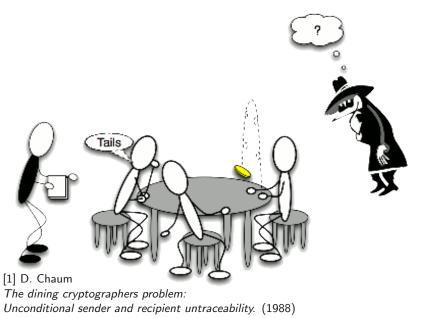
Rich Counter-Examples for Temporal-Epistemic Logic Model Checking

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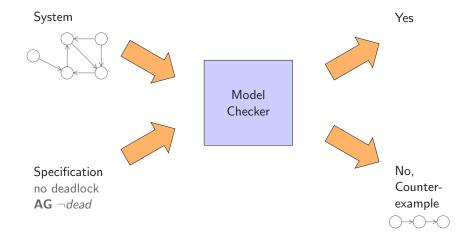
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Running example: The dining cryptographers problem [1]



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Model Checking



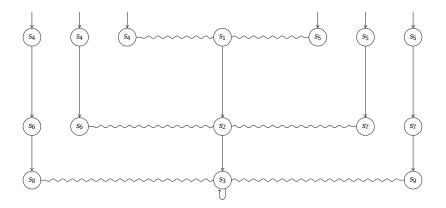
The problem Most model checkers produce **linear counter-examples**.

"If a did not pay, she will finally know that one of the others paid." $\neg a.payer \implies AF(K_a b.payer \lor K_a c.payer)$



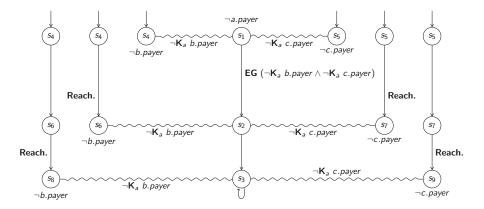
A solution Provide **full information**...

"If a did not pay, she will finally know that one of the others paid." $\neg a.payer \implies AF(K_a b.payer \lor K_a c.payer)$



A solution ... and **annotate** it.

" If a did not pay, she will finally know that one of the others paid." $\neg a.payer \implies AF(K_a b.payer \lor K_a c.payer)$



Outline

Rich Branching Logics

Tree-Like Annotated Counter-Examples

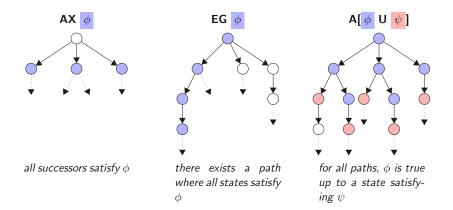
Tools

Conclusions and Perspectives

CTL, a branching temporal logic

Reasons about system computation tree.

Syntax Atomic propositions, logical connectives (\land, \lor, \neg) , path quantifiers (E, A), temporal operators (X, U, G). **Semantics** Interpreted over states of Kripke structures.



CTLK, CTL and knowledge

Reasons about **knowledge** and **time**.

Syntax CTL syntax + knowledge operators (\mathbf{K}_{ag}) .

Semantics Interpreted over states of **Multi-Agent Systems**. A state *s* satisfies $\mathbf{K}_{ag} \phi$ iff all states indistinguishable from *s* by *ag* satisfy ϕ .

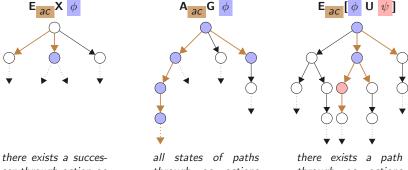
"If the count is even, everybody knows that NSA paid." even \implies (K_a (NSA paid) $\land K_b$ (NSA paid) $\land K_c$ (NSA paid))

" a never knows that b paid." **AG** ¬**K**_a b.payer

ARCTL, Action-Restricted CTL

Reasons about **some paths** of system computation tree. **Syntax** CTL syntax but **path quantifiers** hold an action formula $(\mathbf{E}_{\alpha}, \mathbf{A}_{\alpha})$.

Semantics Interpreted over states of Mixed Transition Systems.



there exists a successor through action ac satisfying ϕ

all states of paths through ac actions satisfy ϕ

there exists a path through ac actions where ϕ is true up to a state satisfying ψ

From CTLK to ARCTL

CTLK and Multi-Agent Systems can be reduced to ARCTL and Mixed Transition Systems [2].

MAS to MTS: temporal relation is labelled with action RUN, epistemic relations are labelled with Agt_i .

CTLK to ARCTL: **temporal operators** are quantified over RUN actions, **epistemic operators** are quantified with Agt_i actions (+ **reachability**, i.e. a reverse temporal path).

We use an extension of NuSMV to model check CTLK.

[2] A. Lomuscio, C. Pecheur and F. Raimondi. Automatic Verification of Knowledge and Time with NuSMV. (2007)

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Branching, annotated, counter-examples.

States are annotated with sub-formulas they satisfy, **branches** are annotated with sub-formulas they explain.

