

CS-E3220 Declarative Programming

Modal Logics and Model-Checking

Jussi Rintanen

Department of Computer Science
Aalto University

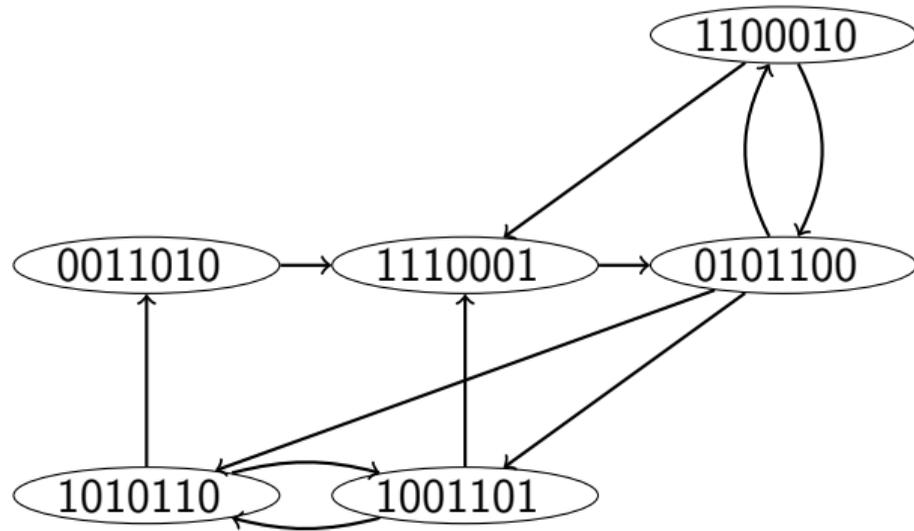
October 30, 2019

Transition System Model

Specification languages for Verification and Validation

- Modeling of **Systems**
 - Transition system models
 - Behavior of system, without reference to what is being done with it
 - Can be used for validation, control, diagnosis, monitoring, ...
- Modeling of **Correctness properties**
 - What properties the system's **behavior** should have?
 - Properties of **reachable states**
 - Properties of **executions**

Transition System Model



- States
- Transition relation

Transition System Model: Modeling Languages

- Languages based on transition rules:
 - Petri nets (place-transition nets)
 - languages used in AI planning research: STRIPS, ADL, PDDL, ...
 - ...
- Languages based on communicating automata/processes
 - UPPAAL
 - SMV
 - PROMELA
 - ...

Transitions in individual automata/processes expressed as rules

Transition System Model: Applications

Tools

- NuSMV: model-checker (OBDD, SAT, ...)
- SPIN
- UPPAAL

Application areas

- computing HW (CPUs)
- communication protocols
- avionics SW (aircraft/spacecraft)
- distributed systems

Typical features:

- Focus on Boolean and numeric state variables
- HW, abstracted SW, Discrete & Hybrid systems (SW + physical)

Specification Languages

- Modeling languages for **systems**
 - How does the system **behave**, step by step
 - Focus on each possible action/event in separation of others
- Modeling languages for **correctness properties**
 - What **properties** should the **executions** of the system have
 - Statements about long **sequences** of events in the system
 - Properties:
 - Deadlocks: Can the system get in a state in which no event is possible
 - Livelocks: System stuck doing useless work without progress
 - Complex properties about the system's state in one time point
 - Complex properties about the system's state over time

