

Optimising the compilation of Petri net models

Łukasz Fronc and Franck Pommereau
{fronc,pommereau}@ibisc.univ-evry.fr

SUMo (at PETRI NETS), June 21th, 2011



Outlines

Domain:

- ◇ coloured Petri nets
 - ▷ colour domain is Python
 - ▷ infinite place types allowed
 - ▷ output arcs do computation (arbitrary Python expressions)
 - ▷ input arcs bind variables (with pattern matching)
- ◇ explicit model-checking (or simulation)

Goal: accelerate transition firing

- ◇ use model compilation
 - ▷ used by Helena, Spin, ...
 - ▷ remove many data structures (remain: markings, functions)
 - ▷ produce simple and efficient code (model-specific)
- ◇ exploit model-dependent optimisations

Contents

Algorithms and optimisations

Compilation framework

Experimental results

Produced code

client program (e.g., model-checker)

*hand written
by tool programmer*

exploration primitives

data structures:

- *Marking*
- ...

functions:

- *succ* - *init*
- *succ*_{t₁} - *fire*_{t₁}
- ... - ...

*generated
by compiler*

*hand written
by modeller*

model code

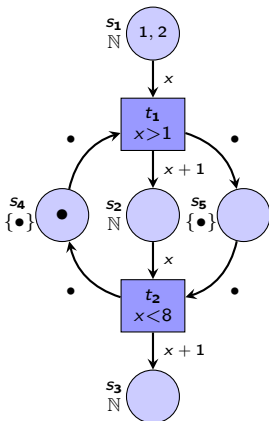
interfaces

*assumed
by compiler*

predefined code (core lib, model libs)

*provided
by existing libraries*

Interpreting successor algorithm



succ : M : *Marking*, t : *Transition* \rightarrow *MarkingSet*

$next \leftarrow \emptyset$

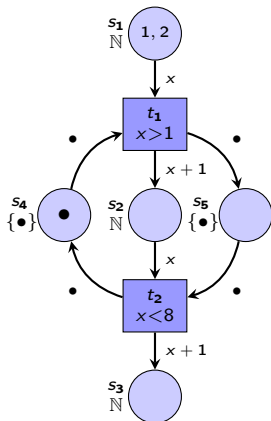
for b **in** $modes(M, t)$ **do**

$next \leftarrow next \cup \{fire(M, t, b)\}$

endfor

return $next$

Compiled successor algorithm



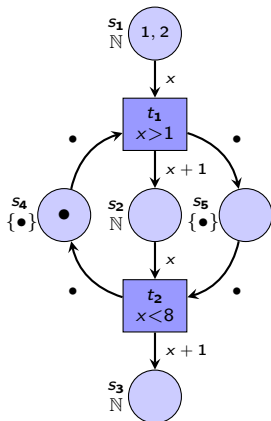
$$\text{succ}_{t_1} : M : \text{Marking} \rightarrow \text{MarkingSet}$$

```

next  $\leftarrow$   $\emptyset$ 
for x in  $M(s_1)$  do
  for tokens4 in  $M(s_4)$  do
    if x > 1 then
      next  $\leftarrow$  next  $\cup$  {firet1(M, x)}
    endif
  endfor
endfor
return next

```

Example of successor algorithm optimisations



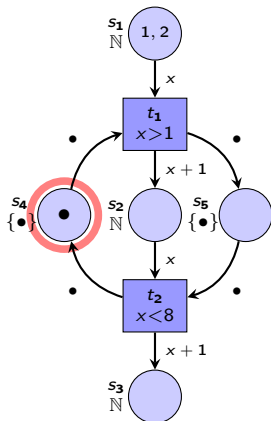
$$\text{succ}_{t_1} : M : \text{Marking} \rightarrow \text{MarkingSet}$$

```

next  $\leftarrow \emptyset$ 
for x in  $M(s_1)$  do
  for tokens4 in  $M(s_4)$  do
    if  $x > 1$  then
      next  $\leftarrow$  next  $\cup \{ \text{fire}_{t_1}(M, x) \}$ 
    endif
  endfor
endfor
return next

