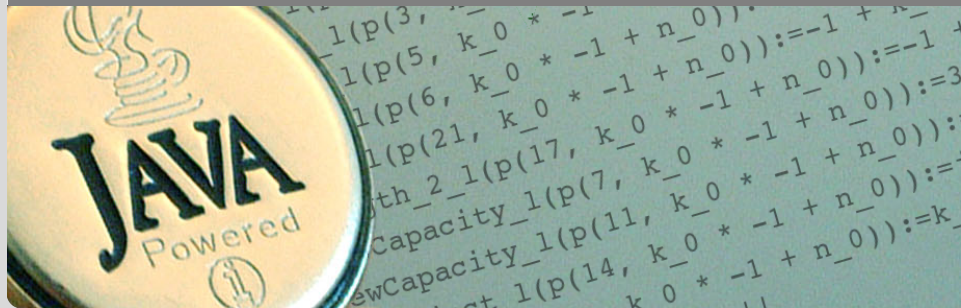


Applications of Formal Verification

Model Checking: Introduction to PROMELA

Prof. Dr. Bernhard Beckert · Dr. Vladimir Klebanov | SS 2010

KIT – INSTITUT FÜR THEORETISCHE INFORMATIK



- *THE COURSE BOOK:*

Ben-Ari Mordechai Ben-Ari: *Principles of the Spin Model Checker*, Springer, 2008(!).

Authored by receiver of ACM award for outstanding Contributions to CS Education. Recommended by G. Holzmann. Excellent student text book.

- further reading:

Holzmann Gerard J. Holzmann: *The Spin Model Checker*, Addison Wesley, 2004.

Checking feature interaction for telephone call processing software

- Software for PathStarTM server from Lucent Technologies
- Automated abstraction of unchanged C code into PROMELA
- Web interface, with SPIN as back-end, to:
 - track properties (ca. 20 temporal formulas)
 - invoke verification runs
 - report error traces
- Finds shortest possible error trace, reported as C execution trace
- Work farmed out to 16 computers, daily, overnight runs
- 18 months, 300 versions of system model, 75 bugs found
- *strength: detection of undesired feature interactions* (difficult with traditional testing)
- Main challenge: defining meaningful properties

Towards Model Checking

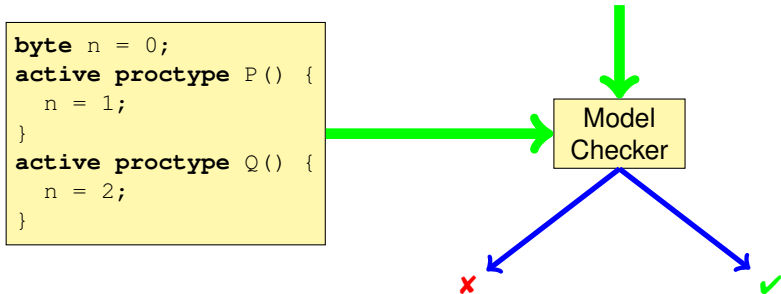
System Model

Promela Program

```
byte n = 0;  
active proctype P () {  
  n = 1;  
}  
active proctype Q () {  
  n = 2;  
}
```

System Property

```
[]!(criticalSectP && criticalSectQ)
```



criticalSectP = 0 1 1
criticalSectQ = 1 0 1

What is PROMELA?

PROMELA is an acronym

Process meta-language

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PROMELA is an acronym

Process meta-language

PROMELA is a language for modeling concurrent systems

- multi-threaded

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- synchronisation and message passing
- few control structures, pure (no side-effects) expressions

What is PROMELA?

PROMELA is an acronym

Process meta-language

PROMELA is a language for modeling concurrent systems

- multi-threaded
- synchronisation and message passing
- few control structures, pure (no side-effects) expressions
- data structures with finite and fixed bound

PROMELA is **not** a programming language

Very small language, not intended to program real systems
(we will master most of it in today's lecture!)

