

# Modeling and Verification of Probabilistic Systems

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<http://moves.rwth-aachen.de/teaching/ws-1516/movep15/>

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# Overview

- 1 Nondeterminism
- 2 Markov Decision Processes
- 3 Probabilities in MDPs
- 4 Policies
- 5 Summary

# Randomness and concurrency

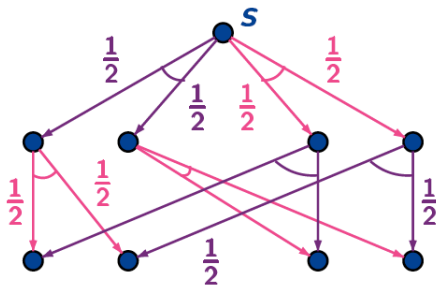
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## Beware

Nondeterminism is not the same as a uniform distribution!

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Randomized distributed algorithms are typically appropriately modeled by MDPs, as probabilities affect just a small part of the algorithm and nondeterminism is used to model concurrency between processes by means of interleaving.



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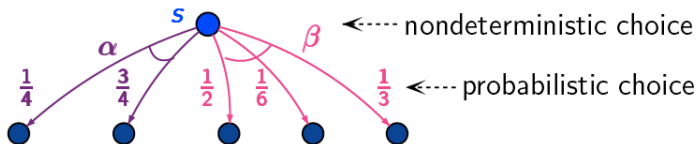
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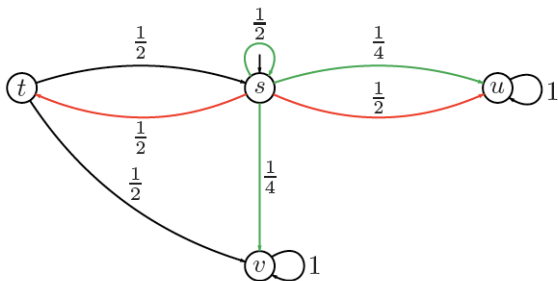
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If  $|Act(s)| = 1$  for any state  $s$ , then the nondeterministic choice in any state is over a singleton set. In this case,  $\mathcal{M}$  is a DTMC. Vice versa, a DTMC is an MDP such that  $|Act(s)| = 1$  for all  $s$ .

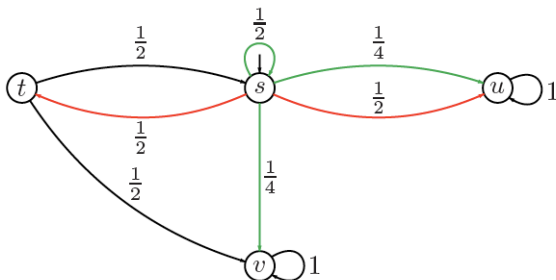


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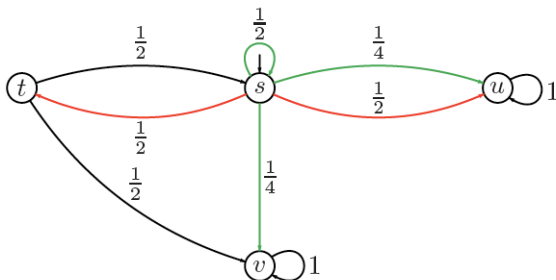


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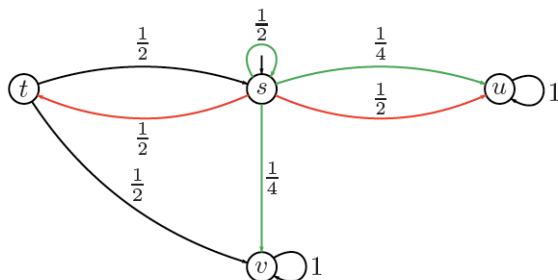
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- ▶  $\text{Act}(t) = \{\alpha\}$  with  $\mathbf{P}(t, \alpha, s) = \mathbf{P}(t, \alpha, u) = \frac{1}{2}$  and 0 otherwise

