



# Modelling and Analysing Concurrent Systems

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Lecture 3: Logical Specifications

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<https://moves.rwth-aachen.de/teaching/ws-22-23/rio/>

# Outline of Lecture 3

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Hennessy-Milner Logic

HML and Process Traces

HML and Bisimilarity

Introducing Recursion to HML

Solving Recursive Equations by Fixed-Point Iteration

# Verifying Correctness of Concurrent Systems

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## Equivalence-checking approach

$$Impl \equiv Spec$$

- $\equiv$  is some equivalence, e.g.,  $\sim$  or  $\approx^c$ .
- *Spec* is often expressed in the same language as *Impl*, e.g., CCS.
- *Spec* provides the **full** specification of the intended behaviour.

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## Model-checking approach

$$Impl \models Prop$$

- $\models$  is the satisfaction relation.
- *Prop* is a particular feature, often expressed via a logic, e.g., HML.
- *Prop* is a **partial** specification of the intended behaviour.

# Motivation

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**Goal:** check processes for **simple properties**

- action *a* is initially enabled
- action *b* is initially disabled
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**Approach:**

- Formalisation in **Hennessy-Milner Logic (HML)**
- M. Hennessy, R. Milner: *On Observing Nondeterminism and Concurrency*, ICALP 1980, Springer LNCS 85, 299–309
- Checking by **exploration of state space**

# Syntax of HML

Definition 3.1 (Syntax of HML)

(Hennessy & Milner 1985)

The set  $HMF$  of **Hennessy-Milner formulae** over a set of actions  $Act$  is defined by the following syntax:

$F ::=$	$tt$	(true)
	$ff$	(false)
	$F_1 \wedge F_2$	(conjunction)
	$F_1 \vee F_2$	(disjunction)
	$\langle \alpha \rangle F$	(diamond)
	$[\alpha] F$	(box)

where  $\alpha \in Act$ .

# Meaning of HML Constructs

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**Abbreviations** for  $L = \{\alpha_1, \dots, \alpha_n\}$  ( $n \in \mathbb{N}$ ):

- $\langle L \rangle F := \langle \alpha_1 \rangle F \vee \dots \vee \langle \alpha_n \rangle F$
- $[L]F := [\alpha_1]F \wedge \dots \wedge [\alpha_n]F$
- In particular, a process satisfies
  - $\langle \text{Act} \rangle \text{tt}$  iff it has some outgoing transition, i.e., is not deadlocked, and
  - $[\text{Act}] \text{ff}$  iff it has no outgoing transition, i.e., is deadlocked

# Semantics of HML I

## Definition 3.2 (Semantics of HML)

Let  $(S, Act, \longrightarrow)$  be an LTS and  $F \in HMF$ . The set of processes in  $S$  that **satisfy**  $F$ ,  $\llbracket F \rrbracket \subseteq S$ , is defined by:

$$\begin{aligned} \llbracket \text{tt} \rrbracket &:= S & \llbracket \text{ff} \rrbracket &:= \emptyset \\ \llbracket F_1 \wedge F_2 \rrbracket &:= \llbracket F_1 \rrbracket \cap \llbracket F_2 \rrbracket & \llbracket F_1 \vee F_2 \rrbracket &:= \llbracket F_1 \rrbracket \cup \llbracket F_2 \rrbracket \\ \llbracket \langle \alpha \rangle F \rrbracket &:= \langle \cdot \alpha \cdot \rangle (\llbracket F \rrbracket) & \llbracket [\alpha] F \rrbracket &:= [\cdot \alpha \cdot] (\llbracket F \rrbracket) \end{aligned}$$

