
Contents

Preface	vii
List of Figures	xi
1 Processes	1
1.1 First examples	1
1.2 Concurrent interaction	8
1.3 Observable transitions	17
1.4 Renaming and linking	21
1.5 More combinations of processes	25
1.6 Sets of processes	28
2 Modalities and Capabilities	31
2.1 Hennessy-Milner logic I	32
2.2 Hennessy-Milner logic II	36
2.3 Algebraic structure and modal properties	39
2.4 Observable modal logic	42
2.5 Observable necessity and divergence	47
3 Bisimulations	51
3.1 Process equivalences	51
3.2 Interactive games	56
3.3 Bisimulation relations	64
3.4 Modal properties and equivalences	69
3.5 Observable bisimulations	72
3.6 Equivalence checking	77

4	Temporal Properties	83
4.1	Modal properties revisited	83
4.2	Processes and their runs	85
4.3	The temporal logic CTL	89
4.4	Modal formulas with variables	91
4.5	Modal equations and fixed points	95
4.6	Duality	100
5	Modal Mu-Calculus	103
5.1	Modal logic with fixed points	104
5.2	Macros and normal formulas	107
5.3	Observable modal logic with fixed points	110
5.4	Preservation of bisimulation equivalence	112
5.5	Approximants	115
5.6	Embedded approximants	121
5.7	Expressing properties	128
6	Verifying Temporal Properties	133
6.1	Techniques for verification	133
6.2	Property checking games	135
6.3	Correctness of games	144
6.4	CTL games	147
6.5	Parity games	151
6.6	Deciding parity games	156
7	Exposing Structure	163
7.1	Infinite state systems	164
7.2	Generalising satisfaction	165
7.3	Tableaux I	168
7.4	Tableaux II	173
	References	183
	Index	187