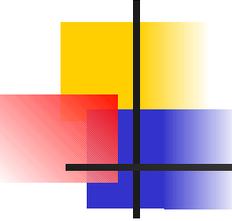


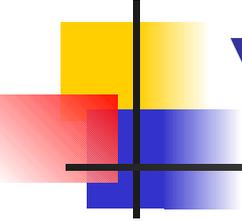
Probabilistic Verification of Discrete Event Systems

Håkan L. S. Younes



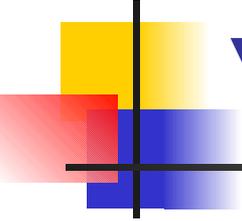
Introduction

- Verify properties of discrete event systems
- Probabilistic and real-time properties
- Properties expressed using CSL
- Acceptance sampling
- Guaranteed error bounds

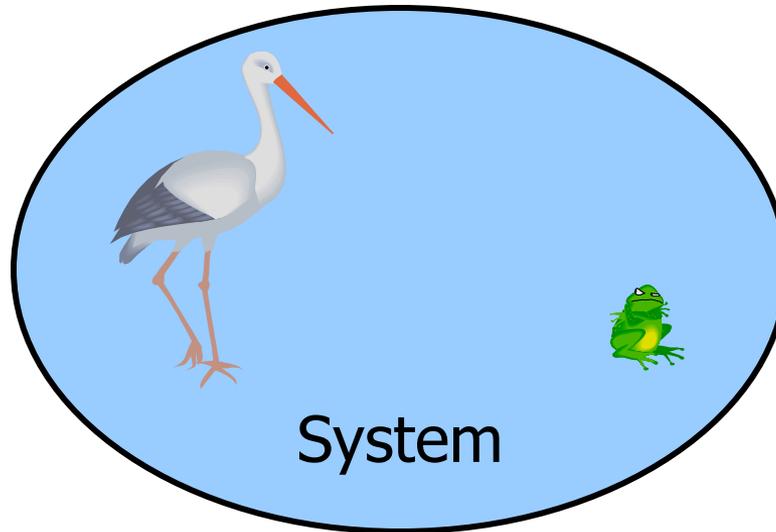


“The Hungry Stork”

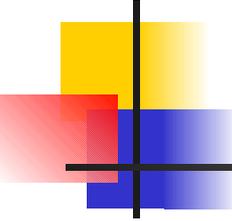




“The Hungry Stork”

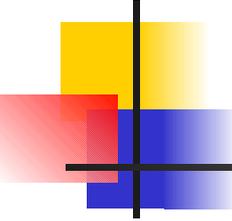


“The probability is at least 0.7 that the stork satisfies its hunger within 180 seconds”



Systems

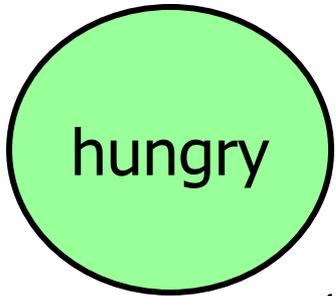
- A stork hunting for frogs
- The CMU post office
- The Swedish telephone system
- The solar system



Discrete Event Systems

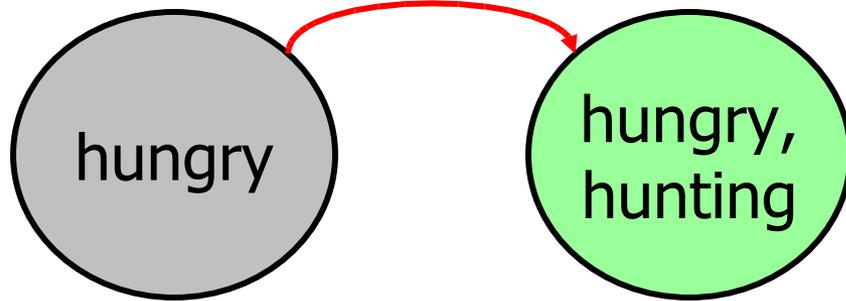
- Discrete state changes at the occurrence of events
 - A stork hunting for frogs
 - The CMU post office
 - The Swedish telephone system
 - ~~The solar system~~

