

On Tools for Coverability

Michael Blondin, Christoph Haase, Grégoire Sutre

Part I: QCover

Michael Blondin

Joint work with Alain Finkel, Christoph Haase and Serge Haddad

Verifying safety with Petri nets

Process 1



Process 2



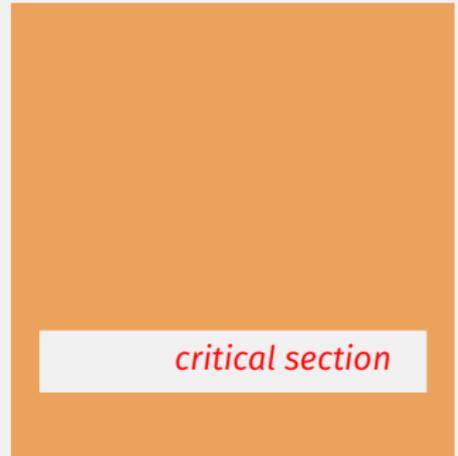
Lamport mutual exclusion "1-bit algorithm"

Verifying safety with Petri nets

Process 1



Process 2



Lamport mutual exclusion "1-bit algorithm"

Verifying safety with Petri nets

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while True:  
    x = True  
    while y: pass  
    # critical section  
    x = False
```

```
while True:  
    ★ y = True  
    if x then:  
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Verifying safety with Petri nets

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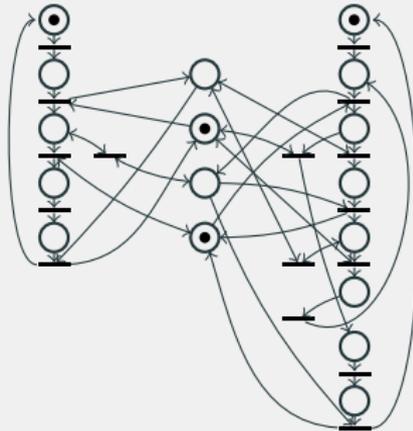
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Verifying safety with Petri nets

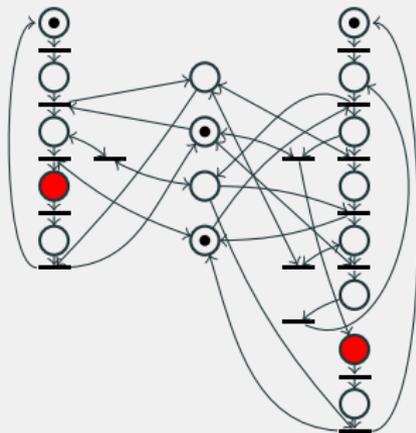
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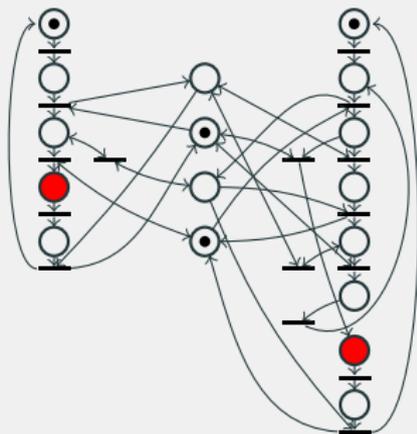
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Verifying safety with Petri nets

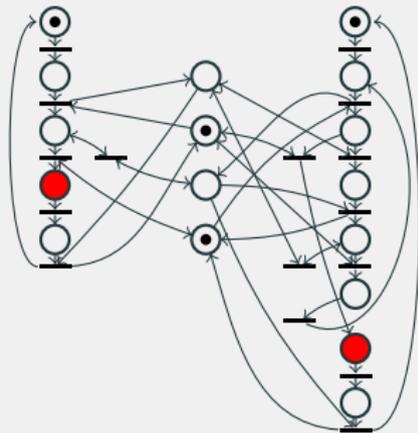


Processes at both
critical sections



each  ≥ 1

Verifying safety with Petri nets

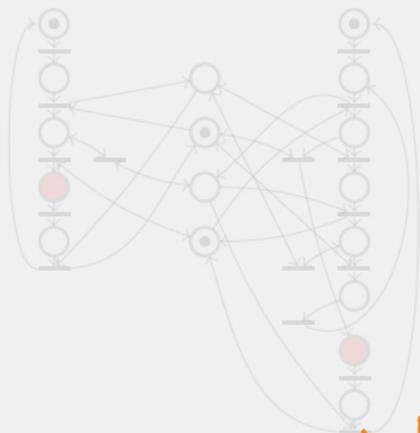


Processes at both
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 ≥ 0

Verifying safety with Petri nets



Coverability problem

Processes at both
critical sections



each		≥ 1
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Coverability problem

Problem

Input: Petri net \mathcal{N} , initial marking \mathbf{m}_0 , target marking \mathbf{m}

Question: Is some $\mathbf{m}' \geq \mathbf{m}$ reachable from \mathbf{m}_0 in \mathcal{N} ?

Coverability problem

Problem

Input: Petri net \mathcal{N} , initial marking m_0 , target marking m

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How to solve it?

- Forward: build reachability tree from initial marking
- Backward: find predecessors of markings covering target
- EXPSPACE-complete

Coverability problem

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How to solve it?

Karp & Miller '69

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Arnold & Latteux '78, Abdulla et al. '96

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Coverability problem

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How to solve it?

Lipton '76, Rackoff '78

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- **EXPSPACE-complete**

Coverability problem

Problem

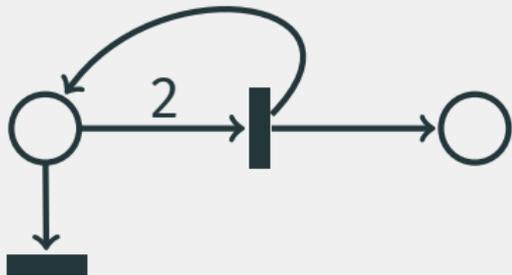
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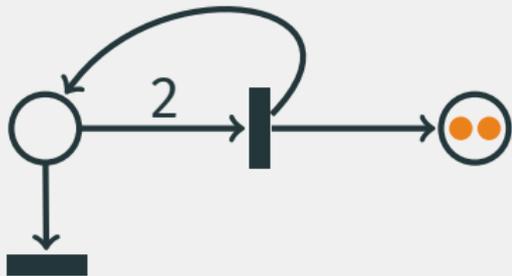
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Backward algorithm

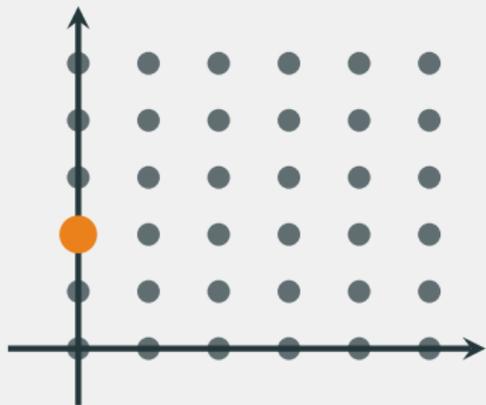
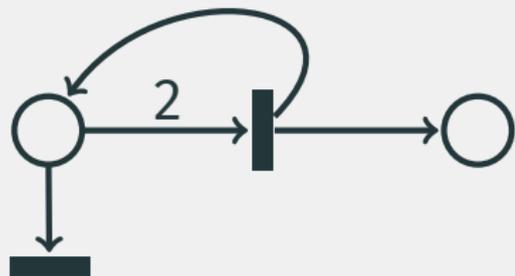


Backward algorithm

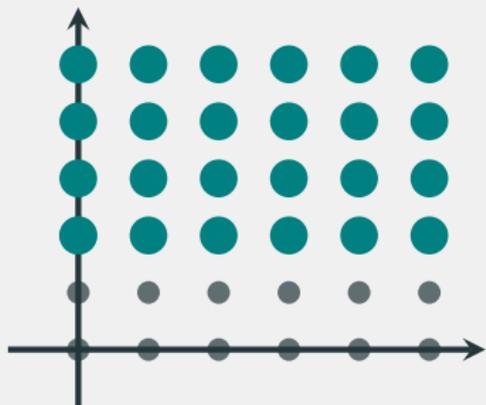
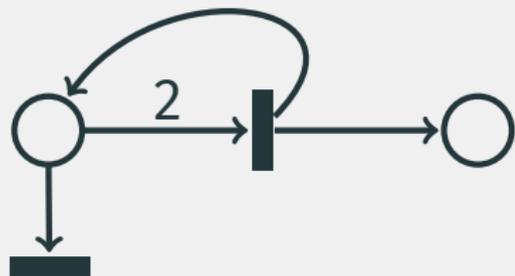


What initial markings may cover $(0, 2)$?

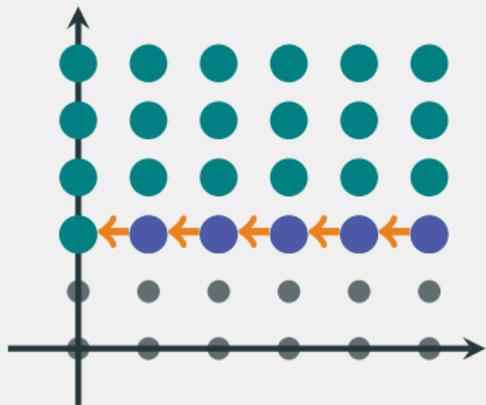
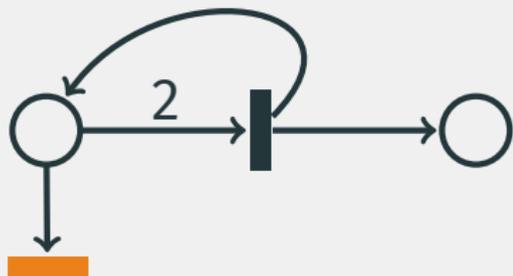
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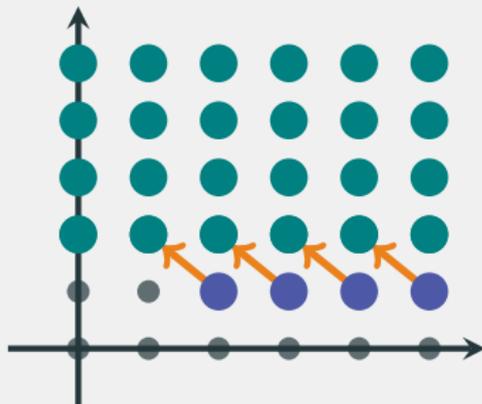
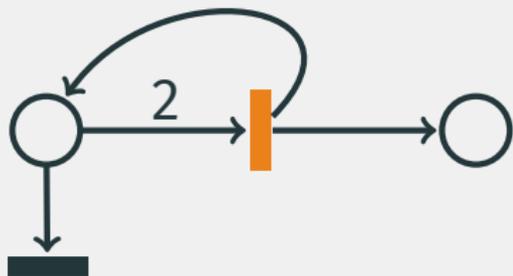
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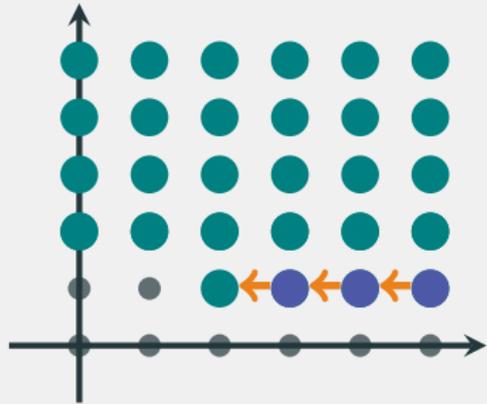
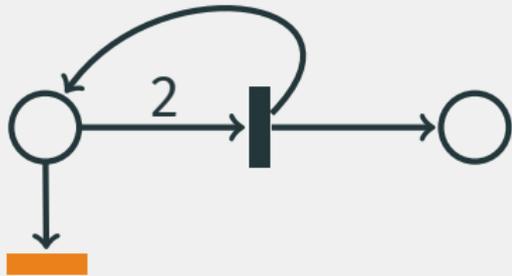
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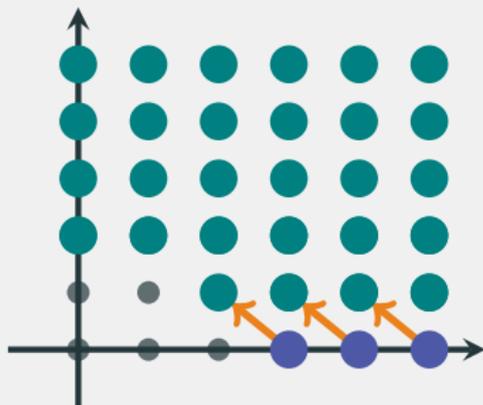
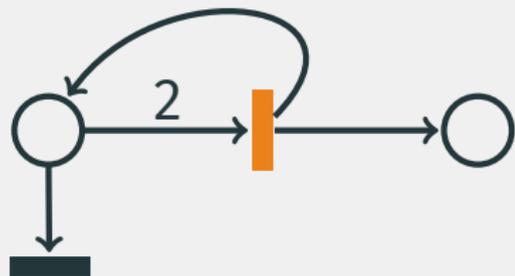
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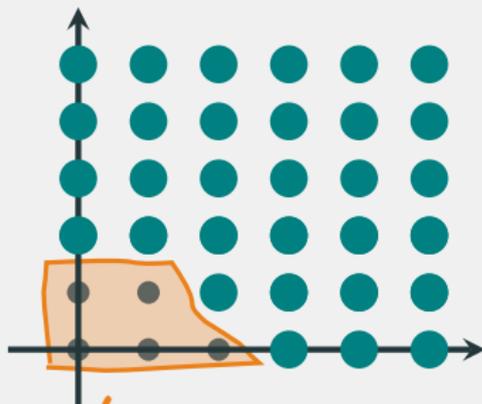
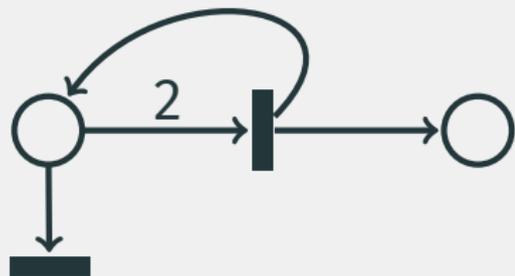
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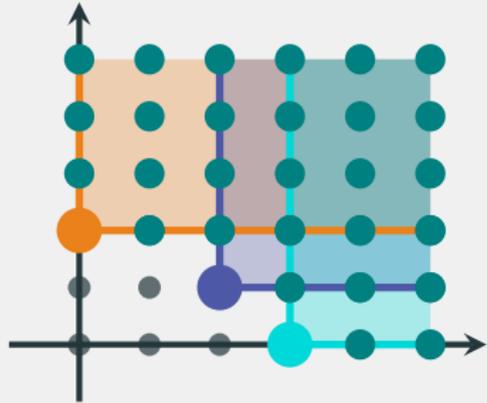
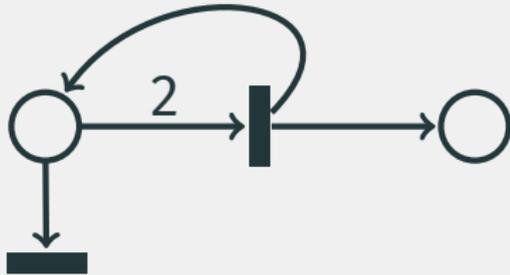


