

Probabilistic Model Checking

Stefan Pranger

27.05.2025



Outline

• Motivation: New Models and New Properties



Outline

- Motivation: New Models and New Properties
- **Part I:** Modelling Formalism: The PRISM Language



Outline

- Motivation: New Models and New Properties
- **Part I:** Modelling Formalism: The PRISM Language
- Part II: Reachability Probabilities



Principles of Model Checking

We are switching to the second book!









7



But \mathcal{M} , start $\models \exists \mathbf{G} \neg delivered$?

or $\mathcal{M}, start \models \forall \mathbf{F} \ delivered$?





- Does not capture probabilities! ightarrow We *need* new descriptions for properties \dots
- ... and new models!



Markov Chains

Markov Chain $\mathcal{M} = (S, \mathbb{P}, s_0, AP, L)$

• S a set of states and initial state s_0 ,



Markov Chains

Markov Chain $\mathcal{M} = (S, \mathbb{P}, s_0, AP, L)$

- S a set of states and initial state s_0 ,
- $\mathbb{P}:S imes S o [0,1]$, s.t.

$$\sum_{s'\in S} \mathbb{P}(s,s') = 1 \ orall s \in S$$

11



Markov Chains

Markov Chain $\mathcal{M} = (S, \mathbb{P}, s_0, AP, L)$

- S a set of states and initial state s_0 ,
- $\mathbb{P}:S imes S o [0,1]$, s.t.

$$\sum_{s'\in S} \mathbb{P}(s,s') = 1 \ orall s \in S$$

- AP set of atomic propositions and $L:S
ightarrow 2^{AP}$ a labelling function.





• Is the probability of eventually sending the message larger than 0.99?



- Is the probability of eventually sending the message larger than 0.99?
- What is the probability to eventually send the message?



- Is the probability of eventually sending the message larger than 0.99?
- What is the probability to eventually send the message?
- What is the probability to reach the destination without every running into an unsafe area?



- Is the probability of eventually sending the message larger than 0.99?
- What is the probability to eventually send the message?
- What is the probability to reach the destination without every running into an unsafe area?
- What is the probability to send 6 messages successfully and only failing a maximum amount of 15 times?

17



Part I

How do we describe models?



- Describe states through variables:
 - $\circ \ x \in [0,20], y \in ec [0,20], velocity \in [20,30], \ldots$



- Describe states through variables:
 - $\circ \ x \in [0,20], y \in ig[0,20], velocity \in [20,30], \dots$
 - $\circ \ processor_one_idle, processor_two_idle, \ldots$



- Describe states through variables:
 - $\circ \ x \in [0,20], y \in [0,20], velocity \in [20,30], \ldots$
 - $\circ \ processor_one_idle, processor_two_idle, \ldots$
 - $\circ agent_is_on_slippery, \dots$



- Describe states through variables:
 - $\circ \ x \in [0,20], y \in [0,20], velocity \in [20,30], \ldots$
 - $\circ \ processor_one_idle, processor_two_idle, \ldots$
 - $\circ \ agent_is_on_slippery, \dots$
- For each possible state we describe the possible variable updates:



- Describe states through variables:
 - $\circ \ x \in [0,20], y \in ar [0,20], velocity \in [20,30], \dots$
 - $\circ \ processor_one_idle, processor_two_idle, \ldots$
 - $\circ agent_is_on_slippery, \dots$
- For each possible state we describe the possible variable updates:
 - If $x > 10 \& y < 10 \& agent_is_on_slippery$ then the agent moves to one of its adjacent cells each with a probability of 1/4.



- Describe states through variables:
 - $\circ \ x \in [0,20], y \in [0,20], velocity \in [20,30], \ldots$
 - $\circ \ processor_one_idle, processor_two_idle, \ldots$
 - $\circ agent_is_on_slippery, \dots$
- For each possible state we describe the possible variable updates:
 - If $x > 10 \& y < 10 \& agent_is_on_slippery$ then the agent moves to one of its adjacent cells each with a probability of 1/4.
 - **If** *processor_one_idle* & *processor_two_idle* **then** the process will be processed by processor one or two.



