

Reactive Systems: Temporal Logic *LTL*, part II

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Semantics in a Kripke Structure

The semantics in a Kripke structure can be (equivalently) defined as:

Definition 1 *An LTL formula f holds in a Kripke structure M , denoted $M \models f$, iff for all paths π in M , such that $\pi_0 = s^0$, it holds that $\pi \models f$.*

We also get the following:

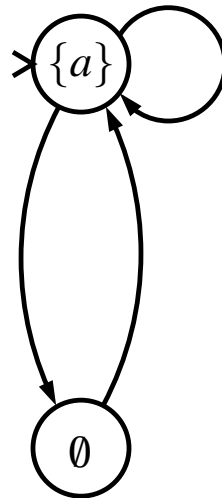
Definition 2 *An LTL formula does not hold f in a Kripke structure M , denoted $M \not\models f$, iff there is a path π in M , such that $\pi_0 = s^0$ and $\pi \models \neg f$.*

This definition is easier to handle, since to prove that f does not hold, we only have to find one path where $\neg f$ holds. If such a path cannot be found, then we can conclude that f holds.

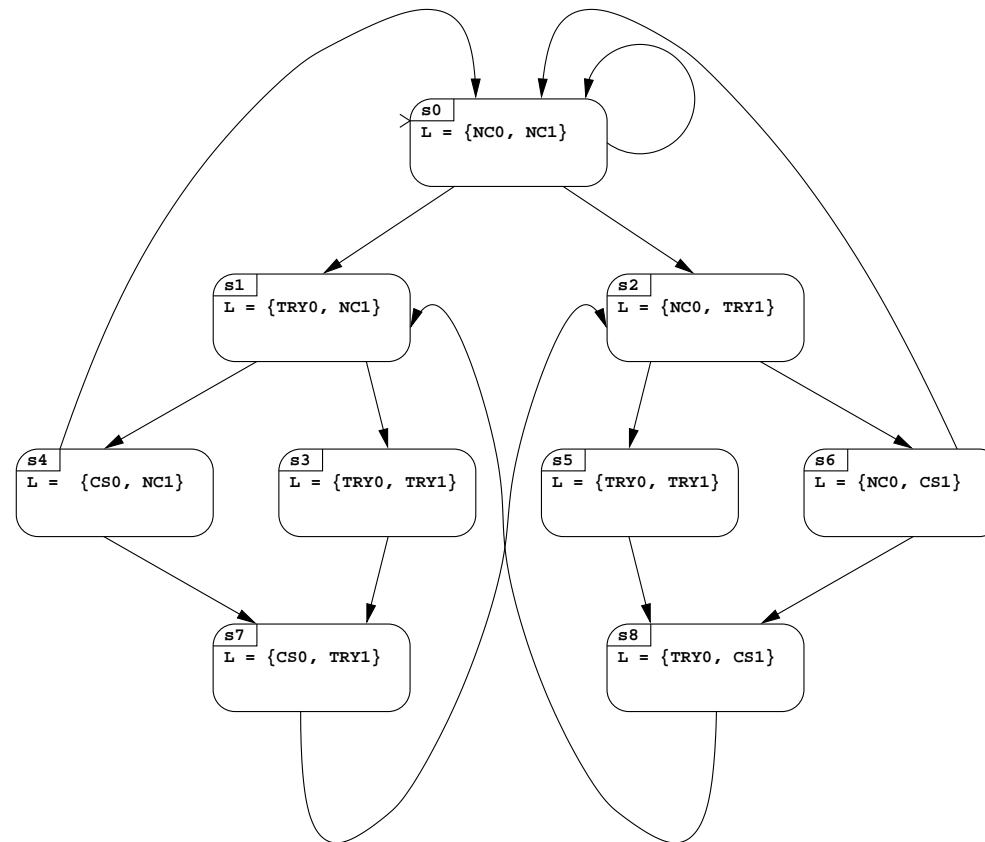
Universal Quantification

Note: It is possible that both $M \not\models f$ and $M \not\models \neg f$ hold.

