

# Action-Based Temporal Logics and Model Checking (part I)

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# Action-based temporal logics

- Introduction
- Modal logics
- Branching-time logics

# Why temporal logics?

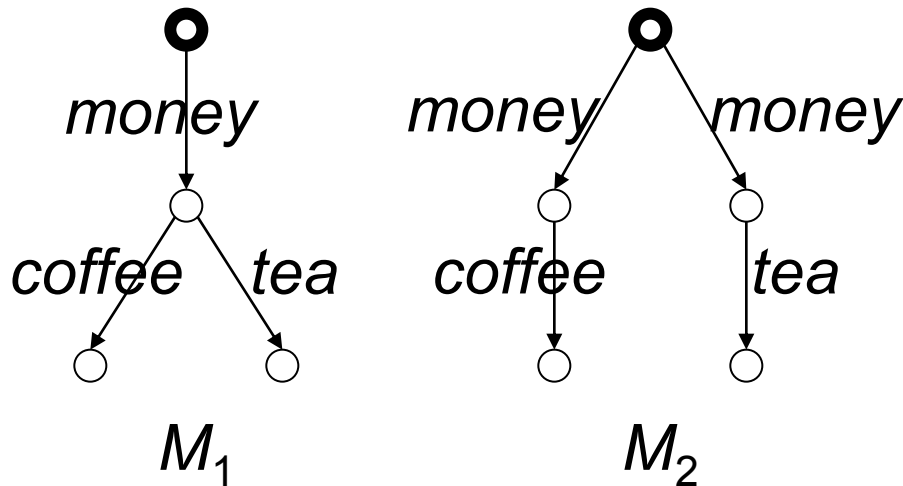
- Need to specify *high-level properties* of concurrent systems, e.g.:
  - ▶ **Mutual exclusion** (at most one process in critical section)
  - ▶ **Progress** (each process eventually enters its critical section)
- **Temporal logics** (TLs):
  - formalisms describing the ordering of states (or actions) during the execution of a concurrent system*
- TL specification = list of logical formulas, each one expressing a specific property of the system
- Benefits of TL [Manna-Pnueli-90]:
  - ▶ **Abstraction**: properties expressed in TL are independent from the description/implementation of the system
  - ▶ **Modularity**: one can add/change/remove a property without impacting the other properties of the specification

# (Rough) classification of TLs

	State-based	Action-based
<b>Linear-time</b>  (properties about execution sequences)	LTL (SPIN tool)  linear mu-calculus	TLA (TLA+ tool)  action-based LTL (LTSA tool)
<b>Branching-time</b>  (properties about execution trees)	CTL (nuSMV tool)  CTL*	ACTL (JACK tool) ACTL* modal mu-calculus (CWB, Concurrency Factory, CADP)

# Example

(coffee machine)



$L(M_1) = L(M_2) =$   
 $\{ \text{money.coffee}, \text{money.tea} \}$

- A linear-time TL cannot distinguish the two LTSs  $M_1$  and  $M_2$ , which have the same set of execution sequences, but are not behaviourally equivalent (modulo *strong bisimulation* – see Chapter on equivalences)
- A branching-time TL can capture nondeterminism and thus can distinguish  $M_1$  and  $M_2$

# Interpretation of (branching-time) TLs on LTSs

- LTS model  $M = \langle S, A, T, s_0 \rangle$ , where:

- ▶  $S$ : set of states
- ▶  $A$ : set of actions (events)
- ▶  $T \in S \times A \times S$ : transition relation
- ▶  $s_0 \in S$ : initial state

- Interpretation of a formula  $\varphi$  on  $M$ :

$$[[\varphi]] = \{s \in S \mid s \models \varphi\}$$

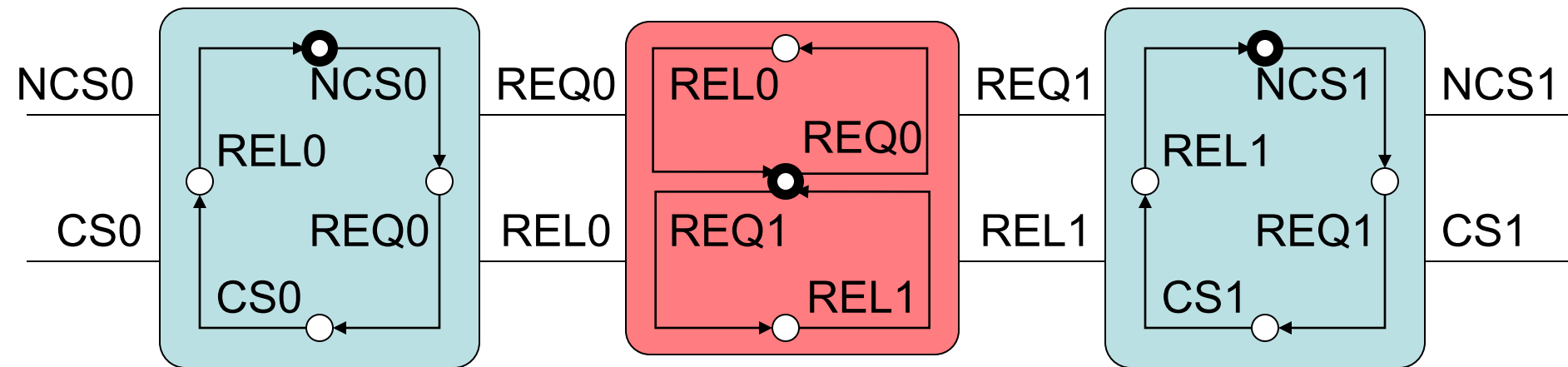
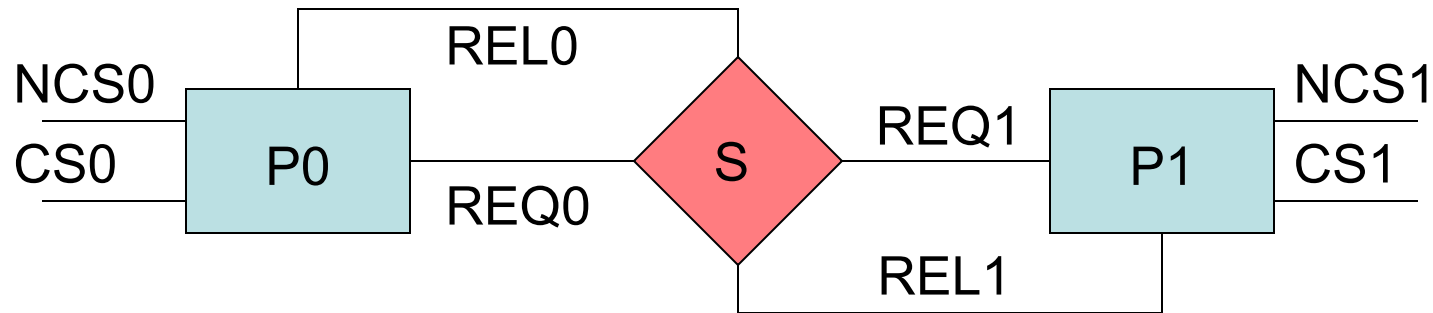
$[[\varphi]]$  is defined inductively on the structure of  $\varphi$

- An LTS  $M$  satisfies a TL formula  $\varphi$  ( $M \models \varphi$ )

iff its initial state satisfies  $\varphi$  :

