# Exercises Algorithms for Model Checking

## 1 Model Checking the Model $\mu$ -Calculus

- 1. Prove, for arbitrary environment  $\theta$ , arbitrary labelled transition system  $\mathcal{L}$  with action set  $Act \supseteq \{a\}$  that  $[[a]\nu X.[a]X]\theta = [\mathsf{true}]\theta$ .
- 2. Prove, for arbitrary environment  $\theta$  and arbitrary labelled transition system  $\mathcal{L}$  that  $[\neg \mu X. \phi]\theta = [\nu X. \neg \phi[X := \neg X]]\theta$  for all formulae  $\phi$ . Hint: Expand [.] as much as possible and perform induction over the number of fixpoint-iterations.

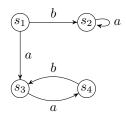


Figure 1:

3. Consider the following  $\mu$ -calculus formula  $\phi$  and the labelled transition system  $\mathcal{L}$  in Fig. 1.

$$\phi := \nu X. \bigg( [a] X \wedge \nu Y. \mu Z. (\langle b \rangle Y \vee \langle a \rangle Z) \bigg)$$

- (a) Explain in natural language the meaning of formula  $\phi$ .
- (b) Compute the set of states of  $\mathcal{L}$  where  $\phi$  holds with the naive algorithm (give all intermediate approximations).
- (c) Compute the set of states of  $\mathcal{L}$  where  $\phi$  holds with the Emerson-Lei's algorithm (give all intermediate approximations).

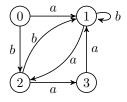


Figure 2:

4. Consider the following  $\mu$ -calculus formula and the labelled transition system  $\mathcal{L}$  in Fig. 2.

$$\nu X.\ \nu Y.\ \Big( \big( \langle b \rangle X \big) \wedge \big( \langle a \rangle (Y \wedge \langle a \rangle X) \big) \Big)$$

(a) Explain in natural language the meaning of formula  $\phi$ .

- (b) Compute the set of states of  $\mathcal{L}$  where  $\phi$  holds with the naive algorithm (give all intermediate approximations).
- (c) Compute the set of states of  $\mathcal{L}$  where  $\phi$  holds with the Emerson-Lei's algorithm (give all intermediate approximations).

## 2 Boolean Equation Systems

- 1. Prove, for arbitrary environment  $\theta$ , arbitrary labelled transition system  $\mathcal{L}$  that for arbitrary  $\mu$ -calculus formula  $\phi$  in which the formal variable A does not occur, the equivalence  $[\phi]\theta = [\nu A.\phi]\theta$  holds.
- 2. Prove, for arbitrary  $\mu$ -calculus formulae  $\phi$ ,  $\psi$  and arbitrary labelled transition system  $\mathcal{L}$ , that for all environments  $\theta$  the equivalence  $[\mathsf{E}\ (\phi \wedge \psi)]\theta = [\mathsf{E}\ (\psi \wedge \phi)]\theta$  holds. Hint: use structural induction and expand  $[\_]$  as much as possible.
- 3. Translate the model checking problem  $\mathcal{L} \models \phi$  of exercise 1.3 to a Boolean equation system and solve it using Gauß Elimination.
- 4. Translate the model checking problem  $\mathcal{L} \models \phi$  of exercise 1.4 to a Boolean equation system and solve it using Gauß Elimination.

### 3 Parameterised Boolean Equation Systems

1. You are given the following parameterised Boolean equation system:

$$\begin{split} & \Big( \nu X(i:\mathbb{N}) = X(i+1) \wedge Z(i, \mathsf{even}(i)) \Big) \\ & \Big( \mu Y(j:\mathbb{N}, b:\mathbb{B}) = (b \wedge Z(2*j, b)) \vee (\neg b \wedge Z(j, b)) \Big) \\ & \Big( \nu Z(k:\mathbb{N}, c:\mathbb{B}) = Y(k+1, \neg c) \Big) \end{split}$$

Note: the function even(i) is true iff i is even.

