

EECS 219C: Computer-Aided Verification

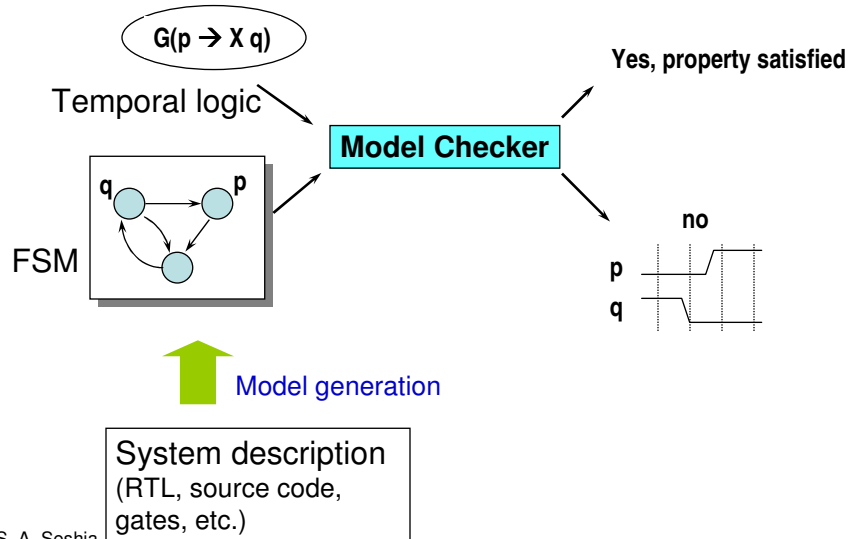
# Models and Properties: Temporal Logic

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## Announcements

- Project topics due by e-mail to me next Monday
  - Include a short 1 paragraph description of the project

# Finite-State Model Checking



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## Recap

- We're verifying closed systems
- Modeled as Kripke structures  $(S, S_0, R, L)$ 
  - Represents the product of the "system" with its "environment"

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## System Behavior

- A sequence of states, starting with an initial state
  - $s_0 s_1 s_2 \dots$  such that  $R(s_i, s_{i+1})$  is true
- Also called “run”, or “(computation) path”
- Trace: sequence of observable parts of states
  - Sequence of state labels

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## Safety vs. Liveness

- Safety property
  - Error trace is finite
- Liveness property
  - Error trace is infinite

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# Temporal Logic

- A logic for specifying properties over time
  - E.g., Behavior of a finite-state system
- We will study *propositional* temporal logic
  - Other temporal logics exist:
    - e.g., real-time temporal logic

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## Atomic State Property (Label)

A Boolean formula over state variables

We will denote each unique Boolean formula by

- a distinct color
- a name such as  $p$ ,  $q$ , ...



req



req & !ack

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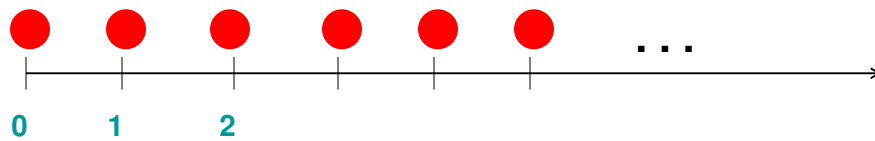
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## Globally (Always) $p$ : $G p$

$G p$  is true for a computation path if  $p$  holds at all states (points of time) along the path

$p =$  

Suppose  $G p$  holds along the path below



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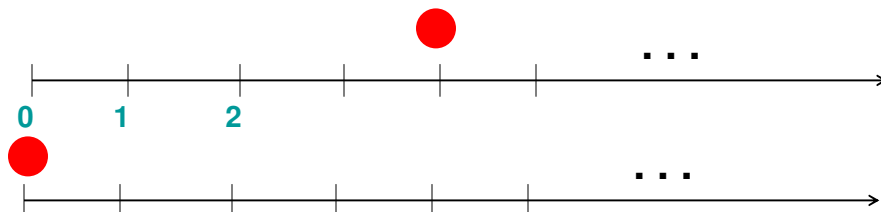
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## Eventually $p$ : $F p$

- $F p$  is true for a path if  $p$  holds at some state along that path

$p =$  

Does  $F p$  hold for the following examples?



