

Probabilistic Model Checking

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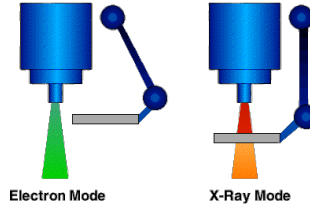


Famous Errors

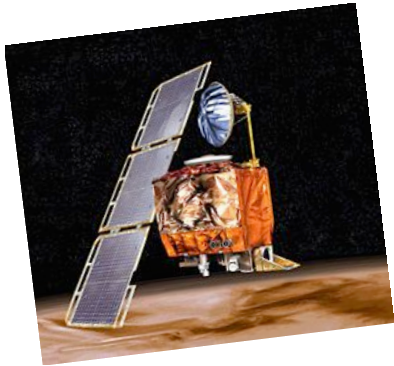


Pentium:
FDIV

Ariane 5:
64 bits fp
vs 16 bits int

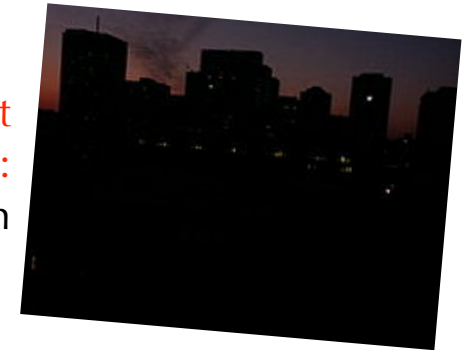


Therac-25:
Race Condition



Mars Climate
Orbiter:
Metric vs Imperial

Northeast blackout
in 2003:
Race Condition



Heartbleed:
Security

More errors



911 blackout:
MAX value
reached

Nest Thermostat:
Battery drained

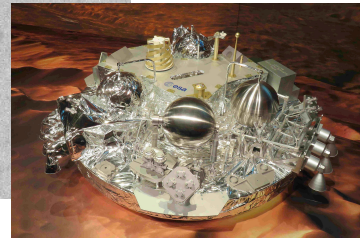
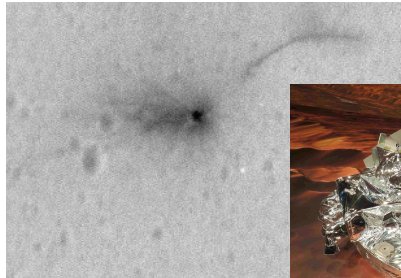


Nissan airbag:
Incorrect
sensing



Boeing 737 MAX 8:
Incorrect sensing

Schiaparelli Landing
Demonstrator
Module:
Multiple errors



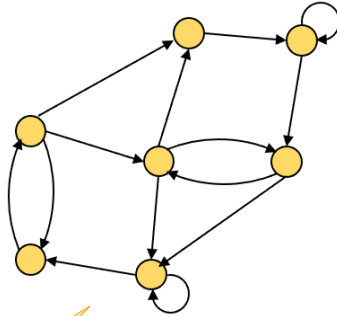
The problem of correctness...

$System \models Property$

Usually an abstraction
describing the behavior

Describes what is
expected from the system
(The correctness criteria)

The problem of correctness... ...using Model Checking



$$\models \square (\text{send}(\text{file}) \Rightarrow \diamond \text{receive}(\text{file}))$$

A graph representing
nondeterministic behavior

Properties that
represent boolean behavior on
executions

Model Checking

```

M
int y1 = 0;
int y2 = 0;
short in_critical = 0;

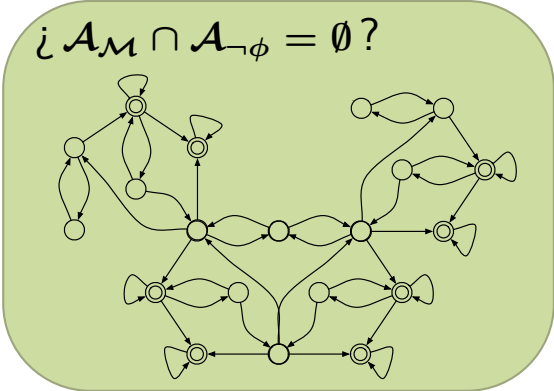
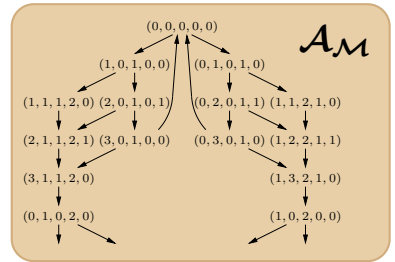
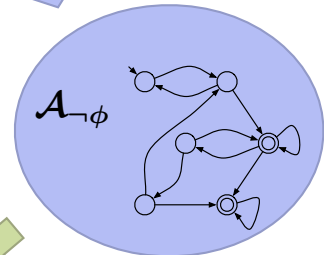
active proctype process_1() {
do
:: true ->
0: y1 = y2+1;
1: ((y2==0) || (y1<=y2));
  in_critical++;
2: in_critical--;
3: y1 = 0;
od
}

active proctype process_2() {
do
:: true ->
0: y2 = y1+1;
1: ((y1==0) || (y2<y1));
  in_critical++;
2: in_critical--;
3: y2 = 0;
od
}
    
```

$\mathcal{M} \models \phi?$

$\phi : \square \diamond crit_1 \wedge \square \diamond crit_2$

Normally the problem reduces to graph analysis



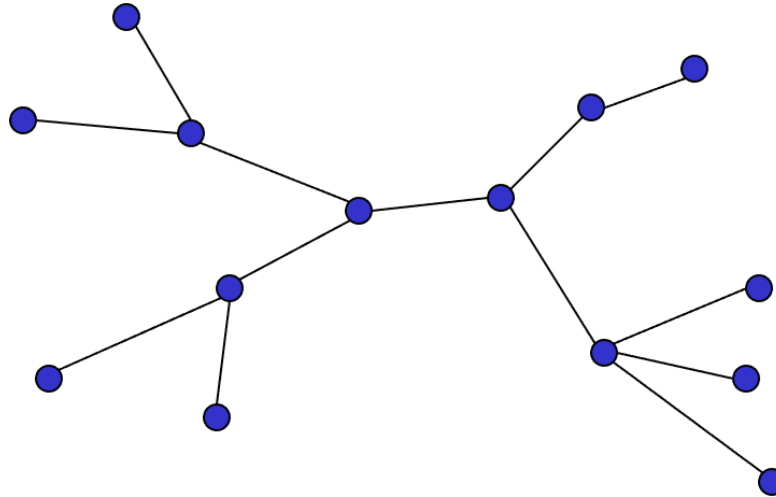
Limitations of classical Model Checking

- ❖ Many algorithms **propose better solutions** using **randomness** as a new ingredient
- ❖ Leader Election Protocol in IEEE 1394 “Firewire”
- ❖ Binary Exponential Backoff Algorithm in IEEE 802.3 “Ethernet”

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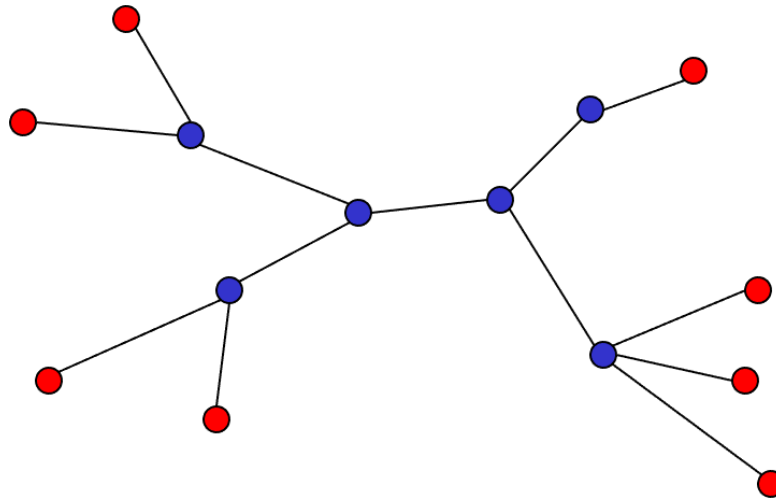
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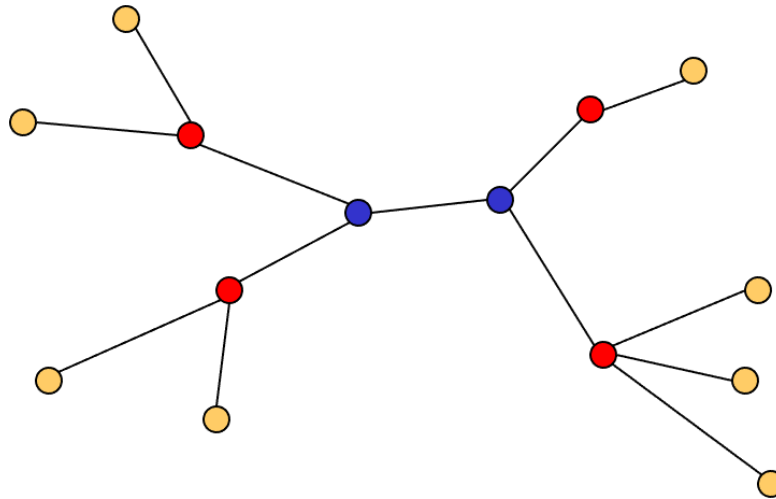
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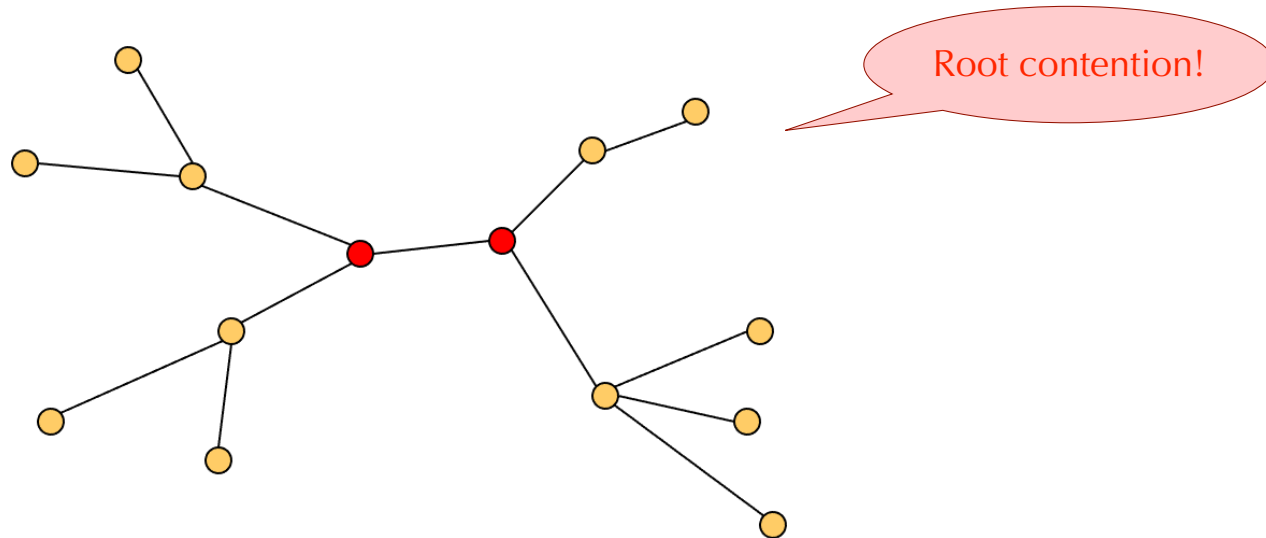
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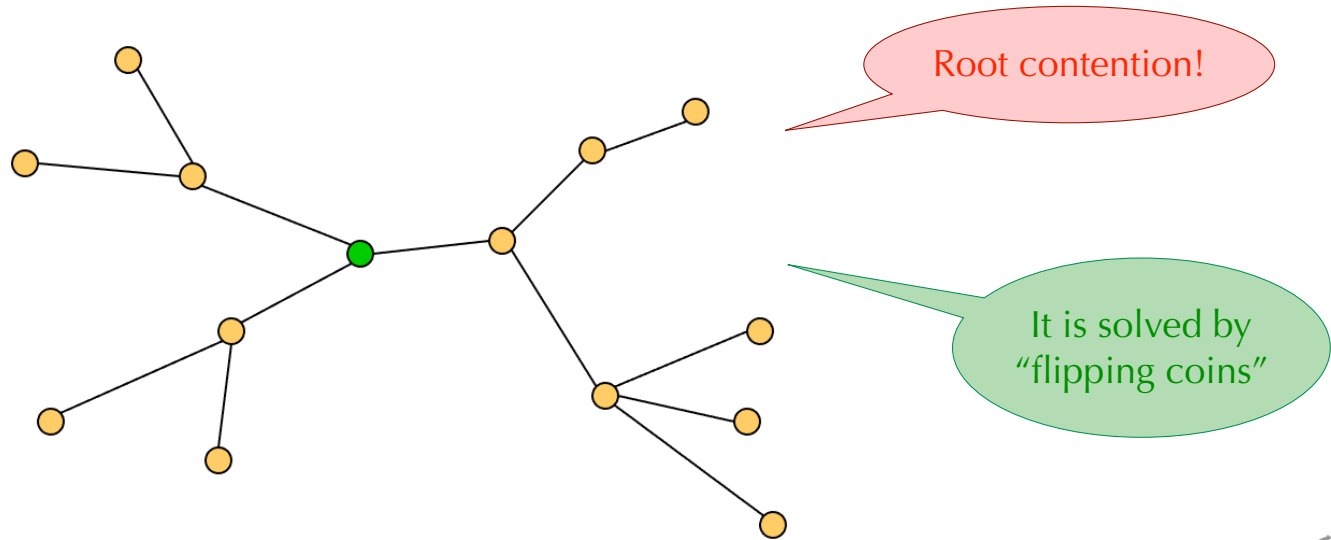
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Limitations of classical Model Checking

- ❖ Many times, **correctness cannot be asserted qualitatively**. Instead, the validity of a property **can only be measured quantitatively**
- ❖ Bounded Retransmission Protocol in Philips RC6
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Suppose transmission of a file with ABP or sliding window:

□ (send(file) ⇒ ◇ receive(file))

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Suppose transmission of a file with ABP or sliding window:

□ (send(file) \Rightarrow \diamond receive(file))

Holds, under the assumption of infinite retrials

Unrealistic assumption!

Limitations of classical Model Checking

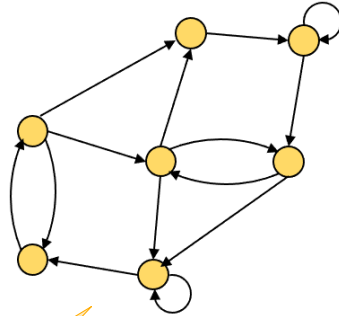
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If the protocol has a bounded number of retransmissions before aborting (e.g. BRP):

~~□ (send(file) → receive(file))~~

Probabilistic Model Checking

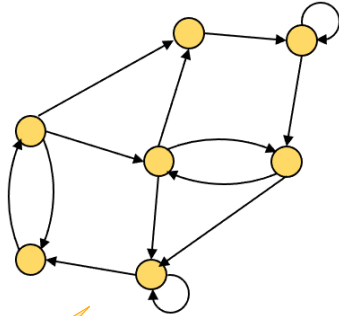


A graph representing
nondeterministic behavior

$$\models \square (\text{send}(\text{file}) \Rightarrow \diamond \text{receive}(\text{file}))$$

Properties that
represent boolean behavior on
executions

Probabilistic Model Checking



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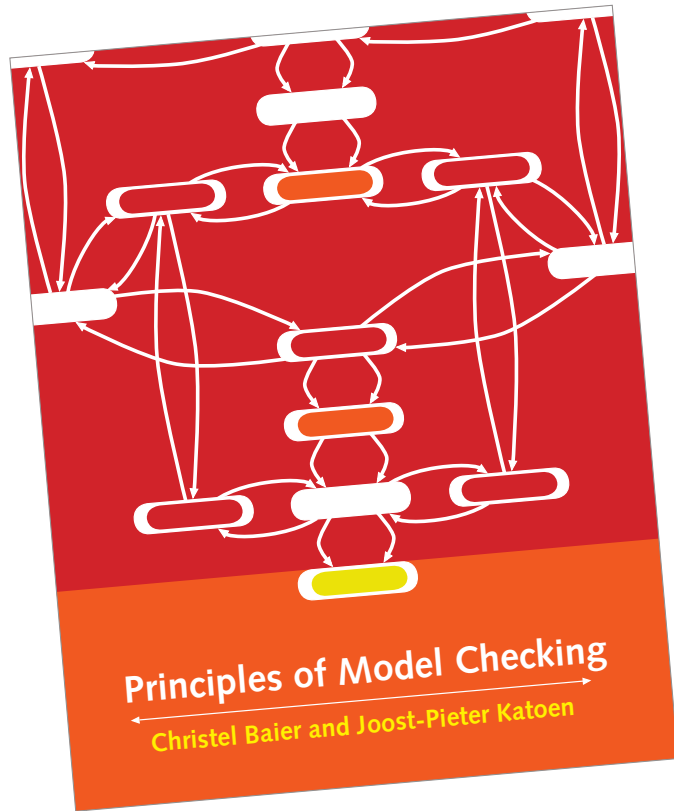
A state
no

Probabilistic behavior
should also be considered

Properties that
re... for on

It should also include a way
to quantify probabilities

Before continuing, I must say:



The course borrows from Chapter 10 of
Principles of Model Checking by
Christel Baier & Joost-Pieter Katoen
published in 2008 by the MIT press

Markov Chains

Discrete Time Markov Chain (DTMC)

A **DTMC** is a structure

$$(S, \mathbf{P}, s_0, AP, L)$$

where

- ❖ S is a **denumerable set of states**, where $s_0 \in S$ is the **initial state**,
- ❖ $\mathbf{P} : S \times S \rightarrow [0, 1]$ is the **probabilistic transition function**, such that, for every $s \in S$,
 $\sum_{s' \in S} \mathbf{P}(s, s') = 1$, and
- ❖ $L : S \rightarrow \mathcal{P}(AP)$ is a **labelling function**, where AP is a **set of atomic propositions**.

Discrete Time Markov Chain (DTMC)

In model checking
we only consider a **finite** set
of states

A **DTMC** is a structure

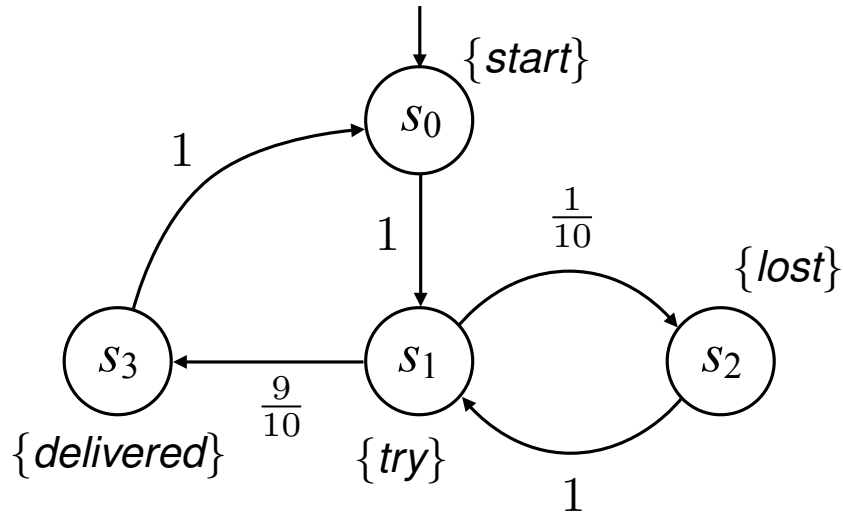
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- ❖ $L : S \rightarrow \mathcal{P}(AP)$ is a **labelling function**, where AP is a **set of atomic propositions**.

$\mathbf{P}(s, s')$ is the probability to
move to state s' conditioned to
the system being at state s .

A toy protocol



$$S = \{s_0, s_1, s_2, s_3\}$$

s_0 is the initial state

$$\mathbf{P} = \begin{pmatrix} 0 & 1 & 0 & 0 \\ 0 & 0 & \frac{1}{10} & \frac{9}{10} \\ 0 & 1 & 0 & 0 \\ 1 & 0 & 0 & 0 \end{pmatrix}$$

$$AP = \{start, try, delivered, lost\}$$

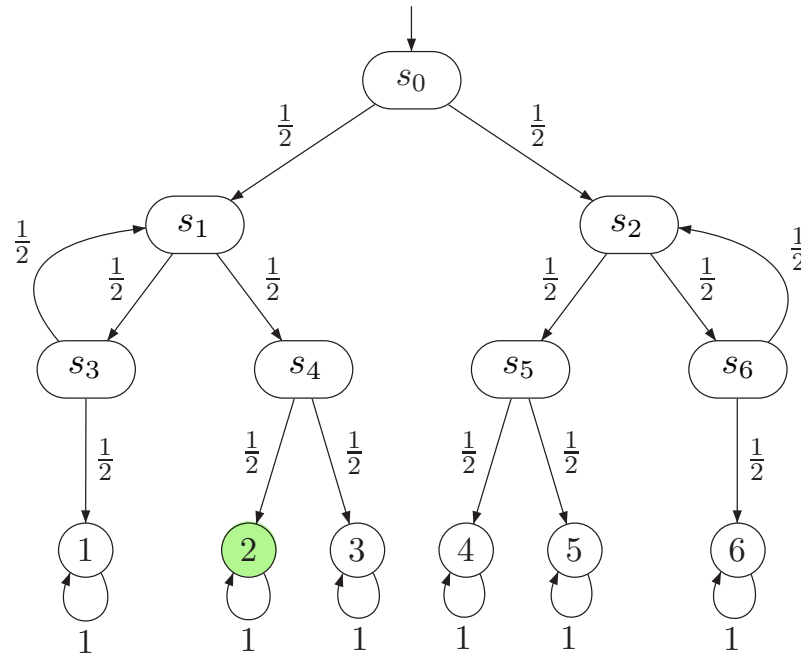
$$L(s_0) = \{start\}$$

$$L(s_1) = \{try\}$$

$$L(s_2) = \{lost\}$$

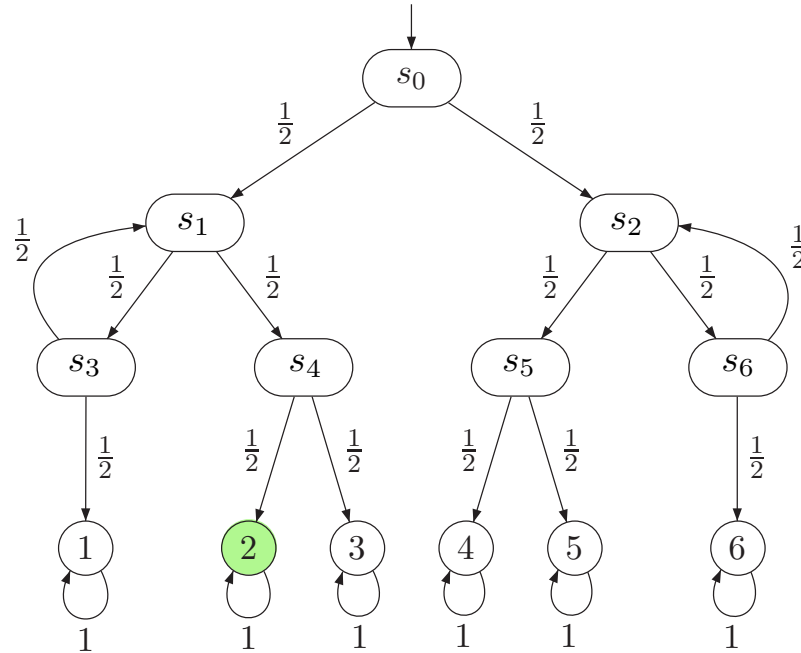
$$L(s_3) = \{delivered\}$$

Simulating a die with a coin



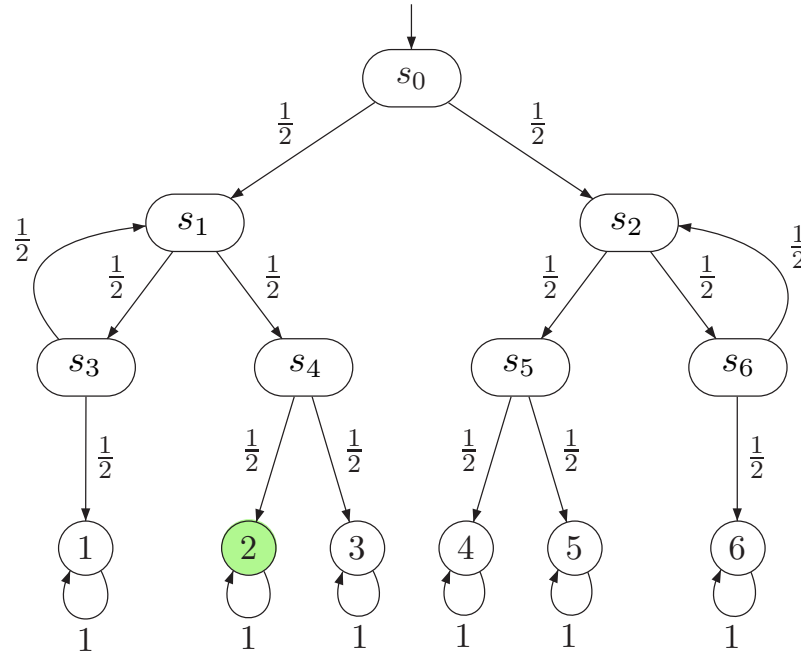
$P(\diamond 2)?$

Simulating a die with a coin



$$P(s_0s_1s_42) + P(s_0s_1s_3s_1s_42) + P(s_0s_1s_3s_1s_3s_1s_42) + P(s_0s_1s_3s_1s_3s_1s_3s_1s_42) + \dots$$

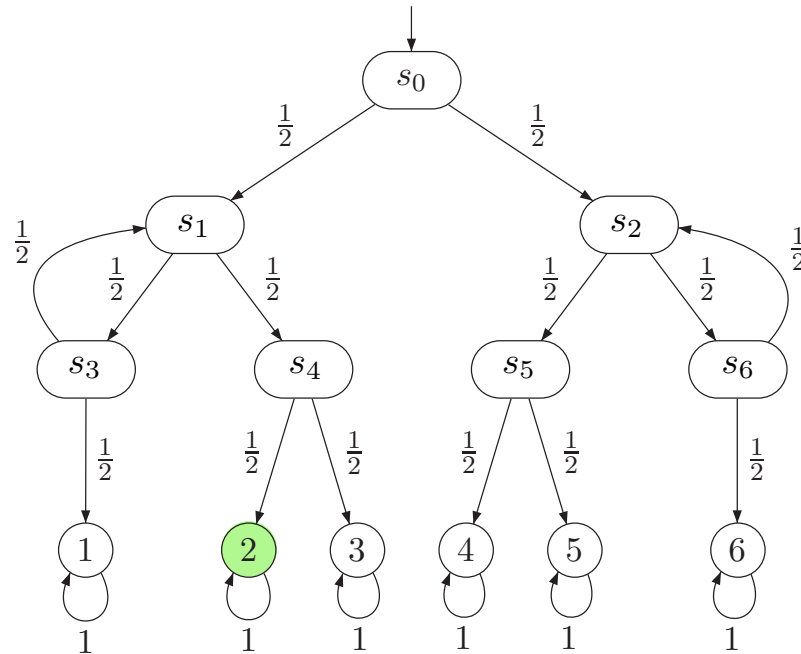
Simulating a die with a coin



$$\underbrace{P(s_0 s_1 s_4 2)} + P(s_0 s_1 s_3 s_1 s_4 2) + P(s_0 s_1 s_3 s_1 s_3 s_1 s_4 2) + P(s_0 s_1 s_3 s_1 s_3 s_1 s_3 s_1 s_4 2) + \dots$$

$$\mathbf{P}(s_0, s_1) \cdot \mathbf{P}(s_1, s_4) \cdot \mathbf{P}(s_4, 2)$$

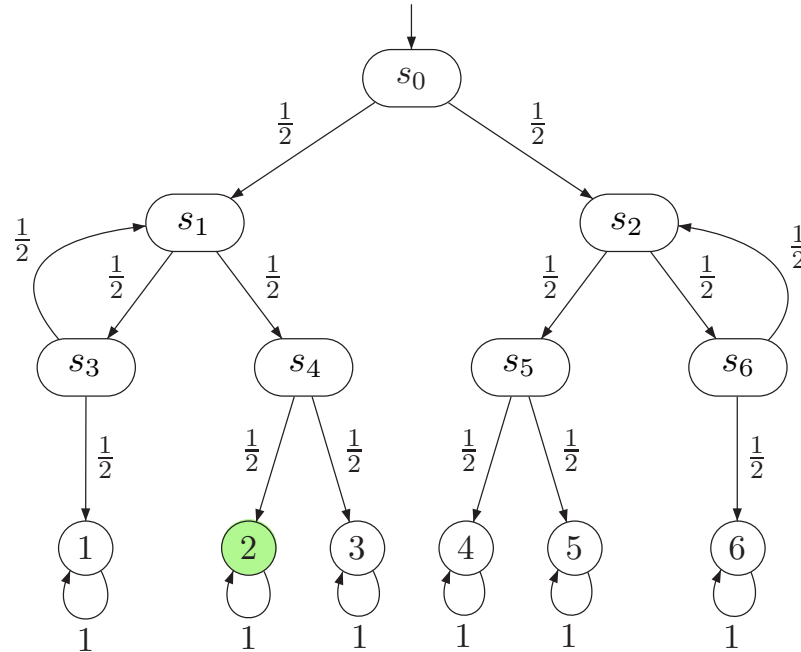
Simulating a die with a coin



$$P(s_0 s_1 s_4 2) + P(s_0 s_1 s_3 s_1 s_4 2) + P(s_0 s_1 s_3 s_1 s_3 s_1 s_4 2) + P(s_0 s_1 s_3 s_1 s_3 s_1 s_3 s_1 s_4 2) + \dots$$

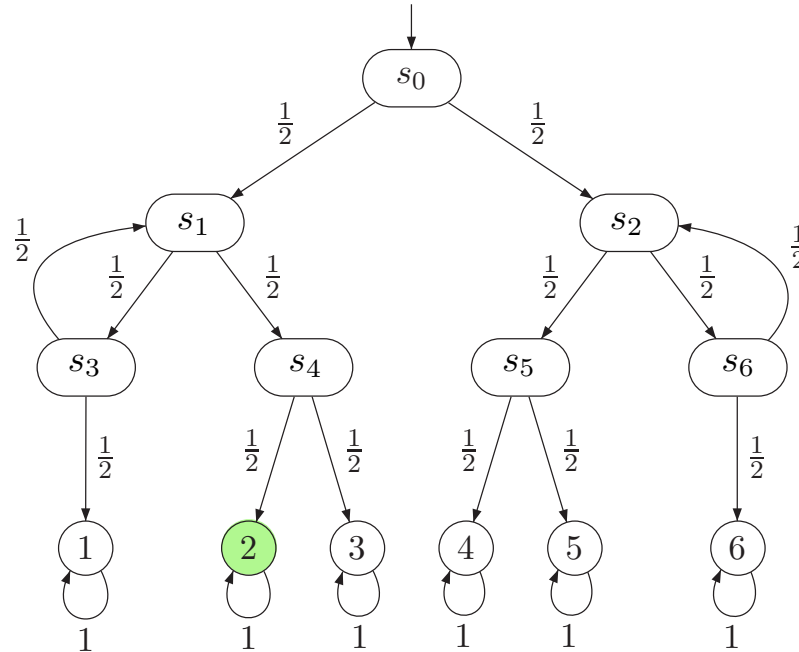
$$\underbrace{\hspace{10em}}_{\frac{1}{8}}$$