“The Hungry Stork” as a Discrete Event System

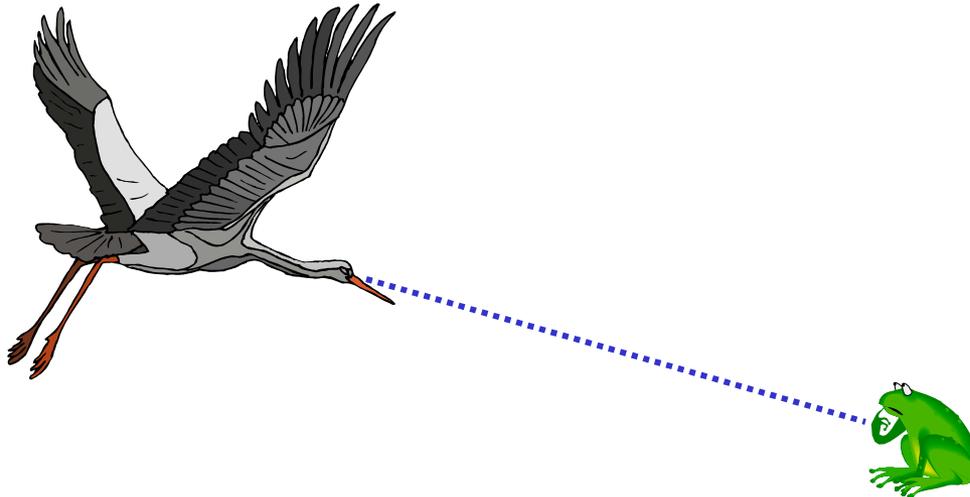


"The Hungry Stork" as a Discrete Event System

stork sees frog



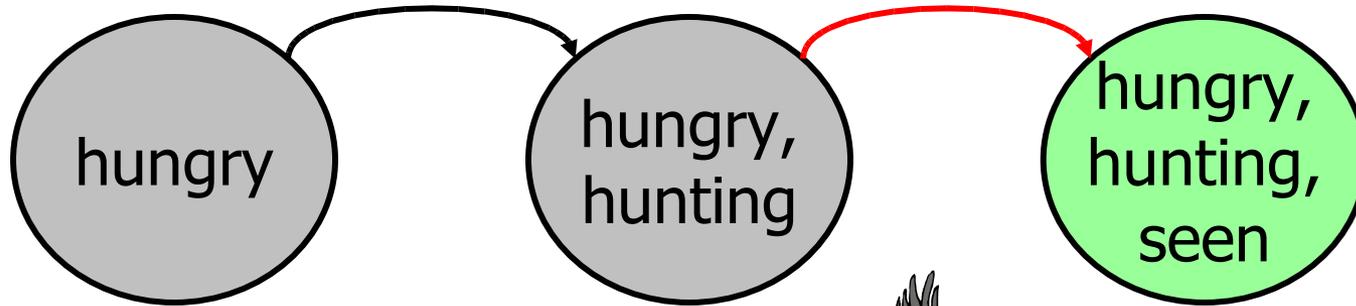
40 sec



"The Hungry Stork" as a Discrete Event System

stork sees frog

frog sees stork

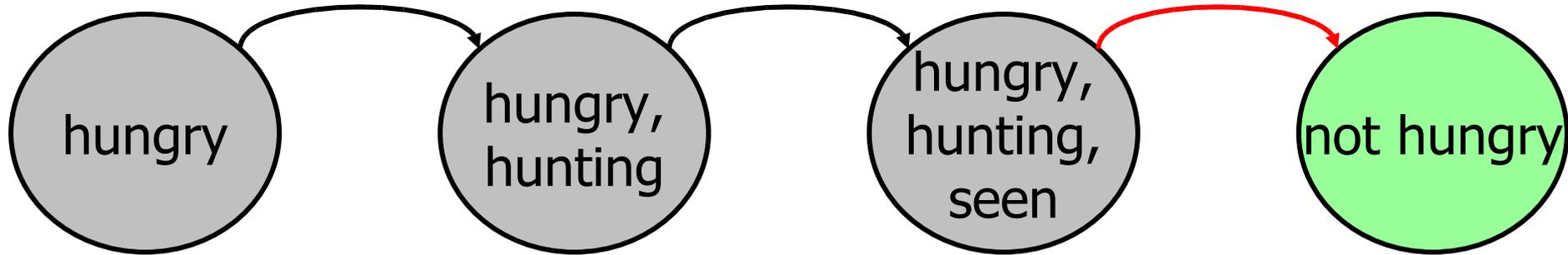


"The Hungry Stork" as a Discrete Event System

stork sees frog

frog sees stork

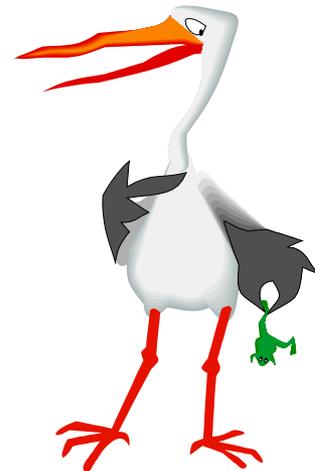
stork eats frog

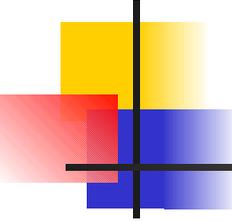


40 sec

19 sec

1 sec



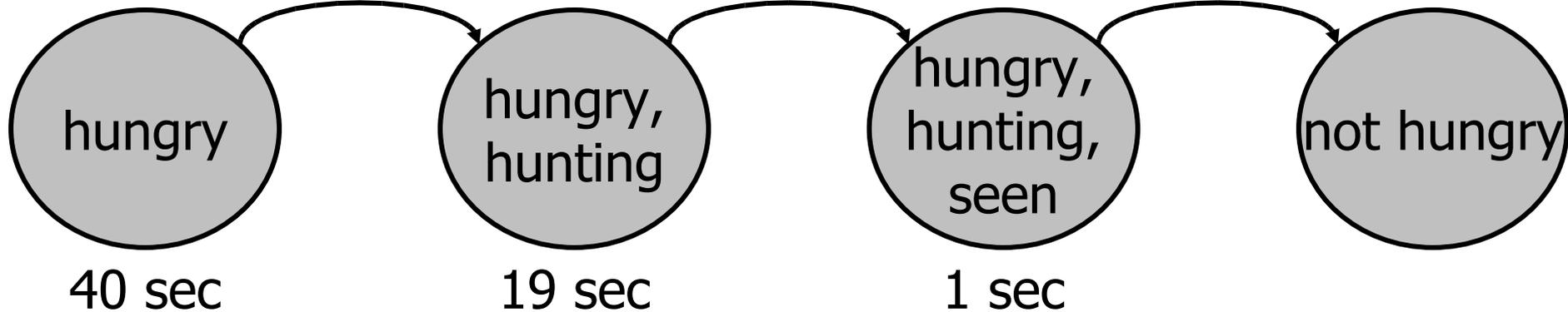


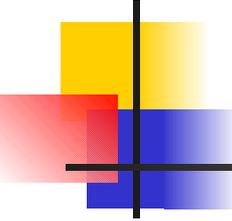
Sample Execution Paths

stork sees frog

frog sees stork

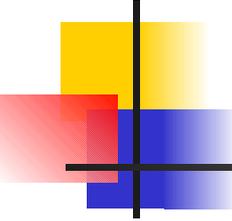
stork eats frog





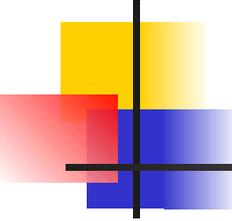
Properties of Interest

- Probabilistic real-time properties
 - “The probability is at least 0.7 that the stork satisfies its hunger within 180 seconds”



Properties of Interest

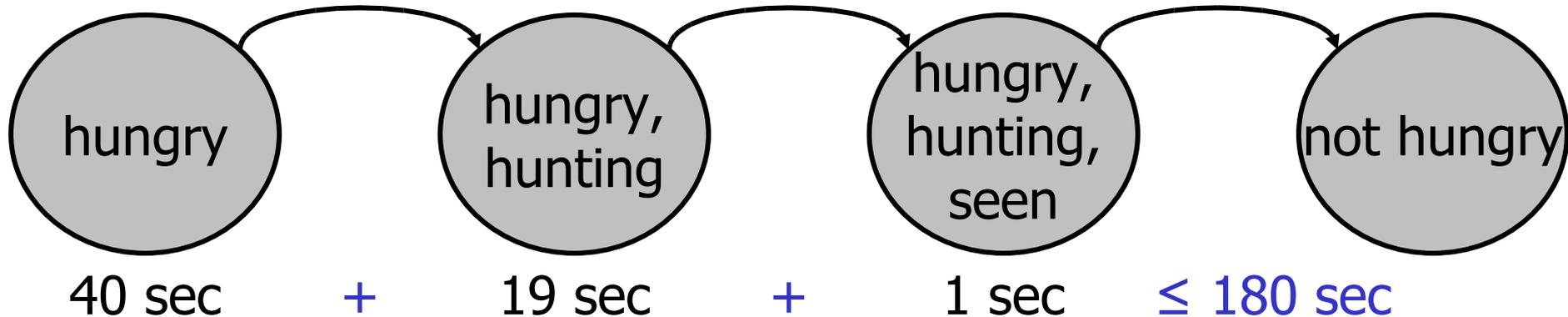
- Probabilistic **real-time** properties
 - “The probability is at least 0.7 that **the stork satisfies its hunger within 180 seconds**”



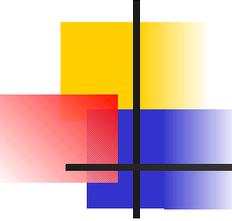
Verifying Real-time Properties

- “The stork satisfies its hunger within 180 seconds”

stork sees frog frog sees stork stork eats frog



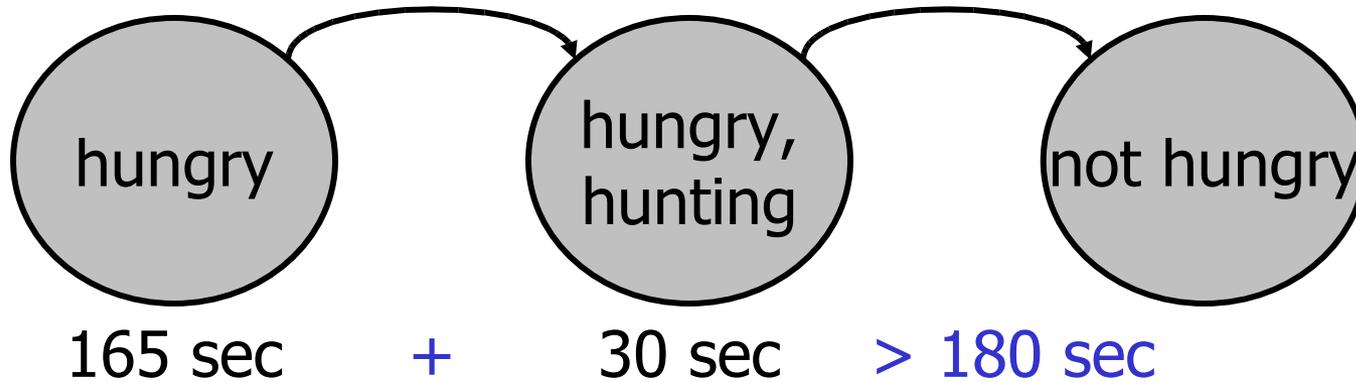
True!



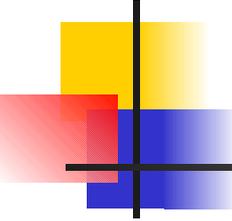
Verifying Real-time Properties

- “The stork satisfies its hunger within 180 seconds”

stork sees frog Stork eats frog

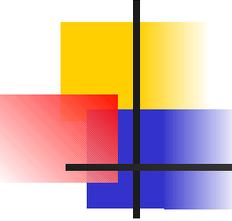


False!



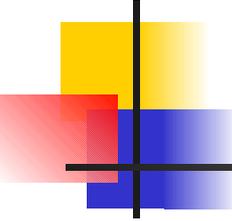
Verifying Probabilistic Properties

- “The probability is at least 0.7 that X”
 - Symbolic Methods
 - Pro: Exact solution
 - Con: Works for a **restricted** class of systems
 - Sampling
 - Pro: Works for **all** systems that can be simulated
 - Con: Uncertainty in correctness of solution



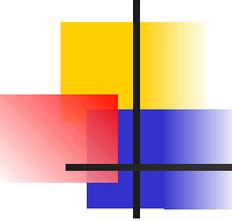
Our Approach

- Use **simulation** to generate sample execution paths
- Use **sequential acceptance sampling** to verify probabilistic properties



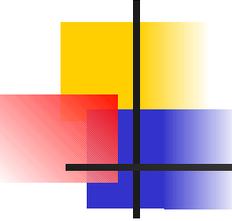
Error Bounds

- Probability of false negative: $\leq \alpha$
 - We say that P is false when it is true
- Probability of false positive: $\leq \beta$
 - We say that P is true when it is false



Acceptance Sampling

- Hypothesis: “The probability is at least θ that X ”



