

Kong: a Tool to Squash Concurrent Places *(and more...)*

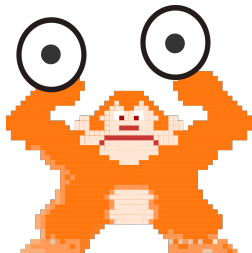
Nicolas Amat, Louis Chauvet

LAAS-CNRS

Petri Nets, June 22 2022

What is Kong?

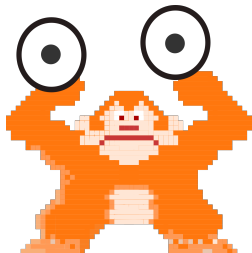
Introduction



- A tool for **reachability problems** using **polyhedral reductions**

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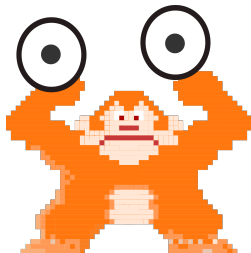
Introduction



- A tool for **reachability problems** using **polyhedral reductions**
Concurrent places problem: enumerate all pairs of places that can be marked together in some reachable marking
Marking reachability: is a given marking reachable?

What is Kong?

Introduction



- A tool for **reachability problems** using **polyhedral reductions**
Concurrent places problem: enumerate all pairs of places that can be marked together in some reachable marking
Marking reachability: is a given marking reachable?
- **Freely available** under the GPLv3 license
github.com/nicolasAmat/Kong

- 1 Theoretical background
- 2 Architecture & Usage
- 3 Performance
- 4 Reduction tools
- 5 Perspectives

Polyhedral reduction

Theoretical background

$$\underbrace{(N_1, m_1)}_{\text{initial net}} \quad \underbrace{\triangleright_E}_{\text{linear system}} \quad \underbrace{(N_2, m_2)}_{\text{reduced net}}$$

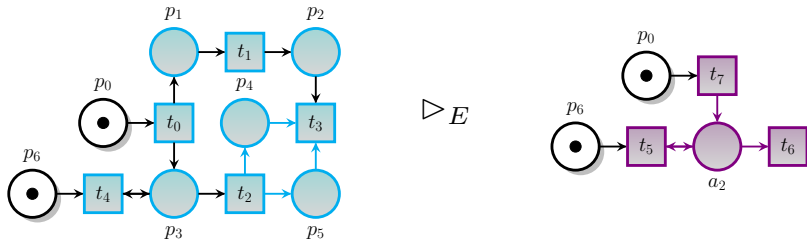
Correspondence between the set of reachable markings
“modulo” the linear equations E

Polyhedral reduction

Theoretical background

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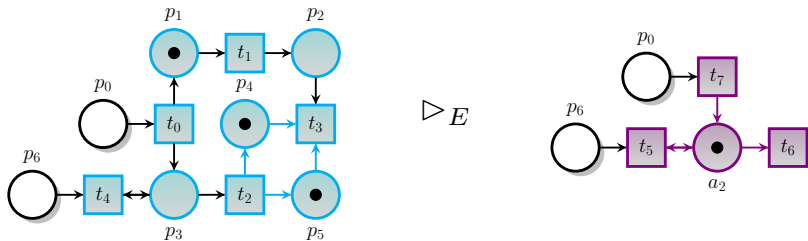
$$E = (p_5 = p_4) \wedge (a_1 = p_2 + p_1) \wedge (a_2 = p_4 + p_3) \wedge (a_1 = a_2)$$

Polyhedral reduction

Theoretical background

Theorem (Reachability preservation)

Assume m'_1, m'_2, E is satisfiable then m'_2 is reachable in (N_2, m_2) if and only if m'_1 is reachable in (N_1, m_1) .



