

— Advanced Logic —
Linear Temporal Logic
Computation Tree Logic

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Overview

Linear temporal logic (LTL):

- ▶ describes properties of **paths** (individual executions)
- ▶ no modalities to reason about branching

Computation tree logic (CTL):

- ▶ is a **branching-time logic**
- ▶ time has a tree structure (multiple possible futures)
- ▶ has modalities for reasoning about the branching structure

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Linear temporal logic (LTL) is defined by:

$$\phi ::= p \mid \top \mid \neg\phi \mid \phi \wedge \phi \mid \phi \cup \phi \mid X\phi$$

where $p \in \Omega$

LTL formulas have meaning on individual computation paths:

- ▶ let $\pi = s_1 \rightarrow s_2 \rightarrow s_3 \rightarrow \dots$ a path; write π^i for $s_i \rightarrow s_{i+1} \rightarrow \dots$

The path π satisfies ϕ , $\pi \models \phi$, is defined by:

- 1 $\pi \models p$ iff $s_1 \in V(p)$
- 2 $\pi \models \top$; $\pi \models \neg\phi$ iff $\pi \not\models \phi$; $\pi \models \phi_1 \wedge \phi_2$ iff $\pi \models \phi_1$ and $\pi \models \phi_2$

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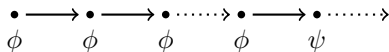
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- 3 $\pi \models \phi \text{ U } \psi$ (ϕ is true until ψ is true)



formally: for some $i \geq 1$, $\pi^i \models \psi$ and for all $j < i$, $\pi^j \models \phi$

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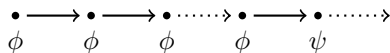
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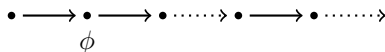
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- 4 $\pi \models \text{X } \phi$ (ϕ is true in the next moment in time)



formally: $\pi^2 \models \phi$

LTL: Extended

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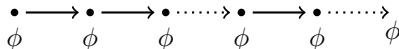
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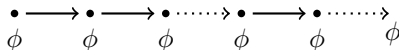
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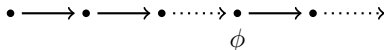
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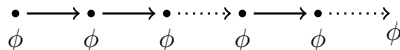
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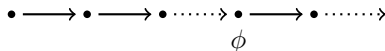
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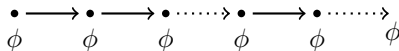
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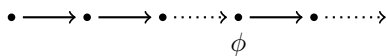
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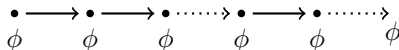
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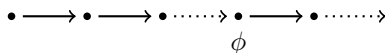
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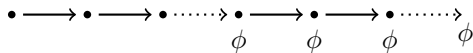
Binding strength: $\neg, \text{X}, \text{F}, \text{G}$ stronger than U than \wedge, \vee than $\rightarrow, \leftrightarrow$

LTL: Examples

► $F G \phi$:

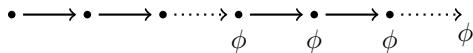
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- ▶ $F G \phi$: from some point on, ϕ holds forever



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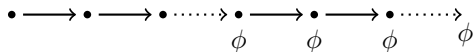
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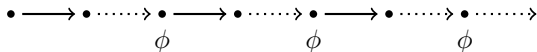
- ▶ $G F \phi$:

LTL: Examples

- ▶ $F G \phi$: from some point on, ϕ holds forever



- ▶ $G F \phi$: always eventually ϕ (in every suffix, at some point ϕ holds)