Backward algorithm



Cannot cover
target marking

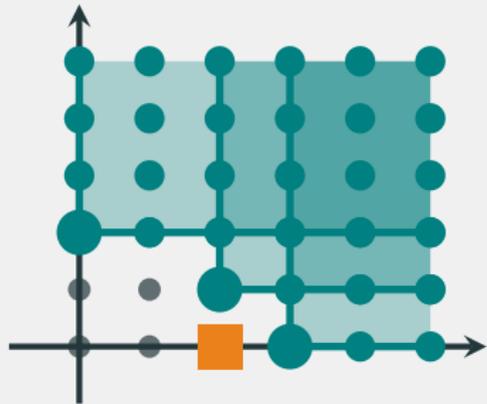
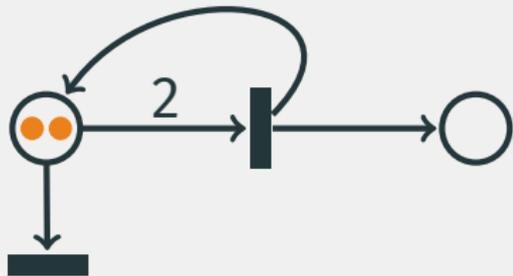
Backward algorithm



Basis size may become doubly exponential

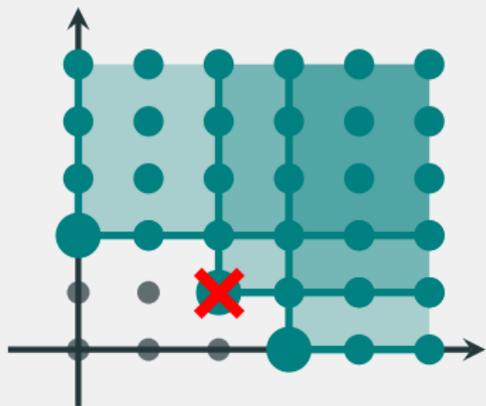
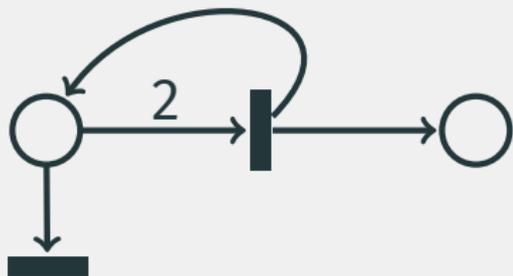
(Bozzelli & Ganty '11)

Backward algorithm



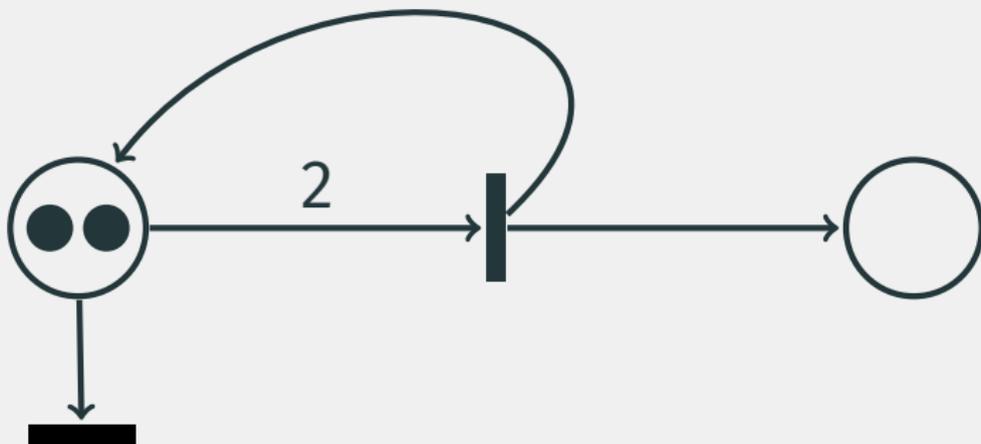
We only care about some initial marking...

Backward algorithm

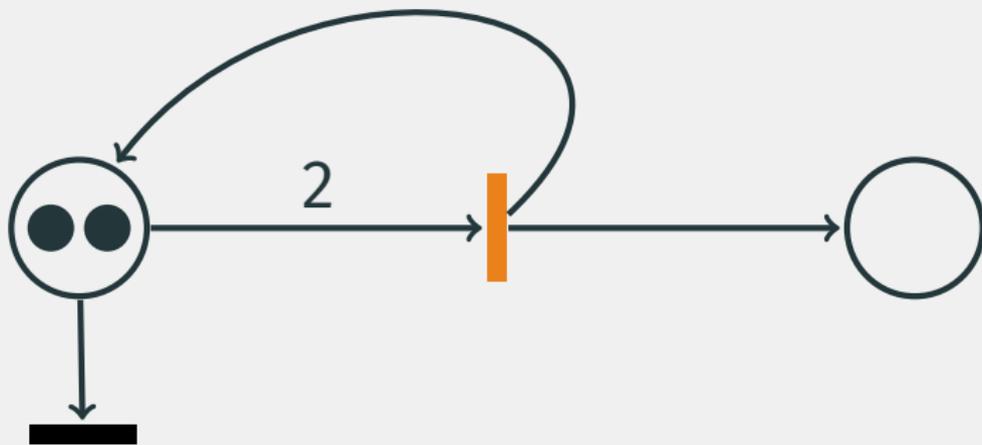


We only care about some initial marking...
Speedup by pruning basis!

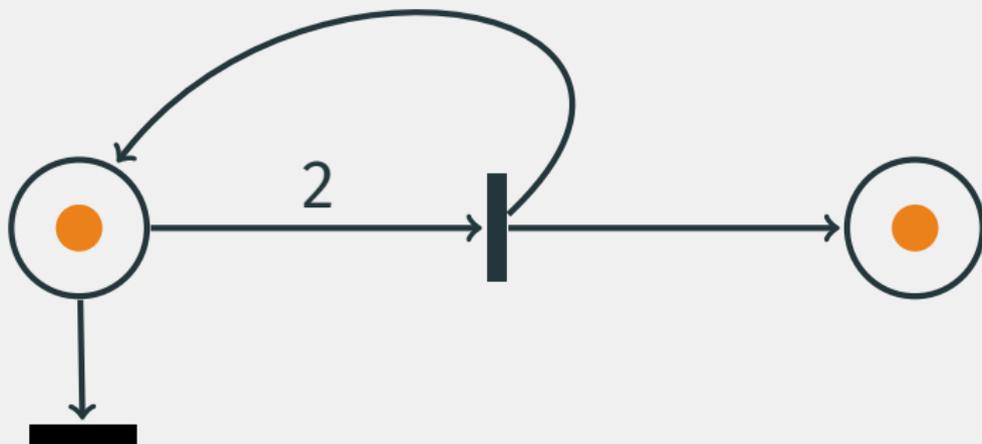
(Discrete) Petri nets



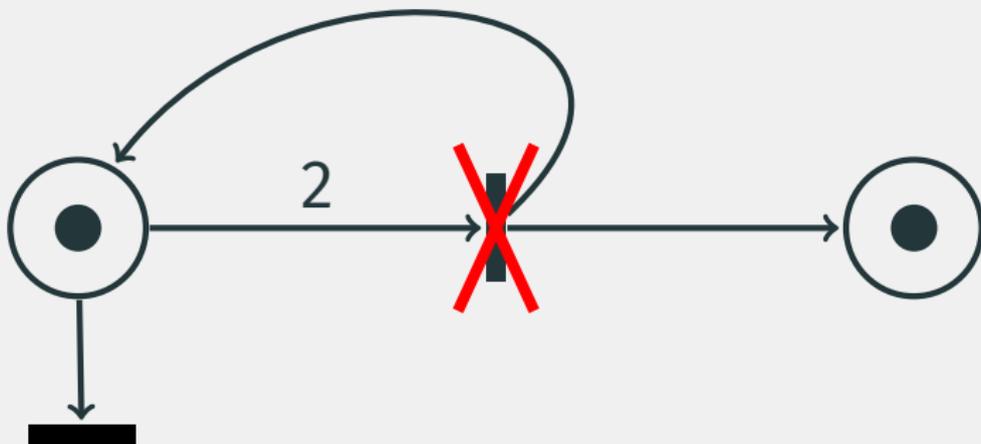
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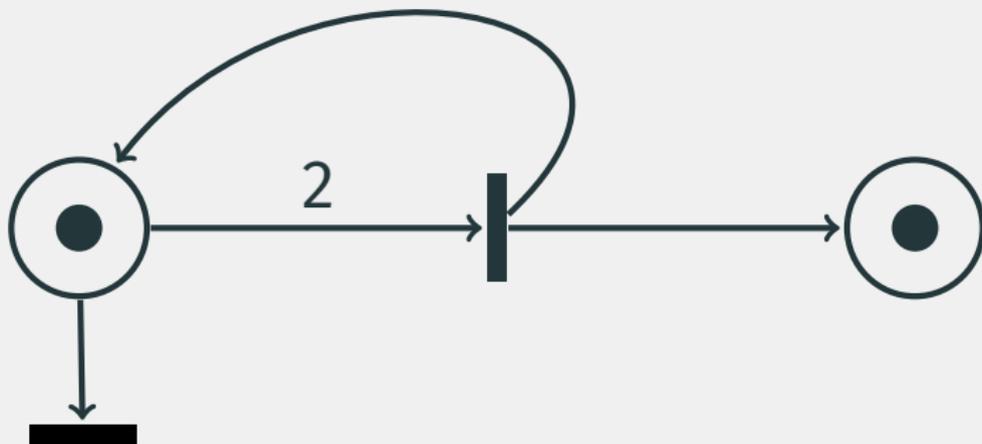
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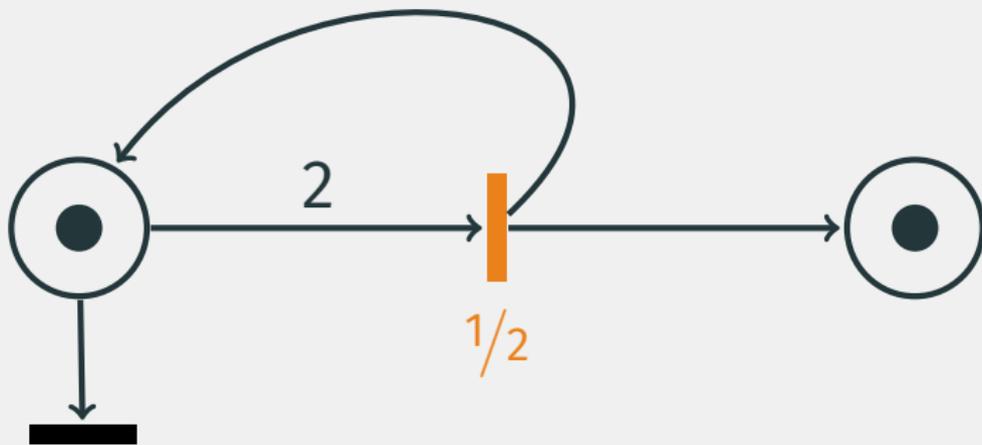
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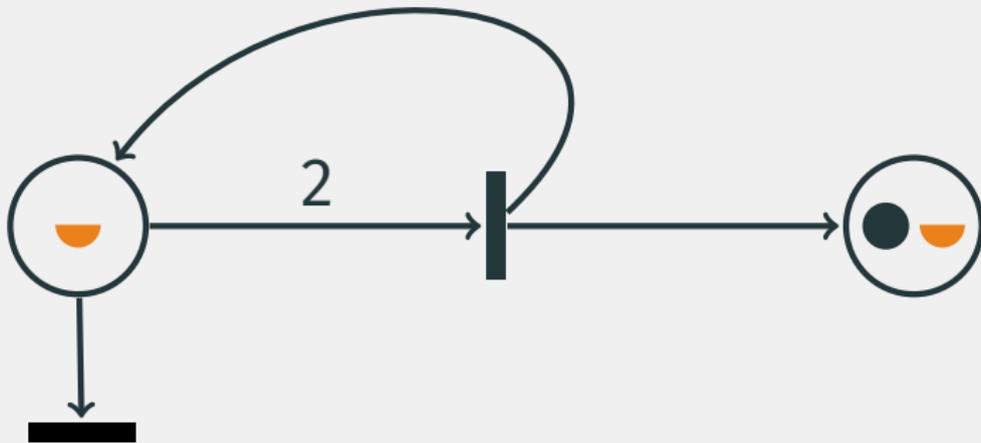
~~(Discrete)~~ Petri nets
Continuous



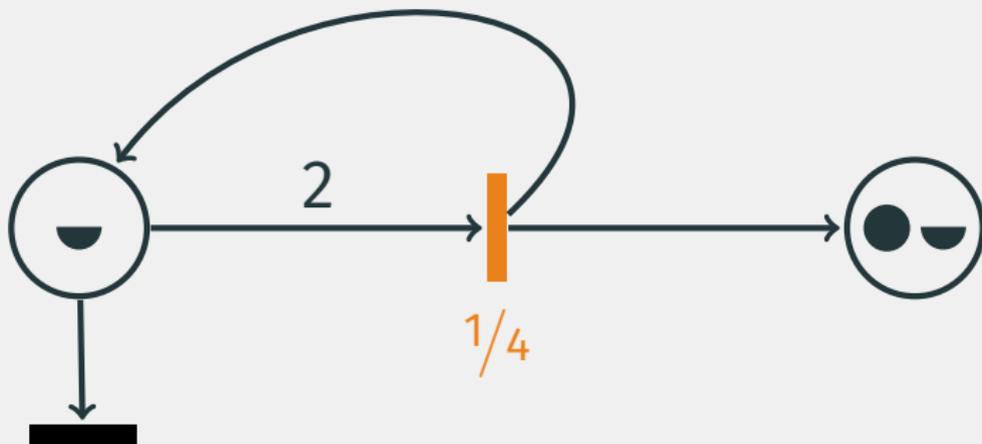
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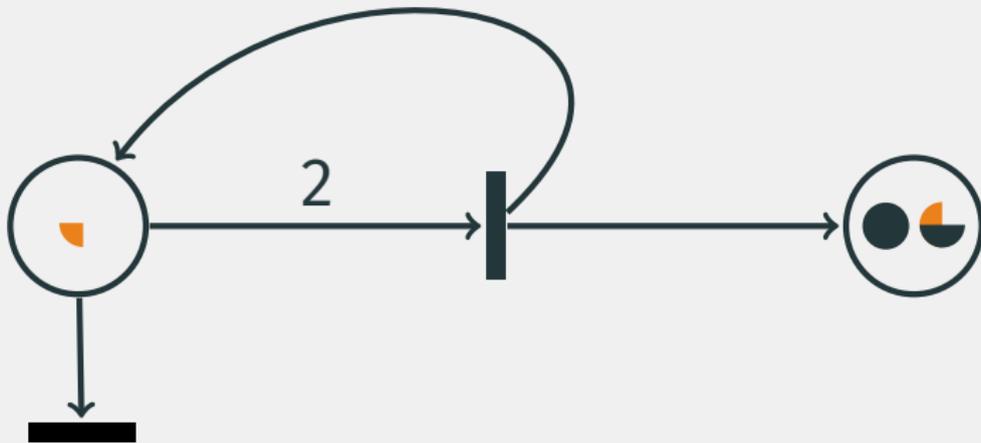
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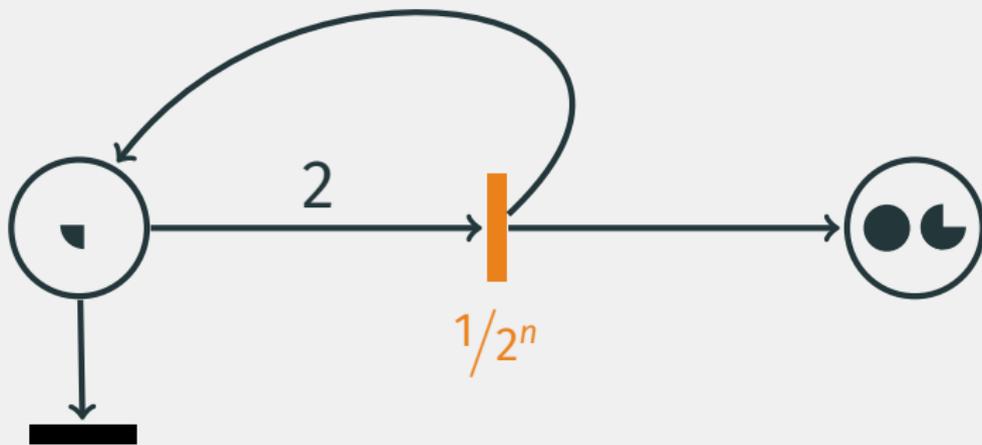


