

# Preliminaries

$p$  holds at the even states and does not hold at the odd states

$p \ \& \ G \ (p \leftrightarrow \neg (X \ p))$

This is syntactically a CTL\* path formula, but it's meaning is actually

$A \ (p \ \& \ G \ (p \leftrightarrow \neg (X \ p)))$

( $A$  means "all paths", not "always".)

# Model Checking II

How CTL model checking works

# CTL

A E

X F G U

Model checking problem

Determine  $M, s_0 \models f$

Or find **all s** s.t.  $M, s \models f$

# Model checking

Last lecture – semantics of CTL\*:  $M, s_0 \models f$

- Impractical as algorithm (A,E require exploring an infinite set of paths; F,U require searching indefinitely for future time-point)

This lecture – alternative semantics (of CTL):

$$H(f) = \{s \mid M, s \models f\} \text{ "set of states for which } f \text{ holds"}$$

- Easy to turn into a practical algorithm!

# Explicit state model checking

## Option 1

Represent state transition graph explicitly

Walk around marking states

Graph algorithms involving strongly connected components etc.

Not covered in this course (cf. SPIN)

Used particularly in software model checking

# Symbolic MC

Option 2

McMillan et al

because of

STATE EXPLOSION problem

State graph exponential in program/circuit size

Graph algorithms linear in state graph size

INSTEAD

Use symbolic representation both of sets of states  
and of state transition graph

# CTL

Need only the boolean connectives ( $\neg$ ,  $\&$ ) and

A

X F G U

(different choice from yesterday to follow Seger paper more closely)

Define others

e.g.

$$EG\ p \iff \neg AF\ \neg p$$

$$E(p\ U\ q) \iff \neg (A(\neg q\ U\ (\neg p\ \&\ \neg q)) \vee AG(\neg q))$$

# Set of states in which a formula holds

CTL formula  $f$

$H(f)$  set of states  
satisfying  $f$

$a$  (atomic)

$\{s \mid a \text{ in } L(s)\}$  (cf. Lars)



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$\neg p$

$S - H(p)$

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$S - H(p)$

$p \ \& \ q$

$H(p) \cap H(q)$

# Set of states in which a formula holds

CTL formula  $f$

$H(f)$  set of states  
satisfying  $f$

$AX f$

$\{s \mid \text{forall } t \ sRt \Rightarrow t \in H(f)\}$

# Now gets harder

$$\text{AG } p \Leftrightarrow p \ \& \ \text{AX } \text{AG } p$$

Recursive

Want to write something like

$$H(\text{AG } p) = H(p) \cap \{s \mid \text{forall } t \ sRt \Rightarrow t \in H(\text{AG } p)\}$$

How to solve this equation?

want to find a set  $U$  such that

$$U = H(p) \cap \{s \mid \text{forall } t \ s R t \Rightarrow t \in U\}$$

form is

$$U = f(U)$$

We need to compute a fixed point (or fixpoint)  
of function  $f$

# Fixed points (Tarski)

(Normally expressed in terms of general lattices; here only considering the special case of sets.)

Let  $f$  be a monotonic function on sets ( $x \subseteq f(x)$  or  $x \supseteq f(x)$ )

Then there will be a least fixed point  $\text{Lfp } U. f(U)$

or a greatest fixed point  $\text{Gfp } U. f(U)$

$\text{Lfp}$  for increasing sets and  $\text{Gfp}$  for decreasing sets

# Next question

Do we need a least or a greatest fixed point for

$$U = H(p) \cap \{s \mid \text{forall } t \ s R t \Rightarrow t \in U\}$$

?

Answer is Gfp

Idea: start with  $S$  (entire set of states) as first approx.

