Linear Temporal Logic EECS 4315

www.eecs.yorku.ca/course/4315/

Linear temporal logic (LTL) is a logic to reason about systems with nondeterminism.

The logic was introduced by Amir Pnueli.

A. Pnueli. The temporal logic of programs. In *Proceedings of the 18th IEEE Symposium on Foundations of Computer Science*, pages 46–67. Providence, RI, USA, October/November 1977. IEEE.

Amir Pnueli (1941–2009)

- Recipient of the Turing Award (1996)
- Recipient of the Israel prize (2000)
- Foreign Associate of the U.S. National Academy of Engineering (1999)
- Fellow of the Association for Computing Machinery (2007)



Source: David Monniaux

LTL is defined by the grammar

$$f ::= a \mid f \land f \mid \neg f \mid \bigcirc f \mid f \cup f$$

where a is an atomic proposition.

An atomic proposition represents a basic property (such as the value of a particular variable being even or a particular method being invoked).

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Is $a \land \neg b$ is an LTL formula?

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Is $a \land \neg b$ is an LTL formula?

Answer

Yes.

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Question

Is $a \land \bigcirc$ is an LTL formula?

Answer No.

LTL is defined by the grammar

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Question

Is $a \land \neg((\bigcirc b) \lor c)$ is an LTL formula?

LTL is defined by the grammar

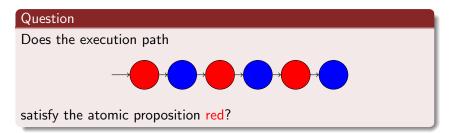
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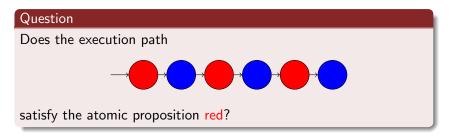
Question

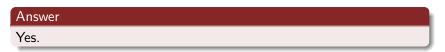
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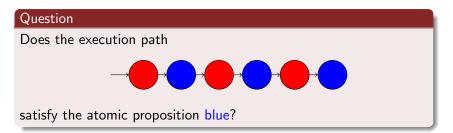
Answer

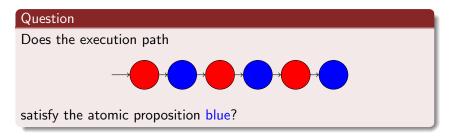
Yes.







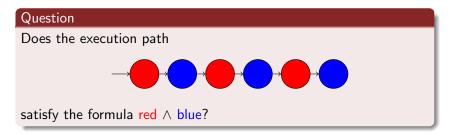




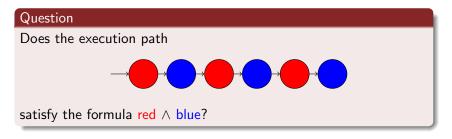
Answer	
No.	

A formula $f \wedge g$ is satisfied if f holds and g holds.

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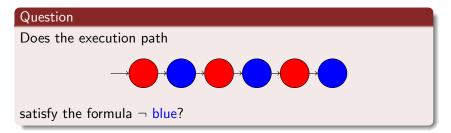
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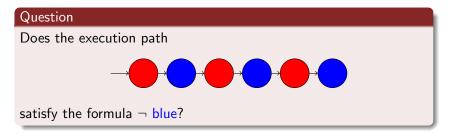


A formula $\neg f$ is satisfied if f does not hold.

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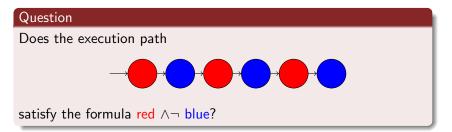


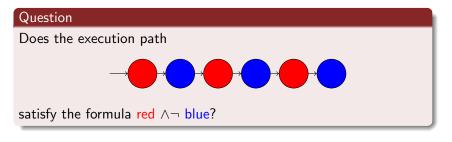
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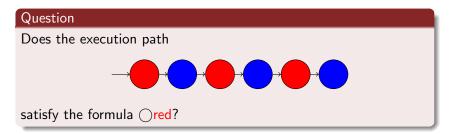
Yes.

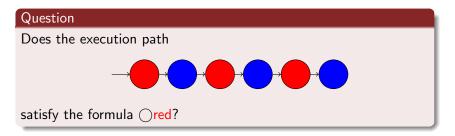




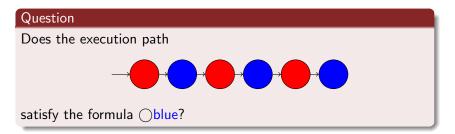
Answer

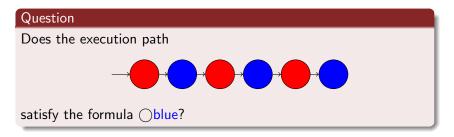
Yes.