LTL: Models

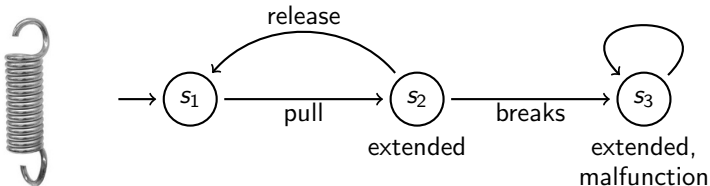
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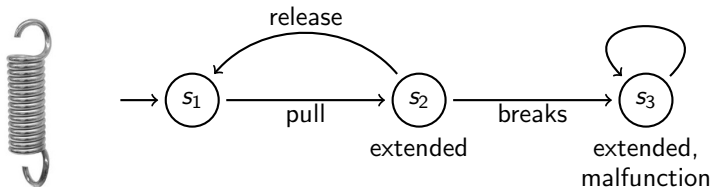
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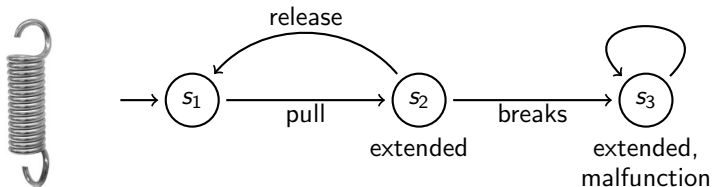
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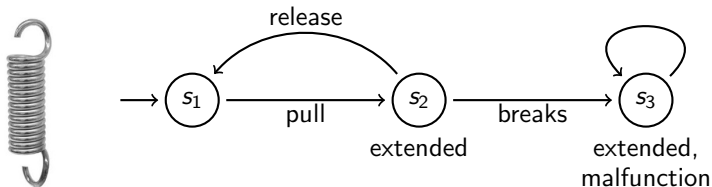
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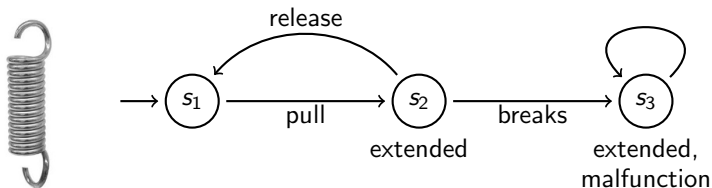
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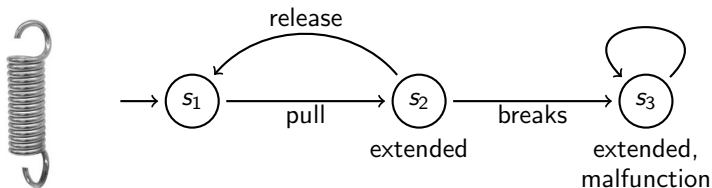
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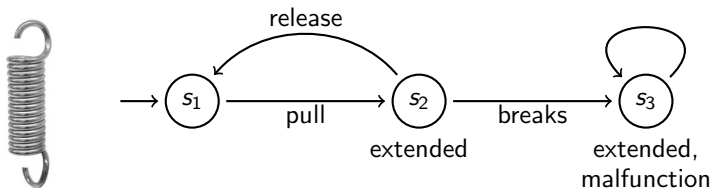
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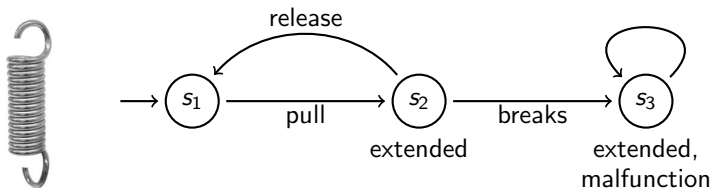
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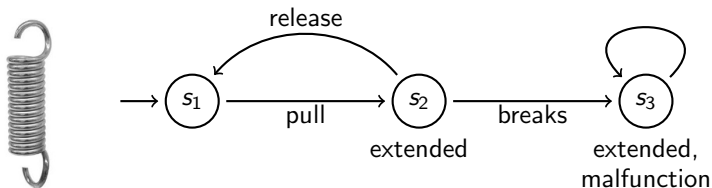
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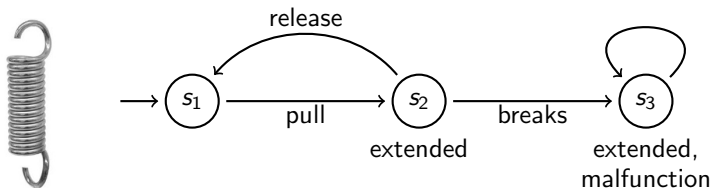
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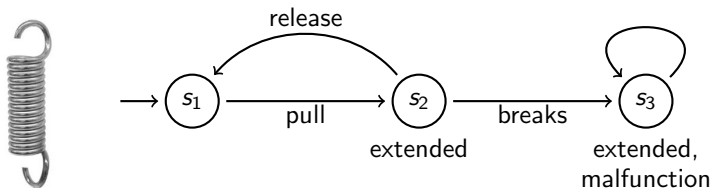
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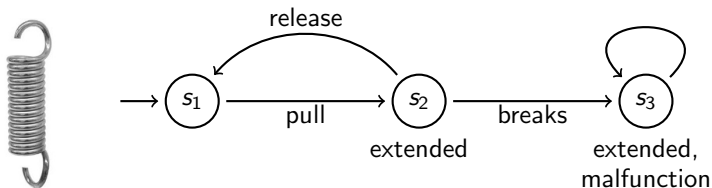
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$\mathcal{M}, s_1, s_2, s_3 \not\models G (\text{extended} \rightarrow X \neg \text{extended})$

$\mathcal{M}, s_1, s_2, s_3 \models G F \text{ extended}$

Note that: $\mathcal{M} \not\models F G \text{ extended}$ and $\mathcal{M} \not\models \neg F G \text{ extended}$!

