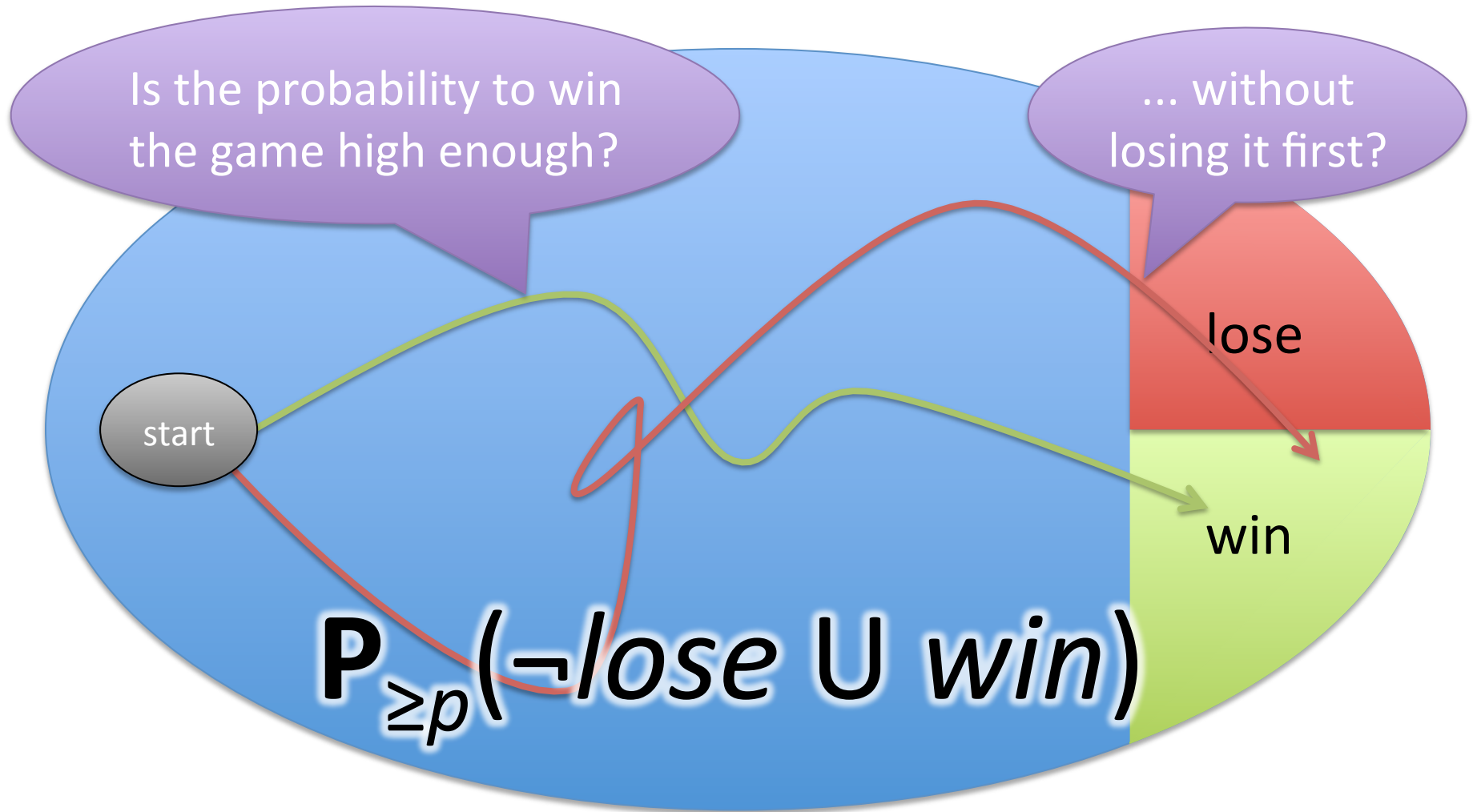


Probabilistic CTL

David N. Jansen

Constrained Probabilistic Reachability



PCTL syntax

- state formulas ϕ, ψ
 - a atomic proposition
 - $\neg\phi$ negation
 - $\phi \vee \psi$ disjunction
 - $\mathbf{P}_{<p}(\Pi), \mathbf{P}_{\leq p}(\Pi), \mathbf{P}_{\geq p}(\Pi), \mathbf{P}_{>p}(\Pi)$ probability constraint
- path formulas Π
 - $X \phi$ next state
 - $\psi U \phi$ unbounded until
 - $\psi U^{\leq k} \phi$ bounded until

$p \in [0,1]$

PCTL model checking

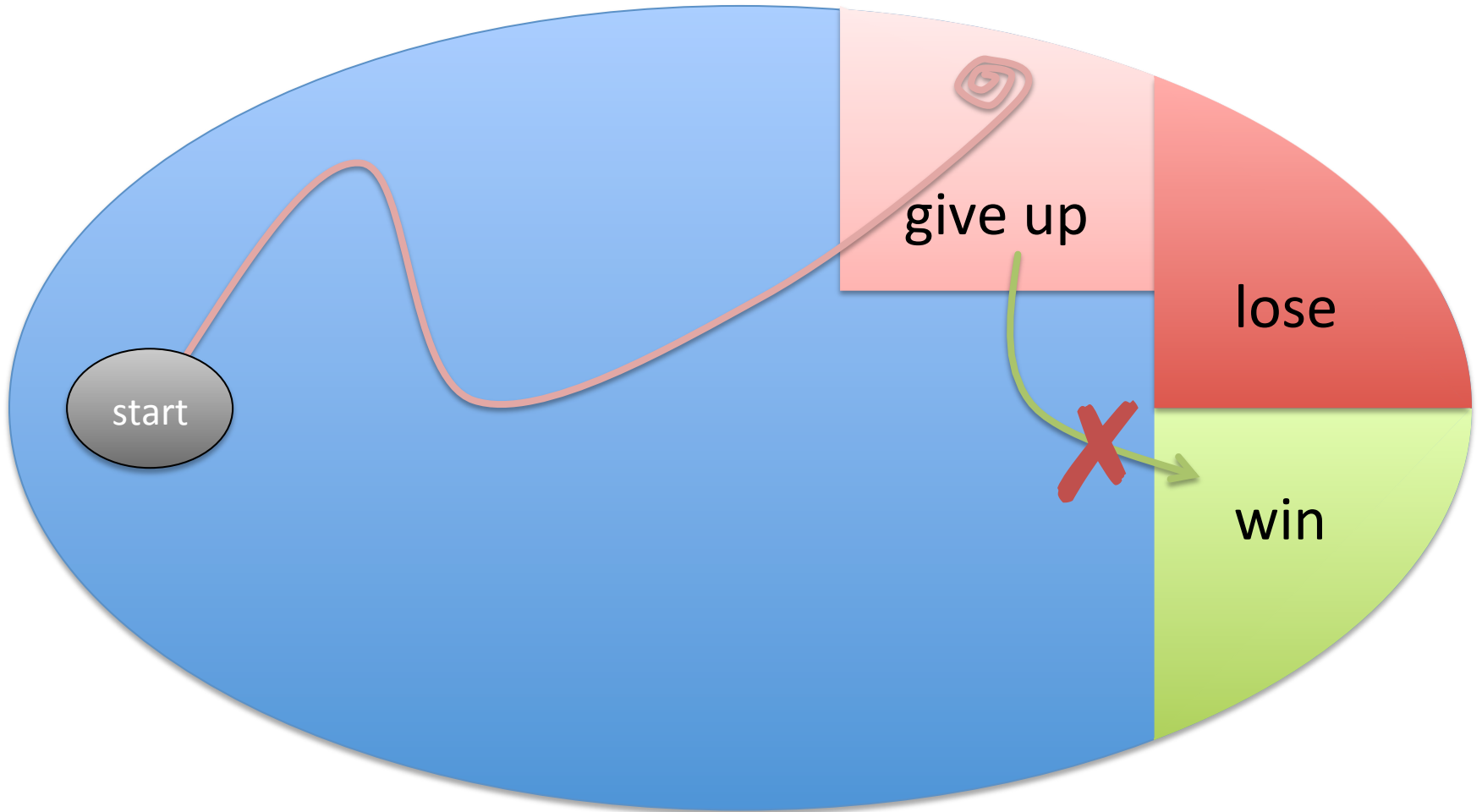
- construct satisfaction sets bottom-up (as with CTL model checking)
- new step: probabilistic operator $\mathbf{P}_{\geq p}(\Pi)$
→ constrained probabilistic reachability

