

Strategic Verifier (STV): Towards Practical Verification of Strategic Ability

Damian Kurpiewski

14/05/2024

Institute of Computer Science
Polish Academy of Sciences

Faculty of Mathematics and Computer Science
Nicolaus Copernicus University in Toruń

Model Checking of Strategic Abilities

ATL: What Agents Can Achieve

- **ATL: Alternating-time Temporal Logic** [Alur et al. 1997-2002]
- Temporal logic meets game theory
- Main idea: **cooperation modalities**

$\langle\langle A \rangle\rangle \Phi$: **coalition A has a collective strategy to enforce Φ**

\rightsquigarrow Φ can include temporal operators: X (next), F (sometime in the future), G (always in the future), U (strong until)

ATL with incomplete information

- Imperfect information ($q \sim_a q'$)

ATL with incomplete information

- Imperfect information ($q \sim_a q'$)
- Imperfect recall - agent memory coded within state of the model

ATL with incomplete information

- **Imperfect information** ($q \sim_a q'$)
- **Imperfect recall** - agent memory coded within state of the model
- **Uniform strategies** - specify same choices for indistinguishable states:

$$q \sim_a q' \implies s_a(q) = s_a(q')$$

ATL with incomplete information

- **Imperfect information** ($q \sim_a q'$)
- **Imperfect recall** - agent memory coded within state of the model
- **Uniform strategies** - specify same choices for indistinguishable states:
 $q \sim_a q' \implies s_a(q) = s_a(q')$
- Fixpoint equivalences **do not hold** anymore

ATL with incomplete information

- **Imperfect information** ($q \sim_a q'$)
- **Imperfect recall** - agent memory coded within state of the model
- **Uniform strategies** - specify same choices for indistinguishable states:
 $q \sim_a q' \implies s_a(q) = s_a(q')$
- Fixpoint equivalences **do not hold** anymore
- Model checking **ATL_{ir}** is Δ_2^P -complete

Example: Simple Model of Voting and Coercion

- Two agents: the **Voter** and the **Coercer**
- Two candidates

Example: Simple Model of Voting and Coercion

- Two agents: the **Voter** and the **Coercer**
- Two candidates
- Voter can cast her vote and then interact with the Coercer
- Voter can give (or not) her vote to the Coercer

Example: Simple Model of Voting and Coercion

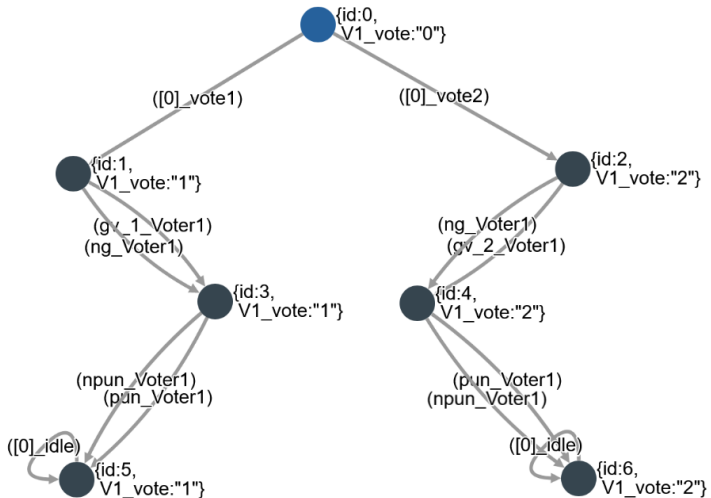
- Two agents: the **Voter** and the **Coercer**
- Two candidates
- Voter can cast her vote and then interact with the Coercer
- Voter can give (or not) her vote to the Coercer
- Coercer can punish (or not) the voter

Example: Simple Model of Voting and Coercion

- Two agents: the **Voter** and the **Coercer**
- Two candidates
- Voter can cast her vote and then interact with the Coercer
- Voter can give (or not) her vote to the Coercer
- Coercer can punish (or not) the voter
- **Asynchronous semantics with synchronization over actions:**
vote giving and punishment are **synchronized**

