

# Exact Quantitative Probabilistic Model Checking Through Rational Search

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# Probabilistic Systems Everywhere

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Systems exhibiting stochastic behavior :

- Modeling unreliable/unpredictable behavior - processor failure, message loss, etc.,
- Model-based performance evaluation - analyze average waiting time, delay queue length, etc.,
- Cryptographic protocols and encryption schemes privacy and security
- Distributed and network protocols - break symmetry

## Modeling Probabilistic Systems

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State-transition systems with probabilistic transitions, remain the popular choice for modeling probabilistic systems.

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### Discrete Time Markov Chains

A DTMC is a tuple  $\mathcal{M} = (Z, \Delta, L)$ , where

- $Z$  is a finite set of states
- $\Delta : Z \rightarrow \text{Dist}(Z)$  is the probabilistic transition function of  $\mathcal{M}$
- $L : Z \rightarrow 2^{\text{AP}}$  is a labeling function

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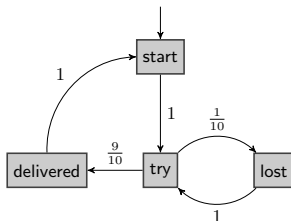


Figure: DTMC modeling a simple communication protocol

## Computing Reachability Probabilities

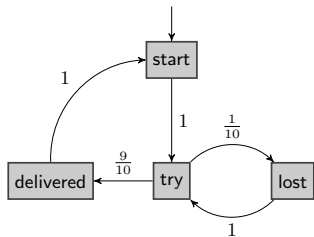
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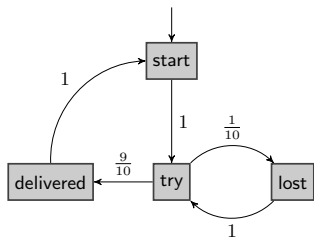
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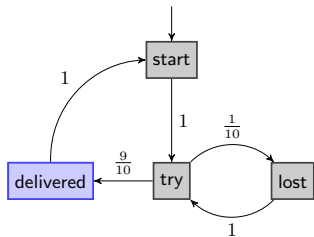
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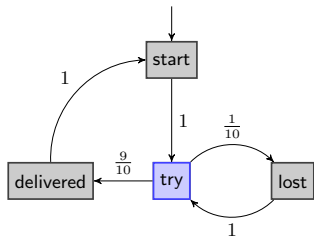
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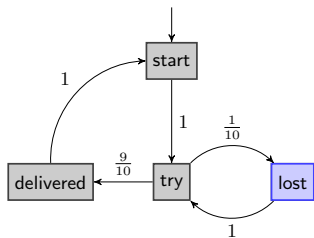
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Probability of reaching the state 'delivered' starting from each state ?

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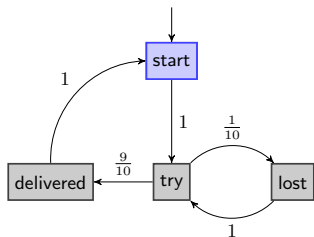
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- Linear programming
  - doesn't scale well to large models (despite low asymptotic complexity)
  - rarely used in practice for quantitative model checking
- State-of-the-art model checkers, such as PRISM, resort to techniques that compute approximations

## Approximate Model Checking : Value Iteration

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  - Unique solution
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starting from  $\bar{x}^{(0)} = (0, 0, \dots, 0)^T$

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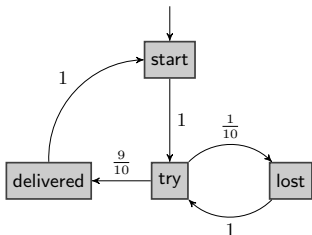
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- This technique is called **value iteration**