- Describe states through variables:
 - $\circ \ x \in [0,20], y \in [0,20], velocity \in [20,30], \ldots$
 - $\circ \ processor_one_idle, processor_two_idle, \ldots$
 - $\circ agent_is_on_slippery, \dots$
- For each possible state we describe the possible variable updates:
 - If $x > 10 \& y < 10 \& agent_is_on_slippery$ then the agent moves to one of its adjacent cells each with a probability of 1/4.
 - **If** *processor_one_idle* & *processor_two_idle* **then** the process will be processed by processor one or two.
 - If *processor_one_idle* & *processor_two_idle* then we can **decide** to use processor one or two.



• Modules

module ego_car ... endmodule
module front_car ... endmodule



• Modules

```
module ego_car ... endmodule
module front_car ... endmodule
```

• Variables and Constants

```
global temperature : [0..100] init 32;
const double pi = 3.14; // Constants may be double!
const double success = 0.95; // Constants may be double!
module foo
x : [0..2] init 0;
b : bool init false;
...
endmodule
```



• Modules

```
module ego_car ... endmodule
module front_car ... endmodule
```

• Variables and Constants

```
global temperature : [0..100] init 32;
const double pi = 3.14; // Constants may be double!
const double success = 0.95; // Constants may be double!
module foo
x : [0..2] init 0;
b : bool init false;
...
endmodule
```

• Updating variables of a module is restricted to each module!



• Modules

```
module ego_car ... endmodule
module front_car ... endmodule
```

• Variables and Constants

```
global temperature : [0..100] init 32;
const double pi = 3.14; // Constants may be double!
const double success = 0.95; // Constants may be double!
module foo
x : [0..2] init 0;
b : bool init false;
...
endmodule
```

• Updating variables of a module is restricted to each module!

• Commands

```
[] x=0 -> 0.8:(x'=0) + 0.2:(x'=1);
[moveNorth] x<WIDTH -> success: (x'=x+1) + 1-success: true;
```



• Modules

```
module ego_car ... endmodule
module front_car ... endmodule
```

• Variables and Constants

```
global temperature : [0..100] init 32;
const double pi = 3.14; // Constants may be double!
const double success = 0.95; // Constants may be double!
module foo
x : [0..2] init 0;
b : bool init false;
...
endmodule
```

• Updating variables of a module is restricted to each module!

• Commands

[] x=0 -> 0.8:(x'=0) + 0.2:(x'=1); [moveNorth] x<WIDTH -> success: (x'=x+1) + 1-success: true;

 $\circ~$ We use it to describe the set of possible states and transitions between them.



• Formulas and Labels

formula num_tokens = q1+q2+q3+q+q5; formula on_lava = x=WIDTH & y=HEIGHT; formula crash = x1=x2 & y1=y2; label "crashed" = crash; label "violated" = crash | on_lava; //[moveNorth] !crash & y<HEIGHT & ... -> ...;



• Formulas and Labels

```
formula num_tokens = q1+q2+q3+q+q5;
formula on_lava = x=WIDTH & y=HEIGHT;
formula crash = x1=x2 & y1=y2;
label "crashed" = crash;
label "violated" = crash | on_lava;
//[moveNorth] !crash & y<HEIGHT & ... -> ...;
```

• Initial States

```
init
10 < x & x < 20
endinit
// or
init
true
endinit</pre>
```





dtmc

. . .







. . .

Live Coding!



Random Walk on a (Mini)Grid



- * Orange means lava!
- * Squiggly lines are cliffs which cannot be climbed
- * Blue is slippery

dtmc
module 1D_robot
endmodule

Live Coding!



- Modelling language allows to design models in a code-like style
- Legible models via formulas and labels



- Modelling language allows to design models in a code-like style
- Legible models via formulas and labels

Other language concepts

• Module Renaming

```
module front_car_2 = front_car [ lane2=lane1, ... ] endmodule
```


- Modelling language allows to design models in a code-like style
- Legible models via formulas and labels

Other language concepts

• Module Renaming

module front_car_2 = front_car [lane2=lane1, ...] endmodule

• Synchronization between modules



- Modelling language allows to design models in a code-like style
- Legible models via formulas and labels

Other language concepts

• Module Renaming

module front_car_2 = front_car [lane2=lane1, ...] endmodule

- Synchronization between modules
- Partially Observable Models



- Modelling language allows to design models in a code-like style
- Legible models via formulas and labels

Other language concepts

• Module Renaming

module front_car_2 = front_car [lane2=lane1, ...] endmodule

- Synchronization between modules
- Partially Observable Models
- Continuous-time Models



- Modelling language allows to design models in a code-like style
- Legible models via formulas and labels

Other language concepts

• Module Renaming

module front_car_2 = front_car [lane2=lane1, ...] endmodule

- Synchronization between modules
- Partially Observable Models
- Continuous-time Models
- Rewards
- etc.