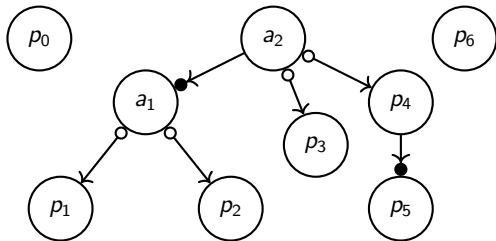
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Token Flow Graph

Theoretical background

A **Token Flow Graph** is a DAG that captures the specific structure of reduction equations

$$E = (p_5 = p_4) \wedge (a_1 = p_2 + p_1) \wedge (a_2 = p_4 + p_3) \wedge (a_1 = a_2)$$



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- Basically a front-end to accelerate the computation of reachability problems
- Divided into three **subcommands**: reach, conc and dead
- **Input formats**: .pnml, .net and .nupn

reach subcommand – Basic usage

Architecture & Usage

```
$> ./kong.py reach model.pnml -m marking
```

Textual description of the marking: “p1 p4 p5”
(assume non-specified places do not contain tokens)

reach subcommand – Basic usage

Architecture & Usage

```
$> ./kong.py reach model.pnml -m marking
```

```
REACHABLE
```

Textual description of the marking: “p1 p4 p5”
(assume non-specified places do not contain tokens)

reach subcommand – Reduction options

Architecture & Usage

```
--show-equations
```

```
# System of equations
```

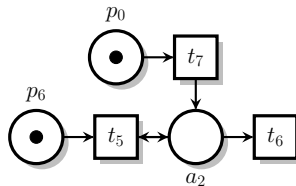
```
# R |- p5 = p4
```

```
# A |- a1 = p2 + p1
```

```
# A |- a2 = p4 + p3
```

```
# R |- a1 = a2
```

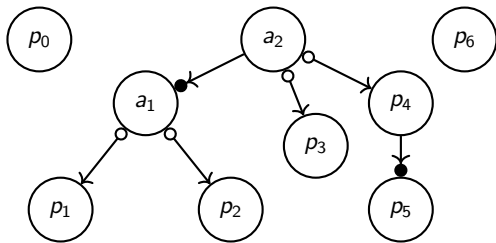
```
--save-reduced-net
```



reach subcommand – Marking projection

Architecture & Usage

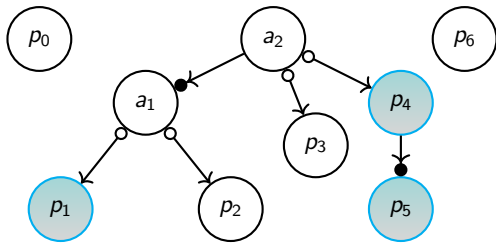
--draw-graph



reach subcommand – Marking projection

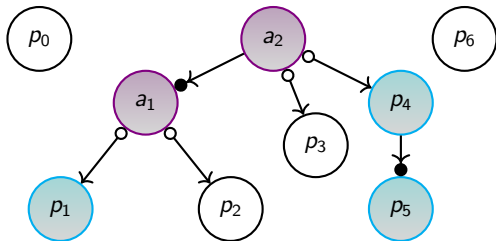
Architecture & Usage

$$p_0 = 0 \wedge p_1 = 1 \wedge p_2 = 0 \wedge p_3 = 0 \wedge p_4 = 1 \wedge p_5 = 1 \wedge p_6 = 0$$



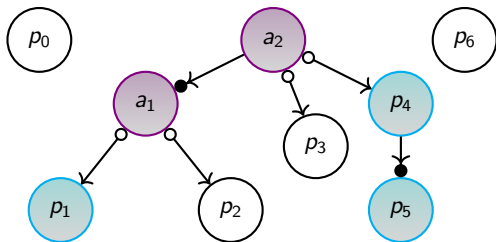
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Architecture & Usage



reach subcommand – Marking projection

Architecture & Usage



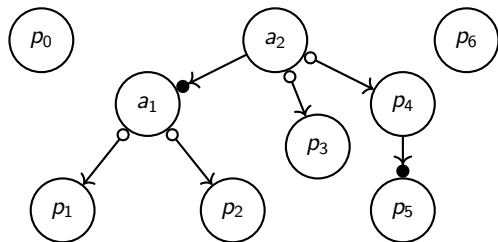
--projected-marking:

$$p_0 = 0 \wedge a_2 = 1 \wedge p_6 = 0$$

reach subcommand – Marking projection

Architecture & Usage

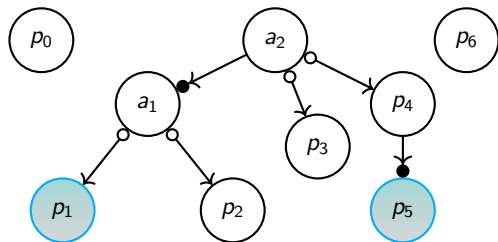
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reach subcommand – Marking projection

