# Model Checking I alias Reactive Systems Verification

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MSc in Computer Science, University of Camerino

### **Topics**

- State-based view of transition systems, Executions and Paths.
- Linear time view versus Branching time view.
- Traces of a transition system, examples.

#### **Material**

#### Reading:

Chapter 2 of the book, pages 20–26. Chapter 3 of the book, pages 89–99.

#### More:

The slides in the following pages are taken from the material of the course "Introduction to Model Checking" held by Prof. Dr. Ir. Joost-Pieter Katoen at Aachen University.

Introduction

Modelling parallel systems

**Linear Time Properties** 

Regular Properties

Linear Temporal Logic

Computation-Tree Logic

Equivalences and Abstraction

#### Introduction

Modelling parallel systems

# **Linear Time Properties**

state-based and linear time view definition of linear time properties invariants and safety liveness and fairness

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Equivalences and Abstraction

transition system  $T = (S, Act, \longrightarrow, S_0, AP, L)$ 

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**Act** for modeling interactions/communication

**AP**, **L** for specifying properties

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**Act** for modeling interactions/communication and specifying fairness assumptions

AP, L for specifying properties

transition system 
$$T = (S, Act, \longrightarrow, S_0, AP, L)$$
abstraction from actions

### state graph $G_T$

- set of nodes = state space 5
- edges = transitions without action label

**Act** for modeling interactions/communication and specifying fairness assumptions

AP, L for specifying properties

transition system  $T = (S, Act, \longrightarrow, S_0, AP, L)$ abstraction from actions

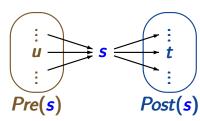
state graph  $G_T$ 

- set of nodes = state space 5
- edges = transitions without action label

use standard notations for graphs, e.g.,

$$Post(s) = \{t \in S : s \to t\}$$

$$Pre(s) = \{u \in S : u \to s\}$$



$$s_0 \xrightarrow{\alpha_0} s_1 \xrightarrow{\alpha_1} \dots$$
 infinite or  $s_0 \xrightarrow{\alpha_0} s_1 \xrightarrow{\alpha_1} \dots \xrightarrow{\alpha_{n-1}} s_n$  finite

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initial: if  $s_0 \in S_0 = \text{set of initial states}$ 

execution fragment: sequence of consecutive transitions  $s_0 \xrightarrow{\alpha_0} s_1 \xrightarrow{\alpha_1} \dots \qquad \text{infinite} \qquad \text{or}$  $s_0 \xrightarrow{\alpha_0} s_1 \xrightarrow{\alpha_1} \dots \xrightarrow{\alpha_{n-1}} s_n \quad \text{finite}$ 

path fragment: sequence of states arising from the projection of an execution fragment to the states  $\pi = s_0 \, s_1 \, s_2 \dots \text{ infinite } \text{ or } \pi = s_0 \, s_1 \dots s_n \text{ finite }$  such that  $s_{i+1} \in Post(s_i)$  for all  $i < |\pi|$ 

initial: if  $s_0 \in S_0$  = set of initial states maximal: if infinite or ending in a terminal state

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maximal: if infinite or ending in terminal state

