

Lecture 16:
Computation Tree Logic (CTL)

Programme for the upcoming lectures

Introducing CTL

Basic Algorithms for CTL

CTL and Fairness; computing strongly connected components

Basic Decision Diagrams

Tool demonstration: SMV

LTL and CTL

LTL (linear-time logic)

- Describes properties of individual executions.
- Semantics defined as a set of executions.

CTL (computation tree logic)

- Describes properties of a *computation tree*: formulas can reason about many executions at once. (CTL belongs to the family of *branching-time logics*.)
- Semantics defined in terms of states.

Computation tree

Let $\mathcal{T} = \langle S, \rightarrow, s^0 \rangle$ be a transition system.

Intuitively, the **computation tree** of \mathcal{T} is the acyclic unfolding of \mathcal{T} .

Formally, we can define the unfolding as the least (possibly infinite) transition system $\langle U, \rightarrow', u^0 \rangle$ with a labelling $I: U \rightarrow S$ such that

$u^0 \in U$ and $I(u^0) = s^0$;

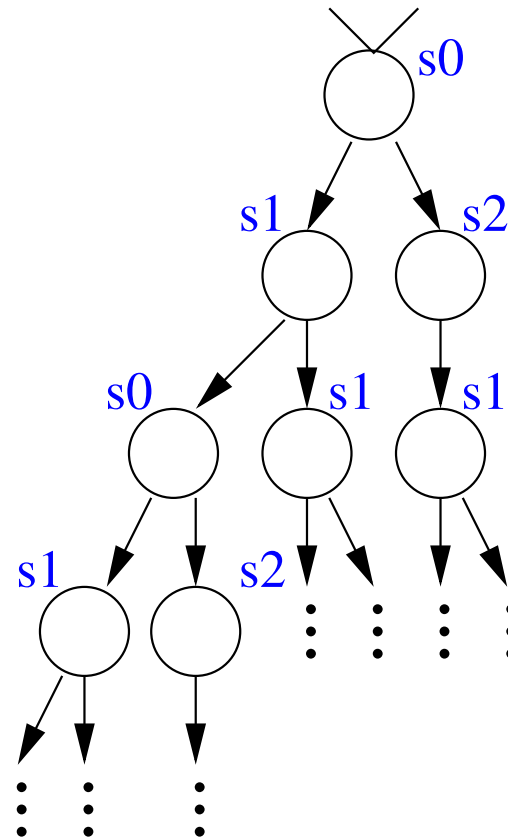
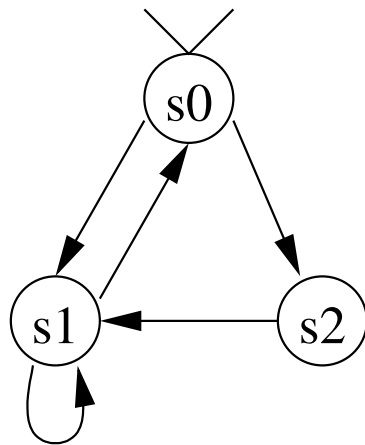
if $u \in U$, $I(u) = s$, and $s \rightarrow s'$ for some u, s, s' ,
then there is $u' \in U$ with $u \rightarrow' u'$ and $I(u') = s'$;

u^0 does not have a direct predecessor, and all other states in U have exactly one direct predecessor.

Note: For model checking CTL, the construction of the computation tree will not be necessary. However, this definition serves to clarify the concepts behind CTL.

Computation tree: Example

A transition system and its computation tree (labelling l given in blue):



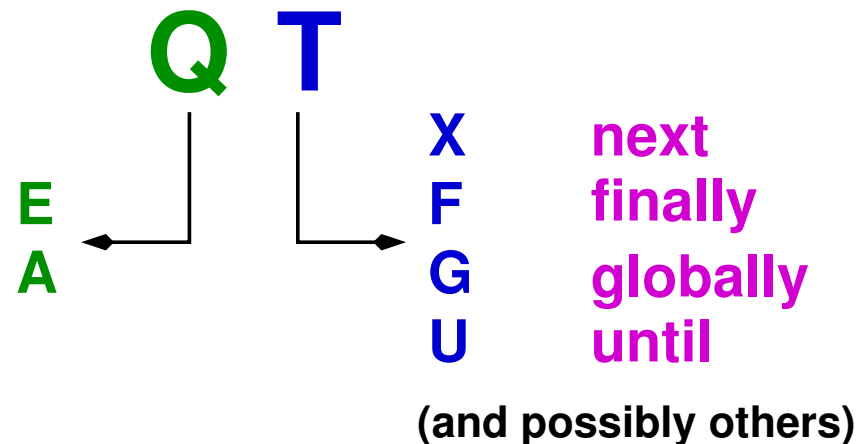
CTL: Overview

CTL = Computation-Tree Logic

Combines temporal operators with quantification over runs

Operators have the following form:

there exists an execution
for all executions



CTL: Syntax

We define a minimal syntax first. Later we define additional operators with the help of the minimal syntax.

Let AP be a set of atomic propositions: The set of **CTL formulas** over AP is as follows:

if $a \in AP$, then a is a CTL formula;

if ϕ_1, ϕ_2 are CTL formulas, then so are

$\neg\phi_1$, $\phi_1 \vee \phi_2$, **EX** ϕ_1 , **EG** ϕ_1 , ϕ_1 **EU** ϕ_2

CTL: Semantics

Let $\mathcal{K} = (S, \rightarrow, s^0, AP, \nu)$ be a Kripke structure.

We define the semantic of every CTL formula ϕ over AP w.r.t. \mathcal{K} as a set of states $\llbracket \phi \rrbracket_{\mathcal{K}}$, as follows:

$$\llbracket a \rrbracket_{\mathcal{K}} = \nu(a) \quad \text{for } a \in AP$$

$$\llbracket \neg \phi_1 \rrbracket_{\mathcal{K}} = S \setminus \llbracket \phi_1 \rrbracket_{\mathcal{K}}$$

$$\llbracket \phi_1 \vee \phi_2 \rrbracket_{\mathcal{K}} = \llbracket \phi_1 \rrbracket_{\mathcal{K}} \cup \llbracket \phi_2 \rrbracket_{\mathcal{K}}$$

$$\llbracket \mathbf{EX} \phi_1 \rrbracket_{\mathcal{K}} = \{ s \mid \text{there is a } t \text{ s.t. } s \rightarrow t \text{ and } t \in \llbracket \phi_1 \rrbracket_{\mathcal{K}} \}$$

$$\llbracket \mathbf{EG} \phi_1 \rrbracket_{\mathcal{K}} = \{ s \mid \text{there is a run } \rho \text{ with } \rho(0) = s \\ \text{and } \rho(i) \in \llbracket \phi_1 \rrbracket_{\mathcal{K}} \text{ for all } i \geq 0 \}$$

$$\llbracket \phi_1 \mathbf{EU} \phi_2 \rrbracket_{\mathcal{K}} = \{ s \mid \text{there is a run } \rho \text{ with } \rho(0) = s \text{ and } k \geq 0 \text{ s.t.} \\ \rho(i) \in \llbracket \phi_1 \rrbracket_{\mathcal{K}} \text{ for all } i < k \text{ and } \rho(k) \in \llbracket \phi_2 \rrbracket_{\mathcal{K}} \}$$

We say that \mathcal{K} satisfies ϕ (denoted $\mathcal{K} \models \phi$) iff $s^0 \in \llbracket \phi \rrbracket_{\mathcal{K}}$.

