# A Decision Procedure for CTL\* Based on Tableaux and Automata

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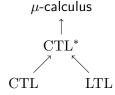
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### Introduction to CTL\*

Origin: Emerson and Halpern '86

supersedes the branching-time logic CTL and the linear-time logic LTL



- applied to specify and verify reactive and agent-based systems
- ▶ also applied to program synthesis
- however: decision procedures difficult to obtain
- worst case runtime: doubly exponential
  - ▶ lower bound: Vardi and Stockmeyer '85
  - upper bound: Emerson and Sistla '84; Emerson and Jutla '00

# **Decision procedures**

# Emerson-Jutla Method ('84)

- emptiness test of a tree automaton accepting all models
- drawbacks: no implementation, unintuitive proof structure, constant branching degree

# Reynolds' Tableaux ('09)

- exhaustive tableau-search restricted by small model property
- drawbacks: fairly slow in practice, no intrinsic detection of unfulfilled eventualities

# Our System

- existence of infinite tableaux with global conditions
- drawbacks: requires automata deterministation for checking global conditions

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- Syntax and Semantic of CTL\*
- A Tableau for CTL\*
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  - Definition of a Tableau
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- A Decision Procedure

# Syntax of CTL\*

# Negation normal form

$$\psi ::= q \mid \neg q \mid \psi \land \psi \mid \psi \lor \psi \mid \mathtt{X}\psi \mid \psi \mathtt{U}\psi \mid \psi \mathtt{R}\psi \mid \mathtt{E}\psi \mid \mathtt{A}\psi$$

where  $q \in \mathcal{P}$  are propositional constants

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$$\psi ::= q \mid \neg q \mid \psi \wedge \psi \mid \psi \vee \psi \mid \mathtt{X}\psi \mid \mathtt{YMG} \mid \mathtt{WRG} \mid \mathtt{E}\psi \mid \mathtt{A}\psi$$

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This talk: replace fixpoints  $\psi U \psi$ ,  $\psi R \psi$  by  $F \psi$ ,  $G \psi$ .

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# Interpretation

### Transition systems

TS  $\mathcal{T} = (\mathcal{S}, \rightarrow, \lambda)$  with

- $ightharpoonup (\mathcal{S}, 
  ightarrow)$  directed, total graph
- lacksquare  $\lambda: \mathcal{S} 
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Notations:  $\pi^i = s_i, s_{i+1}, \dots$ 

# **Semantics**

#### Semantics of Formulas

$$ightharpoonup T, \pi \models q \qquad \qquad \text{iff } q \in \lambda(\pi(0))$$

$$\blacktriangleright \ \mathcal{T}, \pi \models \neg q \qquad \qquad \text{iff } q \not\in \lambda(\pi(0))$$

$$ightharpoonup \mathcal{T}, \pi \models \psi_1 \wedge \psi_2 \quad \text{iff } \mathcal{T}, \pi \models \psi_1 \text{ and } \mathcal{T}, \pi \models \psi_2$$

$$ightharpoonup \mathcal{T}, \pi \models \psi_1 \lor \psi_2 \quad \text{ iff } \mathcal{T}, \pi \models \psi_1 \text{ or } \quad \mathcal{T}, \pi \models \psi_2$$

$$ightharpoonup \mathcal{T}, \pi \models \mathtt{F} \psi \qquad \qquad \mathsf{iff} \ \mathcal{T}, \pi^i \models \psi \ \mathsf{for \ some} \ i \in \mathbb{N}$$

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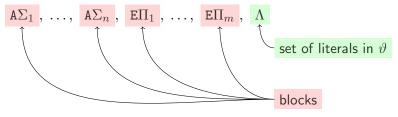
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- it is finitely branching,
- each node is labelled with a goal (as a set),

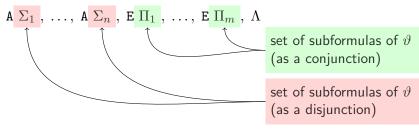


Example:  $\{A\{\neg p \lor q\}, \ E\{Xp,Fq\}, \ \neg p, \ \neg q\}.$  Sloppy writing:  $A(\neg p \lor q)$  or  $E(Xp,\Pi)$ , e.g.

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$$\mathtt{A}\Sigma_1,\;\ldots,\;\mathtt{A}\Sigma_n,\;\mathtt{E}\Pi_1,\;\ldots,\;\mathtt{E}\Pi_m,\;\Lambda$$

$$\textstyle \bigwedge_{i=1}^n \mathtt{A}(\bigvee \Sigma_i) \ \land \ \textstyle \bigwedge_{i=1}^m \mathtt{E}(\bigwedge \Pi_i) \ \land \ \textstyle \bigwedge \Lambda$$

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- nodes are locally consistent, i.e.
  - does not contain a literal together with its negation, and
  - ▶ does not contain AØ.
- ▶ root is labelled with  $E\{\vartheta\}$ ,
- ▶ nodes follow the following rules . . .