Then compute  $f(S)$ ,  $f(f(S))$  until no change in set

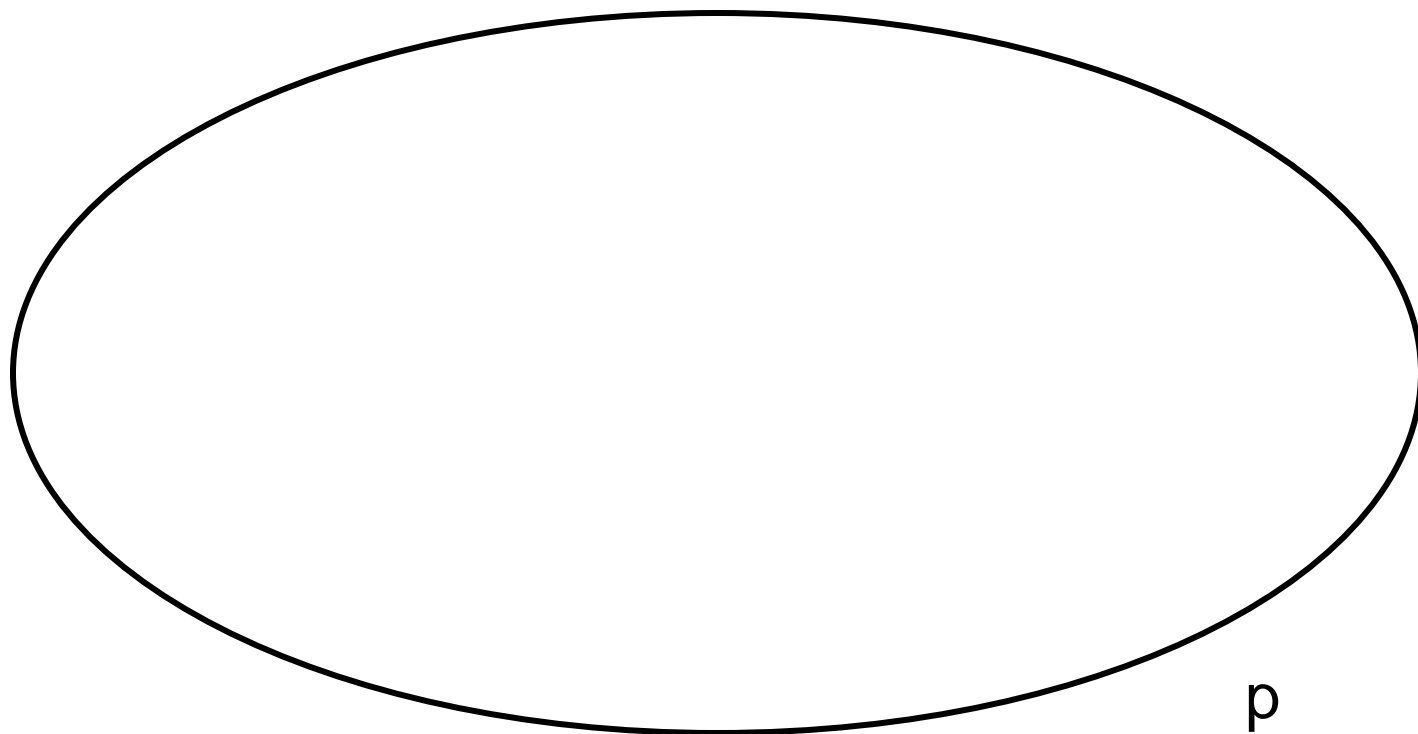
# Conclusion

$H(AG\ p)$

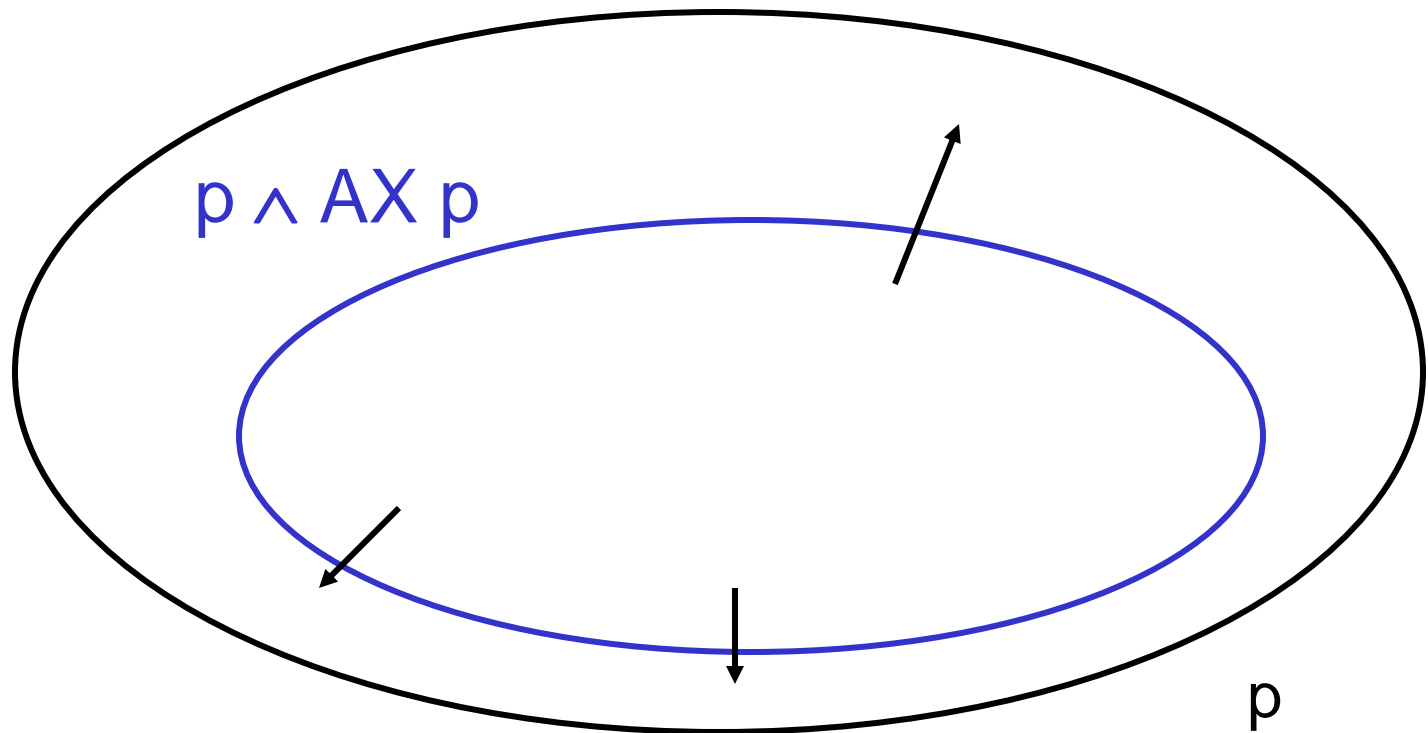
$$= \text{Gfp } U . H(p) \cap \{s \mid \text{forall } t\ sRt \Rightarrow t \in U\}$$



