

Fixpoint-Guided Abstraction Refinements

Patrick Cousot, Pierre Ganty, and Jean-François Raskin, presented by Samuel Pastva

Terminology recap: Transition systems

Transition system $\mathcal{T} = (S, I, T)$ (*states, initial states, transition relation*)

Forward and backward concrete semantics:

Existential:

$$\text{post}(X) = \{s' \in S \mid \exists s. (s, s') \in T \wedge s \in X\}$$

$$\text{pre}(X) = \{s \in S \mid \exists s'. (s, s') \in T \wedge s' \in X\}$$

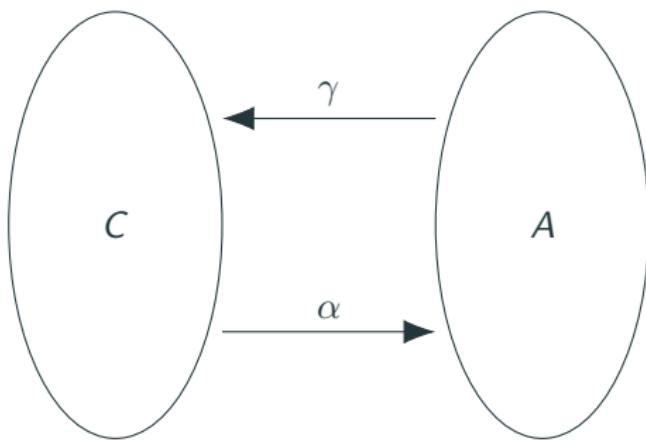
Universal:

$$\widetilde{\text{post}}(X) = \{s' \in S \mid \forall s. (s, s') \in T \Rightarrow s \in X\}$$

$$\widetilde{\text{pre}}(X) = \{s \in S \mid \forall s'. (s, s') \in T \Rightarrow s' \in X\}$$

Terminology recap: Abstraction

Concrete domain (C)	Galois Connection	Abstract domain (A)
$\langle 2^S, \subseteq, \cap, \cup, S, \emptyset \rangle$		$\langle A, \sqsubseteq, \sqcap, \sqcup, \top_A, \perp_A \rangle$



Terminology recap: Abstraction

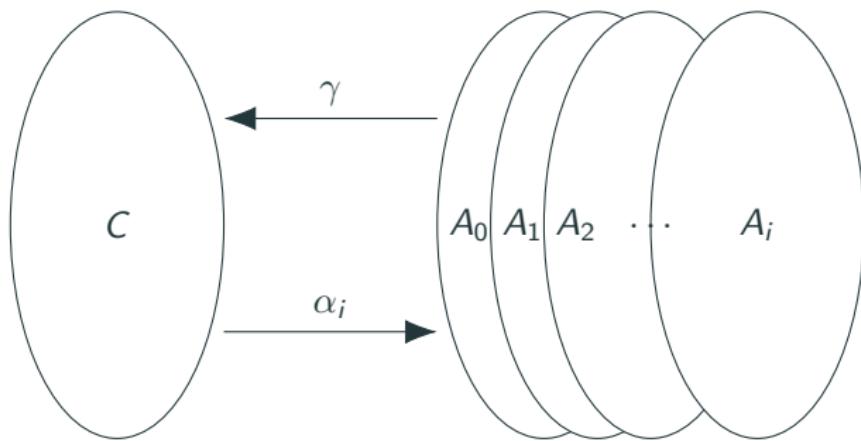
Concrete domain (C)

$$\langle 2^S, \subseteq, \cap, \cup, S, \emptyset \rangle$$

Galois
Connection

Abstract domain family (A_i)

$$\langle A_i, \sqsubseteq, \sqcap, \sqcup, \top_{A_i}, \perp_{A_i} \rangle$$



Abstraction

We consider two fixpoint functions on A_i :

$\mathcal{R}_i(I, R)$ — states in A_i reachable from I inside R .

$$\mathcal{R}_i(I, R) = \text{lfp}(\lambda X. \alpha_i(R \cap (I \cup \text{post}(\gamma(X)))))$$

$\mathcal{S}_i(S)$ — states in A_i which are stuck in (cannot escape) S .

$$\mathcal{S}_i(S) = \text{gfp}(\lambda X. \alpha_i(S \cap \widetilde{\text{pre}}(\gamma(X))))$$

For a correct A_i , both \mathcal{R}_i and \mathcal{S}_i are over-approximations of their exact counterparts (\mathcal{S}_i works because \cap is defined on the concrete domain).

