



CentraleSupélec

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CONCEPTION ET VÉRIFICATION DE SYSTÈMES CRITIQUES

LA SPÉCIFICATION DES PROPRIÉTÉS AVEC LA LOGIQUE LTL

🎓 2A Cursus Ingénieurs - ST5 : Modélisation fonctionnelle et régulation

🏛️ CentraleSupélec - Université Paris-Saclay - 2024/2025



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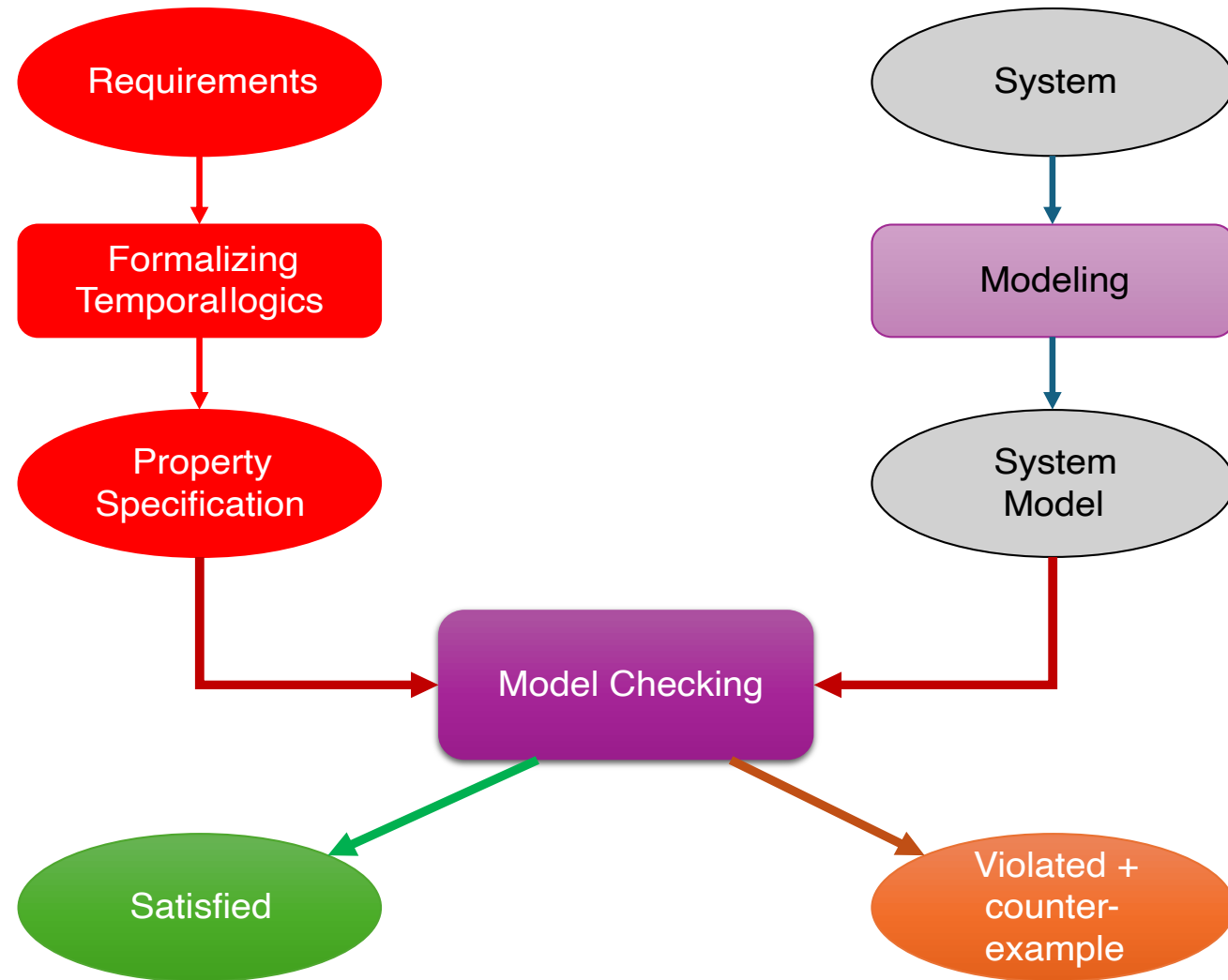
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OUTLINE

- LTL Temporal Logics
- Examples of LTL Temporal Logics
- Property Specification

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PRINCIPLE OF MODEL-CHECKING



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- > LTL Temporal Logics
- > Examples of LTL Temporal Logics
- > Property Specification

