

# Model Checking from a Type Theoretic Perspective

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# Motivation

Compose **Interactive** and **Automatic** theorem proving techniques

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Compose **Interactive** and **Automatic** theorem proving techniques

Theorem proving can be a complicated task.

- ▶ Interactive provers **guide** and **check** proofs,
  - ▶ Good for proving abstract/generic theorems.
- ▶ Automatic provers **solve** problems,
  - ▶ Typically, simple but large problem sets.
    - ▶ i.e. Industrial verification
  - ▶ Good for verifying finite concrete theorems.

This project is concerned with not only **verification** but also producing **correct software**; for this, **Agda** is used.

# Talk Outline

- ▶ About Agda,
- ▶ Embedding Automated Theorem Provers,
- ▶ Model Checking,
  - ▶ CTL

# Agda and its Dependents

Agda2<sup>1</sup> is a:

- ▶ **dependently typed** functional programming language, and
- ▶ proof assistant.

Based on intuitionistic type theory developed by the Swedish logician Martin-Löf.

Belongs to a family of tools the first of which, Alf (1992), followed by: Half, CHalf, Agda and Alfa.

Ulf Norell at Chalmers started Agda2 in 2007.

Agda has many similarities with other proof assistants based on dependent types, such as Coq, Epigram, Matita and NuPRL.

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<sup>1</sup>See: <http://wiki.portal.chalmers.se/agda/>

# Dependent Type Examples

## Natural Numbers

```
data ℕ : Set where
  zero : ℕ
  suc  : ℕ → ℕ
```

## Vectors of type A of length n

```
data Vec (A : Set) : ℕ → Set where
  [] : Vec A zero
  _::_ : {n : ℕ} → A → Vec A n → Vec A (suc n)
```

## Existential quantifier

```
data ∃ (A : Set) (P : A → Set) : Set where
  _,_ : (x : A) (y : P x) → ∃ A P
```

# Embedding Automated Theorem Provers in Agda

A generic approach is applied to embedding theorem provers:

1. Define (in Agda)

- ▶ What it means for a formula to hold,

$$\mathcal{M}, E \models \varphi$$

- ▶ Simple decision procedure

$$D_{\mathcal{M}, E} : \text{Formula} \rightarrow \text{Boolean}$$

2. Prove (in Agda)

- ▶ Correctness

$$\forall \mathcal{M} \forall E \forall \varphi \quad D_{\mathcal{M}, E}(\varphi) \Leftrightarrow \mathcal{M}, E \models \varphi$$

3. Replace  $D$  by actual call to automated theorem prover.

Where  $\mathcal{M}$  is a model,  $E$  is an environment and  $\varphi$  is a formula.

## Approach: Reflection

Evaluation of  $D_{\mathcal{M},E}(\varphi)$  proceeds in one of two ways:

1.  $D_{\mathcal{M},E}(\varphi)$  is a closed term,
  - ▶ Theorem prover will be executed efficiently, and
  - ▶ Should the prover return *true*, Agda gets a proof of

$$\mathcal{M}, E \models \varphi$$

2.  $D_{\mathcal{M},E}(\varphi)$  has holes,
  - ▶ Agda attempts partial evaluation of  $\mathcal{M}, E \models \varphi$
  - ▶ using the inbuilt inefficient decision procedure  $D_{\mathcal{M},E}$ .

This method gives Agda a proof of tautologies.



## Approach: Reflection

$D_{\mathcal{M},E}$  is defined **naïvely**, thus simplifying **correctness proofs**.

Already implemented an embedding of **SAT** into type theory, [AVoCS'09]. The interface to Agda was by an ad hock plug-in.

For a case study, our sponsor provided industrial verification problems from the railway industry.

This architecture will be used to implement CTL model checking.

# Model Checking

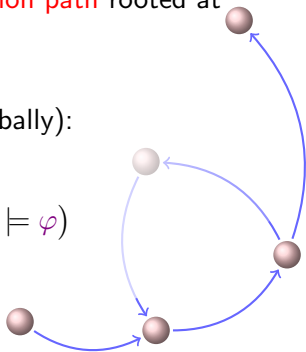
This project is concerned with **CTL** model checking FSM,

- ▶ using combined operators, i.e. EX and EG.
- ▶ As defined by Huth and Ryan: Logic in Computer Science.

CTL model checking is essentially determining whether some property  $\varphi$  holds for all/some **infinite computation path** rooted at some state  $s$ .

Consider the proof obligation for EG (**e**xists **g**lobally):

$$\mathcal{M}, s_0 \models \text{EG } \varphi \Leftrightarrow \exists \langle s_0 \rightarrow s_1 \rightarrow \dots \rangle \quad \forall i (\mathcal{M}, s_i \models \varphi)$$



## CTL: Infinite Paths

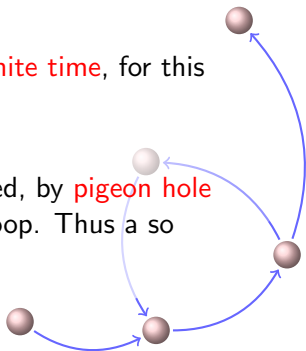
Consider the proof obligation for EG (exists globally):

$$\mathcal{M}, s_0 \models \text{EG } \varphi \Leftrightarrow \exists \langle s_0 \rightarrow s_1 \rightarrow \dots \rangle \quad \forall i (\mathcal{M}, s_i \models \varphi)$$

There exists an infinite path rooted at state  $s_0$  such that property  $\varphi$  always holds.

