

Probabilistic extension of higher-order model-checking

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September 9, 2016

Roadmap

- ➊ A quick introduction to higher-order model-checking (HOMC) and intersection types for HOMC
- ➋ Automata for **probabilistic** properties, comparison with quantitative μ -calculus
- ➌ Towards probabilistic HOMC: first steps and main challenges

Higher-order model-checking

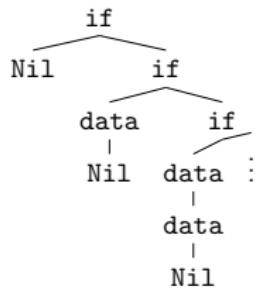
Model-checking

$$\mathcal{T} = \begin{array}{c} \text{if} \\ \swarrow \qquad \searrow \\ \text{Nil} \qquad \begin{array}{c} \text{if} \\ \swarrow \qquad \searrow \\ \text{data} \qquad \begin{array}{c} \text{if} \\ \swarrow \qquad \searrow \\ \text{Nil} \qquad \text{data} \\ | \qquad | \\ \text{data} \qquad | \\ | \qquad | \\ \text{Nil} \end{array} \end{array} \end{array}$$

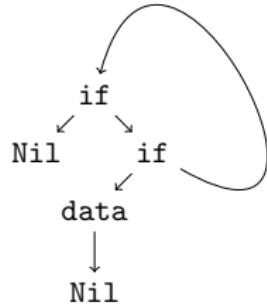
ϕ a logical property on trees, e.g. “all executions are finite”.

Model-checking: does $\mathcal{T} \models \phi$?

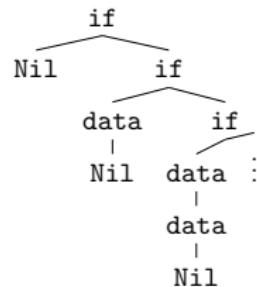
Finite representations of infinite trees



is not **regular**: it is not the unfolding of a **finite** graph as



Finite representations of infinite trees



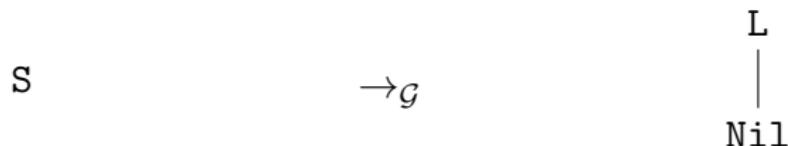
but it is represented by a **higher-order recursion scheme (HORS)**.

$$\mathcal{G} = \begin{cases} S &= L \text{ Nil} \\ L x &= \text{if } x (L (\text{data } x)) \end{cases}$$

Higher-order recursion schemes

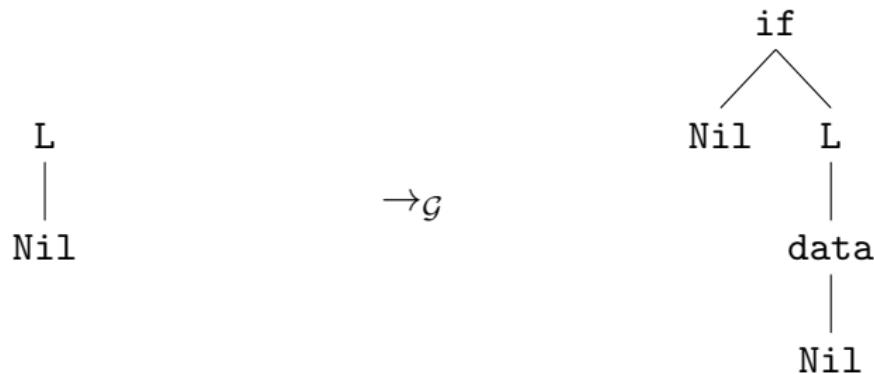
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Rewriting starts from the **start symbol** S:



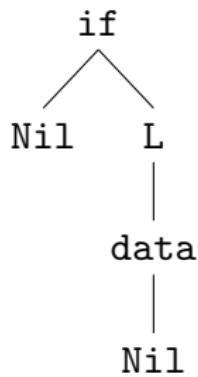
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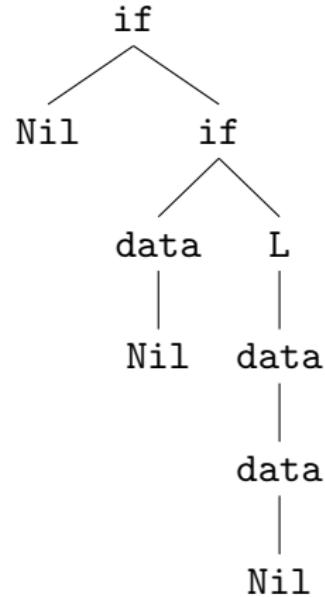