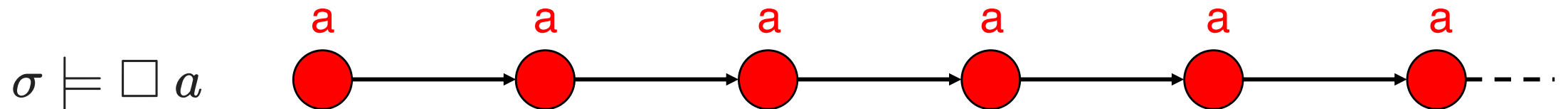
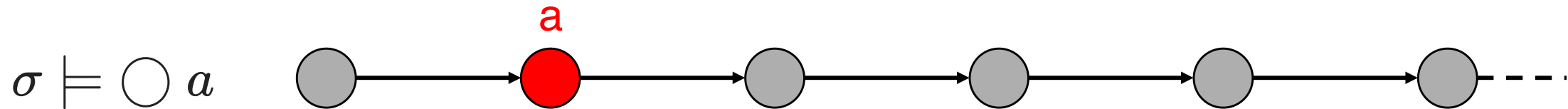
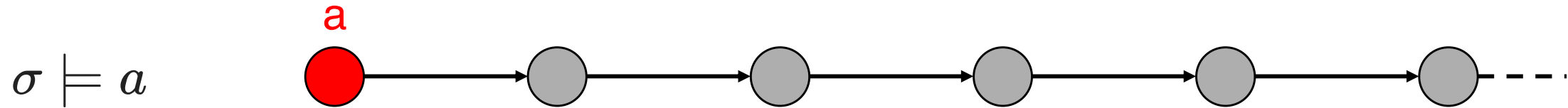
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PROPOSITIONAL LINEAR TEMPORAL LOGIC (LTL)

$\phi ::= true \mid a \mid \phi \wedge \phi \mid \neg \phi \mid \bigcirc \phi \mid \Box \phi$

where $a \in AP$

\bigcirc (next) \Box (always)



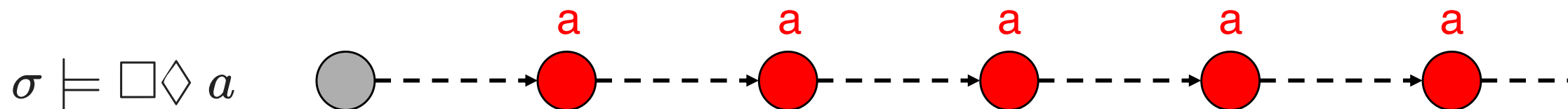
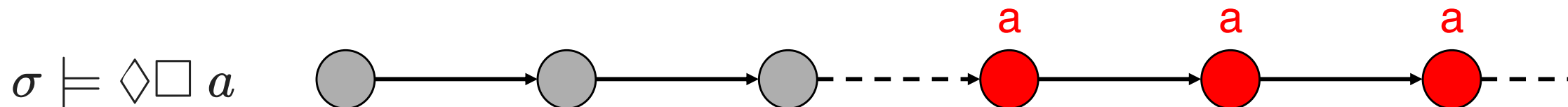
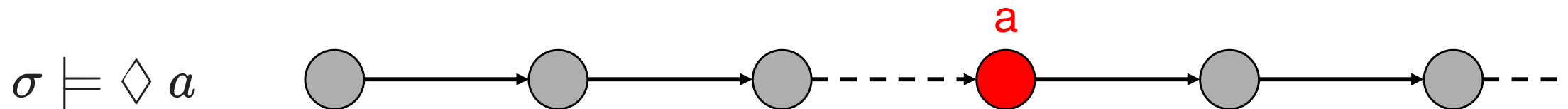
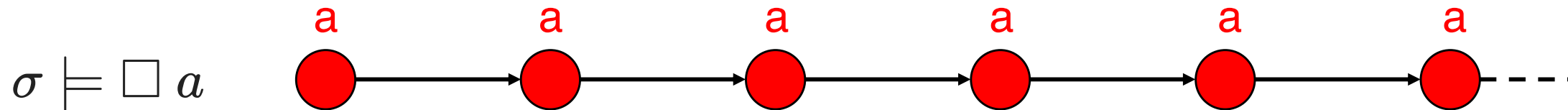
DERIVED TEMPORAL OPERATORS

$\Box \phi$
(always)

$\Diamond \phi \equiv \neg \Box \neg \phi$
(eventually)

$\Diamond \Box \phi$
(persistence)

$\Box \Diamond \phi \equiv \neg \Diamond \Box \neg \phi$
(infinitely many)



