

Verification by Model Checking



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Motivation for Formal Verification

- **Safety-Critical Systems**
e.g., shutdown system of a nuclear power plant
- **Mission-Critical Systems**
e.g., mass-produced computer chips
- **Formal verification** of the **correctness** of critical systems can prevent loss of fortune or even lives.
- Formal verification consists of:
 1. **Systems**:
Need a **specification** language for modelling abstractions.
 2. **Properties**: Need a **specification** language for expressing (e.g., safety, temporal) concerns.
 3. **Verification**: Need a **systematic method** for establishing that a system satisfies the desired properties.
- The **earlier** errors are caught in the course of system development, the **cheaper** it is to rectify.
 - e.g., Much cheaper to catch an error in the design phase than recalling defected products after release.

Example of Formal Verification

Pentium FDIV bug: https://en.wikipedia.org/wiki/Pentium_FDIV_bug

*The Pentium FDIV bug is a hardware bug affecting the **floating-point unit (FPU)** of the early Intel Pentium processors. Because of the bug, the processor would return **incorrect binary floating point results when dividing certain pairs of high-precision numbers**.*

*In December 1994, Intel **recalled** the defective processors ... In its 1994 annual report, Intel said it incurred “**a \$475 million pre-tax charge** ... to recover replacement and write-off of these microprocessors.”*

*In the aftermath of the **bug** and subsequent **recall**, there was a marked **increase in the use of formal verification** of hardware floating point operations across the **semiconductor industry**. Prompted by the discovery of the bug, a technique ... called “word-level **model checking**” was developed in 1996. Intel went on to use **formal verification** extensively in the development of later CPU architectures. In the development of the Pentium 4, symbolic trajectory evaluation and **theorem proving** were used to **find a number of bugs that could have led to a similar recall incident** had they gone undetected.*

Classification of Verification Methods

- **Degree of Automation:** Automatic, Interactive, or Manual
- **ModelCheck-based vs. Proof-based**
 - **Proof**-based:
 - The **system** (abstractly) described as a set of formulas Γ
 - **Properties** specified as a set of formulas ϕ
 - **Prove** (automatically or interactively) that $\Gamma \vdash \phi$ [*undecidable*]
 i.e., Γ can be derived to ϕ (via **inference rules**).
 - **Check**-based:
 - The **system** (abstractly) described as a **finite** model M
 - **Properties** specified as a set of formulas ϕ
 - **Decide** (automatically) that $M \models \phi$ [*decidable, algorithmic*]
 i.e., Traversing M 's **state/reachability graph** decides if ϕ is satisfied.
- **Domain of Application**
 - Hardware vs. Software
 - Sequential vs. Concurrent
 - Reactive (e.g., bridge controller) vs. Terminating (e.g., sorting alg.)
- **Pre-development vs. Post-development**

Verification via Model Checking

- Automatic, Check-based
- Intended for *reactive*, *concurrent* systems
 - *Reactivity*:
Continuous reaction to stimuli from the environment
e.g., communication protocols, operating systems, embedded systems, etc.
 - *Concurrency*:
Simultaneous execution of (independent or inter-dependent) system units, each of which evolving its own states
- *Testing* of concurrent, reactive systems is hard:
 - Many scenarios are **non-reproducible**.
 - Hard to **systematically** cover all important interactions
 - E. W. Dijkstra: ***Program testing can be used to show the presence of bugs, but never to show their absence!***
- Originated as a *post*-development method
- But should be used as *pre*-development method to save cost

Model Checking: Temporal Logic

• System

- A system model \mathbb{M} is a *labeled transition system (LTS)* with a (large) number of states and transitions between states.
- A *model* of an actual physical system *abstracts away* details that are irrelevant to the *properties* to be checked.

• Properties

- *Temporal logic (TL)* incorporates the notion of *timing*.
- A TL formula ϕ is **not** statically true or false.
- Instead, the truth of a TL formula ϕ depends on where the SUV *dynamically* evolves into (by following transitions).

• Verification

- A computer program, called a *model checker*, takes as inputs \mathbb{M} and ϕ , and **decides** if $\mathbb{M} \models \phi$
 - **Yes** \Rightarrow All *reachable* states of \mathbb{M} satisfy ϕ .
 - **No** \Rightarrow An *error trace*, leading to a state satisfying $\neg\phi$, is generated. This facilitates debugging through reproducing a problematic scenario.
 - **Unknown** \Rightarrow The checker runs out of memory due to *state explosion*.

Linear-Time Temporal Logic (LTL)

- *LTL (Linear-time Temporal Logic)* has connectives/operators which allow us to refer to the *future*.
- Two features of *LTL*:
 - *(Computation) Path*:
Time is modelled as an *infinite* sequence of states.
 - *Undetermined Future*:
Alternative paths exist, one of which being the “actual” path.

LTL: Syntax in CFG (1)

$\phi ::=$	\top	[<i>true</i>]
	\perp	[<i>false</i>]
	p	[propositional atom]
	$(\neg \phi)$	[logical negation]
	$(\phi \wedge \phi)$	[logical conjunction]
	$(\phi \vee \phi)$	[logical disjunction]
	$(\phi \Rightarrow \phi)$	[logical implication]
	$(\mathbf{X} \phi)$	[ne X t state]
	$(\mathbf{F} \phi)$	[some F uture state]
	$(\mathbf{G} \phi)$	[all future states (G lobally)]
	$(\phi \mathbf{U} \phi)$	[U ntil]
	$(\phi \mathbf{W} \phi)$	[W weak-until]
	$(\phi \mathbf{R} \phi)$	[R elease]

p denotes *atomic*, propositional statements

e.g., Printer `ltr2` is available.

e.g., Reading of sensor `s3` exceeds some threshold.

e.g., The sudoku board is filled out with a correct solution.