Note: a counter-example for ϕ is a witness for $\neg \phi$.

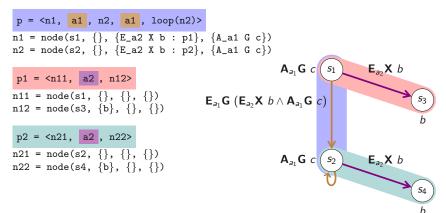
TLACE representation

$$egin{aligned} & s, & \ & \{b \in AP\}, & \ & \{{f E}_{lpha} \ \pi : p\}, & \ & \{{f A}_{lpha} \ \pi\} & \ & \ \end{pmatrix} \end{aligned}$$

a TLACE node is composed of a state, a set of atomic propositions, a set of branches, a set of \mathbf{A}_{α} sub-formulas.

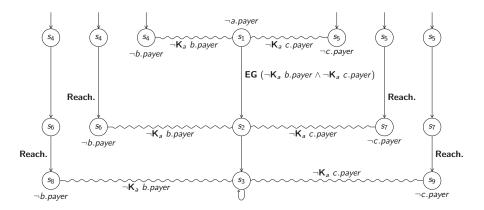
A TLACE path *p* is simple: $\langle n, (a, n)^* \rangle$ or looping: $\langle n, (a, n)^*, a, loop(n) \rangle$

TLACE representation: example



Back to the dining cryptographers problem

"If a did not pay, she will finally know that one of the others paid." $\neg a.payer \implies AF(K_a b.payer \lor K_a c.payer)$



TLACE adequacy

A TLACE is **adequate** for $\mathcal{M}, s \models \phi$ iff it represents a witness explaining why $\mathcal{M}, s \models \phi$, i.e.

- TLACE paths are paths of \mathcal{M} ;
- atomic propositions and action formulas are satisfied in \mathcal{M} ;
- it has the structure of a witness for φ;
- annotations are coherent with ϕ .

Fullness: there exists an **adequate** TLACE witness for $\mathcal{M}, s \models \phi$ if and only if $\mathcal{M}, s \models \phi$.

Adequacy is not sufficient for fullness because TLACEs do not explain A_{α} operators.

Adequacy is sufficient for fullness in the **existential fragment of ARCTL**.

TLACE generating algorithm

Works recursively over the structure of the formula.

For temporal operators,

- 1. get a **path** explaining the formula;
- 2. get a **TLACE** for each of its states;
- 3. **combine** these nodes into a new node.

TLACE generation: $\mathbf{E}_{\alpha}\mathbf{U}$ case ($\mathbf{E}_{\alpha}[\psi_1 \ \mathbf{U} \ \psi_2]$)

$$\langle s_0, a_1, ..., s_m \rangle \leftarrow \mathsf{EaUexplain}(\mathcal{M}, s, \psi_1, \psi_2, \alpha)$$

$$p \leftarrow \langle \rangle$$

for $i \in 0..m - 1$ do
$$\mid p \leftarrow p + \langle explain(\mathcal{M}, s_i, \psi_1), a_{i+1} \rangle$$

end
$$p \leftarrow p + \langle explain(\mathcal{M}, s_m, \psi_2) \rangle \}$$

return $node(s, \{\}, \{\mathsf{E}_{\alpha}[\psi_1 \mathsf{U} \psi_2] : p\}, \{\})$

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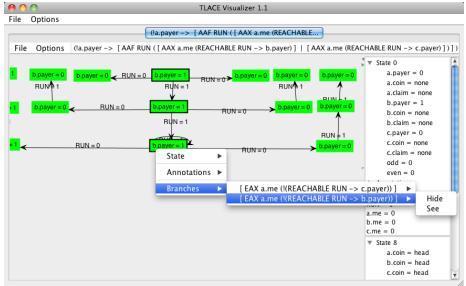
- TLACEs can be large: $\mathcal{O}(|S|^{|\phi|})$ in worst case.
- Need ways to deal with that richness: tool support.

- NuSMV: extended to generate TLACEs.
- TLACEVisualizer: visualize and manipulate TLACEs.

NuSMV-ARCTL-TLACE

- NuSMV: state-of-the-art model checker.
- Modified to model check ARCTL [3]. (CTLK transformed into ARCTL before model checking)
- Modified to generate TLACEs
 - ► TLACEs exported in XML.
 - Some options to handle TLACE size: explained temporal operators and maximum depth.

TLACEVisualizer: graphical tool for visualizing and manipulating TLACEs



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Richer counter-examples for rich logics

Contributions:

- formalization of tree-like annotated counter-examples;
- characterization of tree-like annotated counter-examples;
- design of an algorithm to generate them;
- implementation of this algorithm in NuSMV;
- design and implementation of **TLACEVisualizer** to visualize and manipulate TLACEs.

Perspectives: interactive witness generation

Deal with TLACEs size by generating counter-examples **interactively**.

- 1. User asks for partial explanation; system explains one sub-formula at a time.
- 2. Solution for \mathbf{A}_{α} operators explanation: the user plays a **game** against the system to understand why the property is satisfied.