# **Rules of the Tableau – Logical Rules**

Notations: Trees are shown botanically correct.

Symbol ... | ... separates alterative premisses.

#### Rules for Boolean connectives

$$(E\vee) \frac{E(\varphi,\Pi),\Phi \mid E(\psi,\Pi),\Phi}{E(\varphi\vee\psi,\Pi),\Phi}$$

$$(E \wedge) \frac{E(\varphi, \psi, \Pi), \Phi}{E(\varphi \wedge \psi, \Pi), \Phi}$$

$$(\mathsf{A}\vee) \frac{\mathsf{A}(\varphi,\psi,\Sigma),\Phi}{\mathsf{A}(\varphi\vee\psi,\Sigma),\Phi}$$

$$(\mathtt{A}\wedge) \ \frac{\mathtt{A}(\varphi,\Sigma),\mathtt{A}(\psi,\Sigma),\Phi}{\mathtt{A}(\varphi\wedge\psi,\Sigma),\Phi}$$

 $(Ett) \frac{\Phi}{F \emptyset \Phi}$ 

(E1) 
$$\frac{\ell, \text{E}\Pi, \Phi}{\text{E}(\ell, \Pi), \Phi}$$

$$(A1) = \frac{\ell, \Phi \mid A\Sigma, \Phi}{A(\ell, \Sigma), \Phi}$$

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$$(A \lor) \frac{A(\varphi, \psi, \Sigma), \Phi}{A(\varphi \lor \psi, \Sigma), \Phi}$$

$$(A \land) \frac{A(\varphi, \Sigma), A(\psi, \Sigma), \Phi}{A(\varphi \land \psi, \Sigma), \Phi}$$

(Ett) 
$$\frac{\Phi}{E\emptyset, \Phi}$$

# Rules for literals and path quantifiers

$$(E1) \frac{ \ell, E\Pi, \Phi}{ E(\ell, \Pi), \Phi} \qquad (EE) \frac{ E\varphi, E\Pi, \Phi}{ E(E\varphi, \Pi), \Phi} \qquad (EA) \frac{ A\varphi, E\Pi, \Phi}{ E(A\varphi, \Pi), \Phi}$$

$$(\text{A1}) \frac{\textcolor{red}{\ell}, \Phi + \text{A}\Sigma, \Phi}{\text{A}(\textcolor{red}{\ell}, \Sigma), \Phi} \qquad (\text{AE}) \frac{\textcolor{red}{\mathbb{E}\varphi}, \Phi + \text{A}\Sigma, \Phi}{\text{A}(\textcolor{red}{\mathbb{E}\varphi}, \Sigma), \Phi} \qquad (\text{AA}) \frac{\textcolor{red}{\mathbb{A}\varphi}, \Phi + \text{A}\Sigma, \Phi}{\text{A}(\textcolor{red}{\mathbb{A}\varphi}, \Sigma), \Phi}$$

# Rules of the Tableau – Temporal Rules

### Characterisation as fixed points

$$F\varphi \leftrightarrow \varphi \lor X(F\varphi)$$

$$G\varphi \leftrightarrow \varphi \wedge X(G\varphi).$$

# Corresponding rules

$$(\mathrm{EF}) \ \frac{\mathrm{E}(\psi,\Pi), \Phi \ | \ \mathrm{E}(\mathrm{X}(\mathrm{F}\psi),\Pi), \Phi}{\mathrm{E}(\mathrm{F}\psi,\Pi), \Phi} \ (\mathrm{EG}) \ \frac{\mathrm{E}(\psi,\mathrm{X}(\mathrm{G}\psi),\Pi), \Phi}{\mathrm{E}(\mathrm{G}\psi,\Pi), \Phi}$$

$$(AF) \frac{A(\psi, X(F\psi), \Sigma), \Phi}{A(F\psi, \Sigma), \Phi}$$

$$(\mathtt{AG}) \ \frac{\mathtt{A}(\psi, \Sigma), \mathtt{A}(\mathtt{X}(\mathtt{G}\psi), \Sigma), \Phi}{\mathtt{A}(\mathtt{G}\psi, \Sigma), \Phi}$$