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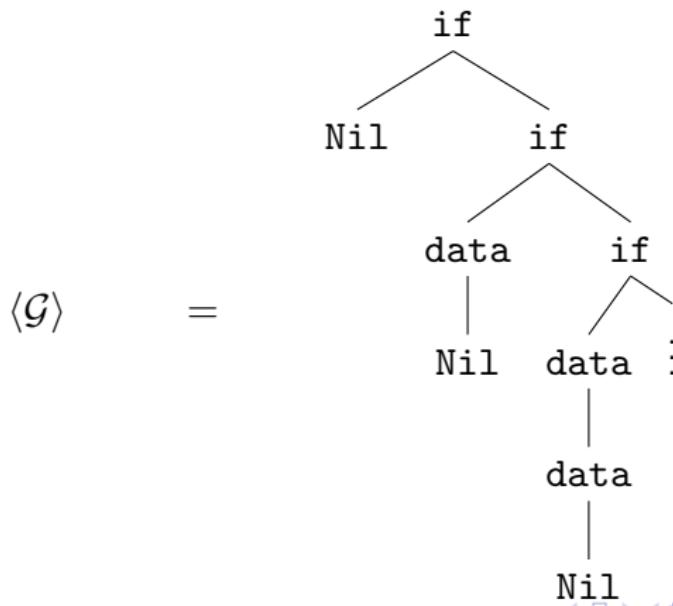


→



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HORS can alternatively be seen as **simply-typed** λ -terms with

simply-typed recursion operators $Y_\sigma : (\sigma \rightarrow \sigma) \rightarrow \sigma$.

Modal μ -calculus

Equivalent to MSO over trees.

$\phi, \psi ::= X \mid a \mid \phi \vee \psi \mid \phi \wedge \psi \mid \Box \phi \mid \Diamond_i \phi \mid \mu X. \phi \mid \nu X. \phi$

$\Diamond_i \phi$: ϕ holds on a successor in direction i

$\Diamond \phi$: ϕ holds on a successor

$\Box \phi$: ϕ holds on all successors

Modal μ -calculus

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$$\phi, \psi ::= X \mid a \mid \phi \vee \psi \mid \phi \wedge \psi \mid \Box \phi \mid \Diamond_i \phi \mid \mu X. \phi \mid \nu X. \phi$$

$\mu X. \phi$ is the **least** fixpoint of $\phi(X)$. It is computed by expanding **finitely** the formula:

$$\mu X. \phi(X) \longrightarrow \phi(\mu X. \phi(X)) \longrightarrow \phi(\phi(\mu X. \phi(X)))$$

$\nu X. \phi$ is the **greatest** fixpoint of $\phi(X)$. It is computed by expanding **infinitely** the formula:

$$\nu X. \phi(X) \longrightarrow \phi(\nu X. \phi(X)) \longrightarrow \phi(\phi(\nu X. \phi(X)))$$

Modal μ -calculus

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Example formula:

$$\nu X. (\text{if} \wedge \Diamond_1 (\mu Y. (\text{Nil} \vee \Box Y)) \wedge \Diamond_2 X)$$

Companion automata model: APT = ATA + parity condition.

Alternating tree automata (ATA)