We declare two formulas equivalent (written $\phi_1 \equiv \phi_2$) iff for every Kripke structure \mathcal{K} we have $\llbracket \phi_1 \rrbracket_{\mathcal{K}} = \llbracket \phi_2 \rrbracket_{\mathcal{K}}$.

In the following, we omit the index \mathcal{K} from $\llbracket \cdot \rrbracket_{\mathcal{K}}$ if \mathcal{K} is understood.

CTL: Extended syntax

$$\phi_1 \wedge \phi_2 \equiv \neg(\neg\phi_1 \vee \neg\phi_2)$$

$$\text{true} \equiv a \vee \neg a$$

$$\text{false} \equiv \neg\text{true}$$

$$\phi_1 \text{ EW } \phi_2 \equiv \text{EG } \phi_1 \vee (\phi_1 \text{ EU } \phi_2)$$

$$\text{EF } \phi \equiv \text{true EU } \phi$$

$$\text{AX } \phi \equiv \neg \text{EX } \neg\phi$$

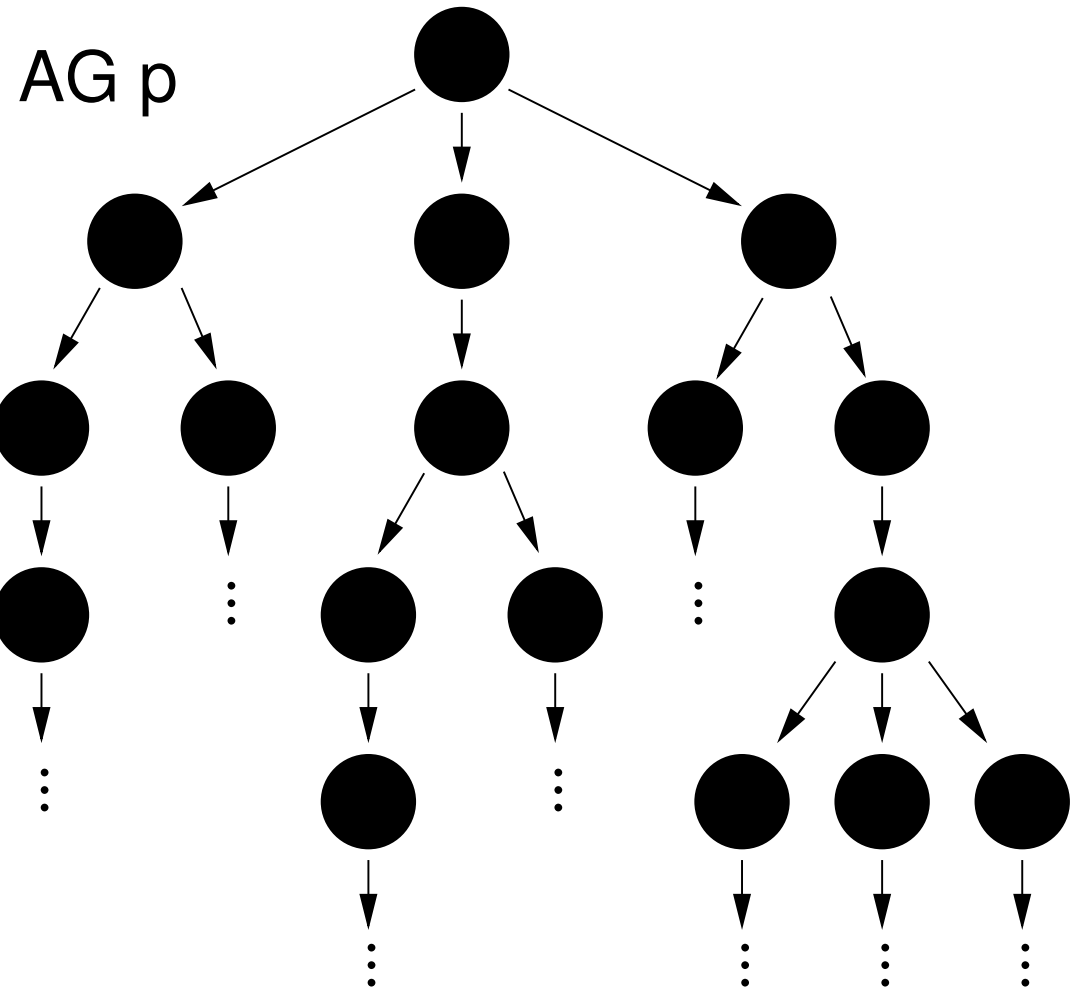
$$\text{AG } \phi \equiv \neg \text{EF } \neg\phi$$

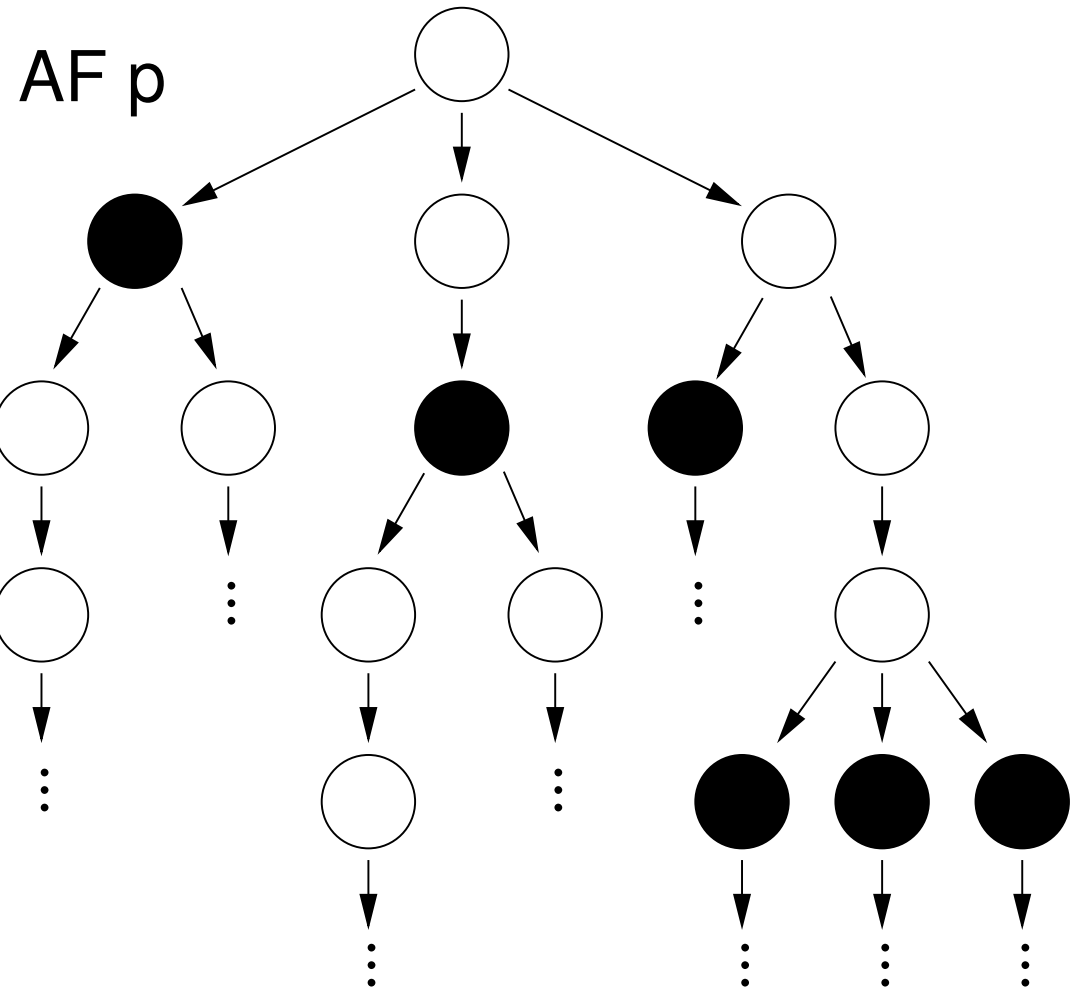
$$\text{AF } \phi \equiv \neg \text{EG } \neg\phi$$