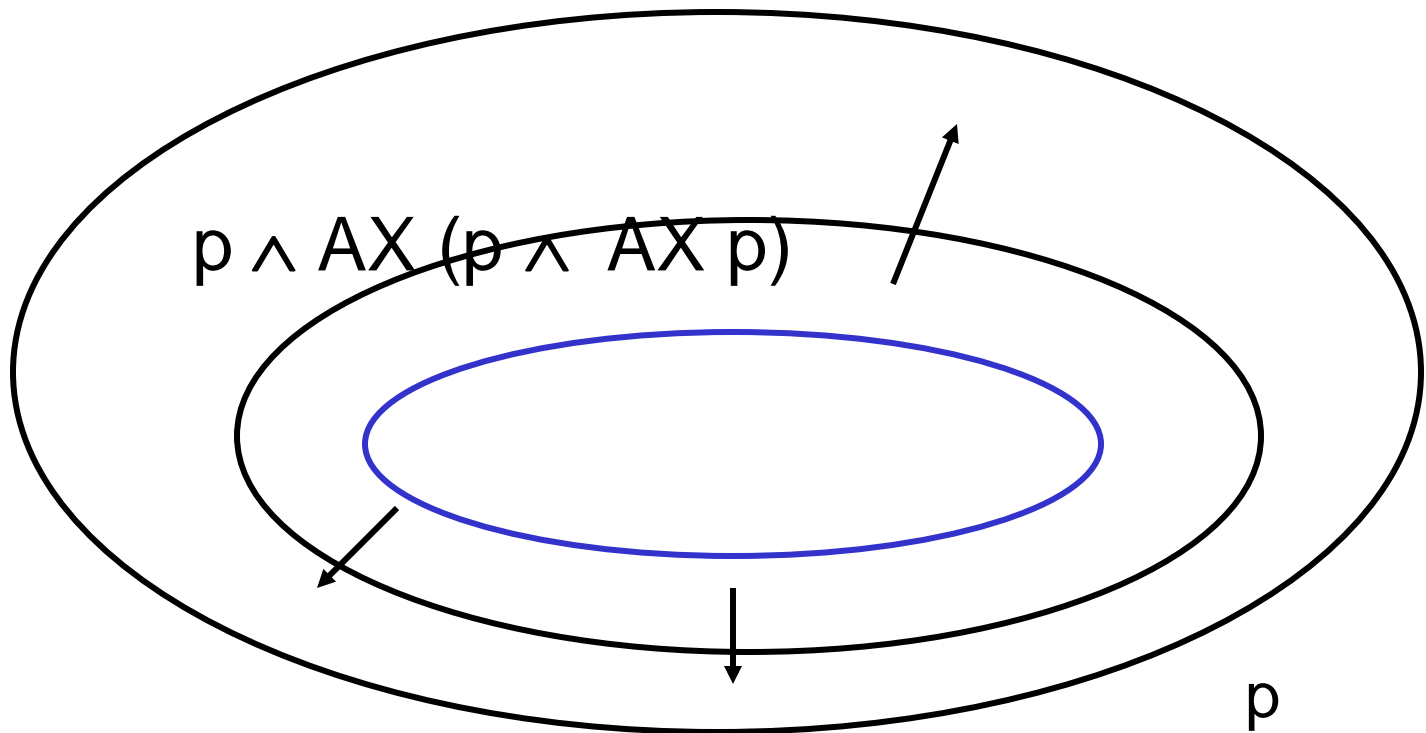
# Fixed point iteration



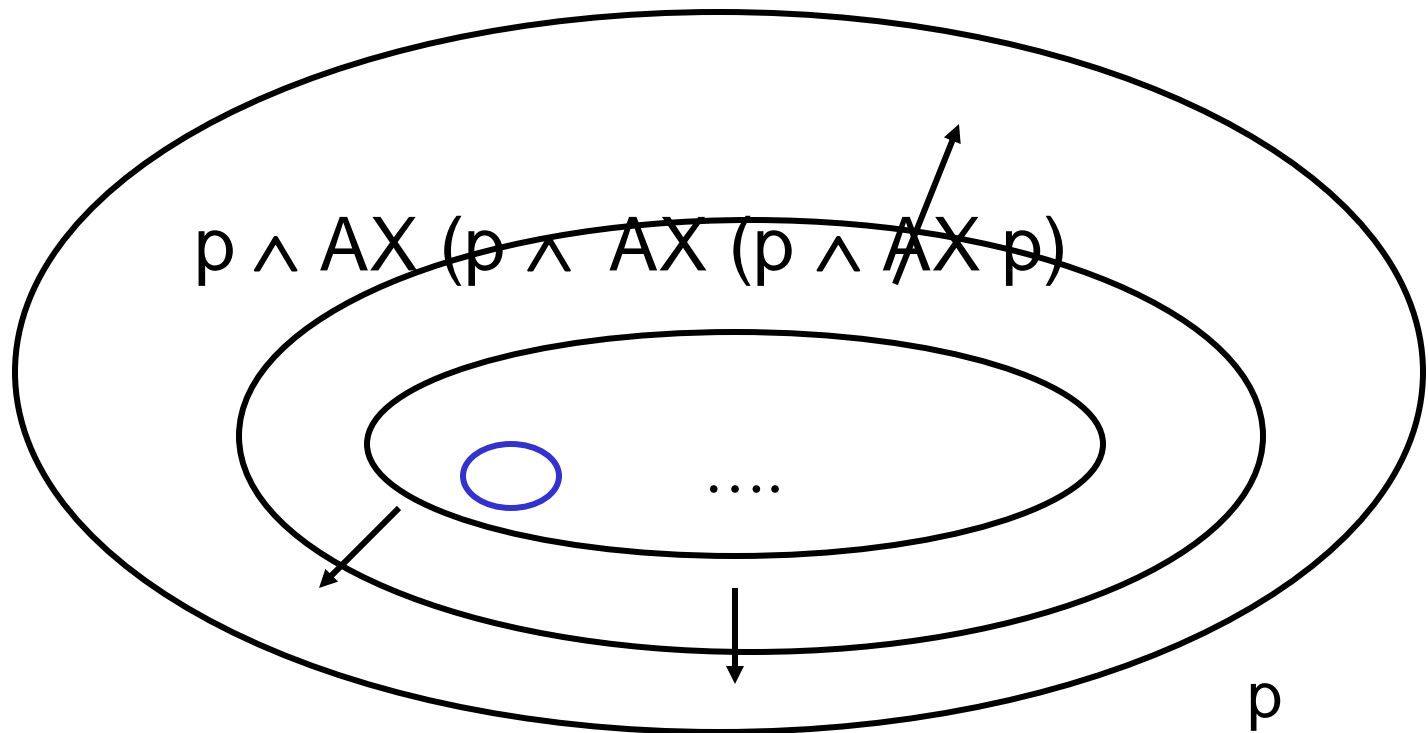
# Fixed point iteration



# Fixed point iteration in the other direction



# Fixed point iteration



# AF

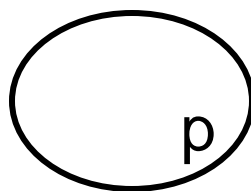
$$\text{AF } p \Leftrightarrow p \vee \text{AX AF } P$$

Same kind of pattern but this time need  
least fixed point (starting with empty set)

$H(\text{AF } p)$

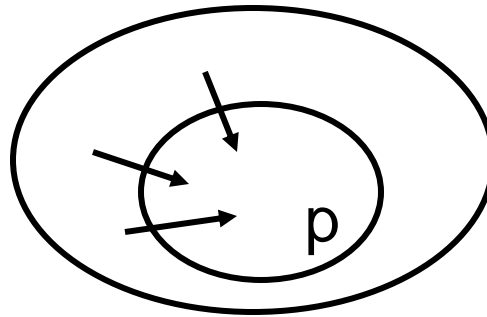
$$= \text{Lfp } U. H(p) \cup \{s \mid \text{forall } t \ sRt \Rightarrow t \in U\}$$

# Fixed point iteration



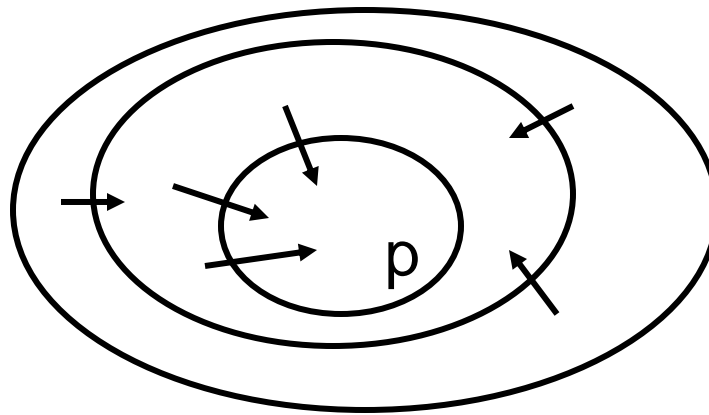
# Fixed point iteration

$$p \vee AX p$$



# Fixed point iteration

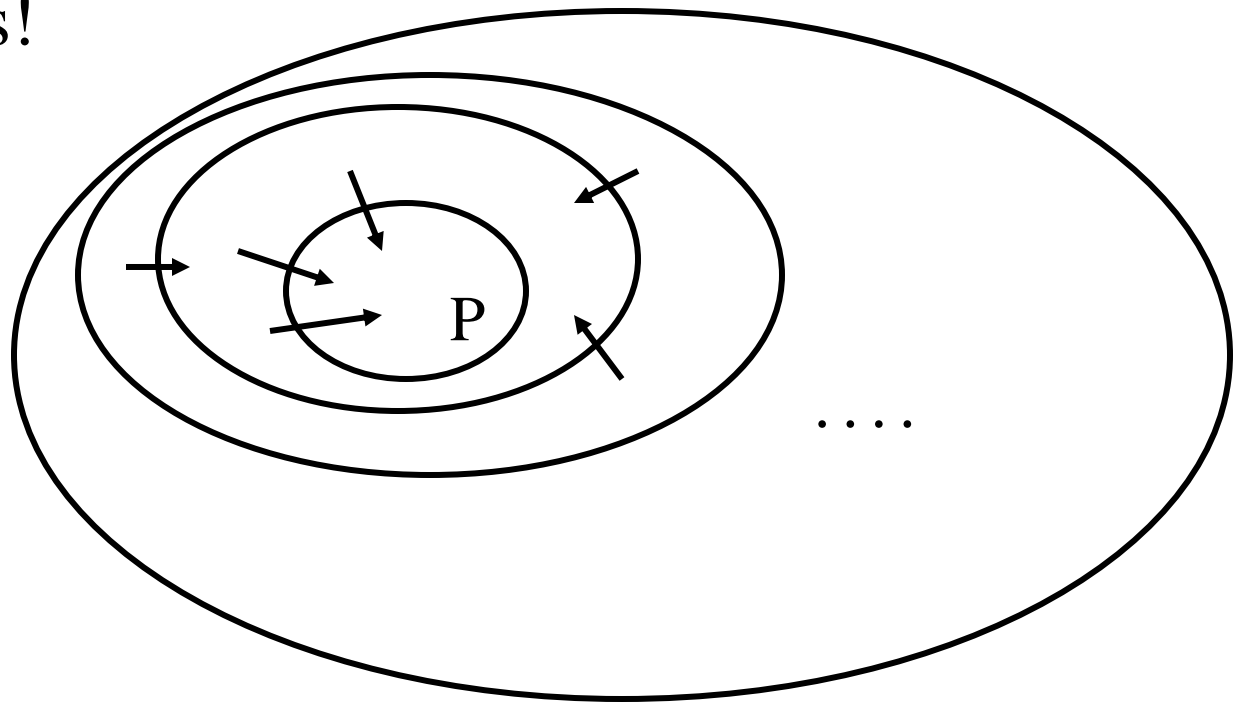
$$p \vee AX(p \vee AX p)$$





# Fixed point iteration

Eventually stops!



# Similar story for Until

$$A(p \cup q) \iff q \vee (p \wedge AX(A(p \cup q)))$$

$$H(A(p \cup q))$$

$$= \text{Lfp } U. H(q) \cup (H(q) \cap \{s \mid \text{forall } t \ sRt \Rightarrow t \in U\})$$

Rest are defined in terms of these

e.g.

$$EG\ p \iff \neg AF\ \neg p$$

$$E(p\ U\ q) \iff \neg (A(\neg q\ U\ \neg p\ \&\ \neg q) \vee AG(\neg q))$$

Put H around each side

# So far so good

Only talked about sets of states so far

Will come back to concrete calculations with these

What about BDDs to represent them??

# BDD based Symbolic MC

Sets of states

relations between states



BDDs

Fixed point characterisations of CTL ops

**NO** explicit state graph

# Boolean formulas

$$(x \oplus y) \oplus z$$

( $\oplus$  is exclusive or)

$$(1 \oplus 0) \oplus 0 = 1$$

assignment  $[x=1, y=0, z=0]$  gives answer 1

is a **model** or **satisfying assignment**

Write as 100

Exercise: Find another model

# Boolean formulas

$$(x \oplus y) \oplus z$$

$$(1 \oplus 1) \oplus 0 = 0$$

assignment  $[x=1, y=1, z=0]$  is not a **model**

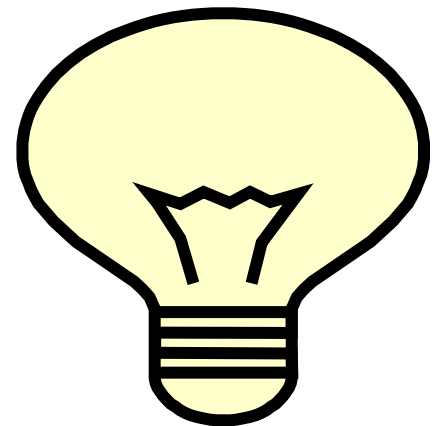
Formula is a **tautology** if ALL assignments are models and is **contradictory** if NONE is.