Simulating a die with a coin



$$\underbrace{P(s_0 s_1 s_4 2)}_{\frac{1}{8}} + \underbrace{P(s_0 s_1 s_3 s_1 s_4 2)}_{\frac{1}{32}} + \underbrace{P(s_0 s_1 s_3 s_1 s_3 s_1 s_4 2)}_{\frac{1}{128}} + \underbrace{P(s_0 s_1 s_3 s_1 s_3 s_1 s_3 s_1 s_4 2)}_{\frac{1}{512}} + \dots$$

Simulating a die with a coin



How do we calculate this formally?

$$\underbrace{P(s_0 s_1 s_4 2)}_{\frac{1}{8}} + \underbrace{P(s_0 s_1 s_3 s_1 s_4 2)}_{\frac{1}{32}} + \underbrace{P(s_0 s_1 s_3 s_1 s_3 s_1 s_4 2)}_{\frac{1}{128}} + \underbrace{P(s_0 s_1 s_3 s_1 s_3 s_1 s_3 s_1 s_4 2)}_{\frac{1}{512}} + \dots$$

Probability space defined by a DTMC

- ❖ The **sample space** is the set of all *plausible infinite executions*:

$$\Omega = S^\omega$$

- ❖ The **σ -algebra** is the one generated by the set of all *cylinders*, i.e., by all sets of the form

$$\text{Cyl}(\pi) = \{\rho \in S^\omega \mid \pi \text{ es prefijo de } \rho\}$$

where $\pi \in S^*$ is a *finite* sequence of states

- ❖ For each state $s \in S$ define the unique **probability measure** such that

$$\Pr_s(\text{Cyl}(s_1 s_2 \dots s_n)) = \mathbf{1}_s(s_1) \cdot \mathbf{P}(s_1, s_2) \cdot \mathbf{P}(s_2, s_3) \cdots \mathbf{P}(s_{n-1}, s_n)$$

where $\mathbf{1}_s(s) = 1$ and $\mathbf{1}_s(t) = 0$ otherwise

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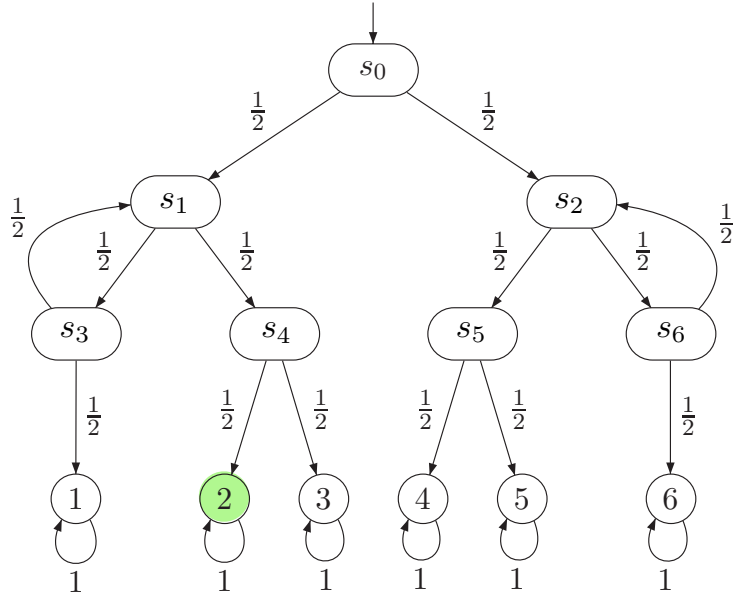
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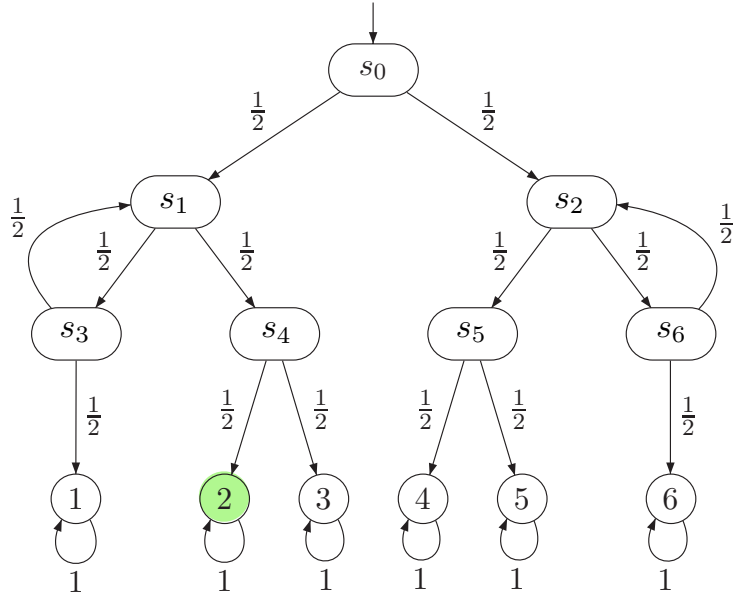
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Simulating a die with a coin



$$\begin{aligned}\Pr(\diamond 2) &= \Pr(\{\rho \in S^\omega \mid \exists i \in \mathbb{N} : \rho(i) = 2\}) \\ &= \Pr(\bigcup \{Cyl(\pi) \mid last(\pi) = 2\}) \\ &= \Pr(\bigcup \{Cyl(\pi) \mid \pi \in s_0 s_1 (s_3 s_1)^* s_4 2\}) \\ &= \sum_{n \in \mathbb{N}} \mathbf{P}(s_0 s_1 (s_3 s_1)^n s_4 2) \\ &= \sum_{n \in \mathbb{N}} \frac{1}{2^{2n+3}} = \frac{1}{6}\end{aligned}$$

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But, how does the
computer calculate this?

Quantitative reachability properties

Reachability properties

The probability of reaching a set of states B

$$\begin{aligned}\Pr_s(\diamond B) &= \Pr_s(\{\rho \in S^\omega \mid \exists i \in \mathbb{N} : \rho(i) \in B\}) \\ &= \Pr_s(\bigcup \{\text{Cyl}(\pi) \mid \text{last}(\pi) \in B\}) \\ &= \sum_{s_0 \dots s_n \in (S \setminus B)^* B} \mathbf{1}_s(s_0) \cdot \mathbf{P}(s_0 \dots s_n)\end{aligned}$$

If $s \in B$ then

$$\Pr_s(\diamond B) = 1$$

Reachability properties

If $s \notin B$

$$\begin{aligned}
 \Pr_s(\diamond B) &= \sum_{s_0 \dots s_n \in (S \setminus B)^* B} \mathbf{1}_s(s_0) \cdot \mathbf{P}(s_0 \dots s_n) \\
 &= \sum_{s_0 \dots s_n \in (S \setminus B)^* B} \mathbf{1}_s(s_0) \cdot \prod_{i=0}^{n-1} \mathbf{P}(s_i, s_{i+1}) \\
 &= \sum_{s_0 \dots s_n \in (S \setminus B)^* B \wedge s_1 \notin B} \mathbf{1}_s(s_0) \cdot \prod_{i=0}^{n-1} \mathbf{P}(s_i, s_{i+1}) + \sum_{s_1 \in B} \mathbf{1}_s(s_0) \cdot \mathbf{P}(s_0, s_1) \\
 &= \sum_{s_1 \dots s_n \in (S \setminus B)^* B \wedge s_1 \notin B} \mathbf{P}(s, s_1) \cdot \prod_{i=1}^{n-1} \mathbf{P}(s_i, s_{i+1}) + \sum_{s_1 \in B} \mathbf{P}(s, s_1) \\
 &= \sum_{s_1 \notin B} \mathbf{P}(s, s_1) \cdot \underbrace{\sum_{t_1 \dots t_n \in (S \setminus B)^* B} \mathbf{1}_{s_1}(t_1) \cdot \prod_{i=1}^{n-1} \mathbf{P}(t_i, t_{i+1})}_{\Pr_{s_1}(\diamond B)} + \sum_{s_1 \in B} \mathbf{P}(s, s_1)
 \end{aligned}$$

Reachability properties

If $s \notin B$

$$\begin{aligned}\Pr_s(\diamond B) &= \sum_{s_0 \dots s_n \in (S \setminus B)^* B} \mathbf{1}_s(s_0) \cdot \mathbf{P}(s_0 \dots s_n) \\ &= \sum_{s_0 \dots s_n \in (S \setminus B)^* B} \mathbf{1}_s(s_0) \cdot \prod_{i=0}^{n-1} \mathbf{P}(s_i, s_{i+1}) \\ &= \sum_{s_0 \dots s_n \in (S \setminus B)^* B \wedge s_1 \notin B} \mathbf{1}_s(s_0) \cdot \prod_{i=0}^{n-1} \mathbf{P}(s_i, s_{i+1}) + \sum_{s_1 \in B} \mathbf{1}_s(s_0) \cdot \mathbf{P}(s_0, s_1) \\ &= \sum_{s_1 \dots s_n \in (S \setminus B)^* B \wedge s_1 \notin B} \mathbf{P}(s, s_1) \cdot \prod_{i=1}^{n-1} \mathbf{P}(s_i, s_{i+1}) + \sum_{s_1 \in B} \mathbf{P}(s, s_1) \\ &= \sum_{s_1 \notin B} \mathbf{P}(s, s_1) \cdot \sum_{t_1 \dots t_n \in (S \setminus B)^* B} \mathbf{1}_{s_1}(t_1) \cdot \prod_{i=1}^{n-1} \mathbf{P}(t_i, t_{i+1}) + \sum_{s_1 \in B} \mathbf{P}(s, s_1) \\ &= \sum_{s_1 \notin B} \mathbf{P}(s, s_1) \cdot \Pr_{s_1}(\diamond B) + \sum_{s_1 \in B} \mathbf{P}(s, s_1)\end{aligned}$$

Reachability properties

If $s \notin B$

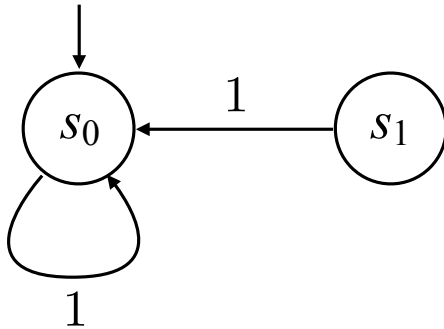
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Reachability properties

The following set of equations is obtained (one for each $s \notin B$)

$$x_s = \sum_{t \notin B} \mathbf{P}(s, t) \cdot x_t + \sum_{t \in B} \mathbf{P}(s, t)$$

Be aware! The system of equations may not have unique solution:



if $B = \{s_1\}$, the system of equations only contains equation:

$$x_{s_0} = x_{s_0}$$

which has infinite solutions

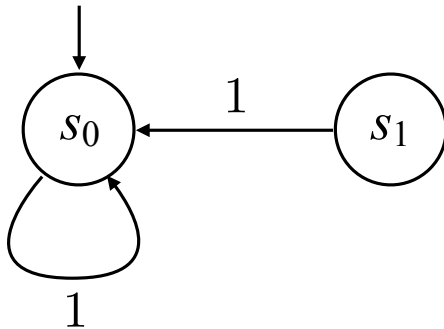
Reachability properties

Note that the only interesting states are those reaching B (otherwise the reachability probability is 0)

The following set of equations is obtained (one for each $s \notin B$)

$$x_s = \sum_{t \notin B} \mathbf{P}(s, t) \cdot x_t + \sum_{t \in B} \mathbf{P}(s, t)$$

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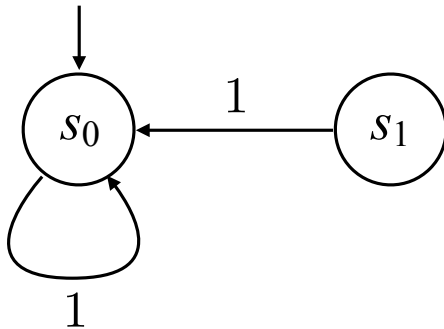
Reachability properties

Note that the only interesting states are those reaching B (otherwise the reachability probability is 0)

The following set of equations is obtained (one for each $s \notin B$)

$$x_s = \sum_{t \in \text{Pre}^*(B) \setminus B} \mathbf{P}(s, t) \cdot x_t + \sum_{t \in B} \mathbf{P}(s, t)$$

Be aware! The system of equations may not have unique solution:



if $B = \{s_1\}$, the system of equations only contains equation:

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which has infinite solutions

reachability properties

$$Pre^*(B) = \{s \in S \mid \Pr_s(\diamond B) > 0\}$$

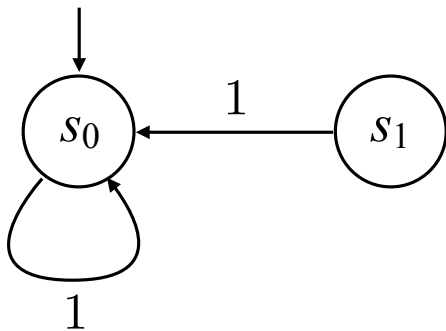
is the set of all states that may reach B .
It is calculated by graph analysis

Note that the only interesting states are those reaching B (otherwise the reachability probability is 0)

The following system of equations is obtained (one for each $s \in Pre^*(B)$)

$$x_s = \sum_{t \in Pre^*(B) \setminus B} P(s, t) \cdot x_t + \sum_{t \in B} P(s, t)$$

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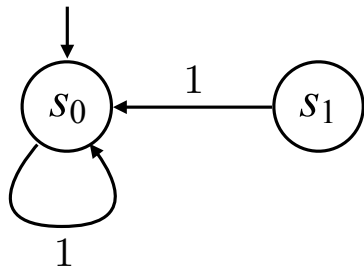
which has infinite solutions

Reachability properties

The complete system of equations is defined by:

$$\begin{aligned}x_s &= \sum_{t \in Pre^*(B) \setminus B} P(s, t) \cdot x_t + \sum_{t \in B} P(s, t) && \text{if } s \in Pre^*(B) \setminus B \\x_s &= 1 && \text{if } s \in B \\x_s &= 0 && \text{if } s \notin Pre^*(B) \cup B\end{aligned}$$

For the example, the system of equations is



$$x_{s_0} = 0$$

$$x_{s_1} = 1$$

This system of equations has a **unique** solution

Reachability properties

Calculated using techniques like Gaussian elimination, Jacobi or Gauss-Seidel

Computed in polynomial time

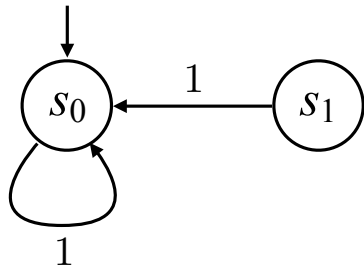
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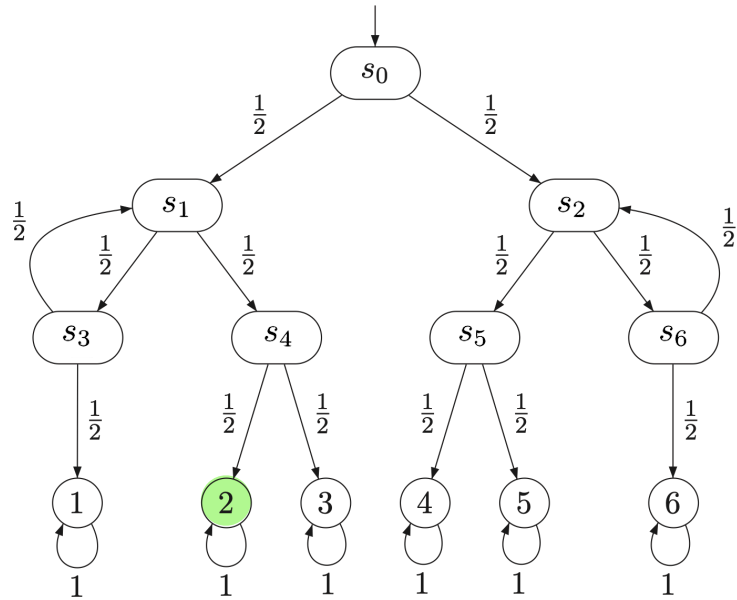


$$x_{s_0} = 0$$

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This system of equations has a **unique** solution

Simulating a die with a coin



$$x_s = \sum_{t \in \text{Pre}^*(B) \setminus B} \mathbf{P}(s, t) \cdot x_t + \sum_{t \in B} \mathbf{P}(s, t)$$

$$x_s = 1$$

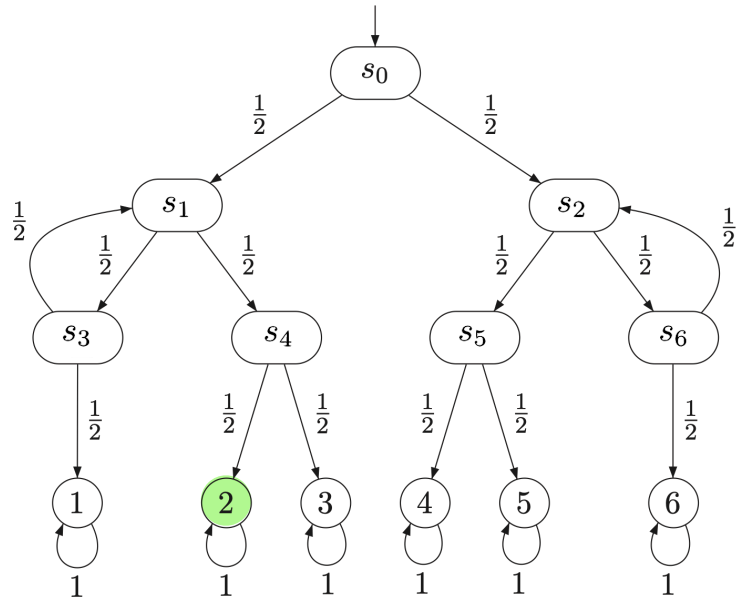
$$x_s = 0$$

if $s \in \text{Pre}^*(B) \setminus B$

if $s \in B$

if $s \notin \text{Pre}^*(B) \cup B$

Simulating a die with a coin



$$x_2 = 1$$

B

$$x_s = \sum_{t \in \text{Pre}^*(B) \setminus B} \mathbf{P}(s, t) \cdot x_t + \sum_{t \in B} \mathbf{P}(s, t)$$

if $s \in \text{Pre}^*(B) \setminus B$

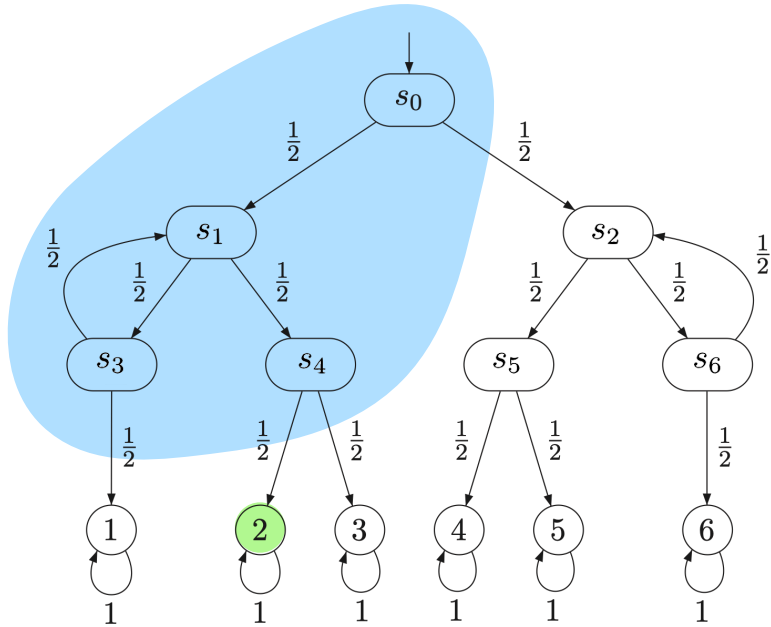
$$x_s = 1$$

if $s \in B$

$$x_s = 0$$

if $s \notin \text{Pre}^*(B) \cup B$

Simulating a die with a coin



$$x_{s_0} = \frac{1}{2} \cdot x_{s_1}$$

$Pre^*(B) \setminus B$

$$x_{s_1} = \frac{1}{2} \cdot x_{s_3} + \frac{1}{2} \cdot x_{s_4}$$

$$x_{s_3} = \frac{1}{2} \cdot x_{s_1}$$

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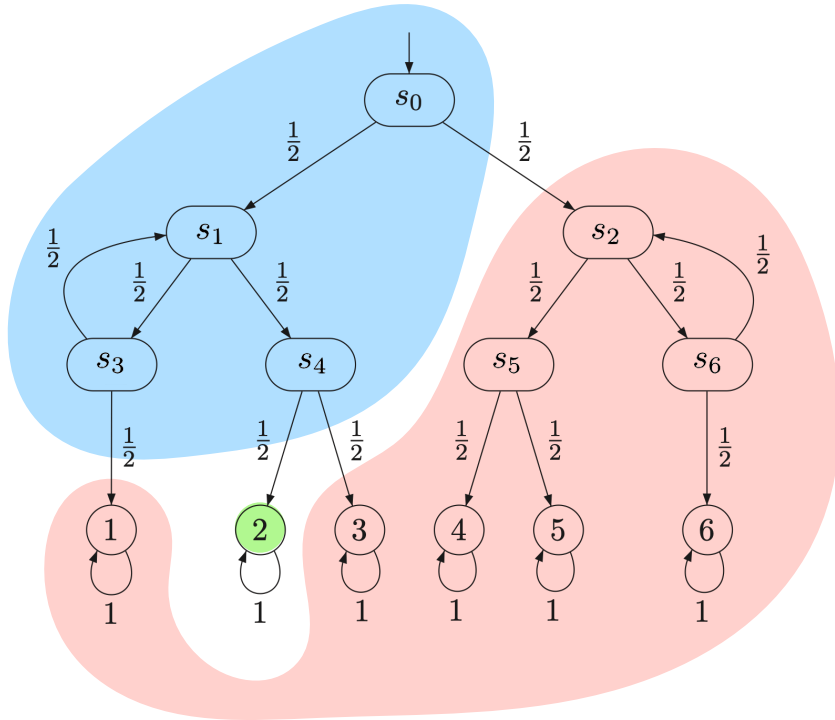
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Simulating a die with a coin



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$$x_{s_4} = \frac{1}{2}$$

$$x_2 = 1$$

B

$$x_s = 0, \quad \text{if } s \notin \{s_0, s_1, s_3, s_4, 2\}$$

$S \setminus Pre^*(B)$

$$x_s = \sum_{t \in Pre^*(B) \setminus B} P(s, t) \cdot x_t + \sum_{t \in B} P(s, t) \quad \text{if } s \in Pre^*(B) \setminus B$$

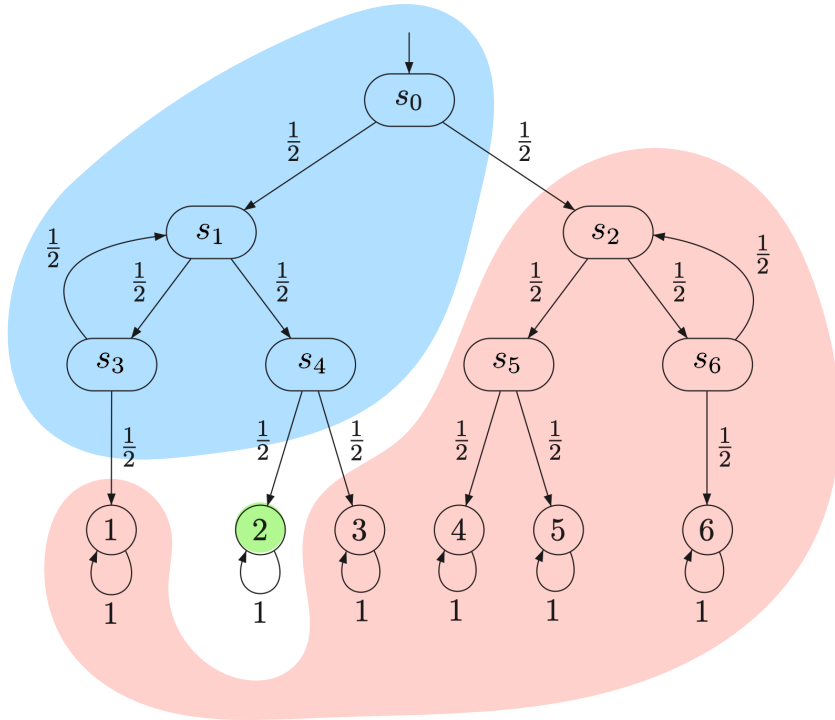
$$x_s = 1 \quad \text{if } s \in B$$

$$x_s = 0 \quad \text{if } s \notin Pre^*(B) \cup B$$

Simulating a die with a coin

It's up to you to check that indeed

$$x_{s_0} = \frac{1}{6}$$



$Pre^*(B) \setminus B$

$$x_{s_0} = \frac{1}{2} \cdot x_{s_1}$$

$$x_{s_1} = \frac{1}{2} \cdot x_{s_3} + \frac{1}{2} \cdot x_{s_4}$$

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Bounded reachability

(exact: $\Pr_{s_0}(\diamond^{=n} B)$)

- ❖ The probability transition function **P** defines the probability of moving from one state to another in **one single step**
- ❖ Then the probability of moving from s to t in **two steps** is

$$\sum_{s' \in S} \mathbf{P}(s, s') \cdot \mathbf{P}(s', t) = (\mathbf{P} \cdot \mathbf{P})(s, t) = \mathbf{P}^2(s, t)$$

Bounded reachability

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P is a matrix!

$$\sum_{s \in S} \mathbf{P}(s, s') \cdot \mathbf{P}(s', t) = (\mathbf{P} \cdot \mathbf{P})(s, t) = \mathbf{P}^2(s, t)$$

- ❖ In general, the probability of reaching t on n steps from the initial state is:

$$\Theta_n(t) = \mathbf{P}^n(s_0, t)$$

- ❖ Then, the probability of reaching a state in B in exactly n steps is

$$\Pr_{s_0}(\diamond^{=n} B) = \sum_{t \in B} \Theta_n(t)$$

... so, this is
calculated with matrix
multiplication

Bounded reachability (upper bound)

- ❖ Given the DTMC M construct the DTMC M_B by making all states in B absorbing:

$$\mathbf{P}_{M_B}(s, t) = \begin{cases} 1 & \text{if } t = s \in B \\ 0 & \text{if } t \neq s \in B \\ \mathbf{P}_M(s, t) & \text{if } s \notin B \end{cases}$$

- ❖ Then calculate

$$\Pr_{s_0}^M(\diamond^{\leq n} B) = \Pr_{s_0}^{M_B}(\diamond^{=n} B) = \sum_{t \in B} \Theta_n^{M_B}(t)$$

Constrained reachability (until operator)

- ❖ The probability of reaching states in B passing only through states in C :

$$\Pr_{s_0}(C \cup B) \quad \underbrace{\Pr_{s_0}(C \cup^{=n} B) \quad \Pr_{s_0}(C \cup^{\leq n} B)}_{\text{bounded versions}}$$

bounded versions

Constrained reachability (until operator)

- ❖ The probability of reaching states in B passing only through states in C :

$$\Pr_{s_0}(C \cup B) \quad \Pr_{s_0}(C \cup^{=n} B) \quad \Pr_{s_0}(C \cup^{\leq n} B)$$

- ❖ Construct the DTMC M^U from M by making states not in $C \cup B$ absorbing:

$$\mathbf{P}_{M^U}(s, t) = \begin{cases} 1 & \text{if } t = s \notin (C \cup B) \\ 0 & \text{if } t \neq s \notin (C \cup B) \\ \mathbf{P}_M(s, t) & \text{if } s \in (C \cup B) \end{cases}$$

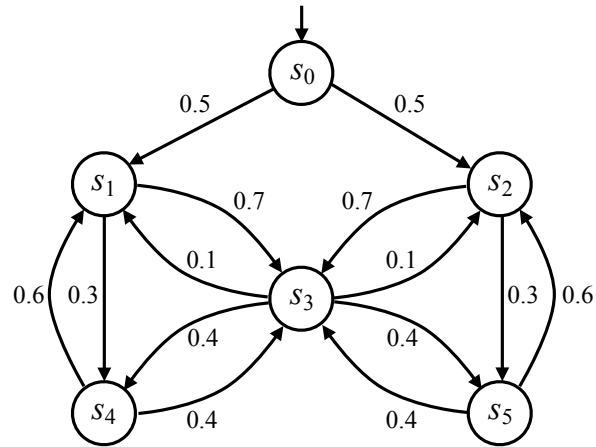
- ❖ Then calculate:

$$\Pr_{s_0}^M(C \cup B) = \Pr_{s_0}^{M^U}(\diamond B)$$

$$\Pr_{s_0}^M(C \cup^{=n} B) = \Pr_{s_0}^{M^U}(\diamond^{=n} B)$$

$$\Pr_{s_0}^M(C \cup^{\leq n} B) = \Pr_{s_0}^{M^U}(\diamond^{\leq n} B)$$

Constrained reachability

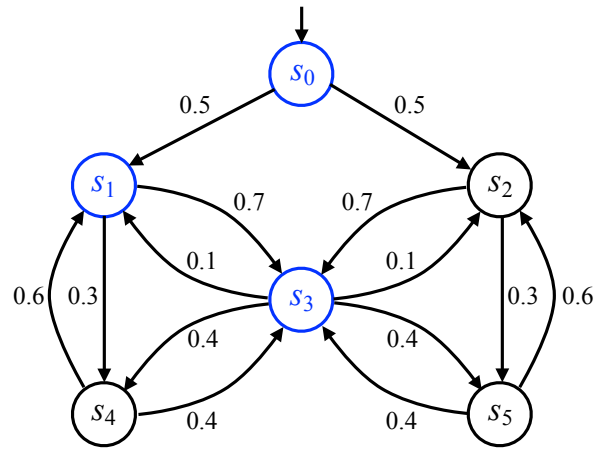


Let $C = \{s_0, s_1, s_3\}$

and $B = \{s_4\}$

$\Pr_{s_0}(C \cup^{=4} B)$?

