

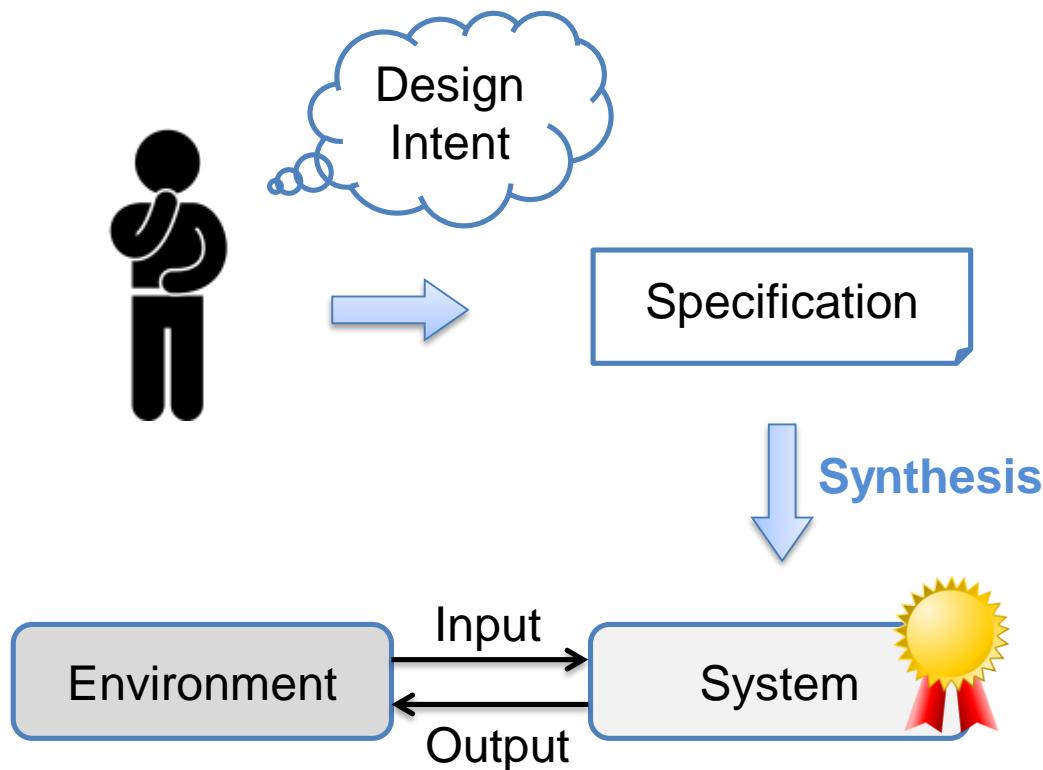
# Bounded Synthesis for Safety Specifications