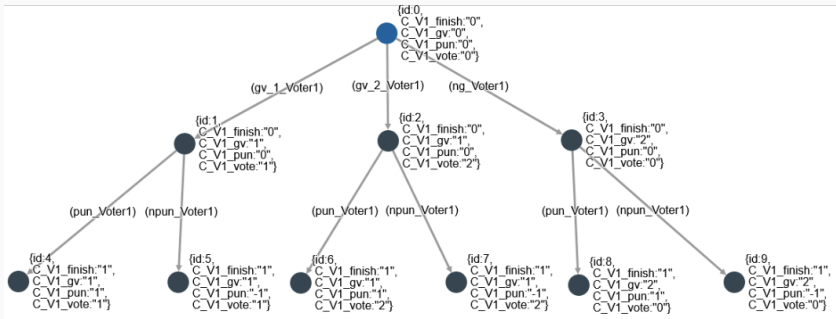
Example: Simple Model of Voting and Coercion

Voter Local Model



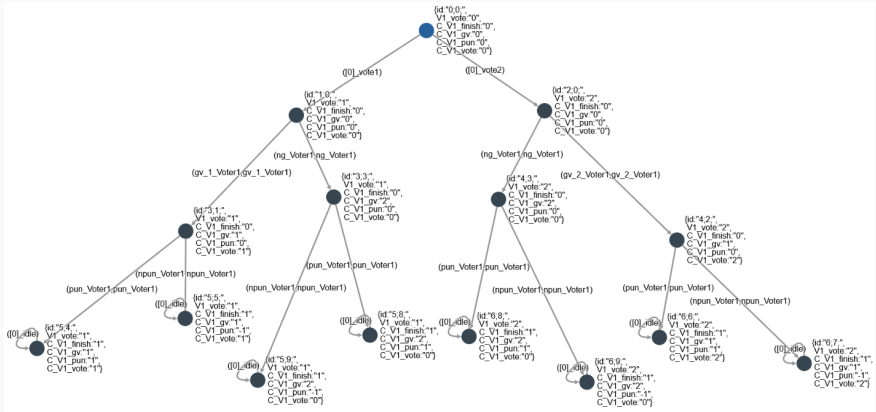
Example: Simple Model of Voting and Coercion

Coercer Local Model



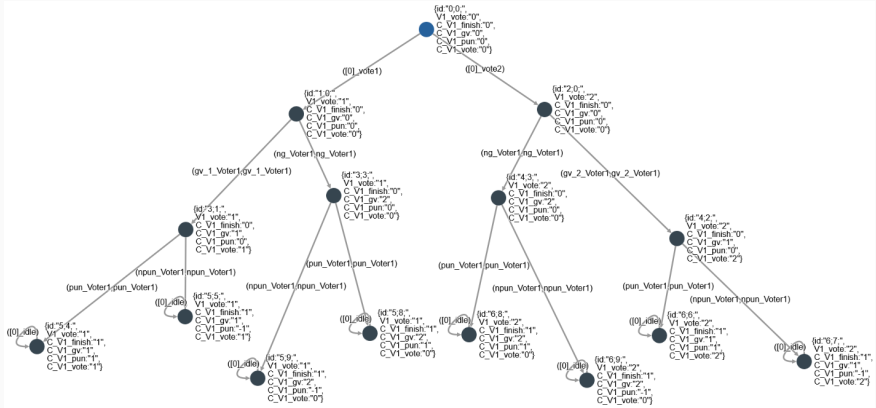
Example: Simple Model of Voting and Coercion

Global Model



Example: Simple Model of Voting and Coercion

Example Formula



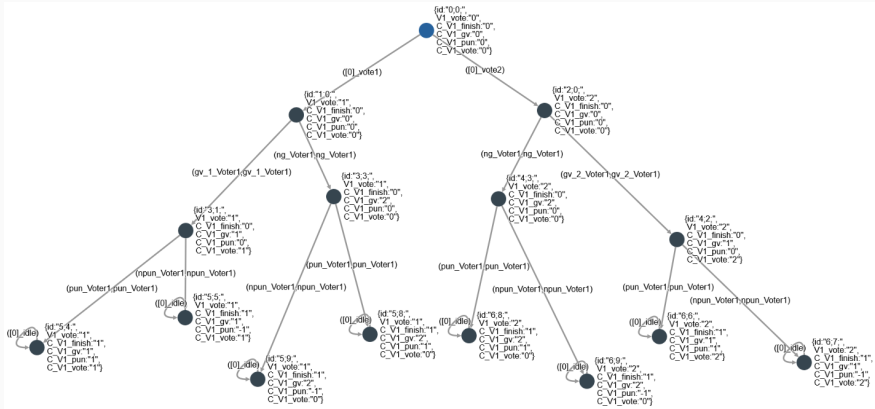
$\langle\langle \text{coercer} \rangle\rangle G(\text{finish}_1 \wedge \text{vote}_{1,1} \implies \neg \text{pun}_1)$:

“The Coercer can coerce Voter to vote for the first candidate”

FALSE

Example: Simple Model of Voting and Coercion

Example Formula

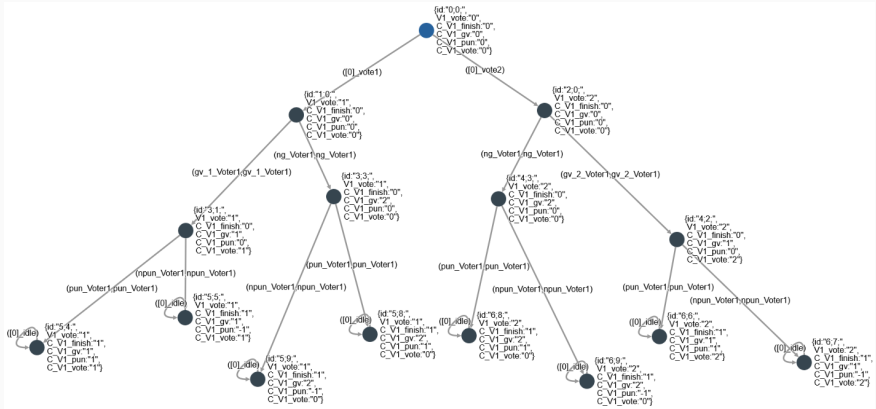


$\langle\langle \text{coercer} \rangle\rangle G(\text{finish}_1 \wedge \text{vote}_{1,1} \implies K_C \text{vote}_{1,1})$:

“The Coercer knows when the Voter has voted for the first candidate”

Example: Simple Model of Voting and Coercion

Example Formula



$\langle\langle \text{coercer} \rangle\rangle G(\text{finish}_1 \wedge \text{vote}_{1,1} \implies K_C \text{vote}_{1,1})$:

“The Coercer knows when the Voter has voted for the first candidate”

FALSE

Simple Specification Language

Simple Voting Model

```
Agent Voter1:
LOCAL: [V1_vote]
PERSISTENT: [V1_vote]
INITIAL: []
init q0
vote1: q0 -> q1 [V1_vote:=1]
vote2: q0 -> q1 [V1_vote:=2]
shared[2] gv_1_Voter1[gv_1_Voter1]: q1 [V1_vote==1] -> q2
shared[2] gv_2_Voter1[gv_1_Voter2]: q1 [V1_vote==2] -> q2
shared[2] ng_Voter1[ng_Voter1]: q1 -> q2
shared[2] pun_Voter1[pn_Voter1]: q2 -> q3
shared[2] npun_Voter1[pn_Voter1]: q2 -> q3
idle: q3 -> q3

FORMULA: <<Coercer>>[] (C_V1_finish==0 ||
    (V1_vote==1 && &K_Coercer(V1_vote==1)) )
```

Agent

Initial configuration

Shared transition

Local name

Local transition

Guard

State (template)

Proposition variable

Formula

Tool

- **Explicit-state** model checking.

STV - Strategic Verifier

- Explicit-state model checking.
- **User-defined** input.

STV - Strategic Verifier

- Explicit-state model checking.
- User-defined input.
- **Web-based** graphical interface.

STV - Strategic Verifier

- Explicit-state model checking.
- User-defined input.
- Web-based graphical interface.
- Model-checking algorithms: **fixpoint-approximations**, **depth-first strategy synthesis** and **on-the-fly strategy synthesis**.

STV - Strategic Verifier

- Explicit-state model checking.
- User-defined input.
- Web-based graphical interface.
- Model-checking algorithms: fixpoint-approximations, depth-first strategy synthesis and on-the-fly strategy synthesis.
- Reduction methods: **partial-order reductions** and **assume-guarantee reasoning**.

STV - Strategic Verifier

- Explicit-state model checking.
- User-defined input.
- Web-based graphical interface.
- Model-checking algorithms: fixpoint-approximations, depth-first strategy synthesis and on-the-fly strategy synthesis.
- Reduction methods: partial-order reductions and assume-guarantee reasoning.
- Asynchronous semantics with: **action-oriented synchronization** and **data-oriented synchronization**.

STV - Strategic Verifier

- Explicit-state model checking.
- User-defined input.
- Web-based graphical interface.
- Model-checking algorithms: fixpoint-approximations, depth-first strategy synthesis and on-the-fly strategy synthesis.
- Reduction methods: partial-order reductions and assume-guarantee reasoning.
- Asynchronous semantics with: action-oriented synchronization and data-oriented synchronization.
- Properties: **reachability** and **safety**.

