

Probabilistic CTL* - The Deductive Way

Lea Hiendl

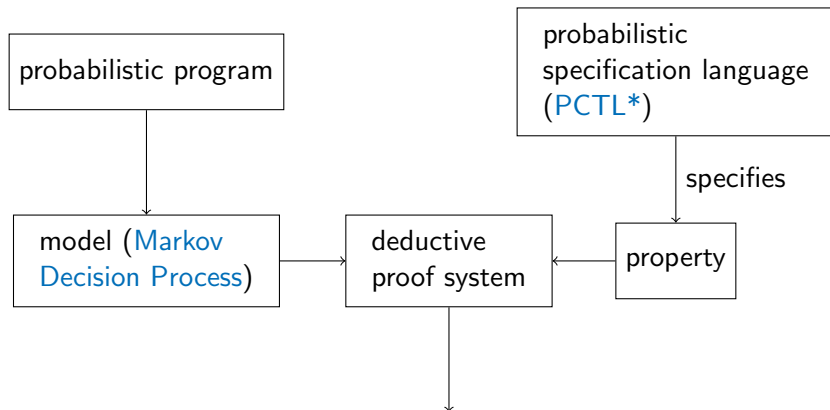
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Probabilistic Programming Seminar 2016

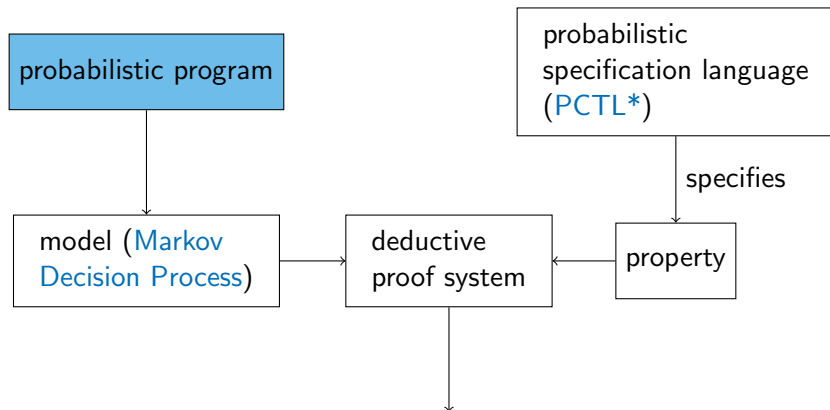
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- PCTL*: specification language for model checking
 - probabilistic model checking for finite state models is well-studied
 - open research area: infinite state models
 - "Probabilistic CTL* - The Deductive Way"
by Dimitrova et al.:
- a sound (deductive) proof system that also works in infinite state spaces




Does the program satisfy the property?



Robot Example

-3, 3	-2, 3	-1, 3	0, 3	1, 3	2, 3	3, 3
-3, 2	-2, 2	-1, 2	0, 2	1, 2	2, 2	3, 2
-3, 1	-2, 1	-1, 1	0, 1	1, 1	2, 1	3, 1
-3, 0	-2, 0	-1, 0	0, 0	1, 0	2, 0	3, 0
-3, -1	-2, -1	-1, -1	0, -1	1, -1	2, -1	3, -1
-3, -2	-2, -2	-1, -2	0, -2	1, -2	2, -2	3, -2
-3, -3	-2, -3	-1, -3	0, -3	1, -3	2, -3	3, -3

Robot Example

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-3, 1	-2, 1	-1, 1	0, 1	1, 1	2, 1	3, 1
-3, 0	-2, 0	-1, 0	0, 0	1, 0	2, 0	3, 0
-3, -1		-1, -1	0, -1	1, -1	2, -1	3, -1
-3, -2	-2, -2	-1, -2	0, -2	1, -2	2, -2	3, -2
-3, -3	-2, -3	-1, -3	0, -3	1, -3	2, -3	3, -3

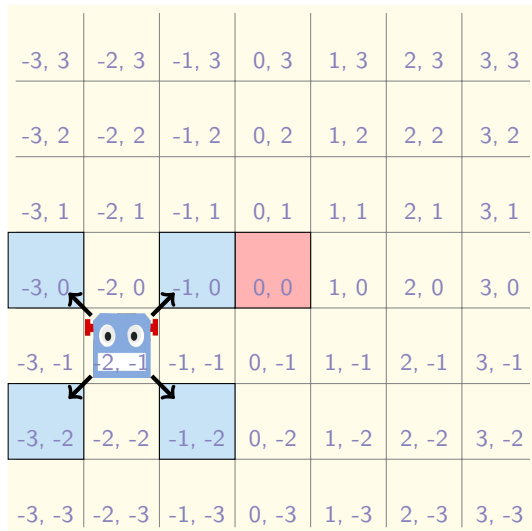
- robot at arbitrary starting position

Robot Example

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-3, -3	-2, -3	-1, -3	0, -3	1, -3	2, -3	3, -3