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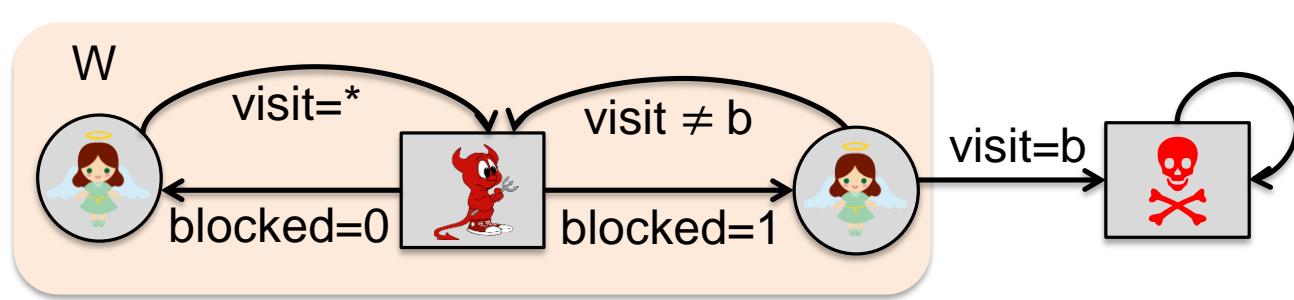
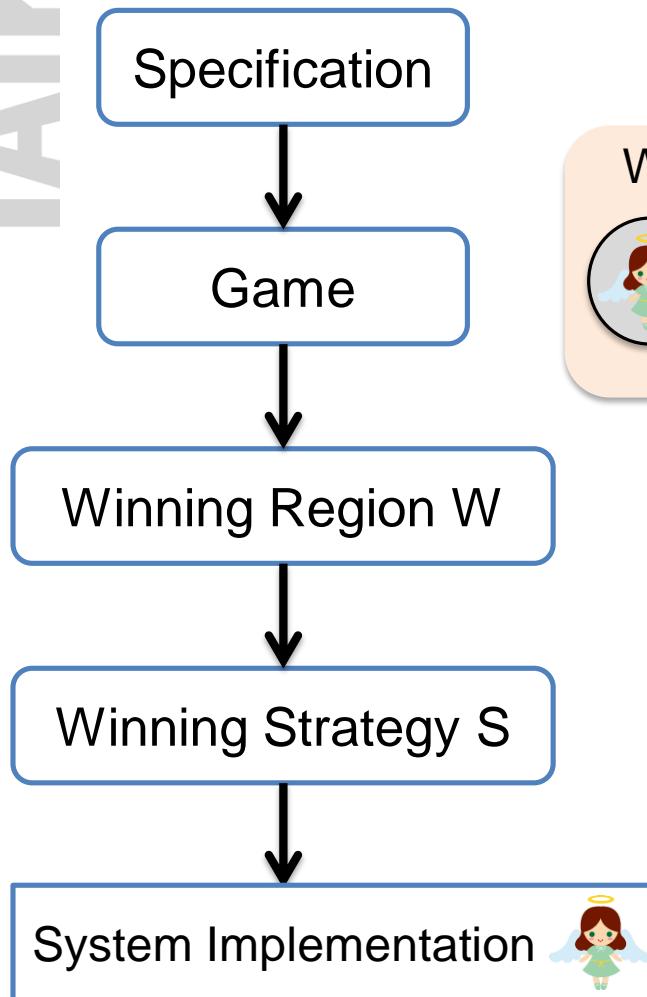
# What is Synthesis?



# How does Synthesis work?

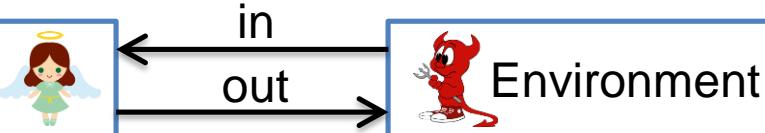
1. Synthesis via Game Solving
2. Bounded Synthesis

# 1. Synthesis is a Game



From which states can win?

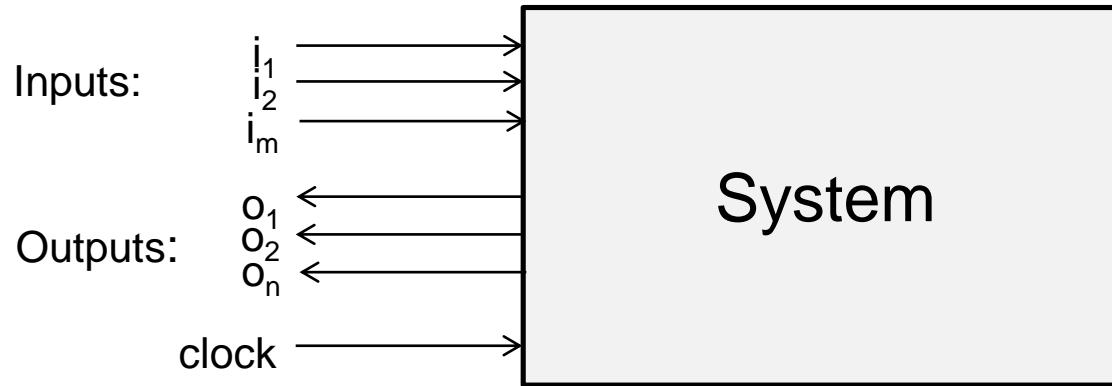
What shall do to win?