How to calculate $\text{Sat}(P_{\geq p}(\neg \textit{lose} U^{\leq k} \textit{win}))$

- modify Markov chain:
make all *win*- and all *lose*-states absorbing
- calculate $\pi_{\textit{win}} = P^k \cdot \mathbf{1}_{\textit{win}}$
- For every state s :
If $\pi_{\textit{win}}(s) \geq p$, then $s \in \text{Sat}(P_{\geq p}(\neg \textit{lose} U^{\leq k} \textit{win}))$
- Advantage: calculate for each state s at once!

$\pi_{\textit{win}}(s)$ = probability
that $(\neg \textit{lose} U^{\leq k} \textit{win})$,
if starting in s

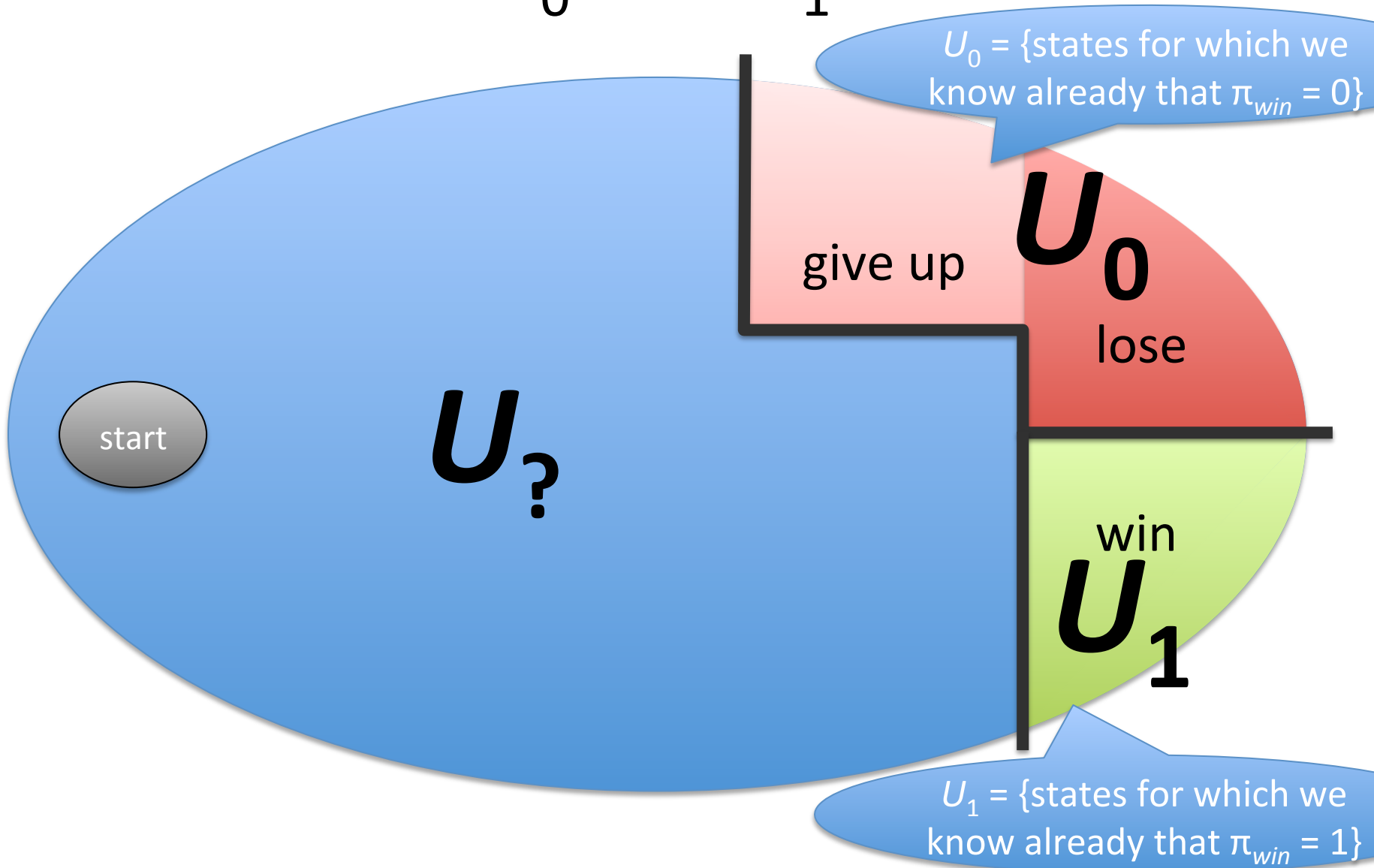
Stalemate states



How to find U_0

- create list of winning states
- iterate through list from start to end:
for each state,
add non-losing predecessors to end of list
- when iteration is complete,
the list contains all states except U_0

U_0 and U_1



Step-bounded reachability

- Assume $U_1 = \{\text{winning states}\}$
- $x_n(s) :=$ probability of (*-lose* $U^{\leq n}$ *win*),
if s is the start state