LTL: Syntax in CFG (2)

$\phi ::=$	\top	[<i>true</i>]
	\perp	[<i>false</i>]
	p	[propositional atom]
	$(\neg\phi)$	[logical negation]
	$(\phi \wedge \phi)$	[logical conjunction]
	$(\phi \vee \phi)$	[logical disjunction]
	$(\phi \Rightarrow \phi)$	[logical implication]
	$(\mathbf{X}\phi)$	[neXt state]
	$(\mathbf{F}\phi)$	[some F uture state]
	$(\mathbf{G}\phi)$	[all future states (G lobally)]
	$(\phi \mathbf{U} \phi)$	[U ntil]
	$(\phi \mathbf{W} \phi)$	[W weak-until]
	$(\phi \mathbf{R} \phi)$	[R elease]

\forall and \exists are embedded in defining the *temporal* connectives.

Universe of disclosure: Set of alternative (computation) *paths*

LTL: Syntax in CFG (3)

$\phi ::=$	\top	[<i>true</i>]
	\perp	[<i>false</i>]
	p	[propositional atom]
	$(\neg \phi)$	[logical negation]
	$(\phi \wedge \phi)$	[logical conjunction]
	$(\phi \vee \phi)$	[logical disjunction]
	$(\phi \Rightarrow \phi)$	[logical implication]
	$(\mathbf{X} \phi)$	[ne X t state]
	$(\mathbf{F} \phi)$	[some F uture state]
	$(\mathbf{G} \phi)$	[all future states (G lobally)]
	$(\phi \mathbf{U} \phi)$	[U ntil]
	$(\phi \mathbf{W} \phi)$	[W weak-until]
	$(\phi \mathbf{R} \phi)$	[R elease]

- **Temporal** connectives bind tighter than **logical** ones.
- Unary **temporal** connectives bind tighter than binary ones.
 - Use parentheses to force the intended order of evaluation.
 - Use a **parse tree**, a **LMD**, or a **RMD** to verify the order of evaluation.

LTL: Symbols of Unary Temporal Operators

Temporal Connective	Letter	Symbol
Next	X	○
Future/Eventually	F	◇
Global/Henceforth	G	□

Practical Knowledge about Parsing

- A **context-free grammar (CFG)** g
 - defines, **recursively**, **all** (typically an infinite number of) possible strings that can be **derived** from it.
 - contains both **terminals/tokens** (base cases) and **non-terminals/variables** (recursive cases)
- Given an input string s , to show that $s \in L(g)$, we can either:
 - **Draw** a **parse tree (PT)** of s , based on g , where:
 - All **internal nodes** (i.e., roots of subtrees) are ϕ (non-terminals).
 - All **external nodes** (a.k.a. leaves) are characters of s .
 - **Perform** a **left-most derivation (LMD)**, by starting with ϕ (the **start variable**) and continuing to substitute the leftmost non-terminal, until **no** non-terminals remain.
 - **Perform** a **right-most derivation (RMD)**, by starting with ϕ (the **start variable**) and continuing to substitute the rightmost non-terminal, until **no** non-terminals remain.
- PTs, LMDs, and RMDs are legitimate, and equivalent, ways for showing **interpretations** of a valid LTL formula string.

LTL: Exercises on Parsing Formulas

- Draw and compare the *parse trees* of:
 - $\mathbf{F} p \wedge \mathbf{G} q \Rightarrow p \mathbf{U} r$
 - vs. $\mathbf{F} (p \wedge \mathbf{G} q \Rightarrow p \mathbf{U} r)$
 - vs. $\mathbf{F} p \wedge (\mathbf{G} q \Rightarrow p \mathbf{U} r)$
 - vs. $\mathbf{F} p \wedge ((\mathbf{G} q \Rightarrow p) \mathbf{U} r)$
- The above formulas are all *derivable* from the grammar of LTL.
 - Show using the *LMD* (Left-Most Derivations)
 - Show using the *RMD* (Right-Most Derivations)

LTL Formulas: More Exercises

Draw the *parser trees* for:

$$(\mathbf{F}(p \Rightarrow \mathbf{G} r) \vee ((\neg q) \mathbf{U} p))$$

vs. $\mathbf{F} p \Rightarrow \mathbf{G} r \vee \neg q \mathbf{U} p$

vs. $\mathbf{F}((p \Rightarrow \mathbf{G} r) \vee (\neg q \mathbf{U} p))$

LTL Formulas: Subformulas

Given an LTL formula ϕ , its **subformulas** are all those whose **parse trees (rooted at ϕ)** are subtrees of ϕ 's parse tree.

e.g., Enumerate all subformula of ($\mathbf{F}(p \Rightarrow \mathbf{G}r) \vee ((\neg q) \mathbf{U} p)$).