path of TS T \stackrel{\frown}{=} initial, maximal path fragment

path of state s \stackrel{\frown}{=} maximal path fragment starting

in state s
```

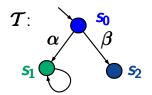
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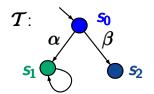
path fragment: sequence of states

$$\pi = s_0 s_1 s_2...$$
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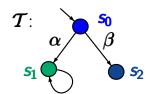
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path of TS T  $\stackrel{\frown}{=}$  initial, maximal path fragment path of state s  $\stackrel{\frown}{=}$  maximal path fragment starting in state s



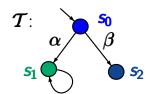


answer: 2, namely  $s_0 s_1 s_1 s_1 \dots$  and  $s_0 s_2$ 



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Paths( $s_1$ ) = set of all maximal paths fragments starting in  $s_1$  =  $\{s_1^{\omega}\}$  where  $s_1^{\omega} = s_1 s_1 s_1 s_1 \dots$ 



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 $Paths_{fin}(s_1) = \text{set of all finite path fragments}$   $starting in s_1$   $= \{s_1^n : n \in \mathbb{N}, n \ge 1\}$ 

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state-based and linear time view definition of linear time properties invariants and safety liveness and fairness

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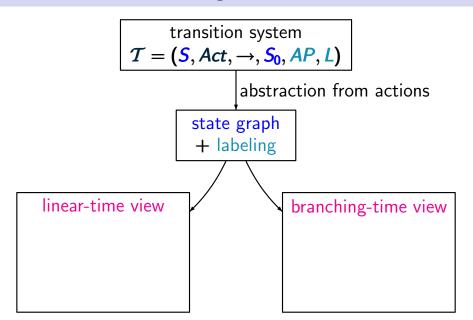
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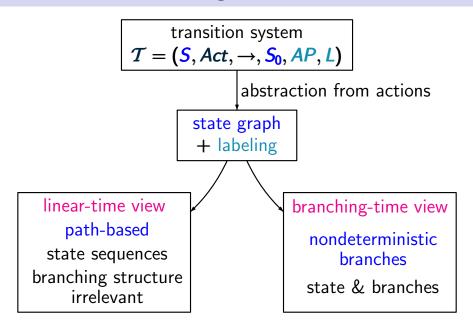
# Linear-time vs branching-time

LTB2.4-1

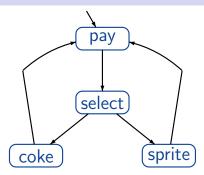
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abstraction from actions
$$\begin{array}{c} \text{state graph} \\ + \text{labeling} \end{array}$$





# **Example: vending machine**



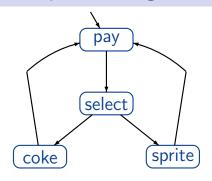
vending machine with

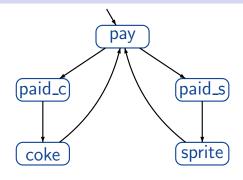
1 coin deposit

select drink after
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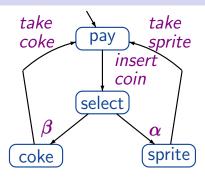