- (a) Compute the set of redundant parameters of the given PBES.
- (b) Compute the solution to X(i), for all  $i \in \mathbb{N}$ . Hint: you may use logic to simplify right-hand sides of the PBES equations. Again show the intermediate steps, and explain your line of reasoning.
- 2. You are given the following parameterised Boolean equation system:

$$\left(\nu X(b_0: \mathbb{B}, b_1: \mathbb{B}, b_2: \mathbb{B}, b_3: \mathbb{B}, b_4: \mathbb{B}) = \\
\forall c: \mathbb{B}. \left( (b_0 \lor c) \land X(c, \neg b_0, b_4, b_3, b_2) \right) \lor Y(b_0 \lor b_1, b_1, b_2 \lor b_3 \lor b_4) \right) \\
\left(\mu Y(c_0: \mathbb{B}, c_1: \mathbb{B}, c_2: \mathbb{B}) = \\
X(\neg c_0, c_0, c_1 \lor c_2, \neg c_1 \land c_2, c_1) \lor Y(\neg c_0, c_2, c_1) \right)$$

- (a) Compute the set of redundant parameters of the given PBES.
- (b) Compute the solution to  $X(b_0, b_1, b_2, b_3, b_4)$  for every combination of  $b_0, b_1, b_2, b_3, b_4$  of type  $\mathbb{B}$ . Again show the intermediate steps.
- 3. Consider the LPE description of a lossy channel system, where actions r, s and l represent receiving, sending and losing, respectively.

$$\begin{array}{lcl} C(b{:}\mathbb{B},m{:}\mathbb{N}) & = & \sum\limits_{k{:}\mathbb{N}} \; b \longrightarrow r(k) \cdot C(\mathsf{false},k) \\ & + & \neg b \longrightarrow s(m) \cdot C(\mathsf{true},m) \\ & + & \neg b \longrightarrow l \cdot C(\mathsf{true},m) \end{array}$$

Let  $\phi$  be first-order modal  $\mu$ -calculus formula  $\nu X$ .  $\mu Y$ .  $(\langle l \rangle X \vee \langle \neg l \rangle Y)$ .

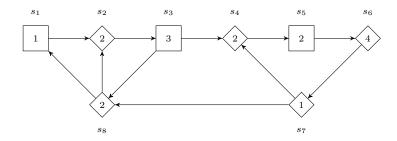
(a) Verify whether the PBES given below can be the result (up to logical equivalence) of the transformation  $\mathsf{E}\ \phi$  applied to C. Clearly relate the (sub)expressions in the PBES to the (sub)expressions in  $\phi$ , or mark the (sub)expression(s) of  $\phi$  that demonstrate(s) an error in the transformation and correct it.

$$\begin{array}{lcl} \Big(\nu X(b{:}\mathbb{B},m{:}\mathbb{N}) & = & Y(b,m)\Big) \\ \Big(\mu Y(b{:}\mathbb{B},m{:}\mathbb{N}) & = & (\neg b \wedge X(\mathsf{true},m)) \\ & \vee & (\neg b \wedge Y(\mathsf{true},m) \\ & \vee & (\exists k{:}\mathbb{N}.\ b \wedge Y(\mathsf{false},k))\Big) \end{array}$$

(b) If possible, compute and solve a Boolean Equation System from the above PBES that answers whether  $X(\mathsf{true}, m_0) = \mathsf{true}$  (for given value  $m_0 \in \mathbb{N}$ ), or clearly indicate why this cannot be done.

### 4 Parity Games

1. Consider the following Parity Game G, where the diamond vertices are owned by player Even and the square vertices are owned by player Odd. The priorities associated to each vertex are written inside the vertices.



- (a) Determine the set of vertices won by player Even.
- (b) Validate your answer by transforming the problem to a Boolean equation system.
- 2. Compute the Parity Games underlying the Boolean equation systems of Exercises 2.3 and 2.4