1. p [appearing twice in the parse tree]
2. r
3. $\mathbf{G}r$
4. $p \Rightarrow (\mathbf{G}r)$
5. $\mathbf{F}(p \Rightarrow (\mathbf{G}r))$
6. q
7. $\neg q$
8. p
9. $(\neg q) \mathbf{U} p$
10. ($\mathbf{F}(p \Rightarrow \mathbf{G}r) \vee ((\neg q) \mathbf{U} p)$)

LTL Semantics:

Labelled Transition Systems (LTS)

- **Definition.** Given that P is a set of atoms/propositions of concern, a **transition system** \mathbb{M} is a **formal model** represented as a triple $\mathbb{M} = (S, \longrightarrow, L)$:
 - S
A **finite** set of **states**
 - $\longrightarrow: S \leftrightarrow S$
A **transition relation** on S
 - $L: S \rightarrow \mathbb{P}(P)$
A **labelling function** mapping each state to its satisfying atoms

Assumption. No state of the system can **deadlock**:

From any state, it's always possible to make progress (by taking a transition).

$$\forall s \bullet s \in S \Rightarrow (\exists s' \bullet s' \in S \wedge (s, s') \in \longrightarrow)$$

Background for Self-Study

- Topics of *sets* and *relations* were covered in EECS3342.
- Slide 18 to Slide 28 contain what you should recall.

Set of Tuples

Given n sets S_1, S_2, \dots, S_n , a **cross/Cartesian product** of these sets is a set of n -tuples.

Each **n -tuple** (e_1, e_2, \dots, e_n) contains n elements, each of which a member of the corresponding set.

$$S_1 \times S_2 \times \dots \times S_n = \{(e_1, e_2, \dots, e_n) \mid e_i \in S_i \wedge 1 \leq i \leq n\}$$

e.g., $\{a, b\} \times \{2, 4\} \times \{\$, \&\}$ is a set of triples:

$$\begin{aligned}
 & \{a, b\} \times \{2, 4\} \times \{\$, \&\} \\
 = & \{ (e_1, e_2, e_3) \mid e_1 \in \{a, b\} \wedge e_2 \in \{2, 4\} \wedge e_3 \in \{\$, \&\} \} \\
 = & \left\{ \begin{array}{l} (a, 2, \$), (a, 2, \&), (a, 4, \$), (a, 4, \&), \\ (b, 2, \$), (b, 2, \&), (b, 4, \$), (b, 4, \&) \end{array} \right\}
 \end{aligned}$$

Relations (1): Constructing a Relation

A **relation** is a set of mappings, each being an **ordered pair** that maps a member of set S to a member of set T .

e.g., Say $S = \{1, 2, 3\}$ and $T = \{a, b\}$

- \emptyset is the **minimum** relation (i.e., an empty relation).
- $S \times T$ is the **maximum** relation (say r_1) between S and T , mapping from each member of S to each member in T :

$$\{(1, a), (1, b), (2, a), (2, b), (3, a), (3, b)\}$$

- $\{(x, y) \mid (x, y) \in S \times T \wedge x \neq 1\}$ is a relation (say r_2) that maps only some members in S to every member in T :

$$\{(2, a), (2, b), (3, a), (3, b)\}$$

Relations (2.1): Set of Possible Relations

- We use the **power set** operator to express the set of **all possible relations** on S and T :

$$\mathbb{P}(S \times T)$$

Each member in $\mathbb{P}(S \times T)$ is a relation.

- To declare a relation variable r , we use the colon ($:$) symbol to mean **set membership**:

$$r : \mathbb{P}(S \times T)$$

- Or alternatively, we write:

$$r : S \leftrightarrow T$$

where the set $S \leftrightarrow T$ is synonymous to the set $\mathbb{P}(S \times T)$

Relations (2.2): Exercise

Enumerate $\{a, b\} \leftrightarrow \{1, 2, 3\}$.

- **Hints:**

- You may enumerate all relations in $\mathbb{P}(\{a, b\} \times \{1, 2, 3\})$ via their *cardinalities*: $0, 1, \dots, |\{a, b\} \times \{1, 2, 3\}|$.
- What's the *maximum* relation in $\mathbb{P}(\{a, b\} \times \{1, 2, 3\})$?
 $\{ (a, 1), (a, 2), (a, 3), (b, 1), (b, 2), (b, 3) \}$
- The answer is a set containing *all* of the following relations:
 - Relation with cardinality 0: \emptyset
 - How many relations with cardinality 1? $\left[\binom{|\{a, b\} \times \{1, 2, 3\}|}{1} = 6 \right]$
 - How many relations with cardinality 2? $\left[\binom{|\{a, b\} \times \{1, 2, 3\}|}{2} = \frac{6 \times 5}{2!} = 15 \right]$
 - ...
 - Relation with cardinality $|\{a, b\} \times \{1, 2, 3\}|$:
 $\{ (a, 1), (a, 2), (a, 3), (b, 1), (b, 2), (b, 3) \}$

Relations (3.1): Domain, Range, Inverse

Given a relation

$$r = \{(a, 1), (b, 2), (c, 3), (a, 4), (b, 5), (c, 6), (d, 1), (e, 2), (f, 3)\}$$

- **domain** of r : set of first-elements from r
 - Definition: $\text{dom}(r) = \{ d \mid (d, r') \in r \}$
 - e.g., $\text{dom}(r) = \{a, b, c, d, e, f\}$
- **range** of r : set of second-elements from r
 - Definition: $\text{ran}(r) = \{ r' \mid (d, r') \in r \}$
 - e.g., $\text{ran}(r) = \{1, 2, 3, 4, 5, 6\}$
- **inverse** of r : a relation like r with elements swapped
 - Definition: $r^{-1} = \{ (r', d) \mid (d, r') \in r \}$
 - e.g., $r^{-1} = \{(1, a), (2, b), (3, c), (4, a), (5, b), (6, c), (1, d), (2, e), (3, f)\}$

Relations (3.2): Image

Given a relation

$$r = \{(a, 1), (b, 2), (c, 3), (a, 4), (b, 5), (c, 6), (d, 1), (e, 2), (f, 3)\}$$

relational image of r over set s : sub-range of r mapped by s .