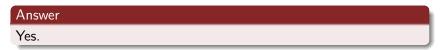


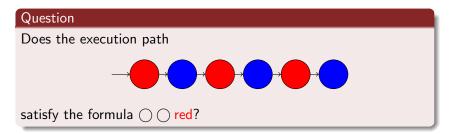


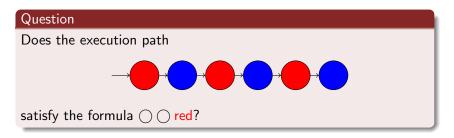
Answer	
No.	

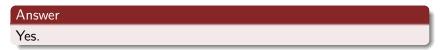


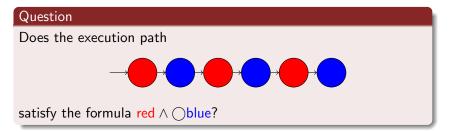


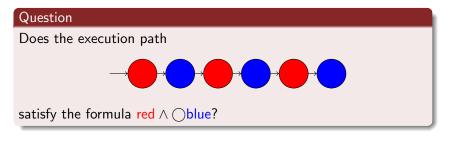










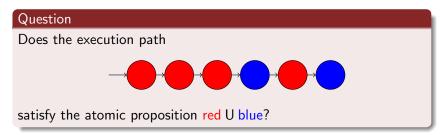


Answer

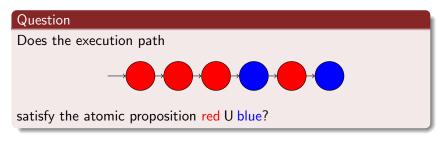
Yes.

The LTL formula $f \cup g$ (pronounced as f until g) is satisfied if g holds in some state of the execution path and f holds in all states before that state.

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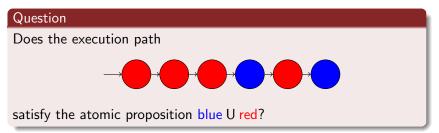


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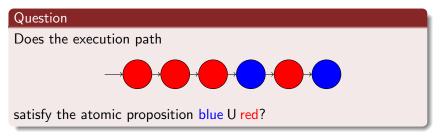




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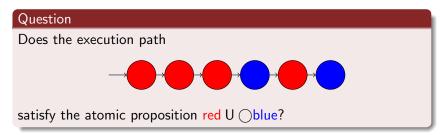


Answer

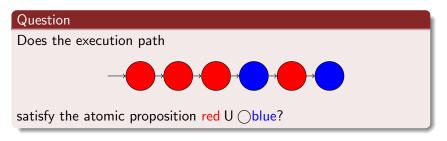
Yes!^a

^aAll states before the first red state are blue.

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As usual

true =
$$a \lor \neg a$$

false = \neg true
 $f \lor g = \neg(\neg f \land \neg g)$
 $f \Rightarrow g = \neg f \lor g$

Also

 $Xf: \bigcirc f$ $Ff: \Diamond f$ $Gf: \Box f$

We introduce two basic tense operators, F and G. A. Pnueli. The temporal logic of programs. In *Proceedings of the* 18th IEEE Symposium on Foundations of Computer Science, pages 46-67. Providence, RI, USA, October/November 1977. IEEE.

Definition

A transition system is a tuple $\langle S, L, I,
ightarrow, \ell
angle$ consisting of

- a set S of states,
- a set L of labels,
- a set $I \subseteq S$ of initial states,
- a transition relation $\rightarrow \subseteq S \times S$ such that for all $s \in S$ there exists $t \in S$ such that $s \rightarrow t$, and
- a labelling function $\ell: S \to 2^L$.

 2^L denotes the set of subsets of L.

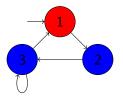
What is $2^{\{1,2,3\}}$?

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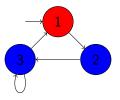
Answer

$\{\emptyset,\{1\},\{2\},\{3\},\{1,2\},\{1,3\},\{2,3\},\{1,2,3\}\}$

Formally define the transition system for the following system.