# Boolean formulas

For us, interesting formulas are somewhere in between: some assignments are models, some not

IDEA: A formula can represent a set of states (its models)



$\{\}$

$\{111\}$

$\{101\}$

$\{111, 101\}$

▪

▪

$\{000, 001, \dots, 111\}$

false

$x \wedge y \wedge z$

$x \wedge \neg y \wedge z$

$x \wedge z$

true

# Example

$(x \oplus y) \oplus z$  represents  $\{100, 010, 001, 111\}$   
for states of the form  $xyz$

Exercise: Find formulas (with var. names  $x, y, z$ ) for  
the sets

$\{\}$

$\{100\}$

$\{110, 100, 010, 000\}$

# What is needed now?

A good data structure for boolean formulas

Have already seen

Binary Decision Diagrams (BDDs)

Bryant (IEEE Trans. Comp. 86, most cited CS paper!)

see also Bryant's document about a Hitachi patent from  
93

McMillan saw application to symbolic MC

# A state

Vector of boolean variables

$$(v_1, v_2, v_3, \dots, v_n) \in \{0, 1\}^n$$

# Represent a set of states

Just make the BDD for a corresponding formula!

BDD for set  $P$  using state variable vector  $v$ :  
 $\text{bdd}(P, v)$

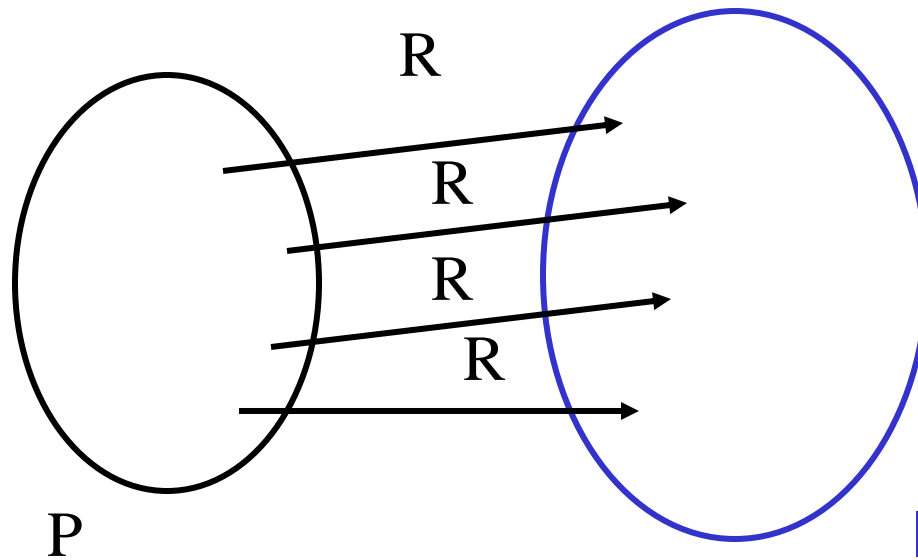
# Represent a transition relation $R$

Remember that  $R$  is just  
a set of pairs of states

Use two variable vectors,  $v$  and  $v'$  (with the primed variables representing next states)

Make a formula involving both  $v$  and  $v'$  and  
from that a BDD  $\text{bdd}(R, (v, v'))$

What set of states can we reach  
from set P in one step?

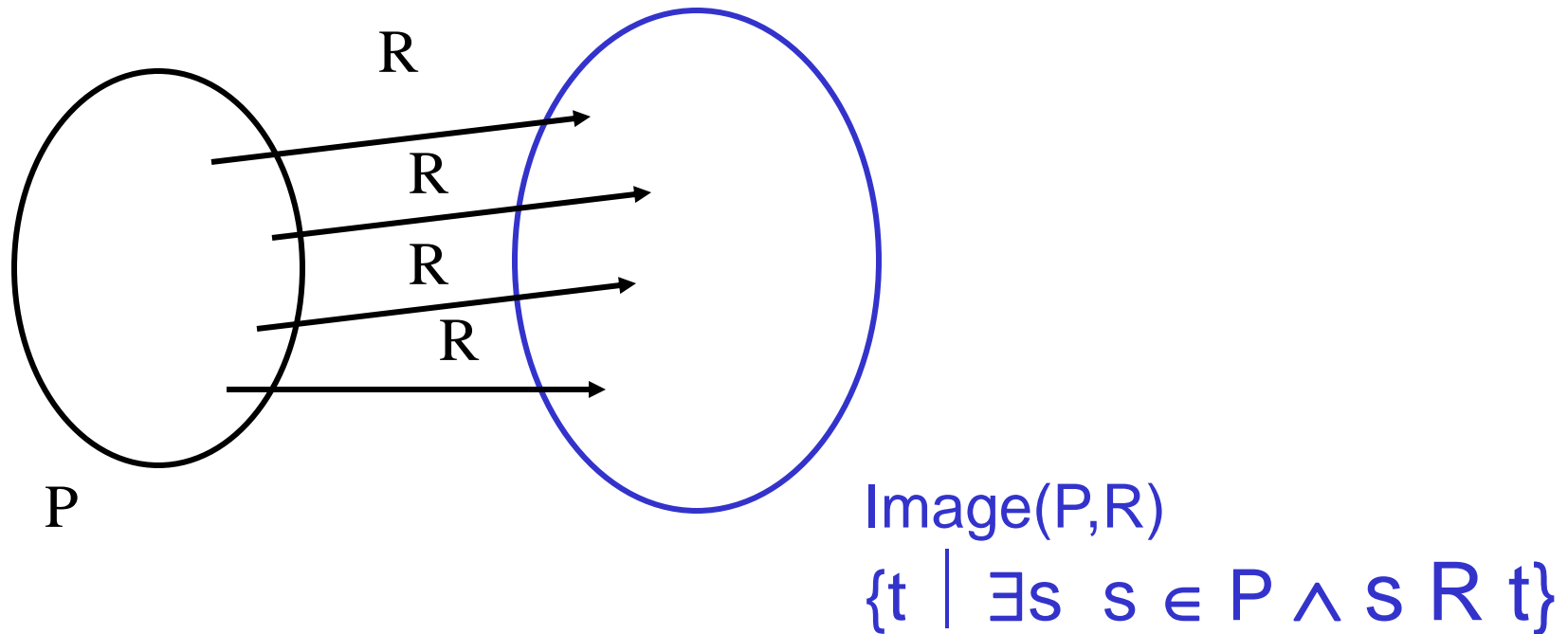


Image(P,R)