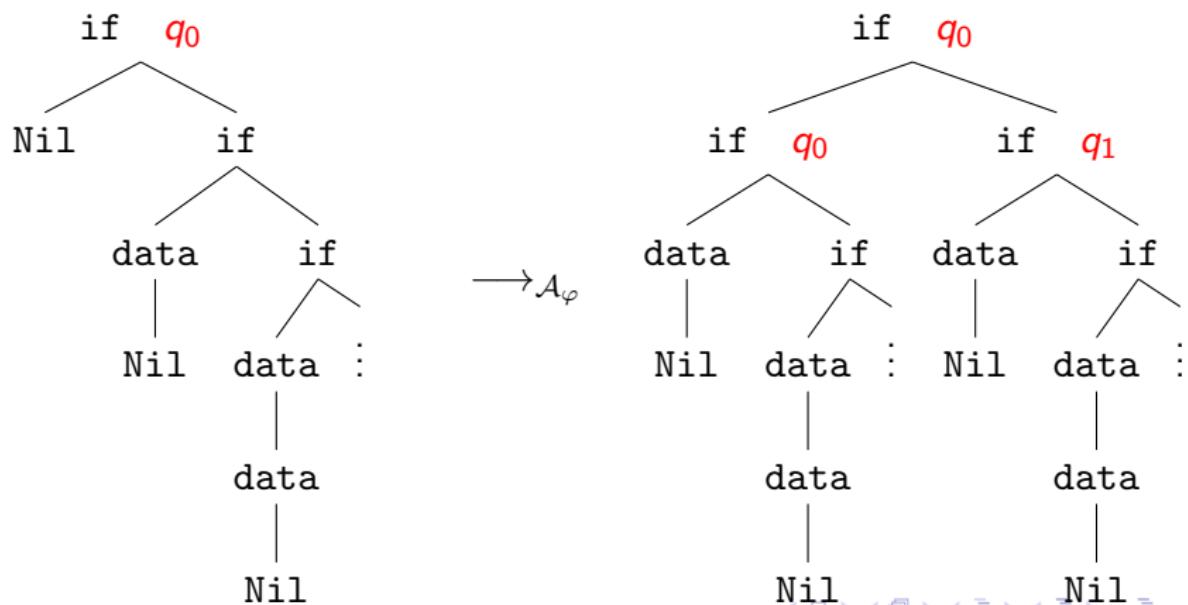
ATA: non-deterministic tree automata whose transitions may duplicate or drop a subtree.

Typically: $\delta(q_0, \text{if}) = (2, q_0) \wedge (2, q_1)$.

Alternating tree automata (ATA)

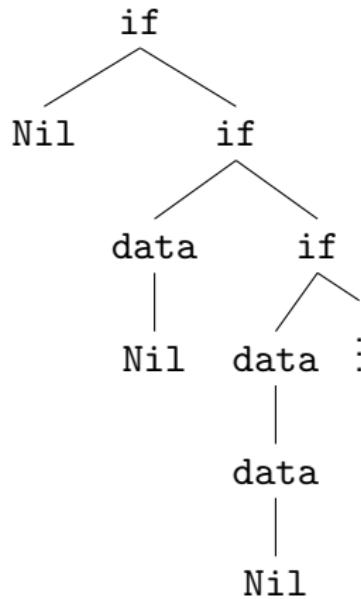
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Alternating parity tree automata

Express **reachability** with ATA: does every branch ends by Nil?



Problem: ATA execute **coinductively**.

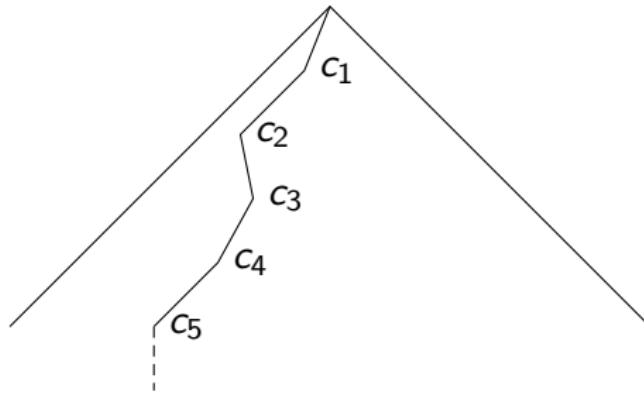
Solution: parity condition.

Alternating parity tree automata

Each state of an APT is attributed a color

$$\Omega(q) \in Col \subseteq \mathbb{N}$$

An infinite branch of a run-tree is winning iff the maximal color among the ones occurring infinitely often along it is even.



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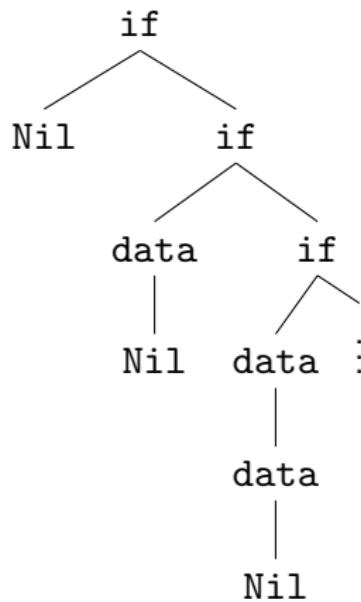
An infinite branch of a run-tree is winning iff the maximal color among the ones occurring infinitely often along it is even.