# Rules of the Tableau – Successor Rules

### Successor Rules

$$(\mathbf{X}_1) \ \frac{\mathbf{E}\Pi_1, \mathbf{A}\Sigma_1, \dots, \mathbf{A}\Sigma_m \quad \dots \quad \mathbf{E}\Pi_n, \mathbf{A}\Sigma_1, \dots, \mathbf{A}\Sigma_m \qquad (n>0)}{\mathbf{E}\mathbf{X}\Pi_1, \dots, \mathbf{E}\mathbf{X}\Pi_n, \mathbf{A}\mathbf{X}\Sigma_1, \dots, \mathbf{A}\mathbf{X}\Sigma_m, \boldsymbol{\Lambda} }$$

$$(\mathbf{X}_{\mathbf{0}}) \ \frac{\mathbf{A}\Sigma_{1}, \dots, \mathbf{A}\Sigma_{m}}{\mathbf{A}\mathbf{X}\Sigma_{1}, \dots, \mathbf{A}\mathbf{X}\Sigma_{m}, \boldsymbol{\Lambda}}$$

Notation:  $X\Gamma := \{X\gamma \mid \gamma \in \Gamma\}.$ 

Note: rule  $(X_0)$  ensures that the intended model is total.

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$$(\mathtt{X}_\mathtt{O}) \ \dfrac{\mathtt{A}\Sigma_1, \dots, \mathtt{A}\Sigma_m}{\mathtt{A}\mathtt{X}\Sigma_1, \dots, \mathtt{A}\mathtt{X}\Sigma_m, \Lambda}$$

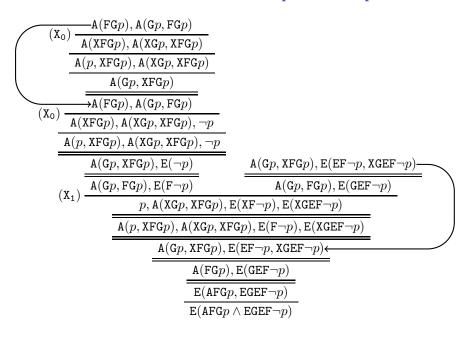
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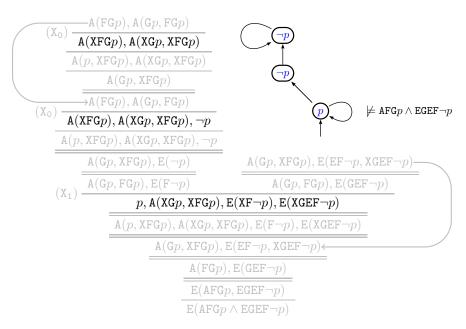
#### Lemma

Every infinite branch of a pre-tableau contains infinitely many applications of rules  $(X_0)$  or  $(X_1)$ .

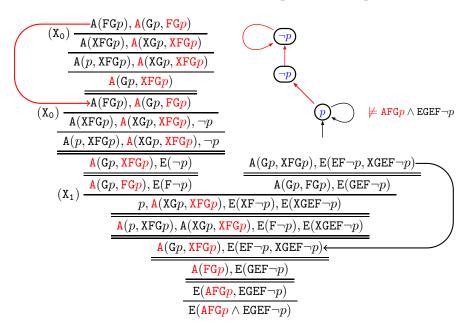
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# **Connection Relations**

Connection on the block level. Example:

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► Connection on the formula level.

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$$(EA) \frac{A \varphi, E \Pi, A \Sigma}{E(A\varphi, \Pi), A \Sigma} \xrightarrow{\text{is connected to}} (on formula level)$$

# **Traces and Threads**

#### Traces

- ► A trace is an infinite sequence of connected blocks.
- ► A trace is an E- resp. A- trace iff the block quantifier eventually remains E resp. A.

#### Thread

- A thread is an infinite sequence of connected formulas.
- ▶ A thread is an F- resp. G-thread iff there is some  $\psi$  s.t. the thread finally alternates between F $\psi$  or XF $\psi$  (resp. G. . . ).

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#### Lemma

- ▶ Any trace is either an E- or an A-trace.
- ▶ Any thread is either an F- or a G-thread.

# **Tableau**

#### Pre-tableaux are insufficient – an informal dicussion

- In the intended model
  - every formula on a F-thread is false, and
  - every formula on a G-thread is true.
- Blocks in an E-trace is understood as a conjunction.
  - Avoid F-threads.
- ▶ Blocks in an A-trace is understood as a disjunction.
  - Assure a G-thread.