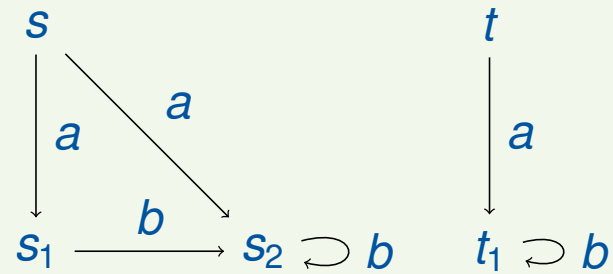
where  $\langle \cdot \alpha \cdot \rangle, [\cdot \alpha \cdot] : 2^S \rightarrow 2^S$  are given by

$$\begin{aligned} \langle \cdot \alpha \cdot \rangle (T) &:= \{s \in S \mid \exists s' \in T : s \xrightarrow{\alpha} s'\} \\ [\cdot \alpha \cdot] (T) &:= \{s \in S \mid \forall s' \in S : s \xrightarrow{\alpha} s' \Rightarrow s' \in T\} \end{aligned}$$

We write  $s \models F$  iff  $s \in \llbracket F \rrbracket$ . Two HML formulae are **equivalent** (written  $F \equiv G$ ) iff they are satisfied by the same processes in every LTS.

## Semantics of HML II

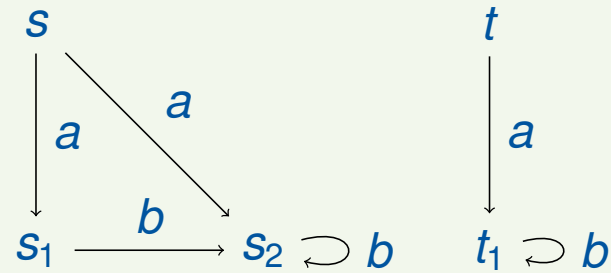
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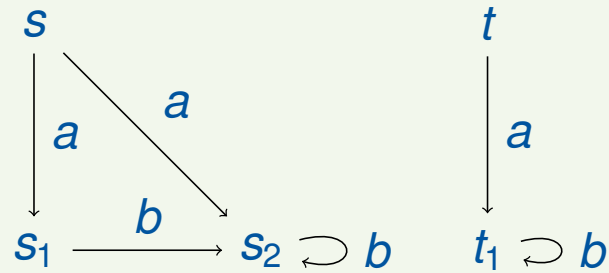
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$$(1) \langle \cdot a \cdot \rangle(\{s_1, t_1\}) = \{s, t\}$$

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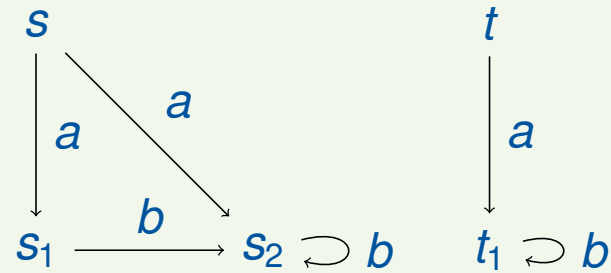


$$(1) \langle \cdot a \cdot \rangle(\{s_1, t_1\}) = \{s, t\}$$

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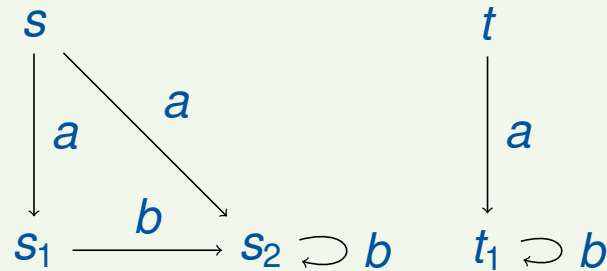
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- (4)  $[\cdot b \cdot](\{s_1, t_1\}) = \{s, t, t_1\}$

# Simple Properties Revisited

## Example 3.4

(1) Action  $a$  is initially enabled:  $\langle a \rangle \text{tt}$

$$\begin{aligned} \llbracket \langle a \rangle \text{tt} \rrbracket &= \langle \cdot a \cdot \rrbracket \llbracket \text{tt} \rrbracket \\ &= \langle \cdot a \cdot \rrbracket (S) \\ &= \{s \in S \mid \exists s' \in S : s \xrightarrow{a} s'\} =: \{s \in S \mid s \xrightarrow{a} \cdot\} \end{aligned}$$

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(3) Absence of deadlock:

- initially:  $\langle \text{Act} \rangle \text{tt}$
- always (i.e., no reachable state deadlocks): later (requires recursion)

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- initially:  $\langle \text{Act} \rangle \text{tt}$
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(4) Responsiveness:

- initially:  $[request] \langle \overline{reply} \rangle \text{tt}$
- always: later (requires recursion)



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# HML and Process Traces I

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## Lemma 3.5 (HML and process traces)

Let  $(S, Act, \longrightarrow)$  be an LTS, and let  $P, Q \in S$  satisfy the same HMF (i.e., for all  $F \in HMF: P \models F \iff Q \models F$ ). Then  $Tr(P) = Tr(Q)$ .