Architecture & Usage

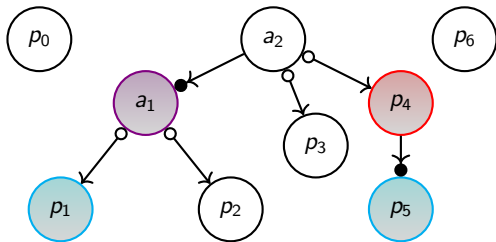
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reach subcommand – Marking projection

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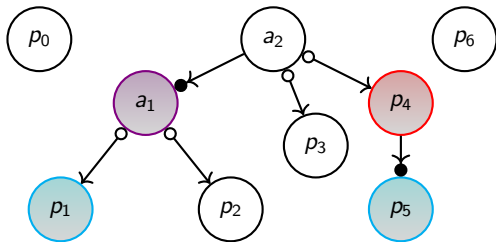
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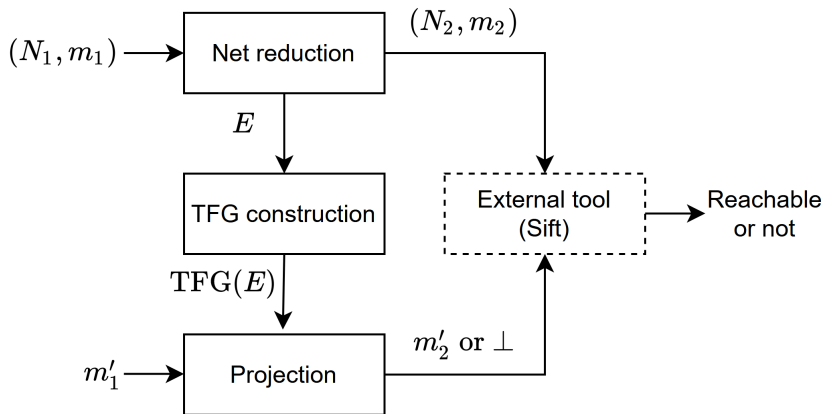
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No projection! And so, the marking is trivially unreachable.

reach subcommand – Overview

Architecture & Usage

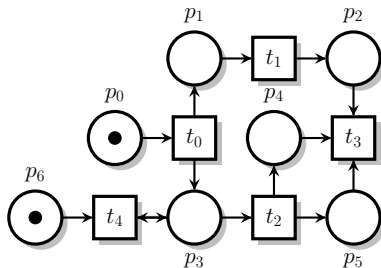


conc subcommand – Basic usage

Architecture & Usage

```
$> ./kong.py conc model.pnml --place-names
```

model.pnml



Output

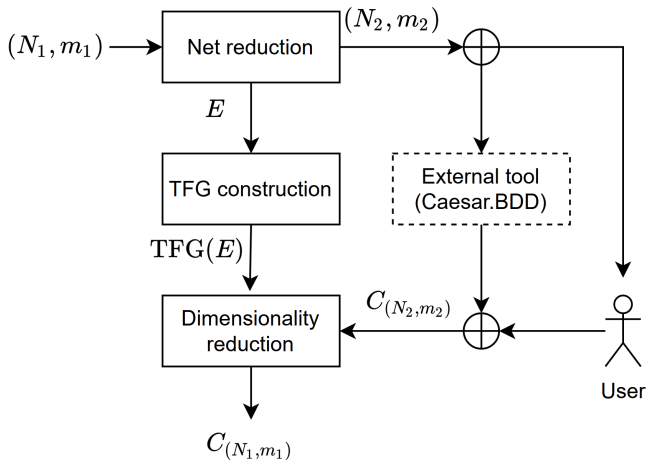
```
p0  1
p1  01
p2  001
p3  0111
p4  01101
p5  011011
p6  1(7)
```