EXAMPLE OF TEMPORAL PROPERTIES

- **Safety**

- mutual exclusion :

$$\Box \neg (crit_1 \wedge crit_2)$$

- elevator :

$$\Box (moving \Rightarrow doors_{closed})$$

- traffic light :

$$\Box (yellow \Rightarrow \bigcirc red)$$

- **Liveness**

- progress :

$$\Diamond progress$$

- response :

$$\Box (try_to_send \Rightarrow \Diamond delivered)$$

- termination :

$$\Diamond \Box terminated$$

EXAMPLE OF TEMPORAL PROPERTIES

- **Safety**

nuclear plant

- cooling :

$$\Box \neg (temp_{high} \wedge cooling_{low})$$

- alarm :

$$\Box (temp_{high} \Rightarrow alarm)$$

- saving :

$$\Box (temp_{high} \Rightarrow \bigcirc react_{low})$$

- **Liveness**

nuclear plant

- reactivity :

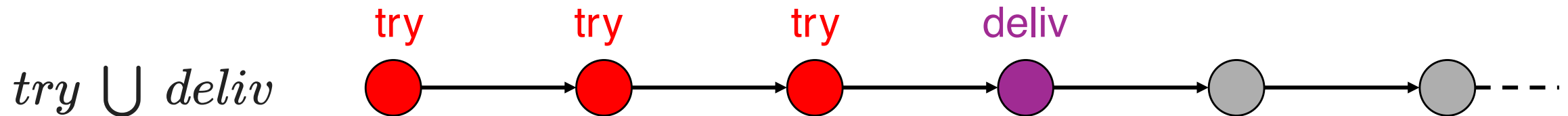
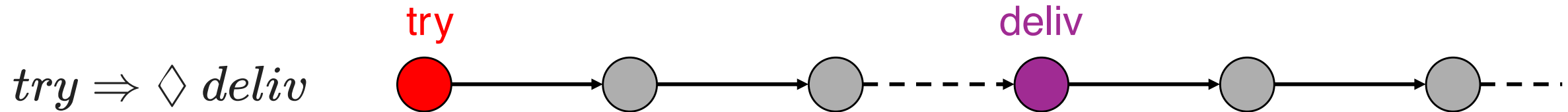
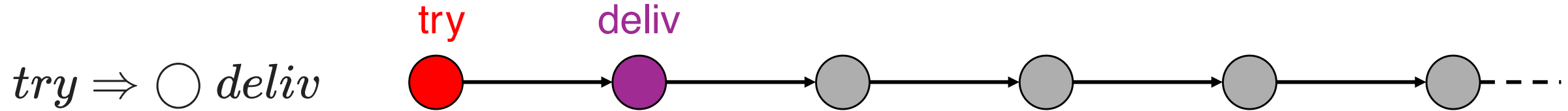
$$\Box \Diamond react_{high}$$

- temperature :

$$\Box (react_{low} \Rightarrow \Diamond temp_{low})$$

UNTIL OPERATOR

$\phi ::= true \mid a \mid \phi \wedge \phi \mid \neg \phi \mid \bigcirc \phi \mid \square \phi \mid \phi \cup \phi$



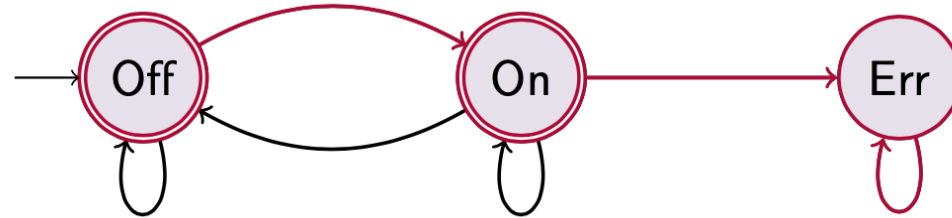
$\Diamond \phi \equiv true \cup \phi$ and $\square \phi \equiv \neg \Diamond \neg \phi$

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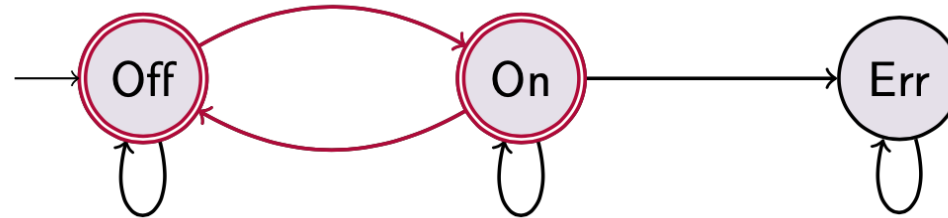
PROPERTIES OF A TRACE



have a path $\pi = \text{Off On Err Err Err} \dots = \text{Off On Err}^\omega$

- $\pi \models \text{Off}$ but $\pi \not\models \text{On}$ so $\pi \models \neg \text{On}$
- $\pi \models \bigcirc \text{On}$
- $\pi \models \bigcirc \bigcirc \text{Err}$
- $\pi \models (\text{Off} \vee \text{On}) \cup \text{Err}$
- $\pi \models \Box(\text{Err} \Rightarrow \bigcirc \text{Err})$
- $\pi \models \Box(\text{Err} \Rightarrow \Box \text{Err})$
- $\pi \models \Diamond \Box \text{Err}$ (persistence)
- $\pi \models \bigcirc \bigcirc \Box \text{Err}$