## Approximate Model Checking : Value Iteration

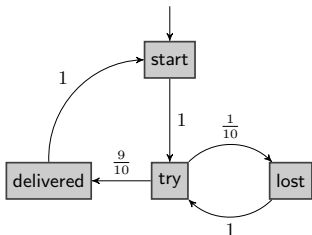
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Probability of reaching 'delivered'  
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## Approximate Model Checking : Value Iteration



$$x_{\text{start}}^{(i+1)} = 1.0 * x_{\text{try}}^{(i)}$$

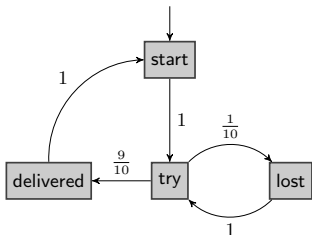
$$x_{\text{try}}^{(i+1)} = \frac{9}{10} * x_{\text{delivered}}^{(i)} + \frac{1}{10} * x_{\text{lost}}^{(i)}$$

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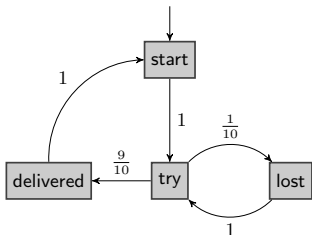
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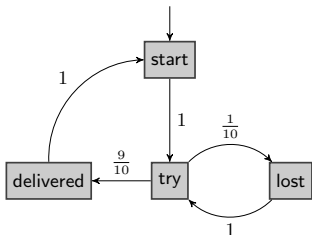
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**Value Iteration :**

$x_{\text{start}}$	0
$x_{\text{try}}$	0
$x_{\text{lost}}$	0
$x_{\text{delivered}}$	0

Init

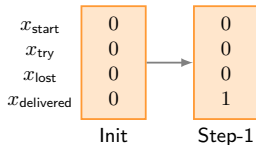
# Approximate Model Checking : Value Iteration



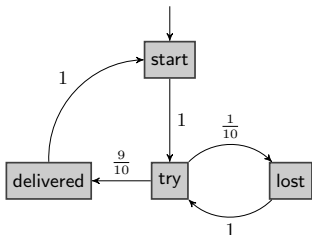
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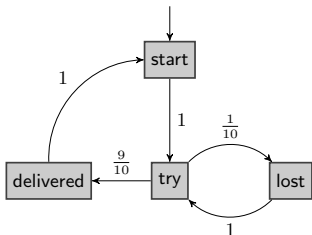
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Probability of reaching 'delivered' from each state?

## Value Iteration :

$x_{\text{start}}$	0	0	0
$x_{\text{try}}$	0	0	0.9
$x_{\text{lost}}$	0	0	0
$x_{\text{delivered}}$	0	1	1
	Init	Step-1	Step-2

# Approximate Model Checking : Value Iteration



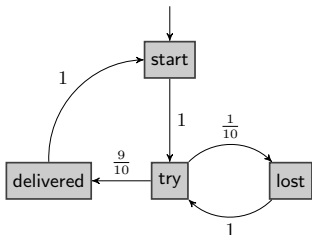
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$x_{\text{try}}$	0	0	0.9	0.9
$x_{\text{lost}}$	0	0	0	0.9
$x_{\text{delivered}}$	0	1	1	1
	Init	Step-1	Step-2	Step-3

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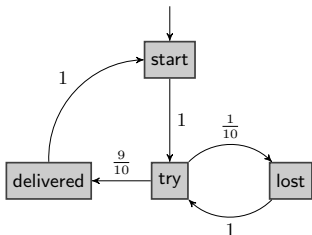
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## Value Iteration :

$x_{\text{start}}$	0	0	0	0.9	0.9
$x_{\text{try}}$	0	0	0.9	0.9	0.99
$x_{\text{lost}}$	0	0	0	0.9	0.9
$x_{\text{delivered}}$	0	1	1	1	1
	Init	Step-1	Step-2	Step-3	Step-4