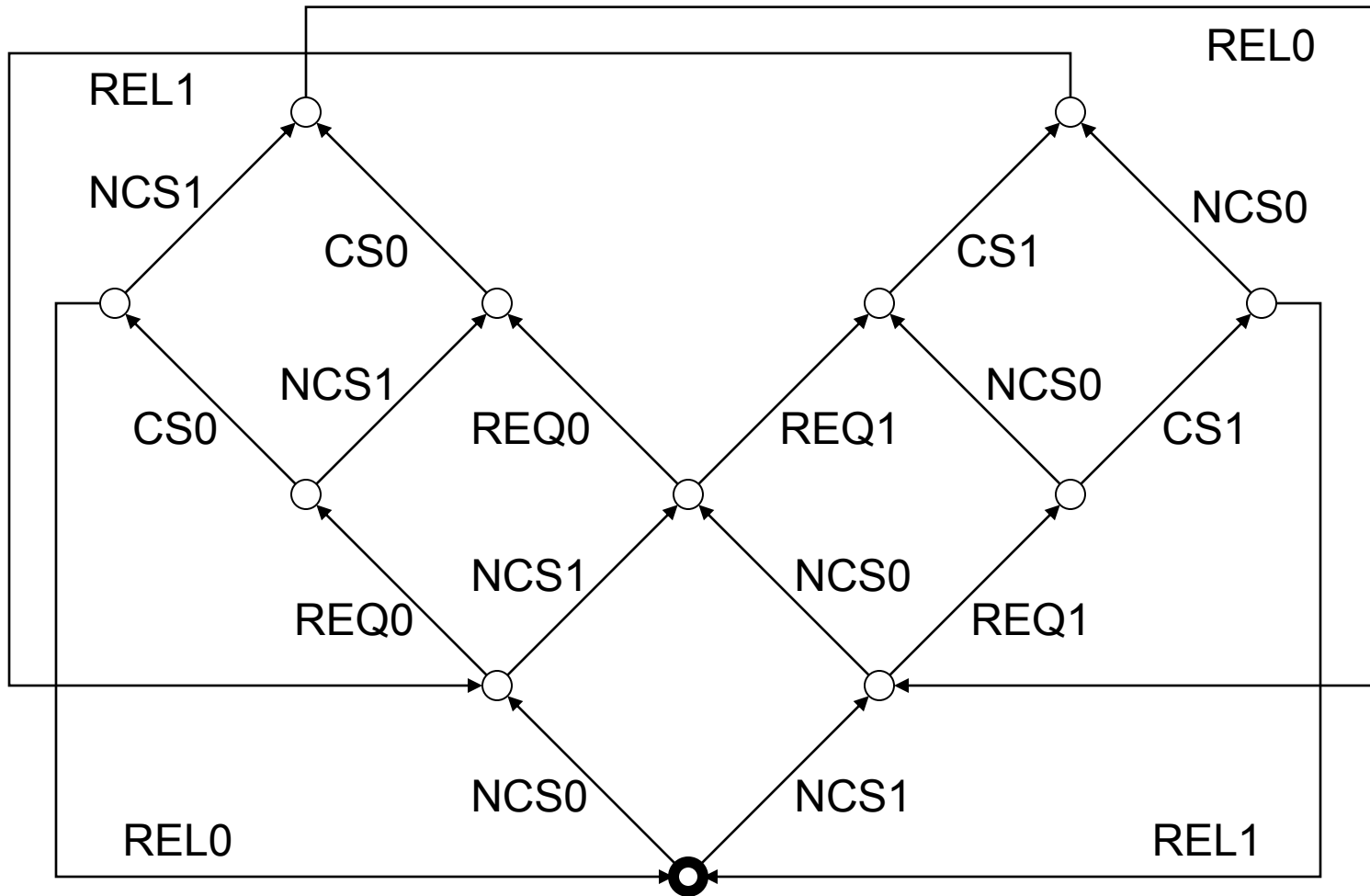
$$M \models \varphi \quad \Leftrightarrow \quad s_0 \models \varphi \quad \Leftrightarrow \quad s_0 \in [[\varphi]]$$

# Running example: mutual exclusion with a semaphore



Description using communicating automata

# LTS model





# Modal logics

- These are the simplest logics allowing one to reason about the sequencing and branching of transitions in an LTS
- Basic modal operators:
  - ▶ **Possibility**  
from a state, there exists (at least) an outgoing transition labeled by a given action and leading to a given state
  - ▶ **Necessity**  
from a state, all the outgoing transitions labeled by a given action lead to given states
- **Hennesy-Milner Logic** (HML) [Hennesy-Milner-85]

# Action predicates

(syntax)

$\alpha ::= a$

atomic proposition ( $a \in A$ )

| true

constant “true”

| false

constant “false”

|  $\alpha_1 \vee \alpha_2$

disjunction

|  $\alpha_1 \wedge \alpha_2$

conjunction

|  $\neg \alpha_1$

negation

|  $\alpha_1 \Rightarrow \alpha_2$

implication ( $\neg \alpha_1 \vee \alpha_2$ )

|  $\alpha_1 \Leftrightarrow \alpha_2$

equivalence ( $\alpha_1 \Rightarrow \alpha_2 \wedge \alpha_2 \Rightarrow \alpha_1$ )

# Action predicates

(semantics)

Let  $M = (S, A, T, s_0)$ . Interpretation  $[[\alpha]] \subseteq A$ :

- $[[a]] = \{a\}$
- $[[\text{true}]] = A$
- $[[\text{false}]] = \emptyset$
- $[[\alpha_1 \vee \alpha_2]] = [[\alpha_1]] \cup [[\alpha_2]]$
- $[[\alpha_1 \wedge \alpha_2]] = [[\alpha_1]] \cap [[\alpha_2]]$
- $[[\neg\alpha_1]] = A \setminus [[\alpha_1]]$
- $[[\alpha_1 \Rightarrow \alpha_2]] = (A \setminus [[\alpha_1]]) \cup [[\alpha_2]]$
- $[[\alpha_1 \Leftrightarrow \alpha_2]] = ((A \setminus [[\alpha_1]]) \cup [[\alpha_2]]) \cap ((A \setminus [[\alpha_2]]) \cup [[\alpha_1]])$

# Examples

$$A = \{ \text{NCS}_0, \text{NCS}_1, \text{CS}_0, \text{CS}_1, \text{REQ}_0, \text{REQ}_1, \text{REL}_0, \text{REL}_1 \}$$

- $[[ \text{true} ]] = \{ \text{NCS}_0, \text{NCS}_1, \text{CS}_0, \text{CS}_1, \text{REQ}_0, \text{REQ}_1, \text{REL}_0, \text{REL}_1 \}$
- $[[ \text{false} ]] = \emptyset$
- $[[ \text{NCS}_0 ]] = \{ \text{NCS}_0 \}$
- $[[ \neg \text{NCS}_0 ]] = \{ \text{NCS}_1, \text{CS}_0, \text{CS}_1, \text{REQ}_0, \text{REQ}_1, \text{REL}_0, \text{REL}_1 \}$
- $[[ \text{NCS}_0 \wedge \neg \text{NCS}_1 ]] = \{ \text{NCS}_0 \} = [[ \text{NCS}_0 ]]$
- $[[ \text{NCS}_0 \vee \text{NCS}_1 ]] = \{ \text{NCS}_0, \text{NCS}_1 \}$
- $[[ (\text{NCS}_0 \vee \text{NCS}_1) \wedge (\text{NCS}_0 \vee \text{REQ}_0) ]] = \{ \text{NCS}_0 \}$
- $[[ \text{NCS}_0 \wedge \text{NCS}_1 ]] = \emptyset = [[ \text{false} ]]$
- $[[ \text{NCS}_0 \vee \neg \text{NCS}_0 ]] =$   
 $\{ \text{NCS}_0, \text{NCS}_1, \text{CS}_0, \text{CS}_1, \text{REQ}_0, \text{REQ}_1, \text{REL}_0, \text{REL}_1 \} = [[ \text{true} ]]$

# HML logic

(syntax)

