

UNIVERSITY OF TWENTE.

Formal Methods & Tools.

Confluence Reduction for Probabilistic Systems

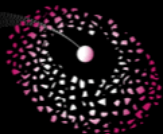
Mark Timmer

September 4, 2010

YR-CONCUR 2010

Joint work with

Mariëlle Stoelinga and Jaco van de Pol



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- 2 Confluence
- 3 State space reduction using confluence
- 4 Detecting confluence
- 5 Case study
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The context: probabilistic model checking

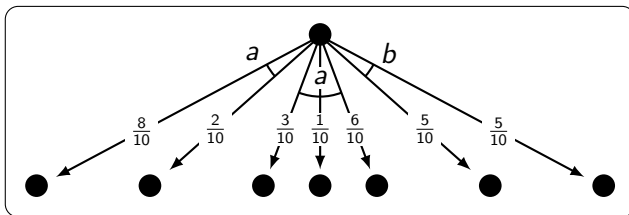
Probabilistic model checking:

- Verifying **quantitative properties**,
- Using a **probabilistic** model (e.g., a probabilistic automaton)

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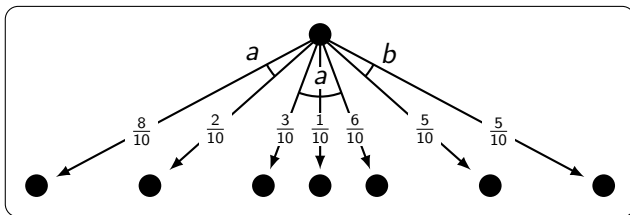


- **Non-deterministically** choose one of the three transitions
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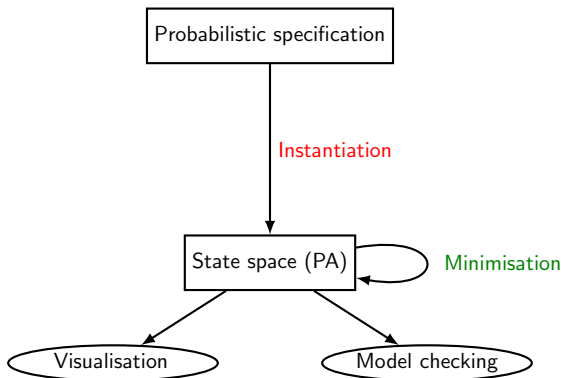


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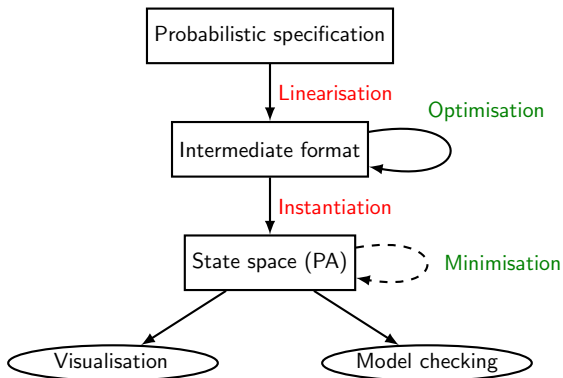
Limitations of previous approaches:

- Susceptible to the **state space explosion** problem
- **Restricted treatment of data**

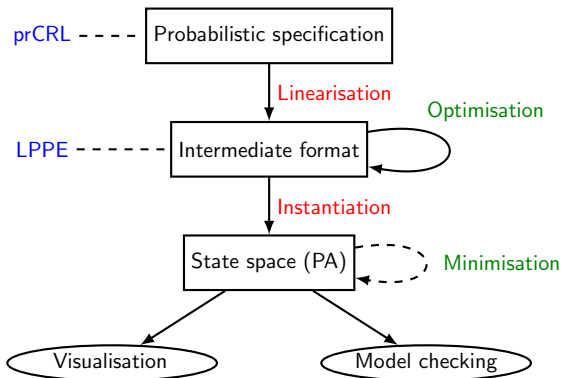
Overview of our approach



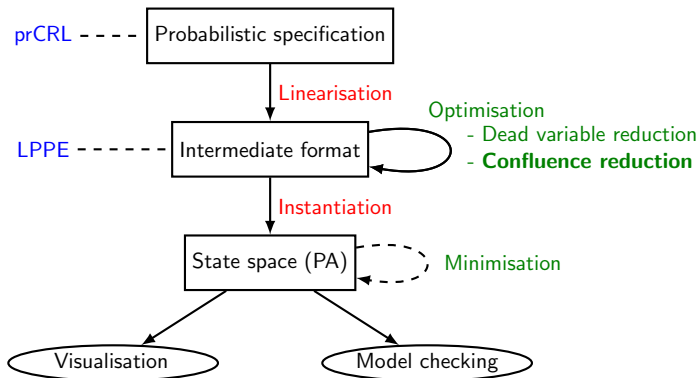
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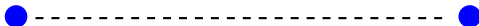