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 x_{\text{start}}^{(i+1)} &= 1.0 * x_{\text{try}}^{(i)} \\
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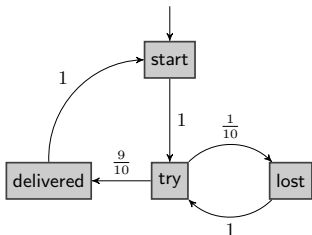
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## Value Iteration :

$x_{\text{start}}$	0	0	0	0.9	0.9	0.99
$x_{\text{try}}$	0	0	0.9	0.9	0.99	0.99
$x_{\text{lost}}$	0	0	0	0.9	0.9	0.99
$x_{\text{delivered}}$	0	1	1	1	1	1
	Init	Step-1	Step-2	Step-3	Step-4	Step-5



# Approximate Model Checking : Value Iteration



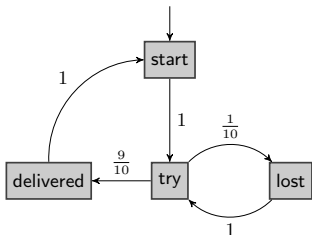
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$x_{\text{try}}$	0	0	0.9	0.9	0.99	0.99	0.999
$x_{\text{lost}}$	0	0	0	0.9	0.9	0.99	0.99
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	Init	Step-1	Step-2	Step-3	Step-4	Step-5	Step-6

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– Probabilistic Computation Tree Logic (PCTL) :

- Probabilistic analogue of CTL
- Probabilistic quantifier :  $\mathbb{P}_{\bowtie p}(\cdot)$
- Modal operators :  $\mathcal{X}$  (next),  $\mathcal{U}$  (until).

– Is the probability of 'delivered' without being 'lost'  $\geq 0.575$  ?

$$\mathbb{P}_{\geq 0.575}[\neg \text{lost } \mathcal{U} \text{ delivered}]$$

– Is every message almost surely delivered?

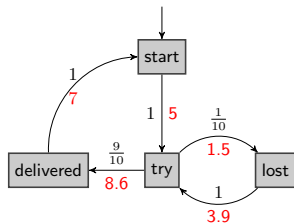
$$\mathbb{P}_{=1}[\text{true } \mathcal{U} \text{ delivered}]$$

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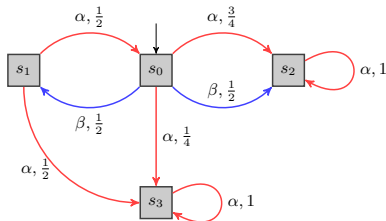
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- Reward/cost structure
  - Costs associated with transitions
  - Expected cost to reach a state?
- Markov Decision Processes (MDPs)
  - Non-deterministic choice (actions)
  - Probability distribution for every action from a state



## Value Iteration : Convergence

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- Value iteration converges to the correct answer, in the limit

## Value Iteration : Convergence

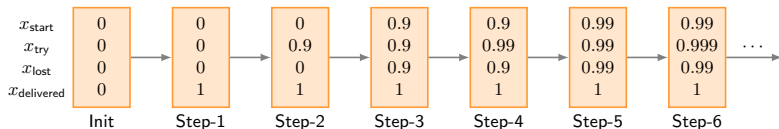
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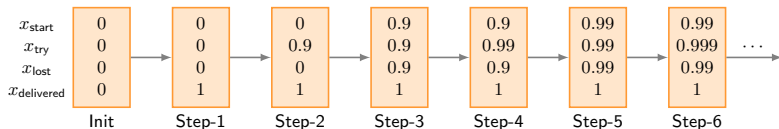


- At Step- $(2i + 1)$ ,

$$\begin{pmatrix} x_{\text{start}} \\ x_{\text{try}} \\ x_{\text{lost}} \\ x_{\text{delivered}} \end{pmatrix} = \begin{pmatrix} 1 - 10^{-i} \\ 1 - 10^{-i} \\ 1 - 10^{-i} \\ 1 \end{pmatrix}$$