Constrained reachability

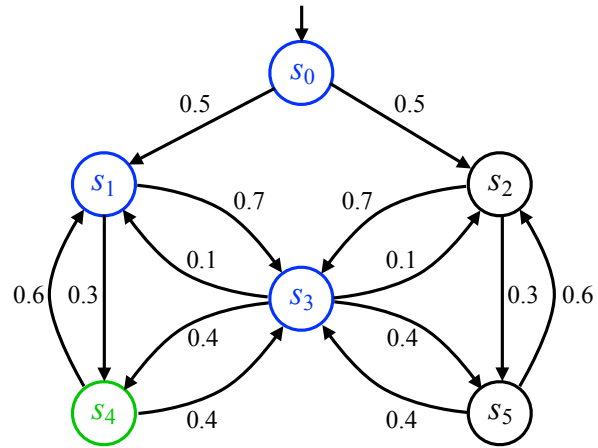


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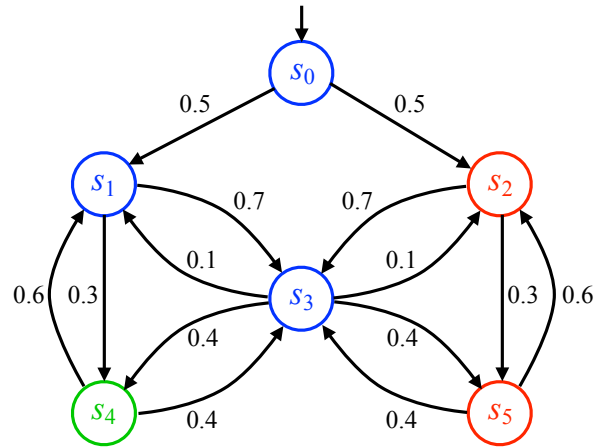


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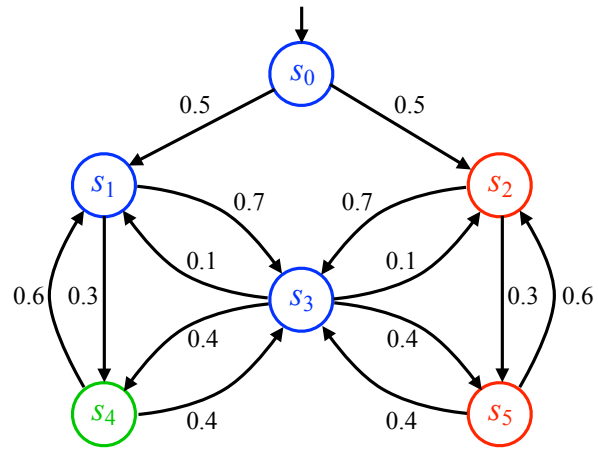


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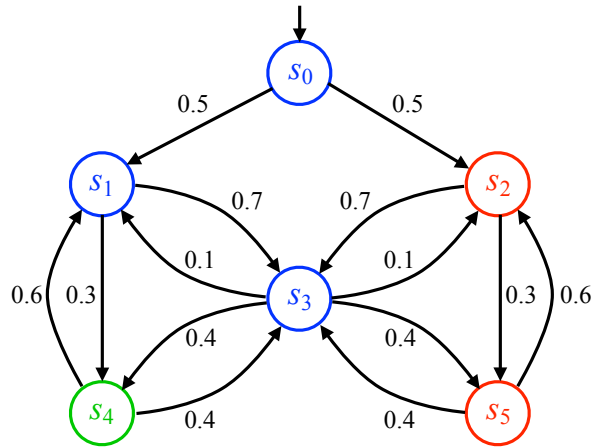
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$\Pr_{s_0}(C \cup^{=4} B)$?

1) Calculate M^U

Constrained reachability



Let $C = \{s_0, s_1, s_3\}$

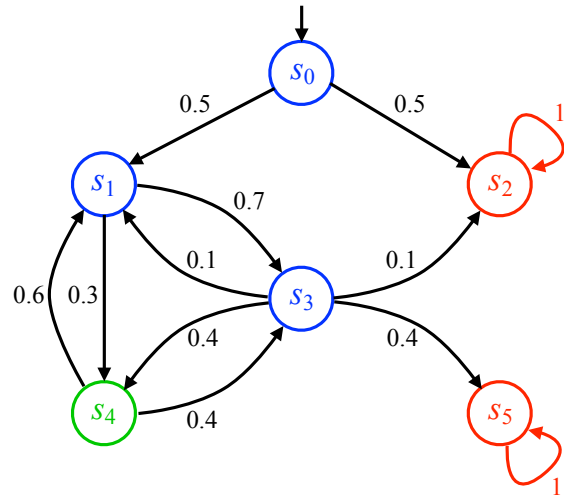
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$\Pr_{s_0}(C \cup^{=4} B)$?

1) Calculate M^U

i.e. make **states** not in C or B absorbing

Constrained reachability



Let $C = \{s_0, s_1, s_3\}$

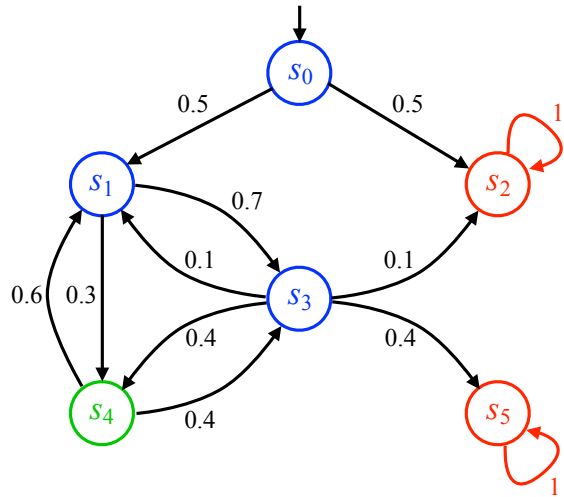
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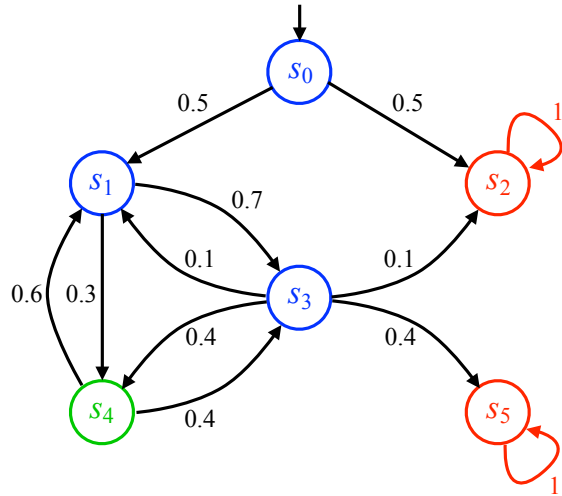
$\Pr_{s_0}(C \cup^{=4} B)$?

1) Calculate M^U

2) Calculate $\Pr_{s_0}^{M^U}(\diamond^{=4} B)$

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Constrained reachability



Let $C = \{s_0, s_1, s_3\}$

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$\Pr_{s_0}(C \cup^{=4} B)$?

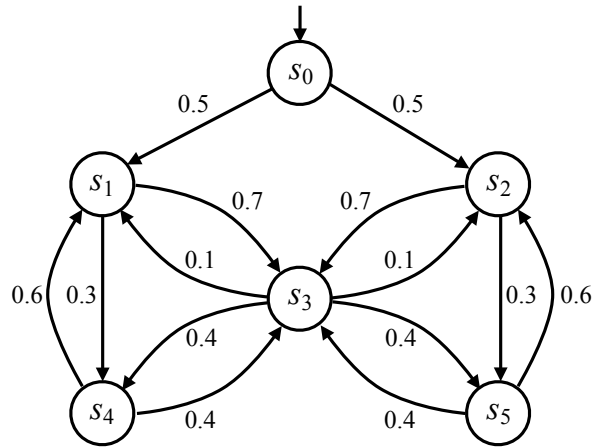
1) Calculate M^U

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i.e. make **states** not in
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Notice that $\Pr_{s_0}(C \cup B)$ can
be obtained in this DTMC by
calculating $\Pr_{s_0}^{M^U}(\diamond B)$ instead

Constrained reachability

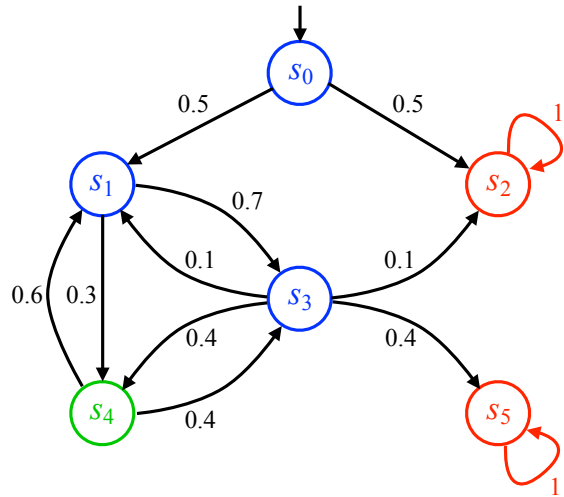


Let $C = \{s_0, s_1, s_3\}$

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$\Pr_{s_0}(C \cup^{\leq 4} B)$?

Constrained reachability



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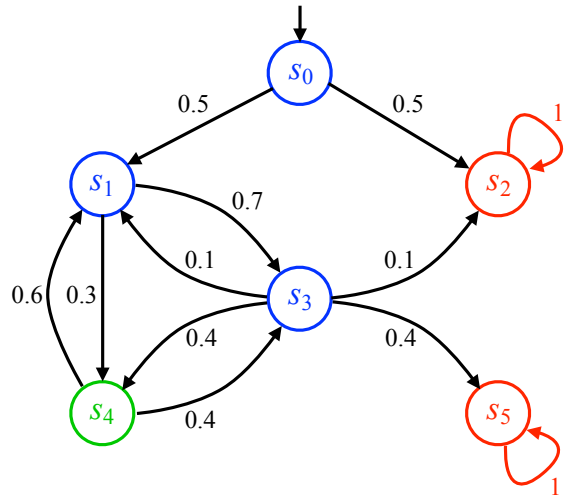
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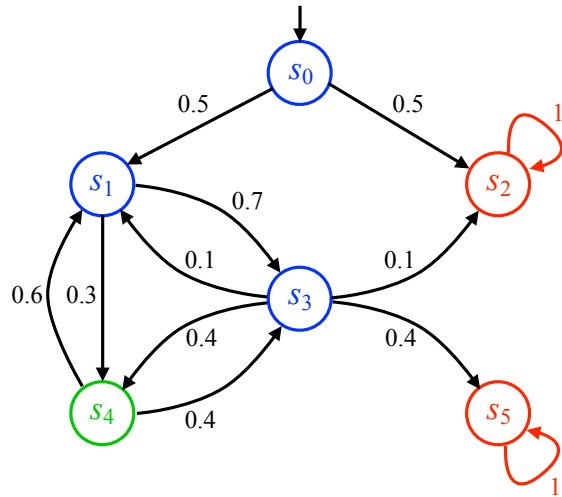
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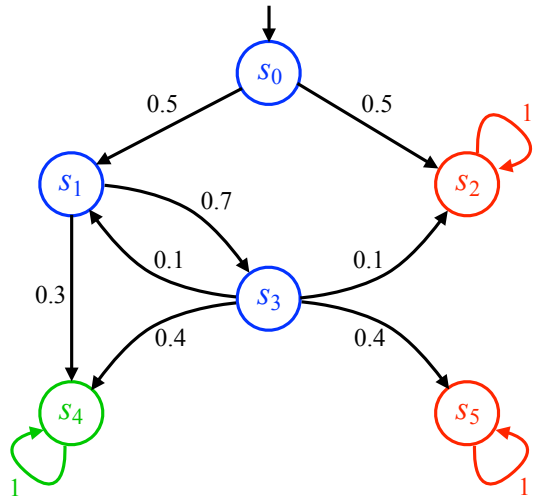
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2) Calculate M_B^U

i.e. make **states** in B
absorbing

Constrained reachability



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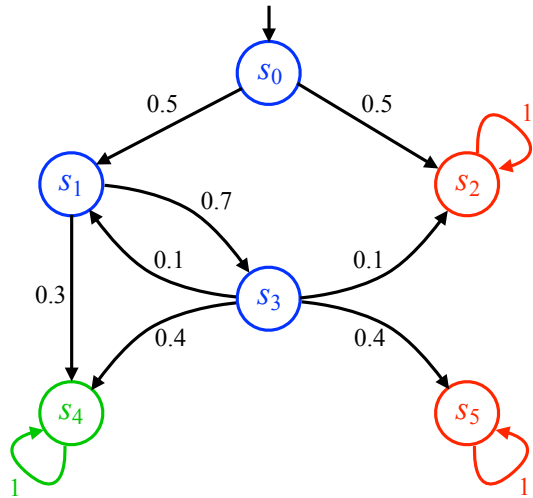
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$\Pr_{s_0}(C \cup^{\leq 4} B)$?

1) Calculate M^U

2) Calculate M_B^U

3) Calculate $\Pr_{s_0}^{M_B^U}(\diamond^{\leq 4} B)$

i.e. make **states** in B
absorbing

Qualitative properties

Qualitative properties

- ❖ These properties deal with extreme probabilities:
 - ❖ something happens with **probability 1**, or
 - ❖ something happens with **some probability** (different from 0)
- ❖ We focus on:
 - ❖ reachability ($\diamond B$)
 - ❖ constrained reachability ($C \cup B$)
 - ❖ repeated reachability ($\square \diamond B$) \rightarrow states in B are visited infinitely often
 - ❖ persistence ($\diamond \square B$) \rightarrow reach SCCs that contain only states in B
- ❖ All these properties can be verified by doing **graph analysis** on the underlying graph of the DTMC

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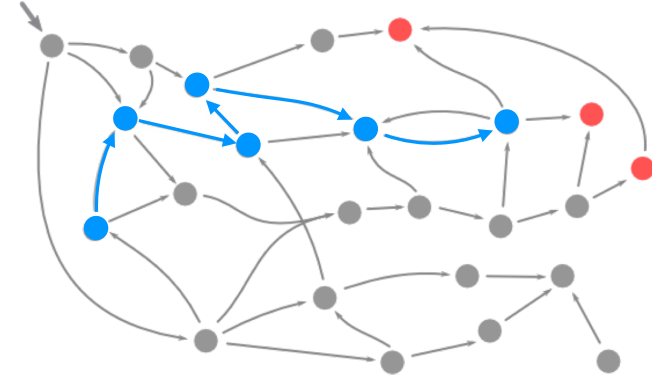
Dually: something happens with **probability 0**

All these properties can be proved **measurable**

Reachability (with some probability)

An **execution fragment** is a sequence $s_0 s_1 s_2 \dots s_n \in S^*$ such that $\mathbf{P}(s_0 s_1 s_2 \dots s_n) > 0$, that is, $\mathbf{P}(s_i, s_{i+1}) > 0$ for all $0 \leq i < n$.

$Path_{fn}(s)$ is the set of all execution fragments starting in the state s .



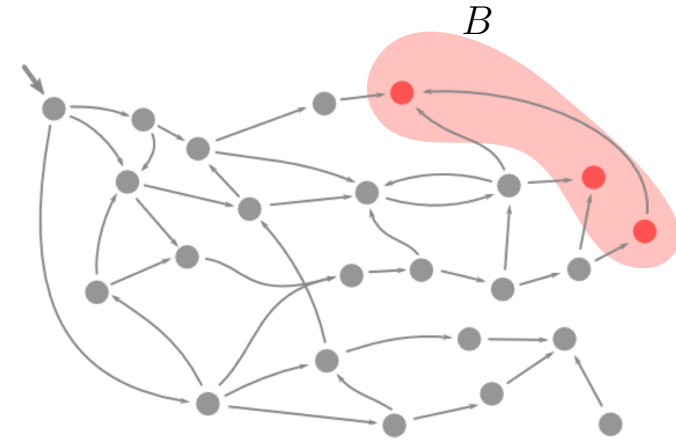
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The **(immediate) predecessors** of a set of states $B \subseteq S$ is defined by

$$Pre(B) = \{s \mid \exists t \in B: \mathbf{P}(s, t) > 0\}$$



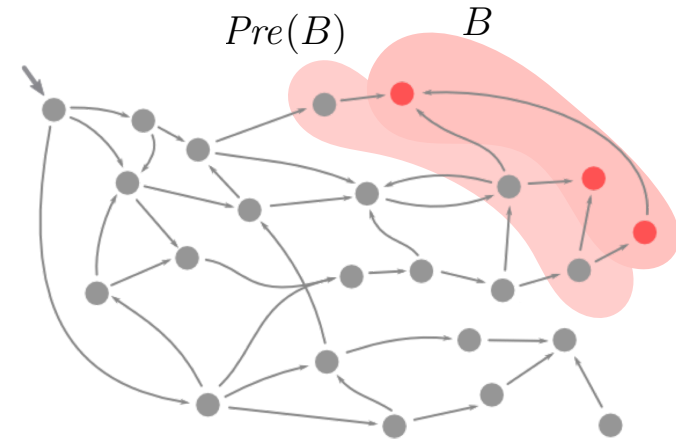
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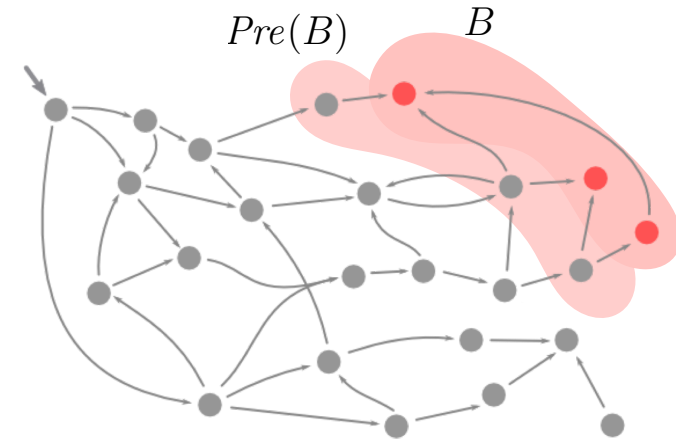
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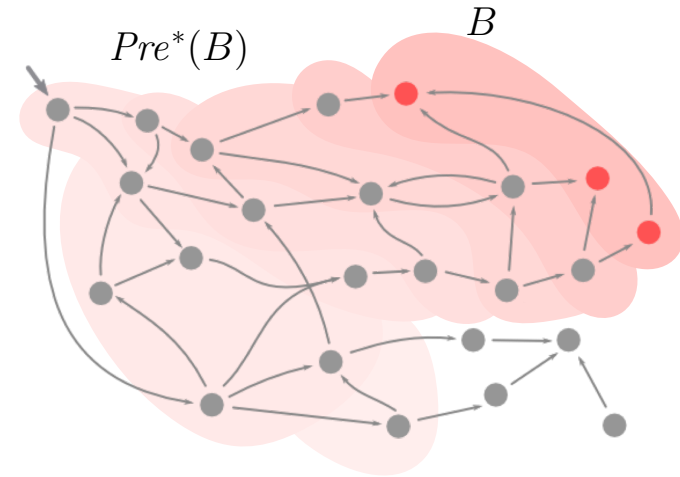
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$Path_{fin}(s)$ is the set of all execution fragments starting in the state s .

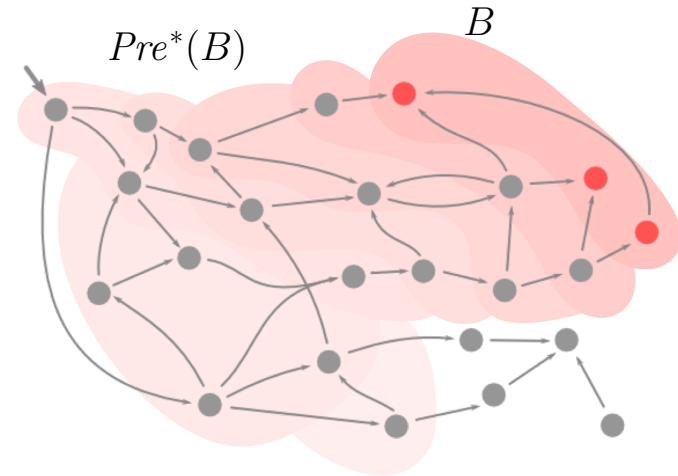
The **(immediate) predecessors** of a state t are defined by

$$Pre(B) = \{s \mid \exists t \in B: \mathbf{P}(s, t) > 0\}$$

This equality can be proved by induction from which the theorem follows

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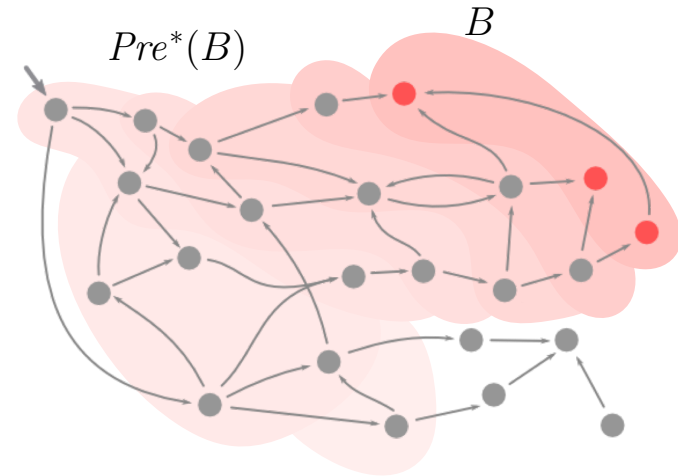
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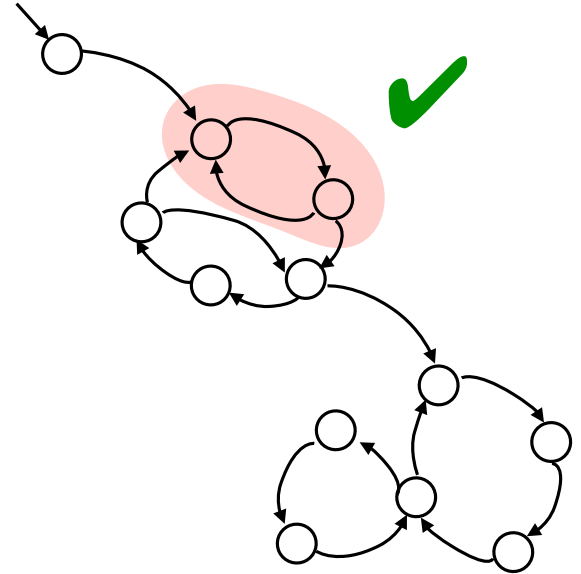
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Computed
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Bottom strongly connected component

Let $M = (S, \mathbf{P}, s_0, AP, L)$ be a DTMC. Then $T \subseteq S$ is

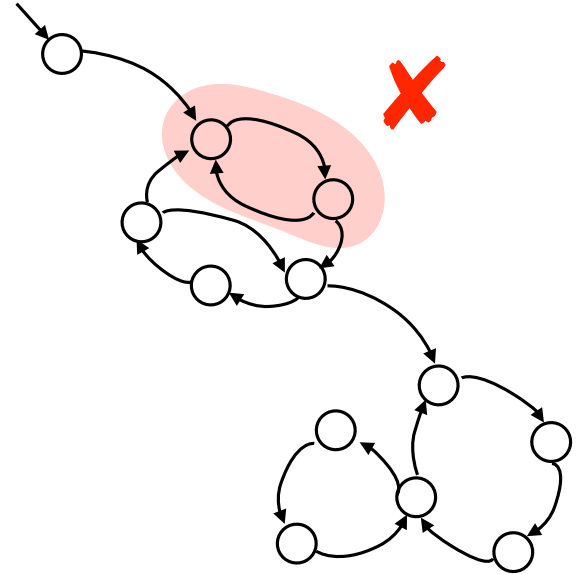
❖ **strongly connected** if every pair of states in T is connected with an execution fragment, i.e., $\forall t, u \in T: \exists \pi \in Path_{fin}(t): last(\pi) = u$.



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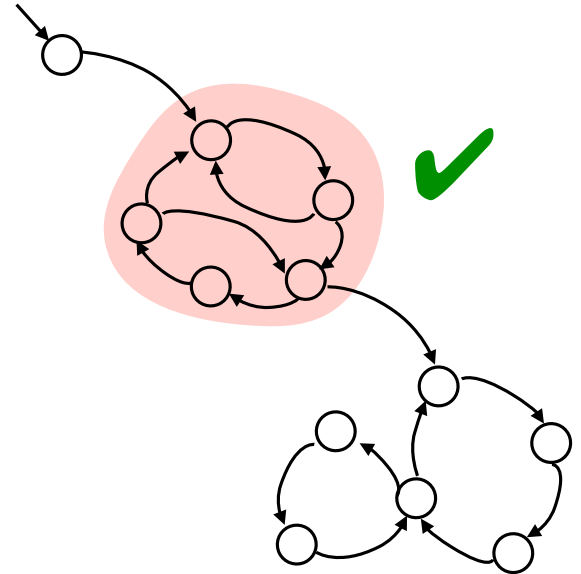
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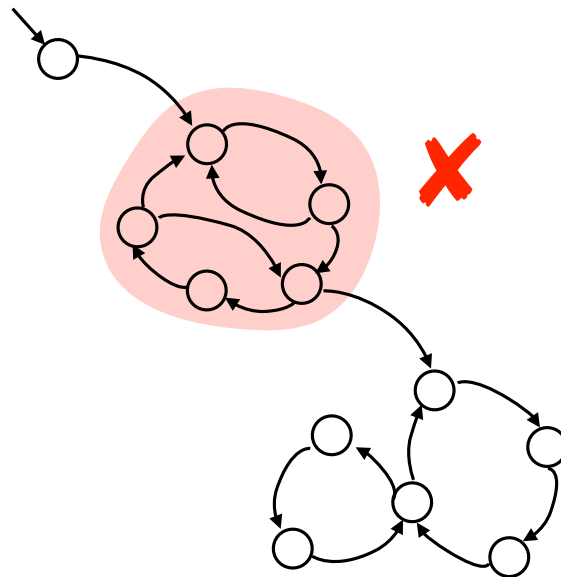
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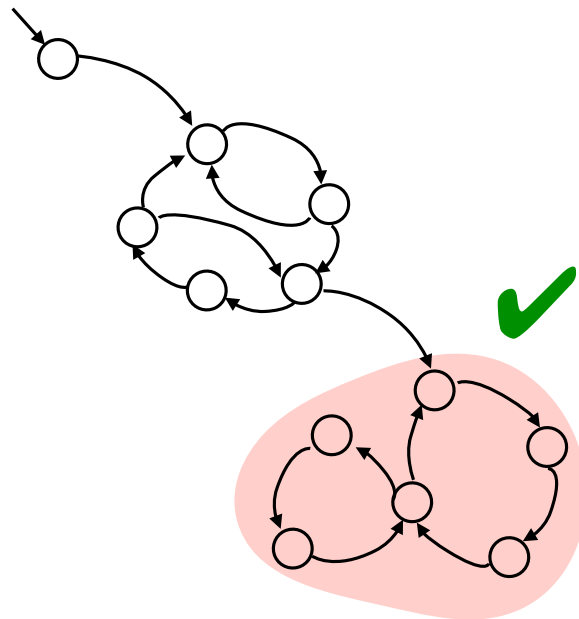
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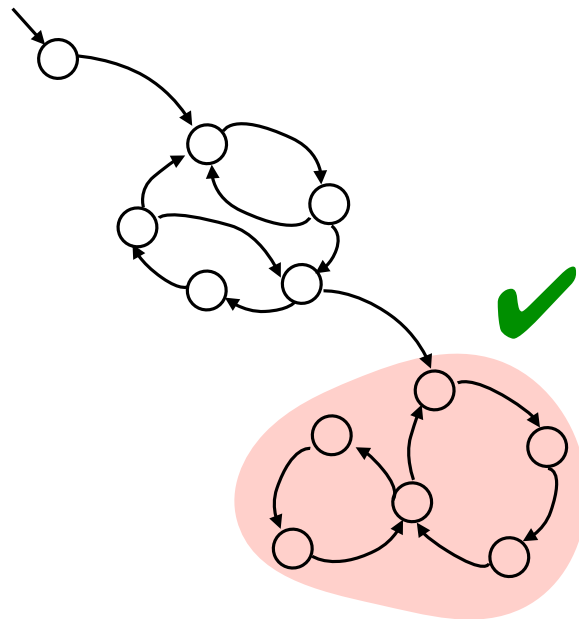
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BSCC
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Limit behavior of Markov chains

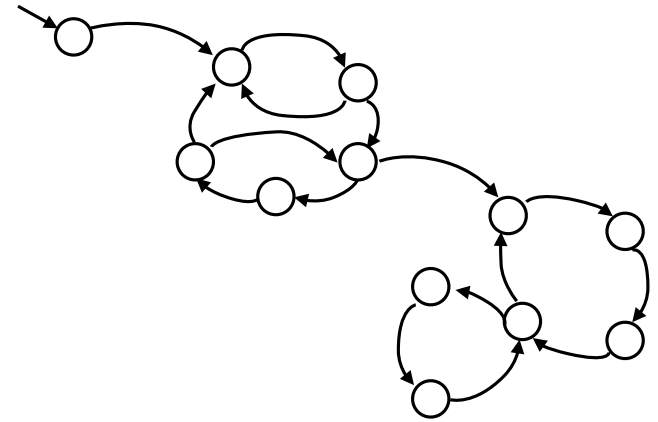
Theorem: For every state s of a finite DTMC M ,

$$\Pr_s (\{\rho \in Path(s) \mid \text{infty}(\rho) \in BSCC(M)\}) = 1.$$

$Path(s) \subseteq S^\omega$ is the set of all (infinite) executions of M starting in s , i.e., infinite sequences $s_0 s_1 s_2 s_3 \dots$ such that $s_0 = s$ and $\mathbf{P}(s_i, s_{i+1}) > 0$ for all $i \geq 0$.

$BSCC(M)$ denotes the set of all BSCC in M .