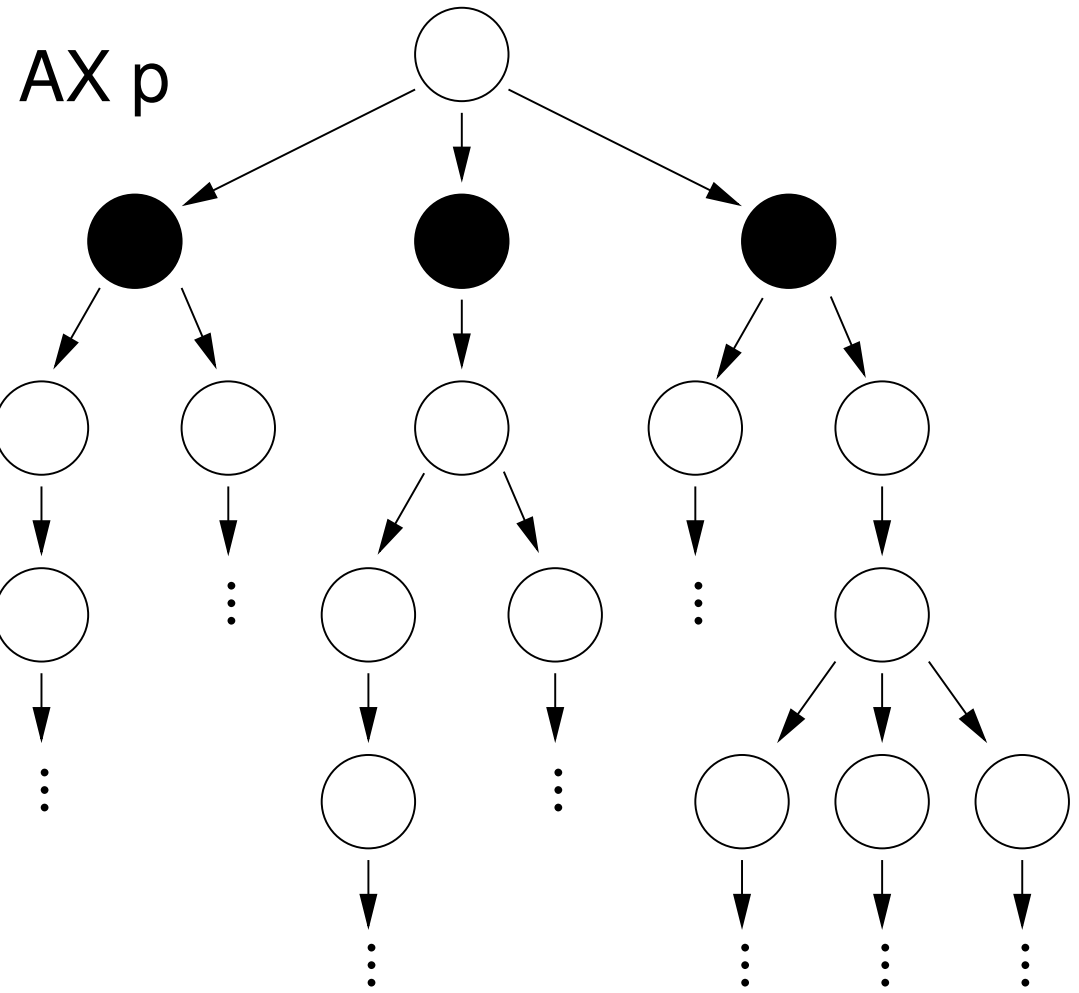
$$\phi_1 \text{ AW } \phi_2 \equiv \neg(\neg\phi_2 \text{ EU } \neg(\phi_1 \vee \phi_2))$$

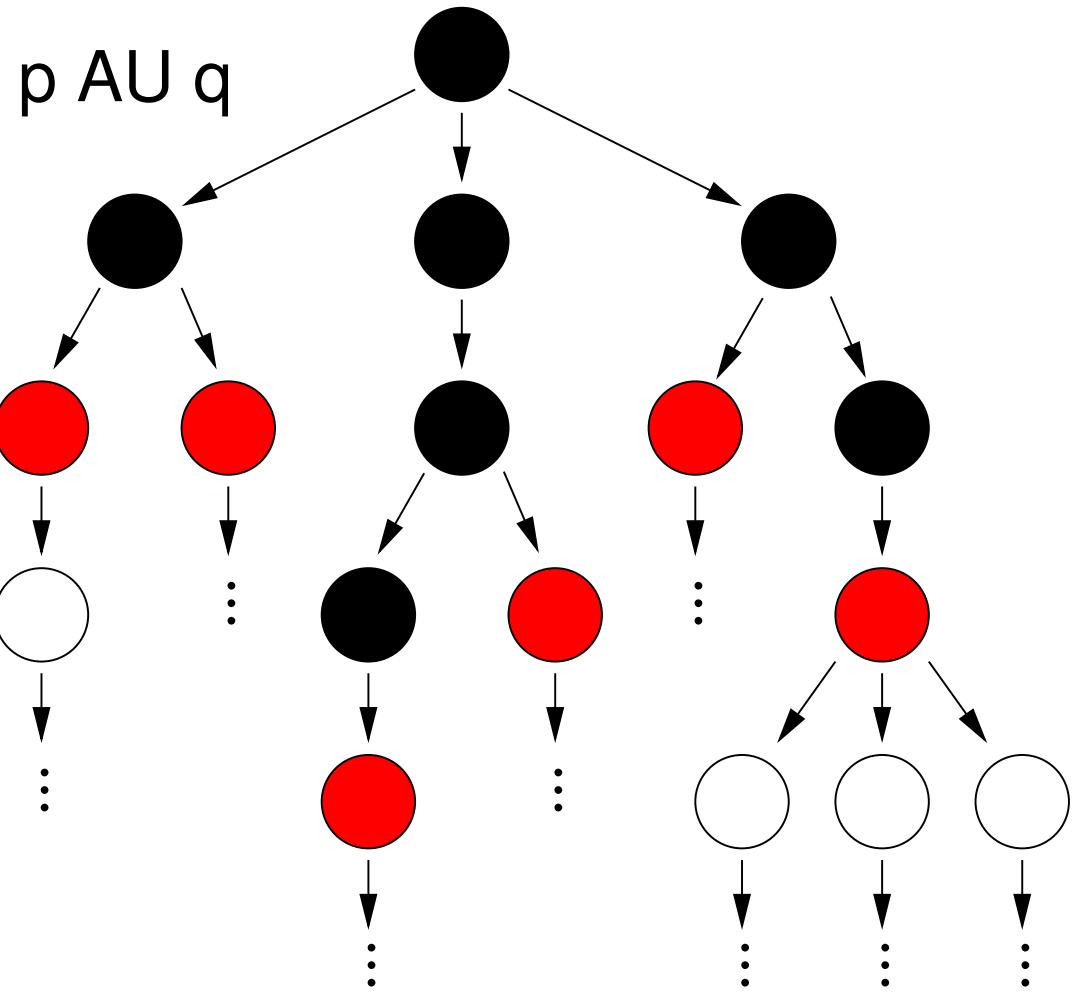
$$\phi_1 \text{ AU } \phi_2 \equiv \text{AF } \phi_2 \wedge (\phi_1 \text{ AW } \phi_2)$$

