

# **liveness-to-safety and totalising a transition system**

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## **Objective**

Encode the search for a fair path as a reachability problem.

## **How**

Every solution [path] for the reachability problem should represent a fair lasso-shape in the original system.

**Fair transition system**  $M := \langle S, I, T, F \rangle$

- for  $x \in S$ , introduce a new symbol  $l_x$ .
- The assignment of every such symbol  $l_x$  is non-deterministically chosen in the initial state and then it never changes (FROZENVAR).
- The *loopback* state is  $lback := \bigwedge_{x \in S} l_x = x$ .
- Boolean symbol  $in_l$ , initially false and  $in_l' = in_l \vee lback'$ .
- Boolean symbol  $fair_l$ , initially false and  $fair_l' = fair_l \vee (in_l \wedge F)$

Find path starting from  $I$  that reaches  $lback \wedge fair_l$ .

# Single fairness encoding: example

## Modulo 8 counter

```
MODULE main
  VAR
    b0 : boolean;
    b1 : boolean;
    b2 : boolean;

  ASSIGN
    init(b0) := FALSE;
    init(b1) := FALSE;
    init(b2) := FALSE;
    next(b0) := !b0;
    next(b1) := (!b0 & b1) | (b0 & !b1);
    next(b2) := ((b0 & b1) & !b2) | (!(b0 & b1) & b2);

  DEFINE out := toint(b0) + 2 * toint(b1) + 4 * toint(b2);

  LTLSPEC G F out != 2;
```

# Single fairness encoding: solution

Add the following:

```
FROZENVAR
  l_b0 : boolean;
  l_b1 : boolean;
  l_b2 : boolean;
DEFINE out_lback := toint(l_b0) + 2 * toint(l_b1) + 4 * toint(l_b2);

DEFINE lback := l_b0 = b0 & l_b1 = b1 & l_b2 = b2;
DEFINE fair := out = 2;

VAR
  in_loop : boolean;
  fair_loop : boolean;

INIT !in_loop & !fair_loop;
TRANS next(in_loop) = in_loop | next(lback);
TRANS next(fair_loop) = fair_loop | (in_loop & fair);

INVARSPEC !(fair_loop & lback);
```

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## Multiple fairness conditions

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**A1** Usual reduction to single fairness.

Requires to visit fairness conditions in a predefined order, can cause very long loops even when a shorter one exists.

**A2** Add one boolean symbol  $fair_i$  for each fairness. Look for a path that reaches  $l\_back \wedge \bigwedge_i fair_i$



# Multiple fairness conditions encoding: example

## Modulo 8 counters

```
MODULE main
VAR
  c0 : counter();
  c1 : counter();

LTLSPEC (F G c0.out != 2) | (F G c1.out != 4);

MODULE counter
VAR
  b0 : boolean;
  b1 : boolean;
  b2 : boolean;

ASSIGN
  init(b0) := FALSE;
  init(b1) := FALSE;
  init(b2) := FALSE;
  next(b0) := !b0;
  next(b1) := (!b0 & b1) | (b0 & !b1);
  next(b2) := ((b0 & b1) & !b2) | (!(b0 & b1) & b2);

DEFINE out := toint(b0) + 2 * toint(b1) + 4 * toint(b2);
```

## Multiple fairness conditions encoding: solution

See files in examples for both versions.

## Make a transition system total

**Q:** Given a transition system  $M := \langle S, I, T \rangle$ , can we define  $M_t := \langle S_t, I_t, T_t \rangle$ , such that every path in  $M$  has a corresponding path in  $M_t$  and  $T_t$  is total?

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- $S_t := S \cap \{err\}$ ,
- $I_t := I \wedge \neg err$ ,
- $T_t := ((\neg err \wedge T) \rightarrow \neg err') \wedge (err \vee \neg T) \rightarrow err'$ .

If  $M_t \models (G\neg err) \wedge \phi$  then  $M \models \phi$ .

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We are adding a lot of transitions!!