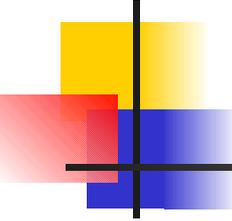
Acceptance Sampling

- Hypothesis: $\Pr_{\geq \theta}(X)$

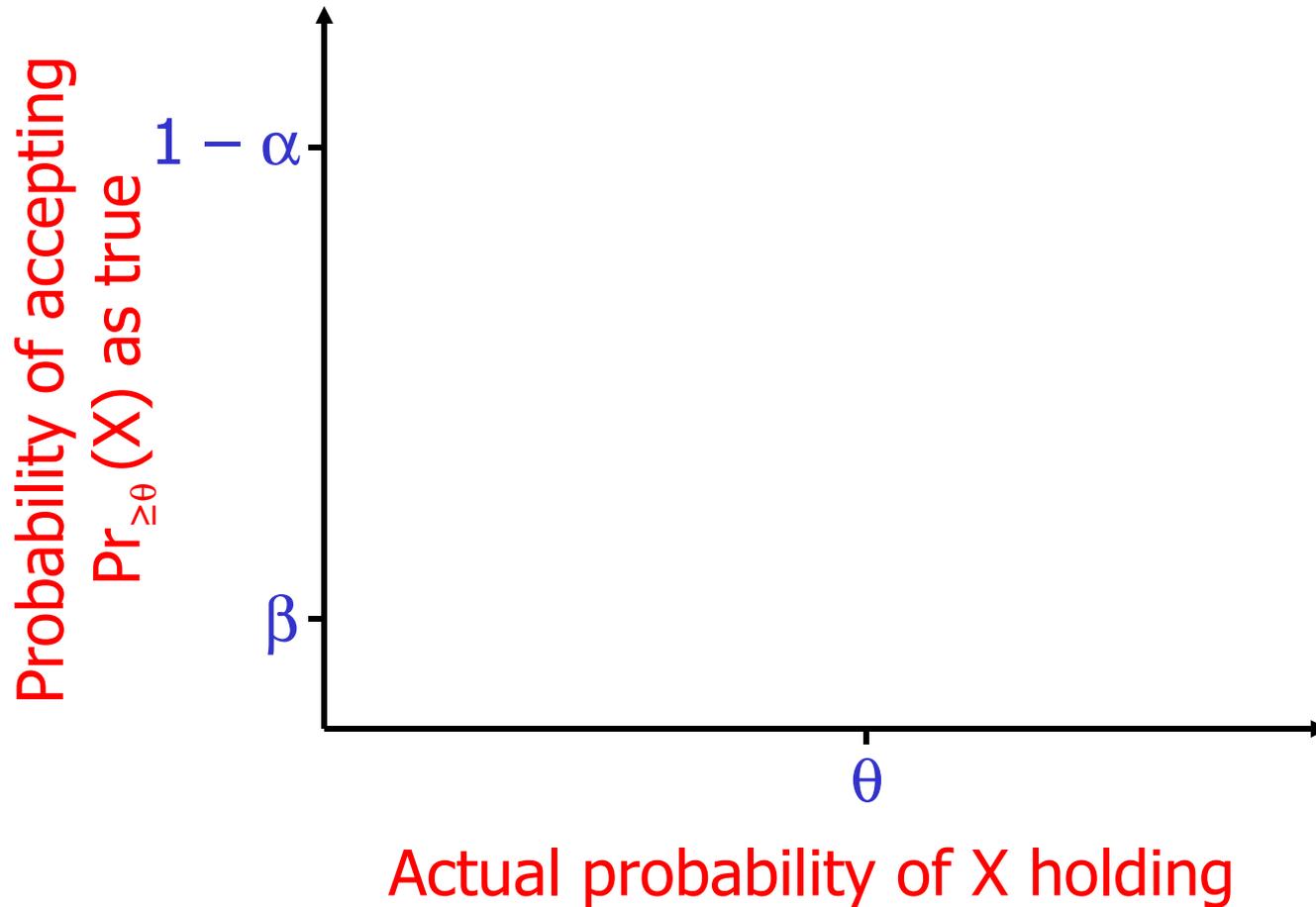
Sequential Acceptance Sampling

- Hypothesis: $\Pr_{\geq \theta}(X)$

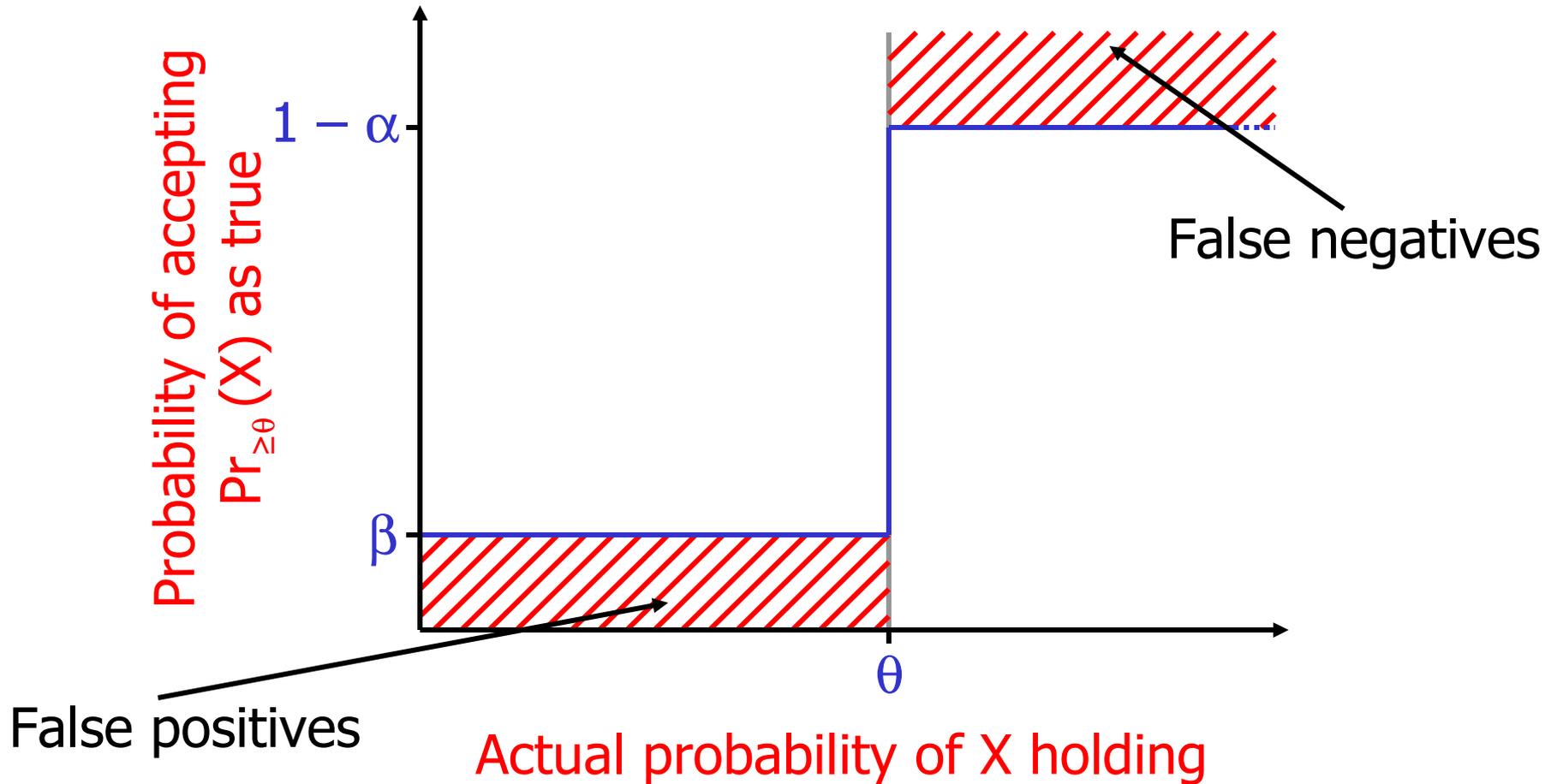




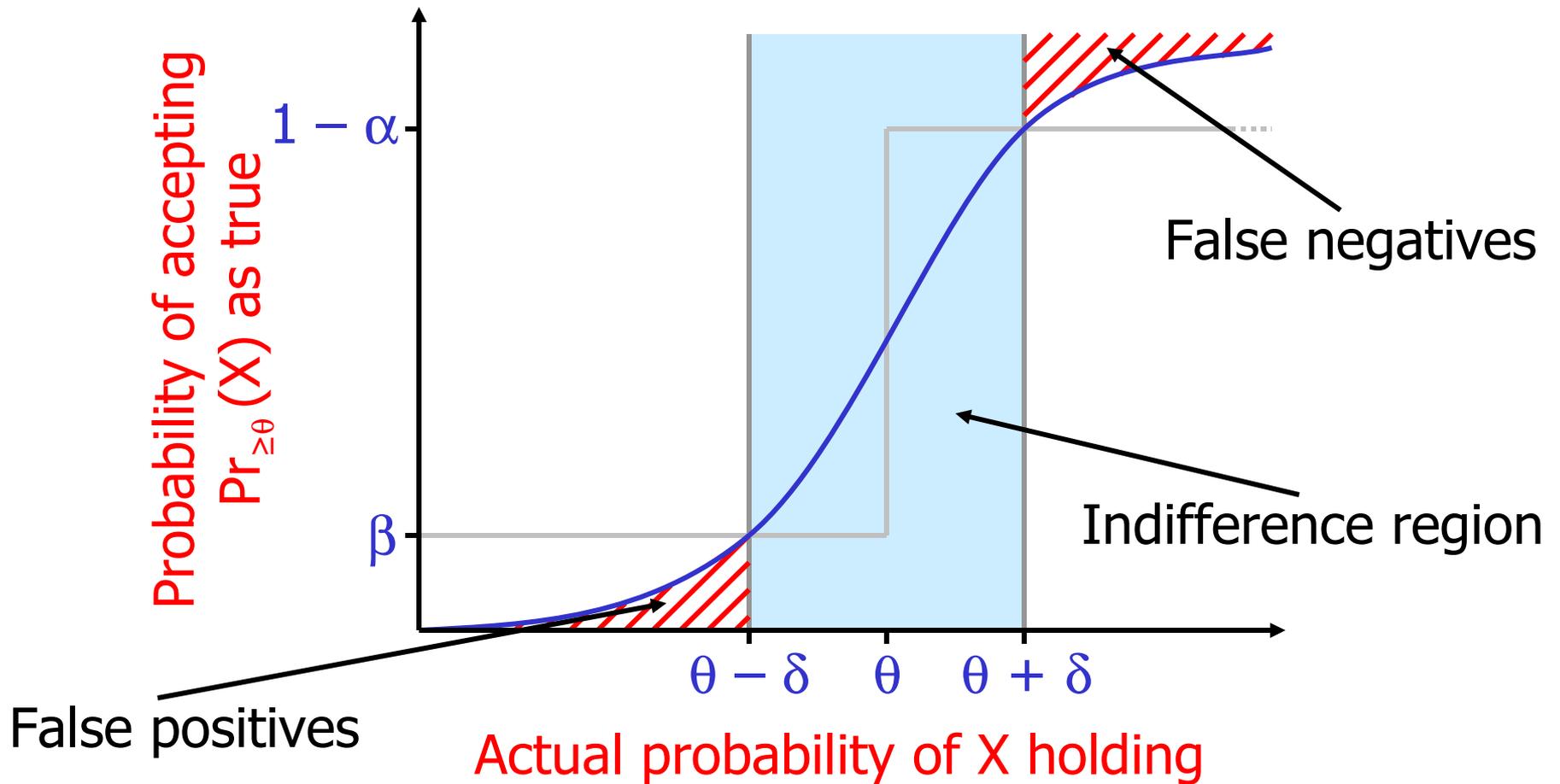
Performance of Test



