



Abstraction for Model Checking Modular Interpreted Systems over ATL

Michael Köster and Peter Lohmann

Computational Intelligence Group,
Clausthal University of Technology
Oberseminar
24.02.2011



Outline

- 1 Motivation
- 2 Modular Interpreted System
- 3 Specification Logic: ATL
- 4 Abstraction for MIS
- 5 The Model Checking Algorithm
- 6 Conclusion

Motivation

Local Communities

Nowadays **Social Networks**:

- exchange of information,
- groups of interests, and
- explicit use of a computer or smart phone.

Local Communities: social networks + real social networks

- exchange of information works automatically,
- spontaneous and dynamic groups of interests, and
- implicit use of a smart phone.



Local Communities

Nowadays **Social Networks**:

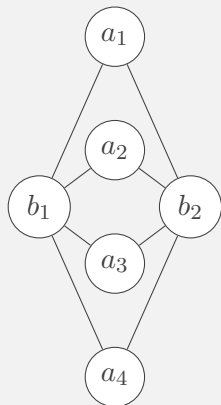
- exchange of information,
- groups of interests, and
- explicit use of a computer or smart phone.

Local Communities: social networks + real social networks

- exchange of information works automatically,
- spontaneous and dynamic groups of interests, and
- implicit use of a smart phone.

Communication between Agents

Example 1 (Communicating Agents)

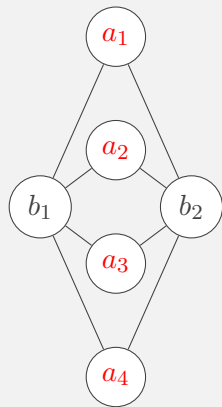


- Agents of team B are not allowed to send a message back.
- If an agent b_j has received a message from a_i then it has to send it to some agent a_k in the following round, $k > i$.

Is it possible for team A to ensure that a_4 will know the message eventually?

Communication between Agents

Example 1 (Communicating Agents)

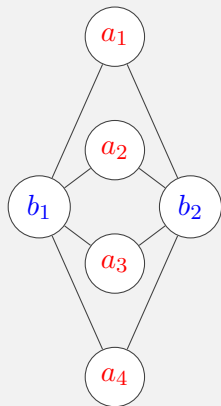


- Agents of team B are not allowed to send a message back.
- If an agent b_j has received a message from a_i then it has to send it to some agent a_k in the following round, $k > i$.

Is it possible for team A to ensure that a_4 will know the message eventually?

Communication between Agents

Example 1 (Communicating Agents)

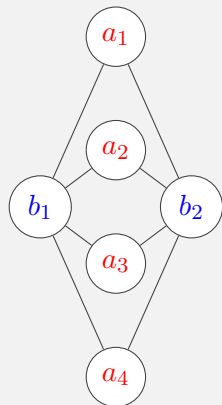


- Agents of team B are not allowed to send a message back.
- If an agent b_j has received a message from a_i then it has to send it to some agent a_k in the following round, $k > i$.

Is it possible for team A to ensure that a_4 will know the message eventually?

Communication between Agents

Example 1 (Communicating Agents)

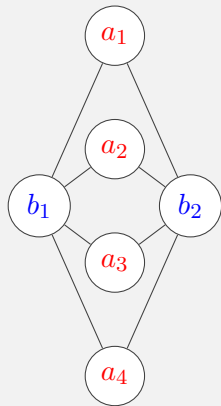


- Agents of team B are not allowed to send a message back.
- If an agent b_j has received a message from a_i then it has to send it to some agent a_k in the following round, $k > i$.

Is it possible for team A to ensure that a_4 will know the message eventually?

Communication between Agents

Example 1 (Communicating Agents)



- Agents of team B are not allowed to send a message back.
- If an agent b_j has received a message from a_i then it has to send it to some agent a_k in the following round, $k > i$.

Is it possible for team A to ensure that a_4 will know the message eventually?

Issues

How can we

- formalize such a system?
- deal with big systems?
- formulate minimal properties (fairness, liveness, safety)?
- ensure that the minimal properties hold?

Issues

How can we

- formalize such a system?
Modular Interpreted System (MIS)
- deal with big systems?
- formulate minimal properties (fairness, liveness, safety)?
- ensure that the minimal properties hold?

Issues

How can we

- formalize such a system?
Modular Interpreted System (MIS)
- deal with big systems?
Abstraction for MIS
- formulate minimal properties (fairness, liveness, safety)?

- ensure that the minimal properties hold?

Issues

How can we

- formalize such a system?
Modular Interpreted System (MIS)
- deal with big systems?
Abstraction for MIS
- formulate minimal properties (fairness, liveness, safety)?
Alternating-Time Temporal Logic (ATL)
- ensure that the minimal properties hold?

Issues

How can we

- formalize such a system?
Modular Interpreted System (MIS)
- deal with big systems?
Abstraction for MIS
- formulate minimal properties (fairness, liveness, safety)?
Alternating-Time Temporal Logic (ATL)
- ensure that the minimal properties hold?
Model Checking



Modular Interpreted System



Modular Interpreted System

Idea:

- Several **loosely** connected components.
- Work is done in the components.
- Little **interaction** between the components.

Modular Interpreted System

Definition 2 (Modular Interpreted System (MIS))

A MIS is a tuple $S = (\mathbb{A}gt, Act, \mathcal{I}n)$ where:

- $\mathbb{A}gt = \{a_1, \dots, a_k\}$ agents,
- Act actions,
- $\mathcal{I}n$ interaction alphabet.