- No pointers
- No methods/procedures
- No libraries
- No GUI, no standard input
- No floating point types
- Fair scheduling policy (during verification)
- No data encapsulation
- Non-deterministic

A First PROMELA Program

```
active proctype P() {  
    printf("Hello world\n")  
}
```

Command Line Execution

Simulating (i.e., interpreting) a PROMELA program

```
> spin hello.pml  
Hello world
```

A First PROMELA Program

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```

Command Line Execution

Simulating (i.e., interpreting) a PROMELA program

```
> spin hello.pml  
Hello world
```

First observations

- keyword **proctype** declares process named P
- C-like command and expression syntax
- C-like (simplified) formatted print

Arithmetic Data Types

```
active proctype P() {  
    int val = 123;  
    int rev;  
    rev = (val % 10) * 100 + /* % is modulo */  
          ((val / 10) % 10) * 10 + (val / 100);  
    printf("val = %d, rev = %d\n", val, rev)  
}
```

```
active proctype P() {
    int val = 123;
    int rev;
    rev = (val % 10) * 100 + /* % is modulo */
          ((val / 10) % 10) * 10 + (val / 100);
    printf("val = %d, rev = %d\n", val, rev)
}
```

Observations

- Data types `byte`, `short`, `int`, `unsigned` with operations `+`, `-`, `*`, `/`, `%`
- All declarations implicitly at beginning of process (avoid to have them anywhere else!)
- Expressions computed as `int`, then converted to container type
- Arithmetic variables implicitly initialized to 0
- No floats, no side effects, C/Java-style comments
- No string variables (only in print statements)

```
bit b1 = 0;  
bool b2 = true;
```

Observations

- `bit` is actually small numeric type containing 0, 1 (unlike C, JAVA)
- `bool`, `true`, `false` syntactic sugar for `bit`, 0, 1

```
bit b1 = 0;  
bool b2 = true;
```

Observations

- `bit` is actually small numeric type containing 0, 1 (unlike C, JAVA)
- `bool`, `true`, `false` syntactic sugar for `bit`, 0, 1

```
mtype = { red, yellow, green };  
mtype light = green;  
printf("the light is %e\n", light)
```

Observations

- literals represented as non-0 `byte`: at most 255
- `mtype` stands for `message type` (first used for message names)
- There is at most one `mtype` per program

Sequence	using ; as separator; C/JAVA-like rules
Guarded Command	
— Selection	non-deterministic choice of an alternative
— Repetition	loop until <code>break</code> (or forever)
Goto	jump to a label

```
:: guard-statement -> command;
```

Observations

- symbol `->` is overloaded in PROMELA
- semicolon optional
- first statement after `::` used as guard
 - `:: guard` is admissible (empty command)
 - Can use `;` instead of `->` (avoid!)

```
active proctype P () {  
  byte a = 5, b = 5;  
  byte max, branch;  
  if  
  :: a >= b -> max = a; branch = 1  
  :: a <= b -> max = b; branch = 2  
  fi  
}
```

```
active proctype P () {  
  byte a = 5, b = 5;  
  byte max, branch;  
  if  
  :: a >= b -> max = a; branch = 1  
  :: a <= b -> max = b; branch = 2  
  fi  
}
```

Command Line Execution

Trace of random simulation of multiple runs

```
> spin -v max.pml  
> spin -v max.pml  
> ...
```

```
active proctype P () {  
  byte a = 5, b = 5;  
  byte max, branch;  
  if  
  :: a >= b -> max = a; branch = 1  
  :: a <= b -> max = b; branch = 2  
  fi  
}
```

Observations

- Guards may “**overlap**” (more than one can be true at the same time)
- Any alternative whose guard is true is **randomly** selected
- When no guard true: process **blocks** until one becomes true

Guarded Commands: Selection Cont'd

```
active proctype P () {  
  bool p = ...;  
  if  
  :: p    -> ...  
  :: true -> ...  
  fi;  
}
```

```
active proctype P () {  
  bool p = ...;  
  if  
  :: p    -> ...  
  :: else -> ...  
  fi;  
}
```

Guarded Commands: Selection Cont'd

```
active proctype P () {  
  bool p = ...;  
  if  
  :: p      -> ...  
  :: true -> ...  
  fi;  
}
```

```
active proctype P () {  
  bool p = ...;  
  if  
  :: p      -> ...  
  :: else -> ...  
  fi;  
}
```

Second alternative can be selected **anytime**, regardless of whether p is true

Guarded Commands: Selection

Cont'd

```
active proctype P () {  
  bool p = ...;  
  if  
  :: p    -> ...  
  :: true -> ...  
  fi;  
}
```