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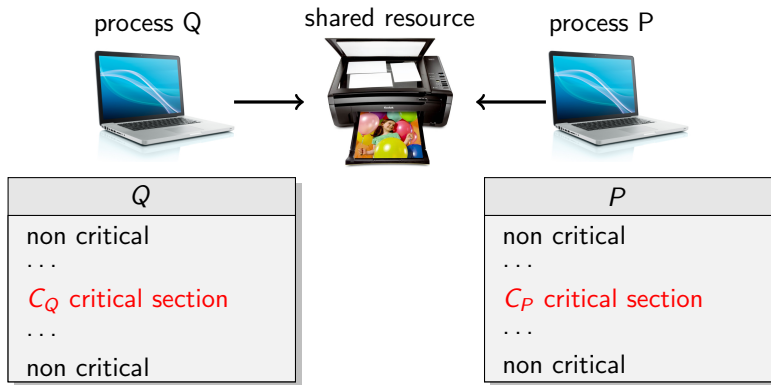
Mutual Exclusion

- ▶ multiple processes
- ▶ a shared resource that can only be used by one process at a time



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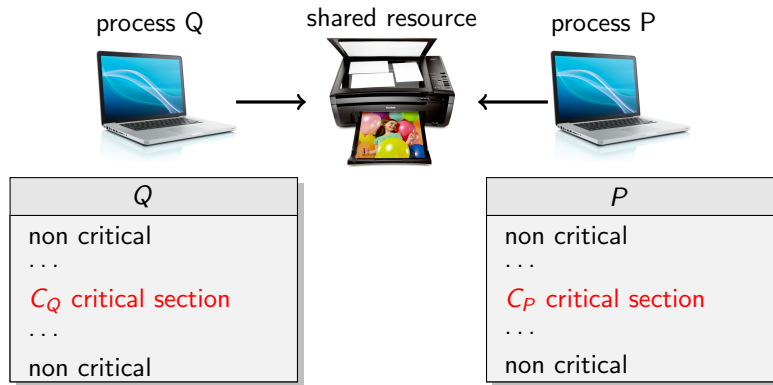


To solve conflicts: processes agree on a negotiation protocol.

- ▶ mutual exclusion: never more than one process in the critical section

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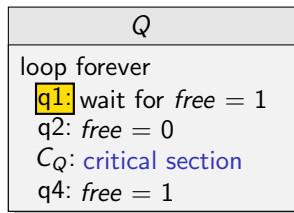
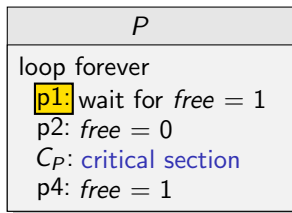
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$$G \neg (C_Q \wedge C_P)$$

Mutual Exclusion: Attempt 1

- ▶ boolean variable $free = 1$

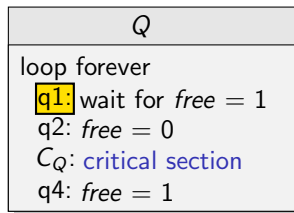
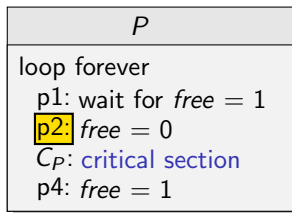


For such a program we compute the state space:

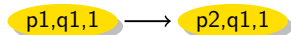
p1,q1,1

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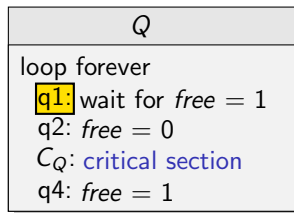
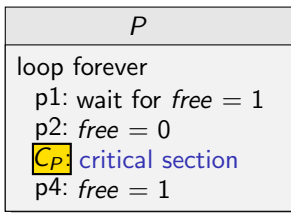


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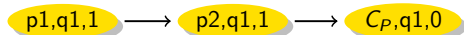


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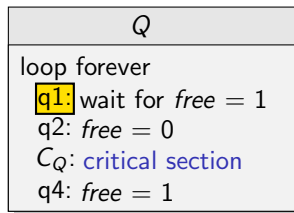
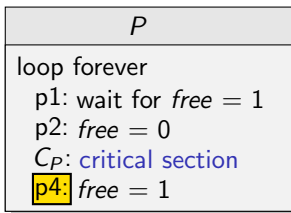


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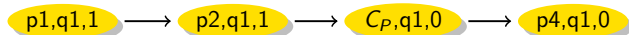


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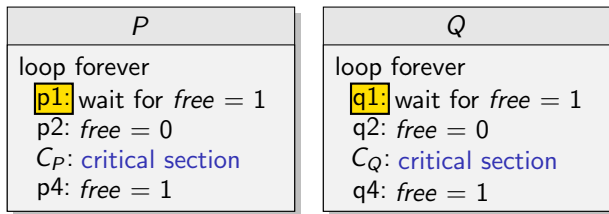


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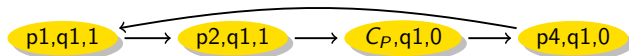


