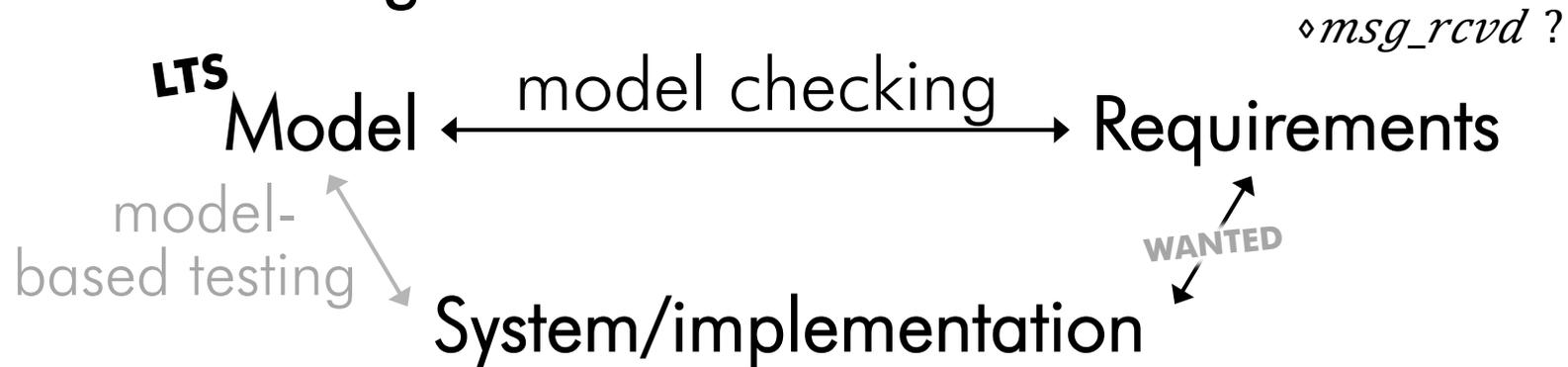




# Introduction

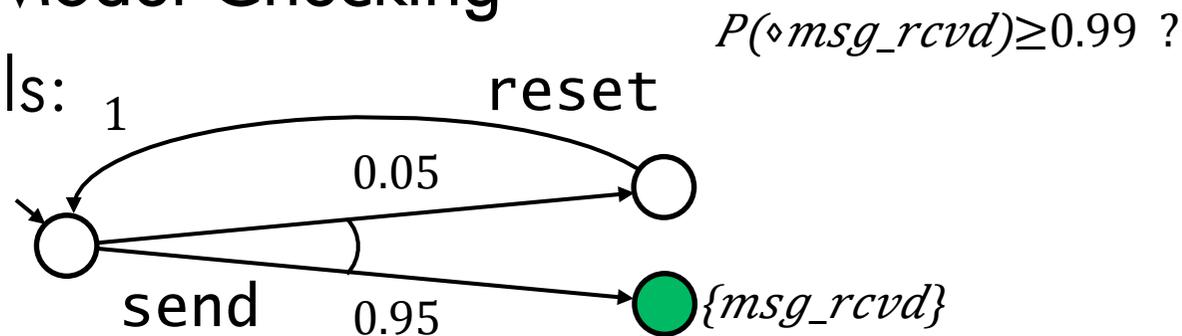
## Model Checking



Problem: State-space explosion **memory consumption**

## Probabilistic Model Checking

DTMC models:

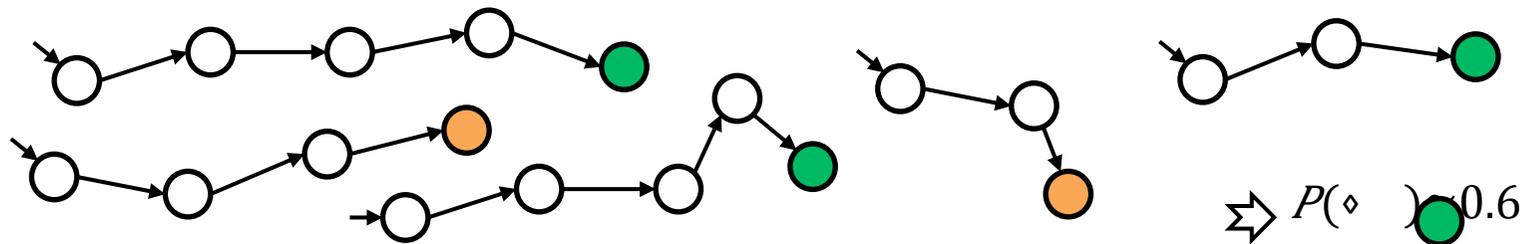


**runtime  
stability**

Problem: State-space explosion plus numerical complexity

## Statistical Model Checking <sup>SMC</sup>

SMC = Simulation + Statistics



...confidence intervals, Chernoff-Hoeffding bound, SPRT...  
error bounds: e.g. result is  $\epsilon$ -correct with probability  $\delta$

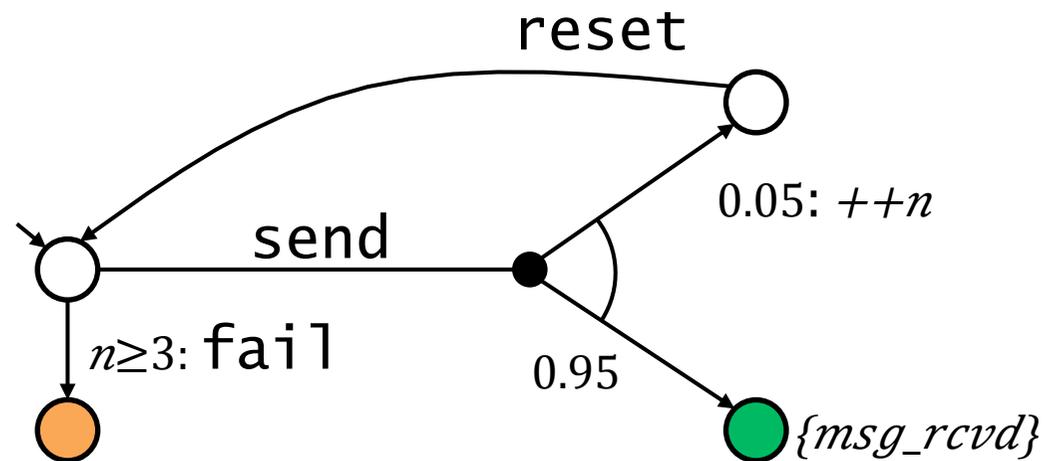
- + constant memory usage (store only current state)  
no numeric surprises (e.g. with imprecise arithmetics)
- runtime strongly dependent on desired accuracy

# Introduction

## Statistical Model Checking versus Nondeterminism

MDP<sup>/PA</sup> models:

simulation  
simulation



⇒ need to resolve  
nondeterministic choices

$$P\downarrow\min (\diamond msg\_rcvd) \geq 0.99 \quad ?$$

$$P\downarrow\max (\diamond msg\_rcvd) \geq 1 \quad ?$$

Standard technique:

☹ implicit uniformly distributed resolution

⇒ some value  $\in [P\downarrow\min, P\downarrow\max]$

**widely implemented:**  
**PRISM, UPPAAL, ...**

# Introduction

Previous approaches to SMC for MDPs

**"POR"**

Partial order reduction-based method:



Nondeterminism may be **spurious**

= irrelevant for the results, i.e.  $P \downarrow \max = P \downarrow \min$

⇒ check for spuriousness on-the-fly and ignore

+ very low memory overhead  
no change to SMC error bounds

- spurious interleavings only

Bogdoll, Ferrer Fioriti, H., Hermanns:  
Partial Order Methods for Statistical Model  
Checking and Simulation (FMOODS/FORTE 2011)

Partial Order Methods for  
Statistical Model Checking and Simulation\*

Jonathan Bogdoll, Luis María Ferrer Fioriti,  
Arnd Hartmanns, and Holger Hermanns

Saarland University – Computer Science, Saarbrücken, Germany

**Abstract.** Statistical model checking has become a promising technique to circumvent the state space explosion problem in model-based verification. It trades time for memory, via a probabilistic simulation and exploration of the model behaviour—often combined with effective a posteriori hypothesis testing. However, as a simulation-based approach, it can only hypothesize results if the underlying model is a stochastic process. This drastically limits its applicability in verification, where sound verification results of nondeterministic transition systems, and extension of statistical model checking to probabilistic systems, are present. We focus on probabilistic model checking with spurious non-determinism and on

# Introduction

Previous approaches to SMC for MDPs

Learning-based method:



Use reinforcement learning to obtain memoryless scheduler using simulation

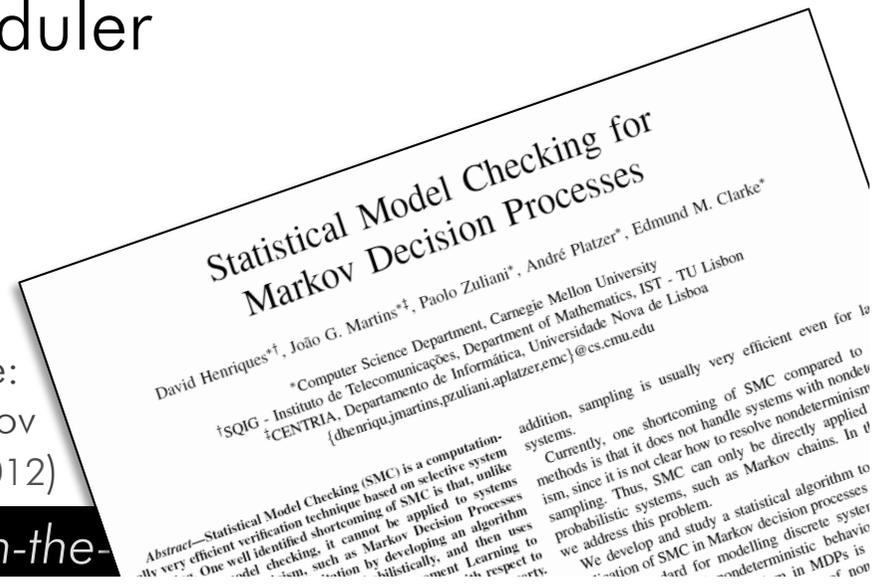
**technique  
from AI**

⇒ use that scheduler for SMC for  $P \downarrow \max$  (bounded LTL)

+ works for every MDP

- memory usage to store scheduler  
no error bounds, converges  
to actual result only

Henriques, Martins, Zuliani, Platzer, Clarke:  
Statistical Model Checking for Markov  
Decision Processes (QEST 2012)



# Outline

In this talk: a new method  
based on **on-the-fly confluence detection**



- 1 Probabilistic Confluence**  
Adaption to SMC & advantages over POR (MT)
- 2 On-the-fly Detection**  
A correct algorithm for use during simulation (MT)
- 3 Evaluation**  
Tools, applicability, performance

H., T.: On-the-fly Confluence  
Detection for Statistical Model  
Checking (to appear at NFM 2013)

On-the-fly Confluence Detection  
for Statistical Model Checking\*

Arnd Hartmanns<sup>1</sup> and Mark Timmer<sup>2</sup>

<sup>1</sup> Saarland University – Computer Science, Saarbrücken, Germany  
<sup>2</sup> Formal Methods and Tools, University of Twente, The Netherlands

Statistical model checking is an analysis method that circumvents the state space explosion problem in model-based verification by approximating the system with statistical methods that provide a probabilistic approximation of the system's behavior. In this paper, we present a new technique for on-the-fly confluence detection in stochastic processes. In v

# Invisible transitions connecting equivalent states

Invisible transitions in confluence reduction:

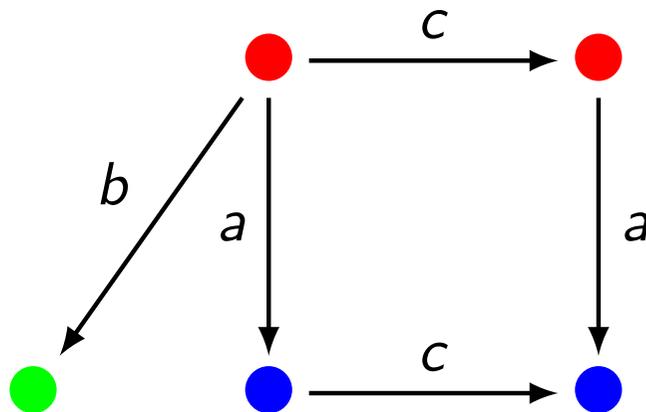
- Deterministic
- Stuttering

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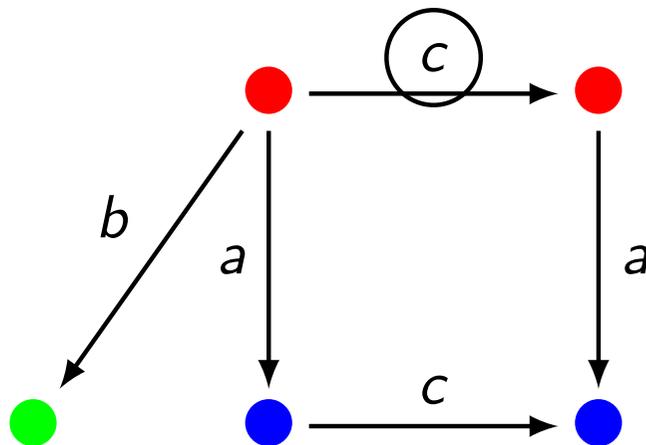


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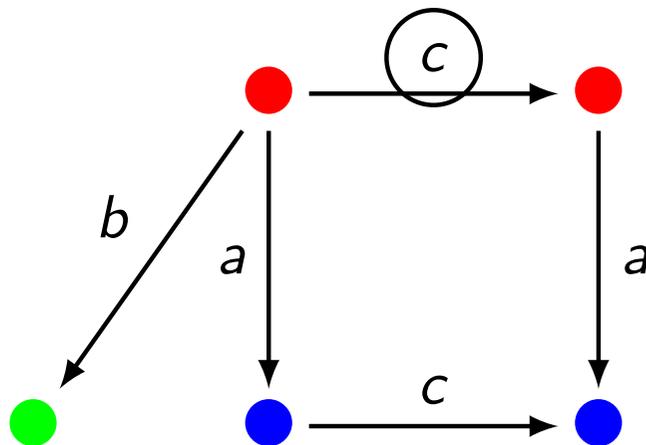
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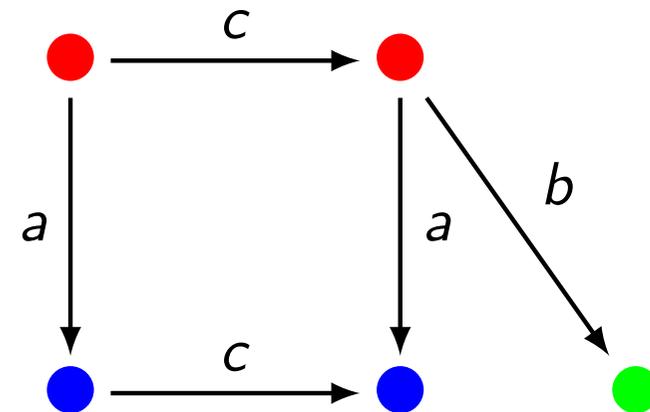
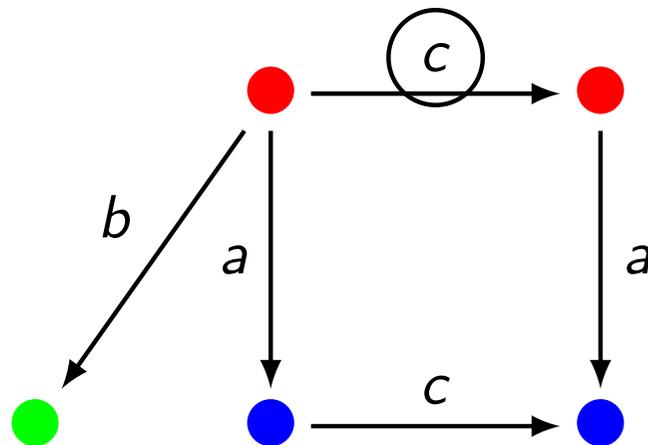
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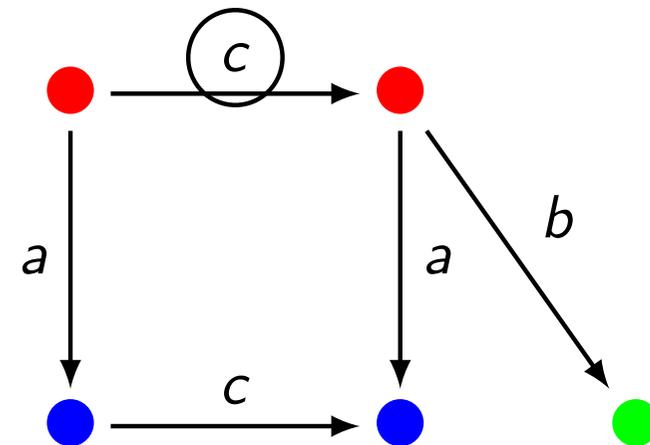
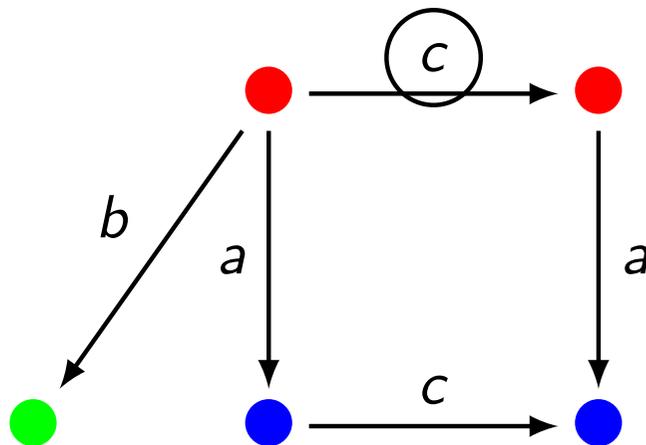
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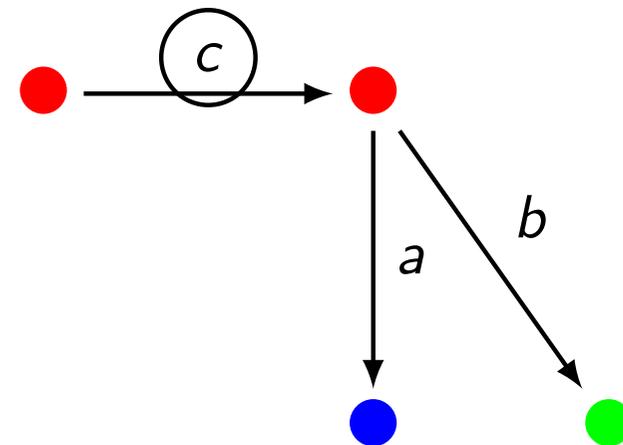
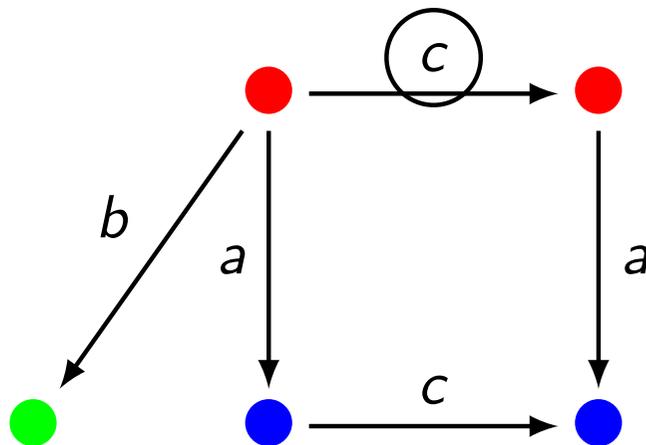
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# Non-probabilistic and probabilistic confluence reduction

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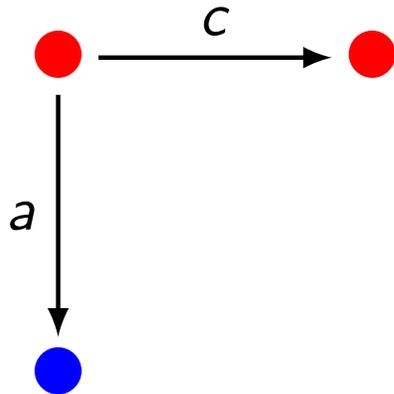
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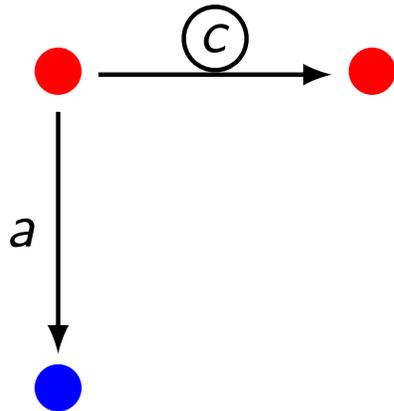


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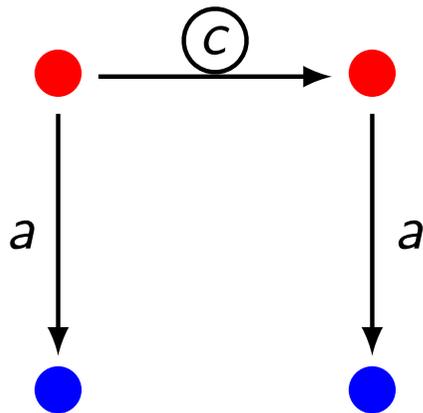


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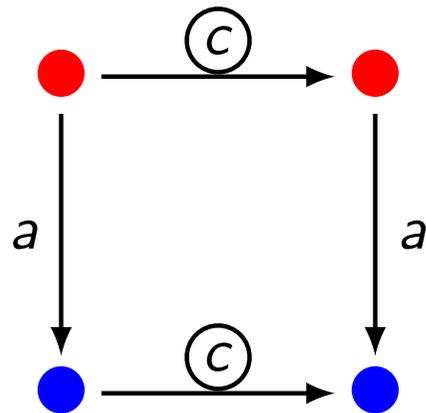


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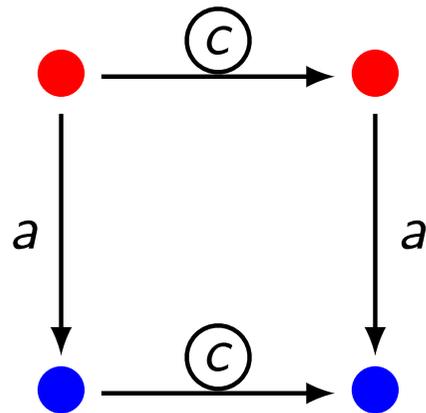


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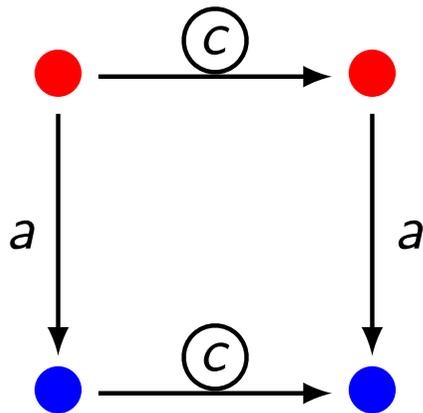