- $x_0(U_1) = 1$ $x_0(U_0 \cup U_?) = 0$

- $x_{n+1}(U_1) = 1$ $x_{n+1}(U_0) = 0$

$$x_{n+1}(s) = \sum_{t \in S} \mathbf{P}(s, t) \cdot x_n(t)$$

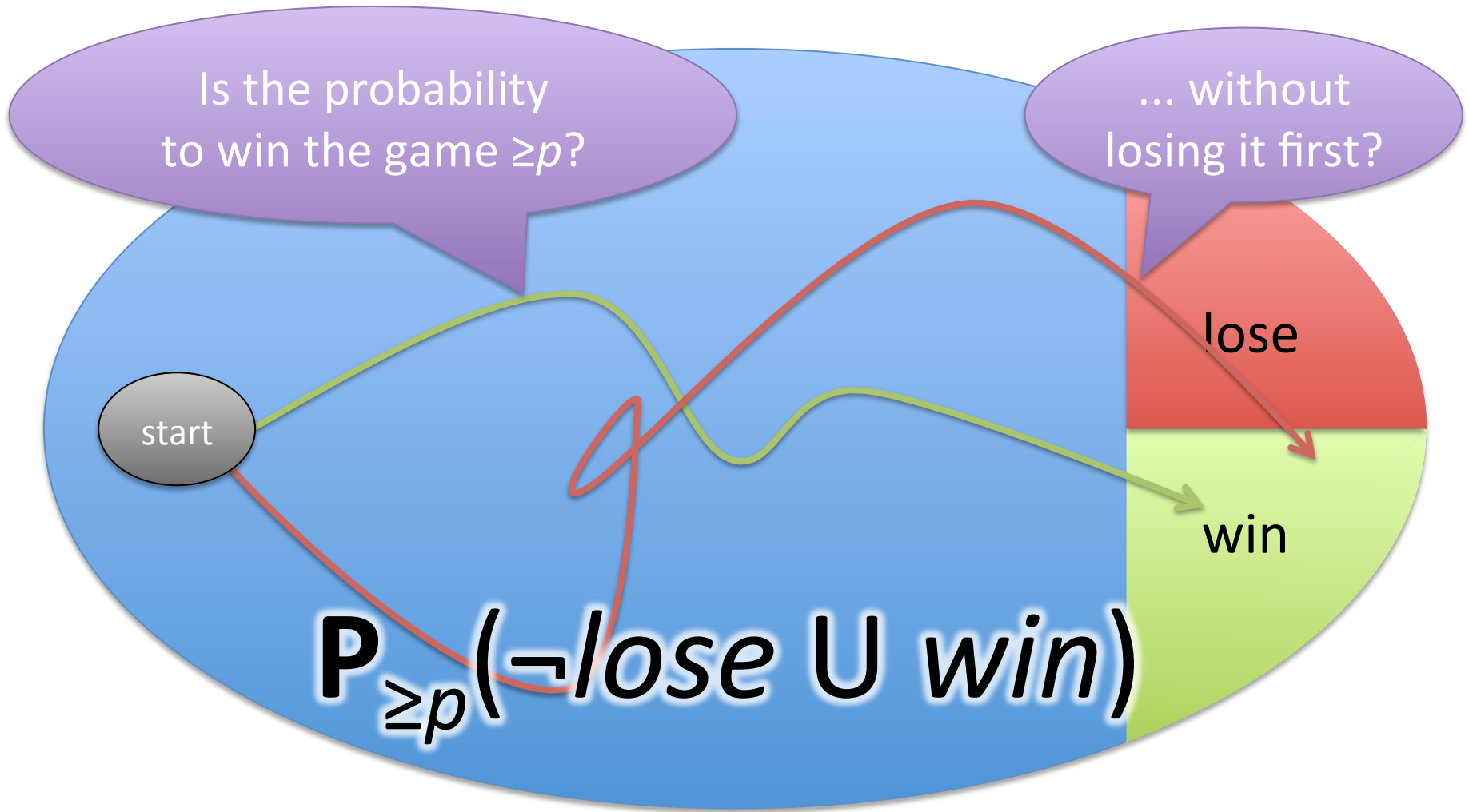
How to calculate the probability of $\text{Sat}(\neg \textit{lose} \textit{ U } \textit{win})$

- Make all states in $\text{Sat}(\textit{win})$ absorbing.
Reason: All paths reaching a *win*-state satisfy the formula.
- Make all states in $\text{Sat}(\textit{lose})$ absorbing.
Reason: All paths reaching a *lose*-state falsify the formula.
- In the modified MC,
 $\text{Sat}(\neg \textit{lose} \textit{ U } \textit{win}) = \text{Sat}(\textit{true} \textit{ U } \textit{win})$

How to calculate the probability of $\text{Sat}(true \cup win)$

- Only states in $\text{Sat}(win) \cup U_0$ are recurrent (i.e. have steady-state probability $\neq 0$)
- use steady-state analysis to find the probability to reach $\text{Sat}(win)$
- Two weeks ago:
steady-state analysis for irreducible MCs
- Today:
steady-state analysis for reducible MCs

Constrained Probabilistic Reachability



Is the probability to win the game $\geq p$?

... without losing it first?

start

lose

win

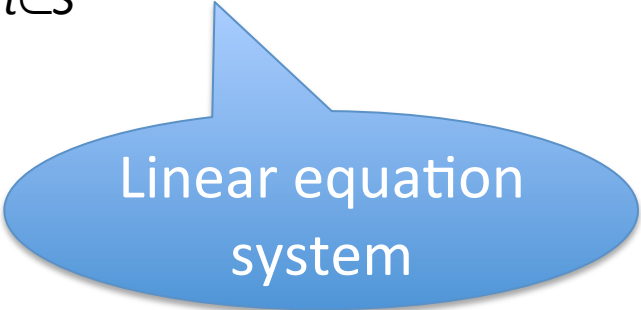
$P_{\geq p}(\neg \text{lose} \cup \text{win})$

How to Calculate Constrained Probabilistic Reachability

- $x(s) :=$ probability to win without losing first, if s is the start state

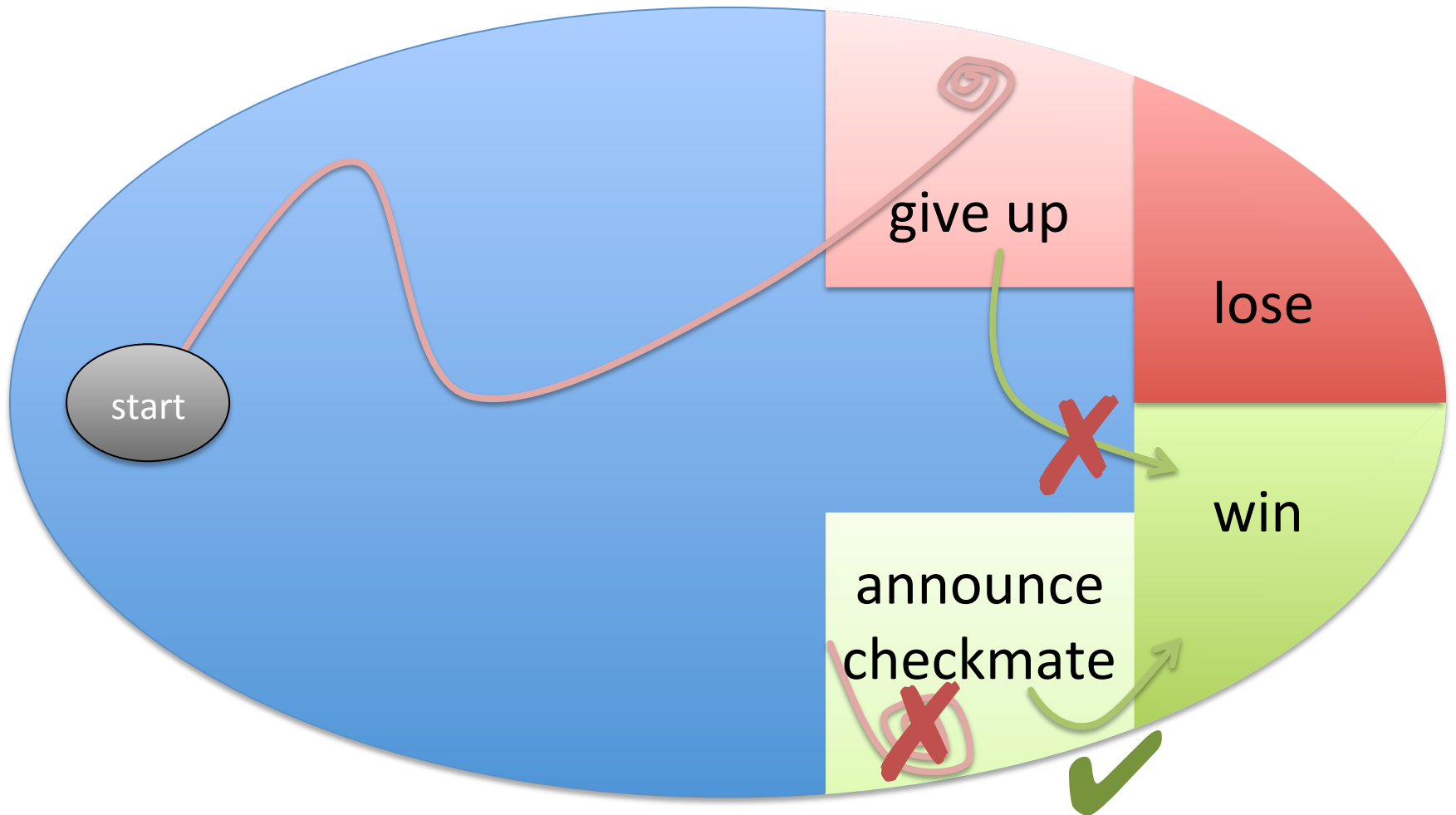
- $x(\text{win}) = 1$ $x(\text{lose}) = 0$