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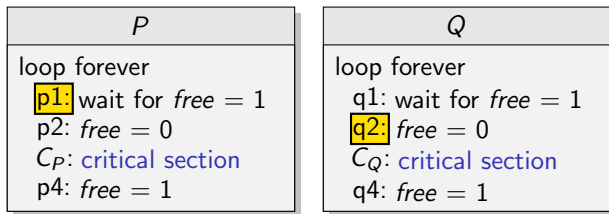


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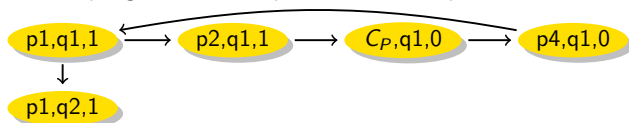


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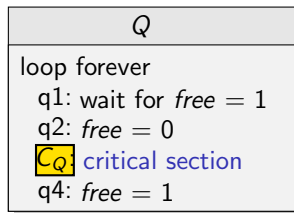
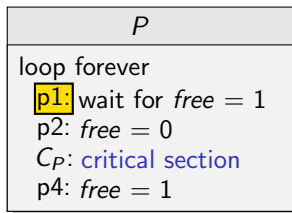


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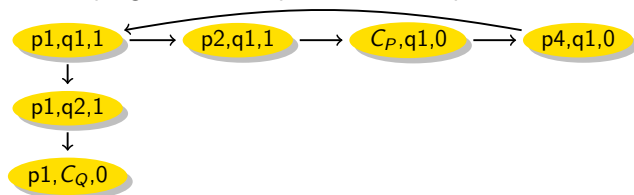


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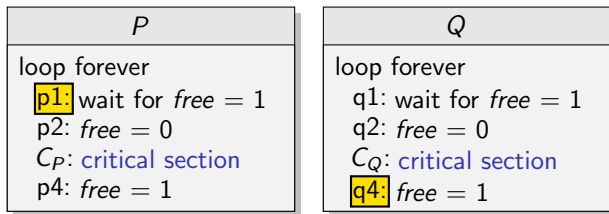


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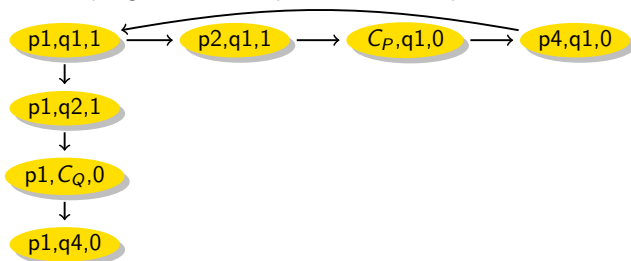


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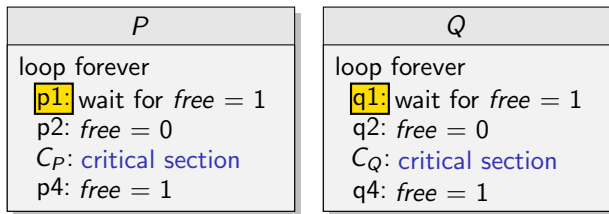


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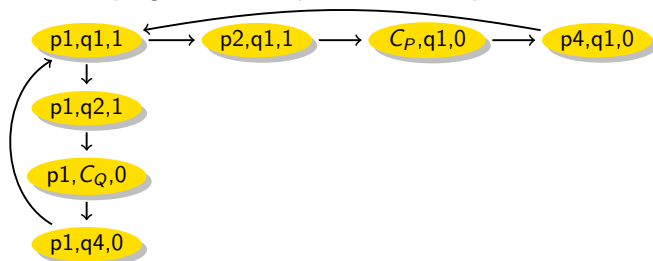


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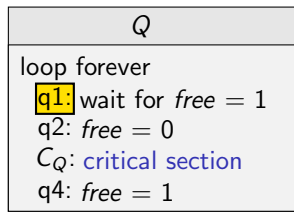
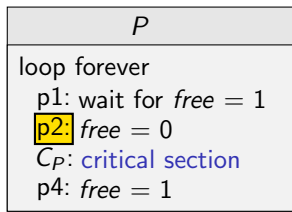


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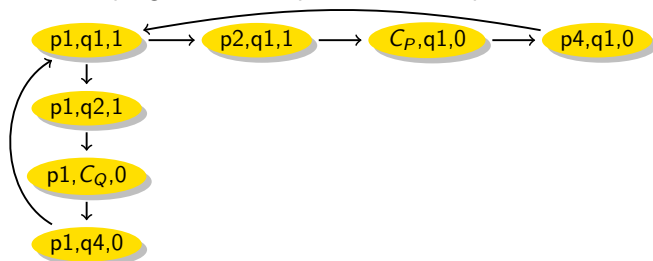


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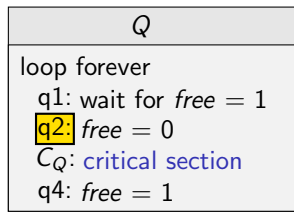
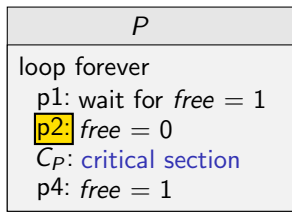