- Definition: $r[s] = \{ r' \mid (d, r') \in r \wedge d \in s \}$
- e.g., $r[\{a, b\}] = \{1, 2, 4, 5\}$

Relations (3.3): Restrictions

Given a relation

$$r = \{(a, 1), (b, 2), (c, 3), (a, 4), (b, 5), (c, 6), (d, 1), (e, 2), (f, 3)\}$$

- domain restriction** of r over set ds : sub-relation of r with domain ds .
 - Definition: $ds \triangleleft r = \{ (d, r') \mid (d, r') \in r \wedge d \in ds \}$
 - e.g., $\{a, b\} \triangleleft r = \{(a, 1), (b, 2), (a, 4), (b, 5)\}$
- range restriction** of r over set rs : sub-relation of r with range rs .
 - Definition: $r \triangleright rs = \{ (d, r') \mid (d, r') \in r \wedge r' \in rs \}$
 - e.g., $r \triangleright \{1, 2\} = \{(a, 1), (b, 2), (d, 1), (e, 2)\}$

Relations (3.4): Subtractions

Given a relation

$$r = \{(a, 1), (b, 2), (c, 3), (a, 4), (b, 5), (c, 6), (d, 1), (e, 2), (f, 3)\}$$

- domain subtraction** of r over set ds : sub-relation of r with domain not ds .
 - Definition: $ds \triangleleft r = \{ (d, r') \mid (d, r') \in r \wedge d \notin ds \}$
 - e.g., $\{a, b\} \triangleleft r = \{(c, 3), (c, 6), (d, 1), (e, 2), (f, 3)\}$
- range subtraction** of r over set rs : sub-relation of r with range not rs .
 - Definition: $r \triangleright rs = \{ (d, r') \mid (d, r') \in r \wedge r' \notin rs \}$
 - e.g., $r \triangleright \{1, 2\} = \{(c, 3), (a, 4), (b, 5), (c, 6), (f, 3)\}$

Functions (1): Functional Property

- A **relation** r on sets S and T (i.e., $r \in S \leftrightarrow T$) is also a **function** if it satisfies the **functional property**:

isFunctional(r)

\iff

$$\forall s, t_1, t_2 \bullet (s \in S \wedge t_1 \in T \wedge t_2 \in T) \Rightarrow ((s, t_1) \in r \wedge (s, t_2) \in r \Rightarrow t_1 = t_2)$$

- That is, in a **function**, it is forbidden for a member of S to map to more than one members of T .
- Equivalently, in a **function**, two distinct members of T cannot be mapped by the same member of S .
- e.g., Say $S = \{1, 2, 3\}$ and $T = \{a, b\}$, which of the following **relations** satisfy the above **functional property**?
 - $S \times T$ [No]
Witness 1: $(1, a), (1, b)$; **Witness 2**: $(2, a), (2, b)$; **Witness 3**: $(3, a), (3, b)$.
 - $(S \times T) \setminus \{(x, y) \mid (x, y) \in S \times T \wedge x = 1\}$ [No]
Witness 1: $(2, a), (2, b)$; **Witness 2**: $(3, a), (3, b)$
 - $\{(1, a), (2, b), (3, a)\}$ [Yes]
 - $\{(1, a), (2, b)\}$ [Yes]

Functions (2.1): Total vs. Partial

Given a **relation** $r \in S \leftrightarrow T$

- r is a **partial function** if it satisfies the **functional property**:

$$\boxed{r \in S \rightharpoonup T} \iff (\text{isFunctionnal}(r) \wedge \text{dom}(r) \subseteq S)$$

Remark. $r \in S \rightharpoonup T$ means there may (or may not) be $s \in S$ s.t. $r(s)$ is **undefined** (i.e., $r[\{s\}] = \emptyset$).

- e.g., $\{ \{(2, a), (1, b)\}, \{(2, a), (3, a), (1, b)\} \} \subseteq \{1, 2, 3\} \rightharpoonup \{a, b\}$
- r is a **total function** if there is a mapping for each $s \in S$:

$$\boxed{r \in S \rightarrow T} \iff (\text{isFunctionnal}(r) \wedge \text{dom}(r) = S)$$

Remark. $r \in S \rightarrow T$ implies $r \in S \rightharpoonup T$, but not vice versa. Why?

- e.g., $\{(2, a), (3, a), (1, b)\} \in \{1, 2, 3\} \rightarrow \{a, b\}$
- e.g., $\{(2, a), (1, b)\} \notin \{1, 2, 3\} \rightarrow \{a, b\}$

Functions (2.2):

Relation Image vs. Function Application

- Recall: A **function** is a **relation**, but a **relation** is not necessarily a **function**.
- Say we have a **partial function** $f \in \{1, 2, 3\} \rightarrow \{a, b\}$:

$$f = \{(3, a), (1, b)\}$$

- With f wearing the **relation** hat, we can invoke **relational images**:

$$\begin{aligned} f[\{3\}] &= \{a\} \\ f[\{1\}] &= \{b\} \\ f[\{2\}] &= \emptyset \end{aligned}$$

Remark. $\Rightarrow |f[\{v\}]| \leq 1 \because$

- each member in $\text{dom}(f)$ is mapped to at most one member in $\text{ran}(f)$
- each input set $\{v\}$ is a **singleton** set
- With f wearing the **function** hat, we can invoke **functional applications**:

$$\begin{aligned} f(3) &= a \\ f(1) &= b \\ f(2) &\text{ is } \textbf{undefined} \end{aligned}$$

