CS181

Applied Logic and Automated Reasoning

Spring 2020

Instructor: Lucas Bang

• Grew up in Las Vegas



Grew up in Las Vegas

• UNLV: Math and CS



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- UNLV: Math and CS



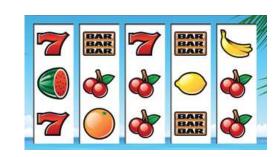
UNLV MS Computer Science



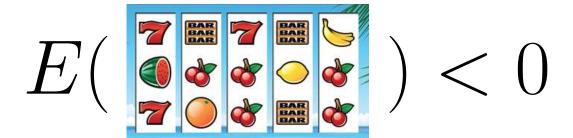
- Grew up in Las Vegas
- UNLV: Math and CS
- In parallel:



Test and Verification Engineer in Casino Gaming



- Grew up in Las Vegas
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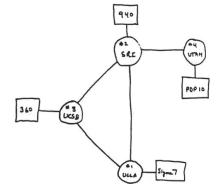
• In parallel:

UNLV MS Computer Science

Test and Verification Engineer in Casino Gaming

- Grew up in Las Vegas
- UNLV: Math and CS
- In parallel:





THE ARPA NETWORK

4 NODES

DEC 1969

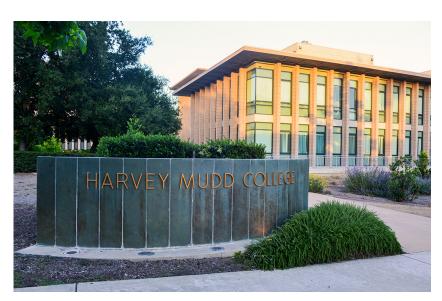
Test and Verification Engineer in Casino Gaming

PhD, UC Santa Barbara

UNLV MS Computer Science

- Grew up in Las Vegas
- UNLV: Math and CS
- In parallel:

UNLV MS Computer Science



Test and Verification Engineer in Casino Gaming

- PhD, UC Santa Barbara
- HMC Prof. since fall 2018

CS 181U Applied Logic and Automated Reasoning

What is this class about?

By the end of this class, I hope you have an appreciation for both how logic can be used to solve complex problems and how logic fits in the broader context of culture, history, and society.

Syllabus Time!

The rest of today's class:

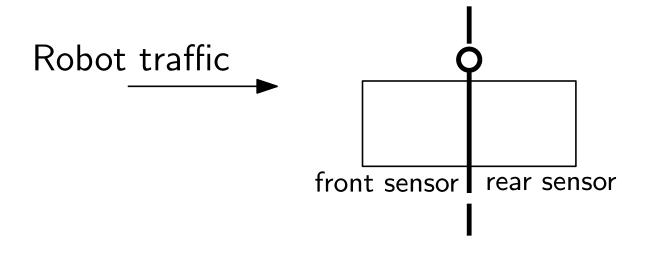
Example of modeling a system with logic.

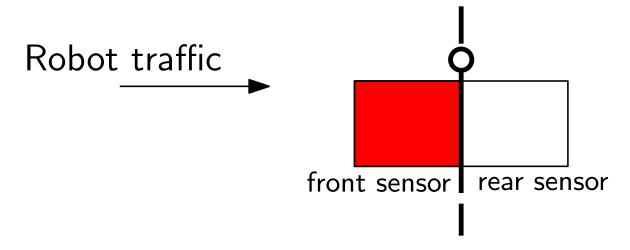
What logical properties might we care about?

Properties in temporal logic.

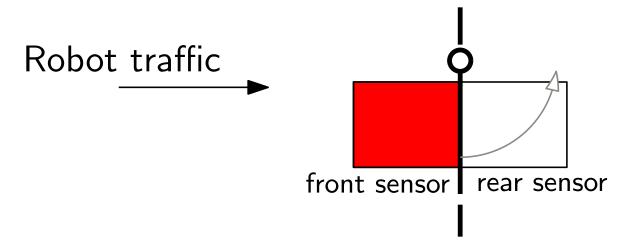
Using NuSMV to check properties.

Course technology and HW preview.

