

Towards Efficient Synthesis of LTL Specifications

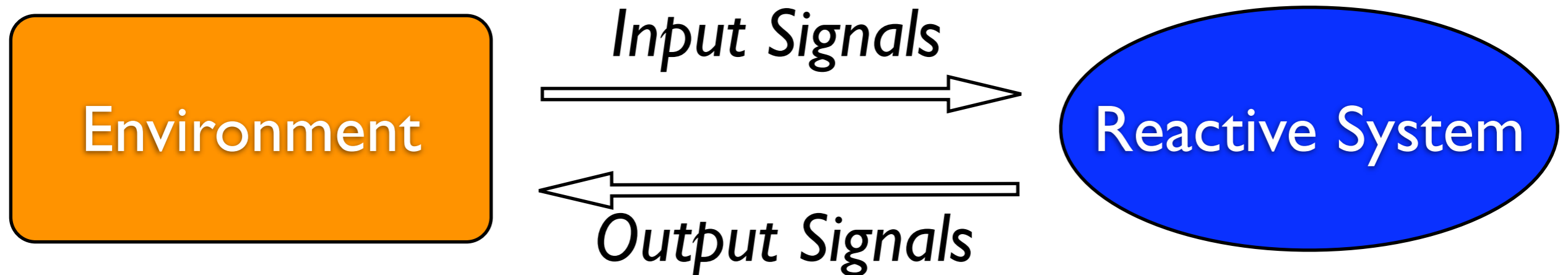
Emmanuel Filiot

joint with Naiyong Jin and Jean-François Raskin

Université Libre de Bruxelles

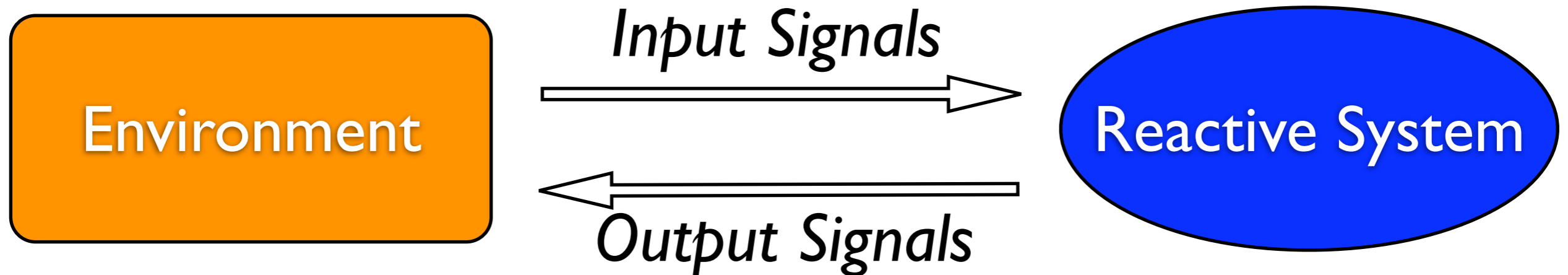
FNRS contact day

Reactive Systems



- **continuous interaction** with their environment
- **non-terminating**
- have to respect **real-time properties** (e.g. safety properties)
- have to cope with the **uncontrollable** behavior of their environment