# How does Synthesis work?

1. Synthesis via Game Solving
2. Bounded Synthesis
  - Given  $k$ , is there a system with  $k$  states that fulfills the specification?
  - SMT Encoding
  - Today: Consider only safety specifications

# System

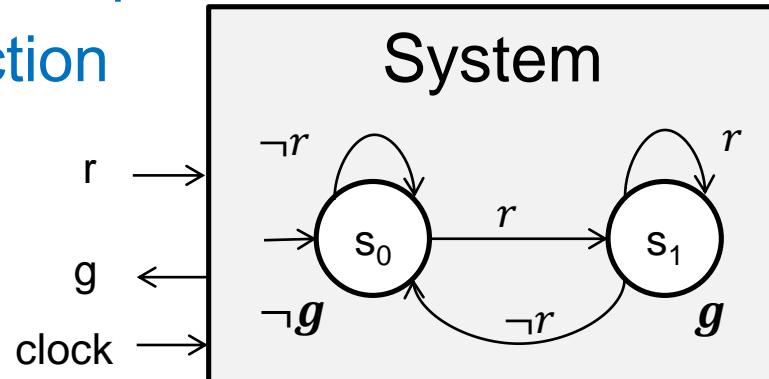


- $I = \{i_1, i_2, \dots, i_m\}$  is a set of Boolean inputs
- $O = \{o_1, o_2, \dots, o_n\}$  is a set of Boolean outputs

# System: What is Inside?

## Moore Machine:

- A Moore Machine is a tuple  $M = (S, s_0 \Sigma_I, \Sigma_O, \tau, out)$ 
  - $S$  ... finite set of states
  - $s_0$  ... initial state
  - $I$  ... inputs,  $\Sigma_I = 2^I$  ... input alphabet
  - $O$  ... outputs,  $\Sigma_O = 2^O$  ... output alphabet
  - $\tau: S \times \Sigma_I \rightarrow S$  ... transition function
  - $out: S \rightarrow \Sigma_O$  ... output function



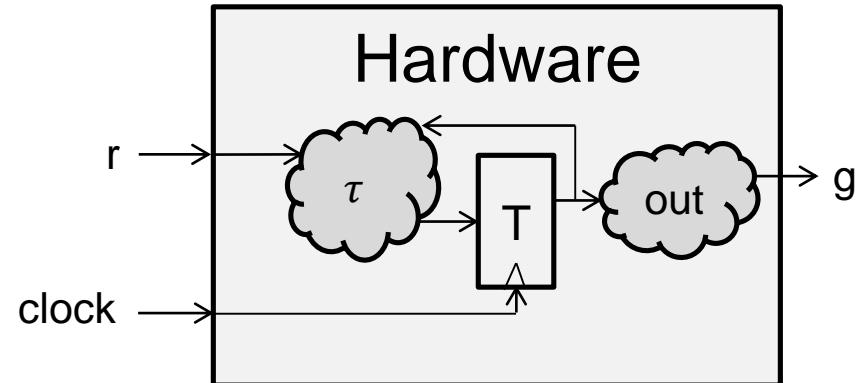
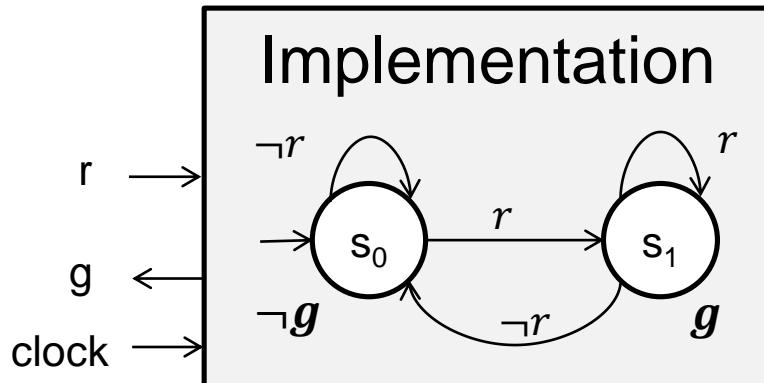
# System trace