- $x(s) = \sum_{t \in S} P(s,t) \cdot x(t)$

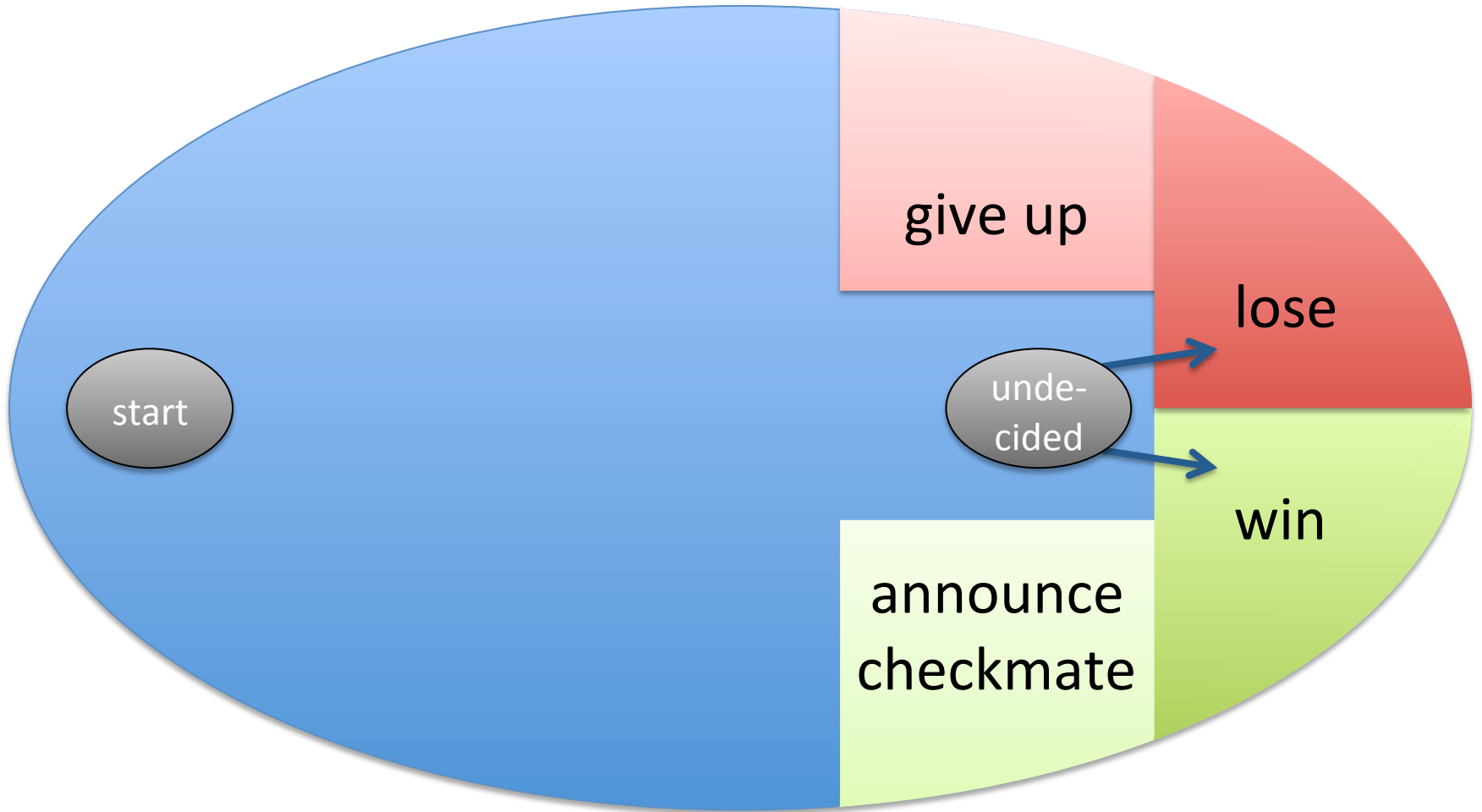


Linear equation
system

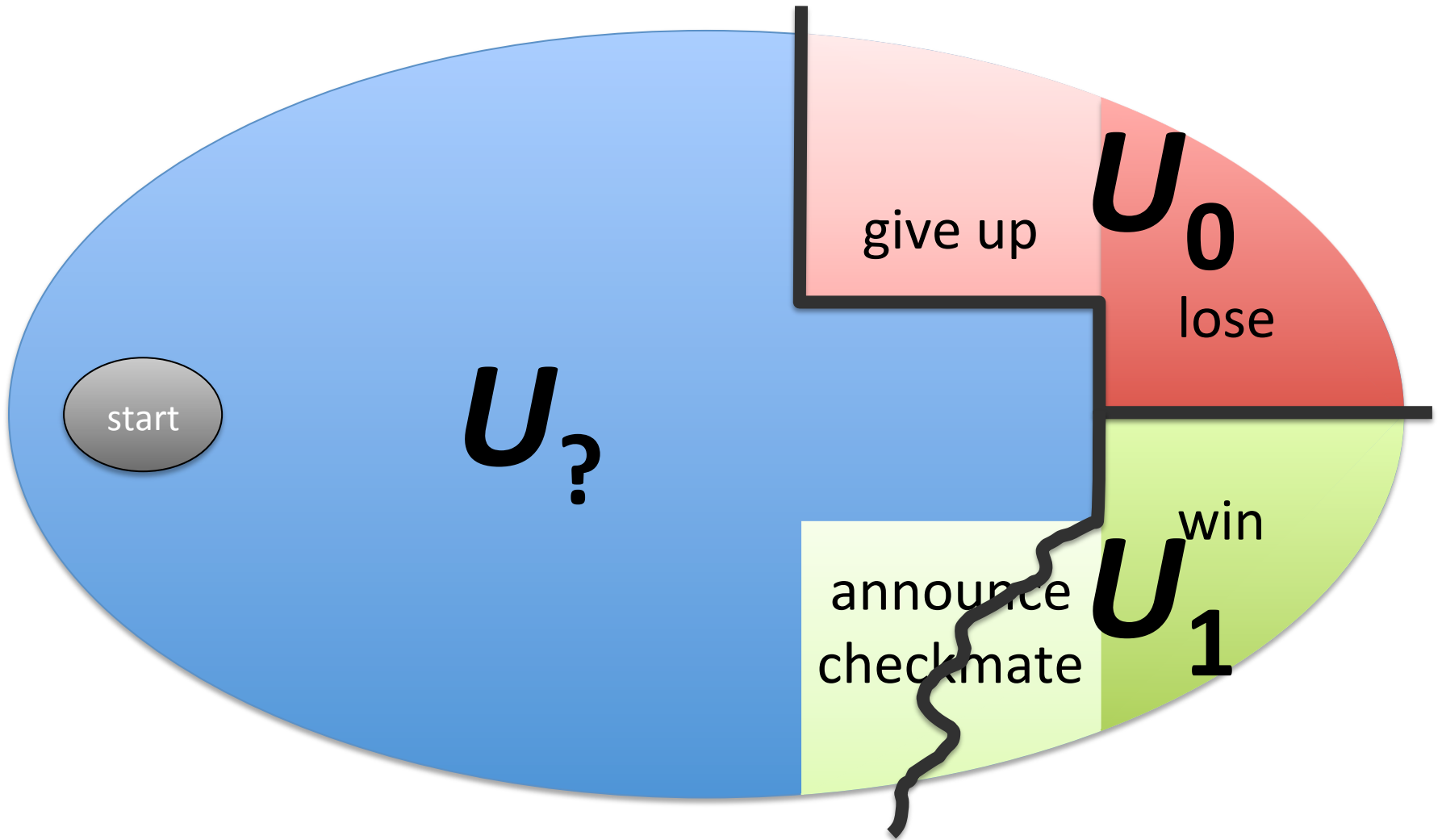
States where you cannot lose



Undecided States May Exist



Non-Unique Solution: Stalemate

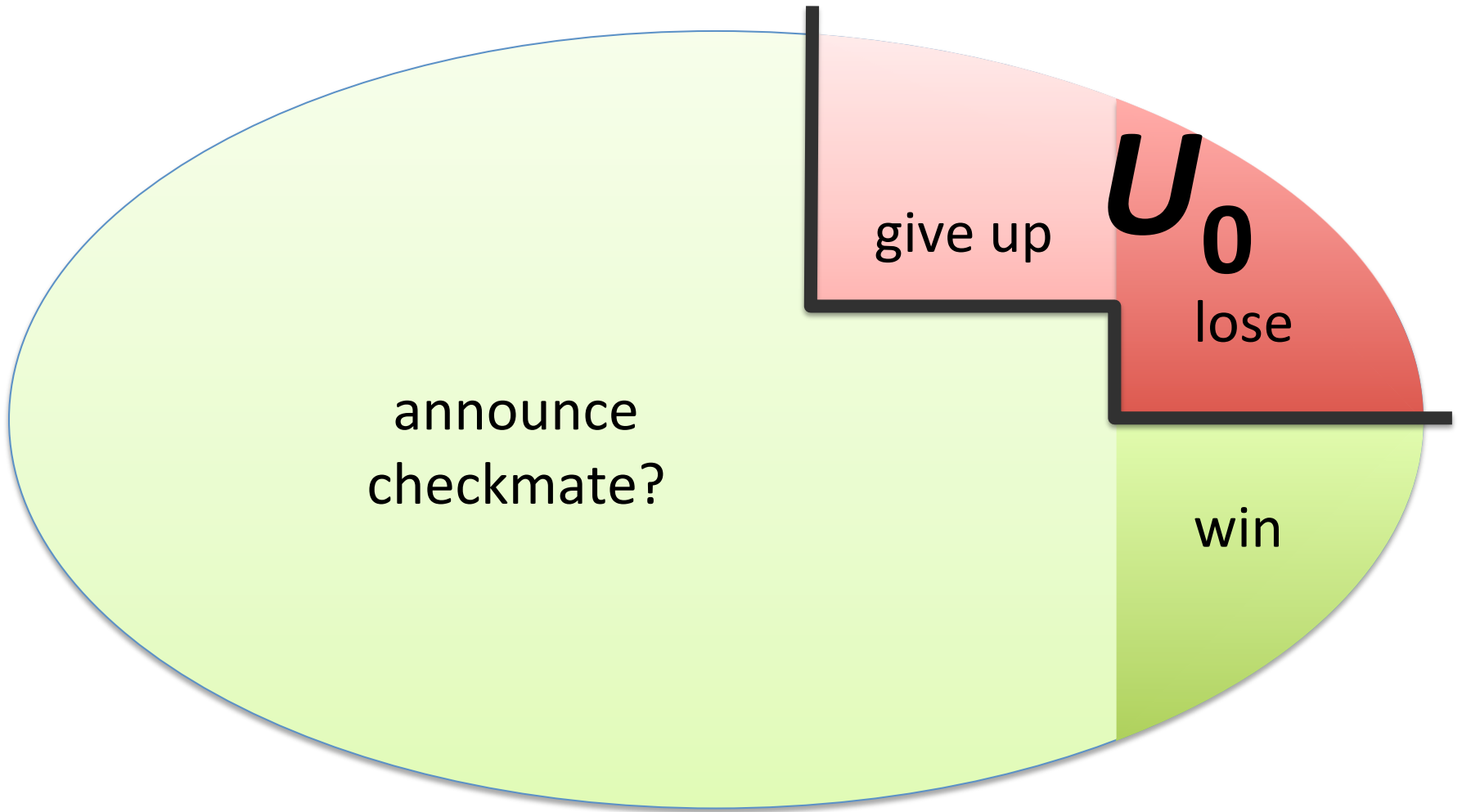


