Part 3: Safety and liveness

Safety vs. liveness

Safety: something "bad" will never

happen

Liveness: something "good" will happen

(but we don't know when)

Safety vs. liveness for sequential programs

Safety: the program will never produce a wrong result ("partial correctness")

Liveness: the program will produce a result ("termination")

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Safety vs. liveness for state-transition graphs

Safety: those properties whose violation always has a finite witness ("if something bad happens on an infinite run, then it happens already on some finite prefix")

Liveness: those properties whose violation never has a finite witness ("no matter what happens along a finite run, something good could still happen later")

This is much easier.

Safety: the properties that can be

checked on finite executions

Liveness: the properties that cannot be

checked on finite executions

(they need to be checked on

infinite executions)

Example: Mutual exclusion

It cannot happen that both processes are in their critical sections simultaneously. Example: Mutual exclusion

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Safety

Example: Bounded overtaking

Whenever process P1 wants to enter the critical section, then process P2 gets to enter at most once before process P1 gets to enter.

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Whenever process P1 wants to enter the critical section, then process P2 gets to enter at most once before process P1 gets to enter.

Safety

Whenever process P1 wants to enter the critical section, provided process P2 never stays in the critical section forever, P1 gets to enter eventually.

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Liveness

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Liveness

LTL (Linear Temporal Logic)

-safety & liveness

-linear time

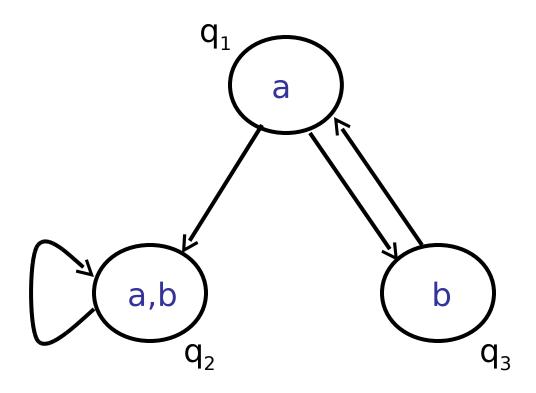
[Pnueli 1977; Lichtenstein & Pnueli 1982]

LTL Syntax

 $\phi ::= a \mid \phi \land \phi \mid \neg \phi \mid O \phi \mid \phi \cup \phi$

LTL Model

infinite trace $t = t_0 t_1 t_2 ...$ (sequence of observations)



Run: $q_1 \rightarrow q_3 \rightarrow q_1 \rightarrow q_3 \rightarrow q_1 \rightarrow q_2 \rightarrow q_2 \rightarrow q_3 \rightarrow q_3 \rightarrow q_3 \rightarrow q_1 \rightarrow q_2 \rightarrow q_2 \rightarrow q_3 \rightarrow$

Trace: $a \rightarrow b \rightarrow a \rightarrow b \rightarrow a \rightarrow a, b \rightarrow a, b \rightarrow$

Language of deadlock-free state-transition graph K at state q :

L(K,q) = set of infinite traces of K starting at q

$$(K,q) \models \forall \phi$$
 iff for all $t \in L(K,q)$, $t \models \phi$
$$(K,q) \models \forall \phi$$
 iff exists $t \in L(K,q)$, $t \models \phi$

LTL Semantics

$$\begin{array}{lll} t \mid = a & \text{iff} & a \in t_0 \\ \\ t \mid = \phi \wedge \psi & \text{iff} & t \mid = \phi \text{ and } t \mid = \psi \\ \\ t \mid = \neg \phi & \text{iff} & \text{not } t \mid = \phi \\ \\ t \mid = O \phi & \text{iff} & t_1 t_2 \dots \mid = \phi \\ \\ t \mid = \phi \cup \psi & \text{iff} & \text{exists } n \geq 0 \text{ s.t.} \\ \\ 1. \text{ for all } 0 \leq i < n, \ t_i t_{i+1} \dots \mid = \phi \\ \\ 2. \ t_n t_{n+1} \dots \mid = \psi \\ \\ (K,q) \mid =^\forall \phi \text{ iff } \neg (K,q) \mid =^\exists \neg \phi \\ \end{array}$$

Defined modalities

Important properties

Invariance □ a safety
□ ¬ (pc1=in ∧pc2=in)

 \Box (a $\Rightarrow \Box$ b)

Sequencing safety

a W b W c W d

liveness

Response

(pc1=in))

 \square (pc1=req $\Rightarrow \square$ (pc1=in))

Composed modalities

□[] a

п□ а

infinitely often a

almost always a

Whenever process P1 wants to enter the critical section, provided process P2 never stays in the critical section forever, P1 gets to enter eventually.

```
\Box \Box (pc2=in \Rightarrow O (pc2=out)) \Rightarrow \\ \Box (pc1=req \Rightarrow \Box (pc1=in))
```

State-transition graph

Q	set of states	$\{q_1,q_2,q_3\}$
Α	set of atomic observations	{a,b}
${\to}{\subseteq}~Q\times~Q$	transition relation	$q_1 \rightarrow q_2$
[]: $Q \rightarrow 2^A$	observation function	$[q_1] = \{a\}$

$$(K,q) \models^{\forall} \phi$$

Tableau construction (Vardi-Wolper)

(K', q', BA) where BA ⊆ K'
Is there an infinite path starting from q' that hits BA infinitely often?

Is there a path from q' to $p \in BA$ such that p is a member of a strongly connnected component of K''

```
dfs(s) {
  add s to dfsTable
  for each successor t of s
     if (t \not\in dfsTable) then dfs(t)
  if (s \in BA) then { seed := s; ndfs(s) }
ndfs(s) {
  add s to ndfsTable
  for each successor t of s
     if (t \notin ndfsTable) then ndfs(t)
     else if (t = seed) then report error
```