Modular Interpreted System

Definition 2 (Modular Interpreted System (MIS))

A MIS is a tuple $S = (\text{Agt}, \text{Act}, \mathcal{I}n)$ where:

- $\text{Agt} = \{a_1, \dots, a_k\}$ agents,
- Act actions,
- $\mathcal{I}n$ interaction alphabet.

Example 3

- $\text{Agt} = \{a_1, a_2, a_3, a_4, b_1, b_2\}$,
- $\text{Act} = \{\text{send}_x \mid x \in \text{Agt}\} \cup \{\text{noop}\}$
- $\mathcal{I}n = \{\text{nothing}, \mathbf{m}_{a_1}, \mathbf{m}_{a_2}, \mathbf{m}_{a_3}, \mathbf{m}_{a_4}\} \cup P(\{\mathbf{m}_{a_i b_j} \mid i \in \{1, \dots, 4\}, j \in \{1, 2\}\})$

MIS Agent I

Definition 4 (MIS Agent)

Each agent has the following **internal structure**:

$$a_i = (St_i, \quad , \quad , \quad , \quad)$$

The global state space is defined as $St := St_1 \times \cdots \times St_k$.

Example 5 (Agent a_1)



MIS Agent I

Definition 4 (MIS Agent)

Each agent has the following **internal structure**:

$$a_i = (St_i, \quad , \quad , \quad , \Pi_i, \pi_i)$$

The global state space is defined as $St := St_1 \times \dots \times St_k$.

Example 5 (Agent a_1)

unknown _{a_i}



known _{a_i}



MIS Agent I

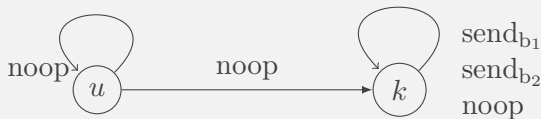
Definition 4 (MIS Agent)

Each agent has the following **internal structure**:

$$a_i = (St_i, d_i, \quad , \quad , \quad , \Pi_i, \pi_i)$$

The global state space is defined as $St := St_1 \times \dots \times St_k$.

Example 5 (Agent a_1)



MIS Agent I

Definition 4 (MIS Agent)

Each agent has the following **internal structure**:

$$a_i = (St_i, d_i, in_i, o_i, \Pi_i, \pi_i)$$

The global state space is defined as $St := St_1 \times \dots \times St_k$.

Example 5 (Agent a_1)



MIS Agent I

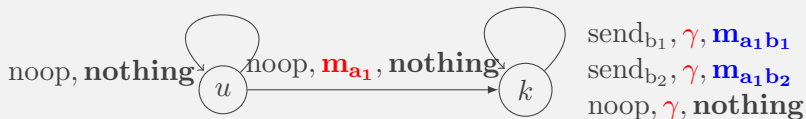
Definition 4 (MIS Agent)

Each agent has the following **internal structure**:

$$a_i = (St_i, d_i, out_i, in_i, o_i, \Pi_i, \pi_i)$$

The global state space is defined as $St := St_1 \times \dots \times St_k$.

Example 5 (Agent a_1)



MIS Agent II

Example 6 (Agents b_j)

- 256 states
- Every state is labeled with known_{b_j} if the agent received some time ago the message from a_i .
- Others are labeled with unknown_{b_j} .
- While the agent is waiting for a message it does nothing.
- When it receives a message it has to send the message to one of the opponents with a higher number than i .
- If the agent received the message from each agent a_i it does nothing.

MIS Agent II

Example 6 (Agents b_j)

- 256 states
- Every state is labeled with known_{b_j} if the agent received some time ago the message from a_i .
- Others are labeled with unknown_{b_j} .
- While the agent is waiting for a message it does nothing.
- When it receives a message it has to send the message to one of the opponents with a higher number than i .
- If the agent received the message from each agent a_i it does nothing.

MIS Agent II

Example 6 (Agents b_j)

- 256 states
- Every state is labeled with known_{b_j} if the agent received some time ago the message from a_i .
- Others are labeled with unknown_{b_j} .
- While the agent is waiting for a message it does nothing.
- When it receives a message it has to send the message to one of the opponents with a higher number than i .
- If the agent received the message from each agent a_i it does nothing.



MIS Agent II

Example 6 (Agents b_j)

- 256 states
- Every state is labeled with known_{b_j} if the agent received some time ago the message from a_i .
- Others are labeled with unknown_{b_j} .
- While the agent is waiting for a message it does nothing.
- When it receives a message it has to send the message to one of the opponents with a higher number than i .
- If the agent received the message from each agent a_i it does nothing.

MIS Agent II

Example 6 (Agents b_j)

- 256 states
- Every state is labeled with known_{b_j} if the agent received some time ago the message from a_i .
- Others are labeled with unknown_{b_j} .
- While the agent is waiting for a message it does nothing.
- When it receives a message it has to send the message to one of the opponents with a higher number than i .
- If the agent received the message from each agent a_i it does nothing.

MIS Agent II

Example 6 (Agents b_j)

- 256 states
- Every state is labeled with known_{b_j} if the agent received some time ago the message from a_i .
- Others are labeled with unknown_{b_j} .
- While the agent is waiting for a message it does nothing.
- When it receives a message it has to send the message to one of the opponents with a higher number than i .
- If the agent received the message from each agent a_i it does nothing.

MIS Agent II

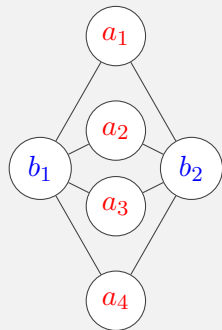
Example 6 (Agents b_j)

- 256 states
- Every state is labeled with known_{b_j} if the agent received some time ago the message from a_i .
- Others are labeled with unknown_{b_j} .
- While the agent is waiting for a message it does nothing.
- When it receives a message it has to send the message to one of the opponents with a higher number than i .
- If the agent received the message from each agent a_i it does nothing.