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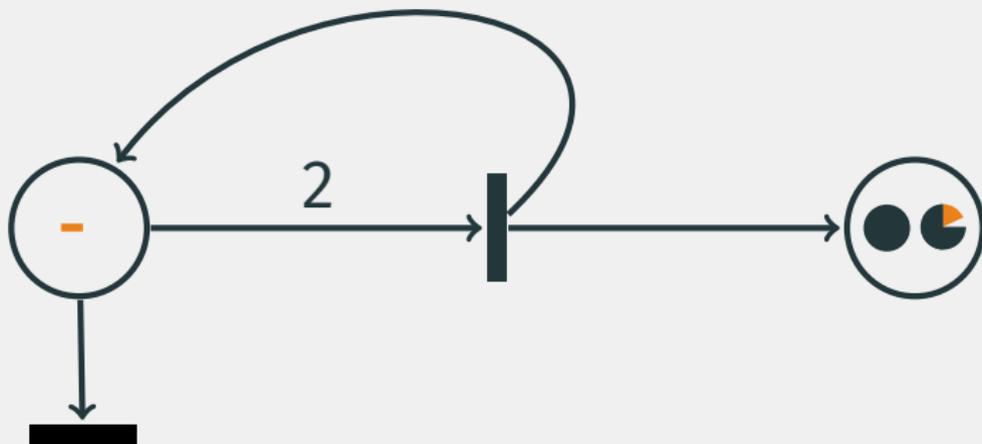


~~(Discrete)~~ Petri nets
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m is coverable from m_0



m is \mathbb{Q} -coverable from m_0

Continuity to over-approximate coverability

m is coverable from m_0

EXPSpace



m is \mathbb{Q} -coverable from m_0



PTime

m_0 and m satisfy conditions of

Esparza, Ledesma-Garza, Majumdar, Meyer & Niksic '14

NP / EXPTIME

Continuity to over-approximate coverability

m is not coverable from m_0
Safety



m is not \mathbb{Q} -coverable from m_0

Coverability in continuous Petri nets

Fix some continuous Petri net $(P, T, \mathbf{Pre}, \mathbf{Post})$

m is \mathbb{Q} -coverable from m_0 iff...

Fraca & Haddad '13

Coverability in continuous Petri nets

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Fraca & Haddad '13

there exist $m' \geq m$ and $v \in \mathbb{Q}_{\geq 0}^T$ such that

- $m' = m_0 + (\mathbf{Post} - \mathbf{Pre}) \cdot v$

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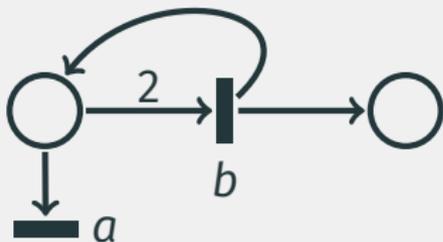
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Coverability in continuous Petri nets



$$m_0 = (2, 0)$$

$$m = (0, 2)$$

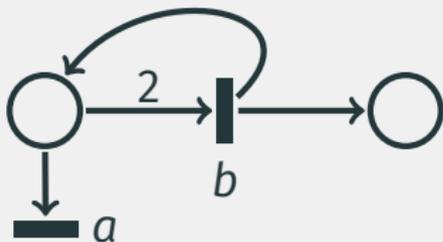
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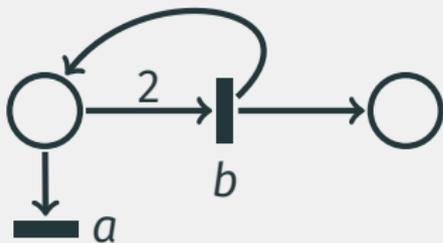
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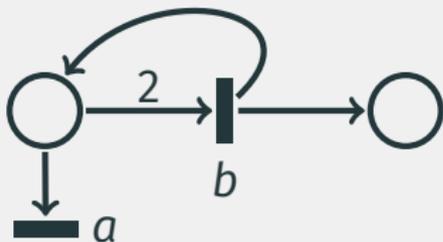
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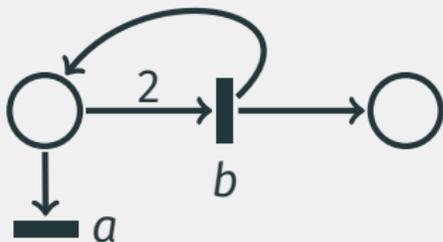
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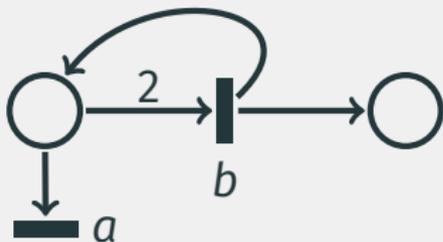
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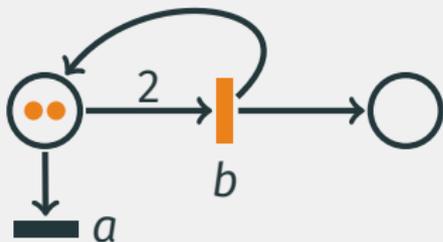
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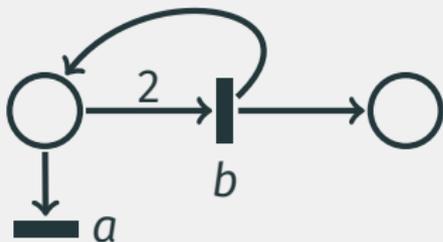
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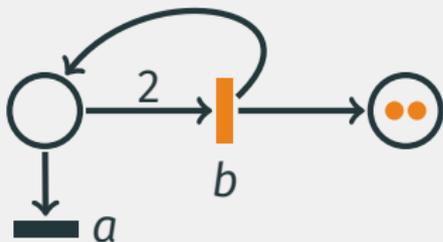
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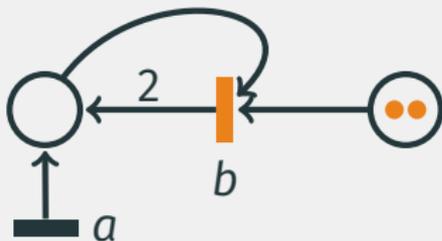
m is \mathbb{Q} -coverable from m_0 iff...

Fraca & Haddad '13

there exist $m' \geq m$ and $v_a, v_b \in \mathbb{Q}_{\geq 0}$ such that

- $0 \leq v_b + v_a \leq 2$ $\implies v_a = 0, v_b = 2, m' = m$ ✓
- $2 \leq v_b$ ✓
- some execution from m_0 fires exactly $\{b\}$ ✓
- some execution to m' fires exactly $\{b\}$

Coverability in continuous Petri nets



$$m_0 = (2, 0)$$

$$m = (0, 2)$$

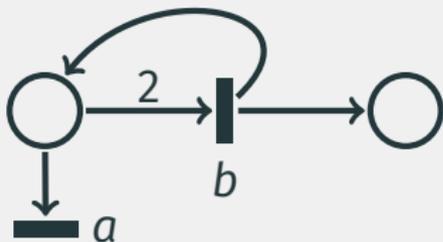
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Coverability in continuous Petri nets



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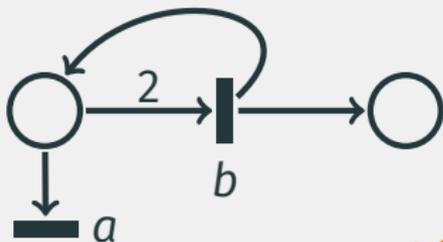
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- some execution from m_0 fires exactly $\{b\}$ ✓
- some execution to m' fires exactly $\{b\}$ ✗

Coverability in continuous Petri nets



$$m_0 = (2, 0)$$

$$m = (0, 2)$$

Not \mathbb{Q} -coverable from

m is \mathbb{Q} -coverable from m_0 iff...

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Coverability in continuous Petri nets

Polynomial time!

m is \mathbb{Q} -coverable from m_0 iff...

Fraca & Haddad '13

there exist $m' \geq m$ and $v \in \mathbb{Q}_{\geq 0}^T$ such that

- $m' = m_0 + (\mathbf{Post} - \mathbf{Pre}) \cdot v$
- some execution from m_0 fires exactly $\{t \in T : v_t > 0\}$
- some execution to m' fires exactly $\{t \in T : v_t > 0\}$

Logical characterization

TACAS'16

\mathbb{Q} -coverability can be encoded in a linear size formula of
existential FO($\mathbb{Q}_{\geq 0}, +, <$)

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Coverability in continuous Petri nets

Logical characterization

TACAS'16

\mathbb{Q} -coverability can be encoded in a linear size formula of

existential FO(\mathbb{N} , $+$, $<$)

Even better approximation

m is \mathbb{Q} -coverable from m_0 iff...

Fraca & Haddad '13

there exist $m' \geq m$ and $v \in \mathbb{Q}_{\geq 0}^T$ such that

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m is \mathbb{Q} -coverable from m_0 iff...

Fraca & Haddad '13

there exist $m' \geq m$ and $v \in \mathbb{Q}_{\geq 0}^T$ such that

- $m' = m_0 + (\text{Post} - \text{Pre}) \cdot v$ *Straightforward*
- some execution from m_0 fires exactly $\{t \in T : v_t > 0\}$
- some execution to m' fires exactly $\{t \in T : v_t > 0\}$

Coverability in continuous Petri nets

Logical characterization

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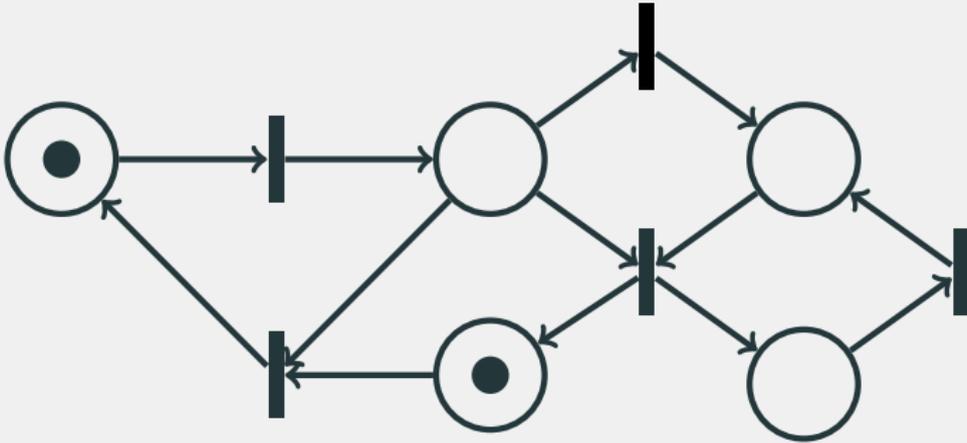
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More subtle

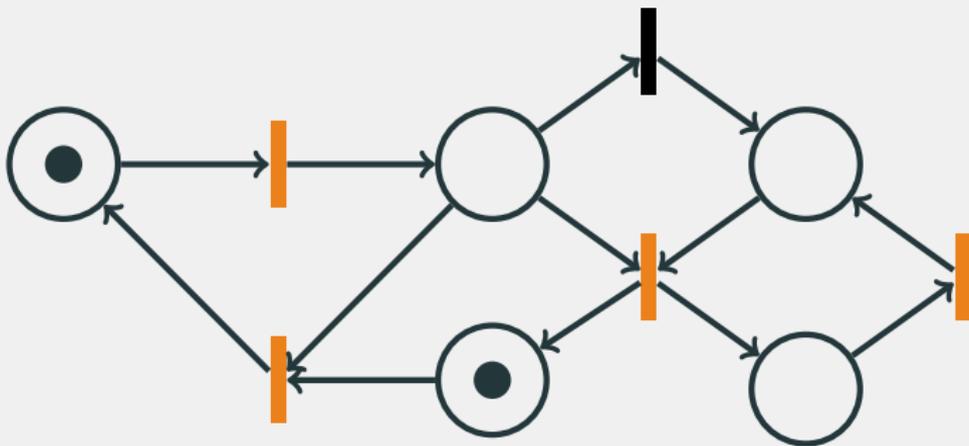


Encoding the firing set conditions



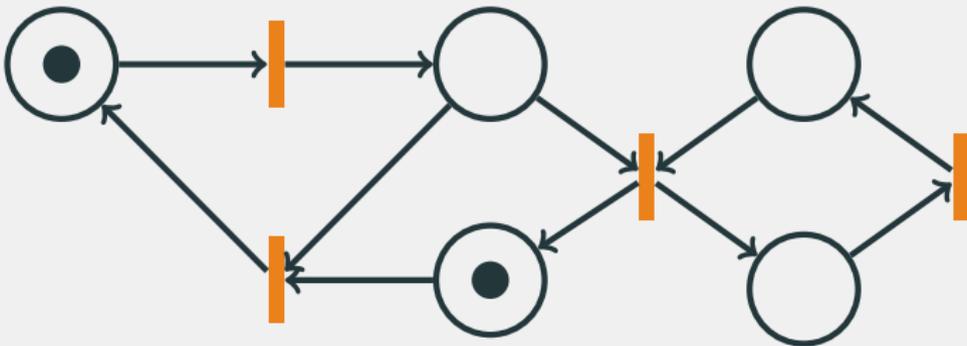
Testing whether some transitions can be fired
from initial marking

Encoding the firing set conditions



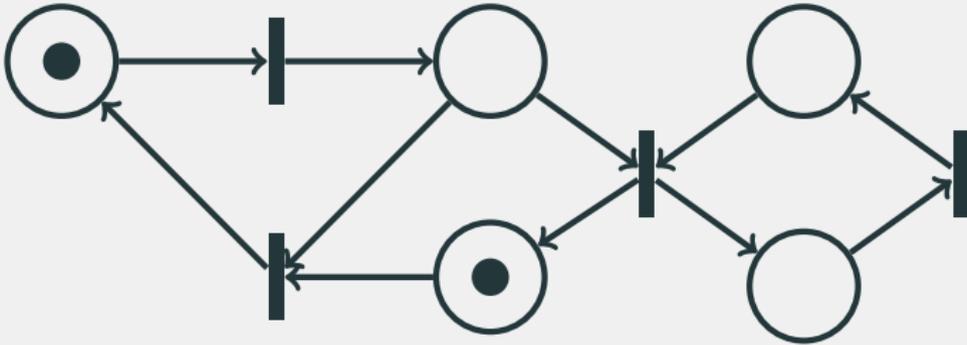
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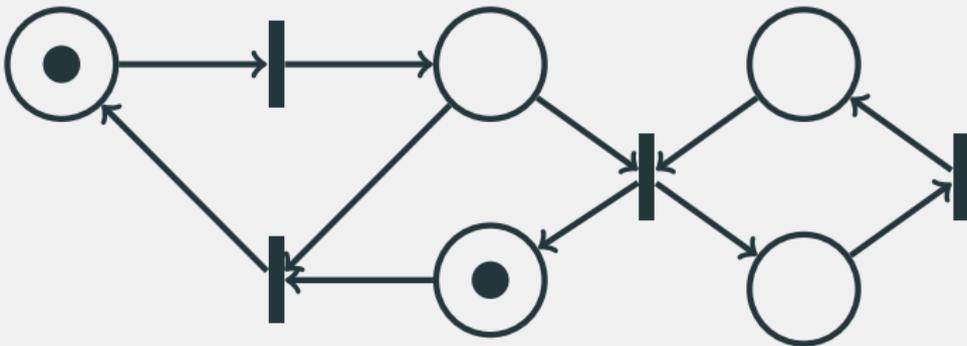
Testing whether some transitions can be fired
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Encoding the firing set conditions



