - Timed extensions of Petri Nets

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# Correctness of IM

## Theorem (Correctness)

Suppose that  $IM(\mathcal{A}, \pi_0)$  terminates with output  $K_0$ . We have:

- 1  $\pi_0 \models K_0$ , and
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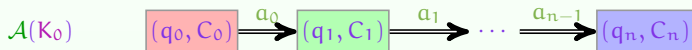
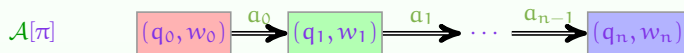
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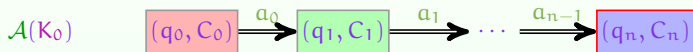
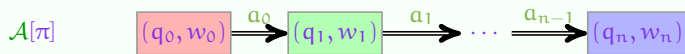
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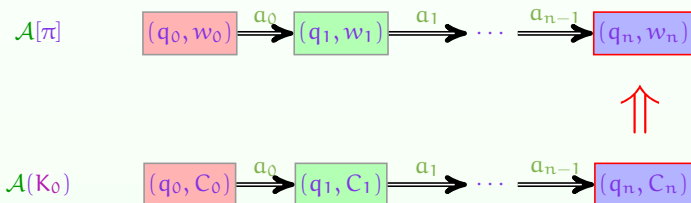
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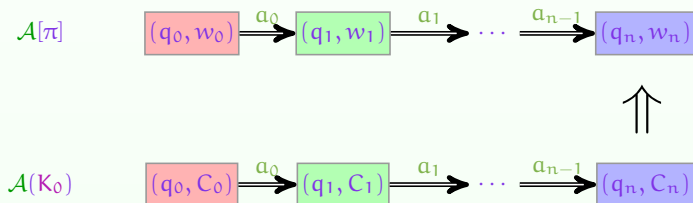
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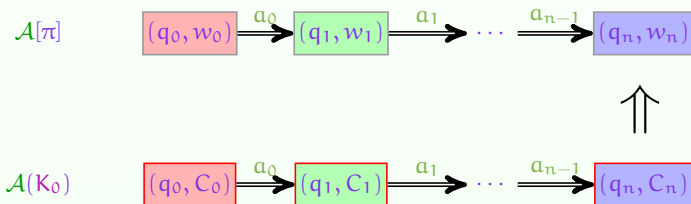
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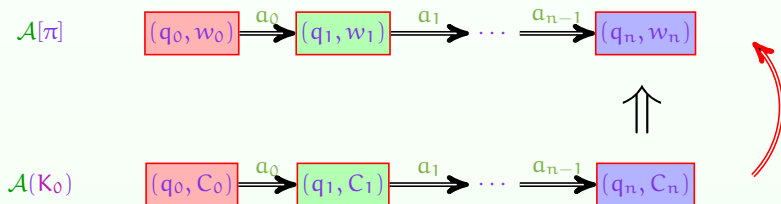
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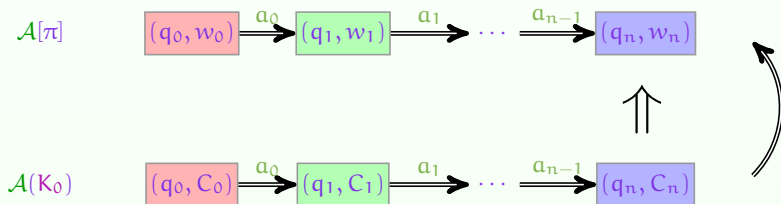
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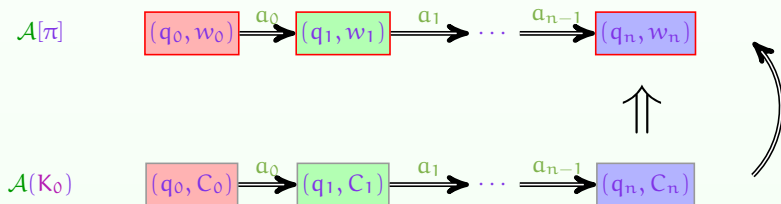
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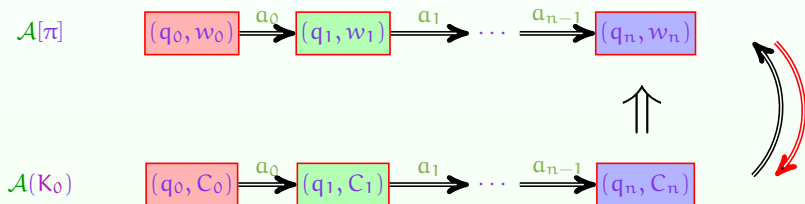
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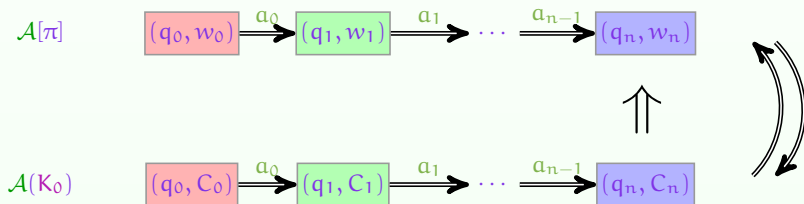
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# Preservation of LTL Formulae

Corollary of the correctness of IM

## Proposition (LTL-preservation)

Let  $K_0 = \text{IM}(\mathcal{A}, \pi_0)$ ,  $\pi \models K_0$  and  $\varphi$  an LTL formula verifiable on finite traces.

