

COL:750/7250

Foundations of Automatic Verification

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Course Webpage



<https://priyanka-golia.github.io/teaching/COL-750-COL7250/index.html>

From SAT & SMT to Temporal Logic

SAT: Checks whether a propositional formula is satisfiable.

SMT: Extends SAT with richer theories (e.g., arithmetic, arrays).

But what about time?

SAT/SMT/FOL verify properties in static systems.

Many real-world systems evolve over time (e.g., software, robots, protocols).

"A robot should **always eventually** return to its charging station."

"A user who enters a correct password will **eventually** get access."

"How can we verify that a system **never** reaches an error state?"

Can we express this in SAT or FOL?

From SAT & SMT to Temporal Logic

Classical logic (SAT/SMT) = Static Reasoning

Temporal logic = Reasoning over time

“Temporal” here refers to “ordered events”; no explicit notion of time.

Linear Temporal Logic (LTL) —

- Assumes a single timeline (one possible sequence of events).
- Each moment in time has a well-defined successor moment.
- Each moment in time has exactly one possible future.
- Introduced by Pnueli in the 1970.

From SAT & SMT to Temporal Logic

Linear Temporal Logic (LTL) —

- Assumes a single timeline (one possible sequence of events).
- Each moment in time has a well-defined successor moment.
- Introduced by Pnueli in the 1970.

Examples:

- Eventually, the system will reach a safe state.
- If a system encounters an error, it never recovers.
- If a red light is on, it must eventually turn green.
- At most one process is in the critical section at any time.

LTL Syntax

$F = \text{True}$

$= p$ (atomic proposition)

$= F_1 \wedge F_2$

$= \neg F_1$

$= \mathbf{N} F_1$ \mathbf{N} is “Next”. F_1 is True at next step. Often represented as \mathbf{O} , \mathbf{X} .

$= F_1 \mathbf{U} F_2$ \mathbf{U} is “Until”. F_2 is True at “some point”, and until then F_1 is True.

LTL Syntax

$F = \mathbf{N} F_1$ \mathbf{N} is “Next”. F_1 is True at next step. Often represented as \mathbf{O}, \mathbf{X} .

If you press the accelerator, the car will move in the next step.

accelerate $\rightarrow \mathbf{N}$ *moving*

If you shoot the ball, the result will be known in the next step.

shoot $\rightarrow \mathbf{N}$ (*goal* \vee *miss*)

$F = F_1 \mathbf{U} F_2$ \mathbf{U} is “Until”. F_2 is True at “some point”, and until then F_1 is True.

Mario will keep jumping until he lands.

jumping \mathbf{U} *landed*

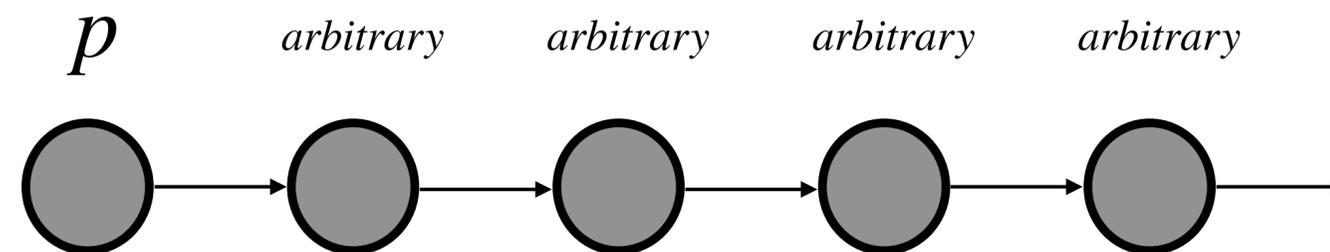
The emergency light will stay on until the power comes back.

EmergencyLight \mathbf{U} *PowerRestored*

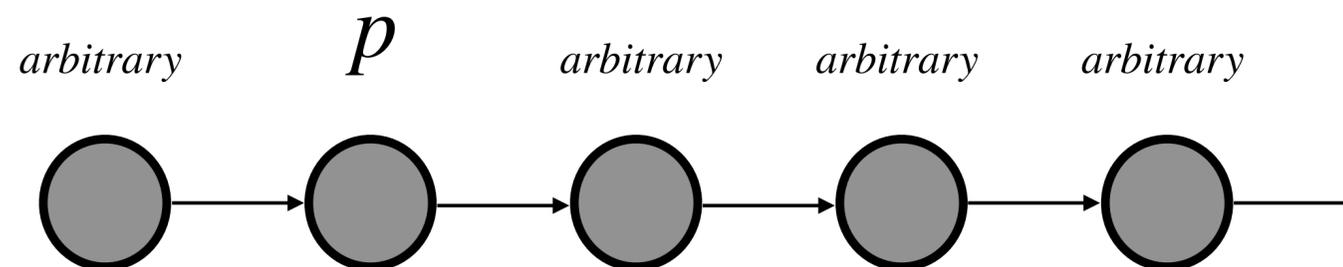
LTL Syntax

Sequence of states (paths).

