**CS 228 : Logic in Computer Science** 

S. Krishna

#### So Far

- Dwelt on classical logics : propositional logic, FO and MSO on finite words
- Words: good abstraction for capturing properties to be checked on systems built
- Moving on to Temporal logics

# **Safety Critical Systems**



















#### The role of Automata and Logics

- Systems modeled as certain kinds of automata
- Safety critical properties written in some logic
- Check if the property is satisfied by all runs of the system

# Verification through Model Checking





System



satisfy?



specification good/bad properties

# Verification through Model Checking



System



specification

System Model

model-checking ⊨?

satisfy?

Spec Model

Logic formula  $\phi$ 

#### **Model Checking: Pioneers**







➤ Year 2008 : ACM confers the Turing Award to the pioneers of Model Checking: Ed Clarke, Allen Emerson, and Joseph Sifakis

# **Temporal Logics**

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## **Temporal Logics**

- It will rain tomorrow and it does not rain today
- Linear Temporal Logic (LTL) for specification of programs (Amir Pnueli, 1977)
  - ► Turing Award 1996(Amir Pnueli)
  - For seminal work introducing temporal logic into computing science and for outstanding contributions to program and system verification.

### **Temporal Logics**

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  - For seminal work introducing temporal logic into computing science and for outstanding contributions to program and system verification.
- Temporal Logic CTL for program correctness; introduction of model-checking (Emerson and Clarke; Sifakis, 1982)
  - ► Turing Award 2008 (Clarke, Emerson and Sifakis).
  - For their role in developing model-checking into a highly effective verification technology that is widely adopted in the hardware and software industries.
  - See http://www-verimag.imag.fr/ sifakis/TuringAwardPaper-Apr14.pdf.

#### **Transition Systems**

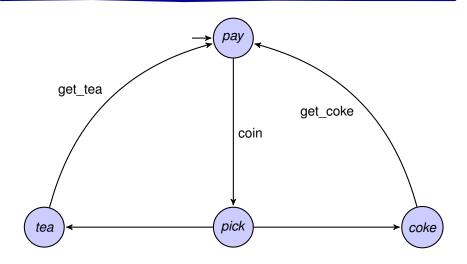
- model to capture the behaviour of systems
- Directed graph, vertices represent "states" of the system, edges represent "transitions" between states
- states? transitions? : system dependent

#### **Transition Systems**

A Transition System is a tuple  $(S, Act, \rightarrow, I, AP, L)$  where

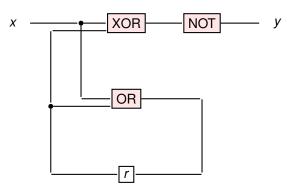
- S is a set of states
- Act is a set of actions
- $ightharpoonup s \xrightarrow{\alpha} s'$  in  $S \times Act \times S$  is the transition relation
- ▶  $I \subset S$  is the set of initial states
- ► AP is the set of atomic propositions
- ▶  $L: S \rightarrow 2^{AP}$  is the labeling function

#### A Model for a Vending Machine



states, actions, transitions, initial states, atomic propositions

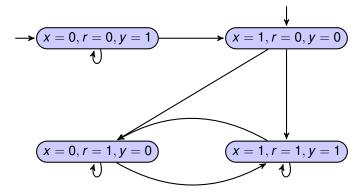
### **Sequential Circuits**



- ▶ Input variable x, output variable y, register r
- ▶ Output  $\neg(x \oplus r)$  and register evaluates to  $x \lor r$

### **Transition System for the Circuit**

Initially, assume r = 0



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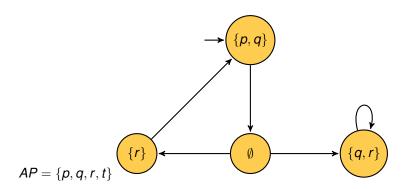
#### **Traces of Transition Systems**

