

# Formal Verification of P Systems with Active Membranes through Model Checking

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# Outline

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- Background
- Theoretical basis of the approach
- Case study
- Conclusions

# Background

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- **Model checking**: automated technique for verifying if a *model* meets a given property (specified in temporal logic)
- **Model checker**: tool that takes as *input* the specification of a system (model) + temporal logic formulae. *Output*: "*true*" or "*false*" for each formula.
- If a property violation is discovered then a **counterexample** is returned.
- Properties to be checked: *safety* (something bad never happens), *liveness* (something good will eventually happen), *fairness* (does, under certain conditions, an event occur repeatedly?), invariants etc.

# Previous work

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- Decidability of model-checking properties for P systems
- Model verification:
  - Maude LTL model checker (using rewriting logic)
  - Prism (for stochastic systems)
  - NuSMV (symbolic model checker)
  - Spin (models written in Promela)
  - ProB (models written in B/Event-B)
- Model property extraction using Daikon
- Only P systems with static structure have been considered
- In this paper P systems with active membranes (in particular with cell division) are considered.

# Steps for P system model checking

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Given a P system,  $\Pi$  with active membranes build up the following steps:

- **Kripke structure** –  $M_\Pi$  associated with  $\Pi$ ; translating the rules and the semantics of the  $\Pi$  to  $M_\Pi$
- **implement** –  $M'_\Pi$  in Spin; ( $M_\Pi$  and  $M'_\Pi$  are not functionally equivalent)
- **formulate properties** – properties regarding the system are formulated as LTL formulae on  $M_\Pi$
- **transform** – LTL formulae on  $M_\Pi$  into LTL formulae on  $M'_\Pi$

# Kripke structure associated with a P system (1)

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Given a P system  $\Pi$  with rules  $R = \{r_1, \dots, r_m\}$

- **states** of  $M_\Pi$ : configurations of  $\Pi$  plus two special states (*Crash* and *Halt*)
- **transitions** of  $M_\Pi$ : there is a transition from configuration  $c$  to configuration  $d$  if  $\forall$  membrane  $i$  in  $c \exists n_1^i, \dots, n_m^i$ , such that:
  - **$d$  is obtained from  $c$**  by applying rules  $r_1, \dots, r_m, n_1^i, \dots, n_m^i$  times, respectively, for every membrane  $i$ ;
  - **at least one rule** is applied;
  - any membrane can be subject of only **one communication/ dissolution/ division rule**;
  - a computation from  $c$  develops in **maximally parallel** mode.

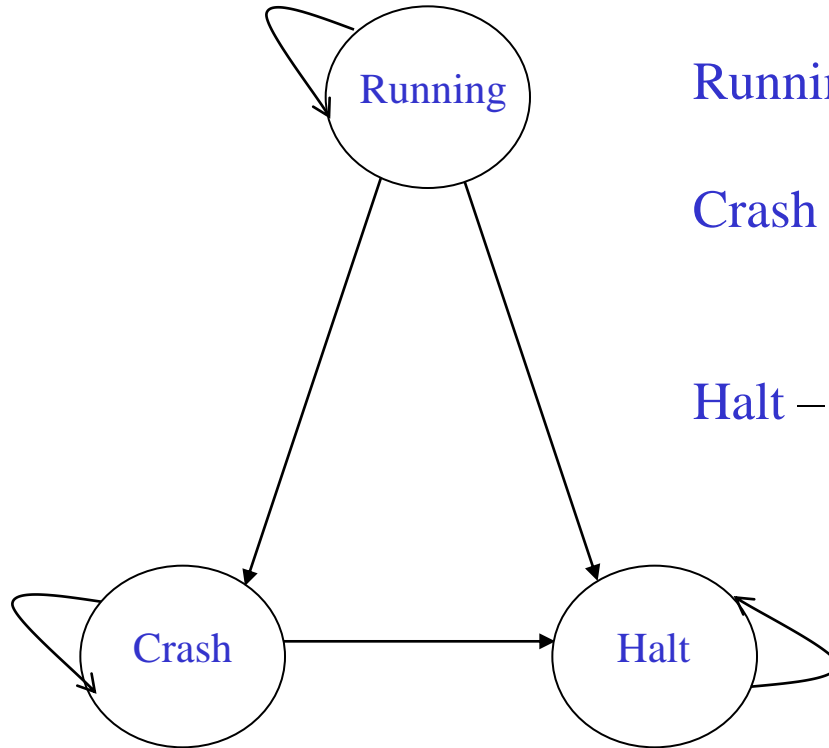
# Kripke structure associated with a P system (2)

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- In order to keep the number of states finite:
  - **upper bound Max** on the number of symbols of any type in any membrane;
  - **upper bound Sup** on the number of applications of any rule;
  - whenever (at least) one of these upper bounds is exceeded, extra transitions to *Crash* are added.
- The halting configurations of the P system (i.e. in which no rule can be applied) are represented by extra transitions to *Halt*.