Simulate a "breadth-first" transitions firing

Encoding the firing set conditions

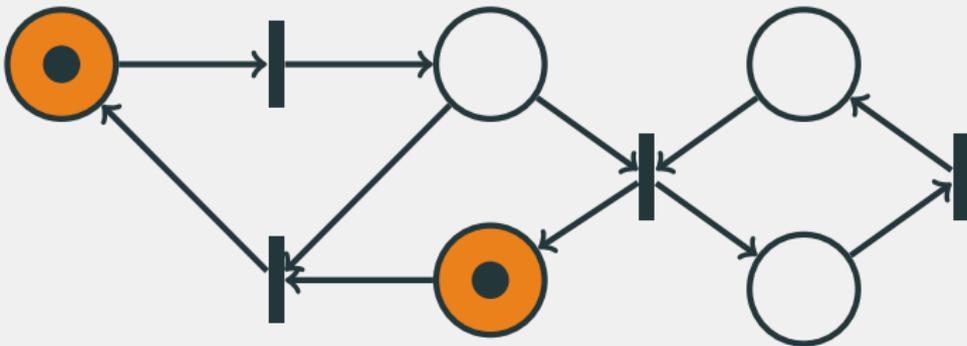


Simulate a "breadth-first" transitions firing

by numbering places/transitions

(Verma, Seidl & Schwentick '05)

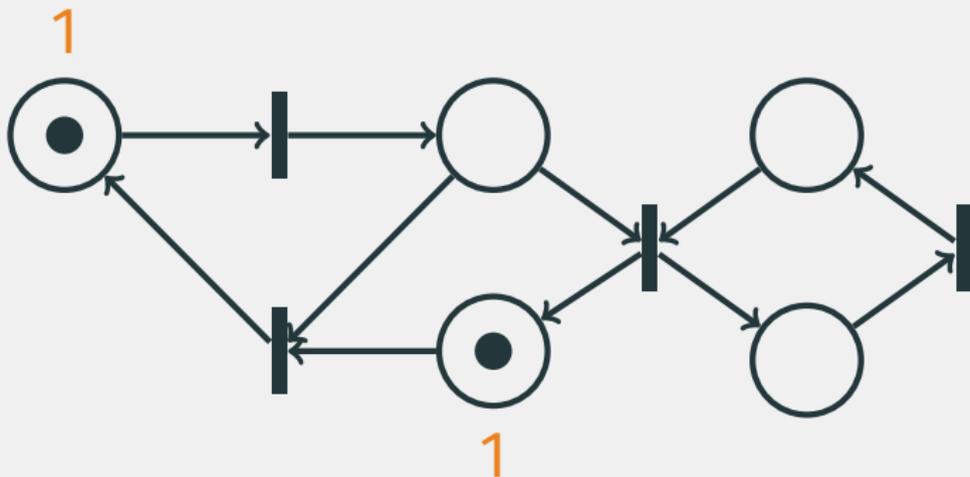
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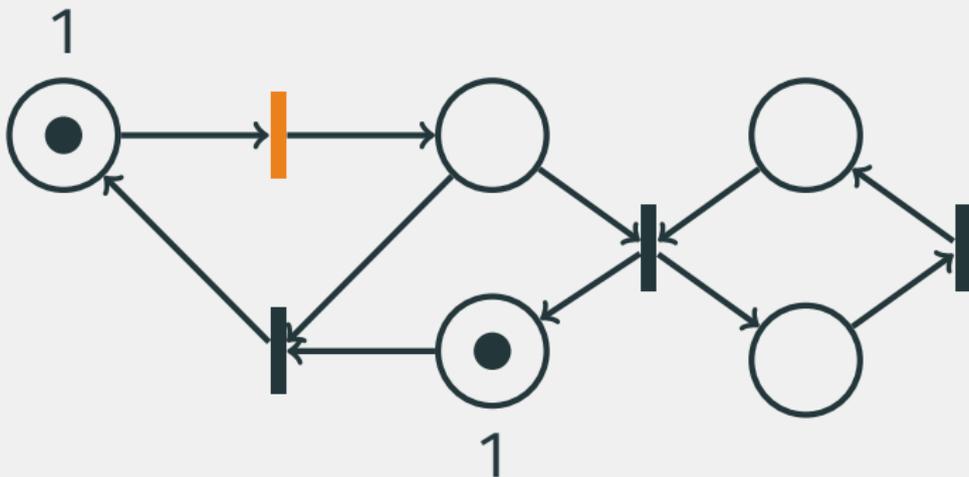
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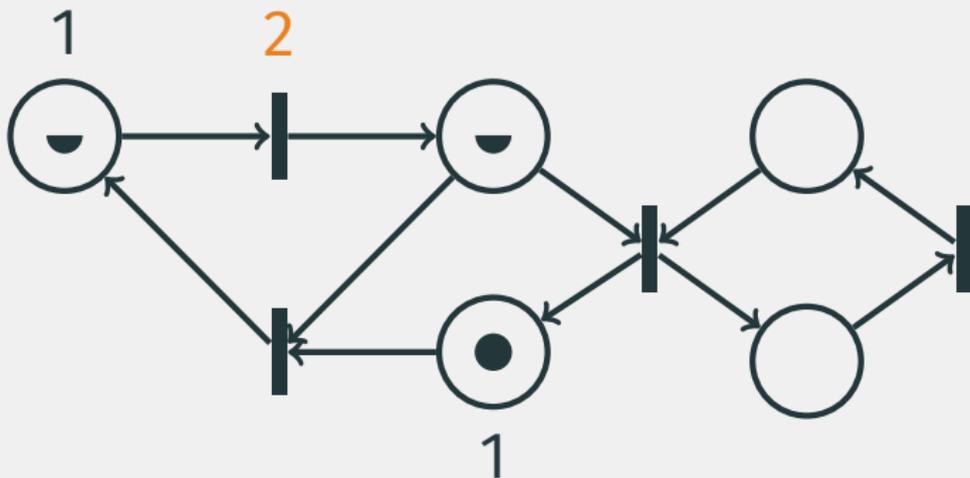
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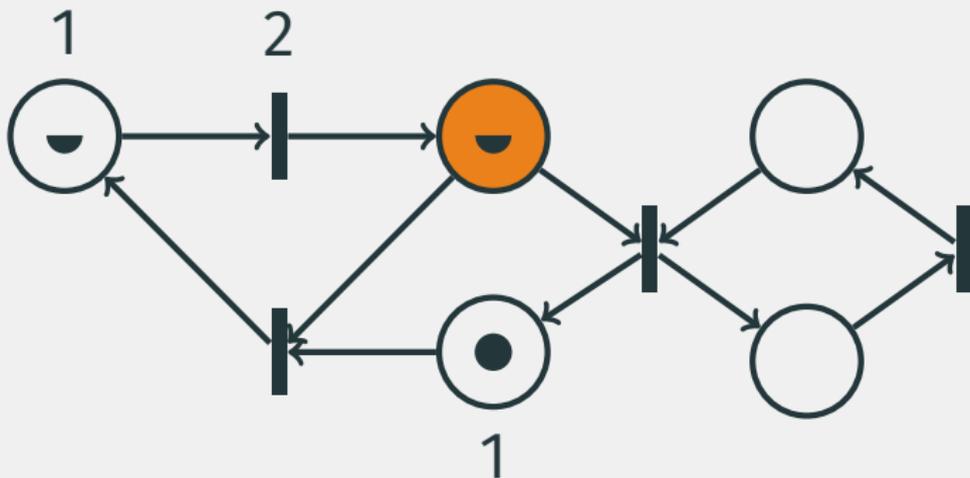
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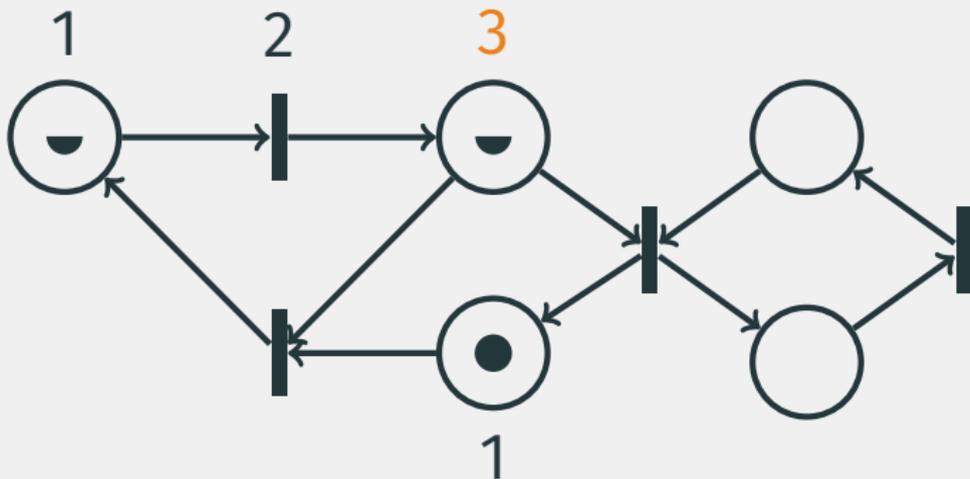
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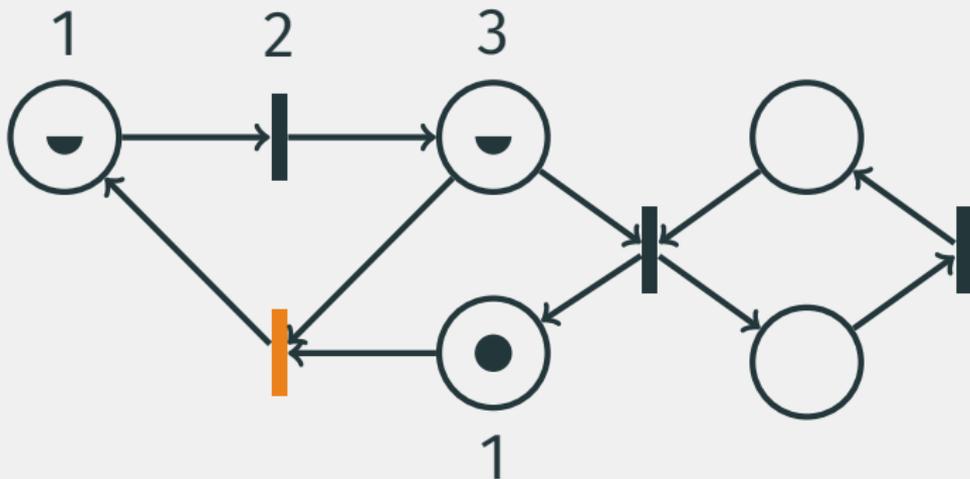
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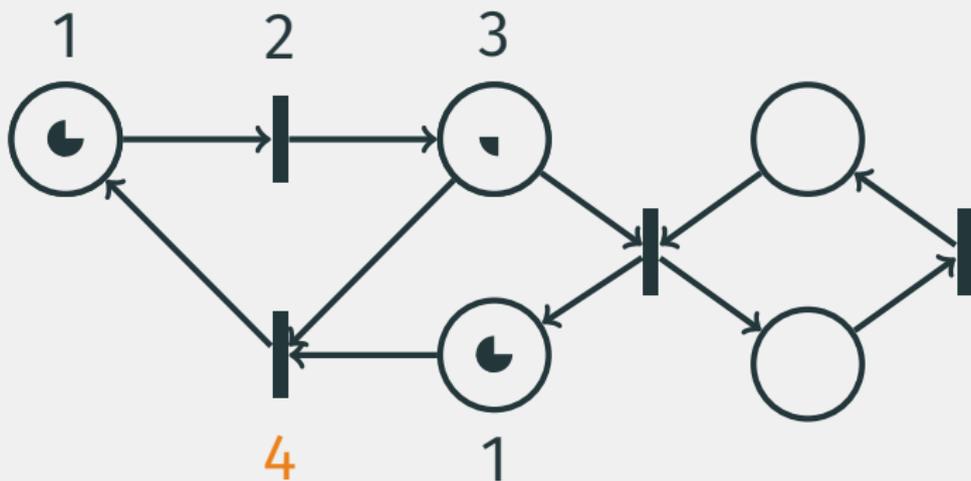
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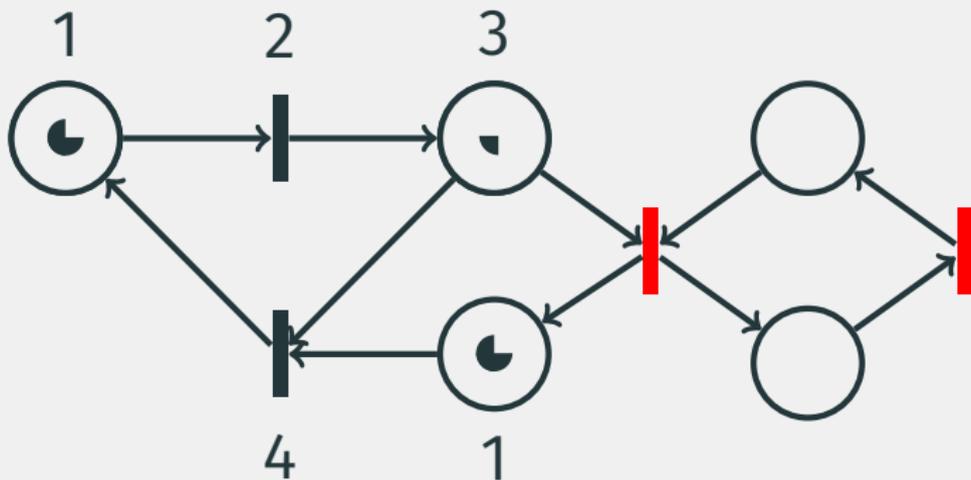
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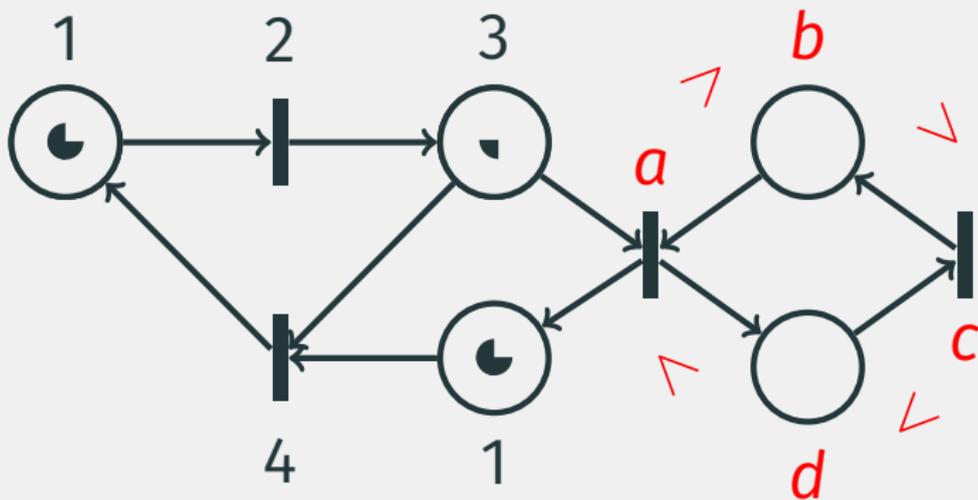
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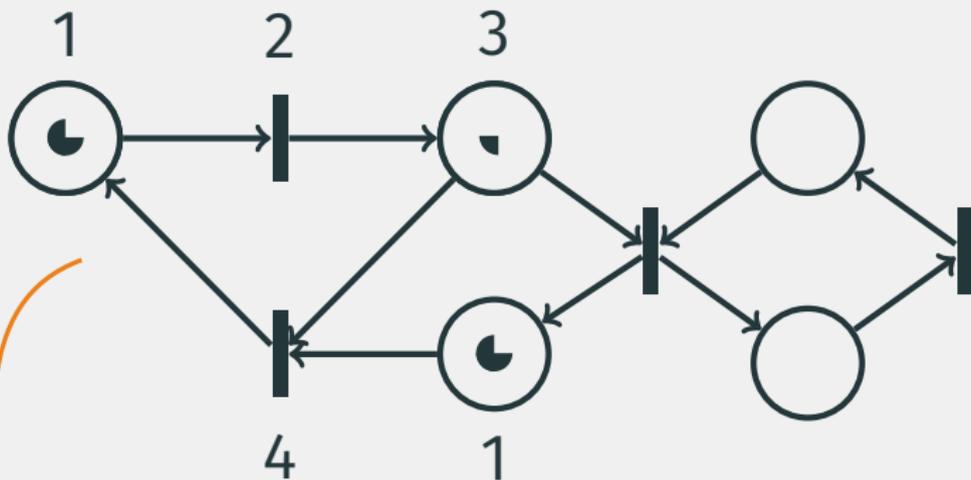
Encoding the firing set conditions