LTL Semantics: Example of LTS

- We may visual a transition system \mathbb{M} using a *directed graph*:
 - Nodes/Vertices denote *states*.
 - Edges/Arcs denote *transitions*.
- **Exercises** Consider the system with a counter c with the following assumption:

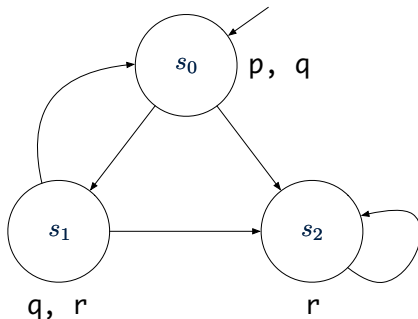
$$0 \leq c \leq 3$$

Say c is initialized 0 and may be incremented (via a transition *inc*, enabled when $c < 3$) or decremented (via a transition *dec*, enabled when $c > 0$).

- **Draw** a *state graph* of this system.
- **Formulate** the state graph as an *LTS* (via a triple (S, \longrightarrow, L)).

Assume: Set P of atoms is: $\{ c \geq 1, c \leq 1 \}$

LTL Semantics: More Example of LTS



$\mathbb{M} = (S, \longrightarrow, L)$:

- $S = \{s_0, s_1, s_2\}$
- $\longrightarrow = \{(s_0, s_1), (s_0, s_2), (s_1, s_0), (s_1, s_2), (s_2, s_2)\}$
- $L = \{(s_0, \{p, q\}), (s_1, \{q, r\}), (s_2, \{r\})\}$

LTL Semantics: Paths

Definition. A **path** in a model $\mathbb{M} = (S, \longrightarrow, L)$ is an **infinite sequence of states** $s_i \in S$, where $i \geq 1$, such that $s_i \longrightarrow s_{i+1}$.

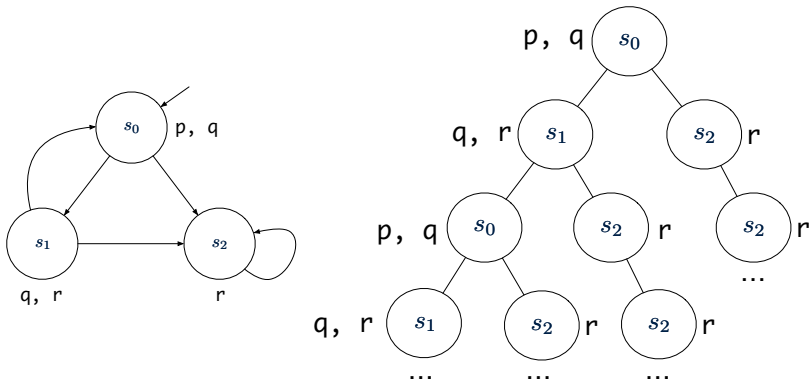
- We write the path, starting at the **initial state** s_1 , as

$$s_1 \longrightarrow s_2 \longrightarrow \dots$$

- **Note.** s_1 in the above path pattern denotes the first, initial state of the path, but in general, the actual name of the initial state may cause confusion, e.g., s_0 .
- A **path** $\pi = s_1 \longrightarrow s_2 \longrightarrow \dots$ represents a **possible future** of \mathbb{M} .
- We write π^i for the **suffix** of path π : a path starting from state s_i .
e.g., $\pi^3 = s_3 \longrightarrow s_4 \longrightarrow \dots$
e.g., $\pi^1 = \pi$

LTL Semantics: All Possible Paths

Given a state s , we represent all possible (*computation paths*) as a *computation tree* by *unwinding* the transitions.
 e.g.



LTL Semantics: Path Satisfaction (1)

Definition. Given a *model* $\mathbb{M} = (S, \longrightarrow, L)$ and a *path* $\pi = s_1 \longrightarrow \dots$ in \mathbb{M} , whether or not path π satisfies an *LTL formula* is defined by the *satisfaction relation* \models as follows:

$$\begin{array}{lll}
 \pi \models p & \iff & p \in L(s_1) \\
 \pi \models \top & & \\
 \pi \not\models \perp & & \\
 \pi \models \neg\phi & \iff & \neg(\pi \models \phi) \\
 \pi \models \phi_1 \wedge \phi_2 & \iff & \pi \models \phi_1 \wedge \pi \models \phi_2 \\
 \pi \models \phi_1 \vee \phi_2 & \iff & \pi \models \phi_1 \vee \pi \models \phi_2 \\
 \pi \models \phi_1 \Rightarrow \phi_2 & \iff & \pi \models \phi_1 \Rightarrow \pi \models \phi_2
 \end{array}$$

Tips. To evaluate $\pi \models \phi_1 \wedge \phi_2$ (and similarly for \neg , \vee , \Rightarrow):

- If ϕ_1 and ϕ_2 are sophisticated, decompose it to $\pi \models \phi_1$ and $\pi \models \phi_2$.
- Otherwise, directly evaluate $\phi_1 \wedge \phi_2$ on s_1 .