# $M_{\Pi}$ diagram

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**Running** (set of states) – normal behaviour;

**Crash** – abnormal behaviour  
(upper bounds exceeded);

**Halt** – halting configurations.



# Transforming LTL formulae (1)

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- Transition between the states of  $M_{\Pi}$  are defined using “ $\exists$ ”
- Most modelling languages (Promela included) do not support the existential (or the universal) quantifier
- A transition involving  $\exists$  is normally implemented as a sequence of transitions (e.g. a “do - od” loop in Promela)
- Therefore  $M'_{\Pi}$  (the implementation of  $M_{\Pi}$ ) will contain additional (intermediary) states
- LTL formulae on  $M_{\Pi}$  need to be translated into LTL formulae on  $M'_{\Pi}$

## Transforming LTL formulae (2)

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Property	LTL specification
$G p$	$[] (p \parallel !pInS)$
$F p$	$\langle \rangle (p \&\& pInS)$
$p U q$	$(p \parallel !pInS) U (q \&\& pInS)$
$X p$	$X (!pInS U (p \&\& pInS))$
$p R q$	$(p \&\& pInS) V (q \parallel !pInS)$

- $pInS$  is a predicate which holds in the original (non-intermediary) states.
- e.g., “*Globally  $b > 0$* ”  $\Rightarrow$  “*Globally  $b > 0$  or not  $pInS$* ” ( $b > 0$  only for configurations corresponding to the P system, but not for the intermediary states).

# Case study: Subset Sum problem (1)

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Given a finite set  $A = \{a_1, \dots, a_n\}$ , of  $n$  elements, where each element  $a_i$  has an associated weight,  $w_i$ , and a constant  $k \in \mathbb{N}$ , it is requested to determine whether or not there exists a subset  $B \subseteq A$  such that  $w(B) = k$ , where  $w(B) = \sum_{a_i \in B} w_i$

# Case study: Subset Sum problem (2)

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- well-known NP-complete problem
- solved in linear time and in an uniform way using P systems with membrane division rules

Pérez-Jiménez, M.J., Riscos-Núñez, A.: Solving the Subset-Sum problem by P systems with active membranes. *New Generation Computing* 23(4), 339-356 (2005)

- improved solution: the total cost is logarithmic in one variable and linear in the rest.

Díaz-Pernil, D., Gutiérrez-Naranjo, M.A., Pérez-Jiménez, M.J., Riscos-Núñez, A.: A logarithmic bound for solving Subset Sum with P systems. In: Eleftherakis, G., Kefalas, P., Păun, G., Rozenberg, G., Salomaa, A. (eds.) *Workshop on Membrane Computing. Lecture Notes in Computer Science*, vol. 4860, pp. 257-270. Springer (2007)

# Case study: Subset Sum problem (3)

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- *Generation stage*: for every subset of  $A$ , a (single) membrane is generated via membrane division.
- *Calculation stage*: in each membrane the weight of the associated subset is calculated.
- *Checking stage*: in each membrane it is checked whether the weight of its associated subset is exactly  $k$ .
- *Output stage*: the system sends out the answer to the environment, according to the result of the checking stage.

# Case study: Subset Sum problem (4)

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$\prod(\langle n, k \rangle) = (\Gamma(\langle n, k \rangle), \{e, s\}, \mu, w_e, w_s, R, i(n, k)), \text{ where :}$

- $\Gamma(\langle n, k \rangle) = \{x_0, x_1, \dots, x_n\} \cup \{\bar{a}_0, \bar{a}, a_0, a, d_1, e_0, \dots, e_n, q, q_0, \dots, q_{2k+1}, z_0, \dots, z_{2n+2k+2}, \text{Yes}, \text{No}_0, \text{No}, \#\}$  is the alphabet;
- $\mu = [{}_s [{}_e ]_e ]_s^0$  is the membrane structure;
- $w_s = z_0, w_e = e_0 a^k$  are the initial multisets;
- $i(n, k) = e$  and contains the code  $x_1^{w_1} \dots x_n^{w_n}$  ;

# Case study: Subset Sum problem (5)

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The set of rules,  $R$ :

(1)  $[e_i]_e^0 \rightarrow [q]_e^- [e_i]_e^+, 0 \leq i \leq n;$   
 $[e_i]_e^+ \rightarrow [e_{i+1}]_e^0 [e_{i+1}]_e^+, 0 \leq i \leq n.$  For each subset of  $A$  a membrane is generated.

(2)  $[x_0 \rightarrow \bar{a}_0]_e^0; [x_0 \rightarrow \lambda]_e^+; [x_i \rightarrow x_{i-1}]_e^+, \text{ for } 1 \leq i \leq n.$

The code from the input membrane is built in such a way that the multiplicity of  $x_j$  represents the weight of  $a_j \in A$ . These three rules calculate in  $\bar{a}_0$  the weight of a subset.