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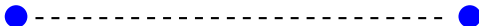
Branching probabilistic bisimulation

Notion of equivalence: **branching probabilistic bisimulation**



Branching probabilistic bisimulation

Notion of equivalence: **strong bisimulation**



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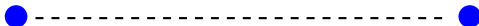
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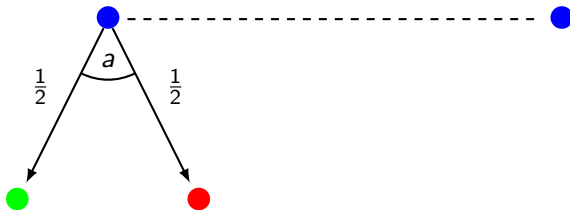
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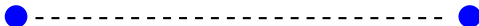
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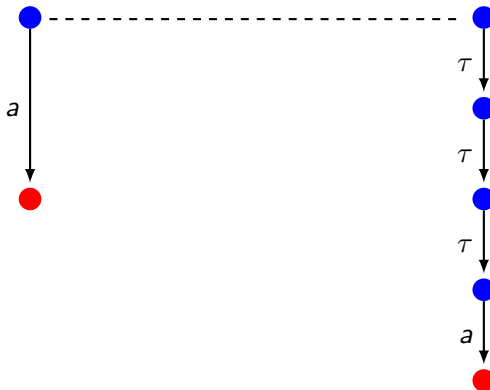
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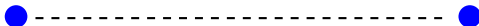
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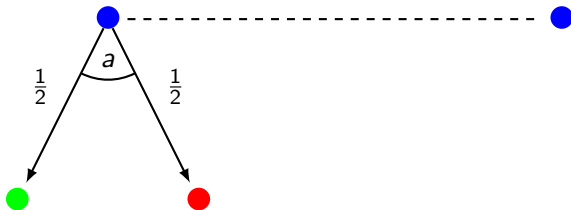
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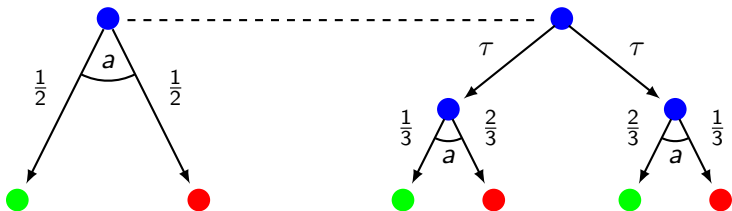
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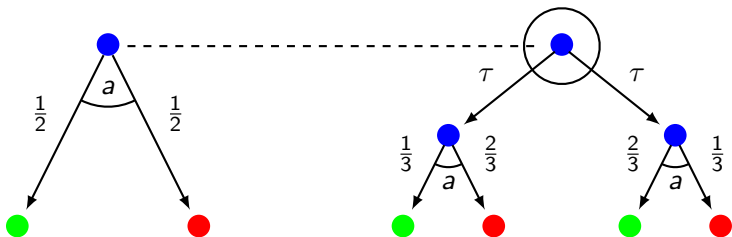
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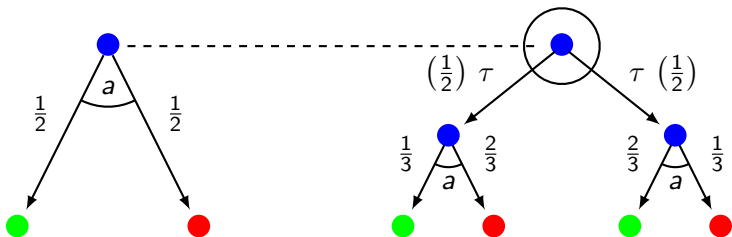
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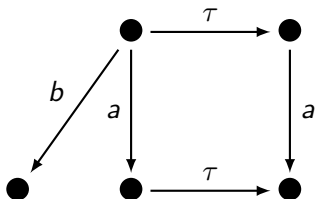
$$\text{Probability of green: } \frac{1}{2} \cdot \frac{1}{3} + \frac{1}{2} \cdot \frac{2}{3} = \frac{1}{2}$$