$\varphi ::= \text{true}$	constant “true”
$\text{false}$	constant “false”
$\varphi_1 \vee \varphi_2$	disjunction
$\varphi_1 \wedge \varphi_2$	conjunction
$\neg \varphi_1$	negation
$\langle \alpha \rangle \varphi_1$	possibility
$[\alpha] \varphi_1$	necessity

■ Duality:  $[\alpha] \varphi = \neg \langle \alpha \rangle \neg \varphi$

# HML logic

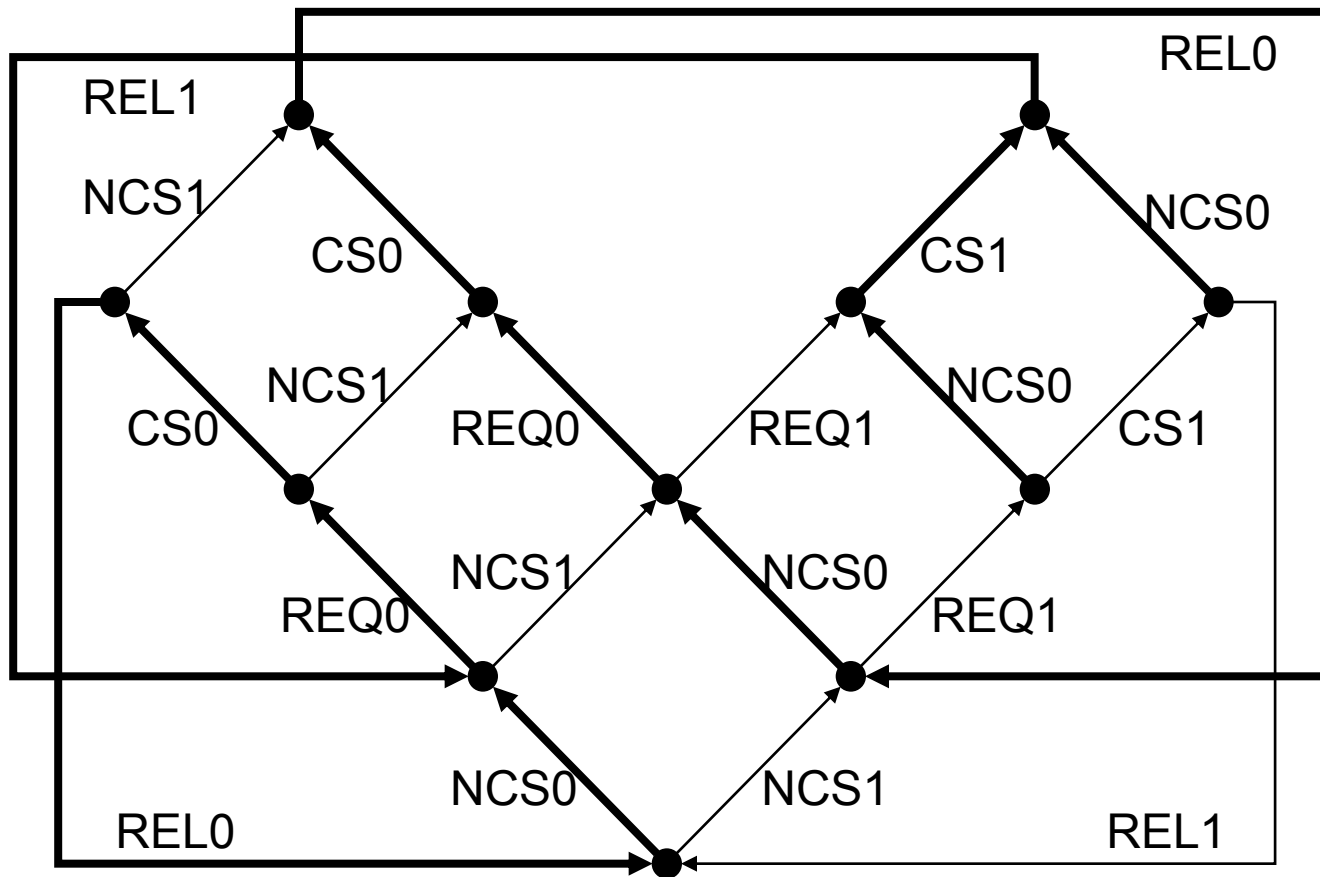
(semantics)

Let  $M = (S, A, T, s_0)$ . Interpretation  $[[ \varphi ]] \subseteq S$ :

- $[[ \text{true} ]] = S$
- $[[ \text{false} ]] = \emptyset$
- $[[ \varphi_1 \vee \varphi_2 ]] = [[ \varphi_1 ]] \cup [[ \varphi_2 ]]$
- $[[ \varphi_1 \wedge \varphi_2 ]] = [[ \varphi_1 ]] \cap [[ \varphi_2 ]]$
- $[[ \neg \varphi_1 ]] = S \setminus [[ \varphi_1 ]]$
- $[[ \langle \alpha \rangle \varphi_1 ]] = \{ s \in S \mid \exists (s, a, s') \in T .$   
 $a \in [[ \alpha ]] \wedge s' \in [[ \varphi_1 ]] \}$
- $[[ [ \alpha ] \varphi_1 ]] = \{ s \in S \mid \forall (s, a, s') \in T .$   
 $a \in [[ \alpha ]] \Rightarrow s' \in [[ \varphi_1 ]] \}$

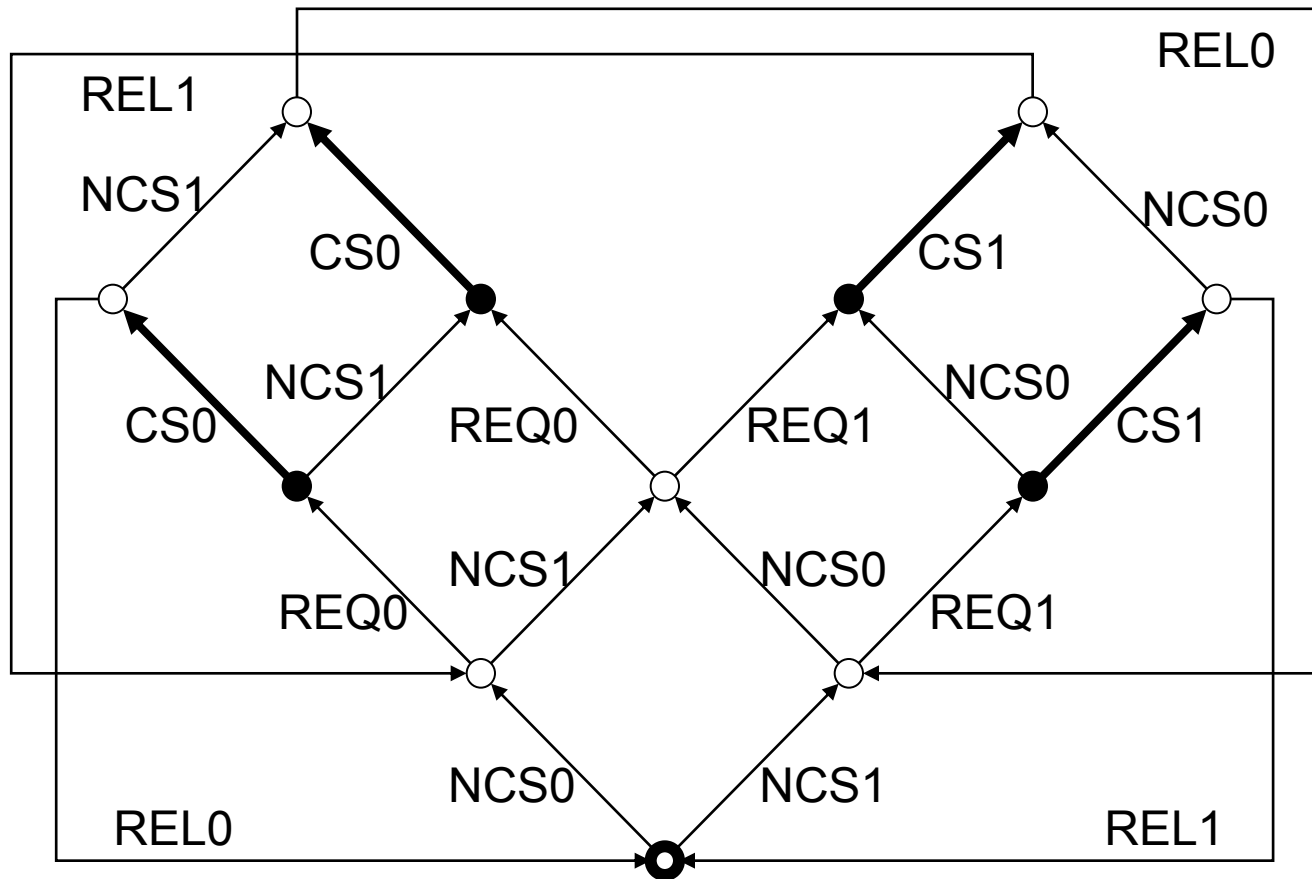
# Example (1/4)