Advantages of Modular Interpreted Systems

- **Modular** (removing, replacing of agents)
- **Interaction** reduced to an abstract **interaction symbol**
- **Computational ground**

Example 7 (Communicating Agents)

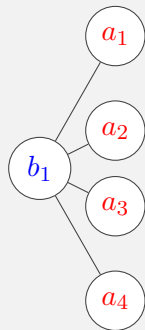


Is it possible for team A to ensure that a_4 will know the message eventually?

Advantages of Modular Interpreted Systems

- **Modular** (removing, replacing of agents)
- **Interaction** reduced to an abstract **interaction symbol**
- **Computational ground**

Example 7 (Communicating Agents)



Is it possible for team A to ensure that a_4 will know the message eventually?

Specification Logic: ATL

Alternating-time Temporal Logic

Definition 8 (Alternating-time temporal Logic (ATL))

The language of plain ATL is defined over the non-empty sets:

- Π of **Propositions** $p \in \Pi$
- Agt of **Agents** $A \subseteq \text{Agt}$

$$\varphi ::= p \mid \neg\varphi \mid \varphi \vee \varphi \mid \langle\langle A \rangle\rangle\mathbf{X}\varphi \mid \langle\langle A \rangle\rangle\mathbf{G}\varphi \mid \langle\langle A \rangle\rangle\varphi\mathbf{U}\varphi.$$

Main Idea: cooperation modalities

- $\langle\langle A \rangle\rangle\mathbf{X}\varphi$ “coalition A has a collective strategy to enforce in the next step φ ”

Alternating-time Temporal Logic

Definition 8 (Alternating-time temporal Logic (ATL))

The language of plain ATL is defined over the non-empty sets:

- Π of **Propositions** $p \in \Pi$
- Agt of **Agents** $A \subseteq \text{Agt}$

$$\varphi ::= p \mid \neg\varphi \mid \varphi \vee \varphi \mid \langle\langle A \rangle\rangle \mathbf{X}\varphi \mid \langle\langle A \rangle\rangle \mathbf{G}\varphi \mid \langle\langle A \rangle\rangle \varphi \mathbf{U}\varphi.$$

Main Idea: cooperation modalities

- $\langle\langle A \rangle\rangle \mathbf{X}\varphi$ “coalition A has a collective strategy to enforce in the next step φ ”

Example 9

Is it possible for team A to ensure that a_4 will know the message eventually?

$$S, q \models \langle\langle A \rangle\rangle(\top \mathbf{U} \text{known}_{a_4})$$

with $A = \{a_1, a_2, a_3, a_4\}$ and q is the global state where a_1 is in state k , all other agents from team A are in state u and the agents from team B are in state (\emptyset, \emptyset)

Abstraction for MIS

Basic Idea I

Partitioning the **local state space** by using **handcrafted equivalence relation**:

- Reducing all equivalent states to just one
- Agents get **fewer choices** and the **opponents more choices**
- **Influence symbols** of the abstract states:
 - all influence symbols that are an outcome of executing a action in each concrete state
- **Local transition function**:
Input: **abstract state, action, influence symbol**
Output: **abstract state**
 - unfold both equivalence classes
 - connection between concrete state of 1st equivalence class to concrete state of 2nd equivalence class?



Basic Idea I

Partitioning the **local state space** by using **handcrafted equivalence relation**:

- Reducing all equivalent states to just one
- Agents get **fewer choices** and the **opponents more choices**
- **Influence symbols** of the abstract states:
 - all influence symbols that are an outcome of executing a action in each concrete state
- **Local transition function**:
Input: **abstract state, action, influence symbol**
Output: **abstract state**
 - unfold both equivalence classes
 - connection between concrete state of 1st equivalence class to concrete state of 2nd equivalence class?



Basic Idea I

Partitioning the local state space by using **handcrafted equivalence relation**:

- Reducing all equivalent states to just one
- Agents get **fewer choices** and the **opponents more choices**
- **Influence symbols** of the abstract states:
 - all influence symbols that are an outcome of executing a action in each concrete state
- **Local transition function**:
Input: **abstract state, action, influence symbol**
Output: **abstract state**
 - unfold both equivalence classes
 - connection between concrete state of 1st equivalence class to concrete state of 2nd equivalence class?



Basic Idea I

Partitioning the local state space by using **handcrafted equivalence relation**:

- Reducing all equivalent states to just one
- Agents get **fewer choices** and the **opponents more choices**
- **Influence symbols** of the abstract states:
 - all influence symbols that are an outcome of executing a action in each concrete state
- **Local transition function**:
Input: **abstract state, action, influence symbol**
Output: **abstract state**
 - unfold both equivalence classes
 - connection between concrete state of 1st equivalence class to concrete state of 2nd equivalence class?



Basic Idea I

Partitioning the local state space by using **handcrafted equivalence relation**:

- Reducing all equivalent states to just one
- Agents get **fewer choices** and the **opponents more choices**
- **Influence symbols** of the abstract states:
 - all influence symbols that are an outcome of executing a action in each concrete state
- **Local transition function**:
Input: **abstract state, action, influence symbol**
Output: **abstract state**
 - unfold both equivalence classes
 - connection between concrete state of 1st equivalence class to concrete state of 2nd equivalence class?