$$\{t \mid \exists s \ s \in P \wedge s R t\}$$

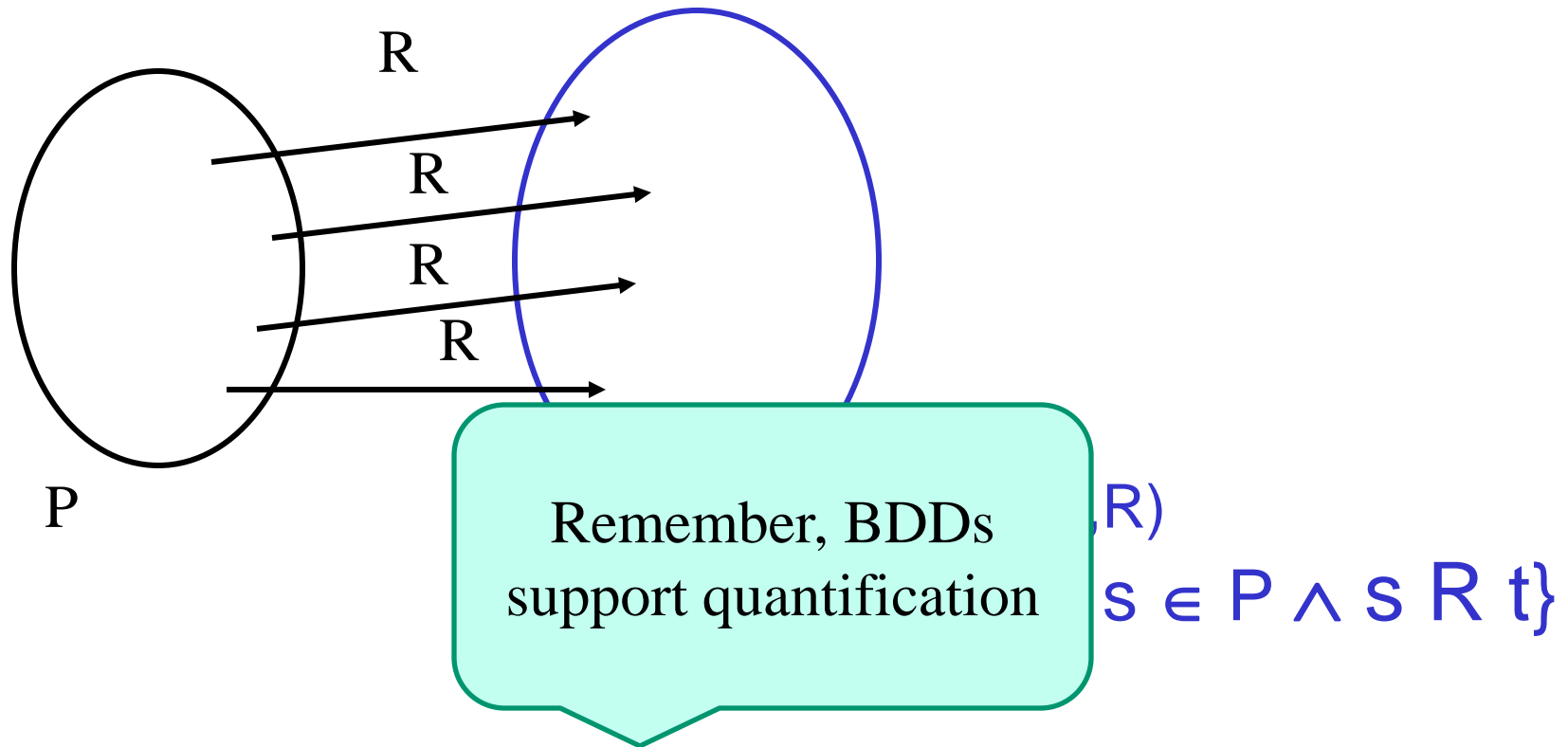


What set of states can we reach  
from set  $P$  in one step?



$$\text{bdd}(\text{Image}(P, R), v') = \exists v \ \text{bdd}(P, v) \wedge \text{bdd}(R, (v, v'))$$

# What set of states can we reach from set P in one step?



$$\text{bdd}(\text{Image}(P, R), v') = \exists v \text{ bdd}(P, v) \wedge \text{bdd}(R, (v, v'))$$

# So far

BDDs for

- 1) sets of states
- 2) transition relation
- 3) calculating forward image of a set

Before we go on with MC, note that we  
can now compute Reachable States  
(see Hu paper)

Let  $T$  be the transition relation

$R_0(v)$  = BDD for reset (or initial) state

$R_1(v)$  =  $R_0(v) \vee \text{bdd}(\text{Image}(R_0, T), v)$

...

$R_{i+1}(v)$  =  $R_i(v) \vee \text{bdd}(\text{Image}(R_i, T), v)$

Will eventually converge with  $R_{i+1}(v) = R_i(v)$ .

Why???

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BDD or

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Why???

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$R_{i+1}(v)$  =  $R_i(v) \vee \text{bdd}(\text{Image}(R_i, T), v)$

Easy to check. Why?

Will eventually converge with  $R_{i+1}(v) = R_i(v)$ .

Back to MC

CTL formula  $f$

$H(f)$  set of states  
satisfying  $f$

$a$  (atomic)

$\{s \mid a \text{ in } L(s)\}$  (cf. Lars)

$\neg p$

$S - H(p)$

$p \ \& \ q$

$H(p) \cap H(q)$



CTL formula  $f$

$H(f)$  set of states  
satisfying  $f$

$AX f$

$\{s \mid \text{forall } t \ sRt \Rightarrow t \in H(f)\}$

All of the above operations easy to do with BDDs

# BDDs also fine in fixed point iterations

$H(AF\ p)$

$$= \text{Lfp } U. H(p) \cup \{s \mid \text{forall } t\ sRt \Rightarrow t \in U\}$$

becomes

$U_0 = \text{empty set}$

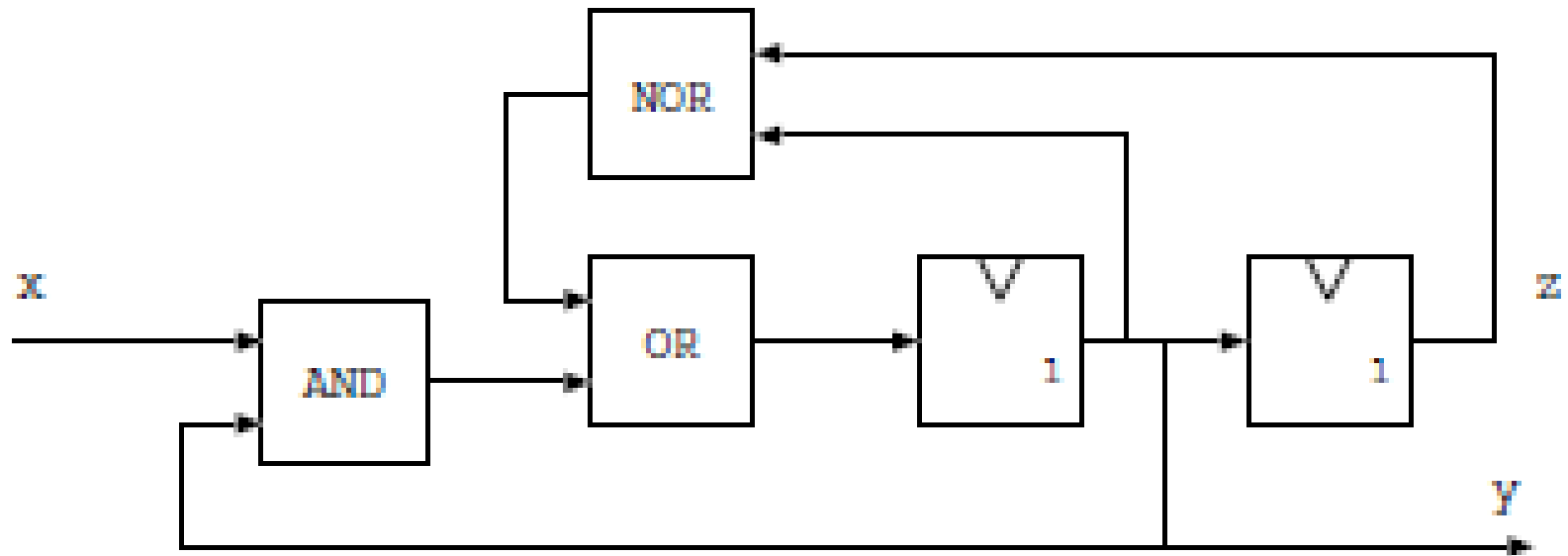
$U_1 = H(p) \cup \{s \mid \text{forall } t\ sRt \Rightarrow t \in U_0\}$