Deadlock freedom:  $\langle \text{true} \rangle \text{true}$



# Example (2/4)

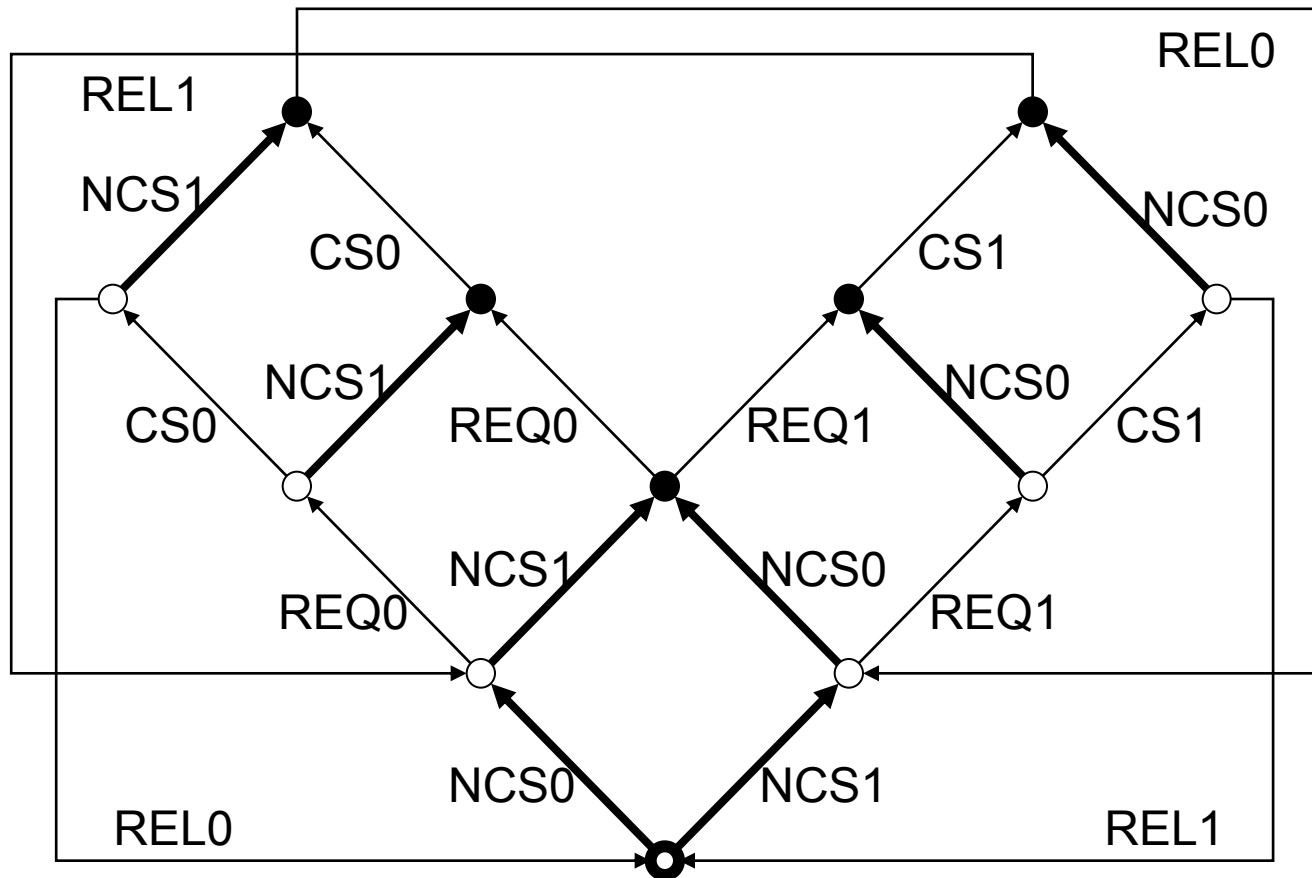
Possible execution of a set of actions:  $\langle CS_0 \vee CS_1 \rangle \text{ true}$





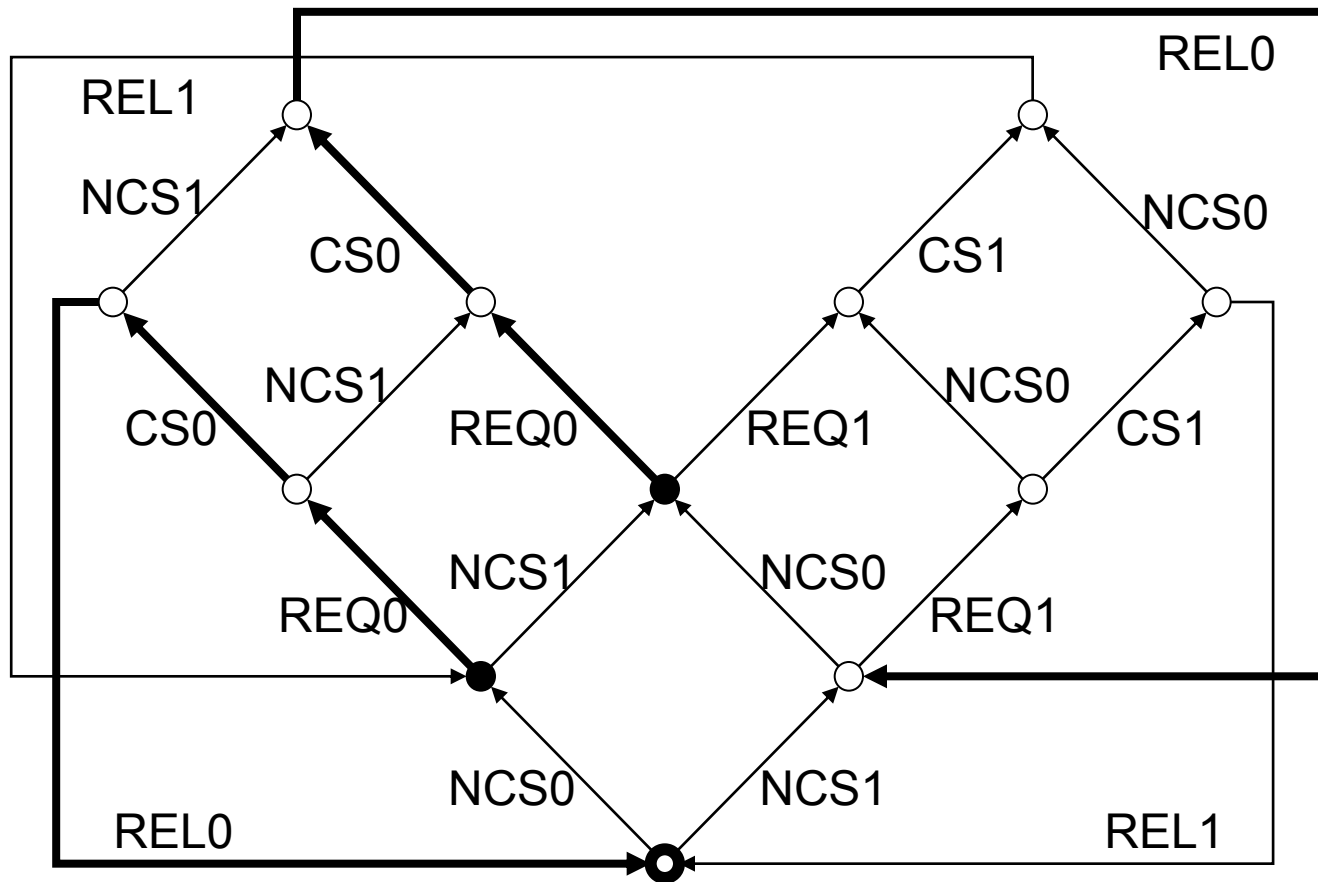
## Example (3/4)