A run-tree is winning iff all its infinite branches are.

For a MSO formula φ :

\mathcal{A}_φ has a winning run-tree over $\langle \mathcal{G} \rangle$ iff $\langle \mathcal{G} \rangle \models \varphi$.

Alternating parity tree automata



$$Q = \{q\}$$

$$\Omega(q) = 1$$

$$\delta(\text{if}, q) = (1, q) \wedge (2, q)$$

$$\delta(\text{data}, q) = (1, q)$$

$$\delta(\text{Nil}, q) = \top$$

HOMC and intersection types

Alternating tree automata and intersection types

A key remark (Kobayashi 2009):

$$\delta(q_0, \text{if}) = (2, q_0) \wedge (2, q_1)$$

can be seen as the intersection typing

$$\text{if} : \emptyset \rightarrow (q_0 \wedge q_1) \rightarrow q_0$$

refining the simple typing

$$\text{if} : o \rightarrow o \rightarrow o$$

Alternating tree automata and intersection types

A run-tree over $\text{if } T_1 \ T_2$ is a derivation of $\emptyset \vdash \text{if } T_1 \ T_2$:

$$\text{App} \frac{\delta}{\emptyset \vdash \text{if} : \emptyset \rightarrow (q_0 \wedge q_1) \rightarrow q_0} \quad \emptyset \quad \frac{\vdots}{\emptyset \vdash T_2 : q_0} \quad \frac{\vdots}{\emptyset \vdash T_2 : q_1}$$
$$\text{App} \frac{\emptyset \vdash \text{if } T_1 : (q_0 \wedge q_1) \rightarrow q_0}{\emptyset \vdash \text{if } T_1 \ T_2 : q_0}$$

Intersection types naturally lift to higher-order – and thus to \mathcal{G} , which **finitely** represents $\langle \mathcal{G} \rangle$.

Theorem (Kobayashi)

$S : q_0 \vdash S : q_0$ iff the ATA \mathcal{A}_φ has a run-tree over $\langle \mathcal{G} \rangle$.

A type-system for verification: without parity conditions

(G.-Melliès 2014, from Kobayashi 2009 and Kobayashi-Ong 2009)

Axiom

$$\frac{}{x : \bigwedge_{\{i\}} \theta_i :: \kappa \vdash x : \theta_i :: \kappa}$$

$$\delta \quad \frac{\{ (i, q_{ij}) \mid 1 \leq i \leq n, 1 \leq j \leq k_i \} \text{ satisfies } \delta_A(q, a)}{\emptyset \vdash a : \bigwedge_{j=1}^{k_1} q_{1j} \rightarrow \dots \rightarrow \bigwedge_{j=1}^{k_n} q_{nj} \rightarrow q :: o \rightarrow \dots \rightarrow o}$$

$$\text{App} \quad \frac{\Delta \vdash t : (\theta_1 \wedge \dots \wedge \theta_k) \rightarrow \theta :: \kappa \rightarrow \kappa' \quad \Delta_i \vdash u : \theta_i :: \kappa}{\Delta + \Delta_1 + \dots + \Delta_k \vdash t u : \theta :: \kappa'}$$

$$\lambda \quad \frac{\Delta, x : \bigwedge_{i \in I} \theta_i :: \kappa \vdash t : \theta :: \kappa'}{\Delta \vdash \lambda x. t : (\bigwedge_{i \in I} \theta_i) \rightarrow \theta :: \kappa \rightarrow \kappa'}$$

$$fix \quad \frac{\Gamma \vdash \mathcal{R}(F) : \theta :: \kappa}{F : \theta :: \kappa \vdash F : \theta :: \kappa}$$

Colored intersection types

A type-system for verification

(G.-Melliès 2014, from Kobayashi-Ong 2009)

$$\text{App} \quad \frac{\Delta \vdash t : (\square_{c_1} \theta_1 \wedge \dots \wedge \square_{c_k} \theta_k) \rightarrow \theta :: \kappa \rightarrow \kappa' \quad \Delta_i \vdash u : \theta_i :: \kappa}{\Delta + \square_{c_1} \Delta_1 + \dots + \square_{c_k} \Delta_k \vdash t u : \theta :: \kappa'}$$

+ coloring of typing tree nodes and **parity condition** on derivations

A type system for verification

Theorem (G.-Melliès 2014, from Kobayashi-Ong 2009)