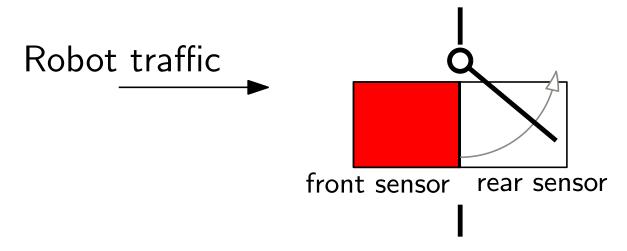




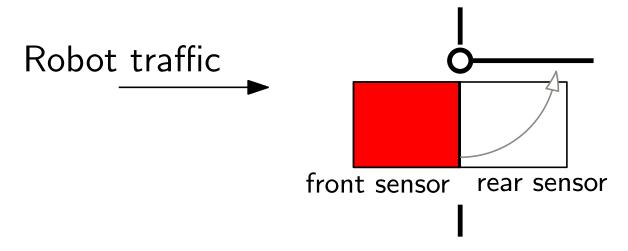
A robot can activate the front sensor.



A robot can activate the front sensor. Activating the front sensor opens the door.

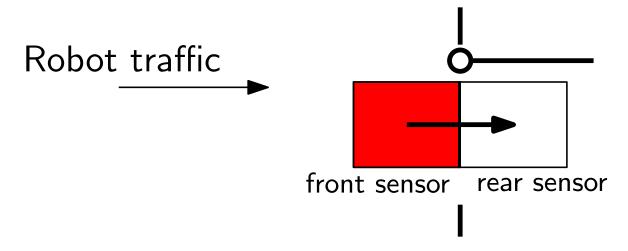


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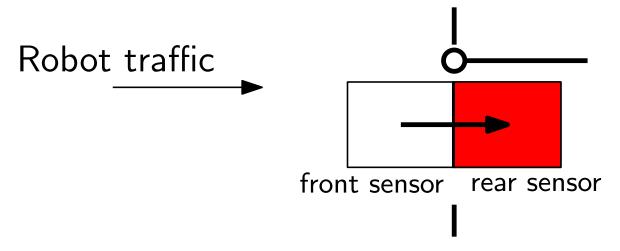
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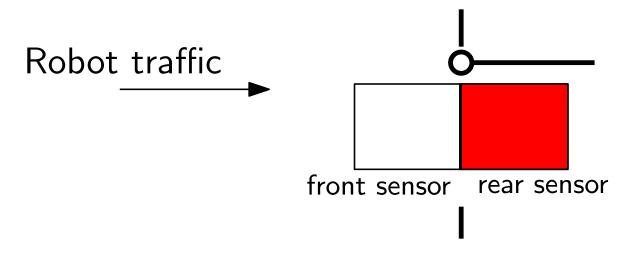


A robot can activate the front sensor.

Activating the front sensor opens the door.



A robot can activate the front sensor. Activating the front sensor opens the door. Robot moves through door, activating rear sensor.

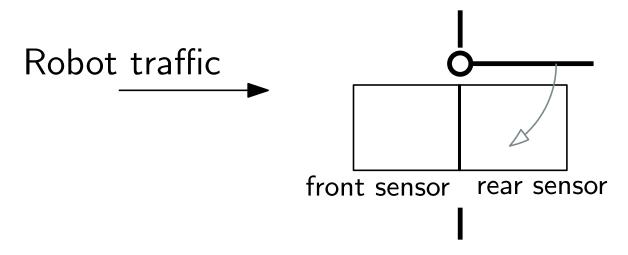


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Robot moves through door, activating rear sensor.

The door stays open until the robot moves "out of the way".

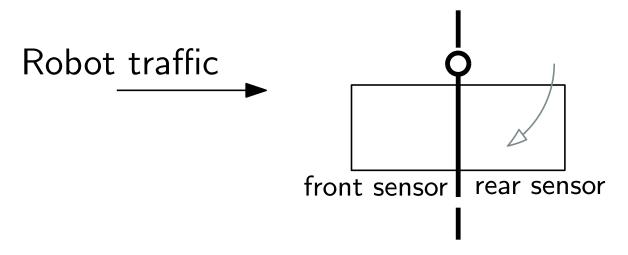


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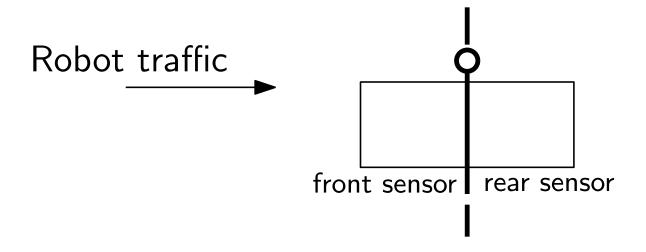