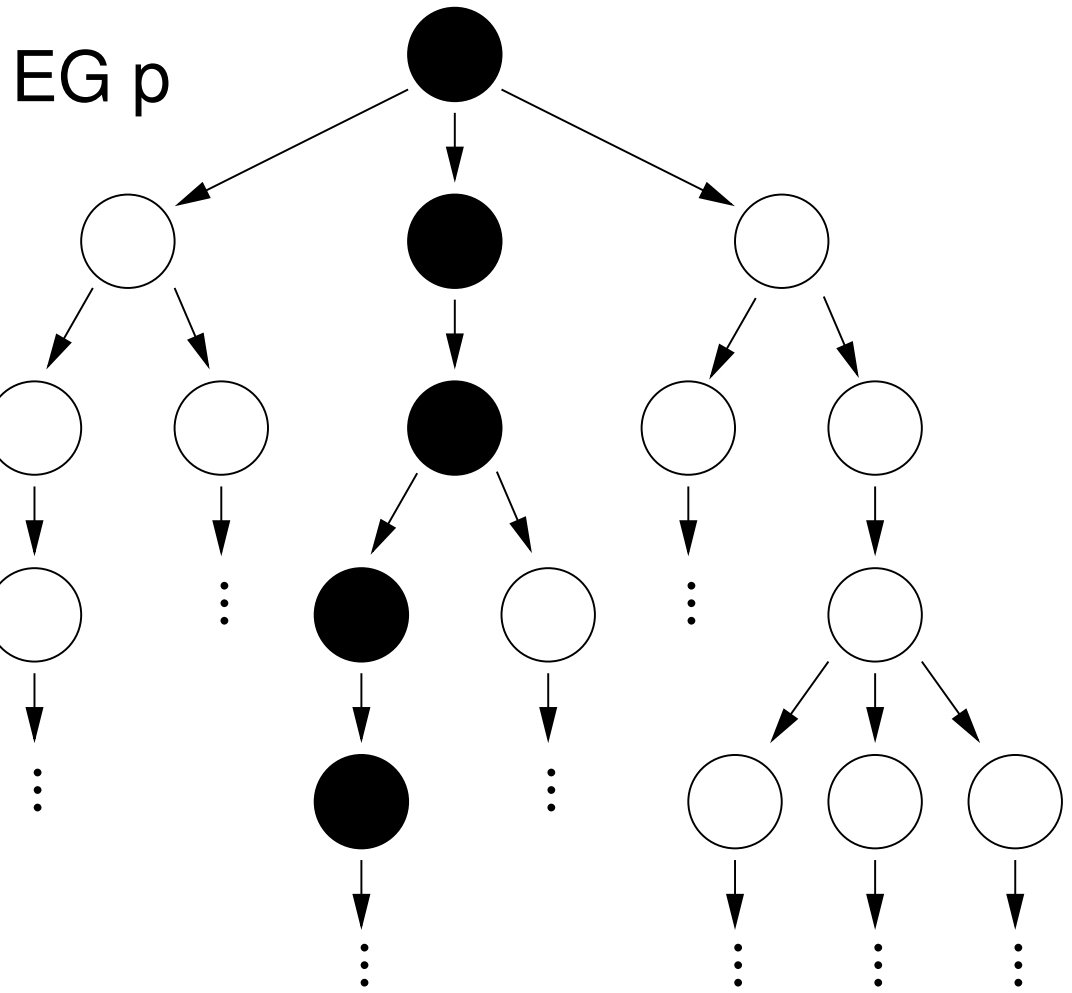
Other logical and temporal operators (e.g. \rightarrow), **ER**, **AR**, ... may also be defined.



