

Model Checking Using Generalized Testing Automata

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Abstract. Geldenhuys and Hansen showed that a kind of ω -automata known as *Testing Automata* (TA) can, in the case of stuttering-insensitive properties, outperform the Büchi automata traditionally used in the automata-theoretic approach to model checking [10].

In previous work [23], we compared TA against *Transition-based Generalized Büchi Automata* (TGBA), and concluded that TA were more interesting when counterexamples were expected, otherwise TGBA were more efficient.

In this work we introduce a new kind of automata, dubbed *Transition-based Generalized Testing Automata* (TGTA), that combine ideas from TA and TGBA. Implementation and experimentation of TGTA show that they outperform other approaches in most of the cases.

Keywords: testing automata, model checking, emptiness check.

1 Introduction

Context. The automata-theoretic approach to model checking linear-time properties [28] splits the verification process into four operations:

1. Computation of the state-space for the model M . This state-space can be seen as an ω -automaton A_M whose language, $\mathcal{L}(A_M)$, represents all possible infinite executions of M .
2. Translation of the temporal property φ into an ω -automaton $A_{\neg\varphi}$ whose language, $\mathcal{L}(A_{\neg\varphi})$, is the set of all infinite executions that would invalidate φ .
3. Synchronization of these automata. This constructs a product automaton $A_M \otimes A_{\neg\varphi}$ whose language, $\mathcal{L}(A_M) \cap \mathcal{L}(A_{\neg\varphi})$, is the set of executions of M invalidating φ .
4. Emptiness check of this product. This operation tells whether $A_M \otimes A_{\neg\varphi}$ accepts an infinite word, and can return such a word (a counterexample) if it does. The model M verifies φ iff $\mathcal{L}(A_M \otimes A_{\neg\varphi}) = \emptyset$.

Problem. Different kinds of ω -automata have been used with the above approach. In the most common case, a property expressed as an LTL (linear-time temporal logic) formula is converted into a Büchi automaton with state-based acceptance, and a Kripke structure is used to represent the state-space of the model.

In Spot [17], our model checking library, we prefer to represent properties using *generalized* (i.e., multiple) Büchi acceptance conditions *on transitions* rather than on states [7]. Any algorithm that translates LTL into a Büchi automaton has to deal with

generalized Büchi acceptance conditions at some point, and the process of *degeneralizing* the Büchi automaton often increases its size. Several emptiness-check algorithms can deal with generalized Büchi acceptance conditions, making such an a degeneralization unnecessary and even costly [5]. Moving the acceptance conditions from the states to the transitions also reduces the size of the property automaton [4, 13].

Unfortunately, having a smaller property automaton $A_{\neg\phi}$ does not always imply a smaller product with the model $(A_M \otimes A_{\neg\phi})$, and the size of this product really affects model checking efficiency. Thus, instead of targeting smaller property automata, some people have attempted to build automata that are *more deterministic* [25]. However even this does not guarantee the product to be smaller.

Hansen et al. [14] introduced a new kind of ω -automaton called *Testing Automaton* (TA). These automata are less expressive than Büchi automata since are tailored to represent *stuttering-insensitive* properties (such as any LTL property that does not use the X operator). They are often a lot larger than their equivalent Büchi automaton, but surprisingly, their high degree of determinism often lead to a smaller product [10]. As a back-side, TA have two different modes of acceptance (Büchi-acceptance or livelock-acceptance), and their emptiness check may require two passes, mitigating the benefits of a having a smaller product.

Objectives. The study of Geldenhuys and Hansen [10] shows TA are statistically more efficient than Büchi automata. In a previous work [23], we have extended their comparison to TGBA, and shown that TA are indeed better when the formula to be verified is violated (i.e., a counterexample is found), but this is not the case when the property is verified since the entire state space may have to be visited twice to check for each acceptance mode of a TA.

This paper introduces a new type of ω -automata, Transition-based Generalized Testing Automata (TGTA), that mixes features from both TA and TGBA. From TA, it reuses the labeling of transitions with changesets, and simplifications based on stuttering. From TGBA, it inherits the use of transition-based acceptance conditions. TGTA combine the advantages of TA and TGBA: it is still statistically more efficient than other ω -automata when the property is violated but does not require a second pass when no counterexample is found, thus remaining more efficient than other ω -automata in that situation.

We have implemented this new approach in Spot. This required little effort since TGTA reuse the emptiness check algorithm of TGBA. We are thus able to compare TGTA with the “traditional” algorithms we used on TA, BA and TGBA. These experiments show that TGTA compete well on our examples.

Contents. Section 2 provides a brief summary of the three ω -automaton (BA, TGBA and TA) and pointers to their associated operations for model checking before Section 3 presents TGTA. Section 4 reports our experiments before a discussion in Section 5.

2 Presentation of Three Existing Approaches

Let AP designate the set of *atomic proposition* of the model. We use AP to build a linear-time property. Any state of the model is labeled by a valuation of these atomic propositions. We denote by $\Sigma = 2^{AP}$ the set of these valuations, which we interpret either as a set or as Boolean conjunctions. For instance if $AP = \{a, b\}$, then $\Sigma = 2^{AP} =$

$\{\{a, b\}, \{a\}, \{b\}, \emptyset\}$ but we equivalently interpret it as $\Sigma = \{ab, a\bar{b}, \bar{a}b, \bar{a}\bar{b}\}$. All the executions of the model can be represented by a Kripke structure \mathcal{K} . An execution of the model is simply an infinite sequence of such valuations, i.e., an element from Σ^ω .

Definition 1. A Kripke structure over the alphabet $\Sigma = 2^{AP}$ is a tuple $\mathcal{K} = \langle S, I, R, L \rangle$ where:

- S is a finite set of states,
- $I \subseteq S$ is the set of initial states,
- $R \subseteq S \times S$ is the transition relation,
- $L : S \rightarrow \Sigma$ is a state-labeling function.

An execution $w = k_0k_1k_2 \dots \in \Sigma^\omega$ is accepted by \mathcal{K} if there exists an infinite sequence $s_0, s_1, \dots \in S^\omega$ such that $s_0 \in I$ and $\forall i \in \mathbb{N}, L(s_i) = k_i \wedge (s_i, s_{i+1}) \in R$. The language accepted by \mathcal{K} is the set $\mathcal{L}(\mathcal{K}) \subseteq K^\omega$ of executions it accepts.

A property can be seen as a set of sequences, i.e., a subset of Σ^ω . Among these properties, we want to distinguish those that are *stuttering-insensitive*:

Definition 2. A property, or a language, i.e., a set of infinite sequences $\mathcal{P} \subseteq \Sigma^\omega$, is stuttering-insensitive iff any sequence $k_0k_1k_2 \dots \in \mathcal{P}$ remains in \mathcal{P} after repeating any valuation k_i or omitting duplicate valuations. Formally, \mathcal{P} is stuttering-insensitive iff

$$k_0k_1k_2 \dots \in \mathcal{P} \iff k_0^{i_0}k_1^{i_1}k_2^{i_2} \dots \in \mathcal{P} \text{ for any } i_0 > 0, i_1 > 0 \dots$$

Theorem 1. Any $LTL \setminus X$ formula (i.e., an LTL formula that does not use the X operator) describes a stuttering-insensitive property. Conversely any stuttering-insensitive property can be expressed as an $LTL \setminus X$ formula [19].

The following sections presents three kinds of ω -automata [8] that can be used to express properties in the automata-theoretic approach to model checking. *Transition-based Generalized Büchi Automata* and *Büchi Automata* can both express general properties, while *Testing Automata* are tailored to stuttering-insensitive properties.

2.1 Transition-Based Generalized Büchi Automata

We begin by defining Transition-based Generalized Büchi Automata (TGBA), which are a generalization of the better known Büchi automata used for model checking [13]. In our context, the TGBA represents the negation of the LTL property to verify.

Definition 3. A TGBA over the alphabet $\Sigma = 2^{AP}$ is a tuple $\mathcal{G} = \langle S, I, R, F \rangle$ where:

- S is a finite set of states,
- $I \subseteq S$ is the set of initial states,
- F is a finite set of acceptance conditions,
- $R \subseteq S \times 2^\Sigma \times 2^F \times S$ is the transition relation, where each element (s_i, K_i, F_i, d_i) represents a transition from state s_i to state d_i labeled by the non-empty set of valuation K_i , and a set of acceptance conditions F_i .

An execution $w = k_0k_1k_2 \dots \in \Sigma^\omega$ is accepted by \mathcal{G} if there exists an infinite path $(s_0, K_0, F_0, s_1)(s_1, K_1, F_1, s_2)(s_2, K_2, F_2, s_3) \dots \in R^\omega$ where:

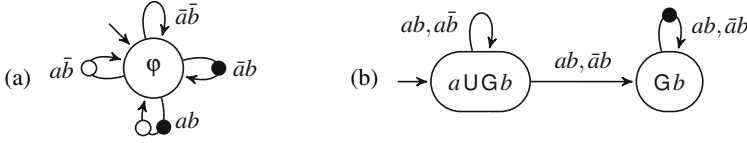


Fig. 1. (a) A TGBA with acceptance conditions $F = \{\bullet, \circ\}$ recognizing the LTL property $\varphi = GFa \wedge GFb$. (b) A TGBA with $F = \{\bullet\}$ recognizing the LTL property $aUGb$.

- $s_0 \in I$, and $\forall i \in \mathbb{N}, k_i \in K_i$ (the execution is recognized by the path),
- $\forall f \in F, \forall i \in \mathbb{N}, \exists j \geq i, f \in F_j$ (each acceptance condition is visited infinitely often).

The language accepted by \mathcal{G} is the set $\mathcal{L}(\mathcal{G}) \subseteq \Sigma^\omega$ of executions it accepts.

Any LTL formula φ can be converted into a TGBA whose language is the set of executions that satisfy φ . Several algorithms exist to translate an LTL formula into a TGBA [4, 9, 13, 1].

Figure 1 shows two examples of TGBA: one deterministic TGBA derived from the LTL formula $GFa \wedge GFb$, and one non-deterministic TGBA derived from $aUGb$. The LTL formulae that label states represent the property accepted starting from this state of the automaton: they are shown for the reader's convenience but not used for model checking. As can be inferred from Fig. 1(a), an LTL formula such as $\bigwedge_{i=1}^n GF p_i$ can be represented by a one-state deterministic TGBA with n acceptance conditions.

Any infinite path in these examples is accepted if it visits all acceptance conditions (represented by colored dots on the transitions) infinitely often.

Testing a TGBA for emptiness amounts to the search of a strongly connected component that contains at least one occurrence of each acceptance condition. This can be done in different ways [5]. We are using Couvreur's SCC-based emptiness check algorithm [4] because it needs to traverse the state-space only once, and its complexity does not depend on the number of acceptance conditions. This algorithm is detailed in Appendix B.

2.2 Büchi Automata

Compared to TGBA, the more traditional Büchi Automata (BA) have only one state-based acceptance condition.

One common way to obtain a BA from an LTL formula is to first translate the formula into some Generalized Büchi Automata with multiple acceptance conditions (it could be a TGBA [13, 9] or a state-based GBA [12]) and then to *degenerate* this automaton to obtain a single acceptance condition.

Definition 4. A BA over the alphabet $\Sigma = 2^{AP}$ is a tuple $\mathcal{B} = \langle S, I, R, F \rangle$ where:

- S is a finite set states,
- $I \subseteq S$ is the set of initial states,
- $F \subseteq S$ is a finite set of acceptance states,
- $R \subseteq S \times 2^\Sigma \times S$ is the transition relation where each transition is labeled by a set of valuations.

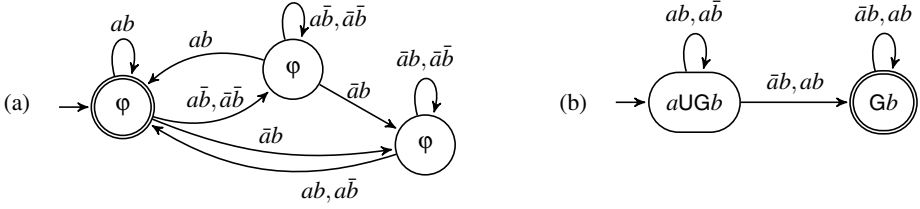


Fig. 2. Two examples of BA, with acceptance states shown as double circles. (a) A BA for the LTL property $\varphi = GF a \wedge GF b$ obtained by degeneralizing the TGBA for Fig. 1(a). (b) A BA for the LTL property $aUGb$.