STV - Strategic Verifier

- Explicit-state model checking.
- User-defined input.
- Web-based graphical interface.
- Model-checking algorithms: fixpoint-approximations, depth-first strategy synthesis and on-the-fly strategy synthesis.
- Reduction methods: partial-order reductions and assume-guarantee reasoning.
- Asynchronous semantics with: action-oriented synchronization and data-oriented synchronization.
- Properties: reachability and safety.
- Epistemic operators: **knowledge** and **Hartley uncertainty**.

Approximate Verification of Strategic Ability

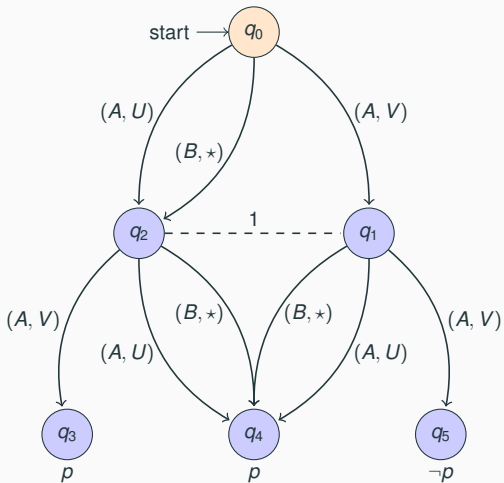
$M \models_{ir} \varphi$: **DIFFICULT!**

$$M \models LB(\varphi) \Rightarrow M \models_{ir} \varphi \Rightarrow M \models UB(\varphi)$$