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Encoding the firing set conditions



$$\varphi(\mathbf{x}) = \exists \mathbf{y} : \bigwedge_{p \in P} \mathbf{y}(p) > 0 \rightarrow \bigwedge_{t \in \bullet p} \mathbf{y}(t) < \mathbf{y}(p) \dots$$

Backward coverability modulo \mathbb{Q} -coverability

if target marking m is not \mathbb{Q} -coverable:

return False

Polynomial time



Backward coverability modulo \mathbb{Q} -coverability

if target marking \mathbf{m} is not \mathbb{Q} -coverable:

return False

$X = \{\text{target marking } \mathbf{m}\}$

while (initial marking \mathbf{m}_0 not covered by X):

$B =$ markings obtained from X one step backward

$B = B \setminus \{\mathbf{b} \in B : \neg\varphi(\mathbf{b})\}$

if $B = \emptyset$: return False

$\varphi(\mathbf{x}) = \varphi(\mathbf{x}) \wedge \bigwedge_{\text{pruned } \mathbf{b}} \mathbf{x} \not\geq \mathbf{b}$

$X = X \cup B$

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*\mathbb{Q} -coverability pruning
(better than poly. time)*

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if $B = \emptyset$: return False *SMT solver guidance*

$\varphi(x) = \varphi(x) \wedge \bigwedge_{\text{pruned } b} x \not\geq b \leftarrow$

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An implementation: QCover

 python™ + SMT solver Z3 (Microsoft Research)

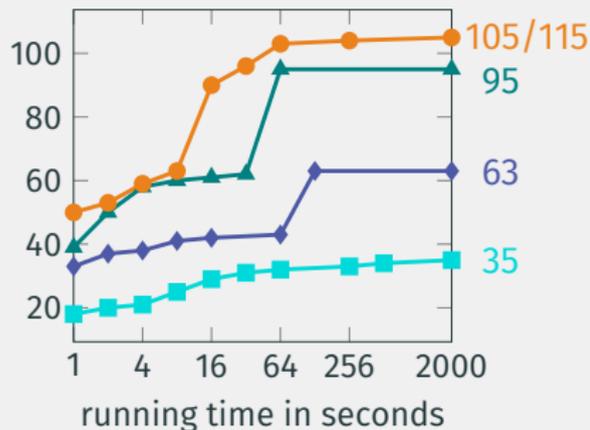
<https://github.com/blondimi/qcover>

Tested on...

- 176 Petri nets (avg. 1054 places, 8458 transitions)
- C/ErLang programs with threads
- Mutual exclusion protocols, communication protocols, etc.
- Message analysis of a medical and a bug tracking system

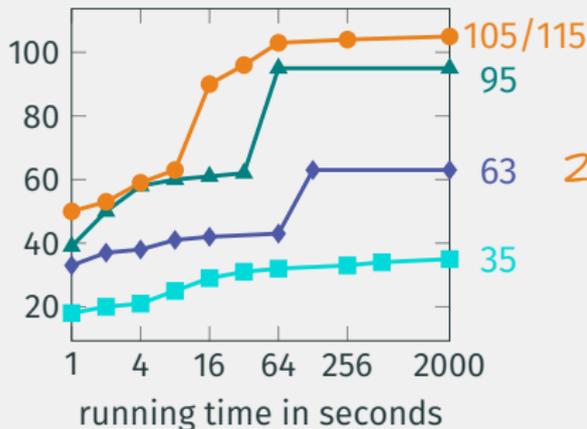
An implementation: QCover

Instances proven safe



An implementation: QCover

Instances proven safe



Largest nets proved safe:

21143 places
7150 trans.

42 secs.

6690 places
11934 trans.

21 secs.

754 places
27370 trans.

3 secs.

● QCOVER

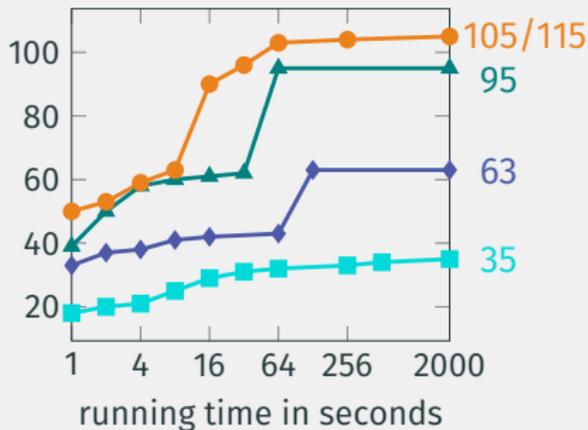
▲ PETRINIZER

◆ BFC

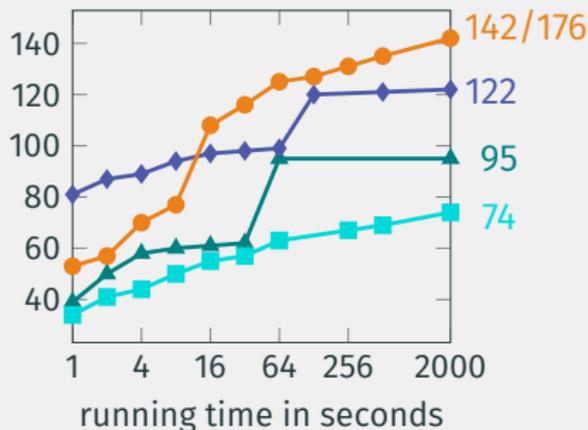
■ MIST

An implementation: QCover

Instances proven safe

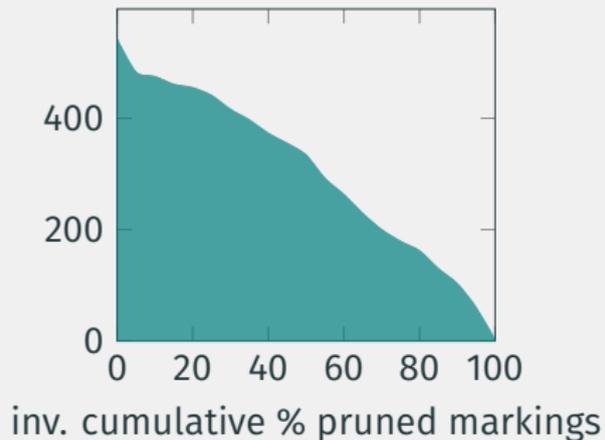
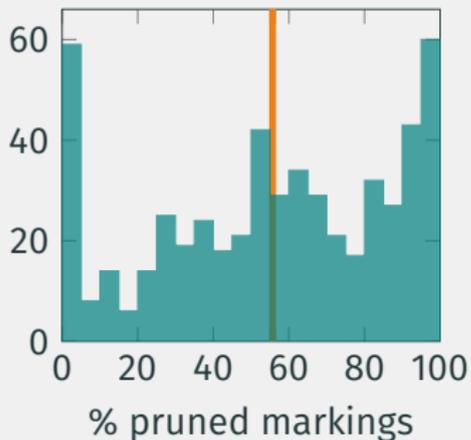


Instances proven safe or unsafe



An implementation: QCover

Markings pruning efficiency across all iterations

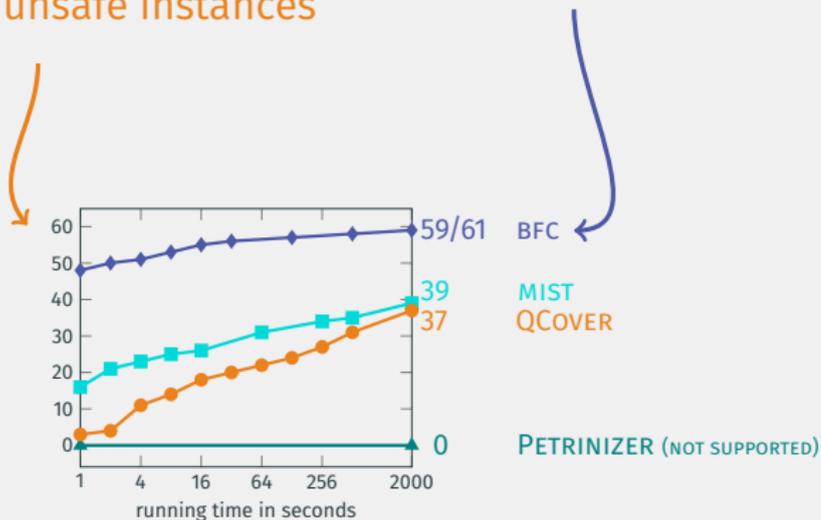


Possible extensions

- Combine our approach with a forward algorithm to better handle unsafe instances

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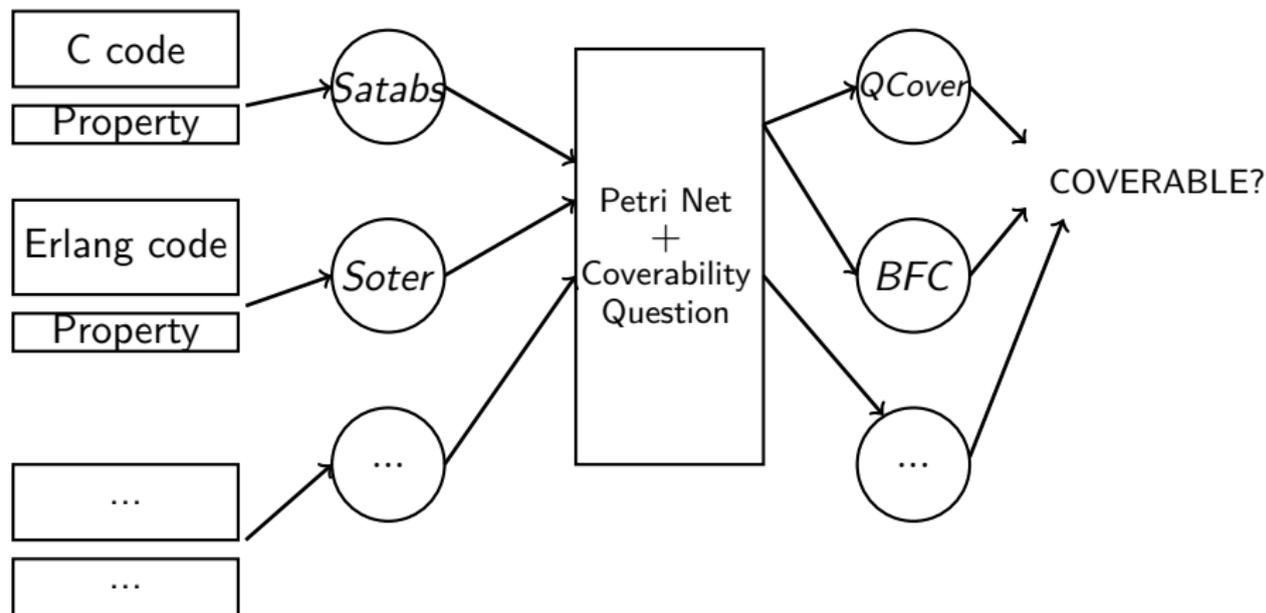
- Combine our approach with a forward algorithm to better handle unsafe instances
- Use more efficient data structures, *e.g.* sharing trees
(Delzanno, Raskin & Van Begin '04)
- Support Petri nets extensions