$U_2 = H(p) \cup \{s \mid \text{forall } t\ sRt \Rightarrow t \in U_1\}$

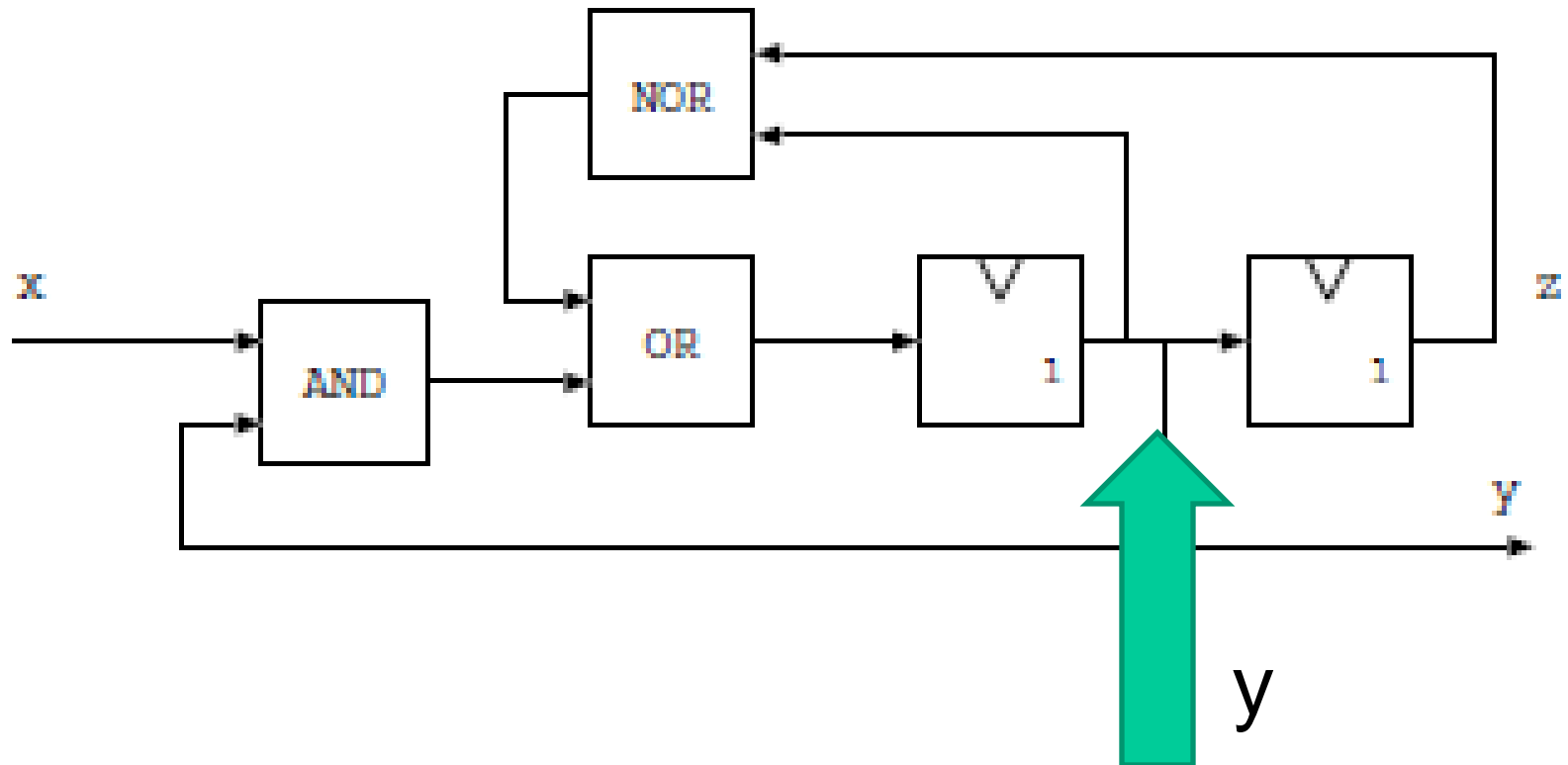
...

All done with BDDs (and recursion and  
fixed point iteration)

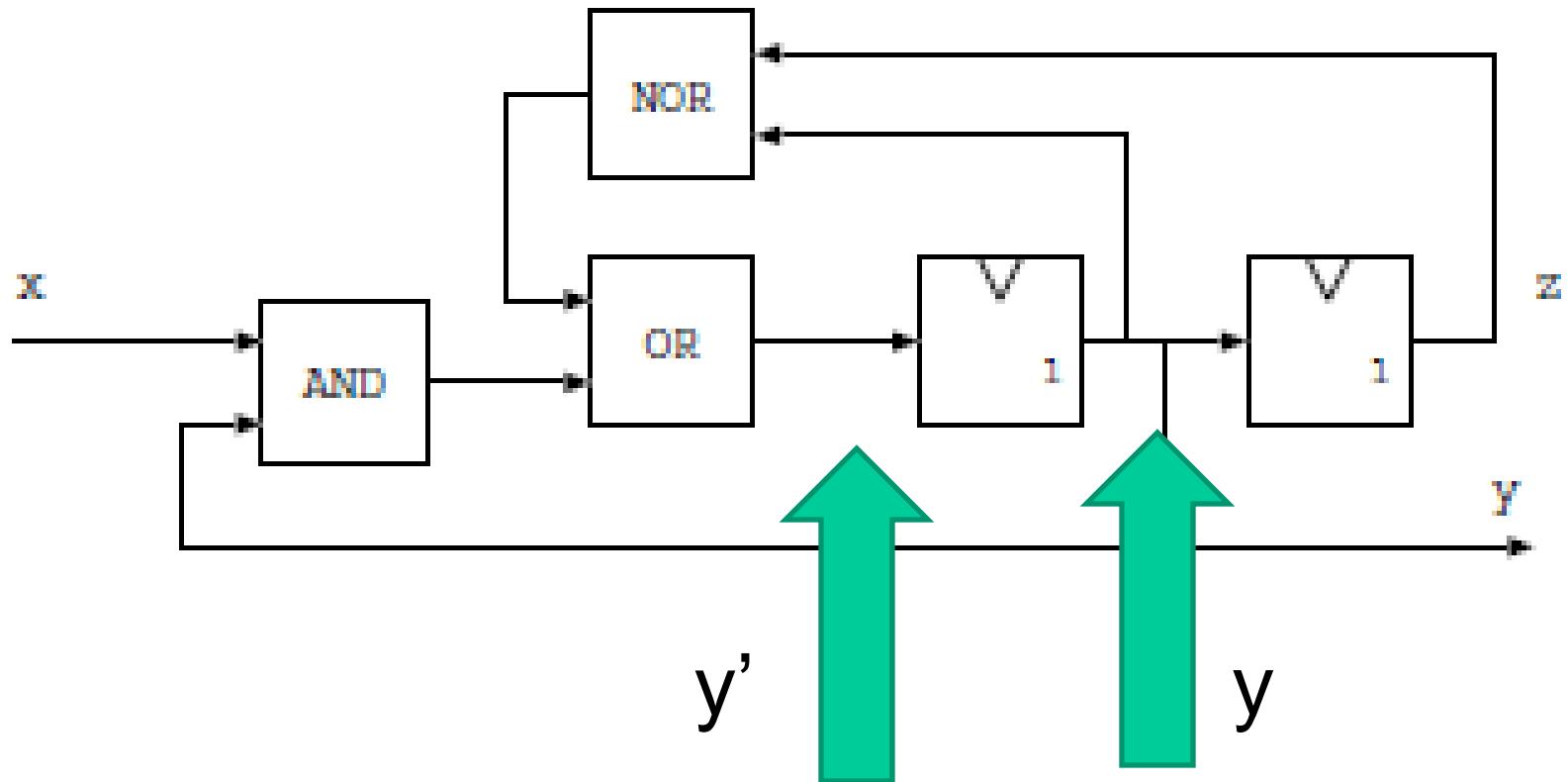
# Example of manual calculation (from exam 2009)