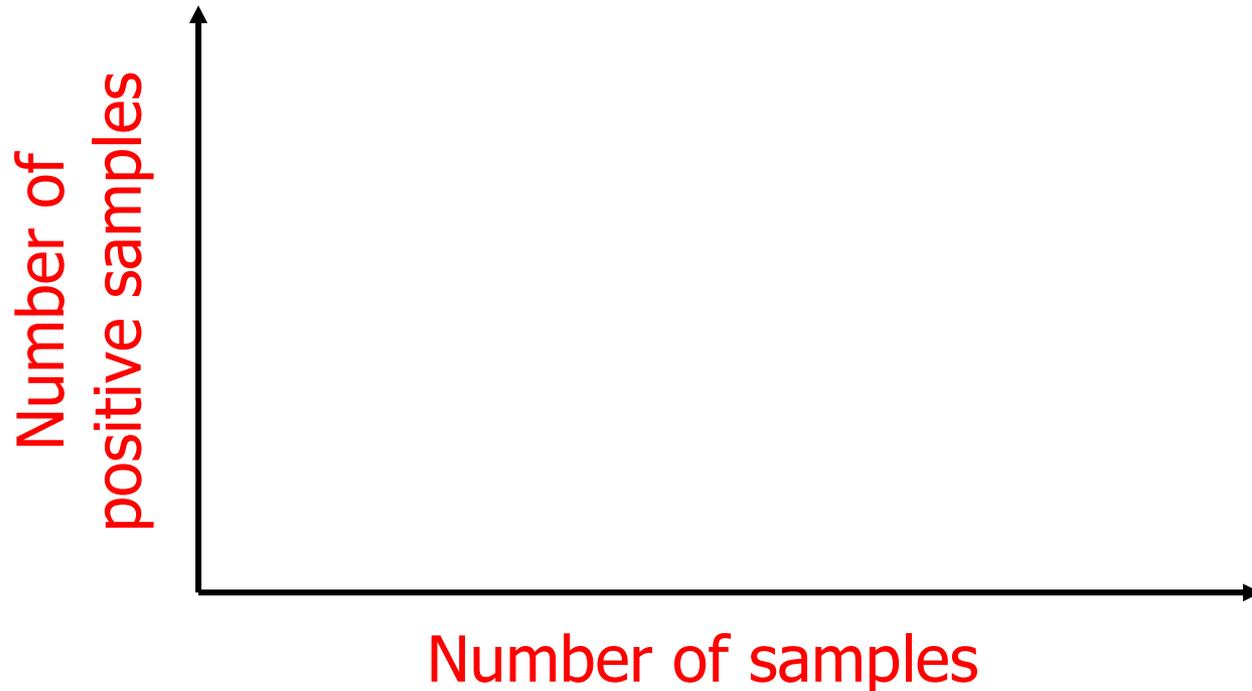
Ideal Performance



Actual Performance

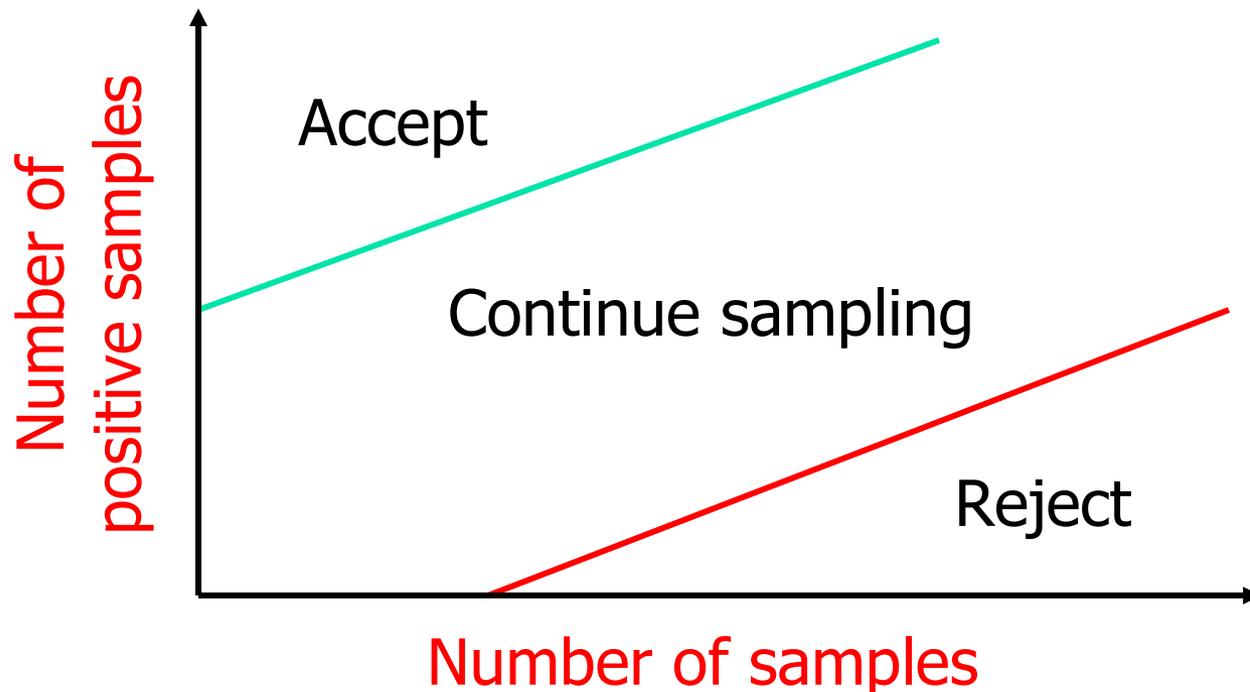


Graphical Representation of Sequential Test



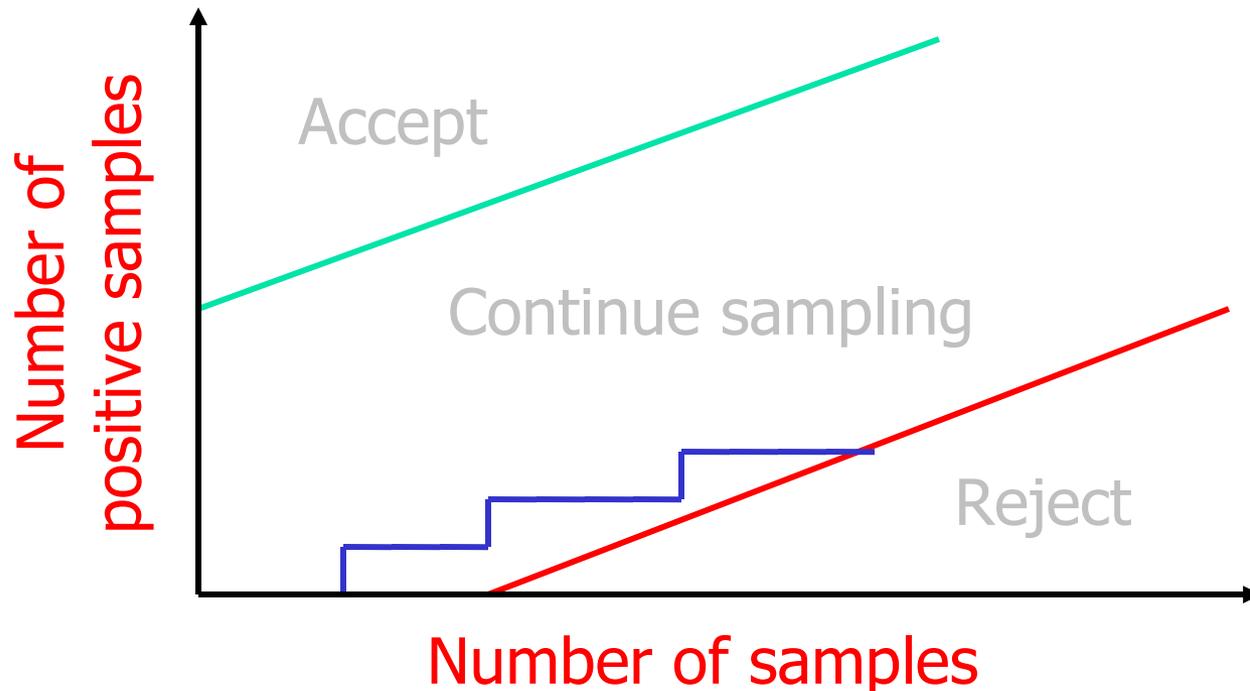
Graphical Representation of Sequential Test

- We can find an **acceptance line** and a **rejection line** given θ , δ , α , and β