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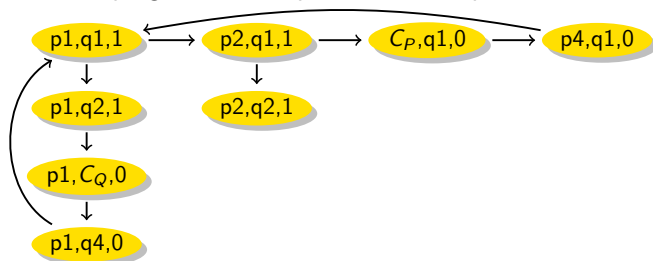


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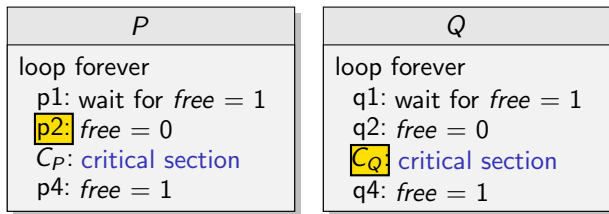


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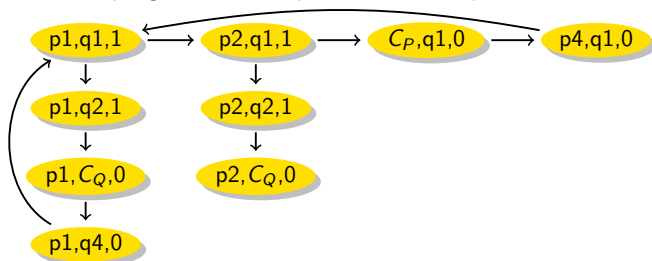


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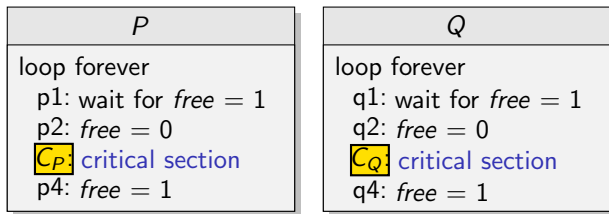


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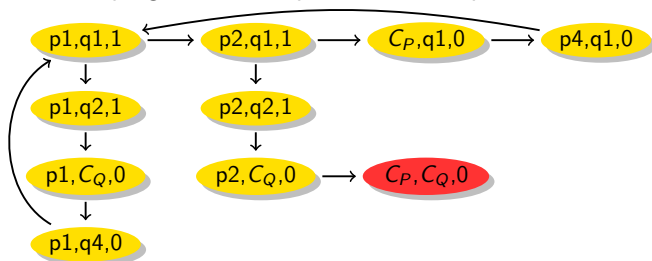


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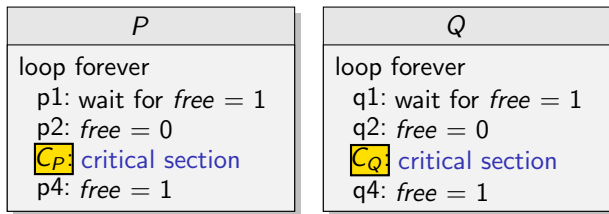


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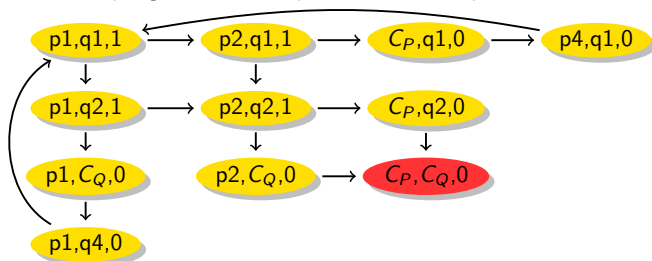


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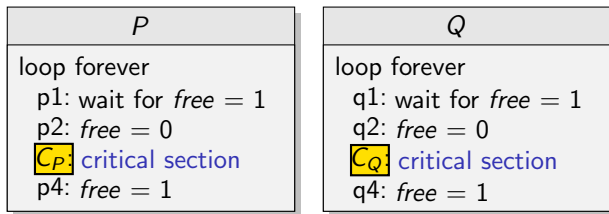


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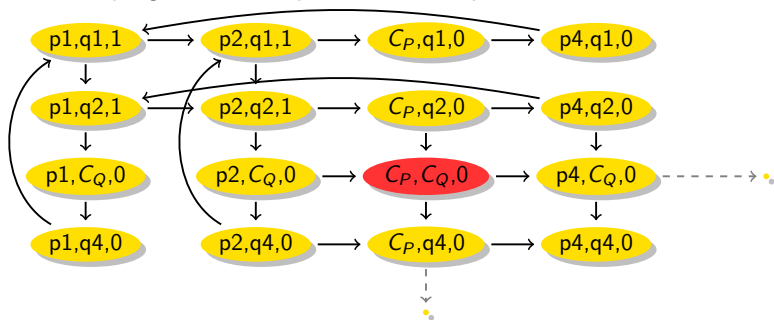