`--show-reduced-matrix`

```
# Reduced concurrency matrix  
# a2 1  
# p0 01
```

conc subcommand – Overview

Architecture & Usage



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Models from the Model Checking Contest (MCC)

Concurrent places

- 424 instances with reduction opportunities (out of 562 safe)

Marking reachability

- Selected of 426 instances (out of 1411)
- Generated 5 reachable markings as queries using a “random walk”

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We compare: CAESAR.BDD and SIFT alone, on the initial net, and KONG + REDUCE + CAESAR.BDD or SIFT

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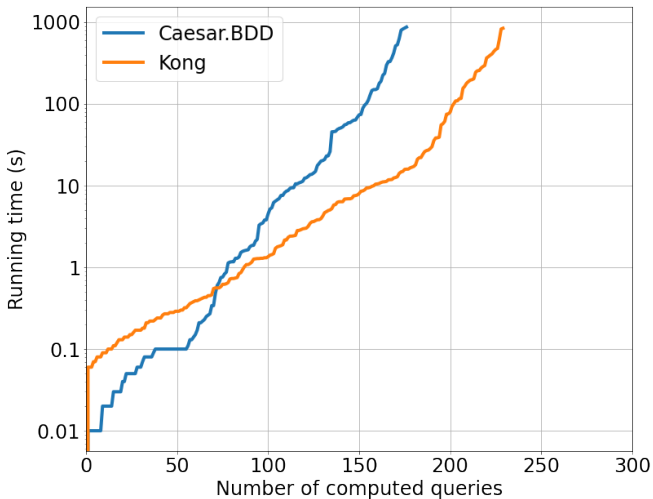
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All benchmark scripts are available online!

Concurrent places

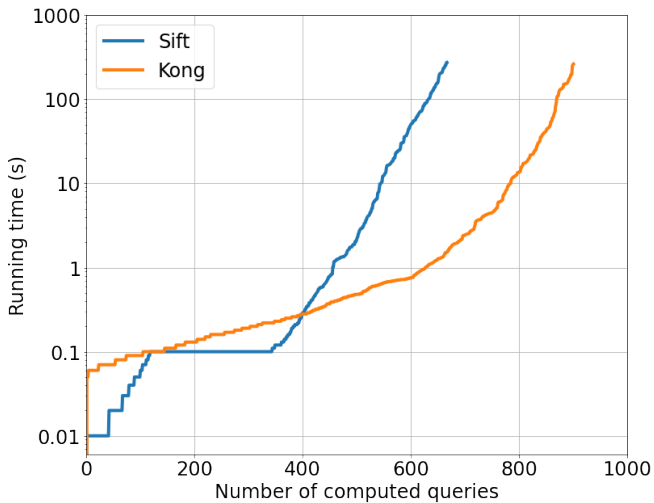
Performance



Minimal timeout to compute a given number of concurrency matrices

Reachability queries

Performance



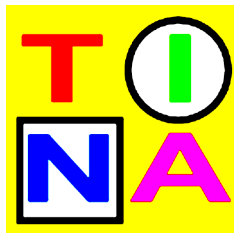
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REDUCE

<https://projects.laas.fr/tina>

- Available in the TINA Toolbox
Since version 3.7 (January 20, 2022)
 - Used in TINA and SMPT in the MCC
-



REDUCE & SHRINK – Our reduction tools

Reduction tools

REDUCE

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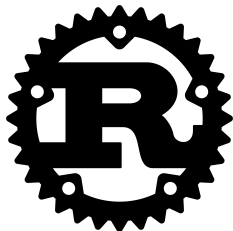
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SHRINK

<https://github.com/Fomys/pnets>

- Freely available under MIT license
- Based on the PNETS library



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- Generalized Mutual Exclusion Constraints

$$\sum_{p \in P} w_p \cdot m(p) \leq k, \text{ with } w_1, \dots, w_n, k \text{ constants in } \mathbb{Z}$$

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- Explore new reduction rules

Still a lot of work to be done to compute polyhedral reductions, and to apply them on useful and complex problems!