- robot at arbitrary starting position
- at every step: move one tile diagonally


Robot Example



- robot at arbitrary starting position
- at every step: move one tile diagonally
- goal: visit the origin (0,0) infinitely often


Robot Example

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- robot at arbitrary starting position
- at every step: move one tile diagonally
- goal: visit the origin (0,0) infinitely often
- after every move, random forces repel the robot along x- and y-axis

Robot Example

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-3, 1	-2, 1	-1, 1	0, 1	1, 1	2, 1	3, 1
-3, 0	-2, 0	-1, 0	0, 0	1, 0	2, 0	3, 0
-3, -1	-2, -1	-1, -1	0, -1	1, -1	2, -1	3, -1
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Probabilistic Programs

$$P = (\mathbf{x}, C)$$

- \mathbf{x} : finite (ordered) set of variables with countable domains
- C : finite set of guarded commands
 - deterministic:

$$g(\mathbf{x}) \mapsto \mathbf{x}' = \mathbf{e}(\mathbf{x})$$

- If guard g is fulfilled, assign \mathbf{x} the values of $\mathbf{e}(\mathbf{x})$
- probabilistic:

$$g(\mathbf{x}) \mapsto \mathbf{x}' = \mathbf{e}_1(\mathbf{x}) \otimes_{=p_1} \dots \otimes_{=p_k} \mathbf{x}' = \mathbf{e}_{k+1}(\mathbf{x})$$
$$p_i \in [0, 1]$$

- $\mathbf{x}' = \mathbf{e}_i(\mathbf{x}) \otimes_{=p_i}$: assign \mathbf{x} the values of $\mathbf{e}_i(\mathbf{x})$ with probability p_i
or
assign \mathbf{x} the values of $\mathbf{e}_{k+1}(\mathbf{x})$ with probability $1 - \sum_{i=1}^k p_i$

Robot Example: Probabilistic Program

$$P = (\mathbf{x}, C)$$

- $\mathbf{x} : x \in \mathbb{Z}, y \in \mathbb{Z}, l \in \{0, 1, 2\}$
- C :

$$c_{NE} : l = 0 \mapsto x' = x + 1 \wedge y' = y + 1 \wedge l' = 1$$

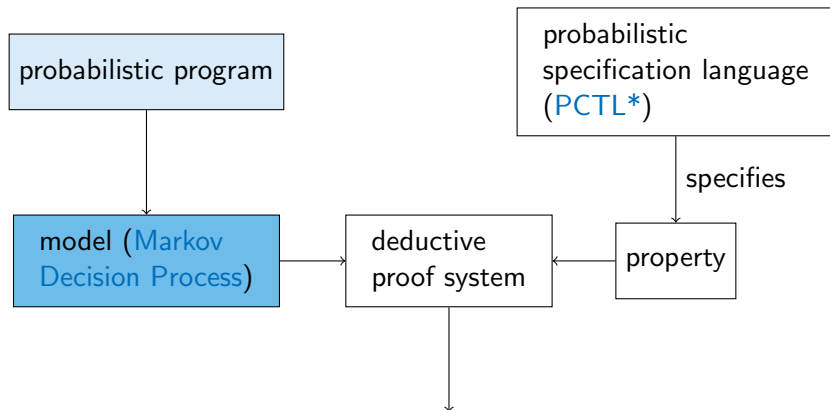
$$c_{SE} : l = 0 \mapsto x' = x + 1 \wedge y' = y - 1 \wedge l' = 1$$

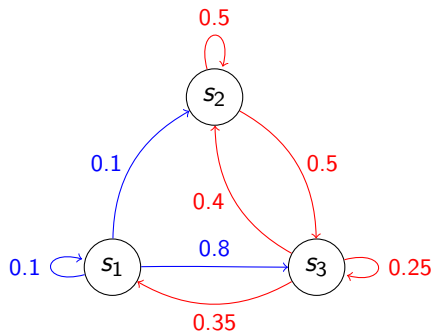
$$c_{NW} : l = 0 \mapsto x' = x - 1 \wedge y' = y + 1 \wedge l' = 1$$

$$c_{SW} : l = 0 \mapsto x' = x - 1 \wedge y' = y - 1 \wedge l' = 1$$

$$c_x : l = 1 \mapsto (x' = x + 9 \cdot \text{sign}(x) \otimes_{=\frac{1}{|x|+1}} x' = x) \wedge y' = y \wedge l' = 2$$

$$c_y : l = 2 \mapsto (y' = y + 9 \cdot \text{sign}(y) \otimes_{=\frac{1}{|y|+1}} y' = y) \wedge x' = x \wedge l' = 0$$