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### Proof.

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Then there ex.  $n \geq 1$  and  $w = \alpha_1 \dots \alpha_n \in Act^+$  (note that  $\varepsilon \in Tr(P)$  for all  $R \in S$ ) such that  $w \in Tr(P) \setminus Tr(Q)$  (or vice versa).

Hence, for  $F := \langle \alpha_1 \rangle \dots \langle \alpha_n \rangle tt \in HMF: P \models F$  but  $Q \not\models F$ .  $\color{red}{\downarrow}$  □

## HML and Process Traces II

---

**Remark:** the converse does *not* hold.

### Example 3.6

- Let
  - $P := a.(b.nil + c.nil) \in Prc$  and
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- Let  $F := [a](\langle b \rangle tt \wedge \langle c \rangle tt) \in HMF$
- Then  $P \models F$  but  $Q \not\models F$
- Thus: HML can distinguish **branching behaviour** of processes.



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## Bisimilarity and HML

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- Strong bisimilarity (and observation congruence) are based on mutually mimicking of processes.
- They possess the required properties of behavioural equivalences.
- In particular,  $\sim$  and  $\approx^c$  are deadlock-sensitive CCS congruences.
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### Aim

Study the connection between strong bisimilarity and satisfaction of HML formulae.

## Relationship Between HML and Strong Bisimilarity

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(ignoring a technical side condition called “finitely branching”)

### Theorem 3.7 (Hennessy-Milner Theorem)

Let  $(S, Act, \{\xrightarrow{a} \mid a \in Act\})$  be an LTS and  $P, Q \in S$ . Then:

$$P \sim Q \text{ iff for every } F \in HMF : (P \models F \iff Q \models F).$$

Proof.

omitted □

# Proving Non-Bisimilarity

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## Proving non-bisimilarity

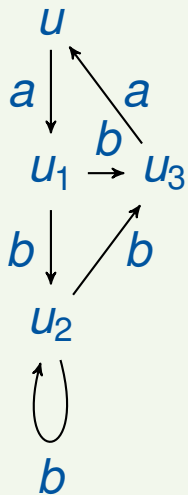
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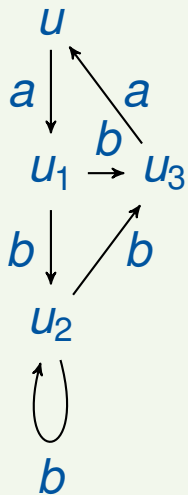


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### Example 3.8



### Distinguishing formulae

(satisfied by row state / violated by column state):

	$u$	$u_1$	$u_2$	$u_3$
$u$	-	$\langle a \rangle tt$	$\langle a \rangle tt$	$\langle a \rangle \langle b \rangle tt$
$u_1$	$[a] ff$	-	-	$[a] ff$
$u_2$	$[a] ff$	-	-	$[a] ff$
$u_3$	$\langle a \rangle \langle a \rangle tt$	$\langle a \rangle tt$	$\langle a \rangle tt$	-

(check using CAAL)

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## Finiteness of HML

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**Observation:** HML formulae only describe **finite** part of process behaviour

- each modal operator ( $[.]$ ,  $\langle . \rangle$ ) talks about **one step**
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### Example 3.9

- $F := (\langle a \rangle [a] \text{ff}) \vee \langle b \rangle \text{tt} \in \text{HMF}$  has modal depth 2
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**But:** sometimes necessary to refer to **arbitrarily long computations** (e.g., “no deadlock state reachable”)