$\text{infty}(\rho) = \{s \mid \exists i \geq 0: s = \rho(i)\}$ is the set of all states that repeats infinitely often in ρ

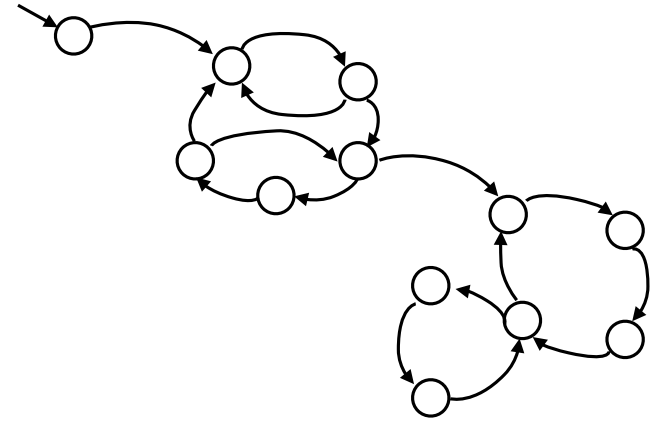


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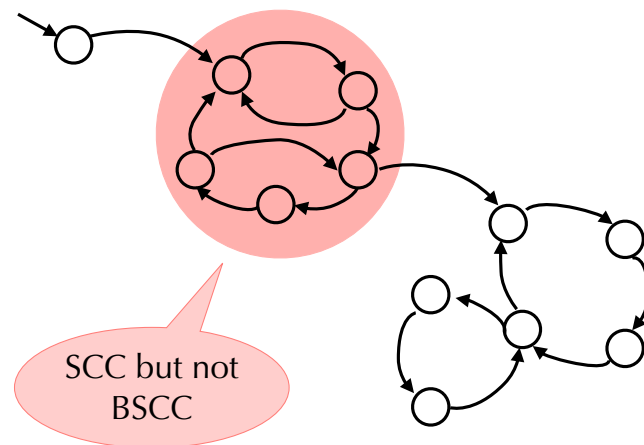


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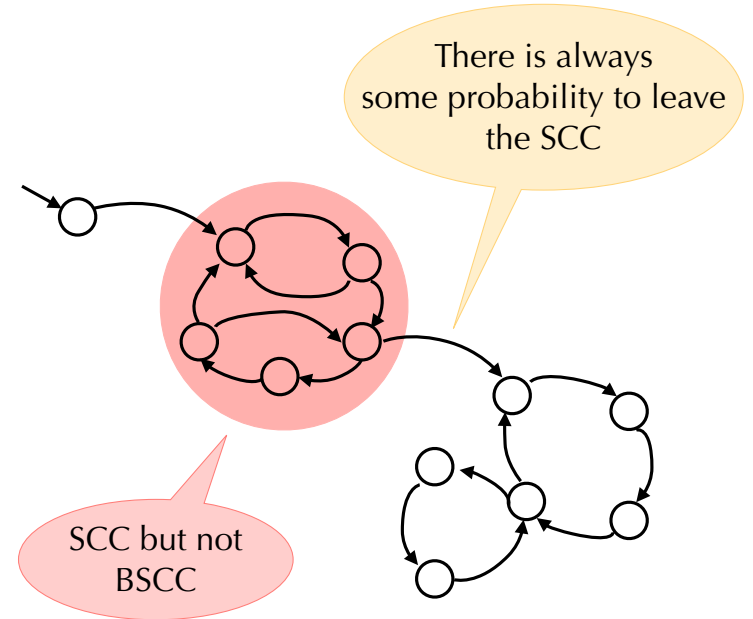


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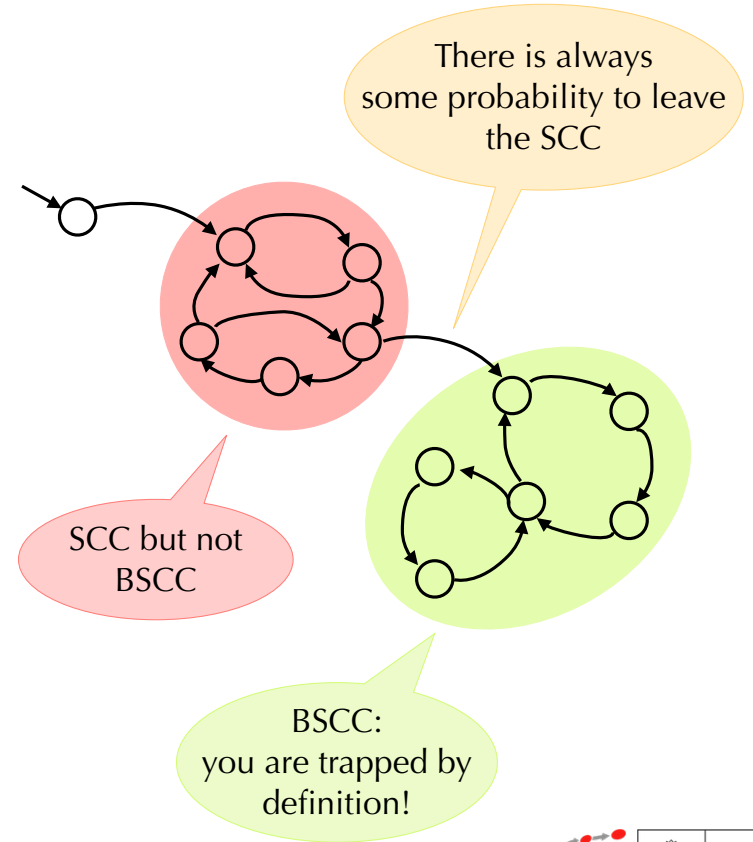


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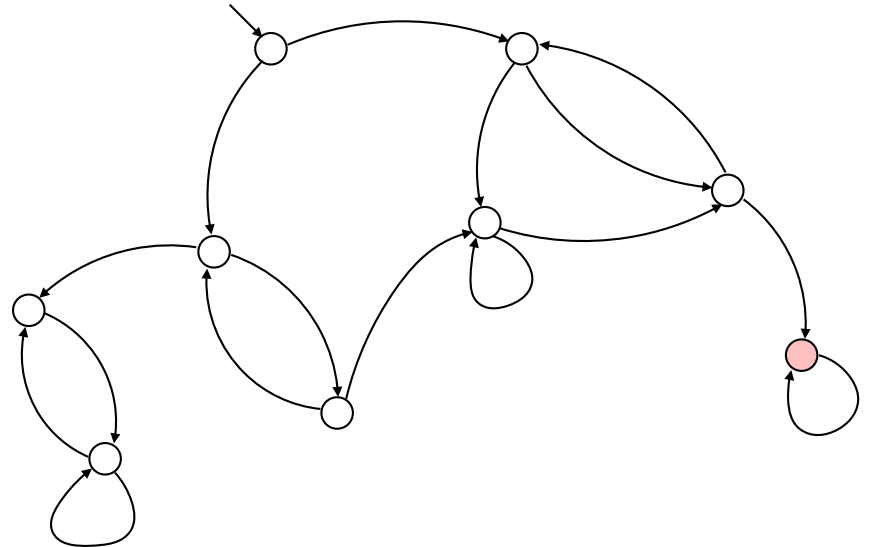
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Almost sure reachability

Theorem: Let $s \in S$ and $B \subseteq S$ be a set of **absorbing** states. Then

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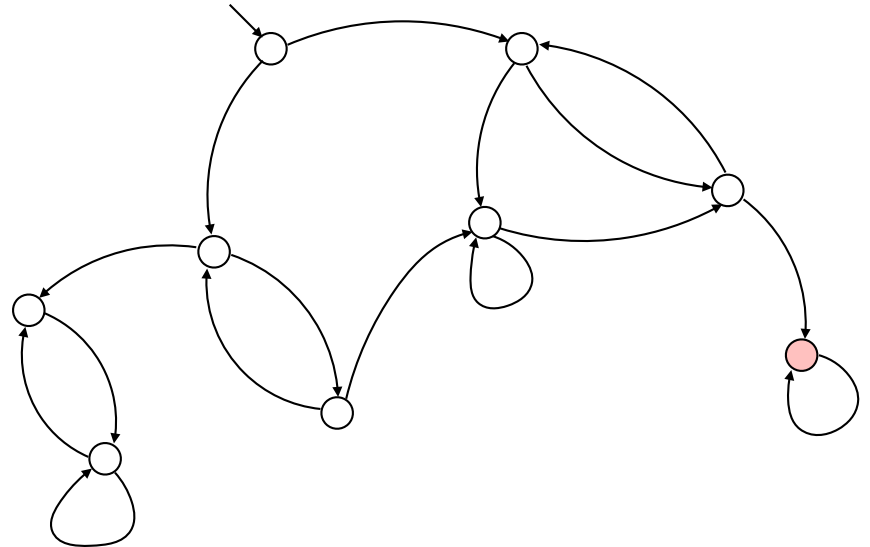


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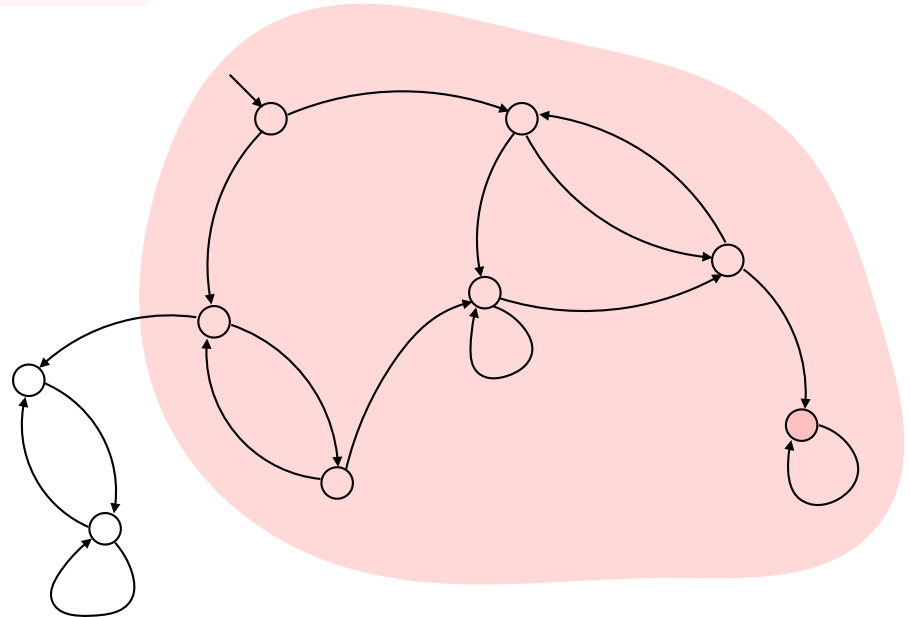


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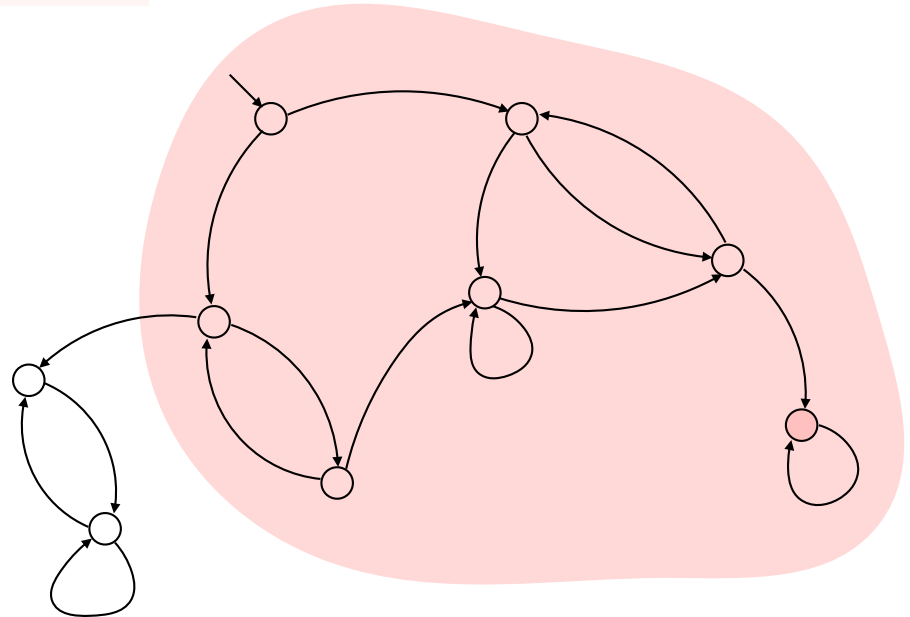


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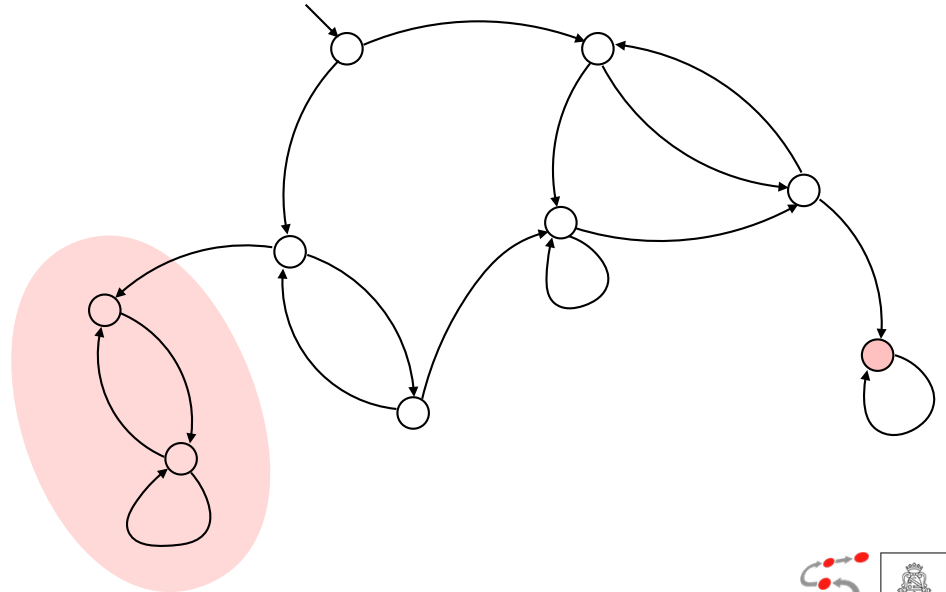
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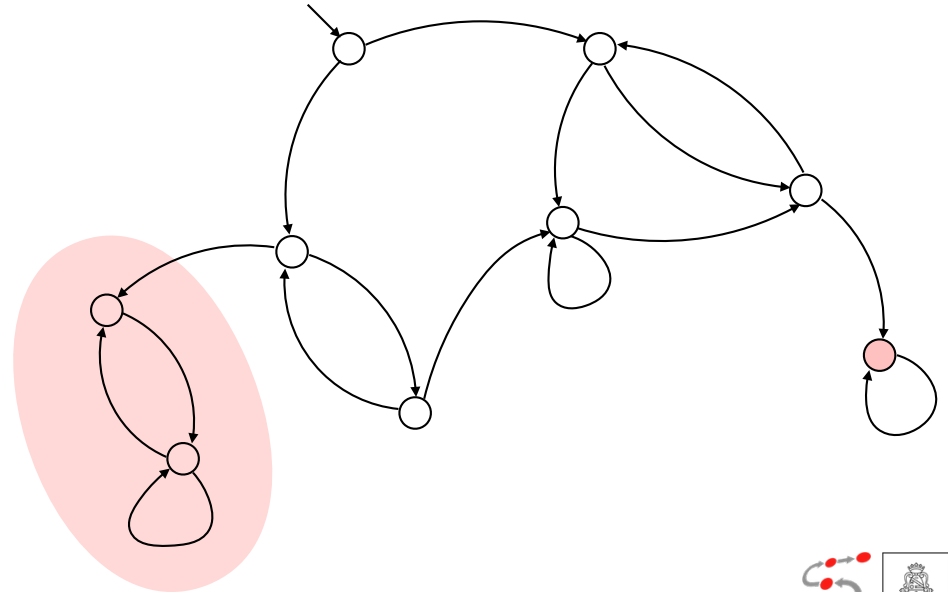
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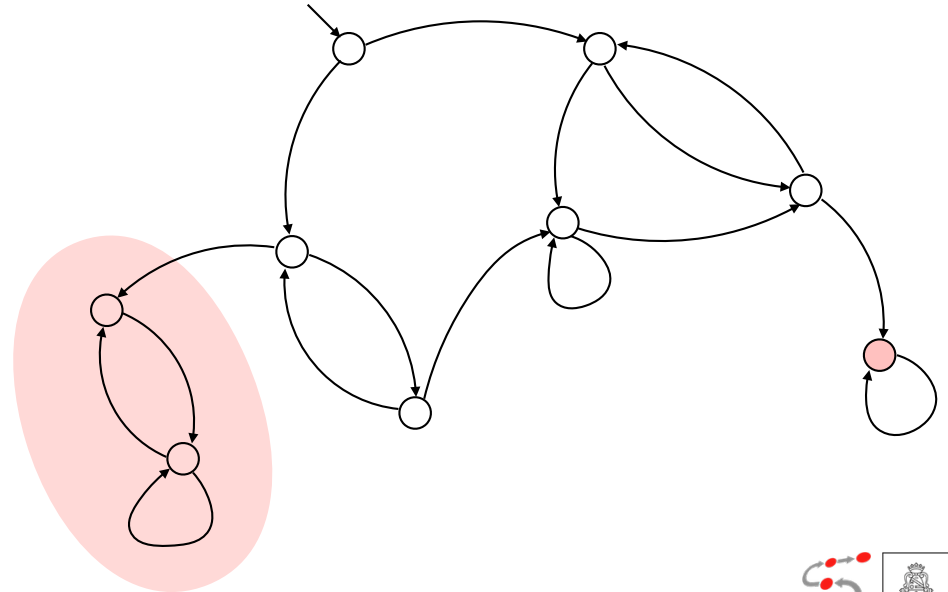


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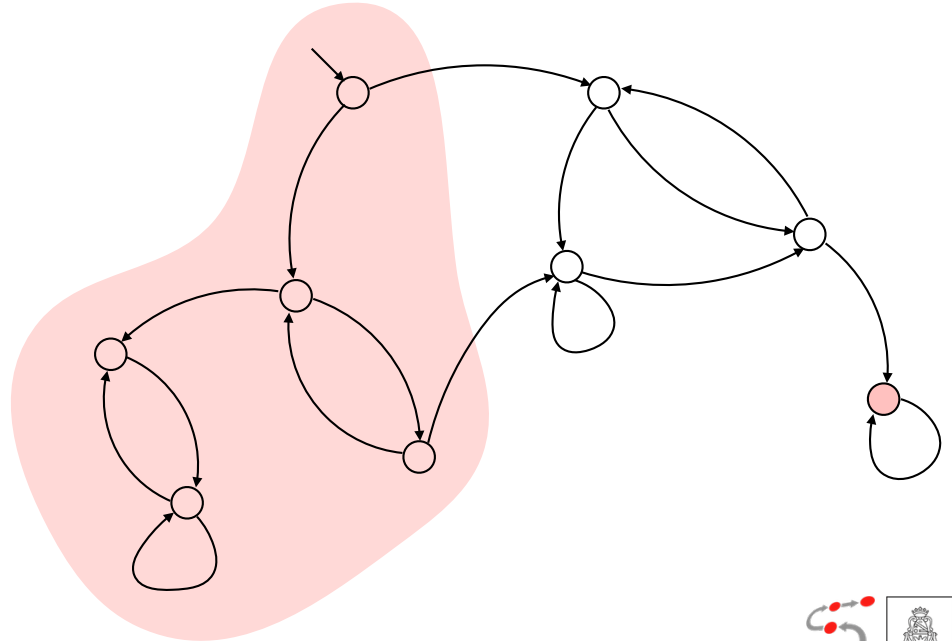
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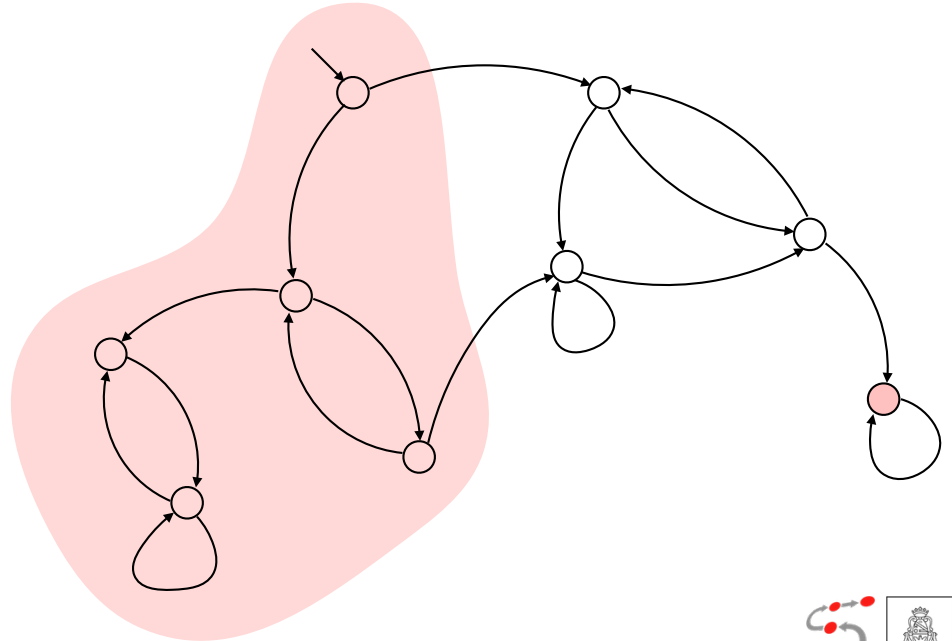


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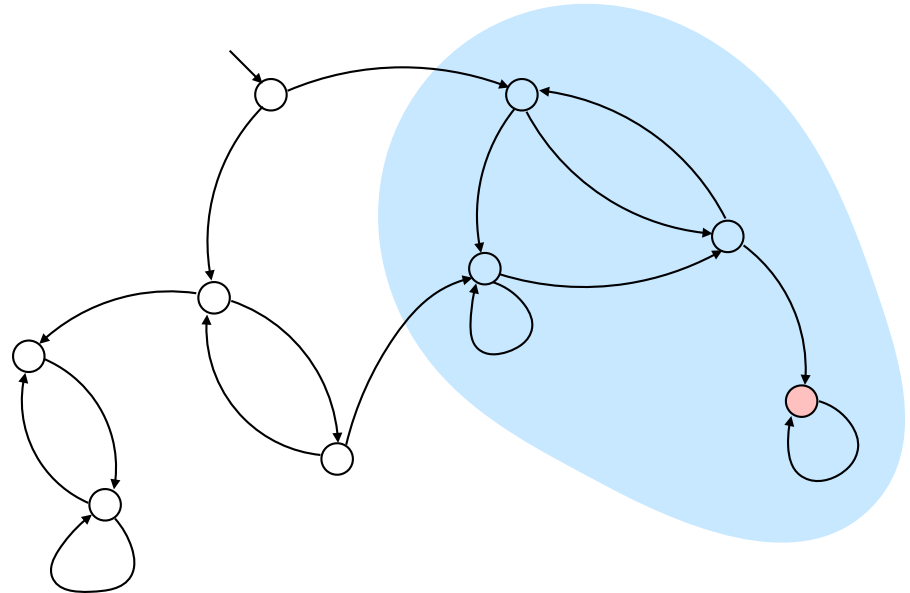


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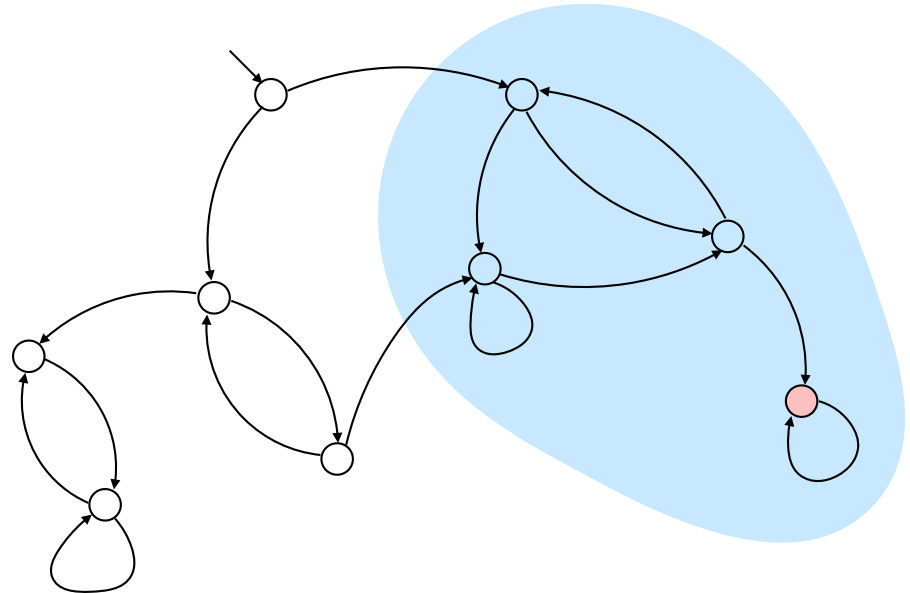


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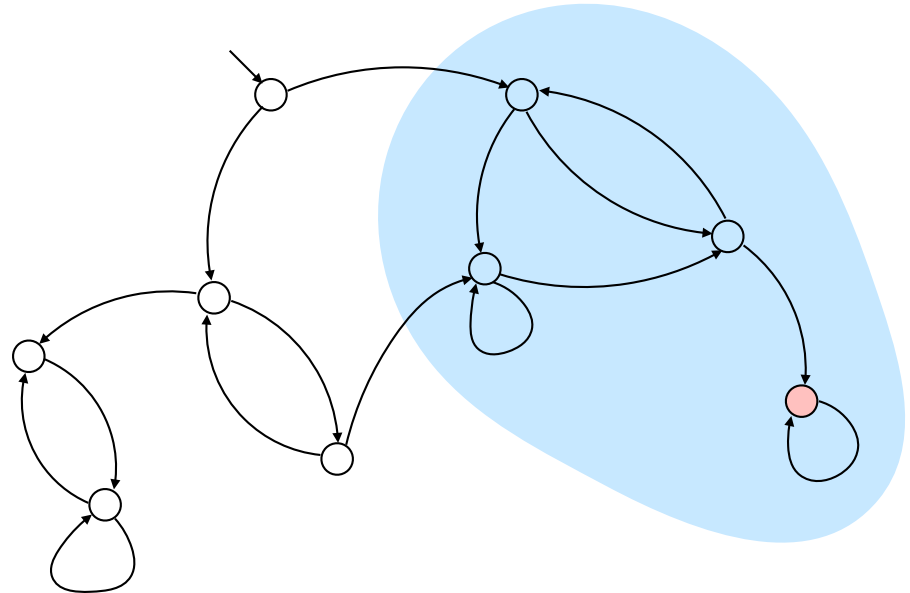


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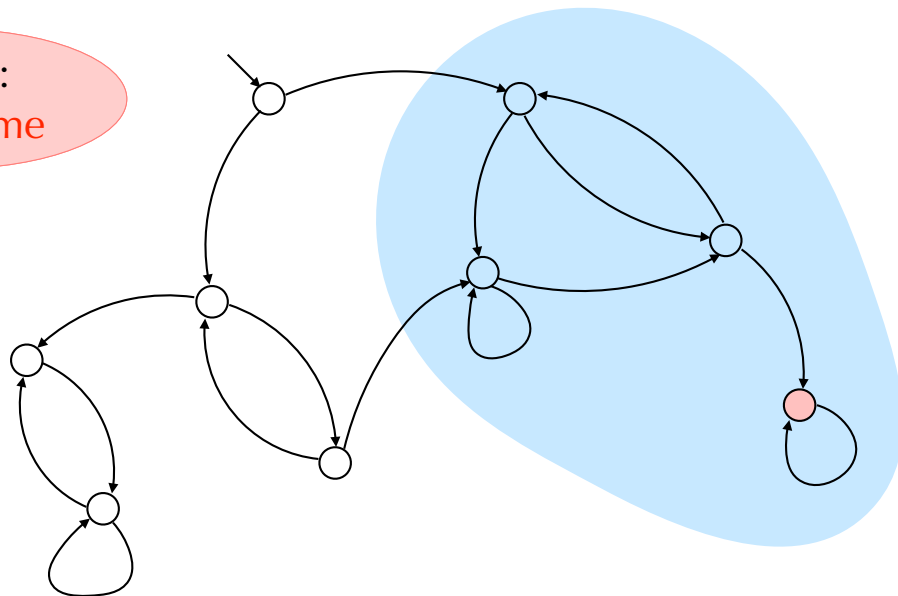
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Recall:
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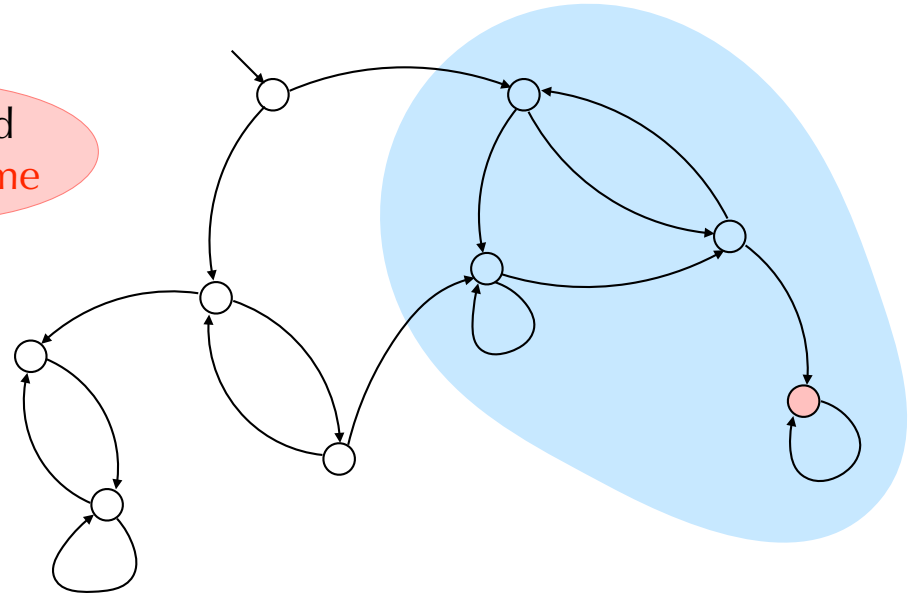
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What if B is **not** absorbing?