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- Common criteria : difference between successive vectors becomes small
  - Absolute criterion :  $\|V^{(i+1)} - V^{(i)}\| \leq \epsilon$
  - Relative criterion :  $\left\| \frac{V^{(i+1)} - V^{(i)}}{V^{(i)}} \right\| \leq \epsilon$

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- Problem : high magnitude changes are preceded by periods of stability
- **Unknown quality** of the resulting approximation



# Exact Quantitative Model Checking

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- Approximate solution techniques can lead to unreliable results
  - Incorrect analysis of systems
  - Verification tools must strive to get the exact answers
  - Existing techniques for exact model checking:
    1. Linear programming
    2. Parametric model checking
    3. State Elimination
- } Implemented in state-of-the-art quantitative model checkers - PRISM, STORM, etc.,

## Rational Search : Key Ideas

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## Rational Search : Key Ideas

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Rational Search Insight :

1. When transition probabilities are rational, the exact solution vector also has rational entries
2. Approximate answers resulting from value iteration can be used to find the exact rational solution
3. Checking if a rational vector is the correct solution is easy
  - Fixpoint check :  $\bar{x} = A\bar{x} + \bar{b}$
  - Unique solution : Only the correct answer passes the check

## Rational Search : Overview

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1. Perform value iteration : approximate solution vector



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Rational Search Overview :

1. Perform value iteration : approximate solution vector
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Figure: RationalSearch : Overview

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PCTL  
 $\varphi$

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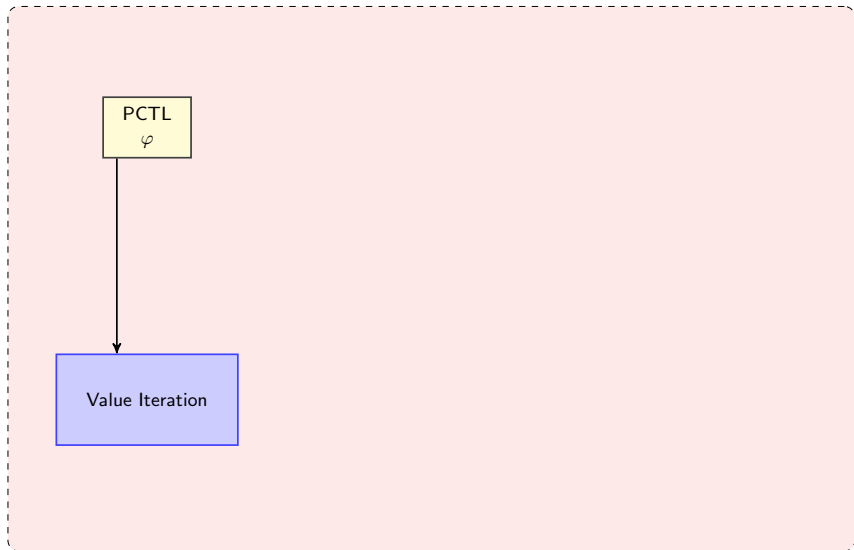


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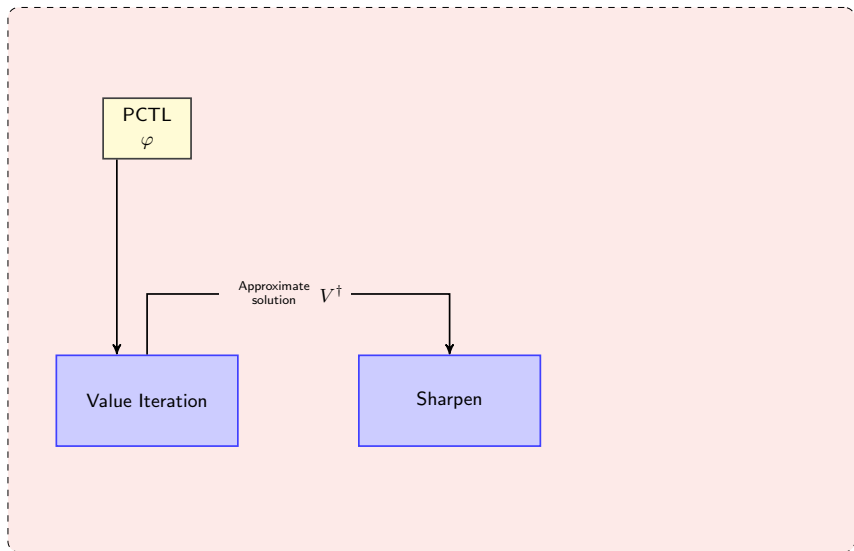