- possible solution: support **infinite conjunctions and disjunctions**

# Infinite Conjunctions and Disjunctions

## Example 3.10

### (1) Invariant properties

- e.g., “action  $a$  is enabled in every reachable state”
- that is, every reachable state satisfies  $\langle a \rangle \text{tt}$
- requires **infinite conjunction**:

$$\text{Inv}(\langle a \rangle \text{tt}) = \langle a \rangle \text{tt} \wedge [\text{Act}] \langle a \rangle \text{tt} \wedge [\text{Act}][\text{Act}] \langle a \rangle \text{tt} \wedge \dots = \bigwedge_{k \in \mathbb{N}} [\text{Act}]^k \langle a \rangle \text{tt}$$

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### (2) Possibility properties

- e.g., “the process has the possibility to terminate”
- that is, it has the option to eventually satisfy  $[\text{Act}] \text{ff}$
- Representable by **infinite disjunction**:

$$\text{Pos}([\text{Act}] \text{ff}) = [\text{Act}] \text{ff} \vee \langle \text{Act} \rangle [\text{Act}] \text{ff} \vee \langle \text{Act} \rangle \langle \text{Act} \rangle [\text{Act}] \text{ff} \vee \dots = \bigvee_{k \in \mathbb{N}} \langle \text{Act} \rangle^k [\text{Act}] \text{ff}$$

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**Problem:** infinite formulae not easy to handle!

# Introducing Recursion

---

## Solution: employ recursion!

- $Inv(\langle a \rangle tt) = \langle a \rangle tt \wedge [Act] Inv(\langle a \rangle tt)$
- $Pos([Act]ff) = [Act]ff \vee \langle Act \rangle Pos([Act]ff)$

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## Solution: employ recursion!

- $Inv(\langle a \rangle tt) = \langle a \rangle tt \wedge [Act] Inv(\langle a \rangle tt)$
- $Pos([Act]ff) = [Act]ff \vee \langle Act \rangle Pos([Act]ff)$

**Interpretation:** the sets of states  $X, Y \subseteq S$  satisfying the respective formula should solve the corresponding semantic equations, i.e.,

- $X = \langle \cdot a \cdot \rangle (S) \cap [\cdot Act \cdot](X)$
- $Y = [\cdot Act \cdot](\emptyset) \cup \langle \cdot Act \cdot \rangle (Y)$



# Introducing Recursion

## Solution: employ recursion!

- $Inv(\langle a \rangle tt) = \langle a \rangle tt \wedge [Act] Inv(\langle a \rangle tt)$
- $Pos([Act]ff) = [Act]ff \vee \langle Act \rangle Pos([Act]ff)$

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## Open questions

- Do such recursive equations (always) have **solutions**?
- If so, are these **unique**?
- How can we **decide** whether a process satisfies a recursive formula (“model checking”)?

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## Open questions

- Do such recursive equations (always) have **solutions**?  
Yes, they do.
- If so, are these **unique**?  
Not necessarily.
- How can we **decide** whether a process satisfies a recursive formula (“model checking”)?  
Employ fixed-point iteration.

# Uniqueness of Solutions

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## Uniqueness of solutions

- Use **greatest solutions** for properties that hold unless the process has a finite computation that **disproves** it.
- Use **least solutions** for properties that hold if the process has a finite computation that **proves** it.

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- Use **least solutions** for properties that hold if the process has a finite computation that **proves** it.

## Example 3.11

Let  $(S, Act, \longrightarrow)$  be an LTS,  $s \in S$ , and  $F \in HMF$ .

- **Invariant:**  $Inv(F) \equiv X$  for  $X \stackrel{max}{=} F \wedge [Act]X$ 
  - $s \models Inv(F)$  if all states reachable from  $s$  satisfy  $F$
- **Possibility:**  $Pos(F) \equiv Y$  for  $Y \stackrel{min}{=} F \vee \langle Act \rangle Y$ 
  - $s \models Pos(F)$  if a state satisfying  $F$  is reachable from  $s$

# Outline of Lecture 3

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Hennessy-Milner Logic

HML and Process Traces

HML and Bisimilarity

Introducing Recursion to HML

Solving Recursive Equations by Fixed-Point Iteration

# Fixed-Point Iteration

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- **Approach:** iteratively compute solution of equation (system)
  - Arnd's course: value iteration for linear equation systems
  - numerical analysis: Newton's method for computing roots of real-valued functions
  - ...