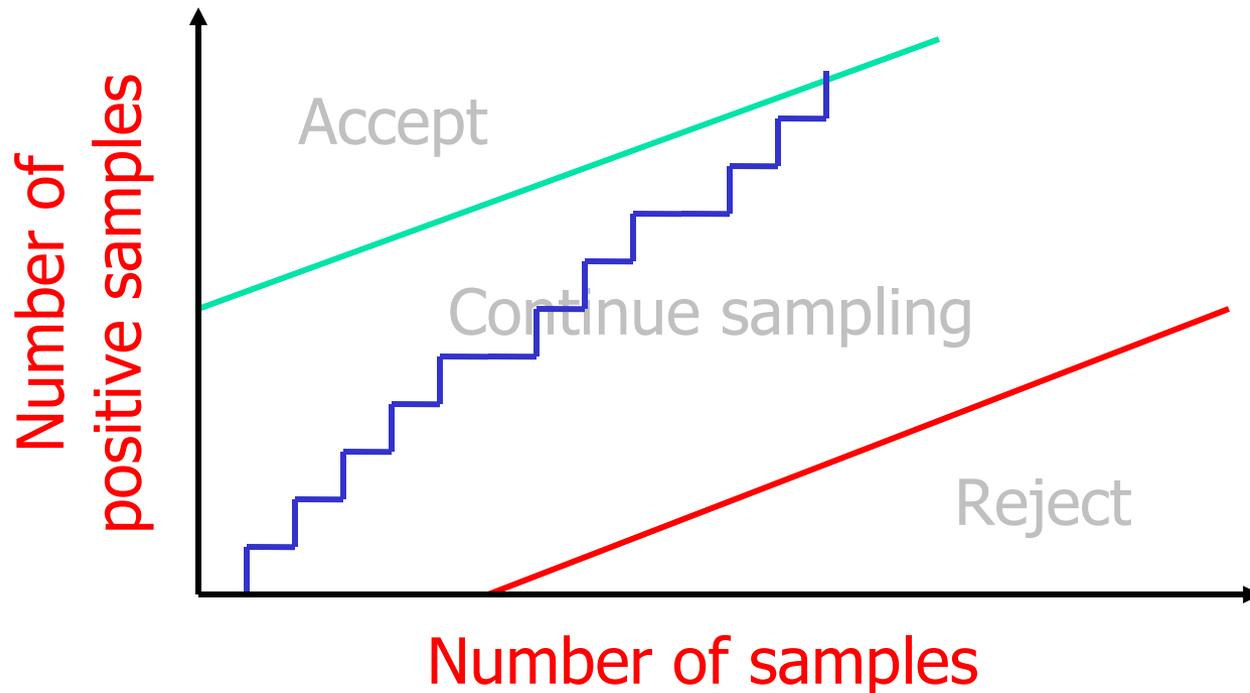
Graphical Representation of Sequential Test

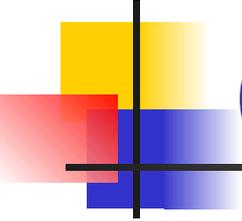
- Reject hypothesis



Graphical Representation of Sequential Test

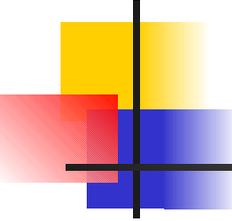
- Accept hypothesis





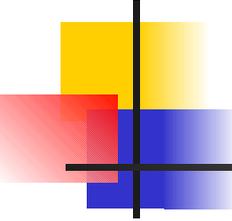
Continuous Stochastic Logic (CSL)

- State formulas
 - Truth value is determined in a single state
- Path formulas
 - Truth value is determined over an execution path



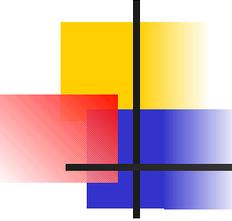
State Formulas

- Standard logic operators: $\neg\varphi$, $\varphi_1 \wedge \varphi_2 \dots$
- Probabilistic operator: $\text{Pr}_{\geq\theta}(\rho)$
 - True iff probability is at least θ that ρ holds
 - $\text{Pr}_{\geq 0.7}$ ("The stork satisfies its hunger within 180 seconds")



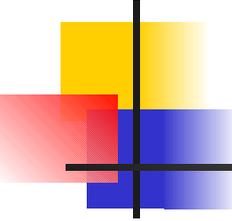
Path Formulas

- Until: $\varphi_1 U^{\leq t} \varphi_2$
 - Holds iff φ_2 becomes true in some state along the execution path before time t , and φ_1 is true in all prior states
 - “The stork satisfies its hunger within 180 seconds”: $\text{true } U^{\leq 180} \neg \text{hungry}$



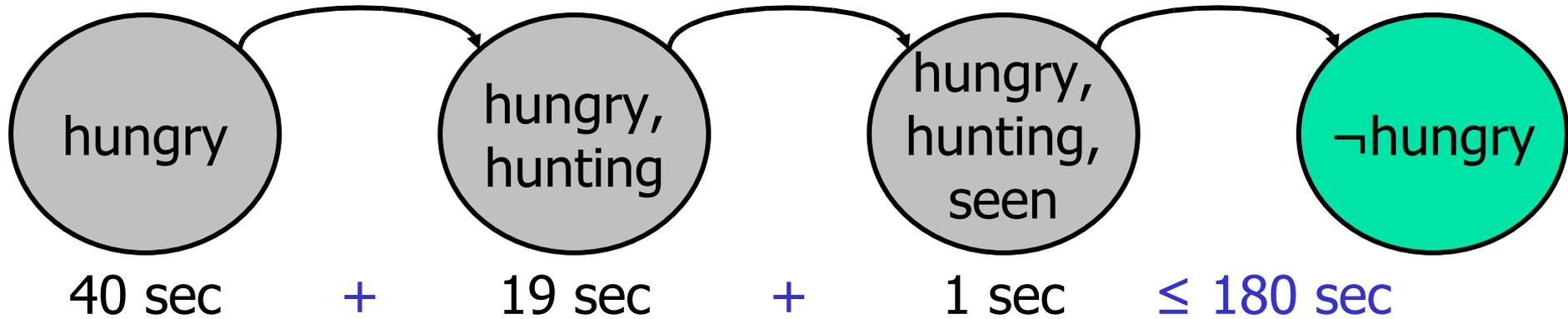
Expressing Properties in CSL

- “The probability is at least 0.7 that the stork satisfies its hunger within 180 seconds”
 - $\Pr_{\geq 0.7}(\text{true } U^{\leq 180} \neg \text{hungry})$
- “The probability is at least 0.9 that the customer is served within 60 seconds and remains happy while waiting”
 - $\Pr_{\geq 0.9}(\text{happy } U^{\leq 60} \text{ served})$

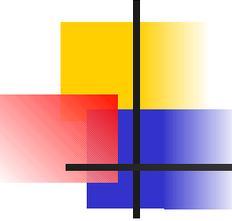


Semantics of Until

- $\text{true } U^{\leq 180} \neg\text{hungry}$

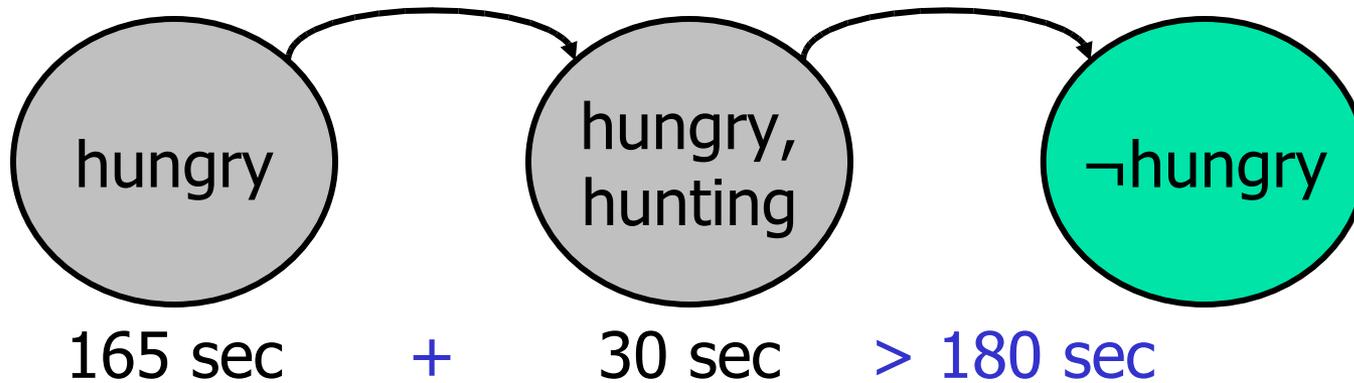


True!

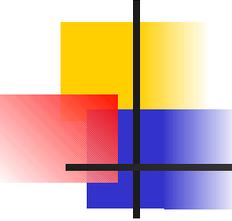


Semantics of Until

- $\text{true } U^{\leq 180} \neg\text{hungry}$

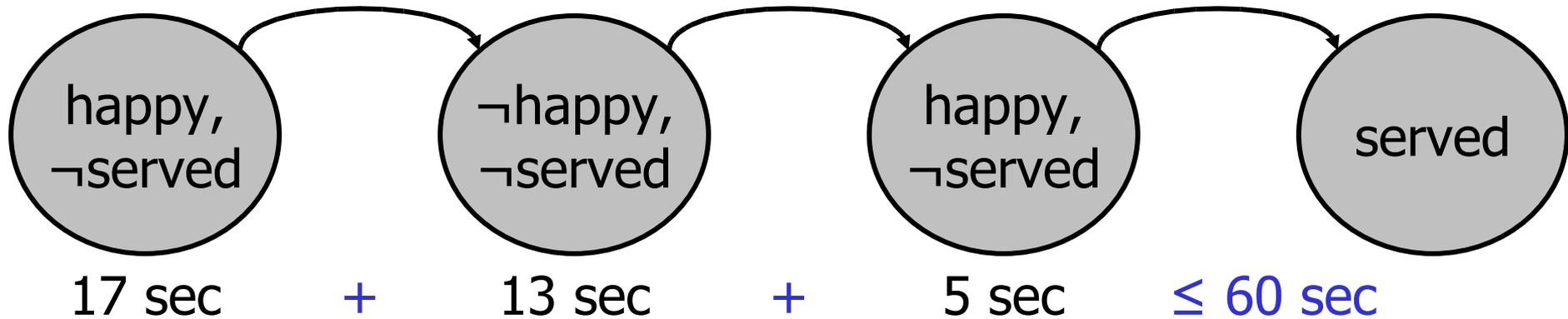


False!

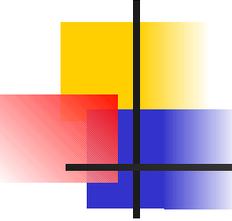


Semantics of Until

- $\text{happy } U^{\leq 60} \text{ served}$

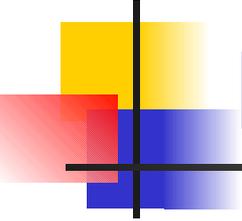


False!