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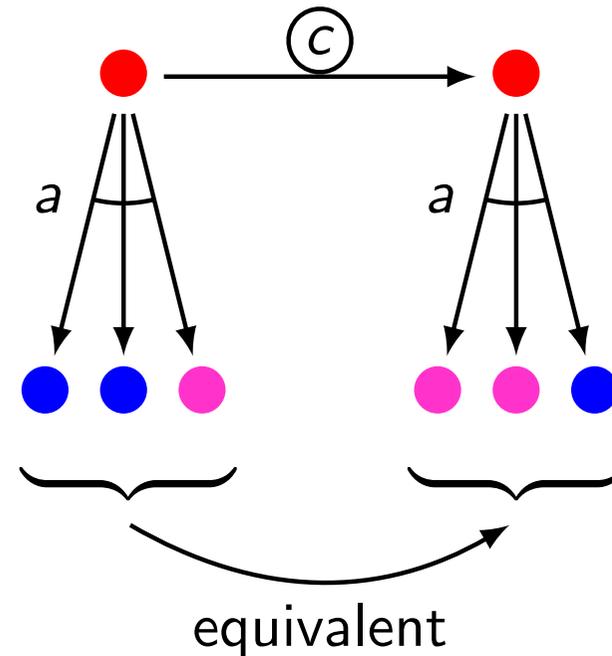
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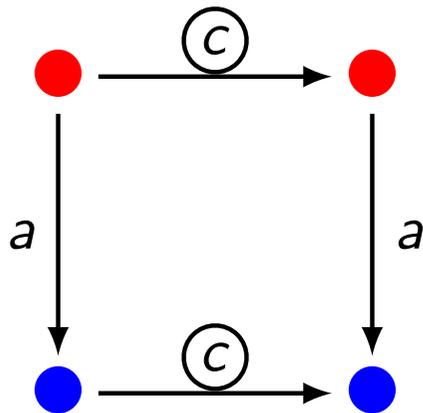


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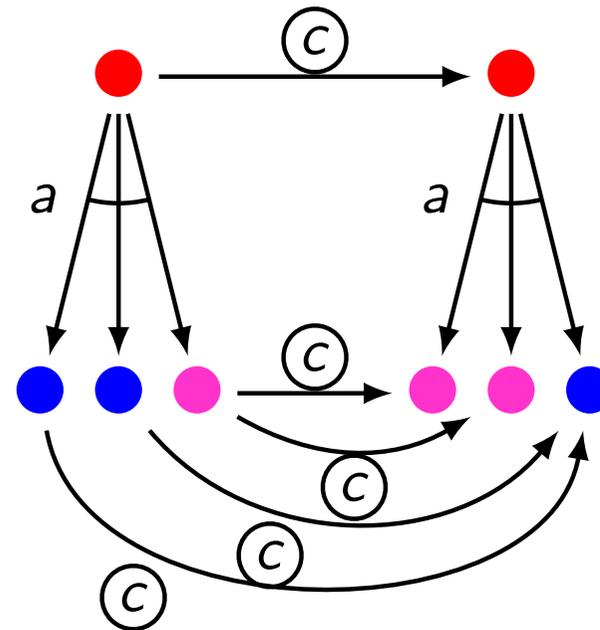
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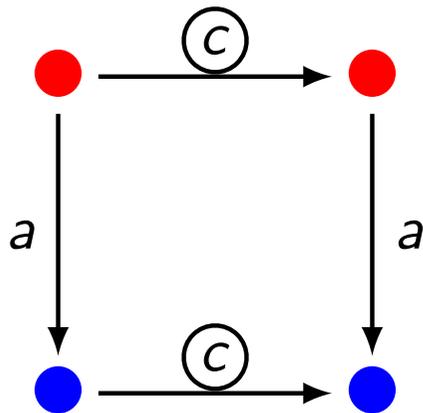


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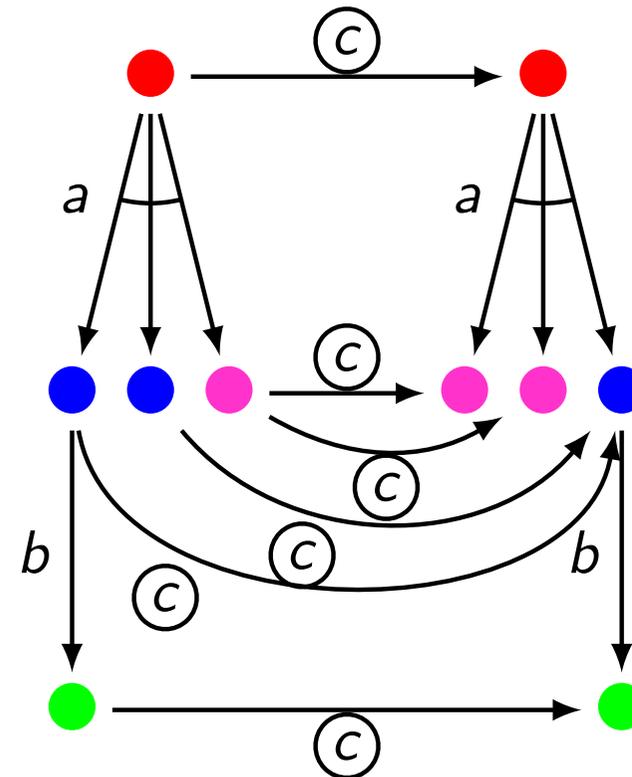
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# Confluence versus Partial Order Reduction

Partial Order Reduction:

- Preservation of **probabilistic LTL $\setminus X$**
- Based on **independent actions** and **ample sets**
- Ample actions are allowed to be **probabilistic**

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## Relating the notions:

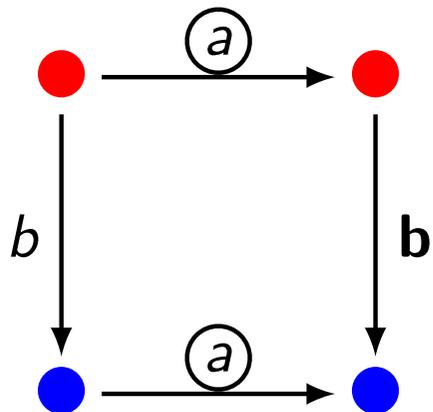
- Confluence reduction **subsumes** branching-time POR
- Confluence reduction and linear-time POR are **incomparable**

# Alterations to the concept of confluence

- Transitions may be mimicked by **differently-labelled** transitions
- Transitions only have to be **invisible locally**
- More liberal notion of **equivalence of distributions**

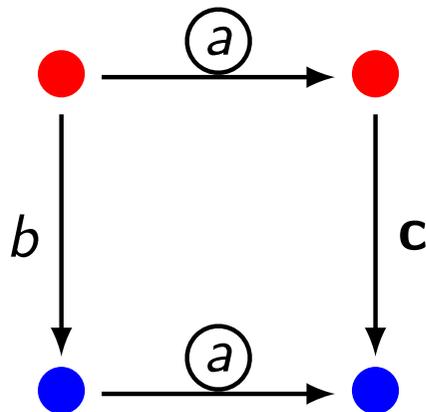
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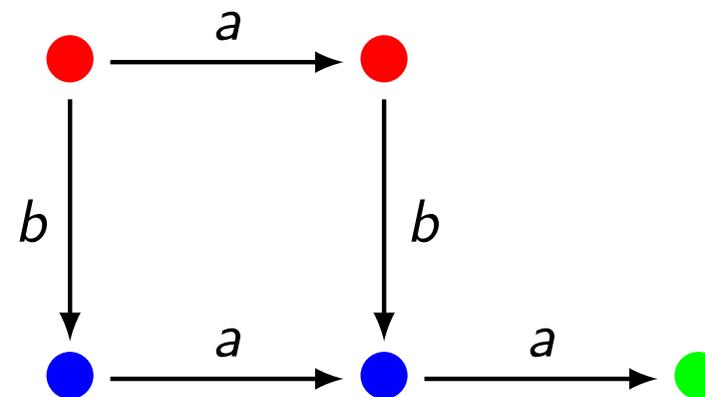
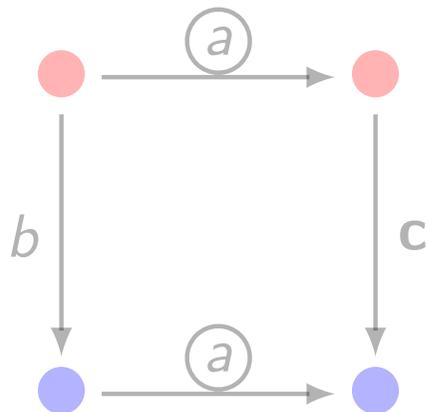
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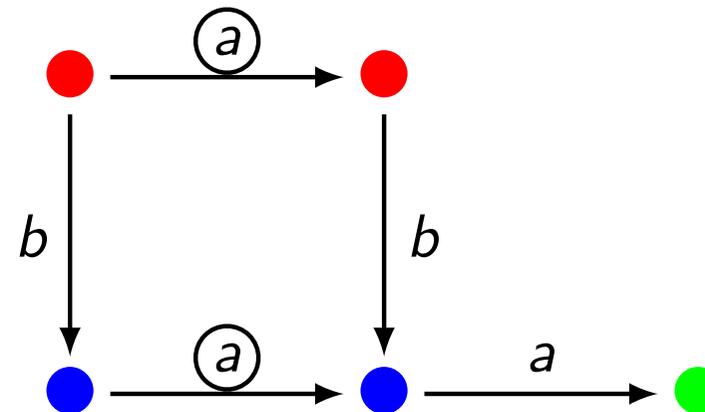
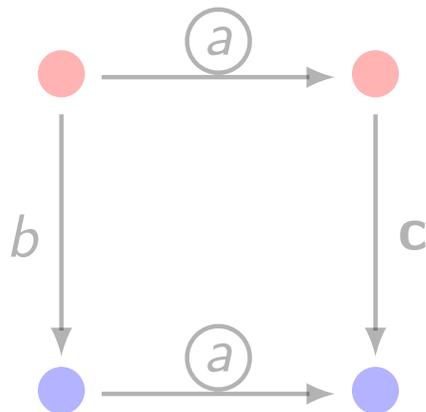
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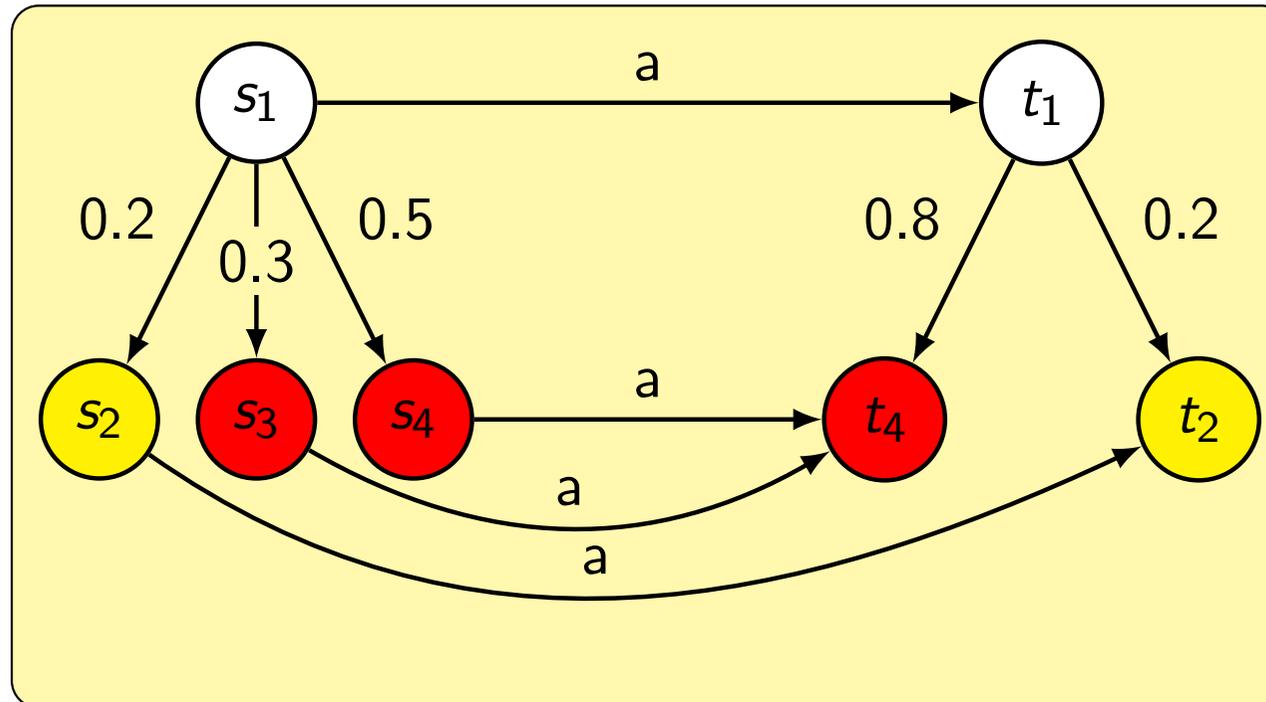
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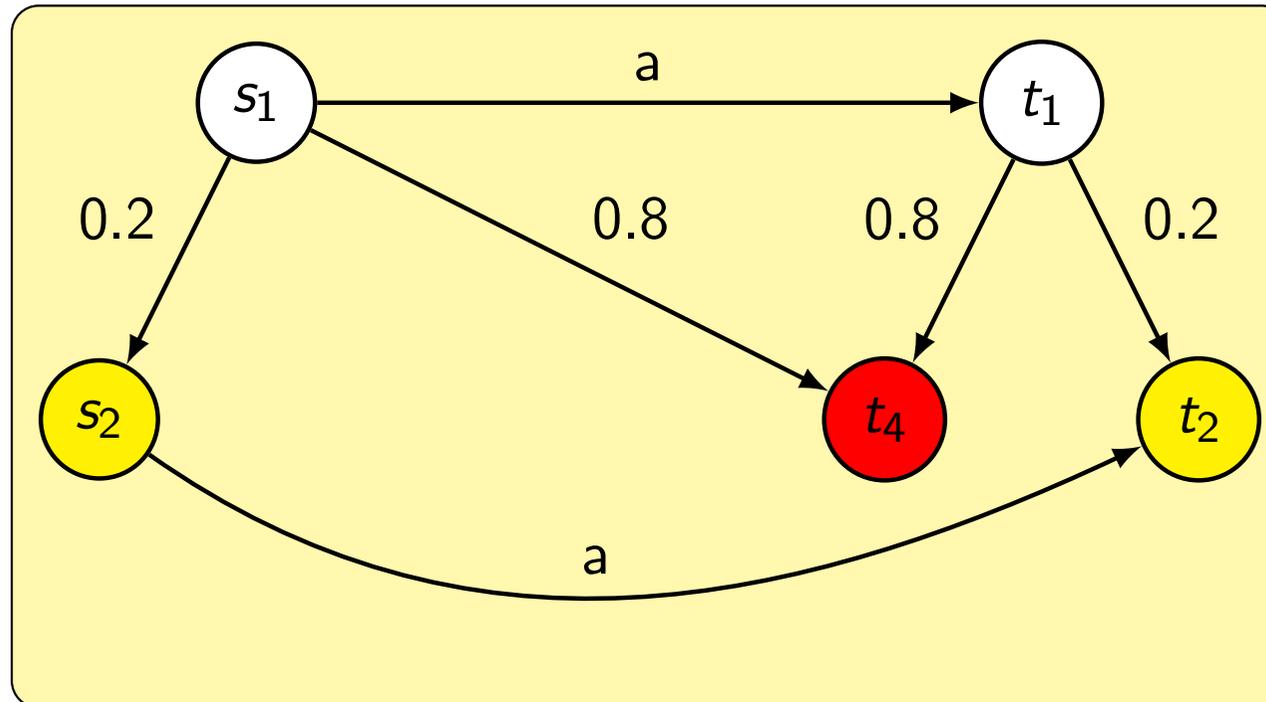
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$$\mu(S_i) = \nu(s_i) \wedge (S_i = \{s_i\} \vee \forall s \in S_i . \exists a \in \Sigma . s \xrightarrow{a} s_i \in \mathcal{T})$$

