

**Symbolic Verification in  
Synchronous Constraint Programming  
(Work in progress)**

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## Overview

- From Symbolic Simulation to Constraint Programming
- Synchronous Constraint Programming
- From TDCC to verification in CLP

## From Symbolic Simulation to Constraint Programming

- Early works : Chip (H. Simonis, 1987), Toupie (A. Rauzy, 1994)
- Symbolic simulation of synchronous programs (Marseille 1995)
- Synchronous programs verification vs static analysis in CLP (JFPLC 1999)

## Symbolic simulation with YoYo

```
state    x,y : int;
initial  x=0 and y=0;
relation
if x=0 then x'=x+1 and y'=y+1
      else if y=0 then x-1<= x' and x'<=x and y'=y
            else x<= x' and x'<=x+1 and
                  y-1<= y' and y'<=y+1 and
                  (x'>=x+1 <=> y'>=y+1)
```

Result :

```
t=0 : x=0 and y=0
t=1 : x=1 and y=1
t=2 : 2x<=y+2 and x>=1 and x>=y
t=3 : 2x<=y+3 and x>=y and y>=0
t=4 : 2x<=y+4 and x>=y and y>=0
t=5 : 2x<=y+5 and x>=y and y>=0
```

## Translation in CLP(Q)

$\text{initial}(X,Y) :- \{X=0, Y=0\}.$

$\text{transition}(X,Y,NX,NY) :- \{X=0, -X+NX-1=0, -Y+NY-1=0\}.$

$\text{transition}(X,Y,NX,NY) :- \{Y=0, -X+NX+1 \geq 0, X-NX \geq 0, -Y+NY=0, X=\backslash=0\}.$

$\text{transition}(X,Y,NX,NY) :- \{-X+NX \geq 0, X-NX+1 \geq 0, -Y+NY+1 \geq 0, Y-NY+1 \geq 0,$   
 $-X+NX-1 \geq 0, -Y+NY-1 \geq 0, X=\backslash=0, Y=\backslash=0\}.$

$\text{transition}(X,Y,NX,NY) :- \{-X+NX \geq 0, X-NX+1 \geq 0, -Y+NY+1 \geq 0, Y-NY+1 \geq 0,$   
 $X-NX \geq 0, Y-NY \geq 0, X=\backslash=0, Y=\backslash=0\}.$

$\text{reach}(X,Y,T) :- \{T=0\}, \text{initial}(X,Y).$

$\text{reach}(X,Y,T) :- \{PT-T+1=0\}, \text{reach}(PX,PY,PT), \text{transition}(PX,PY,X,Y).$

$\text{out}(X,Y) :- \text{reach}(X,Y,T).$

## Static Analysis in CLP

- STAN, M. Handjieva, LIX, 1996
- Unfolding, forward/backward analysis, polyhedra, widening
- Result : `out(X,Y) :- X-Y >= 0, Y >= 0, reach(X,Y,T)`

## Execution in CLP

`:- reach(X,Y,T).`

`T = 0,X = 0,Y = 0 ? ;`

`T = 1,X = 1,Y = 1 ? ;`

`T = 2,X = 2,Y = 2 ? ;`

`T = 2,X = 1,{Y=<1},{Y>=0} ? ;`

`T = 3,X = 3,Y = 3 ? ;`

`T = 3,X = 2,{Y=<2},{Y>=1} ? ;`

`T = 3,Y = 0,{X=<1},{X>=0} ? ;`

`T = 3,X = 2,{Y=<2},{Y=\=1},{Y>=1} ? ;`

`...`

## Synchronous Constraint Programming

- Timed Default Concurrent Constraint (TDCC) Saraswat 1996
- Gentzen constraint system  $\rightarrow$   
Boolean expression  $\wedge$  Linear constraints
- Add *pre* in constraints and duplicate variables



# Timed Default Concurrent Constraint Programming

Vijay Saraswat, Vineet Gupta et Radha Jagadeesan

References :

- CC, a Generic Framework for Domain Specific Languages.
- TCC : Programming in Timed Concurrent Constraint Languages, 94.
- Foundations of Timed Concurrent Constraint Programming, LICS 94.
- TDCC : Timed Default Concurrent Constraint Programming, J. Symb. Comp, 96.
- HCC : The Hybrid CC Programming Language-User Manual, 96.
- Programming in Hybrid Constraint Languages, 95.
- Hybrid CC, Hybrid Automata and Program Verification, 97.

