Probabilistic Model Checking

A few hints on probabilities in verification

Absolute guarantee of correctness?

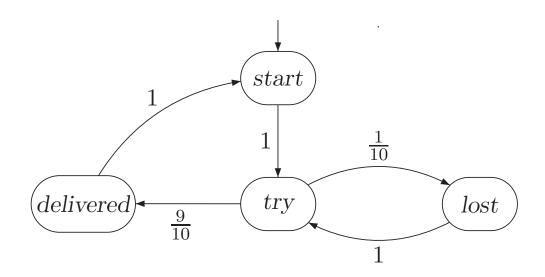
- Often system are subject to stochastic phenomena
 - Message loss, hardware failure, ...
- They can initially be tackled with nondeterminism, but we'd like to have some bounds on probability
 - "If Messages can be lost 1% of the times then correct answers are delivered 90% of the times"
- For this, we need to extend our models to allow probabilities
 - Markov Chains, Markov Decision Processes
- And to verify their properties
 - Qualitative: "good eventually happens with probability 1", "bad happens with probability 0"
 - Quantitative: "Good eventually happens with at least 95% probability", "Bad happens with less than 5% probability"

Discrete-time Markov Chains

- Markov chains are the most popular operational model for the evaluation of *performance* and *dependability* of informationprocessing systems.
- Roughly speaking, Markov chains are transition systems with probability distributions for the successors of each state.
 - That is, instead of a nondeterministic choice, the next state is chosen probabilistically.
- They lack nondetermism, hence they cannot model interleaving behavior of concurrent processes

An example: lost messages

In state try, a message is delivered, but it is lost with probability 1/10, in which case the message will be sent off again, until it is eventually delivered.



Formal Definition

A (discrete-time) Markov chain is a tuple $\mathcal{M} = (S, \mathbf{P}, \iota_{\text{init}}, AP, L)$ where

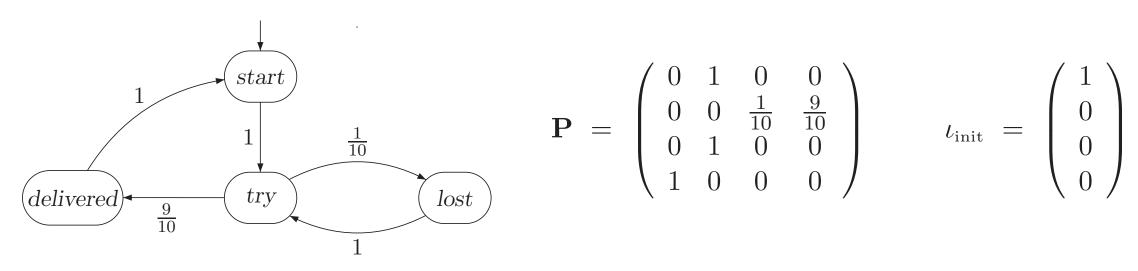
- S is a countable, nonempty set of states,
- $\mathbf{P}: S \times S \to [0,1]$ is the transition probability function such that for all states s:

$$\sum_{s' \in S} \mathbf{P}(s, s') = 1,$$

- $\iota_{\text{init}}: S \to [0,1]$ is the *initial distribution*, such that $\sum_{s \in S} \iota_{\text{init}}(s) = 1$, and
- AP is a set of atomic propositions and $L: S \to 2^{AP}$ a labeling function.

Example: transition probability matrix

Using the enumeration start, try, lost, delivered for the states, the transition probability function P can be viewed as a 4×4 matrix and the initial distribution as a column vector



An example of a path is $\pi = (start try lost try lost try delivered)^{\omega}$

Along this path each message has to be retransmitted two times before delivery. It follows that $\inf(\pi) = S$. For $T = \{ lost, delivered \}$, we have $\mathbf{P}(try, T) = 1$.

LTL? CTL?

- By abstracting away probabilities, a DTMC is a transition system TS, obtained by considering non-zero probability initial states and transitions. Can we use LTL/CTL model checking?
- Yes, but in the example the following CTL formula holds:

$$start \models \exists \Box \neg delivered$$

- Because we can build an infinite path where a message is never delivered! But it is clear that this path has "0 probability"
- So we need a different logic!

LTL-style formulae and reachability probabilities

- We can use LTL to talk abou events, e.g. GF B describes the event that the subset B of states is visited infinitely often.
- Given a LTL formula φ the probability that φ holds in state s is:

$$Pr(s \models \varphi) = Pr_s \{ \pi \in Paths(s) \mid \pi \models \varphi \}.$$

• Pr_s is the total probability of the sets of paths with initial state s, for which the path formula ϕ holds.

