

# **STV+Reductions: Towards Practical Verification of Strategic Ability Using Model Reductions**

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# STV: What's that?

- StraTegic Verifier
- Model-checker, mostly for  $ATL_{ir}$
- Pre-alpha version
- Main (command line) part is not user friendly
- 😊 Has a nice **graphical interface**
- Open source

# Previous Version

- Presented at AAMAS 2019 (Demo session)
- Included several pre-configured scenarios (TianJi, Castles, Bridge Endplay, Drones, Simple Voting)
- User could:
  - Generate the model with custom parameters and view it
  - Use approximations or DominoDFS for verification

# Current Version

- New methods:
  - Partial order reductions
  - Bisimulation checking
- Simple specification language
- Asynchronous models
- Interface changes

## 1 CHOOSE AN ACTION

STV is a tool for verification of Multi-Agent Systems. It does explicit-state model checking and addresses the state space explosion problem. STV offers:

- ▶ model verification,
- ▶ automated partial order reduction,
- ▶ bisimulation - checking equivalence of models according to a defined relation of A-bisimulation.

## 2 GENERATE MODEL(S)

STV includes several parameterized example models:

- ▶ asynchronous: simple & two-stage voting, train-gate-controller;
- ▶ synchronous: bridge end-play, castles, drones, Tian Ji.

In a model specification file user can define:

- ▶ local automata for the agent(s),
- ▶ propositional variables,
- ▶ persistent propositions,
- ▶ agent names,
- ▶ ATL formula.

## 3 CHOOSE A MODEL TO VIEW:

- ▶ local automaton for each agent,
- ▶ generated global and reduced models for POR,
- ▶ side-by-side view of two (global) models for bisimulation-checking.

## 4 EXPLORE MODEL(S)

GUI provides an intuitive interface with color-highlights for:

- ▶ initial states,
- ▶ winning strategy (if exists),
- ▶ states satisfying given formula,
- ▶ reduced model fragment,
- ▶ pairs of bisimilar node subsets.

## 5 VERIFY MODEL(S)

Given formula can be verified both on global and reduced models using:

- ▶ fix-point approximation (upper/lower),
- ▶ dominance-based strategy search (DominoDFS).