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- 2 concurrent processes  $\mathcal{P}_1, \mathcal{P}_2$  with 3 phases:
  - $n_i$  noncritical actions of process  $\mathcal{P}_i$
  - $w_i$  waiting phase of process  $\mathcal{P}_i$
  - $c_i$  critical section of process  $\mathcal{P}_i$
- competition of both processes are waiting
- resolved by a randomized arbiter who tosses a coin

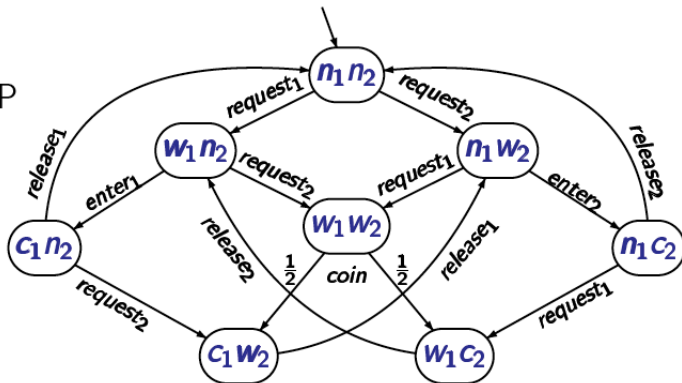
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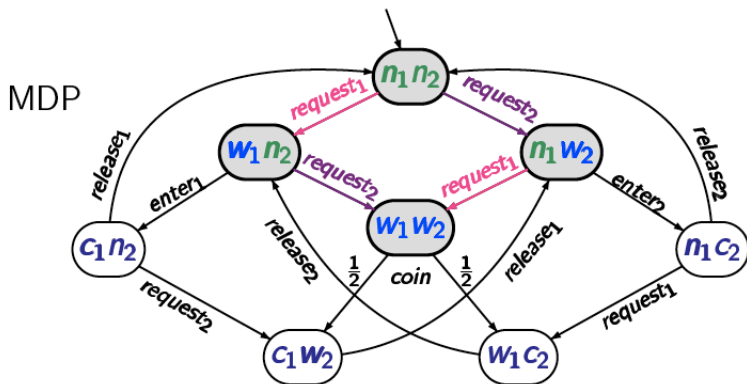
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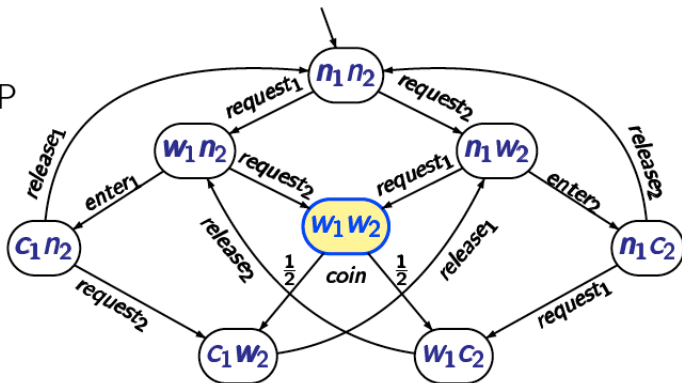


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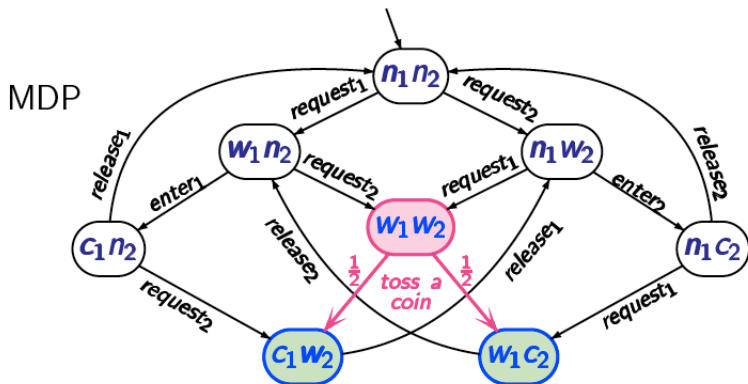
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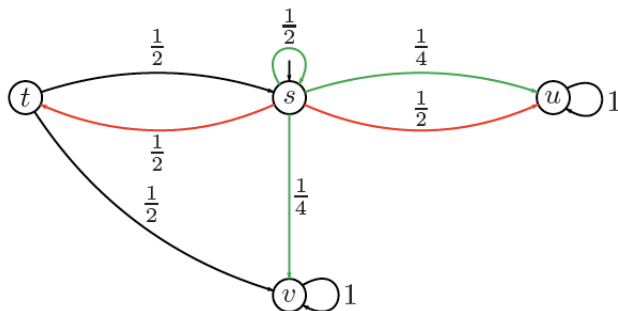
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# Overview