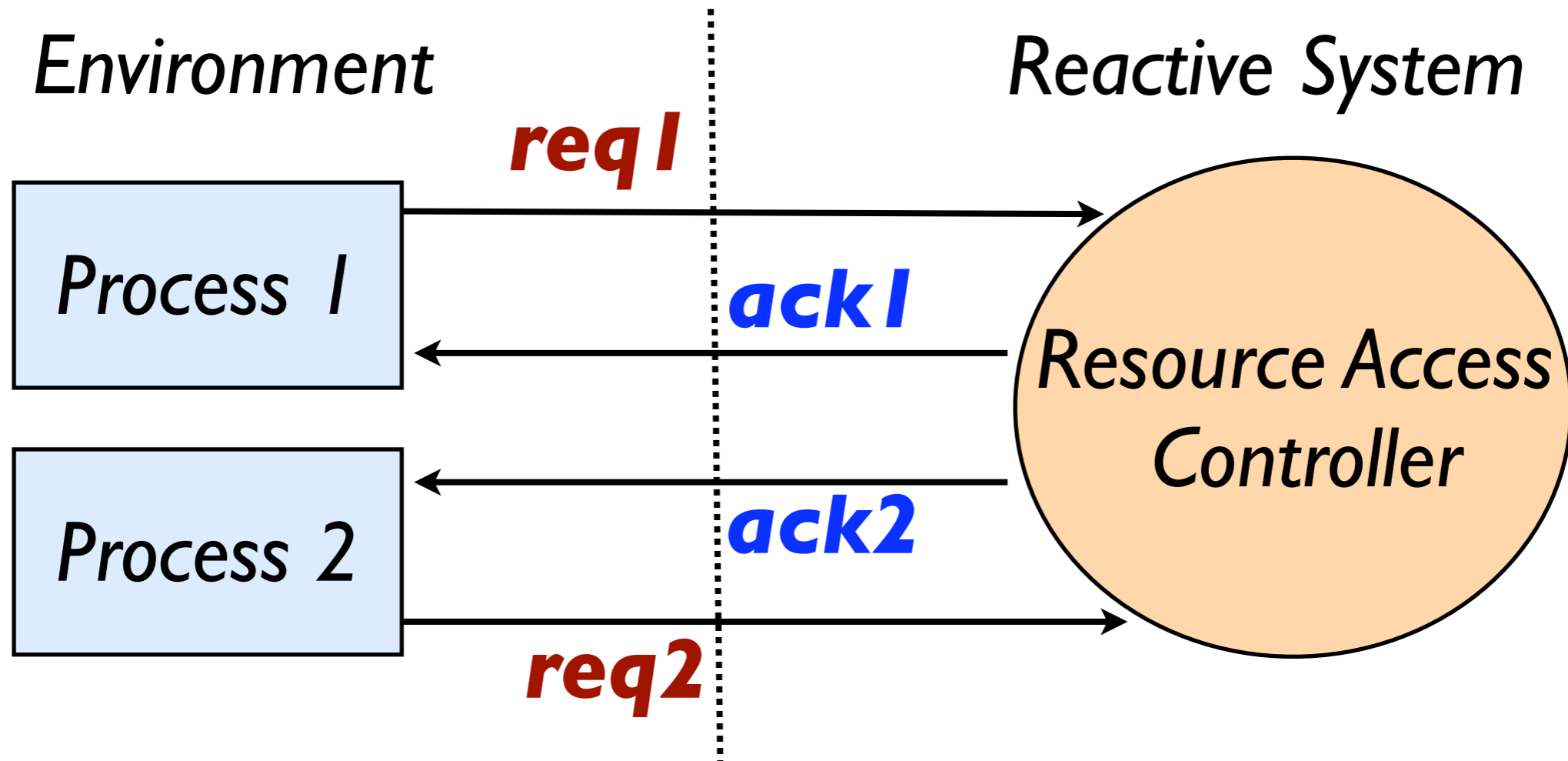
Reactive Systems



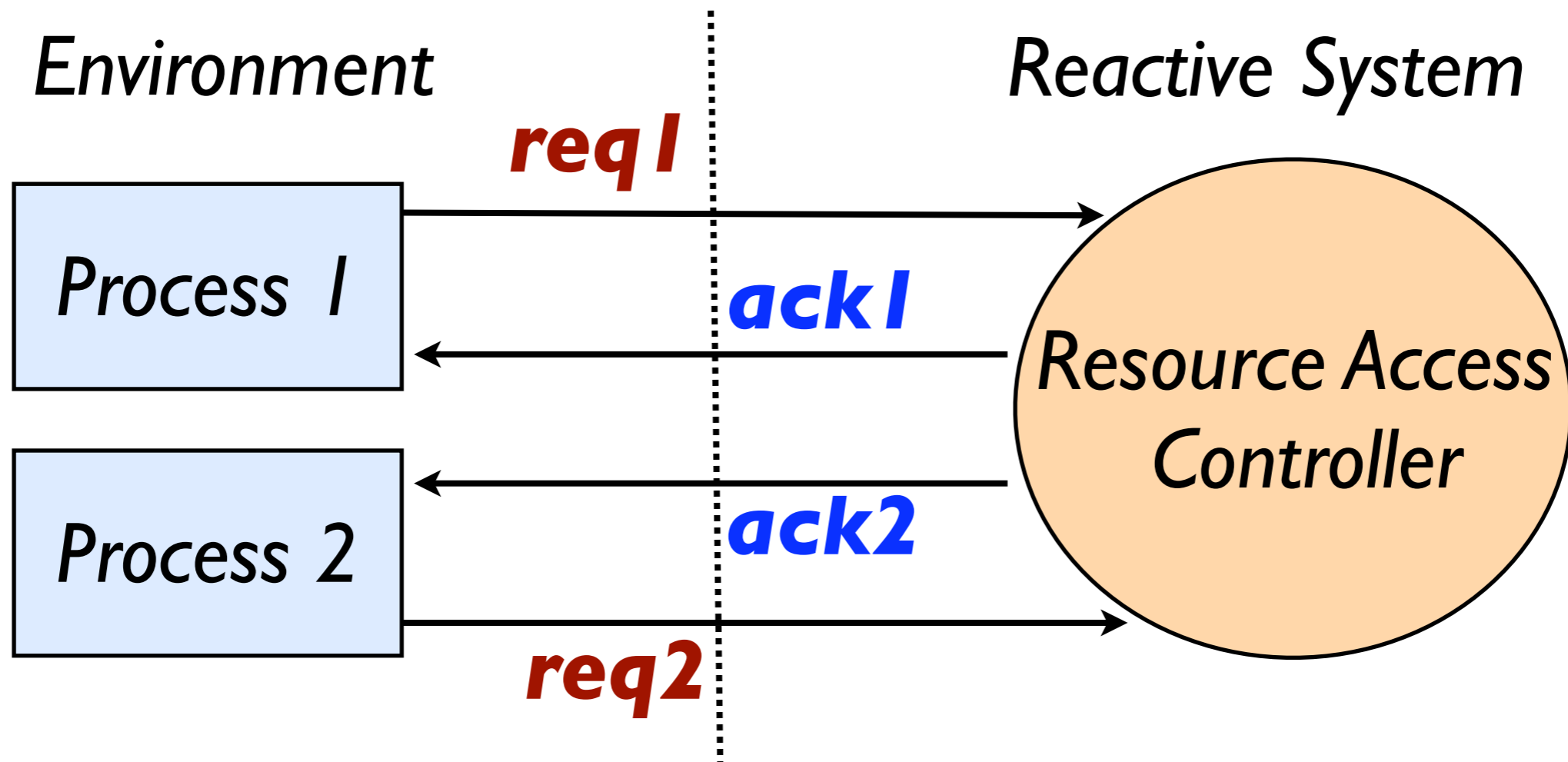
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Hard to design, needs **synthesis** from specification!