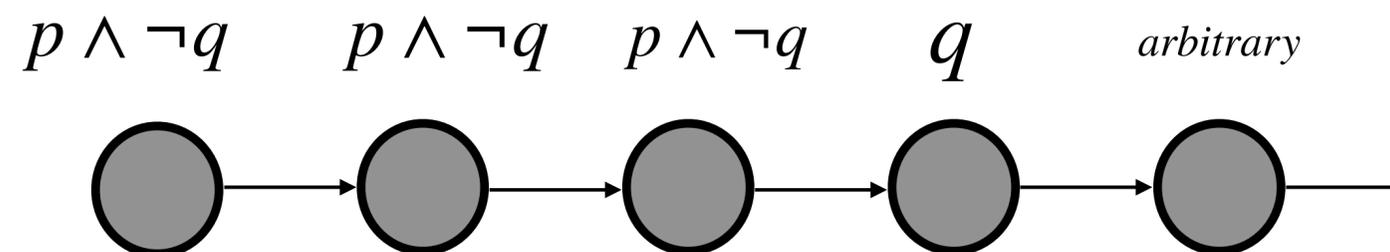
Atomic prop. P



$\mathbf{N} p$



$p \mathbf{U} q$



LTL Syntax

Primary temporal operators: **N U**

Additional operators

Eventually $\diamond F$ F will become true at some point in the future.

$$\diamond F \equiv \text{True } U F$$

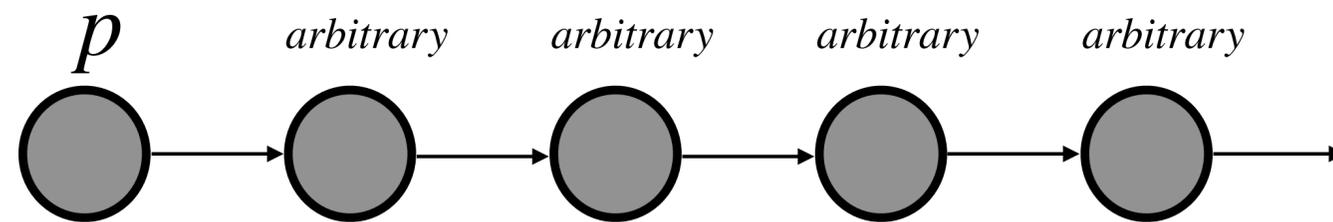
Always (valid) $\square F$ F is always True.

$$\square F \equiv \neg \diamond \neg F \quad (\text{Never (Eventually } (\neg F)\text{)}).$$

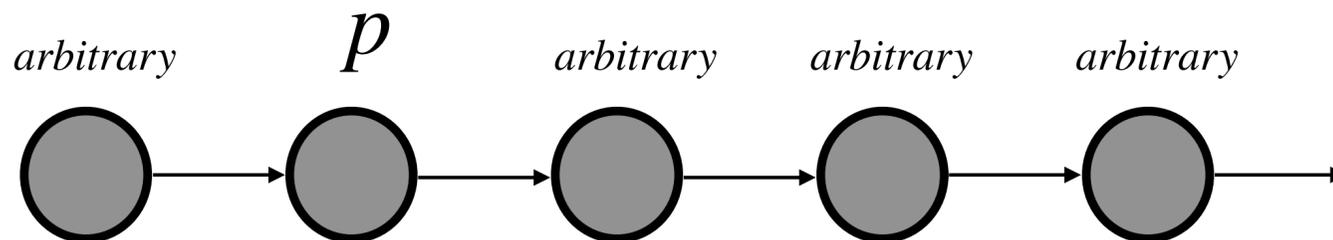
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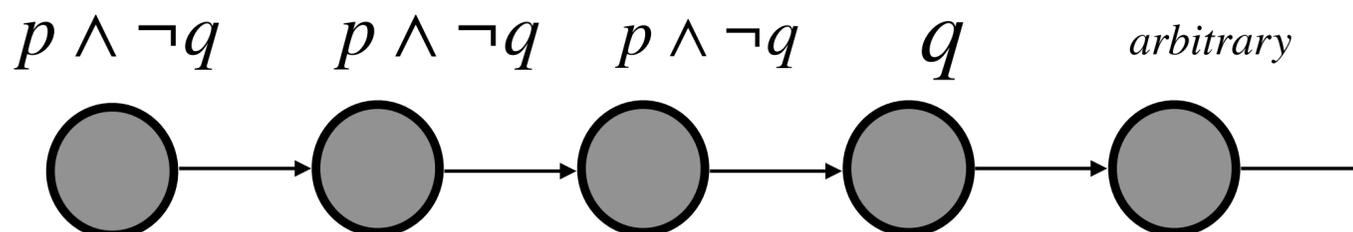
Atomic prop. P