Consider the formula $\Box a$ in the Kripke structure M below. We get that $M \not\models \Box a$. However, $\neg\Box a = \Diamond\neg a$, and thus it is also the case that $M \not\models \neg\Box a$.



Example: Kripke Structure *M* of a Mutex System



Example: Properties of the Mutex System

- $M \models \Box \neg (CR0 \wedge CR1)$
(both processes are never in their critical sections at the same time)
- $M \models \Box (TRY0 \Rightarrow \Diamond CR0)$
(always when process 0 enters the trying section, it is eventually followed by process 0 entering the critical section)
- $M \models \Box (TRY0 \Rightarrow (TRY0 U CR0))$
(always when process 0 enters the trying section, it stays in the trying section until it enters the critical section)

Example: Unsatisfied Properties of the Mutex System

- $M \not\models \diamond CR0$
(the following does *not* hold: process 0 will eventually enter the critical section)
- $M \not\models \square \diamond CR0 \Rightarrow \square \diamond CR1$
(the following does *not* hold: if process 0 is infinitely often in the critical section, then also process 1 is infinitely often in the critical section)

Example: More Properties of the Mutex System

- $M \models \Box \Diamond CR0 \Rightarrow \Box \Diamond TRY0$
(if process 0 is infinitely often in the critical section, then it is also infinitely often in the trying section)
- $M \models \Diamond \Box NC0 \Rightarrow \Diamond \Box \neg CR0$
(if process 0 all the time from a certain point onward is in the non-critical section, then process 0 will all the time from a certain point onward be not in the critical section)
- $M \models (\Box \Diamond TRY0 \wedge \Box \Diamond TRY1) \Rightarrow (\Box \Diamond CR0 \wedge \Box \Diamond CR1)$
(if both process 0 and 1 are infinitely often in the trying section, then both process 0 and 1 are infinitely often also in the critical section)

LTL Property Patterns: Scope

Quite often the requirements of a system follow some simple patterns. Sometimes we want to specify that a property should only hold in a certain context, called the *scope* of a property.

- *Global*: The scope of the property is the path.
- *Before R*: The scope of the property is all indexes which are strictly smaller than the first appearance of *R*.
- *After Q*: The scope of the property are all indexes greater or equal to the first appearance of *Q*.

LTL Property Patterns: Scope

- *Between Q and R* : The scope of the requirement contains all sequences of indexes, such that Q holds at the first index until (but not including) the larger index where R holds at the first time.
- *After Q until R* : The scope of the requirement contains all sequences of indexes, such that:
 - (i) Q holds at the first index until (but not including) the larger index where R holds at the first time, or
 - (ii) Q holds at the first index but the R never holds at a larger index.

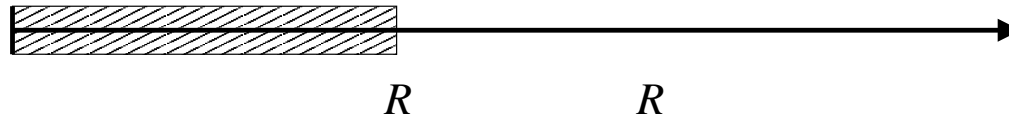
Note: Scopes are defined in a way that always includes the index at which the event triggering the scope happens, but excluding the index at which the event ending the scope happens.