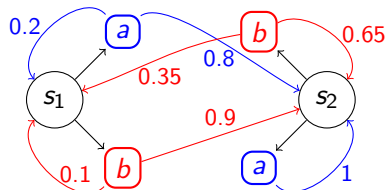
Discrete Time Markov Chain
DTMC (S, ρ) :

- S is a countable set of states
- $\rho : S \mapsto \text{Distr}(S)$ transition function

$\rho(s) =: \mu_s \in \text{Distr}(S)$, s.t. $\mu_s(s')$ is the probability that from state s , the transition to state s' is taken

Markov property: the probability of moving to the next state only depends on the current state and not the prior sequence of states

Markov Decision Process



MDP (S, A, ρ) :

- S is a countable set of states
- A is a set of actions
- $\rho : S \times A \mapsto \text{Distr}(S)$ transition function

$\rho(s, a) =: \mu_{s,a} \in \text{Distr}(S)$, s.t. $\mu_{s,a}(s')$ is the probability that from state s , if the action a is chosen, the transition to state s' is taken

added **non-determinism**: choice between actions in every state

A scheduler is a function $\alpha : S^+ \mapsto \text{Distr}(A)$ that maps every non-empty sequence over S to a probability distribution over the action set A .

- deterministic: $\alpha : S^+ \mapsto A$
- memoryless: $\alpha : S \mapsto \text{Distr}(A)$

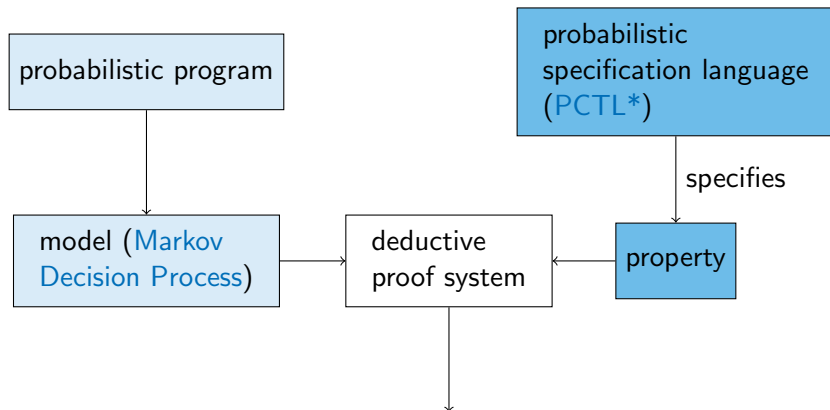
A scheduler for a MDP chooses an action in every state, thereby resolving the non-determinism. The result is a Markov Chain.

one possible (memoryless, deterministic) scheduler: $\alpha : S \rightarrow A$

$$\alpha(x, y, l) = \begin{cases} c_{NE} & l = 0, x < 0, y < 0 \\ c_{SE} & l = 0, x < 0, y \geq 0 \\ c_{NW} & l = 0, x \geq 0, y < 0 \\ c_{SW} & l = 0, x \geq 0, y \geq 0 \\ c_x & l = 1 \\ c_y & l = 2 \end{cases}$$

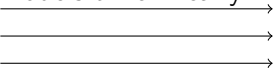
premise: "always attempt to reduce distance to origin"

Overview

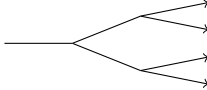


use temporal operators to make statements about time paths

Linear Time Logic (LTL)

- models time linearly

- always makes statements about all paths

Computation Tree Logic (CTL)

- models time as a tree

- uses quantifiers \exists, \forall to make statements about all or some paths

CTL*: extension of CTL that allows statements about infinite paths

Temporal Operators

operator	derivation	semantics
$\bigcirc\phi$		
$\phi\mathcal{U}\psi$		
$\phi\mathcal{R}\psi$		
$\diamond\phi$	$= \text{true } \mathcal{U}\phi$	
$\square\phi$	$= \text{false } \mathcal{R}\phi$	

- AP : set of assertions
- Grammar for state formulas:

$$\Phi := a \mid \neg a \mid \Phi_1 \wedge \Phi_2 \mid \Phi_1 \vee \Phi_2 \mid \mathbb{P}_{\bowtie p}^{\forall}(\varphi) \mid \mathbb{P}_{\bowtie p}^{\exists}(\varphi)$$

$\bowtie \in \{\leq, <, \geq, >\}, p \in \mathbb{R}_{\geq 0}, a \in AP$:

- Path formulas:

$$\varphi := \bigcirc \Phi \mid \Phi_1 \mathcal{U} \Phi_2 \mid \Phi_1 \mathcal{R} \Phi_2$$