- A system **path** is an infinite sequence  $(s_0 i_0)(s_1 i_1)(s_2, i_2) \dots$ 
  - such that  $s_1 = \tau(s_0, i_0), s_2 = \tau(s_1, i_1), \dots$
- A corresponding system trace is an infinite sequence  $\bar{\sigma} = (\text{out}(s_0, i_0))(\text{out}(s_1, i_1)) \dots$

# From a Moore Machine to Hardware

## Simple Transformation:

- The current state  $s \in S$  is stored in flip-flops
- $\tau: S \times \Sigma_I \rightarrow S$  and  $out: S \rightarrow \Sigma_O$  are combinatorial circuits



# Safety Specification

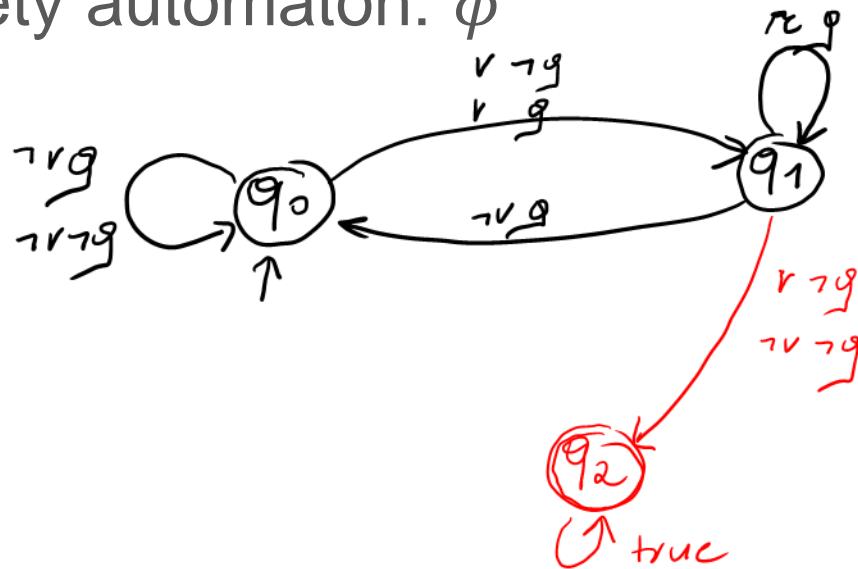
- $\forall \bar{\sigma} \in (\Sigma_I \times \Sigma_o)^*. (\bar{\sigma} \not\models \phi \rightarrow (\forall \bar{\sigma}' \in (\Sigma_I \times \Sigma_o)^*. (\bar{\sigma} \cdot \bar{\sigma}') \not\models \phi))$ 
  - Traces that do not satisfy  $\phi$  cannot be extended to traces that satisfy  $\phi$
  - “bad things must be irremediable”

