# Statistical Model Checking

#### Madhavan Mukund

Chennai Mathematical Institute http://www.cmi.ac.in/~madhavan

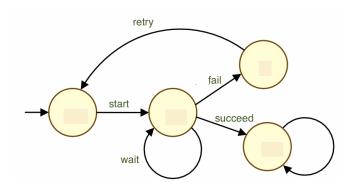
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### Stochastic systems

- Next states depends probabilistically on current state and past history
  - Markov property: history prior to current state is ignored
  - Probabilistic transition function
- Useful for modelling
  - Randomization Breaking symmetry in distributed algorithms
  - Uncertainty Environmental interference, imprecise sensors, ...
  - Quantitative properties Performance, quality of service
- Two major domains of application
  - Cyber Physical Systems Auto pilot, anti-lock braking, . . .
  - Biological systems Signalling pathways, cell interactions, . . .

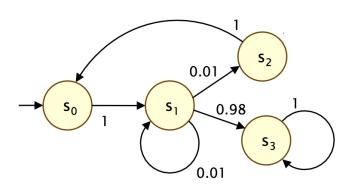
# A simple communication protocol

• Sending a message on a channel



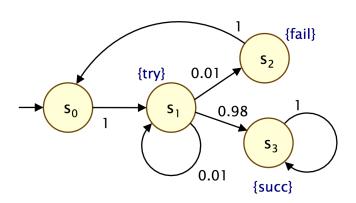
# A simple communication protocol

• Associate probabilities with the events



# A simple communication protocol

• Label states with atomic propositions



# Discrete Time Markov Chain (DTMC)

 $D = (S, S_{init}, P, L)$ 

$$P = \begin{bmatrix} 0 & 1 & 0 & 0 \\ 0 & 0.01 & 0.01 & 0.98 \\ 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$C(s_0) = \emptyset,$$

$$L(s_1) = \{try\},$$

$$L(s_2) = \{fail\},$$

$$L(s_3) = \{succ\}$$

 $AP = \{try, fail, succ\}$ 

# Typical properties of interest

- Path based properties
   What is the probability of requiring more than 10 retries?
- Transient properties
   What is the probability of being in state s<sub>1</sub> after 16 steps?
- ExpectationWhat is the average number of retries required?

#### This talk

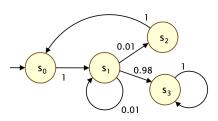
Focus on path based properties

- Properties refer to sets of paths
  - What is the probability of requiring more than 10 retries?
  - Ratio of runs requiring more than 10 retries to set of all runs
  - Runs are infinite paths
- How do we count or measure sets of infinite paths?

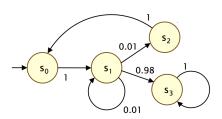
- Probability of a finite path: multiply the probabilities
  - $\bullet \ \ s_0 \xrightarrow{1} s_1 \xrightarrow{0.01} s_2 \xrightarrow{1} s_0 \xrightarrow{1} s_1 \xrightarrow{0.98} s_3$
  - Probability is  $1 \cdot 0.01 \cdot 1 \cdot 1 \cdot 0.98 = 0.0098$
- A single infinite path has probability 0
  - Infinite product of values below 1
- How do we identify sets of infinite paths with non-zero probability?

- A cylinder is a set of paths that share a common prefix
  - $Cyl(s_0s_1s_2s_0s_1s_3) = \{\rho \mid \rho = s_0s_1s_2s_0s_1s_3\rho'\}$
  - Collectively,  $Cyl(s_0s_1s_2s_0s_1s_3)$  has same probability, 0.0098 as the common prefix  $s_0s_1s_2s_0s_1s_3$
- A set of paths can be measured if:
  - it is a cylinder, or the complement of one
  - it is a countable union of measurable subsets
- The empty set and the set of all runs can be measured (Why?)