Verifying Probabilistic Statements

- Verify $\Pr_{\geq\theta}(\rho)$ with error bounds α and β
 - Generate sample execution paths using simulation
 - Verify ρ over each sample execution path
 - If ρ is true, then we have a positive sample
 - If ρ is false, then we have a negative sample
 - Use sequential acceptance sampling to test the hypothesis $\Pr_{\geq\theta}(\rho)$

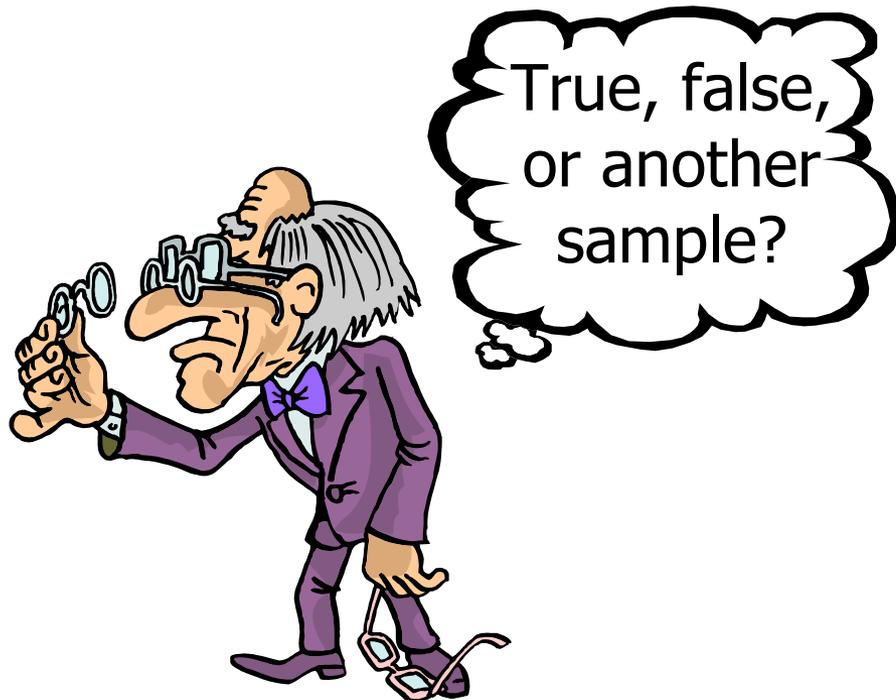


Verification of Nested Probabilistic Statements

- Suppose ρ , in $\Pr_{\geq\theta}(\rho)$, contains probabilistic statements
 - $\Pr_{\geq 0.8}(\text{true } U^{\leq 60} \Pr_{\geq 0.9}(\text{true } U^{\leq 30} \neg \text{hungry}))$
 - Error bounds α' and β' when verifying ρ

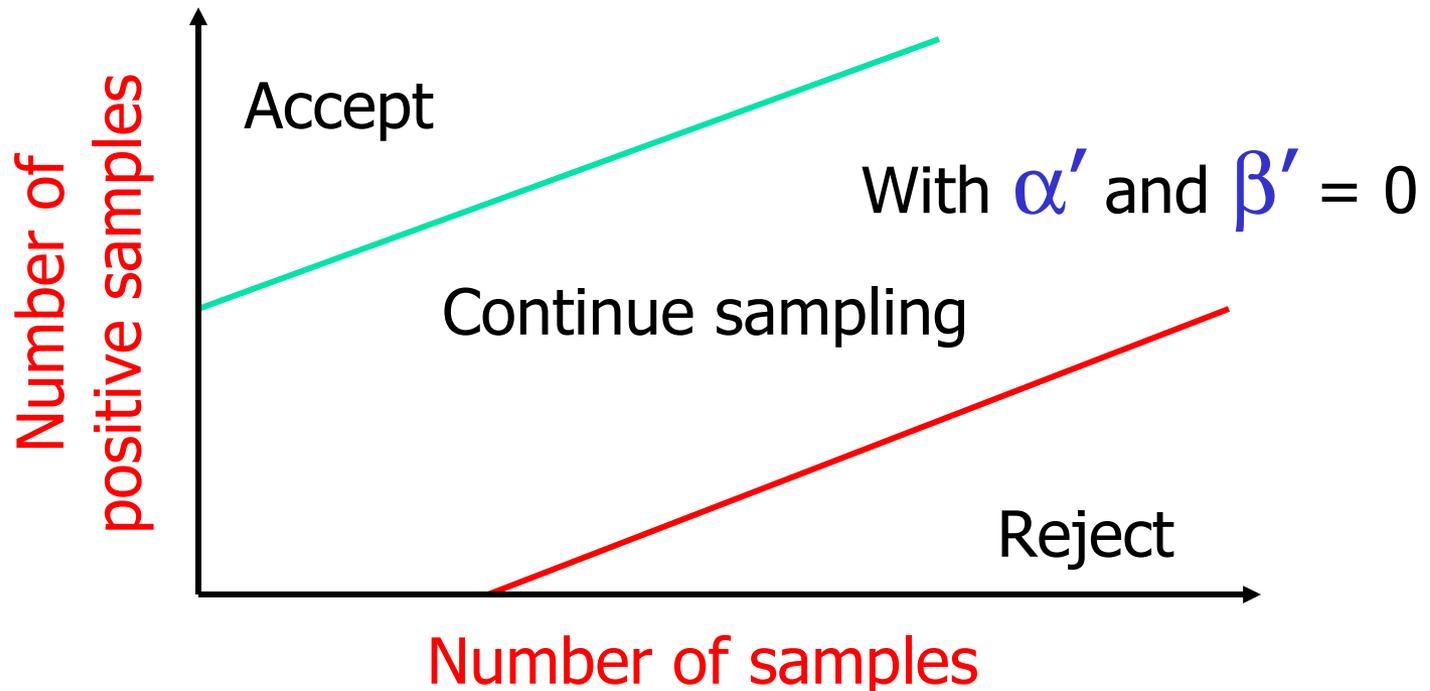
Verification of Nested Probabilistic Statements

- Suppose ρ , in $\text{Pr}_{\geq\theta}(\rho)$, contains probabilistic statements



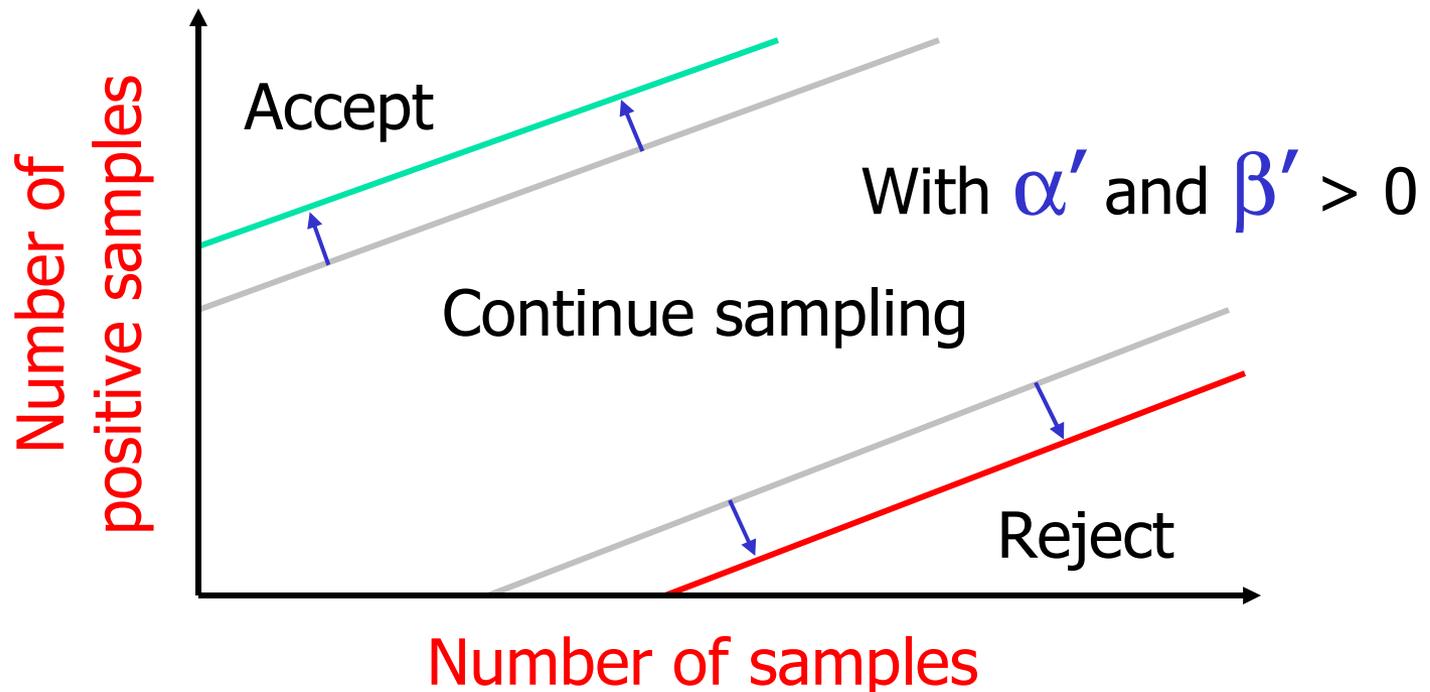
Modified Test

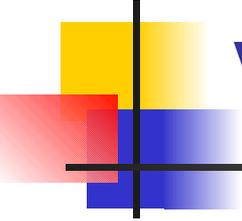
- Find an acceptance line and a rejection line given θ , δ , α , β , α' , and β' :