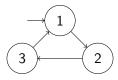


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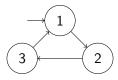
Answer

$$\begin{array}{l} \langle \{1,2,3\}, \{ \texttt{red}, \texttt{blue} \}, \{1\}, \{1 \rightarrow 2, 2 \rightarrow 3, 3 \rightarrow 1, 3 \rightarrow 3 \}, \{1 \mapsto \texttt{\{red}\}, 2 \mapsto \texttt{\{blue}\}, 3 \mapsto \texttt{\{blue}\} \} \rangle \end{array}$$



Definition

A path is an infinite sequence of states. Paths(s) is the set of path starting in state s.

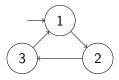


Definition

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Question

What is *Paths*(2)?



Definition

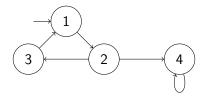
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 $Paths(2) = \{231231231...\}$

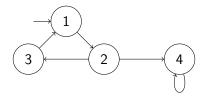


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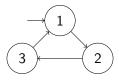
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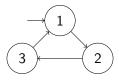
Answer

 $Paths(2) = \{2444..., 2312444..., 2312312444..., 231231...\}$



Definition

Let $p \in Paths(s)$ and $n \ge 0$. Then p[n] is the (n + 1)th state of the path p.

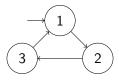


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Let p = 123123... What is p[3]?



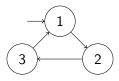
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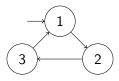
Let p = 123123... What is p[3]?

Answer p[3] = 1.



Definition

Let $p \in Paths(s)$ and $n \ge 0$. Then p[n..] is the suffix starting with the (n + 1)th state of the path p, that is, removing the first n states.

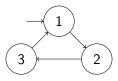


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$$p = 123123...$$
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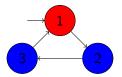
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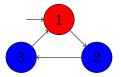
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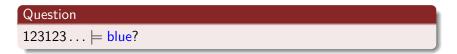
$$p[2..] = 312312...$$

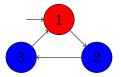


$p \models f$ denotes that path p satisfies LTL formula f.



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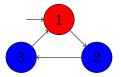


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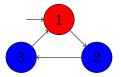
Answer

No.



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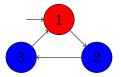


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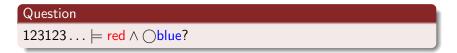


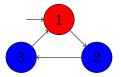
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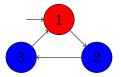


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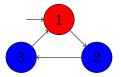
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 $p \models f$ denotes that path p satisfies LTL formula f.

Question 123123... $\models \neg blue?$

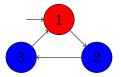


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Question	
$123123 \models \neg blue?$	

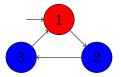
Answer

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Answer

Yes.

Definition

$$p \models a \text{ iff } a \in \ell(p[0])$$

$$p \models f \land g \text{ iff } p \models f \land p \models g$$

$$p \models \neg f \text{ iff } p \not\models f$$

$$p \models \bigcirc f \text{ iff } p[1..] \models f$$

$$p \models f \cup g \text{ iff } \exists i \ge 0 : p[i..] \models g \land \forall 0 \le j < i : p[j..] \models f$$

How can we express $p \models \Diamond f$ in terms of $\cdots \models f$?

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Answer

$$p \models \Diamond f$$

iff $p \models \text{true U } f$
iff $\exists i \ge 0 : p[i..] \models f \land \forall 0 \le j < i : p[j..] \models \text{true}$
iff $\exists i \ge 0 : p[i..] \models f$

Question

How can we express $p \models \Box f$ in terms of $\cdots \models f$?

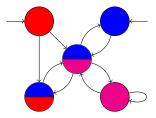
Question

How can we express $p \models \Box f$ in terms of $\cdots \models f$?

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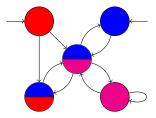
$$p \models \Box f$$
iff $p \models \neg \Diamond \neg f$
iff $\neg (\exists i \ge 0 : p[i..] \models \neg f)$
iff $\forall i \ge 0 : p[i..] \models f$

Let $TS = \langle S, L, I, \rightarrow, \ell \rangle$ be a transition system. Then $TS \models f \text{ iff } \forall s \in I : \forall p \in Paths(s) : p \models f$



Question

 $TS \models blue?$

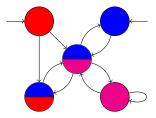


Question

 $TS \models \mathsf{blue}?$

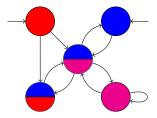
Answer

No.