Basic Idea I

Partitioning the local state space by using **handcrafted equivalence relation**:

- Reducing all equivalent states to just one
- Agents get **fewer choices** and the **opponents more choices**
- **Influence symbols** of the abstract states:
 - all influence symbols that are an outcome of executing a action in each concrete state
- **Local transition function**:
Input: **abstract state, action, influence symbol**
Output: **abstract state**
 - unfold both equivalence classes
 - connection between concrete state of 1st equivalence class to concrete state of 2nd equivalence class?



Basic Idea I

Partitioning the local state space by using **handcrafted equivalence relation**:

- Reducing all equivalent states to just one
- Agents get **fewer choices** and the **opponents more choices**
- **Influence symbols** of the abstract states:
 - all influence symbols that are an outcome of executing a action in each concrete state
- **Local transition function**:
Input: **abstract state, action, influence symbol**
Output: **abstract state**
 - unfold both equivalence classes
 - connection between concrete state of 1st equivalence class to concrete state of 2nd equivalence class?



Basic Idea II

Partitioning the local state space by using **handcrafted equivalence relation**:

- Labeling:
 - Assigning a proposition to an abstract state if all concrete states in the equivalence class are labeled with that proposition
 - If a proposition only holds in some states of the class we remove it from set of propositions



Basic Idea II

Partitioning the local state space by using **handcrafted equivalence relation**:

- Labeling:
 - Assigning a proposition to an abstract state if all concrete states in the equivalence class are labeled with that proposition
 - If a proposition only holds in some states of the class we remove it from set of propositions



Basic Idea II

Partitioning the local state space by using **handcrafted equivalence relation**:

- Labeling:
 - Assigning a proposition to an abstract state if all concrete states in the equivalence class are labeled with that proposition
 - If a proposition only holds in some states of the class we remove it from set of propositions

Abstraction Relation

Definition 10 (Abstraction Relation)

An **abstraction relation** for a MIS is a product $\equiv = \equiv_1 \times \cdots \times \equiv_k$ where each $\equiv_i \subseteq St_i \times St_i$ is an equivalence relation for the states St_i of agent a_i .

For $q \in St_i$, we write $[q]_{\equiv_i}$ for the equivalence class of the local state q with respect to \equiv_i . And for $q \in St = St_1 \times \cdots \times St_k$, we write $[q]_{\equiv}$ for the equivalence class of the global state q .

Definition 11 (Abstraction for MIS)

For a MIS $S = (\mathbb{A}gt, Act, \mathcal{I}n)$, an abstraction relation \equiv for S and a set of **favored** agents $A \subseteq \mathbb{A}gt$ we define the **abstraction** of S with respect to \equiv and A as the MIS

$$S_{\equiv}^A := (\mathbb{A}gt', Act, \mathcal{I}n)$$

where $\mathbb{A}gt' := \{a'_1, \dots, a'_k\}$ and $a'_i = (St'_i, d'_i, out'_i, in'_i, o'_i, \Pi'_i, \pi'_i)$ with

- $St'_i := \{[q]_{\equiv_i} \mid q \in St_i\}$
- $d'_i([q]_{\equiv_i}) := \begin{cases} \bigcap_{q' \in [q]_{\equiv_i}} d_i(q') & \text{for } a_i \in A \\ \bigcup_{q' \in [q]_{\equiv_i}} d_i(q') & \text{for } a_i \notin A \end{cases}$
- $out'_i([q]_{\equiv_i}, \alpha) := \bigcup_{q' \in [q]_{\equiv_i}} out_i(q', \alpha)$

for all $q \in St_i$, $\alpha \in Act$, $\gamma, \gamma_1, \dots, \gamma_k \in \mathcal{I}n$ and $p_i \in \Pi'_i$.

Definition 12 (Abstraction for MIS)

For a MIS $S = (\mathbb{A}gt, Act, \mathcal{I}n)$, an abstraction relation \equiv for S and a set of **favored** agents $A \subseteq \mathbb{A}gt$ we define the **abstraction** of S with respect to \equiv and A as the MIS

$$S_{\equiv}^A := (\mathbb{A}gt', Act, \mathcal{I}n)$$

where $\mathbb{A}gt' := \{a'_1, \dots, a'_k\}$ and $a'_i = (St'_i, d'_i, out'_i, in'_i, o'_i, \Pi'_i, \pi'_i)$ with

- $in'_i([q]_{\equiv_i}, \gamma_1, \dots, \gamma_{k-1}) := \bigcup_{q' \in [q]_{\equiv_i}} in_i(q', \gamma_1, \dots, \gamma_{k-1})$
- $o'_i([q]_{\equiv_i}, \alpha, \gamma) := \bigcup_{q' \in [q]_{\equiv_i}} \{[q'']_{\equiv_i} \mid q'' \in o_i(q', \alpha, \gamma)\}$
- $\Pi'_i := \Pi_i \cap \{p_i \mid \forall q \in \pi_i(p_i) : \forall q' \in [q]_{\equiv_i} : q' \in \pi_i(p_i)\}$
- $\pi'_i(p_i) := \{[q]_{\equiv_i} \mid q \in \pi_i(p_i)\}$

for all $q \in St_i$, $\alpha \in Act$, $\gamma, \gamma_1, \dots, \gamma_k \in \mathcal{I}n$ and $p_i \in \Pi'_i$.