Example



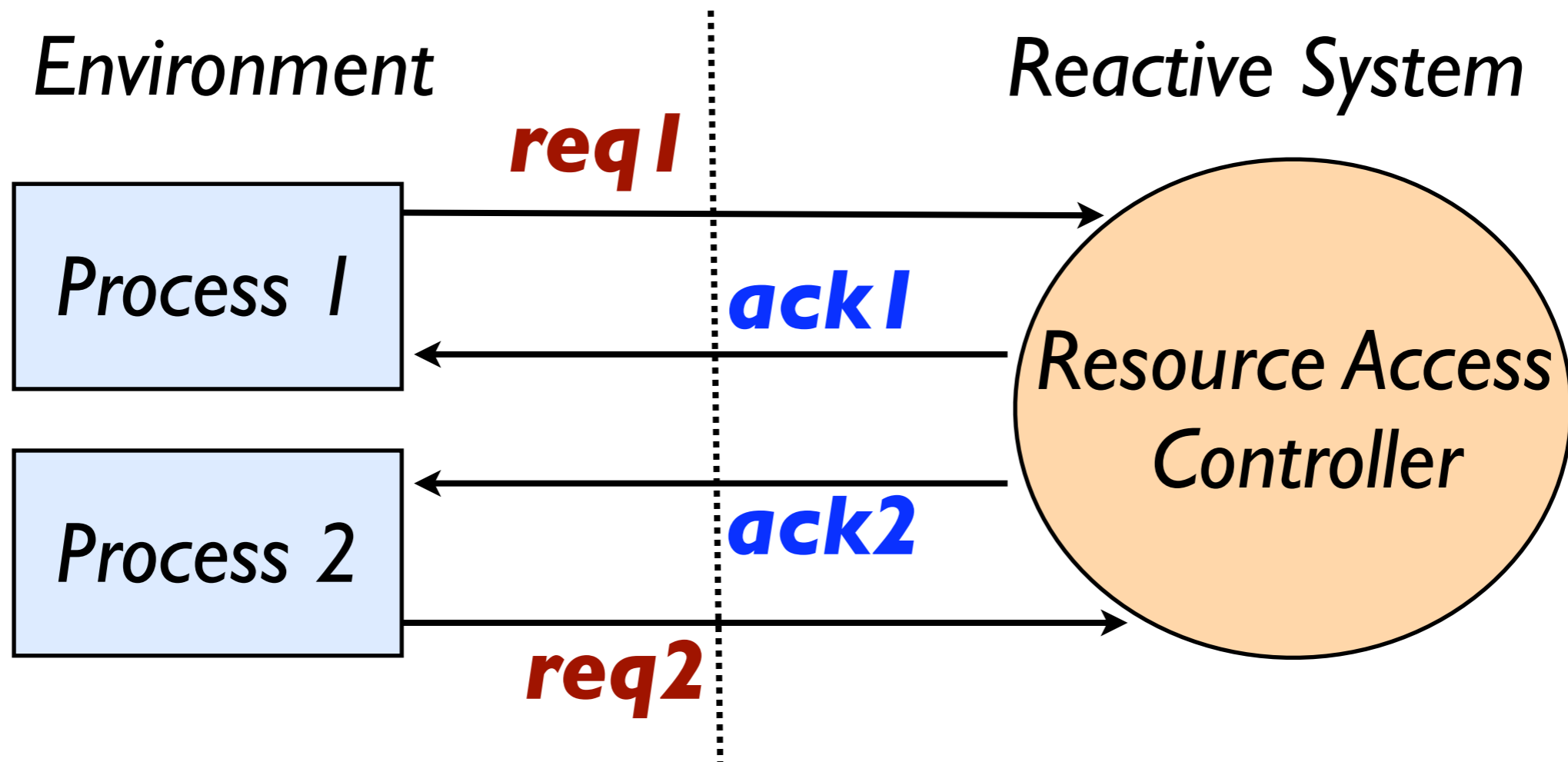
Example



Executions: infinite sequences of sets of signals

$\{req1, req2\} \{ack1\} \{req1\} \{ack2\} \{req1\} \{ack1\} \dots$

Example



Properties we would like to ensure

Liveness property: $G (req_i \rightarrow F ack_i) \quad i=1,2$

Safety property: $G (\neg ack_1 \vee \neg ack_2)$

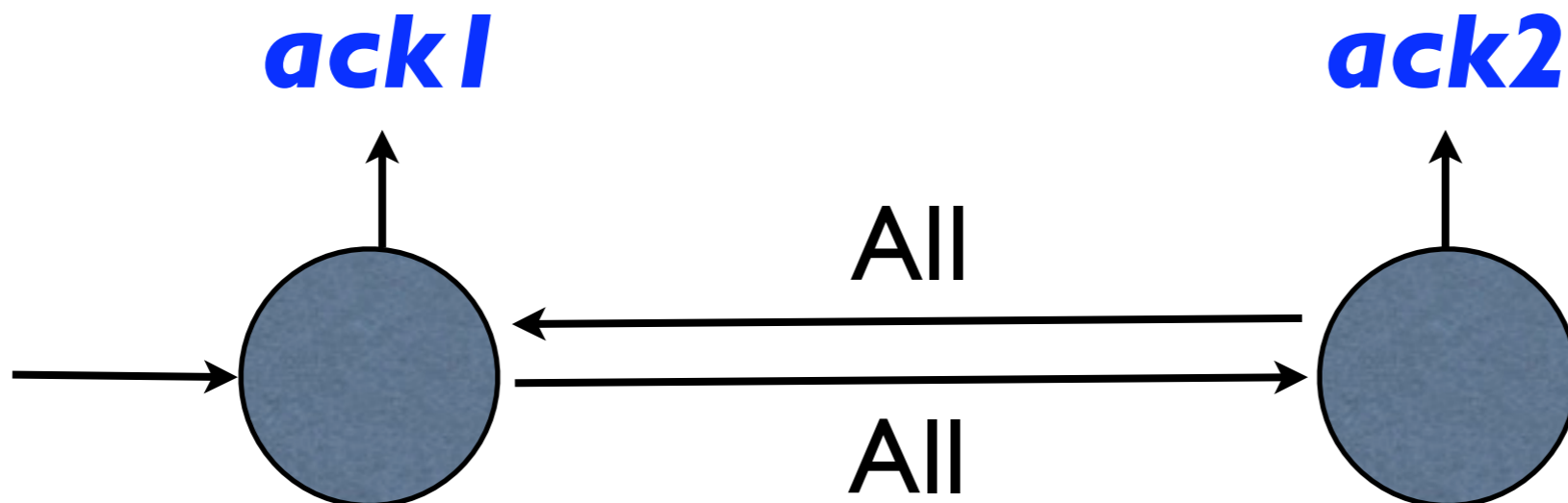
LTL Synthesis

LTL
Spec

Liveness property: $G (\mathit{req}_i \rightarrow F \mathit{ack}_i) \quad i=1,2$
Safety property: $G (\neg \mathit{ack}_1 \vee \neg \mathit{ack}_2)$



generate a RS that realizes the spec



LTL Synthesis

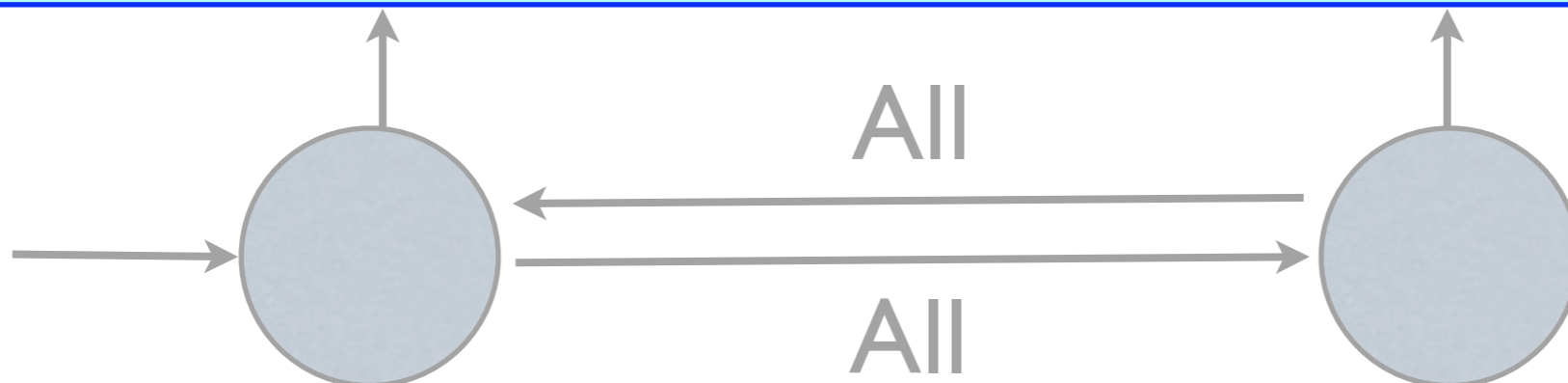
LTL
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Liveness property: $G (\textit{req}_i \rightarrow F \textit{ack}_i) \quad i=1,2$

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Realizability

Given an LTL spec, does there exist a RS such that all its executions (whatever the environment does) satisfy the spec ?