LTL Semantics: Path Satisfaction (2.1)

Definition. Given a *model* $\mathbb{M} = (S, \longrightarrow, L)$ and a *path* $\pi = s_1 \longrightarrow \dots$ in \mathbb{M} , whether or not path π satisfies an *LTL formula* is defined by the *satisfaction relation* \models as follows:

$$\begin{aligned}\pi &\models \mathbf{X}\phi && \iff \pi^2 \models \phi \\ \pi &\models \mathbf{G}\phi && \iff (\forall i \bullet i \geq 1 \Rightarrow \pi^i \models \phi) \\ \pi &\models \mathbf{F}\phi && \iff (\exists i \bullet i \geq 1 \wedge \pi^i \models \phi)\end{aligned}$$

LTL Semantics: Model Satisfaction (1)

- **Definition.** Given:

- a model $\mathbb{M} = (S, \longrightarrow, L)$
- a state $s \in S$
- an LTL formula ϕ

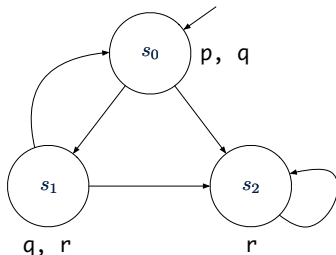
$\mathbb{M}, s \models \phi$ if and only if for **every** path π of \mathbb{M} starting at s , $\pi \models \phi$.

$$\mathbb{M}, s \models \phi \iff (\forall \pi \bullet (\pi = s \longrightarrow \dots) \Rightarrow \pi \models \phi)$$

- When the model \mathbb{M} is clear from the context, we write: $s \models \phi$.

LTL Semantics: Model Satisfaction (2.1)

Consider the following system model:

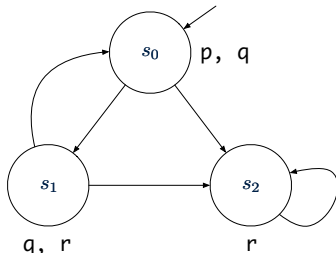


- $s_0 \models \top$
- $s_0 \not\models \perp$
- $s_0 \models p \wedge q$
- $s_0 \models r$

[true]
[true]
[true]
[false]

LTL Semantics: Model Satisfaction (2.2)

Consider the following system model:



- $s_0 \models \mathbf{X} q$

[false]

Witness Path: $s_0 \longrightarrow \boxed{s_2} \longrightarrow s_2 \cdots \not\models \mathbf{X} q$

- $s_0 \models \mathbf{X} r$

[true]

- $s_0 \models \mathbf{X}(q \wedge r)$

[false]

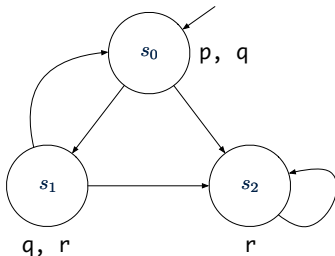
Witness Path: $s_0 \longrightarrow \boxed{s_2} \longrightarrow s_2 \cdots \not\models \mathbf{X}(q \wedge r)$

- $s_0 \models \mathbf{X}(q \Rightarrow r)$

[true]

LTL Semantics: Model Satisfaction (2.3)

Consider the following system model:



- $s_0 \models \mathbf{G} \neg(p \wedge r)$
 $s \models \mathbf{G} \phi \iff \phi$ holds on all **reachable** states from s .

[true]

- $s_0 \models \mathbf{G} r$

[false]

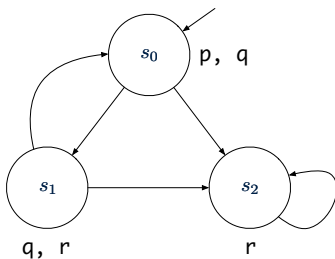
Witness Path: $\boxed{s_0} \longrightarrow s_2 \longrightarrow s_2 \cdots \not\models \mathbf{G} r$

- $s_2 \models \mathbf{G} r$

[true]

LTL Semantics: Model Satisfaction (2.4)

Consider the following system model:



- $s_0 \models \mathbf{F} \neg(p \wedge r)$
- $s_0 \models \mathbf{F} r$
- $s_0 \models \mathbf{F}(q \wedge r)$
 - Is it the case that $q \wedge r$ is eventually satisfied on every path?
 - No. Witness Path: $s_0 \rightarrow s_2 \rightarrow s_2 \rightarrow \dots$
- $s_2 \models \mathbf{F} r$

[true]

[true]

[false]

[true]

LTL Semantics: Nested G and F (1)

Given a model $\mathbb{M} = (S, \longrightarrow, L)$ and a state $s \in S$:

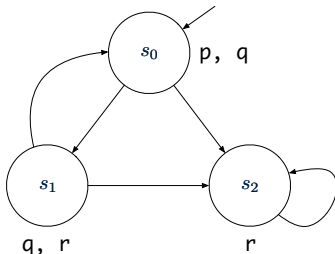
$s \models \mathbf{FG}\phi$ means that:

- Each path starting with s is such that eventually, ϕ holds continuously.
- For all paths π starting with s (i.e., $\pi = s \longrightarrow l \dots$):

$$\exists i \bullet i \geq 1 \wedge (\forall j \bullet j \geq i \Rightarrow \pi^i \models \phi)$$
- **Q.** How to *prove* and *disprove* the above formula pattern?
- **Hint.** Structure of pattern: $\forall \pi \bullet \dots \Rightarrow (\exists i \bullet \dots \wedge (\forall j \bullet \dots \Rightarrow \phi))$

LTL Semantics: Model Satisfaction (2.5.1)

Consider the following system model:



- $s_0 \models \mathbf{FG} r$ [false]
Witness: $s_0 \longrightarrow s_1 \longrightarrow s_0 \longrightarrow s_1 \longrightarrow \dots$
- $s_0 \models \mathbf{FG}(p \vee q)$ [false]
Witness: $s_0 \longrightarrow s_1 \longrightarrow s_2 \longrightarrow s_2 \longrightarrow \dots$
- $s_0 \models \mathbf{FG}(p \vee r)$ [true]
Justification: All possible paths from s_0 involve s_0 , s_1 , and s_2 , all of which satisfying $p \vee r$.