Forbidden execution of a set of actions:  $[NCS_0 \vee NCS_1] \text{ false}$



# Example (4/4)

Execution of an action sequence:  $\langle \text{REQ}_0 \rangle \langle \text{CS}_0 \rangle \langle \text{REL}_0 \rangle \text{true}$



# Some identities

## ■ Contradiction and tautology:

- ▶  $\langle \alpha \rangle \text{ false} = \langle \text{false} \rangle \varphi = \text{false}$
- ▶  $[\alpha] \text{ true} = [\text{false}] \varphi = \text{true}$

## ■ Distributivity of modalities over $\vee$ and $\wedge$ :

- ▶  $\langle \alpha \rangle \varphi_1 \vee \langle \alpha \rangle \varphi_2 = \langle \alpha \rangle (\varphi_1 \vee \varphi_2)$
- ▶  $\langle \alpha_1 \rangle \varphi \vee \langle \alpha_2 \rangle \varphi = \langle \alpha_1 \vee \alpha_2 \rangle \varphi$
- ▶  $[\alpha] \varphi_1 \wedge [\alpha] \varphi_2 = [\alpha] (\varphi_1 \wedge \varphi_2)$
- ▶  $[\alpha_1] \varphi \wedge [\alpha_2] \varphi = [\alpha_1 \vee \alpha_2] \varphi$

## ■ Monotonicity of modalities over $\varphi$ :

- ▶  $(\varphi_1 \Rightarrow \varphi_2) \Rightarrow (\langle \alpha \rangle \varphi_1 \Rightarrow \langle \alpha \rangle \varphi_2) \wedge ([\alpha] \varphi_1 \Rightarrow [\alpha] \varphi_2)$
- ▶  $(\alpha_1 \Rightarrow \alpha_2) \Rightarrow (\langle \alpha_1 \rangle \varphi \Rightarrow \langle \alpha_2 \rangle \varphi) \wedge ([\alpha_2] \varphi \Rightarrow [\alpha_1] \varphi)$

# Exercises

- Show the following identity in HML:

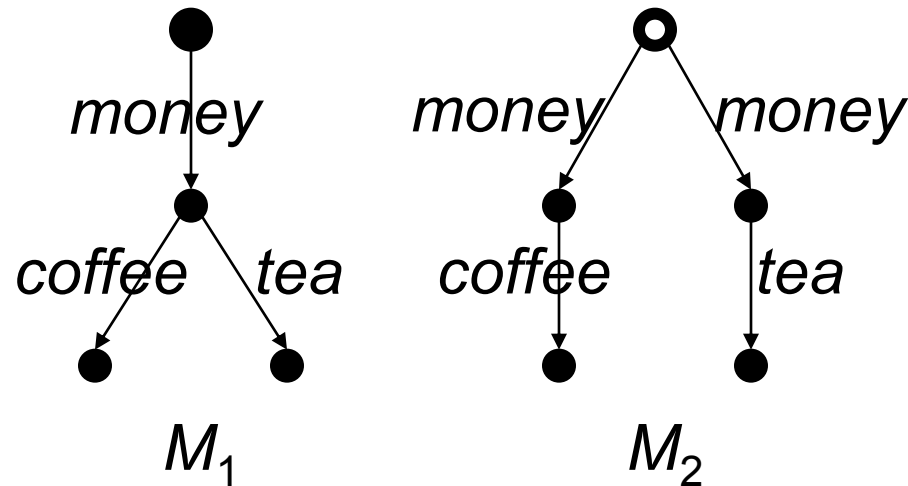
$$\langle \alpha \rangle \text{true} \wedge [\alpha] \varphi = \langle \alpha \rangle \varphi \wedge [\alpha] \varphi$$

- Show the following implications  
(monotonicity of modalities over  $\alpha$ ):

$$\text{if } \alpha_1 \Rightarrow \alpha_2 \text{ then } \quad \langle \alpha_1 \rangle \varphi \Rightarrow \langle \alpha_2 \rangle \varphi$$

$$\text{if } \alpha_1 \Rightarrow \alpha_2 \text{ then } \quad [\alpha_2] \varphi \Rightarrow [\alpha_1] \varphi$$

# Characterization of branching



- Modal formula distinguishing between  $M_1$  and  $M_2$ :

$$\varphi = [ \textit{money} ] ( \langle \textit{coffee} \rangle \text{true} \wedge \langle \textit{tea} \rangle \text{true} )$$

$$M_1 \models \varphi \quad \text{and} \quad M_2 \not\models \varphi$$

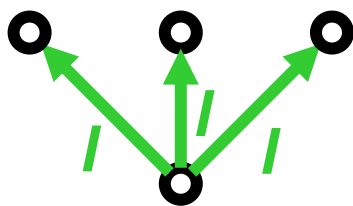
# Exercise

- Characterize in HML the tree-like LTSs below

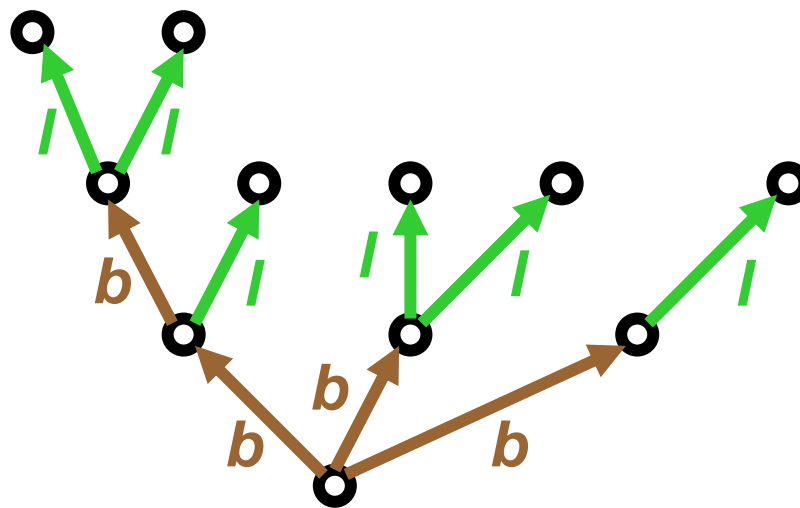
► Action predicates:

*l* (*leaf*)