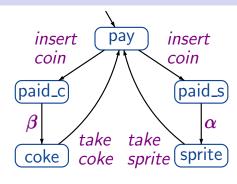
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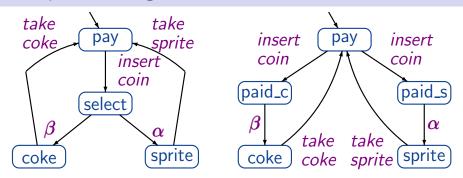


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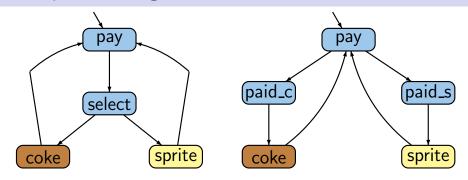
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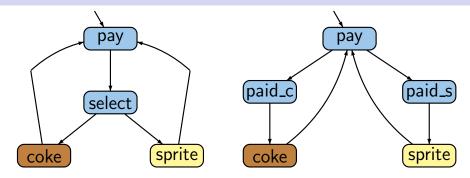


state based view: abstracts from actions and projects onto atomic propositions, e.g.  $AP = \{coke, sprite\}$ 



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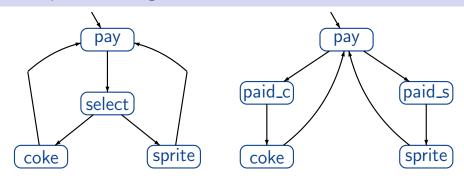
e.g., 
$$L(coke) = \{coke\}, L(pay) = \emptyset$$



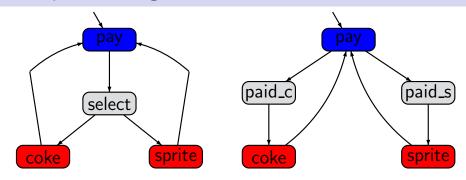
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linear time: all observable behaviors are of the form

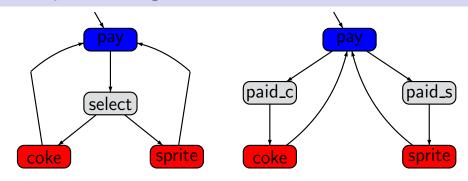




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all observable behaviors have the form

















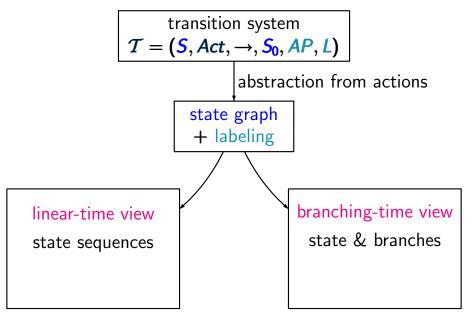


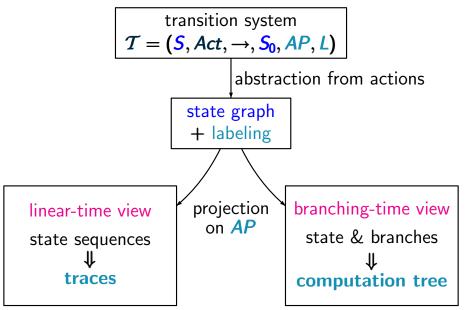












for TS with labeling function  $L: S \rightarrow 2^{AP}$ 

execution: states 
$$+$$
 actions
$$s_0 \xrightarrow{\alpha_1} s_1 \xrightarrow{\alpha_2} s_2 \xrightarrow{\alpha_3} \dots \text{ infinite or finite}$$

paths: sequences of states  $s_0 s_1 s_2 \dots s_n$  finite

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traces: sequences of sets of atomic propositions

$$L(s_0) L(s_1) L(s_2) \ldots$$

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$$Reach(T) = \begin{cases} \text{set of states that are reachable} \\ \text{from some initial state} \end{cases}$$

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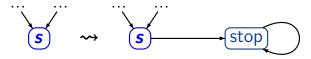
for each reachable terminal state s:

 if s stands for an intended halting configuration then add a transition from s to a trap state:

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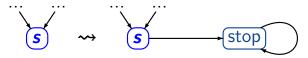
