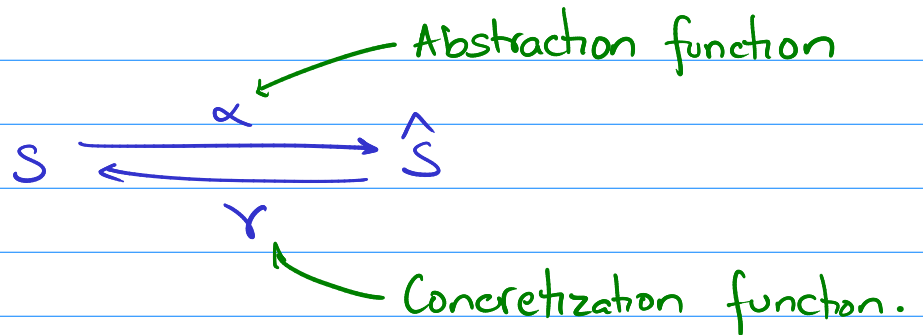
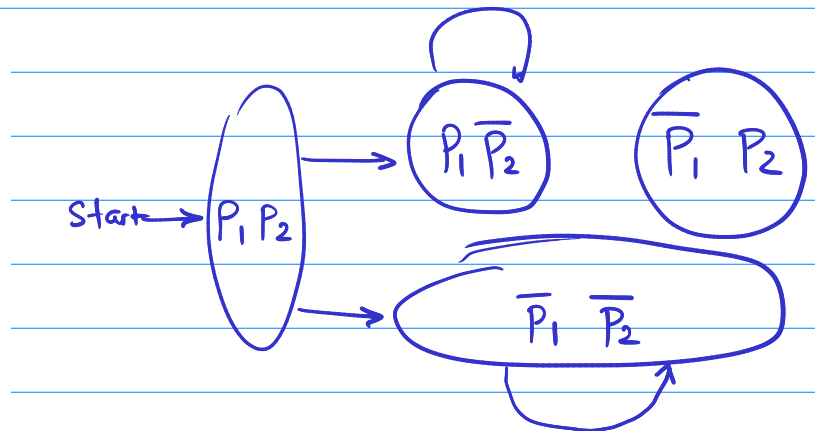
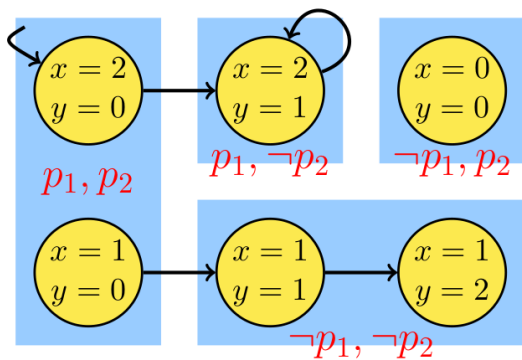


## Lecture 24: Predicate Abstraction, cont'd



$$\forall q \in S \quad q \in \gamma(\alpha(q))$$

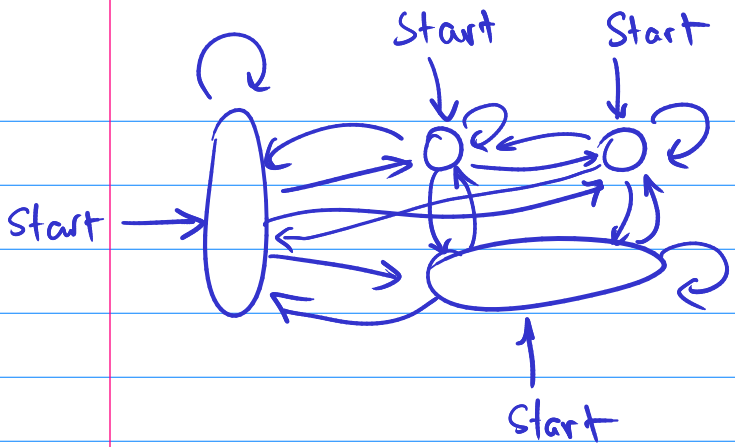


## How to construct abstract system (Conceptually)

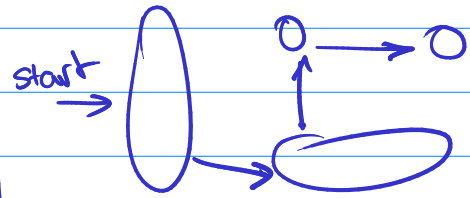
- Declare  $\hat{q}$  to be a start state

if  $\exists q \in \gamma(\hat{q})$  s.t.  $q$  is a start state

- For each pair of abstract states  $\hat{q}, \hat{q}'$   
draw  $\hat{q} \rightarrow \hat{q}'$  if  $\exists q \in \gamma(\hat{q}) \quad q' \in \gamma(\hat{q}') \text{ s.t. } q \rightarrow q'$