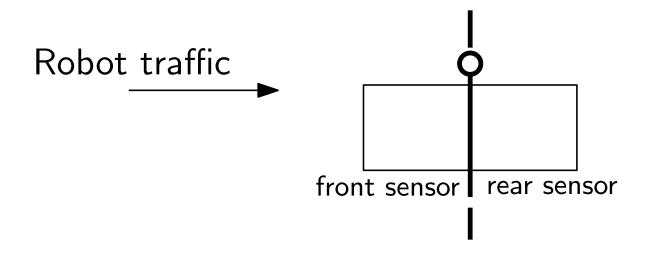
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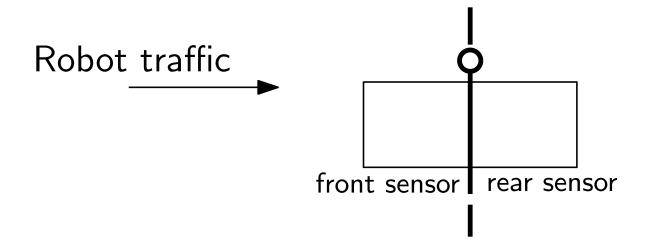
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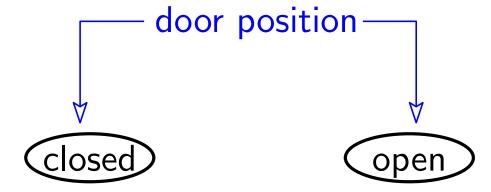
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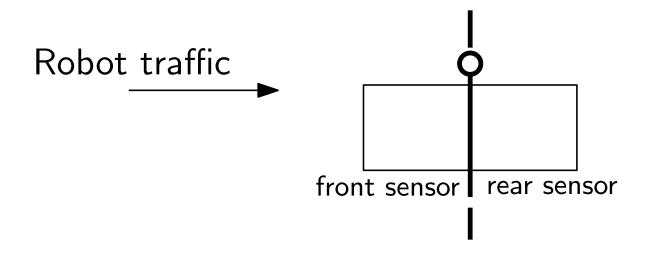




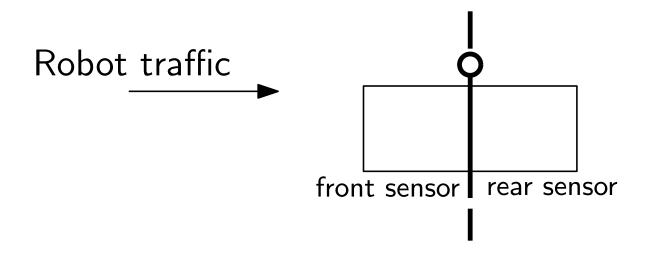








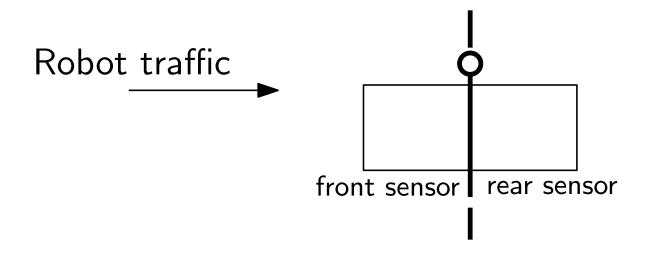




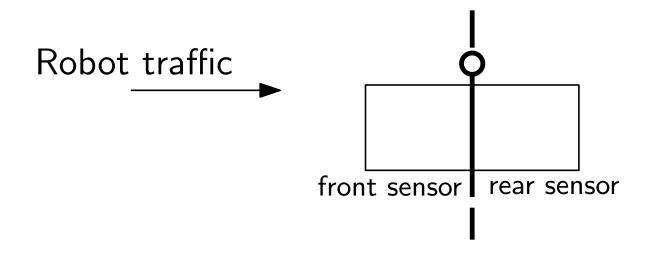
Let's encode our intuition with a transition diagram.

