

- Hello!
- Please use the link to the shared Google Doc posted on the website

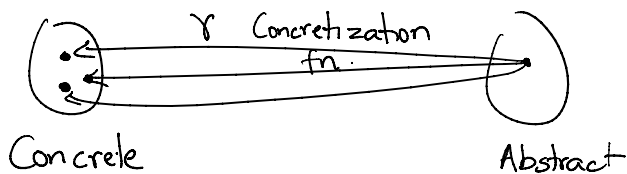
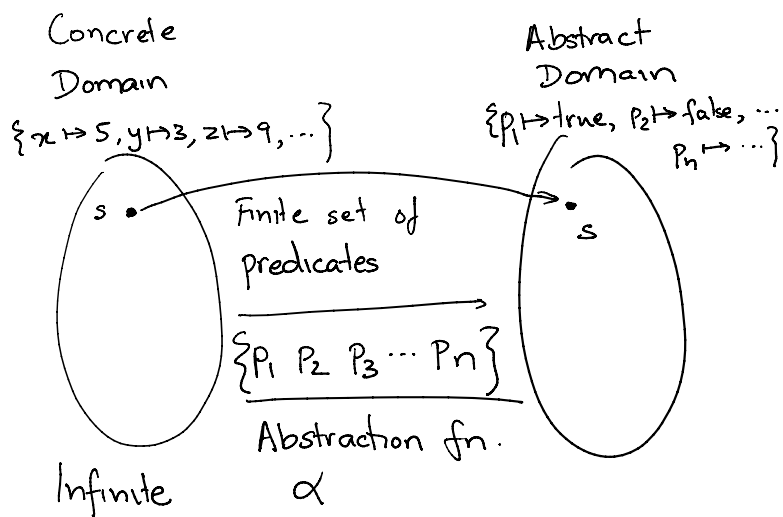
<https://docs.google.com/document/d/1ckKxrtYBdW56e-3PqalBf5amIvKACf705xUjKvpo/edit?usp=sharing>

- Last class: Predicate abstraction.

### Introduction

- Today: Predicate abstraction, cont'd.

### Counterexample Guided Abstraction Refinement

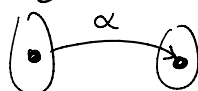


Sanity check theorem:

$$\alpha(\gamma(\hat{s})) = \hat{s}$$

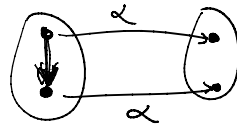
$$\forall s \in \gamma(\hat{s}), \alpha(s) = \hat{s}$$

Abstracting a single state



## Edge drawing rule

## Abstracting transitions



Given  $\hat{s}, \hat{s}'$ , if there is an edge between the corresponding concrete states, then draw  $\hat{s} \rightarrow \hat{s}'$ .

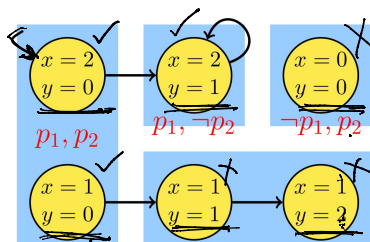
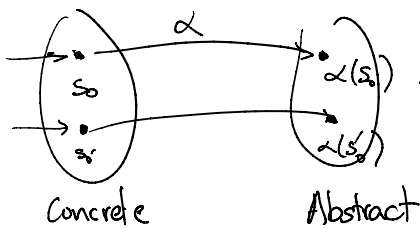
Given  $\hat{s}, \hat{s}'$ , if there is an edge between any of their concrete states, then draw an edge between  $\hat{s}$  &  $\hat{s}'$ .

$$\exists s, s'. s \rightarrow s' \text{ and } \alpha(s) = \hat{s} \text{ and } \alpha(s') = \hat{s}'$$

