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## **SPECIFICATION AND MODELING**

### **COMPUTATION TREE LOGIC**

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**TRASH**

# TRASH



## Design a trash component such that:

- It is always the case that any existing file can end up in the trash

## TRASH BEHAVIOUR

```
var sig File {}
```

```
var sig Trash in File {}
```

```
pred delete[f : File] { ... }
```

```
pred restore[f : File] { ... }
```

```
pred empty { ... }
```

```
pred do_nothing { ... }
```

```
fact {
```

```
  no Trash
```

```
  always (
```

```
    (some f: File | delete[f] or restore[f]) or empty or do_nothing
```

```
  )
```

```
}
```

## HOW TO EXPRESS POSSIBILITY IN LTL?

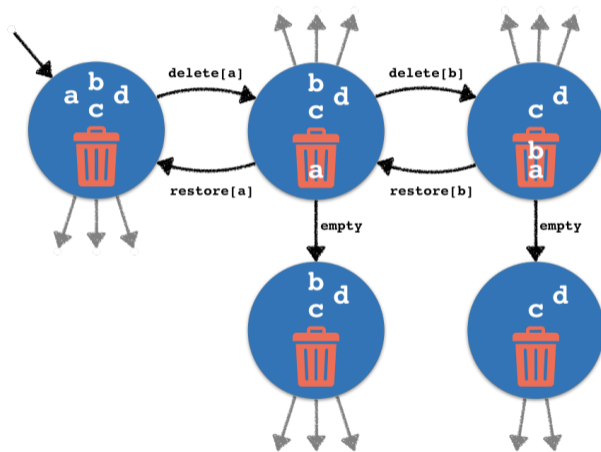
```
assert Inevitable {  
    always (all f : File | eventually (f in Trash))  
}
```

```
assert Possible {  
    always (all f : File | ????? (f in Trash))  
}
```

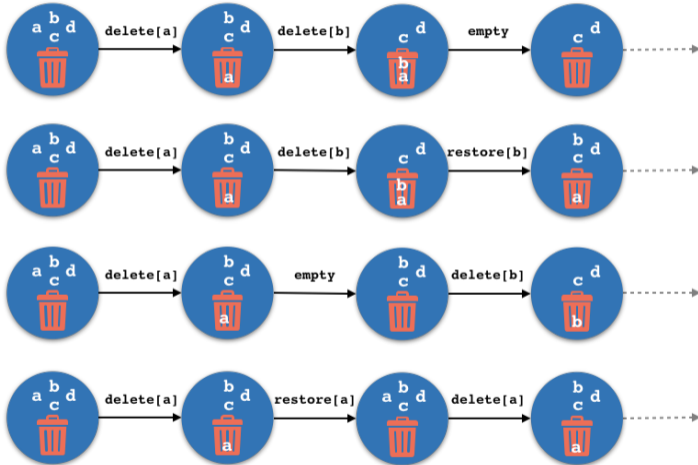
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## **MODELS OF TIME**

# TRASH TRANSITION SYSTEM

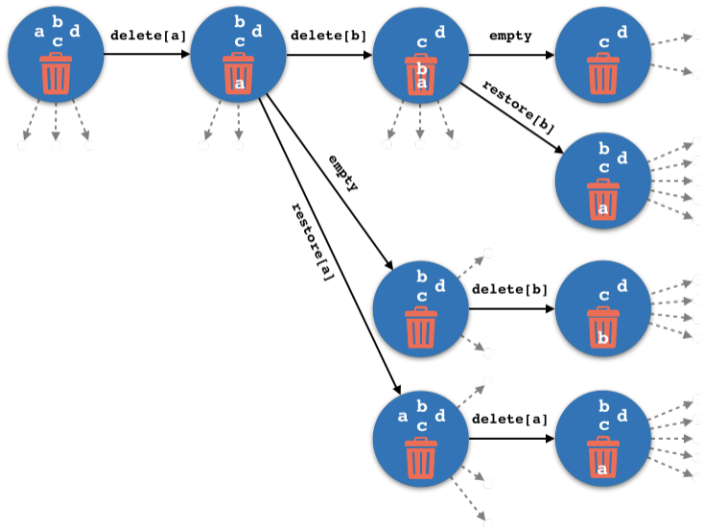


# LINEAR MODEL OF TIME





# BRANCHING MODEL OF TIME



## LINEAR TEMPORAL LOGIC VS COMPUTATION TREE LOGIC

- The transition system is abstracted by a set of infinite *traces*
  - ▶ This is known as a *linear model of time*
  - ▶ Forgets the choices available at each state
  - ▶ It is the semantic model for the *Linear Temporal Logic* (LTL)

VS

- The transition system is abstracted by a set of infinite *computation trees*
  - ▶ This is known as a *branching model of time*
  - ▶ Keeps the choices available at each state
  - ▶ It is the semantic model for the *Computation Tree Logic* (CTL)

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## COMPUTATION TREE LOGIC

## TEMPORAL OPERATORS

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Operator	Meaning
$G\phi$ $\square\phi$	$\phi$ is always true from now on
$F\phi$ $\diamond\phi$	$\phi$ will eventually be true
$X\phi$ $\bigcirc\phi$	$\phi$ will be true in the next state
$\phi U \psi$	$\psi$ will eventually be true and $\phi$ is true until then
$\phi R \psi$	$\psi$ can only be false after $\phi$ is true

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## PATH QUANTIFIERS

Operator	Meaning
$A \phi$	$\phi$ is valid in all paths
$E \phi$	$\phi$ is valid in some path