Second alternative can be selected **anytime**, regardless of whether p is true

```
active proctype P () {  
  bool p = ...;  
  if  
  :: p    -> ...  
  :: else -> ...  
  fi;  
}
```

Second alternative can be selected **only if p is false**

Guarded Commands: Selection Cont'd

```
active proctype P () {  
  bool p = ...;  
  if  
  :: p    -> ...  
  :: true -> ...  
  fi;  
}
```

Second alternative can be selected **anytime**, regardless of whether p is true

```
active proctype P () {  
  bool p = ...;  
  if  
  :: p    -> ...  
  :: else -> ...  
  fi;  
}
```

Second alternative can be selected **only if p is false**

So far, all our programs terminate: we need **loops**

Guarded Commands: Repetition

```
active proctype P() { /* computes gcd */  
  int a = 15, b = 20;  
  do  
    :: a > b -> a = a - b  
    :: b > a -> b = b - a  
    :: a == b -> break  
  od  
}
```

```
active proctype P() { /* computes gcd */  
  int a = 15, b = 20;  
  do  
    :: a > b -> a = a - b  
    :: b > a -> b = b - a  
    :: a == b -> break  
  od  
}
```

Command Line Execution

Trace with values of local variables

```
> spin -p -l gcd.pml  
> spin --help
```

```
active proctype P() { /* computes gcd */  
  int a = 15, b = 20;  
  do  
    :: a > b -> a = a - b  
    :: b > a -> b = b - a  
    :: a == b -> break  
  od  
}
```

Observations

- Any alternative whose guard is true is **randomly** selected
- Only way to exit loop is via **break** or **goto**
- When no guard true: loop **blocks** until one becomes true

Counting loops such as for-loops as usual in imperative programming languages are realized with **break** after the termination condition:

```
#define N 10 /* C-style preprocessing */
active proctype P() {
  int sum = 0; byte i = 1;
  do
  :: i > N -> break           /* test */
  :: else -> sum = sum + i; i++ /* body, increment */
  od
}
```

Counting loops such as for-loops as usual in imperative programming languages are realized with **break** after the termination condition:

```
#define N 10 /* C-style preprocessing */
active proctype P() {
  int sum = 0; byte i = 1;
  do
  :: i > N -> break           /* test */
  :: else -> sum = sum + i; i++ /* body, increment */
  od
}
```

Observations

- Don't forget **else**, otherwise strange behaviour
- Can define `for(var, start, end)` macro, but we advise against:
 - not a structured command (scope), can cause hard-to-find bugs

```
#define N 5
active proctype P() {
  byte a[N];
  a[0] = 0;a[1] = 10;a[2] = 20;a[3] = 30;a[4] = 40;
  byte sum = 0, i = 0;
  do
    :: i > N-1 -> break;
    :: else      -> sum = sum + a[i]; i++
  od;
}
```

```
#define N 5
active proctype P () {
  byte a[N];
  a[0] = 0;a[1] = 10;a[2] = 20;a[3] = 30;a[4] = 40;
  byte sum = 0, i = 0;
  do
    :: i > N-1 -> break;
    :: else      -> sum = sum + a[i]; i++
  od;
}
```

Observations

- Arrays start with 0 as in Java and C
- Arrays are scalar types: $a \neq b$ always different arrays
- Array bounds are constant and cannot be changed
- Only one-dimensional arrays (there is an (ugly) workaround)

Record Types

```
typedef DATE {  
    byte day, month, year;  
}  
active proctype P () {  
    DATE D;  
    D.day = 1; D.month = 7; D.year = 62  
}
```

```
typedef DATE {  
    byte day, month, year;  
}  
active proctype P () {  
    DATE D;  
    D.day = 1; D.month = 7; D.year = 62  
}
```

Observations

- C-style syntax
- Can be used to realize multi-dimensional arrays:

```
typedef VECTOR {  
    int vector[10]  
};  
VECTOR matrix[5]; /* base type array in record */  
matrix[3].vector[6] = 17;
```

```
#define N 10
active proctype P() {
  int sum = 0; byte i = 1;
  do
    :: i > N -> goto exitloop;
    :: else -> sum = sum + i; i++
  od;
exitloop:
  printf("End of loop")
}
```

```
#define N 10
active proctype P() {
  int sum = 0; byte i = 1;
  do
    :: i > N -> goto exitloop;
    :: else -> sum = sum + i; i++;
  od;
exitloop:
  printf("End of loop")
}
```