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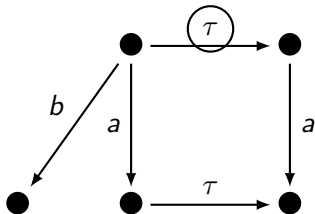
Branching bisimulation preservation by τ -steps

Unobservable τ -steps **might** disable behaviour...



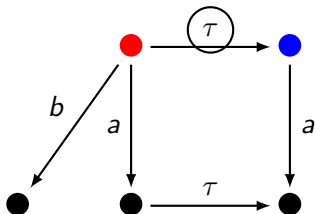
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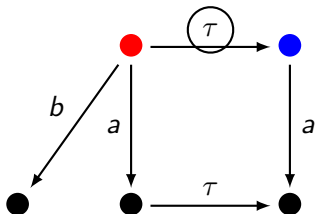
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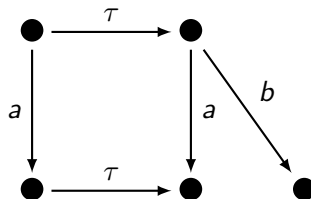
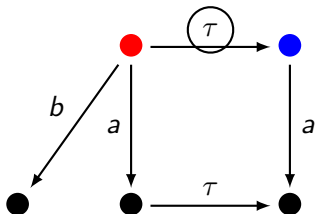
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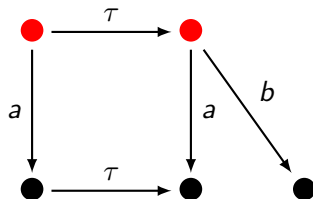
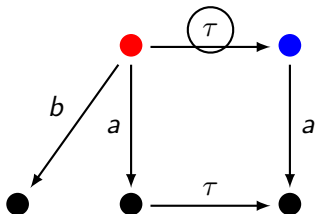
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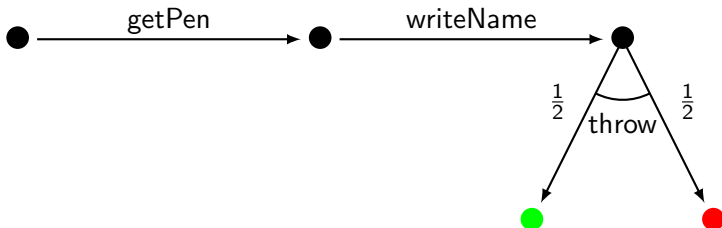
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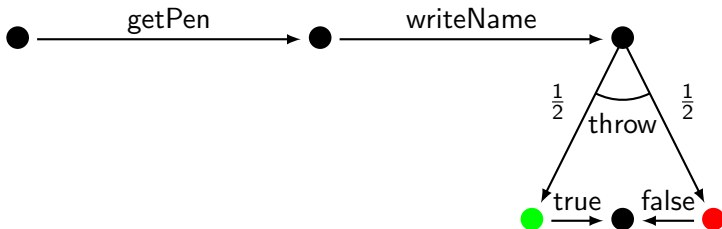
Confluence: an introductory example