Fixpoint checking problem and abstraction

**Given a transition system $\mathcal{T} = (S, I, T)$ and a state set Z decide if
 $\text{Ifp}(\lambda X.(I \cup \text{post}(X))) \subseteq Z$.**

In other words — decide if I cannot escape Z .

Boolean and Moore closed domains

We assume C is Boolean closed and A_i are finite and Moore closed:

Moore closed set M : closed under **intersection**. (meet on lattices)

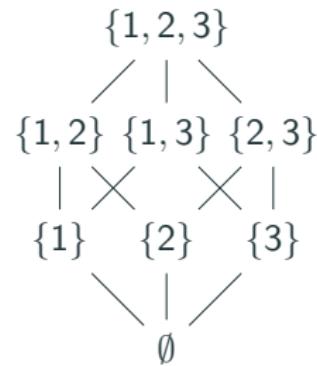
- Moore closure operator $\mathcal{M}(X)$.

Boolean closed set B : closed under **intersection, union and complement**. (meet/join/??? on lattices)

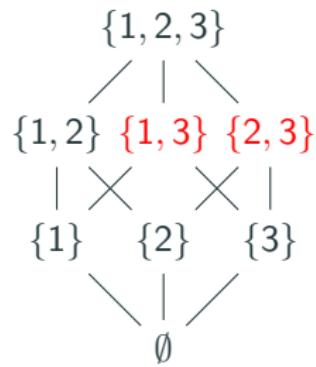
- Boolean closure operator $\mathcal{B}(X)$.

Predicate abstraction produces Boolean closed domains. Moore domains are less restrictive.

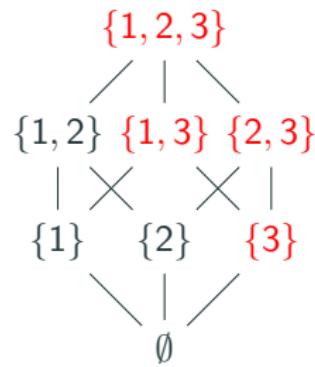
Domain 2^S is obviously Boolean (and Moore) closed.



Is the red domain Moore closed?



Is the red domain Boolean closed?



Algorithm

```
Z0 ← Z;  
for i = 0 1 2 3 ... do  
    Ri =  $\mathcal{R}_i(I, Z_i)$ ;  
    if  $\alpha_i(I \cup post(\gamma(R_i))) \sqsubseteq \alpha_i(Z_i)$  then  
        return OK;  
    else  
        Si =  $\mathcal{S}_i(R_i)$ ;  
        if  $\alpha_i(I) \sqsubseteq S_i$  then  
            Zi+1 = (?) refined Si;  
            Ai+1 = (?) refined Ai;  
        else  
            return NOK;  
        end  
    end  
end
```

Algorithm

```
Z0 ← Z;  
for  $i = 0 \ 1 \ 2 \ 3 \ \dots$  do  
  Ri =  $\mathcal{R}_i(I, Z_i)$ ;  
  if  $\alpha_i(I \cup post(\gamma(R_i))) \sqsubseteq \alpha_i(Z_i)$  then  
    return OK;  
  else  
    Si =  $\mathcal{S}_i(R_i)$ ;  
    if  $\alpha_i(I) \sqsubseteq S_i$  then  
      Zi+1 = (?) refined Si;  
      Ai+1 = (?) refined Ai;  
    else  
      return NOK;  
    end  
  end  
end
```