Example for Abstraction

Example 13 (Agents b_j)

- 256 states

$$S_i := \{(R, N) \mid \emptyset \neq R \subseteq \{r_1, \dots, r_i\}, n_i \in N\} \setminus \bigcup_{j=1}^{i-1} S_j$$

for $i = 1, \dots, 3$

$$S_{\text{rest}} := \{(R, N) \mid (R, N) \notin S_1 \cup \dots \cup S_3\}$$

Result: **4 states**



The Model Checking Algorithm

Idea

■ Input:

- MIS S
- *init* of global states of S
- ATL formula φ
- for each quantifier subformulae an abstraction relation

■ Output:

- **true** : iff $S, q \models \varphi$ for all $q \in \text{init}$
- **unknown** : we do not know whether S satisfies φ or not

Idea

■ Input:

- MIS S
- *init* of global states of S
- ATL formula φ
- for each quantifier subformulae an abstraction relation

■ Output:

- **true** : iff $S, q \models \varphi$ for all $q \in \textit{init}$
- **unknown** : we do not know whether S satisfies φ or not

Algorithm: modelcheck

Algorithm *modelcheck*($S, \text{init}, \varphi, (\equiv_\psi)_{\psi \in \text{qsf}(\varphi)}$):

Let $\varphi = \lambda(\theta_1, \dots, \theta_n, \ell_1, \dots, \ell_m)$ where

- λ Boolean formula (conjunctions and disjunctions only),
- $\theta_1, \dots, \theta_n$ are arbitrary ATL formulae each beginning with a quantifier, i.e. each θ_i is of the form $\langle\langle B \rangle\rangle\theta'_i$, and
- ℓ_1, \dots, ℓ_m are literals.
- For all $i \in \{1, \dots, n\}$ do:
 - $\psi_i = \text{qsf}(\theta_i)$
 - $\psi_i \in \text{qsf}(\varphi)$, a new global proposition ψ_i is introduced in S and ψ_i is added to the set of labels.
- If $S, s \models \lambda(w_1, \dots, w_n, \ell_1, \dots, \ell_m)$ for all $s \in \text{init}$ then return true. Otherwise return unknown.

Algorithm: modelcheck

Algorithm *modelcheck*($S, init, \varphi, (\equiv_\psi)_{\psi \in \text{qsf}(\varphi)}$):

Let $\varphi = \lambda(\theta_1, \dots, \theta_n, \ell_1, \dots, \ell_m)$ where

- λ Boolean formula (conjunctions and disjunctions only),
 - $\theta_1, \dots, \theta_n$ are arbitrary ATL formulae each beginning with a quantifier, i.e. each θ_i is of the form $\langle\langle B \rangle\rangle\theta'_i$, and
 - ℓ_1, \dots, ℓ_m are literals.
- For all $i \in \{1, \dots, n\}$ do:
1. Compute $w_i = \text{qsf}(\theta'_i)$.
 2. Compute $\varphi_i = \lambda(w_1, \dots, w_n, \ell_1, \dots, \ell_m)$.
- If $S, s \models \varphi_i$ for all $s \in init$ then return true. Otherwise return unknown.

Algorithm: modelcheck

Algorithm *modelcheck*($S, init, \varphi, (\equiv_{\psi})_{\psi \in \text{qsf}(\varphi)}$):

Let $\varphi = \lambda(\theta_1, \dots, \theta_n, \ell_1, \dots, \ell_m)$ where

- λ Boolean formula (conjunctions and disjunctions only),
- $\theta_1, \dots, \theta_n$ are arbitrary ATL formulae each beginning with a quantifier, i.e. each θ_i is of the form $\langle\langle B \rangle\rangle\theta'_i$, and
- ℓ_1, \dots, ℓ_m are literals.

■ For all $i \in \{1, \dots, n\}$ do:

$\psi_i = \langle\langle B \rangle\rangle\theta'_i$
 $\psi = \psi_1 \wedge \dots \wedge \psi_n$
 $\varphi' = \lambda(\psi_1, \dots, \psi_n, \ell_1, \dots, \ell_m)$
 $\varphi \equiv_{\psi} \varphi'$

■ If $S, s \models \lambda(w_1, \dots, w_n, \ell_1, \dots, \ell_m)$ for all $s \in init$ then return true. Otherwise return unknown.

Algorithm: modelcheck

Algorithm *modelcheck*($S, init, \varphi, (\equiv_\psi)_{\psi \in \text{qsf}(\varphi)}$):

Let $\varphi = \lambda(\theta_1, \dots, \theta_n, \ell_1, \dots, \ell_m)$ where

- λ Boolean formula (conjunctions and disjunctions only),
- $\theta_1, \dots, \theta_n$ are arbitrary ATL formulae each beginning with a quantifier, i.e. each θ_i is of the form $\langle\langle B \rangle\rangle\theta'_i$, and
- ℓ_1, \dots, ℓ_m are literals.

■ For all $i \in \{1, \dots, n\}$ do:

$\psi_i = \langle\langle B \rangle\rangle\theta'_i$
 $\psi = \psi_1 \wedge \dots \wedge \psi_n$
 $\varphi = \lambda(\psi, \ell_1, \dots, \ell_m)$

■ If $S, s \models \lambda(w_1, \dots, w_n, \ell_1, \dots, \ell_m)$ for all $s \in init$ then return true. Otherwise return unknown.

Algorithm: modelcheck

Algorithm *modelcheck*($S, init, \varphi, (\equiv_\psi)_{\psi \in \text{qsf}(\varphi)}$):

Let $\varphi = \lambda(\theta_1, \dots, \theta_n, \ell_1, \dots, \ell_m)$ where

- λ Boolean formula (conjunctions and disjunctions only),
- $\theta_1, \dots, \theta_n$ are arbitrary ATL formulae each beginning with a quantifier, i.e. each θ_i is of the form $\langle\langle B \rangle\rangle\theta'_i$, and
- ℓ_1, \dots, ℓ_m are literals.
- For all $i \in \{1, \dots, n\}$ do:
 - Set $W_i := \text{label}(\theta_i, \equiv_{\theta_i})$.
 - Set $S := S(w_i, W_i)$, a new global proposition w_i is introduced in S and it is labeled exactly in the states in W_i .
- If $S, s \models \lambda(w_1, \dots, w_n, \ell_1, \dots, \ell_m)$ for all $s \in init$ then return true. Otherwise return unknown.

