T-79.186 Reactive Systems:
Temporal Logic LTL

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Temporal logics are currently the most widely used specification formalism for reactive systems. They were first suggested to be used for specifying properties of programs in late 1970’s by A. Pnueli. Before that philosophers had used similar logics to reason about the notions of knowledge and belief in natural language. In early 1980’s first practical tools using temporal logics as the specification language appeared.
Why Use Temporal Logics?

Temporal logics proved to be popular for several reasons:

• specifications have close correspondence to the natural language
• well defined semantics
• modelling language independent
• algorithms and tools for them exist
• expressive enough
• are succinct enough (more succinct than automata)
• allow easy complementation without blow-up
Recall the definition of Kripke structures:

**Definition 1** Let $AP$ be a non-empty set of atomic propositions. A Kripke structure is a four tuple $M = (S, s^0, R, L)$, where

- $S$ is a finite set of states,
- $s^0 \in S$ is an initial state,
- $R \subseteq S \times S$ is a transition relation, for which it holds that
  \[ \forall s \in S : \exists s' \in S : (s, s') \in R, \] and
- $L : S \rightarrow 2^{AP}$ is labelling, a function which labels each state with the atomic propositions which hold in that state.
In temporal logics we are interested in non-terminating (infinite) executions of the system, whose behavior is described by the Kripke structure $M$. (Infinite executions are needed to handle liveness.)

A **path** starting from a state $s \in S$ is an infinite sequence of states $\pi = s_0, s_1, s_2, \ldots$, such that $s_0 = s$ and $(s_i, s_{i+1}) \in R$ holds for all $i \geq 0$. 
We start by defining the syntax of LTL, the logic we will mostly use in this course. The logic *LTL* is a linear temporal logic, meaning that the formulas are interpreted over infinite sequences of states.

A minimal syntax for *LTL* formulas is the following. Given the set *AP*, an *LTL* formula is:

- *true*, *false*, or *p* for *p* ∈ *AP*
- ¬*f*₁, *f*₁ ∨ *f*₂, *Xf*₁, or *f*₁ U *f*₂, where *f*₁ and *f*₂ are LTL formulas

The formula *Xf*₁ is read “next-time *f*₁”, and *f*₁ U *f*₂ is read “*f*₁ until *f*₂”.

**Temporal Logic LTL**

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Often a non-minimal version of the $LTL$ syntax is used.

Given the set $AP$, an $LTL$ formula is:

- $true$, $false$, or $p$ for $p \in AP$.
- $\neg f_1$, $f_1 \lor f_2$, $f_1 \land f_2$, $X f_1$, $f_1 U f_2$, or $f_1 R f_2$, where $f_1$ and $f_2$ are LTL formulas.

The formula $f_1 R f_2$ is read “$f_1$ releases $f_2$”.
This syntax of the previous slide is redundant, because actually
\[ f_1 \land f_2 = \neg (\neg f_1 \lor \neg f_2), \quad f_1 R f_2 = \neg (\neg f_1 U \neg f_2) \] and
\[ X f_1 = \neg (X (\neg f_1)) \] hold in all temporal logics to be considered in this course.

The redundancy is used by some algorithms to push negations deeper into the formula by using the temporal logic DeMorgan rules described above.
Additional Shorthand Notation for $LTL$

We also use standard propositional shorthands:

\[ f_1 \Rightarrow f_2 = (\neg f_1 \lor f_2), \]
\[ f_1 \Leftrightarrow f_2 = ((f_1 \land f_2) \lor (\neg f_1 \land \neg f_2)), \]
etc.

Some often used temporal logic shorthands are:

- \[ F f_1 = \text{true} U f_1, \]
  read “finally $f_1$” (or “in the future $f_1$”)

- \[ G f_1 = \neg F \neg f_1 \text{ (or equivalently } G f_1 = \text{false} R f_1), \]
  read “globally $f_1$” (or “always $f_1$”).
Also also the following notation is used often with LTL: \( \Box f_1 = G f_1 \) (for “box \( f_1 \)”), \( \Diamond f_1 = F f_1 \) (for “diamond \( f_1 \)”), and \( \lozenge f_1 = X f_1 \) (for “next-time \( f_1 \)”), \( f_1 U f_2 = f_1 \mathcal{U} f_2 \) (alternative typesetting for until).