PROPERTIES OF A TRACE



have a path $\pi = \text{Off On Off On Off} \dots = (\text{Off On})^\omega$

- $\pi \not\models (\text{Off} \vee \text{On}) \cup \text{Err}$
- $\pi \models \Diamond \text{Err} \Rightarrow ((\text{Off} \vee \text{On}) \cup \text{Err})$ as $\pi \not\models \Diamond \text{Err}$
- $\pi \models \Box(\text{On} \vee \text{Off})$
- $\pi \models \Box \Diamond \text{On} \wedge \Box \Diamond \text{Off}$ (infinitely many)
- $\pi \not\models \Diamond \Box \text{On} \vee \Diamond \Box \text{Off}$ (persistence)
- $\pi \models \Box(\text{Off} \Rightarrow \bigcirc \text{On}) \wedge \Box(\text{On} \Rightarrow \bigcirc \text{Off})$

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LINEAR TIME PROPERTY

- Linear-Time properties specify the **admissible** behaviour of the system under consideration
 - LT-property specifies the traces that a TS can exhibit

Formal definition

- A Linear Time Property P over AP is a subset of $(2^{AP})^\omega$
- TS **satisfies** P (over AP):
 - $TS \models P$ if and only if $Traces(TS) \subseteq P \subseteq (2^{AP})^\omega$

- We will use the **Linear Time Logic (LTL)** to formalize P

LTL SEMANTICS (RECALL)

- $\phi ::= true \mid a \mid \phi_1 \wedge \phi_2 \mid \neg \phi \mid \bigcirc \phi \mid \Box \phi \mid \Diamond \phi \mid \phi_1 \cup \phi_2$
- for $\sigma = A_0 A_1 A_2 \dots \in (2^{AP})^\omega$:

$\sigma \models true$

$\sigma \models a$ **iff** $a \in A_0$

$\sigma \models \phi_1 \wedge \phi_2$ **iff** $\sigma \models \phi_1$ and $\sigma \models \phi_2$

$\sigma \models \neg \phi$ **iff** $\sigma \not\models \phi$

$\sigma \models \bigcirc \phi$ **iff** $A_1 A_2 A_3 \dots \models \phi$

$\sigma \models \Box \phi$ **iff** $\forall i \geq 0, A_i A_{i+1} A_{i+2} \dots \models \phi$

$\sigma \models \Diamond \phi$ **iff** $\exists i \geq 0, A_i A_{i+1} A_{i+2} \dots \models \phi$

$\sigma \models \phi_1 \cup \phi_2$ **iff** $\exists j \geq 0, A_j A_{j+1} A_{j+2} \dots \models \phi_2$ and