An execution $w = k_0 k_1 k_2 \dots \in \Sigma^\omega$ is accepted by \mathcal{B} if there exists an infinite path $(s_0, K_0, s_1)(s_1, K_1, s_2)(s_2, K_2, s_3) \dots \in R^\omega$ such that:

- $s_0 \in I$, and $\forall i \in \mathbb{N}, k_i \in K_i$ (the execution is recognized by the path),
- $\forall i \in \mathbb{N}, \exists j \geq i, s_j \in F$ (at least one acceptance state is visited infinitely often).

The language accepted by \mathcal{B} is the set $\mathcal{L}(\mathcal{B}) \subseteq \Sigma^\omega$ of executions it accepts.

Theorem 2. TGBA and BA have the same expressive power: any TGBA can be converted into a language-equivalent BA and vice-versa [4, 13].

The process of converting a TGBA into a BA is called *degeneralization*. In the worst case, a TGBA with s states and n acceptance conditions will be degeneralized into a BA with $s \times (n + 1)$ states.

Figure 2 shows the same properties as Fig. 1, but expressed as Büchi automata. The automaton from Fig. 2(a) was built by degeneralizing the TGBA from Fig. 1(a). The worst case of the degeneralization occurred here, since the TGBA with 1 state and n acceptance conditions was degeneralized into a BA with $n + 1$ states. It is known that no BA with less than $n + 1$ states can accept the property $\bigwedge_{i=1}^n GF p_i$ so this Büchi automaton is optimal [3]. The property $aUGb$, on the right hand side of the figure, is easier to express: the BA has the same size as the TGBA.

In the other way, a BA can be seen as a TGBA, by simply marking transitions leaving acceptance states as accepting, without adding states nor transitions. Algorithms that input TGBA can therefore be easily adapted to process BA. More importantly, BA can be checked for emptiness using the same one-pass emptiness-check algorithm.

2.3 Testing Automata

Testing Automata (TA) were introduced by Hansen et al. [14] to represent stuttering-insensitive properties. While a Büchi automaton observes the value of the atomic propositions AP , the basic idea of TA is to detect the *changes* in these values; if a valuation of AP does not change between two consecutive valuations of an execution, the TA can stay in the same state. To detect infinite executions that end stuck in the same TA state because they are stuttering, a new kind of acceptance states is introduced: *livelock-acceptance states*.

If A and B are two valuations, $A \oplus B$ denotes the symmetric set difference, i.e., the set of atomic propositions that differ (e.g., $a\bar{b} \oplus ab = \{b\}$). Technically, this is implemented with an XOR operation (also denoted by the symbol \oplus).

Definition 5. A TA over the alphabet $\Sigma = 2^{AP}$ is a tuple $\mathcal{T} = \langle S, I, U, R, F, G \rangle$, where:

- S is a finite set of states,
- $I \subseteq S$ is the set of initial states,
- $U : I \rightarrow 2^\Sigma$ is a function mapping each initial state to a set of valuations (set of possible initial configurations),
- $R \subseteq S \times \Sigma \times S$ is the transition relation where each transition (s, k, d) is labeled by a changeset: $k \in \Sigma$ is interpreted as a (possibly empty) set of atomic propositions whose value must change between states s and d ,
- $F \subseteq S$ is a set of Büchi-acceptance states,
- $G \subseteq S$ is a set of livelock-acceptance states.

An execution $w = k_0 k_1 k_2 \dots \in \Sigma^\omega$ is accepted by \mathcal{T} if there exists an infinite sequence $(s_0, k_0 \oplus k_1, s_1)(s_1, k_1 \oplus k_2, s_2) \dots (s_i, k_i \oplus k_{i+1}, s_{i+1}) \dots \in (S \times \Sigma \times S)^\omega$ such that:

- $s_0 \in I$ with $k_0 \in U(s_0)$,
- $\forall i \in \mathbb{N}$, either $(s_i, k_i \oplus k_{i+1}, s_{i+1}) \in R$ (the execution progresses in the TA), or $k_i = k_{i+1} \wedge s_i = s_{i+1}$ (the execution is stuttering and the TA does not progress),
- Either, $\forall i \in \mathbb{N}$, $(\exists j \geq i, k_j \neq k_{j+1}) \wedge (\exists l \geq i, s_l \in F)$ (the TA is progressing in a Büchi-accepting way), or, $\exists n \in \mathbb{N}$, $(s_n \in G \wedge (\forall i \geq n, s_i = s_n \wedge k_i = k_n))$ (the sequence reaches a livelock-acceptance state and then stays on that state because the execution is stuttering).

The language accepted by \mathcal{T} is the set $\mathcal{L}(\mathcal{T}) \subseteq \Sigma^\omega$ of executions it accepts.

To illustrate this definition, consider Fig. 3d, representing a TA for $aUGb$.

- The execution $ab; \bar{a}b; ab; \bar{a}b; ab; \bar{a}b; ab; \dots$ is Büchi accepting. A run recognizing such an execution must start in state 2, then it always changes the value of a , so it has to take transitions labeled by $\{a\}$. For instance it could be the run $2 \xrightarrow{\{a\}} 4 \xrightarrow{\{a\}} 4 \xrightarrow{\{a\}} 4 \dots$ or the run $2 \xrightarrow{\{a\}} 3 \xrightarrow{\{a\}} 4 \xrightarrow{\{a\}} 4 \dots$. Both visit the run state $4 \in F$ infinitely often, so they are Büchi accepting.
- The execution $ab; \bar{a}b; \bar{a}b; \bar{a}b; \dots$ is livelock accepting. An accepting run starts in state 2, then moves to state 4, and stutters on this livelock-accepting state. Another possible accepting run goes from state 2 to state 3 and stutters in $3 \in G$.
- The execution $ab; \bar{a}\bar{b}; ab; \bar{a}\bar{b}; ab; \bar{a}\bar{b}; \dots$ is not accepted. It would correspond to a run alternating between states 2 and 1, but such a run is neither Büchi accepting (does not visit any F state) nor livelock-accepting (it passes through state $2 \in G$, but does not stay into this state continuously).

Property 1. The language accepted by a testing automaton is stuttering-insensitive.

Proof. This follows from definition of accepted executions: a TA may not change its state when an execution stutters, so stuttering is always possible. \square

Construction of a Testing Automaton from a Büchi Automaton. Geldenhuis and Hansen [10] have shown how to convert a BA into a TA by first converting the BA into an automaton with valuations on the states, and then converting this automaton into a TA by computing the difference between the labels of the source and destination of each transition. The next proposition implements these first two steps at once.

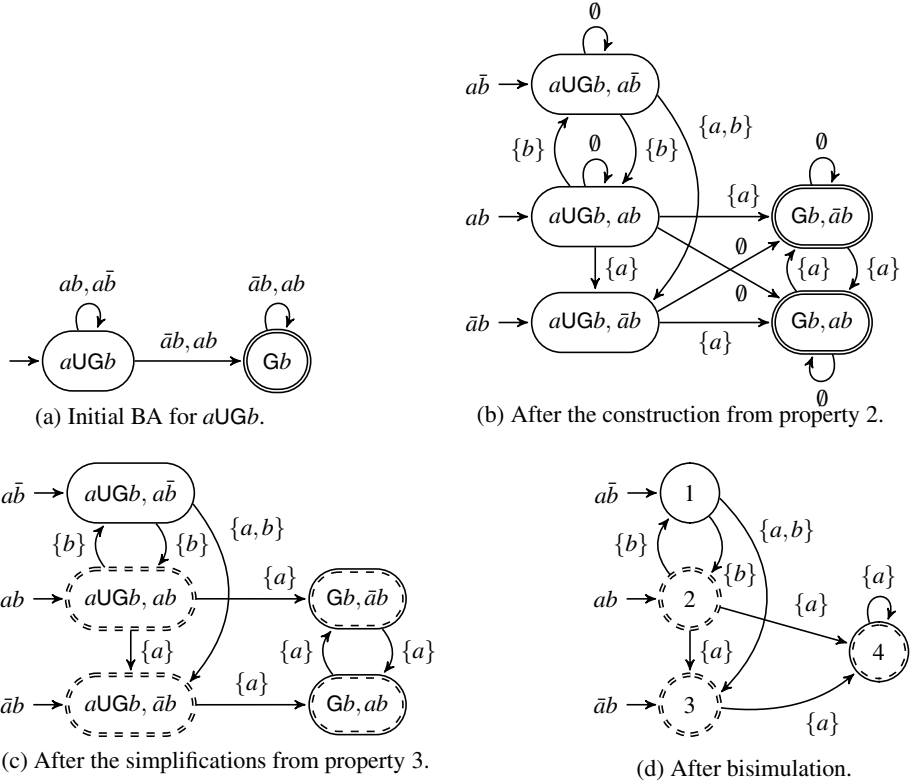


Fig. 3. Steps of the construction of a TA from a BA. States with a double enclosure belong to either F or G : states in $F \setminus G$ have a double plain line, states in $G \setminus F$ have a double dashed line, and states in $F \cap G$ use a mixed dashed/plain style.

Property 2 (Converting a BA into a TA [10]). For any BA $\mathcal{B} = \langle S_{\mathcal{B}}, I_{\mathcal{B}}, R_{\mathcal{B}}, F_{\mathcal{B}} \rangle$ over the alphabet $\Sigma = 2^{A^P}$ and such that $\mathcal{L}(\mathcal{B})$ is stuttering insensitive, let us define the TA $\mathcal{T} = \langle S_{\mathcal{T}}, I_{\mathcal{T}}, U_{\mathcal{T}}, R_{\mathcal{T}}, F_{\mathcal{T}}, \emptyset \rangle$ with $S_{\mathcal{T}} = S_{\mathcal{B}} \times \Sigma$, $I_{\mathcal{T}} = I_{\mathcal{B}} \times \Sigma$, $F_{\mathcal{T}} = F_{\mathcal{B}} \times \Sigma$ and

- $\forall (s, k) \in I_{\mathcal{T}}, U_{\mathcal{T}}((s, k)) = \{k\}$
- $\forall (s, k) \in S_{\mathcal{T}}, \forall (s', k') \in S_{\mathcal{T}},$
 $((s, k), k \oplus k', (s', k')) \in R_{\mathcal{T}} \iff \exists K \in 2^{\Sigma}, ((s, K, s') \in R_{\mathcal{B}}) \wedge (k \in K)$

Then $\mathcal{L}(\mathcal{B}) = \mathcal{L}(\mathcal{T})$.

Figure 3b shows the result of applying this construction to the example Büchi automaton shown for $aUGb$. This testing automaton does not yet use livelock-acceptance states (the G set). The next property, again from Geldenhuys and Hansen [10], shows how filling G allows to remove all transitions labeled by \emptyset .

Property 3 (Using G to simplify a TA [10]). Let $\mathcal{T} = \langle S, I, U, R, F, G \rangle$ be TA. By combining the first three of the following operations we can remove all transitions of the form (s, \emptyset, s') (i.e. stuttering-transitions) from a TA. The fourth simplification can be performed along the way.

1. If $Q \subseteq S$ is a Strongly Connected Component (SCC) such that $Q \cap F \neq \emptyset$ (it is Büchi accepting), and any two states $q, q' \in Q$ can be connected using a non-empty sequence of stuttering-transitions $(q, \emptyset, q_1) \cdot (q_1, \emptyset, q_2) \cdots (q_n, \emptyset, q') \in R^*$, then the testing automaton $\mathcal{T}' = \langle S, I, U, F, G \cup Q \rangle$ is such that $\mathcal{L}(\mathcal{T}') = \mathcal{L}(\mathcal{T})$. Such a component Q is called an **accepting Stuttering-SCC**.
2. If there exists a transition $(s, \emptyset, s') \in R$ such that $s' \in G$, the automaton $\mathcal{T}'' = \langle S, I, R \setminus \{(s, \emptyset, s')\}, F, G \cup \{s\} \rangle$ is such that $\mathcal{L}(\mathcal{T}'') = \mathcal{L}(\mathcal{T})$.
3. If \mathcal{T} does not contain any accepting Stuttering-SCC, and there exists a transition $(s, \emptyset, s') \in R$ such that s' cannot reach any state from G using only transitions labeled by \emptyset , then these transitions can be removed. I.e., the automaton $\mathcal{T}''' = \langle S, I, R \setminus \{(s, \emptyset, s')\}, F, G \rangle$ is such that $\mathcal{L}(\mathcal{T}''') = \mathcal{L}(\mathcal{T})$.
4. Any state from which one cannot reach a Büchi-accepting cycle nor a livelock-acceptance state can be removed without changing the automaton's language.