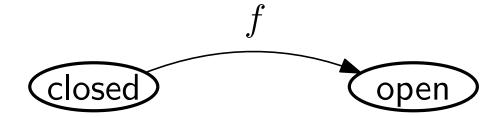
 $f \equiv$ front sensor pad active $r \equiv$ rear sensor pad active

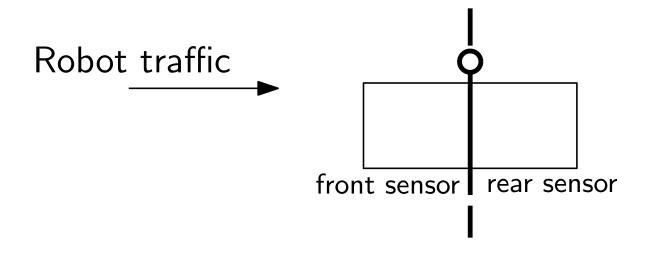


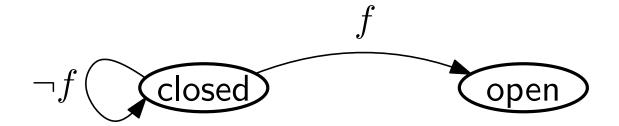


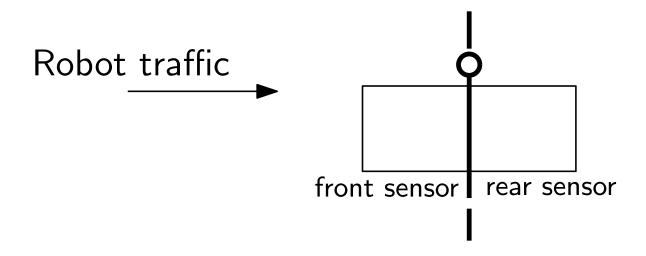


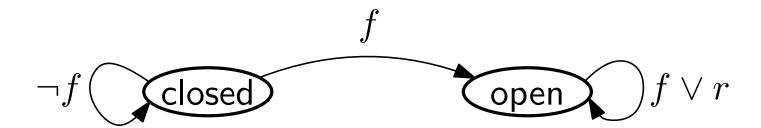


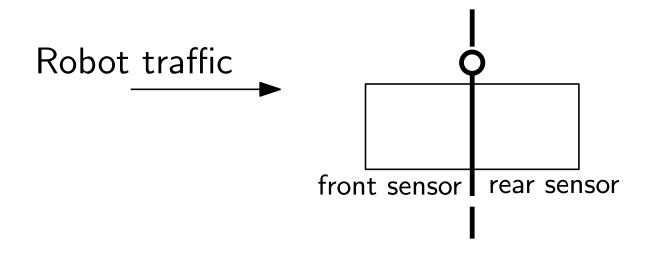


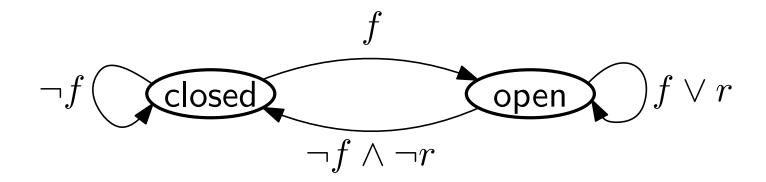


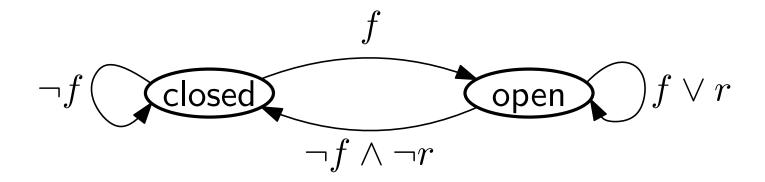


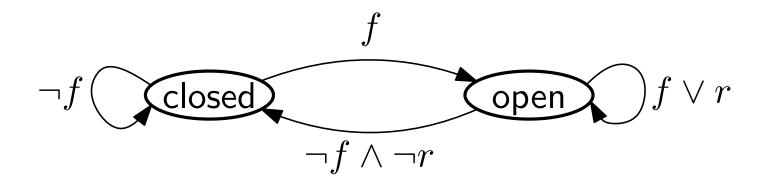






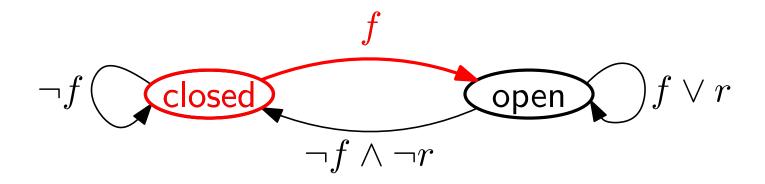






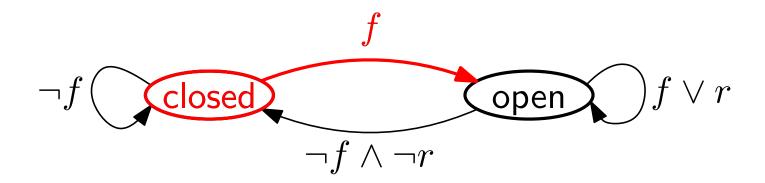
We can encode the same information in a transition table using propositional logic.

condition	next(door)



We can encode the same information in a transition table using propositional logic.

condition	next(door)
$(door = closed) \land f$	open



We can encode the same information in a transition table using propositional logic.

condition	next(door)
$door = closed) \land f$	open
$(door = closed) \land \neg f$	closed
$(door = open) \land (f \lor r)$	open
$(door = open) \land (\neg f \land \neg r)$	closed

Example: an automatic door controller.

We can further encode this in NuSMV
(Symbolic Model Verifier).

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```
MODULE main
VAR
  door : {open, closed};
  front : boolean;
  rear : boolean;
ASSIGN
  init(door) := closed;
  init(front) := FALSE;
  init(rear) := FALSE;
  next(door) :=
    case
      (door = closed) & front
                           : open;
      (door = closed) \& ! front : closed;
      (door = open) & (front | rear) : open;
      (door = open) &! front &! rear : closed;
    esac;
```

We can further encode this in NuSMV (Symbolic Model Verifier).

MODULE main

VAR

```
door : {open, closed};
front : boolean;
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```

Variable declarations

ASSIGN

We can further encode this in NuSMV (Symbolic Model Verifier).

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MODULE main
VAR
  door : {open, closed};
  front : boolean;
  rear : boolean;
ASSIGN
  init(door) := closed;
                          Initialization
  init(front) := FALSE;
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  door : {open, closed};
  front : boolean:
  rear : boolean;
ASSIGN
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  init(front) := FALSE;
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      (door = closed) & front
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```

Transition relation (compare with table, previous slide)

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ASSIGN
   init(door) := closed;
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```

```
\begin{array}{c|c} \text{condition} & \text{next(door)} \\ \hline (door = closed) \land f & open \\ (door = closed) \land \neg f & closed \\ (door = open) \land (f \lor r) & open \\ (door = open) \land (\neg f \land \neg r) & closed \\ \hline \end{array}
```

Transition relation (compare with table, previous slide)

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Review: The Modeling Process