Algorithm

$Z_0 \leftarrow Z;$

for $i = 0\ 1\ 2\ 3\dots$ **do**

$R_i = \mathcal{R}_i(I, Z_i);$

if $\alpha_i(I \cup post(\gamma(R_i))) \sqsubseteq \alpha_i(Z_i)$ **then**

return OK;

else

$S_i = \mathcal{S}_i(R_i);$

if $\alpha_i(I) \sqsubseteq S_i$ **then**

$Z_{i+1} = (?)$ refined $S_i;$

$A_{i+1} = (?)$ refined $A_i;$

else

return NOK;

end

end

end

$\alpha_i(Z_0)$

Z_0

Algorithm

```
Z0 ← Z;  
for i = 0 1 2 3 ... do  
    Ri = Ri(I, Zi);  
    if αi(I ∪ post(γ(Ri))) ⊑ αi(Zi) then  
        return OK;  
    else  
        Si = Si(Ri);  
        if αi(I) ⊑ Si then  
            Zi+1 = (?) refined Si;  
            Ai+1 = (?) refined Ai;  
        else  
            return NOK;  
        end  
    end  
end
```

α_i(Z₀)

Z₀

I

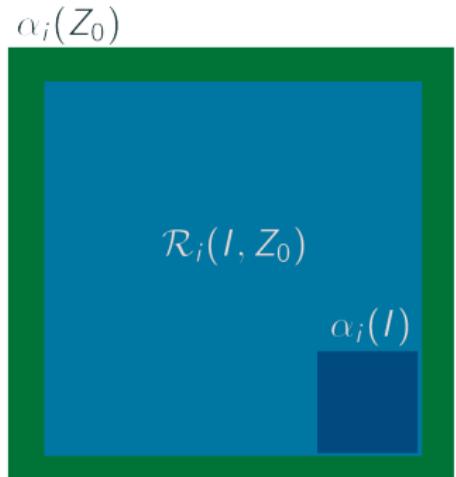
Algorithm

```
Z0 ← Z;  
for i = 0 1 2 3 ... do  
    Ri = Ri(I, Zi);  
    if αi(I ∪ post(γ(Ri))) ⊑ αi(Zi) then  
        return OK;  
    else  
        Si = Si(Ri);  
        if αi(I) ⊑ Si then  
            Zi+1 = (?) refined Si;  
            Ai+1 = (?) refined Ai;  
        else  
            return NOK;  
        end  
    end  
end
```

 $\alpha_i(Z_0)$ Z_0 $\alpha_i(I)$ 

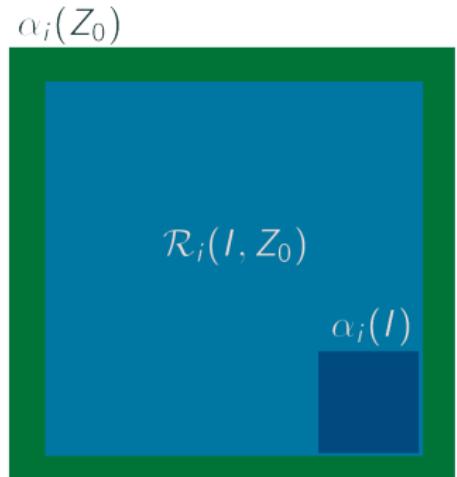
Algorithm

```
Z0 ← Z;  
for  $i = 0 \ 1 \ 2 \ 3 \ \dots$  do  
    Ri =  $\mathcal{R}_i(I, Z_i)$ ;  
    if  $\alpha_i(I \cup post(\gamma(R_i))) \sqsubseteq \alpha_i(Z_i)$  then  
        return OK;  
    else  
        Si =  $\mathcal{S}_i(R_i)$ ;  
        if  $\alpha_i(I) \sqsubseteq S_i$  then  
            Zi+1 = (?) refined Si;  
            Ai+1 = (?) refined Ai;  
        else  
            return NOK;  
        end  
    end  
end
```