Algorithm: modelcheck

Algorithm *modelcheck*($S, init, \varphi, (\equiv_\psi)_{\psi \in \text{qsf}(\varphi)}$):

Let $\varphi = \lambda(\theta_1, \dots, \theta_n, \ell_1, \dots, \ell_m)$ where

- λ Boolean formula (conjunctions and disjunctions only),
- $\theta_1, \dots, \theta_n$ are arbitrary ATL formulae each beginning with a quantifier, i.e. each θ_i is of the form $\langle\langle B \rangle\rangle\theta'_i$, and
- ℓ_1, \dots, ℓ_m are literals.
- For all $i \in \{1, \dots, n\}$ do:
 - Set $W_i := \text{label}(\theta_i, \equiv_{\theta_i})$.
 - Set $S := S(w_i, W_i)$, a new global proposition w_i is introduced in S and it is labeled exactly in the states in W_i .
- If $S, s \models \lambda(w_1, \dots, w_n, \ell_1, \dots, \ell_m)$ for all $s \in init$ then return true. Otherwise return unknown.

Algorithm: modelcheck

Algorithm *modelcheck*($S, init, \varphi, (\equiv_\psi)_{\psi \in \text{qsf}(\varphi)}$):

Let $\varphi = \lambda(\theta_1, \dots, \theta_n, \ell_1, \dots, \ell_m)$ where

- λ Boolean formula (conjunctions and disjunctions only),
- $\theta_1, \dots, \theta_n$ are arbitrary ATL formulae each beginning with a quantifier, i.e. each θ_i is of the form $\langle\langle B \rangle\rangle\theta'_i$, and
- ℓ_1, \dots, ℓ_m are literals.
- For all $i \in \{1, \dots, n\}$ do:
 - Set $W_i := \text{label}(\theta_i, \equiv_{\theta_i})$.
 - Set $S := S(w_i, W_i)$, a new global proposition w_i is introduced in S and it is labeled exactly in the states in W_i .
- If $S, s \models \lambda(w_1, \dots, w_n, \ell_1, \dots, \ell_m)$ for all $s \in init$ then return true. Otherwise return unknown.

Algorithm: modelcheck

Algorithm *modelcheck*($S, init, \varphi, (\equiv_\psi)_{\psi \in \text{qsf}(\varphi)}$):

Let $\varphi = \lambda(\theta_1, \dots, \theta_n, \ell_1, \dots, \ell_m)$ where

- λ Boolean formula (conjunctions and disjunctions only),
- $\theta_1, \dots, \theta_n$ are arbitrary ATL formulae each beginning with a quantifier, i.e. each θ_i is of the form $\langle\langle B \rangle\rangle\theta'_i$, and
- ℓ_1, \dots, ℓ_m are literals.
- For all $i \in \{1, \dots, n\}$ do:
 - Set $W_i := \text{label}(\theta_i, \equiv_{\theta_i})$.
 - Set $S := S(w_i, W_i)$, a new global proposition w_i is introduced in S and it is labeled exactly in the states in W_i .
- If $S, s \models \lambda(w_1, \dots, w_n, \ell_1, \dots, \ell_m)$ for all $s \in init$ then return true. Otherwise return unknown.

Algorithm: label

Algorithm *label*(ψ, \equiv):

Let $\psi = \neg^{\psi} \langle \langle A \rangle \rangle \mathbf{Y} \lambda(\theta_1, \dots, \theta_n, \ell_1, \dots, \ell_m)$ where

- \neg^{ψ} is \neg if ψ begins with a negation and it is the empty string otherwise,
- $\mathbf{Y} \in \{\mathbf{X}, \mathbf{G}, \mathbf{U}\}$,
- λ is a monotone Boolean formula,
- $\theta_1, \dots, \theta_n$ are arbitrary ATL formulae each beginning with a quantifier or a negation directly followed by a quantifier, and
- ℓ_1, \dots, ℓ_m are literals.

Algorithm: label

Algorithm *label*(ψ, \equiv):

Let $\psi = \neg^{\psi} \langle\langle A \rangle\rangle \mathbf{Y} \lambda(\theta_1, \dots, \theta_n, \ell_1, \dots, \ell_m)$ where

- \neg^{ψ} is \neg if ψ begins with a negation and it is the empty string otherwise,
- $\mathbf{Y} \in \{\mathbf{X}, \mathbf{G}, \mathbf{U}\}$,
- λ is a monotone Boolean formula,
- $\theta_1, \dots, \theta_n$ are arbitrary ATL formulae each beginning with a quantifier or a negation directly followed by a quantifier, and
- ℓ_1, \dots, ℓ_m are literals.

Algorithm: label

Algorithm *label*(ψ, \equiv):

Let $\psi = \neg^{\psi} \langle \langle A \rangle \rangle \mathbf{Y} \lambda(\theta_1, \dots, \theta_n, \ell_1, \dots, \ell_m)$ where

- \neg^{ψ} is \neg if ψ begins with a negation and it is the empty string otherwise,
- $\mathbf{Y} \in \{\mathbf{X}, \mathbf{G}, \mathbf{U}\}$,
- λ is a monotone Boolean formula,
- $\theta_1, \dots, \theta_n$ are arbitrary ATL formulae each beginning with a quantifier or a negation directly followed by a quantifier, and
- ℓ_1, \dots, ℓ_m are literals.