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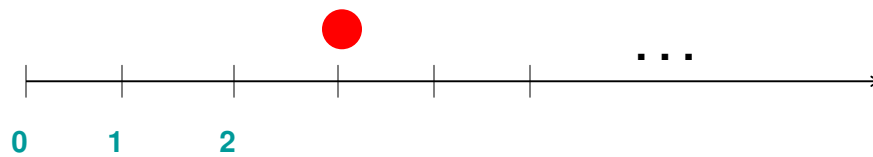
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## Next p: $X p$

- $X p$  is true along a path starting in state  $s_i$  (suffix of the main path) if  $p$  holds in the next state  $s_{i+1}$

$p =$  

Suppose  $X p$  holds along the path starting at state  $s_2$



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## Nesting of Formulas

- $p$  need not be just a Boolean formula.
- It can be a temporal logic formula itself!

$p =$  

“ $X p$  holds for all suffixes of a path”

How do we draw this?

How can we write this in temporal logic?

Write down formal definitions of  $Gp$ ,  $Fp$ ,  $Xp$

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# Notation

- Sometimes you'll see alternative notation in the literature:

G    $\square$

F    $\diamond$

X    $\circ$

## Examples: What do they mean?

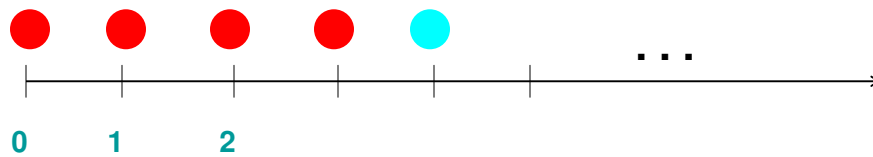
- $G F p$
- $F G p$
- $G( p \rightarrow F q )$
- $F( p \rightarrow (X X q) )$

## p Until q: $p \text{ U } q$

- $p \text{ U } q$  is true along a path starting at s if
  - q is true in some state reachable from s
  - p is true in all states from s until q holds

p = ●      q = ●

Suppose  $p \text{ U } q$  holds for the path below



## Temporal Operators & Relationships

- G, F, X, U: All express properties along paths
- Can you express G p purely in terms of F, p, and Boolean operators ?
- How about G and F in terms of U and Boolean operators?
- What about X in terms of G, F, U, and Boolean operators?



## Examples in Temporal Logic

1. “No more than one processor (in a 2-processor system) should have a cache line in write mode”
  - $wr_1 / wr_2$  are respectively true if processor 1 / 2 has the line in write mode
2. “The grant signal must be asserted at some time after the request signal is asserted”
  - Signals: grant, req
3. “A request signal must receive an acknowledge and the request should stay asserted until the acknowledge signal is received”
  - Signals: req, ack

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## Examples in Temporal Logic

4. “From any state, it is possible to return to the reset state along some execution”
  - Signal indicating reset state: reset
5. “The grant signal must always be asserted 3 cycles after the request signal is asserted”
  - Signals: grant, req

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# Linear Temporal Logic

- What we've seen so far are properties expressed over a single computation path or run
  - LTL

# Temporal Logic Flavors

- Linear Temporal Logic
- Computation Tree Logic
  - Properties expressed over a tree of all possible executions
  - Where does this “tree” come from?

The diagram illustrates a Kripke structure and its corresponding tree representation. On the left, the Kripke structure consists of three nodes:  $pq$ ,  $qr$ , and  $r$ . The transitions are:  $qr \rightarrow pq$  (curved arrow),  $qr \rightarrow r$  (straight arrow), and  $r \rightarrow r$  (self-loop). Below this structure is the label "Kripke structure". On the right, the tree representation shows the root node  $pq$  branching into  $qr$  and  $r$ . The node  $qr$  branches into  $pq$  and  $r$ . The node  $r$  branches into  $r$ . All three leaf nodes ( $pq$ ,  $r$ , and  $r$ ) have outgoing arrows pointing to a set of three dots, indicating further transitions.