- AP : set of assertions
- Grammar for state formulas:

$$\Phi := a \mid \neg a \mid \Phi_1 \wedge \Phi_2 \mid \Phi_1 \vee \Phi_2 \mid \underbrace{\mathbb{P}_{\bowtie p}^{\forall}(\varphi) \mid \mathbb{P}_{\bowtie p}^{\exists}(\varphi)}_{\text{probabilistic quantifiers}}$$

$\bowtie \in \{\leq, <, \geq, >\}, p \in \mathbb{R}_{\geq 0}, a \in AP$:

- Path formulas:

$$\varphi := \bigcirc \Phi \mid \Phi_1 \mathcal{U} \Phi_2 \mid \Phi_1 \mathcal{R} \Phi_2$$

$P, s \models \mathbb{P}_{\bowtie p}^{\forall}(\varphi)$ iff $Prob_{s,a}(\{\tau \in Paths(M_{\alpha}, \tau \models \varphi)\}) \bowtie p$
for every scheduler α inducing a DTMC M_{α}

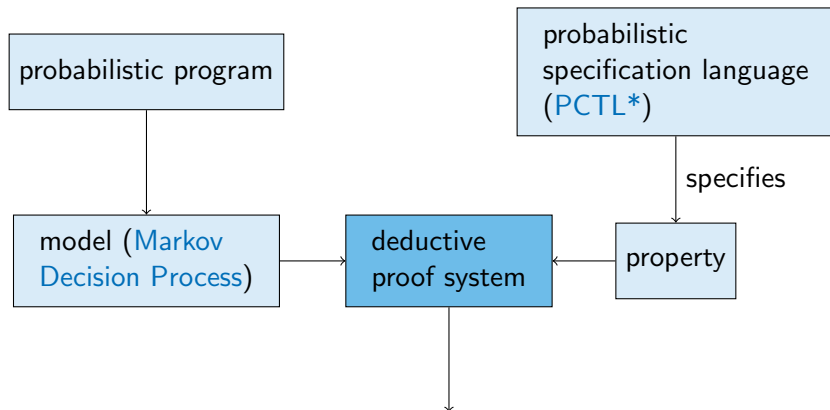
$P, s \models \mathbb{P}_{\bowtie p}^{\exists}(\varphi)$ iff $Prob_{s,a}(\{\tau \in Paths(M_{\alpha}, \tau \models \varphi)\}) \bowtie p$
for some scheduler α inducing a DTMC M_{α}

Example. $\mathbb{P}_{=0.5}^{\exists}(\diamond a)$: With 50% probability, there exists a path such that somewhere on that path a holds.

PCTL* is a generalization of PCTL which additionally allows ω -regular languages over state formulas as path formulas.

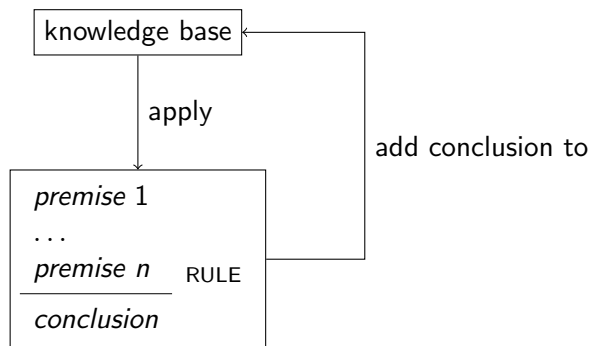
In PCTL/CTL, every temporal operator must be preceded by a quantifier. This restriction is removed in PCTL*/CTL*.

Example. $\Phi = \mathbb{P}_{=1}^{\exists} \square \diamond (a)$ is in PCTL*, but not in PCTL.
 Φ is satisfied if there exists with probability 1 (almost sure) an infinite path such that a occurs infinitely often on that path.

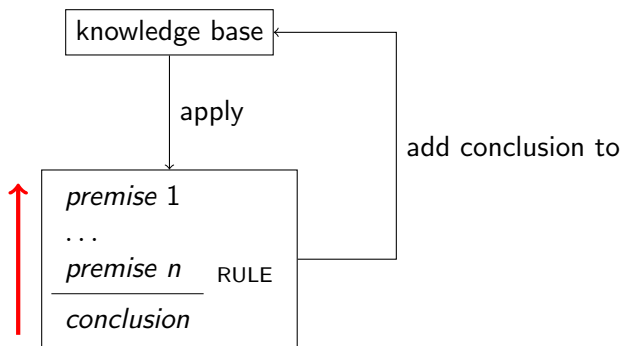


Does the program satisfy the property?