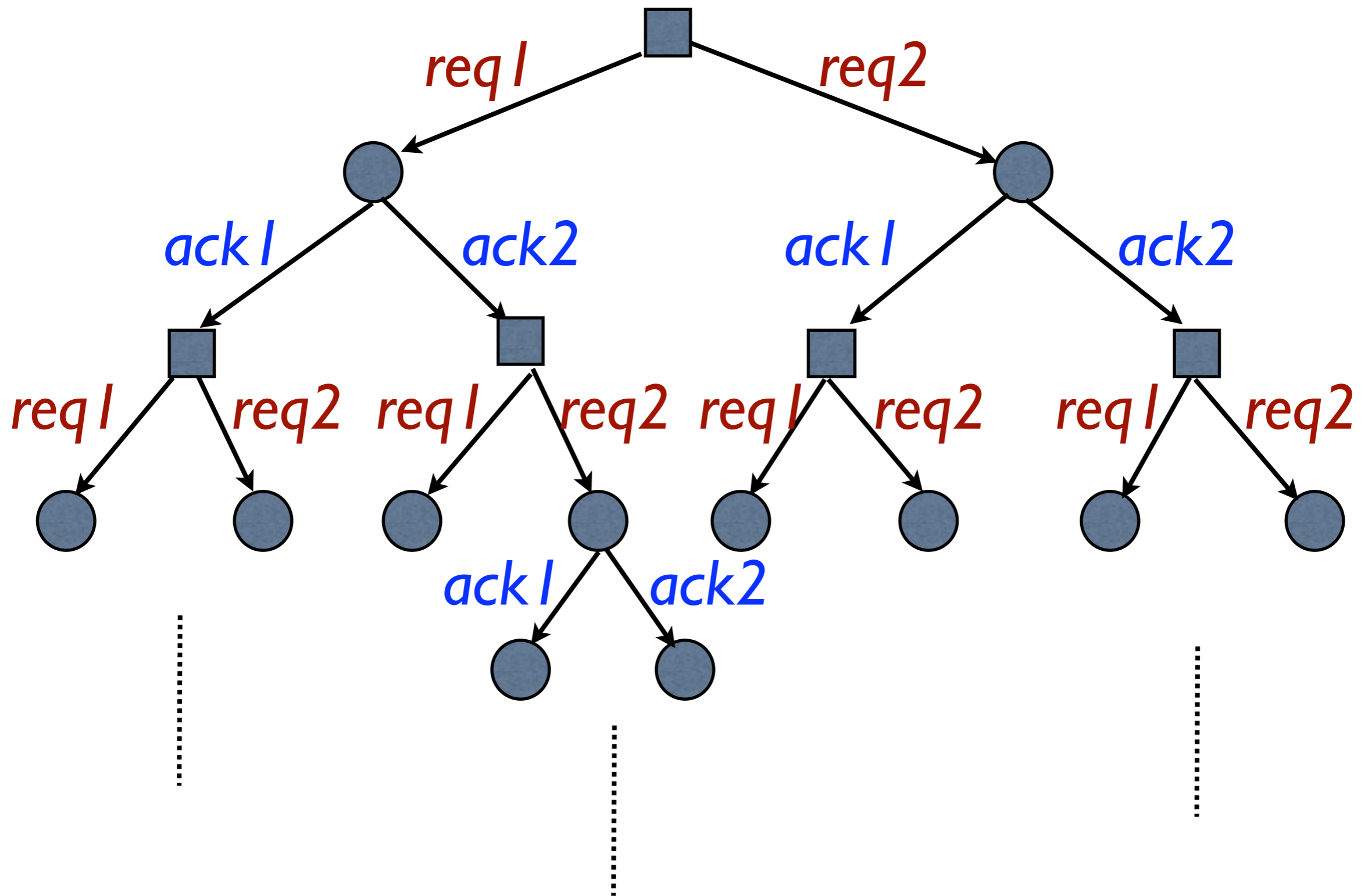


Unrealizable Spec

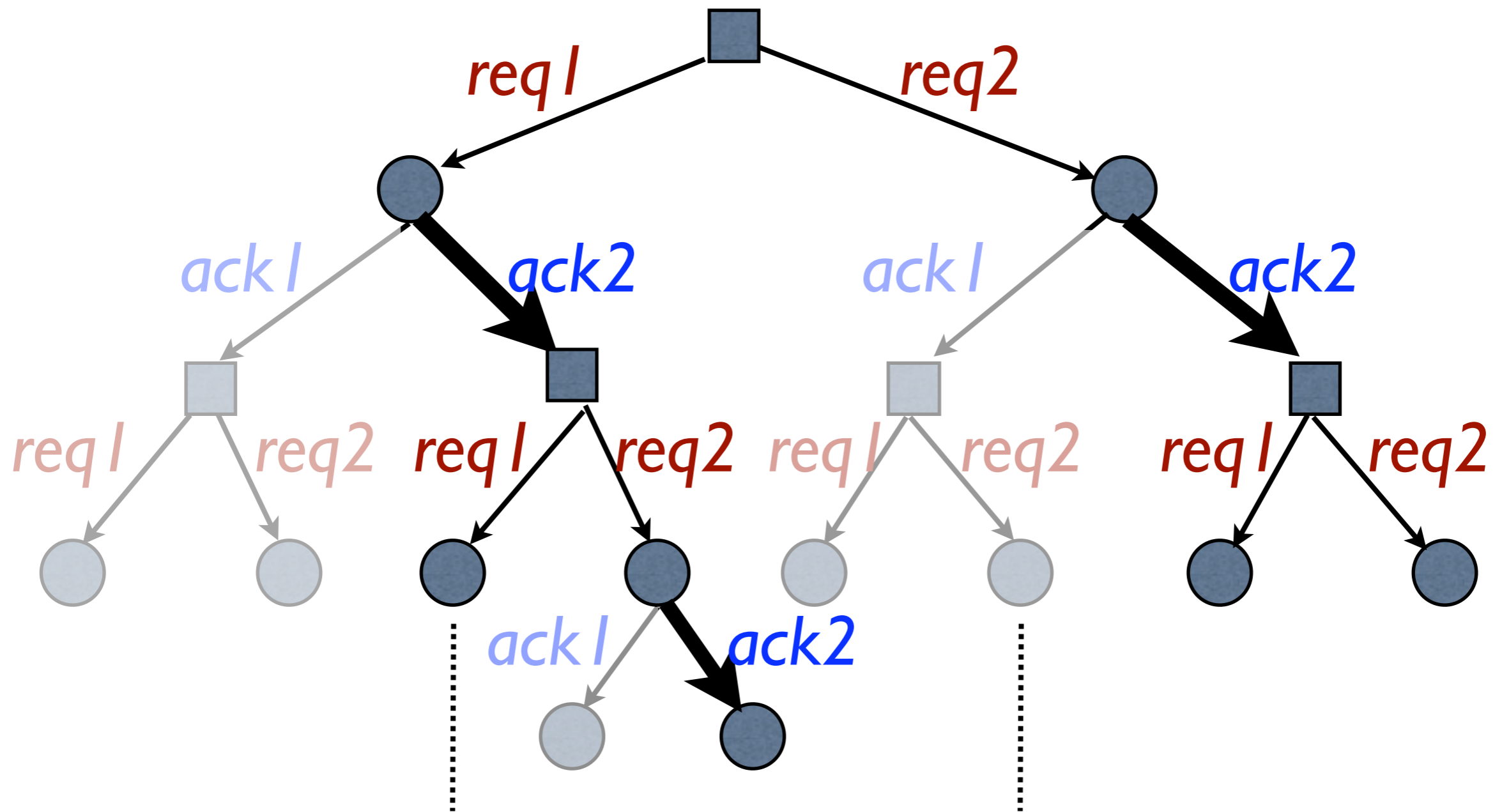
$G (ack \rightarrow F req)$

“Each time the system acknowledge, the environment eventually sends a request”

Synthesis as Game



Reactive System as a Strategy



All the infinite paths have to satisfy the spec

Existing Procedures

- if a spec is realizable, it is realizable by a finite-state strategy
- 2ExpTime-Complete [Rosner, 92]
- “classical” procedure [Pnueli, Rosner, 89]

LTL \longrightarrow Rabin Game

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Needs Safra's Determinization !

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Needs Safra's Determinization !

- Safraless procedure [Kupferman, Vardi, 05]

LTL \longrightarrow Büchi Game

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Implemented in Lily [Jobstmann, Bloem]

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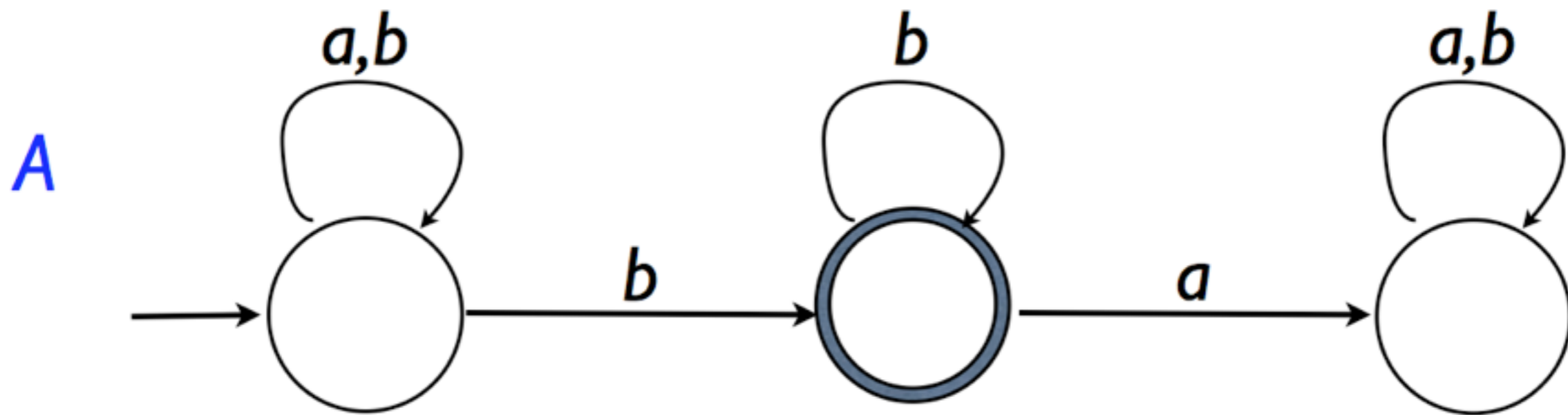
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- Safraless procedure [Kupferman, Vardi, 05]

Implemented in Lily [Jobstmann, Bloem]

- in this talk: LTL \longrightarrow Safety Game

K-CoBüchi Automata



An (infinite) word is accepted
iff

all its runs visits **at most K** accepting states

In this example: words with at most K symbols b

Automata as a spec

- K-co-Büchi automata specify infinite words
- they can be used as RS specifications

Theorem

For any LTL specification ϕ , one can construct a K -co-Büchi automaton A such that:

ϕ is realizable

iff

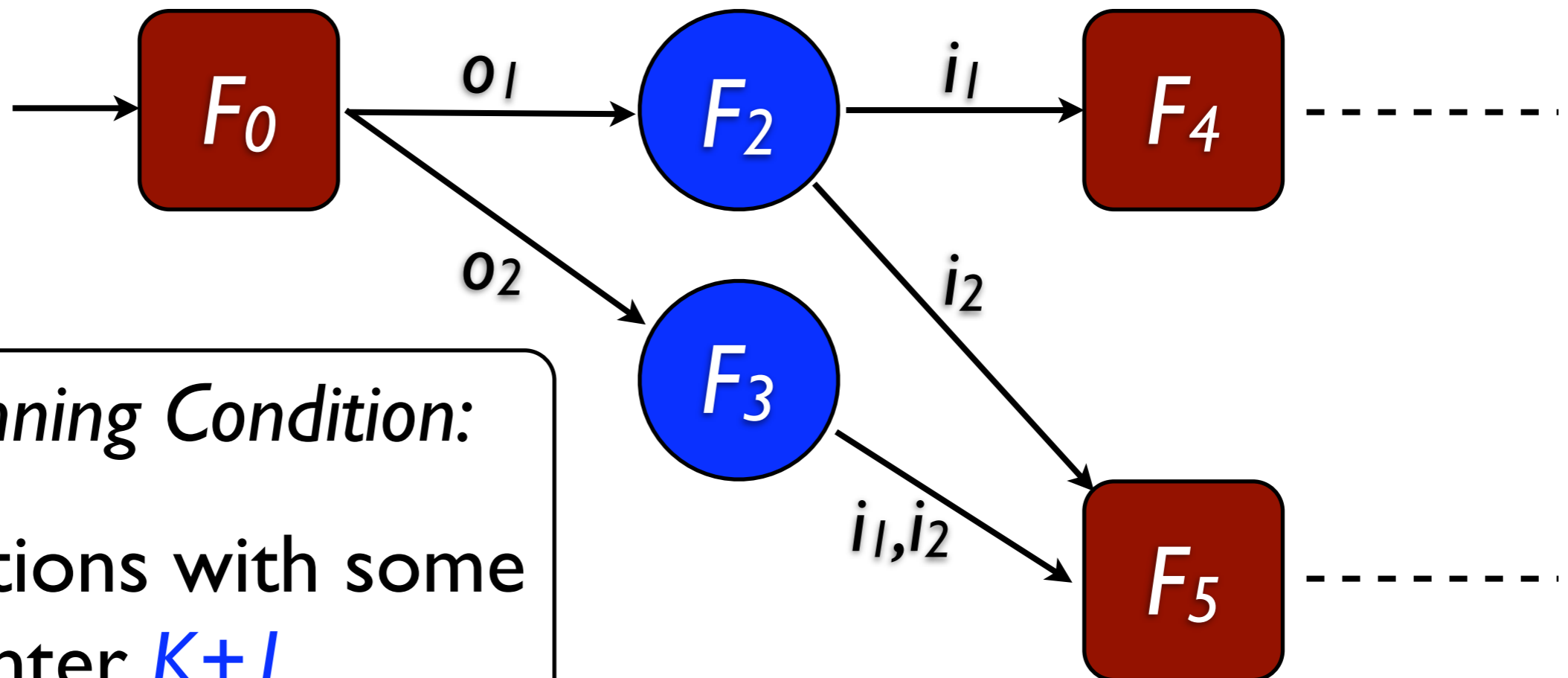
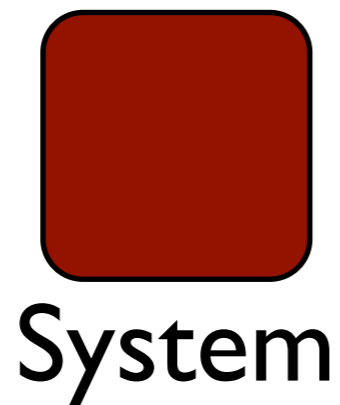
A is realizable

Construction: exptime and $K = O(2^{|\phi|})$

Determinization

- K -Co-Büchi automata are easily determinizable
- extend subset construction with counters (up to $K+1$)
- states: Functions $F: Q \longrightarrow \{0, 1, \dots, K+1\}$

Playing on automata



Safety Winning Condition:

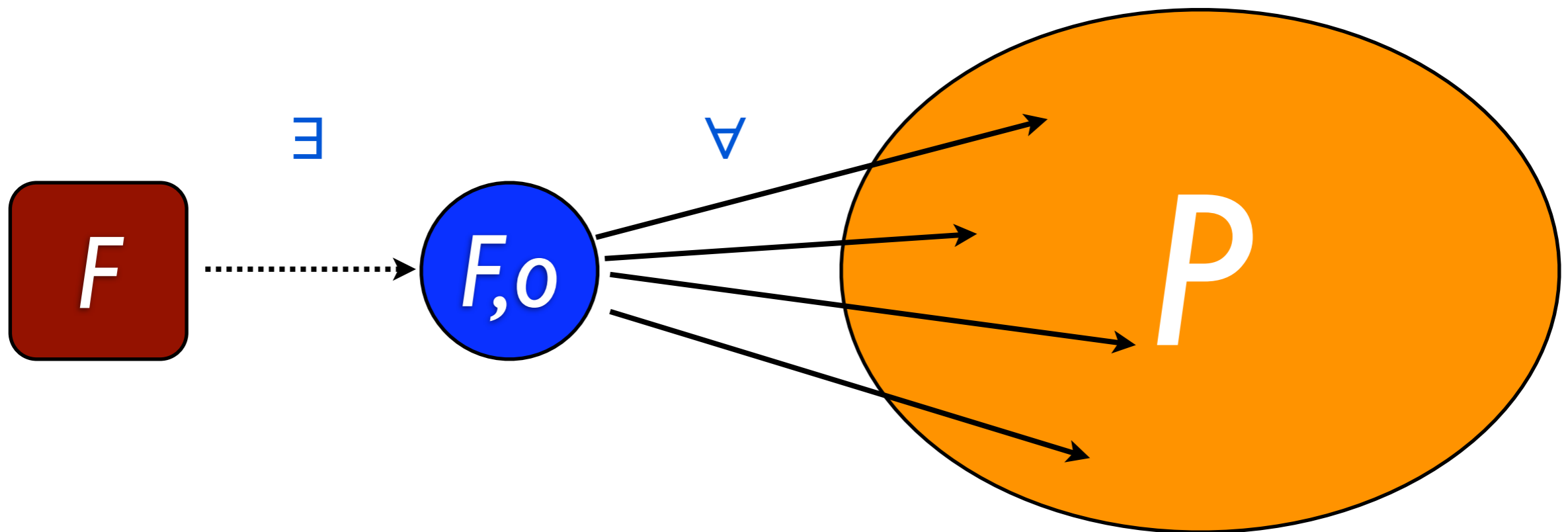
Avoid functions with some counter $K+1$

Controllable Predecessors

- $P \subseteq F$: subset of system positions

- safe controllable predecessors of P

$$Pre(P) = \{ F \mid \exists o \subseteq O, \forall F', ((F, o), F') \in T \Rightarrow F' \in P \}$$



- greatest fixpoint $Pre^* =$ winning region for System

Controllable Predecessors

1. partial order on counting functions:

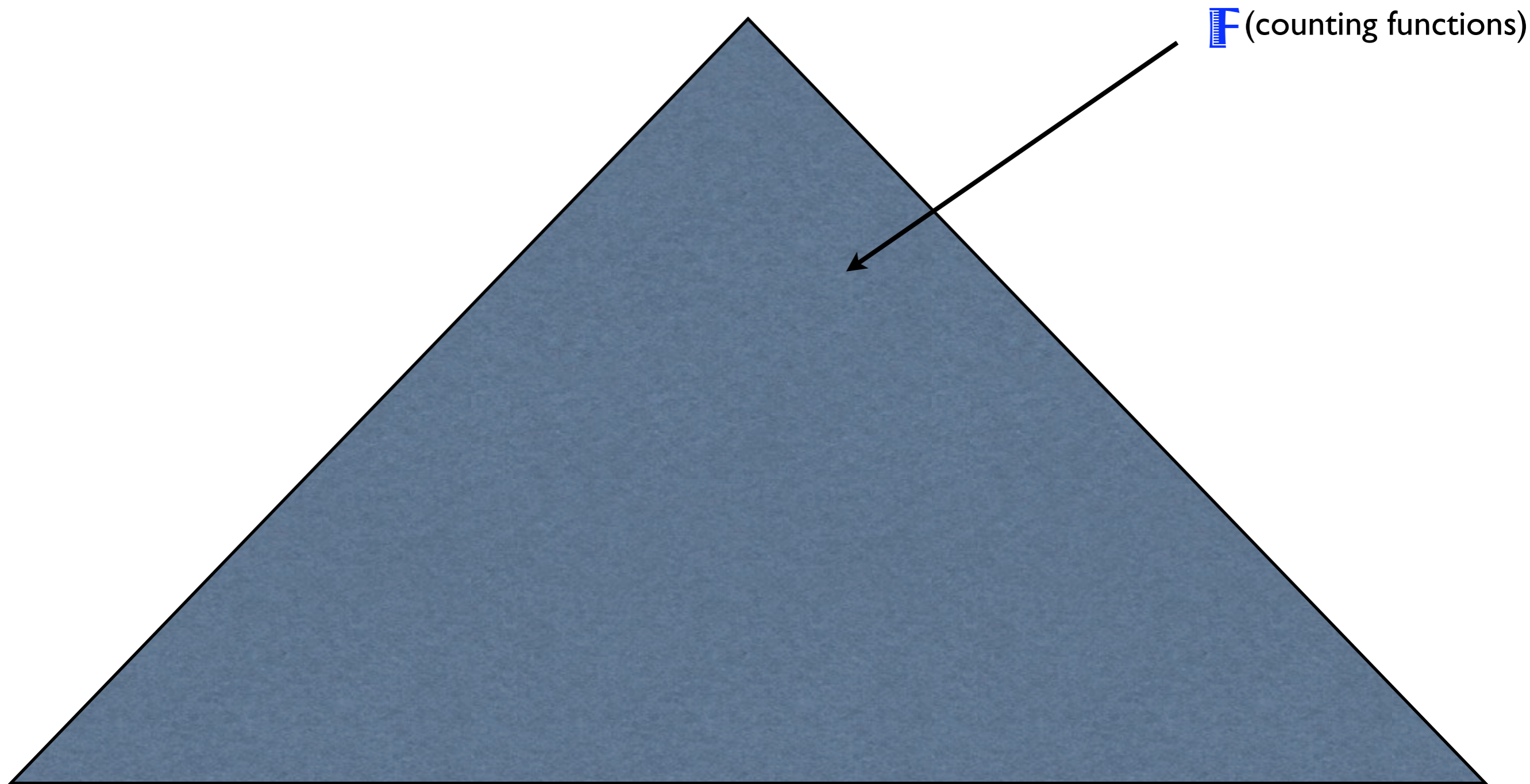
$$F \leq_d F' \text{ if } \forall q: F(q) \leq F'(q)$$

2. if System wins from F' , she also wins from

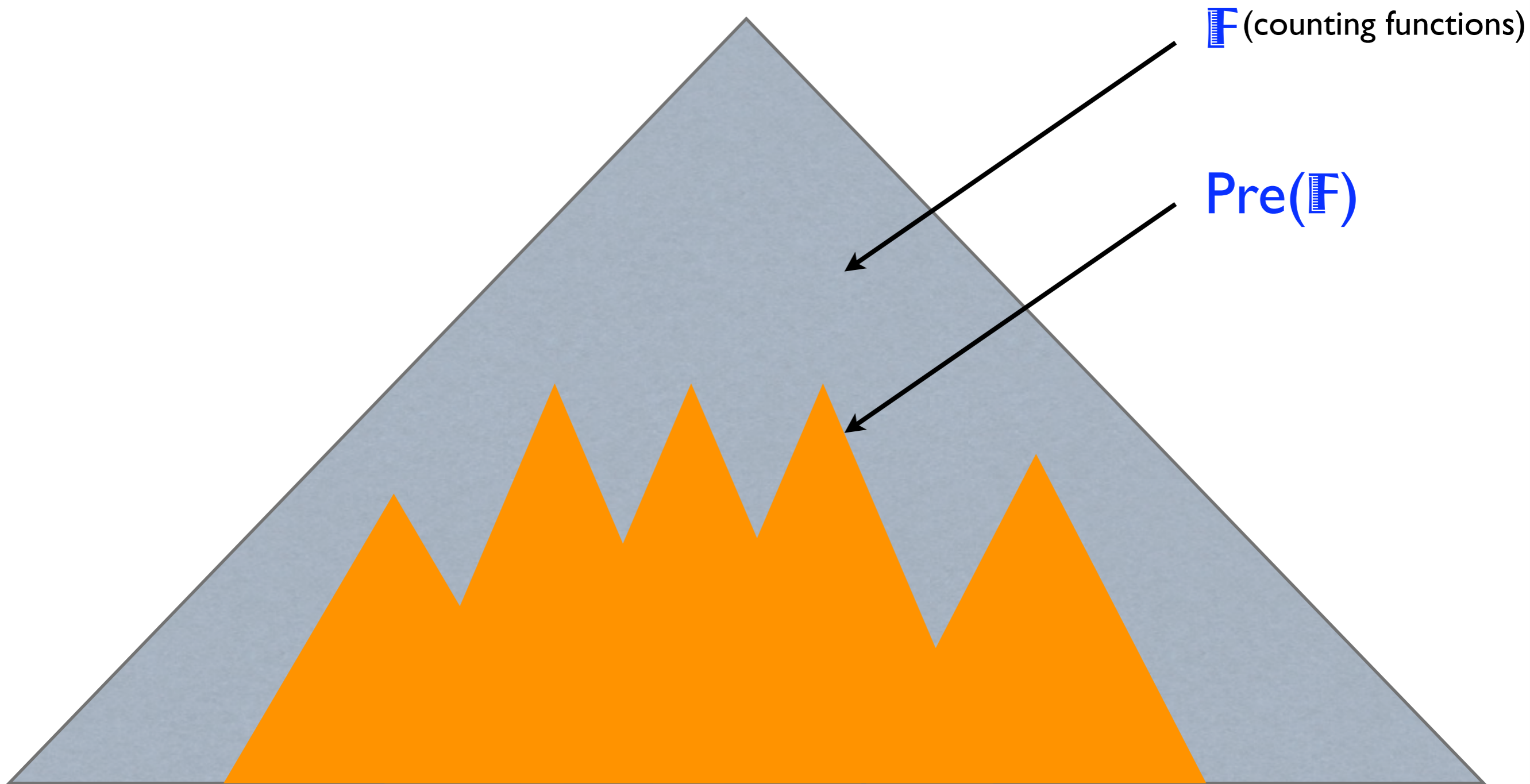
3. $Pre(.)$ preserves *downward*-closed sets

4. represent each (downward) set of the fixpoint computation by its maximal elements