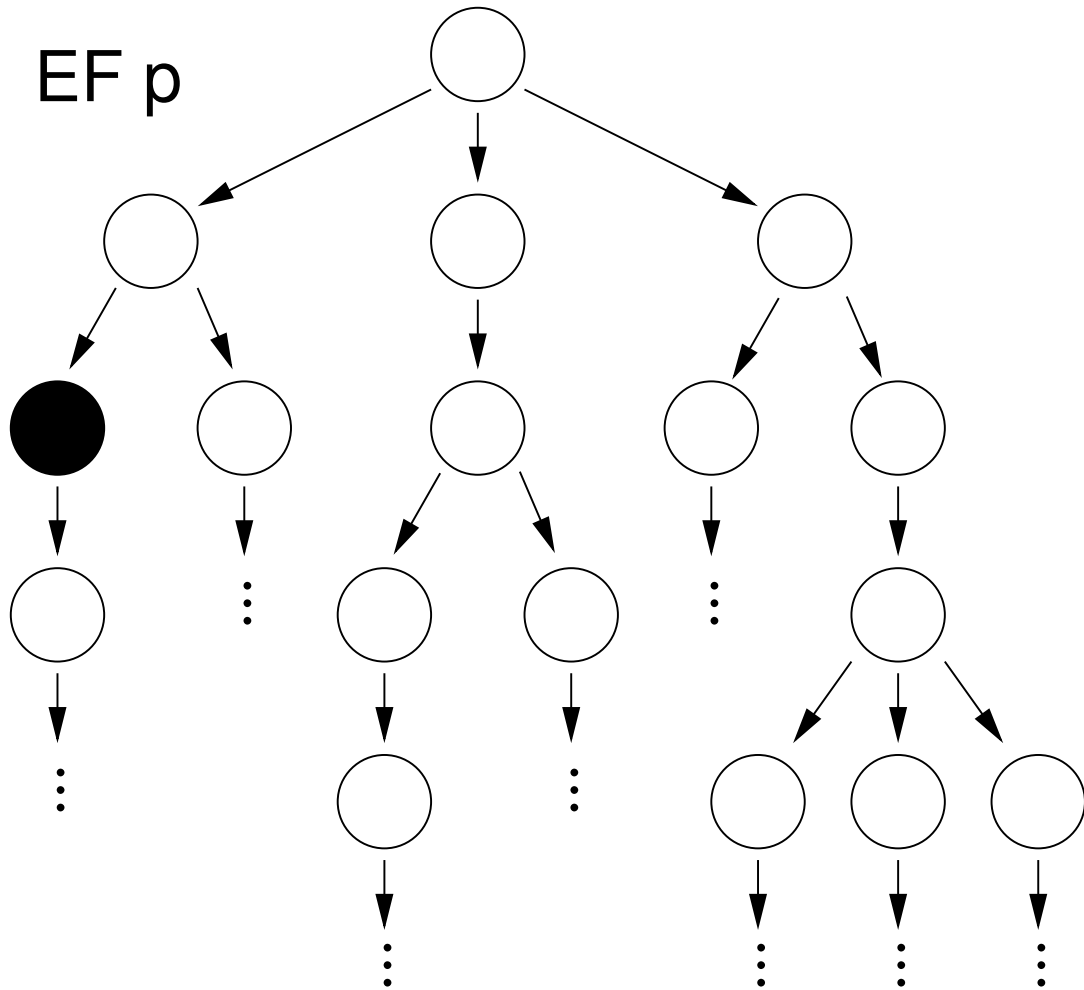




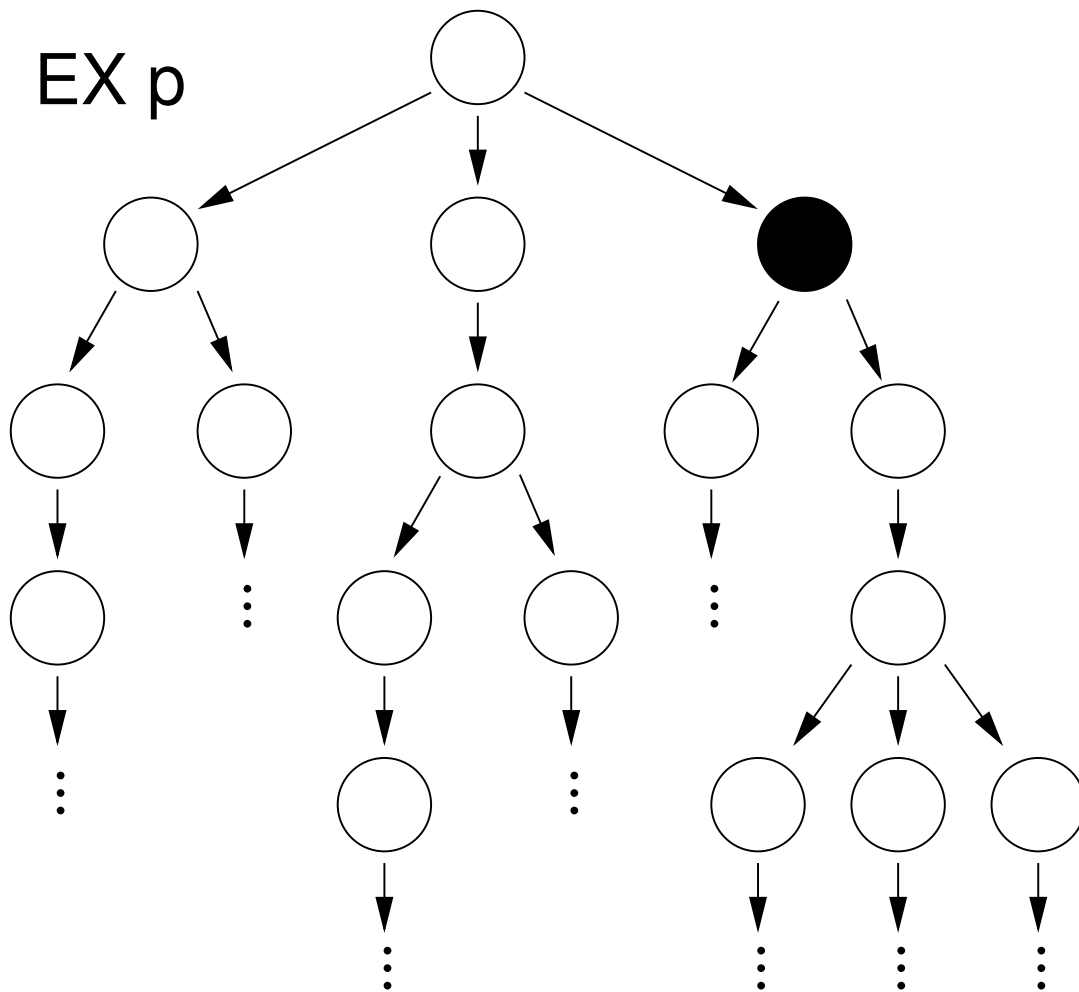


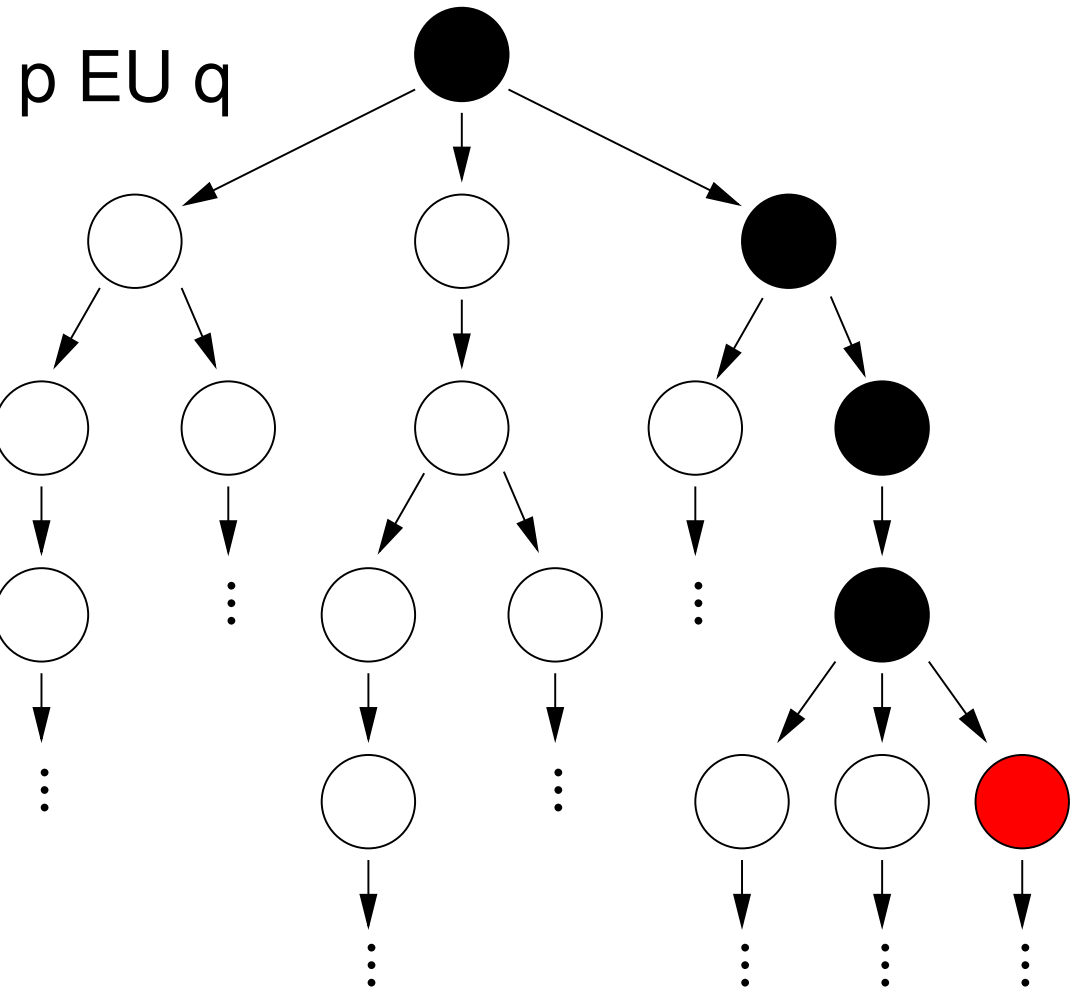


EF p