### Definition (Minimal Existential Abstraction)

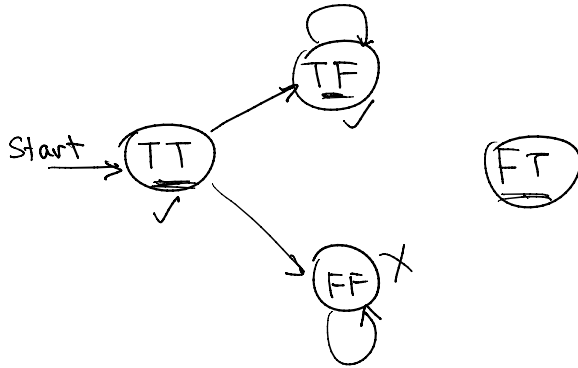
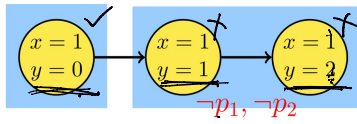
A model  $\hat{M} = (\hat{S}, \hat{S}_0, \hat{T})$  is the **minimal existential abstraction** of  $M = (S, S_0, T)$  with respect to  $\alpha : S \rightarrow \hat{S}$  iff

- $\forall \hat{s} \in \hat{S}_0. \exists s \in S_0. \alpha(s) = \hat{s}$  and ← Starting state
- $\forall \hat{s}, \hat{s}' \in \hat{T}. (\exists s, s' \in T. \alpha(s) = \hat{s} \wedge \alpha(s') = \hat{s}') \iff (\hat{s}, \hat{s}') \in \hat{T}$



$$P_1 = (x > y)$$

$$P_2 = (y = 0)$$



Why is predicate abstraction hard?

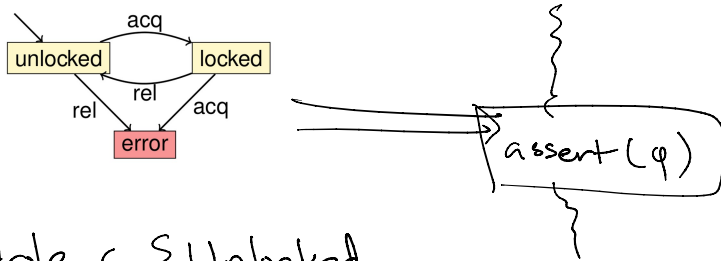
- If there are  $n$  predicates, there are  $2^n$  abstract states.
- The naive approach makes  $2^n \cdot 2^n = 2^{2n}$  requests to the SMT solver.

Claim: If every reachable abstract state satisfies the assertion, then every reachable concrete state also satisfies the assertion.

~~Converse~~: If every reachable concrete state satisfies the assertion, then every reachable abstract state also satisfies the assertion.

This is false ↑

Assertion  $\rightarrow$  Temporal safety properties.



var state  $\in$  { Unlocked,  
Locked,  
Error } = Unlocked

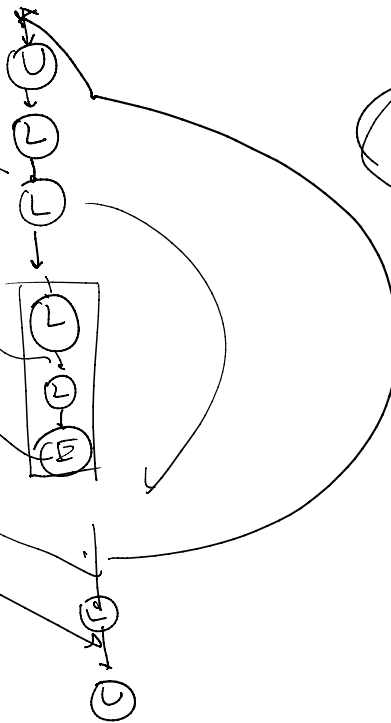
```

void acq() {
  if (state == Locked) {
    assert(false);
  }
  state := Locked;
}

void release() {
  if (state == Unlocked)
    assert(false);
  state := Unlocked;
}
  
```

```

do {
  KeAcquireSpinLock();
  nPacketsOld = nPackets;
  if (request) {
    request = request->Next;
    KeReleaseSpinLock();
    nPackets++;
  }
} while (nPackets != nPacketsOld);
KeReleaseSpinLock();
  