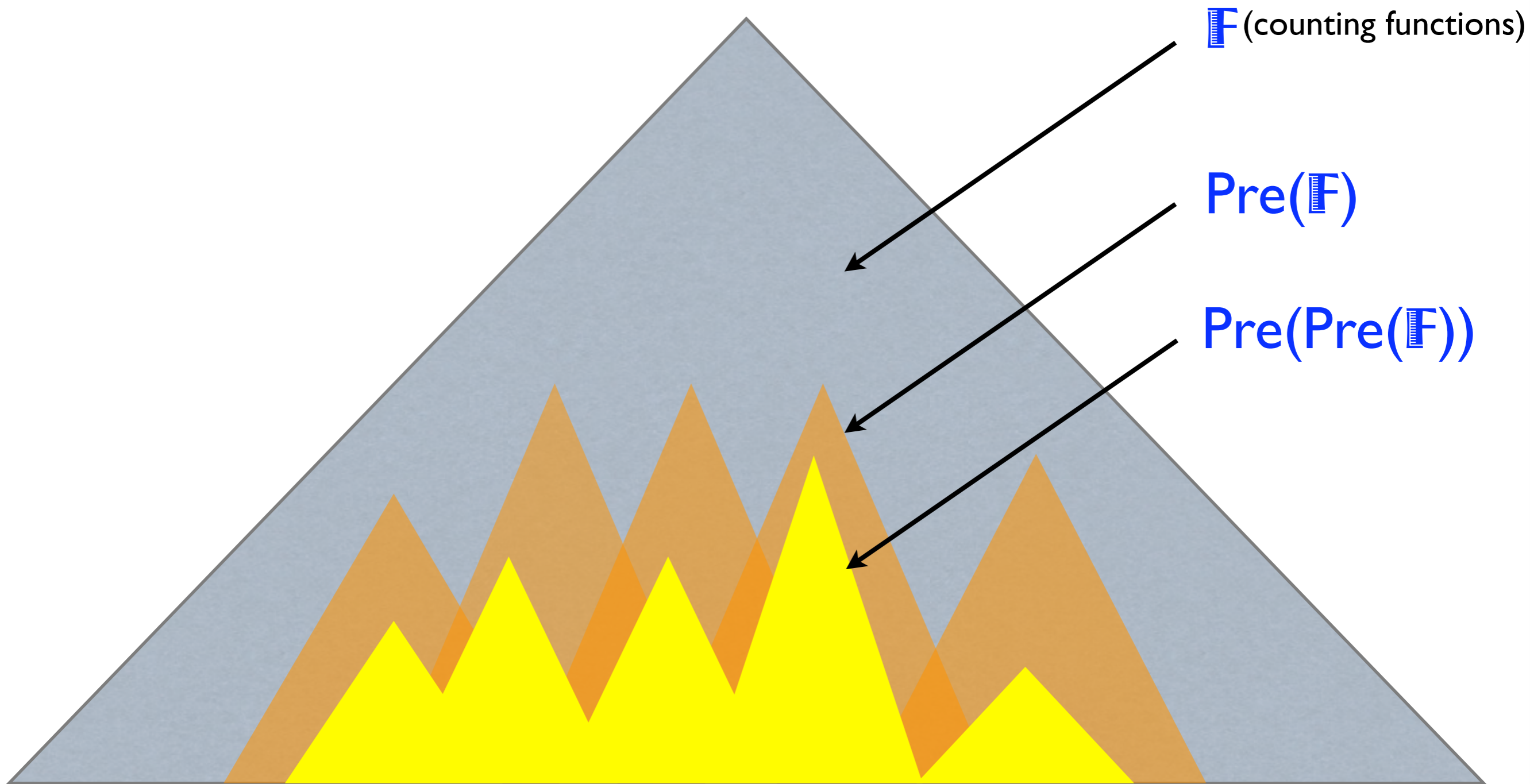
Symbolic Fixpoint Computation



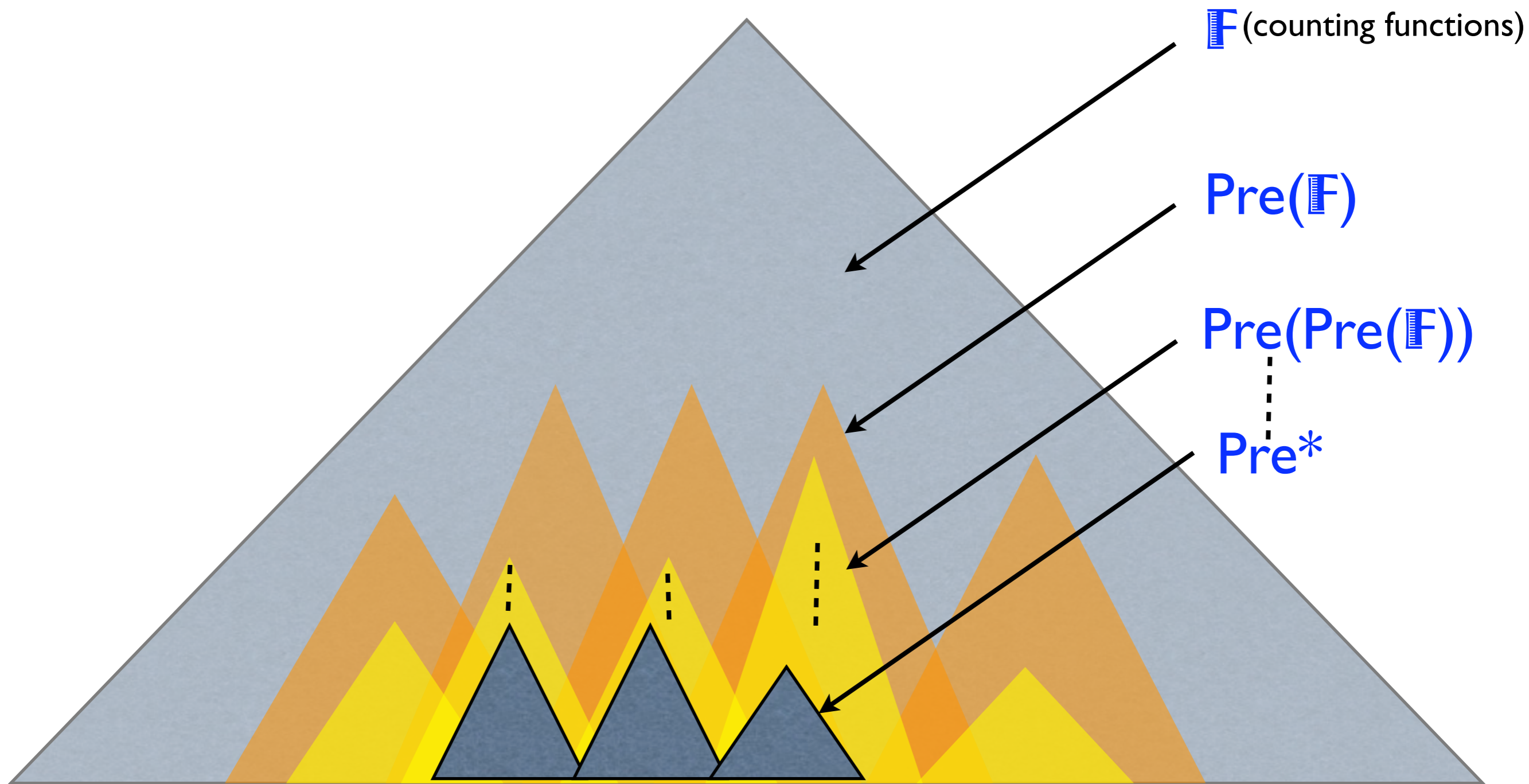
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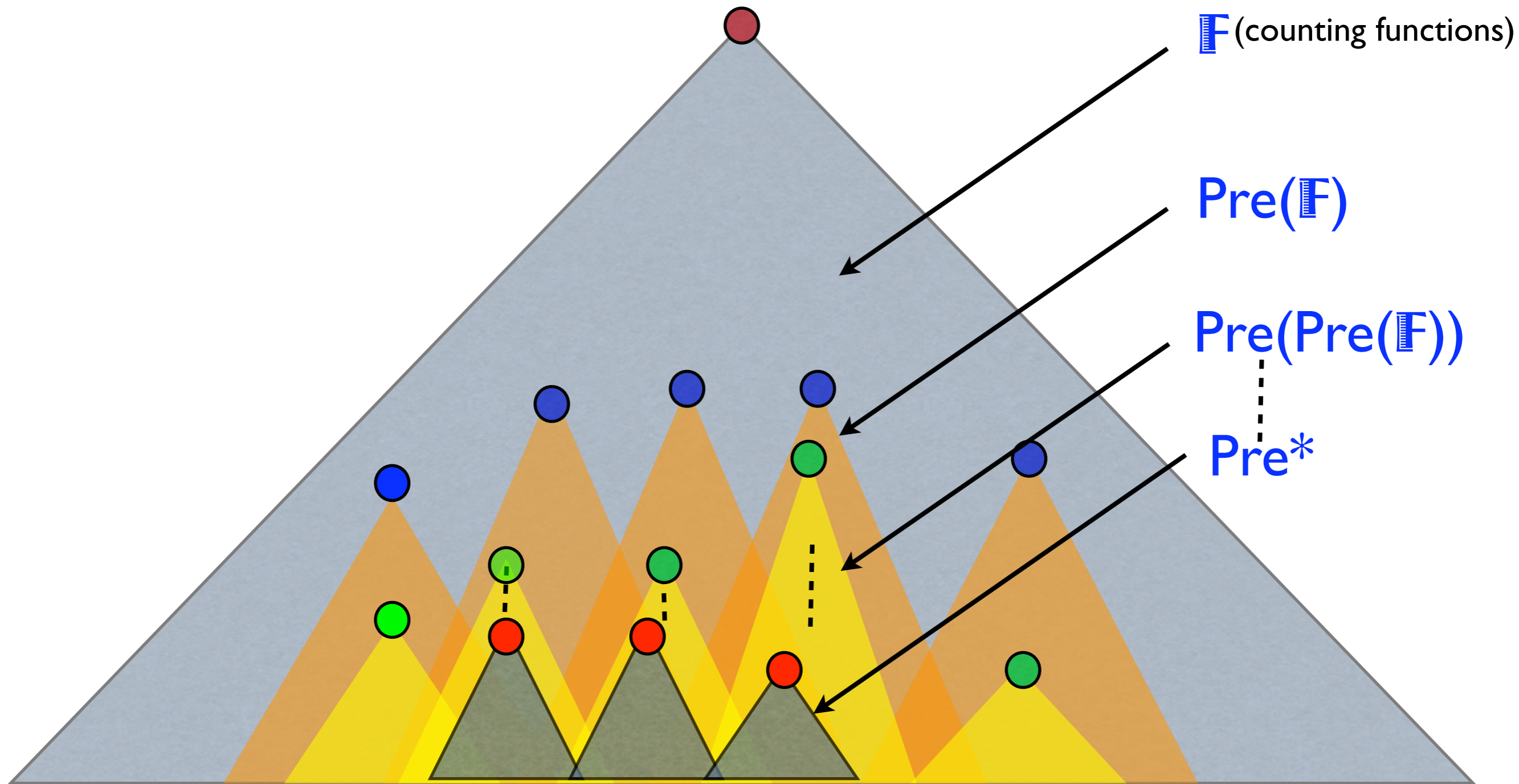
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Symbolic Fixpoint Computation