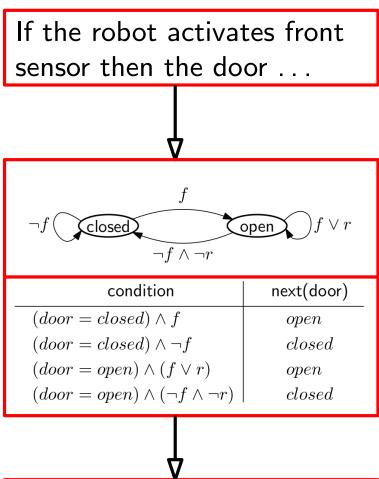
Natural language description



Unambiguous model expressed in math and logic



A program that we can use to run or simulate our model



```
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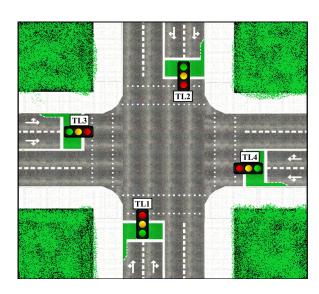
What logical properties might we care about?

One important type of property

Liveness: eventually something "good" happens.

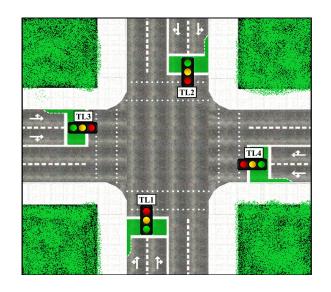
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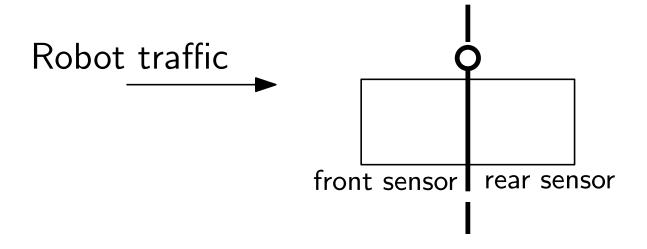


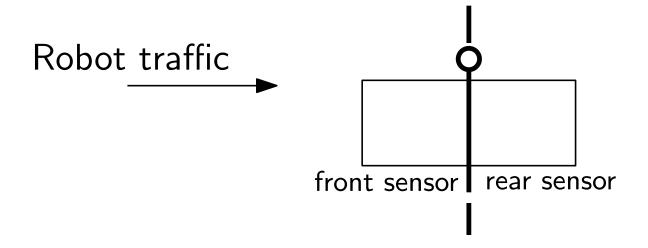
One important type of property

Liveness: eventually something "good" happens.



Liveness for traffic lights: eventually one of the lights is green.





A Liveness Requirement: It is always the case that if the front pad is activated then eventually the door will be open.

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$$G(front \rightarrow F(door = open))$$

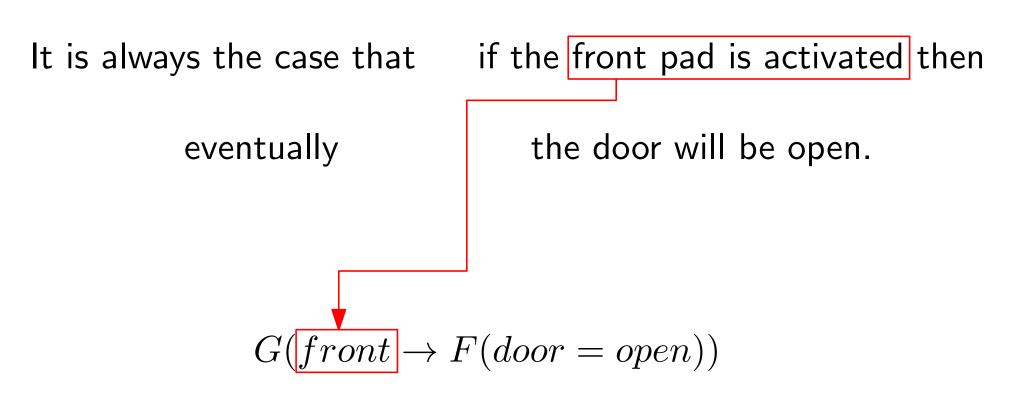
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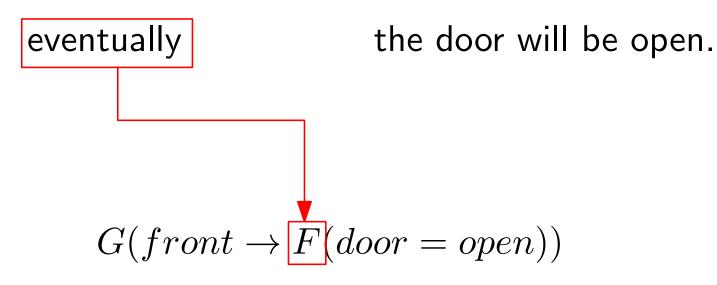
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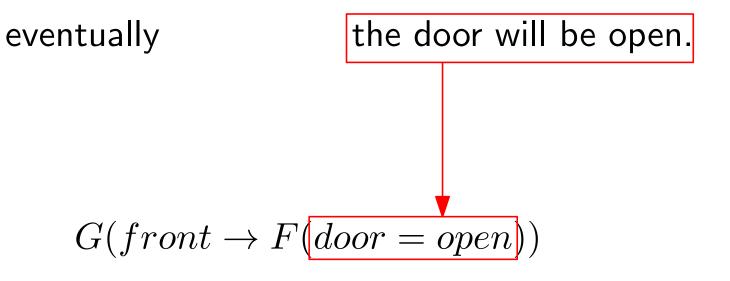
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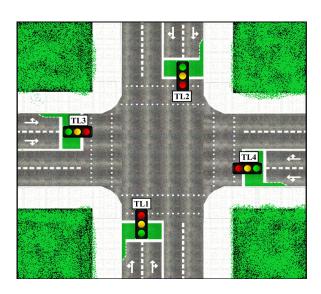
Linear Temporal Logic

We can check this property with NuSMV!

Another important type of property Safety: a bad thing never happens.

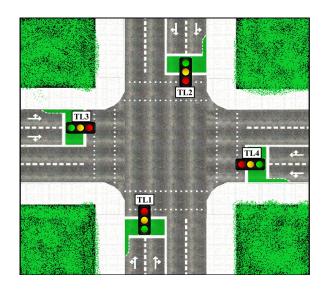
Another important type of property

Safety: a bad thing never happens.



Another important type of property

Safety: a bad thing never happens.



Safety: Any two perpendicular lanes never have corresponding lights that are green at the same time.

$$G(rear \land door = closed \rightarrow X(rear \rightarrow door = closed))$$

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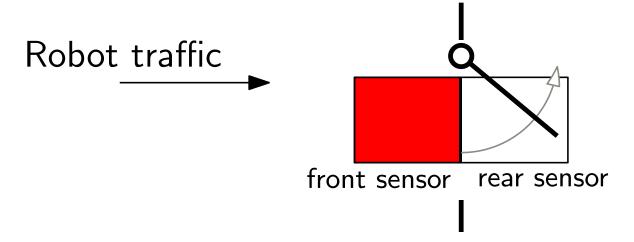
$$G(rear \land door = closed \rightarrow X(rear \rightarrow door = closed))$$

A Safety Requirement: It is always the case that if the rear pad is active and the door is closed, then in the next state if the rear pad is still active then the door remains closed.