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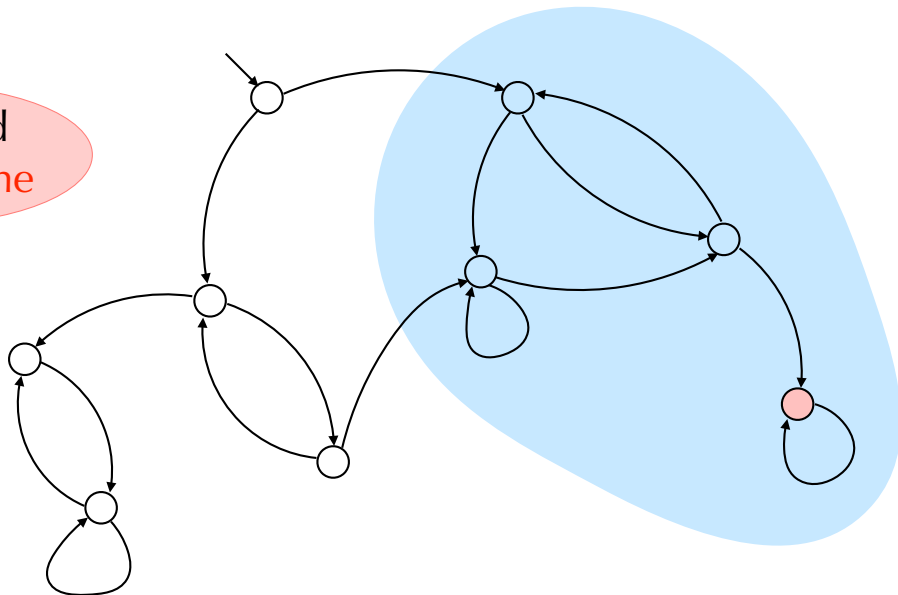
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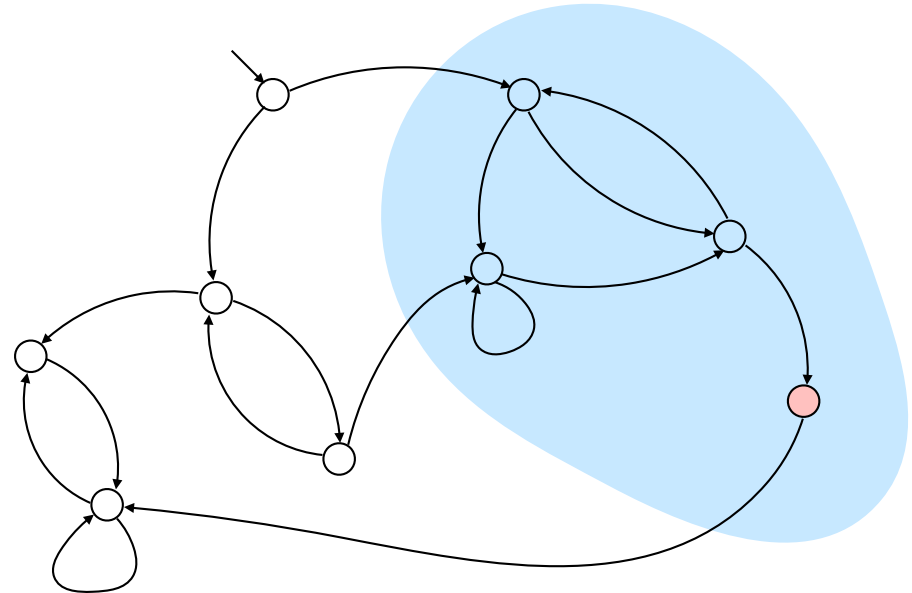


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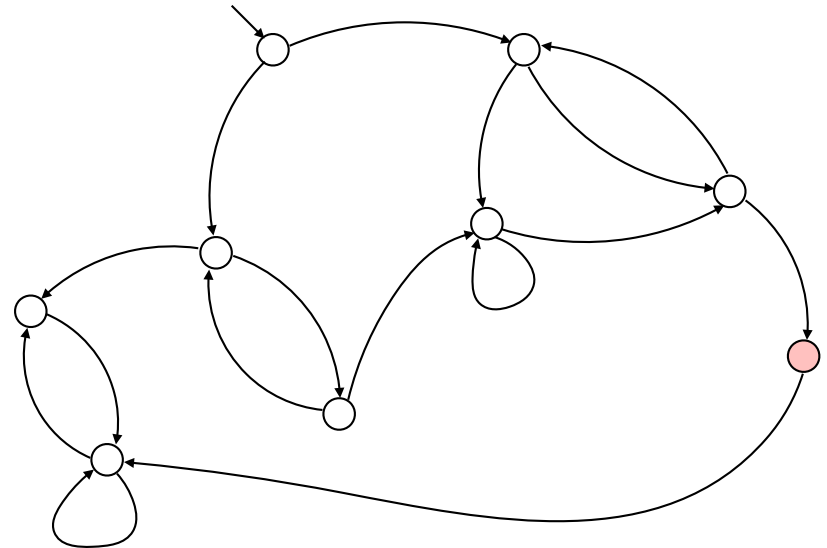
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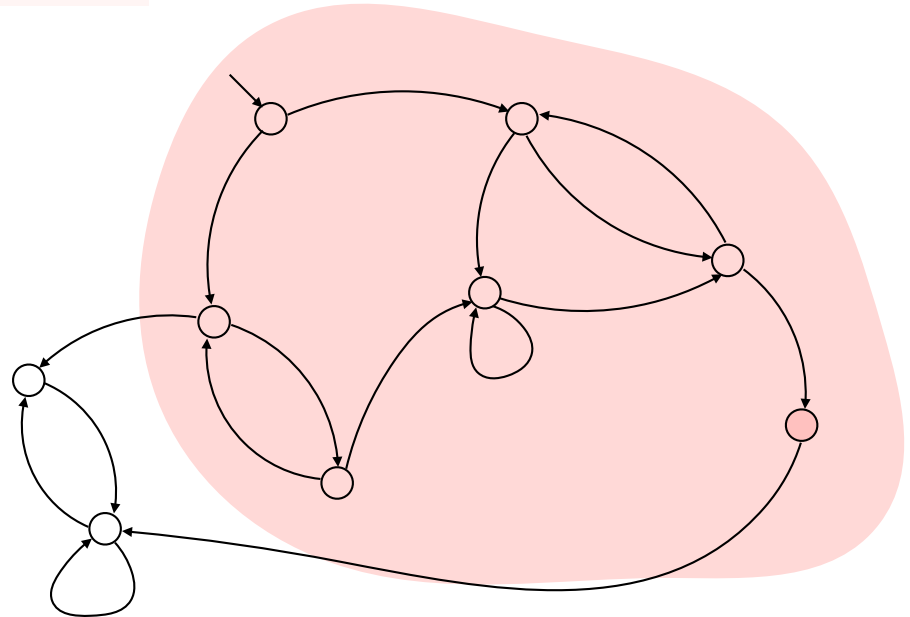
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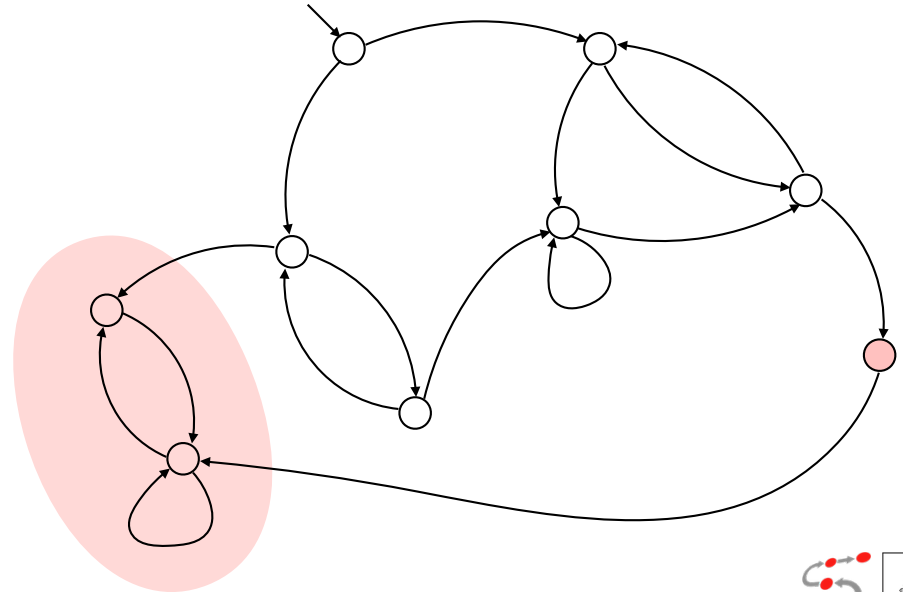
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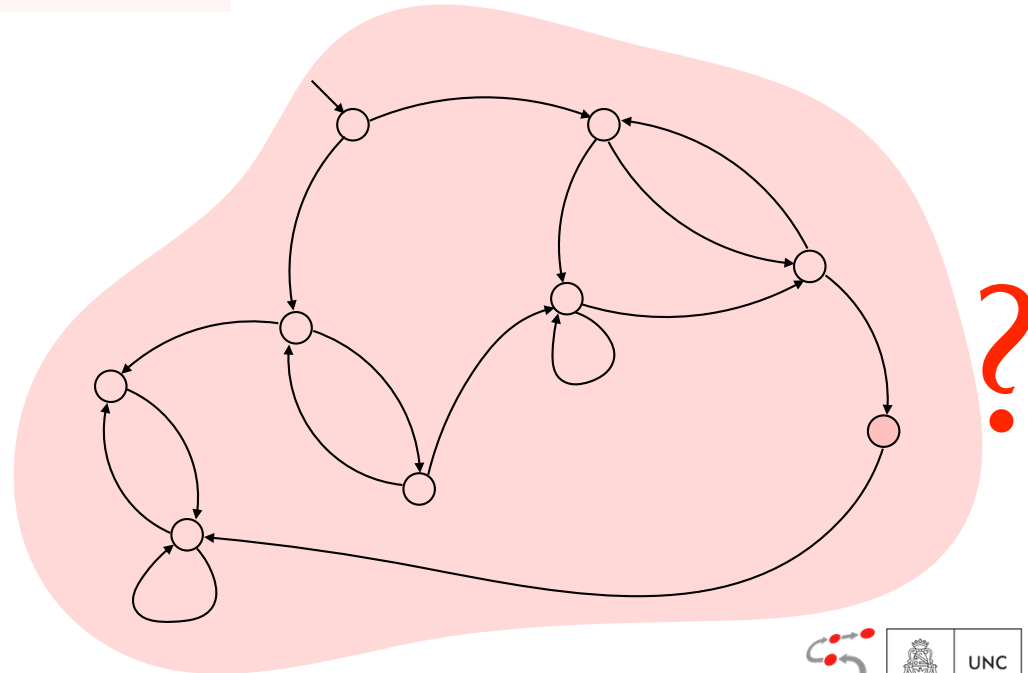
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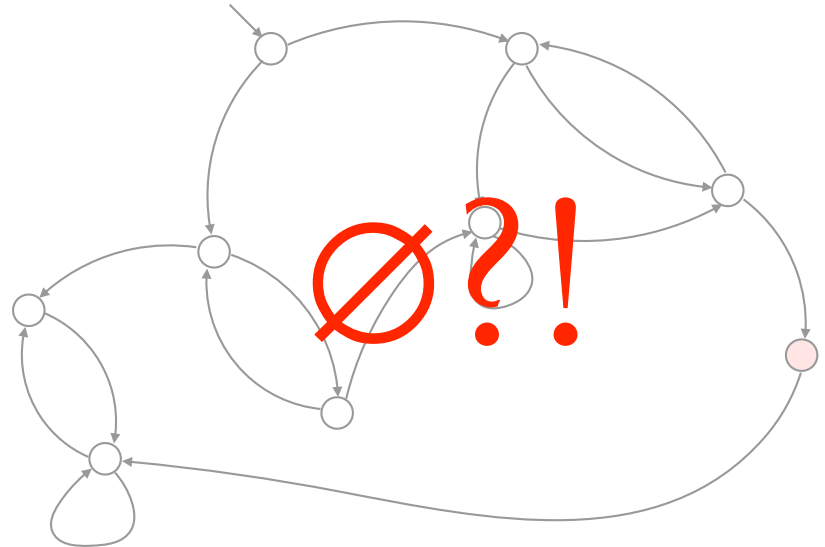
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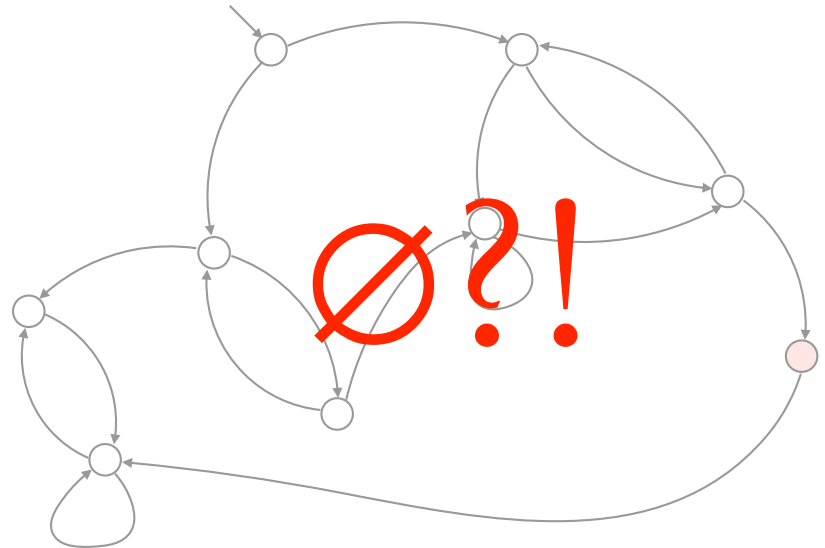
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What if B is **not** absorbing?

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Therefore, for the general case, **first construct M_B**



Qualitative repeated reachability

$\rho \in \Box\Diamond B$ iff $\text{infty}(\rho) \cap B \neq \emptyset$

Some state of B should
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Theorem: Let $s \in S$ and $B \subseteq S$. Then

$$\begin{aligned} \Pr_s(\Box \Diamond B) = 1 & \quad \text{iff} \quad \text{for all } T \in \text{BSCC}(M) \text{ reachable from } s \in S, T \cap B \neq \emptyset \\ & \quad \text{iff} \quad s \in \text{Pre}^*(\bigcup \{T \in \text{BSCC}(M) \mid T \cap B \neq \emptyset\}) \end{aligned}$$

Qualitative repeated reachability

$$\rho \in \Box \Diamond B \text{ iff } \text{infnty}(\rho) \cap B \neq \emptyset$$

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Follows from the limit behavior of Markov chains

Theorem: For every state s of a finite DTMC M ,
 $\Pr_s(\{\rho \in \text{Path}(s) \mid \text{infnty}(\rho) \in \text{BSCC}(M)\}) = 1.$

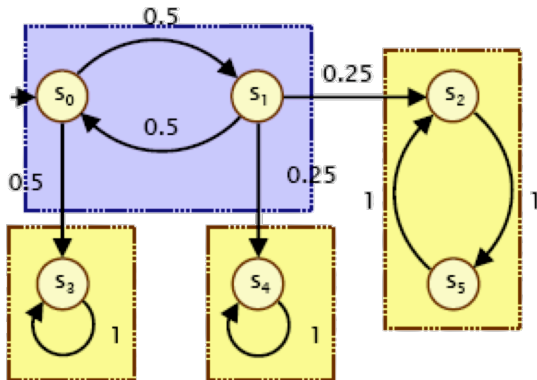
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$$B = \{s_3, s_4, s_5\}$$

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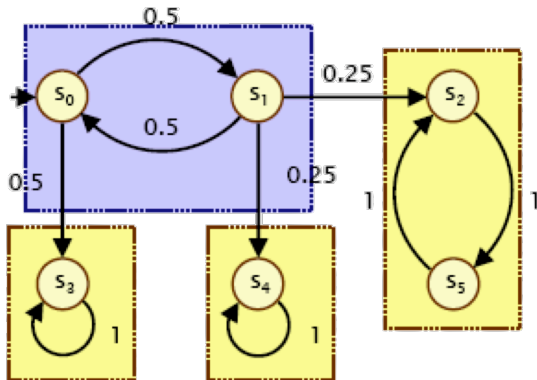
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Computed in **linear time**



$$B = \{s_3, s_4, s_5\}$$

Qualitative persistence

$\rho \in \diamond \square B$ iff $\text{infty}(\rho) \subseteq B$

Only states from B can repeat infinitely often

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Like before, follows from the limit behavior of Markov chains

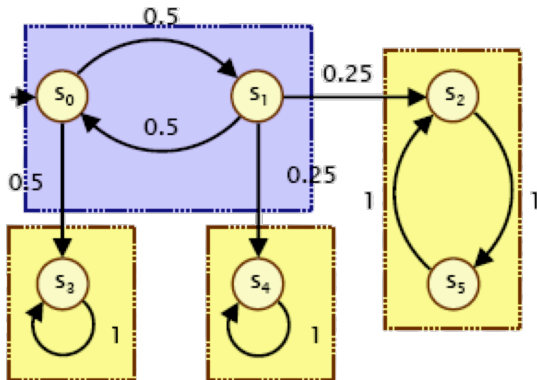
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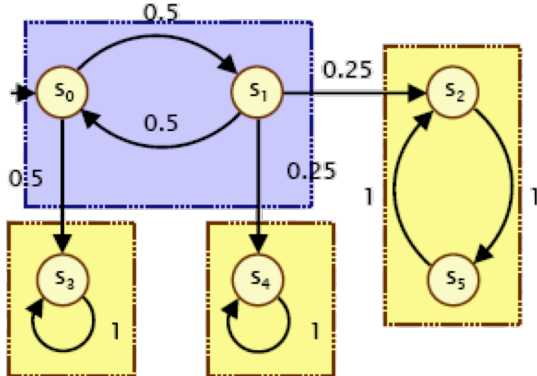
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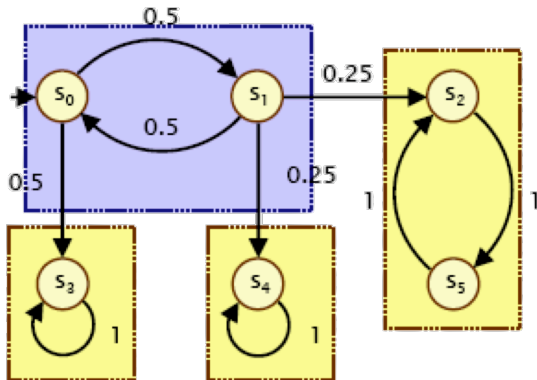
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$$B = \{s_3, s_4, s_5, s_6\} \quad \checkmark$$

Qualitative persistence

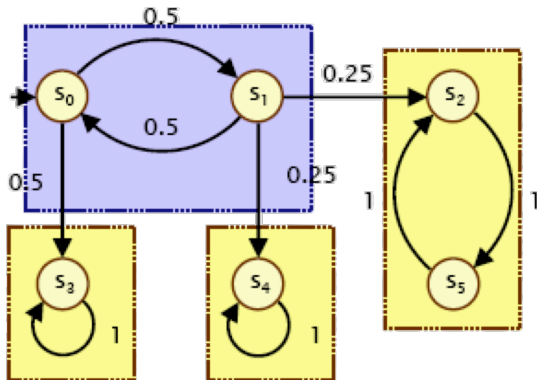
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Computed in **linear time**



~~$$B = \{s_3, s_4, s_5\}$$~~

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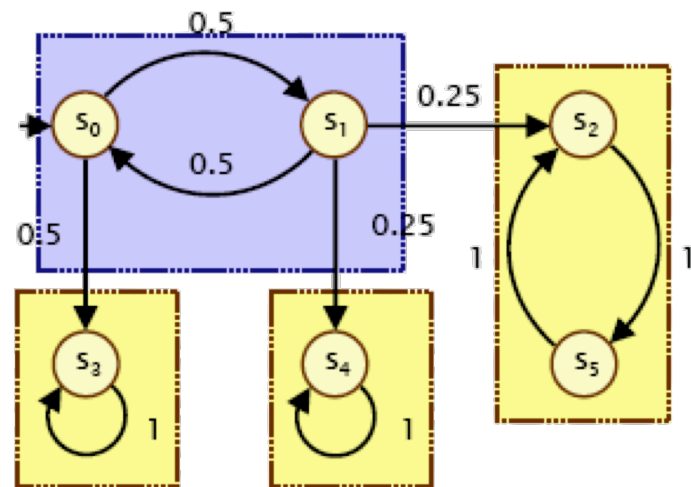
More quantitative properties

Quantitative repeated reachability

Theorem: Let $s \in S$ and $B \subseteq S$. Then

$$\Pr_s(\Box\Diamond B) = \Pr_s(\Diamond U)$$

where $U = \bigcup\{T \in BSCC(M) \mid T \cap B \neq \emptyset\}$.



$$B = \{s_4, s_5\}$$

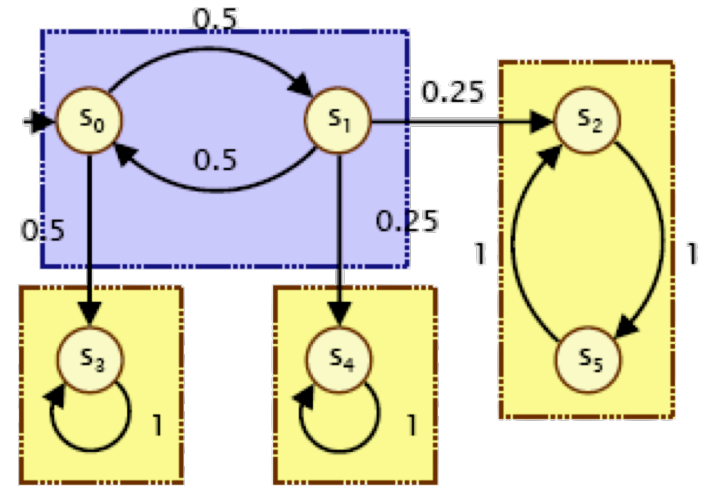
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❖ Compute U (linear time)



$$B = \{s_4, s_5\}$$

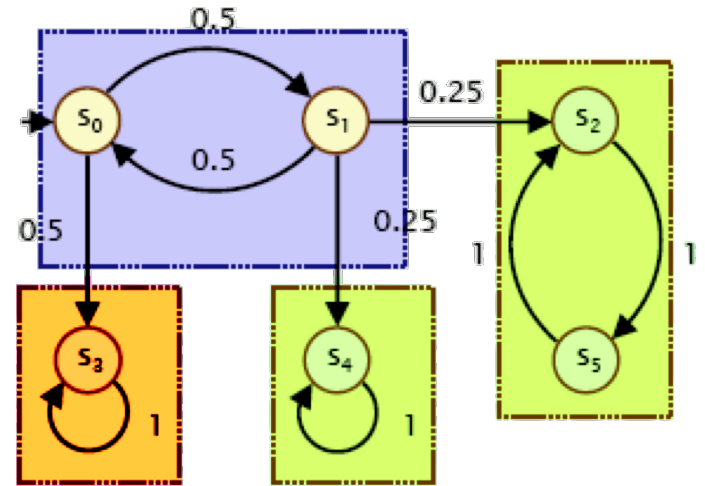
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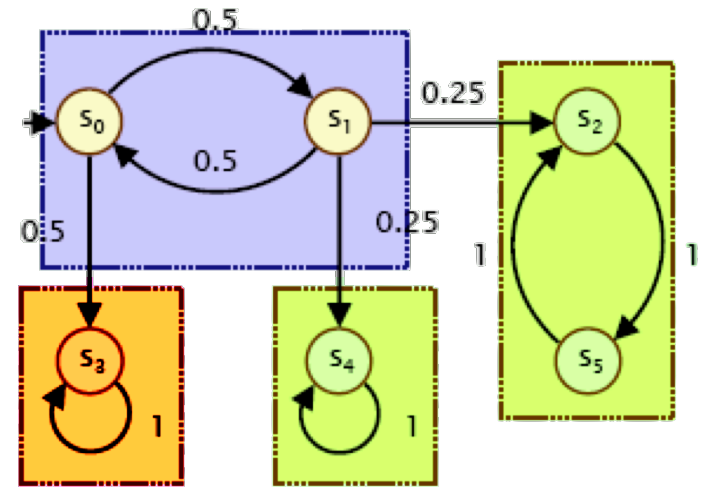
$$U = \{s_2, s_4, s_5\}$$

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- ❖ Compute U (linear time)
- ❖ Compute $\Pr_s(\Diamond U)$ (polynomial time)

$$B = \{s_4, s_5\}$$

$$U = \{s_2, s_4, s_5\}$$

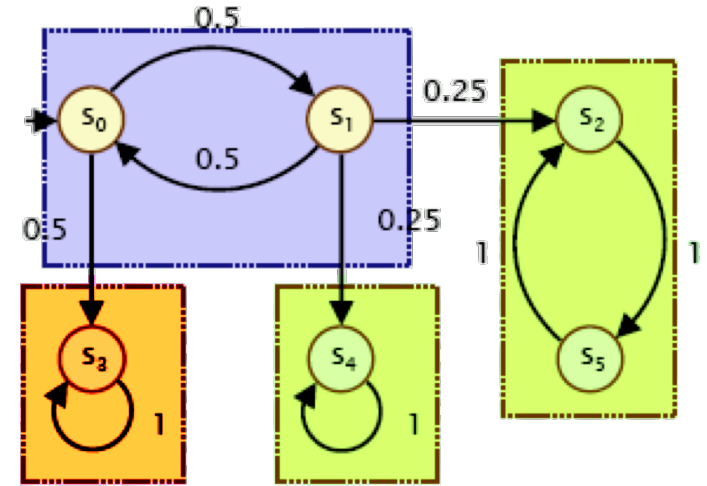
Computed
in **polynomial**
time

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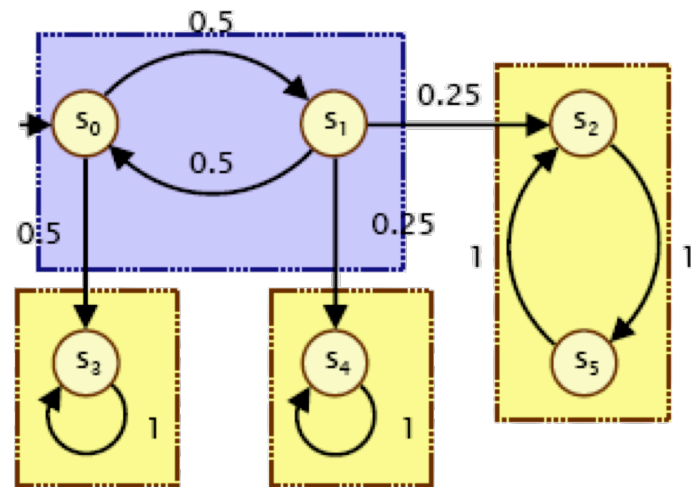
$$U = \{s_2, s_4, s_5\}$$

Quantitative persistence

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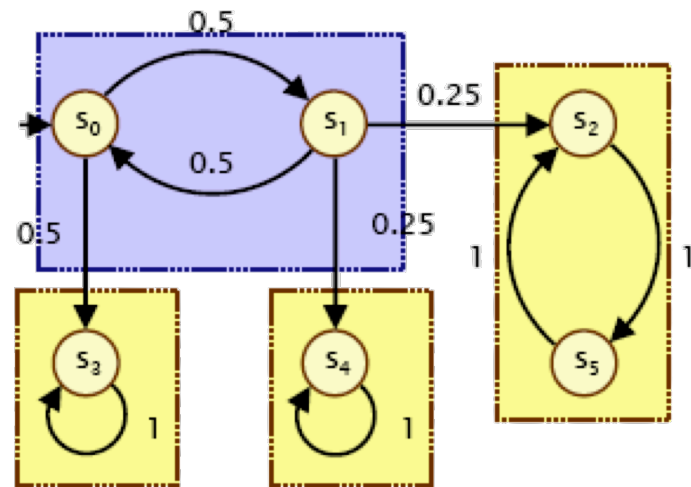
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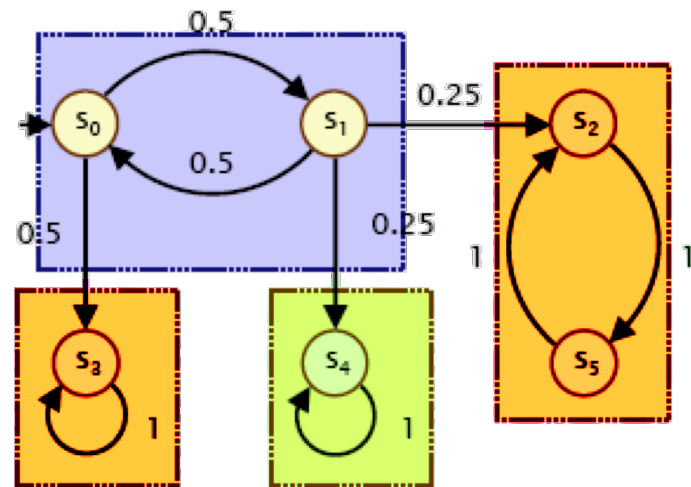
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❖ Compute U



$$B = \{s_0, s_1\}$$

$$U = \{s_4\}$$

Computed
in **polynomial**
time

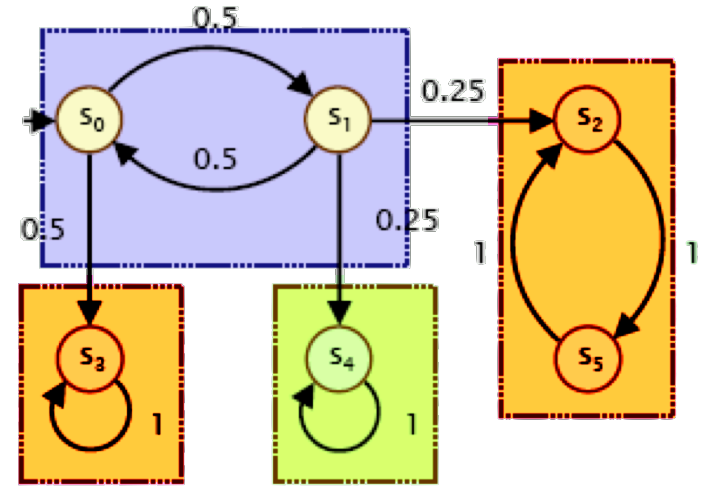
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- ❖ Compute U
- ❖ Compute $\Pr_s(\diamond U)$



$$B = \{s_4, s_5\}$$

$$U = \{s_4\}$$

ω -regular properties

- ❖ Can be expressed with ω -automata such as Büchi automata, Rabin automata, Streett automata, etc.
- ❖ Repeated reachability and persistence are central, since, e.g., the Rabin acceptance condition of can be expressed as properties of the form:

$$\bigvee_{i \in I} (\diamond \square \neg G_i \wedge \square \diamond H_i)$$

- ❖ The verification of ω -properties proceed by
 - obtaining the synchronous product of the DTMC with the deterministic Rabin automata (DRA) of the property, and
 - calculating the reachability property of a set U very much like for repeated reachability and persistence.

ω -regular properties

Though **polynomial** w.r.t. the DTMC and the DRA, the DRA normally grows **exponentially** large w.r.t. the ω -property expressed in e.g. LTL

- ❖ Can be expressed with **ω -automata** such as **Büchi automata**, **alternating automata**, etc.
- ❖ **Repeated reachability** and **persistence** are **central**, since, e.g., the Rabin acceptance condition of can be expressed as properties of the form:

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- ❖ The **verification of ω -properties** proceed by
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PCTL

PCTL: Probabilistic Computational Tree Logic

❖ Syntax

$\Phi = \text{true} \mid p \mid \neg\Phi \mid \Phi_1 \wedge \Phi_2 \mid P_{\bowtie a}(\phi)$

$\phi = \bigcirc\Phi \mid \Phi_1 \cup \Phi_2 \mid \Phi_1 \cup^{\leq n} \Phi_2$

state formulas

path formulas

where

- ♦ $p \in AP$ is an atomic proposition, and
- ♦ $\bowtie \in \{<, \leq, \geq, >\}$ and $a \in \mathbb{R}$.

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state formulas

path formulas

where

- ♦ $p \in AP$ is an atomic proposition, and
- ♦ $\bowtie \in \{<, \leq, \geq, >\}$ and $a \in \mathbb{R}$.