Deductive Proof System



Deductive Proof System



actual proof of a given property: bottom up

- Preliminary Rules
 - Qualitative PCTL Rules
 - Quantitative PCTL Rules
 - Extension To PCTL*

$P \vdash \Phi$: "The proof system derives that P satisfies Φ from every state"

$$\frac{\begin{array}{l} \text{assertion } \pi \\ P \vdash \Phi[\Psi/\pi] \\ P \vdash \pi \rightarrow \Psi \end{array} \text{ BASIC-STATE}}{P \vdash \Phi}$$
$$\frac{\theta \text{ is a valid assertion}}{P \vdash \theta} \text{ GEN}$$

Basic Approach: Reduce the verification of a formula Φ to the verification of formulas of the form $\pi \rightarrow \Phi$.

- Preliminary Rules
- Qualitative PCTL Rules
 - qualitative fragment: $\mathbb{P}_{\bowtie p}^Q$ restricted to $p \in \{0, 1\}$
- Quantitative PCTL Rules
- Extension To PCTL*

Extension of ranking functions to the probabilistic setting:

Given a well-founded partial order $(\mathbb{R}_{\geq 0}, \succ)$, a Lyapunov ranking function $\delta : S \rightarrow \mathbb{R}_{\geq 0}$ defined over a Markov Chain (S, ρ) is a function δ that decreases in expectation on each step:

$$\delta(s) \succ \mathbb{E}(\delta', s) = \sum_{s' \in S} \delta(s') \mu_s(s')$$

- Lyapunov ranking functions are a tool for proving liveness properties of the form

$$\mathbb{P}_{\times p}^Q \diamond \varphi = \mathbb{P}_{\times p}^Q(\text{true } \mathcal{U} \varphi) \text{ for } Q \in \{\exists, \forall\}$$

- Idea: find a δ that decreases whenever a transition $s \rightarrow s'$ is taken where the state s' does not satisfy the target formula φ
- this method is complete for finite state sets
- incomplete for infinite state sets

for proving almost sure liveness properties

assertion θ

Lyapunov ranking function δ

$$P \vdash (\pi \wedge \neg\psi) \rightarrow \theta$$

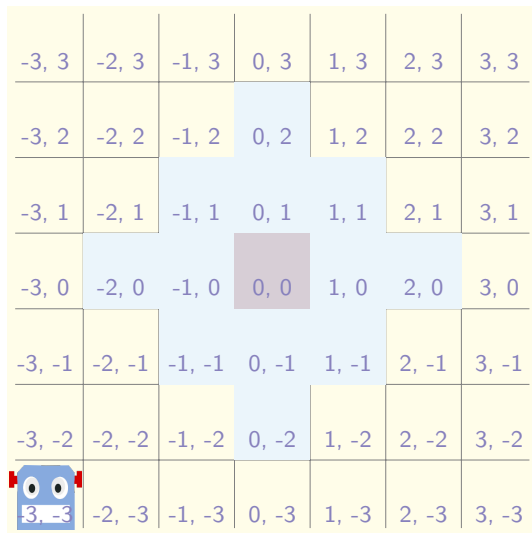
$$P \vdash (\theta \wedge \neg\psi) \rightarrow \varphi$$

$$P \vdash (\theta \wedge \neg\psi) \rightarrow$$

$$(Qc \in C : g_c : \theta' \wedge \delta \succ \mathbb{E}(\delta'|s)) \quad \text{UNTIL}_{=1}^Q$$

$$P \vdash \pi \rightarrow \mathbb{P}_{=1}^Q(\varphi \mathcal{U} \psi)$$

Robot Example: Almost Sure Liveness



- Is there a strategy such that the robot eventually enters the area around the origin?

Robot Example: Almost Sure Liveness

$$P \vdash \text{true} \rightarrow \mathbb{P}_{=1}^{\exists} \diamond \varphi_{\text{close}}, \quad \varphi_{\text{close}} = |x| + |y| \leq 100$$

Robot Example: Almost Sure Liveness

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$$P \vdash (\theta \wedge \neg\psi) \rightarrow \varphi$$

$$P \vdash (\theta \wedge \neg\psi) \rightarrow$$

$$(\exists c \in C : g_c : \theta' \wedge \delta \succ \mathbb{E}(\delta' | s)) \quad \text{UNTIL}_{=1}^{\exists}$$

$$P \vdash \pi \rightarrow \mathbb{P}_{=1}^{\exists}(\varphi \mathcal{U} \psi)$$

Robot Example: Almost Sure Liveness

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Lyapunov ranking function δ

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$$(\exists c \in \mathbf{C} : g_c : \theta' \wedge \delta \succ \mathbb{E}(\delta' | s))$$

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in a state with $l = 0$, choose
the command satisfying $x' =$
 $x - \text{sign}(x) \wedge y' = y - \text{sign}(y)$

Robot Example: Almost Sure Liveness

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$$\delta(x, y, l) = \begin{cases} x^2 + y^2 & \text{if } l = 0 \\ x^2 + y^2 + 120 & \text{if } l = 1 \\ x^2 + y^2 + 60 & \text{if } l = 2 \end{cases}$$