Specification Languages

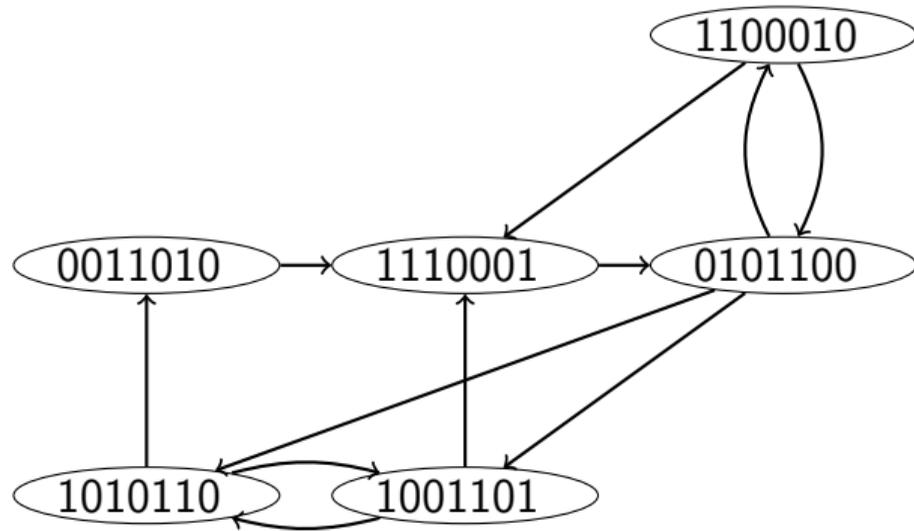
Next: fundamentals of specification languages with features for

- time
- networks, graphs

Modal Logics are the framework on which such languages are based.

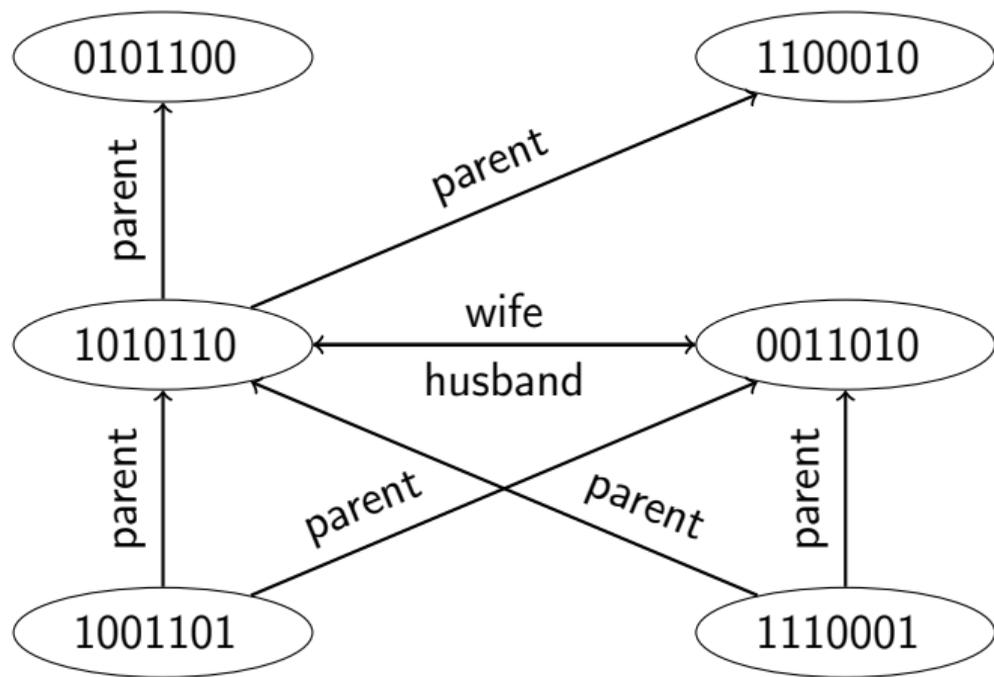
- application: specification languages with time
- application: specification languages with relational features
- application: semantic web (description logics, OWL, ...)

Transition System Model



- States
- Transition relation

Networked Model of Data



- Objects
- Relations on objects
- Properties of objects

Modal Logics

- Propositional logic \sim Boolean functions of facts (in one “situation”)
- Modal logics are about multiple “situations” or “worlds”
- Introduce **modal operators** \Box , \Diamond , ...
- These are **quantification** over alternative worlds: $\Box\phi$ can mean
 - ϕ is **necessary** = ϕ true in all possible worlds
 - ϕ is **believed** = ϕ true in all worlds considered possible
 - ϕ is **known** = ϕ true in all worlds considered possible (including the actual)
 - ϕ is **obligatory** = ϕ true in all worlds considered acceptable/legal
 - ϕ is **always true** = ϕ true in all future worlds

Modal Logics

- $K\phi$: It is known that ϕ (Epistemic Logic)
- $B\phi$: It is believed that ϕ (Epistemic Logic)
- $\Box\phi$: It is necessary that ϕ (Alethic logic)
- $\square\phi$: It is obligatory that ϕ (Deontic logic)
- $\mathcal{G}\phi$: Always in the future ϕ (Temporal Logic)
- $[\pi]\phi$: After executing π necessarily ϕ (Dynamic Logic)

Modal Logics

In the propositional logic, the truth of $\phi_1 \vee \phi_2$, $\phi_1 \wedge \phi_2$ etc. determined uniquely by the truth of ϕ_1 and ϕ_2 .