The resulting TA can be further simplified by merging bisimilar states (two states are bisimilar if the automaton can accept the same executions starting for either of these states). This can be achieved using any algorithm based on partition refinement [e.g., 27], taking $\{F \cap G, F \setminus G, G \setminus F, S \setminus (F \cup G)\}$ as initial partition.

Fig. 3 shows how a BA denoting the LTL formula $aUGb$ is transformed into a TA by applying prop. 2, prop. 3, and finally merging bisimilar states.

A TA for $\mathbf{GF}a \wedge \mathbf{GF}b$ is too big to be shown: even after simplifications it has 11 states and 64 transitions.

An unfortunate consequence of having two different ways of accepting executions (livelock or Büchi), is that the emptiness-check algorithm required during model checking must perform two passes on the whole state space in the worst case. Geldenhuys and Hansen [10] have devised a heuristic that often renders the second pass useless when the formula is violated. Another optimization we present in Appendix D is to omit the second pass when no livelock-accepting states is encountered during the first pass.

3 Transition-Based Generalized Testing Automata

This section introduces a new kind of automaton that combines features from both TA and TGBA. From TA, we take the idea of labeling transitions with changesets, however we remove the use of livelock-acceptance (because it may require a two-pass emptiness check), and the implicit stuttering. From TGBA, we inherit the use of transition-based generalized acceptance conditions.

The resulting Chimera, which we call *Transition-based Generalized Testing Automaton* (TGTA), accepts only stuttering-insensitive languages like TA, and inherits advantages from both TA and TGBA: it has a simple one-pass emptiness-check procedure (the same as the one for TGBA), and can benefit from reductions based on the stuttering of the properties pretty much like a TA. Livelock acceptance states, which are no longer supported, can be emulated using states with a Büchi accepting self-loop labeled by \emptyset .

Definition 6. A TGTA over the alphabet Σ is a tuple $\mathcal{T} = \langle S, I, U, R, F \rangle$ where:

- S is a finite set of states,

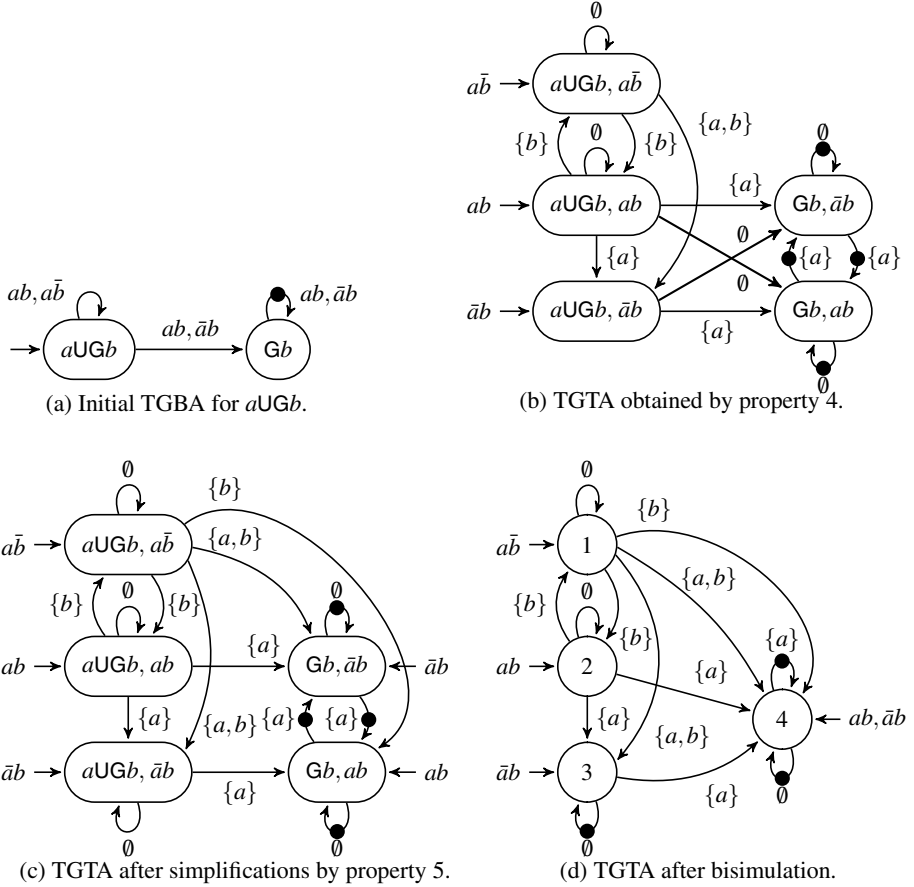


Fig. 4. TGTA obtained after various steps while translating the TGBA representing $aUGb$, into a TGTA with $F = \{\bullet\}$

- $I \subseteq S$ is the set of initial states,
- $U : I \rightarrow 2^\Sigma$ is a function mapping each initial state to a set of symbols of Σ
- F is a finite set of acceptance conditions,
- $R \subseteq S \times \Sigma \times 2^F \times S$ is the transition relation, where each element (s_i, k_i, F_i, d_i) represents a transition from state s_i to state d_i labeled by a changeset k_i ; interpreted as a (possibly empty) set of atomic propositions whose value must change between states s_i and d_i , and the set of acceptance conditions F_i .

An execution $w = k_0k_1k_2\dots \in \Sigma^\omega$ is accepted by \mathcal{T} if there exists an infinite path $(s_0, k_0 \oplus k_1, F_0, s_1)(s_1, k_1 \oplus k_2, F_1, s_2)(s_2, k_2 \oplus k_3, F_2, s_3)\dots \in R^\omega$ where:

- $s_0 \in I$ with $k_0 \in U(s_0)$ (the execution is recognized by the path),
- $\forall f \in F, \forall i \in \mathbb{N}, \exists j \geq i, f \in F_j$ (each acceptance condition is visited infinitely often).

The language accepted by \mathcal{T} is the set $\mathcal{L}(\mathcal{T}) \subseteq \Sigma^\omega$ of executions it accepts.

Figure 4d shows a TGTA constructed for $aUGb$ in the same way as we did for Fig. 3d. The only accepting runs are those that see \bullet infinitely often. The reader can verify that

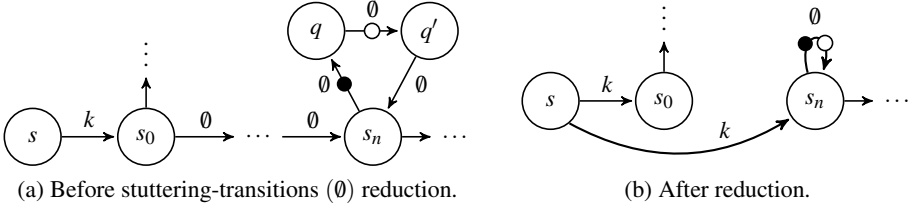


Fig. 5. Using stuttering-transitions to simplify a TGTA

all the executions taken as example in section 2.3 are still accepted, but not always with the same runs (for instance $ab; \bar{a}b; \bar{a}b; \bar{a}b; \dots$ is accepted by the run $2, 4, 4, 4, \dots$, but not by the run $2, 3, 3, 3, \dots$). This small difference is due to the way we emulate livelock-accepting states, as we shall describe later (in Property 5).

Construction of a TGTA from a TGBA. We now describe how to build a TGTA starting from a TGBA. The construction is inspired by the one presented in section 2.3 to construct a TA from a BA. In future work we plan to implement a direct translation from LTL to TGTA, but the construction presented below is enough to show the benefits of using TGTAs, and makes it easier to understand how TGTAs relates from TGBA.

Our first property is the counterpart of Prop. 2: we can construct a TGTA from a TGBA by moving labels to states, and labeling each transition by the set difference between the labels of its source and destination states. While doing so, we keep the generalized acceptance conditions on the transitions. An example is shown on Fig 4b.

Property 4 (Converting TGBA into TGTA). For any TGBA $\mathcal{G} = \langle S_{\mathcal{G}}, I_{\mathcal{G}}, R_{\mathcal{G}}, F \rangle$ over the alphabet $\Sigma = 2^A$ and such that $\mathcal{L}(\mathcal{G})$ is stuttering insensitive, let us define the TGTA $\mathcal{T} = \langle S_{\mathcal{T}}, I_{\mathcal{T}}, U_{\mathcal{T}}, R_{\mathcal{T}}, F \rangle$ with $S_{\mathcal{T}} = S_{\mathcal{G}} \times \Sigma$, $I_{\mathcal{T}} = I_{\mathcal{G}} \times \Sigma$ and

- (i) $\forall (s, k) \in I_{\mathcal{T}}, U_{\mathcal{T}}((s, k)) = \{k\}$
- (ii) $\forall (s, k) \in S_{\mathcal{T}}, \forall (s', k') \in S_{\mathcal{T}},$
 $((s, k), k \oplus k', F_1, (s', k')) \in R_{\mathcal{T}} \iff \exists K \in 2^{\Sigma}, ((s, K, F_1, s') \in R_{\mathcal{G}}) \wedge (k \in K)$

Then $\mathcal{L}(\mathcal{G}) = \mathcal{L}(\mathcal{T})$.

(See appendix E for a proof.)

The next property is the pendent of Prop. 3 to simplify the automaton by removing stuttering-transitions. Here we cannot remove self-loop transitions labeled by \emptyset , but we can remove all others. The intuition behind this simplification is illustrated on Fig 5a: s_0 is reachable from state s by a non-stuttering transition, but s_0 can reach an accepting stuttering-cycle by following only stuttering transitions. In the context of TA we would have to declare s_0 as being a livelock-accepting state. For TGTA, we replace the accepting stuttering-cycle by adding a self-loop labeled by all acceptance conditions on s_n , then the predecessors of s_0 are connected to s_n as in Fig. 5b.

Property 5 (Using stuttering-transitions to simplify a TGTA). Let $\mathcal{T} = \langle S, I, U, R, F \rangle$ be TGTA such that $\mathcal{L}(\mathcal{T})$ is stuttering insensitive. By combining the first three of the following operations, we can remove all stuttering-transitions that are not self-loop (see Fig. 5). The fourth simplification can be performed along the way.