Then  $\varphi$  holds for  $\mathcal{A}[\pi]$  iff  $\varphi$  holds for  $\mathcal{A}[\pi_0]$ .

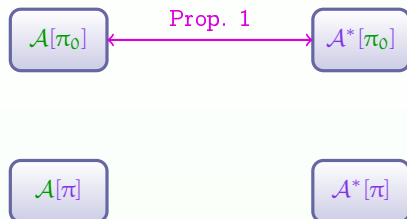
# Idea of the Proof of Correctness for PPTAs

- Given  $\pi \models \text{IM}(\mathcal{A}^*, \pi_0)$ :

 $\mathcal{A}[\pi_0]$  $\mathcal{A}^*[\pi_0]$  $\mathcal{A}[\pi]$  $\mathcal{A}^*[\pi]$

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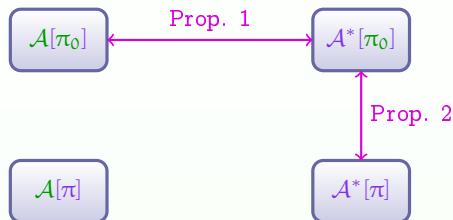


- Justification

- Prop. 1: The set of derandomized traces of  $\mathcal{A}[\pi_0]$  is equal to the set of (non-probabilistic) traces of  $\mathcal{A}^*[\pi_0]$   
[A., Fribourg, Sproston, AVoCS'09]

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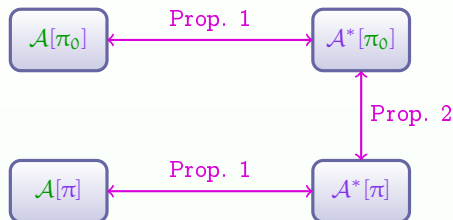


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- Prop. 2:** The sets of **(non-probabilistic) traces** of  $\mathcal{A}^*[\pi_0]$  and  $\mathcal{A}^*[\pi]$  are equal [A., Chatain, Encrenaz, Fribourg, IJFCS'09]

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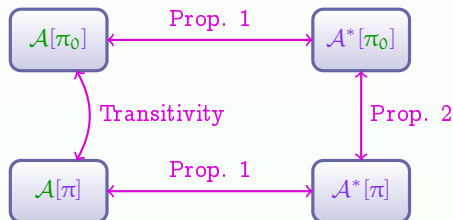
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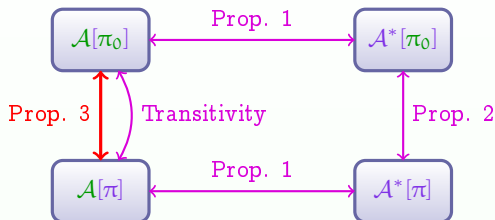


- Justification

- Prop. 1:** The set of **derandomized traces** of  $\mathcal{A}[\pi_0]$  is equal to the set of **(non-probabilistic) traces** of  $\mathcal{A}^*[\pi_0]$   
[A., Fribourg, Sproston, AVoCS'09]
- Prop. 2:** The sets of **(non-probabilistic) traces** of  $\mathcal{A}^*[\pi_0]$  and  $\mathcal{A}^*[\pi]$  are equal [A., Chatain, Encrenaz, Fribourg, IJFCS'09]

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  - Prop. 3:** If the sets of **derandomized traces** of  $\mathcal{A}[\pi]$  and  $\mathcal{A}[\pi_0]$  are equal, then the sets of **probabilistic traces** of  $\mathcal{A}[\pi]$  and  $\mathcal{A}[\pi_0]$  are equal [kns02]

# Summary of Experiments: IM

- Computation times of various case studies
  - Experiments conducted on an Intel Core2 Duo 2.4 GHz with 2 Gb

Example	PTAs	loc./PTA	X	P	iter.	K <sub>0</sub>	states	trans.	Time
SR-latch	3	[3, 8]	3	3	5	2	4	3	0.007
Flip-flop	5	[4, 16]	5	12	9	6	11	10	0.122
And-Or	3	[4, 8]	4	12	14	4	13	13	0.15
Latch circuit	7	[2, 5]	8	13	12	6	18	17	0.345
CSMA/CD	3	[3, 8]	3	3	19	2	219	342	1.01
RCP	5	[6, 11]	6	5	20	2	327	518	2.3
BRP	6	[2, 6]	7	6	30	7	429	474	34
SIMOP	5	[5, 16]	8	7	53	9	1108	1404	67
SPSMALL	28	[2, 11]	28	62	94	45	129	173	461

# Summary of Experiments: BC

- Computation time for the cartography algorithm
  - Experiments conducted on an Intel Core2 Duo 2.4 GHz with 2 Gb

Example	PTAs	loc./PTA	X	P	V <sub>0</sub>	tiles	states	trans.	Time (s)
SR-latch	3	[3, 8]	3	3	1331	6	5	4	0.3
Flip-flop	5	[4, 16]	5	2	644	8	15	14	3
Latch circuit	7	[2, 5]	8	4	73062	5	21	20	96.3
And-Or	3	[4, 8]	4	6	75600	4	64	72	118
CSMA/CD	3	[3, 8]	3	3	2000	140	349	545	269
RCP	5	[6, 11]	6	3	186050	19	5688	9312	7018
SPSMALL	28	[2, 11]	28	3	784	213	145	196	31641