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- Linear Temporal Logic (LTL)
- Computation Tree Logic (CTL, CTL\*)
  - Properties expressed over a tree of all possible executions
  - CTL\* gives more expressiveness than LTL
  - CTL is a subset of CTL\* that is easier to verify than arbitrary CTL\*

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## Computation Tree Logic (CTL\*)

- Introduce two new operators A and E called “Path quantifiers”
  - Corresponding properties hold in states (not paths)
  - $A p$  : Property p holds along all computation paths starting from the state where A p holds
  - $E p$  : Property p holds along at least one path starting from the state where E p holds
- Example:

“The grant signal must always be asserted some time after the request signal is asserted”

**$A G (req \rightarrow A F grant)$**
- Notation: A sometimes written as  $\forall$ , E as  $\exists$

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## CTL

- Every F, G, X, U must be immediately preceded by either an A or a E
  - E.g., Can't write A (FG p)
- LTL is just like having an “A” on the outside

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## Why CTL?

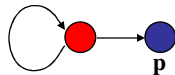
- Verifying LTL properties turns out to be computationally harder than CTL
- But LTL is more intuitive to write
- Complexity of model checking
  - Exponential in the size of the LTL expression
  - linear for CTL
- For both, model checking is linear in the size of the state graph

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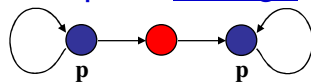
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## CTL as a way to approximate LTL

- $\text{AG EF } p$  is weaker than  $\text{GF } p$  **Good for finding bugs...**



- $\text{AF AG } p$  is stronger than  $\text{FG } p$



**Good for verifying correctness...**

Why? And what good is this approximation?

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## More CTL

- “From any state, it is possible to get to the reset state along some path”

**$A G ( E F \text{ reset } )$**

## CTL vs. LTL Summary

- Have different expressive powers
- Overall: LTL is easier for people to understand, hence more commonly used in property specification languages

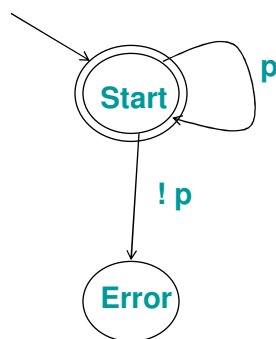
## From Temporal Logic to Monitors

- A monitor for a temporal logic formula
  - is a finite state machine (automaton)
  - Accepts exactly those behaviors that satisfy the temporal logic formula
    - “Accepts” means that the accepting state is visited infinitely often
- Properties are often specified as automata

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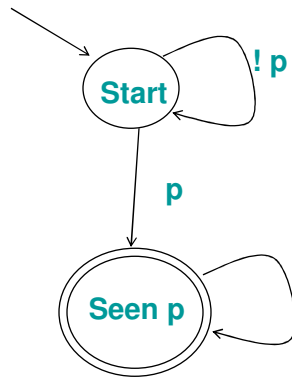
## Monitor for $G p$ , $p$ a Boolean formula



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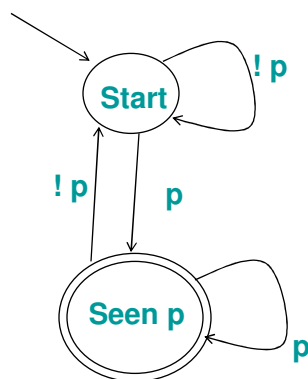
Monitor for  $F p$ ,  $p$  a Boolean formula ?



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Monitor for  $GFp$ ,  $p$  a Boolean formula ?



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# Summary

- What we did today: Properties in Temporal Logic, LTL, CTL, CTL\*
- Next: Start model checking algorithms