*b* (*branch*)



*bush*



*shrub*

# Exercise

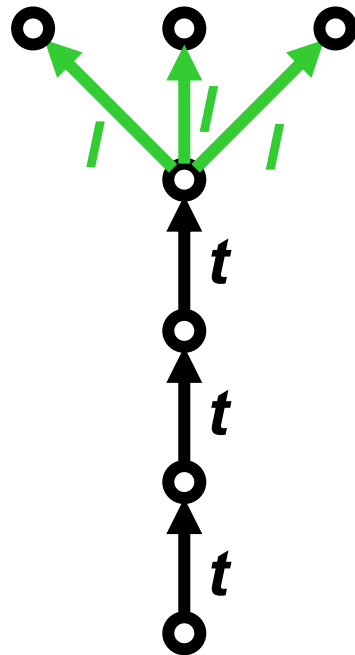
- Characterize in HML the tree-like LTS below

► Action predicates:

*l* (*leaf*)

*b* (*branch*)

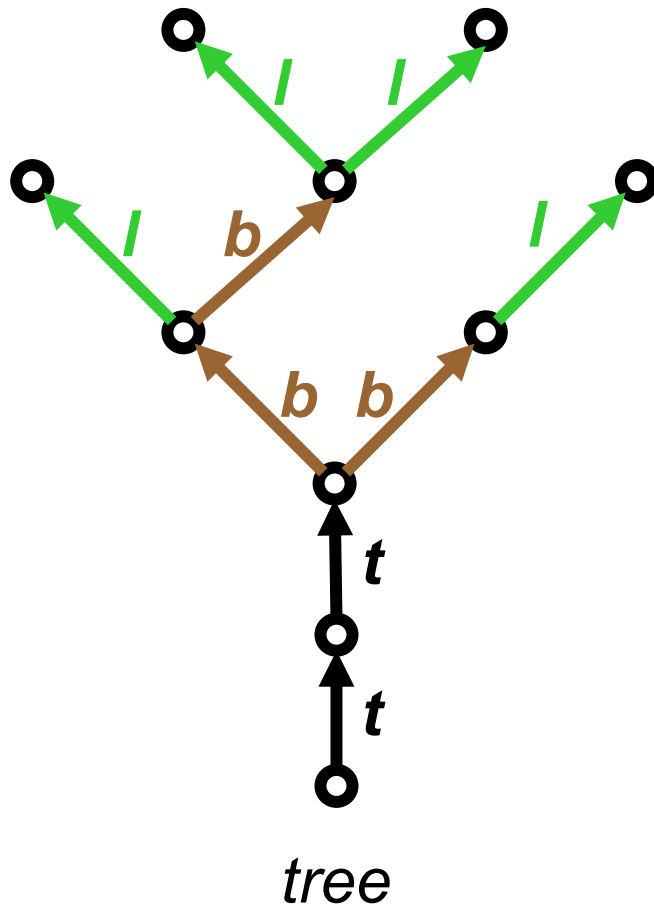
*t* (*trunk*)



*palm tree*

# Exercise

- Characterize in HML the tree-like LTS below





# Modal logics

(summary)

- Are able to express simple branching-time properties involving states  $s \in S$  and actions  $a \in A$  of an LTS
- But:
  - ▶ Take into account only a *finite* number of steps around a state (limited by the nesting of modalities)
  - ▶ Cannot express properties about transition sequences or subtrees of arbitrary length
- Example: the property  
“from a state  $s$ , there exists a sequence leading to a state  $s'$  where the action  $a$  is executable”  
cannot be expressed in modal logic, because it would need a formula of unknown length  
$$\langle \text{true} \rangle \langle \text{true} \rangle \dots \langle \text{true} \rangle \langle a \rangle \text{true}$$

# Branching-time logics

- These logics allow one to reason about the (infinite) execution trees contained in an LTS
- Basic temporal operators:
  - ▶ *Potentiality*  
from a state, there exists an outgoing, finite transition sequence leading to a given state
  - ▶ *Inevitability*  
from a state, all outgoing transition sequences lead, after a finite number of steps, to given states
- **Action-based Computation Tree Logic** (ACTL)  
[DeNicola-Vaandrager-90]

# ACTL logic

(syntax)

$\varphi ::= \text{true} \mid \text{false}$

boolean constants

$\mid \varphi_1 \vee \varphi_2 \mid \neg \varphi_1$

boolean connectors

$\mid E [ \varphi_{1\alpha_1} \mathbf{U} \varphi_2 ]$

potentiality 1

$\mid E [ \varphi_{1\alpha_1} \mathbf{U}_{\alpha_2} \varphi_2 ]$

potentiality 2

$\mid A [ \varphi_{1\alpha_1} \mathbf{U} \varphi_2 ]$

inevitability 1

$\mid A [ \varphi_{1\alpha_1} \mathbf{U}_{\alpha_2} \varphi_2 ]$

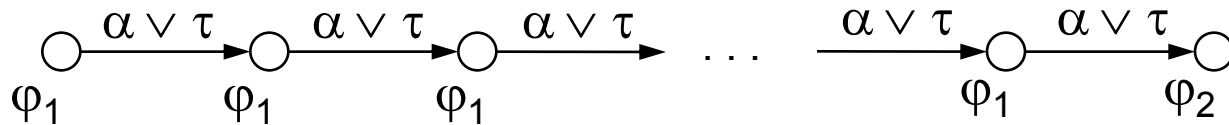
inevitability 2

# ACTL logic

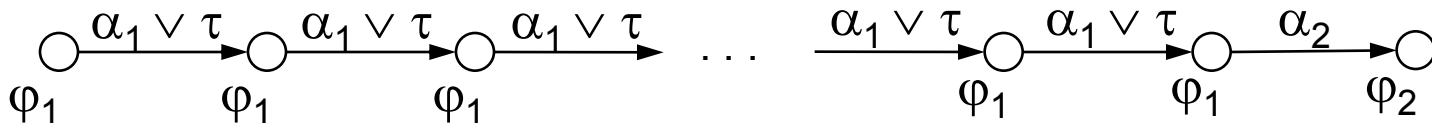
(semantics – potentiality operators)

Let  $M = (S, A, T, s_0)$ . Interpretation  $[[\varphi]] \subseteq S$ :

- $[[E [\varphi_1 \alpha \cup \varphi_2]]] = \{ s \in S \mid \exists s(=s_0) \rightarrow^{a^0} s_1 \rightarrow^{a^1} s_2 \rightarrow \dots .$   
 $\exists k \geq 0. \forall 0 \leq i < k. (s_i \in [[\varphi_1]] \wedge a_i \in [[\alpha \vee \tau]]) \wedge$   
 $s_k \in [[\varphi_2]] \}$