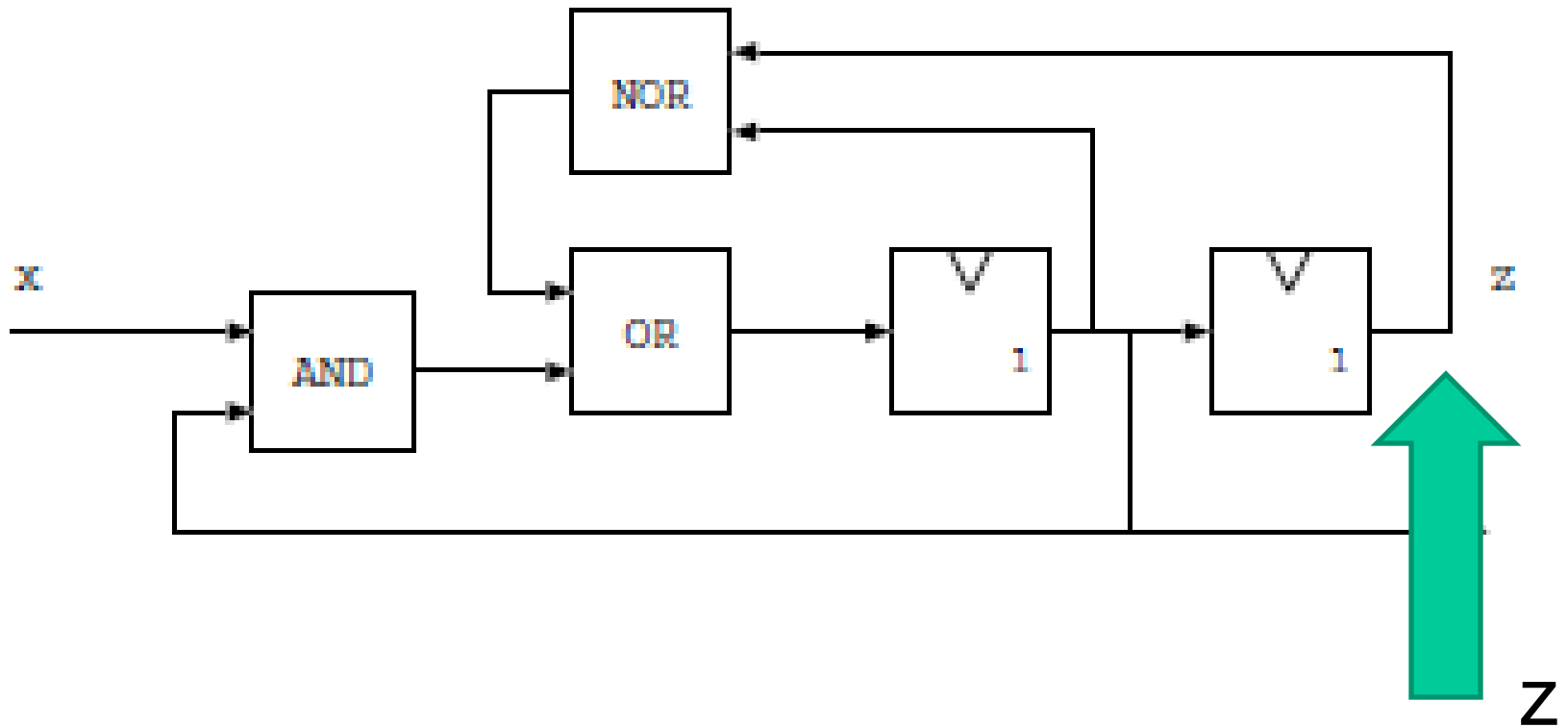
# Example of manual calculation (from exam 2009)



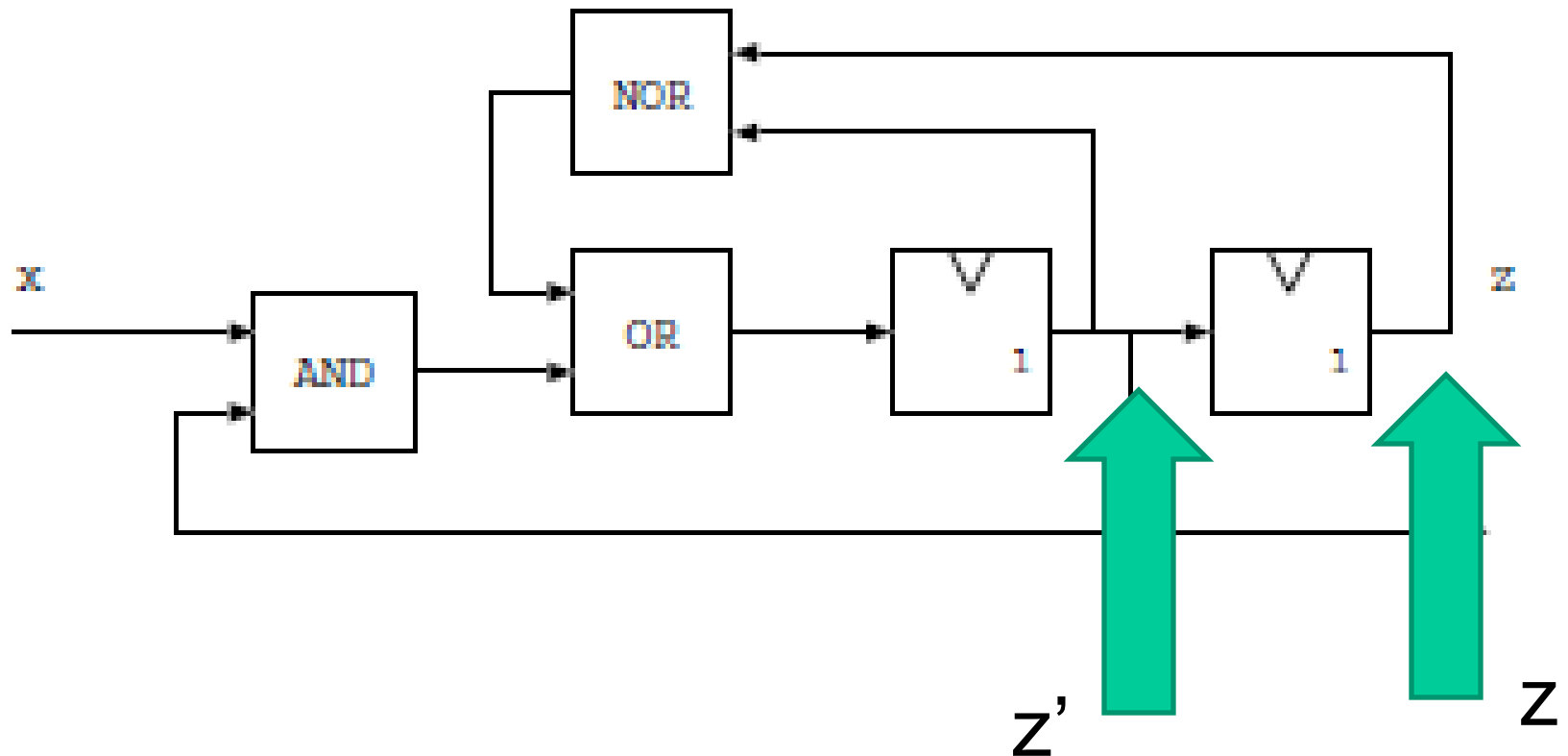
# Example of manual calculation (from exam 2009)



# Example of manual calculation (from exam 2009)



# Example of manual calculation (from exam 2009)





# transitions

$$(x, y, z) \rightarrow (x', y', z')$$

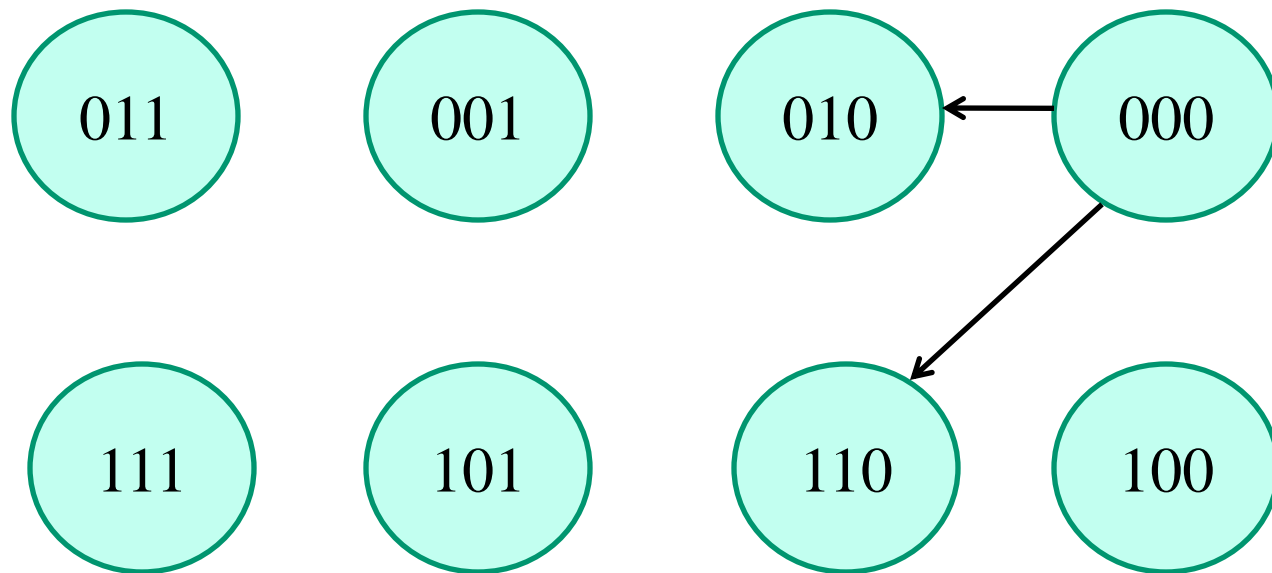
$$y' = (x \wedge y) \vee \neg(y \vee z)$$