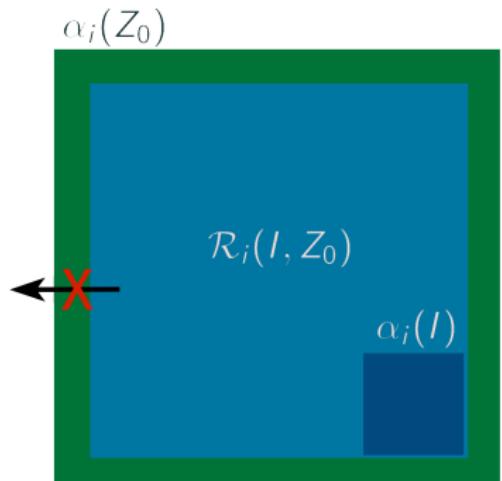
Algorithm

```
Z0 ← Z;  
for  $i = 0 \ 1 \ 2 \ 3 \ \dots$  do  
     $R_i = \mathcal{R}_i(I, Z_i);$   
    if  $\alpha_i(I \cup post(\gamma(R_i))) \sqsubseteq \alpha_i(Z_i)$  then  
        return OK;  
    else  
         $S_i = \mathcal{S}_i(R_i);$   
        if  $\alpha_i(I) \sqsubseteq S_i$  then  
             $Z_{i+1} = (?)$  refined  $S_i;$   
             $A_{i+1} = (?)$  refined  $A_i;$   
        else  
            return NOK;  
        end  
    end  
end
```



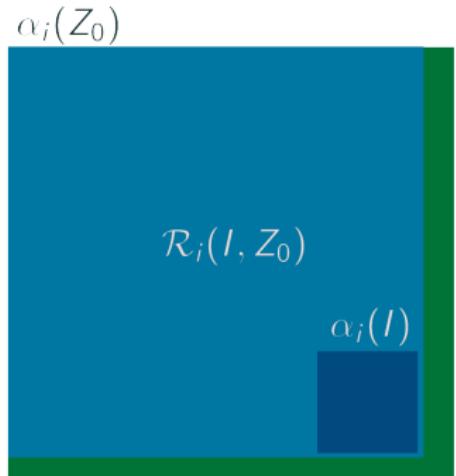
Algorithm

```
Z0 ← Z;  
for  $i = 0 \ 1 \ 2 \ 3 \ \dots$  do  
     $R_i = \mathcal{R}_i(I, Z_i);$   
    if  $\alpha_i(I \cup post(\gamma(R_i))) \sqsubseteq \alpha_i(Z_i)$  then  
        return OK;  
    else  
         $S_i = \mathcal{S}_i(R_i);$   
        if  $\alpha_i(I) \sqsubseteq S_i$  then  
             $Z_{i+1} = (?)$  refined  $S_i;$   
             $A_{i+1} = (?)$  refined  $A_i;$   
        else  
            return NOK;  
        end  
    end  
end
```



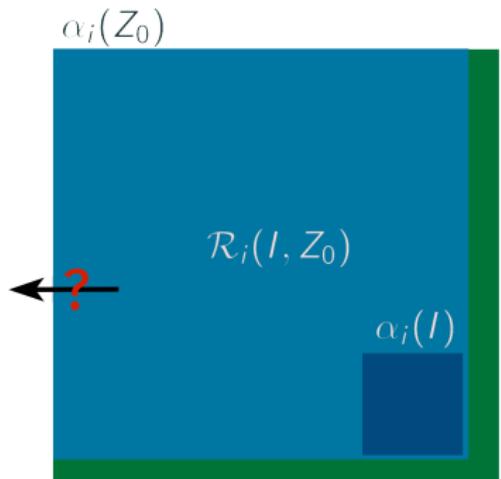
Algorithm

```
Z0 ← Z;  
for  $i = 0 \ 1 \ 2 \ 3 \ \dots$  do  
     $R_i = \mathcal{R}_i(I, Z_i);$   
    if  $\alpha_i(I \cup post(\gamma(R_i))) \sqsubseteq \alpha_i(Z_i)$  then  
        return OK;  
    else  
         $S_i = \mathcal{S}_i(R_i);$   
        if  $\alpha_i(I) \sqsubseteq S_i$  then  
             $Z_{i+1} = (?)$  refined  $S_i;$   
             $A_{i+1} = (?)$  refined  $A_i;$   
        else  
            return NOK;  
        end  
    end  
end
```