$S : q_0 \vdash S : q_0$ admits a *winning* typing derivation

iff

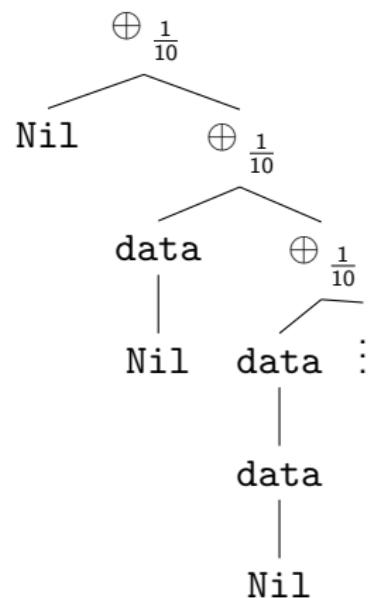
the alternating *parity* automaton \mathcal{A} has a *winning* run-tree over $\langle \mathcal{G} \rangle$.

Static analysis: directly on the finite HORS \mathcal{G} .

Probabilistic automata

Probabilistic HOMC

```
IntList random_list() {
    IntList list = Nil;
    while(rand() > 0.1) {
        list := rand_int()::list;
    }
    return l;
}
```

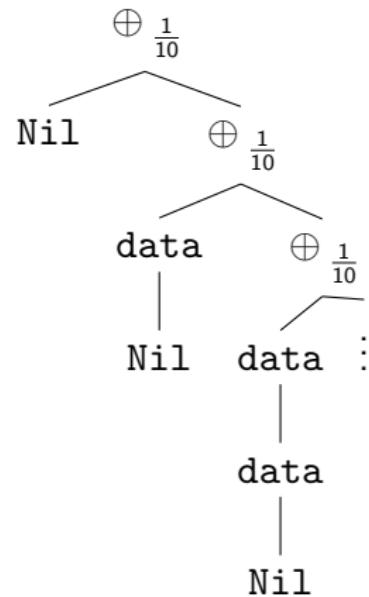


Probabilistic HOMC

Allows to represent **probabilistic programs**.

And to define **higher-order regular MDP**: those bisimilar to their encoding represented by a HORS.

(encoding of probabilities + payoffs in symbols)



Probabilistic automata

Idea: no longer verify ϕ but $Pr_{\geq p} \phi$.

- Step one: quantitative ATA.
- Step two: deal with colors and parity condition.

Probabilistic automata (PATA):

- ATA on non-probabilistic symbols
- + probabilistic behavior on choice symbol \oplus_p

Run-tree: labels (q, p_b, p_f) .

The root of a run-tree of probability p is labeled $(q_0, 1, p)$, where p is the probability with which we want the tree to satisfy the formula.

Probabilistic alternating tree automata

Probabilistic behavior:

$$\oplus_p (q, p_b, p_f)$$

```
graph TD; A["⊕p (q, pb, pf)"] -- b --> B[""]; A -- c --> C[""]
```

is labeled as

$$\oplus_p (q, p_b, p_f)$$

```
graph TD; A["⊕p (q, pb, pf)"] -- b --> B["(q, p × pb, p'f)"]; A -- c --> C["(q, (1 - p) × pb, pf - p'f)"]
```

for some $p'_f \in [0, p_f]$ such that $p'_f \leq p \times p_b$ and $p_f - p'_f \leq (1 - p) \times p_b$.