Algorithm: label

Algorithm *label*(ψ, \equiv):

Let $\psi = \neg^\psi \langle\langle A \rangle\rangle \mathbf{Y} \lambda(\theta_1, \dots, \theta_n, \ell_1, \dots, \ell_m)$ where

- \neg^ψ is \neg if ψ begins with a negation and it is the empty string otherwise,
- $\mathbf{Y} \in \{\mathbf{X}, \mathbf{G}, \mathbf{U}\}$,
- λ is a monotone Boolean formula,
- $\theta_1, \dots, \theta_n$ are arbitrary ATL formulae each beginning with a quantifier or a negation directly followed by a quantifier, and
- ℓ_1, \dots, ℓ_m are literals.

Algorithm: label

Algorithm *label*(ψ, \equiv):

Let $\psi = \neg^{\psi} \langle \langle A \rangle \rangle \mathbf{Y} \lambda(\theta_1, \dots, \theta_n, \ell_1, \dots, \ell_m)$ where

- \neg^{ψ} is \neg if ψ begins with a negation and it is the empty string otherwise,
- $\mathbf{Y} \in \{\mathbf{X}, \mathbf{G}, \mathbf{U}\}$,
- λ is a monotone Boolean formula,
- $\theta_1, \dots, \theta_n$ are arbitrary ATL formulae each beginning with a quantifier or a negation directly followed by a quantifier, and
- ℓ_1, \dots, ℓ_m are literals.

Algorithm: label II

- Construct the abstraction

$$S' := \begin{cases} S_{\equiv}^{\llbracket \psi \rrbracket} & \text{if } \psi \text{ does not begin with a negation} \\ S_{\equiv}^{\text{Agt} \setminus \llbracket \psi \rrbracket} & \text{if } \psi \text{ does begin with a negation} \end{cases}$$

- For all $i \in \{1, \dots, n\}$ do:

- Set $W_i := \{[q]_{\equiv} \mid \forall q' \in [q]_{\equiv} : q' \in \text{label}(\theta_i, \equiv_{\theta_i})\}$.
- Set $S'_i := S'(w_i, W_i)$.

- Compute the set W' of global states of S' (note that these are global states of the system abstracted with \equiv) satisfying ψ , i.e. $W' :=$

$$\{[q]_{\equiv} \mid S'_i, [q]_{\equiv} \models \neg^{\psi} \langle\langle A \rangle\rangle \mathbf{Y} \lambda(w_1, \dots, w_n, \ell_1, \dots, \ell_m)\},$$

by translating S'_i to a non-deterministic CGS and then using the ATL model checking algorithm.

- Return $W := \{q \in St \mid [q]_{\equiv} \in W'\}$.

Algorithm: label II

- Construct the abstraction

$$S' := \begin{cases} S_{\equiv}^{\llbracket \psi \rrbracket} & \text{if } \psi \text{ does not begin with a negation} \\ S_{\equiv}^{\text{Agt} \setminus \llbracket \psi \rrbracket} & \text{if } \psi \text{ does begin with a negation} \end{cases}$$

- For all $i \in \{1, \dots, n\}$ do:

- Set $W_i := \{[q]_{\equiv} \mid \forall q' \in [q]_{\equiv} : q' \in \text{label}(\theta_i, \equiv_{\theta_i})\}$.
- Set $S'_i := S'_i(w_i, W_i)$.

- Compute the set W' of global states of S' (note that these are global states of the system abstracted with \equiv) satisfying ψ , i.e. $W' :=$

$$\{[q]_{\equiv} \mid S'_i, [q]_{\equiv} \models \neg^{\psi} \langle\langle A \rangle\rangle \mathbf{Y} \lambda(w_1, \dots, w_n, \ell_1, \dots, \ell_m)\},$$

by translating S'_i to a non-deterministic CGS and then using the ATL model checking algorithm.

- Return $W := \{q \in St \mid [q]_{\equiv} \in W'\}$.

Algorithm: label II

- Construct the abstraction

$$S' := \begin{cases} S_{\equiv}^{\llbracket \psi \rrbracket} & \text{if } \psi \text{ does not begin with a negation} \\ S_{\equiv}^{\text{Agt} \setminus \llbracket \psi \rrbracket} & \text{if } \psi \text{ does begin with a negation} \end{cases}$$

- For all $i \in \{1, \dots, n\}$ do:

- Set $W_i := \{[q]_{\equiv} \mid \forall q' \in [q]_{\equiv} : q' \in \text{label}(\theta_i, \equiv_{\theta_i})\}$.

- Set $S' := S'(w_i, W_i)$.

- Compute the set W' of global states of S' (note that these are global states of the system abstracted with \equiv) satisfying ψ , i.e. $W' :=$

$$\{[q]_{\equiv} \mid S', [q]_{\equiv} \models \neg^{\psi} \langle\langle A \rangle\rangle \mathbf{Y} \lambda(w_1, \dots, w_n, \ell_1, \dots, \ell_m)\},$$

by translating S' to a non-deterministic CGS and then using the ATL model checking algorithm.

- Return $W := \{q \in St \mid [q]_{\equiv} \in W'\}$.

Algorithm: label II

- Construct the abstraction

$$S' := \begin{cases} S_{\equiv}^{\llbracket \psi \rrbracket} & \text{if } \psi \text{ does not begin with a negation} \\ S_{\equiv}^{\text{Agt} \setminus \llbracket \psi \rrbracket} & \text{if } \psi \text{ does begin with a negation} \end{cases}$$

- For all $i \in \{1, \dots, n\}$ do:

- Set $W_i := \{[q]_{\equiv} \mid \forall q' \in [q]_{\equiv} : q' \in \text{label}(\theta_i, \equiv_{\theta_i})\}$.
- Set $S'_i := S'(w_i, W_i)$.