Checking all infinite paths cannot be done in **finite time**, for this reason  $D_{\mathcal{M},s}$  relies upon checking finite paths.

Only state machines with  $n$  states are considered, by **pigeon hole principle** any path longer than  $n$  must have a loop. Thus a so called lasso can be constructed.



# Pigeon Hole Principle

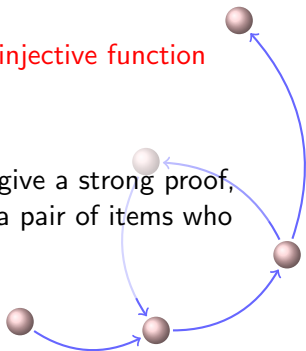
Putting  $n$  items into  $m$  holes, with  $n > m$ .



At least one hole contains more than one item.

Proving the above amounts to proving that an **injective function**  $f : n \rightarrow m$  **does not exist**, w.r.t. finite sets.

In the case of splitting a path, it is required to give a strong proof, such that a counter example is computed. I.e. a pair of items who share a hole.



## EG: Checking $4 \Rightarrow 1$

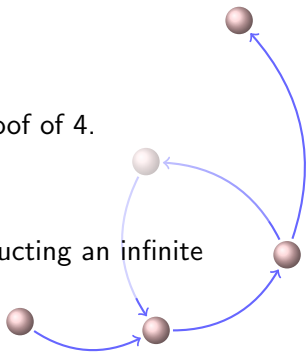
In the case of EG the following are equivalent:

1.  $\mathcal{M}, s_0 \models \text{EG } \varphi$
2.  $\exists \langle s_0 \rightarrow s_1 \rightarrow \dots \rangle \quad \forall i (\mathcal{M}, s_i \models \varphi)$
3.  $\exists \langle s_0 \rightarrow s_1 \rightarrow \dots \rightarrow s_k \rangle$   
 $\quad \exists \langle s_k \rightarrow s_{k+1} \rightarrow \dots \rightarrow s_{k+m} \rightarrow s_k \rangle$   
 $\quad \forall i \leq k+m \quad \mathcal{M}, s_i \models \varphi$
4.  $\exists \langle s_0 \rightarrow s_1 \rightarrow \dots \rightarrow s_n \rangle \quad \forall i \leq n \quad \mathcal{M}, s_i \models \varphi$

The inbuilt decision procedure  $D_{\mathcal{M},s}^{\text{EG}}$  gives a proof of 4.

$4 \Rightarrow 3$  by php, a lasso can be constructed.

$3 \Rightarrow 2$ , by means of canonical unfolding, constructing an infinite path represented by an element of a **co-algebra**.



## EG: Infinite Path $\Rightarrow$ Lasso $2 \Rightarrow 3$

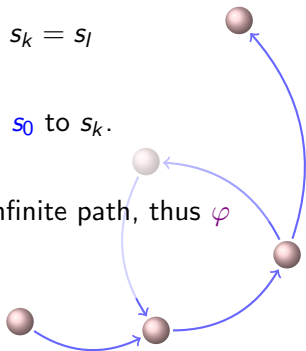
$$2. \exists \langle s_0 \rightarrow s_1 \rightarrow \dots \rangle \quad \forall i (\mathcal{M}, s_i \models \varphi)$$

$$3. \exists \langle s_0 \rightarrow s_1 \rightarrow \dots \rightarrow s_k \rangle \\ \exists \langle s_k \rightarrow s_{k+1} \rightarrow \dots \rightarrow s_{k+m} \rightarrow s_k \rangle \\ \forall i \leq k+m \quad \mathcal{M}, s_i \models \varphi$$

Only  $n$  states in  $\mathcal{M}$ , thus  $\exists k < l \leq n$  such that  $s_k = s_l$

Therefore, a loop exists on  $s_k$  and a prefix from  $s_0$  to  $s_k$ .

Both the loop and prefix are **sub paths** of the infinite path, thus  $\varphi$  holds along both of these paths.



## Current Progress

- ▶ SAT has been formalised and correctness proven in Agda, and
- ▶ CTL has been formalised in Agda, and
- ▶ Correctness has been proven for all but the EU case, and
- ▶ Much work has been done modelling the case study.

## Next Step

Implement **generic plug-in mechanism** for Agda.

# Conclusion

Our technique has the following advantages:

Theorem provers integrated into development environment allows assigning to programs a type, which **guarantees** that every element of this type is a **correct program** w.r.t. some property.

**Abstract** and **concrete** properties can be verified. I.e.

$\forall x \varphi(x)$  holds    and  
For a fixed  $y$   $\varphi(y)$  holds

Potentially, allow for model of software to be **compiled** and **simulated**. “Virtual sand boxing” / “Rapid prototyping”