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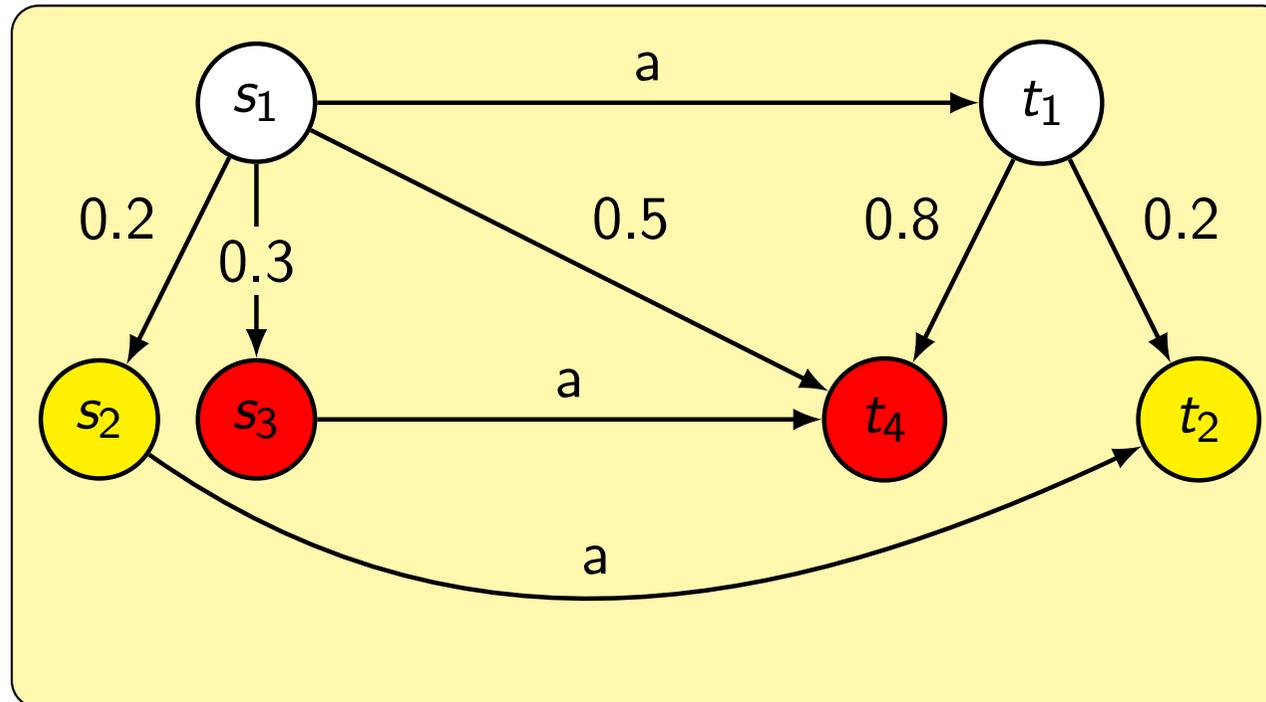
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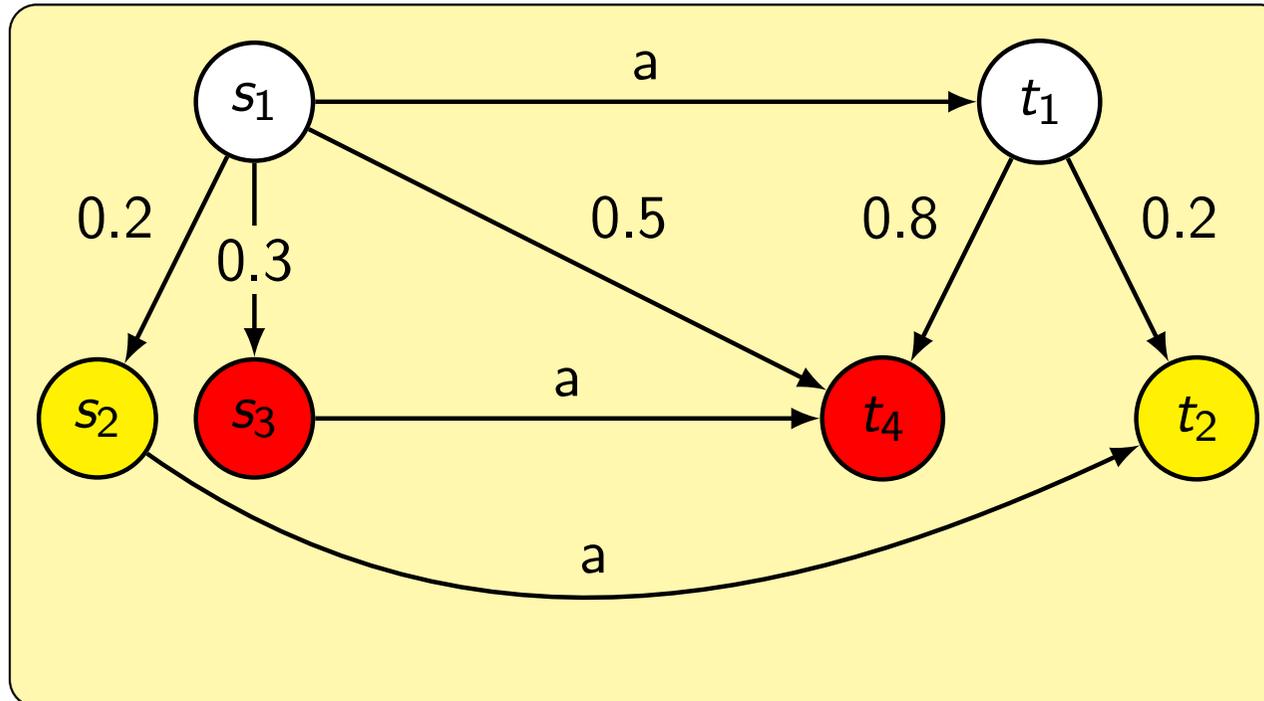
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$$\{(s, t) \mid s \in \text{spt}(\mu), t \in \text{spt}(\nu), s \xrightarrow{a} t \in \mathcal{T}\}$$

# Correctness of confluence reduction

Even though

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# Correctness of confluence reduction

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Still we find:

## Theorem

*Confluent transitions can be given priority, preserving  $PCTL_X^*$ .*

# On-the-fly detection of confluence

Simulation using on-the-fly confluence detection:

- 1 Simulate until **reaching a nondeterministic choice**

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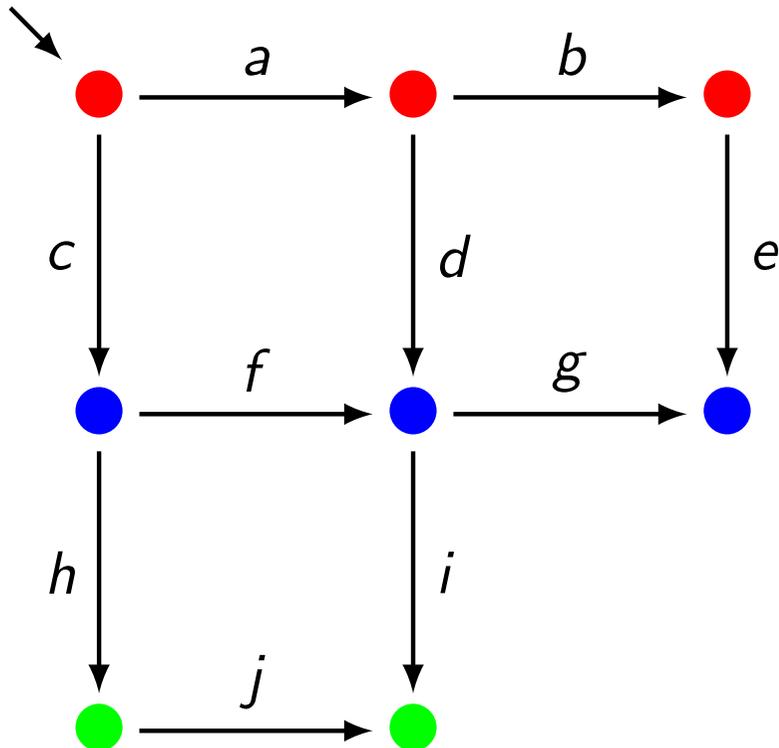
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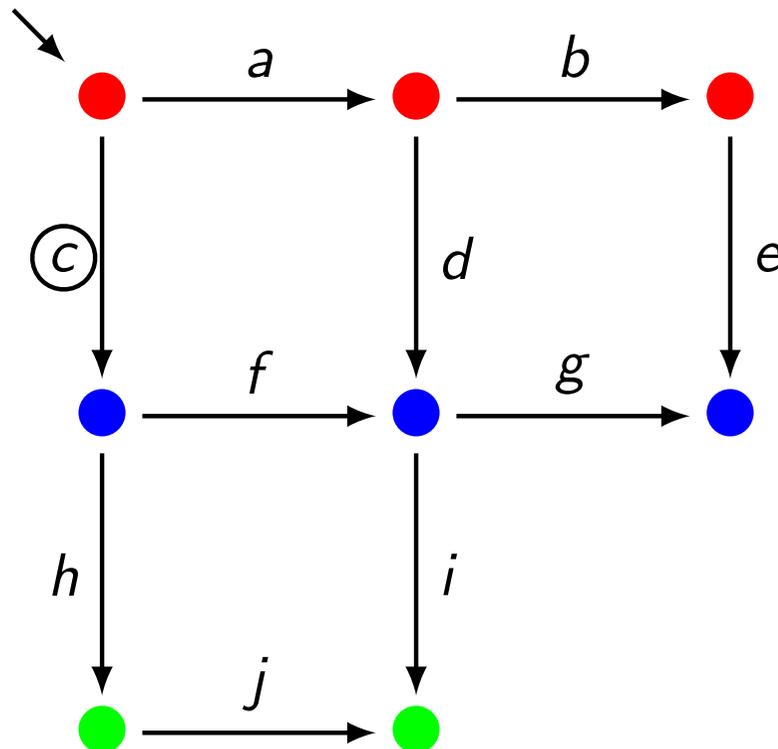
**Careful:** do not ignore visible behaviour forever (**ignoring problem**)

- Check if at least once every  $l$  steps a state is **fully expanded**

# Checking a transition for confluence

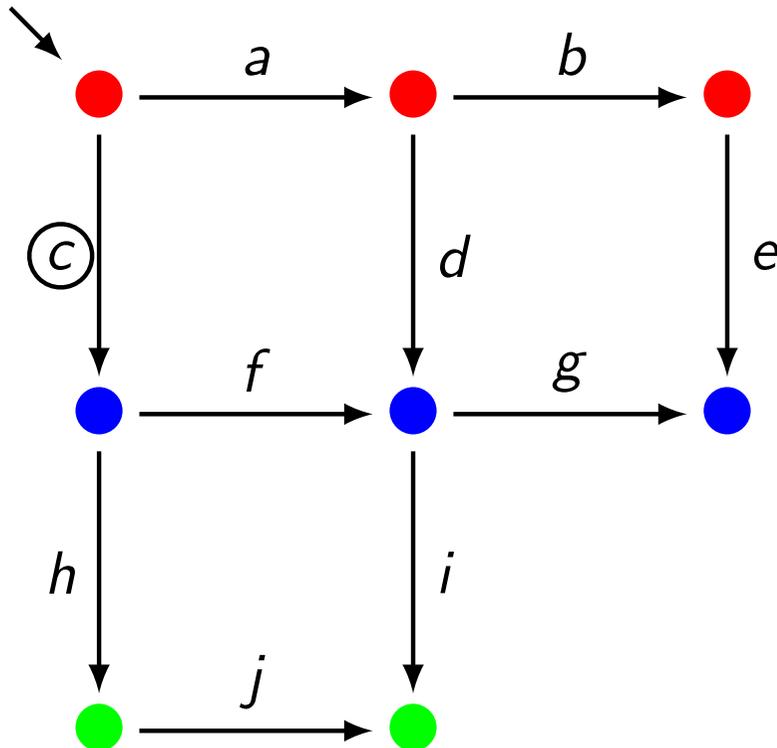


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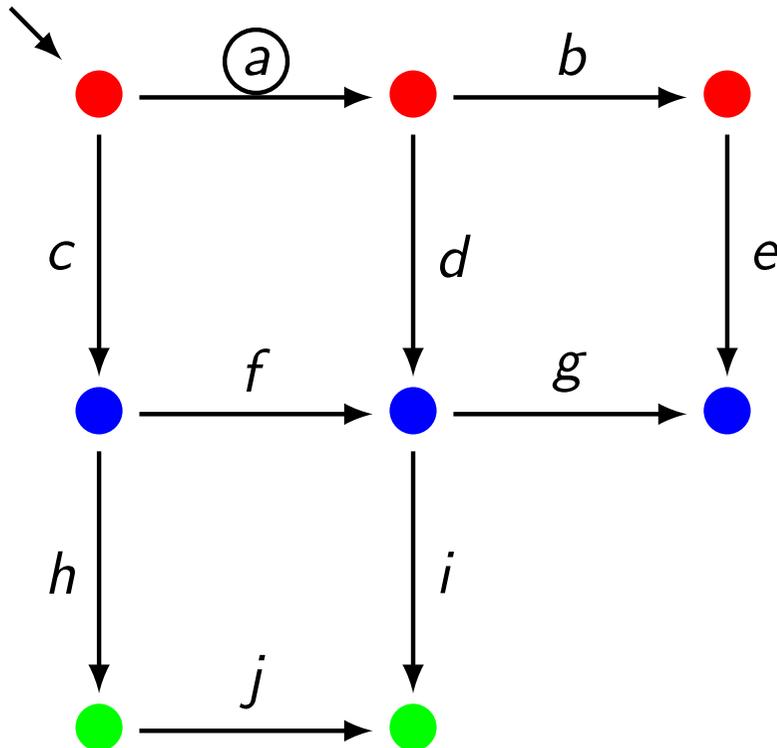
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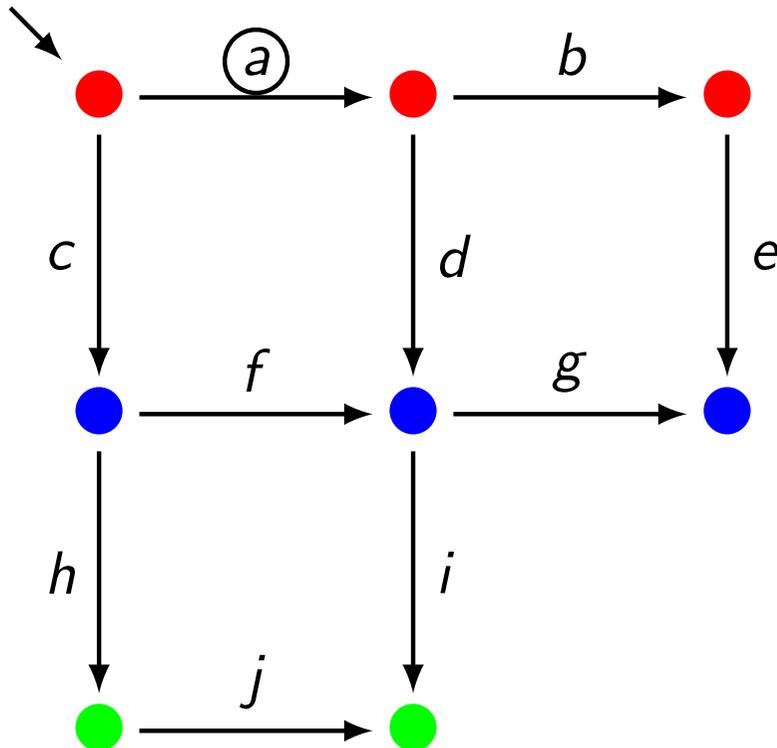
- Check if  $c$  is confluent
  - No; it is not invisible