Part II: ICover

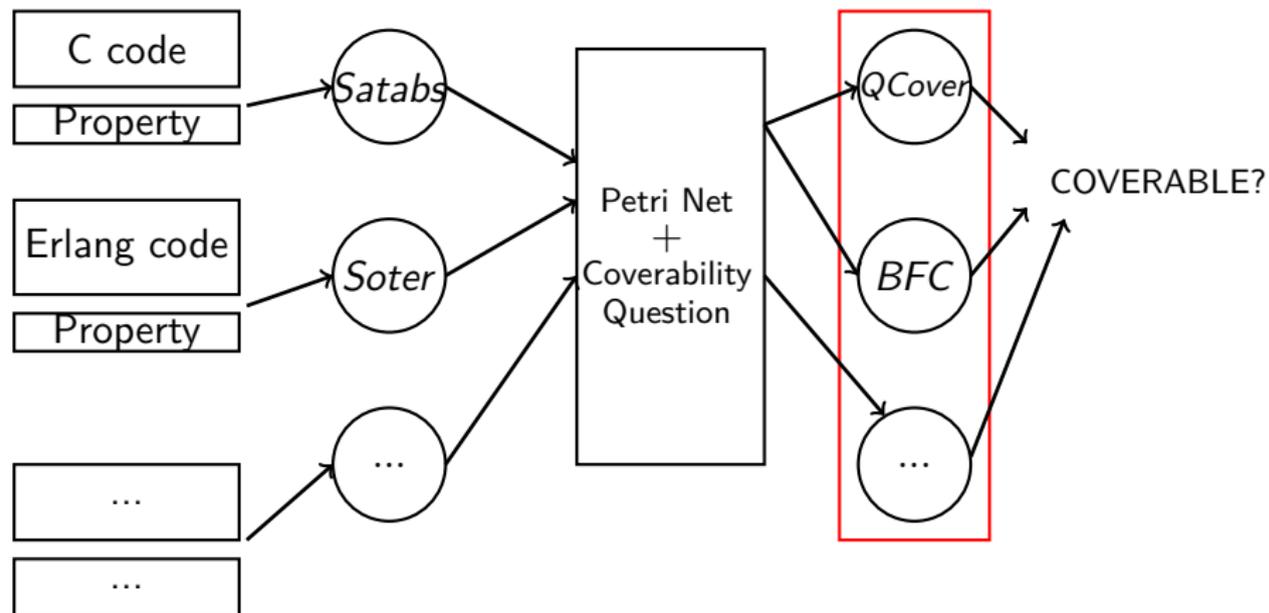
Grégoire Sutre

Joint work with Thomas Geffroy and Jérôme Leroux

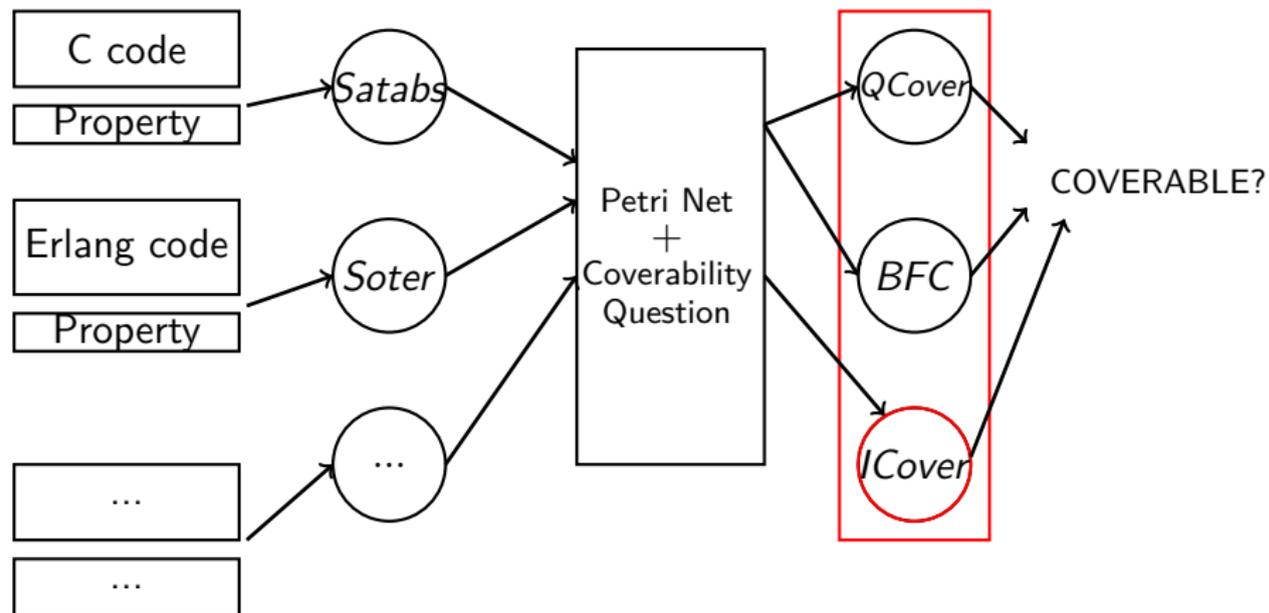
Verifying Systems with Petri Nets



Verifying Systems with Petri Nets



Verifying Systems with Petri Nets



$init \xrightarrow{*} m \geq target?$

Decidability - Complexity

- Decidable (Karp and Miller - 1969)
- EXPSpace-complete (Lipton - 1976, Rackoff - 1978)

$init \xrightarrow{*} m \geq target?$

Tools

Mist (Ganty, Geeraerts, Raskin, Van Begin, ...)

- interval sharing trees
- backward search + place invariants
- abstraction refinement

BFC (Kaiser, Kroening, Wahl)

Target set widening + forward Karp-Miller

Petrinizer (Esparza, Ledesma-Garza, Majumdar, Meyer, Niksic)

SMT, state equation + traps

QCover (Blondin, Finkel, Haase, Haddad)

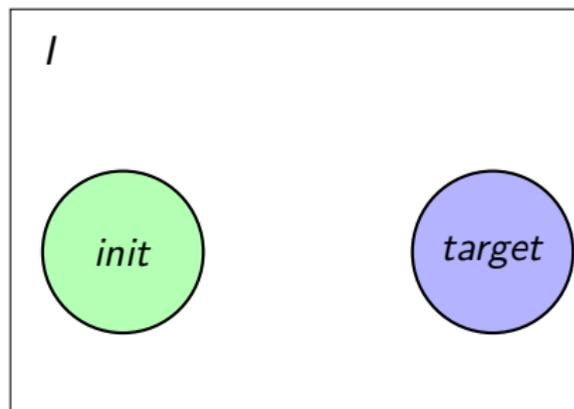
SMT, continuous reachability + backward search

*I*Cover: Generalisation of *Q*Cover with Invariants

Assumption:

- 1 I is an invariant (I contains all reachable markings)
- 2 I is a downward closed set

$$U_0 := \uparrow(\text{target} \cap I)$$

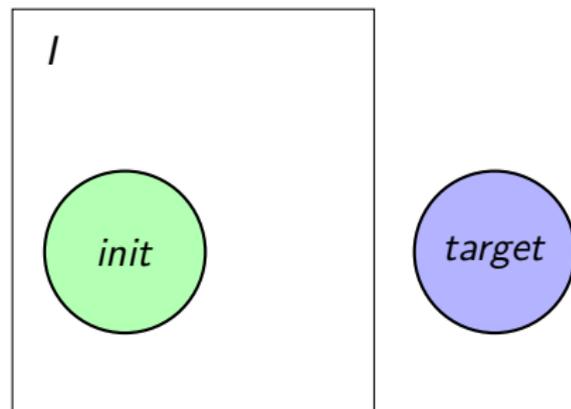


*I*Cover: Generalisation of *Q*Cover with Invariants

Assumption:

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$U_0 := \emptyset$: Safe !



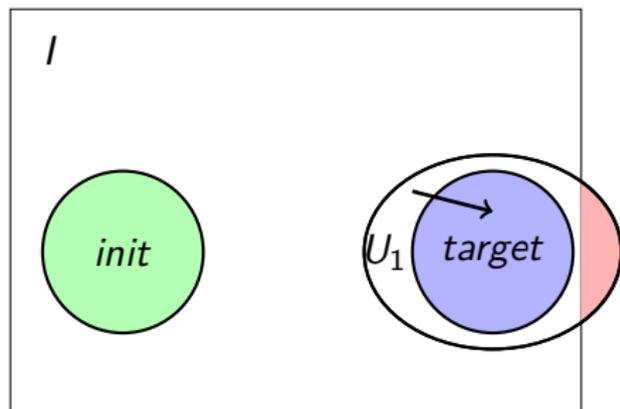
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$$U_1 := U_0 \cup \uparrow(\text{pre}(U_0) \cap I)$$



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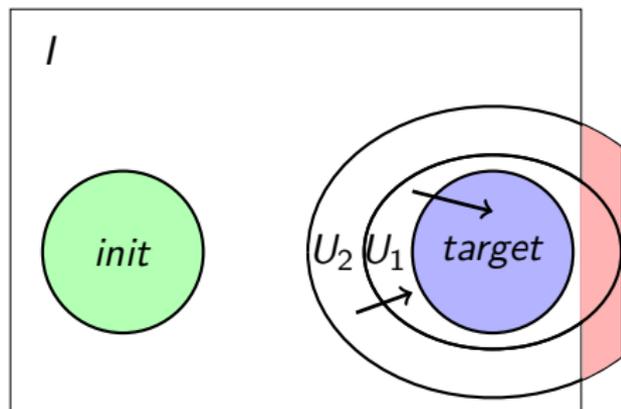
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ICover: Generalisation of *QCover* with Invariants

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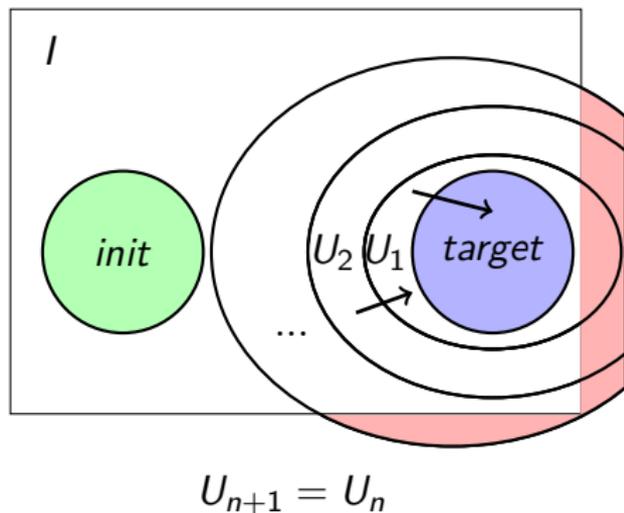
$$U_1 := U_0 \cup \uparrow(\text{pre}(U_0) \cap I)$$

$$U_2 := U_1 \cup \uparrow(\text{pre}(U_1) \cap I)$$

...

$$U_{k+1} := U_k \cup \uparrow(\text{pre}(U_k) \cap I)$$

Always terminates
(Dickson's lemma)

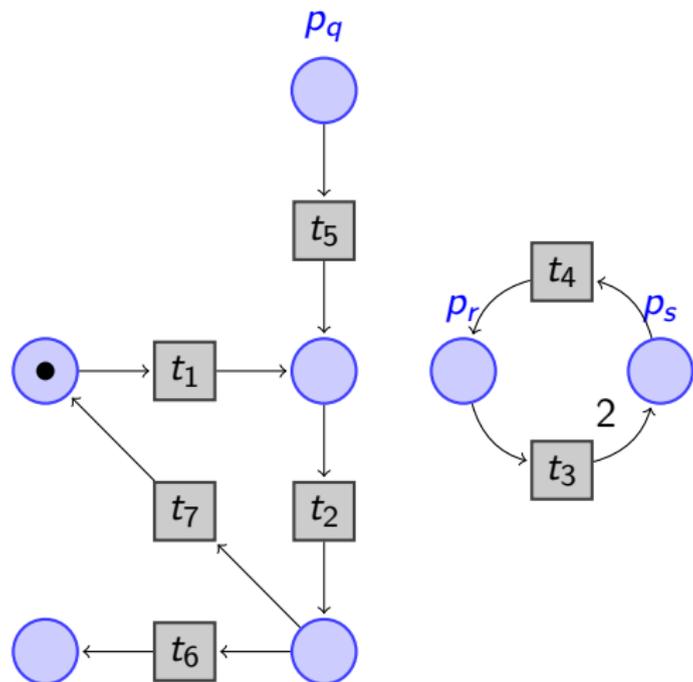


Backward Algorithm with Invariant-Based Pruning

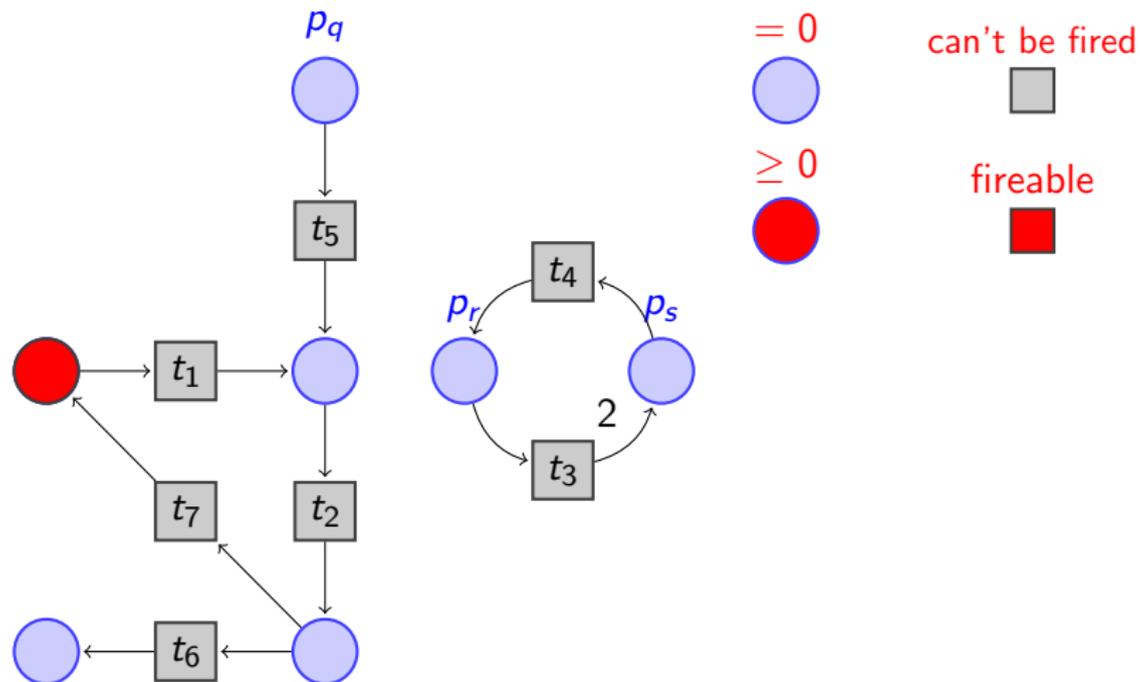
```
if  $target \in I$  then  
  |  $B \leftarrow \{target\}$ ;  
else  
  | return False;  
end  
while  $m_{init} \notin \uparrow B$  do  
  |  $N \leftarrow \min(pre(\uparrow B)) \setminus \uparrow B$   
  |  $P \leftarrow N \cap I$   
  | if  $P = \emptyset$  then  
  |   | return False;  
  | end  
  |  $B \leftarrow \min(B \cup P)$ ;  
end  
return True;
```