1. If $Q \subseteq S$ is a SCC such that any two states $q, q' \in Q$ can be connected using a sequence of stuttering-transitions $(q, \emptyset, F_0, q_1)(q_1, \emptyset, F_1, q_2) \cdots (q_n, \emptyset, F_n, q') \in R^*$ with $F_0 \cup F_1 \cup \cdots \cup F_n = F$, then we can add an accepting stuttering self-loop (q, \emptyset, F, q) on each state $q \in Q$. I.e., the TGTA $\mathcal{T}' = \langle S, I, U, R \cup \{(q, \emptyset, F, q) \mid q \in Q\}, F \rangle$ is such that $\mathcal{L}(\mathcal{T}') = \mathcal{L}(\mathcal{T})$. Let us call such a component Q an **accepting Stuttering-SCC**.
2. If there exists an accepting Stuttering-SCC Q and a sequence of stuttering-transitions $(s_0, \emptyset, F_1, s_1)(s_1, \emptyset, F_2, s_2) \cdots (s_{n-1}, \emptyset, F_n, s_n) \in R^*$ such that $s_n \in Q$ and $s_0, s_1, \dots, s_{n-1} \notin Q$ (Fig. 5a), then:
 - For any non-stuttering transition, $(s, k, f, s_0) \in R$ going to s_0 and such that $k \neq \emptyset$, the TGTA $\mathcal{T}'' = \langle S, I, U, R \cup \{(s, k, f, s_n)\}, F \rangle$ is such that $\mathcal{L}(\mathcal{T}'') = \mathcal{L}(\mathcal{T})$.
 - If $s_0 \in I$, the TGTA $\mathcal{T}'' = \langle S, I \cup \{s_n\}, U'', R, F \rangle$ with $\forall s \neq s_n, U''(s) = U(s)$ and $U''(s_n) = U(s_n) \cup U(s_0)$, is such that $\mathcal{L}(\mathcal{T}'') = \mathcal{L}(\mathcal{T})$.
3. Let $\mathcal{T}^\dagger = \langle S, I^\dagger, U^\dagger, R^\dagger, F \rangle$ be the TGTA obtained after repeating the previous two operations as much as possible (i.e., \mathcal{T}^\dagger contains all the transitions and initial states that can be added by the above two operations). Then, we can add non-accepting stuttering self-loops $(s, \emptyset, \emptyset, s)$ to all states that did not have an accepting stuttering self-loop because \mathcal{T} describes a stuttering invariant property. Also we can remove all stuttering-transitions that are not self-loops since stuttering can be captured by self-loops after the previous two operations. More formally, the automaton $\mathcal{T}''' = \langle S, I^\dagger, U^\dagger, R''', F \rangle$ with $R''' = \{(s, k, f, d) \in R^\dagger \mid k \neq \emptyset \vee (s = d \wedge f = F)\} \cup \{(s, \emptyset, \emptyset, s) \mid (s, \emptyset, F, s) \notin R^\dagger\}$ is such that $\mathcal{L}(\mathcal{T}''') = \mathcal{L}(\mathcal{T}^\dagger) = \mathcal{L}(\mathcal{T})$.
4. Any state from which one cannot reach a Büchi-accepting cycle can be removed from the automaton without changing its language. (See appendix E for proofs.)

Here again, an additional optimization is to merge bisimilar states, this can be achieved using the same algorithm used to simplify a TA, taking S as initial partition and taking into account the acceptance conditions of the outgoing transitions. All these steps are shown on Fig. 4.

We can think of a TGTA as a TGBA whose transitions are labeled by changesets instead of atomic proposition valuations. When checking a TGBA for emptiness, we are looking for an accepting cycle that is reachable from an initial state. When checking a TGTA for emptiness, we are looking exactly for the same thing. The same emptiness check algorithm can be used, because emptiness check algorithms do not look at transition labels.

This is a nice feature of TGTA, not only because it gives us a one-pass emptiness check, but also because it eases the implementation of the TGTA approach in a TGBA-based model checker. We need only to implement the conversion of TGBA to TGTA and the product between a TGTA and a Kripke structure. We discuss our implementation in the next section.

4 Experimentation

This section presents our experimentation of the various types of automata within our tool Spot [17]. We first present the Spot architecture and the way the variation on the model checking algorithm was introduced. Then we present our benchmarks (formulae and models) prior to the description of our experiments.

4.1 Implementation on Top of Spot

Spot is a model-checking library offering several algorithms that can be combined to build a model checker [7]. Figure 6 shows the building blocks we used to implement the three approaches.

One point that we did not discuss so far is that in the automata-theoretic approach, the automaton used to represent the property to check has to be synchronized with a Kripke structure representing the model. Depending on the kind of automaton (TGBA, BA, TA, TGTA), this *synchronized product* has to be defined differently. Only the TGBA and BA approaches can share the same product definition. The definitions of these different products follow naturally from the definition of the runs on each automata. We refer the reader to Appendix A for a definition of all these products.

The TGBA, BA, and TGTA approaches share the same emptiness check, while a dedicated algorithm is required by the TA approach. In Fig. 6, no direct translation is provided from LTL to TGTA (this is also true for BA and TA). This could be investigated later, the need being, so far, to assess their interest before optimizing the translation process.

In order to evaluate our approach on “realistic” models, we decided to couple the Spot library with the CheckPN tool [7]. CheckPN implements Spot’s Kripke structure interface in order to build the state space of a Petri net on the fly. This Kripke structure is then synchronized with an ω -automaton (TGBA, BA, TA or TGTA) on the fly, and fed to the suitable emptiness check algorithm. The latter algorithm drives the on-the-fly construction: only the explored part of the product (and the associated states of the Kripke structure) will be constructed.

Constructing the state space on-the-fly is a double-edged optimization. Firstly, it saves memory, because the state-space is computed as it is explored and thus, does not need to be stored. Secondly, it also saves time when a property is violated because the emptiness check can stop as soon as it has found a counterexample. However, on-the-fly exploration is costlier than browsing an explicit graph: an emptiness check algorithm such as the one for TA that does two traversals of the full state-space in the worst case (e.g. when the property holds) will pay twice the price of that construction.

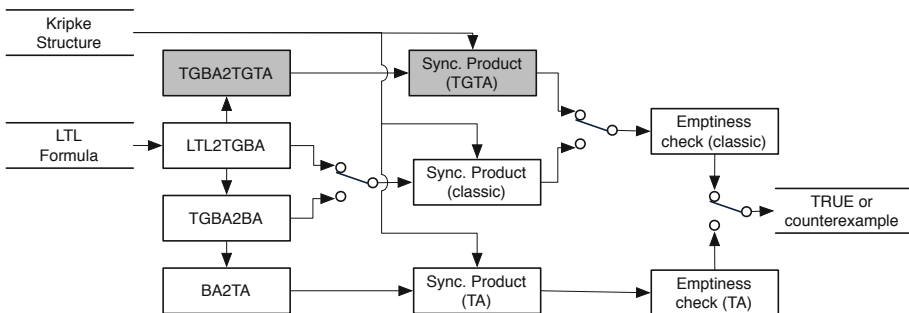


Fig. 6. The experiment’s architecture in SPOT. Three command-line switches control which one of the approaches is used to verify an LTL formula on a Kripke structure. The new components required by the TGTA approach are outlined in Gray.

In the CheckPN implementation of the Kripke structure, the Petri Net marking are compressed to save memory. The marking of a state has to be uncompressed every time we compute its successors, or when we compute the value of the atomic properties on this state. These two operations often occur together, so there is a one-entry cache that prevents the marking from being uncompressed twice in a row.

4.2 Benchmark Inputs

We selected some Petri net models and formulæ to compare these approaches.

Case Studies. The following two bigger models, were taken from actual cases studies. They come with some *dedicated* properties to check.

PolyORB models the core of the μ broker component of a middleware [16] in an implementation using a Leader/Followers policy [21]. It is a Symmetric Net and, since CheckPN processes P/T nets only, it was unfolded into a P/T net. The resulting net, for a configuration involving three sources of data, three simultaneous jobs and two threads (one leader, one follower) is composed of 189 places and 461 transitions. Its state space contains 61 662 states¹. The authors propose to check that once a job is issued from a source, it must be processed by a thread (no starvation). It corresponds to:

$$\Phi_1 = G(MSrc_1 \rightarrow F(DOSrc_1)) \wedge G(MSrc_2 \rightarrow F(DOSrc_2)) \wedge G(MSrc_3 \rightarrow F(DOSrc_3))$$

MAPK models a biochemical reaction: Mitogen-activated protein kinase cascade [15]. For a scaling value of 8 (that influences the number of tokens in the initial marking), it contains 22 places and 30 transitions. Its state space contains 6.11×10^6 states. The authors propose to check that from the initial state, it is necessary to pass through states *RafP*, *MEKP*, *MEKPP* and *ERKP* in order to reach *ERKPP*. In LTL:

$$\Phi_2 = \neg((\neg RafP)UMEKP) \wedge \neg((\neg MEKP)UMEKPP) \wedge \\ \neg((\neg MEKPP)UERKP) \wedge \neg((\neg ERKP)UERKPP)$$

Toy Examples. A first class of four models were selected from the Petri net literature [2, 20]: the flexible manufacturing system (FMS), the Kanban system, the Peterson algorithm, and the slotted-ring system. All these models have a parameter n . For the Peterson algorithm, and the slotted-ring, the models are composed of n 1-safe subnets. For FMS and Kanban, n only influences the number of tokens in the initial marking.

We chose values for n in order to get state space having between 2×10^5 to 3×10^6 nodes except for Peterson that is 6.3×10^8 nodes. The objective is to have non trivial state spaces to be synchronized.

Types of Formulæ. As suggested by Geldenhuis and Hansen [10], the type of formula may affect the performances of the various algorithms. In addition to the formulæ Φ_1 and Φ_2 above, we consider two classes of formulæ:

¹ This is a rather small value compared to MAPK but, due to the unfolding, each state is a 189-value vector. PolyORB with three sources of data, three simultaneous jobs and three threads would generate 1 137 096 states with 255-value vectors, making the experiment much too slow.

- *RND*: randomly generated LTL formulæ (without X operator). Since random formulæ are very often trivial to verify (the emptiness check needs to explore only a handful of states), for each model we selected only random formulæ that required to explore more than 2000 states with the three approaches.
- *WFair*: properties of the form $(\bigwedge_{i=1}^n \text{GF } p_i) \rightarrow \varphi$, where φ is a randomly generated LTL formula. This represents the verification of φ under the weak-fairness hypothesis $\bigwedge_{i=1}^n \text{GF } p_i$. The automaton representing such a formula has at least n acceptance conditions which means that the BA will in the worst case be $n + 1$ times bigger than the TGBA. For the formulæ we generated for our experiments we have $n \approx 3.23$ on the average.

All formulæ were translated into automata using Spot, which was shown experimentally to be very good at this job [22, 6]. The time spent doing the conversion from LTL to TGBA and then to TGTA (bisimulation included) is not measured in this benchmark. This translation process is almost instantaneous (<0.1 s), and even if its runtime could be improved (for instance with a direct translation from LTL to TGTA) it is clearly a non significant part of the run time of the different model checking approaches, where all the time is spent performing the emptiness check of the product (built on-the-fly) between the Kripke structure and the property automaton.

4.3 Results

Table 1 shows how for TGBA, TA and TGTA approaches deal with toy models and random formulæ. We omit data for BA since they are always outperformed by TGBA. For space reason, we also omit the table showing toy models against weak-fairness formulæ [23], because it shows results similar to those of table 1.

Table 2 shows the results of the two cases studies against random, weak-fairness, and dedicated formulæ issued from the studies.

These tables separate cases where formulæ are verified from cases where they are violated. In the former (left sides of the tables), no counterexample are found and the full state space had to be explored; in the latter (right sides) the on-the-fly exploration of the state space stopped as soon as the existence of a counterexample could be computed.

All values shown in all tables are averaged over 100 different formulas (except for the lines Φ_1 and Φ_2 in Table 2, where only one formula is used). For instance we checked Peterson5 against 100 random formulæ that had no counterexample, and against 100 random formulæ that had a counterexample. The average and maximum are computed separately on these two sets of formulæ.

Column-wise, these tables show the average and maximum sizes (states and transitions) of: (1) the automata $A_{\neg\varphi_i}$ expressing the properties φ_i ; (2) the products $A_{\neg\varphi_i} \otimes A_M$ of the property with the model; and (3) the subset of this product that was actually explored by the emptiness check. For verified properties, the emptiness check of TGBA and BA always explores the full product so these sizes are equal, while the emptiness check of TA always performs two passes on the full product so it shows double values. On violated properties, the emptiness check aborts as soon as it finds a counterexample, so the explored size is usually significantly smaller than the full product.