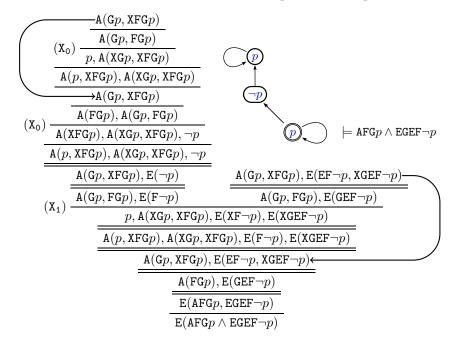
#### Definiton

A tableau for  $\vartheta$  is a pre-tableau for  $\vartheta$  iff on every branch we have

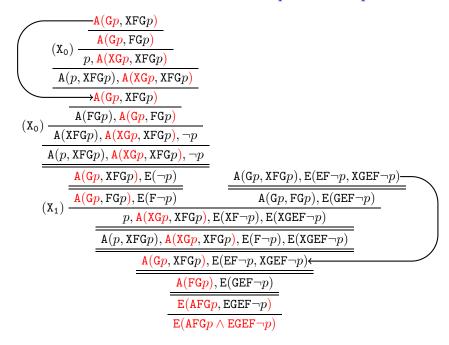
- every E-trace does not contain an F-thread, and
- every A-trace contains a G-thread.

Such traces and branches are called good.

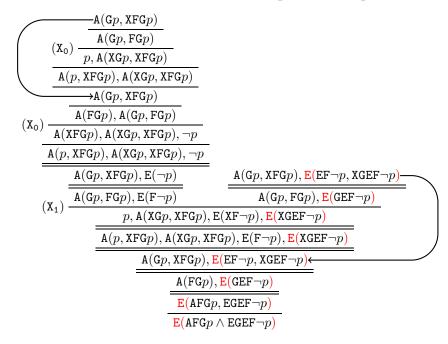
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### Soundness

#### Theorem

If there is a tableau for  $CTL^*$ -formula  $\vartheta$  then  $\vartheta$  is satisfiable.

# Proof sketch.

Collapse given tableau to an interpretation and show that this interpretation models  $\vartheta.$ 

# Completeness

#### Theorem

If a  $CTL^*$ -formula  $\vartheta$  is satisfiable then it has a tableau.

#### Proof sketch.

- ▶ Construct a pre-tableaux for  $\vartheta$  by unrolling a model of  $\vartheta$  s.th. the unraveled model satisfied the current goal.
- For rules with alternatives premises: prefer premises decomposing the principal formula obeying the model.
- ▶ Hence,  $F\varphi$  is rewritten to  $\varphi$  as soon as possible, for instance.

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#### Remark

- ► Completeness proof does not use the small model property. (That is, replace fixed points by approximants.)
- ▶ We have not use any automata or game theory so far.

# **Decision Procedure**

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Given a  $CTL^*$ -formula  $\vartheta$ , decide whether  $\overline{\vartheta}$  is satisfiable.

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Idea: treat a tableau as a parity game.

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# Observation

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#### Game

Given an appropriate deterministic  $\omega$ -automaton  $\mathcal{A}$ .

- States: pairs of goals for  $\vartheta$  and  $\mathcal{A}$ 's of state.
- Proponent chooses the rule application.
- Opponent chooses the premise whenever the rule application is branching.
- ightharpoonup Additionally, edges respect the transition relation of A.
- ► Turn A's acceptance condition into that of the game.

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- ▶ Turn A's acceptance condition into that of the game.

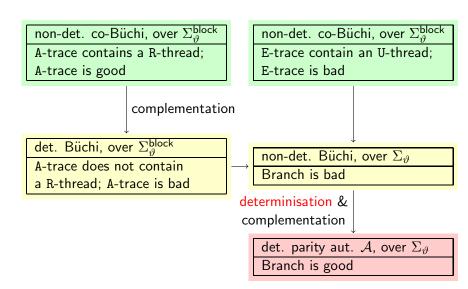
# **Property**

Proponent has a winning strategy for  $\mathrm{E}\{\vartheta\}$  iff  $\vartheta$  has a tableau.

### **Tableau** → **Game** — **Automata**

Alphabet  $\Sigma_{\vartheta}^{\mathsf{block}} := \Sigma_{\vartheta} \times 2^{Sub(\vartheta)}$ .

Second component marks an A- or E-block in the first component.



### Conclusion

#### Summary

- ▶ Tableau is sound and complete for CTL\*.
- Rules are "natural".
- Correctness proof relies on neither automata theory nor game theory nor the small model property.
- ► The decision procedure uses game theory as a back-end and can benefit from it.
- ► Complexity of the decision procedure optimal.

#### **Implementation**

http://www.tcs.ifi.lmu.de/mlsolver/.

#### **Future Work**

- Implement Emerson's procedure (as a comparison).
- Find a way to avoid or to reduce determinisation.
- ► Find a proof system for CTL\* with natural axioms and rules
  - —as opposed to existing ones.