Example

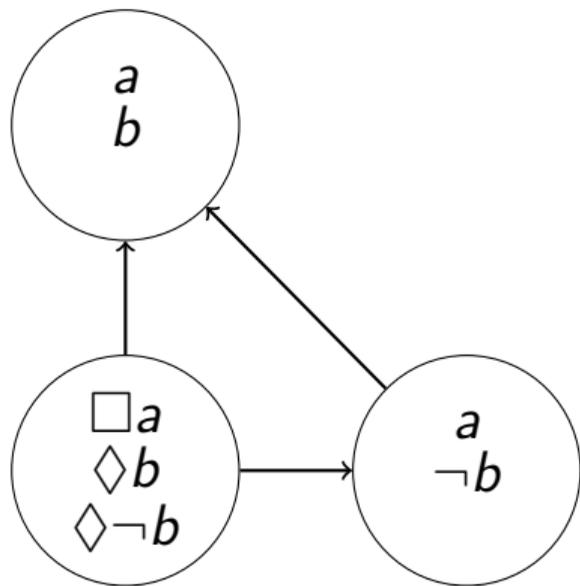
If p is true, can we say whether Bp is true or false?

What about operators K , \Box , \mathcal{G} and $[\pi]$ from the previous slide?

Modal logics are not truth-functional!

Modal Logics: The Kripke Semantics

Modal logics have **possible worlds semantics** (Saul Kripke)



Formula $\Box\phi$ is true in a world if ϕ is true in all **accessible** worlds

Formula $\Diamond\phi$ is true in a world if ϕ is true in at least one **accessible** worlds

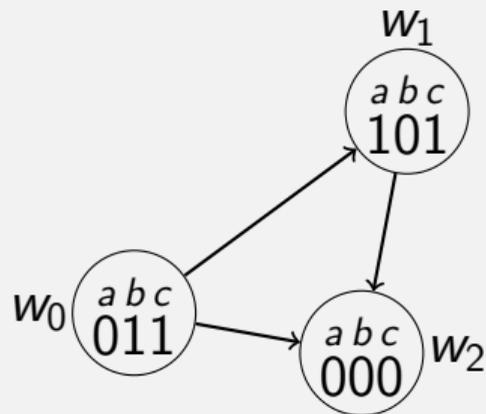
Semantics of Modal Logics

Models in the Propositional Logic

$$M = \begin{matrix} abc \\ 011 \end{matrix}$$

$M \models \phi$ for any ϕ evaluated truth-functionally

Models in Modal Logics



- \wedge, \vee, \neg evaluated truth-functionally
- $M \models_w \Box \phi$ iff ϕ true in all worlds accessible from w
- Examples:
 - $M \models_{w_0} \Box \neg b$
 - $M \models_{w_0} \neg \Box a$
 - $M \models_{w_0} \neg \Box \neg a$

Kripke Semantics Formally

Definition (Kripke Model (W, R, X, v))

- W is a set of **worlds**,
- $R \subseteq W \times W$ is the **accessibility relation**,
- X is the set of **propositional variables**,
- $v : W \times X \rightarrow \{0, 1\}$ is the valuation.