Observations

- Jumps allowed only within a process
- Labels must be unique for a process
- Can't place labels in front of guards (inside alternative ok)
- Easy to write messy code with `goto`

PROMELA has no method or procedure calls

PROMELA has no method or procedure calls

```
typedef DATE {  
    byte day, month, year;  
}  
inline setDate(D, DD, MM, YY) {  
    D.day = DD; D.month = MM; D.year = YY  
}  
active proctype P () {  
    DATE d;  
    setDate(d, 1, 7, 62);  
}
```

PROMELA has no method or procedure calls

```
typedef DATE {
  byte day, month, year;
}
inline setDate(D, DD, MM, YY) {
  D.day = DD; D.month = MM; D.year = YY
}
active proctype P () {
  DATE d;
  setDate(d, 1, 7, 62);
}
```

The `inline` construct

- macro-like abbreviation mechanism for code that occurs multiply
- creates new local variables for parameters, but no new scope
 - avoid to declare variables in `inline` — they are visible

Deterministic PROMELA programs are trivial

Assume PROMELA program with **one process** and **no overlapping guards**

- All variables are (implicitly or explicitly) initialized
- No user input possible
- Each state is either blocking or has exactly one successor state

Such a program has exactly one possible computation!

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Assume PROMELA program with **one process** and **no overlapping guards**

- All variables are (implicitly or explicitly) initialized
- No user input possible
- Each state is either blocking or has exactly one successor state

Such a program has exactly one possible computation!

Non-trivial PROMELA programs are non-deterministic!

Possible sources of non-determinism

- 1 Non-deterministic choice of alternatives with overlapping guards
- 2 Scheduling of concurrent processes

Non-Deterministic Generation of Values

```
byte range;  
if  
  :: range = 1  
  :: range = 2  
  :: range = 3  
  :: range = 4  
fi
```

Observations

- assignment statement used as guard
 - assignment statement always succeeds (guard is true)
 - side effect of guard is desired effect of this alternative
 - could also write `:: true -> range = 1`, etc.
- selects non-deterministically a value in $\{1, 2, 3, 4\}$ for `range`

Non-Deterministic Generation of Values Cont'd

Generation of values from explicit list impractical for large range

Non-Deterministic Generation of Values Cont'd

Generation of values from explicit list impractical for large range

```
#define LOW 0
#define HIGH 9
byte range = LOW;
do
  :: range < HIGH -> range++
  :: break
od
```

Observations

- Increase of `range` and loop exit selected with equal chance
- Chance of generating n in random simulation is $2^{-(n+1)}$
 - Obtain no representative test cases from random simulation!
 - Ok for verification, because all computations are generated

- 1 Non-deterministic choice of alternatives with overlapping guards
- 2 **Scheduling of concurrent processes**

```
active proctype P () {  
    printf("Process P, statement 1\n");  
    printf("Process P, statement 2\n")  
}
```

```
active proctype Q () {  
    printf("Process Q, statement 1\n");  
    printf("Process Q, statement 2\n")  
}
```

Observations

- Can declare more than one process (need unique identifier)
- At most 255 processes

Command Line Execution

Random simulation of two processes

```
> spin interleave.pml
```

Command Line Execution

Random simulation of two processes

```
> spin interleave.pml
```

Observations

- Scheduling of concurrent processes on one processor
- Scheduler selects process randomly where next statement executed
- Many different computations are possible: non-determinism
- Use `-p` and `-g` options to see more execution details


```
active [2] proctype P() {  
    printf("Process %d, statement 1\n", _pid);  
    printf("Process %d, statement 2\n", _pid)  
}
```

Observations

- Can declare set of identical processes
- Current process identified with reserved variable `_pid`
- Each process can have its own local variables

```
active [2] proctype P() {  
    printf("Process %d, statement 1\n", _pid);  
    printf("Process %d, statement 2\n", _pid)  
}
```

Observations

- Can declare set of identical processes
- Current process identified with reserved variable `_pid`
- Each process can have its own local variables