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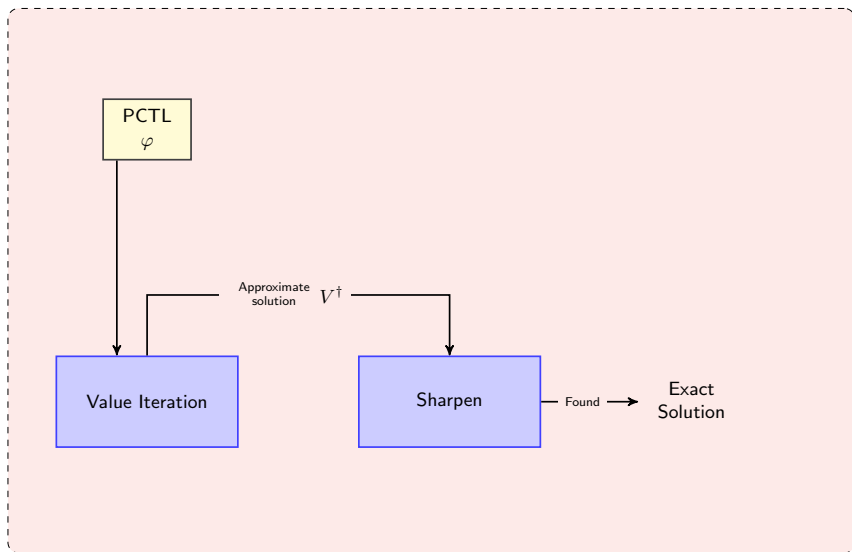


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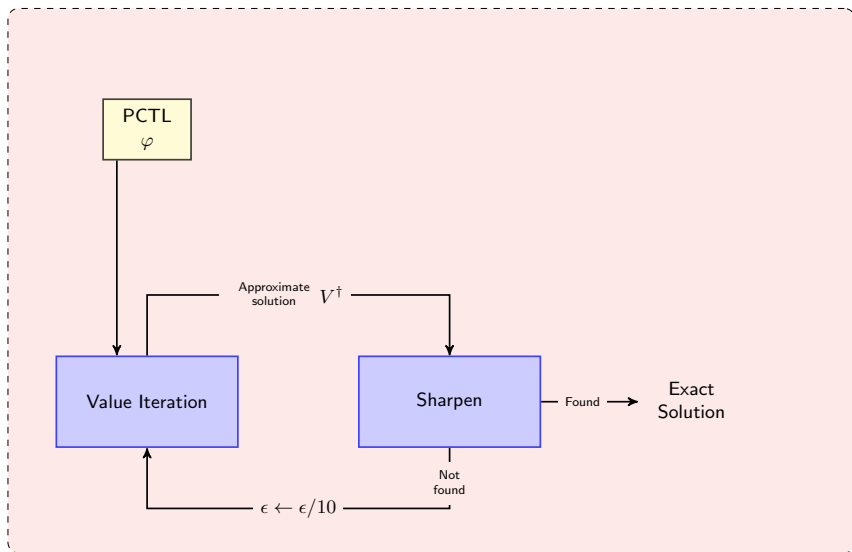


