

Branching time models & verification

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1 Computational Tree Logic

- Why tree models?
- Model-checking CTL

2 CTL, extensions and automata

Temporal properties

- Safety, termination, mutual exclusion – LTL.
- Liveness, reactivity, responsiveness, infinitely repeated behaviors – LTL.
- Available choices, strategies, adversarial situations?

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Tout utilisateur peut demander le retrait de ses données...

- How do we interpret **peut**?
 - ▶ p = demander le retrait...
 - ▶ Then formula = $\Box p??$
 - ▶ **NO!**

Strategy to win a game

Black has a strategy to put the game in a situation from which White king will never get close to Black pawn.

- Not specifiable in LTL either!

CTL syntax

- Computational tree logic:

$$\phi ::= p \mid \phi \wedge \phi \mid \neg \phi \mid A \bigcirc \phi \mid \phi A \mathcal{U} \phi \mid \phi E \mathcal{U} \phi$$

- ▶ $p \in AP$, set of atomic propositions.

- The usual abbreviations:

$$E \diamond \phi = \text{true } E \mathcal{U} \phi$$

$$A \square \phi = \neg E \diamond \neg \phi$$

$$A \diamond \phi = \text{true } A \mathcal{U} \phi$$

$$E \square \phi = \neg A \diamond \neg \phi$$

$$E \bigcirc \phi = \neg A \bigcirc \phi$$

Semantics

- AP-labeled trees $t : \mathbb{N}^* \rightarrow 2^{AP}$.
- “States” for interpreting CTL operators = positions in the tree: $x \in \text{supp}(t)$.

$(t, x) \models p$	if $p \in t(x)$
$(t, x) \models \phi_1 \wedge \phi_2$	if $(t, x) \models \phi_j$ for both $j = 1, 2$
$(t, x) \models \neg\phi$	if $(t, x) \not\models \phi$
$(t, x) \models A\bigcirc\phi$	if for all $i \in \mathbb{N}$ with $xi \in \text{supp}(t)$, $(t, xi) \models \phi$
$(t, x) \models \phi_1 AU \phi_2$	if for any infinite path $(x_k)_{k \geq 1}$ in t with $x_1 = x$ there exists $k_0 \geq 1$ with $(t, x_{k_0}) \models \phi_2$ and $(t, x_j) \models \phi_1$ for all $1 \leq j \leq k_0 - 1$
$(t, x) \models \phi_1 EU \phi_2$	if there exists a finite path $(x_j)_{1 \leq j \leq k_0}$ in t with $x_1 = x$, $(t, x_{k_0}) \models \phi_2$ and $(t, x_j) \models \phi_1$ for all $1 \leq j \leq k_0 - 1$

Property specification

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Tout utilisateur *peut* demander le retrait de ses données...

- How do we interpret *peut*?
 - ▶ $p = \text{demander le retrait...}$
 - ▶ $A\Box E\Diamond p!$

Strategy to win a game

Black has a strategy to put the game in a situation from which White king will never get close to Black pawn.

- $q = \text{White king never gets close to Black pawn.}$
- $E\Diamond A\Box q!$

The model-checking problem

- Given a CTL formula ϕ and a **finitely presentable** model M , does $M \models \phi$ hold?
 - ▶ Finitely presentable tree = **Büchi automaton** over AP .
 - ▶ The tree = the **unfolding** of \mathcal{A} .
- State labeling algorithm:
 - ▶ Given formula ϕ , **split** Q into Q_ϕ and $Q_{\neg\phi}$
 - ▶ Structural induction on the syntactic tree of ϕ .
 - ▶ Add a new propositional symbol p_ϕ for each analyzed ϕ .
 - ▶ Label Q_ϕ with p_ϕ and do not label $Q_{\neg\phi}$ with p_ϕ .

CTL model-checking (2)

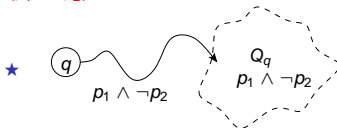
- For $\phi = A\bigcirc p$

$$Q_{A\bigcirc p} = \{q \in Q \mid \forall q' \in \delta(q), p \in \pi(q')\}$$

$$Q_{\neg A\bigcirc p} = \{q \in Q \mid \exists q' \in \delta(q), p \notin \pi(q')\}$$

- $\phi = p_1 A U p_2$

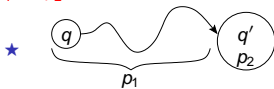
- $Q_{\neg(p_1 A U p_2)}$ contains q iff $\exists Q_q \subseteq Q$ strongly connected s.t.:



- $Q_{p_1 A U p_2} = Q \setminus Q_{\neg(p_1 A U p_2)}$.

- $\phi = p_1 E U p_2$

- $Q_{p_1 E U p_2}$ contains q iff $\exists q' \in Q$ s.t.:



- $Q_{\neg(p_1 E U p_2)} = Q \setminus Q_{p_1 E U p_2}$.

Fixpoints

$$E\Diamond p \equiv \dots?$$

$$A\Diamond p \equiv \dots?$$

$$E\Box p \equiv \dots?$$

$$A\Box p \equiv \dots?$$

$$p A\mathcal{U} q \equiv q \vee (p \wedge A\bigcirc(p A\mathcal{U} q))$$

$$p E\mathcal{U} q \equiv \dots?$$

- Which is a μX and which is a νX ?

Tree automata

- Büchi automata only give one **set of options**.
- A formula may incorporate several sets of options!
- **Tree automata**: $(Q, \Sigma, \delta, Q_0, R)$ where
 - ▶ $\delta \subseteq Q \times \mathcal{P}(Q)$.
- Accepts **trees**.
 - ▶ Each run has to satisfy the requirement R (repeated sets like Büchi).
- Emptiness, intersection, complementation (harder than Büchi!).