Command Line Execution

Random simulation of set of two processes

```
> spin interleave_set.pml
```

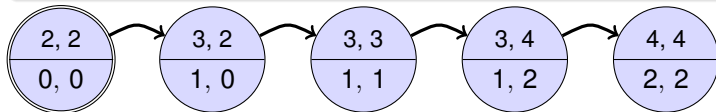
PROMELA Computations

```
1 active [2] proctype P () {  
2   byte n;  
3   n = 1;  
4   n = 2;  
5 }
```

PROMELA Computations

```
1 active [2] proctype P () {  
2   byte n;  
3   n = 1;  
4   n = 2;  
5 }
```

One possible computation of this program



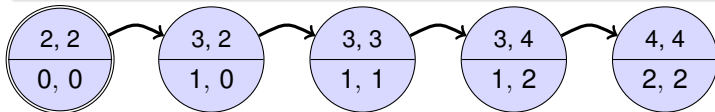
Notation

- Program pointer (line #) for each process in upper compartment
- Value of all variables in lower compartment

PROMELA Computations

```
1 active [2] proctype P () {  
2   byte n;  
3   n = 1;  
4   n = 2;  
5 }
```

One possible computation of this program



Notation

- Program pointer (line #) for each process in upper compartment
- Value of all variables in lower compartment

Computations are either infinite or terminating or blocking

Admissible Computations: Interleaving

Definition (Interleaving of computations)

Assume n processes P_1, \dots, P_n and process i has computation $c^i = (s_0^i, s_1^i, s_2^i, \dots)$.

The computation (s_0, s_1, s_2, \dots) is an **interleaving** of c^1, \dots, c^n iff for all $s_j = s_{j'}$ and $s_k = s_{k'}$ with $j < k$ it is the case that $j' < k'$.

The interleaved state sequence
respects the execution order of each process

Admissible Computations: Interleaving

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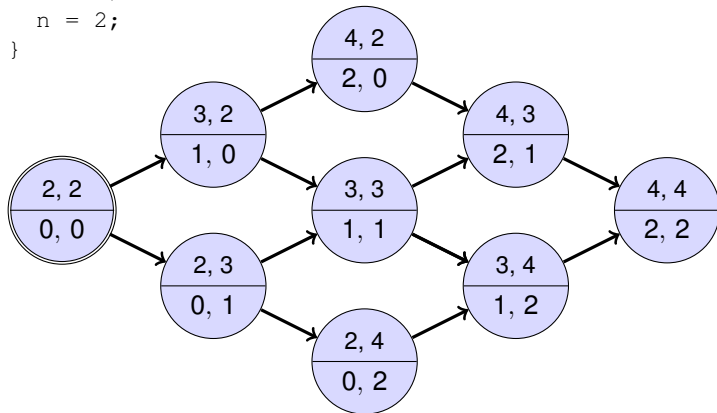
Observations

- Semantics of concurrent PROMELA program are all its interleavings
- Called **interleaving semantics** of concurrent programs
- Not universal: in Java certain **reorderings** allowed

Interleaving Cont'd

Can represent possible interleavings in a DAG

```
1 active [2] proctype P () {  
2   byte n;  
3   n = 1;  
4   n = 2;  
5 }
```



At which granularity of execution can interleaving occur?

Definition (Atomicity)

An expression or statement of a process that is executed entirely without the possibility of interleaving is called **atomic**.

At which granularity of execution can interleaving occur?

Definition (Atomicity)

An expression or statement of a process that is executed entirely without the possibility of interleaving is called **atomic**.

Atomicity in PROMELA

- Assignments, jumps, skip, and expressions are **atomic**
 - In particular, conditional expressions are atomic:
 $(p \rightarrow q : r)$, C-style syntax, brackets required
- Guarded commands are **not atomic**

Atomicity Cont'd

```
int a,b,c;  
active proctype P() {  
  a = 1; b = 1; c = 1;  
  if  
    :: a != 0 -> c = b / a  
    :: else -> c = b  
  fi  
}  
active proctype Q() {  
  a = 0  
}
```

```
int a,b,c;
active proctype P() {
  a = 1; b = 1; c = 1;
  if
    :: a != 0 -> c = b / a
    :: else -> c = b
  fi
}
active proctype Q() {
  a = 0
}
```

Command Line Execution

Interleaving into selection statement forced by interactive simulation

```
> spin -p -g -i zero.pml
```

How to prevent interleaving?