$M \models_w x$	iff $v(w, x) = 1$
$M \models_w \neg\phi$	iff $M \not\models_w \phi$
$M \models_w \phi_1 \vee \phi_2$	iff $M \models_w \phi_1$ or $M \models_w \phi_2$
$M \models_w \phi_1 \wedge \phi_2$	iff $M \models_w \phi_1$ and $M \models_w \phi_2$
$M \models_w \Box\phi$	iff $M \models_{w'} \phi$ for all w' such that wRw'
$M \models_w \Diamond\phi$	iff $M \models_{w'} \phi$ for some w' such that wRw'

Propositional Dynamic Logic

- Logic about regular paths in a graph
 - Originally: Regular expression \sim program with conditionals, loops, ...
 - Nowadays: also other interpretations (e.g. in knowledge representation)
- Infinitely many operators $[\pi]$ and $\langle \pi \rangle$, for all regular expressions π
 - atomic programs a
 - sequential composition $\pi_1; \pi_2$
 - nondeterministic choice $\pi_1 \cup \pi_2$
 - iteration π_1^*
 - test $\phi?$
- Examples:
 - $[a]\phi$ ϕ necessarily holds after atomic program a has been executed
 - $[a \cup b]\phi$ ϕ necessarily holds after either a or b has been executed
 - $\langle a; b \rangle \phi$ ϕ possibly holds after a and b have been executed

Propositional Dynamic Logic

Common programming language constructs expressible in PDL:

if φ then α else β \equiv $(\varphi?; \alpha) \cup (\neg\varphi?; \beta)$

while φ do α \equiv $(\varphi?; \alpha)^*; \neg\varphi?$

repeat α until φ \equiv $\alpha; (\neg\varphi?; \alpha)^*; \varphi?$

Propositional Dynamic Logic vs. Description Logics

concept	description logic	dynamic logic
“is a grandparent”	$\exists child. \exists child. \top$	$\langle child; child \rangle \top$
“unmarried”	$\neg \exists spouse. \top$	$\neg \langle spouse \rangle \top$
“bachelor”	$male \sqcap \neg \exists spouse. \top$	$male \wedge \neg \langle spouse \rangle \top$
“has an ancestor with PhD”	-	$\langle parent; parent^* \rangle \text{PhD}$

Correspondence between DL and PDL:

- Some operators match exactly:
 - $\forall R.C$ and $\exists R.C$ correspond to $[R]C$ and $\langle R \rangle C$
 - \sqcup and \sqcap correspond to \vee and \wedge
- Some DL features have no match in PDL:
 - E.g. cardinality (“person with more than 3 children”)
 - Not all DLs have arbitrary regular expressions as *roles*

PDL: Accessibility Relations of Programs

Given accessibility relations $R_a \subseteq W \times W$ for atomic programs $a \in A$, define accessibility relations for all programs.

Let α and β have accessibility relations R_α and R_β , respectively. Then

① $R_{\alpha \cup \beta} = R_\alpha \cup R_\beta$

② $R_{\alpha; \beta} = \pi_{1,3}(R_\alpha \bowtie R_\beta) = \{(w, w') \mid u \in W, wR_\alpha u, uR_\beta w'\}$

③ $R_{\alpha^*} = (R_\alpha)^*$

④ $R_{\varphi?} = \{(w, w) \mid w \in W, M \models_w \varphi\}$

Note: Reflexive transitive closure R^* of R is the smallest R' such that $R \subseteq R'$, and $\{(w, w) \mid w \in W\} \subseteq R'$, and if $(w_1, w_2) \in R'$ and $(w_2, w_3) \in R'$, then $(w_1, w_3) \in R'$.

Propositional Dynamic Logic

Definition (Models in PDL)

A model in the propositional dynamic logic is a tuple

$M = \langle W, R_{a_1}, \dots, R_{a_n}, A, X, v \rangle$ where

- W is a set of possible worlds,
- A is a set of atomic programs,
- R_a for every $a \in A$ is the accessibility relation for a ,
- X is the set of propositional variables, and
- $v : W \times X \rightarrow \{0, 1\}$ is a valuation that assigns truth values to propositional variables in every possible world.