The emptiness check values show a third column labeled “T”: this is the time (in hundredth of seconds, a.k.a. centiseconds) spent doing that emptiness check,

Table 1. Comparison of the three approaches on toy examples with random formulae, when counterexamples do not exist (left) or when they do (right)

		Verified properties (no counterexample)						Violated properties (a counterexample exists)							
		Automa.			Emptiness check			Automa.			Emptiness check				
		st.	tr.	T	st.	tr.	T	st.	tr.	T	st.	tr.	T		
		Full product			Full product			Full product			Full product				
Peterson's	TGBA avg	6	74	2489651	10706255	2489651	10706255	18623	6	98	4378750	18950326	447532	1664897	3429
	TGBA max	15	368	8648954	51231247	8648954	51231247	66305	19	452	15758813	68376074	3464205	16063131	33813
	TA avg	21	333	2364394	9208893	3820489	14883673	29299	23	400	4530886	17667955	477568	1709098	3626
Peterson's	TA max	86	2976	6794050	26853438	13588100	53706876	102304	96	2384	15665643	61047330	4356432	16974570	33646
	TGTA avg	18	384	2327423	9070953	2327423	9070953	17675	20	473	4838504	16958774	421538	1504616	3270
	TGTA max	63	2541	16802901	26886243	6802901	26886243	50992	89	3931	15665643	61102382	3171366	12373040	27590
Rings	TGBA avg	6	62	671254	4279403	671254	4279403	986	7	96	1534755	10264597	247215	1257494	349
	TGBA max	18	360	2788267	27749420	2788267	27749420	5348	25	347	5378284	33010296	1882843	12472859	3613
	TA avg	18	213	525472	3040856	1020062	5908454	1686	24	366	1410442	8308311	191563	1054280	379
Rings	TA max	61	1396	2218432	14265568	4436864	28531136	7513	79	2453	4591370	26900864	1583757	9167989	3849
	TGTA avg	16	266	538121	3168068	538121	3168068	892	21	443	1349758	8084652	176745	979121	323
	TGTA max	57	1874	2260160	14894816	2260160	14894816	3799	73	2257	3864570	22690780	1380951	8353228	2935
FMSS	TGBA avg	6	68	551742	3993810	551742	3993810	814	5	69	6883843	62106759	54518	214399	55
	TGBA max	21	462	7302624	65806572	7302624	65806572	12288	16	280	23726488	244007764	1921058	11918449	2391
	TA avg	15	186	408588	3161894	482687	3786904	976	17	251	6686607	55303413	31632	165756	52
FMSS	TA max	51	931	6570291	53742054	9018660	74274828	19268	53	1615	20819154	179323867	1356842	10590558	2814
	TGTA avg	13	231	407130	3184980	407130	3184980	788	15	305	6397882	53832859	30372	155899	46
	TGTA max	37	147	6570291	53742054	6570291	53742054	12522	52	1852	19040412	167542101	1356842	10590558	2551
Kanbans	TGBA avg	5	48	837446	8350628	837446	8350628	1254	6	66	5974582	61030827	45690	165487	31
	TGBA max	12	238	9500904	135774933	9500904	135774933	18934	20	268	16729695	220725750	915486	4055483	860
	TA avg	13	133	575668	5450687	575668	5450687	1099	20	225	5659936	54667538	21839	104243	25
Kanbans	TA max	55	1170	5970944	60234328	5970944	60234328	11567	66	1096	16091600	161286146	439088	3579035	866
	TGTA avg	11	166	560409	5302142	560409	5302142	1015	17	265	5153380	50559085	19503	97543	22
	TGTA max	51	1343	5970944	60234328	5970944	60234328	11013	58	1246	13940304	144001788	439056	3578982	819

Table 2. Comparison of the three approaches for the case studies when counterexamples do not exist (left) or when they do (right).

		Automaton		Full product		Emptiness check		Automaton		Full product		Emptiness check	
		st.	tr.	st.	tr.	st.	tr.	st.	tr.	st.	tr.	st.	tr.
RND	TGBA avg	13	438	69141	182821	69141	182821	592	10	438	243147	50886	122212
	TGBA max	55	2852	341835	986034	341835	986034	3115	52	2136	1076730	227290	848061
	TA avg	83	4043	64086	138821	104415	226731	895	53	3474	103035	52455	117020
	TA max	411	46769	295389	653208	590778	1306416	5350	469	62602	336393	221833	478119
	TGTA avg	67	4121	65108	141407	65108	141407	558	43	3910	102151	46907	104919
	TGTA max	334	47567	317676	703265	317676	703265	2731	393	66517	363075	193890	503543
PolyORB 3/32	TGBA avg	4	38	65276	153015	65276	153015	509	4	36	73483	57295	130841
	TGBA max	12	128	184986	791568	184986	791568	1713	12	130	193995	135785	401864
	TA avg	55	641	79602	170480	83446	178828	630	51	593	155237	91714	201664
	TA max	164	2102	184986	397458	269934	603126	2384	195	3162	379629	197846	433800
	TGTA avg	21	264	62469	133825	62469	133825	480	20	243	71784	55984	122560
	TGTA max	52	681	184986	397458	184986	397458	1618	52	906	184986	116737	253999
Φ_1	TGBA -	7	576	345241	760491	345241	760491	1921					
	TA -	80	14590	342613	742815	685226	1485630	3858					
	TGTA -	79	17153	345277	753798	345277	753798	1925					
RND	TGBA avg	5	60	1095515	11940964	1095515	11940964	2211	5	62	15364530	44621	147170
	TGBA max	14	256	11408161	147987445	11408161	147987445	26963	14	278	57275770	1657316	7858321
	TA avg	14	173	812843	10119485	812843	10119485	2228	15	192	15531840	22071	53569
	TA max	48	969	9793932	125681958	9793932	125681958	27197	55	916	44955300	318571	832689
	TGTA avg	12	226	812456	10116066	812456	10116066	2173	13	236	14360794	21080	51231
	TGTA max	47	1304	9793932	125681958	9793932	125681958	26208	44	1141	43481872	318570	832687
MAPK 8	TGBA avg	3	20	2649730	30385763	2649730	30385763	5602	4	33	9711621	43651	195459
	TGBA max	8	84	16962176	268267694	16962176	268267694	45042	12	136	33023267	2248882	13302369
	TA avg	31	296	1779991	21870089	1779991	21870089	5033	44	471	20285910	33160	201268
	TA max	103	1270	13254682	172100144	13254682	172100144	43217	131	1786	44841684	1130354	12156893
	TGTA avg	13	131	1684025	20831377	1684025	20831377	4660	18	208	8596802	110988663	31661
	TGTA max	43	591	13254682	172100144	13254682	172100144	37989	60	871	21684220	1129783	12155921
Φ_2	TGBA -	6	165	46494	302350	46494	302350	53					
	TA -	9	293	33376	289235	33376	289235	55					
	TGTA -	8	452	33376	289235	33376	289235	53					

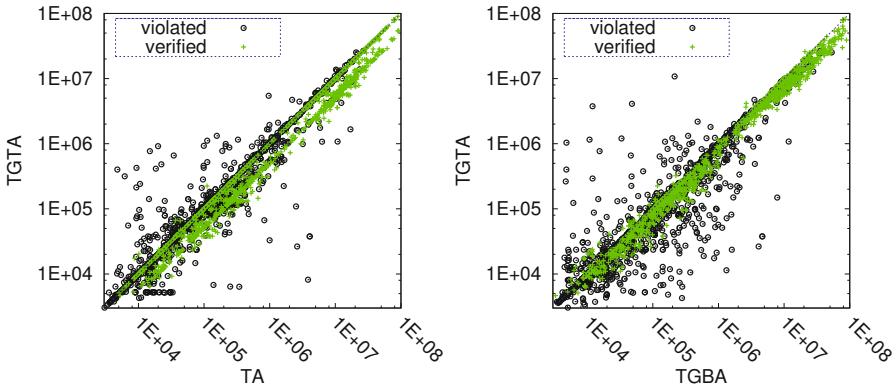


Fig. 7. Performance (transitions explored by the emptiness check) of TGTA against TA and TGBA

including the on-the-fly computation of the subset of the product that is explored. The time spent constructing the property automata from the formulæ is not shown (it is negligible compared to that of the emptiness check).

Figure 7 compares the number of visited transitions when running the emptiness check; plotting TGTA against TA and TGBA. This gives an idea of their relative performance. Each point corresponds to one of the 4100 evaluated formulas (2050 violated with counterexample as black circles, and 2050 verified having no counterexample as green crosses). Each point below the diagonal is in favor of TGTA while others are in favor of the other approach. Axes are displayed using a logarithmic scale. No comparison is presented with BA since they are less efficient than TGBA [23].

All these tests were run on a 64bit Linux system running on an Intel Core 2 Quad Processor Q9400 at 2.66GHz, with 4GB of RAM.

5 Discussion

Although the state space of cases studies can be very different from random state spaces [18], a first look at our results confirms two facts already observed in previous studies [10]: (1) although the TA constructed from properties are usually a lot larger than TGBA (and even larger than BA [23]), the average size of the full product is smaller thanks to the more deterministic nature of the TA. (2) For violated properties, the TA approach explores less states and transitions on the average than TGBA or BA.

We complete this picture by showing run times, by separating verified properties from violated properties, and by also evaluating the TGBA approach.

It should be noted that our implementation has been improved since our previous experiments [23] where the cost of computing labels in the Kripke structure was higher than it is now (we use a cache). This change mainly benefit to testing automata, because they query two labels by transition of the Kripke structure (to compute an xor between source label and destination label) while other approaches query only one label.

For weak-fairness formulæ, we show only the results for cases studies because for toy examples we obtain similar results as random formulæ.

On verified properties the results are very straightforward to interpret when looking at the number of transitions explored by the emptiness check. TA outperform TGBA except for both Random and weak-fairness properties against Peterson, Ring and PolyORB. These are typical cases where the TA emptiness check has to perform two passes: this can be observed in the tables 1 and 2 when the number of transitions visited by the emptiness check is on the average twice the number of transitions of the product.

In these three cases, the TGTA approach, with its single-pass emptiness check, is a clear improvement over TA. On the left scatter plots of Fig. 7, these cases where the TGTA approach is twice faster than TA's, appear as a linear cloud of green crosses below the diagonal (because the axes are displayed using a logarithmic scale).

In the other where TA need only one pass on the average (e.g. Kanban, MAPK), TGTA and TA have similar performance, with a slight advantage for TGTA because the products are smaller.

As a consequence the TGTA approach outperforms TGBA and TA in all cases on verified properties.

On violated properties, it is harder to interpret these tables because the emptiness check will return as soon as it finds a counterexample. Changing the order in which non-deterministic transitions of the property automaton are iterated is enough to change the number of states and transitions to be explored before a counterexample is found: in the best case the transition order will lead the emptiness check straight to an accepting cycle; in the worst case, the algorithm will explore the whole product until it finally finds an accepting cycle. Although the emptiness check algorithms for the three approaches share the same routines to explore the automaton, they are all applied to different kinds of property automata, and thus provide different transition orders.

We believe that the TA and TGTA, since they are more deterministic [10], are less sensitive to this ordering. Also, in all of our experiments the TA approach has always found the counterexample in the first pass of the emptiness check algorithm. This supports Geldenhuys and Hansen's claim that the second pass was seldom needed for violated properties (less than 0.005% of the cases in their experiments [10]). Finally, in the tables 1 and 2, we observe that the TGTA approach explores the smallest products on the average.

6 Conclusion

This paper is the sequel of a preliminary work [23] experimenting LTL model checking of stuttering-insensitive properties with various techniques: Büchi automata (BA), Transition-based Generalized Büchi Automata and Testing Automata [10]. At this time, conclusions were that TA outperformed BA and sometimes TGBA for unverified properties (i.e., when a counterexample was found). However, this was not the case when no counterexample was computed since the entire state space may had to be visited twice to check for each acceptance mode of a TA (Büchi acceptance or livelock-acceptance).

This paper extends the above work by proposing a new type of ω -automaton: Transition-based Generalized Testing Automata (TGTA). It inherits from TA the labeling of transitions by changesets and, from TGBA, the use of transition-based acceptance conditions. The idea is to combine advantages observed on both TA and TGBA.

TGTA have been implemented in Spot easily, because only two new algorithms are required: the conversion of a TGBA into a TGTA, and a new definition of a product between a TGTA and a Kripke structure.

We have run benchmarks to assess their interest. Experiments reported that, in most cases, TGTA outperform TA and TGBA when no counterexample is found in the system and are comparable when the property is violated.

We conclude that there is nothing to lose by using TGTA to verify stuttering-insensitive properties, since they are always at least as good as TA and TGBA.

Future Work. We plan additional work to enable symbolic model checking with TGTA, thus allowing us to tackle much larger state spaces than in explicit model checking. Another idea would be to provide a direct conversion of LTL to TGTA, without the intermediate TGBA step. We believe a tableau construction such as the one of Couvreur [4] could be easily adapted to produce TGTA.