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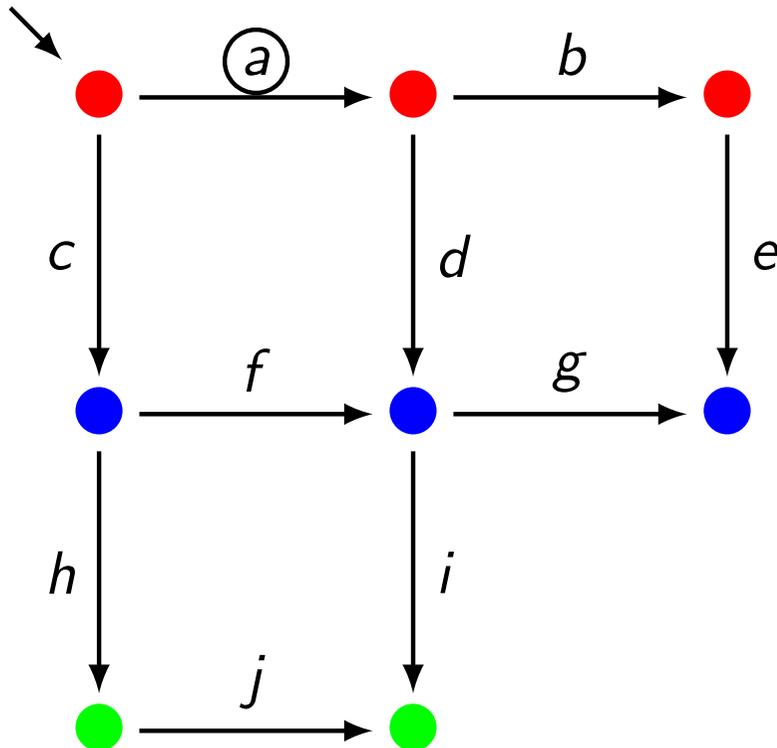
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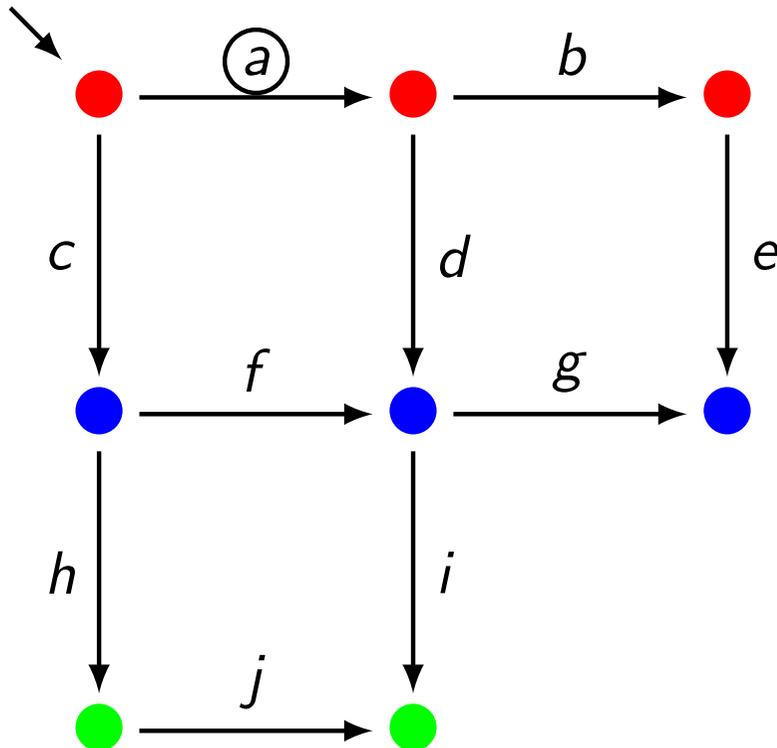
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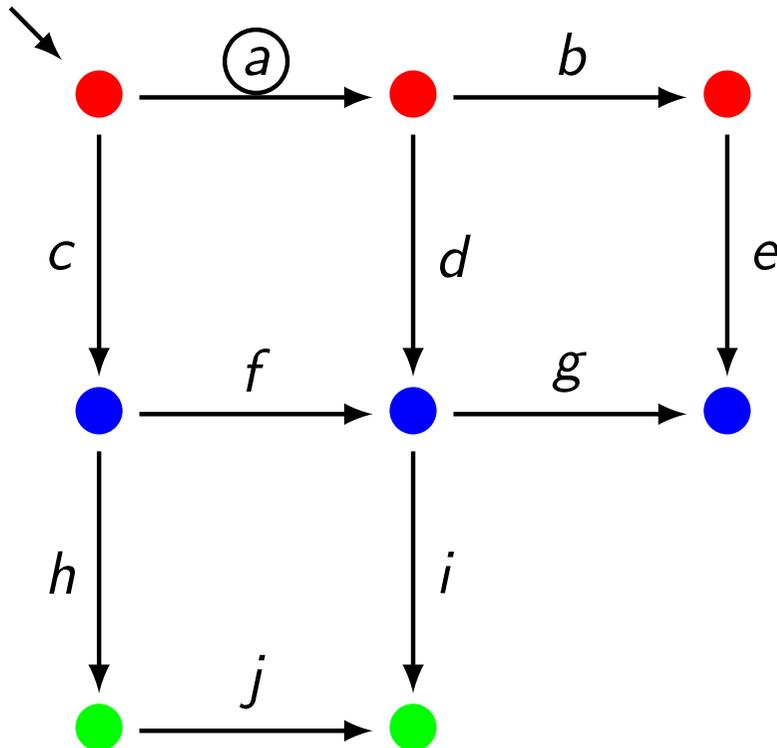
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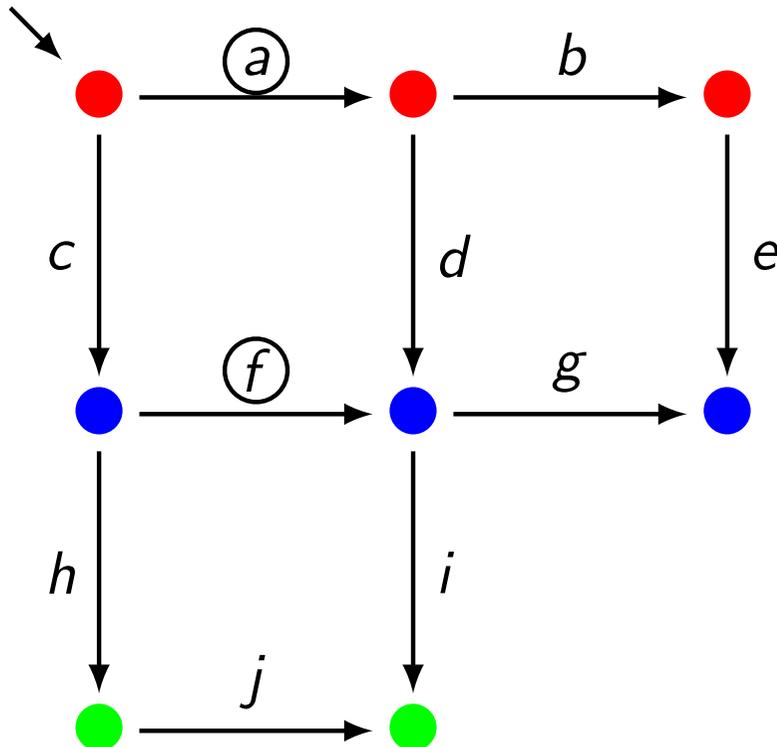
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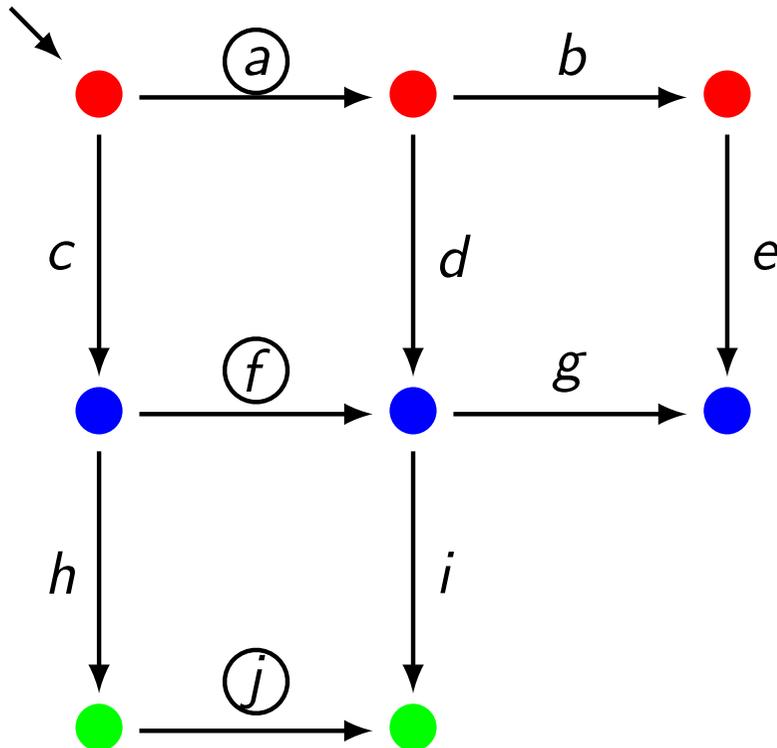
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  - It is **invisible**
  - Is the  $c$ -transition **mimicked**?
    - Possibly by the  $d$ -transition
    - But then  $f$  has to be confluent: check this
    - ...

# Checking a transition for confluence



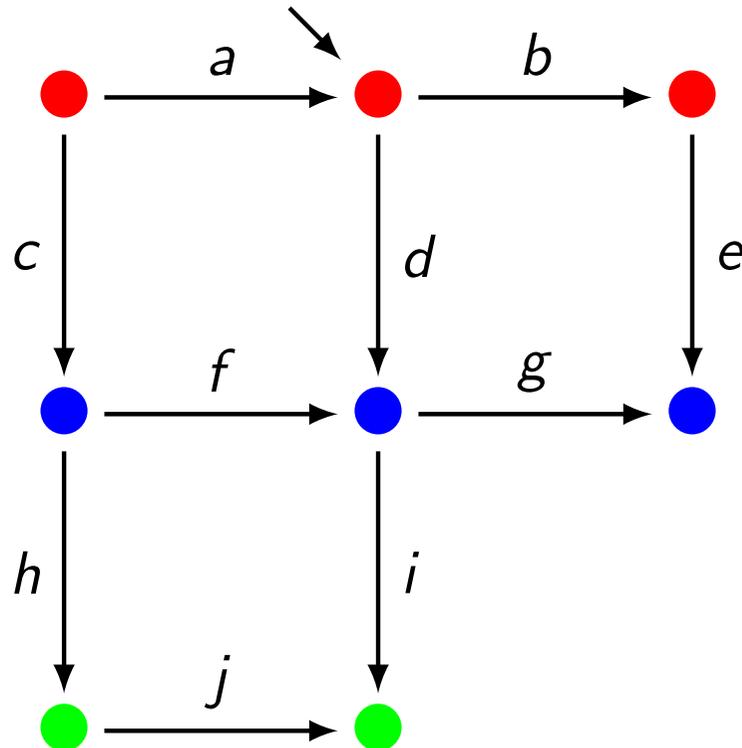
- Check if  $c$  is confluent
  - **No**; it is not **invisible**
- Check if  $a$  is confluent
  - It is **invisible**
  - Is the  $c$ -transition **mimicked**?
    - Possibly by the  $d$ -transition
    - But then  $f$  has to be confluent: check this
    - ...

# Checking a transition for confluence



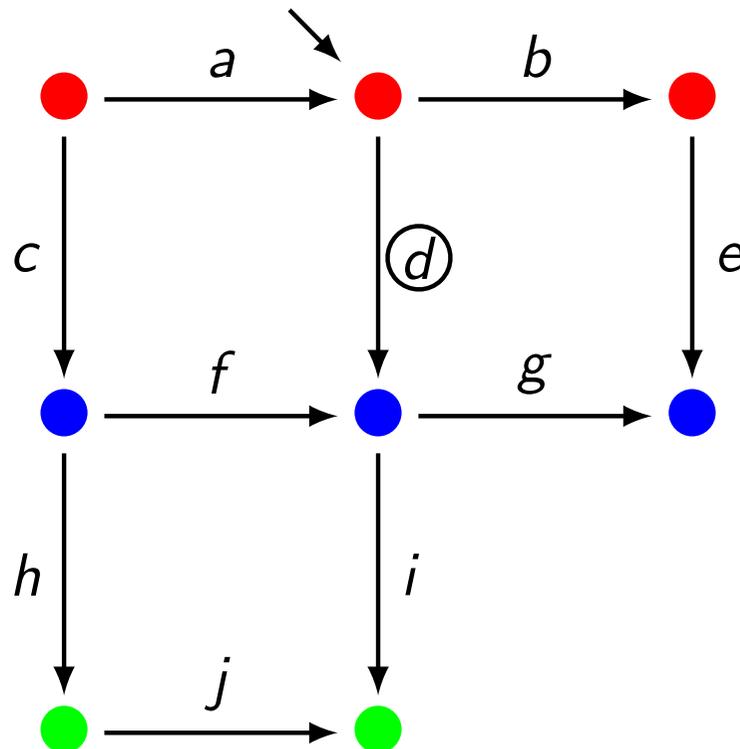
- Check if  $c$  is confluent
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    - Possibly by the  $d$ -transition
    - But then  $f$  has to be confluent: check this
    - ...