Symbolic Fixpoint Computation



Incremental Algorithm

- the bound **K** is very big (doubly exponential)
- if the spec is realizable with a “small” bound, it is realizable with a “big” bound
- iterate over $k=0, 1, \dots, \mathbf{K}$

Incremental Algorithm

- the bound **K** is very big (doubly exponential)
- if the spec is realizable with a “small” bound, it is realizable with a “big” bound
- iterate over $k=0, 1, \dots, K$

Not reasonable for unrealizable specifications

Incremental Algorithm

- the
- if t
- rea

But by Martin's determination theorem:

ϕ is unrealizable for the System iff $\neg\phi$ is realizable for the Environment.

Not

tions



Experiments

- implementation in Perl (as Lily)
- if the spec is realizable, output a Moore machine that realizes it
- formula to automata construction borrowed from Lily (based on Wring [Somenzi, Bloem])
- **significantly faster** on **all** realizable Lily's examples
- **bottleneck**: formula to automaton construction

Example

```
assume StoB_REQ1=0;

assume G((StoB_REQ0=1 * BtoS_ACK0=0) -> X(StoB_REQ0=1));
assume G((StoB_REQ1=1 * BtoS_ACK1=0) -> X(StoB_REQ1=1));

assume G(BtoS_ACK0=1 -> X(StoB_REQ0=0));
assume G(BtoS_ACK1=1 -> X(StoB_REQ1=0));

(BtoS_ACK0=0 *
 G( (StoB_REQ0=0 * X(StoB_REQ0=1)) -> X(BtoS_ACK0=0 * X(F(BtoS_ACK0=1))) ) *
 G( (BtoS_ACK0=0 * X(StoB_REQ0=0)) -> X(BtoS_ACK0=0) ) *
 G(BtoS_ACK0=0 + BtoS_ACK1=0)
);

(BtoS_ACK1=0 *
 G( (StoB_REQ1=0 * X(StoB_REQ1=1)) -> X(BtoS_ACK1=0 * X(F(BtoS_ACK1=1))) ) *
 G( (BtoS_ACK1=0 * X(StoB_REQ1=0)) -> X(BtoS_ACK1=0) ) *
 G(BtoS_ACK0=0 + BtoS_ACK1=0)
);

assume RtoB_ACK0=0;
assume RtoB_ACK1=0;

assume G(BtoR_REQ0=0 -> X(RtoB_ACK0=0));
#assume G((BtoR_REQ0=1 * RtoB_ACK0=1) -> X(RtoB_ACK0=1));

assume G(BtoR_REQ1=0 -> X(RtoB_ACK1=0));
#assume G((BtoR_REQ1=1 * RtoB_ACK1=1) -> X(RtoB_ACK1=1));

assume G(BtoR_REQ0=1 -> X(F(RtoB_ACK0=1)));
assume G(BtoR_REQ1=1 -> X(F(RtoB_ACK1=1)));

(BtoR_REQ0=0 *
 G(RtoB_ACK0=1 -> X(BtoR_REQ0=0)) *
 G((BtoR_REQ0=1 * RtoB_ACK0=0) -> X(BtoR_REQ0=1)) *
 G((BtoR_REQ0=1 * X(BtoR_REQ0=0)) -> X( BtoR_REQ0=0 U (BtoR_REQ0=0 * BtoR_REQ1=1))) *
 G(F(BtoR_REQ0=1)) *
 G((BtoR_REQ0=0) + (BtoR_REQ1=0))
);

(BtoR_REQ1=0 *
 G(RtoB_ACK1=1 -> X(BtoR_REQ1=0)) *
 G((BtoR_REQ1=1 * RtoB_ACK1=0) -> X(BtoR_REQ1=1)) *
 G((BtoR_REQ1=1 * X(BtoR_REQ1=0)) -> X( BtoR_REQ1=0 U (BtoR_REQ1=0 * BtoR_REQ0=1))) *
 G(F(BtoR_REQ1=1)) *
 G((BtoR_REQ0=0) + (BtoR_REQ1=0))
);
```

```
(BtoS_ACK0=0 *
 G( (StoB_REQ0=0 * X(StoB_REQ0=1)) -> X(BtoS_ACK0=0 * X(F(BtoS_ACK0=1))) ) *
 G( (BtoS_ACK0=0 * X(StoB_REQ0=0)) -> X(BtoS_ACK0=0) ) *
 G(BtoS_ACK0=0 + BtoS_ACK1=0)
);

(BtoS_ACK1=0 *
 G( (StoB_REQ1=0 * X(StoB_REQ1=1)) -> X(BtoS_ACK1=0 * X(F(BtoS_ACK1=1))) ) *
 G( (BtoS_ACK1=0 * X(StoB_REQ1=0)) -> X(BtoS_ACK1=0) ) *
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);

(BtoR_REQ0=0 *
 G(RtoB_ACK0=1 -> X(BtoR_REQ0=0)) *
 G((BtoR_REQ0=1 * RtoB_ACK0=0) -> X(BtoR_REQ0=1)) *
 G((BtoR_REQ0=1 * X(BtoR_REQ0=0)) -> X( BtoR_REQ0=0 U (BtoR_REQ0=0 * BtoR_REQ1=1))) *
 G(F(BtoR_REQ0=1)) *
 G((BtoR_REQ0=0) + (BtoR_REQ1=0))
);

(BtoR_REQ1=0 *
 G(RtoB_ACK1=1 -> X(BtoR_REQ1=0)) *
 G((BtoR_REQ1=1 * RtoB_ACK1=0) -> X(BtoR_REQ1=1)) *
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 G(F(BtoR_REQ1=1)) *
 G((BtoR_REQ1=0) + (BtoR_REQ1=1))
);
```


Future Work ...

- compositionnality
- avoid automata construction to handle larger formulas

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... **Thank You**