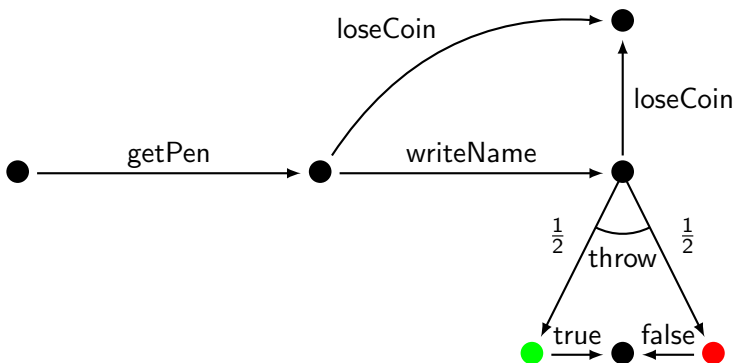
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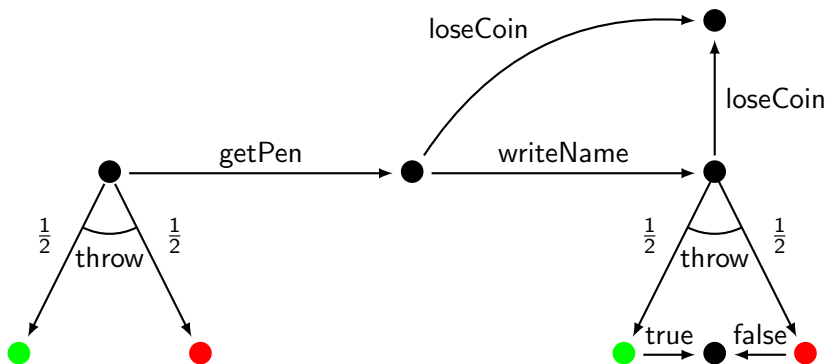
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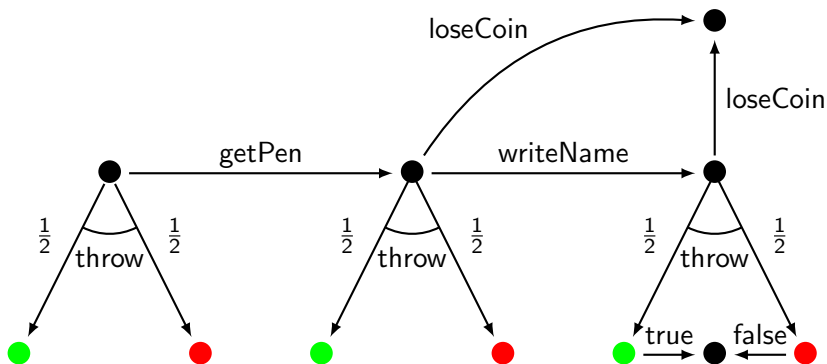
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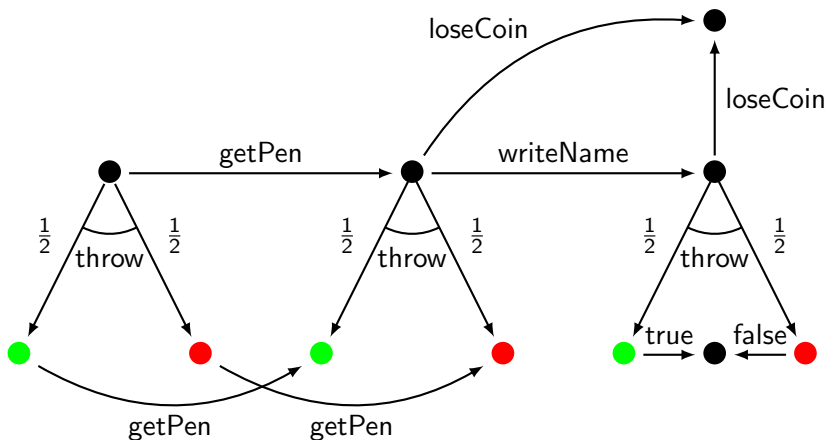