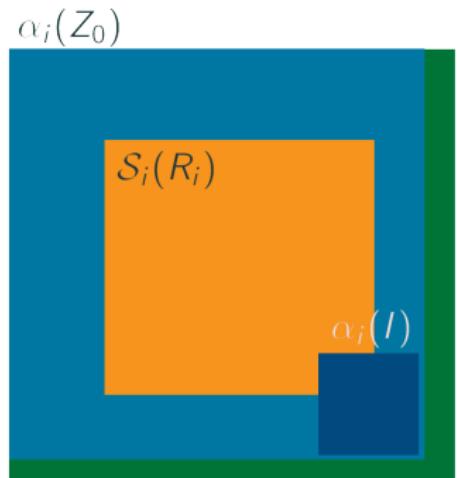
Algorithm

```
Z0 ← Z;  
for  $i = 0 \ 1 \ 2 \ 3 \dots$  do  
     $R_i = \mathcal{R}_i(I, Z_i);$   
    if  $\alpha_i(I \cup post(\gamma(R_i))) \sqsubseteq \alpha_i(Z_i)$  then  
        return OK;  
    else  
         $S_i = \mathcal{S}_i(R_i);$   
        if  $\alpha_i(I) \sqsubseteq S_i$  then  
             $Z_{i+1} = (?)$  refined  $S_i;$   
             $A_{i+1} = (?)$  refined  $A_i;$   
        else  
            return NOK;  
        end  
    end  
end
```



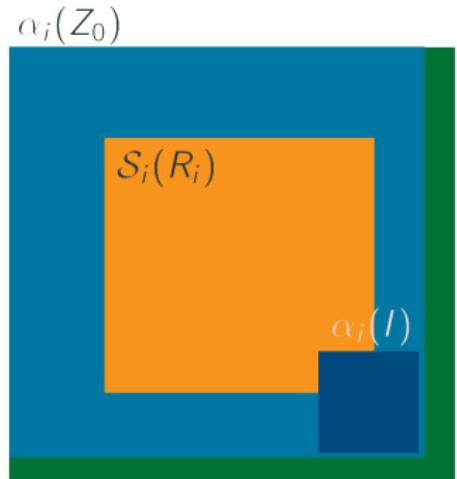
Algorithm

```
Z0 ← Z;  
for  $i = 0 \ 1 \ 2 \ 3 \ \dots$  do  
     $R_i = \mathcal{R}_i(I, Z_i);$   
    if  $\alpha_i(I \cup post(\gamma(R_i))) \sqsubseteq \alpha_i(Z_i)$  then  
        return OK;  
    else  
         $S_i = \mathcal{S}_i(R_i);$   
        if  $\alpha_i(I) \sqsubseteq S_i$  then  
             $Z_{i+1} = (?)$  refined  $S_i;$   
             $A_{i+1} = (?)$  refined  $A_i;$   
        else  
            return NOK;  
        end  
    end  
end
```



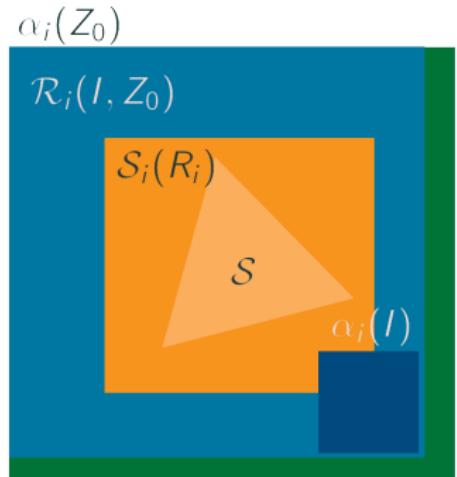
Algorithm

```
Z0 ← Z;  
for  $i = 0 \ 1 \ 2 \ 3 \ \dots$  do  
     $R_i = \mathcal{R}_i(I, Z_i);$   
    if  $\alpha_i(I \cup post(\gamma(R_i))) \sqsubseteq \alpha_i(Z_i)$  then  
        return OK;  
    else  
         $S_i = \mathcal{S}_i(R_i);$   
        if  $\alpha_i(I) \sqsubseteq S_i$  then  
             $Z_{i+1} = (?)$  refined  $S_i;$   
             $A_{i+1} = (?)$  refined  $A_i;$   
        else  
            return NOK;  
        end  
    end  
end
```