# Fixed-Point Iteration

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- **Approach:** **iteratively compute solution** of equation (system)
  - Arnd’s course: value iteration for linear equation systems
  - numerical analysis: Newton’s method for computing roots of real-valued functions
  - ...
- **“Classical” issues:**
  - **convergence**
  - continuous domains **approximated** by floating-point numbers (rounding errors)
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- **Here:** much nicer setting!
  - **finite** (and thus discrete) domain (subsets of states)
  - **monotonic** behaviour of iteration functions (w.r.t. subset inclusion)
  - thus **termination** guaranteed



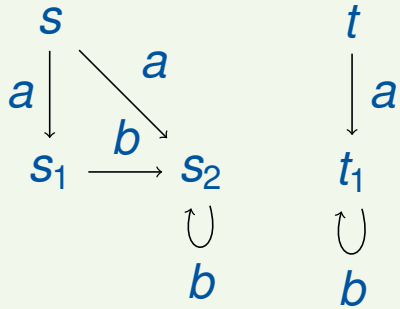
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  - thus **termination** guaranteed
- **Two variants:**
  - Greatest** solution:
    - start with **greatest** element (=  $S$ )
    - iteration yields **decreasing** chain
    - stable result = **greatest** fixed point
  - Least** solution:
    - start with **least** element (=  $\emptyset$ )
    - iteration yields **increasing** chain
    - stable result = **least** fixed point

# A Greatest Fixed Point

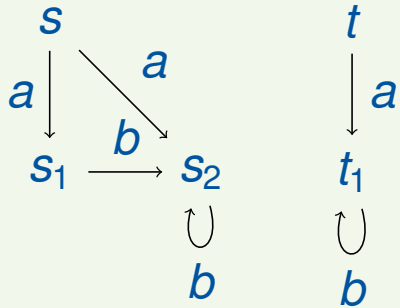
## Example 3.12



Let  $S := \{s, s_1, s_2, t, t_1\}$ .

# A Greatest Fixed Point

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Solution of

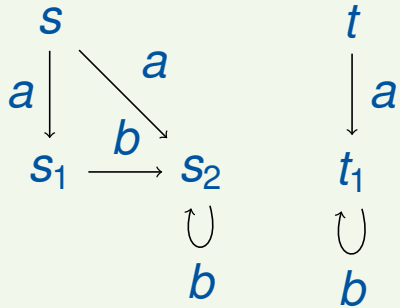
$$X \stackrel{\text{max}}{=} \langle b \rangle tt \wedge [b]X$$

(invariant: “all  $b^*$ -successors have a  $b$ -successor”) equals the **greatest fixed point** of

$$f : 2^S \rightarrow 2^S : T \mapsto \langle b \cdot \rangle(S) \cap [b \cdot](T)$$

# A Greatest Fixed Point

## Example 3.12



Fixed-point iteration starting from **greatest element** ( $S$ ):

$$\begin{aligned} f(S) &= \langle \cdot b \cdot \rangle(S) \cap [\cdot b \cdot](S) \\ &= \{s_1, s_2, t_1\} \cap S \\ &= \{s_1, s_2, t_1\} \end{aligned}$$

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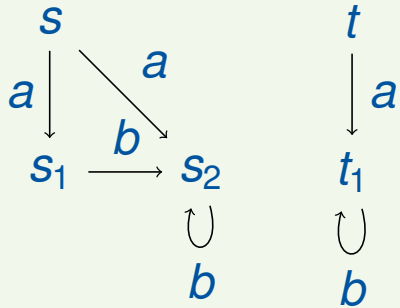
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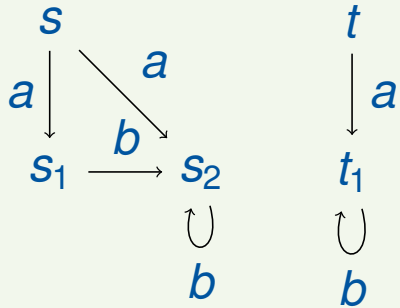
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$$\begin{aligned} f^2(S) &= \langle b \rangle(S) \cap [b](\{s_1, s_2, t_1\}) \\ &= \{s_1, s_2, t_1\} \cap \{s, s_1, s_2, t, t_1\} \\ &= \{s_1, s_2, t_1\} \\ &= f(S) \end{aligned}$$