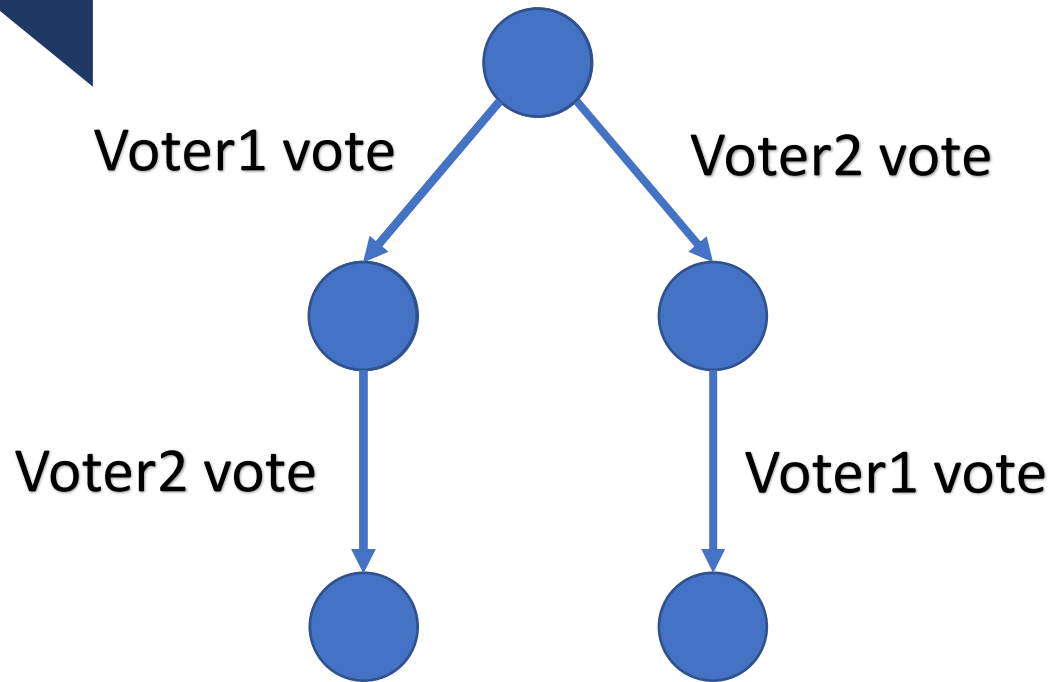
## 6 ADJUST GRAPH SETTINGS

- ▶ The view can be panned and zoomed.
- ▶ Labels with state or transition details can be shown by hovering over the target node/edge or toggled for the whole graph.

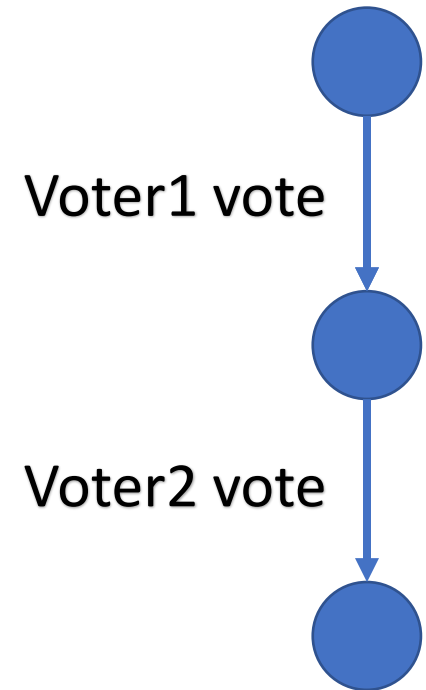
# Partial Order Reductions

- **Fully automated**
- Greatly **reduces the state-space** for some models
- Model is reduced according to the given formula
- Works on asynchronous models

# Example: Voting



Reductions



# Bisimulation checking

- „**Expert mode**” reductions



# Bisimulation checking

- „**Expert mode**” reductions
- **Fully automated bisimulation checking**

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- **...but the reduced model must be created by hand**

# Bisimulation checking

- „**Expert mode**” reductions
- **Fully automated bisimulation checking**
- **...but the reduced model must be created by hand**
- User provides:
  - Initial model
  - Reduced model
  - States mapping
  - Coalition

# Simple Specification Language

```
Agent Train[2]:  
init: wait  
shared a1_aID: wait -> tunnel [aID_in=true]  
shared a2_aID: tunnel -> away [aID_in=false]  
a3: away -> wait  
  
Agent Controller[1]:  
init: green  
shared a1_Train1: green -> red  
shared a1_Train2: green -> red  
shared a2_Train1: red -> green  
shared a2_Train2: red -> green  
  
REDUCTION: [in_Train1,in_Train2]  
COALITION: [Controller1]  
FORMULA: <<Controller1>>F(Train1_in=True | Train2_in=True)
```

# Simple Specification Language

## Agent Train[2]:

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init: wait
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## Agent Controller[1]:

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shared a2_Train1: red -> green
shared a2_Train2: red -> green
```

REDUCTION: [in\_Train1,in\_Train2]

COALITION: [Controller1]

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## Agents (templates)

# Simple Specification Language

**Agent Train[2]:**

**init:** wait

shared a1\_aID: wait -> tunnel [aID\_in=true]

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a3: away -> wait

**Agent Controller[1]:**

**init:** green

shared a1\_Train1: green -> red

shared a1\_Train2: green -> red

shared a2\_Train1: red -> green

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REDUCTION: [in\_Train1,in\_Train2]

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Agents (templates)  
Initial states

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Agents (templates)

Initial states

Shared transitions

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Agents (templates)

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Shared transitions

Local transitions



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Initial states

Shared transitions

Local transitions

States (templates)

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Agents (templates)  
Initial states  
Shared transitions  
Local transitions  
States (templates)  
Proposition variables

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Agents (templates)  
Initial states  
Shared transitions  
Local transitions  
States (templates)  
Proposition variables  
Configuration