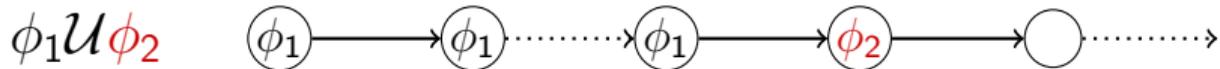
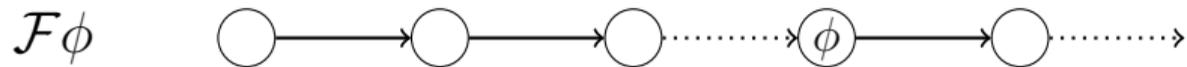
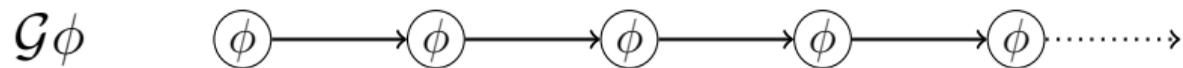
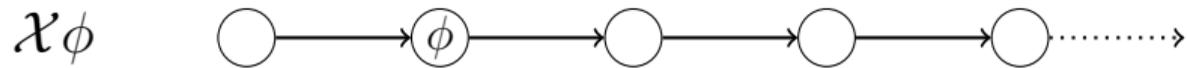
$M \models_w [\alpha]\varphi$ iff $M \models_{w'} \varphi$ for every $w' \in W$ such that $wR_\alpha w'$.

Temporal Logics

- Linear Time Temporal Logic
 - Statements about a single infinite sequence of states
- Branching time logics: Computation Tree Logics CTL and CTL*
 - Statements about an infinite branching tree of states
 - Path quantification: On **all paths** starting in state/node
 - Path quantification: On **some path** starting in state/node

Linear Temporal Logic

- $\mathcal{G}\phi$: ϕ holds in all future times (Always)
- $\mathcal{F}\phi$: ϕ holds in at least one future time (Eventually)
- $\phi_1\mathcal{U}\phi_2$: ϕ_1 holds until ϕ_2 holds
- $\mathcal{X}\phi$: ϕ holds in the next time



LTL Examples

- Traffic lights are green infinitely often
- Only one light on in any direction
- After green there will eventually be red
- Red light is followed by Yellow (with no Green in between)
- Green lights for crossing traffic never simultaneous

$\mathcal{GF}(green_1)$

$\mathcal{G}(\neg(green_1 \wedge red_1) \wedge \neg(green_1 \wedge yellow_1) \wedge \neg(yellow_1 \wedge red_1))$

$\mathcal{G}(green_1 \rightarrow F(red_1))$

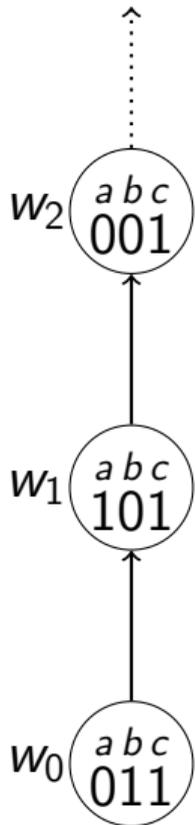
$\mathcal{G}(red_1 \rightarrow (red_1 U yellow_1))$

$\mathcal{G}\neg(green_1 \wedge green_2)$

LTL Applications

- **Model-Checking**: Given a transition system and an LTL formula ϕ :
Do all transition sequences satisfy ϕ ?
- **Program synthesis**: Find a controller for transition system so that all executions satisfy ϕ
- Control information in decision-making: Limit search to transition sequences that satisfy ϕ

Semantics of Linear Temporal Logic



- Connectives \wedge , \vee , \neg evaluated truth-functionally
- $M \models_w \mathcal{G}\phi$ iff ϕ true in all future worlds
- $M \models_w \mathcal{F}\phi$ iff ϕ true in some future world
- $M \models_w \psi\mathcal{U}\phi$ iff ϕ true in the future, and ψ true until then
- $M \models_w \mathcal{X}\phi$ iff ϕ is true at the next time
- Examples:
 - $M \models_{w_0} \mathcal{F}a$
 - $M \models_{w_0} \mathcal{F}\neg a$
 - $M \models_{w_0} \mathcal{G}c$
 - $M \models_{w_0} \mathcal{X}\mathcal{G}\neg b$

