

Contents

1 Processes	2
1.1 Definitions and notation	2
1.2 The value-passing calculus	7
1.3 Renaming	10
2 Equivalence of processes	12
2.1 Strong bisimulation and strong equivalence	12
2.2 Observable bisimulation	18
2.3 Equivalence checking, solving equations	21
3 Hennessy–Milner logic	27
3.1 Basic notions and definitions	27
3.2 Connecting the structure of actions with modal properties	30
3.3 Observable modal logic	32
3.4 Necessity and divergence	34
4 Alternative characterizations of process equivalences	35
4.1 Game semantics	35
4.2 Weak bisimulation properties	38
4.3 Modal properties and equivalences	38
5 Temporal logics for processes	41
5.1 Temporal behaviour of processes	41
5.2 Linear time logic	43
5.3 Model checking in linear time logic	45
5.3.1 Linear time properties	45
5.3.2 Towards LTL model checking	49
5.3.3 Büchi automata and model checking for LTL formulas	63
5.3.4 Complexity of the LTL model checking process	67
5.3.5 Fairness assumptions in LTL	67
6 Computation Tree Logic	69
6.0.6 Syntax of CTL	69
6.0.7 Semantics of CTL	70
6.0.8 Normal forms and expressiveness	73
6.0.9 Relating CTL with LTL	75
6.1 Model checking in CTL	76

6.1.1	The crucial idea	76
6.1.2	Searches based on the expansion laws	78
6.1.3	Symbolic model checking	80
6.1.4	Binary decision diagrams	83
6.2	CTL*	90
6.2.1	Basic notions and definitions	90
6.2.2	Model checking in CTL*	90
7	Hennessy–Milner logic with recursive equations	92
7.1	Modal formulas with variables	92
7.2	Syntax and semantics of Hennessy–Milner logic with recursion	94
7.3	The correctness of CTL-satisfiability algorithms	97
7.4	Equational systems with several recursive variables	99
7.5	Largest and least fixpoints mixed	101
8	The modal μ-calculus	104
8.1	Logic and fixpoints	104
8.2	Playing with modal μ -formulas	106
8.3	Game characterization of satisfiability of modal μ -formulas	107
9	Conclusions	112
9.1	General overview of the approaches discussed	112
9.2	Model checking in practice	113
10	Appendix: The programming language Erlang	114
10.1	Introduction	114
10.2	Datatypes in Erlang	114
10.2.1	Pattern matching	116
10.2.2	Defining functions	117
10.2.3	Conditional expressions	118
10.2.4	Scope of variables	120
10.2.5	The module system	121
10.3	Programming with recursion	121
10.3.1	Programming with lists	121
10.3.2	Programming with tuples	129
10.3.3	Records	130
10.4	Concurrent processes	133
10.4.1	Creating processes	133
10.4.2	Simple examples	134
10.4.3	Handling timeouts	139
10.4.4	Registered processes	141
10.5	Distributed programming	142
Bibliography		146