Modified Test

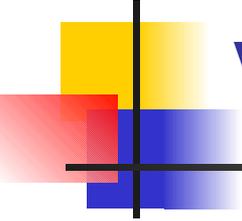
- Find an acceptance line and a rejection line given θ , δ , α , β , α' , and β' :





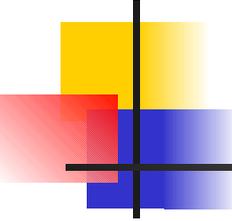
Verification of Negation

- To verify $\neg\varphi$ with error bounds α and β
 - Verify φ with error bounds β and α



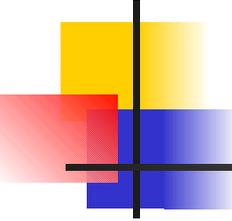
Verification of Conjunction

- Verify $\varphi_1 \wedge \varphi_2 \wedge \dots \wedge \varphi_n$ with error bounds α and β
 - Accept if **all** conjuncts are true
 - Reject if **some** conjunct is false



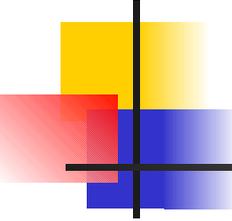
Acceptance of Conjunction

- Accept if **all** conjuncts are true
 - Accept all φ_i with bounds α_i and β_i
 - Probability at most β_i that φ_i is false
 - **Therefore:** Probability at most $\beta_1 + \dots + \beta_n$ that conjunction is false
 - For example, choose $\beta_i = \beta/n$
 - **Note:** α_i unconstrained



Rejection of Conjunction

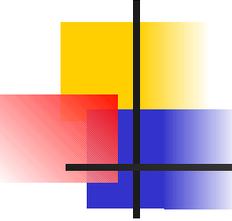
- Reject if **some** conjunct is false
 - Reject some φ_i with bounds α_i and β_i
 - Probability at most α_i that φ_i is true
 - **Therefore:** Probability at most α_i that conjunction is true
 - Choose $\alpha_i = \alpha$
 - **Note:** β_i unconstrained



Putting it Together

- To verify $\varphi_1 \wedge \varphi_2 \wedge \dots \wedge \varphi_n$ with error bounds α and β
 1. Verify each φ_i with error bounds α and β'
 2. Return **false** as soon as any φ_i is verified to be false
 3. If all φ_i are verified to be true, verify each φ_i again with error bounds α and β/n
 4. Return **true** iff all φ_i are verified to be true

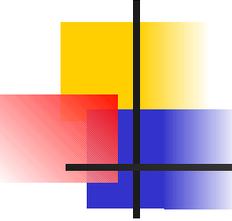
“Fast reject”



Putting it Together

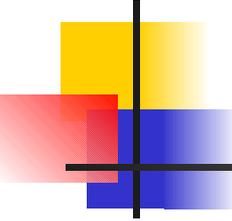
- To verify $\varphi_1 \wedge \varphi_2 \wedge \dots \wedge \varphi_n$ with error bounds α and β
 1. Verify each φ_i with error bounds α and β'
 2. Return **false** as soon as any φ_i is verified to be false
 3. If all φ_i are verified to be true, verify each φ_i again with error bounds α and β/n
 4. Return **true** iff all φ_i are verified to be true

“Rigorous accept”



Verification of Path Formulas

- To verify $\varphi_1 U^{\leq t} \varphi_2$ with error bounds α and β
 - Convert to disjunction
 - $\varphi_1 U^{\leq t} \varphi_2$ holds if φ_2 holds in the first state, or if φ_2 holds in the second state and φ_1 holds in all prior states, or ...



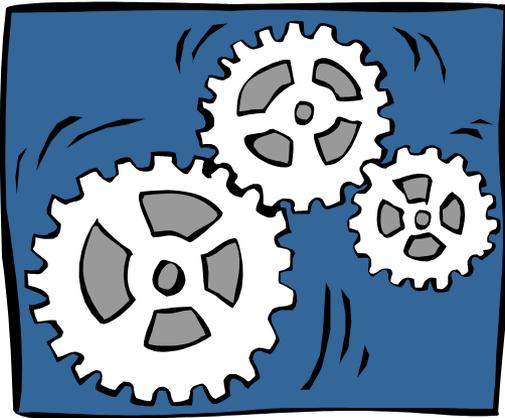
More on Verifying Until

- Given $\varphi_1 U^{\leq t} \varphi_2$, let n be the index of the first state more than t time units away from the current state
- Disjunction of n conjunctions c_1 through c_n , each of size i
- Simplifies if φ_1 or φ_2 , or both, do not contain any probabilistic statements

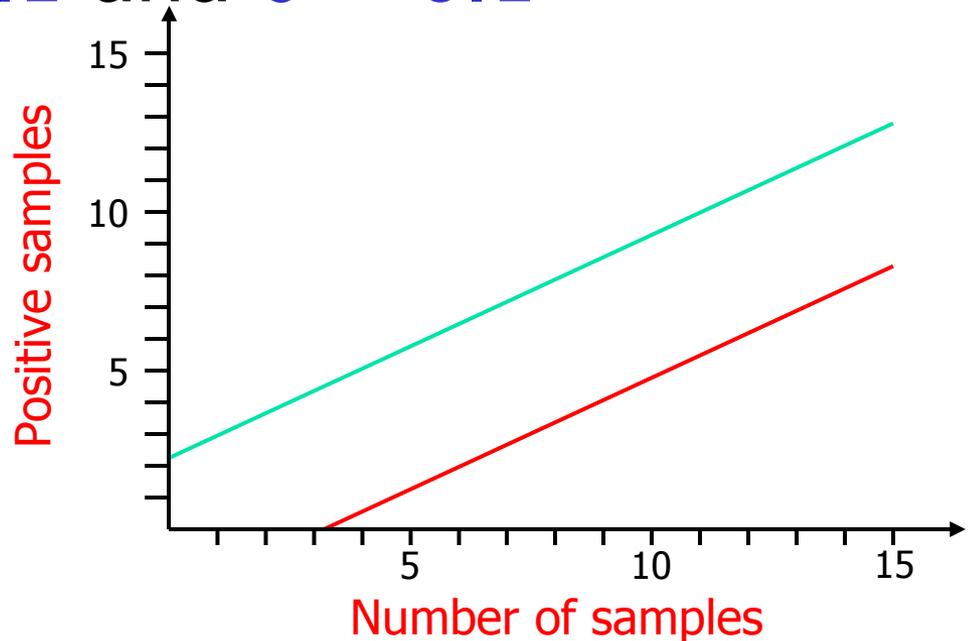
Example

- Verify $\Pr_{\geq 0.7}(\text{true } U^{\leq 180} \neg \text{hungry})$ in
with $\alpha = \beta = 0.1$ and $\delta = 0.1$

hungry

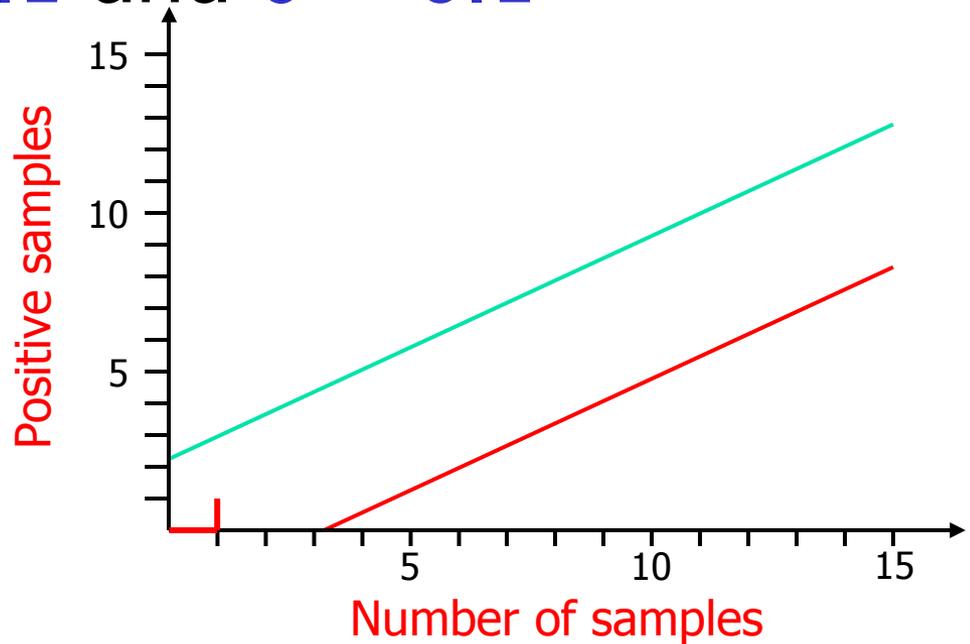
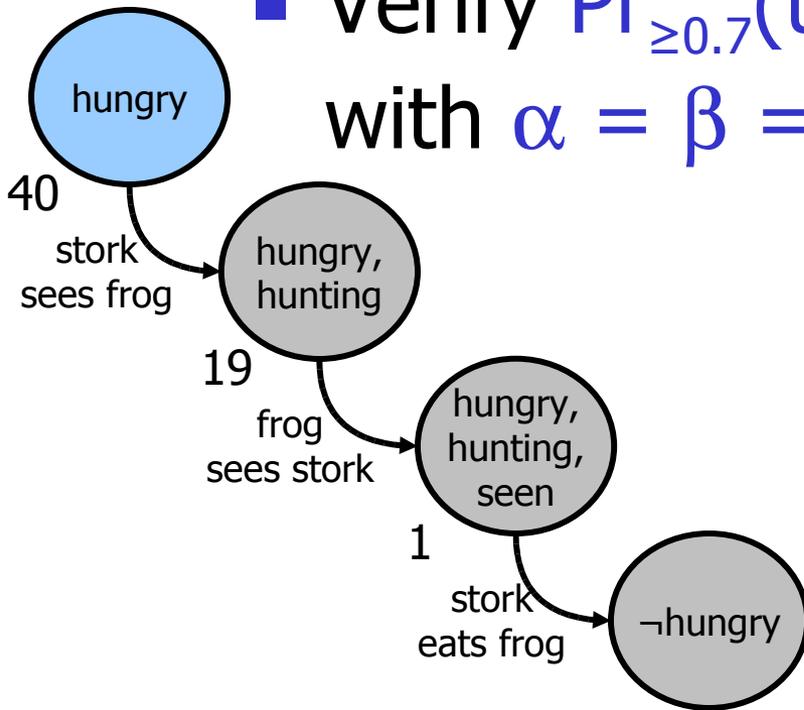