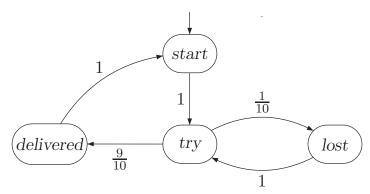
Example: the lossy channel M

- Can we reach the state «delivered»?
- We are interested in path fragments $s_0...s_n$ with s_n = delivered and

$$s_i \neq delivered \text{ for } 0 \leq i < n$$

$$\widehat{\pi}_n = start try (lost try)^n delivered$$

• Probability of $\widehat{\pi_n}$ is $\left(\frac{1}{10}\right)^n \cdot \frac{9}{10}$



$$Pr^{\mathcal{M}}(\lozenge delivered) = \sum_{n=0}^{\infty} \left(\frac{1}{10}\right)^n \cdot \frac{9}{10} = \frac{\frac{9}{10}}{1 - \frac{1}{10}} = \frac{\frac{9}{10}}{\frac{9}{10}} = 1.$$

PCTL: Probabilistic Computation Tree Logic

- A branching time temporal logic based on CTL
- Syntax

$$\Phi ::= \text{true} \mid a \mid \Phi_1 \wedge \Phi_2 \mid \neg \Phi \mid \mathbb{P}_J(\varphi)$$

where $a \in AP$, φ is a path formula and $J \subseteq [0,1]$ is an interval with rational bounds. PCTL path formulae are formed according to the following grammar:

$$\varphi ::= \bigcirc \Phi \mid \Phi_1 \cup \Phi_2 \mid \Phi_1 \cup \Phi_2$$

where Φ , Φ_1 , and Φ_2 are state formulae and $n \in \mathbb{N}$.

abbreviations are used; e.g., $\mathbb{P}_{\leq 0.5}(\varphi)$ denotes $\mathbb{P}_{[0,0.5]}(\varphi)$, $\mathbb{P}_{=1}(\varphi)$ stands for $\mathbb{P}_{[1,1]}(\varphi)$, and $\mathbb{P}_{>0}(\varphi)$ denotes $\mathbb{P}_{[0,1]}(\varphi)$.

Some intuition on non-probabilistic operators

The propositional logic fragment of PCTL, as well as the path formulae $\bigcirc \Phi$ and $\Phi_1 \cup \Phi_2$ has the same meaning as in CTL. Path formula $\Phi_1 \cup \P_2$ is the *step-bounded* variant of $\Phi_1 \cup \Phi_2$. It asserts that the event specified by Φ_2 will hold within at most n steps, while Φ_1 holds in all states that are visited before a Φ_2 -state has been reached. Other Boolean connectives are derived in the usual way, e.g., $\Phi_1 \vee \Phi_2$ is obtained by $\neg(\neg \Phi_1 \wedge \neg \Phi_2)$. The eventually operator (\lozenge) can be derived as usual: $\lozenge \Phi = \text{true } \cup \Phi$. Similarly, for step-bounded eventually we have:

$$\lozenge^{\leqslant n}\Phi = \operatorname{true} \mathsf{U}^{\leqslant n}\Phi.$$

A path satisfies $\lozenge^{\leqslant n}\Phi$ if it reaches a Φ -state within n steps.

The always operator can be derived using the duality of eventually and always and the duality of lower and upper bounds.

$$\mathbb{P}_{\leqslant p}(\Box \Phi) = \mathbb{P}_{\geqslant 1-p}(\Diamond \neg \Phi) \quad \text{and} \quad \mathbb{P}_{]p,q]}(\Box^{\leqslant n} \Phi) = \mathbb{P}_{[1-q,1-p[}(\Diamond^{\leqslant n} \neg \Phi).$$

Usage of probabilistic operator

- Example: a 6-face die: 1,2,3,4 5 and 6 are the possible outcome
- If the die is fair, then: $\bigwedge_{1\leqslant i\leqslant 6}\mathbb{P}_{=\frac{1}{6}}(\lozenge i)$
- A communication protocol with a lossy channel

$$\mathbb{P}_{=1}(\lozenge delivered) \land \mathbb{P}_{=1}\Big(\Box(try_to_send \rightarrow \mathbb{P}_{\geqslant 0.99}(\lozenge^{\leqslant 3} delivered))\Big)$$

Almost surely some message will be delivered (first conjunct) and that almost surely for any attempt to send a message, with probability at least 0.99, the message will be delivered within three steps.

PCTL semantics

- Semantics for PCTL over a Markov chain has same definition as CTL over a TS for the "non-probabilistic fragment"
- The semantics of the probability operator for a state s is:

$$s \models \mathbb{P}_J(\varphi)$$
 iff $Pr(s \models \varphi) \in J$.

Here,
$$Pr(s \models \varphi) = Pr_s \{ \pi \in Paths(s) \mid \pi \models \varphi \}.$$

 Pr_s is the total probability of the sets of paths with initial state s, for which the path formula ϕ holds.