$\forall 0 \leq i < j, A_i A_{i+1} A_{i+2} \dots \models \phi_1$

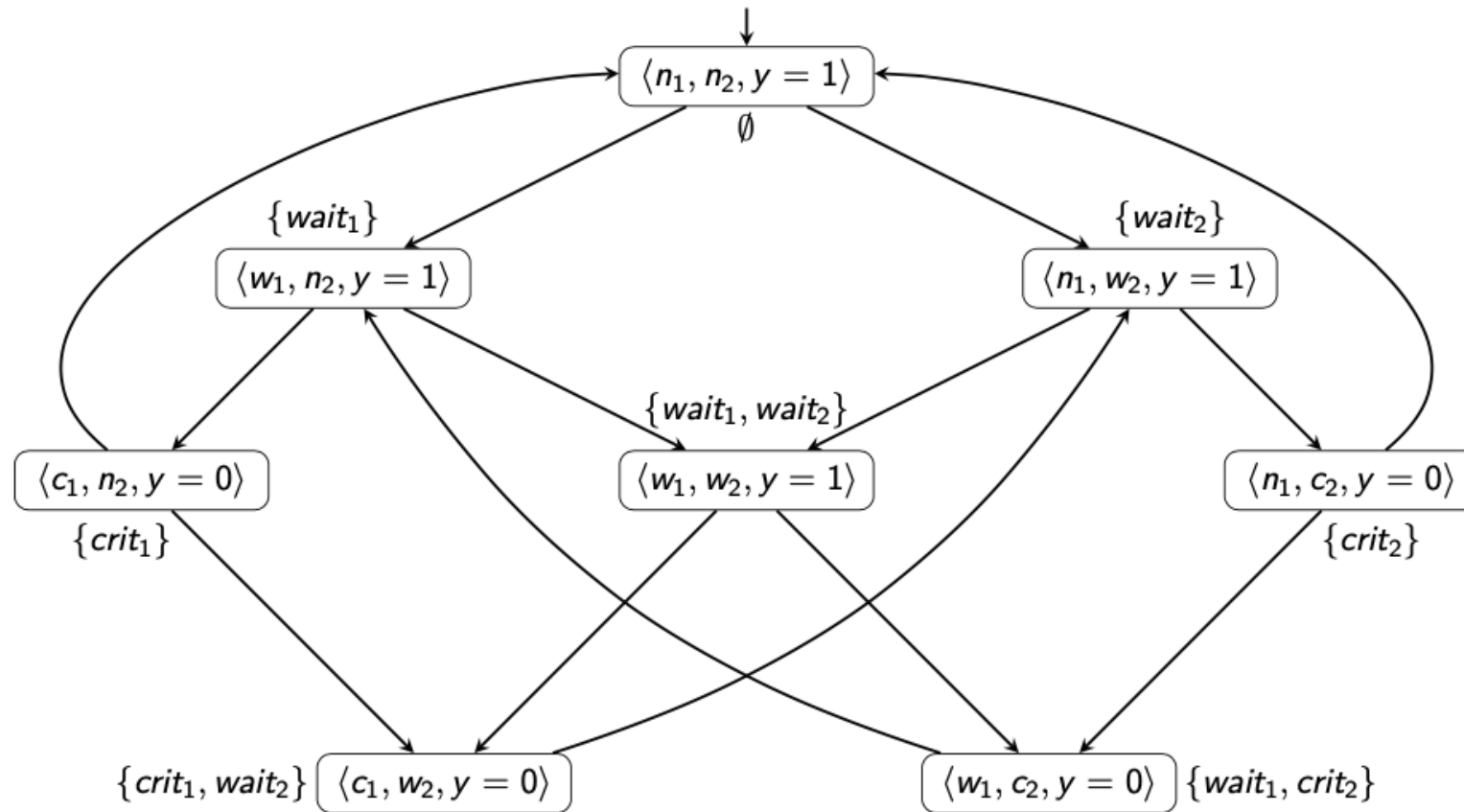
HOW TO SPECIFY MUTUAL EXCLUSION?

Mutual Exclusion

There is at most one process in the critical section

- Let $AP = \{crit_1, crit_2\}$
 - other atomic propositions are not of any relevance for this property
- LTL formalization of the LT property
$$P_{mutex} = \Box \neg (crit_1 \wedge crit_2)$$
- Does the semaphore-based algorithm satisfy P_{mutex} ?

DOES SEMAPHORE-BASED ALGORITHM SATISFY P_{MUTEX} ?