Question

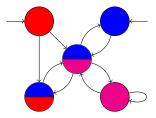
 $TS \models \text{red} \lor \text{blue}?$



Question

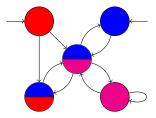
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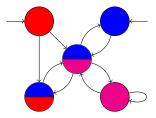
Question

 $TS \models \bigcirc \mathsf{blue}?$



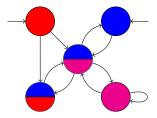


Answer



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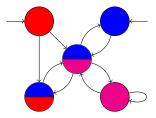




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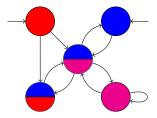


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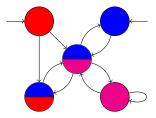
 $TS \models \Diamond magenta?$



Question

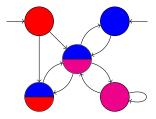
 $TS \models \Diamond magenta?$

Answer



Question

 $TS \models \Box \Diamond blue?$

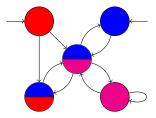


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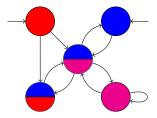
 $TS \models \Box \Diamond blue?$

Answer

No.



Question $TS \models \Box(\neg blue \Rightarrow \bigcirc(magenta \lor red))?$



Question

$$TS \models \Box(\neg \mathsf{blue} \Rightarrow \bigcirc(\mathsf{magenta} \lor \mathsf{red}))?$$

Answer

Atomic propositions may be used to express properties of JPF's virtual machine's state, such as

- initial states,
- final states,
- the values of attributes (for example, a boolean attribute being true, or an integer attribute being positive),
- the values of local variables (for example, a boolean local variable being true, or an integer local variable being positive)
- method invocations,
- method returns,
- etc.

Atomic propositions may be used to express properties of JPF's virtual machine's state, such as

- initial states,
- final states,
- the values of attributes (for example, a boolean attribute being true, or an integer attribute being positive),
- the values of local variables (for example, a boolean local variable being true, or an integer local variable being positive)
- method invocations,
- method returns,
- etc.

The extensions bitbucket.org/petercipov/jpf-ltl and bitbucket.org/michelelombardi/jpf-ltl of JPF support LTL, but neither is stable.

LTL and JPF

}

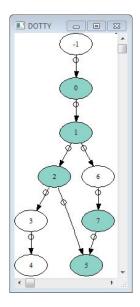
The extension jpf-label provides an easy way to label states. For example, consider the following app.

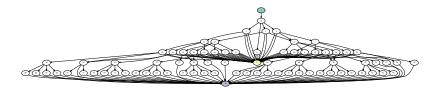
```
import java.util.Random;
public class Field {
 private static boolean value = true;
 public static void main(String[] args) {
   Random random = new Random():
   if (random.nextBoolean()) {
     Field.value = false;
     Field.value = true;
   } else {
     Field.value = random.nextBoolean();
```

```
target = Field
classpath = <path to the directory containing Field.class>
cg.enumerate_random = true
```

```
@using jpf-label
listener = label.StateSpaceDot
label.class = label.BooleanStaticField
label.BooleanStaticField.field = Field.value
```

jpf-label





jpf-label

The following classes to label states. For some classes an additional property needs to be specified as indicated below.

- Initial: labels the initial state.
- End: labels the final states.
- AllDifferent: labels each state with a different label.
- BooleanStaticField: labels those states in which the static boolean field specified by the property label.StaticBooleanField.field is true.
- PositiveIntegerLocalVariable: labels those states in which the local integer variable specified by the property label.LocalPositiveIntegerVariable.variable is positive.
- InvokedStaticMethod: labels those states in which the method specified by the property label.InvokedStaticMethod.method is invoked.

- ReturnedVoidMethod: labels those states in which the void method specified by the property label.ReturnedVoidMethod.method has returned.
- ThrownException: labels those states in which an exception of the type specified by the property label.ThrownException.type has been thrown.
- SynchronizedStaticMethod: labels those states in which the synchronized method specified by the property label.SynchronizedStaticMethod.method acquires and has released the lock.

- Implement additional properties for jpf-label.
- Improve error messages when class cannot be found on classpath or native_classpath.
- Improve a listener as in the sample project proposal (choose a listener that has not been considered in the past).