Part II

Reachability Probabilities



Probabilistic Reachability

• We start with objectives similar to the ones discussed at the beginning of the semester:

What is the probability that our system reaches its goal state?







How can we represent a MC in code/memory?



How can we represent a MC in code/memory?





How can we represent a MC in code/memory?





Model Checking with Markov Chains

• Explicit CTL model checking allows *qualitative* model checking. $\circ \mathcal{M}, s \models \exists \mathbf{G} \neg delivered$?



Model Checking with Markov Chains

- Explicit CTL model checking allows *qualitative* model checking. $\circ \mathcal{M}, s \models \exists \mathbf{G} \neg delivered$?
- We want to do *quantitative* model checking.
 - How *likely* is the system to fail?

$$Pr(\mathcal{M}, s \models \mathbf{F} \ s_{error})$$



Model Checking with Markov Chains

- Explicit CTL model checking allows *qualitative* model checking. $\circ \mathcal{M}, s \models \exists \mathbf{G} \neg delivered$?
- We want to do *quantitative* model checking.
 - How *likely* is the system to fail?

$$Pr(\mathcal{M},s\models \mathbf{F} \; s_{error})$$

• What is the *probability* of my message to arrive after infinitely many tries?

 $Pr(\mathcal{M}, s \models \mathbf{F} ext{ delivered})$



Paths

- A path $\pi = s_0 s_1 s_2 \ldots \in S^\omega$, s.t. $\mathbb{P}(s_i, s_{i+1}) > 0, orall i \geq 0$
- + $Paths(\mathcal{M})$ is the set of all paths in $\mathcal M$ and
- $Paths_{fin}(\mathcal{M})$ is the set of all finite path fragments in \mathcal{M} .



In order to talk about probabilities of certain paths we need to briefly touch probability spaces.



In order to talk about probabilities of certain paths we need to briefly touch probability spaces.

Let's conduct the experiment of *tossing a coin twice*:



In order to talk about probabilities of certain paths we need to briefly touch probability spaces.

Let's conduct the experiment of *tossing a coin twice*:

• Outcomes = $\{HH, HT, TH, TT\}$



In order to talk about probabilities of certain paths we need to briefly touch probability spaces.

Let's conduct the experiment of *tossing a coin twice*:

- Outcomes = $\{HH, HT, TH, TT\}$
- Events are subsets of $2^{Outcomes}$



In order to talk about probabilities of certain paths we need to briefly touch probability spaces.

Let's conduct the experiment of *tossing a coin twice*:

- Outcomes = $\{HH, HT, TH, TT\}$
- Events are subsets of $2^{Outcomes}$

An interesting **event**: *H* is thrown on the second throw = $\{TH, HH\}$.



In order to talk about probabilities of certain paths we need to briefly touch probability spaces.

Let's conduct the experiment of *tossing a coin twice*:

- Outcomes = $\{HH, HT, TH, TT\}$
- Events are subsets of $2^{Outcomes}$

An interesting **event**: H is thrown on the second throw = $\{TH, HH\}$.

What is a possible outcome in a specific Markov Chain \mathcal{M} ?



What is a possible outcome in a specific Markov Chain \mathcal{M} ?



What is a possible outcome in a specific Markov Chain \mathcal{M} ?

ightarrow an infinite path $\pi\in Paths(\mathcal{M})!$



What is a possible outcome in a specific Markov Chain \mathcal{M} ?

- ightarrow an infinite path $\pi \in Paths(\mathcal{M})!$
 - Outcomes = $Paths(\mathcal{M})$



What is a possible outcome in a specific Markov Chain \mathcal{M} ?