# Specification = Safety Automata

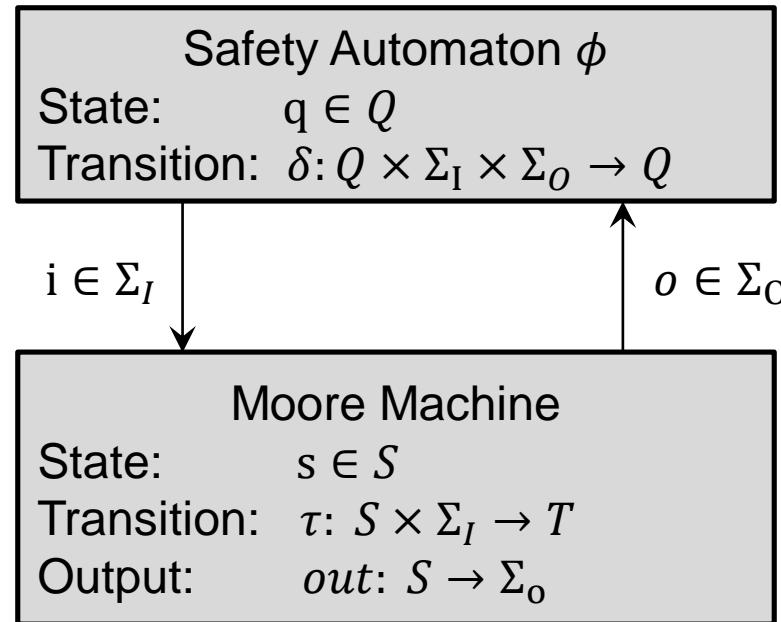
- A Safety Automaton is a tuple  $\phi = (Q, q_0, \Sigma_I, \Sigma_O, \delta, F)$ 
  - $Q$  ...finite set of states
  - $q_0$  ...initial state
  - $I$  ...inputs,  $\Sigma_I = 2^I$  ...input alphabet
  - $O$  ...outputs,  $\Sigma_O = 2^O$  ...output alphabet
  - $\delta: Q \times \Sigma_I \times \Sigma_O \rightarrow Q$  ...transition function
  - $F \subseteq Q$  ...set of unsafe states  


# Example: Safety Specification

- Every request must be granted in the next tick
- In LTL:  $\phi = G(r \rightarrow Xg)$
- Safety automaton:  $\phi$



# Run of $\phi$ on $M$

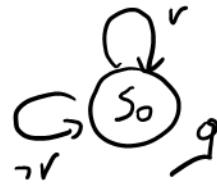


# Run Graph = Product $M \times \phi$

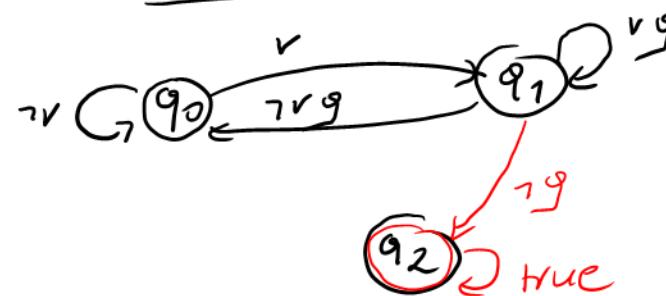
- Take current state of M: s
- Take current state of  $\phi$ : q
  - (s,q) is the current state of a run graph
- Take the current output: out(s)
- Take any input: i
  - (i, out(s)) is the current edge label
- Take next state of M:  $s' = \tau(s, i)$
- Take next state of SA:  $q' = \delta(q, i, out(s))$ 
  - (s',q') is the next state of a run graph