Deductive Proof System For PCTL*

- Preliminary Rules
- Qualitative PCTL Rules
 - qualitative fragment: $\mathbb{P}_{\bowtie p}^Q$ restricted to $p \in \{0, 1\}$
- Quantitative PCTL Rules
 - allows full range of probabilities $p \in \mathbb{R}_{\geq 0}$
- Extension To PCTL*

assertion θ , ranking function δ

$$P \vdash \pi \wedge \neg\psi \rightarrow \theta$$

$$P \vdash \pi \wedge \neg\psi \rightarrow \delta \leq m$$

$$P \vdash \theta \wedge \neg\psi \rightarrow \varphi$$

$$P \vdash \theta \wedge \neg\psi \rightarrow (\exists c \in C : g_c :$$

$$(\delta' = \delta - 1 \wedge \theta') \otimes_{\geq p} \text{true}) \quad UNTIL_{\geq p^m}^Q$$

$$P \vdash \pi \rightarrow \mathbb{P}_{\geq p^m}^Q(\varphi \mathcal{U} \psi)$$

the ranking function δ is initially lower bounded by m
decreases each step with probability at least p

Robot Example: Lower Bound

$$P \vdash \varphi_{close} \rightarrow \mathbb{P}_{\geq q}^{\exists}(\diamond(x = 0 \wedge y = 0)), \quad \varphi_{close} = |x| + |y| \leq 100$$

Robot Example: Lower Bound

$$P \vdash \varphi_{close} \rightarrow \mathbb{P}_{\geq q}^{\exists} \text{true } \mathcal{U}(x = 0 \wedge y = 0), \quad \varphi_{close} = |x| + |y| \leq 100$$

Robot Example: Lower Bound

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$$P \vdash \theta \wedge \neg\psi \rightarrow \varphi$$

$$P \vdash \theta \wedge \neg\psi \rightarrow (\exists c \in C : g_c : \\ (\delta' = \delta - 1 \wedge \theta') \otimes_{\geq p} \text{true}) \quad \text{UNTIL}_{\geq p}^{\exists} \text{true}$$

$$P \vdash \pi \rightarrow \mathbb{P}_{\geq p^m}^{\exists}(\varphi \mathcal{U} \psi)$$

Robot Example: Lower Bound

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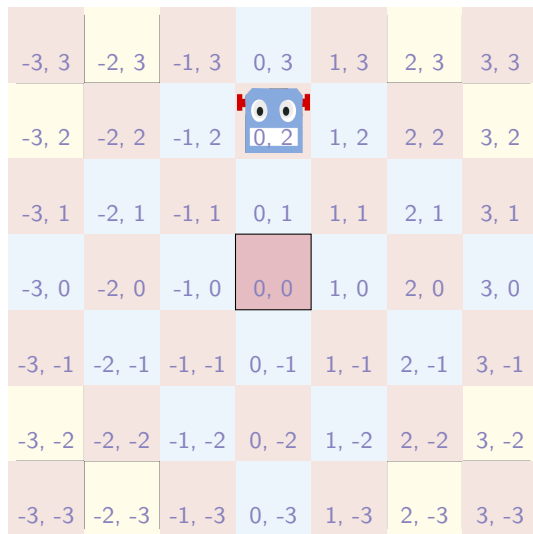
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$$P \vdash \theta \wedge \neg\psi \rightarrow (\exists c \in C : g_c : \\ (\delta' = \delta - 1 \wedge \theta') \otimes_{\geq p} \text{true}) \quad \text{UNTIL}_{\geq p}^{\exists}$$

$$P \vdash \pi \rightarrow \mathbb{P}_{\geq p^m}^{\exists}(\varphi \mathcal{U} \psi)$$

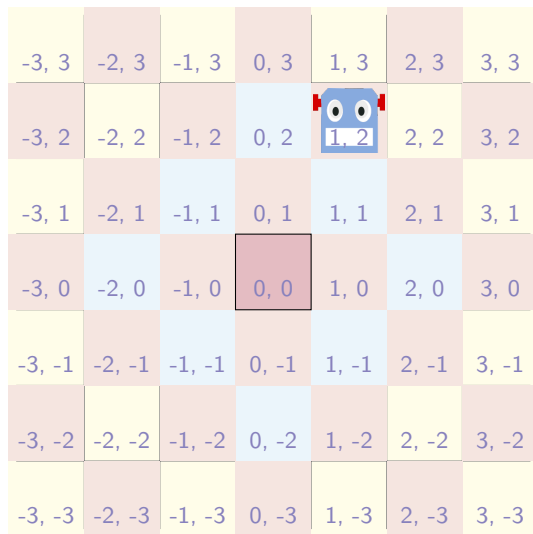
→ need to construct a δ which satisfies the premises