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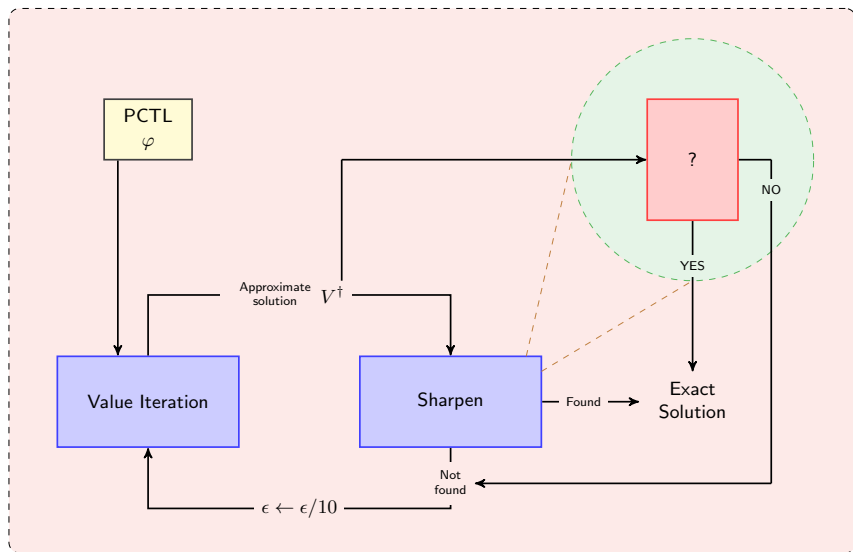


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## Our Secret Ingredient : Kwek Mehlhorn Algorithm

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For any interval  $I = [\frac{\alpha}{\beta}, \frac{\gamma}{\delta}]$  with rational endpoints, there is a unique minimal rational  $p_{\min}/q_{\min} \in I$  such that

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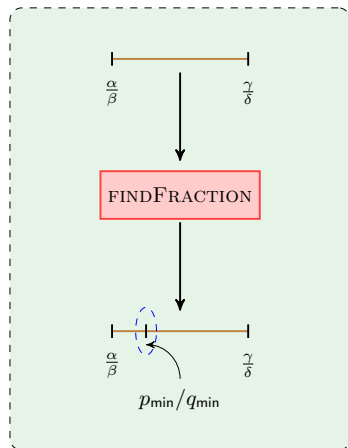


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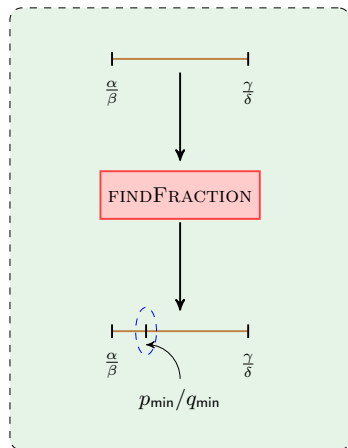


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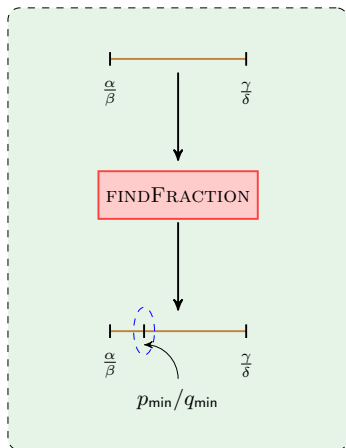


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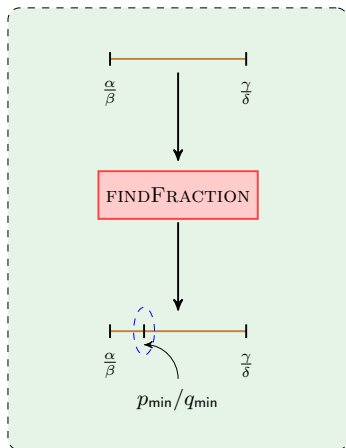