LTL Semantics: Nested G and F (2)

Given a model $\mathbb{M} = (S, \longrightarrow, L)$ and a state $s \in S$:

$s \models \mathbf{F}\phi_1 \Rightarrow \mathbf{FG}\phi_2$ means that:

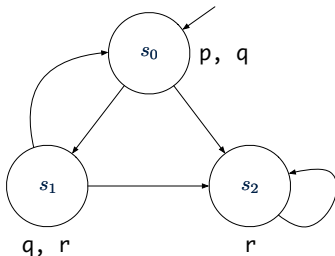
- **Each** path π starting with s is such that if ϕ_1 **eventually** holds on π , then ϕ_2 **eventually** holds **continuously** on the same π .

$$\forall \pi \bullet \pi = s \longrightarrow \dots \Rightarrow \left(\begin{array}{l} (\exists i \bullet i \geq 1 \wedge \pi^i \models \phi_1) \\ \Rightarrow \\ (\exists i \bullet i \geq 1 \wedge (\forall j \bullet j \geq i \Rightarrow \pi^j \models \phi_2)) \end{array} \right)$$

- **Q.** How to **disprove** the above formula pattern?
- **A.** Find a witness path π which makes the “inner” implication **false**.

LTL Semantics: Model Satisfaction (2.5.2)

Consider the following system model:



- $s_0 \models \mathbf{F}(\neg q \wedge r) \Rightarrow \mathbf{FGR}$

[*true*]

Justification:

- $s_0 \rightarrow s_1 \rightarrow s_0 \rightarrow \dots$ never satisfies $\neg q \wedge r$.
- $s_0 \rightarrow s_1 \rightarrow s_2 \rightarrow s_2 \rightarrow \dots$ eventually satisfies $\neg q \wedge r$ continuously.
- $s_0 \rightarrow s_2 \rightarrow s_2 \rightarrow \dots$ eventually satisfies $\neg q \wedge r$ continuously.

- $s_0 \models \mathbf{F}(\neg q \vee r) \Rightarrow \mathbf{FGR}$

[*false*]

Witness: $s_0 \rightarrow s_1 \rightarrow s_0 \rightarrow \dots$ eventually satisfies $\neg q \vee r$, but there is no point in this path where r holds continuously.

LTL Semantics: Nested G and F (3)

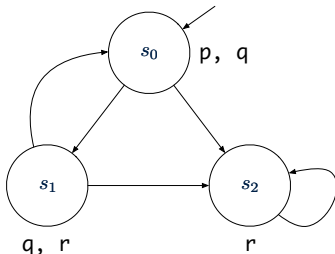
Given a model $\mathbb{M} = (S, \longrightarrow, L)$ and a state $s \in S$:

- $s \models \mathbf{GF}\phi$ means that:
 - **Each** path starting with s is such that continuously, ϕ holds **eventually**.
 $\Rightarrow \phi$ holds *infinitely often*!
 - For **all** paths π starting with s (i.e., $\pi = s \longrightarrow l \dots$):

$$\forall i \bullet i \geq 1 \Rightarrow (\exists j \bullet j \geq i \wedge \pi^i \models \phi)$$
 - **Q.** How to *prove* and *disprove* the above formula pattern?
 - **Hint.** Structure of pattern: $\forall \pi \bullet \dots \Rightarrow (\forall i \bullet \dots \Rightarrow (\exists j \bullet \dots \wedge \phi))$

LTL Semantics: Model Satisfaction (2.6)

Consider the following system model:



- $s_0 \models \mathbf{GF} p$ [false]

Witness: In $s_0 \rightarrow s_2 \rightarrow \dots$, p is not satisfied *infinitely often*.

- $s_0 \models \mathbf{GF}(p \vee r)$ [true]

- $s_0 \models \mathbf{GF} p \Rightarrow \mathbf{GF} r$ [true]

Hint: Consider paths making the antecedent $\mathbf{GF} p$ *true*.

- $s_0 \models \mathbf{GF} r \Rightarrow \mathbf{GF} p$ [false]

Witness: $s_0 \rightarrow s_2 \rightarrow \dots$

[Why?]

LTL Semantics: Path Satisfaction (2.2)

Definition. Given a **model** $\mathbb{M} = (S, \longrightarrow, L)$ and a **path** $\pi = s_1 \longrightarrow \dots$ in \mathbb{M} , whether or not path π satisfies an **LTL formula** is defined by the **satisfaction relation** \models as follows:

$$\pi \models \phi_1 \mathbf{U} \phi_2 \iff \left(\exists i \bullet i \geq 1 \wedge \left(\begin{array}{l} \pi^i \models \phi_2 \\ \wedge \\ (\forall j \bullet 1 \leq j \leq i-1 \Rightarrow \pi^j \models \phi_1) \end{array} \right) \right)$$

$$\pi \models \phi_1 \mathbf{W} \phi_2 \iff \left(\begin{array}{l} \phi_1 \mathbf{U} \phi_2 \\ \vee \\ (\forall k \bullet k \geq 1 \Rightarrow \pi^k \models \phi_1) \end{array} \right)$$

$$\pi \models \phi_1 \mathbf{R} \phi_2 \iff \left(\begin{array}{l} \left(\exists i \bullet i \geq 1 \wedge \left(\begin{array}{l} \pi^i \models \phi_1 \\ \wedge \\ (\forall j \bullet 1 \leq j \leq i \Rightarrow \pi^j \models \phi_2) \end{array} \right) \right) \\ \vee \\ (\forall k \bullet k \geq 1 \Rightarrow \pi^k \models \phi_2) \end{array} \right)$$