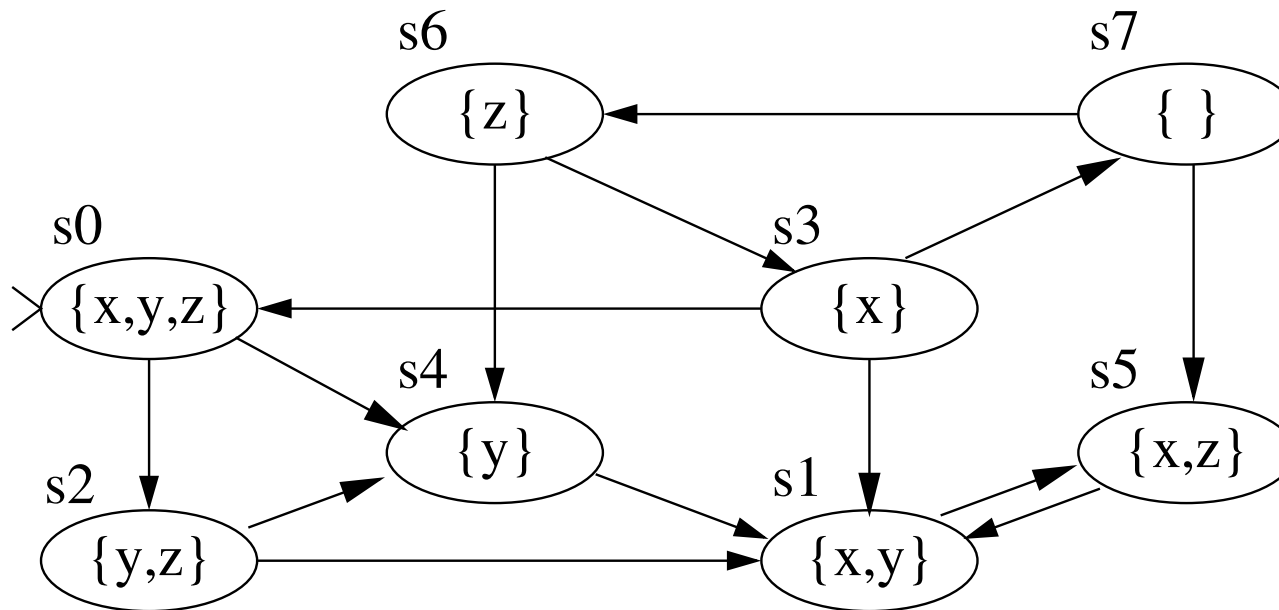


EX p





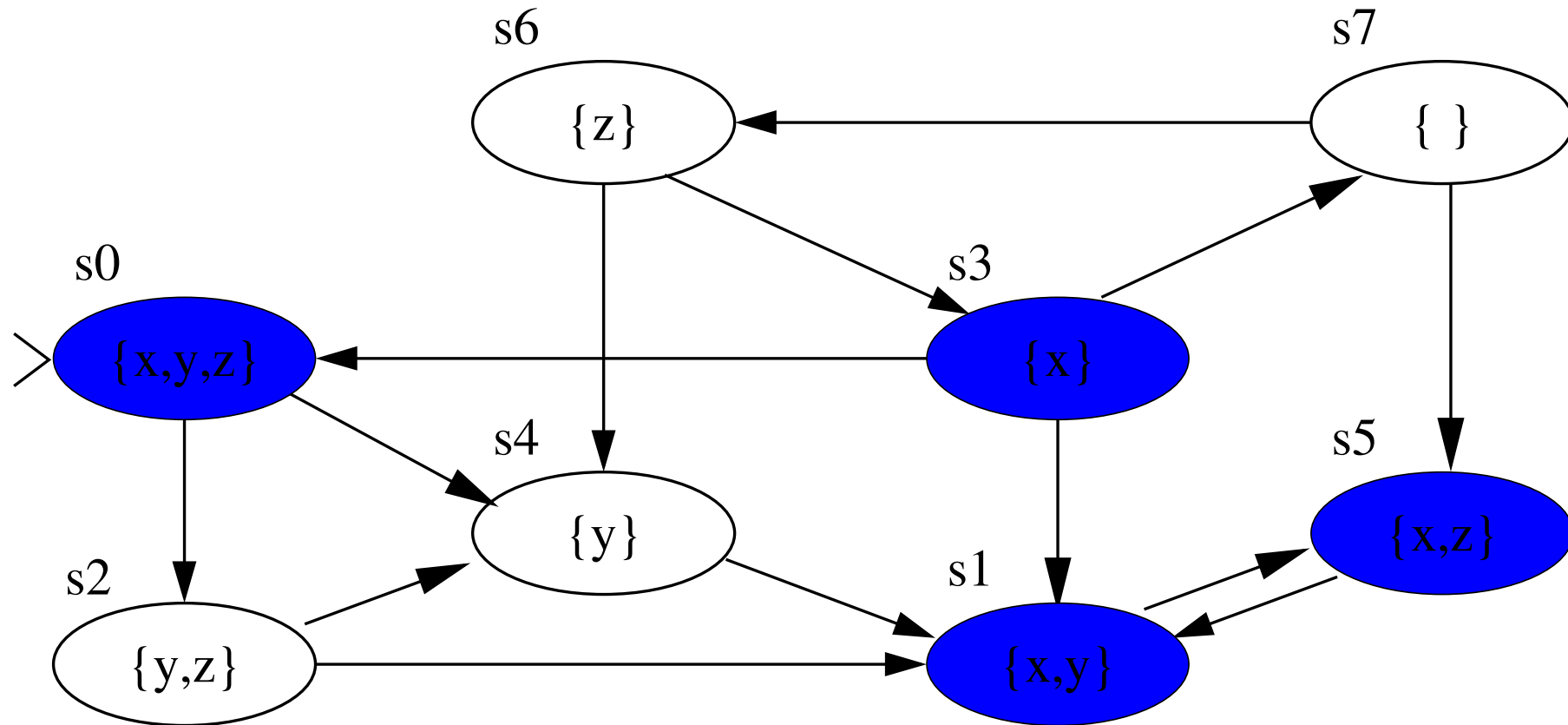
Solving nested formulas: Is $s_0 \in \llbracket \text{AF AG } x \rrbracket$?