Robot Example: Lower Bound



- Case 1:
 $x \equiv y \pmod{2}$

Robot Example: Lower Bound



- Case 2:
 $x \not\equiv y \pmod{2}$

Robot Example: Lower Bound

$$P \vdash \varphi_{close} \rightarrow \mathbb{P}_{\geq q}^{\exists} \text{true } \mathcal{U}(x = 0 \wedge y = 0), \quad \varphi_{close} = |x| + |y| \leq 100$$

$$\delta(l, x, y) = \begin{cases} \max(|x|, |y|) & \text{if } x \equiv y \pmod{2} \text{ (Case 1)} \\ \max(|x|, |y|) + 5 & \text{if } x \not\equiv y \pmod{2} \text{ (Case 2)} \end{cases}$$

- bounded $\delta(l, x, y) \leq 105 =: m$
- repel probability: $\frac{1}{|x|+1}, \frac{1}{|y|+1} \geq \frac{1}{101}$

Case 1: use appropriate command and no repel ($p_1 = (1 - \frac{1}{101})^2$)

Case 2: need repel along at least one axis to decrease δ (reach Case 1)
($p_2 = (1 - \frac{1}{101}) \cdot \frac{1}{101}$)

- $p_1, p_2 \geq \frac{1}{101^2} := p$

Deductive Proof System For PCTL*

- Preliminary Rules
 - Qualitative PCTL Rules
 - Quantitative PCTL Rules
- Extension To PCTL*

PCTL* is a generalization of PCTL which additionally allows ω -regular languages over state formulas as path formulas.

- until now: rules only consider formulas of the form $\mathbb{P}_{\geq p}^Q \varphi$ where φ is a path formula which contains only one temporal operator
 - in PCTL*: multiple temporal operators may appear in sequence
 - Example: $\Phi = \mathbb{P}_{=1}^{\exists} \square \diamond (a)$
 - ! $\square \diamond (a)$ is still an LTL formula
- LTL formula can be converted to deterministic ω -automata (in particular: Streett Automata)

- Street Automaton $\mathcal{A} = (Q, \Sigma, \rho, q_0, \{(E_i, F_i)_{i=1}^k\})$

Encoded Streett Acceptance Condition

- Street Automaton $\mathcal{A} = (Q, \Sigma, \rho, q_0, \{(E_i, F_i)_{i=1}^k\})$
- An (infinite) run η on \mathcal{A} is considered **accepting** if it holds that if $\text{Inf}(\eta) \cap E_i \neq \emptyset$, then also $\text{Inf}(\eta) \cap F_i \neq \emptyset$.
- $\text{Inf}(\eta) :=$ set of states occurring infinitely often in η

Encoded Streett Acceptance Condition

- Street Automaton $\mathcal{A} = (Q, \Sigma, \rho, q_0, \{(E_i, F_i)_{i=1}^k\})$
- An (inifinite) run η on \mathcal{A} is considered **accepting** if it holds that if $Inf(\eta) \cap E_i \neq \emptyset$, then also $Inf(\eta) \cap F_i \neq \emptyset$.
- $Inf(\eta)$:= set of states occurring infinitely often in η
- Encoded as a PCTL* formula (recurrence property):

$$\bigwedge_{i=1}^k (\Box \Diamond \varphi_i \rightarrow \Box \Diamond \psi_i)$$

for assertion φ_i and ψ_i that encode the sets E_i and F_i .

for resolving (almost sure) existential recurrence properties

assertions $\theta, \bar{\theta}$

constant $p > 0$

$P \vdash \pi \rightarrow \bar{\theta}$

$P \vdash \bar{\theta} \rightarrow \mathbb{P}_{=1}^{\exists}(\diamond\theta)$

$P \vdash \theta \rightarrow \mathbb{P}_{=1}^{\forall}(\square\theta)$


for all $i = 1, \dots, m$:

$P \vdash \theta \wedge \varphi^i \rightarrow \mathbb{P}_{\geq p}^{\exists}(\diamond\psi^i)$

$REC_{=1}^{\exists}$

$P \vdash \pi \rightarrow \mathbb{P}_{=1}^{\exists}(\bigwedge_{i=1}^m(\square\diamond\varphi^i \rightarrow \square\diamond\psi^i))$

Robot Example: Infinite Path

-3, 3	-2, 3	-1, 3	0, 3	1, 3	2, 3	3, 3
-3, 2	-2, 2	-1, 2	0, 2	1, 2	2, 2	3, 2
-3, 1	-2, 1	-1, 1	0, 1	1, 1	2, 1	3, 1
-3, 0	-2, 0	-1, 0	0, 0	1, 0	2, 0	3, 0
-3, -1	-2, -1	-1, -1	0, -1	1, -1	2, -1	3, -1
-3, -2	-2, -2	-1, -2	0, -2	1, -2	2, -2	3, -2
 -3, -3	-2, -3	-1, -3	0, -3	1, -3	2, -3	3, -3