Simulator



Example

- Verify $\Pr_{\geq 0.7}(\text{true } U^{\leq 180} \neg \text{hungry})$ in  with $\alpha = \beta = 0.1$ and $\delta = 0.1$

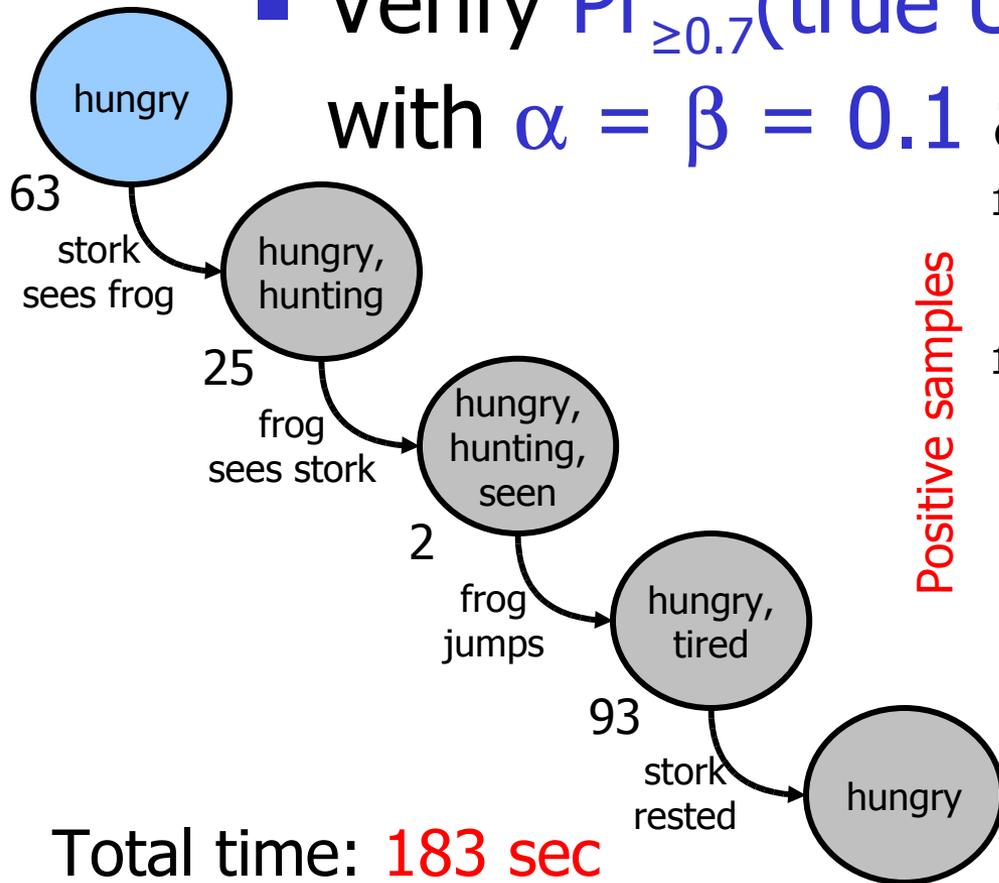


Total time: **60 sec**

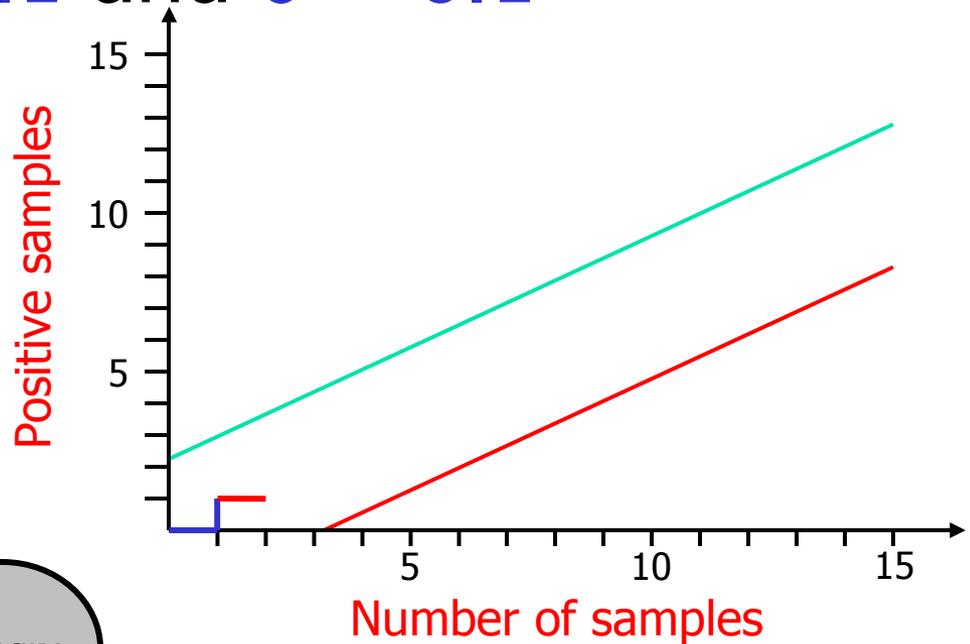
Example

- Verify $\Pr_{\geq 0.7}(\text{true } U^{\leq 180} \neg \text{hungry})$ in
with $\alpha = \beta = 0.1$ and $\delta = 0.1$

hungry



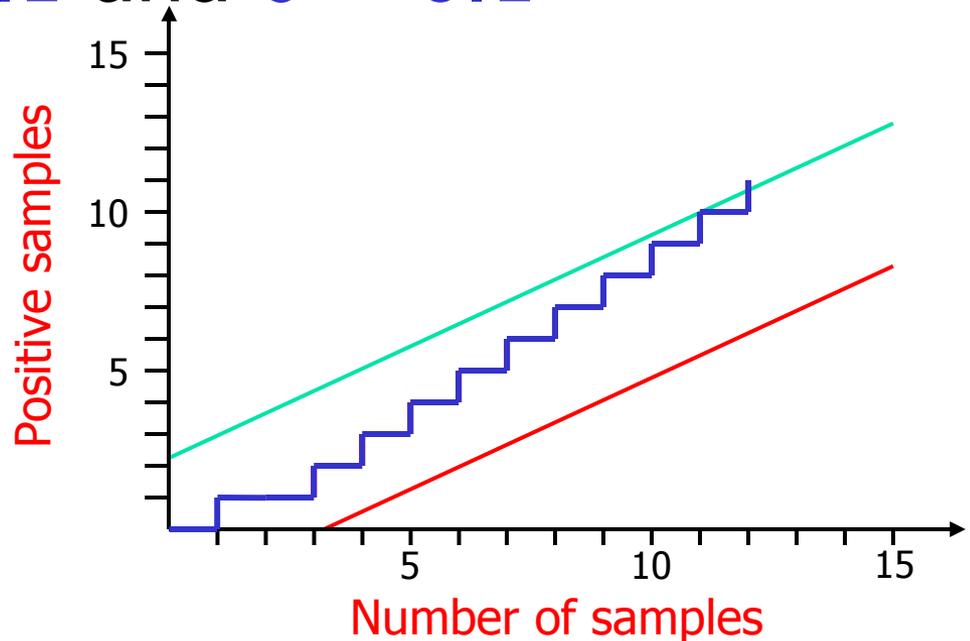
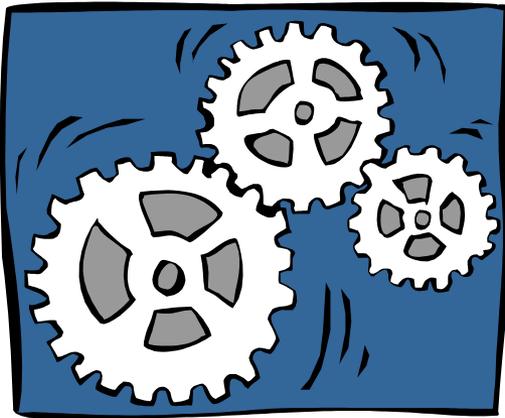
Total time: **183 sec**



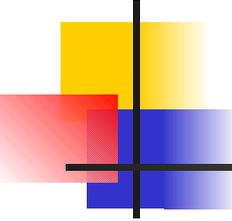
Example

- Verify $\Pr_{\geq 0.7}(\text{true } U^{\leq 180} \neg \text{hungry})$ in
with $\alpha = \beta = 0.1$ and $\delta = 0.1$

hungry

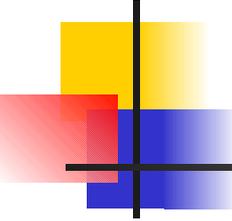


Property holds!



Summary

- Algorithm for probabilistic verification of discrete event systems
- Sample execution paths generated using simulation
- Probabilistic properties verified using sequential acceptance sampling



Future Work

- Apply to hybrid dynamic systems
- Develop heuristics for formula ordering and parameter selection
- Use verification to aid policy generation for real-time stochastic domains