- 1 Consider to use expression instead of selection statement:

$$c = (a \neq 0 \rightarrow (b / a) : b)$$

How to prevent interleaving?

- 1 Consider to use expression instead of selection statement:

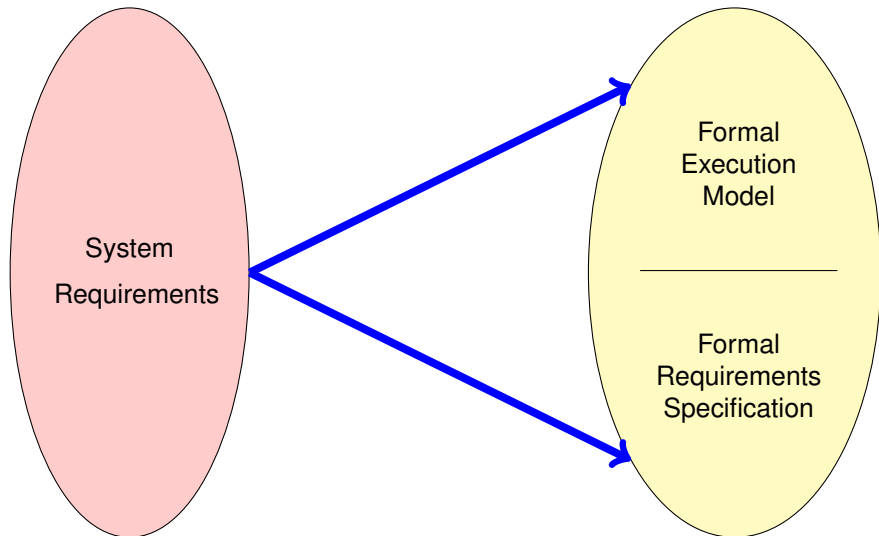
```
c = (a != 0 -> (b / a) : b)
```

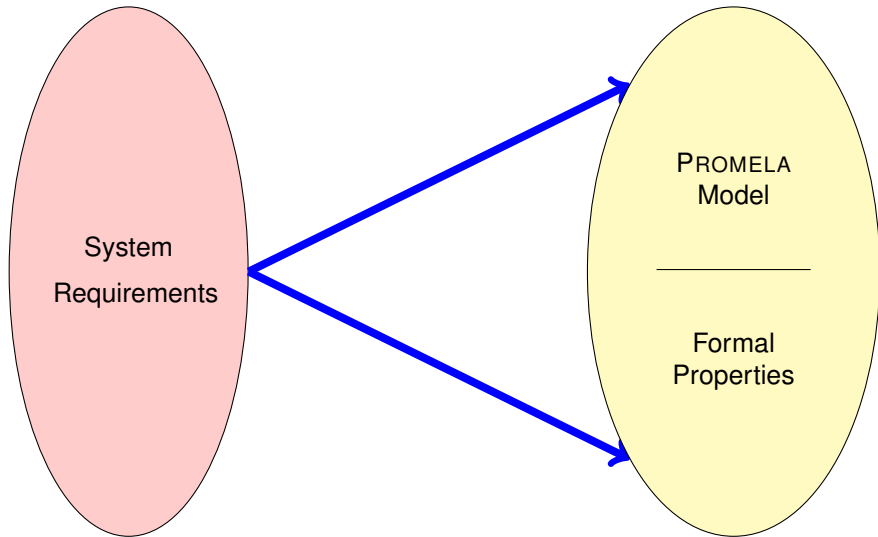
- 2 Put code inside scope of **atomic**:

```
active proctype P() {  
  a = 1; b = 1; c = 1;  
  atomic {  
    if  
      :: a != 0 -> c = b / a  
      :: else -> c = b  
    fi  
  }  
}
```