❖ Some abbreviations:

$$P_{(a,b]}(\phi) \equiv P_{>a}(\phi) \wedge P_{\leq b}(\phi)$$

$$P_{\bowtie a}(\diamond\Phi) \equiv P_{\bowtie a}(\mathit{true} \cup \Phi)$$

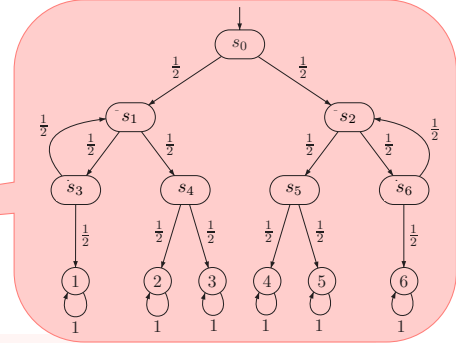
$$P_{\leq a}(\square\Phi) \equiv P_{\geq 1-a}(\diamond\neg\Phi)$$

$$P_{\bowtie a}(\diamond^{\leq n}\Phi) \equiv P_{\bowtie a}(\mathit{true} U^{\leq n} \Phi)$$

$$P_{>a}(\square^{\leq n}\Phi) \equiv P_{<1-a}(\diamond^{\leq n}\neg\Phi)$$

in addition to the
boolean abbreviations

Some examples



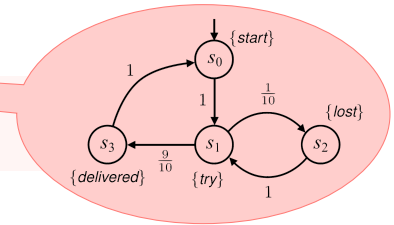
- ❖ On the “die with a coin” example:

$$P_{=1/6}(\diamond 1) \wedge P_{=1/6}(\diamond 2) \wedge P_{=1/6}(\diamond 3) \wedge P_{=1/6}(\diamond 4) \wedge P_{=1/6}(\diamond 5) \wedge P_{=1/6}(\diamond 6)$$

“Each of the six sides will eventually appear with 1/6 probability”

- ❖ On the “toy protocol”:

$$P_{=1}(\diamond \textit{delivered})$$



“The message is almost surely delivered”

$$P_{=1}(\square(\textit{start} \Rightarrow P_{\geq 0.99}(\diamond^{\leq 4} \textit{delivered})))$$

“Almost surely always each time a communication is started, the message is eventually delivered in at most 4 steps with probability 0.99”

Semantics of PCTL

A PCTL formula Φ **holds** in state $s \in S$ of a DTMC M , denoted by $s \models \Phi$, whenever:

state
formulas

$$s \models p \quad \text{iff} \quad p \in L(s)$$

$$s \models \neg\Phi \quad \text{iff} \quad s \not\models \Phi$$

$$s \models \Phi_1 \wedge \Phi_2 \quad \text{iff} \quad s \models \Phi_1 \text{ and } s \models \Phi_2$$

$$s \models P_{\bowtie a}(\phi) \quad \text{iff} \quad \Pr(s \models \phi) \bowtie a$$

where $\Pr(s \models \phi) = \Pr_s(\{\rho \in Path(s) \mid \rho \models \phi\})$ and

path
formulas

$$\rho \models \bigcirc\Phi \quad \text{iff} \quad \rho(1) \models \Phi$$

$$\rho \models \Phi \cup \Psi \quad \text{iff} \quad \text{exists } j \geq 0 \text{ s.t. } \rho(j) \models \Psi \text{ and for all } 0 \leq k < j, \rho(k) \models \Phi$$

$$\rho \models \Phi \cup^{\leq n} \Psi \quad \text{iff} \quad \text{exists } 0 \leq j \leq n \text{ s.t. } \rho(j) \models \Psi \text{ and for all } 0 \leq k < j, \rho(k) \models \Phi$$

Algorithm for PCTL model checking

```
fun Sat( $\Phi$ ) {  
  // input: a PCTL (state) formula  $\Phi$   
  // output:  $\{s \in S \mid s \models \Phi\}$   
  case {  
     $\Phi \in AP$            return  $\{s \in S \mid \Phi \in L(s)\}$   
     $\Phi \equiv \neg\Psi$      return  $S \setminus \text{Sat}(\Psi)$   
     $\Phi \equiv \Psi_1 \wedge \Psi_2$  return  $\text{Sat}(\Psi_1) \cap \text{Sat}(\Psi_2)$   
     $\Phi \equiv P_J(\phi)$      return  $\{s \in S \mid \text{Prob}(s, \phi) \in J\}$   
  }  
}
```

$\text{Prob}(\cdot, \phi)$ is
calculated as a matrix

Polynomial on the size of M
Linear on the size of Φ
Linear on the largest n

```
fun Prob( $s, \phi$ ) {  
  // input: a state  $s$  and a path formula  $\phi$   
  // output:  $\text{Pr}_s(s \models \phi)$   
  case {  
     $\phi \equiv \bigcirc\Phi$        return  $(\mathbf{P} \cdot \mathbf{1}_{\text{Sat}(\Phi)}) (s)$   
     $\phi \equiv \Phi \cup \Psi$     let  $B = \text{Sat}(\Psi)$ ; let  $C = \text{Sat}(\Phi)$   
                          return  $\text{Pr}_s(C \cup B)$  // constrained reachability  
     $\phi \equiv \Phi \cup^{\leq n} \Psi$  let  $B = \text{Sat}(\Psi)$ ; let  $C = \text{Sat}(\Phi)$   
                          return  $\text{Pr}_s(C \cup^{\leq n} B)$  // bounded constrained reachability  
  }  
}
```

Markov Decision Processes

The need of non-determinism

- ❖ **Parallel composition / distributed components:**
 - ❖ relative probabilities of events occurring in different physical locations may be hard to estimate.
- ❖ **Sub-specification:**
 - ❖ many probabilities may be unknown at modeling time
- ❖ **Abstraction:**
 - ❖ models are intentional abstractions of the system under study
- ❖ **Control synthesis and planning:**
 - ❖ sub-specification is intentional to synthesize optimal decisions

Markov Decision Processes (MDP)

A **MDP** is a structure

$$(S, Act, \mathbf{P}, s_0, AP, L)$$

where

- ❖ S is a **finite set of states**, where $s_0 \in S$ is the **initial state**,
- ❖ Act is a **finite set of actions**,
- ❖ $\mathbf{P} : S \times Act \times S \rightarrow [0, 1]$ is the **probabilistic transition function**, such that, for every $s \in S$, and $\alpha \in Act$, $\sum_{s' \in S} \mathbf{P}(s, \alpha, s') \in \{0, 1\}$, and
- ❖ $L : S \rightarrow \mathcal{P}(AP)$ is a **labelling function**, where AP is a **set of atomic propositions**.

If $Act = \{\alpha\}$, the MDP is a DTMC

Markov Decision Processes (MDP)

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- ❖ $L : S \rightarrow \mathcal{P}(AP)$ is a **labelling function**, where AP is a **set of atomic propositions**.

$\mathbf{P}(s, \alpha, s')$ is the probability to move to state s' conditioned to the system being at state s and action α being selected

α is **enabled** in s if

$$\sum_{s' \in S} \mathbf{P}(s, \alpha, s') = 1$$

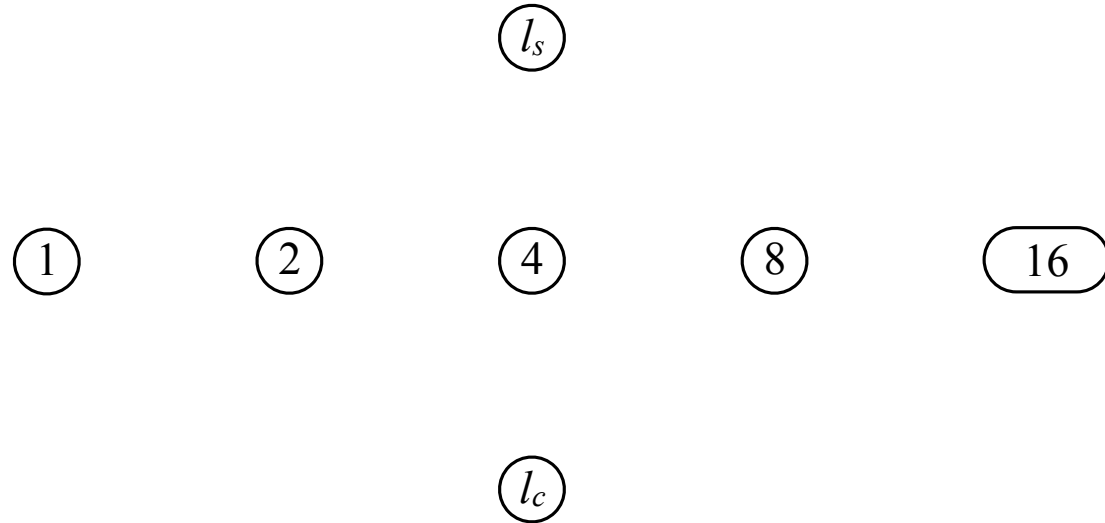
$Act(s)$ is the set of all actions enabled in s

At least one action should be enabled in every state

Financial decisions

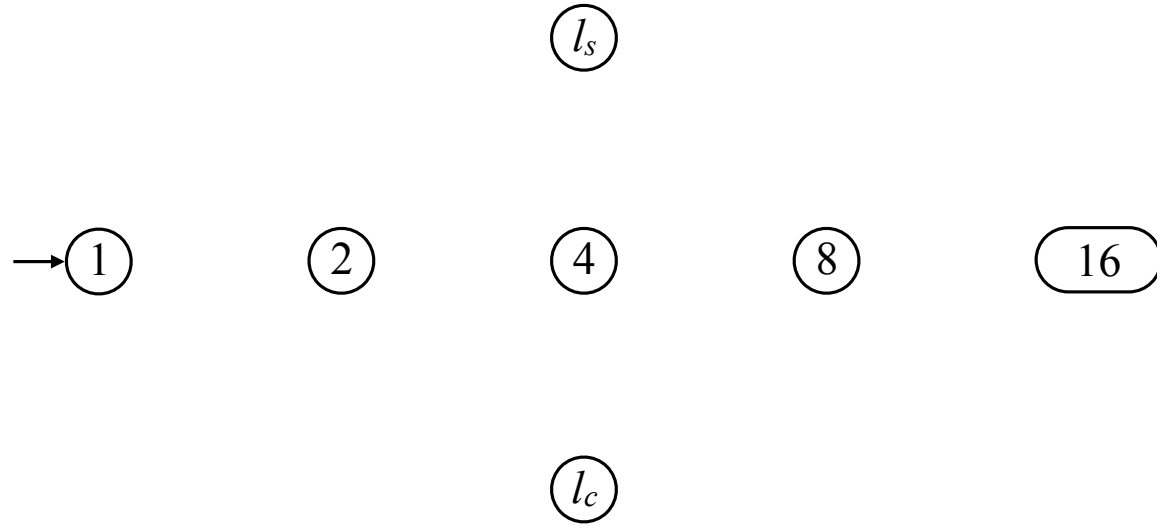
$(S, Act, \mathbf{P}, s_0, AP, L)$

Financial decisions



(S , Act , P , s_0 , AP , L)

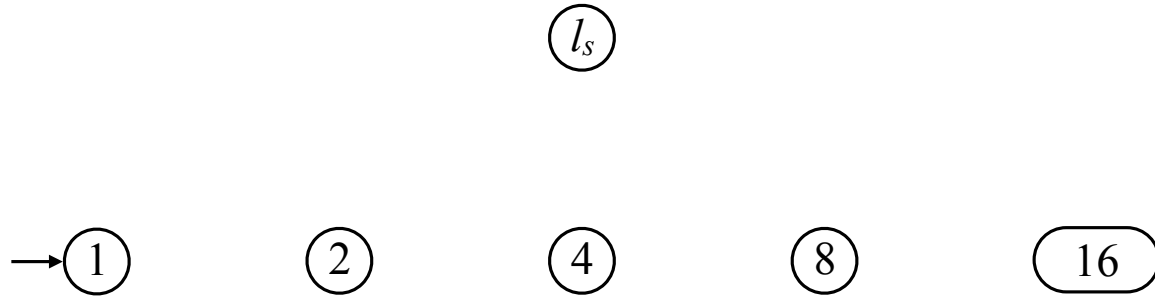
Financial decisions



(S , Act , P , s_0 , AP , L)

Financial decisions

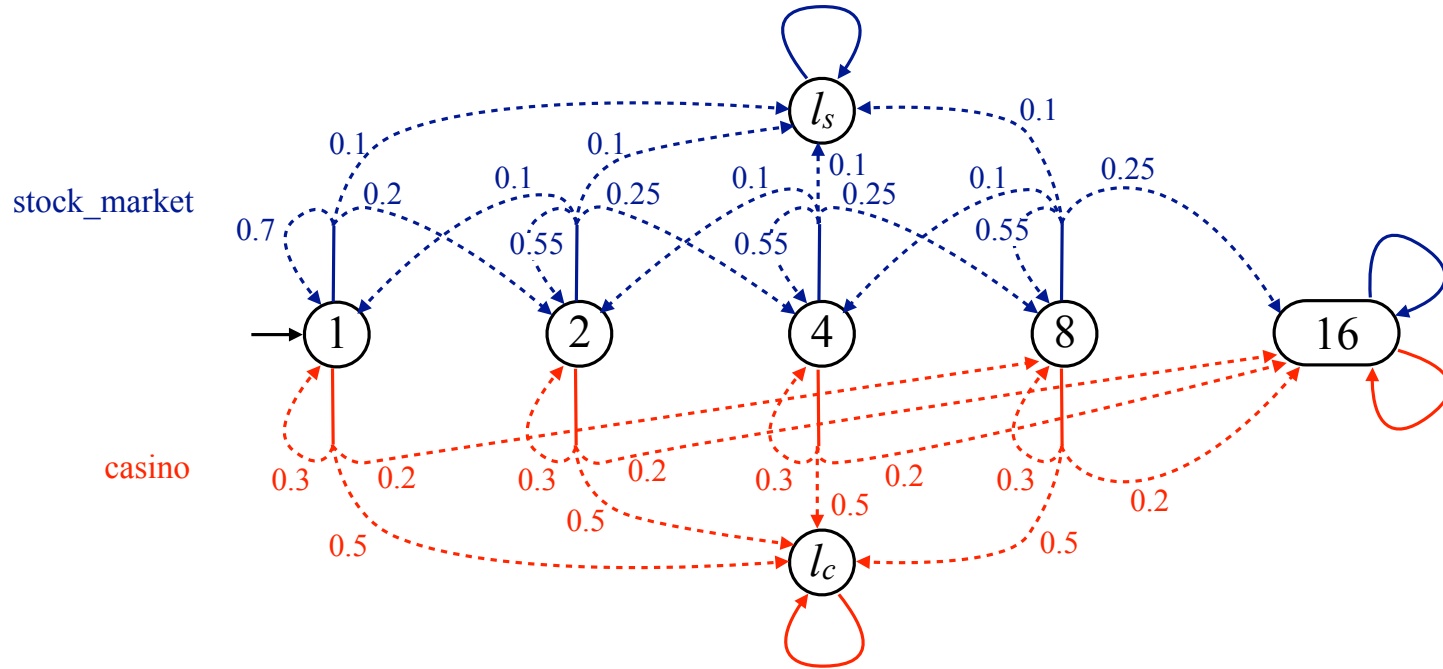
stock_market



casino

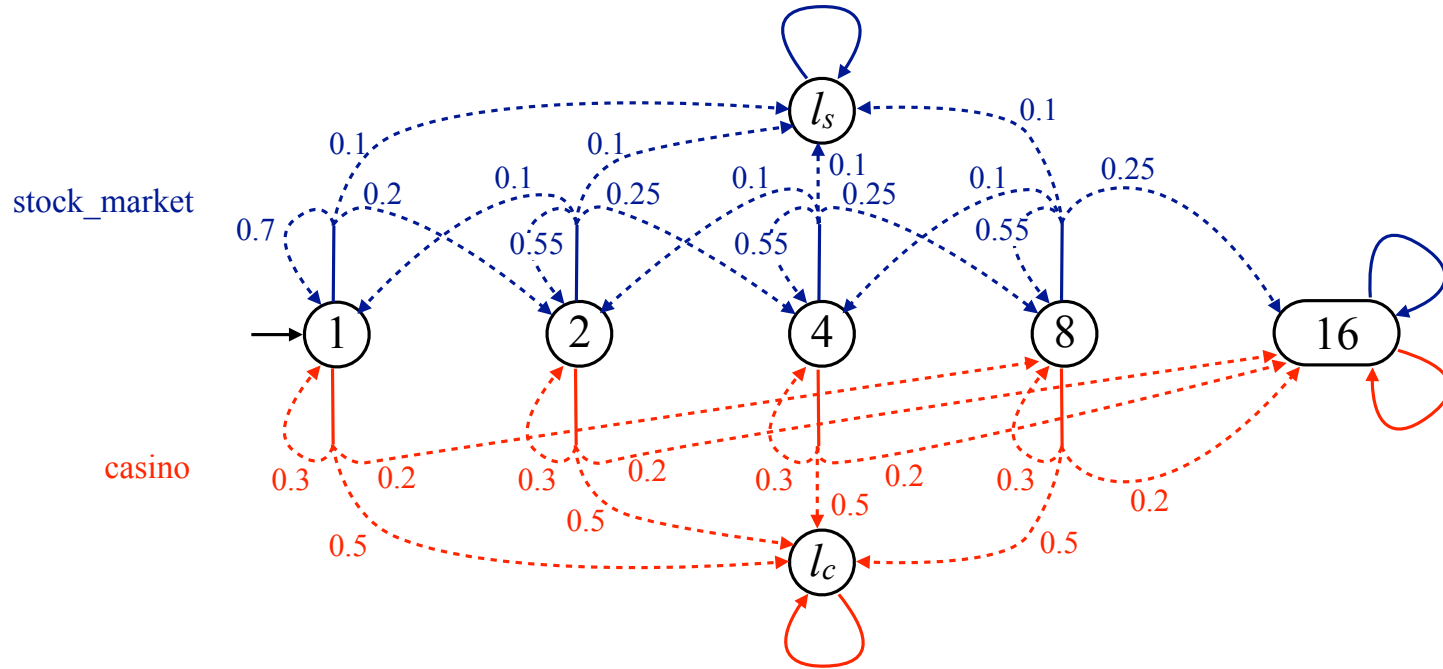
(S, Act, P, s_0, AP, L)

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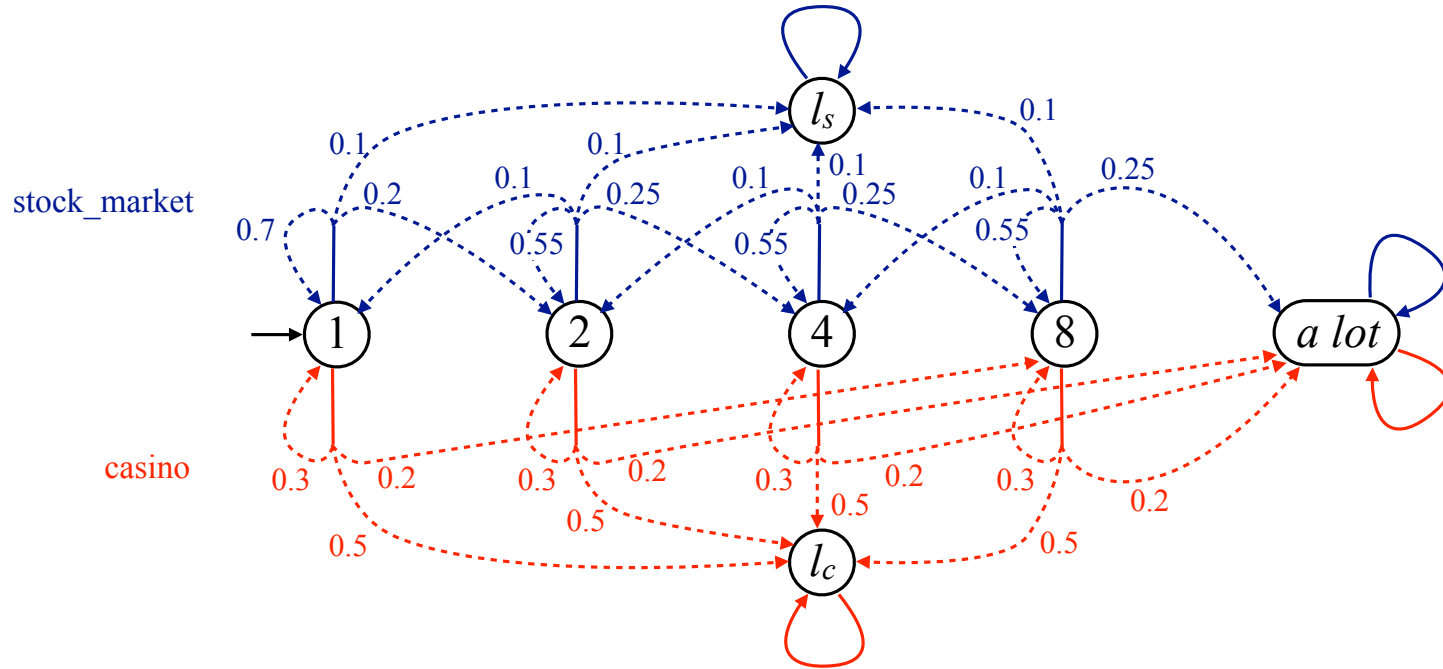
$$(S, Act, \mathbf{P}, s_0, AP, L)$$

Financial decisions



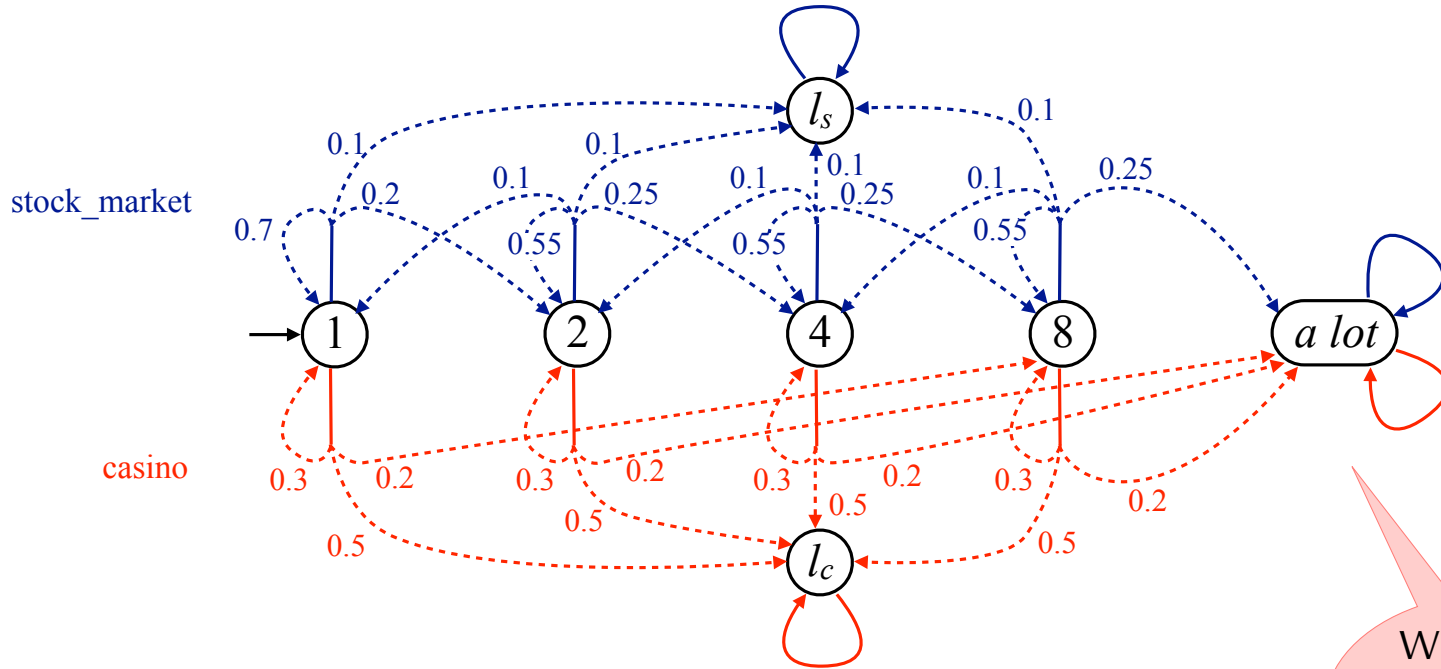
$$(S, Act, P, s_0, AP, L)$$

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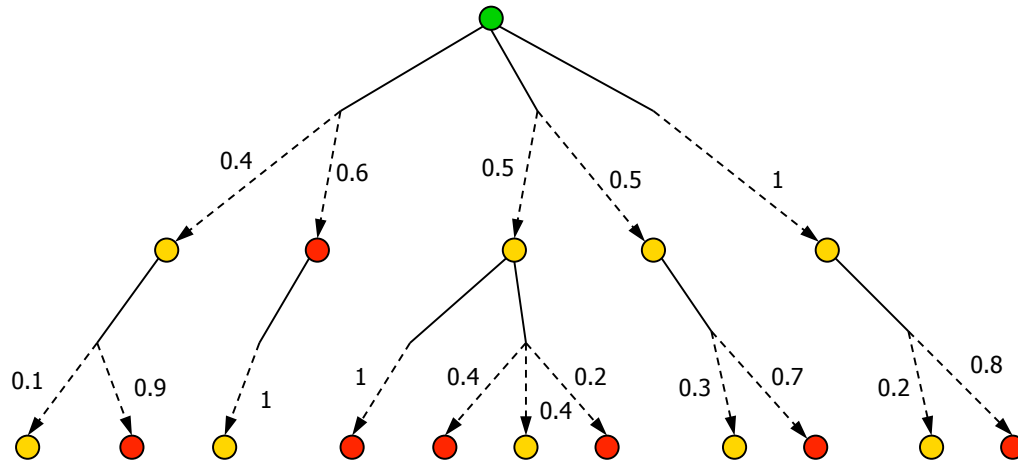


$$(S, Act, P, s_0, AP, L)$$

What is the probability of \diamond "a lot"?

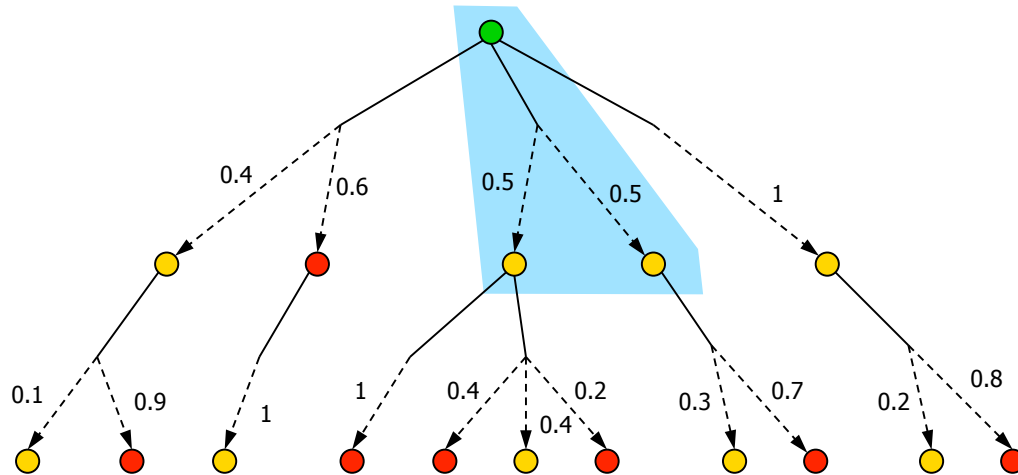
Resolving the non-determinism

- ❖ To compute the probabilities in a MDP, non-determinism needs to be resolved
- ❖ **Schedulers** (also **adversaries** or **policies**) are functions that select the next action based on the past execution.



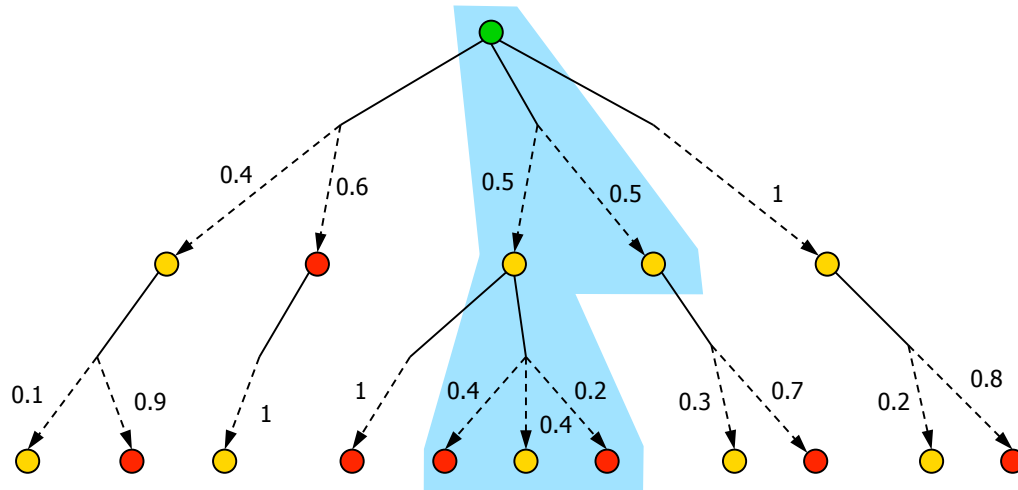
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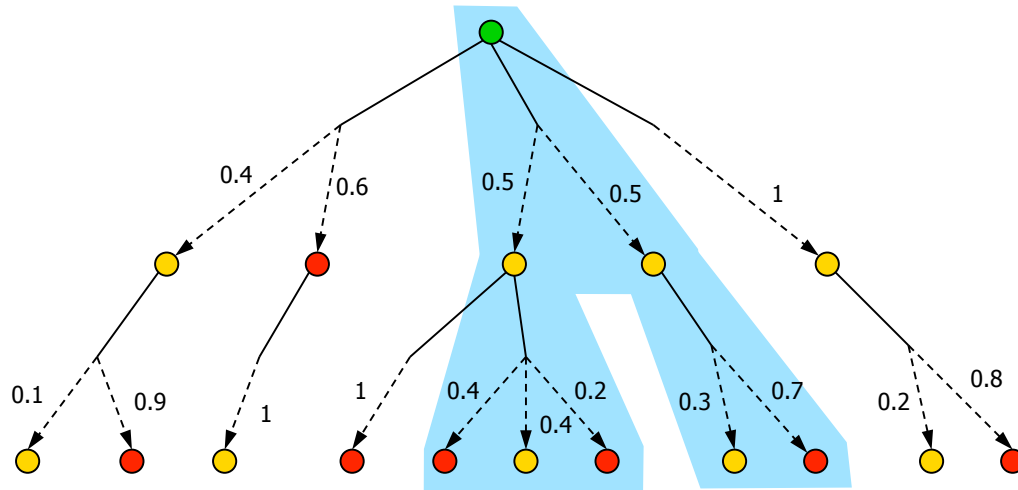
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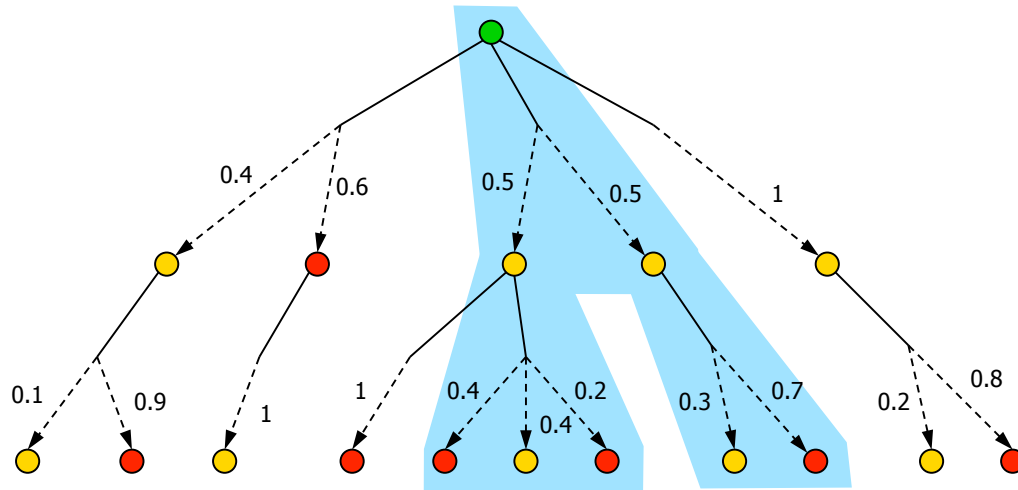
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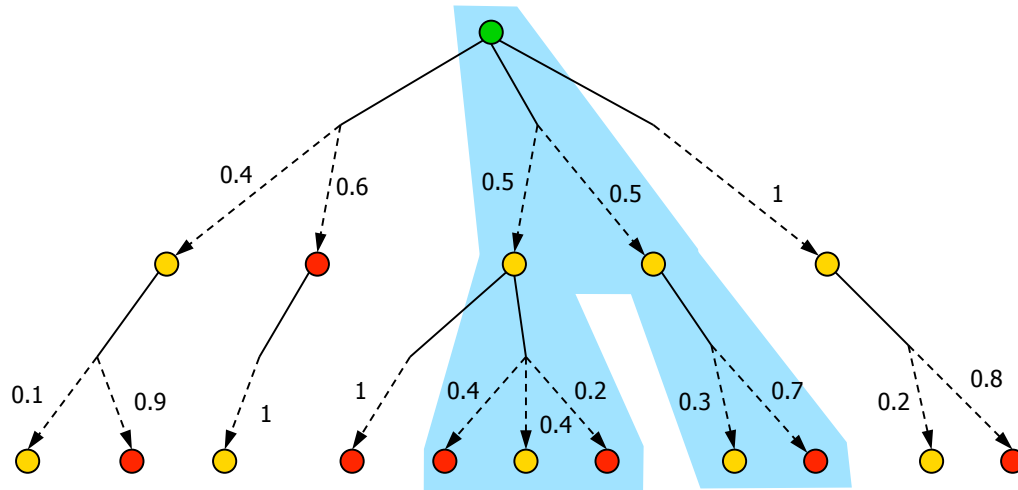
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A scheduler defines a
(maybe infinite) DTMC

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A scheduler defines a
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A scheduler can also
choose with randomness

Schedulers

Let $\mathcal{M} = (S, Act, \mathbf{P}, s_0, AP, L)$ be a MDP.