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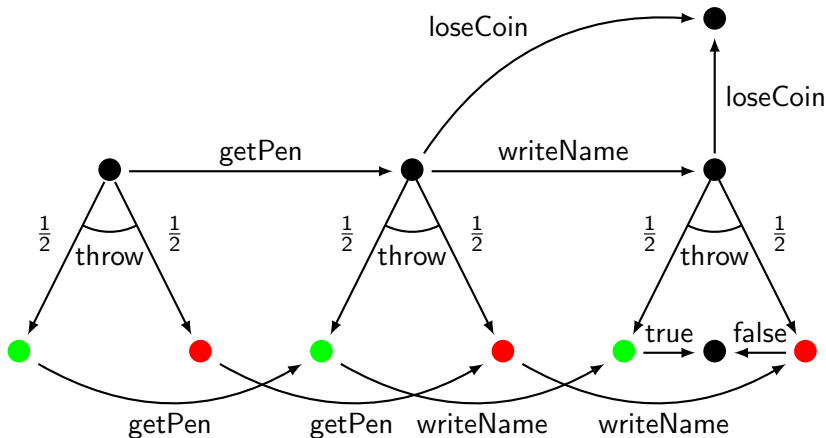
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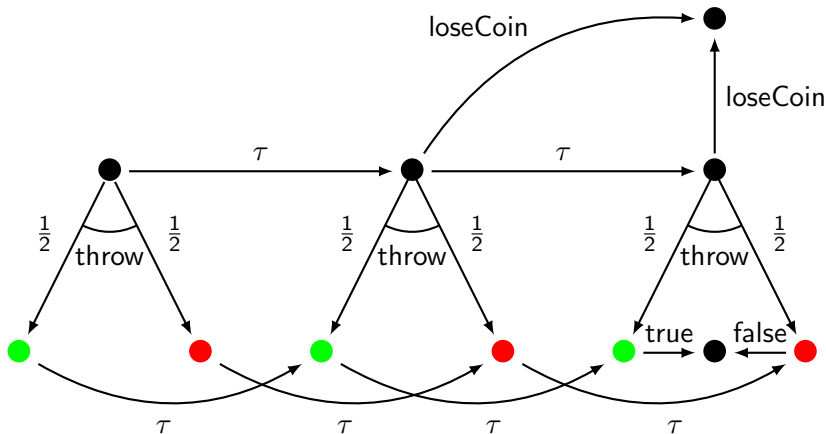
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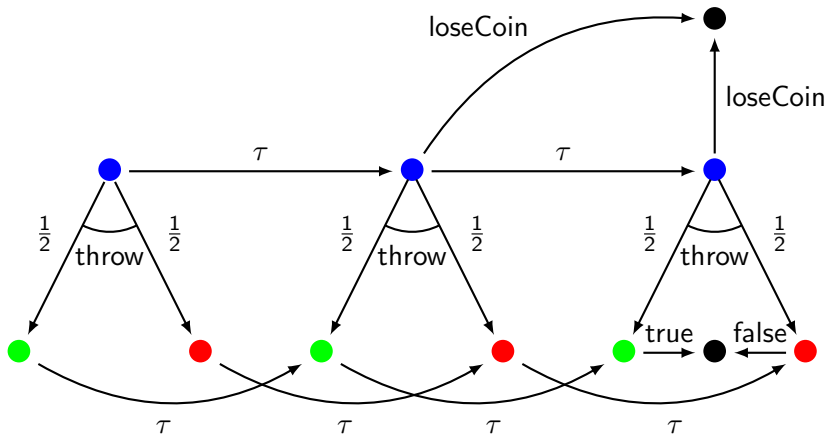
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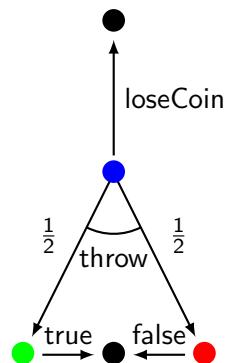
Confluence: an introductory example