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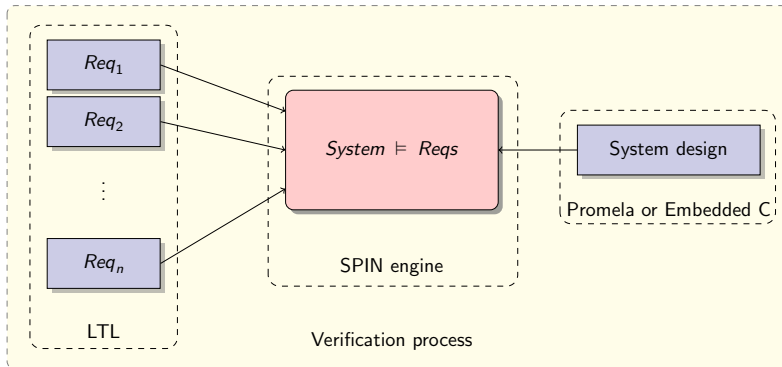


For such a program we compute the state space:



Model Checking

- 1 Formalize the system design
- 2 Formalize the validation requirements
- 3 Validate: system meets requirements



Mutual Exclusion: Peterson

- ▶ boolean variables $x = 0, y = 0, t = 0$

P
loop forever p1: $x = 1$ p2: $turn = 1$ p3: wait for $y = 0$ or $t = 0$ C_P : critical section p4: $x = 0$

Q
loop forever q1: $y = 1$ q2: $turn = 0$ q3: wait for $x = 0$ or $t = 1$ C_Q : critical section q4: $y = 0$

LTL: Applications

Safety properties

- ▶ “nothing bad ever happens”

$G \neg(\text{reactor temperature} > 1000)$

- ▶ invariant: “ a is always false”

Liveness properties

- ▶ “something good will eventually happen”

$G (\text{ordered} \rightarrow F \text{ delivered})$

- ▶ termination: “the system will eventually terminate”
- ▶ response: “if action a occurs then b eventually will occur”

Deadlock freeness

- ▶ deadlock state: “a state where no actions are possible”
- ▶ no deadlocks: there is always some next state

$G (\neg \text{terminated} \rightarrow X \top)$

Industrial Case Studies I



Figure: After Flood Disaster (1953), Maeslant Barrier (Maeslantkering)

Industrial Case Studies: Flood Control

Verification of the interface between BOS and BESW:

- ▶ Beslis- en Ondersteunend Systeem (BOS)
- ▶ BEsturingsSysteem Waterweg (BESW)
- ▶ BOS takes the decision to move the barrier
- ▶ BESW performs this task



Even deadlocks were found in BESW!

Industrial Case Studies II

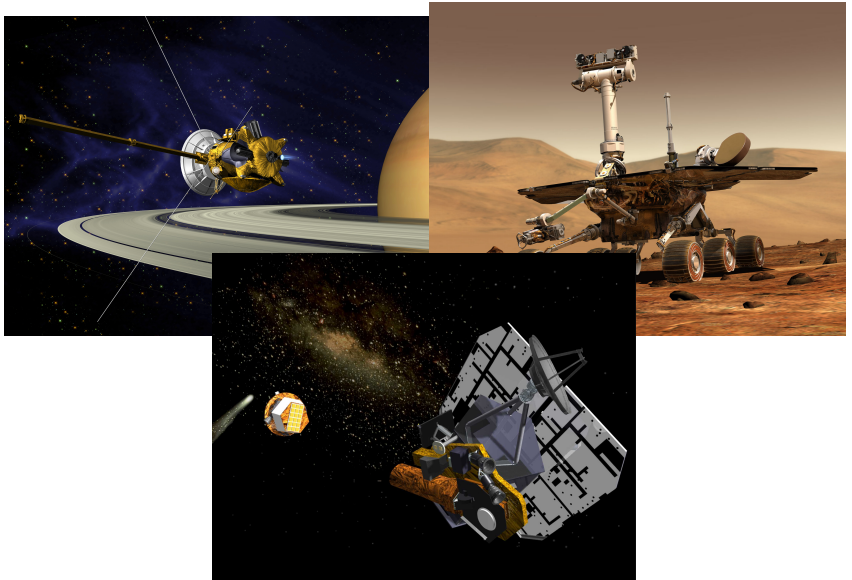
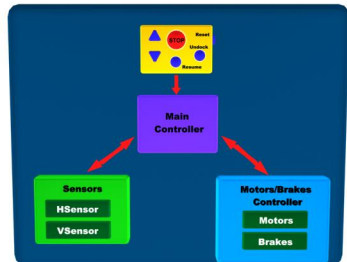
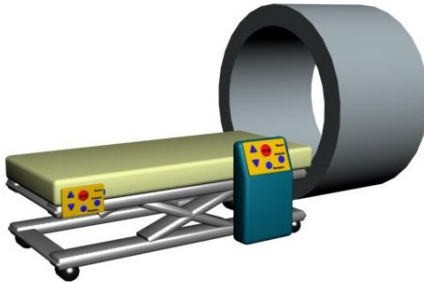
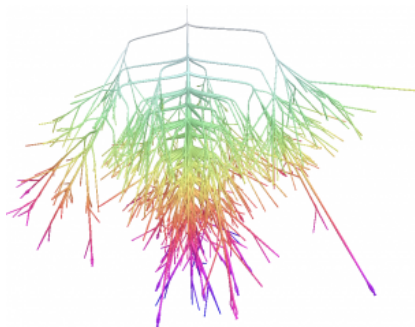