```

Example of successor algorithm optimisations



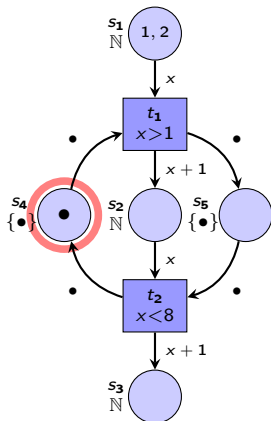
$\text{succ}_{t_1} : M : \text{Marking} \rightarrow \text{MarkingSet}$

```

next  $\leftarrow \emptyset$ 
for x in  $M(s_1)$  do
  for tokens4 in  $M(s_4)$  do
    if  $x > 1$  then
      next  $\leftarrow$  next  $\cup \{ \text{fire}_{t_1}(M, x) \}$ 
    endif
  endfor
endfor
return next

```

Example of successor algorithm optimisations



$$\text{succ}_{t_1} : M : \text{Marking} \rightarrow \text{MarkingSet}$$

$$\text{next} \leftarrow \emptyset$$

$$\text{for } x \text{ in } M(s_1) \text{ do}$$

$$\text{for } \text{token}_{s_4} \text{ in } M(s_4) \text{ do}$$

$$\text{if } x > 1 \text{ then}$$

$$\text{next} \leftarrow \text{next} \cup \{\text{fire}_{t_1}(M, x)\}$$

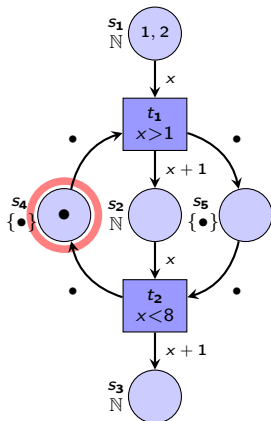
$$\text{endif}$$

$$\text{endfor}$$

$$\text{endfor}$$

$$\text{return next}$$

Example of successor algorithm optimisations

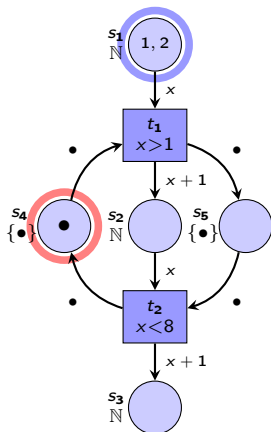


$$\text{succ}_{t_1} : M : \text{Marking} \rightarrow \text{MarkingSet}$$

$$\text{next} \leftarrow \emptyset$$
for x **in** $M(s_1)$ **do**
if *notempty*($M(s_4)$) **then**
if $x > 1$ **then**

$$\text{next} \leftarrow \text{next} \cup \{\text{fire}_{t_1}(M, x)\}$$
endif
endif
endfor
return *next*

Example of successor algorithm optimisations

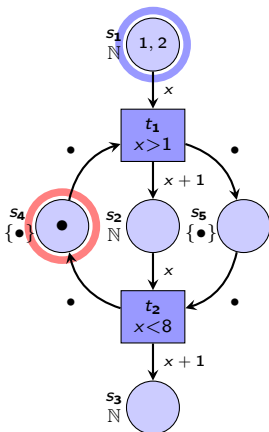


$$\text{succ}_{t_1} : M : \text{Marking} \rightarrow \text{MarkingSet}$$

$$\text{next} \leftarrow \emptyset$$
for x **in** $M(s_1)$ **do**
if $\text{notempty}(M(s_4))$ **then**
if $x > 1$ **then**

$$\text{next} \leftarrow \text{next} \cup \{\text{fire}_{t_1}(M, x)\}$$
endif
endif
endfor
return next

Example of successor algorithm optimisations

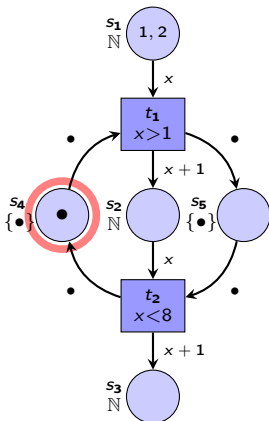


$$\text{succ}_{t_1} : M : \text{Marking} \rightarrow \text{MarkingSet}$$

$$\text{next} \leftarrow \emptyset$$
if $\text{notempty}(M(s_4))$ **then**
for x **in** $M(s_1)$ **do**
if $x > 1$ **then**

$$\text{next} \leftarrow \text{next} \cup \{\text{fire}_{t_1}(M, x)\}$$
endif
endfor
endif
return next