$$z' = y$$

Show state transition diagram

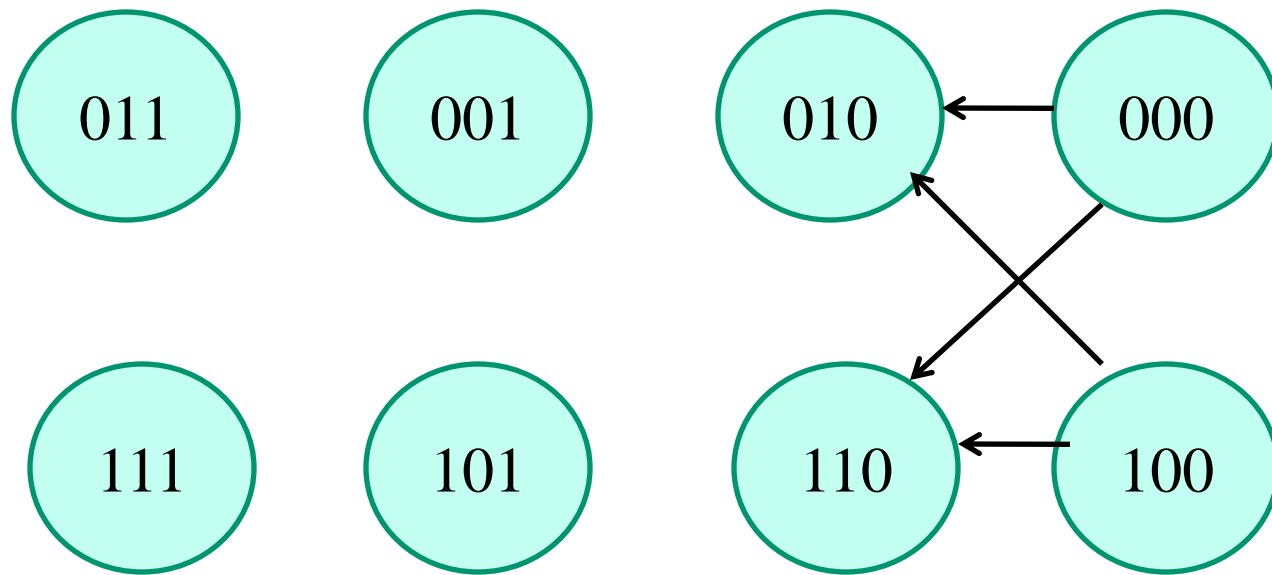
Calculate states in which EG  $y$  holds

# state transition graph



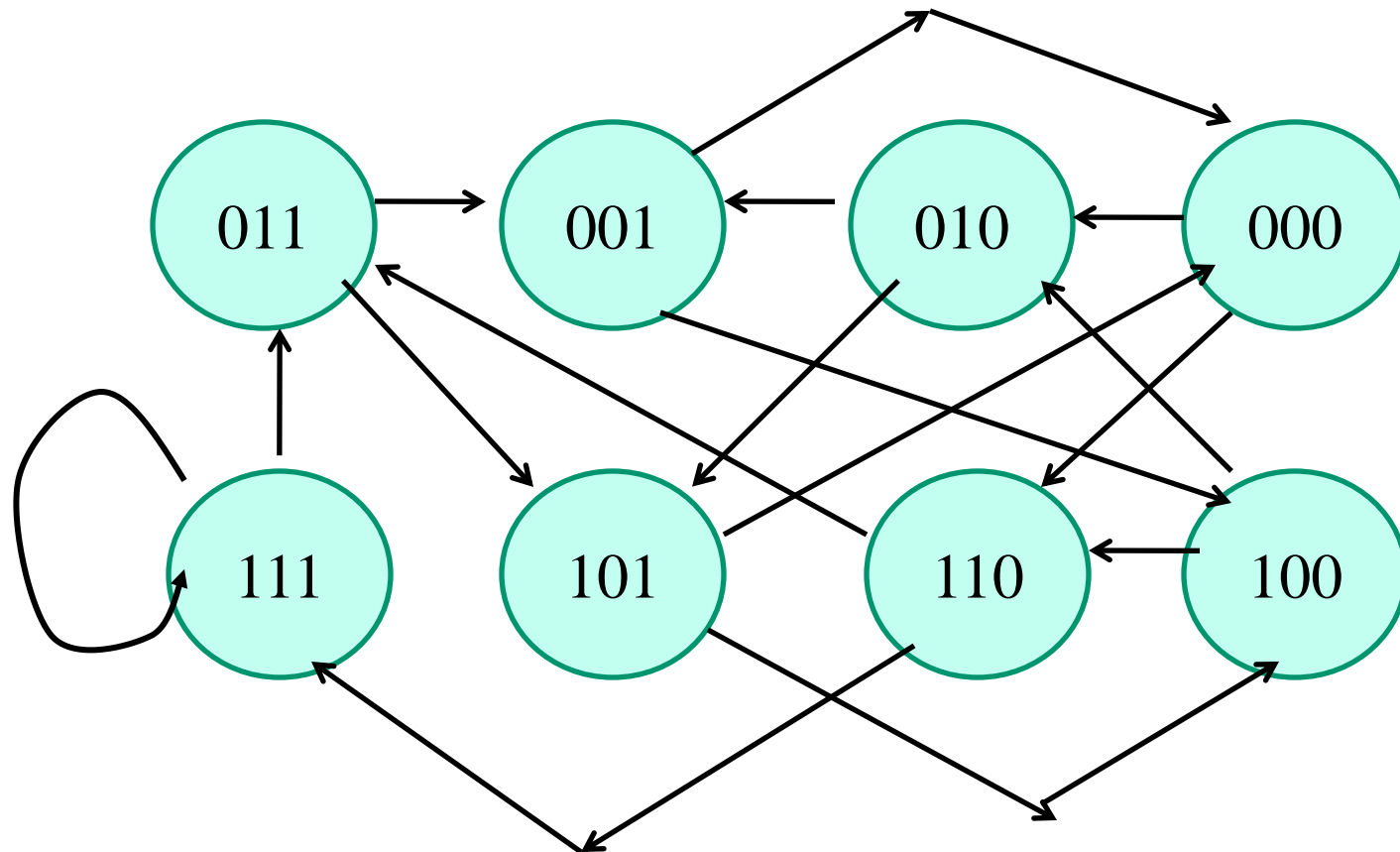
000      ->    010      110

# state transition graph



100      ->    010      110

# state transition graph



$$\begin{aligned}
 H(EG\ y) &= H(\neg AF\ \neg y) \\
 &= S - H(AF\ \neg y)
 \end{aligned}$$

$$\begin{aligned}
 H(AF\ \neg y) &= \\
 &Lfp\ U.\ H(\neg y) \cup \{s \mid \text{forall } t\ sRt \Rightarrow t \text{ in } U\}
 \end{aligned}$$

$$H(\neg y) = \{000, 001, 100, 101\}$$

# Fixed point iteration

$U_0 = \text{empty set}$

$$\begin{aligned} U_1 &= H(\neg y) \cup \{s \mid \text{forall } t \ sRt \Rightarrow t \text{ in } U_0\} \\ &= H(\neg y) = \{000, 001, 100, 101\} \end{aligned}$$

$$\begin{aligned} U_2 &= H(\neg y) \cup \{s \mid \text{forall } t \ sRt \Rightarrow t \text{ in } U_1\} \\ &= H(\neg y) \cup \{011, 010\} \end{aligned}$$

$$\begin{aligned} U_3 &= H(\neg y) \cup \{s \mid \text{forall } t \ sRt \Rightarrow t \text{ in } U_2\} \\ &= H(\neg y) \cup \{011, 010\} \end{aligned}$$

$$H(AF \neg y) = \{000, 001, 100, 101, 011, 010\}$$

Therefore,

$$\begin{aligned} H(EG y) &= S - H(AF \neg y) \\ &= \{110, 111\} \end{aligned}$$

Happy easter!