- 1 Nondeterminism
- 2 Markov Decision Processes
- 3 Probabilities in MDPs
- 4 Policies**
- 5 Summary

# Policies

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The path

$$\pi = s_0 \xrightarrow{\alpha_1} s_1 \xrightarrow{\alpha_2} s_2 \xrightarrow{\alpha_3} \dots$$

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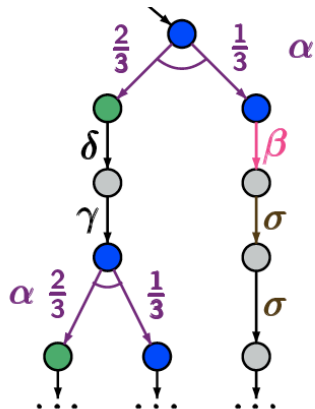
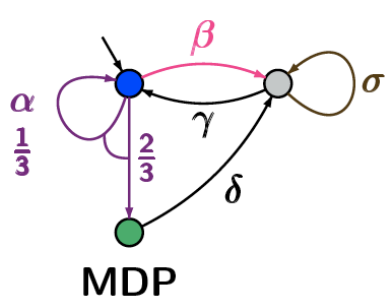
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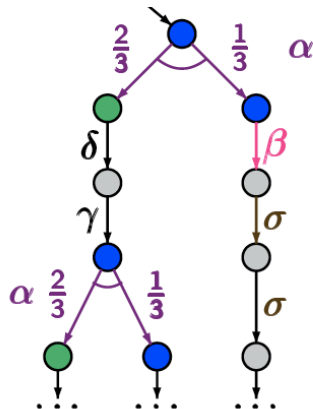
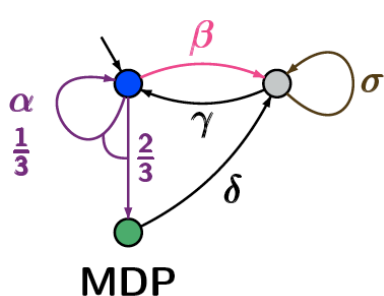


# Induced Markov chain

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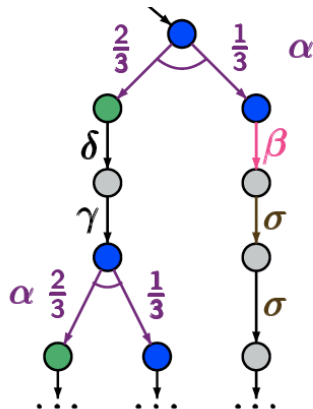
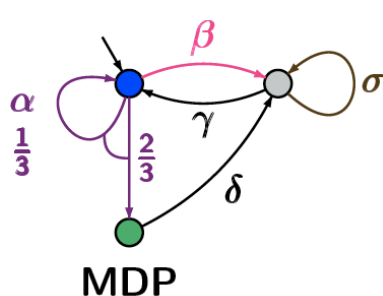


# Induced Markov chain



Each policy induces an infinite DTMC.

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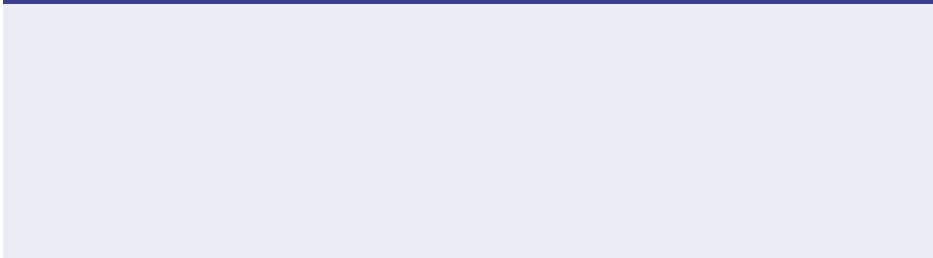


Each policy induces an infinite DTMC. States are finite prefixes of paths in the MDP.