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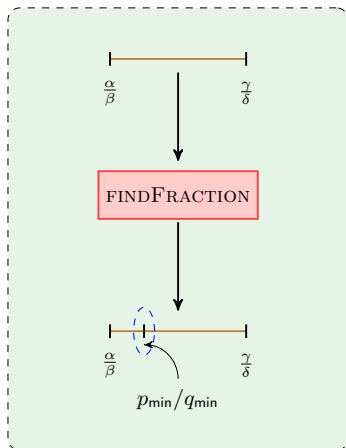


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- Then,  $p/q$  is the minimal rational in  $I$
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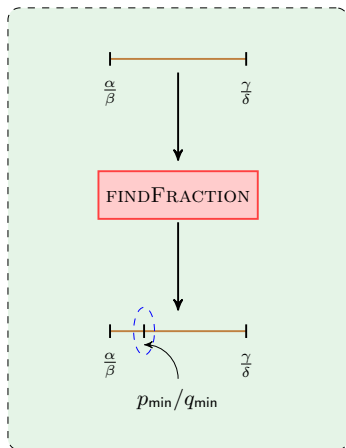


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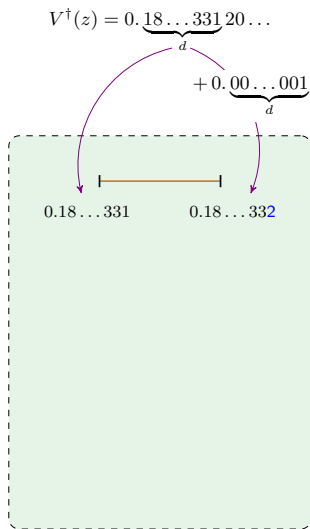


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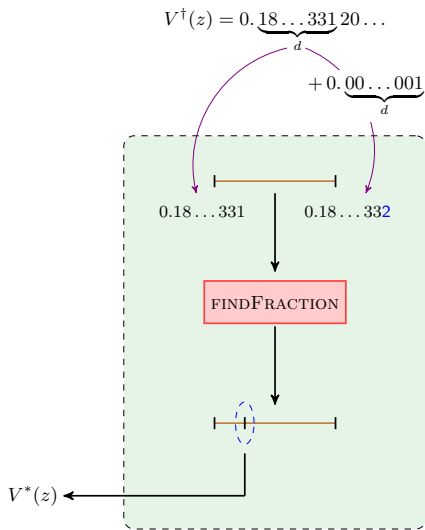


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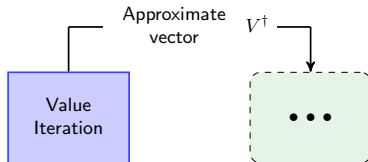


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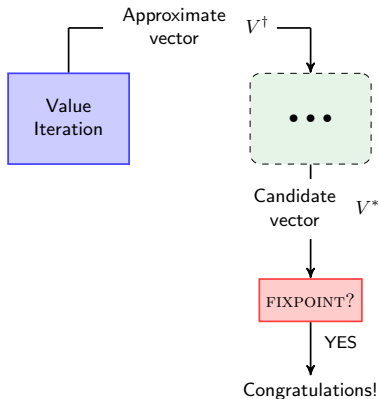


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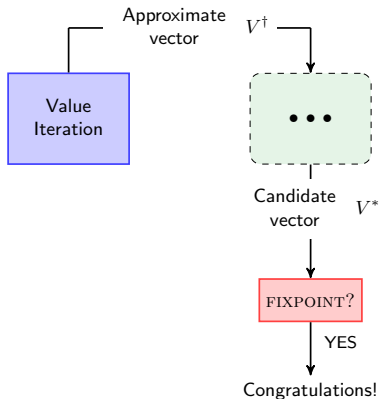