$$G(rear \land door = closed \rightarrow X(rear \rightarrow door = closed))$$

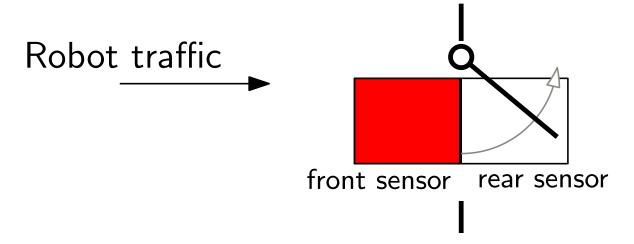
Let's also check this property with NuSMV . . .

Things to consider...



We saw that our model wasn't quite right yet. What's missing?

Things to consider...



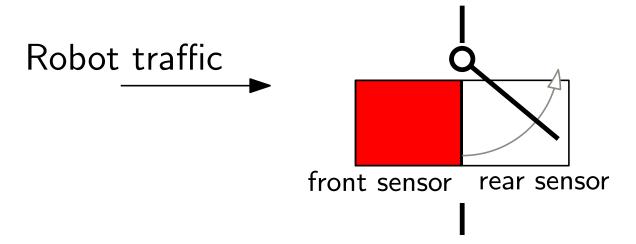
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What's missing?

Do we need to model intermediate door positions?

 $door \in \{open, opening, closed, closing\}$??

Things to consider...



We saw that our model wasn't quite right yet.

What's missing?

Do we need to model intermediate door positions?

 $door \in \{open, opening, closed, closing\}$??

Do we need to model the robot behavior and the sensor state??

next(robotPosition) := ..., next(frontSensor) := ... ??

A common sentiment:

"I thought I knew how my [program, proof, simulation, model] worked until I ran [NuSMV, Z3, SPIN, JPF, Alloy, etc.] on it!"

Learning automated resoning techniques forces you to think *very carefully* about what you are doing, and often exposes subtle misunderstandings.

First Few Weeks:

Propositional Logic

A python-based domain specific language for propostional logic, satisfiability checking, model counting, and data structures for logic (BDDs).

Middle part of the class:

Transition Systems

We will learn a formal system of specifying transition systems (which we often depict as a transition diagram).

Temporal Logic (LTL)

We will assign symbols for expressing temporal system requirements like *always*, *eventually*, *next*, *until*.

Temporal Logic Software

Symbolic Model Verifier (NuSMV)

Later Weeks:

Automated Theorem Proving

We will use Z3 to help us automatically prove things, e.g. a python program doesn't have assertion violations

or give us counterexamples e.g. inputs that cause an assertion violation

Finally:

Presentation about a logic or automated reasoning:

tool or software theory or foundation cultural, social, historical, cognitive, linguistic context **Now:** Quick preview of HW00.