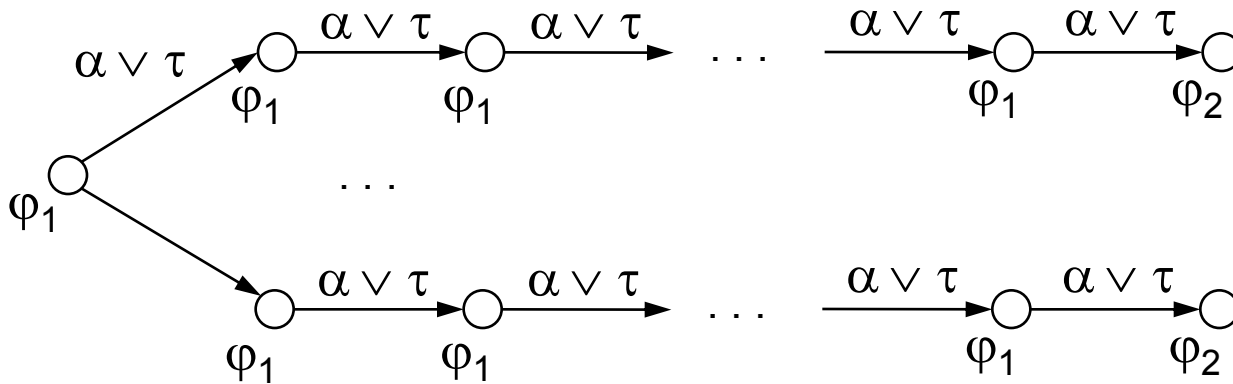
- $[[E [\varphi_1 \alpha_1 \cup_{\alpha_2} \varphi_2]]] = \{ s \in S \mid \forall s(=s_0) \rightarrow^{a^0} s_1 \rightarrow^{a^1} s_2 \rightarrow \dots .$   
 $\exists k \geq 0. \forall 0 \leq i < k. (s_i \in [[\varphi_1]] \wedge a_i \in [[\alpha_1 \vee \tau]]) \wedge$   
 $s_k \in [[\varphi_1]] \wedge a_k \in [[\alpha_2]] \wedge s_{k+1} \in [[\varphi_2]] \}$



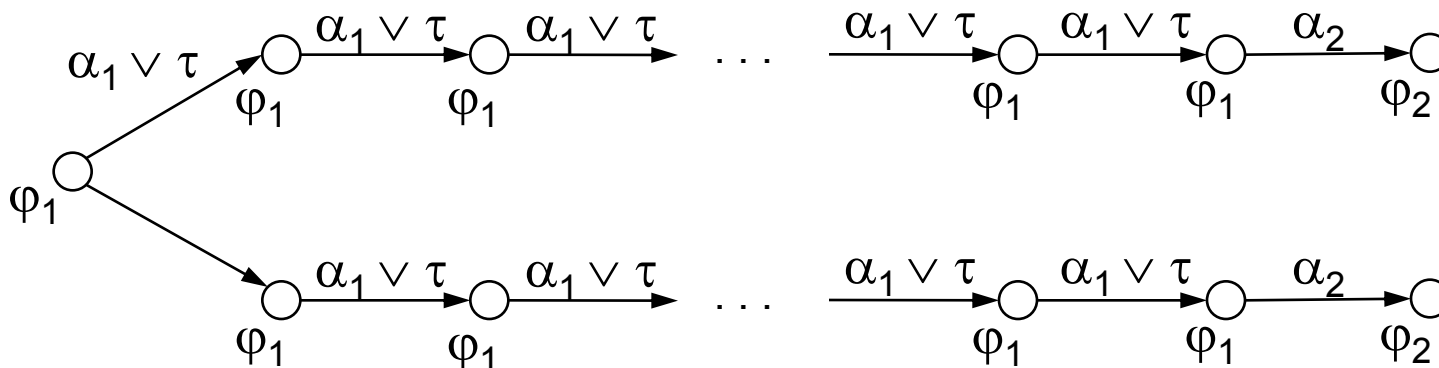
# ACTL logic

(semantics – inevitability operators)

■  $[[ A [ \varphi_{1\alpha} U \varphi_2 ] ] ]$ :



■  $[[ A [ \varphi_{1\alpha_1} U_{\alpha_2} \varphi_2 ] ] ]$ :



# ACTL logic

(derived operators)

■  $EF_{\alpha} \varphi = E [ \text{true}_{\alpha} \cup \varphi ]$

basic potentiality

■  $AF_{\alpha} \varphi = A [ \text{true}_{\alpha} \cup \varphi ]$

basic inevitability

■  $AG_{\alpha} \varphi = \neg EF_{\alpha} \neg \varphi$

invariance

■  $EG_{\alpha} \varphi = \neg AF_{\alpha} \neg \varphi$

trajectory

dualities

■  $\langle \alpha \rangle \varphi = E [ \text{tt}_{\text{ff}} \cup_{\alpha} \varphi ]$