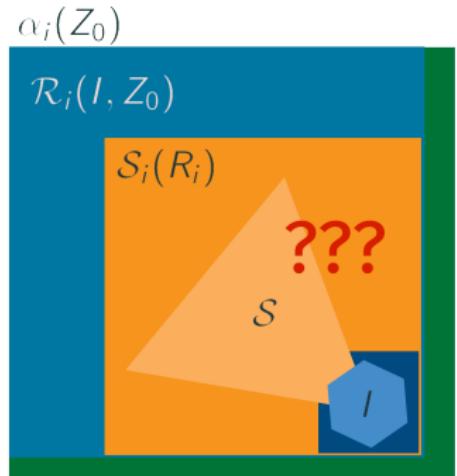
Algorithm

```
Z0 ← Z;  
for  $i = 0 \ 1 \ 2 \ 3 \ \dots$  do  
     $R_i = \mathcal{R}_i(I, Z_i);$   
    if  $\alpha_i(I \cup post(\gamma(R_i))) \sqsubseteq \alpha_i(Z_i)$  then  
        return OK;  
    else  
         $S_i = \mathcal{S}_i(R_i);$   
        if  $\alpha_i(I) \sqsubseteq S_i$  then  
             $Z_{i+1} = (?)$  refined  $S_i;$   
             $A_{i+1} = (?)$  refined  $A_i;$   
        else  
            return NOK;  
        end  
    end  
end
```



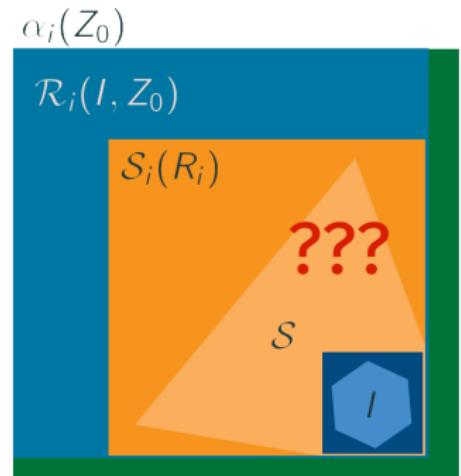
Algorithm

```
Z0 ← Z;  
for i = 0 1 2 3 ... do  
    Ri = Ri(I, Zi);  
    if αi(I ∪ post(γ(Ri))) ⊑ αi(Zi) then  
        return OK;  
    else  
        Si = Si(Ri);  
        if αi(I) ⊑ Si then  
            Zi+1 = (?) refined Si;  
            Ai+1 = (?) refined Ai;  
        else  
            return NOK;  
        end  
    end  
end
```



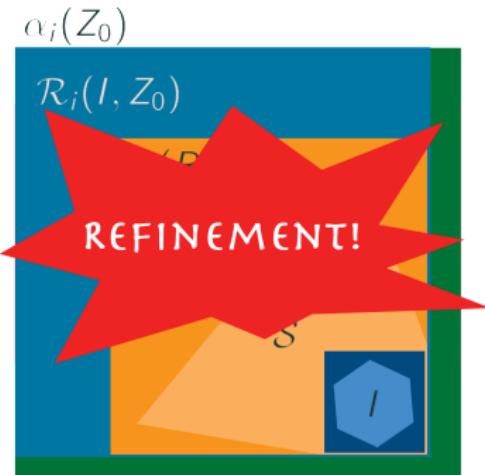
Algorithm

```
Z0 ← Z;  
for i = 0 1 2 3 ... do  
    Ri = Ri(I, Zi);  
    if αi(I ∪ post(γ(Ri))) ⊑ αi(Zi) then  
        return OK;  
    else  
        Si = Si(Ri);  
        if αi(I) ⊑ Si then  
            Zi+1 = (?) refined Si;  
            Ai+1 = (?) refined Ai;  
        else  
            return NOK;  
        end  
    end  
end
```