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• if **s** stands for system fault, e.g., deadlock then correct the design before checking further properties

Let T be a TS

$$Traces(\mathcal{T}) \stackrel{\mathsf{def}}{=} \left\{ trace(\pi) : \pi \in Paths(\mathcal{T}) \right\}$$

$$Traces_{fin}(\mathcal{T}) \stackrel{\mathsf{def}}{=} \{ trace(\widehat{\pi}) : \widehat{\pi} \in Paths_{fin}(\mathcal{T}) \}$$

Let T be a TS

$$Traces(T) \stackrel{\text{def}}{=} \left\{ trace(\pi) : \pi \in Paths(T) \right\}$$
  
initial, maximal path fragment

Let  $\mathcal{T}$  be a TS  $\longleftarrow$  without terminal states

$$\begin{array}{ll} \textit{Traces}(\mathcal{T}) & \stackrel{\mathsf{def}}{=} \big\{ \textit{trace}(\pi) : \pi \in \textit{Paths}(\mathcal{T}) \big\} \\ & \uparrow \\ & \mathsf{initial, infinite path fragment} \end{array}$$

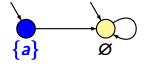
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$$\mathcal{T}$$
)  $\stackrel{\text{def}}{=}$   $\{trace(\pi) : \pi \in Paths(\mathcal{T})\}$   $\subseteq (2^{AP})^{\omega}$  initial, infinite path fragment

$$Traces_{fin}(\mathcal{T}) \stackrel{\text{def}}{=} \left\{ trace(\widehat{\pi}) : \widehat{\pi} \in Paths_{fin}(\mathcal{T}) \right\} \subseteq (2^{AP})^*$$
initial, finite path fragment

Let T be a TS without terminal states.

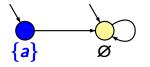
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TS *T* with a single atomic proposition *a* 

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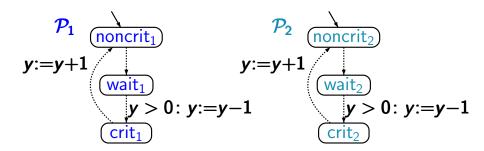
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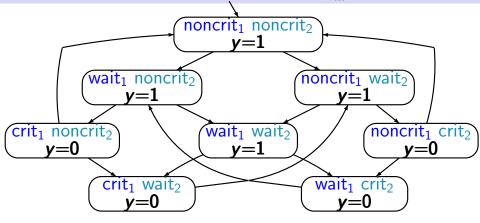
TS *T* with a single atomic proposition *a* 

$$Traces(T) = \{\{a\}\varnothing^{\omega}, \varnothing^{\omega}\}$$

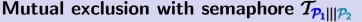
$$Traces_{fin}(\mathcal{T}) = \{\{a\}\varnothing^n : n \ge 0\} \cup \{\varnothing^m : m \ge 1\}$$

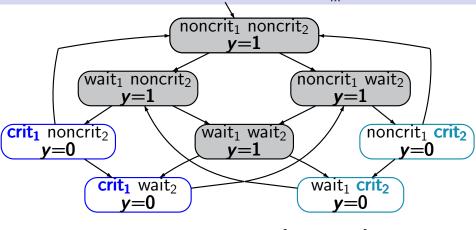