Example of successor algorithm optimisations

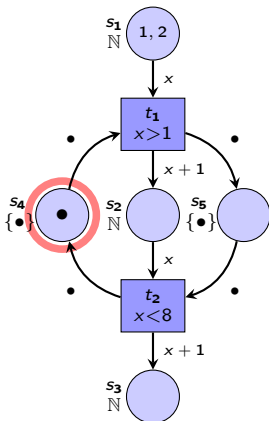


$$\text{succ}_{t_1} : M : \text{Marking} \rightarrow \text{MarkingSet}$$

$$\text{next} \leftarrow \emptyset$$
if $\text{notempty}(M(s_4))$ **then**
for x **in** $M(s_1)$ **do**
if $x > 1$ **then**

$$\text{next} \leftarrow \text{next} \cup \{\text{fire}_{t_1}(M, x)\}$$
endif
endfor
endif
return next

Example of successor algorithm optimisations



$$\text{succ}_{t_1} : M : \text{Marking} \rightarrow \text{MarkingSet}$$

$$\text{next} \leftarrow \emptyset$$
if $M(s_4)$ **then**

 for x in $M(s_1)$ do

 if $x > 1$ then

$$\text{next} \leftarrow \text{next} \cup \{\text{fire}_{t_1}(M, x)\}$$

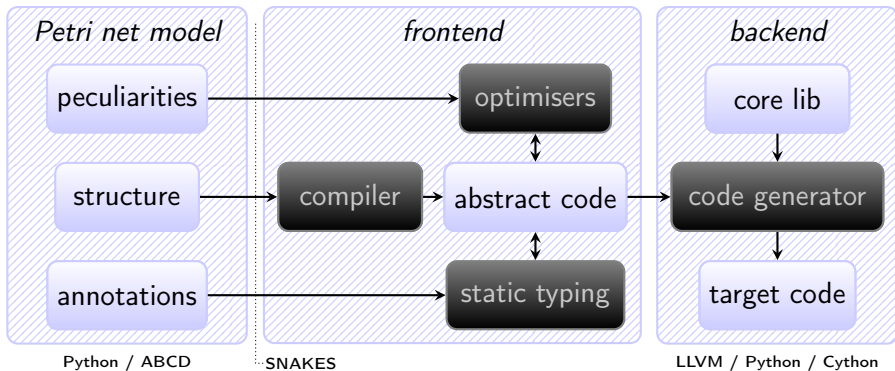
endif

endfor

endif

 return next

Compiler architecture



Experimental results

We compare:

our prototype using the Cython backend

most efficient, as expressive as Python

with Helena model checker

static reductions disabled

Three test cases:

◇ dining philosophers

one bounded Petri net

◇ a railroad crossing model

colored Petri net

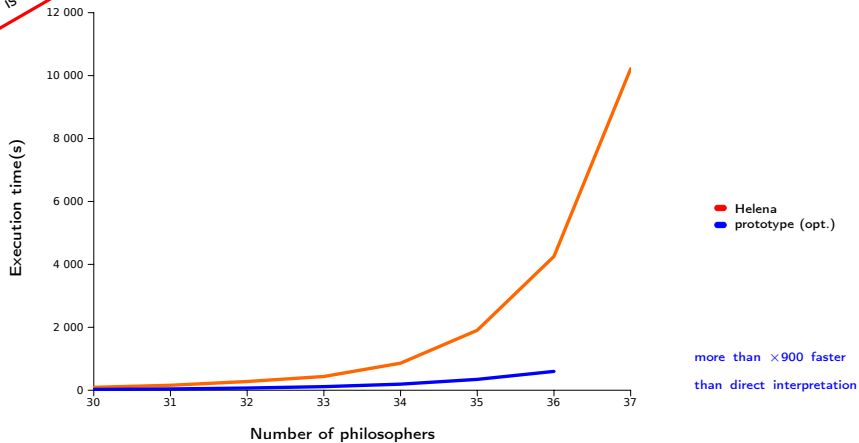
◇ a security protocol model

“highly” colored Petri net

Dining Philosophers model

vs Helena

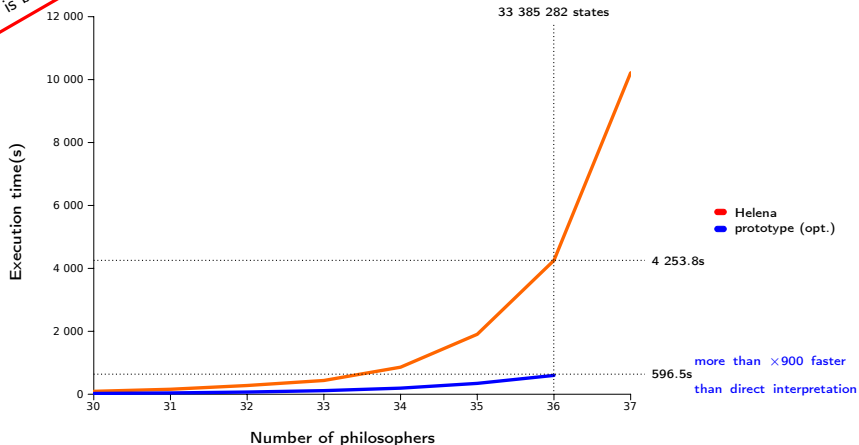
Lower is better



Dining Philosophers model

vs Helena

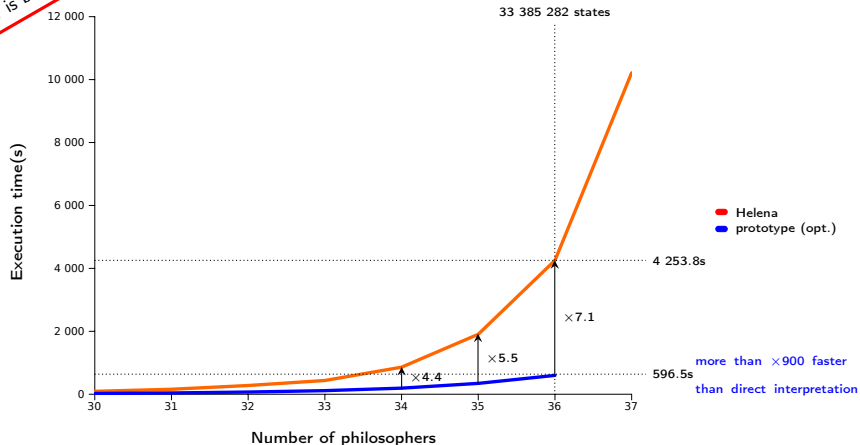
Lower is better



Dining Philosophers model

vs Helena

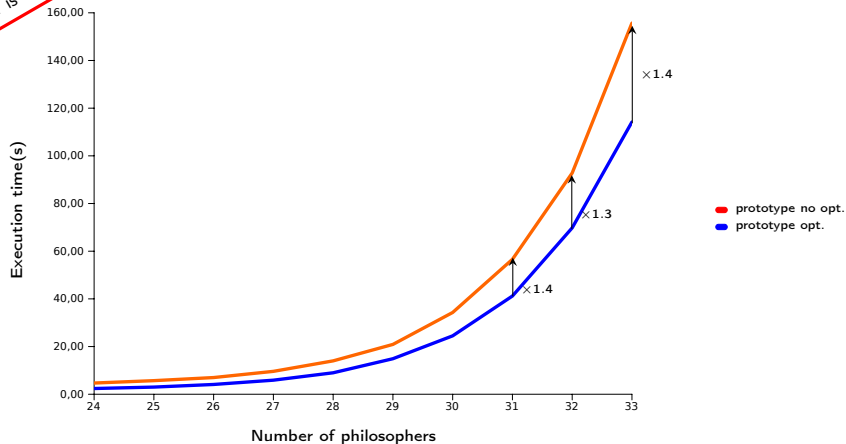
Lower is better



Dining Philosophers model

vs unoptimised

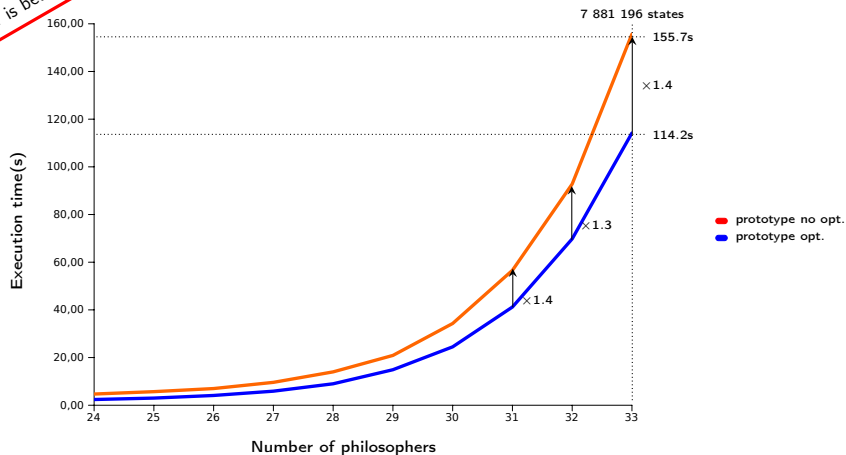
Lower is better



Dining Philosophers model

vs unoptimised

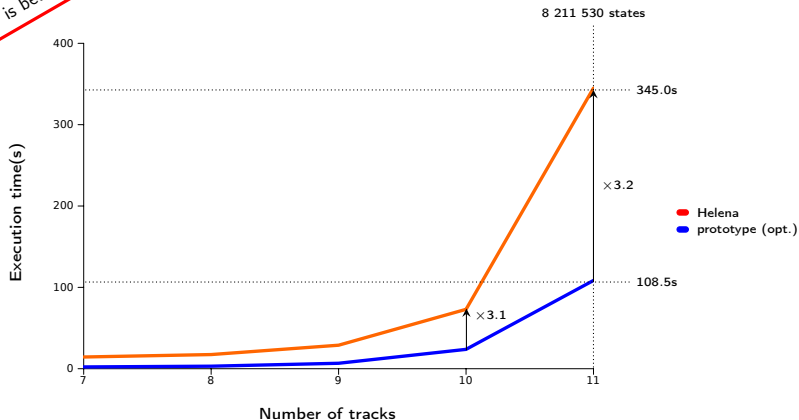
Lower is better



Railroad crossing model

vs Helena

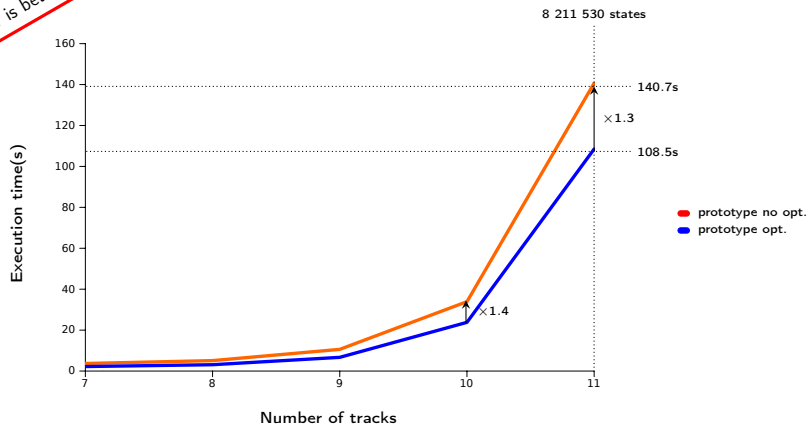
Lower is better



Railroad crossing model

vs unoptimised

Lower is better



A security protocol model

- ◇ Needham-Schroeder public key cryptographic protocol
- ◇ embeds about 350 lines of Python code Dolev-Yao attacker
- ▷ easy to implement with a full-featured language like Python

A security protocol model

- ◇ Needham-Schroeder public key cryptographic protocol
- ◇ embeds about 350 lines of Python code Dolev-Yao attacker
- ▷ easy to implement with a full-featured language like Python

similar model in Helena [Bouroulet 2006]

- ◇ SNAKES and Helena run in comparable times
- ◇ Python backend 10 times faster than SNAKES
 - ▷ we show now: Python vs Cython

A security protocol model

- ◇ only 1234 states
- ◇ much time spent inside embedded code cannot be optimised
- ◇ compilation is expensive on small models

A security protocol model

- ◇ only 1234 states
- ◇ much time spent inside embedded code cannot be optimised
- ◇ compilation is expensive on small models
- ▷ our Python backend is faster than the Cython one