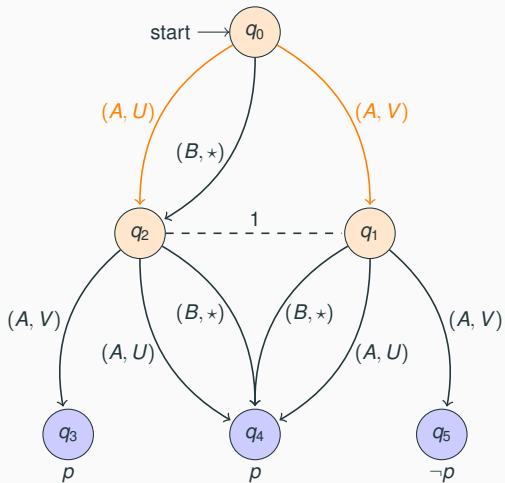
Alternating Epistemic
Mu-Calculus

Perfect Information

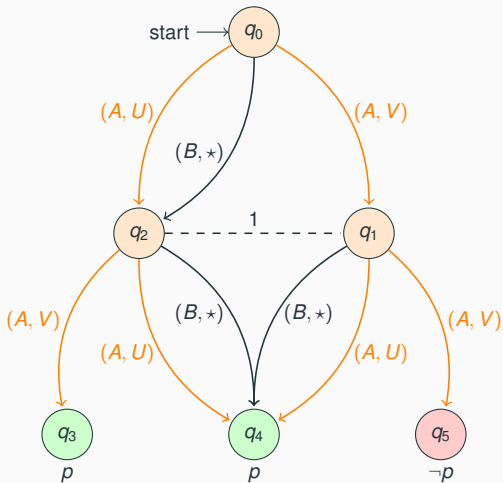
DFS Strategy Synthesis



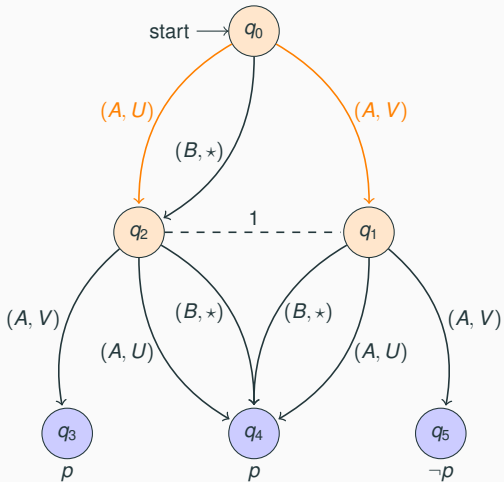
DFS Strategy Synthesis



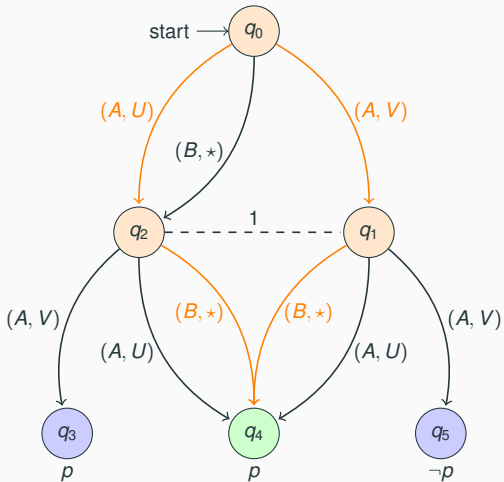
DFS Strategy Synthesis



DFS Strategy Synthesis



DFS Strategy Synthesis



Partial-order Reductions

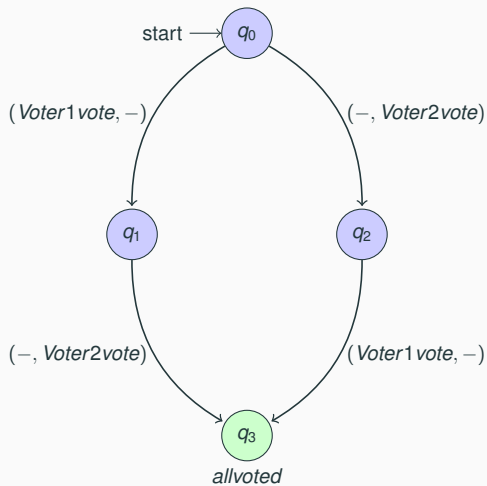
POR

POR is a method of generating reduced state spaces, preserving some temporal formula ϕ , that exploits:

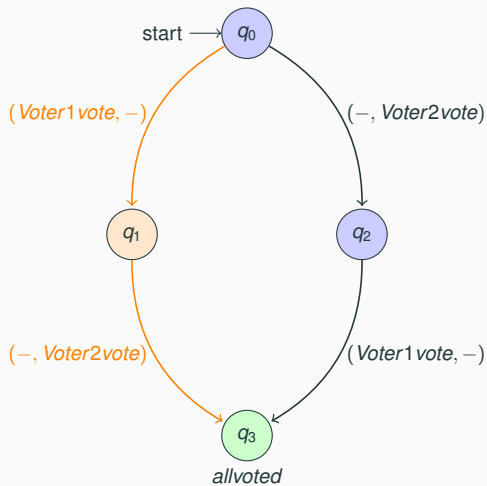
- Independency of actions, restricted to the pairs of actions such that one of them is **invisible**, i.e., does not change valuations of the atomic propositions used in ϕ ,
- Infinite sequences of global locations that differ in the ordering of independent actions only are called **ϕ -equivalent**,
- ϕ does not distinguish between ϕ -equivalent sequences,

A reduced state space contains for each infinite sequence at least one ϕ -equivalent, but as few as possible.

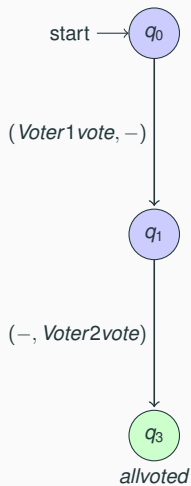
POR example



POR example



POR example



Assume-guarantee Verification

An **assumption** $A = (M, F)$ is a module augmented with a finite set of accepting states $F \subseteq Q$.

Composition of modules M **guaranties** an assumption A (which operates on subset of M 's variables) if A accepts all traces derived by M (modulo stuttering).

Assume-guarantee Verification

An **assumption** $A = (M, F)$ is a module augmented with a finite set of accepting states $F \subseteq Q$.

Composition of modules M **guaranties** an assumption A (which operates on subset of M 's variables) if A accepts all traces derived by M (modulo stattering).

Automated assumptions

1. Design the model and create a specification file.
2. Split the agents into **assumption groups**.
3. Each assumption group should specify the coalition and the formula. Environment group should not specify the formula.
4. Use STV to **automatically** generate specification files for each assumption group.
5. Verify each model in the tool.

Conclusions

Conclusions

- Modal logics for MAS are characterized by high computational complexity.
- Verification of strategic properties in scenarios with imperfect information is **difficult**.
- Much complexity of model checking for strategic abilities is due to the size of the model of the system.
- STV addresses the challenge by implementing various **reduction** and **model-checking** methods which shows very promising performance.
- STV supports **user-friendly** modelling of MAS, and **automated** reduction and verification methods.

THANK YOU!