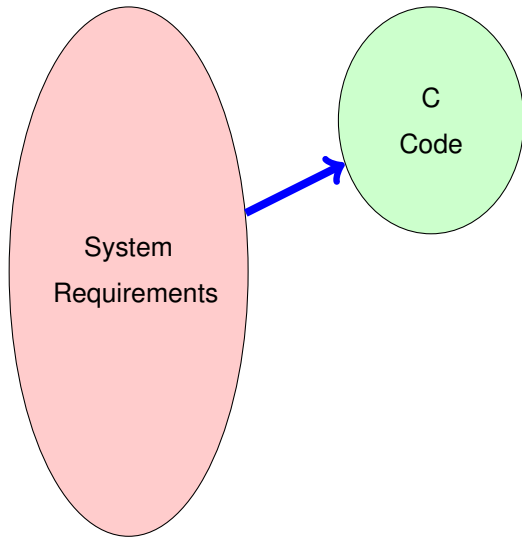
- 1 Model the **essential** features of a system in PROMELA
 - **abstract** away from complex (numerical) computations
 - make usage of **non-deterministic** choice of outcome
 - replace unbounded data structures with **finite** approximations
 - assume **fair** process scheduler

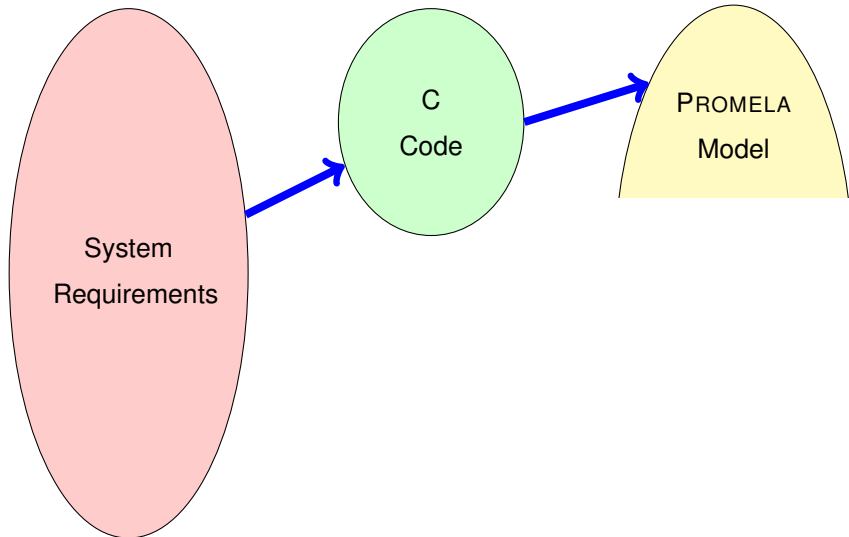
- 2 Select **properties** that the PROMELA model must satisfy
 - **Generic Properties** (discussed in later lectures)
 - Mutual exclusion for access to critical resources
 - Absence of deadlock
 - Absence of starvation
 - **System-specific properties**
 - Event sequences (e.g., system responsiveness)