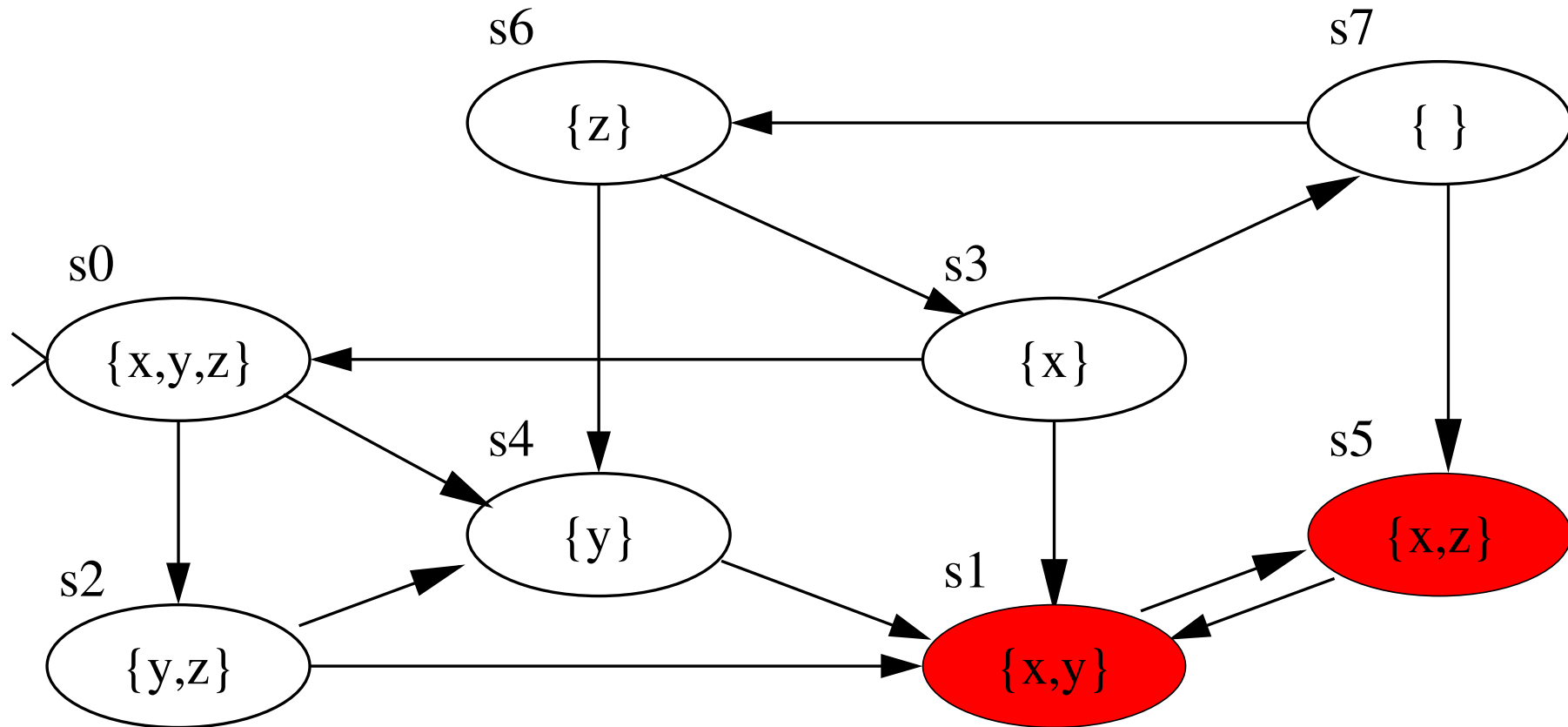
To compute the semantics of formulas with nested operators, we first compute the states satisfying the innermost formulas; then we use those results to solve progressively more complex formulas.

In this example, we compute $\llbracket x \rrbracket$, $\llbracket \text{AG } x \rrbracket$, and $\llbracket \text{AF AG } x \rrbracket$, in that order.