(weak) possibility

■  $[ \alpha ] \varphi = \neg \langle \alpha \rangle \neg \varphi$

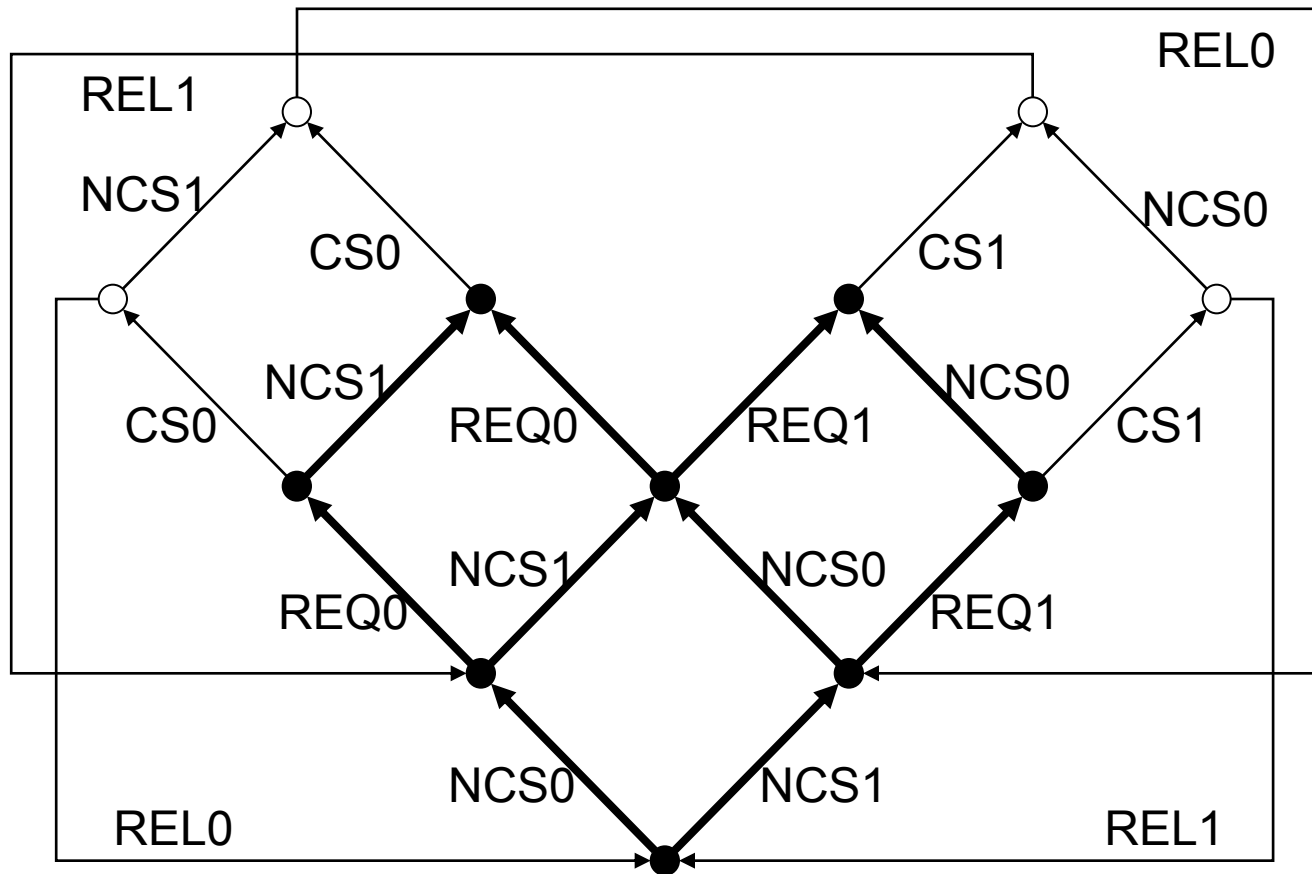
(weak) necessity

# Temporal Logics



## Example (2/4)

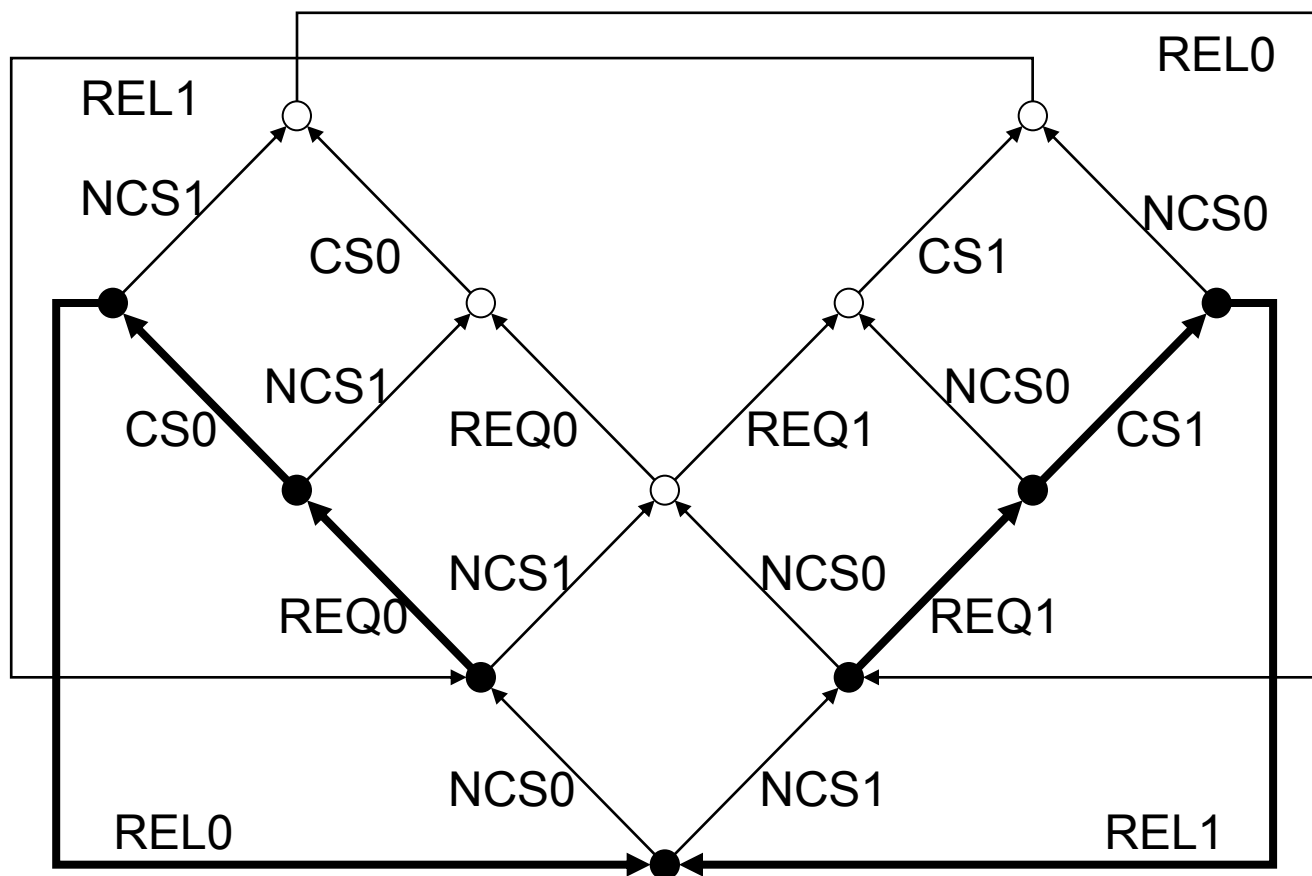
Inevitable reachability:  $AF_{\neg (REL0 \vee REL1)} \langle CS_0 \vee CS_1 \rangle \text{ true}$





# Example (3/4)

Invariance:  $\mathbf{AG}_{\neg(NCS_0 \vee NCS_1)} \langle NCS_0 \vee NCS_1 \rangle \mathbf{true}$



Trajectory: **EG<sub>¬CS<sub>0</sub></sub> [ CS<sub>0</sub> ] false**

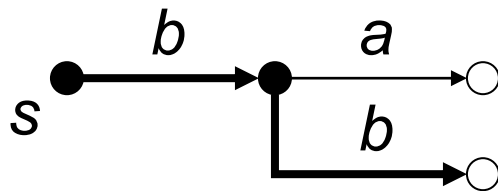


# Remark about inevitability

- **Inevitable reachability**: all sequences going out of a state lead to states where an action  $a$  is executable

$$AF_{tt} \langle a \rangle \text{ true}$$

- **Inevitable execution**: all sequences going out of a state contain the action  $a$
- Inevitable execution  $\Rightarrow$  inevitable reachability  
but the converse does not hold:



$$s \models AF_{tt} \langle a \rangle \text{ true}$$

- Inevitable execution must be expressed using the basic inevitability operators of ACTL:

$$s \not\models A [ tt_{tt} U_a \text{ true} ]$$

# Safety properties

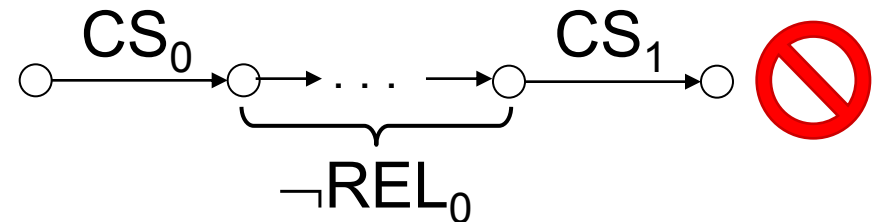
- Informally, safety properties specify that  
“something bad never happens”  
during the execution of the system

- One way of expressing safety properties:

*forbid undesirable execution sequences*

- ▶ Mutual exclusion:

$$\neg \langle CS_0 \rangle EF_{\neg REL_0} \langle CS_1 \rangle \text{ true} \\ = [ CS_0 ] AG_{\neg REL_0} [ CS_1 ] \text{ false}$$



- In ACTL, forbidding a sequence is expressed by combining the  $[ \alpha ] \varphi$  and  $AG_{\alpha} \varphi$  operators

# Liveness properties

- Informally liveness properties specify that  
“something good eventually happens”  
during the execution of the system
- One way of expressing liveness properties:  
*require desirable execution sequences / trees*
  - ▶ Potential release of the critical section:  
 $\langle \text{NCS}_0 \rangle \text{EF}_{\text{tt}} \langle \text{REQ}_0 \rangle \text{EF}_{\text{tt}} \langle \text{REL}_0 \rangle \text{true}$
  - ▶ Inevitable access to the critical section:  
 $A [ \text{tt}_{\text{tt}} \text{U}_{\text{CS}_0} \text{true} ]$
- In ACTL, the existence of a sequence is expressed by combining the  $\langle \alpha \rangle \varphi$  and  $\text{EF}_\alpha \varphi$  operators

# Branching-time logics

(summary)

- The temporal operators of ACTL: strictly more powerful than the HML modalities  $\langle \alpha \rangle \varphi$  and  $[\alpha] \varphi$
- They allow to express branching-time properties on an unbounded depth in an LTS
- But:
  - ▶ They do not allow to express the unbounded repetition of a subsequence
- Example: the property  
“from a state  $s$ , there exists a sequence  $a.b.a.b \dots a.b$  leading to a state  $s'$  where an action  $c$  is executable”  
cannot be expressed in ACTL