Confluence: an introductory example



Confluence: an introductory example



Confluence: non-probabilistic versus probabilistic

Three notions of confluence:

- weak confluence
- confluence
- strong confluence

Confluence: non-probabilistic versus probabilistic

Three notions of confluence:

- | | | |
|---|---------------|---|
| <ul style="list-style-type: none">• weak confluence | | <ul style="list-style-type: none">• weak probabilistic confluence |
| <ul style="list-style-type: none">• confluence | \Rightarrow | <ul style="list-style-type: none">• probabilistic confluence |
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Confluence: non-probabilistic versus probabilistic

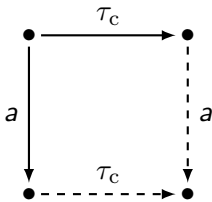
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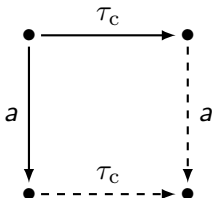


Strong confluence

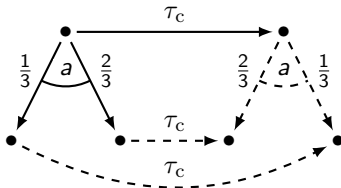
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- weak probabilistic confluence
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 - **strong probabilistic confluence**



Strong confluence

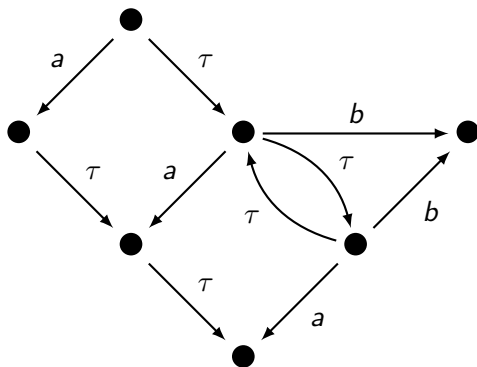


Strong probabilistic confluence

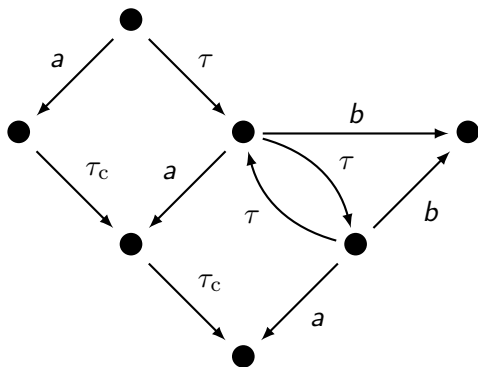
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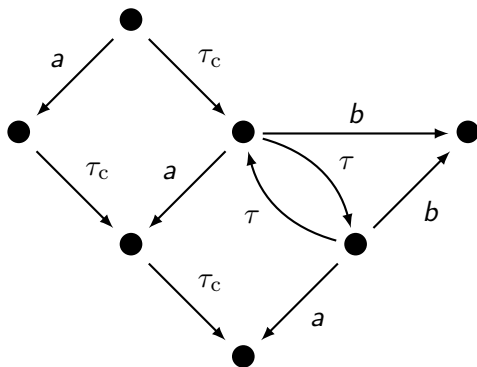
State space reduction using confluence



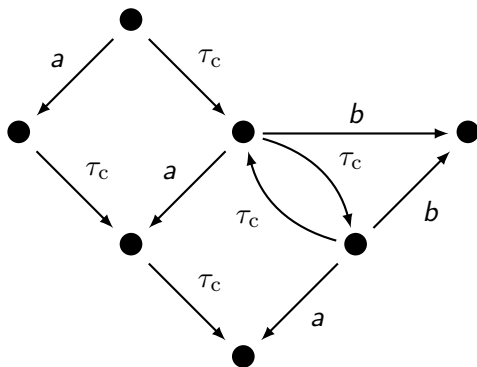
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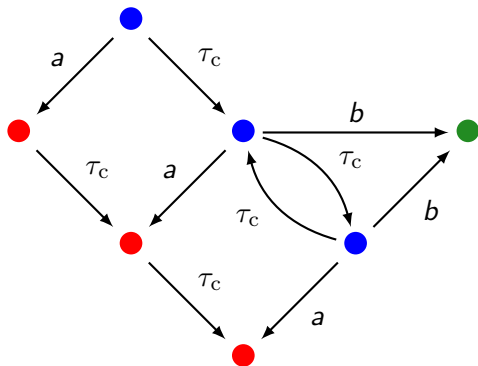
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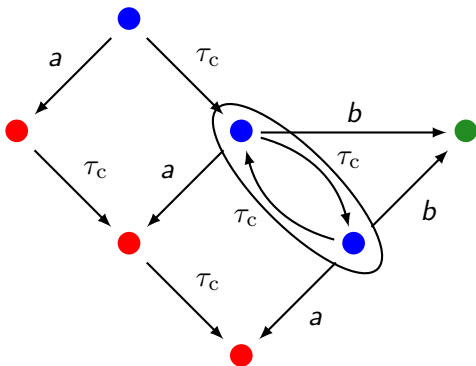
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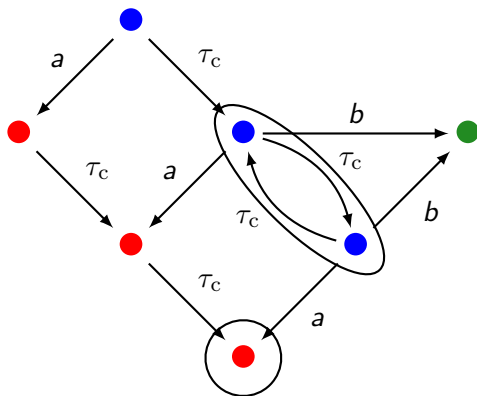
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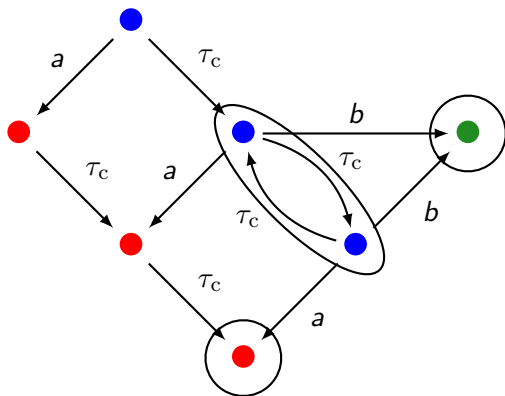
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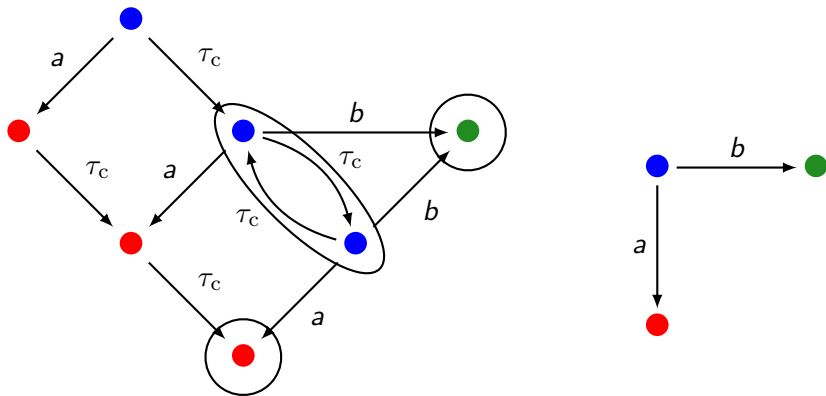