Figure: NASA Mission Critical Software: Cassini, Mars Rovers, Deep Impact

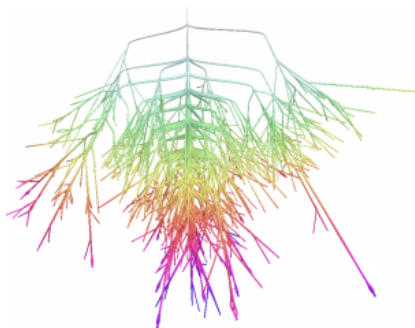
Industrial Case Studies III



State Space Explosion

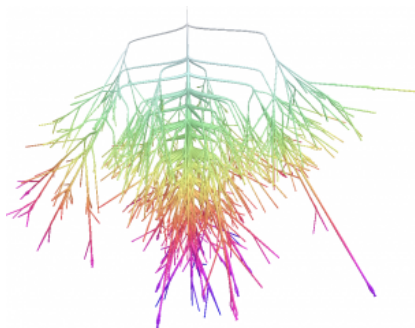


State Space Explosion



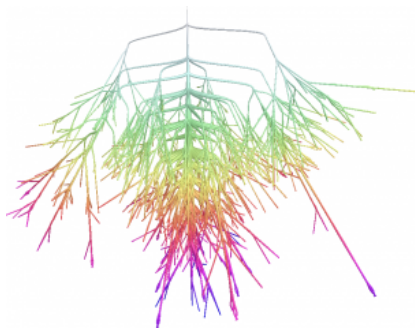
- ▶ Assume A_1, A_2, \dots are processes each having 10 states

State Space Explosion



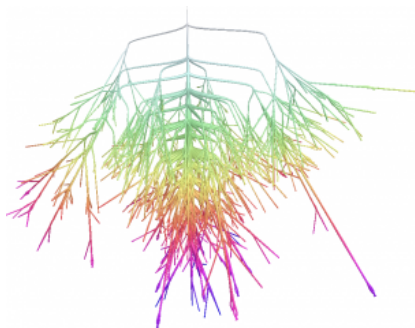
- ▶ Assume A_1, A_2, \dots are processes each having 10 states
- ▶ Then A_1 and A_2 together have 100 states.

State Space Explosion



- ▶ Assume A_1, A_2, \dots are processes each having 10 states
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- ▶ Then A_1, \dots, A_n together have 10^n states.

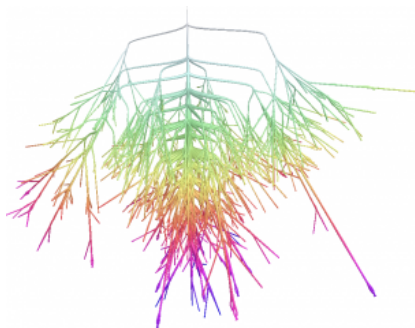
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State Space Explosion



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$$\phi ::= p \mid \top \mid \neg\phi \mid \phi \wedge \phi \mid \phi \text{ EU } \phi \mid \text{EG } \phi \mid \text{EX } \phi$$

where $p \in \Omega$

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where $p \in \Omega$

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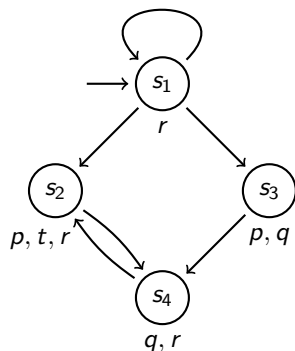
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$$\phi \text{ AU } \psi = \neg(\neg\psi \text{ EU } (\neg\phi \wedge \neg\psi)) \wedge \neg \text{EG } \neg\psi$$

CTL: Examples



Which of the states satisfies the following?

