Semantics and Verification 2008

Lecture 7

- bisimulation as a fixed point
- Hennessy-Milner logic with recursively defined variables
- game semantics and temporal properties of reactive systems
- characteristic property

Tarski's Fixed Point Theorem – Summary

Let $(D, \sqsubseteq)$ be a **complete lattice** and let $f : D \to D$ be a **monotonic function**.

Tarski's Fixed Point Theorem

Then f has a unique **largest fixed point** z_{max} and a unique **least fixed point** z_{min} given by:

$$z_{max} \stackrel{\text{def}}{=} \sqcup\{x \in D \mid x \sqsubseteq f(x)\}$$

$$z_{min} \stackrel{\text{def}}{=} \sqcap\{x \in D \mid f(x) \sqsubseteq x\}$$

Computing Fixed Points in Finite Lattices

If D is a finite set then there exist integers $M, m > 0$ such that

- $z_{max} = f^M(\top)$
- $z_{min} = f^m(\bot)$

Definition of Strong Bisimulation

Let $(Proc, Act, \{\xrightarrow{a} \mid a \in Act\})$ be an LTS.

Strong Bisimulation

A binary relation $R \subseteq Proc \times Proc$ is a **strong bisimulation** iff whenever $(s, t) \in R$ then for each $a \in Act$:

- if $s \xrightarrow{a} s'$ then $t \xrightarrow{a} t'$ for some t' such that $(s', t') \in R$
- if $t \xrightarrow{a} t'$ then $s \xrightarrow{a} s'$ for some s' such that $(s', t') \in R$.

Two processes $p, q \in Proc$ are **strongly bisimilar** ($p \sim q$) iff there exists a strong bisimulation R such that $(p, q) \in R$.

$$\sim \;=\; \bigcup\{R \mid R \textbf{ is a strong bisimulation}\}$$

Strong Bisimulation as a Greatest Fixed Point

Function $\mathcal{F} : 2^{(Proc \times Proc)} \longrightarrow 2^{(Proc \times Proc)}$

Let $S \subseteq Proc \times Proc$. Then we define $\mathcal{F}(S)$ as follows:

$(s, t) \in \mathcal{F}(S)$ if and only if for each $a \in Act$:

- if $s \xrightarrow{a} s'$ then $t \xrightarrow{a} t'$ for some t' such that $(s', t') \in S$
- if $t \xrightarrow{a} t'$ then $s \xrightarrow{a} s'$ for some s' such that $(s', t') \in S$.

Observations

- $(2^{(Proc \times Proc)}, \subseteq)$ is a complete lattice and $\mathcal{F}$ is monotonic
- S is a strong bisimulation if and only if $S \subseteq \mathcal{F}(S)$

Strong Bisimilarity is the Greatest Fixed Point of $\mathcal{F}$

$$\sim = \bigcup\{S \in 2^{(Proc \times Proc)} \mid S \subseteq \mathcal{F}(S)\}$$

HML with One Recursively Defined Variable

Syntax of Formulae

Formulae are given by the following abstract syntax

$$F ::= X \mid tt \mid ff \mid F_1 \wedge F_2 \mid F_1 \vee F_2 \mid \langle a \rangle F \mid [a]F$$

where $a \in Act$ and X is a distinguished variable with a definition

- $X \stackrel{\min}{=} F_X$, or $X \stackrel{\max}{=} F_X$

such that F_X is a formula of the logic (can contain X).

How to Define Semantics?

For every formula F we define a function $O_F : 2^{Proc} \to 2^{Proc}$ s.t.

- if S is the set of processes that satisfy X then
- $O_F(S)$ is the set of processes that satisfy F.

Definition of $O_F : 2^{Proc} \to 2^{Proc}$ (let $S \subseteq Proc$)

$$\begin{aligned}
O_X(S) &= S \\
O_{tt}(S) &= Proc \\
O_{ff}(S) &= \emptyset \\
O_{F_1 \wedge F_2}(S) &= O_{F_1}(S) \cap O_{F_2}(S) \\
O_{F_1 \vee F_2}(S) &= O_{F_1}(S) \cup O_{F_2}(S) \\
O_{\langle a \rangle F}(S) &= \langle \cdot a \cdot \rangle O_F(S) \\
O_{[a]F}(S) &= [\cdot a \cdot] O_F(S)
\end{aligned}$$

O_F is monotonic for every formula F

$$S_1 \subseteq S_2 \;\Rightarrow\; O_F(S_1) \subseteq O_F(S_2)$$

Proof: easy (structural induction on the structure of F).