## Timed Default CC

Agents :

- { C }
- **if C then A**
- **if C else A**
- **new X in A**
- A, B
- **hence A**

Definable combinators :

- **next A**
- **always A**
- **do A watching C**
- **time A on C**

## Synchronous Constraint Programming

- TDCC with mixed (integer/boolean) constraints (cf Jeannet's regions)
- It's a constraint system : closed under  $\wedge$  and  $\exists$
- Example :  $\{(x1 \leq 2) \wedge (x1 + x2 \geq 3) \wedge (b1 \vee b2 \wedge b3)\}$
- Duplicate variables :  $\{x1 = pre(x1) + 1\}$

## Example

$\{x=0, y=0\}$ ,

hence (if pre  $x=0$  then  $\{x=\text{pre } x+1, y=\text{pre } y+1\}$ ,

if pre  $x=0$  else if pre  $y=0$  then

$\{\text{pre } x-1 \leq x, x \leq \text{pre } x, y=\text{pre } y\}$ ,

if pre  $x=0$  else if pre  $y=0$  else

$(\{\text{pre } x \leq x, x \leq \text{pre } x+1, \text{pre } y-1 \leq y, y \leq \text{pre } y+1\}$ ,

if  $x \geq \text{pre } x+1$  then  $\{y \geq \text{pre } y+1\}$ ,

if  $x \geq \text{pre } x+1$  else  $\{y \leq \text{pre } y\}$  )

## Interpreter for Synchronous Constraints

- Merge TDCC interpreter with CLP(B) and CLP(Q)
- Both are available in Sictus Prolog
- Work in progress ...

## From TDCC to verification in CLP

- Model Checking in CLP (A. Podelski, G. Delzanno 99)
- Compile TDCC in constraint automata (if deterministic)
- Compute reachable state space by computing fixpoint of “direct consequence operator”.

## Model checking in CLP

```
init ← C(State), p(State)
```

```
p(State) ← C(State, State'), p(State')
```

- Predecessor  $\leftrightarrow$  direct consequence operator  $T_p$
- Add property *notf* to the program (observer)
- Backward fixpoint computation

## Simulation with synchronous constraints

`p(State) <- C(state), init.`

`p(State') <- C(State, State'), p(State)`

- Constraint automata is written in opposite order
- Store transitions as constrained facts
- Use  $T_p$  to compute post
- Compute forward reachable states from init



## Example

```
r(p(X,Y),init,{X=0,Y=0},1).  
r(p(X1,Y1),p(X,Y), {X=0,X1=X+1,Y1=Y+1},2).  
r(p(X1,Y1),p(X,Y), {Y=0,X1=X,Y1=Y,X=\=0},3).  
r(p(X1,Y1),p(X,Y), {Y=0,X1=X-1,Y1=Y,X=\=0},4).  
r(p(X1,Y1),p(X,Y), {X1=X+1,Y1=Y+1,X=\=0,Y=\=0},5).  
r(p(X1,Y1),p(X,Y), {X1=X,Y1=Y-1,X=\=0,Y=\=0},6).
```

Result :

```
s(0, p(A,B), {B=0,A=0}, 1, (0,0)).  
s(1, p(1.0,1.0), {}, 2, (2,1)).  
s(2, p(2.0,2.0), {}, 3, (5,2)).  
s(2, p(1.0,0.0), {}, 4, (6,2)).  
s(3, p(3.0,3.0), {}, 5, (5,3)).  
s(3, p(2.0,1.0), {}, 6, (6,3)).  
s(4, p(4.0,4.0), {}, 7, (5,5)).  
s(4, p(3.0,2.0), {}, 8, (5,6)).  
s(4, p(2.0,0.0), {}, 9, (6,6)).
```

## Open Problems

- Generalize to automata where each state contains a CC program?
- Is it correct to compute an over-approximation (like convex hull) with defaults?
- Halbwachs's widening or Podelski's pseudo-widening?

## Conclusion

Much work remains to be done...