- I is an invariant
- I is a downward closed set

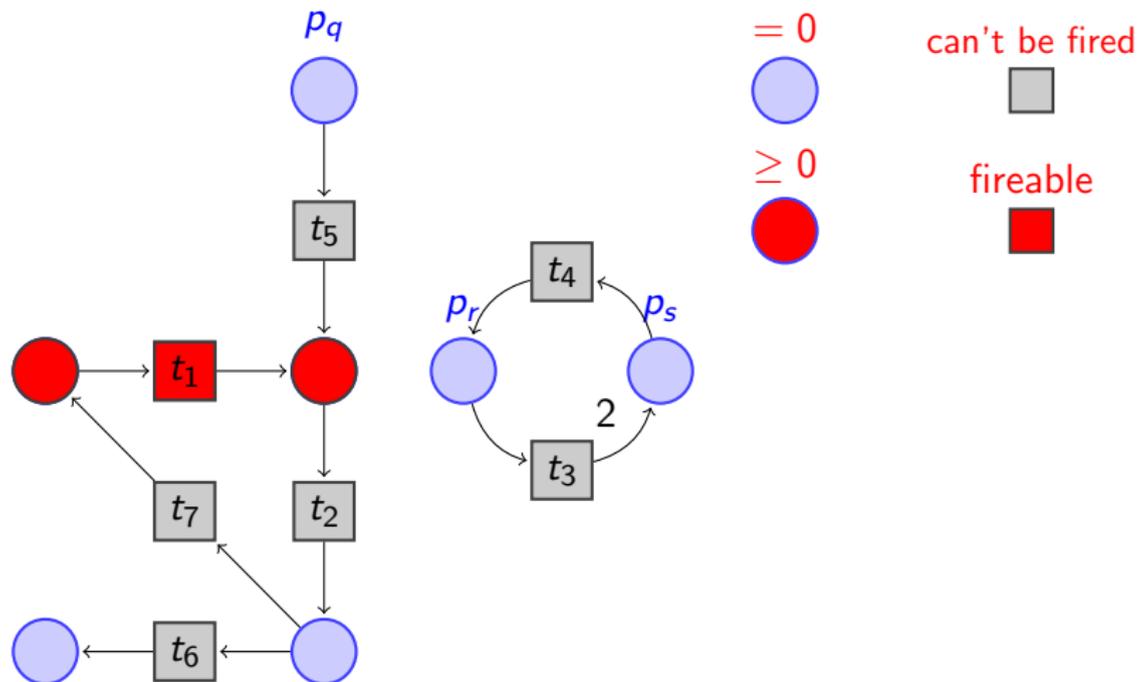
Invariant: Sign Analysis



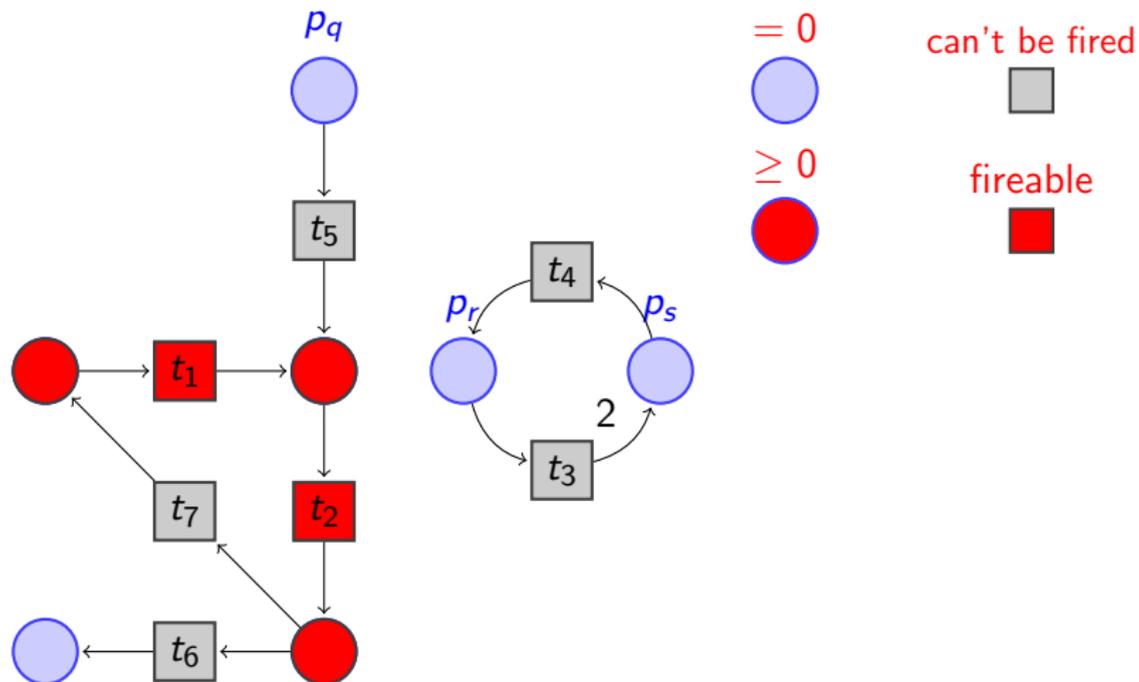
Invariant: Sign Analysis



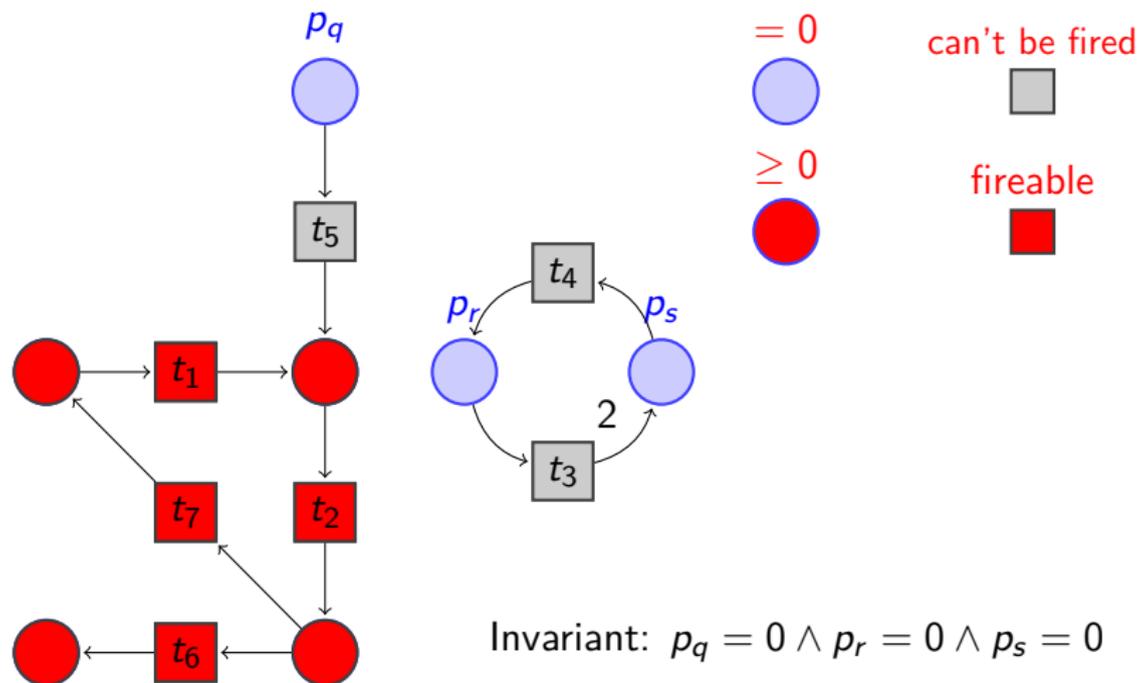
Invariant: Sign Analysis



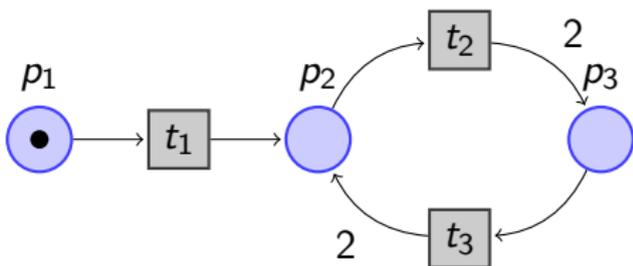
Invariant: Sign Analysis



Invariant: Sign Analysis



Invariant: State Inequation



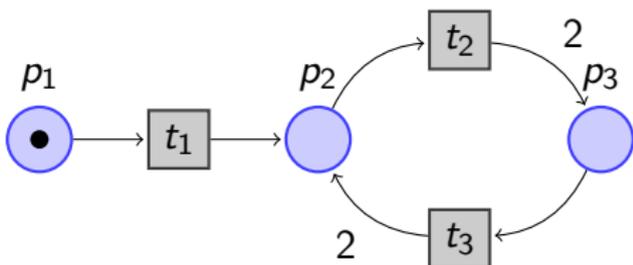
$$p_1 \xrightarrow{t_1} \xrightarrow{t_2} \xrightarrow{t_3} \dots \xrightarrow{t_2} \xrightarrow{t_3} r$$

$$\Delta(t_1) = p_2 - p_1$$

$$\Delta(t_2) = 2p_3 - p_2$$

$$\Delta(t_3) = 2p_2 - p_3$$

Invariant: State Inequation



$$p_1 \xrightarrow{t_1} \xrightarrow{t_2} \xrightarrow{t_3} \dots \xrightarrow{t_2} \xrightarrow{t_3} r$$

$$\Delta(t_1) = p_2 - p_1$$

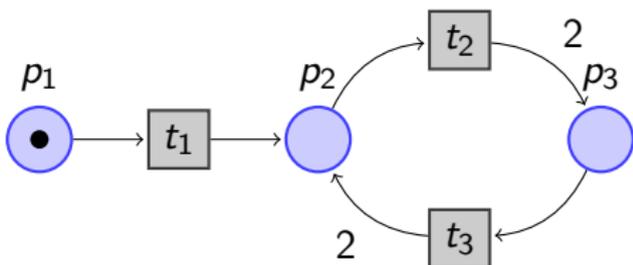
$$\Delta(t_2) = 2p_3 - p_2$$

$$\Delta(t_3) = 2p_2 - p_3$$

x_i : number of occurrences of t_i

$$r = \text{init} + x_1\Delta(t_1) + x_2\Delta(t_2) + x_3\Delta(t_3)$$

Invariant: State Inequation



$$p_1 \xrightarrow{t_1} \xrightarrow{t_2} \xrightarrow{t_3} \dots \xrightarrow{t_2} \xrightarrow{t_3} r \geq m$$

$$\Delta(t_1) = p_2 - p_1$$

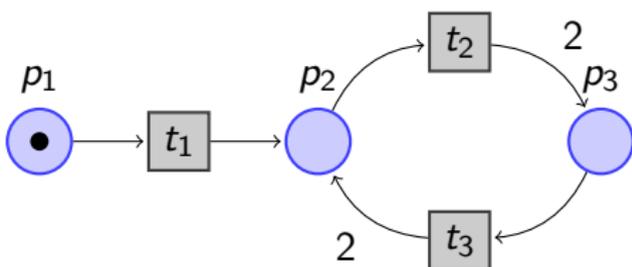
$$\Delta(t_2) = 2p_3 - p_2$$

$$\Delta(t_3) = 2p_2 - p_3$$

x_i : number of occurrences of t_i

$$m \leq r = \text{init} + x_1\Delta(t_1) + x_2\Delta(t_2) + x_3\Delta(t_3)$$

Invariant: State Inequation



$$p_1 \xrightarrow{t_1} \xrightarrow{t_2} \xrightarrow{t_3} \dots \xrightarrow{t_2} \xrightarrow{t_3} r \geq m$$

$$\Delta(t_1) = p_2 - p_1$$

$$\Delta(t_2) = 2p_3 - p_2$$

$$\Delta(t_3) = 2p_2 - p_3$$

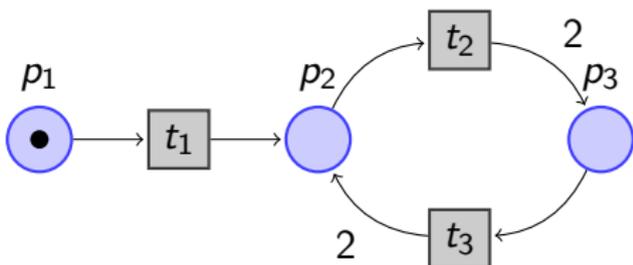
x_i : number of occurrences of t_i

$$m \leq r = \text{init} + x_1\Delta(t_1) + x_2\Delta(t_2) + x_3\Delta(t_3)$$

Invariant

$$I := \{m \mid \exists x, \text{init} + \sum_{t \in T} x(t)\Delta(t) \geq m\}$$

Invariant: State Inequation



$$p_1 \xrightarrow{t_1} \xrightarrow{t_2} \xrightarrow{t_3} \dots \xrightarrow{t_2} \xrightarrow{t_3} r \geq m$$

$$\Delta(t_1) = p_2 - p_1$$

$$\Delta(t_2) = 2p_3 - p_2$$

$$\Delta(t_3) = 2p_2 - p_3$$

x_i : number of occurrences of t_i

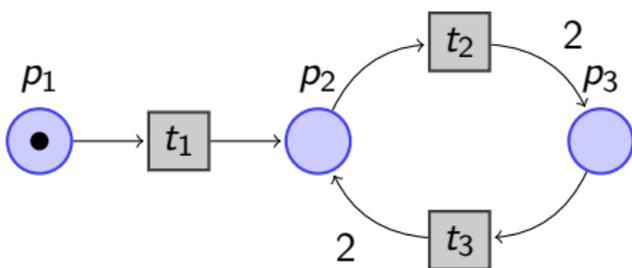
$$m \leq r = \text{init} + x_1\Delta(t_1) + x_2\Delta(t_2) + x_3\Delta(t_3)$$

$$\begin{cases} x_1, x_2, x_3 \geq 0 \\ m(p_1) \leq 1 - x_1 \\ m(p_2) \leq x_1 - x_2 + 2x_3 \\ m(p_3) \leq 2x_2 - x_3 \end{cases}$$

Invariant

$$I := \{m \mid \exists x, \text{init} + \sum_{t \in T} x(t)\Delta(t) \geq m\}$$

Invariant: State Inequation



$$p_1 \leq 1$$

$$p_1 \xrightarrow{t_1} \xrightarrow{t_2} \xrightarrow{t_3} \dots \xrightarrow{t_2} \xrightarrow{t_3} r \geq m$$

$$\Delta(t_1) = p_2 - p_1$$

$$\Delta(t_2) = 2p_3 - p_2$$

$$\Delta(t_3) = 2p_2 - p_3$$

x_i : number of occurrences of t_i

$$m \leq r = \text{init} + x_1\Delta(t_1) + x_2\Delta(t_2) + x_3\Delta(t_3)$$

Invariant

$$I := \{m \mid \exists x, \text{init} + \sum_{t \in T} x(t)\Delta(t) \geq m\}$$

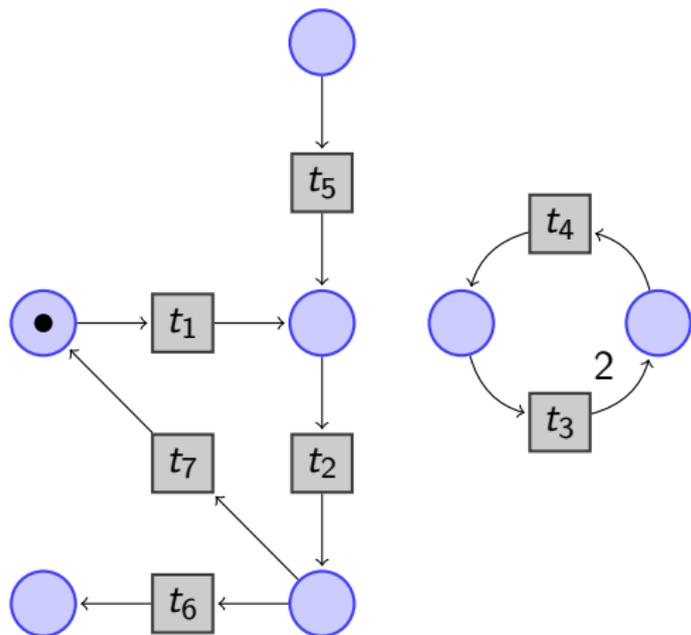
New Tool: *ICover*

- Based on *QCover* written in Python (~900 lines of codes)
- Both use the SMT-Solver z3 (Bjorner et al. - 2007)
- *ICover* available as a patch of *QCover* (~400 lines of codes)
- `dept-info.labri.u-bordeaux.fr/~tgeffroy/icover`