Semantics

Observation

We know that $(2^{Proc}, \subseteq)$ is a **complete lattice** and O_F is **monotonic**, so O_F has a unique **greatest and least fixed point**.

Semantics of the Variable X

- If $X \overset{\max}{=} F_X$ then

$$[\![X]\!] = \bigcup\{S \subseteq Proc \mid S \subseteq O_{F_X}(S)\}.$$

- If $X \overset{\min}{=} F_X$ then

$$[\![X]\!] = \bigcap\{S \subseteq Proc \mid O_{F_X}(S) \subseteq S\}.$$

Game Characterization

Intuition: the attacker claims $s \not\models F$, the defender claims $s \models F$.

Configurations of the game are of the form (s, F)

- (s, tt) and (s, ff) have no successors
- (s, X) has one successor (s, F_X)
- $(s, F_1 \wedge F_2)$ has two successors (s, F_1) and (s, F_2) (selected by the attacker)
- $(s, F_1 \vee F_2)$ has two successors (s, F_1) and (s, F_2) (selected by the defender)
- $(s, [a]F)$ has successors (s', F) for every s' s.t. $s \xrightarrow{a} s'$ (selected by the attacker)
- $(s, \langle a\rangle F)$ has successors (s', F) for every s' s.t. $s \xrightarrow{a} s'$ (selected by the defender)

Who is the Winner?

Play is a maximal sequence of configurations formed according to the rules given on the previous slide.

Finite Play

- The **attacker** is the winner of a finite play if the defender gets stuck or the players reach a configuration (s, ff).
- The **defender** is the winner of a finite play if the attacker gets stuck or the players reach a configuration (s, tt).

Infinite Play

- The **attacker** is the winner of an infinite play if X is defined as $X \overset{\min}{=} F_X$.
- The **defender** is the winner of an infinite play if X is defined as $X \overset{\max}{=} F_X$.

Game Characterization

Theorem

- $s \models F$ if and only if the defender has a universal winning strategy from (s, F)
- $s \not\models F$ if and only if the attacker has a universal winning strategy from (s, F)

Selection of Temporal Properties

- $Inv(F)$: $X \overset{\max}{=} F \wedge [Act]X$
- $Pos(F)$: $X \overset{\min}{=} F \vee \langle Act\rangle X$

- $Safe(F)$: $X \overset{\max}{=} F \wedge ([Act]ff \vee \langle Act\rangle X)$
- $Even(F)$: $X \overset{\min}{=} F \vee (\langle Act\rangle tt \wedge [Act]X)$

- $F \,\mathcal{U}^w\, G$: $X \overset{\max}{=} G \vee (F \wedge [Act]X)$
- $F \,\mathcal{U}^s\, G$: $X \overset{\min}{=} G \vee (F \wedge \langle Act\rangle tt \wedge [Act]X)$

Using until we can express e.g. $Inv(F)$ and $Even(F)$:

$$Inv(F) \equiv F \,\mathcal{U}^w\, ff \qquad Even(F) \equiv tt \,\mathcal{U}^s\, F$$

Examples of More Advanced Recursive Formulae

Nested Definitions of Recursive Variables

$$X \overset{\min}{=} Y \vee \langle Act\rangle X \qquad Y \overset{\max}{=} \langle a\rangle tt \wedge \langle Act\rangle Y$$

Solution: compute first $[\![Y]\!]$ and then $[\![X]\!]$.

Mutually Recursive Definitions

$$X \overset{\max}{=} [a]Y \qquad Y \overset{\max}{=} \langle a\rangle X$$

Solution: consider a complete lattice $(2^{Proc} \times 2^{Proc}, \sqsubseteq)$ where $(S_1, S_2) \sqsubseteq (S_1', S_2')$ iff $S_1 \subseteq S_1'$ and $S_2 \subseteq S_2'$.

Theorem (Characteristic Property for Finite-State Processes)

Let s be a process with finitely many reachable states. There exists a property X_s s.t. for all processes t: $s \sim t$ **if and only if** $t \in [\![X_s]\!]$.