Unique Solution

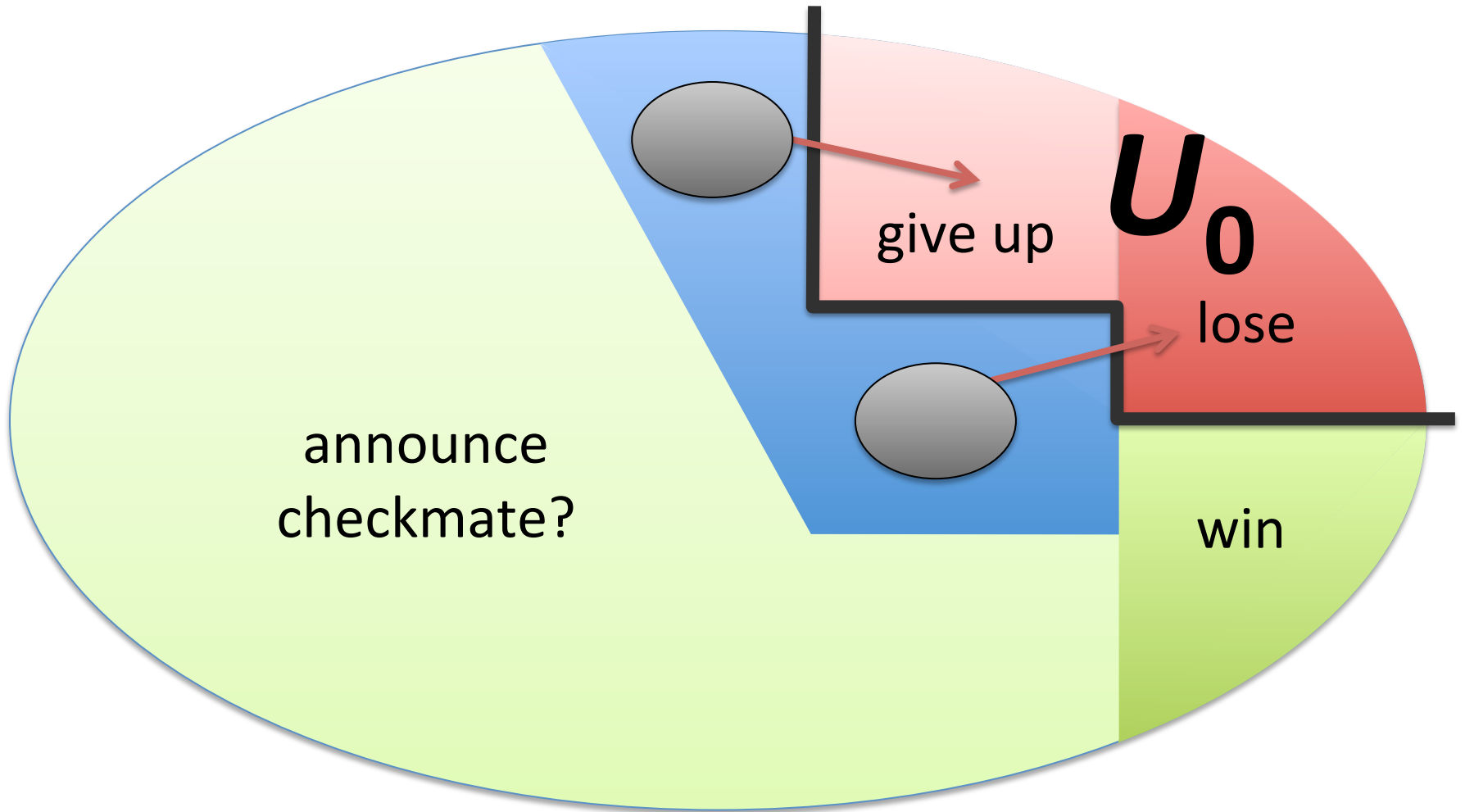
- $x(s) = 1$ if $s \in U_1$
- $x(s) = 0$ if $s \in U_0$
- $x(s) = \sum_{t \in S_?} P(s,t) \cdot x(t) + \sum_{t \in S_1} P(s,t)$ if $s \in U_?$
- **If all “stalemate” states $\in U_0$,
this equation system has unique solution.**