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A Product Definitions

A.1 Product of TGBA (or BA) with a Kripke Structure

The product of a TGBA with a Kripke structure is a TGBA whose language is the intersection of both languages.

Definition 7. For a Kripke structure $\mathcal{K} = \langle S_{\mathcal{K}}, I_{\mathcal{K}}, R_{\mathcal{K}}, L_{\mathcal{K}} \rangle$ and a TGBA $\mathcal{G} = \langle S_{\mathcal{G}}, I_{\mathcal{G}}, R_{\mathcal{G}}, F_{\mathcal{G}} \rangle$ the product $\mathcal{K} \otimes \mathcal{G}$ is the TGBA $\langle S, I, R, F \rangle$ where

- $S = S_{\mathcal{K}} \times S_{\mathcal{G}}$,
- $I = I_{\mathcal{K}} \times I_{\mathcal{G}}$,
- $R = \{((s, s'), L_{\mathcal{K}}(s), f, (d, d')) \mid (s, d) \in R_{\mathcal{K}}, (s', k, f, d') \in R_{\mathcal{G}}, L_{\mathcal{K}}(s) \in k\}$
- $F = F_{\mathcal{G}}$.

Property 6. We have $\mathcal{L}(\mathcal{K} \otimes \mathcal{G}) = \mathcal{L}(\mathcal{K}) \cap \mathcal{L}(\mathcal{G})$ by construction.

Since a BA can be seen as a TGBA with a unique acceptance set, and all state-based acceptance conditions pushed to the outgoing transitions, the same construction can be used to make a product between a Kripke structure and a BA.

A.2 Product of a TA with a Kripke Structure

For TGBA (or BA) the synchronized product with a Kripke structure can be defined as another TGBA (or BA). In the case of testing automata, the product of a Kripke and a TA is not a TA: while an execution in a TA is allowed to stutter on any state, the execution in a product must always progress.

Definition 8. For a Kripke structure $\mathcal{K} = \langle S_{\mathcal{K}}, I_{\mathcal{K}}, R_{\mathcal{K}}, L_{\mathcal{K}} \rangle$ and a TA $\mathcal{T} = \langle S_{\mathcal{T}}, I_{\mathcal{T}}, U_{\mathcal{T}}, R_{\mathcal{T}}, F_{\mathcal{T}}, G_{\mathcal{T}} \rangle$, the product $\mathcal{K} \otimes \mathcal{T}$ is an automaton $\langle S, I, U, R, F, G \rangle$ where

- $S = S_{\mathcal{K}} \times S_{\mathcal{T}}$,
- $I = \{(s, s') \in I_{\mathcal{K}} \times I_{\mathcal{T}} \mid L_{\mathcal{K}}(s) \in U_{\mathcal{T}}(s')\}$,
- $\forall (s, s') \in I, U((s, s')) = \{L_{\mathcal{K}}(s)\}$,
- $R = \{((s, s'), k, (d, d')) \mid (s, d) \in R_{\mathcal{K}}, (s', k, d') \in R_{\mathcal{T}}, k = L_{\mathcal{K}}(s) \oplus L_{\mathcal{K}}(d)\}$
 $\cup \{((s, s'), \emptyset, (d, d')) \mid (s, d) \in R_{\mathcal{K}}, s' = d', L_{\mathcal{K}}(s) = L_{\mathcal{K}}(d)\}$
- $F = S_{\mathcal{K}} \times F_{\mathcal{T}}$, and $G = S_{\mathcal{K}} \times G_{\mathcal{T}}$.

An execution $w = k_0 k_1 k_2 \dots \in K^{\omega}$ is accepted by $\mathcal{K} \otimes \mathcal{T}$ if there exists an infinite sequence $(s_0, k_0 \oplus k_1, s_1)(s_1, k_1 \oplus k_2, s_2) \dots (s_i, k_i \oplus k_{i+1}, s_{i+1}) \dots \in (S \times K \times S)^{\omega}$ such that:

- $s_0 \in I$ with $k_0 \in U(s_0)$,
- $\forall i \in \mathbb{N}, (s_i, k_i \oplus k_{i+1}, s_{i+1}) \in R$ (we are always progressing in the product)
- Either, $\forall i \in \mathbb{N}, (\exists j \geq i, k_j \neq k_{j+1}) \wedge (\exists l \geq i, s_l \in F)$ (the automaton is progressing in a Büchi-accepting way), or, $\exists n \in \mathbb{N}, \forall i \geq n, (k_i = k_n) \wedge (s_i \in G)$ (a suffix of the execution stutters in G).

Property 7. We have $\mathcal{L}(\mathcal{K} \otimes \mathcal{T}) = \mathcal{L}(\mathcal{K}) \cap \mathcal{L}(\mathcal{T})$ by construction.

A.3 Product of a TGTA with a Kripke Structure

The product of a TGTA with a Kripke structure is a TGTA.

Comparing this definition with the previous two products shows the double inheritance of TGTA. This product is similar to the product between a TA and a Kripke structure, except it does not deal with livelock acceptance states and implicit stuttering. It is also similar to the product of a TGBA with a Kripke structure, except for the use of changesets on transitions, and the initial labels (U).

Definition 9. For a Kripke structure $\mathcal{K} = \langle S_{\mathcal{K}}, I_{\mathcal{K}}, R_{\mathcal{K}}, L_{\mathcal{K}} \rangle$ and a TGTA $\mathcal{T} = \langle S_{\mathcal{T}}, I_{\mathcal{T}}, U_{\mathcal{T}}, R_{\mathcal{T}}, F_{\mathcal{T}} \rangle$, the product $\mathcal{K} \otimes \mathcal{T}$ is a TGTA $\langle S, I, U, R, F \rangle$ where

- $S = S_{\mathcal{K}} \times S_{\mathcal{T}}$,
- $I = \{(s, s') \in I_{\mathcal{K}} \times I_{\mathcal{T}} \mid L_{\mathcal{K}}(s) \in U_{\mathcal{T}}(s')\}$,
- $\forall (s, s') \in I, U((s, s')) = \{L_{\mathcal{K}}(s)\}$,
- $R = \{(s, s'), k, f, (d, d') \mid (s, d) \in R_{\mathcal{K}}, (s', k, f, d') \in R_{\mathcal{T}}, k = L_{\mathcal{K}}(s) \oplus L_{\mathcal{K}}(d)\}$
- $F = F_{\mathcal{T}}$.

Property 8. We have $\mathcal{L}(\mathcal{K} \otimes \mathcal{T}) = \mathcal{L}(\mathcal{K}) \cap \mathcal{L}(\mathcal{T})$ by construction.

B Model Checking Using TGBA

When doing model checking with TGBA the two important operations are the translation of the linear-time property ϕ into a TGBA $A_{-\phi}$ and the emptiness check of the product of the Kripke structure \mathcal{K} with $A_{-\phi}$: this product $\mathcal{K} \otimes A_{-\phi}$ is a TGBA. Numerous algorithms translate LTL formulæ into TGBA [13, 4, 1, 26]. We use Couvreur's one [4] with some optimizations [6].

Testing a TGBA for emptiness amounts to the search of a strongly connected component that contains at least one occurrence of each acceptance condition. It can be done in two different ways: either with a variation of Tarjan or Dijkstra algorithm [4] or using several nested depth-first searches to save memory [26]. The latter proved to be slower [5], so we are using Couvreur's SCC-based emptiness check algorithm [4]. Another advantage of the SCC-based algorithm is that their complexity does not depend on the number of acceptance conditions.

Algorithm. 1 presents an iterative version of Couvreur's algorithm [4]. This algorithm computes on the fly the maximal Strongly Connected Components: it performs a Depth-First Search (DFS) for SCC detection and then merges the SCCs belonging to the same maximal SCC into a single SCC. After each merge, if the union of all acceptance conditions occurring in the merged SCC is equal to F , then an accepting run is found. *todo* is the DFS stack. It is used by the procedure `DFSpush` to push the states of the current DFS path and the set of their successors that have not yet been visited. H maps each visited state to its rank in the DFS order, and $H[s] = 0$ indicates that s is a dead state (i.e., s belongs to a maximal SCC that has been fully explored). Figure 9 illustrates a run of this algorithm on a small example.

The SCC stack stores a chain of partial SCCs found during the DFS. For each SCC the attribute *root* is the DFS rank (H) of the first state of the SCC, *acc* is the set of all

```

1 Input: A product TGBA  $G = \langle S, I, R, F \rangle$ 
2 Result: true if and only if  $\mathcal{L}(G) = \emptyset$ 
3 Data: todo: stack of  $\langle \text{state} \in S, \text{succ} \subseteq R \rangle$ 
   SCC: stack of
    $\langle \text{root} \in \mathbb{N}, \text{la} \subseteq F, \text{acc} \subseteq F, \text{rem} \subseteq S \rangle$ 
   H: map of  $S \mapsto \mathbb{N}$ 
   max  $\leftarrow 0$ 
4 begin
5   foreach  $s^0 \in I$  do
6     DFSpush( $\emptyset, s^0$ )
7     while  $\neg \text{todo.empty}()$  do
8       if  $\text{todo.top}().\text{succ} = \emptyset$  then
9         DFSpop()
10      else
11        pick one  $\langle s, \_, a, d \rangle$  off  $\text{todo.top}().\text{succ}$ 
12        if  $d \notin H$  then
13          DFSpush( $a, d$ )
14        else if  $H[d] > 0$  then
15          merge( $a, H[d]$ )
16        if  $\text{SCC.top}().\text{acc} = F$  then
17          return false
18      return true
19 DFSpush( $\text{la} \subseteq F, s \in S$ )
20   max  $\leftarrow \max + 1$ 
21   H[s]  $\leftarrow \max$ 
22   SCC.push( $\langle \text{max}, \text{la}, \emptyset, \emptyset \rangle$ )
23   todo.push( $\langle s, \{ \langle q, l, a, d \rangle \in R \mid q = s \} \rangle$ )
24 DFSpop()
25    $\langle s, \_ \rangle \leftarrow \text{todo.pop}()$ 
26   SCC.top().rem.insert(s)
27   if  $H[s] = \text{SCC.top}().\text{root}$  then
28     foreach  $s \in \text{SCC.top}().\text{rem}$  do
29       H[s]  $\leftarrow 0$ 
30     SCC.pop()
31 merge( $\text{la} \subseteq F, t \in \mathbb{N}$ )
32   r  $\leftarrow \emptyset$ 
33   acc  $\leftarrow \text{la}$ 
34   while  $t < \text{SCC.top}().\text{root}$  do
35     acc  $\leftarrow \text{acc} \cup \text{SCC.top}().\text{acc}$ 
36            $\cup \text{SCC.top}().\text{la}$ 
37     r  $\leftarrow r \cup \text{SCC.top}().\text{rem}$ 
38     SCC.pop()
39   SCC.top().acc  $\leftarrow \text{SCC.top}().\text{acc} \cup \text{acc}$ 
   SCC.top().rem  $\leftarrow \text{SCC.top}().\text{rem} \cup r$ 

```

Algorithm 1. Emptiness check algorithm for TGBA

acceptance conditions belonging to the SCC, *la* is the acceptance conditions of the transition between the previous and the current SCC, and *rem* contains the fully explored states of the SCC. Figure 8 shows how *acc* and *la* are used in the SCC search stack.

The algorithm begins by pushing in *SCC* each state visited for the first time (line 12), as a trivial SCC with an empty *acc* set (line 22). Then, when the DFS explores a transition *t* between two states *s* and *d*, if *d* is in the SCC stack (line 14), therefore *t* closes a cycle passing through *s* and *d* in the product automaton. This cycle “strongly connects” all SCCs pushed in the *SCC* stack between *SCC*[*i*] and *SCC*[*n*]: the two SCCs that respectively contains the states *d* and *s* (*SCC*[*n*] is the top of the *SCC* stack). All the SCCs between *SCC*[*i*] and *SCC*[*n*] are merged (line 15) into *SCC*[*i*]. The merge of acceptance conditions is illustrated by Fig. 8: a “back” transition *t* is found between *SCC*[*n*] and *SCC*[*i*], therefore the latest SCCs (from *i* to *n*) are merged. The acceptance conditions of the merged SCC is equal to the union of $\text{SCC}[i].\text{acc} \cup \text{SCC}[i+1].\text{la} \cup \text{SCC}[i+1].\text{acc} \cup \dots \cup \text{SCC}[n].\text{la} \cup \text{SCC}[n].\text{acc} \cup t.\text{la}$. If this union is equal to *F*, then the merged SCC is accepting and the algorithm return *false* (line 17): the product is not empty.