# A Greatest Fixed Point

## Example 3.12



Let  $S := \{s, s_1, s_2, t, t_1\}$ .

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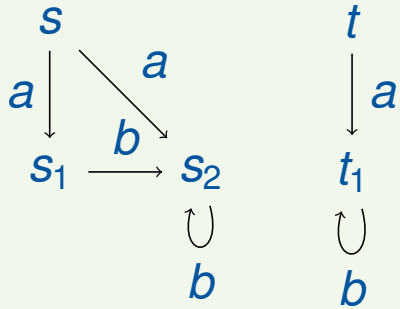
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$$\Rightarrow \text{greatest solution} = \{s_1, s_2, t_1\}$$

(verify using CAAL)

# A Least Fixed Point

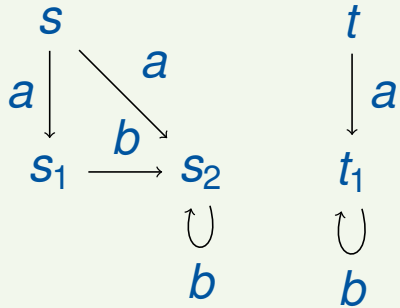
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# A Least Fixed Point

## Example 3.13



Let  $S := \{s, s_1, s_2, t, t_1\}$ .

Solution of

$$Y \stackrel{\min}{=} \langle b \rangle t t \vee \langle \{a, b\} \rangle Y$$

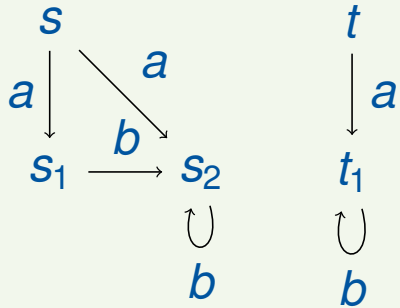
(possibility: “a  $b$ -transition is reachable”) equals the **least fixed point** of

$$g : 2^S \rightarrow 2^S : T \mapsto \langle \cdot b \cdot \rangle (S) \cup \langle \cdot \{a, b\} \cdot \rangle (T)$$



# A Least Fixed Point

## Example 3.13



Fixed-point iteration starting from **least element** ( $\emptyset$ ):

$$\begin{aligned} g(\emptyset) &= \langle \cdot b \cdot \rangle(S) \cup \langle \cdot \{a, b\} \cdot \rangle(\emptyset) \\ &= \{s_1, s_2, t_1\} \cup \emptyset \\ &= \{s_1, s_2, t_1\} \end{aligned}$$

Let  $S := \{s, s_1, s_2, t, t_1\}$ .

Solution of

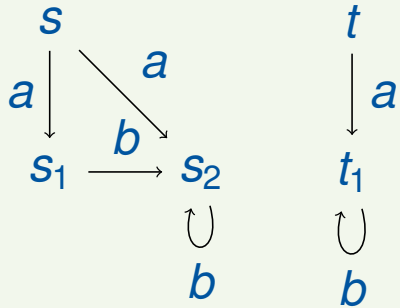
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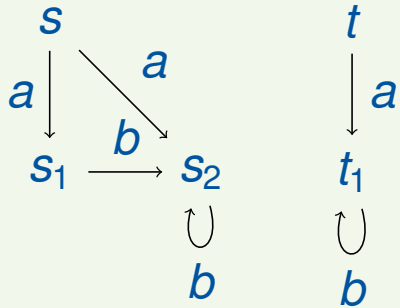
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# A Least Fixed Point

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Solution of

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$\Rightarrow$  least solution =  $S$

(verify using CAAL)