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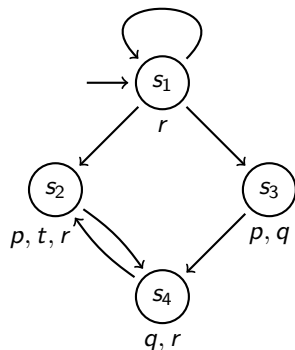
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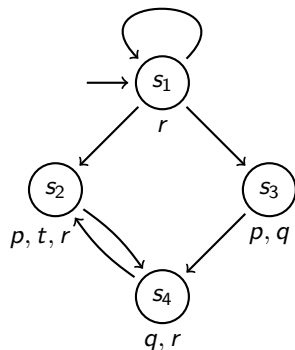
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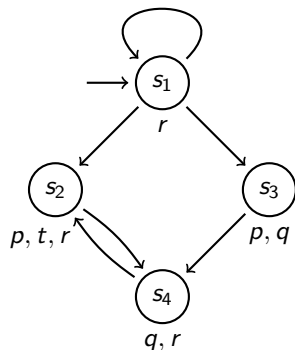
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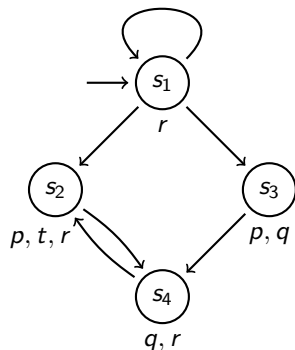
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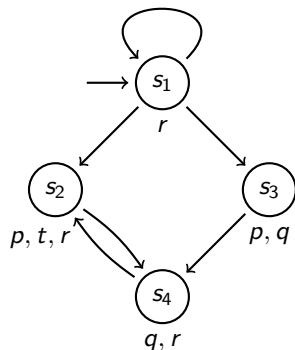
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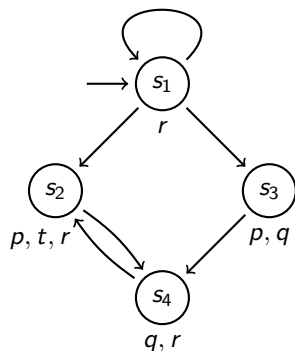
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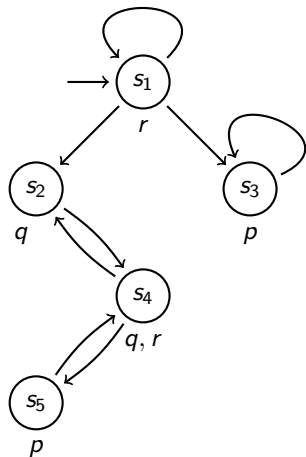
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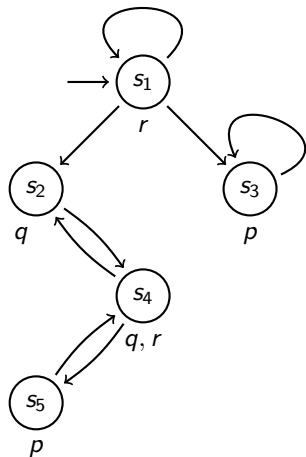
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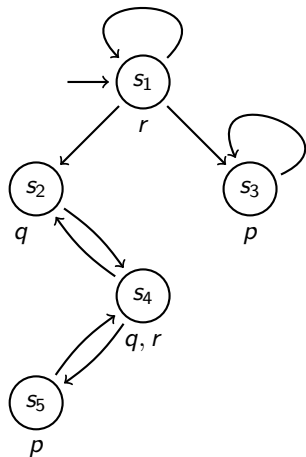
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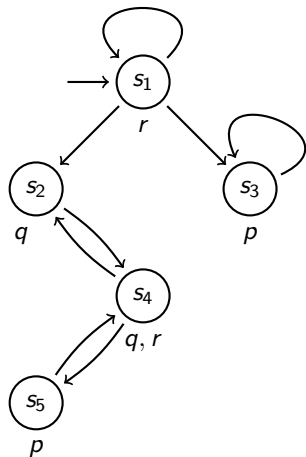
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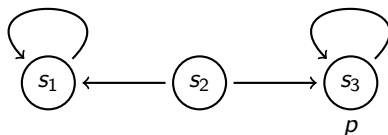
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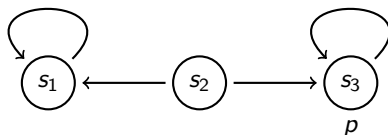
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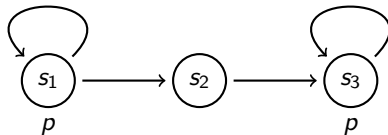
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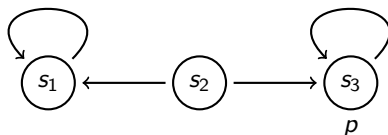
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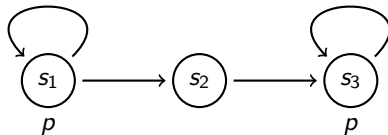
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