(3)  $[q \rightarrow q_0]_e^-; [\bar{a}_0 \rightarrow a_0]_e^+; [\bar{a} \rightarrow a]_e^-.$

The rules mark the beginning of the checking stage; the weight of the subset is now coded by the multiplicity of  $a_0$ .

(4)  $[a_0]_e^- \rightarrow [ ]_e^0 \#; [a]_e^0 \rightarrow [ ]_e^- \#.$

The number of occurrences of  $a_0$  and  $a$  are compared in a checking loop.

# Case study: Subset Sum problem (6)

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$$(5) [q_{2j} \rightarrow q_{2j+1}]_e^-, 0 \leq j \leq k; [q_{2j+1} \rightarrow q_{2j+2}]_e^0, 0 \leq j \leq k-1.$$

Objects  $q_i$  are utilised as counters of the checking loop.

$$(6) [q_{2k+1}]_e^- \rightarrow [\ ]_e^0 Yes; [q_{2k+1}]_e^0 \rightarrow [\ ]_e^0 \#; [q_{2j+1}]_e^- \rightarrow [\ ]_e^- \#; 0 \leq j \leq k-1.$$

These rules provide an answer to the checking loop given that there are the same number of  $a_0$  and  $a$ , more  $a_0$  objects, or more  $a$  objects, respectively.

$$(7) [z_i \rightarrow z_{i+1}]_s^0, 0 \leq i \leq 2n + 2k + 1; [z_{2n+2k+2} \rightarrow d_1 No_0]_s^0.$$

Objects  $z_i$  control the checking stage in all membranes. When the checking stage is over  $d_1$  and  $No_0$  are released into the skin membrane.

$$(8) [d_1]_s^0 \rightarrow [\ ]_s^+ d_1; [No_0 \rightarrow No]_s^+; [Yes]_s^+ \rightarrow [\ ]_s^0 Yes; [No]_s^+ \rightarrow [\ ]_s^0 No.$$

In the final stage either *Yes* or *No* is sent out into the environment.



# Experimental results (1)

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- We have considered a set  $A$  with 2 and 3 elements, weights between 1 and 3, and  $k$  between 2 and 4.
- Two examples reported
  - (1):  $n = 3; k = 4; w = [ 1; 2; 2 ]$
  - (2):  $n = 3; k = 3; w = [ 2; 2; 2 ]$

# Experimental results (2)

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Property	LTL specification	Result 1	Result 2
Generally, there is not YES in the environment.	<code>[](env.Yes == 0    !pInS)</code>	false	true
Generally, there is not NO in the environment.	<code>[](env.No == 0    !pInS)</code>	true	false
Eventually, there is YES in the environment.	<code>&lt;&gt;(env.Yes == 1 &amp;&amp; pInS)</code>	true	false
Eventually, there is NO in the environment.	<code>&lt;&gt;(env.No == 1 &amp;&amp; pInS)</code>	false	true

# Experimental results (3)

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When  $e_1$  appears in a specific membrane 1, with electrical charge 0, then a  $q$  will appear with a negative electrical charge.

```
[ ]( ( membr[1].e[1]==1
&& membr[1].charge==0
-> <> (membr[1].q==1 &&
membr[1].charge==-1)) ||
!pInS)
```

true

true

When  $e_1$  appears in a specific membrane 1, with electrical charge 0, then a  $q$  will appear with a positive electrical charge.

```
[ ]( ( membr[1].e[1]==1
&& membr[1].charge==0
-> <> (membr[1].q==1 &&
membr[1].charge==1)) ||
!pInS)
```

false

false

For all  $i, j$ , if  $e_i$  appears in membrane  $j$ , with electrical charge 0, then  $q$  will appear in the same membrane with a negative electrical charge.

```
[ ]((i>=0 && i<3 && j>=0 &&
j<10 && (membr[j].e[i]==1
&& membr[j].charge==0
-> <> (membr[j].q==1 &&
membr[j].charge==-1 &&
pInS))) ||!pInS)
```

true

true

# Experimental results (4)

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- Comparative simulations with both P-Lingua and the Promela code: the translation from P-Lingua to Promela does not introduce much overhead into the system.
- The maximum number of membranes obtained during the P system computation was 16 (for  $n = 3$ ): Spin produced a response in at most 10 seconds (less than 5 seconds for simple queries).
- Much slower responses (several minutes) for larger  $n$  and complex queries.

# Future experiments

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- Test the limit for which Spin can produce a response in a reasonable time interval
- Investigate how our implementation can be improved in order to cope with the well-known state explosion
- Address more complex properties
- Identify invariants of various stages
- Automate the process of transforming the P system specification, given as a P-Lingua file, into a Promela model
- Other challenging, real life examples

# Conclusions

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- Significant advances in the area of model checking of P systems
- P systems with active membranes - P systems with cell division rules, having a bounded number of produced membranes
- Limitations due to the underlying nature of model checking
- Further work needed to improve performance and automate the process

*Questions?*