YES! as there is no reachable state labeled with $\{crit_1, crit_2\}$

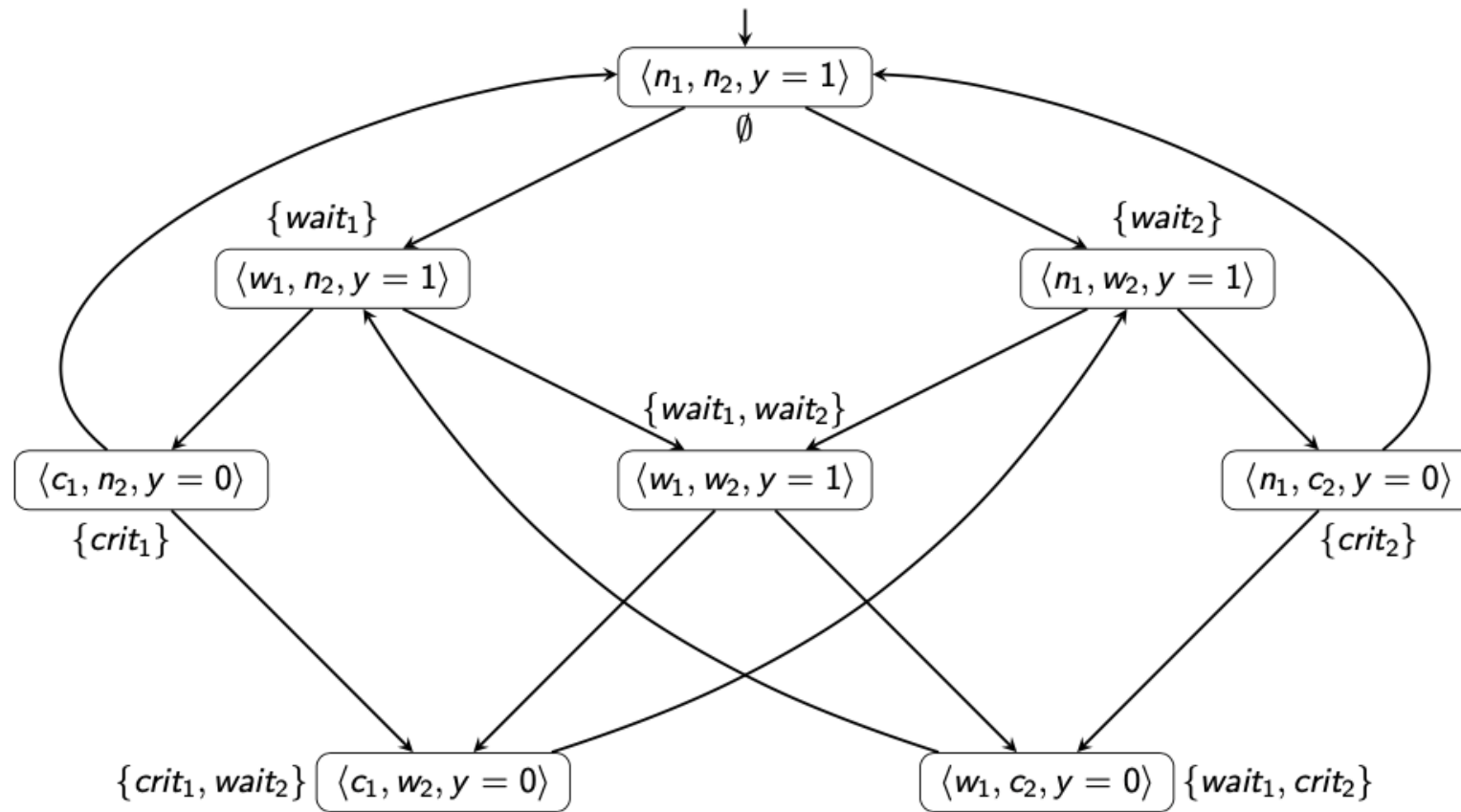
HOW TO SPECIFY STARVATION FREEDOM?

