

T-79.5101

Advanced Course in Computational Logic (4 cr) L

Spring 2008

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Course Content

- Modal logics
 - syntax
 - semantics
 - proof methods
- Applications of temporal logic in concurrent and distributed systems.
- Recurring concepts in computer science:
 - formal model
 - consistency and completeness
 - efficiency; computational complexity of problems

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Practicalities

Prerequisites: T-79.3001/144 Logic in computer science: foundations (or corresponding knowledge)

Lectures: Tuesdays 10–12, TB353

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Material

- Lectures (see slides on the course home page)
- M. Fitting: *Basic Modal Logic*, Handbook of Logic in Artificial Intelligence and Logic Programming, Volume 1, Logical Foundations, 1993.
- E. Clarke, O. Grumberg and D. Peled: *Model Checking*, The MIT Press, 1999. (Chapters 1-4)
- E.A. Emerson: *Automated Temporal Reasoning about Reactive Systems*, Logics for Concurrency, F. Moller and G. Birtwistle (Eds.), Springer-Verlag, 1996, LNCS 1043, pp. 39–99.

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Passing the Course

- In order to pass the course one has to
 - pass compulsory home assignments (3 sets) and
 - pass the final exam (with a grade greater than 0).
- Course grade: the grade of the final exam
- You can earn at most 4 bonus points for the exam (maximum points in exam 50):
 - Attendance in tutorials (at most 3p.):
 - attending at least 4 times / 1 p.
 - attending at least 8 times / 2 p.
 - attending at least 11 times / 3 p.
 - Filling out the feed back form (1 p.)

Modal Logic in Computer Science

- Modal logic is the logic of concepts such as *necessary, obligatory, known, believed, true in the future, provable, ...*
- Specification, analysis, verification of systems
 - distributed and concurrent systems, reactive systems, protocols, security, ...
- Knowledge representation, natural language processing, software agents, semantic web, ontologies, ...

Logic in Computer Science

- Formal methods are gaining popularity
- Logic-based tools widely used
 - The use of formal verification tools is well established and becoming more so. Simulation- and emulation- based methodologies aren't sufficient to guarantee correctness with today's complex chips.*
 - (Carl Pixley, Motorola Inc. in IEEE Spectrum, Jan 1997, p. 61)
- This is due to a number of factors
 - The performance and memory capacity of computers are rapidly increasing
 - Algorithms and implementation techniques for logic based methods and tools have advanced dramatically

Challenges in System Design

- System specification and design error prone activities
- Early mistakes very expensive to repair.
- Need for more formal, mathematical methods.
 - “One should take a small portion of every dish”
 - “Define small”

Distributed and Concurrent Systems

- Several distributed and concurrent process
- Shared resources, process coordination, communication
- Unending operation cycle
- Examples: operating systems, communication protocols, device drivers, instrumentation and control systems, ...
- Designing such systems very challenging and new methods and tools are needed.

Example—cont'd.

Temporal logic provides a suitable framework.

- P : always (in the future) P .
- ◇ P : sometimes (in the future) P .

- ◇ ex
- $en \rightarrow \square \diamond ex$
- ◇ $en \rightarrow \square \diamond ex$

How can temporal logic used in system design

1. Model checking: Is a given property true in a model?
2. Satisfiability: Are there models satisfying given properties?
3. Validity: Do all models satisfy given conditions?

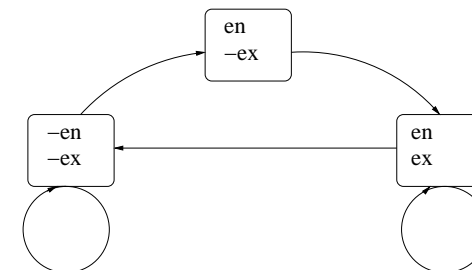
Example. (Fairness)

How to express precisely and to verify properties such as:

- (i) Every process is executed infinitely often
- (ii) Every process that is constantly ready to be scheduled is executed infinitely often
- (iii) Every process that is infinitely often ready to be scheduled is executed infinitely often

👉 Needed: a **model** describing the behavior of the system and a **language** for expressing properties of the system.

Example—cont'd.



- ◇ ex ?
- $en \rightarrow \square \diamond ex$?
- ◇ $en \rightarrow \square \diamond ex$?