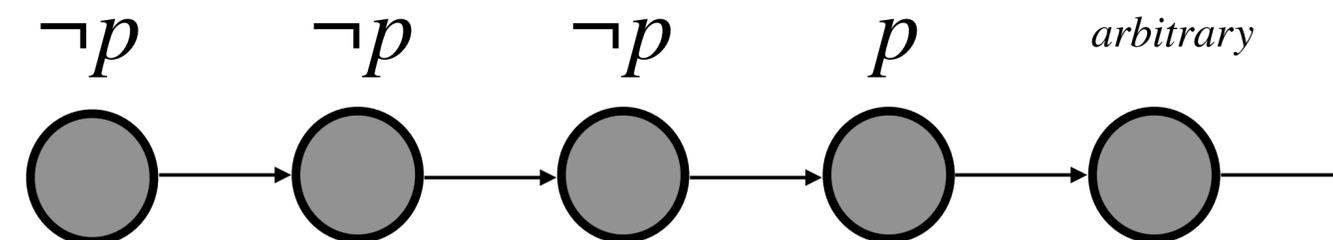
$\mathbf{N} p$



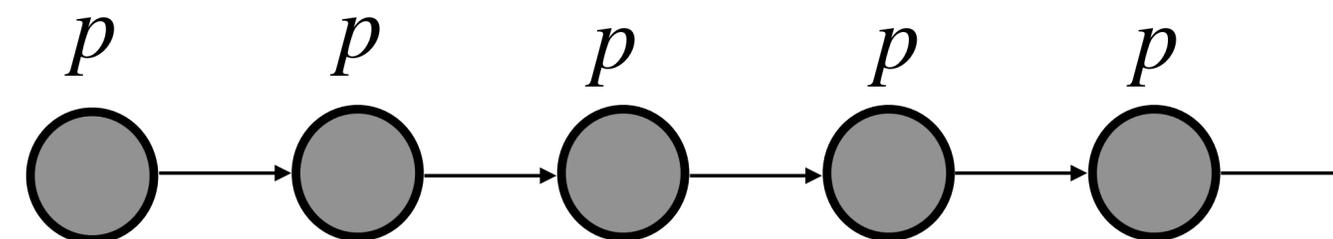
$p \mathbf{U} q$



$\diamond p$



$\square p$



LTL: Operator Precedence

How to read $\mathbf{N} p \mathbf{U} q$?

Temporal operators before negation $\neg \mathbf{N} p \equiv \neg(\mathbf{N} p)$

Next before Until $\mathbf{N} p \mathbf{U} q \equiv ((\mathbf{N} p) \mathbf{U} q)$

The next state must satisfy p , and p must hold until q happens

Always/Eventually before Until

$$\square p \mathbf{U} q \equiv ((\square p) \mathbf{U} q)$$

Always p holds until q happens

Always/Eventually before logical operators $\square p \vee q \equiv ((\square p) \vee q)$

Either p always holds or q must hold in the current state.

LTL: Common Cases

Response — If p then eventually q. $p \rightarrow \diamond q$

Precedence — If p then q until r. $p \rightarrow (q \mathbf{U} r)$

Stability — Once we reach the stable state, we will always be in stable state.

$$\square (p \rightarrow \mathbf{N} p) \text{ Or } \square (p \rightarrow \square p)$$

— We will definitely reach stable state, and once we reach the stable state, we will always be in stable state. $\diamond \square p$

Progress — We will always reach the stable state or desired state. $\square \diamond p$

Correlation — Eventually p implies eventually q. $(\diamond p) \rightarrow (\diamond q)$

LTL: Examples

Traffic light is green infinitely often.

$$\Box \Diamond \textit{green}$$

Once red, the light can't become green immediately.

$$\Box (\textit{red} \rightarrow \neg \mathbf{N} \textit{green})$$

Once red, the light always becomes green eventually after being yellow for some time.

$$\square (red \rightarrow (\diamond green \wedge (\neg green \mathbf{U} yellow)))$$

$$\square (red \rightarrow \mathbf{N} (red \mathbf{U} (yellow \wedge \mathbf{N} (yellow \mathbf{U} green))))$$

$$\square (red \rightarrow (\mathbf{N} (\neg green \wedge yellow) \wedge ((\neg green \wedge yellow) \mathbf{U} green))))$$

Suggestions from today's class:

$$\square (red \rightarrow (\neg \mathbf{N} green \wedge (yellow \mathbf{U} green)))$$

$$\square (red \rightarrow (\neg \mathbf{N} green \wedge ((\mathbf{N} yellow) \mathbf{U} green)))$$

$$\square (red \rightarrow \mathbf{N} red \vee (\mathbf{N} yellow \wedge (yellow \mathbf{U} green)))$$

$$\square (red \rightarrow ((\neg \mathbf{N} green) \wedge \diamond yellow \wedge (yellow \mathbf{U} green)))$$

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Thanks!