Starvation Freedom

A process that wants to enter the critical section
is eventually able to do so

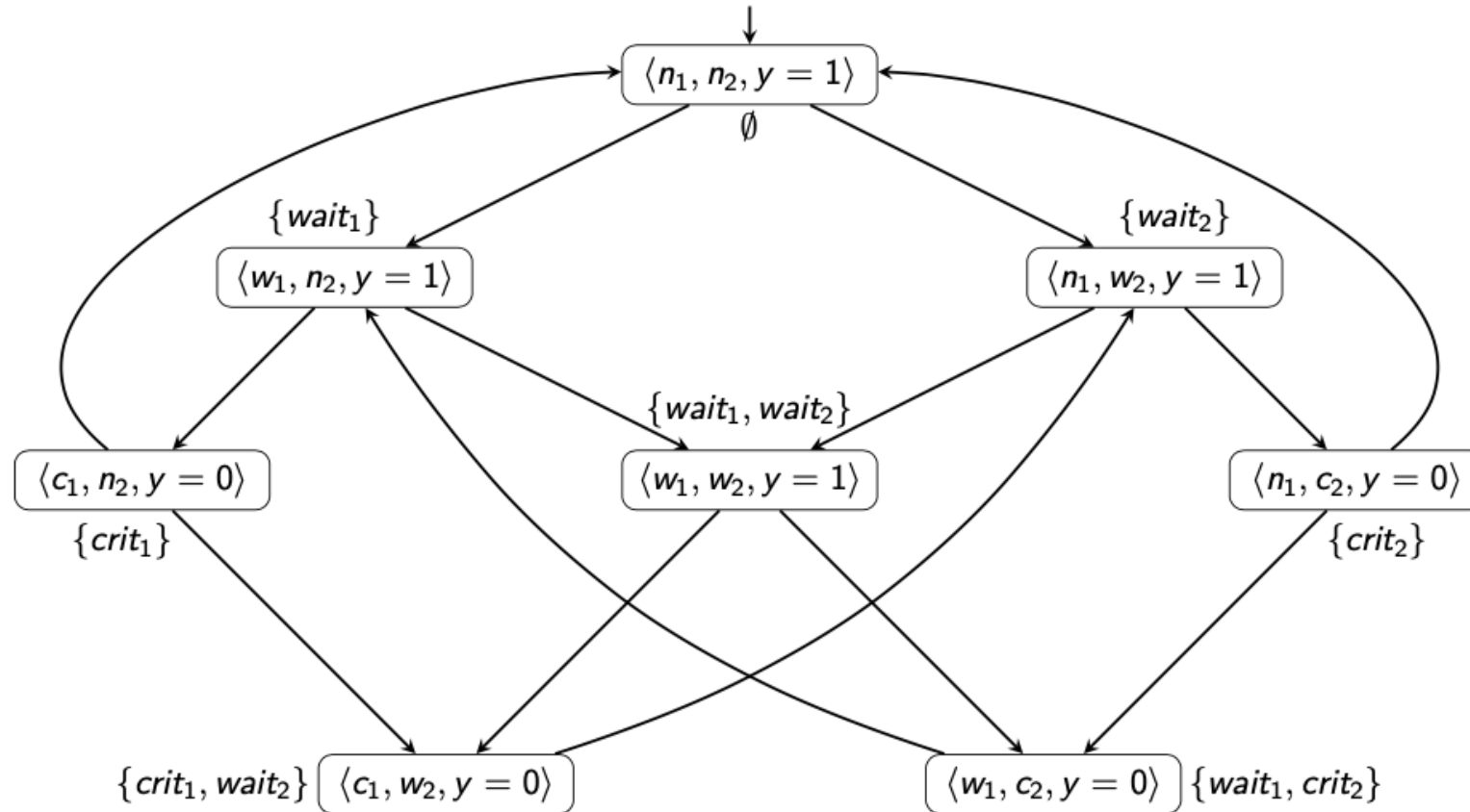
- Let $AP = \{wait_1, crit_1, wait_2, crit_2\}$
- LTL formalization of the LT property
$$P_{nostarve} = \Box (wait_1 \Rightarrow \Diamond crit_1) \wedge \Box (wait_2 \Rightarrow \Diamond crit_2)$$
- Does the semaphore-based algorithm satisfy $P_{nostarve}$?

DOES SEMAPHORE-BASED ALGORITHM SATISFY P_{NOSTARVE} ?



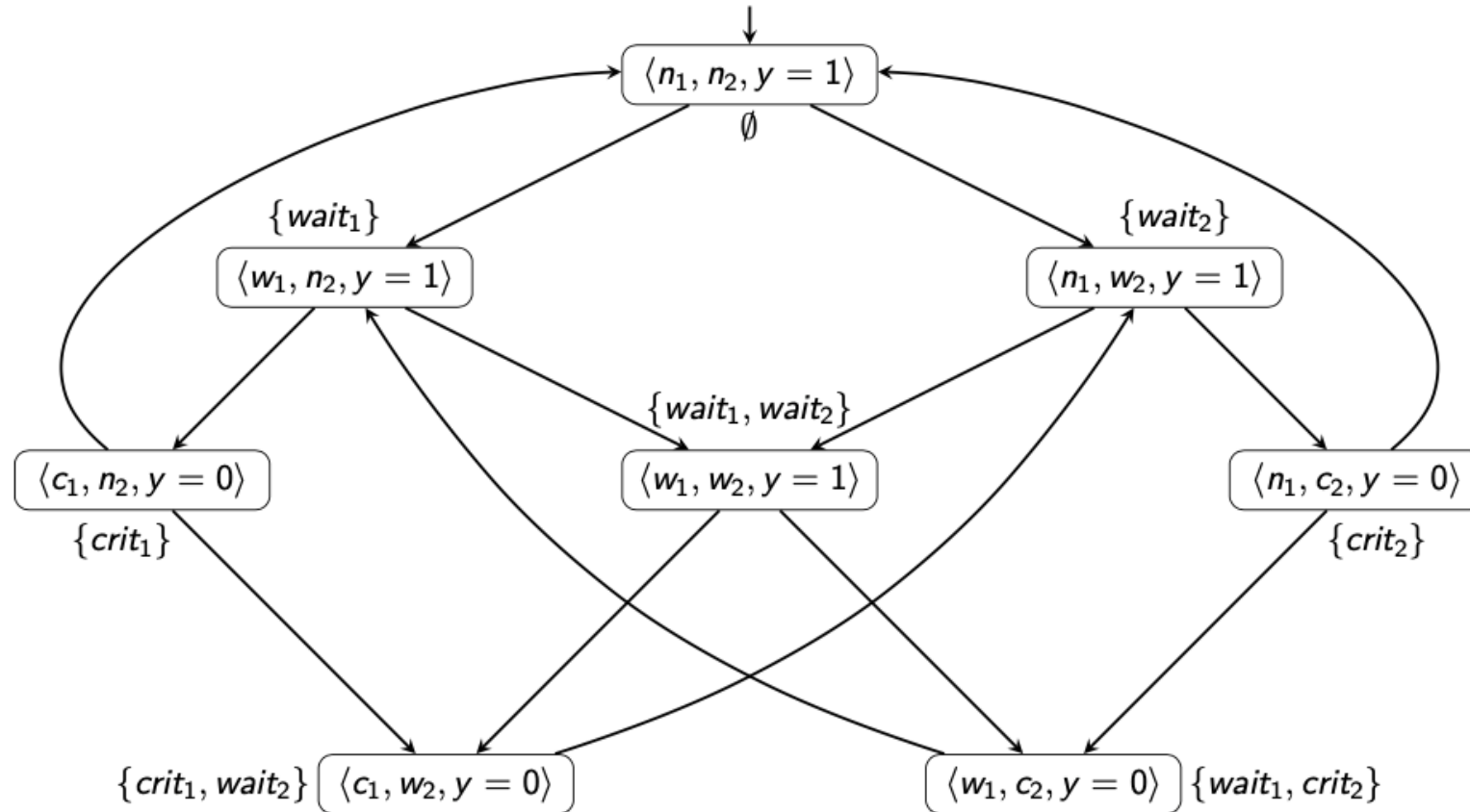
NO! process one or process two may starve!