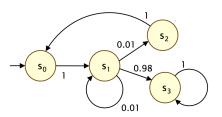
 Paths that fail immediately Cyl(s<sub>0</sub>s<sub>1</sub>s<sub>2</sub>)



- Paths that fail immediately Cyl(s<sub>0</sub>s<sub>1</sub>s<sub>2</sub>)
- Paths with at least one failure  $Cyl(s_0s_1s_2) \cup Cyl(s_0s_1s_1s_2) \cup Cyl(s_0s_1s_1s_2) \cup \cdots$



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- Paths with no waiting and at most two failures  $Cyl(s_0s_1s_3) \cup$  $Cyl(s_0s_1s_2s_0s_1s_3) \cup$  $Cyl(s_0s_1s_2s_0s_1s_2s_0s_1s_3)$



# Model checking properties

- Focus on probabilistic reachability
  - "Something good happens"
  - $R_s(s')$ : probability of reaching s' from s
  - Measure of all paths  $\rho$  starting with s that contain s'
- Dual is invariance
  - Behaviour stays within a subset of states  $G \subseteq S$
  - "Nothing good happens"
  - Behaviour never reaches  $S \setminus G$
- All reachability probabilities are measurable
  - $R_s(s')$ : union of all cylinders  $Cyl(ss_0s_1...s_ks')$  where s' does not occur in  $ss_0...s_k$
  - Disjoint cylinders, so add their measures, no double counting

# Model checking properties

- Express  $R_s(s')$  inductively
  - $R_s(s') = 1$ , if s = s'
  - $R_s(s') = \sum_{s''} P(s, s'') R_{s''}(s')$ , otherwise
- Similar equations for each  $R_{s''}(s')$
- Solution we want is a fixed point for this system of equations
- Can be solved iteratively
  - Initially assign 0 to each  $R_{s''}(s')$
  - Update using the inductive definition

### Drawbacks

- Explicit computation of probabilities needs to examine all states
- Need to manipulate entire reachable state space
- Infeasible for practical applications
  - Cyber physical systems
  - Biological models

# Statistical approach

- Simulate the system repeatedly using the underlying probabilities
- For each run determine if it satisfies the property
- Suppose c out N runs are successful
- Estimate the probability of the property holding as  $\frac{c}{N}$

### Law of large numbers

As N tends to  $\infty$ ,  $\frac{c}{N}$  converges to the true value

### Statistical approach

- Why does this help?
- Simulation is easier than exhaustively exploring state space
  - Only need to remember states along the path
  - How much of the path you keep depends on the property
- Easy to parallelize: simulations are independent

#### Constraints

- Properties must be bounded
  - Each simulation succeeds or fails in a finite amount of time
- Number of simulations may be large
- Guarantees are probabilistic
  - Explicit computations "solve" probabilistic systems "exactly"



# Bounded properties

- Is reachability a bounded property?
  - If the simulation reaches s' we can stop the simulation
  - What if the simulation does not visit s' for a long time?
- Bounded reachability: reachable in k steps or less
- Generalize linear-time temporal logic (LTL) to Bounded LTL (BLTL)
  - Atomic propositions
  - Boolean connectives ¬, ∧, . . .
  - $X\varphi$  :  $\varphi$  holds at the next state
  - $\varphi U^k \psi$ : within k steps,  $\psi$  will hold and until then  $\varphi$  holds
- Interpret along a run  $\rho = s_0 s_1 s_2 \dots$



# Monte Carlo model checking

- ullet Input is a BLTL formula arphi and a probabilistic system D
- ullet Inductively compute a bound t from arphi
  - $\bullet$  Non trivial bounds come from subformulas  $\psi \, U^k \psi'$
  - $\bullet$  Bound for  $\neg \psi$  is same as for  $\psi$
  - For  $\psi \wedge \psi'$ , use max of the two bounds
  - For  $X\psi$ , add 1 to the bound for  $\psi$
- Simulate the system N times, each simulation bounded by t steps
- Report  $\frac{c}{N}$ , where c is the number of good runs

### Statistical estimation

#### Coin tossing

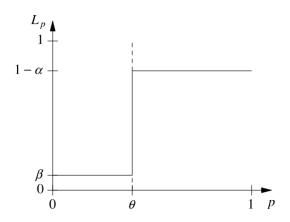
- Toss a coin 100 times, observe 70 heads estimate P(h) = 0.7
  - Maximum likelihood estimate
  - Of all possible values of P(h), 0.7 maximizes probability of the given observation, 70 heads out of 100
- Observe 7 heads out of 10, 70 out of 100, 700 out of 1000
  - All give the same estimate
  - Are all the experiments equivalent?
- Intuitively, more trials give us more confidence in the estimate
- How do we quantify this?