- Proof of Theorem: on the board...
- (Baier/Katoen, p. 766)

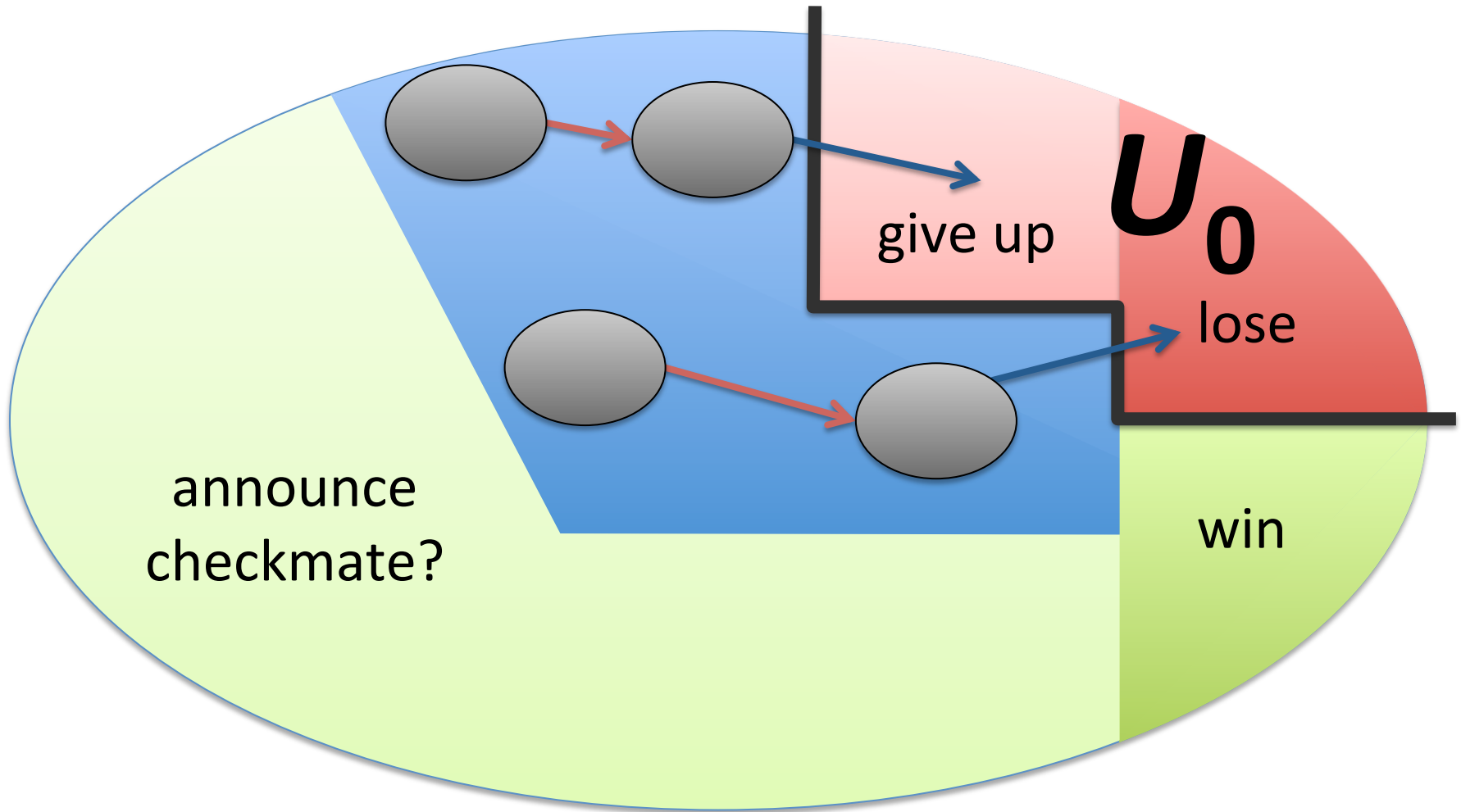
How to find U_1 (optimal)



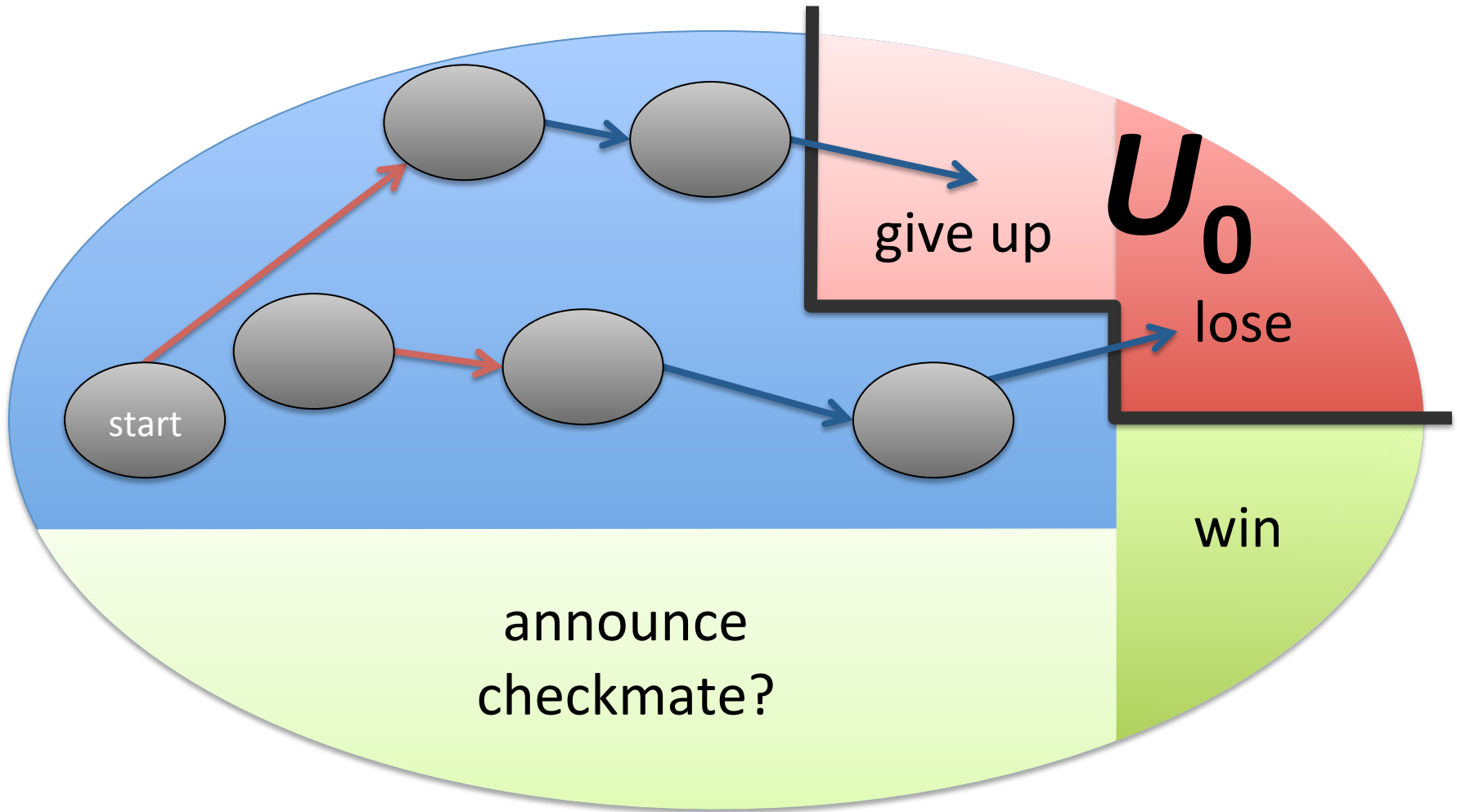
How to find U_1 (optimal)