Semantics for Linear Temporal Logic

Definition

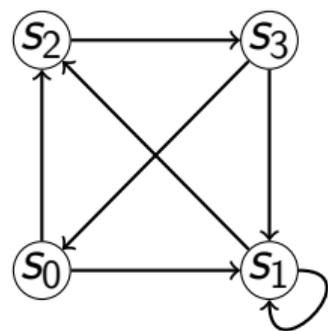
A linear temporal model $M = (X, \sigma)$ consists of propositional variables X and an infinite sequence of propositional valuations

$$\sigma = (v_0, v_1, v_2, \dots)$$

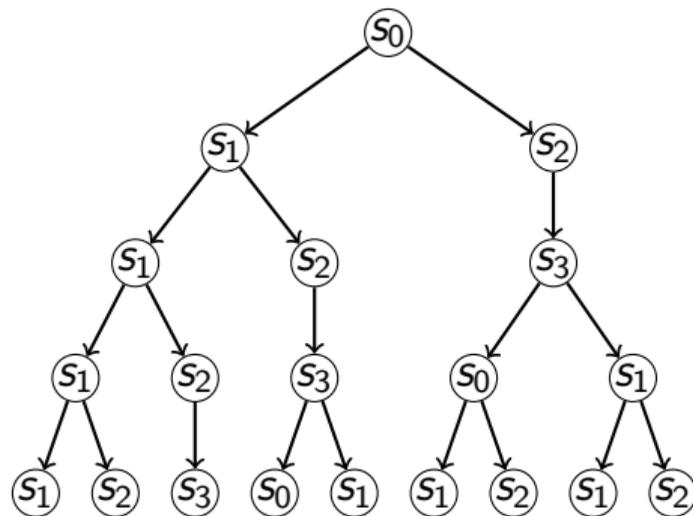
$M \models_i x$	iff $v_i(x) = 1$
$M \models_i \neg\phi$	iff $M \not\models_i \phi$
$M \models_i \phi_1 \vee \phi_2$	iff $M \models_i \phi_1$ or $M \models_i \phi_2$
$M \models_i \phi_1 \wedge \phi_2$	iff $M \models_i \phi_1$ and $M \models_i \phi_2$
$M \models_i \mathcal{G}\phi$	iff $M \models_j \phi$ for all $j \geq i$
$M \models_i \mathcal{F}\phi$	iff $M \models_j \phi$ for some $j \geq i$
$M \models_i \mathcal{X}\phi$	iff $M \models_{i+1} \phi$
$M \models_i \phi \mathcal{U} \psi$	iff for some $j \geq i$, $M \models_j \psi$ and $M \models_k \phi$ for all $k \in \{i, \dots, j-1\}$

Computation Trees

Transition graph



Corresponding computation tree



Same subtree for every node repeats indefinitely...

Logics for Computation Trees

- Two options with LTL:
 - ① truth of ϕ as “for some path in the tree, ϕ holds”
 - ② truth of ϕ as “for all paths in the tree, ϕ holds”
- CTL* = LTL + path quantification:
 - $A\phi$: ϕ holds on **all paths** that start from current node
 - $E\phi$: ϕ holds on **some path** that start from current node
 - example $A\mathcal{F}finalstate$: final state eventually reached on all computation paths
 - example $AG\mathcal{F}progress$: progress made on all paths infinitely often
 - example $AGE\mathcal{F}progress$: progress *possible* on all paths all the time
- CTL: E or A must immediately precede each temporal operator
 - example: $A(\mathcal{G}a \vee \mathcal{F}b)$ is a CTL* formula but not a CTL formula
 - All formulas are state formulas. (No path formulas!)

Logics for Computation Trees

- Two options with LTL:
 - ① truth of ϕ as “for some path in the tree, ϕ holds”
 - ② truth of ϕ as “for all paths in the tree, ϕ holds”
- $CTL^* = LTL +$ path quantification:
 - $A\phi$: ϕ holds on **all paths** that start from current node
 - $E\phi$: ϕ holds on **some path** that start from current node
 - example $A\mathcal{F}finalstate$: final state eventually reached on all computation paths
 - example $AG\mathcal{F}progress$: progress made on all paths infinitely often
 - example $AGE\mathcal{F}progress$: progress *possible* on all paths all the time
- CTL: E or A must immediately precede each temporal operator
 - example: $A(\mathcal{G}a \vee \mathcal{F}b)$ is a CTL^* formula but not a CTL formula
 - All formulas are state formulas. (No path formulas!)