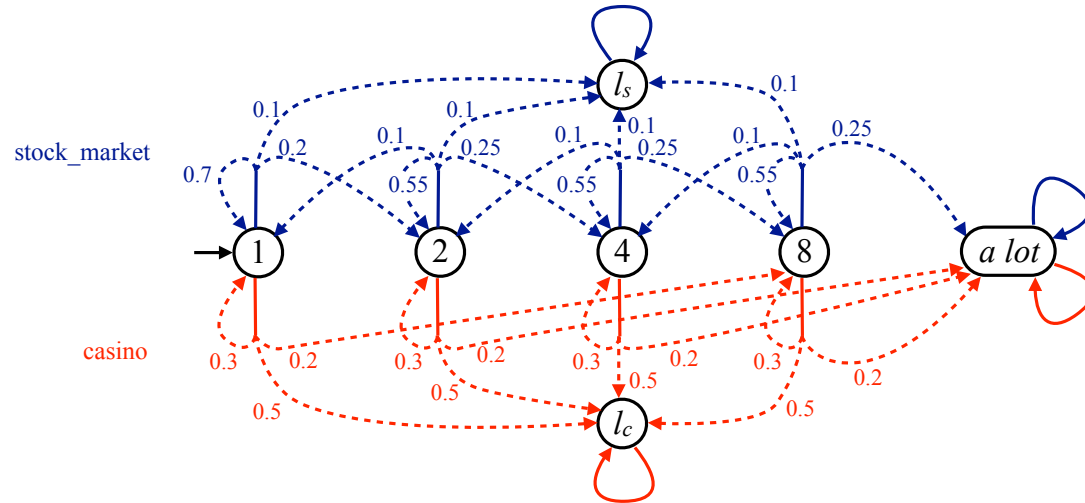
A **scheduler** is a function $\mathfrak{G} : S^+ \rightarrow Act \rightarrow [0, 1]$ such that

1. $\mathfrak{G}(s_0 s_1 \dots s_n)$ is a probability distribution on Act , i.e., $\sum_{\alpha \in Act} \mathfrak{G}(s_0 s_1 \dots s_n)(\alpha) = 1$, and
2. if $\mathfrak{G}(s_0 s_1 \dots s_n)(\alpha) > 0$, then $\alpha \in Act(s_n)$.

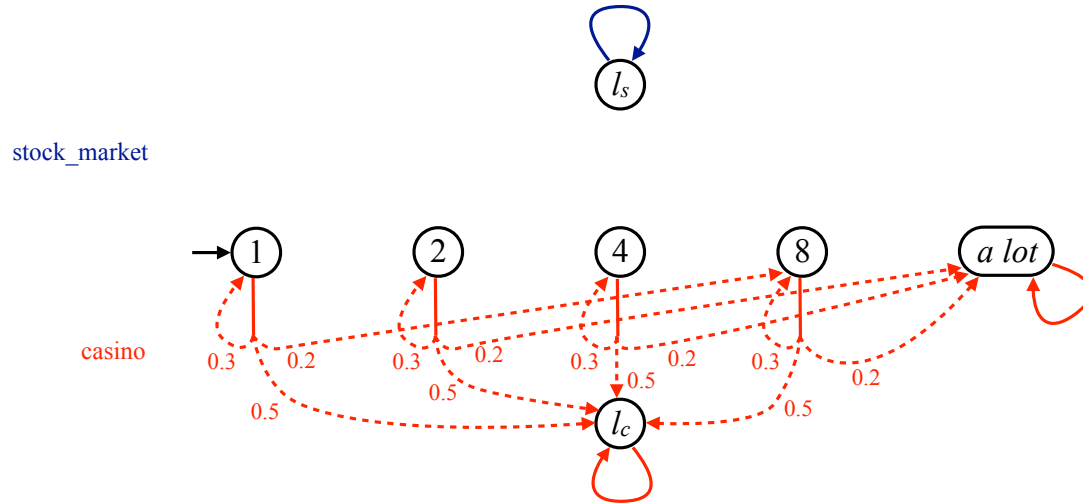
A scheduler \mathfrak{G} induces the DTMC $\mathcal{M}_{\mathfrak{G}} = (S^+, \mathbf{P}_{\mathfrak{G}}, s_0, AP, L')$ where

- ❖ $\mathbf{P}_{\mathfrak{G}}(s_0 s_1 \dots s_n, s_0 s_1 \dots s_n s_{n+1}) = \sum_{\alpha \in Act} \mathfrak{G}(s_0 s_1 \dots s_n)(\alpha) \cdot \mathbf{P}(s_n, \alpha, s_{n+1})$
- ❖ $L'(s_0 s_1 \dots s_n) = L(s_n)$

DTMC induced by a scheduler



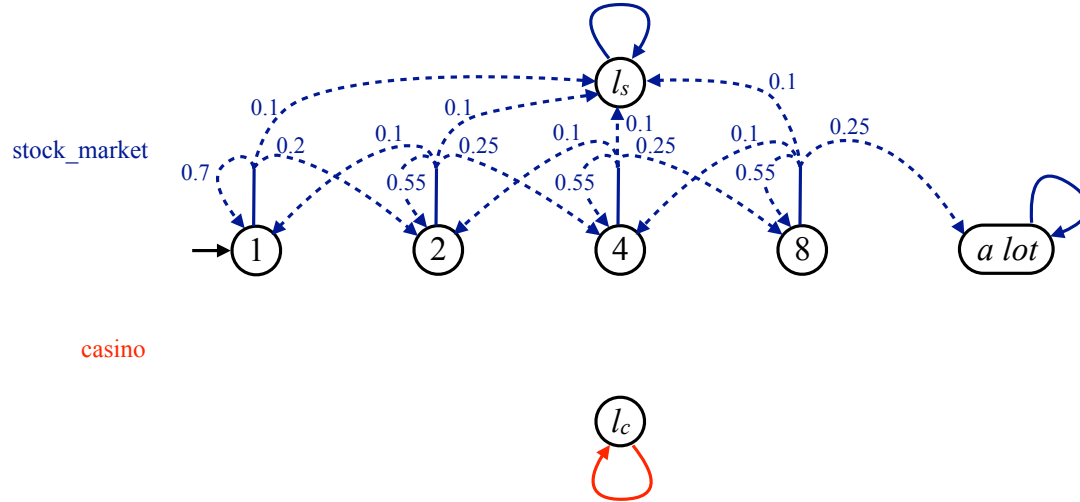
DTMC induced by a scheduler



\mathcal{G} always chooses **casino**

$$\Pr^{\mathcal{G}}(\textcircled{1} \models \diamond "a \text{ lot} ") \approx 0.0816$$

DTMC induced by a scheduler



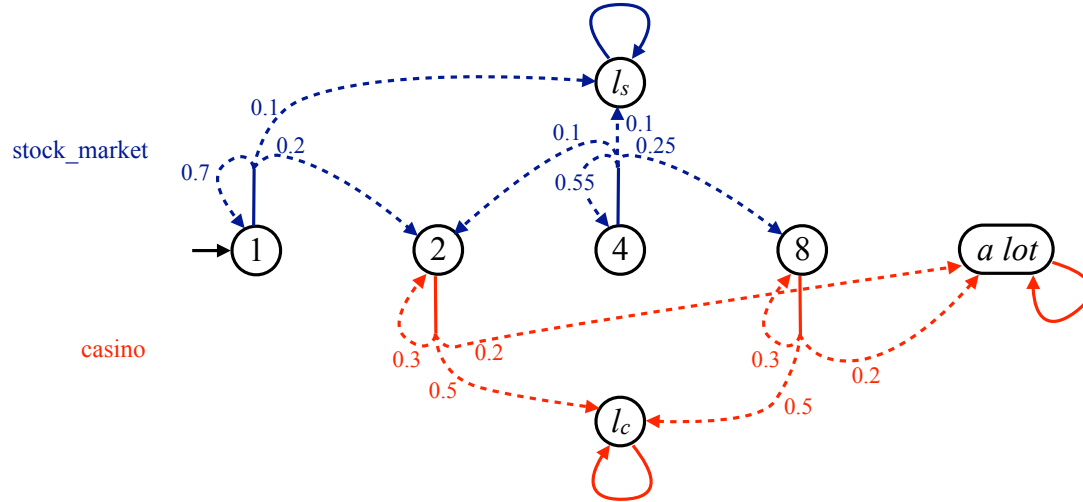
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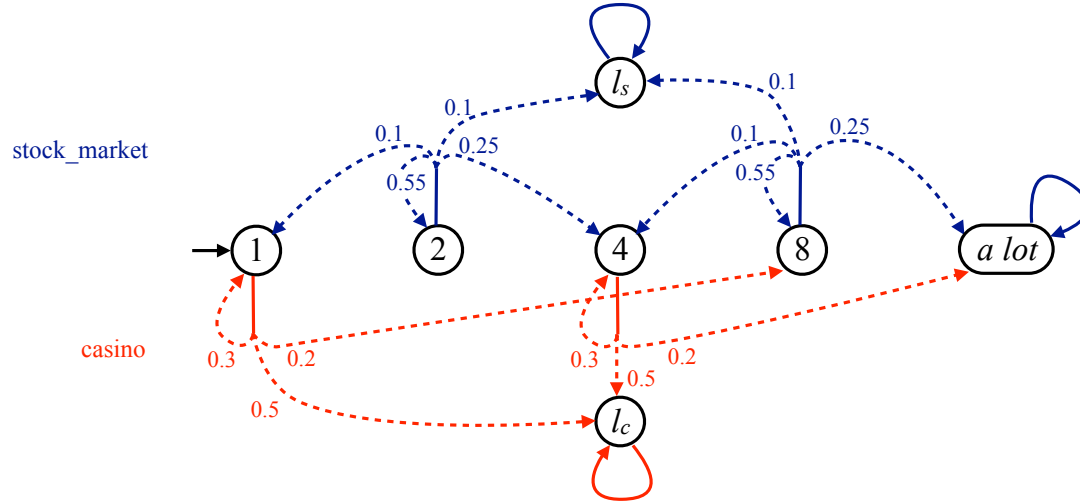
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\mathcal{G} chooses **stock_market** on ① and ④ and **casino** otherwise

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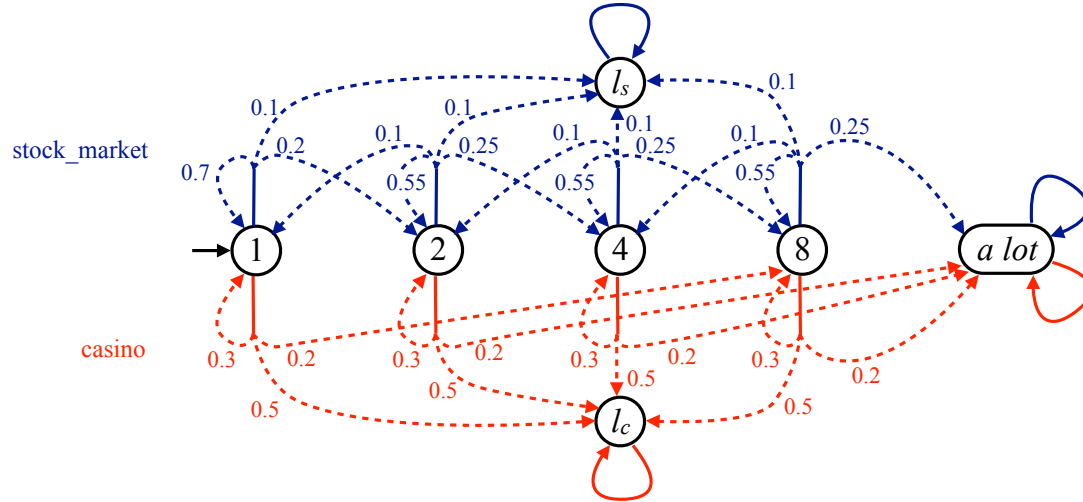
$$\Pr^{\mathcal{G}}(\textcircled{1} \models \diamond "a \text{ lot} ") \approx 0.1504$$

\mathcal{G} chooses on the other way around

$$\Pr^{\mathcal{G}}(\textcircled{1} \models \diamond "a \text{ lot} ") \approx 0.1332$$

DTMC induced by a scheduler

But then,...
what is the probability
of \diamond "a lot" ?!?!



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Supremum and infimum probabilities

- ❖ There are uncountably many resolutions
- ❖ Only the best or worst bound for the probability can guarantee the satisfaction of a property, e.g:
 - ❖ an error occurs with probability less than 0.001
 - ❖ a message is transmitted successfully with probability over 0.95
- ❖ Therefore, if Φ is the property of interest, we search for

$$\Pr^{\max}(s \models \Phi) \triangleq \sup_{\mathfrak{S}} \Pr^{\mathfrak{S}}(s \models \Phi), \quad \text{and}$$

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How can we calculate this?

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Type of schedulers

A scheduler \mathfrak{S} is:

deterministic:

if for all $s_0 s_1 \dots s_n$, $\mathfrak{S}(s_0 s_1 \dots s_n)(\alpha) = 1$ for some $\alpha \in Act$

memoryless:

if for all $s_0 s_1 \dots s_n$, $\mathfrak{S}(s_0 s_1 \dots s_n) = \mathfrak{S}(s_n)$

memoryless and deterministic:

if it is memoryless and deterministic at the same time 😊

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There are only finitely many of these

Quantitative reachability

Theorem:

Let $B \subseteq S$. Then:

- ❖ There exists a **memoryless** and **deterministic** scheduler \mathfrak{G}^{\max} such that

$$\Pr^{\mathfrak{G}^{\max}}(s \models \diamond B) = \Pr^{\max}(s \models \diamond B)$$

- ❖ There exists a **memoryless** and **deterministic** scheduler \mathfrak{G}^{\min} such that

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Quantitative reachability

Not any property!
only reachability

Theorem:

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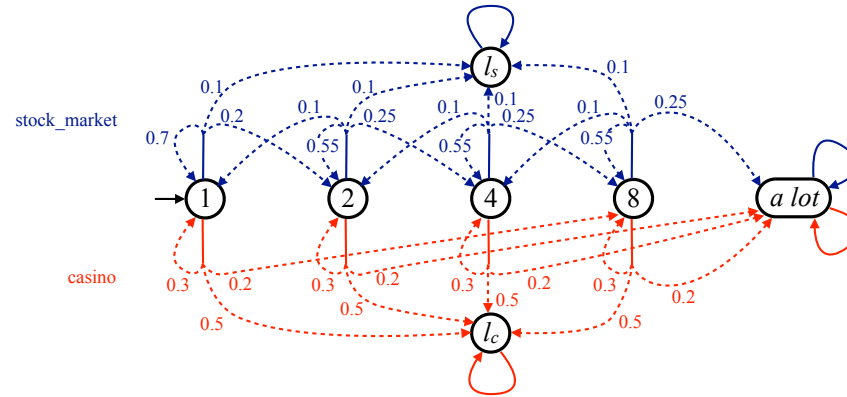
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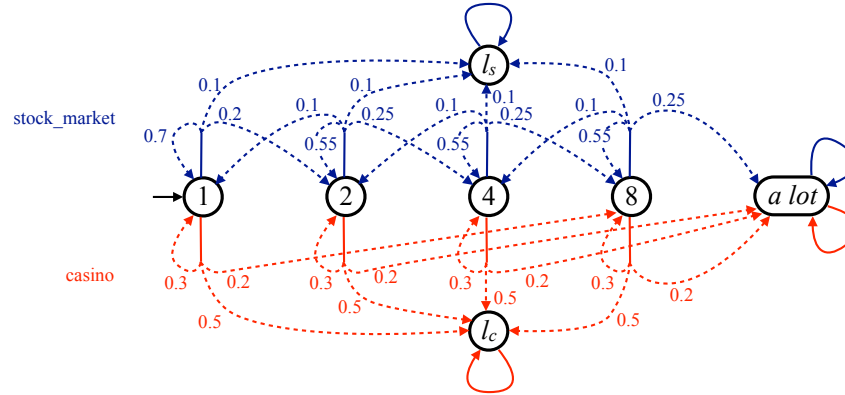
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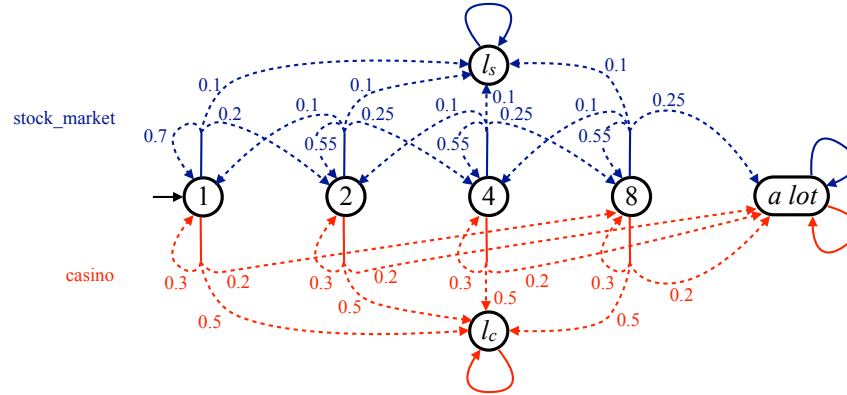
P_s^+ is abbreviates
 $\Pr^{\max}(s \models \diamond "a \text{ lot} ")$

$$P_{l_s}^+ = P_{l_c}^+ = 0$$



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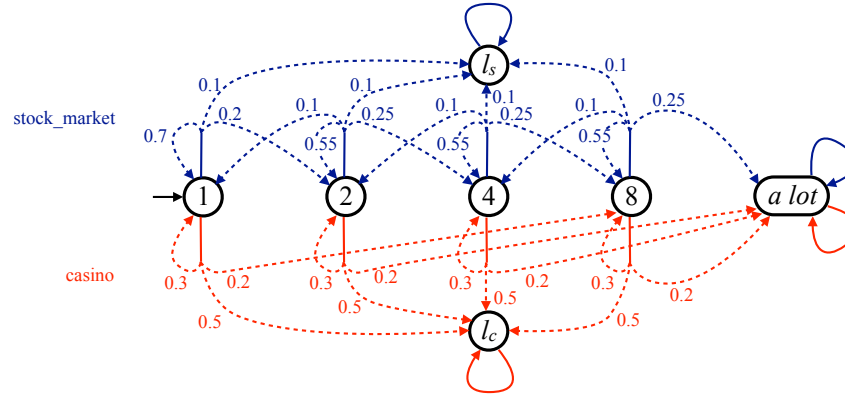


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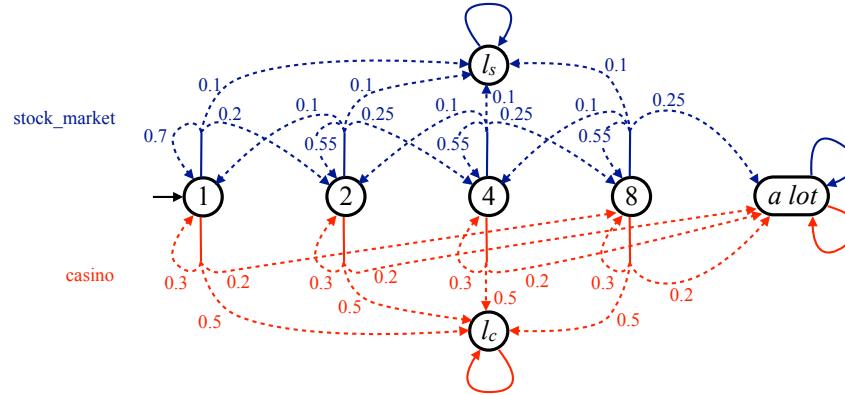
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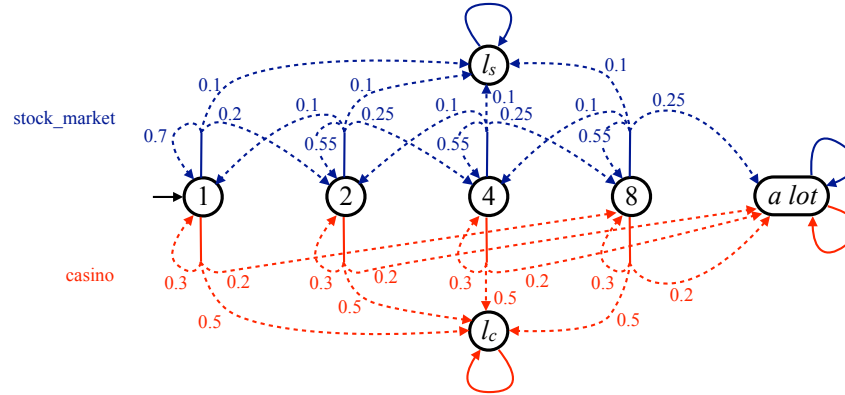
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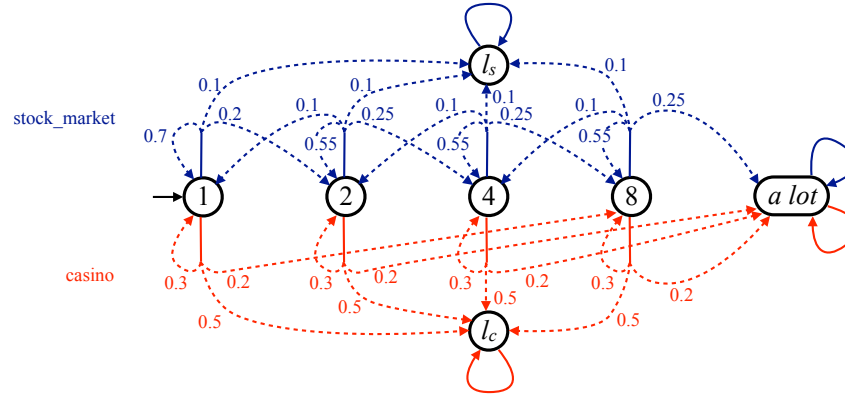
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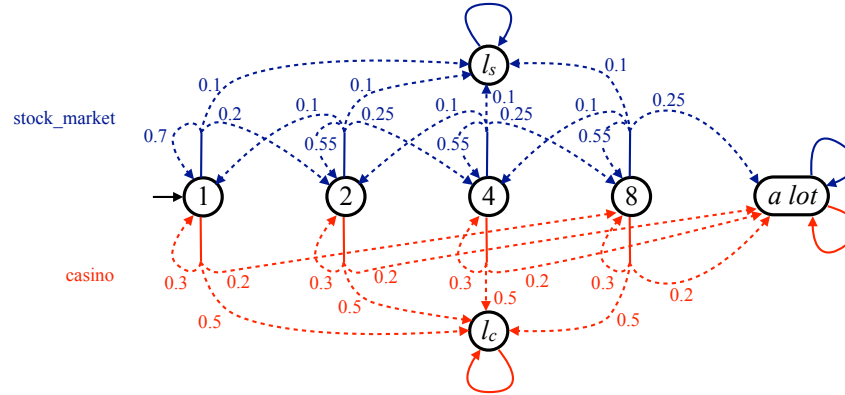
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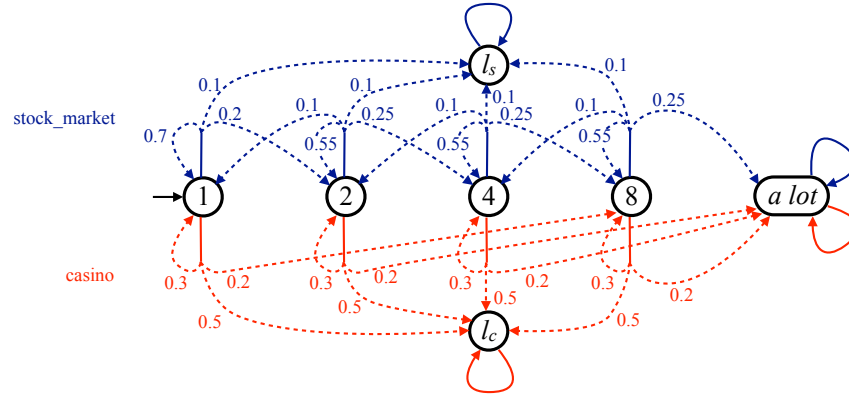
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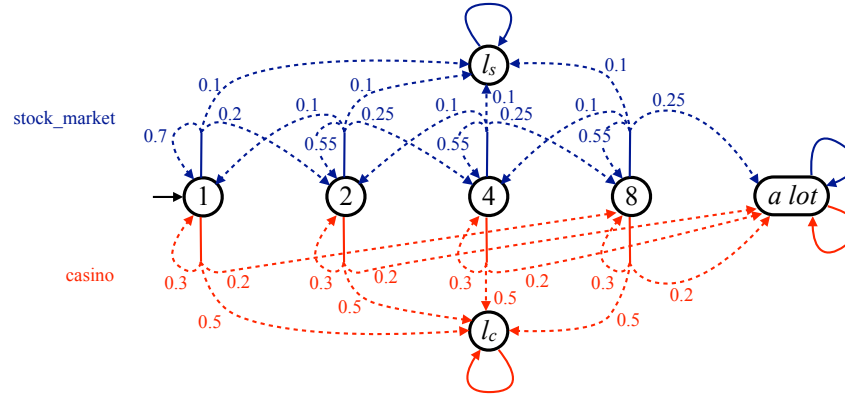
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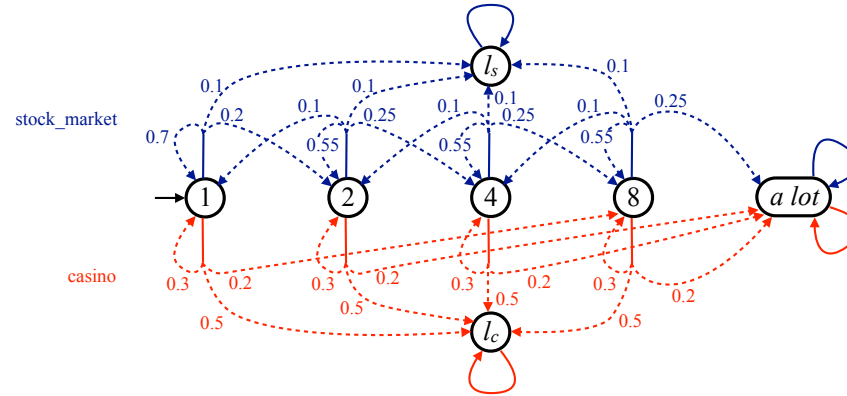
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Quantitative reachability



$$\Pr^{\max}(\textcircled{1} \models \diamond "a \text{ lot} ") \approx 0.1905$$

and the (memoryless and deterministic) scheduler \mathfrak{S} that maximizes it is

$$\mathfrak{S}(\textcircled{1}) = \text{stock_market}$$

$$\mathfrak{S}(\textcircled{4}) = \text{stock_market}$$

$$\mathfrak{S}(\textcircled{2}) = \text{casino}$$

$$\mathfrak{S}(\textcircled{8}) = \text{stock_market}$$

Quantitative reachability (max)

Theorem:

The family of values $\{x_s\}_{s \in S}$ with $x_s = \Pr^{\max}(s \models \diamond B)$ is the **unique solution** to the following equation system:

$$\begin{aligned} x_s &= 1 && \text{if } s \in B \\ x_s &= 0 && \text{if } \Pr^{\max}(s \models \diamond B) = 0 \\ x_s &= \max \left\{ \sum_{t \in S} \mathbf{P}(s, \alpha, t) \cdot x_t \mid \alpha \in \text{Act}(s) \right\} && \text{if } \Pr^{\max}(s \models \diamond B) > 0 \text{ and } s \notin B \end{aligned}$$

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The **Bellman equations** can be computed with a fixed-point iteration

... but how can the conditions be calculated?

Qualitative reachability (max)

Lemma: Let $\mathcal{M} = (S, Act, \mathbf{P}, s_0, AP, L)$ be a MDP and let $B \subseteq S$ be a set of **absorbing** states.

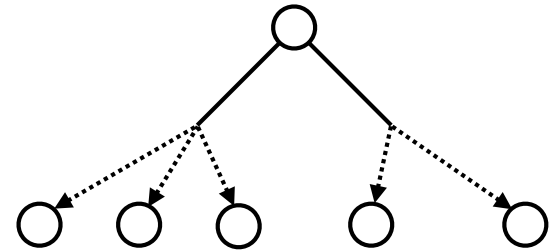
Then, for $s \in S$,

- ❖ $\Pr^{\max}(s \models \diamond B) > 0$ iff $s \in \exists Pre^*(B)$
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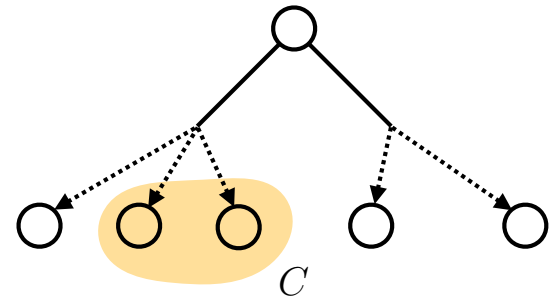
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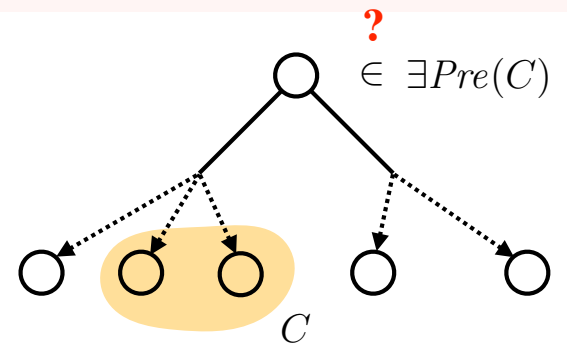
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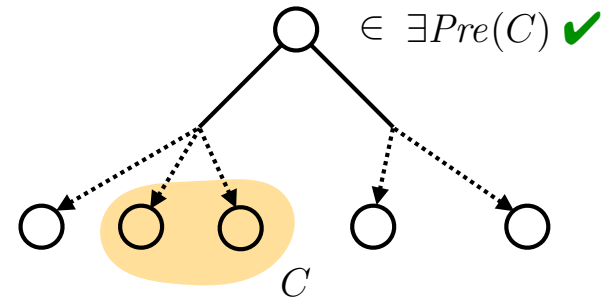
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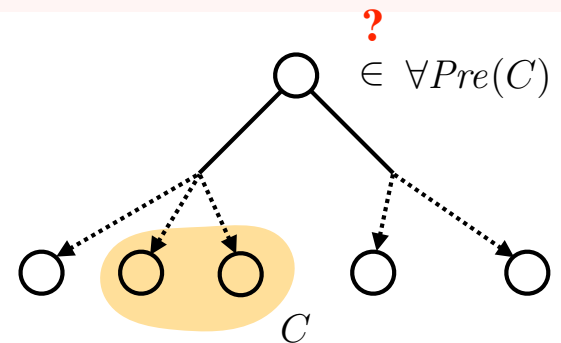
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where

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Qualitative reachability (max)

Lemma: Let $\mathcal{M} = (S, Act, \mathbf{P}, s_0, AP, L)$ be a MDP and let $B \subseteq S$ be a set of **absorbing** states.