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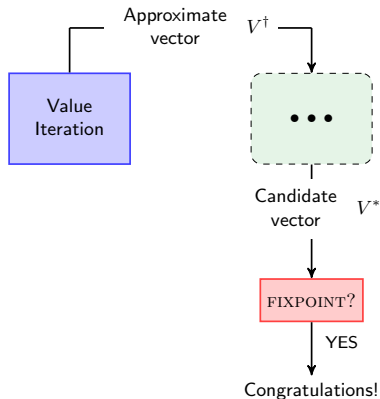


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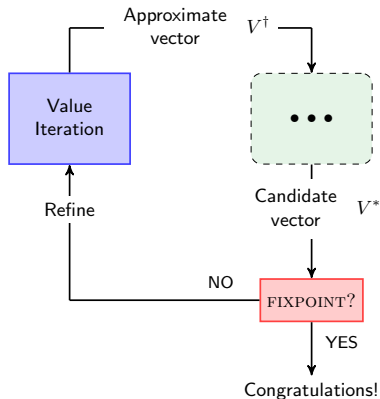


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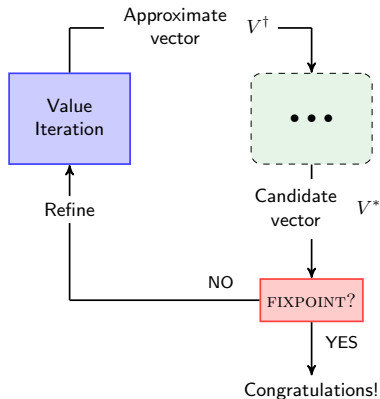


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Details in the paper

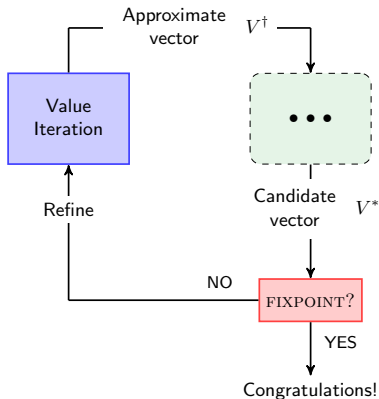


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# Rational Search : Recap

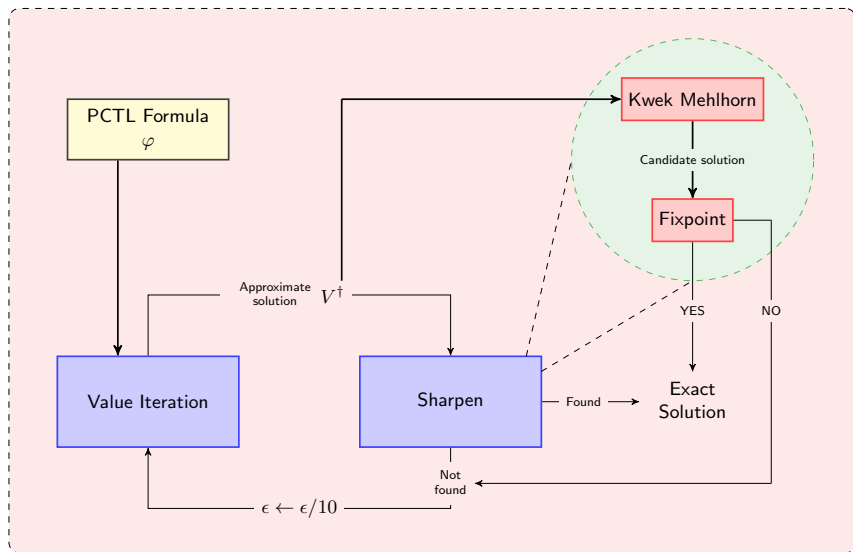



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Model			RATIONALSEARCH						PRISM	STORM
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Dice	6	4.8M	OOM	N/A	1.8	2.1	6.5	12	TO	63
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# Thank You !

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## Power of RationalSearch

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