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Detecting confluence: LPPEs

We detect confluence symbolically using LPPEs:

$$\begin{aligned}
 X(\vec{g} : \vec{G}) = & \sum_{\vec{d}_1 : \vec{D}_1} c_1 \Rightarrow a_1 \sum_{\vec{e}_1 : \vec{E}_1} f_1 : X(\vec{n}_1) \\
 & \dots \\
 & + \sum_{\vec{d}_k : \vec{D}_k} c_k \Rightarrow a_k \sum_{\vec{e}_k : \vec{E}_k} f_k : X(\vec{n}_k)
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Example of an LPPE

$$\begin{aligned}
 X(\text{pc} : \{1..2\}, \text{active} : \text{Bool}) &= \\
 \sum_{n:\{1,2,3\}} \text{pc} = 1 &\quad \Rightarrow \text{output}(n) \sum_{b:\text{Bool}} \frac{1}{2} : X(2, b) \\
 + \quad \text{pc} = 2 \wedge \text{active} &\Rightarrow \text{beep} \cdot X(1, \text{active})
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How to know whether a summand is confluent?

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How to know whether a summand is confluent?

- Its action should be τ

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How to know whether a summand is confluent?

- Its action should be τ
- Its next state should be chosen **nonprobabilistically**

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How to know whether a summand is confluent?

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How to know whether a summand is confluent?

- Its action should be τ
- Its next state should be chosen **nonprobabilistically**
- It should **commute** with all the other summands
 - Never enabled at the same time
 - Not touching the same variables

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Case study: leader election protocol

Specification	Original		Reduced		Running time	
	States	Trans.	States	Trans.	Before	After
leader	3763	6158	1399	1922	1.86 sec	0.72 sec
leaderReduced	1693	2438	589	722	0.90 sec	0.44 sec
leader-2-2	67	94	27	32	0.04 sec	0.65 sec
leader-2-6	535	710	199	212	0.36 sec	0.81 sec
leader-2-36	18325	23690	6589	6662	516.23 sec	43.11 sec
leader-3-2	1018	1815	376	561	1.61 sec	3.81 sec
leader-3-6	21664	36519	7936	10233	221.22 sec	44.92 sec

-60% -70%

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Conclusions

Related work

- Confluence reduction for non-probabilistic systems
- Partial-order reduction for probabilistic systems

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Conclusions / results

- We developed three new **notions of confluence** for probabilistic automata that preserve branching probabilistic bisimulation;
- We showed how confluence can be used for **state space reduction**;
- We discussed how to **detect confluence** based on a probabilistic **process algebra**;
- We illustrated the power of our method using a **case study**.

Questions

Questions?