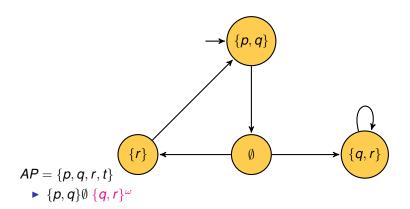
- ▶ Labels of the locations represent values of all observable propositions ∈ AP
- Captures system state
- ▶ Focus on sequences  $L(s_0)L(s_1)...$  of labels of locations
- Such sequences are called traces
- Assuming transition systems have no terminal states,
  - Traces are infinite words over 2<sup>AP</sup>
  - ▶ Traces  $\in (2^{AP})^{\omega}$

#### **Traces of Transition Systems**

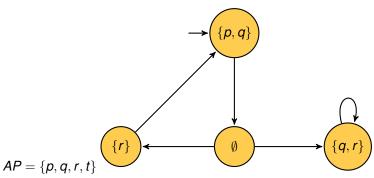
Given a transition system  $TS = (S, Act, \rightarrow, I, AP, L)$  without terminal states,

- All maximal executions/paths are infinite
- ▶ Path  $\pi = s_0 s_1 s_2 ..., trace(\pi) = L(s_0)L(s_1)...$
- ► For a set Π of paths,  $Trace(Π) = \{trace(π) \mid π ∈ Π\}$
- ► For a location s, Traces(s) = Trace(Paths(s))
- ▶  $Traces(TS) = \bigcup_{s \in I} Traces(s)$

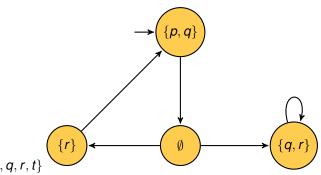




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- - $\blacktriangleright \{p,q\}\emptyset \{q,r\}^{\omega}$
  - $\blacktriangleright (\{p,q\}\emptyset\{r\})^{\omega}$



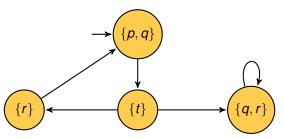
- $AP = \{p, q, r, t\}$ 
  - $\blacktriangleright \{p,q\}\emptyset \{q,r\}^{\omega}$
  - $\qquad (\{p,q\}\emptyset\{r\})^{\omega}$
  - $(\{p,q\}\emptyset\{r\})^* \{p,q\}\emptyset \{q,r\}^{\omega}$

#### **Linear Time Properties**

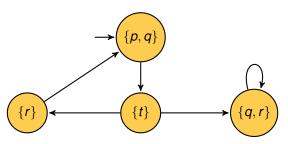
- ▶ Linear-time properties specify traces that a *TS* must have
- ▶ A LT property P over AP is a subset of  $(2^{AP})^{\omega}$
- ► TS over AP satisfies a LT property P over AP

$$TS \models P \text{ iff } Traces(TS) \subseteq P$$

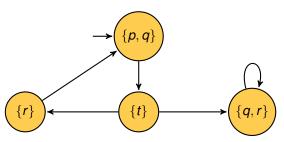
▶  $s \in S$  satisfies LT property P (denoted  $s \models P$ ) iff  $Traces(s) \subseteq P$ 



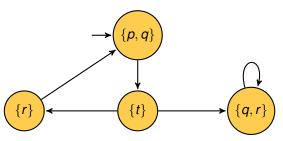
▶ Whenever *p* is true, *r* will eventually become true



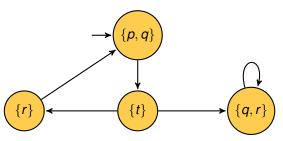
- ▶ Whenever *p* is true, *r* will eventually become true
  - $\blacktriangleright \{A_0A_1A_2\cdots \mid \forall i\geqslant 0, p\in A_i\rightarrow \exists j\geqslant i, r\in A_j\}$



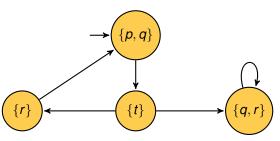
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- q is true infinitely often



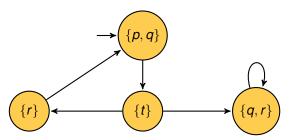
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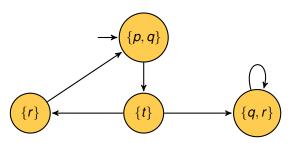
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  - $A_0A_1A_2\cdots \mid \forall i\geqslant 0, \exists j\geqslant i, q\in A_i$
- ▶ Whenever *r* is true, so is *q*