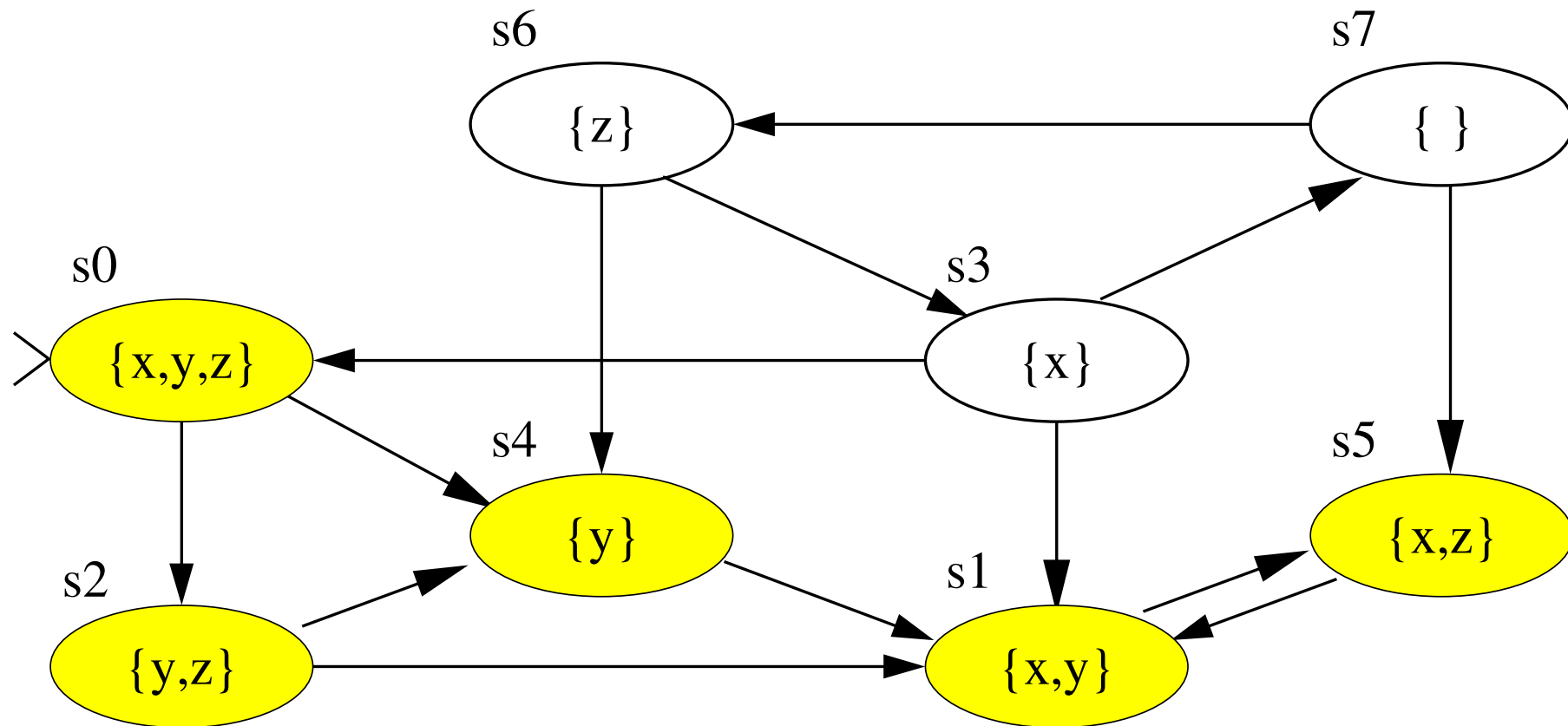
Bottom-up method (1): Compute $[[x]]$



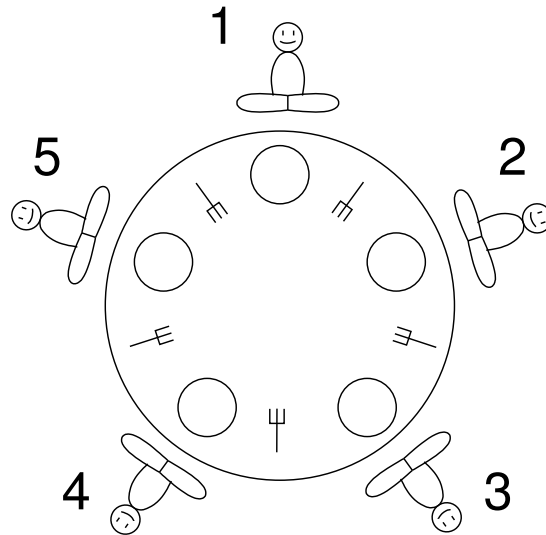
Bottom-up method (2): Compute $[[AG\ x]]$



Bottom-up method (3): Compute $[[AF\ AG\ x]]$



Example: Dining Philosophers



Five philosophers are sitting around a table, taking turns at thinking and eating.

We shall express a couple of properties in CTL. Let us assume the following atomic propositions:

$e_i \hat{=} \text{philosopher } i \text{ is currently eating}$

$f_i \hat{=} \text{philosopher } i \text{ has just finished eating}$

“Philosophers 1 and 4 will never eat at the same time.”

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$$AG \neg(e_1 \wedge e_4)$$

“Whenever philosopher 4 has finished eating, he cannot eat again until philosopher 3 has eaten.”

“Philosophers 1 and 4 will never eat at the same time.”

$$AG \neg(e_1 \wedge e_4)$$

“Whenever philosopher 4 has finished eating, he cannot eat again until philosopher 3 has eaten.”

$$AG(f_4 \rightarrow (\neg e_4 AW e_3))$$

“Philosopher 2 will be the first to eat.”

“Philosophers 1 and 4 will never eat at the same time.”

$$\text{AG } \neg(e_1 \wedge e_4)$$

“Whenever philosopher 4 has finished eating, he cannot eat again until philosopher 3 has eaten.”

$$\text{AG}(f_4 \rightarrow (\neg e_4 \text{ AW } e_3))$$

“Philosopher 2 will be the first to eat.”

$$\neg(e_1 \vee e_3 \vee e_4 \vee e_5) \text{ AU } e_2$$

Expressiveness of CTL and LTL (1/4)

CTL and LTL have a large overlap, i.e. properties expressible in both logics.

Examples:

Invariants (e.g., “ p never holds.”)

$$AG \neg p \quad \text{or} \quad G \neg p$$

Reactivity (“Whenever p happens, eventually q will happen.”)

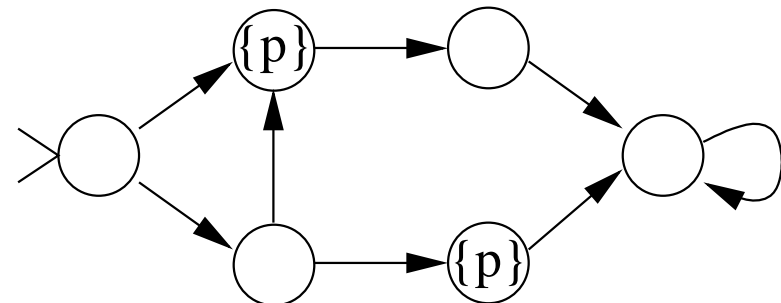
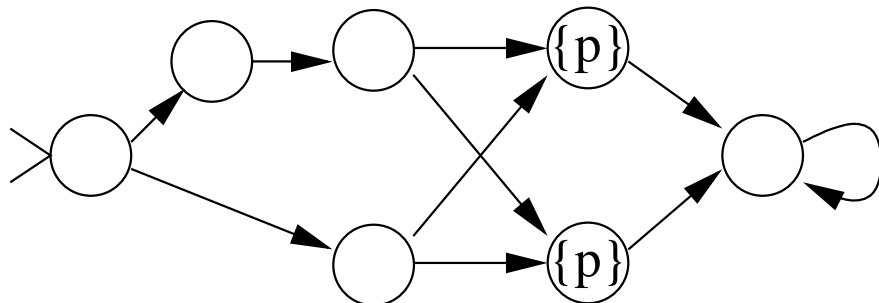
$$AG(p \rightarrow AF q) \quad \text{or} \quad G(p \rightarrow F q)$$

Expressiveness of CTL and LTL (2/4)

CTL considers the whole computation tree whereas LTL only considers individual runs. Thus CTL allows to reason about the *branching behaviour*, considering multiple possible runs at once. Examples:

The CTL property $AG\ EF\ p$ (“reset property”) is not expressible in LTL.

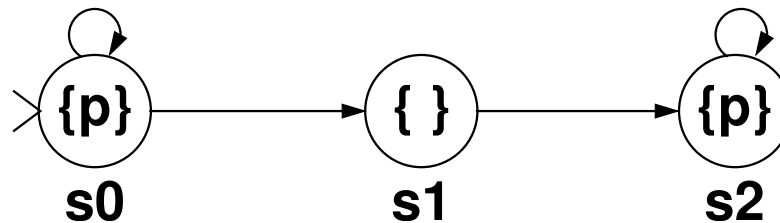
The CTL property $AF\ AX\ p$ distinguishes the following two systems, but the LTL property $FX\ p$ does not:



Expressiveness of CTL and LTL (3/4)

Even though CTL considers the whole computation tree, its state-based semantics is subtly different from LTL. Thus, there are also properties expressible in LTL but not in CTL. Examples:

The LTL property $\mathbf{F G} p$ is not expressible in CTL:



$$\mathcal{K} \models \mathbf{F G} p \quad \text{but} \quad \mathcal{K} \not\models \mathbf{A F A G} p$$

Expressiveness of CTL and LTL (4/4)

Also, **fairness conditions** are not directly expressible in CTL:

$$(GF p_1 \wedge GF p_2) \rightarrow \phi$$

However, as we shall see later, there is another way to extend CTL with fairness conditions.

Conclusion: The expressiveness of CTL and LTL is incomparable; there is an overlap, and each logic can express properties that the other cannot.

Remark: There is a logic called **CTL*** that combines the expressiveness of CTL and LTL. However, we will not deal with it in this course.