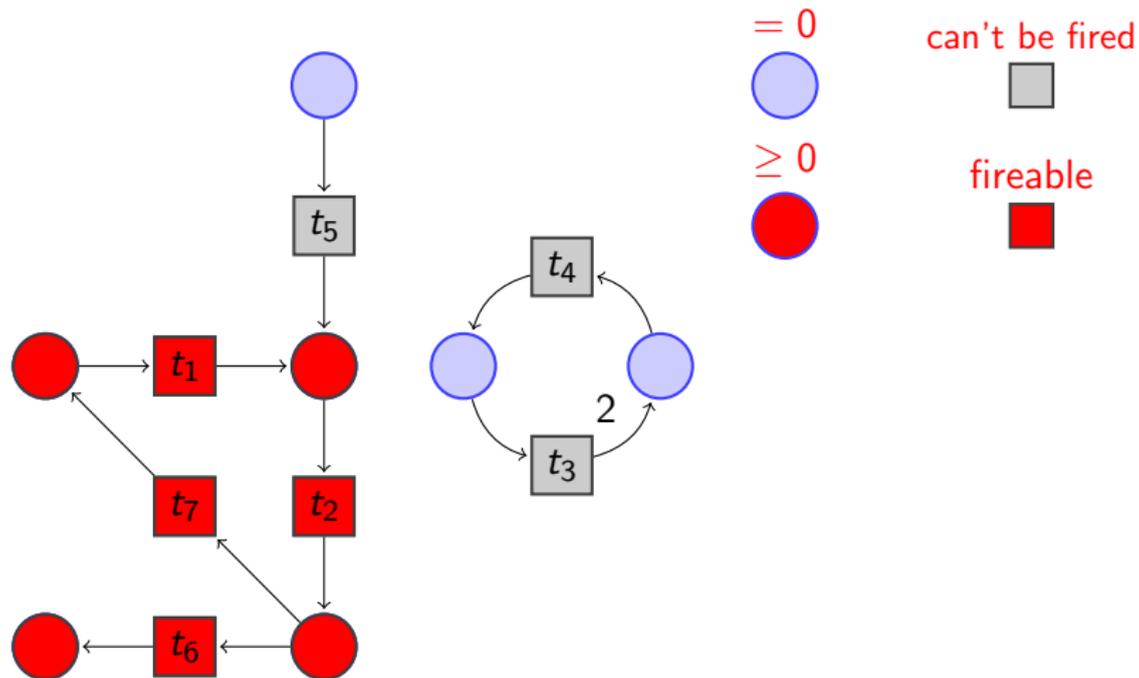
Results

- Benchmarks (176 instances) used by *QCover* and others
- *QCover* solved 106 / 115 safe instances (2000 seconds per instance)
- *QCover* solved 37 / 61 unsafe instances (idem)
- *ICover* solved as much safe instances and one more unsafe
- It works ! 10 000 seconds (*QCover*) to 5 000 seconds (*ICover*)

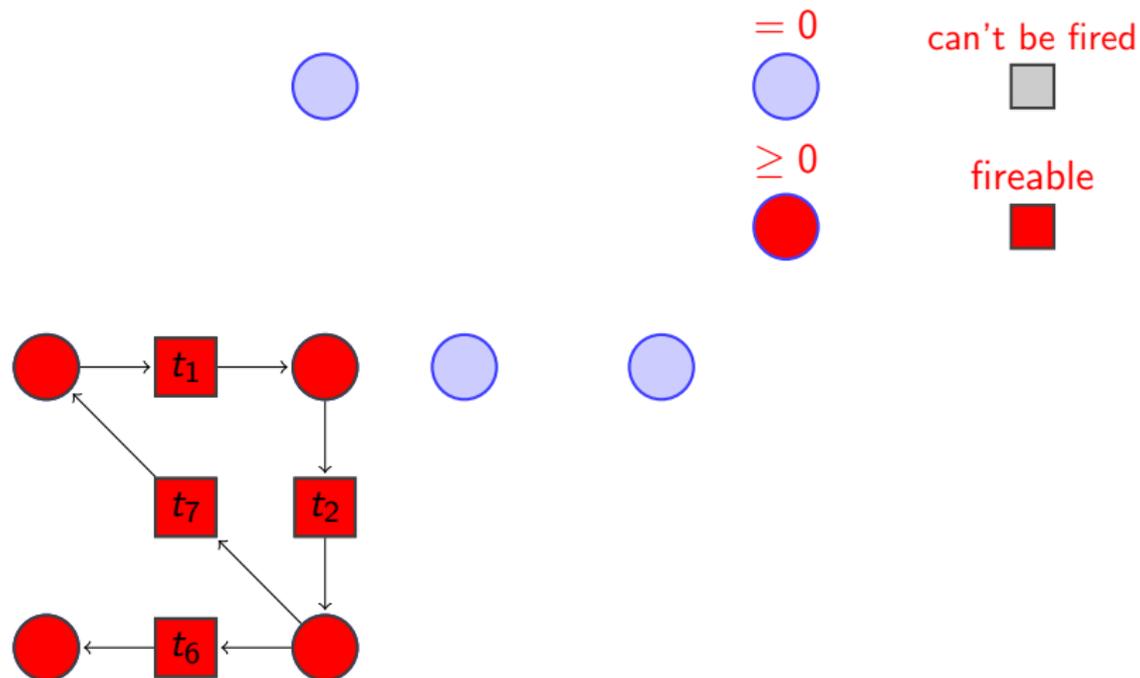
Experimentations: Sign Analysis As A Pre-processing



Experimentations: Sign Analysis As A Pre-processing



Experimentations: Sign Analysis As A Pre-processing



Experimentations: Sign Analysis As A Pre-processing

$= 0$



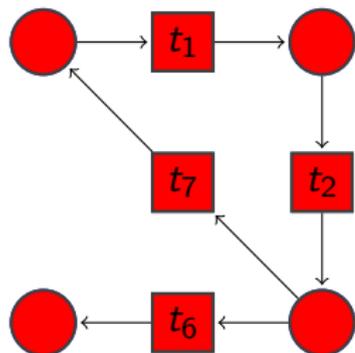
≥ 0



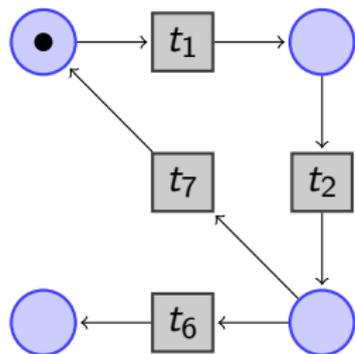
can't be fired



fireable

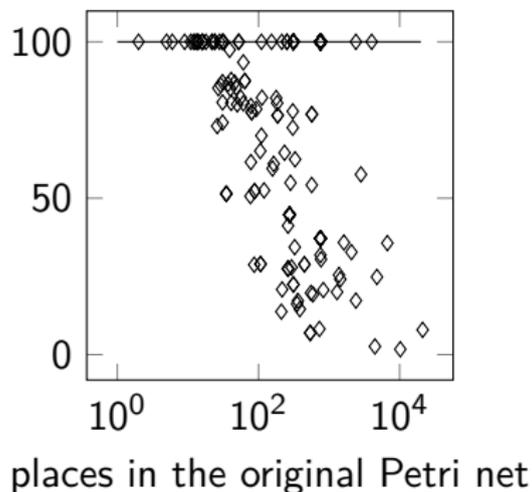


Experimentations: Sign Analysis As A Pre-processing

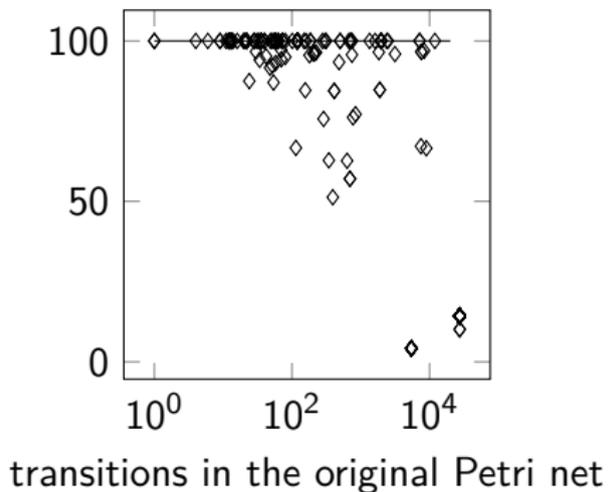


Results of Pre-processing

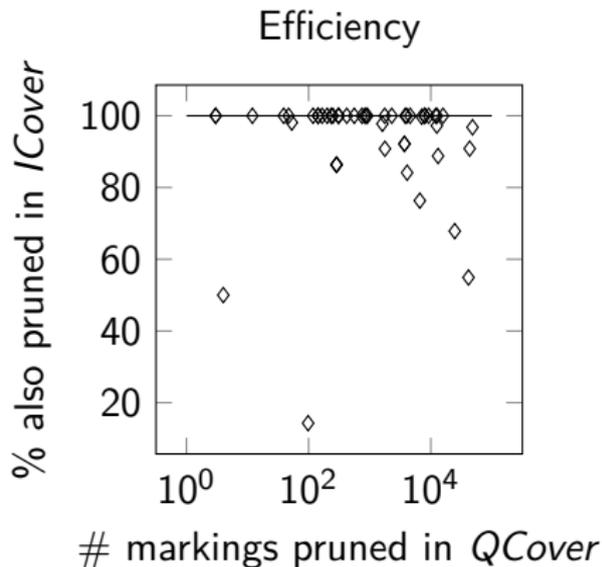
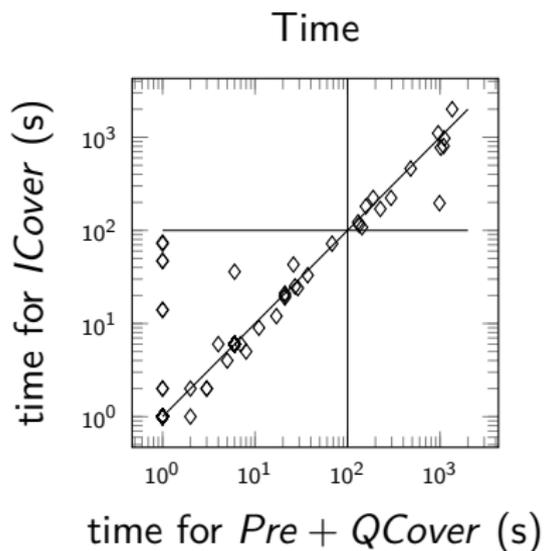
% of places left



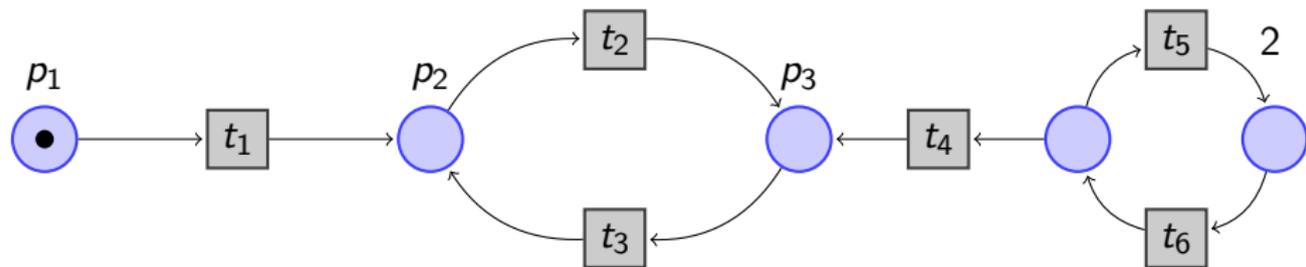
% of transitions left



Experimental results: Pruning with State Inequation vs \rightarrow

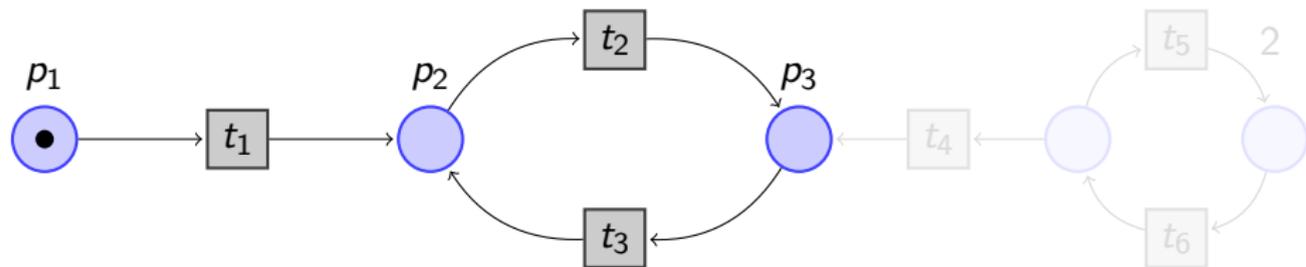


State Inequation More Precise with Pre-Processing



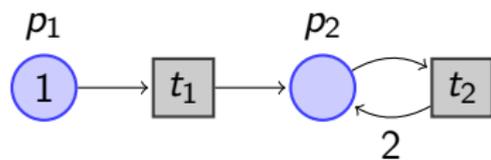
- Can't cover $p_1 + p_2 + p_3$ from p_1
- State inequation: $p_1 \leq 1$ not precise enough
- State inequation: $p_1 + p_2 + p_3 \leq 1$ precise enough

State Inequation More Precise with Pre-Processing



- Can't cover $p_1 + p_2 + p_3$ from p_1
- State inequation: $p_1 \leq 1$ not precise enough
- State inequation: $p_1 + p_2 + p_3 \leq 1$ precise enough

State Inequation vs \dashrightarrow

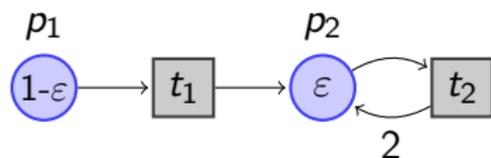


- $p_1 + p_2$ not coverable from p_1 with \dashrightarrow
- $p_1 + p_2$ satisfy the state inequation: $p_1 \leq 1$

Theorem (Recalde, Teruel and Silva - 1999)

In a pre-processed Petri net, m satisfies the state inequation iff there exists $m' \geq m$ and a sequence m_0, m_1, \dots such that $\text{init} \dashrightarrow^ m_k$ for every k and such that m_0, m_1, \dots converges toward m' .*

State Inequation vs \dashrightarrow

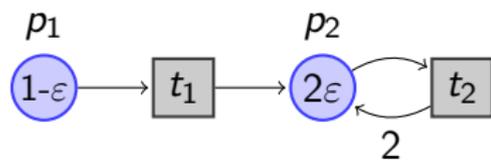


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State Inequation vs \dashrightarrow

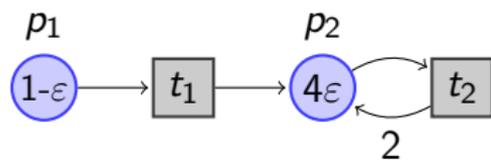


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State Inequation vs \dashrightarrow

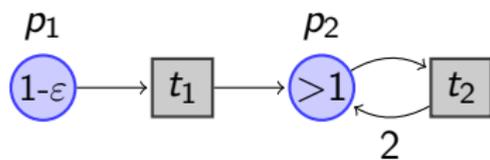


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State Inequation vs \dashrightarrow

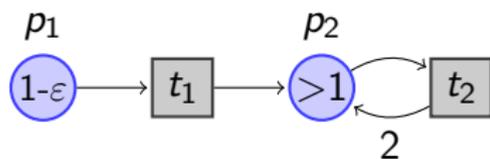


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State Inequation vs \dashrightarrow



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Conclusion

New

- Backward coverability algorithm with invariant-based pruning
- Pre-processing is a cheap way to accelerate verification
- In practice, in a pre-processed Petri net, state inequation is almost as good as \rightarrow coverability

Future work

- Find other cheap pre-processings and invariants
- Apply to other classes of well-structured transition systems

Part III: Best practices

Christoph Haase

Tools...

- increase visibility outside your peer group
- help understanding what is relevant to other people
- generate feedback for theoretical work
- can convince reviewers
- attract students

Before you start

- Choice of language
 - interpreted vs. compiled
 - statically vs. dynamically typed
- Bindings for SMT solver
- Performance of memory operations

- Object oriented programming
- Unit tests
- Documentation
- Use profilers to find bottlenecks

Benchmarks

- One of the most important aspects
- Use other people's benchmarks
- Contact authors if necessary
- Pitfalls:
 - Parsing can entail large costs
 - Avoid unfair treatment of competitors
 - Choose evaluation metrics wisely

- Obtain institutional clearance $\in \mathbf{F}_\omega$
- Choose license: BSD preferred by industry
- Use public code repositories, e.g. GitHub

- Identify relevant Petri net subclasses and extensions, e.g.
 - business processes
 - process mining
 - population protocols
 - thread transition systems
- Submit to and integrate into existing software competitions

The SMT solver is always faster than you!

Thank you! Diolch!