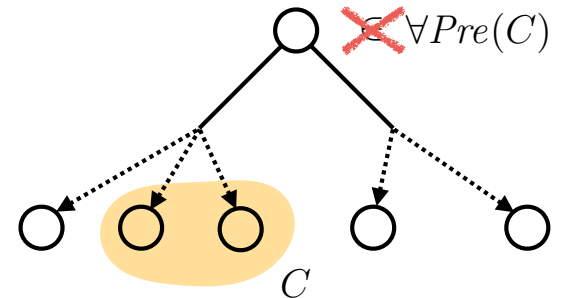
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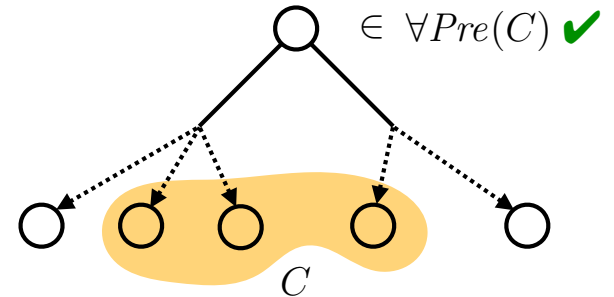
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Actually achieved with a different algorithm*

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Theorem:

The family of values $\{x_s\}_{s \in S}$ with $x_s = \Pr^{\max}(s \models \diamond B)$ is the **unique solution** to the following equation system:

$$\begin{array}{ll} x_s = 1 & \text{if } s \in B \\ x_s = 0 & \text{if } \Pr^{\max}(s \models \diamond B) = 0 \\ x_s = \max \left\{ \sum_{t \in S} \mathbf{P}(s, \alpha, t) \cdot x_t \mid \alpha \in \text{Act}(s) \right\} & \text{if } \Pr^{\max}(s \models \diamond B) > 0 \text{ and } s \notin B \end{array}$$

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First make states
in B absorbing

$$S_{=1}^{\max} = S \setminus \forall Pre^*(S \setminus \exists Pre^*(B))$$

$$S_{=0}^{\max} = S \setminus \exists Pre^*(B)$$

$$S_{>0}^{\max} = \exists Pre^*(B)$$

Quantitative reachability (max)

Value iteration algorithm

for all $s \in S_{=1}^{\max}$, $x_s^{(0)} = 1$

for all $s \notin S_{=1}^{\max}$, $x_s^{(0)} = 0$

$i = 0$

repeat

$i = i + 1$

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until $\left(\max_{s \in S} |x_s^{(i)} - x_s^{(i-1)}| < \varepsilon \right)$

a consequence of
 $x_s = \lim_{i \rightarrow \infty} x_s^{(i)}$

Normally very small,
e.g. 10^{-6}

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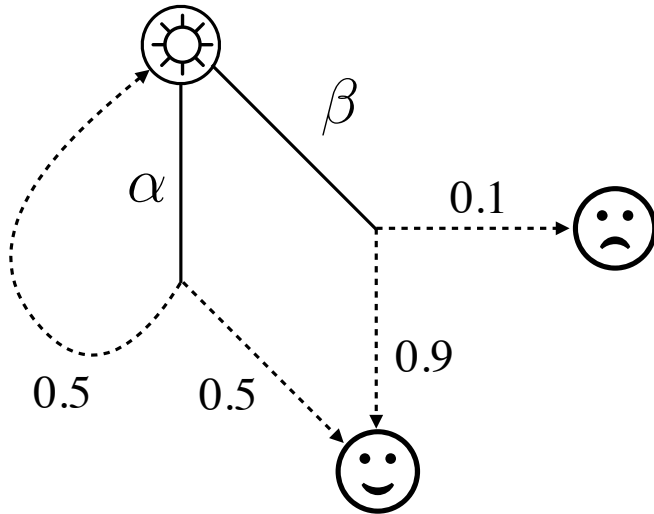
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What about
 $\Pr^{\max}(\diamond^{=n} B)$ and
 $\Pr^{\max}(\diamond^{\leq n} B)$?

Normally very small,
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Quantitative **bounded** reachability



- ❖ Only two memoryless deterministic schedulers:

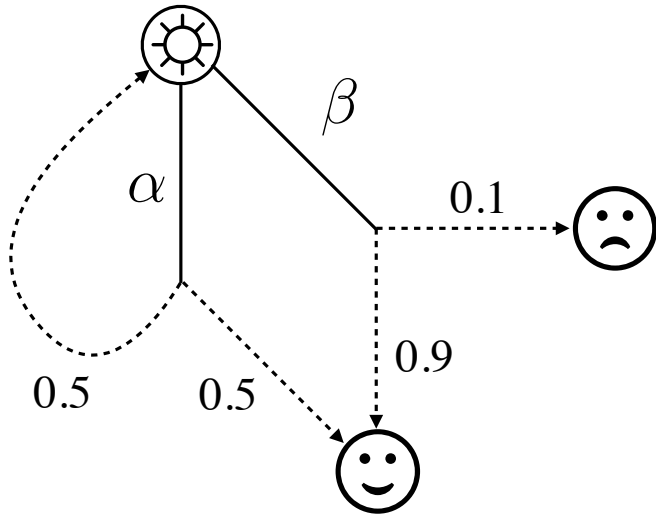
$$\mathfrak{S}_1(\odot) = \alpha$$

$$\mathfrak{S}_2(\odot) = \beta$$

$$\Pr^{\mathfrak{S}_1}(\diamond^{\leq 2} \odot) = 0.875$$

$$\Pr^{\mathfrak{S}_2}(\diamond^{\leq 2} \odot) = 0.9$$

Quantitative **bounded** reachability



- ❖ Only two memoryless deterministic schedulers:

$$\mathfrak{S}_1(\otimes) = \alpha$$

$$\mathfrak{S}_2(\otimes) = \beta$$

$$\Pr^{\mathfrak{S}_1}(\diamond^{\leq 2} \odot) = 0.875$$

$$\Pr^{\mathfrak{S}_2}(\diamond^{\leq 2} \odot) = 0.9$$

- ❖ However $\Pr^{\max}(\diamond^{\leq 2} \odot) = 0.975$ with

$$\mathfrak{S}(\otimes) = \alpha \quad \mathfrak{S}(\otimes\otimes) = \alpha \quad \mathfrak{S}(\otimes\otimes\otimes) = \beta$$

Memoryless deterministic schedulers are not sufficient

Quantitative **bounded** reachability (max)

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Algorithm for
quantitative reachability

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until $(i = n)$

Computes
 $\Pr^{\max}(\diamond^{=n} B)$

To compute $\Pr^{\max}(\diamond^{\leq n} B)$
first make states in B absorbing
then apply this algorithm

Exactly n times

Qualitative reachability (min)

Lemma: Let $B \subseteq S$ be a set of **absorbing** states. Then, for $s \in S$,

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Note the inversion of \forall
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Computes
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To compute $\Pr^{\min}(\diamond^{\leq n} B)$
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Exactly n times

Quantitative reachability

- ❖ We gave **approximating** algorithms (value iteration) to calculate quantitative reachability (max or min)
- ❖ However, the **exact values** can be computed by solving a **linear programming problem**
- ❖ Therefore, quantitative reachability (max or min) can be computed in **polynomial time**

Constrained reachability

To compute

$$\Pr^{\max}(s \models C \cup B) \quad \Pr^{\max}(s \models C \cup^{\leq n} B) \quad \Pr^{\max}(s \models C \cup B) = 1$$

$$\Pr^{\min}(s \models C \cup B) \quad \Pr^{\min}(s \models C \cup^{\leq n} B) \quad \Pr^{\min}(s \models C \cup B) = 1$$

etc.

in a MDP \mathcal{M} do:

1. Obtain \mathcal{M}_{\cup} from \mathcal{M} by making states in $S \setminus (C \cup B)$ absorbing.
2. Apply the algorithm in \mathcal{M}_{\cup} to verify the reachability property $s \models \diamond B$.

PCTL in MDP

A PCTL formula Φ **holds** in state $s \in S$ of a MDP \mathcal{M} , denoted by $s \models \Phi$, whenever:

state
formulas

$$s \models p \quad \text{iff} \quad p \in L(s)$$

$$s \models \neg\Phi \quad \text{iff} \quad s \not\models \Phi$$

$$s \models \Phi_1 \wedge \Phi_2 \quad \text{iff} \quad s \models \Phi_1 \text{ and } s \models \Phi_2$$

$$s \models P_{\bowtie a}(\phi) \quad \text{iff} \quad ?$$

path
formulas

$$\rho \models \bigcirc\Phi \quad \text{iff} \quad \rho(1) \models \Phi$$

$$\rho \models \Phi \cup \Psi \quad \text{iff} \quad \text{exists } j \geq 0 \text{ s.t. } \rho(j) \models \Psi \text{ and for all } 0 \leq k < j, \rho(k) \models \Phi$$

$$\rho \models \Phi \cup^{\leq n} \Psi \quad \text{iff} \quad \text{exists } 0 \leq j \leq n \text{ s.t. } \rho(j) \models \Psi \text{ and for all } 0 \leq k < j, \rho(k) \models \Phi$$

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where $\Pr^{\mathcal{G}}(s \models \phi) = \Pr_s^{\mathcal{G}}(\{\rho \in \text{Path}(s) \mid \rho \models \phi\})$ and

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How is this
computed?

where $\Pr^{\mathcal{G}}(s \models \phi) = \Pr_s^{\mathcal{G}}(\{\rho \in \text{Path}(s) \mid \rho \models \phi\})$ and

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Algorithm for PCTL model checking

```

fun Sat( $\Phi$ ) {
  // input: a PCTL formula  $\Phi$ 
  // output:  $\{s \in S \mid s \models \Phi\}$ 
  case {
     $\Phi \in AP$            return  $\{s \in S \mid \Phi \in L(s)\}$ 
     $\Phi \equiv \neg\Psi$     return  $S \setminus \text{Sat}(\Psi)$ 
     $\Phi \equiv \Psi_1 \wedge \Psi_2$  return  $\text{Sat}(\Psi_1) \cap \text{Sat}(\Psi_2)$ 
     $\Phi \equiv P_{\triangleleft a}(\phi)$  return  $\{s \in S \mid \text{maxProb}(s, \phi) \triangleleft a\}$ 
     $\Phi \equiv P_{\triangleright a}(\phi)$  return  $\{s \in S \mid \text{minProb}(s, \phi) \triangleright a\}$ 
  }
}
  
```

$\triangleleft \in \{<, \leq\}$

$\triangleright \in \{\geq, >\}$

Polynomial on the size of M
 Linear on the size of Φ
 Linear on the largest n

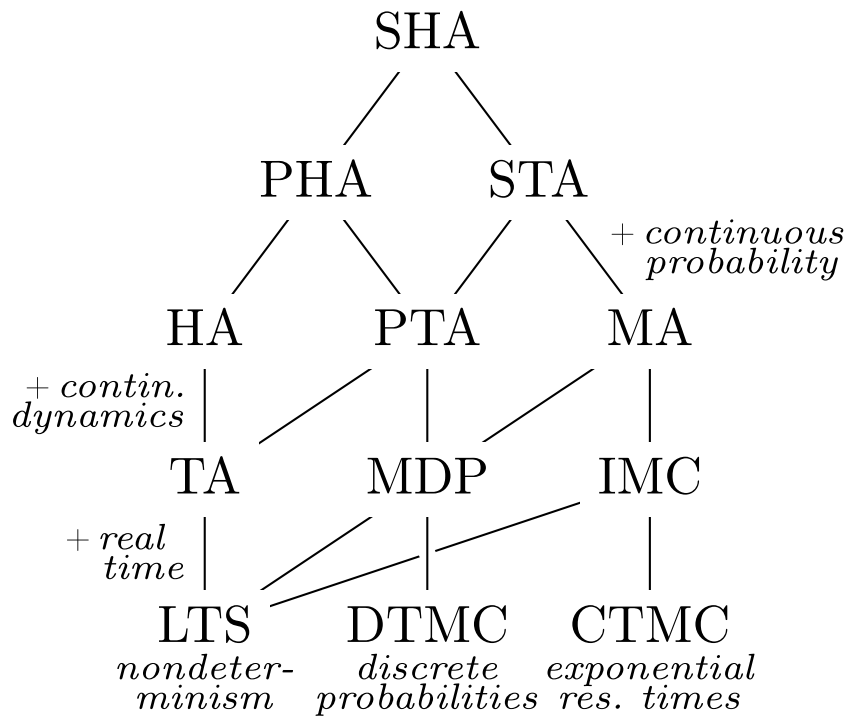
minProb is the same but
 changing max for min

```

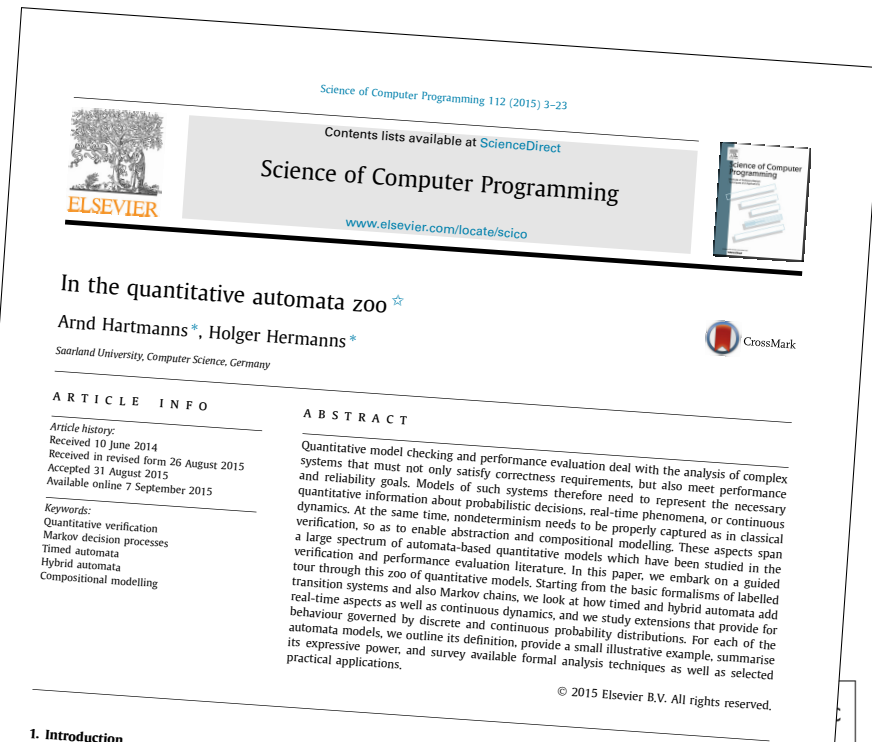
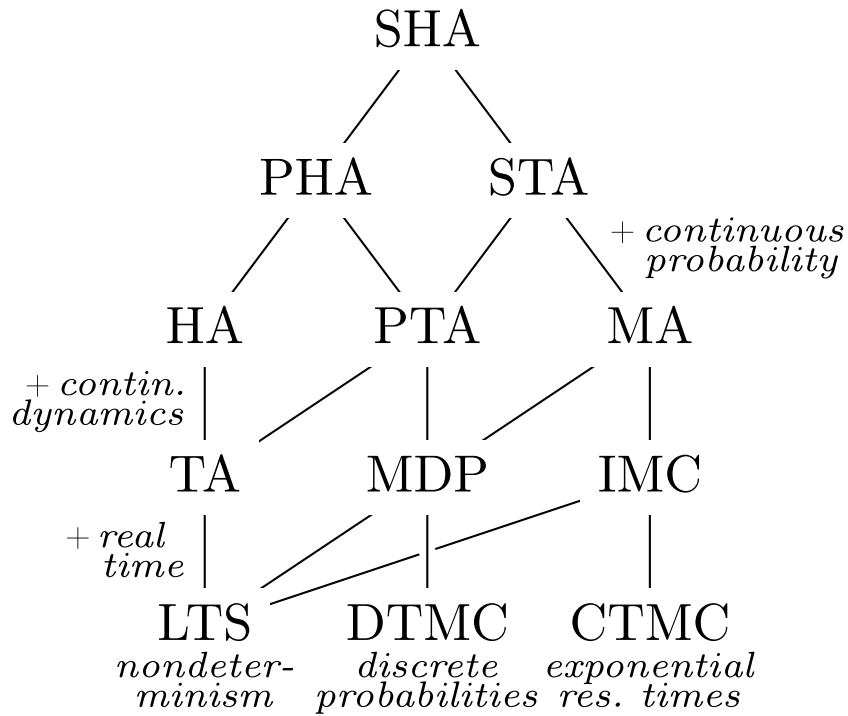
fun maxProb( $s, \phi$ ) {
  // input: a state  $s$  and a path formula  $\phi$ 
  // output:  $\text{Pr}_s^{\text{max}}(s \models \phi)$ 
  case {
     $\phi \equiv \bigcirc\Phi$            return  $\max \{ \sum_{t \in S} \mathbf{P}(s, \alpha, t) \cdot \mathbf{1}_{\text{Sat}(\Phi)}(t) \mid \alpha \in \text{Act}(s) \}$ 
     $\phi \equiv \Phi \cup \Psi$        let  $B = \text{Sat}(\Psi)$ ; let  $C = \text{Sat}(\Phi)$ 
                               return  $\text{Pr}_s^{\text{max}}(C \cup B)$  // constrained reachability
     $\phi \equiv \Phi \cup^{\leq n} \Psi$  let  $B = \text{Sat}(\Psi)$ ; let  $C = \text{Sat}(\Phi)$ 
                               return  $\text{Pr}_s^{\text{max}}(C \cup^{\leq n} B)$  // bounded constrained reachability
  }
}
  
```

Probabilistic model checkers

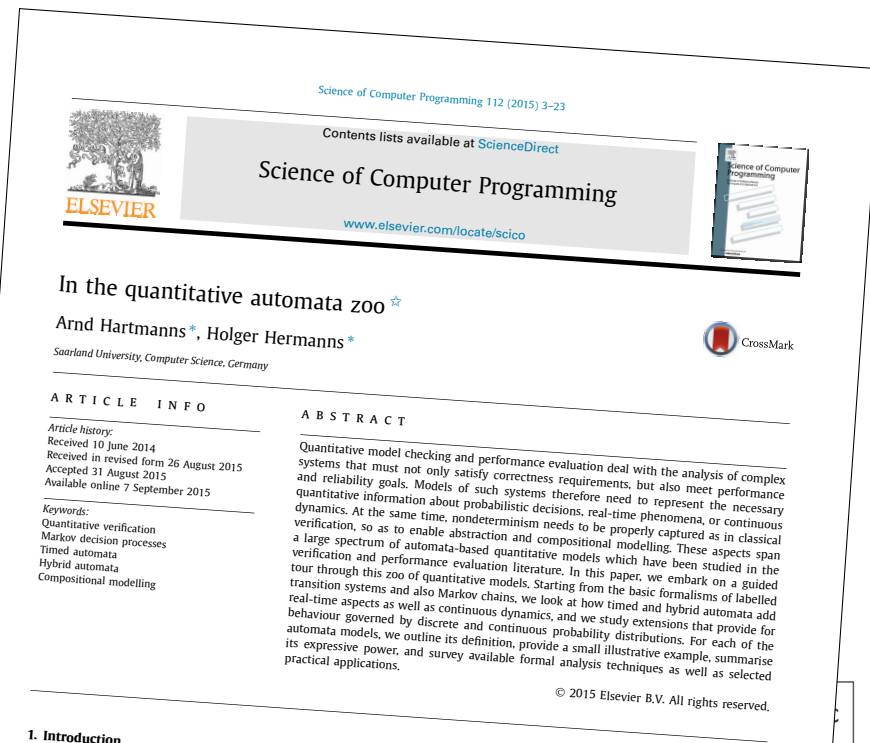
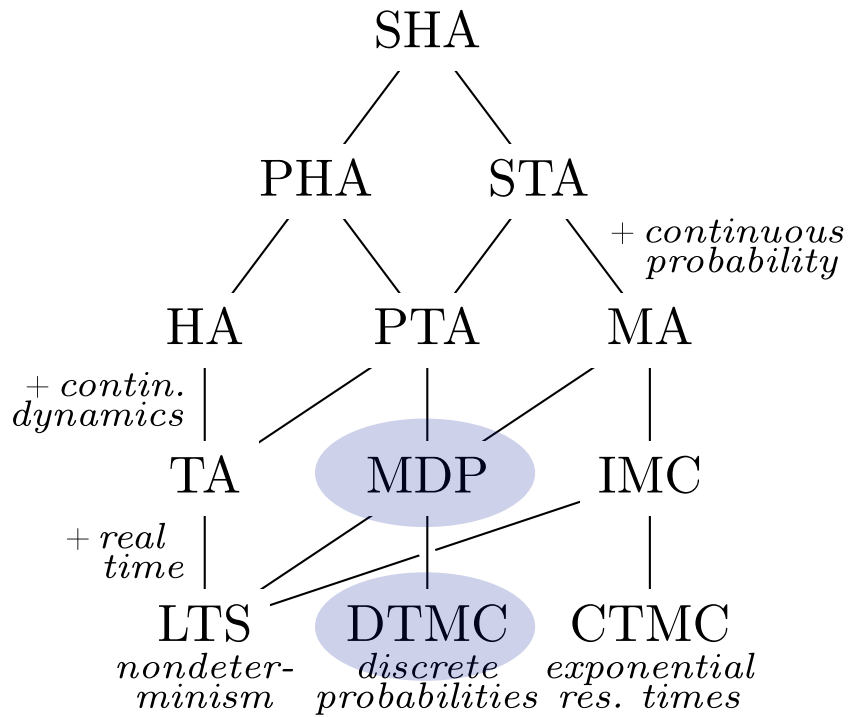
The quantitative automata zoo



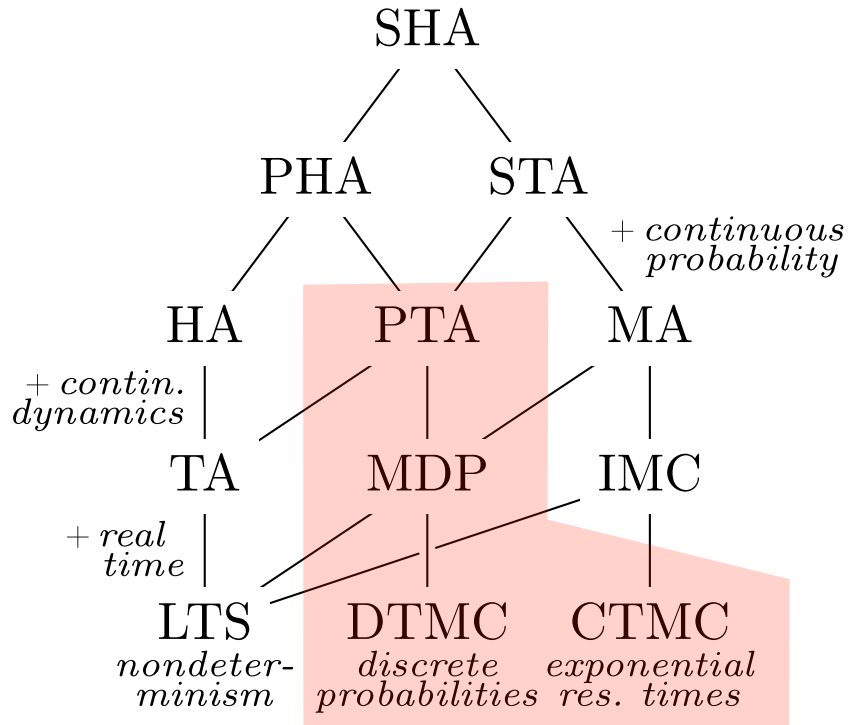
The quantitative automata zoo



The quantitative automata zoo



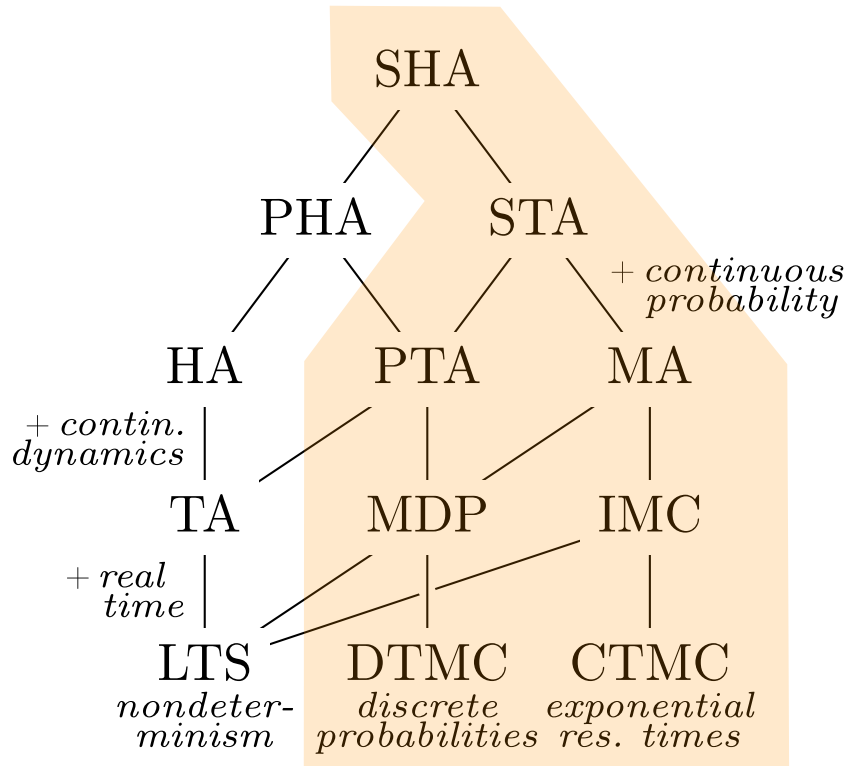
State of the Art PMC



PRISM

- ❖ First appeared in 2000 [KNP00, dAKNPS00]
- ❖ <https://www.prismmodelchecker.org/>
- ❖ In addition POMDP, POPTA, IMDP
- ❖ PRISM language → network of modules
- ❖ Properties: PCTL, CSL, LTL, PCTL*, steady state, rewards and costs, multi-objective
- ❖ Symbolic, hybrid, and explicit engines
- ❖ Also SMC on deterministic models
- ❖ Alternate version for stochastic games

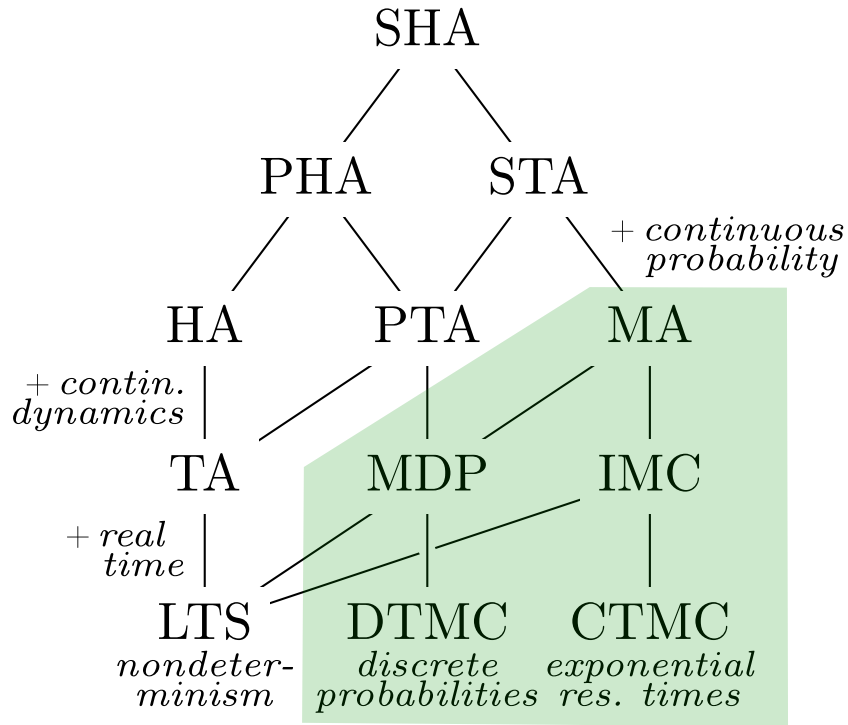
State of the Art PMC



The Modest toolset

- ❖ First appeared in 2009 [Hartmanns09]
- ❖ <https://www.modestchecker.net/>
- ❖ Modest language includes conventional programming constructs with ideas from process algebra [DHKK01]
- ❖ Properties: reachability, bounded reachability, steady state, expected rewards
- ❖ **mcsta**: disk-based explicit engine
- ❖ **modes**: SMC for **non-det.** models and RES
- ❖ More tools: **prohver**, **modysh**, **mosta**, **moconv**

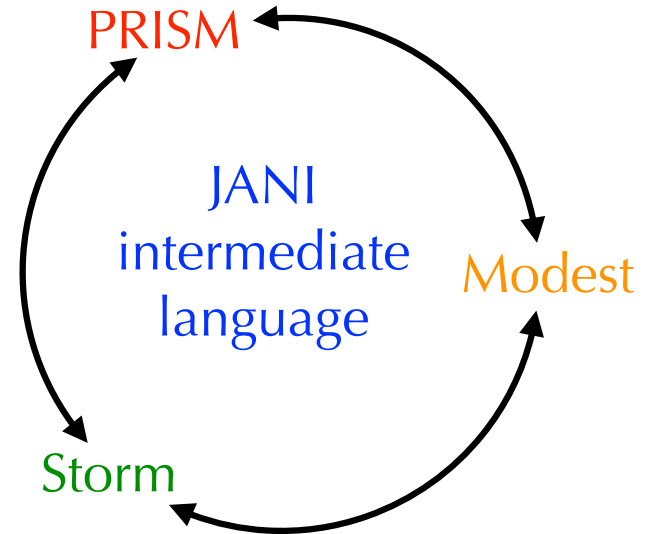
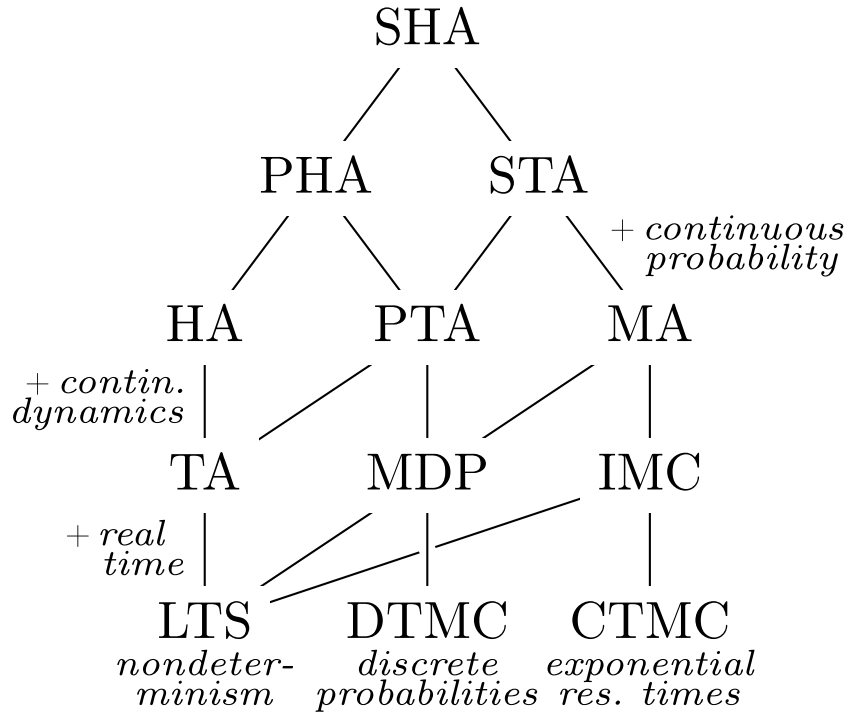
State of the Art PMC



Storm

- ❖ First appeared in 2017 [DJKV17]
- ❖ <https://www.stormchecker.org/>
- ❖ In addition POMDP, Parametric models
- ❖ Languages: PRISM, cpGCL, GSPN, DFT
- ❖ Properties: PCTL, CSL, LTL, steady state, expected rewards, multi-objective, conditional probabilities
- ❖ Counterexample generation
- ❖ Explicit and symbolic engine

State of the Art PMC



Probabilistic Model Checking

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