# Example: Building the Product

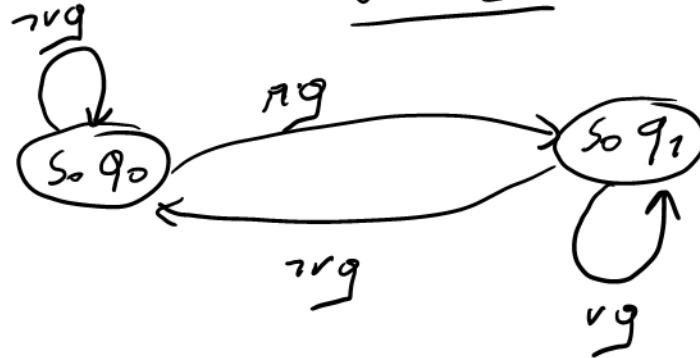
Model M



Spec  $\Phi$



$M \times \underline{\Phi}$



# Bounded Synthesis for Safety Specs

- Given a safety specification  $\phi$
- Given a number  $k$
- Is there a system with  $k$  states that fulfills  $\phi$ ?
  - Search  $M = (S, s_0, \Sigma_I, \Sigma_O, \tau, out)$ 
    - Given:  $S, s_0, \Sigma_I, \Sigma_O$
    - Find:  $\tau, out$
  - How can we do this?

Uninterpreted functions to the rescue!

# Bounded Synthesis for Safety Specs

- Search  $M = (S, s_0, \Sigma_I, \Sigma_O, \tau, out)$   $\leftarrow$  uninterpreted

$$\rho(q_0, s_0) = true$$

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$$\rho(q_0, s_0) = true$$

$$\bigwedge_{s \in S} \bigwedge_{\underline{q} \in F} \rho(q, s) = false$$

# Bounded Synthesis for Safety Specs

- Search  $M = (S, s_0, \Sigma_I, \Sigma_O, \tau, out) \leftarrow \text{uninterpreted}$

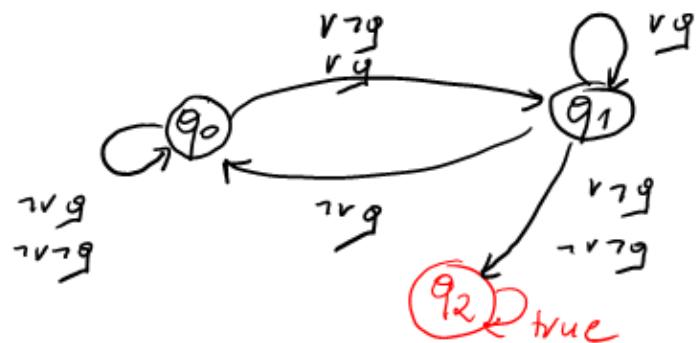
$$\rho(q_0, s_0) = true$$

$$\bigwedge_{q \in Q} \bigwedge_{i \in \Sigma_I} \bigwedge_{s \in S} \rho(q, s) \wedge o = out(s) \rightarrow \rho(\delta(q, i, o), \tau(s, i))$$

$$\bigwedge_{s \in S} \bigwedge_{q \in F} \rho(q, s) = false$$

# Example

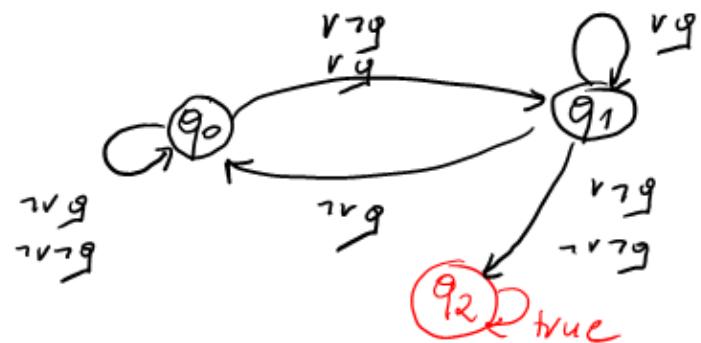
- $\phi = (Q, q_0, \Sigma_I, \Sigma_O, \delta, F)$ 
  - $Q = \{q_0, q_1, q_2\}$
  - $I=\{r\}, O=\{g\}.$
  - $F = \{q_2\}$
- $k=2$