Fig. 8. SCC stack: the use of the SCCs fields *la* and *acc*

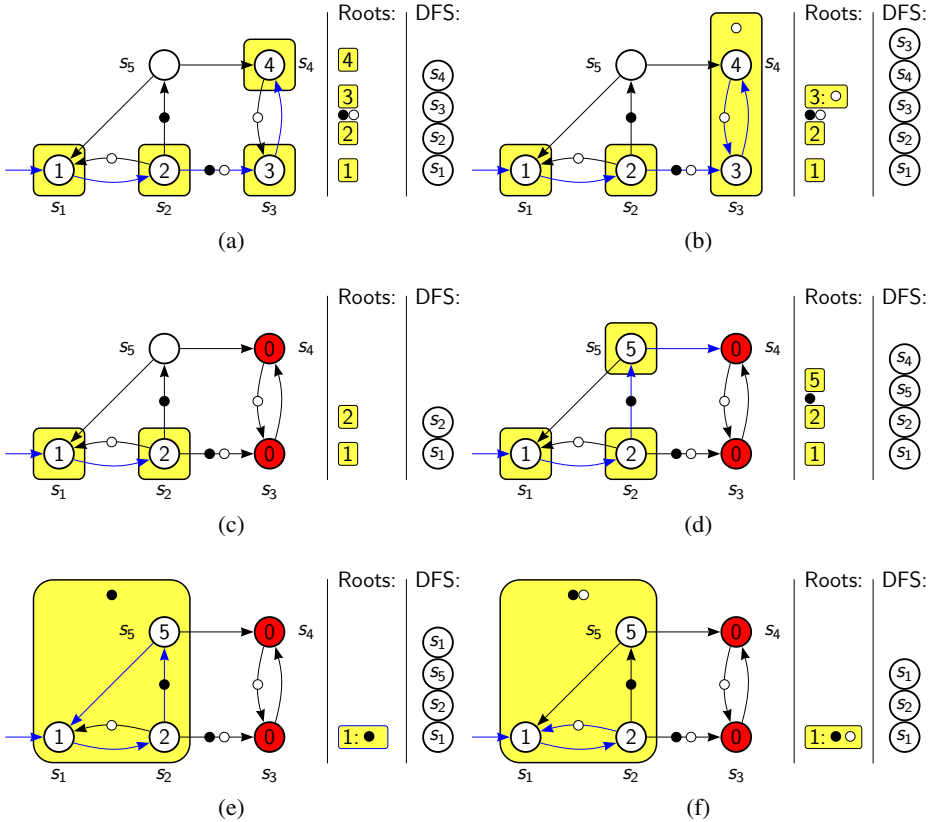


Fig. 9. Six intermediate steps in a run of algorithm 1. The states s_1, \dots, s_5 are labeled by their value in H . The stack of roots of SCCs (the *root* stack in the algorithm) and the DFS search stack (induced by the recursive calls to $\text{DFSpush}()$) are displayed on the side. An interpretation of the SCC stack in term of SCCs is given as yellow blobs on the automaton.

(a) Initially the algorithm performs a DFS search by declaring each newly encountered state as a trivial SCC. (b) When the transition from s_4 to s_3 is processed, the algorithm detects that $H[s_3] \neq 0$ which means the transition creates a cycle and all SCCs between s_4 and s_3 are merged. (c) When the DFS exits the non-accepting $\{s_3, s_4\}$ SCC, it marks all its states as dead ($H[s] = 0$). (d) When the DFS tries attempt to visit a dead state, it ignores it. (e) Visiting the transition from s_5 to s_1 will merge three SCCs into one, but it does not yet appear to be accepting because the white acceptance has not been seen. (f) Finally visiting the transition from s_2 back to s_1 will contribute white acceptance condition to the current SCC, and the algorithm will stop immediately because it has found an SCC labeled by all acceptance conditions.

C Model Checking Using BA

Since a BA can be seen as a TGBA by pushing acceptance conditions from states to outgoing transitions, the emptiness check from Algorithm. 1 also works. Other algorithms, specific to BA, are based on two nested depth-first searches. The comparison of these different emptiness checks raised many studies [11, 24, 5], and for this work we only consider the SCC-based algorithm presented here.

D Emptiness Check Using TA

Testing Automata require a dedicated algorithm because there are two ways to detect an accepting cycle in the product:

- Büchi acceptance: a cycle containing at least one Büchi-acceptance state (F) and at least one non-stuttering transition (i.e., a transition (s, k, s') with $k \neq \emptyset$),
- livelock acceptance: a cycle composed only of stuttering transitions and livelock acceptance states (G).

```

1 Input: A product  $\mathcal{K} \otimes \mathcal{T} = \langle S, I, U, R, F, G \rangle$ 
2 Result: true if and only if  $\mathcal{L}(T) = \emptyset$ 
3 Data: todo: stack of  $\langle \text{state} \in S, \text{succ} \subseteq R \rangle$ 
      SCC: stack of  $\langle \text{root} \in \mathbb{N}, lk \in 2^{AP}, k \in 2^{AP}, \text{acc} \subseteq F, \text{rem} \subseteq S \rangle$ 
      H: map of  $S \mapsto \mathbb{N}$ 
      max  $\leftarrow 0$ , Gseen  $\leftarrow \text{false}$ 
4 begin
5   if  $\neg \text{first-pass}()$  then return false
6   if Gseen then return second-pass()
7   return true
8 first-pass()
9   foreach  $s^0 \in I$  do
10    DFSpush1( $\emptyset, s^0$ )
11    while  $\neg \text{todo.empty}()$  do
12     if todo.top().succ =  $\emptyset$  then
13      DFSpop()
14     else
15      pick one  $\langle s, k, d \rangle$  off todo.top().succ
16      if  $d \notin H$  then
17       DFSpush1( $k, d$ )
18      else if  $H[d] > 0$  then
19       merge1( $k, H[d]$ )
20      if  $(\text{SCC.top().acc} \neq \emptyset) \wedge$ 
       $(\text{SCC.top().k} \neq \emptyset)$  then return
      false
21      if  $(d \in G) \wedge (\text{SCC.top().k} = \emptyset)$  then
      return false
22 return true
23 DFSpush1( $lk \in 2^{AP}, s \in S$ )
24   max  $\leftarrow \text{max} + 1$ 
25   H[s]  $\leftarrow \text{max}$ 
26   if  $s \in F$  then
27     SCC.push( $\langle \text{max}, lk, \emptyset, \{s\}, \emptyset \rangle$ )
28   else
29     SCC.push( $\langle \text{max}, lk, \emptyset, \emptyset, \emptyset \rangle$ )
30   todo.push( $\langle s, \{ \langle q, k, d \rangle \in R \mid q = s \} \rangle$ )
31   if  $s \in G$  then
32     Gseen  $\leftarrow \text{true}$ 
33 merge1( $lk \in 2^{AP}, t \in \mathbb{N}$ )
34   acc  $\leftarrow \emptyset$ 
35   r  $\leftarrow \emptyset$ 
36   k  $\leftarrow lk$ 
37   while  $t < \text{SCC.top().root}$  do
38     acc  $\leftarrow \text{acc} \cup \text{SCC.top().acc}$ 
39     k  $\leftarrow k \cup \text{SCC.top().k} \cup \text{SCC.top().lk}$ 
40     r  $\leftarrow r \cup \text{SCC.top().rem}$ 
41     SCC.pop()
42   SCC.top().acc  $\leftarrow \text{SCC.top().acc} \cup \text{acc}$ 
43   SCC.top().k  $\leftarrow \text{SCC.top().k} \cup k$ 
44   SCC.top().rem  $\leftarrow \text{SCC.top().rem} \cup r$ 

```

Algorithm 2. The first-pass of the Emptiness check algorithm for TA products

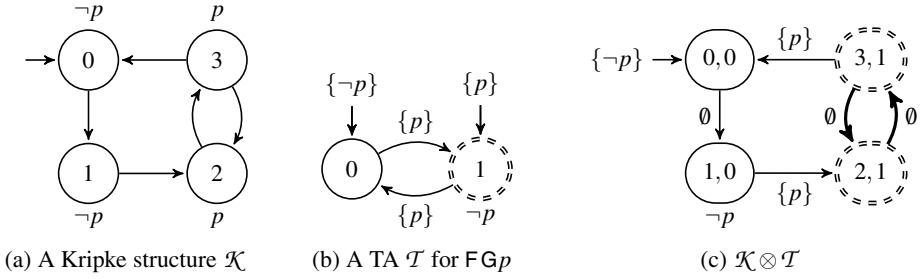


Fig. 10. Example product between a Kripke structure and a TA. The bold cycle is livelock-accepting.

A straightforward emptiness check would have two passes: a first pass to detect Büchi acceptance cycles, it corresponds to Algorithm. 2 without the test at line 21 and a second pass presented in Algorithm. 3 to detect livelock acceptance cycles. It is not possible to merge these two passes into a single DFS: the first DFS requires the full product exploration while the second one must consider stuttering transitions only. These two passes are an inconvenience when the property is satisfied (no counterexample) since the entire state-space has to be explored twice.

With line 21 included in Algorithm. 2, the first-pass detects both Büchi and some livelock-acceptance cycles. Since in certain cases it may fail to report some livelock-acceptance cycles, a second pass is required to look for possible livelock-acceptance cycles.

This first-pass is based on the TGBA emptiness check algorithm presented in Algorithm. 1 with the following changes:

- In each item scc of the SCC stack: the field $scc.acc$ contains the Büchi-accepting states detected in scc , $scc.lk$ is analogous to la in Fig. 8 but it stores the *change-set* labeling the transition coming from the previous SCC, and $scc.k$ contains the union of all *change-sets* in scc (lines 39 and 43).
- After each merge, $SCC.top()$ is checked for Büchi-acceptance (line 20) or livelock-acceptance (line 21) depending on the emptiness of $SCC.top().k$.

Figure 10 illustrates how the first-pass of Algorithm. 2 can fail to detect the livelock accepting cycle in a product $\mathcal{K} \otimes \mathcal{T}$ as defined in def. 8. In this example, $G_{\mathcal{T}} = \{1\}$ therefore $(3,1)$ and $(2,1)$ are livelock-accepting states, and $C_2 = [(3,1) \rightarrow (2,1) \rightarrow (3,1)]$ is a livelock-accepting cycle.

However, the first-pass may miss this livelock-accepting cycle depending on the order in which it processes the outgoing transitions of $(3,1)$. If the transition $t_1 = ((3,1), \{p\}, (0,0))$ is processed before $t_2 = ((3,1), \emptyset, (2,1))$, then the cycle $C_1 = [(0,0) \rightarrow (1,0) \rightarrow (2,1) \rightarrow (3,1) \rightarrow (0,0)]$ is detected and the four states are merged in the same SCC before exploring t_2 . After this merge (line 19), this SCC is at the top of the SCC stack. Subsequently, when the DFS explores t_2 , the merge caused by the cycle C_2 does not add any new state to the SCC, and the SCC stack remains unchanged. Therefore, the test line 21 still return false because the union $SCC.top().k$ of all change-sets labeling the transitions of S is not empty (it includes for example t_1 's label: $\{p\}$). The

```

1 Data: todo: stack of  $\langle state \in S, succ \subseteq S \rangle$ 
      SCC: stack of  $\langle root \in \mathbb{N}, rem \subseteq S \rangle$ 
      H: map of  $S \mapsto \mathbb{N}$ 
      max  $\leftarrow 0$ ; init  $\leftarrow I$ 
2 second-pass()
3   while  $\neg init.empty()$  do
4     pick one  $s^0$  off init
5     if  $s^0 \notin H$  then DFSpush2( $\emptyset, s^0$ )
6     while  $\neg todo.empty()$  do
7       if todo.top().succ =  $\emptyset$  then
8         | DFSpop()
9       else
10        pick one d off todo.top().succ
11        if  $d \notin H$  then
12          | DFSpush2(d)
13          else if  $H[d] > 0$  then
14            | merge2( $H[d]$ )
15            | if ( $d \in G$ ) then return false
16        return true
17 DFSpush2( $s \in S$ )
18   max  $\leftarrow max + 1$ 
19   H[s]  $\leftarrow max$ 
20   SCC.push( $\langle max, \emptyset \rangle$ )
21   todo.push( $\langle s, \{d \in S \mid (s, \emptyset, d) \in R\} \rangle$ )
22   init  $\leftarrow init \cup \{d \in S \mid (s, k, d) \in R, k \neq \emptyset\}$ 
23 merge2( $t \in \mathbb{N}$ )
24   r  $\leftarrow \emptyset$ 
25   while  $t < SCC.top().root$  do
26     | r  $\leftarrow r \cup SCC.top().rem$ 
27     | SCC.pop()
28     | SCC.top().rem  $\leftarrow SCC.top().rem \cup r$ 

```

Algorithm 3. The second-pass of the TA emptiness check algorithm

first-pass algorithm then terminates without reporting any accepting cycle, missing C_2 .