The formula combination \( GF f_1 \) is read as “infinitely often”. 
Some examples of practical use of LTL formulas in specification are:

- $\Box \neg (cs_1 \land cs_2)$ (it always holds that two processes are not at the same time in a critical section),

- $\Box (req \rightarrow \Diamond ack)$ (it is always the case that a request is eventually followed by an acknowledgement), and

- $((\Box \Diamond sch_1) \land (\Box \Diamond sch_2)) \rightarrow (\Box (tr_1 \rightarrow \Diamond cs_1))$ (if both process 1 and 2 are scheduled infinitely often, then always the entering of process 1 in the trying section is followed by the process 1 eventually entering the critical section).
We denote the fact that an $LTL$ formula $f$ holds in a path $\pi$ with the notation $\pi \models f$. Another way of saying $\pi \models f$ is that the path $\pi$ is a model of the formula $f$.

The term model checking in fact refers to the fact that we are checking whether the behaviors of the system are models of the specification formula.
Notation for Paths

We use $\pi^i$ to denote the suffix of the path $\pi = s_0, s_1, s_2, \ldots$ starting at index $i$, and thus $\pi^i = s_i, s_{i+1}, s_{i+2}, \ldots$.

We use $\pi_0$ to denote the first state of the path $\pi = s_0, s_1, s_2, \ldots$, namely $s_0$.

We next inductively define the $\models$ relation (when does a path $\pi$ of the Kripke structure fulfill its specification $f$).
The relation $\pi \models f$ is defined inductively as follows:

- $\pi \models \text{true}$
- $\pi \not\models \text{false}$
- $\pi \models p$ iff $p \in L(\pi_0)$ for $p \in AP$
- $\pi \models \neg f_1$ iff not $\pi \models f_1$
- $\pi \models f_1 \lor f_2$ iff $\pi \models f_1$ or $\pi \models f_2$
- $\pi \models f_1 \land f_2$ iff $\pi \models f_1$ and $\pi \models f_2$
Semantics, Part II

- \( \pi \models X f_1 \) iff \( \pi^1 \models f_1 \)
- \( \pi \models f_1 \cup f_2 \) iff there is \( j \geq 0 \), such that \( \pi^j \models f_2 \) and for all \( 0 \leq i < j \), \( \pi^i \models f_1 \)
- \( \pi \models f_1 R f_2 \) iff for all \( j \geq 0 \), if for every \( 0 \leq i < j \) \( \pi^i \not\models f_1 \) then \( \pi^j \models f_2 \)
  
  (Or equivalently:
  \[ \pi \models f_1 R f_2 \] iff
  \((\text{there is } j \geq 0, \text{ such that } \pi^j \models f_1 \land f_2 \text{ and for every } 0 \leq i < j, \pi^j \models f_2), \text{ or } (\pi^k \models f_2 \text{ for all } k \geq 0)).\)

The alternative definition of release is basically expressing release as:
\[ f_1 R f_2 = f_2 \cup (f_1 \land f_2) \cup \Box f_2. \]
If we want, we can also express the semantics of $\diamond f_1$ and $\square f_1$ directly, instead of using the definitions $\diamond f_1 = \text{true} U f_1$, and $G f_1 = \text{false} R f_1$:

- $\pi \models \diamond f_1$ iff there is $i \geq 0$, such that $\pi^i \models f_1$
- $\pi \models \square f_1$ iff for all $i \geq 0$, $\pi^i \models f_1$
We also want to define when a formula \( f \) holds in a state \( s \) in a Kripke structure \( M \).

**Definition 2** An \( LTL \) formula \( f \) holds in a state \( s \) of Kripke structure \( M \), denoted \( M, s \models f \), iff for all paths \( \pi \) in \( M \), such that \( \pi_0 = s \), it holds that \( \pi \models f \).

Thus a formula \( f \) holds in \( s \) iff it holds for all paths starting at \( s \).

Note: The \( LTL \) formulas are evaluated in paths. A single state can appear many times in a path, and have different \( LTL \) formulas holding at the different instances of the same state!
Now we want to also define when a Kripke structure satisfies the $LTL$ specification $f$.

**Definition 3** An $LTL$ formula $f$ holds in a Kripke structure $M$, denoted $M \models f$ iff $M, s^0 \models f$.

We will in the future use logics which have both explicit $A$ : “for all paths”, and $E$ : “there exist a path” quantifications in the language. As shown above, the standard $LTL$ interpretation adds an implicit “for all paths” quantification in front of the (top-level) $LTL$ formula. Intuitively this means that out $LTL$ specifications specify properties which should hold for all behaviors (paths) of the system.