# Checking a transition for confluence



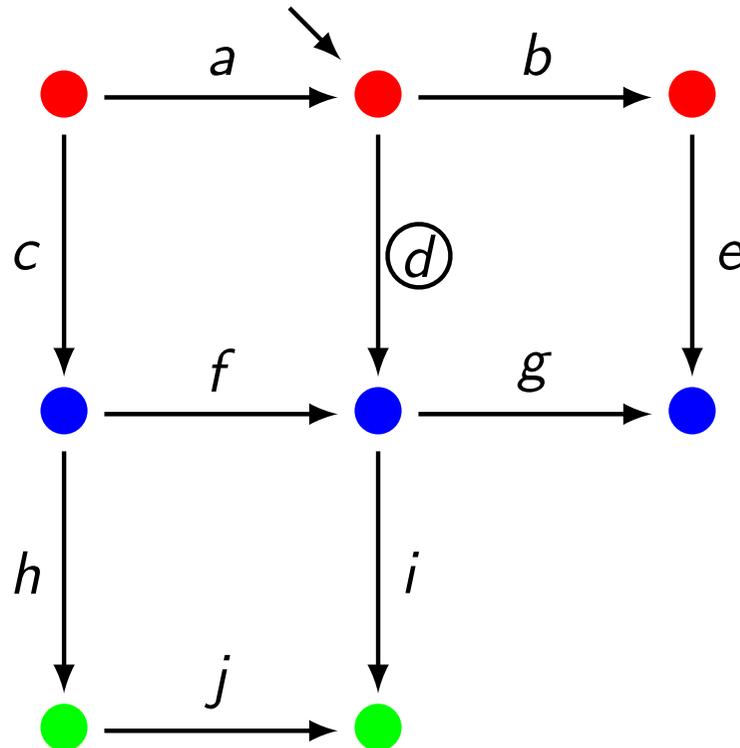
- Check if  $c$  is confluent
  - **No**; it is not **invisible**
- Check if  $a$  is confluent
  - It is **invisible**
  - Is the  $c$ -transition **mimicked**?
    - Possibly by the  $d$ -transition
    - But then  $f$  has to be confluent: check this
    - ...

# Checking a transition for confluence



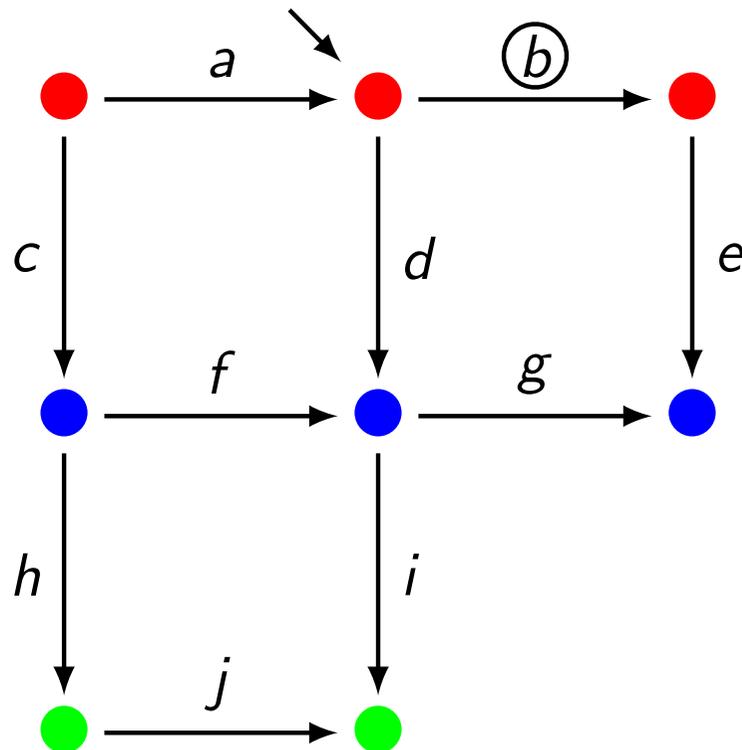
- Check if  $d$  is confluent

# Checking a transition for confluence



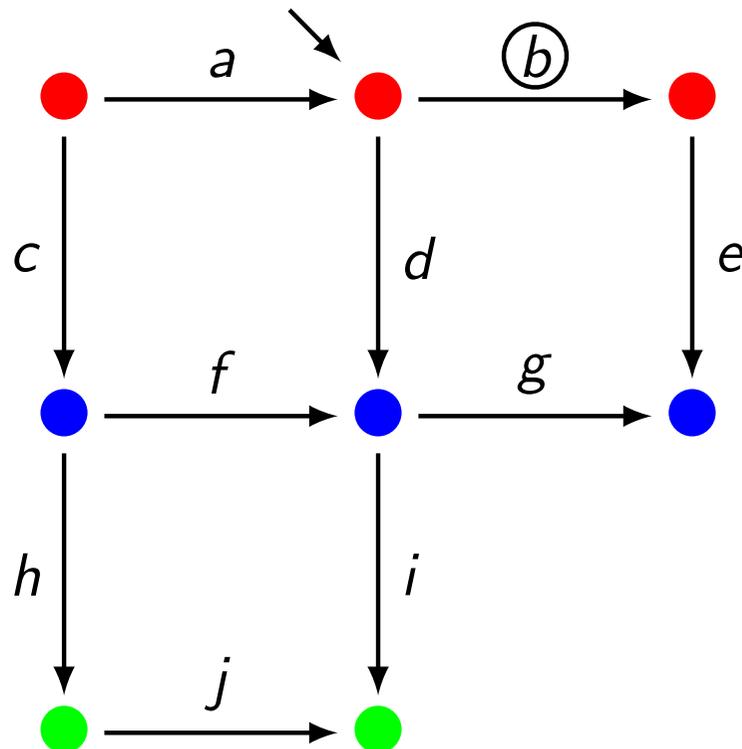
- Check if  $d$  is confluent
  - No; it is not invisible

# Checking a transition for confluence



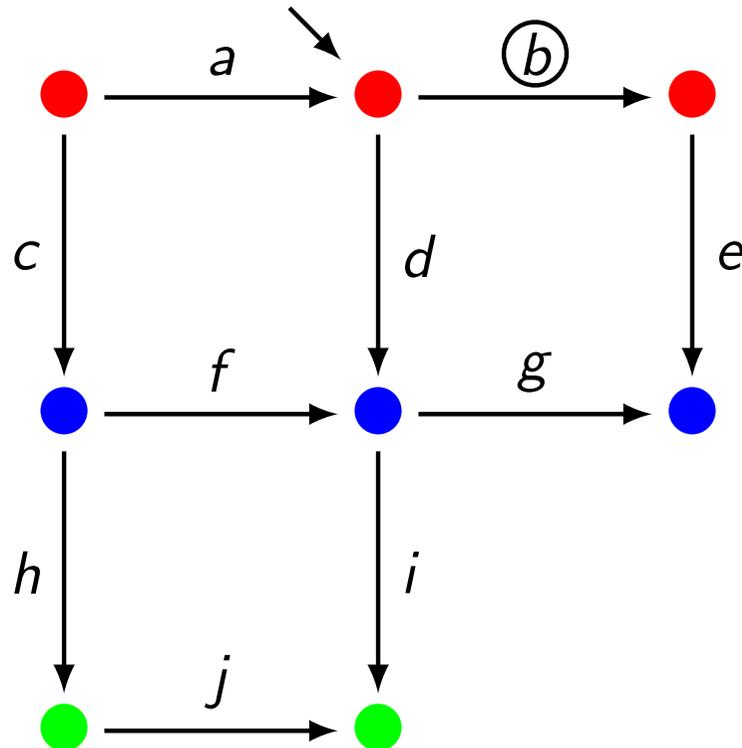
- Check if  $d$  is confluent
  - No; it is not invisible
- Check if  $b$  is confluent

# Checking a transition for confluence



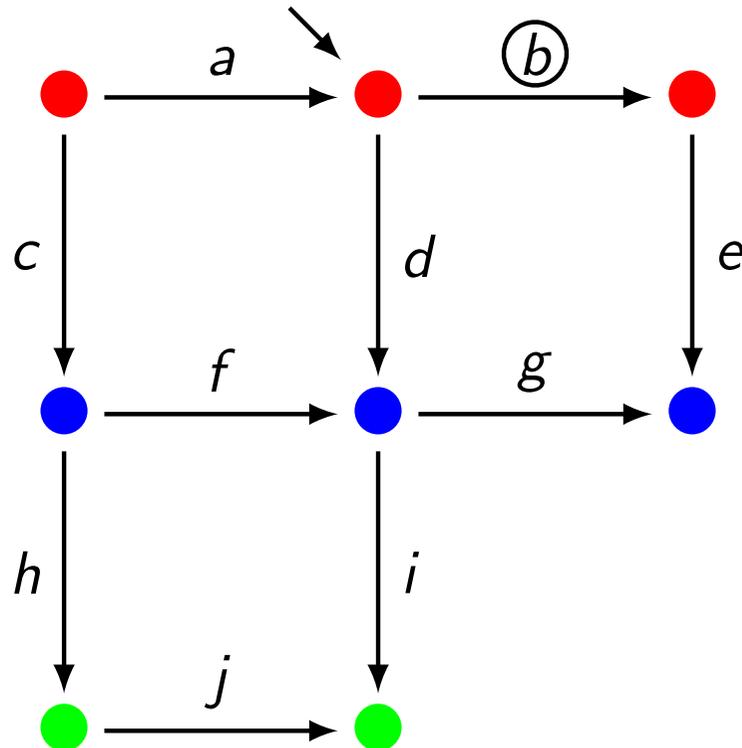
- Check if  $d$  is confluent
  - No; it is not invisible
- Check if  $b$  is confluent
  - It is invisible

# Checking a transition for confluence



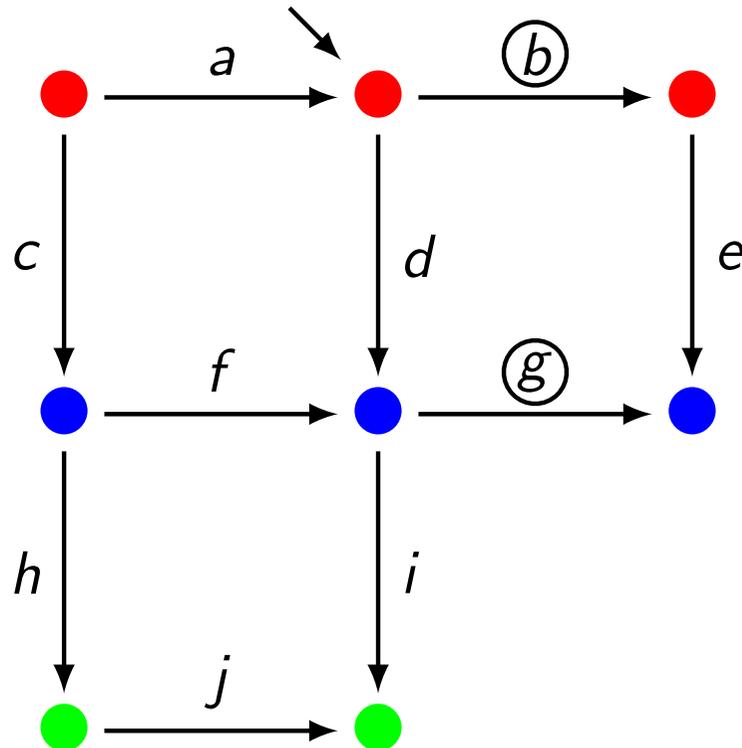
- Check if  $d$  is confluent
  - No; it is not invisible
- Check if  $b$  is confluent
  - It is invisible
  - Is the  $d$ -transition mimicked?