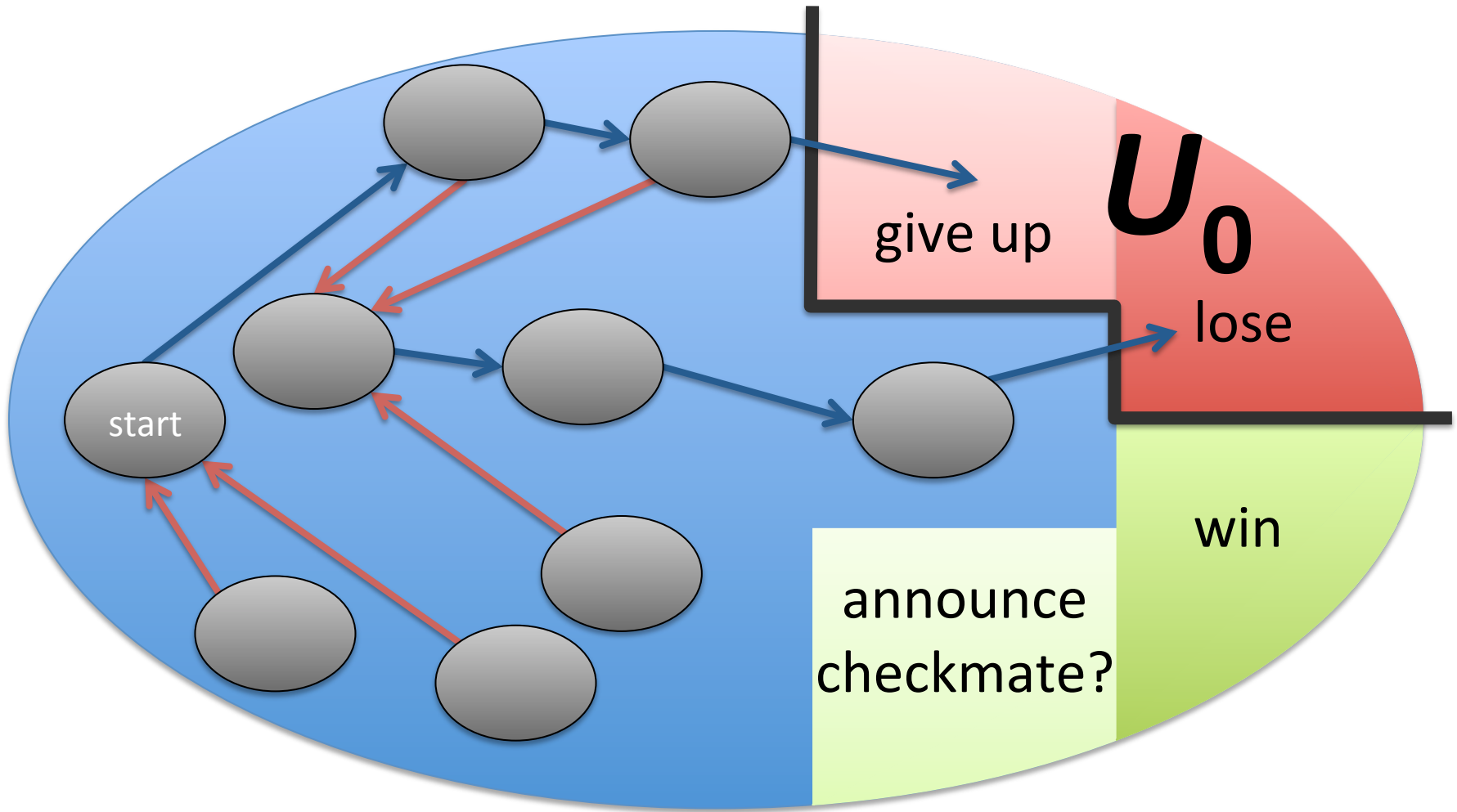
How to find U_1 (optimal)



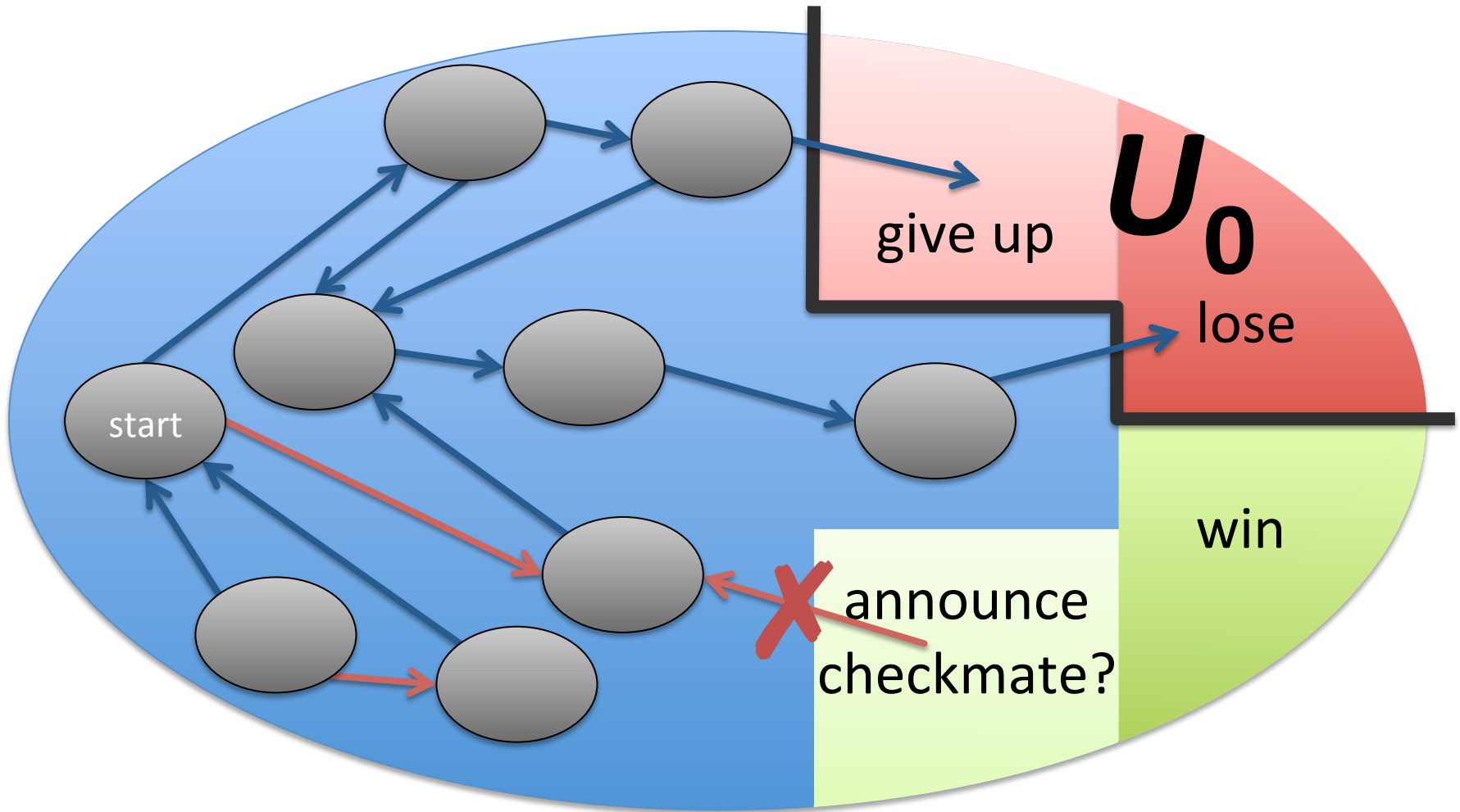
How to find U_1 (optimal)