- ightarrow an infinite path $\pi \in Paths(\mathcal{M})!$
 - Outcomes = $Paths(\mathcal{M})$
 - Events of interest are $\hat{\pi}_1, \hat{\pi}_2, \ldots \in Paths_{fin}(\mathcal{M})$ that satisfy our property



What is a possible outcome in a specific Markov Chain \mathcal{M} ?

ightarrow an infinite path $\pi \in Paths(\mathcal{M})!$

- Outcomes = $Paths(\mathcal{M})$
- Events of interest are $\hat{\pi}_1, \hat{\pi}_2, \ldots \in Paths_{fin}(\mathcal{M})$ that satisfy our property
- We capture such events via the *cylinder set*:

$$Cyl(\hat{\pi}_i) = \{\pi \in Paths(\mathcal{M}) \mid \hat{\pi}_i \in \operatorname{pref}(\pi)\}$$



Reachability Probabilities

Let $B\subseteq S$ be a set of states. We are interested in

 $Pr(\mathcal{M}, s_0 \models \mathbf{F}B).$



Reachability Probabilities

Let $B\subseteq S$ be a set of states. We are interested in

 $Pr(\mathcal{M}, s_0 \models \mathbf{F}B).$

We can characterize all path fragments π that satisfy $\mathbf{F}B$ with the set

 $\Pi_{\mathbf{F}B} = Paths_{fin}(\mathcal{M}) \cap (S \setminus B)^*B$



Reachability Probabilities

Let $B\subseteq S$ be a set of states. We are interested in

 $Pr(\mathcal{M}, s_0 \models \mathbf{F}B).$

We can characterize all path fragments π that satisfy $\mathbf{F}B$ with the set

$$\Pi_{\mathbf{F}B} = Paths_{fin}(\mathcal{M}) \cap (S \setminus B)^*B$$

All $\hat{\pi} \in \Pi_{\mathbf{F}B}$ are pairwise disjoint, therefore:

$$Pr(\mathcal{M}, s_0 \models \mathbf{F}B) = \sum_{\hat{\pi} \in \Pi_{\mathbf{F}B}} Pr(Cyl(\hat{\pi}))$$



Computing $Pr(\mathcal{M}, s_0 \models \mathbf{F}B)$





Computing $Pr(\mathcal{M}, s_0 \models \mathbf{F}B)$

2-step algorithm:

1) Identify three disjoint subsets of *S*:

- $S_{=1}$: The set of states with a probability of 1 to reach B.
- $S_{=0}$: The set of states with a probability of 0 to reach B.
- $S_?$: The set of states with a probability $\in (0,1)$ to reach B.





Computing $Pr(\mathcal{M}, s_0 \models \mathbf{F}B)$

2-step algorithm:

1) Identify three disjoint subsets of S:

- $S_{=1}$: The set of states with a probability of 1 to reach B.
- $S_{=0}$: The set of states with a probability of 0 to reach B.
- $S_?$: The set of states with a probability $\in (0,1)$ to reach B.
- 2) Compute the probabilities for all $s\in S_?$.





Computing $S_{=1}$ and $S_{=0}$

We can use graph-based analysis to compute these sets:





Computing $S_{=1}$ and $S_{=0}$

We can use graph-based analysis to compute these sets:







Computing $S_?$

We are left with computing the probabilities for $s\in S_?$





Computing $S_?$

We are left with computing the probabilities for $s\in S_?$

We compute the probability x_s of state s via:

- The probability to reach $S_{=1}$ in one step: $\sum_{u\in S_{=1}}\mathbb{P}(s,u)$
- and the probability to reach $S_{=1}$ via a path fragment $(s \ t \ \ldots \ u)$: $\sum_{t \in S_?} \mathbb{P}(s,t) \cdot x_t$
- Together

$$x_s = \sum_{t \in S_?} \mathbb{P}(s,t) \cdot x_t + \sum_{u \in S_{=1}} \mathbb{P}(s,u)$$





Computing $S_?$

Let us rewrite this into matrix notation:

$$\bullet \ A_? = (\mathbb{P}(s,t))_{s,t\in S_?}$$

- $\bullet \,\, x=(x_s)_{s\in S_?}$
- $b = (\sum_{u \in S_{=1}} \mathbb{P}(s,u))_{s \in S_?}$