PCTL semantics of the other operators

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\begin{split} s &\models a & \text{iff} \quad a \in L(s), \\ s &\models \neg \Phi & \text{iff} \quad s \not\models \Phi, \\ s &\models \Phi \land \Psi & \text{iff} \quad s \models \Phi \text{ and } s \models \Psi, \\ \pi &\models \bigcirc \Phi & \text{iff} \quad \pi[1] \models \Phi, \\ \pi &\models \Phi \cup \Psi & \text{iff} \quad \exists j \geqslant 0. \ (\pi[j] \models \Psi \land (\forall 0 \leqslant k < j. \pi[k] \models \Phi)), \\ \pi &\models \Phi \cup^{\leqslant n} \Psi & \text{iff} \quad \exists 0 \leqslant j \leqslant n. \ (\pi[j] \models \Psi \land (\forall 0 \leqslant k < j. \pi[k] \models \Phi)) \end{split}
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where for path $\pi = s_0 s_1 s_2 \dots$ and integer $i \ge 0$, $\pi[i]$ denotes the (i+1)-st state of π , i.e., $\pi[i] = s_i$.

PCTL Model Checking

The PCTL model-checking problem is the following decision problem. Given a finite Markov chain \mathcal{M} , state s in \mathcal{M} , and PCTL state formula Φ , determine whether $s \models \Phi$. As for CTL model checking, the basic procedure is to compute the satisfaction set $Sat(\Phi)$. This is done recursively using a bottom-up traversal of the parse tree of Φ ; see Algorithm

Theorem 10.40. Time Complexity of PCTL Model Checking for MCs

For finite Markov chain \mathcal{M} and PCTL formula Φ , the PCTL model-checking problem $\mathcal{M} \models \Phi$ can be solved in time

$$\mathcal{O}(\operatorname{poly}(\operatorname{size}(\mathcal{M})) \cdot n_{\max} \cdot |\Phi|)$$

where n_{max} is the maximal step bound that appears in a subpath formula $\Psi_1 \cup ^{\leq n} \Psi_2$ of Φ (and $n_{\text{max}} = 1$ if Φ does not contain a step-bounded until operator).

Qualitative fragment of PCTL

- Allowing only ">0" "=1", "=0", "<1" as probability bound
- $\mathbb{P}_{=1}(a \cup b)$

- Useful when we do not need to have explicit probability
- Model Checking becomes more efficient
- This fragment is NOT equivalent to CTL, since, e.g, "with probability 0" can be different from "never"

There is no CTL formula that is equivalent to $\mathbb{P}_{=1}(\lozenge a)$.

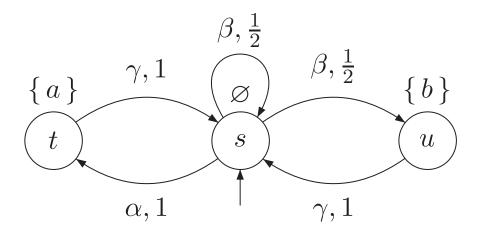
There is no CTL formula that is equivalent to $\mathbb{P}_{>0}(\Box a)$.

There is no qualitative PCTL formula that is equivalent to $\forall \Diamond a$.

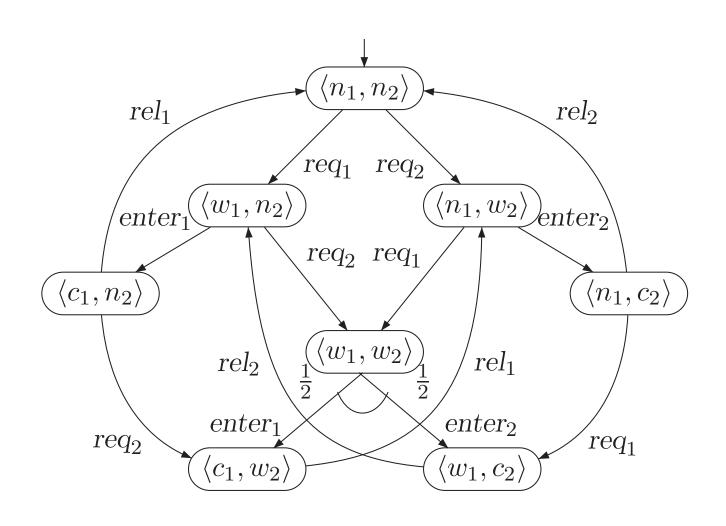
There is no qualitative PCTL formula that is equivalent to $\exists \Box a$.

Markov Decision Processes

- A variant of MC allowing nondeterminism
- Useful for modeling concurrent systems



A randomized mutual exclusion protocol



PCTL model checking over MDP

Similar to the case for MC

Theorem 10.115. Time Complexity of PCTL Model Checking for MDPs

For finite MDP \mathcal{M} and PCTL formula Φ , the PCTL model-checking problem $\mathcal{M} \models \Phi$ can be determined in time

$$\mathcal{O}(\operatorname{poly}(\operatorname{size}(\mathcal{M})) \cdot n_{\max} \cdot |\Phi|)$$

where n_{max} is the maximal step bound that appears in a sub-path formula $\Psi_1 \cup \P_2$ of Φ (and $n_{\text{max}} = 1$ if Φ does not contain a step-bounded until operator).