A security protocol model

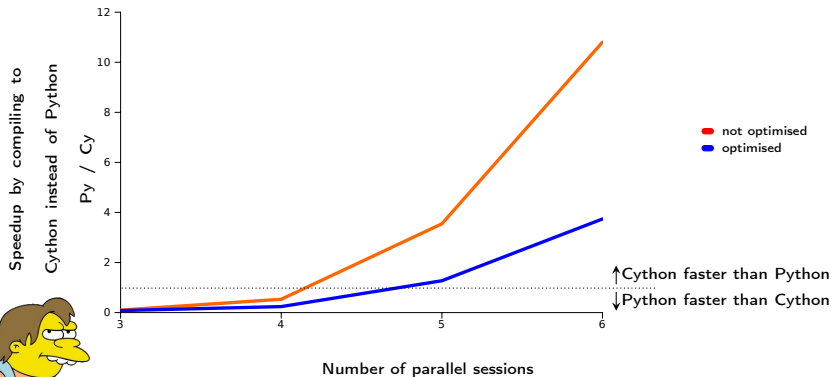
- ◇ only 1234 states
- ◇ much time spent inside embedded code cannot be optimised
- ◇ compilation is expensive on small models
- ▷ our Python backend is faster than the Cython one

language	not optimised	optimised	speedup
Python	0.07s 4.93s 5.00s	0.07s 4.11s 4.18s	1.20
Cython	2.36s 3.14s 5.50s	2.02s 2.82s 4.84s	1.14



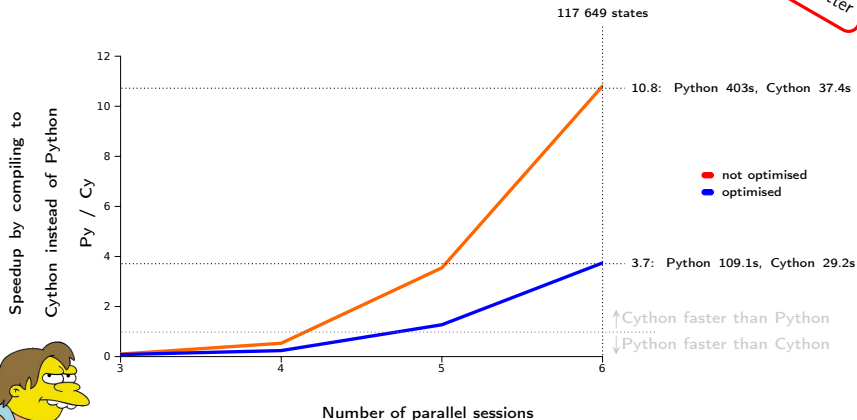
A security protocol model without the Dolev-Yao attacker

Higher is better



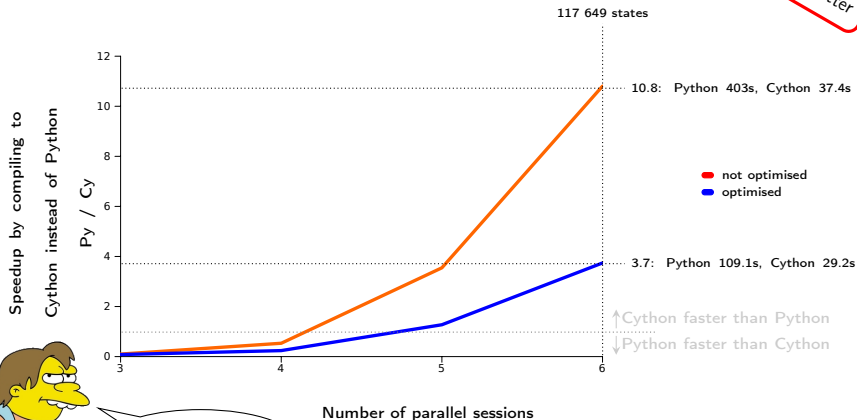
A security protocol model without the Dolev-Yao attacker

Higher is better



A security protocol model without the Dolev-Yao attacker

Higher is better



not so bad...

Conclusion

- ◇ simple model peculiarities
 - ▷ compile/compute faster than Helena and than ourselves
 - ▷ may be known by construction *i.e.*, for free
- ◇ relevance shown by experimental results
 - optimisations: speedup up to $\times 2$ faster avg. $\times 1.4$
 - over $\times 900$ faster than direct interpretation w.r.t. SNAKES

What's next?

- ◇ more case studies
- ◇ integrate into Helena, interface with SPOT
 - ▷ real model-checking
 - ▷ optimisations: stubborn sets, states compression, ...