LTL Property Patterns: Scope

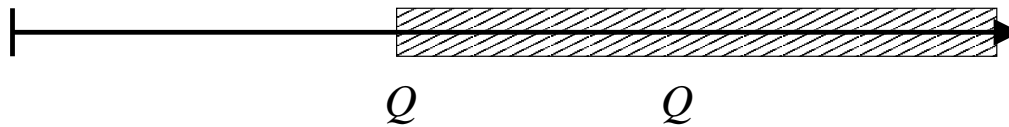
Global



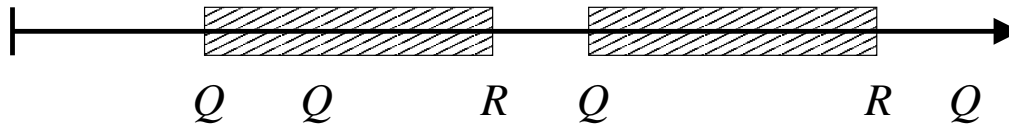
Before R



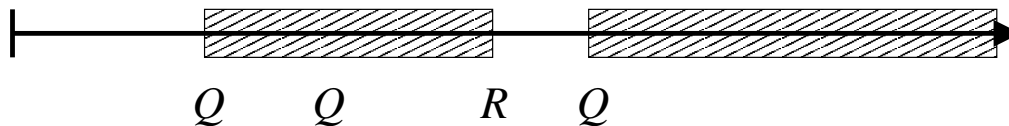
After Q



Between Q and R



After Q until R



LTL Property Patterns: Absence

Absence pattern specifies that “*P* is false” should hold within the scope:

- Global: $\Box(\neg P)$
- Before *R*: $(\Diamond R) \Rightarrow (\neg P U R)$
- After *Q*: $\Box(Q \Rightarrow (\Box(\neg P)))$
- Between *Q* and *R*: $\Box((Q \wedge \neg R \wedge \Diamond R) \Rightarrow (\neg P U R))$
- After *Q* until *R*: $\Box((Q \wedge \neg R) \Rightarrow (\neg P U (R \vee \Box(\neg P))))$

LTL Property Patterns: Existence

Existence pattern specifies that “*P* becomes true” within the scope:

- Global: $\diamond P$
- Before *R*: $\neg R U ((P \wedge \neg R) \vee (\Box \neg R))$
- After *Q*: $(\Box(\neg Q)) \vee (\diamond(Q \wedge (\diamond P)))$
- Between *Q* and *R*: $\Box((Q \wedge \neg R) \Rightarrow (\neg R U ((P \wedge \neg R) \vee (\Box(\neg R))))))$
- After *Q* until *R*: $\Box((Q \wedge \neg R) \Rightarrow (\neg R U (P \wedge \neg R)))$

LTL Property Patterns

The *LTL* property patterns of the previous slides can be quite useful in practice.

There are also other patterns available expressing:

- Universality: “*P* is true”-trivial to obtain from absence pattern
- Precedence: “*S* precedes *P*”
- Response: “*S* responds to *P*”
- Etc., etc.

These *LTL* property patterns can be obtained through the Web page:

<http://patterns.projects.cis.ksu.edu/>

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Relating Boolean and Temporal Operators

$$X(\varphi_1 \vee \varphi_2) \equiv X\varphi_1 \vee X\varphi_2$$

$$X(\varphi_1 \wedge \varphi_2) \equiv X\varphi_1 \wedge X\varphi_2$$

$$X\neg\varphi \equiv \neg X\varphi$$

$$\diamond(\varphi_1 \vee \varphi_2) \equiv \diamond\varphi_1 \vee \diamond\varphi_2$$

$$\neg\diamond\varphi \equiv \square\neg\varphi$$

$$\square(\varphi_1 \wedge \varphi_2) \equiv \square\varphi_1 \wedge \square\varphi_2$$

$$\neg\square\varphi \equiv \diamond\neg\varphi$$

$$(\varphi_1 \wedge \varphi_2) U \psi \equiv (\varphi_1 U \psi) \wedge (\varphi_2 U \psi)$$

$$\varphi U (\psi_1 \vee \psi_2) \equiv (\varphi U \psi_1) \vee (\varphi U \psi_2)$$

Some Idempotence Laws

$$\diamond\diamond\varphi \equiv \diamond\varphi$$

$$\square\square\varphi \equiv \square\varphi$$

$$\diamond\square\diamond\varphi \equiv \square\diamond\varphi$$

$$\square\diamond\square\varphi \equiv \diamond\square\varphi$$

$$\varphi U (\varphi U \psi) \equiv \varphi U \psi$$

Unfolding Laws

$$\diamond\varphi \equiv \varphi \vee X\diamond\varphi$$

$$\square\varphi \equiv \varphi \wedge X\square\varphi$$

$$\varphi U \psi \equiv \psi \vee (\varphi \wedge X(\varphi U \psi))$$

$$\varphi R \psi \equiv \psi \wedge (\varphi \vee X(\varphi R \psi))$$