```

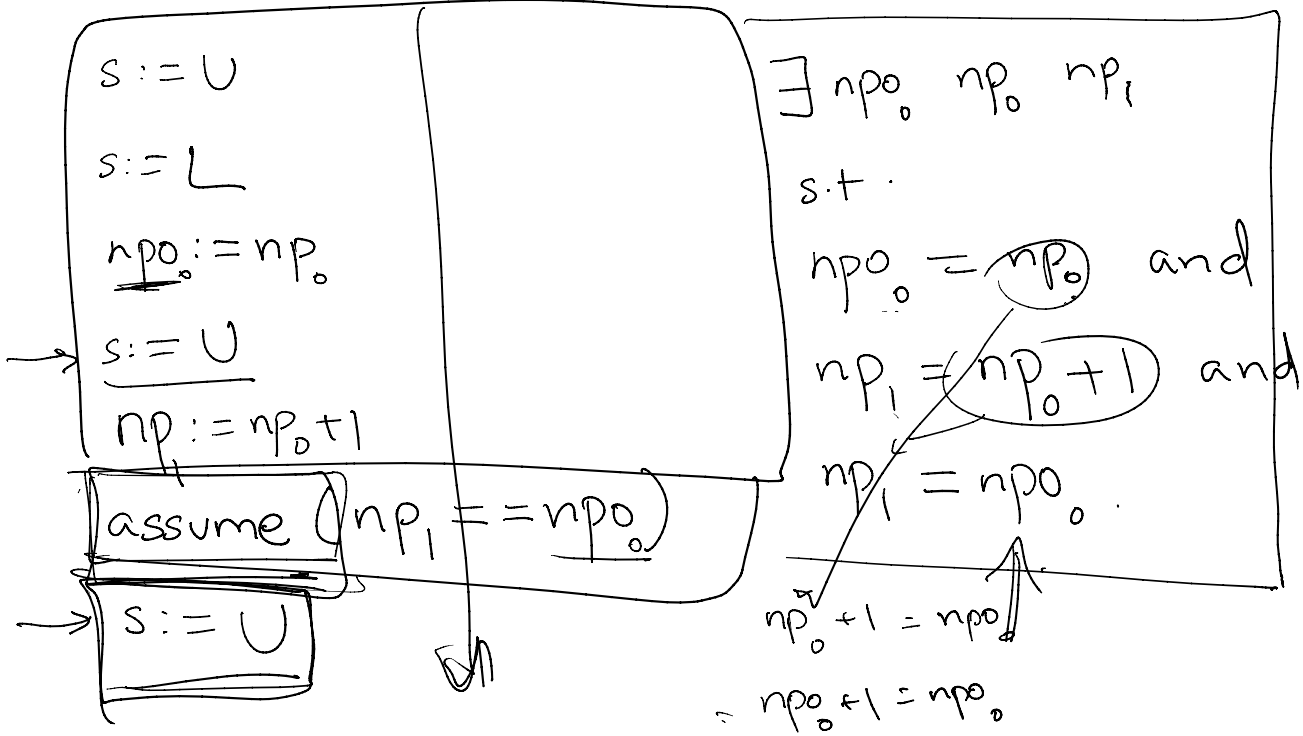


```

if (b) {
  b := false;
} else {
  /* Maybe np = npOld + 1;
  In which case,
  b := true.
  */
}
  
```

Or maybe,  
np = npOld - 2.  
b := false. \*/

}  $b := *$



## Components of the abstract state.

Line of code being executed —  $h_1, h_2, \dots, h_7$

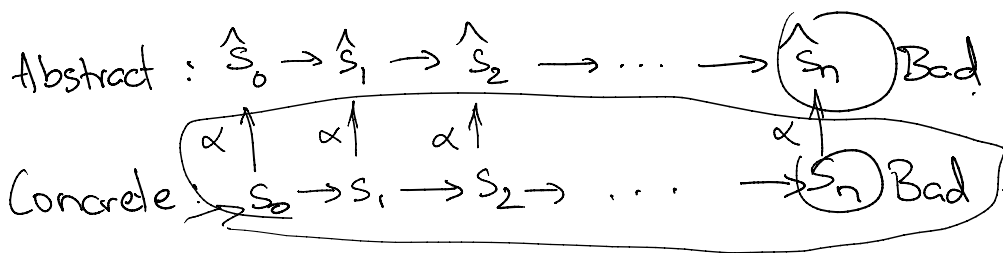
State of lock:  $L, U$

Value of predicate  $np_0 = np$ :  $T, F$ .

$7 \times 2 \times 2 = 28$  abstract states.

Claim 1: If CEGAR reports OK, then the program is safe.

Claim 2: If CEGAR produces counterexample, then the program is unsafe.



Claim 3: Verification of programs with loops is undecidable.