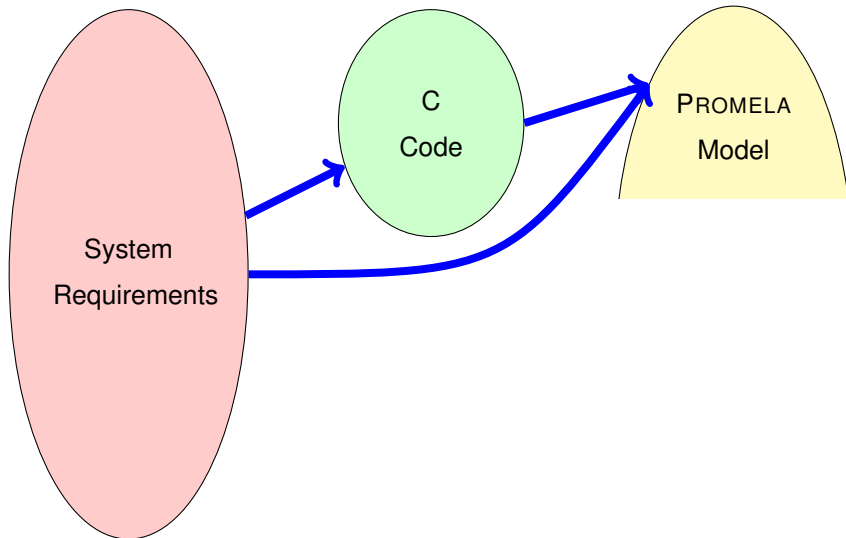




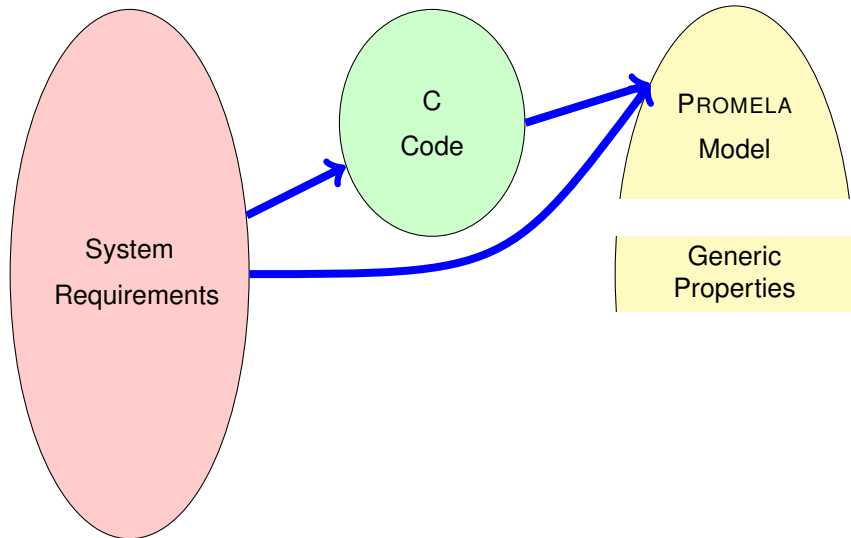
Formalisation with PROMELA



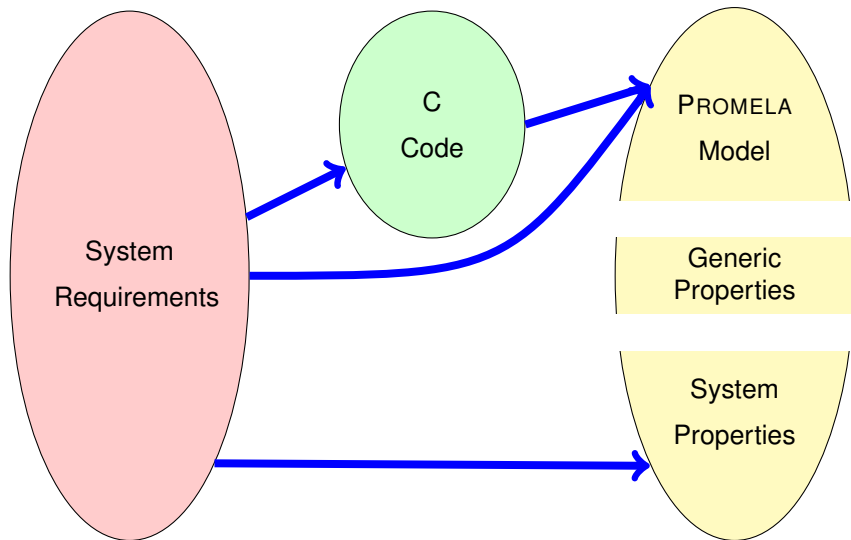




Formalisation with PROMELA



Formalisation with PROMELA



- 1 **Model** the **essential** features of a system in PROMELA
 - **abstract** away from complex (numerical) computations
 - make usage of **non-deterministic** choice of outcome
 - replace unbounded datastructures with **finite** approximations
 - assume **fair** process scheduler
- 2 **Select properties** that the PROMELA model must satisfy
 - Mutual exclusion for access to critical resources
 - Absence of deadlock
 - Absence of starvation
 - Event sequences (e.g., system responsiveness)
- 3 **Verify** that all possible runs of PROMELA model **satisfy** properties
 - Typically, need many **iterations** to get model and properties right
 - Failed verification attempts provide feedback via **counter examples**

Verification: Work Flow (Simplified)

PROMELA Program

Properties

```
byte n = 0;  
active proctype P () {  
  n = 1;  
}  
active proctype Q () {  
  n = 2;  
}
```

$[[!(csp \parallel !csq)$

Spin

x

✓

csp = 0	1	1
csq = 1	0	1

Literature for this Lecture

Ben-Ari Chapter 1, Sections 3.1–3.3, 3.5, 4.6, Chapter 6

Spin Reference card (linked from jSpin website)

jSpin User manual, file `doc/jspin-user.pdf` in distribution