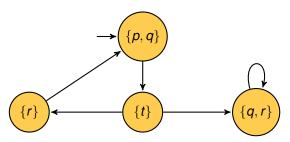
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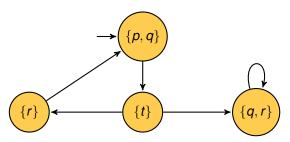
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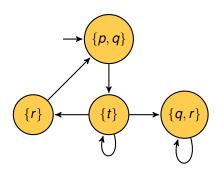


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- ▶ t and r are false until r becomes true



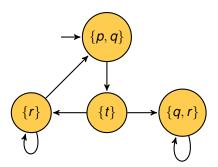
- ▶ It is never the case that *p*, *r* are true together
  - $A_0A_1\cdots \mid \forall i \geqslant 0, p \in A_i \rightarrow r \notin A_i$
- ▶ t and r are false until r becomes true
  - ▶  $\{A_0A_1 \cdots \mid \exists i \geqslant 0, r \in A_i, \text{ and } \forall j < i, t \notin A_j \land r \notin A_j\}$

### **Safety Properties**



- ▶ P=Whenever p is true, r is true within the next 5 steps.
- ▶ This property is violated by the bad prefix  $\{p, q\}\{t\}^6$
- Safety properties = Nothing bad happens

#### **Liveness Properties**



- ► *P*=*r* is seen infinitely often.
- This property is satisfied by all traces
- ► Liveness properties = Something good happens again and again

### **Syntax of Linear Temporal Logic**

Given AP, a set of propositions,

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- Propositional logic formulae over AP
  - $ightharpoonup a \in AP$  (atomic propositions)
  - $\triangleright \neg \varphi, \varphi \land \psi, \varphi \lor \psi$

## **Syntax of Linear Temporal Logic**

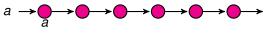
Given AP, a set of propositions,

- ► Propositional logic formulae over AP
  - ▶  $a \in AP$  (atomic propositions)
  - $\neg \varphi, \varphi \land \psi, \varphi \lor \psi$
- Temporal Operators
  - $\triangleright \bigcirc \varphi \text{ (Next } \varphi \text{)}$
  - $\varphi \ \mathsf{U} \psi \ (\varphi \ \mathsf{holds} \ \mathsf{until} \ \mathsf{a} \ \psi\mathsf{-state} \ \mathsf{is} \ \mathsf{reached})$
- ▶ LTL : Logic for describing LT properties

LTL formulae over \textit{AP} interpreted over words over  $\Sigma^{\omega}$  ,  $\Sigma=2^{\textit{AP}}$ 



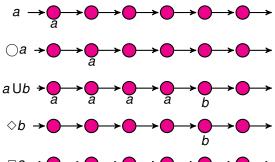
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LTL formulae over AP interpreted over words over  $\Sigma^{\omega}$ ,  $\Sigma = 2^{AP}$   $a \longrightarrow a \longrightarrow b \longrightarrow b \longrightarrow b \longrightarrow b \longrightarrow a$   $a \cup b \longrightarrow a \longrightarrow a \longrightarrow a \longrightarrow b \longrightarrow b \longrightarrow b \longrightarrow b \longrightarrow a$ 

LTL formulae over *AP* interpreted over words over  $\Sigma^{\omega}$ ,  $\Sigma = 2^{AP}$ 





## **Derived Operators**

- $true = \varphi \lor \neg \varphi$
- ▶ false = ¬true
- $\diamond \varphi = true \, \mathsf{U} \varphi \, (\mathsf{Eventually} \, \varphi)$

#### Precedence

- Unary Operators bind stronger than Binary
- ▶ and ¬ equally strong
- ▶ U takes precedence over  $\land, \lor, \rightarrow$ 
  - $\bullet$   $a \lor b \cup c \equiv a \lor (b \cup c)$