Still an existential abstraction



Not an existential abstraction  
We should have included  
a  $P_1 P_2 \rightarrow P_1 \bar{P}_2$  transition.

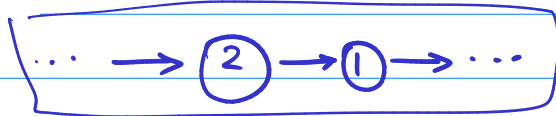
Ex

```
do {
  ① KeAcquireSpinLock ();
  nPacketsOld = nPackets;
  if (request) {
    request = request->Next;
    ② KeReleaseSpinLock ();
    nPackets++;
  }
} while (nPackets != nPacketsOld);
```

```
③ KeReleaseSpinLock ();
```

Observation: If it enters the

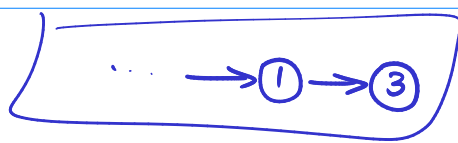
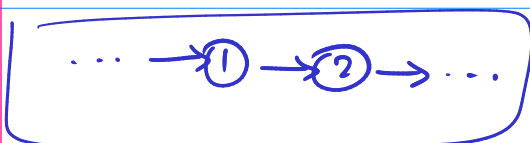
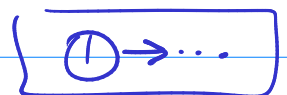
conditional block, then the  
loop will execute at least  
one more time.



Question: Can we ever see the pattern ... -> (1) -> (1) -> ...

Ans: No. If (1) is executed, then it is followed

either by (2) or by (3)



Question: - Let  $b$  be the truth value of the predicate  $np == np_0$ .

- Say that  $b$  is false.

- Say we now execute  $np := np + 1$

- What is the value of  $b$  now?

- Can  $b$  be true now?

Yes! Consider the case when, originally,

- Can  $b$  be false now?  $np == np_0 - 1$

Yes! Consider the case when, originally

$np_0 == np - 2$

Then, now,  $np_0 == np - 3$

---

Question: We have a bit  $b$  which is tracking the truth value of  $np == np_0$ .

What happens to  $b$  when we execute  $np := np + 1$ ?

Answer: Case 1:  $b$  was false before.

Then  $b$  can either be true or false after. Depends on information we don't have.

Case 2:  $b$  was true before.

Then,  $b$  has to be false after.

---

Therefore: We can abstract the update  $np := np + 1$  as  $b := \text{if } (b) \text{ then false else } *$

Question :- The bit  $p_1$  tracks the value of the predicate  $i == 0$

- The bit  $p_2$  tracks the value of the predicate  $\text{even}(i)$

- What is the effect of the assignment  $i := i + 1$  on the values of  $p_1$  &  $p_2$ ?

	$p_1$ $i == 0$	$p_2$ $\text{even}(i)$	$p'_1$	$p'_2$
Uninhabited abstract state	T	T	F	F
	T	F	<del>---</del>	T
	F	T	F	F
$\begin{matrix} 0 & 0 & 0 \\   &   &   \\ -1 & 0 & 1 \end{matrix} \rightarrow$	F	F	*	T

Annotations:
 

- Green box around (T, F) in  $p_1, p_2$  column: Uninhabited abstract state
- Green box around (T) in  $p'_2$  column: Don't care
- Green box around (F) in  $p'_1$  column: Don't care
- Red box around (F) in  $p_1$  column: Don't care
- Red box around (\*) in  $p'_1$  column: Don't care

$$i := i + 1 \implies \begin{matrix} p_1 := p_1 \vee p_2? F; * \\ p_2 := \neg p_2 \end{matrix}$$

$\boxed{p_1? F: (p_2: F: *)}$