transition system  $T_{\mathcal{P}_1||\mathcal{P}_2}$  arises by unfolding the composite program graph  $\mathcal{P}_1||\mathcal{P}_2$ 



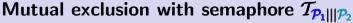
set of atomic propositions  $AP = \{crit_1, crit_2\}$ 

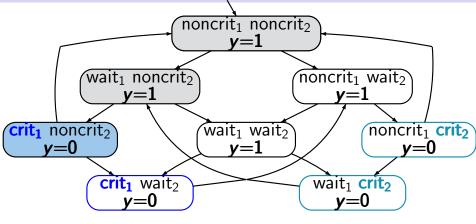




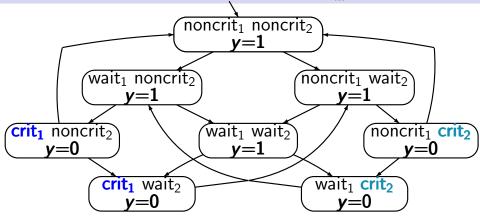
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e.g., 
$$L(\langle \text{noncrit}_1, \text{noncrit}_2, y=1 \rangle) = L(\langle \text{wait}_1, \text{noncrit}_2, y=1 \rangle) = \emptyset$$

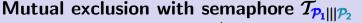


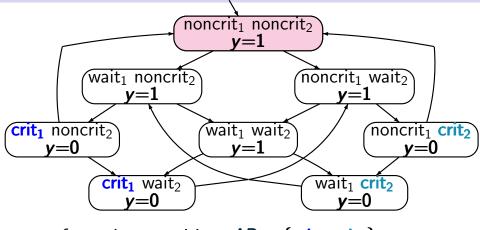


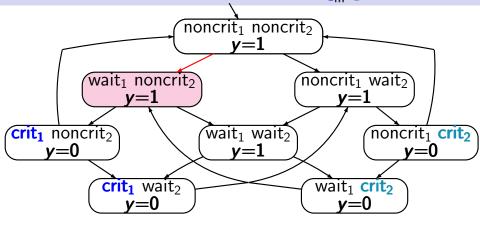
set of atomic propositions  $AP = \{ crit_1, crit_2 \}$ traces, e.g.,  $\varnothing \varnothing \{ crit_1 \} \varnothing \varnothing \{ crit_1 \} \varnothing \varnothing \{ crit_1 \} ...$ 

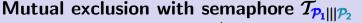


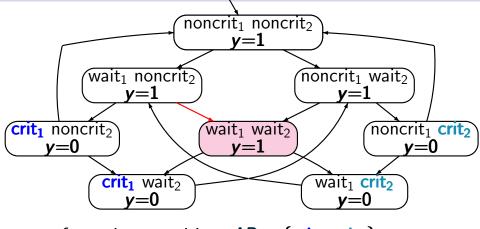
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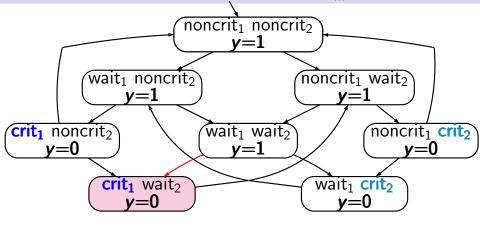


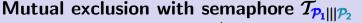


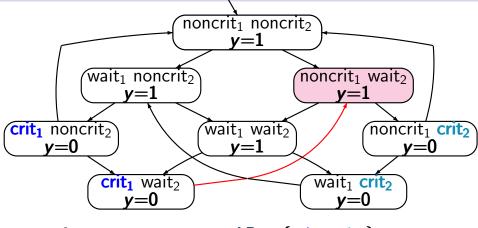


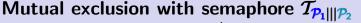


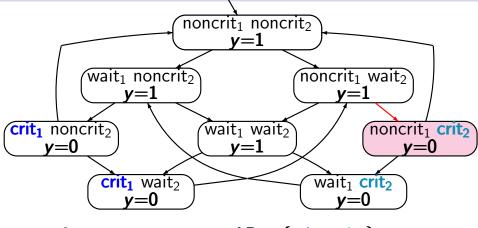


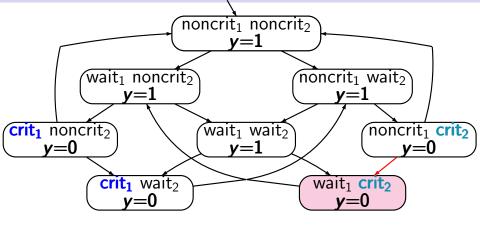


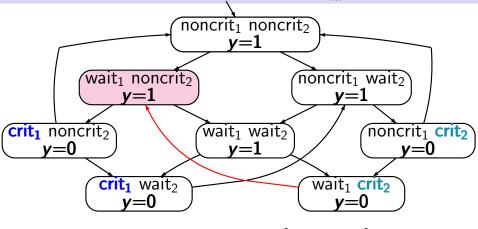


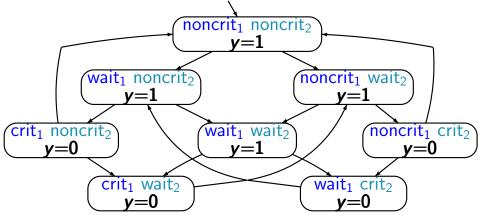




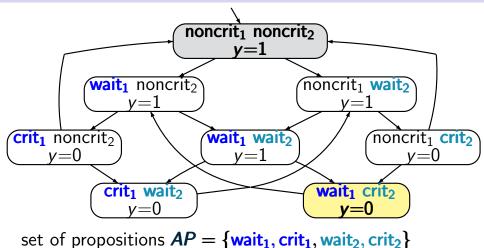




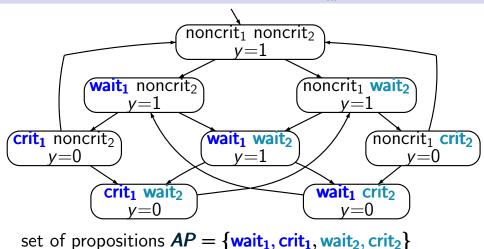




set of propositions  $AP = \{wait_1, crit_1, wait_2, crit_2\}$ 

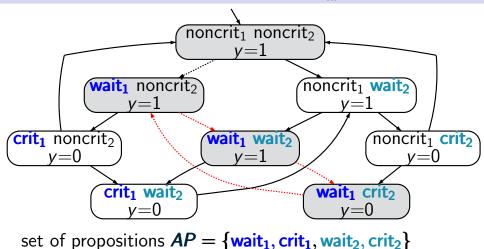


e.g., 
$$L(\langle \mathsf{noncrit}_1, \mathsf{noncrit}_2, y = 1 \rangle) = \emptyset$$
  
 $L(\langle \mathsf{wait}_1, \mathsf{crit}_2, y = 1 \rangle) = \{ \mathsf{wait}_1, \mathsf{crit}_2 \}$ 



traces, e.g.,

 $\varnothing\left(\left\{\mathsf{wait}_{1}\right\}\left\{\mathsf{wait}_{1},\mathsf{wait}_{2}\right\}\left\{\mathsf{wait}_{1},\mathsf{crit}_{2}\right\}\right)^{\omega}$ 



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