- original goal: visit the origin $(0,0)$ infinitely often
- can finally be encoded in PCTL* as a recurrence property

PCTL* property $P \models \text{true} \rightarrow \mathbb{P}_{=1}^{\exists}(\Box\Diamond(x = 0 \wedge y = 0))$

from previous examples:

$$P \vdash \text{true} \rightarrow \mathbb{P}_{=1}^{\exists}(\Diamond\varphi_{close})$$

$$P \vdash \varphi_{close} \rightarrow \mathbb{P}_{\geq p}^{\exists}(\Diamond(x = 0 \wedge y = 0))$$

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$$P \vdash \varphi_{close} \rightarrow \mathbb{P}_{\geq p}^{\exists}(\Diamond(x = 0 \wedge y = 0))$$

$$P \vdash \text{true} \rightarrow \mathbb{P}_{\geq p}^{\exists}(\Diamond(x = 0 \wedge y = 0))$$

Robot Example: Infinite Path

prove: $P \models \text{true} \rightarrow \mathbb{P}_{=1}^{\exists}(\text{true} \rightarrow \Box\Diamond(x = 0 \wedge y = 0))$

known: $P \vdash \text{true} \rightarrow \mathbb{P}_{\geq p}^{\exists}(\Diamond(x = 0 \wedge y = 0))$

assertions $\theta, \bar{\theta}$

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$P \vdash \bar{\theta} \rightarrow \mathbb{P}_{=1}^{\exists}(\Diamond\theta)$

$P \vdash \theta \rightarrow \mathbb{P}_{=1}^{\forall}(\Box\theta)$

for all $i = 1, \dots, m$:

$P \vdash \theta \wedge \varphi^i \rightarrow \mathbb{P}_{\geq p}^{\exists}(\Diamond\psi^i)$

$\text{REC}_{=1}^{\exists}$

$P \vdash \pi \rightarrow \mathbb{P}_{=1}^{\exists}(\bigwedge_{i=1}^m(\Box\Diamond\varphi^i \rightarrow \Box\Diamond\psi^i))$

Robot Example: Infinite Path

prove: $P \models \text{true} \rightarrow \mathbb{P}_{=1}^{\exists}(\text{true} \rightarrow \Box \Diamond(x = 0 \wedge y = 0))$

known: $P \vdash \text{true} \rightarrow \mathbb{P}_{\geq p}^{\exists}(\Diamond(x = 0 \wedge y = 0))$

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$P \vdash \pi \rightarrow \bar{\theta}$

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for all $i = 1, \dots, m$:

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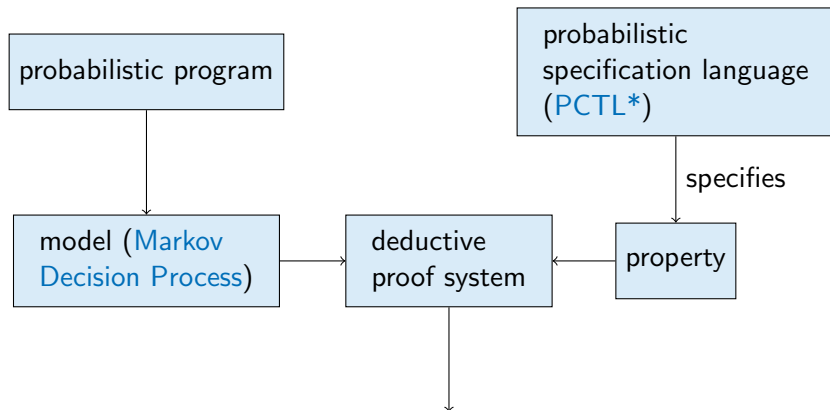
for all $i = 1, \dots, m$:

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$\text{REC}_{=1}^{\exists}$

$P \vdash \pi \rightarrow \mathbb{P}_{=1}^{\exists}(\bigwedge_{i=1}^m (\Box \Diamond \varphi^i \rightarrow \Box \Diamond \psi^i))$

Summary



Does the program satisfy the property?

- Preliminary Rules
- Qualitative PCTL Rules
 - Lyapunov Ranking Functions (liveness properties)
- Quantitative PCTL Rules
- Extension To PCTL*
 - ω -regular languages
 - Streett acceptance condition encoded as recurrence property

- sound proof system for PCTL*
- completeness: Lyapunov ranking functions only complete in finite state spaces
- automation:
 - how to generate ranking functions automatically?

References I