Algorithm

```
Z0 ← Z;  
for i = 0 1 2 3 ... do  
    Ri = Ri(I, Zi);  
    if αi(I ∪ post(γ(Ri))) ⊑ αi(Zi) then  
        return OK;  
    else  
        Si = Si(Ri);  
        if αi(I) ⊑ Si then  
            Zi+1 = (?) refined Si;  
            Ai+1 = (?) refined Ai;  
        else  
            return NOK;  
        end  
    end  
end
```



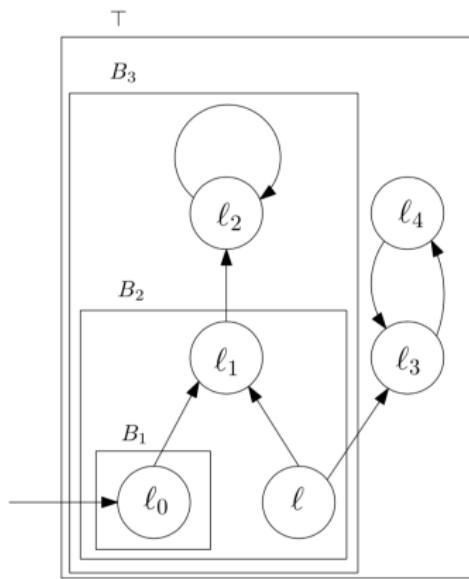
Idea: Refine using states in S_i distinguishable in one step.

$$\begin{aligned}Z_{i+1} &= \gamma(S_i) \cap \widetilde{\text{pre}}(\gamma(S_i)) \\ \gamma(A_{i+1}) &= \mathcal{M}(\{Z_{i+1}\} \cup \gamma(A_i))\end{aligned}$$

Refinement

$$Z_{i+1} = \gamma(S_i) \cap \widetilde{\text{pre}}(\gamma(S_i))$$

$$\gamma(A_{i+1}) = \mathcal{M}(\{Z_{i+1}\} \cup \gamma(A_i))$$



$$I = \{l_0\} \quad Z_0 = B_3$$

$$R_0 = B_3 \quad S_0 = B_3$$

$\top \in \alpha_0(\text{post}(\gamma(R_0))) \Rightarrow \text{cannot say OK}$

$\alpha_0(I) \sqsubseteq S_0 \Rightarrow \text{cannot say NOK}$

$$Z_1 = \{l_0, l_1, l_2\}$$

$$A_i = A_0 \cup \{Z_1, \{l_0, l_1\}\}$$

$$R_1 = Z_1$$

$\alpha_1(\text{post}(\gamma(R_1))) \sqsupseteq \alpha_1(Z_1) \Rightarrow \text{OK}$

Additional results

- The algorithm can be enhanced using fixpoint computation acceleration (under-approximation of transitive closure of transition relation).

Additional results

- The algorithm can be enhanced using fixpoint computation acceleration (under-approximation of transitive closure of transition relation).
- Using Boolean instead of Moore closure has the same power, but asymptotically worse complexity.

Additional results

- The algorithm can be enhanced using fixpoint computation acceleration (under-approximation of transitive closure of transition relation).
- Using Boolean instead of Moore closure has the same power, but asymptotically worse complexity.
- If CEGAR can compute the result, so can the fixpoint refinement.

- The algorithm can be enhanced using fixpoint computation acceleration (under-approximation of transitive closure of transition relation).
- Using Boolean instead of Moore closure has the same power, but asymptotically worse complexity.
- If CEGAR can compute the result, so can the fixpoint refinement.
- There exist systems where CEGAR does not terminate but fixpoint refinement does.

Experiments

At the present time, no implementation of Alg. 1 is available...