# Checking a transition for confluence



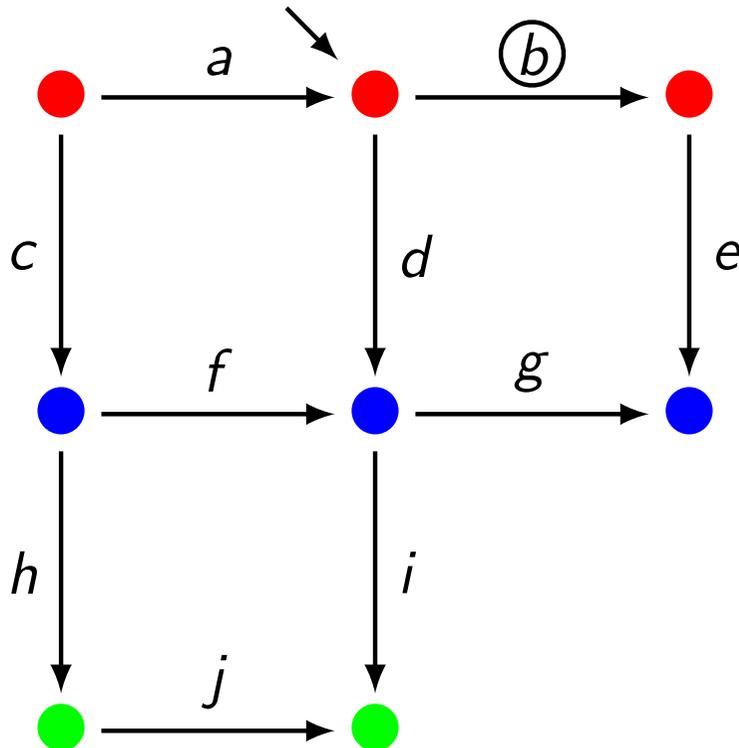
- Check if  $d$  is confluent
  - No; it is not invisible
- Check if  $b$  is confluent
  - It is invisible
  - Is the  $d$ -transition mimicked?
    - Possibly by the  $e$ -transition

# Checking a transition for confluence



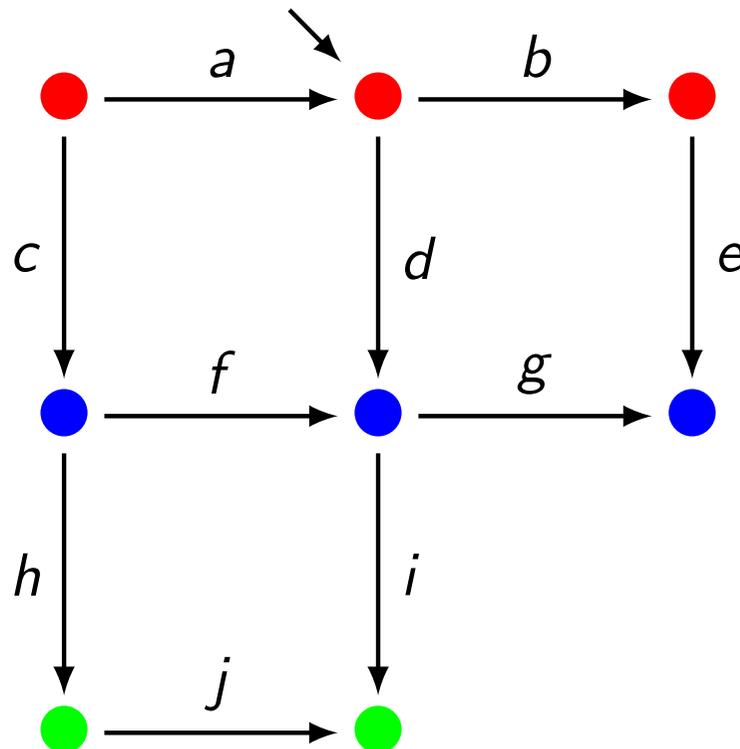
- Check if  $d$  is confluent
  - No; it is not invisible
- Check if  $b$  is confluent
  - It is invisible
  - Is the  $d$ -transition mimicked?
    - Possibly by the  $e$ -transition
    - But then  $g$  has to be confluent: check this

# Checking a transition for confluence



- Check if  $d$  is confluent
  - No; it is not invisible
- Check if  $b$  is confluent
  - It is invisible
  - Is the  $d$ -transition mimicked?
    - Possibly by the  $e$ -transition
    - But then  $g$  has to be confluent: check this
    - It is not; **abort**

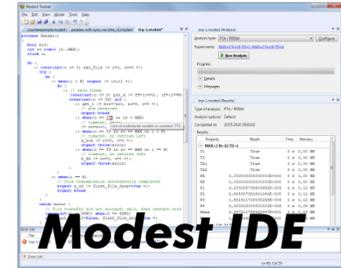
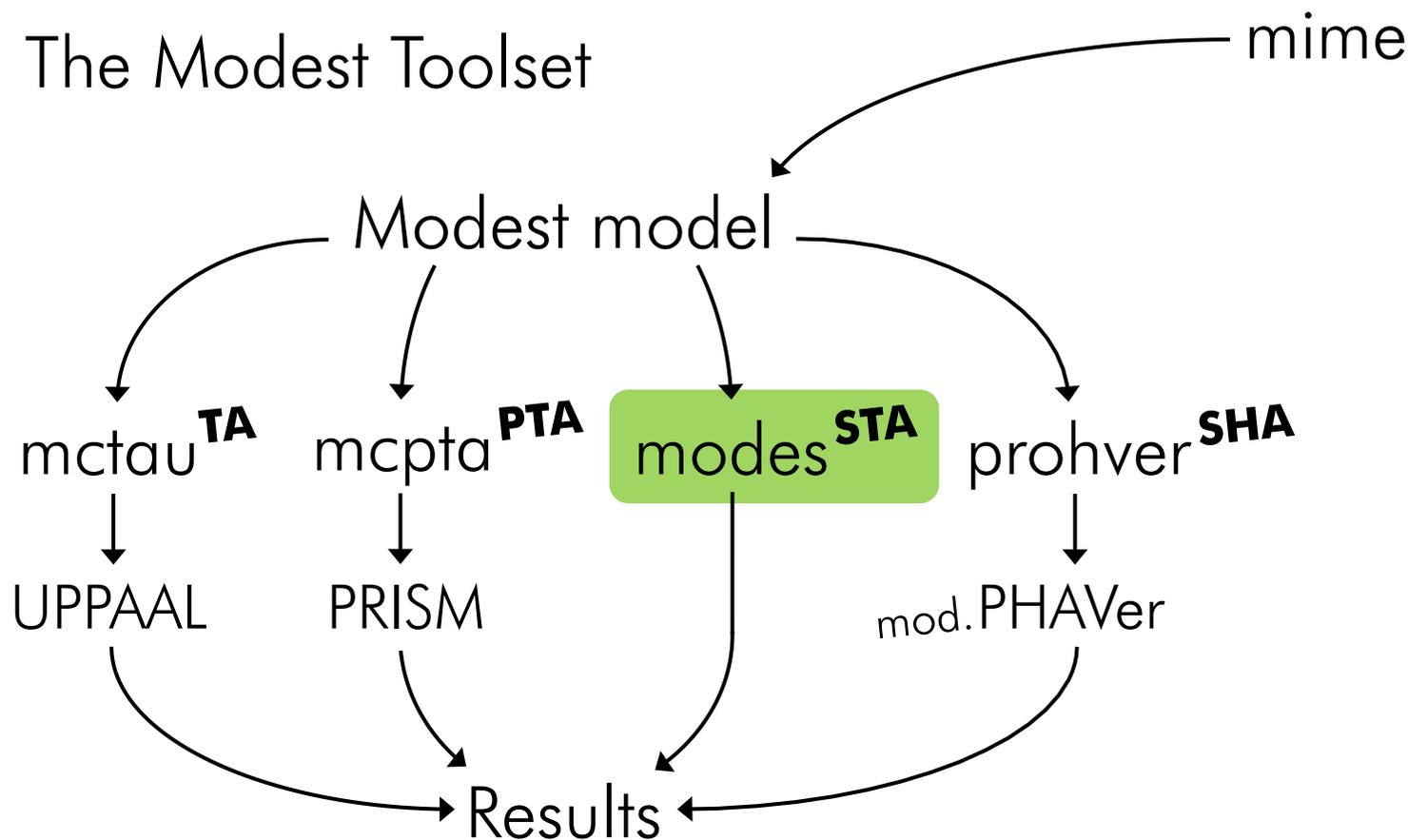
# Checking a transition for confluence



- Check if  $d$  is confluent
  - No; it is not invisible
- Check if  $b$  is confluent
  - It is invisible
  - Is the  $d$ -transition mimicked?
    - Possibly by the  $e$ -transition
    - But then  $g$  has to be confluent: check this
    - It is not; **abort**

# Tool Support

## The Modest Toolset



modes: SMC for Modest/STA  
⇒ MDP as special case  
POR + Confluence

**NEW**



[www.modestchecker.net](http://www.modestchecker.net)

# Evaluation

Examples

Dining Cryptographers

**PRISM**  
**model**

N cryptographers, two neighbours each  
Nondeterminism: communication order

POR confluence



CSMA/CD **"DPTA"**

Two senders, one shared channel, collisions  
Nondeterministic choice of station inside channel



BEB (Bounded Exponential Backoff)

Detailed MDP model of exponential backoff

K: max. backoff, N: n° of retries, H: n° of hosts

**huge state space**



# Evaluation

Results **reachability properties**

(10000 runs  $\Rightarrow \epsilon < 0.01, \delta > 0.98$ )

model	params	uniform:	partial order:			confluence:					model checking:	
		time	time	$k$	$s$	time	$k$	$s$	$c$	$t$	states	time
dining crypto- graphers ( $N$ )	(3)	1 s	–	–	–	3 s	4	9	4.0	8.0	609	1 s
	(4)	1 s	–	–	–	11 s	6	25	6.0	10.0	3 841	2 s
	(5)	1 s	–	–	–	44 s	8	67	8.0	12.0	23 809	7 s
	(6)	1 s	–	–	–	229 s	10	177	10.0	14.0	144 705	26 s
	(7)	1 s	–	–	–	–	–	–	–	–	864 257	80 s
CSMA/CD ( $RF, BC_{max}$ )	(2, 1)	2 s	–	–	–	4 s	3	46	5.4	16.4	15 283	11 s
	(1, 1)	2 s	–	–	–	4 s	3	46	5.4	16.4	30 256	49 s
	(2, 2)	2 s	–	–	–	10 s	3	150	5.1	16.0	98 533	52 s
	(1, 2)	2 s	–	–	–	10 s	3	150	5.1	16.0	194 818	208 s
BEB ( $K, N, H$ )	(4, 3, 3)	1 s	3 s	3	4	1 s	3	7	3.3	11.6	$> 10^3$	$> 0$ s
	(8, 7, 4)	2 s	7 s	4	8	4 s	4	15	5.6	16.7	$> 10^7$	$> 7$ s
	(16, 15, 5)	3 s	18 s	5	16	11 s	5	31	8.3	21.5	– memout –	–
	(16, 15, 6)	3 s	40 s	6	32	34 s	6	63	11.2	26.2	– memout –	–

**+** performance on BEB  
& CSMA/CD models  
+ vs. model-checking

**+** a bit faster than POR  
**-** does not work well for  
dining cryptographers

# Conclusion

A new approach to SMC for MDPs  
based on **on-the-fly confluence detection** 

- detect confluence on-the-fly on the concrete state space
- handle more kinds of nondeterminism than POR method

approach	nondeterminism	probabilities	memory	error bounds
POR	spurious interleavings	$P \downarrow max = P \downarrow min$	$s \ll n$	unchanged
⇒ confluence	confluent spurious	$P \downarrow max = P \downarrow min$	$s \ll n$	unchanged
learning	any	$P \downarrow max$ only	$s \rightarrow n$	convergence

See also

**[www.modestchecker.net](http://www.modestchecker.net)**

& H., T.: On-the-fly Confluence  
Detection for Statistical Model  
Checking (to appear at NFM 2013)

Arnd Hartmanns & Mark Timmer

On-the

On-the-fly Confluence Detection  
for Statistical Model Checking

Arnd Hartmanns<sup>1</sup> and Mark Timmer<sup>2</sup>

<sup>1</sup> Saarland University – Computer Science  
<sup>2</sup> Formal Methods and Tools, University of Twente

Model checking is an analysis method that circumvents the state space explosion problem in model-based verification by using statistical methods that provide probabilistic error bounds. In verification, it can only provide...