- Rephrase the problem: Is  $P(h) \ge \theta$ 
  - Call this our hypothesis H
  - The converse hypothesis is  $K : P(h) < \theta$
- Fix the number of simulations, N, and a threshold, c
- After our simulation
  - If more than c of N simulations succeed, accept H
  - If c or fewer simulations succeed, reject H, accept K
- Errors
  - False negative (Type-I) Accept K when H holds
  - False positive (Type-II) Accept H when K holds
- Want to bound the error of our estimate
  - $\bullet$  Probability of a Type-I error is bounded by  $\alpha$
  - ullet Probability of a Type-II error is bounded by eta



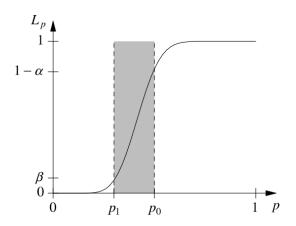
Probability  $L_p$  of accepting hypothesis  $H: p \ge \theta$  as a function of p

• Step function requires exhaustive sampling



- Instead, introduce an indifference region,  $\theta \pm \delta$ 
  - Hypthesis  $H: P(h) \ge \theta + \delta = p_0$
  - Hypthesis  $K: P(h) \le \theta \delta = p_1$
- Within the indifference region, we are neutral to the answer
  - Too close to call!

Probability  $L_p$  of accepting hypothesis  $H: p \ge p_0$  as a function of p, with an indifference region



# Single sampling plan

- Given  $H: p \ge p_0, K: p \le p_1$
- Fix a number of trials N and constant c so that
  - ullet If we see more than c successes, we accept H
  - ullet If we see c or fewer successes, we accept K
- Since we have fixed c, we may make mistakes
  - Type-I: accept K when H holds (false negative)
  - Type-II: accept H when K holds (false positive)
- How do we choose N and c so that we achieve desired error bounds?
  - ullet Probability of Type-I errors bounded by lpha
  - ullet Probability of Type-II errors bounded by eta

# Single sampling plan

- Let X be a Bernoulli variable (i.e., a biased coin) with probability p
- Let Y be the number of successes (i.e., heads) after N trials

$$F(c; N, p) \stackrel{\triangle}{=} P(Y \le c) = \sum_{i=0}^{c} {N \choose i} p^{i} (1-p)^{N-i}$$

- We have fixed a threshold c, so
  - We accept K with probability F(c; N, p)
  - We accept H with probability 1 F(c; N, p)
- The sampling plan  $\langle N, c \rangle$  has strength  $\langle \alpha, \beta \rangle$  if
  - $F(c; N, p_0) \leq \alpha$  ..... (accept K when  $p \geq p_0$ )
  - $1 F(c; N, p_1) \le \beta$  ..... (accept H when  $p \le p_1$ )

# Single sampling plan

- The sampling plan  $\langle N, c \rangle$  has strength  $\langle \alpha, \beta \rangle$  if
  - $F(c; N, p_0) \le \alpha$
  - $1 F(c; N, p_1) \le \beta$
- Can compute N and c that satisfy these constraints
- Unfortunately, no closed form solution
- Can numerically solve using binary search [Younes]

# Adaptive sampling

- ullet Suppose our single sampling plan is  $\langle 1000,700 
  angle$ 
  - 1000 samples, accept H if 701 or more successes, K otherwise
- We have completed 600 samples and already observed 300 failures
- No point in continuing the test!
- Can we do adaptive sampling?