# Example

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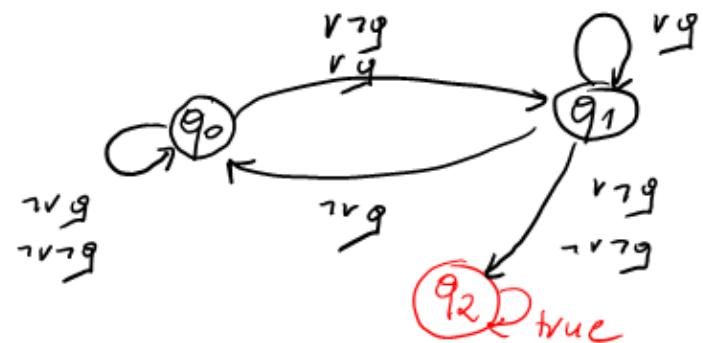


# Example

- $\phi = (Q, q_0, \Sigma_I, \Sigma_O, \delta, F)$ 
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$$\rho(q_0, s_0) = \text{true}$$

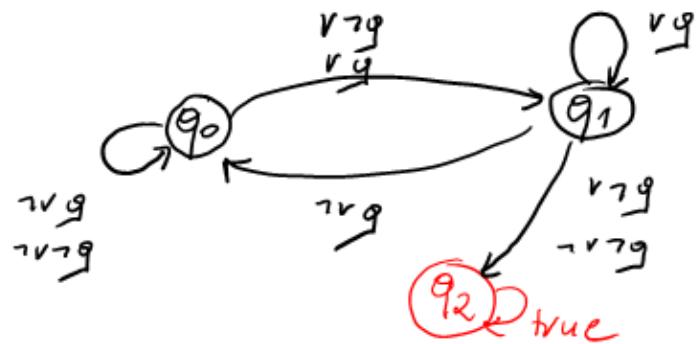
$$\bigwedge_{s \in S} \bigwedge_{q \in F} \rho(q, s) = \text{false} \quad \rightarrow \quad \neg \rho(q_2, s_0) \wedge \neg \rho(q_2, s_1)$$



# Example

- $\phi = (Q, q_0, \Sigma_I, \Sigma_O, \delta, F)$ 
  - $Q = \{q_0, q_1, q_2\}$
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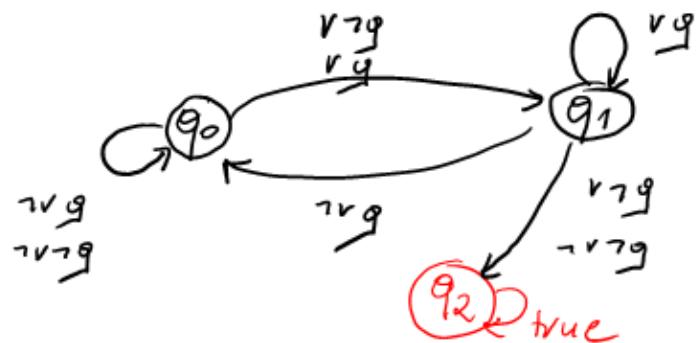
$$\bigwedge_{q \in Q} \bigwedge_{i \in \Sigma_I} \bigwedge_{s \in S} \rho(q, s) \wedge o = \textcolor{green}{out}(s) \rightarrow \rho(\delta(q, i, o), \textcolor{green}{t}(s, i))$$



# Example

- $\phi = (Q, q_0, \Sigma_I, \Sigma_O, \delta, F)$ 
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$$\begin{aligned}
 \rho(q_0, s_0) \wedge o = \text{out}(s_0) &\rightarrow \rho(\delta(q_0, \neg r, o), \tau(s_0; \vec{t})) \wedge \\
 \rho(q_0, s_1) \wedge o = \text{out}(s_1) &\rightarrow \rho(\delta(q_0, \neg r, o), \tau(s_1; \vec{t})) \wedge \\
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 \rho(q_0, s_1) \wedge o = \text{out}(s_1) &\rightarrow \rho(\delta(q_0, r, o), \tau(s_1; \vec{t})) \wedge \\
 \rho(q_1, s_0) \dots
 \end{aligned}$$

# Thank You