Had the first-pass processed t_2 before t_1 , it would have merged the states (3, 1) and (2, 1) in an SCC, and would have detected it to be livelock-accepting.

In general, to report a livelock-accepting cycle, the first-pass computes the union of all change-sets of the SCC containing this cycle. However, this union may include non-stuttering transitions belonging to other cycles of the SCC. In this case, the second-pass is required to search for livelock-acceptance cycles, ignoring the non-stuttering transitions that may belong to the same SCC.

The second-pass (Algorithm. 3) is a DFS exploring only stuttering transitions (line 21). To report a livelock-accepting cycle, it detects “stuttering-SCCs” and tests if they contain a livelock-accepting state (line 15).

Ignoring the non-stuttering transitions during the DFS, may lead to miss some parts of the product so any destination of a non stuttering transition is stored in *init* for later exploration (line 22).

In the algorithm proposed by Geldenhuys and Hansen [10], the first pass uses a heuristic to detect livelock-acceptance cycles when possible. This heuristic detects more livelock-acceptance cycles than Algorithm. 2. In certain cases this first pass may still fail to report some livelock-acceptance cycles. Yet, this heuristic is very efficient: when counterexamples exist, they are usually caught by the first pass, and the second is rarely needed. However, when properties are verified, the second pass is always required.

Optimizations. In our experimentation, we implement the algorithm proposed by Geldenhuys and Hansen [10] including the heuristic and we have added some improvements to the first pass:

1. If no livelock-acceptance state is visited during the first pass, then the second pass can be disabled: this is the purpose of variable $Gseen$. In our experiments, this optimization greatly improves the performance of the TA approach in the cases where the formula is verified.
2. A cycle detected during the first pass is also accepted if it contains a livelock-acceptance state $(s_{\mathcal{X}}, s_{\mathcal{T}})$ such that $s_{\mathcal{T}}$ has no successor. Indeed, from this state, a run can only executes stuttering transitions. Therefore, a cycle containing this state, is composed only of stuttering transitions: it is a livelock accepting cycle.

E Proofs for TGTA Construction

Proof of property 4.

(\subseteq) Let $w = k_0 k_1 k_2 \dots \in \mathcal{L}(\mathcal{G})$ be an execution accepted by \mathcal{G} . By Def. 3, this execution is recognized by a path $(s_0, K_0, F_0, s_2)(s_2, K_1, F_1, s_2) \dots \in R_{\mathcal{G}}^0$ of \mathcal{G} , such that $s_0 \in I$, $\forall i \in \mathbb{N}$, $(k_i \in K_i)$, and $\forall f \in F$, $\forall i \in \mathbb{N}$, $\exists j \geq i$, $f \in F_j$. By applying (ii) and (i), we can see that there exists a corresponding path $((s_0, k_0), k_0 \oplus k_1, F_0, (s_1, k_1))((s_1, k_1), k_1 \oplus k_2, F_1, (s_2, k_2)) \dots \in R_{\mathcal{T}}^0$ of \mathcal{T} such that $(s_0, k_0) \in I_{\mathcal{T}}$, $k_0 \in U_{\mathcal{T}}((s_0, k_0))$, and still $\forall f \in F$, $\forall i \in \mathbb{N}$, $\exists j \geq i$, $f \in F_j$. By Def. 6 we therefore have $w \in \mathcal{L}(\mathcal{T})$.

(\supseteq) Let $w = w_0 w_1 w_2 \dots \in \mathcal{L}(\mathcal{T})$ be an execution accepted by \mathcal{T} . By Def. 6, this execution is recognized by a path $((s_0, k_0), w_0 \oplus w_1, F_0, (s_1, k_1))((s_1, k_1), w_1 \oplus w_2, F_1, (s_2, k_2)) \dots \in R_{\mathcal{T}}^0$ of \mathcal{T} such that $(s_0, k_0) \in I_{\mathcal{T}}$, $w_0 \in U_{\mathcal{T}}((s_0, k_0))$, and $\forall f \in F$, $\forall i \in \mathbb{N}$, $\exists j \geq i$, $f \in F_j$. Of course we have $w_i \oplus w_{i+1} = k_i \oplus k_{i+1}$ but this does not suffice to imply that $k_i = w_i$. However (i) tells us that $w_0 \in U_{\mathcal{T}}((s_0, k_0)) = \{k_0\}$ so $w_0 = k_0$, and since $w_i \oplus w_{i+1} = k_i \oplus k_{i+1}$ it follows that $w_i = k_i$. By applying (ii) can now find a corresponding path $(s_0, K_0, F_0, s_2)(s_2, K_1, F_1, s_2) \dots \in R_{\mathcal{G}}^0$ of \mathcal{G} , such that $s_0 \in I$, $\forall i \in \mathbb{N}$, $(w_i = k_i \in K_i)$, and $\forall f \in F$, $\forall i \in \mathbb{N}$, $\exists j \geq i$, $f \in F_j$. By Def. 3 we therefore have $w \in \mathcal{L}(\mathcal{G})$. \square

Proof of property 5.

1. ($\mathcal{T}' \supseteq \mathcal{T}$) Obvious because we are only adding transitions. ($\mathcal{T}' \subseteq \mathcal{T}$) Let $R' = R \cup \{(q, \emptyset, F, q) \mid q \in Q\}$. Consider an accepting execution $w = k_0 k_1 k_2 \dots \in \mathcal{L}(\mathcal{T}')$ recognized by an accepting path π' on \mathcal{T}' . Any transition of π' that is not in R is a self-loop (q, \emptyset, F, q) that has been added to R' because an accepting stuttering-SCC exists in R around q : so any $(q, \emptyset, F, q) \in R'$ can be replaced by a sequence of stuttering transitions $(q, \emptyset, G_0, q_1)(q_1, \emptyset, G_1, q_2) \dots (q_n, \emptyset, G_n, q) \in R^*$ such that $G_0 \cup G_1 \cup \dots \cup G_n = F$. The path $\pi \in R^0$ obtained by replacing all such transitions is an accepting path of \mathcal{T} that recognizes a word that is stuttering equivalent to w . Since $\mathcal{L}(\mathcal{T})$ is stuttering-insensitive, it must also contain w . \square
2. ($\mathcal{T}'' \supseteq \mathcal{T}$) Obvious for the same reason. ($\mathcal{T}'' \subseteq \mathcal{T}$) We consider the case where s_0 is non initial (the initial case is similar). Let $R'' = R \cup \{(s, k, f, s_n)\}$. Consider an accepting execution $w = k_0 k_1 k_2 \dots \in \mathcal{L}(\mathcal{T}'')$ recognized by a path π'' on \mathcal{T}'' . Let π be the path on \mathcal{T} obtained by replacing in π'' any occurrence of $(s, k, f, s_n) \in (R'' \setminus R)$ by the sequence $(s, k, f, s_0)(s_0, \emptyset, F_1, s_1)(s_1, \emptyset, F_2, s_2) \dots (s_{n-1}, \emptyset, F_n, s_n) \in R^*$. The path $\pi \in R^0$ is also an accepting path of \mathcal{T} that recognizes a word that is stuttering equivalent to w . Since $\mathcal{L}(\mathcal{T})$ is stuttering-insensitive, it must also contain w . \square

3. $\mathcal{L}(\mathcal{T}^\dagger) = \mathcal{L}(\mathcal{T})$ by application of the previous two properties, therefore $\mathcal{L}(\mathcal{T}^\dagger)$ is a stuttering-insensitive language. $\mathcal{L}(\mathcal{T}''')$ is also a stuttering-insensitive language because \mathcal{T}''' is obtained from \mathcal{T}^\dagger that recognizes a stuttering-insensitive language, by adding stuttering self-loops on all its states before removing all stuttering-transitions that are not self-loops.

To prove that two stuttering-insensitive languages are equal, it is sufficient to verify that they contain the same words of the following two forms:

- $w = k_0k_1k_2\dots$ with $\forall i \in \mathbb{N}, k_i \oplus k_{i+1} \neq \emptyset$ (non-stuttering words), or
- $w = k_0k_1k_2\dots(k_n)^\omega$ with $\forall i < n, k_i \oplus k_{i+1} \neq \emptyset$ (terminal stuttering words)

All other accepted words can be generated by duplicating letters in the above words. Since we have only touched stuttering transitions, it is clear that the non-stuttering words of $\mathcal{L}(\mathcal{T})$ are the non-stuttering words of $\mathcal{L}(\mathcal{T}''')$.

We now consider the case of a terminal stuttering word $w = k_0k_1k_2\dots(k_n)^\omega$ with $\forall i < n, k_i \oplus k_{i+1} \neq \emptyset$.

($\mathcal{T}''' \subseteq \mathcal{T}^\dagger$) The path π''' that recognizes w in \mathcal{T}''' has the form $(s_0, k_0 \oplus k_1, F_0, s_1)(s_1, k_1 \oplus k_2, F_1, s_2)\dots(s_n, \emptyset, F, s_n)^\omega$ where all transitions are necessarily from \mathcal{T}^\dagger because we have only added in \mathcal{T}''' transitions of the form $(s, \emptyset, \emptyset, s)$. π''' is thus also an accepting path of \mathcal{T}^\dagger and $w \in \mathcal{L}(\mathcal{T}^\dagger)$.

($\mathcal{T}''' \supseteq \mathcal{T}^\dagger$) The path π^\dagger that recognizes w in \mathcal{T}^\dagger does only stutter after k_n . Because this is an accepting path, it has a lasso-shape, where the cyclic part is only stuttering and accepting. Let us denote it $\pi^\dagger = (s_0, k_0 \oplus k_1, F_0, s_1)(s_1, k_1 \oplus k_2, F_1, s_2)\dots(s_{n-1}, k_{n-1} \oplus k_n, F_{n-1}, s_n)(s_n, \emptyset, F_n, s_{n+1})\dots[(s_m, \emptyset, F_m, s_{m+1})\dots(s_l, \emptyset, F_l, s_m)]^\omega$, with $\forall i < n, k_i \oplus k_{i+1} \neq \emptyset$.

Thanks to property 5.1, the accepting cycle $[(s_m, \emptyset, F_m, s_{m+1})\dots(s_l, \emptyset, F_l, s_m)]$ of π^\dagger can be replaced by an accepting self-loop (s_m, \emptyset, F, s_m) . And thanks to property 5.2, the transitions from s_{n-1} to s_m can be replaced by a single transition $(s_{n-1}, k_{n-1} \oplus k_n, F_{n-1}, s_m)$. The resulting path $\pi''' = (s_0, k_0 \oplus k_1, F_0, s_1)(s_1, k_1 \oplus k_2, F_1, s_2)\dots(s_{n-1}, k_{n-1} \oplus k_n, F_{n-1}, s_m)(s_m, \emptyset, F, s_m)^\omega$ is an accepting path of \mathcal{T}''' that accepts w , so $w \in \mathcal{L}(\mathcal{T}''')$. \square

4. This is a classical optimization on Büchi automata. \square