PROCESS ONE STARVES



let $\sigma = \emptyset(\{wait_1\}\{wait_1, wait_2\}\{wait_1, crit_2\})^\omega \in Traces(TS)$
 but $\sigma \models \Diamond(wait_1 \wedge \Box \neg crit_1) \Rightarrow \sigma \notin P_{nostarve}$

PROCESS TWO STARVES



let $\sigma = \emptyset(\{wait_2\}\{wait_1, wait_2\}\{crit_1, wait_2\})^\omega \in Traces(TS)$
 but $\sigma \models \Diamond(wait_2 \wedge \Box \neg crit_2) \Rightarrow \sigma \notin P_{nostarve}$

INVARIANTS

- Typical safety property: mutual exclusion property
 - the **bad thing** (having > 1 process in the critical section) **never occurs**
- Another typical safety property verifies variable bounds (overflow)

These properties are **Invariants**

- An **Invariant** is an LT property
 - that is given by a **condition** ϕ over AP
 - requires that **condition** ϕ holds **for all states** (reachable ones)
 - e.g. for mutual exclusion property $\phi = \neg(crit_1 \wedge crit_2)$

FORMAL DEFINITION

- An LT property P_{inv} over AP is an **Invariant** if there is a **pure propositional** formula ϕ over AP such that:

$$P_{inv} = \Box \phi$$

- ϕ is called an **invariant condition** of P_{inv}
- Note that:
 $TS \models P_{inv}$ if and only if $\forall s \in Reach(TS), \mathcal{L}(s) \models_{prop} \phi$
- ϕ has to be fulfilled by all initial states and satisfaction of ϕ is invariant under all transitions in the reachable fragment of TS

SAFETY PROPERTIES

- Safety properties: “**nothing bad should happen**”
 - an Invariant property is a **particular** safety property
- Safety properties may impose requirements on **finite** path fragments and **cannot be verified by only considering the reachable states**
- A safety property which is not an invariant
 - consider a cash dispenser
 - property “money can only be withdrawn once a correct PIN has been provided”
 - **not an invariant, since it is not a state property**
- a typical LTL example: **Bounded Response**

$$\Box(request \Rightarrow \bigvee_{i=n}^m \bigcirc^i response)$$

LIVENESS PROPERTIES

- Safety properties specify that “something bad never happens”
- Doing nothing easily fulfills a safety property
 - as this will never lead to a “bad” situation
- Safety properties are complemented by **Liveness** properties
 - that require some progress
 - that assert: **”something good” will happen eventually**
- a typical LTL example: $\diamond \phi$

EXAMPLES OF LIVENESS

- Back to our semaphore-based algorithm with

$$AP = \{wait_1, crit_1, wait_2, crit_2\}$$

- Eventually

$$\Diamond crit_1 \wedge \Diamond crit_2$$

- Repeated eventually

$$\Box \Diamond crit_1 \wedge \Box \Diamond crit_2$$

- Starvation freedom

$$\Box (wait_1 \Rightarrow \Diamond crit_1) \wedge \Box (wait_2 \Rightarrow \Diamond crit_2)$$

THANK YOU

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