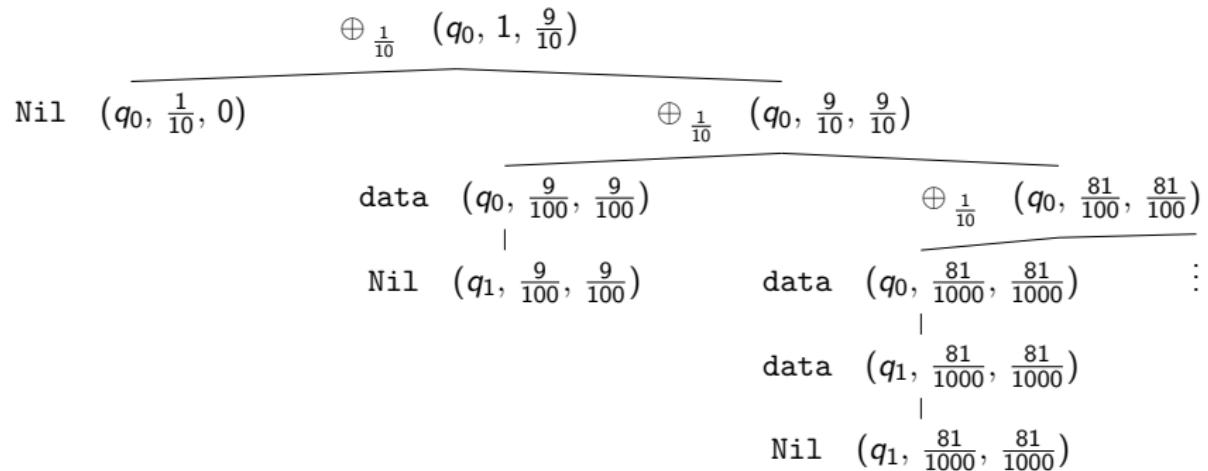
Example of PATA run

ϕ = “all the branches of the tree contain data”

is modeled by the PATA:

- $\delta_1(q_0, \text{data}) = (1, q_1),$
- $\delta_1(q_1, \text{data}) = (1, q_1),$
- $\delta_1(q_0, \text{Nil}) = \perp,$
- $\delta_1(q_1, \text{Nil}) = \top.$

Example of PATA run



Intersection types for PATA

As for ATA, except for tree constructors:

$$\frac{\{ (i, q_{ij}) \mid 1 \leq i \leq n, 1 \leq j \leq k_i \} \text{ satisfies } \delta_A(q, a)}{\emptyset \vdash a : \bigwedge_{j=1}^{k_1} (q_{1j}, p_b, p_f) \rightarrow \dots \rightarrow \bigwedge_{j=1}^{k_n} (q_{nj}, p_b, p_f) \rightarrow (q, p_b, p_f)}$$

$$\frac{p'_f \in]0, p_f[\text{ and } p'_f \leq p \times p_b \text{ and } p_f - p'_f \leq (1-p) \times p_b}{\emptyset \vdash \oplus_p : (q, p \times p_b, p'_f) \rightarrow (q, (1-p) \times p_b, p_f - p'_f) \rightarrow (q, p_b, p_f)}$$

$$\frac{q \in Q \text{ and } p \times p_b \geq p_f}{\emptyset \vdash \oplus_p : (q, p \times p_b, p_f) \rightarrow \emptyset \rightarrow (q, p_b, p_f)}$$

$$\frac{q \in Q \text{ and } (1-p) \times p_b \geq p_f}{\emptyset \vdash \oplus_p : \emptyset \rightarrow (q, (1-p) \times p_b, p_f) \rightarrow (q, p_b, p_f)}$$

Intersection types for PATA

Theorem

$$\emptyset \vdash S : (q_0, 1, p)$$

iff

the PATA \mathcal{A} has a *run-tree of probability p* over the tree $\langle \mathcal{G} \rangle$ generated by \mathcal{G} .

Under connection Rel/non-idempotent types, we obtain a similar denotational theorem.

Note that $\llbracket o \rrbracket = Q \times [0, 1] \times [0, 1]$.

PATA and quantitative μ -calculus

Quantitative μ -calculus (McIver-Morgan): interpret ϕ not in \mathbb{B} but in $[0, 1]$.

When all payoffs are 1, semantics = size of the set of branches satisfying ϕ :

$$\|\phi\|_{\mathcal{V}}^{\underline{\sigma}, \bar{\sigma}} \cdot s = \int_{\llbracket \phi \rrbracket_{\mathcal{V}}^{\underline{\sigma}, \bar{\sigma}} \cdot s} \text{Val}$$

Result holding for regular (= finite) Markov chains.

PATA and quantitative μ -calculus

Deal with **infinite branches**? PATA accept them all...

For trivial formulas (only ν , never μ /only color is 0 = **safety properties**) and all payoffs set to 1 (for commodity, can be patched):

$$\|\phi\|_{\nu} = \sup \{p \in [0, 1] \mid \text{there is a run-tree of probability } p\}$$

PATA acts similarly to the game interpretation, resolving non-determinism but playing all alternating choices in parallel.

The type system approach captures these safety properties.

How to capture the general parity condition?

Towards the parity condition

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Idea: a **colored** run-tree of probability

$$p = p_{bad}$$

is

- a run-tree of probability p ,
- where p_{bad} is the measure of the set of rejecting (= odd-colored) branches in the run-tree.

Problem: relate the size of rejecting branches set throughout infinite β -reduction?

Thank you for your attention!

Towards the parity condition

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