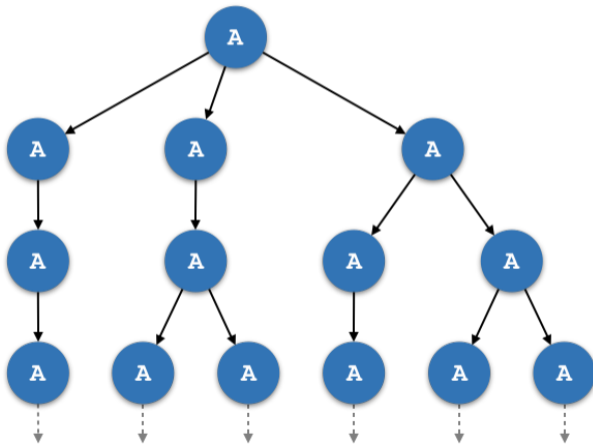
- A path quantifier must always be followed by a temporal operator
- In practice we have ten temporal connectives

# SYNTAX

$$\begin{array}{l} \phi ::= \text{AG } \phi \\ | \text{EG } \phi \\ | \text{AF } \phi \\ | \text{EF } \phi \\ | \text{AX } \phi \\ | \text{EX } \phi \\ | \phi \text{ AU } \psi \\ | \phi \text{ EU } \psi \\ | \phi \text{ AR } \psi \\ | \phi \text{ ER } \psi \\ | \dots \end{array}$$

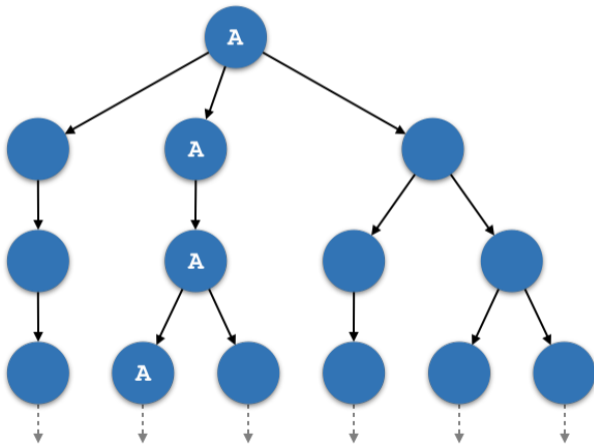
# SEMANTICS BY EXAMPLE

**AG** (some A)



# SEMANTICS BY EXAMPLE

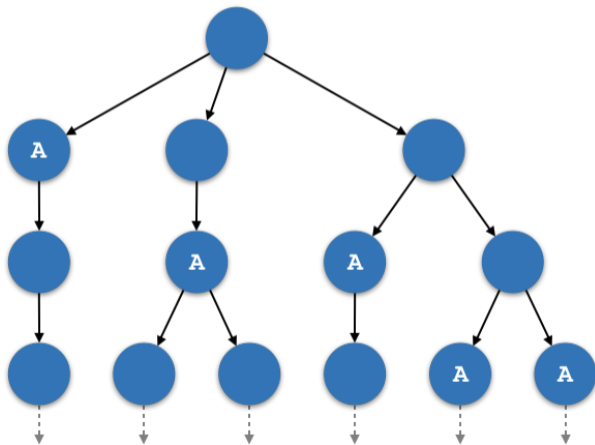
EG (some A)





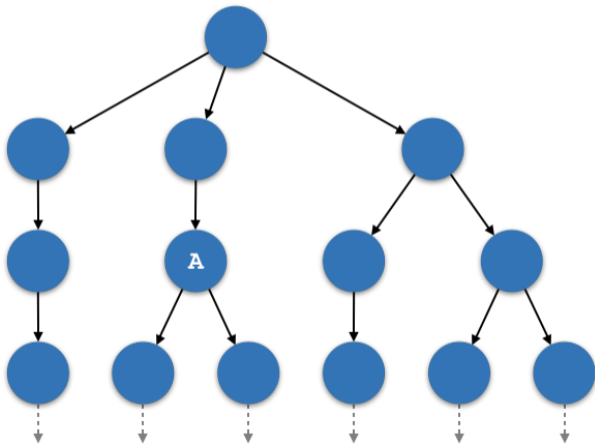
# SEMANTICS BY EXAMPLE

**AF** (some A)



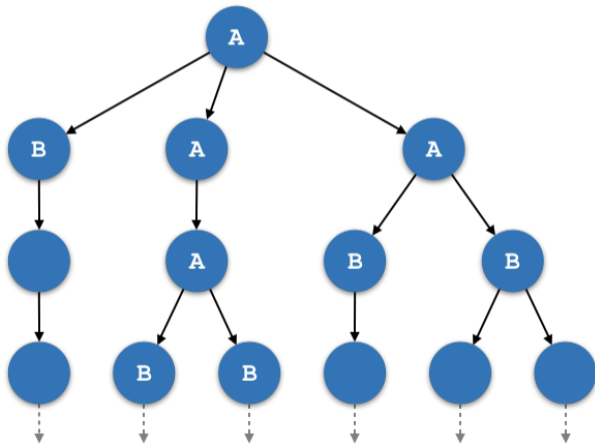
# SEMANTICS BY EXAMPLE

**EF** (some A)



# SEMANTICS BY EXAMPLE

(some A) AU (some B)



## IF ELECTRUM SUPPORTED CTL...

```
assert Possible {  
    AG (all f : File | EF (f in Trash))  
}
```

## EXPRESSIVENESS OF CTL VS LTL

- The expressiveness of LTL and CTL is incomparable
- Some CTL properties cannot be expressed in LTL

$$AG\ EF\ \phi$$

- Some LTL properties cannot be expressed in CTL, namely those related to fairness

$$FG\ \phi \neq AF\ AG\ \phi$$