Computing $S_?$

Let us rewrite this into matrix notation:

$$\bullet \ A_? = (\mathbb{P}(s,t))_{s,t\in S_?}$$

$$\bullet \,\, x=(x_s)_{s\in S_?}$$

•
$$b=(\sum_{u\in S_{=1}}\mathbb{P}(s,u))_{s\in S_?}$$

$$x_s = \sum_{t \in S_?} \mathbb{P}(s,t) \cdot x_t + \sum_{u \in S_{=1}} \mathbb{P}(s,u) \rightsquigarrow x = A_? \cdot x + b = (I-A_?) \cdot x = b$$





Communication Protocol





Communication Protocol



For this example we will not apply the graph-based analysis, i.e. we let $S_{=0} = \emptyset$ and $S_{=1} = \{$ delivered $\}$.

$$\mathbf{A}_{?} = \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & \frac{1}{10} \\ 0 & 1 & 0 \end{bmatrix}, \mathbf{b} = \begin{bmatrix} 0 \\ \frac{9}{10} \\ 0 \end{bmatrix} \qquad \begin{bmatrix} 1 & -1 & 0 \\ 0 & 1 & -\frac{1}{10} \\ 0 & -1 & 1 \end{bmatrix} \cdot \mathbf{x} = \begin{pmatrix} 0 \\ \frac{9}{10} \\ 0 \end{pmatrix} \rightarrow \mathbf{x} = \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix}$$



Done



Transient State Probabilities

We will consider a slightly different algorithm:

$$\mathbf{A}^n = \mathbf{A} \cdot \mathbf{A} \cdot \mathbf{A} \cdot \mathbf{A} \cdots \mathbf{A}$$

contains the probability to be in state t after n steps in entry $\mathbf{A}^n(s,t)$.

We call

$$\Theta^{\mathcal{M}}_n(t) = \sum_{s \in S} \mathbf{A}^n(s,t)$$

the *transient state probability* for state *t*.



Transient State Probabilities

Let's consider $(\Theta_n^{\mathcal{M}}(t))_{s\in S}$, the vector of transient state probabilities for the *n*th step. We can compute $Pr(\mathcal{M}, s_0 \models \mathbf{F}^{\leq n}B)$ in a modified Markov chain:

$$\mathcal{M}_B = (S, s_0, \mathbb{P}_B, AP, L)$$

where:

- $\mathbb{P}_B(s,t)=\mathbb{P}(s,t)$ if $s
 ot\in B$
- $\bullet \ \mathbb{P}_B(s,s) = 1 \text{ if } s \in B$
- $\bullet \ \ \mathbb{P}_B(s,t)=0 \text{ if } s\in B \text{ and } t \not\in B$

i.e. all $s \in B$ become sinks and B cannot be left anymore.



Transient State Probabilities

- $\mathbb{P}_B(s,t)=\mathbb{P}(s,t)$ if $s
 ot\in B$
- $\mathbb{P}_B(s,s)=1$ if $s\in B$
- $\bullet \ \mathbb{P}_B(s,t) = 0 \text{ if } s \in B \text{ and } t \notin B$

i.e. all $s \in B$ become sinks and B cannot be left anymore.

We then have

$$Pr(\mathcal{M},s\models \mathbf{F}^{\leq n}B)=Pr(\mathcal{M}_B,s\models \mathbf{F}^{=n}B)$$

and therefore

$$Pr(\mathcal{M},s\models \mathbf{F}^{\leq n}B)=\sum_{t\in B}\Theta_n^{\mathcal{M}_B}(t)$$



Computing $Pr(\mathcal{M},s\models \mathbf{F}^{\leq n}B)$ via Transient State Probabilities

We have the following algorithm to compute $Pr(\mathcal{M},s\models \mathbf{F}^{\leq n}B)$:

- $\Theta_0^\mathcal{M}(t) = \mathbf{e}_i$, i.e. the unit vector with 1 at the ith position and 0 else.
- + For k=0 up to $n-1: \Theta_{k+1}^{\mathcal{M}}(t) = \mathbf{A} \cdot \Theta_{k}^{\mathcal{M}}(t)$
- $Pr(\mathcal{M},s\models \mathbf{F}^{\leq n}B)=\sum_{t\in B}\Theta_n^{\mathcal{M}_B}(t)$