# Induced DTMC of an MDP by a policy

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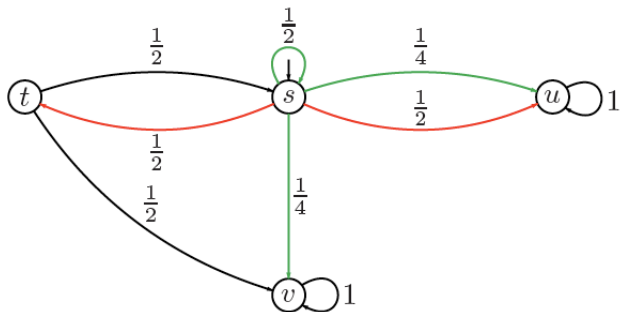
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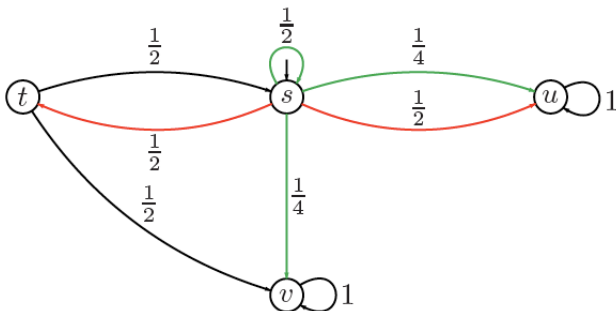
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# Example MDP

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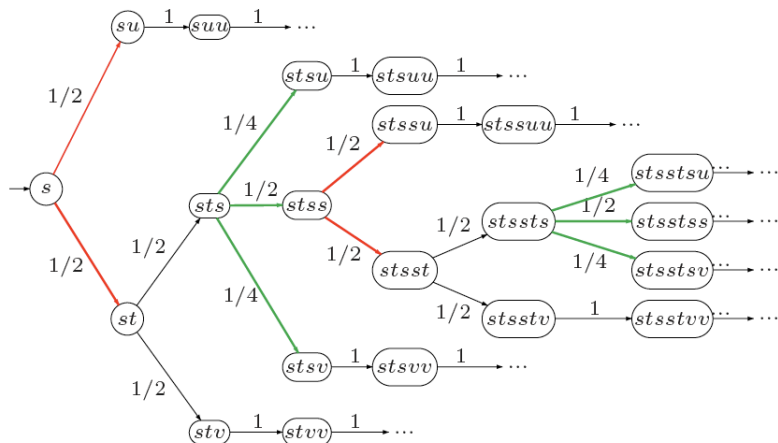


Consider a policy that alternates between selecting **red** and **green**, starting with **red**.

# Example induced DTMC



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Induced DTMC for a policy that alternates between selecting **red** and **green**.

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$$s_0 \xrightarrow{\mathfrak{G}(\hat{\pi}_0)} s_1 \xrightarrow{\mathfrak{G}(\hat{\pi}_1)} s_2 \xrightarrow{\mathfrak{G}(\hat{\pi}_2)} \dots$$

is a  $\mathfrak{G}$ -path in  $\mathcal{M}$ .

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Similarly, for fixed state  $s$  of  $\mathcal{M}$ , which is considered as the unique starting state,

$$Pr^{\mathfrak{G}}(s \models P) = Pr_s^{\mathcal{M}_{\mathfrak{G}}}\{\pi \in Paths(s) \mid trace(\pi) \in P\}$$

where we identify the paths in  $\mathcal{M}_{\mathfrak{G}}$  with the corresponding  $\mathfrak{G}$ -paths in  $\mathcal{M}$ .

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5. Probability measures on MDP paths are defined using induced DTMC paths.
6. A positional policy selects in a state always the same action.