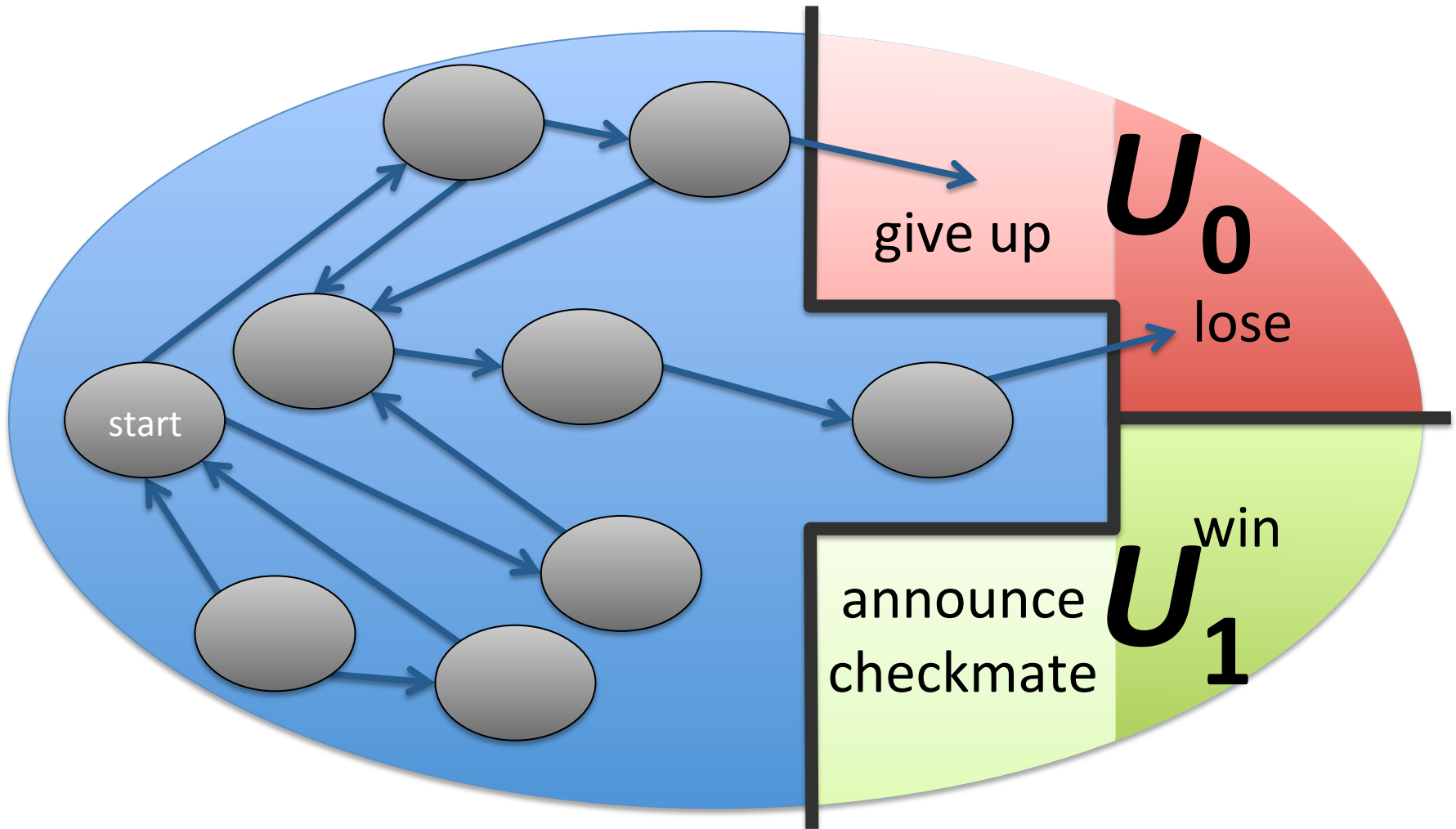
How to find U_1 (optimal)



How to find U_1 (optimal)



How to find U_1 (optimal)



How to find U_1 (optimal)

- create list of U_0 -states
- iterate through list from start to end:
for each state,
add non-winning predecessors to end of list
- when iteration is complete,
the list contains all states except U_1

Numerical Stability

- Direct solution (= invert matrix) is numerically unstable
- Better: iterative solution
- several iterations exist:
 - \mathcal{Y} , power method
 - Jacobi or Gauss-Seidel iteration
(general iterations for linear equation systems)

Power method iteration

- Define a functional

$$\mathcal{Y}: (x: S \rightarrow [0,1]) \mapsto (x': S \rightarrow [0,1])$$

- $x'(\text{win}) = 1$ $x'(\text{lose}) = 0$

- $$x'(s) = \sum_{t \in S} P(s,t) \cdot x(t)$$

- Theorem 10.15: **Least fixed point of \mathcal{Y} is the solution.**

- Proof of Theorem: on the board...
- The fixpoint is unique: (Knaster–Tarski)

Model checking procedure

- Assume given a DTMC and a formula ϕ
- start with simple subformulas of ϕ :
 - For each subformula ϕ' , find $\text{Sat}(\phi')$
 - Reuse results of even simpler subformulas, as in semantics
(e.g. $\text{Sat}(\neg\phi) = S \setminus \text{Sat}(\phi)$)
- Continue until you reach $\phi' = \phi$

Example

start

$\wedge \mathbf{P}_{\geq 0.3}(true \ U^{\leq 6} \ win)$

$\wedge \mathbf{P}_{=1}(true \ U \ state_4 \ \vee \ \mathbf{P}_{\geq 0.4}(true \ U \ win) \ \vee \ state_{10})$

Recapitulation

- PCTL: a logic to describe properties of Markov chains
- most important property: until formula = constrained probabilistic reachability
- compute probability with equation system
 - solution is unique if ...