LTL Semantics: Recall Model Satisfaction

- **Definition.** Given:

- a model $\mathbb{M} = (S, \longrightarrow, L)$
- a state $s \in S$
- an LTL formula ϕ

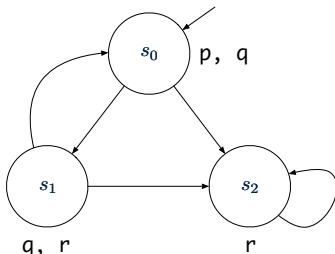
$\boxed{\mathbb{M}, s \models \phi}$ if and only if for **every** path π of \mathbb{M} starting at s , $\pi \models \phi$.

$$\mathbb{M}, s \models \phi \iff (\forall \pi \bullet (\pi = s \longrightarrow \dots) \Rightarrow \pi \models \phi)$$

- When the model \mathbb{M} is clear from the context, we write: $\boxed{s \models \phi}$.

LTL Semantics: Model Satisfaction (3.1)

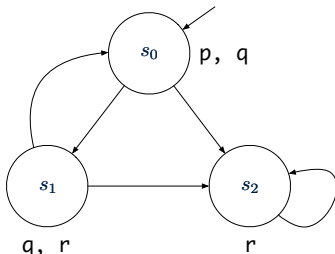
Consider the following system model:



- $s_0 \models p \mathbf{U} r$ [*true*]
 s_0 (satisfying p) branches out to s_1 or s_2 (both both satisfying r).
- $s_0 \models p \mathbf{W} r$ [*true*]
 $\phi_1 \mathbf{U} \phi_2 \Rightarrow \phi_1 \mathbf{W} \phi_2$
- $s_0 \models r \mathbf{R} p$ [*false*]
Witness: Say $\pi = s_0 \longrightarrow s_1 \longrightarrow s_0 \longrightarrow s_1 \dots$: $\pi \not\models p \wedge r$ and $\pi \not\models \mathbf{G} p$.

LTL Semantics: Model Satisfaction (3.2)

Consider the following system model:



- $s_0 \models (p \vee r) \mathbf{U}(p \wedge r)$

[*false*]

Witness: In $s_0 \rightarrow s_1 \rightarrow s_0 \rightarrow s_1 \dots$, $p \wedge r$ never holds.

- $s_0 \models (p \vee r) \mathbf{W}(p \wedge r)$

[*true*]

It is the case that: $s_0 \models \mathbf{G}(p \vee r)$.

- $s_0 \models (p \wedge r) \mathbf{R}(p \vee r)$

[*true*]

It is the case that: $s_0 \models \mathbf{G}(p \vee r)$.

Clarification on the “Until” Connective

- $\phi_1 \mathbf{U} \phi_2$ requires that:
 - ϕ_2 must eventually become *true*.
 - Before ϕ_2 becomes *true*, ϕ_1 must hold.
- **Exercise.** Say:
 - Atom t : I was 22.
 - Atom s : I smoke.

Formulate “I had smoked until I was 22” using LTL.

- $s \mathbf{U} t$ [*inaccurate*]
- $\phi_1 \mathbf{U} \phi_2$ does not insist $\boxed{\neg \phi_1}$ after $\boxed{\phi_2}$ eventually becomes *true*.
- “I smoked both before and after I was 22” satisfies $s \mathbf{U} t$.
- Solution? [$s \mathbf{U} (t \wedge (G \neg s))$]

Formulating English as LTL Formulas (1)

- Assume the following atomic propositions:
busy, requested, acknowledged, enabled, floor2, floor5, directionUp, buttonPressed5.
- It is impossible to reach a state where the system is started but not ready.
 - $\mathbf{G} \neg (started \wedge \neg ready)$ $[\neg (\mathbf{F} (started \wedge \neg ready))]$
- Whenever a request is made, it will be eventually be acknowledged.
 - $\mathbf{G} (requested \Rightarrow \mathbf{F} acknowledged)$
- A certain process will always be enabled.
 - $\mathbf{G} enabled$
- An upwards travelling lift at the second floor does not change its direction when it has passengers wishing to go to the fifth floor.

$$\mathbf{G} \left(\begin{array}{l} floor2 \wedge directionUp \wedge buttonPressed5 \\ \Rightarrow (directionUp \mathbf{U} floor5) \end{array} \right)$$

- Is it ok to change from **U** to **W**?

Formulating English as LTL Formulas (2)

Assume the following atomic propositions:

requested, waiting, granted, noOneInCS

Whenever a process makes a request, it starts waiting. As soon as no other process is in the critical section, the process is granted access to the critical section.

G (*requested* \Rightarrow (*noOneInCS* **R** *waiting*))

Q. Does the above formulation guarantee *no starvation*?

Hint. Check the formal definition of **R**.

Formulating English as LTL Formulas (3)

Assume the following atomic propositions:

degReqFulfilled, *allowedForGraduation*

Until a student fulfills all their degree requirements, their academic status remains “not allowed for graduation”. The change of status, when qualified, may not be instantaneous to account for human/manual processing.

$\neg \text{allowedForGraduation } \mathbf{W}$
 $(\text{degReqFulfilled} \wedge \mathbf{G} \text{ allowedForGraduation})$

Q. Does the above formulation account for situations where a student never fulfills their degree requirements?

Hint. Check the formal definition of **W**.

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