- Compute the set W' of global states of S' (note that these are global states of the system abstracted with \equiv) satisfying ψ , i.e. $W' :=$

$$\{[q]_{\equiv} \mid S'_i, [q]_{\equiv} \models \neg^{\psi} \langle\langle A \rangle\rangle \mathbf{Y} \lambda(w_1, \dots, w_n, \ell_1, \dots, \ell_m)\},$$

by translating S'_i to a non-deterministic CGS and then using the ATL model checking algorithm.

- Return $W := \{q \in St \mid [q]_{\equiv} \in W'\}$.

Algorithm: label II

- Construct the abstraction

$$S' := \begin{cases} S_{\equiv}^{\llbracket \psi \rrbracket} & \text{if } \psi \text{ does not begin with a negation} \\ S_{\equiv}^{\text{Agt} \setminus \llbracket \psi \rrbracket} & \text{if } \psi \text{ does begin with a negation} \end{cases}$$

- For all $i \in \{1, \dots, n\}$ do:
 - Set $W_i := \{[q]_{\equiv} \mid \forall q' \in [q]_{\equiv} : q' \in \text{label}(\theta_i, \equiv_{\theta_i})\}$.
 - Set $S' := S'(w_i, W_i)$.
- Compute the set W' of global states of S' (note that these are global states of the system abstracted with \equiv) satisfying ψ , i.e. $W' :=$

$$\{[q]_{\equiv} \mid S', [q]_{\equiv} \models \neg^{\psi} \langle\langle A \rangle\rangle \mathbf{Y} \lambda(w_1, \dots, w_n, \ell_1, \dots, \ell_m)\},$$

by translating S' to a non-deterministic CGS and then using the ATL model checking algorithm.

- Return $W := \{q \in St \mid [q]_{\equiv} \in W'\}$.

Algorithm: label II

- Construct the abstraction

$$S' := \begin{cases} S_{\equiv}^{\llbracket \psi \rrbracket} & \text{if } \psi \text{ does not begin with a negation} \\ S_{\equiv}^{\text{Agt} \setminus \llbracket \psi \rrbracket} & \text{if } \psi \text{ does begin with a negation} \end{cases}$$

- For all $i \in \{1, \dots, n\}$ do:
 - Set $W_i := \{[q]_{\equiv} \mid \forall q' \in [q]_{\equiv} : q' \in \text{label}(\theta_i, \equiv_{\theta_i})\}$.
 - Set $S' := S'(w_i, W_i)$.
- Compute the set W' of global states of S' (note that these are global states of the system abstracted with \equiv) satisfying ψ , i.e. $W' :=$

$$\{[q]_{\equiv} \mid S', [q]_{\equiv} \models \neg^{\psi} \langle\langle A \rangle\rangle \mathbf{Y} \lambda(w_1, \dots, w_n, \ell_1, \dots, \ell_m)\},$$

by translating S' to a non-deterministic CGS and then using the ATL model checking algorithm.

- Return $W := \{q \in St \mid [q]_{\equiv} \in W'\}$.

Complexity and Soundness

Theorem 14

Algorithm `modelcheck`($S, init, \varphi, (\equiv_{\psi})_{\psi \in \text{qsf}(\varphi)}$) runs in time

$$O(|init| + |S| \cdot |\varphi|) \cdot 2^{O\left(\sum_{\psi \in \text{qsf}(\varphi)} |S^{\llbracket \psi \rrbracket}| \right)}$$

where $|S|$ denotes the size of the MIS S in a compact representation. The cardinality of the global state space of S may then be upto $2^{\Theta(|S|)}$.

Theorem 15

Algorithm `modelcheck` is sound, i.e. if `modelcheck`($S, init, \varphi, (\equiv_{\psi})_{\psi \in \text{qsf}(\varphi)}$) outputs true then $S, q \models \varphi$ for all $q \in init$.

Conclusion



Conclusion

- **Modular Interpreted Systems** facilitates **modularity**
- **ATL** allows to talk about strategic properties
- The **abstraction for MIS** :
 - is sound
 - allows to deal with bigger Systems
(depending on the equivalent relations)

Thank you for your attention!

Questions?



Conclusion

- **Modular Interpreted Systems** facilitates **modularity**
- **ATL** allows to talk about strategic properties
- The **abstraction for MIS** :
 - is sound
 - allows to deal with bigger Systems
(depending on the equivalent relations)

Thank you for your attention!

Questions?







Conclusion

- **Modular Interpreted Systems** facilitates **modularity**
- **ATL** allows to talk about strategic properties
- The **abstraction for MIS** :
 - is sound
 - allows to deal with bigger Systems
(depending on the equivalent relations)

Thank you for your attention!

Questions?

References

-  W. Jamroga, T. Agotnes
Modular Interpreted Systems
Proceedings of AAMAS'07, pp. 892-899.
-  Rajeev Alur and Thomas A. Henzinger and Orna Kupferman
Alternating-time temporal logic
J. ACM, Volume 49, Number 5, 2002, pp. 672-713.
-  Michael Köster, Peter Lohmann
Abstraction for Model Checking Modular Interpreted Systems over
ATL (Extended Abstract)
Proceedings of AAMAS'11
-  Michael Köster, Peter Lohmann
Abstraction for Model Checking Modular Interpreted Systems over
ATL
Proceedings of Programming Multi-Agent Systems, AAMAS'11