# Sequential probability ratio test (SPRT) [Wald 1945]

• After m samples, suppose we have seen  $d_m$  successful samples

$$f_m = \prod_{i=1}^m \frac{Pr[X_i = x_i \mid p = p_1]}{Pr[X_i = x_i \mid p = p_0]} = \frac{p_1^{d_m} (1 - p_1)^{m - d_m}}{p_0^{d_m} (1 - p_0)^{m - d_m}}$$

- Numerator captures likelihood of current sample with hypothesis K
- Denominator captures likelihood of current sample with hypothesis H
- Fix two thresholds A, B
  - If ratio  $f_m$  is above A, accept K and stop
  - If ratio  $f_m$  is below B, accept H and stop
  - Otherwise, continue drawing samples



# Sequential probability ratio test (SPRT)

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- Fix two thresholds A, B
  - If ratio  $f_m$  is above A, accept K and stop
  - If ratio  $f_m$  is below B, accept H and stop
  - Otherwise, continue drawing samples
- $\bullet$  Fixing A and B to give overall strength  $\langle \alpha, \beta \rangle$  is nontrivial
  - In practice, choose  $A = \frac{1-\beta}{\alpha}$  and  $B = \frac{1-\alpha}{\beta}$
  - This yields a test with strength  $\langle \alpha', \beta' \rangle$  where  $\alpha' + \beta' \leq \alpha + \beta$
  - At least one of the new bounds is smaller than the original, usually both



# SPRT based statistical model checking

- Fix a threshold  $\theta$  and an indifference region  $\theta \pm \delta$  along with error bounds  $\alpha,\beta$
- Let  $p_0 = \theta + \delta$ ,  $p_1 = \theta \delta$
- Set  $A = \frac{1-\beta}{\alpha}$  and  $B = \frac{1-\alpha}{\beta}$
- ullet Draw samples and evaluate the ratio  $f_i$  after sample i
  - If  $f_i > A$ , accept K
  - If  $f_i < B$ , accept H
  - Otherwise, draw another sample

### Boolean combinations

- To verify  $\neg \psi$  with Type-I error  $\alpha$  and Type-II error  $\beta$ , sufficient to verify  $\psi$  with Type-I error  $\beta$  and Type-II error  $\alpha$ .
- Let  $\varphi = \psi_1 \wedge \psi_2$ .
  - Assume that each  $\psi_i$  can be decided with Type-I error  $\alpha_i$  and Type-II error  $\beta_i$  .
  - Then  $\varphi$  can be decided with Type-I error  $\min(\alpha_1, \alpha_2)$  and Type-II error  $\max(\beta_1, \beta_2)$ .

# Nested probabilities

What if we have nested probabilistic operators?

- Compute  $Pr_{\geq \theta}(\varphi)$ , where  $\varphi$  itself is of the form  $Pr_{\geq \theta'}(\psi)$ .
- A single sample is not enough:
  - $\bullet$  Need to nest sampling for  $\psi$  with each sample of  $\varphi$
- Can be done
  - ullet Can derive errors bounds for  $\varphi$  given bounds for  $\psi$
  - But expensive: exponential blow up in samples

### Other challengess

- Rare events
  - If the probability is very low, need more samples for meaningful estimate
  - Alternative notion called importance sampling [Clarke, Zuliani]
- Incorporating nondeterminism
  - Markov Decision Processes: each action determines a separate probability distribution
  - Cannot directly apply statistical techniques
  - Resolve nondeterminism using a scheduler

### **Tools**

#### Plasma

- https://project.inria.fr/plasma-lab/ statistical-model-checking
- Highly optimized, with parallel threads

#### UPPAAL

- Extension to UPPAAL for statistical model checking of timed automata
- http://people.cs.aau.dk/~adavid/smc
- Application of statistical model checking to quantitative properties

# Reading

- Håkan L. S. Younes, Reid G. Simmons:
   Statistical probabilistic model checking with a focus on time-bounded properties
   Information and Computation 204(9), (2006) 1368–1409
- Axel Legay, Benoît Delahaye, Saddek Bensalem: Statistical Model Checking: An Overview Proc. Runtime Verification (RV) 2010, Springer LNCS 6418, (2010) 122–135