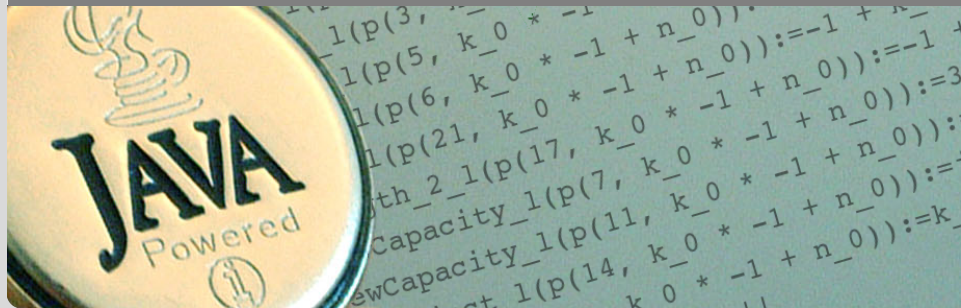


Applications of Formal Verification

Model Checking: Introduction to SPIN

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SPIN: Previous Lecture vs. This Lecture

Previous lecture

SPIN appeared as a PROMELA *simulator*

This lecture

Intro to SPIN as a *model checker*

What Does A Model Checker Do?

A Model Checker (MC) is designed to prove the user wrong.

MC tries its best to *find a counter example* to the correctness properties.

It is tuned for that.

MC does not try to prove correctness properties.

It tries the opposite.

But why then can a MC also *prove* correctness properties?

MC's *search* for counter examples is *exhaustive*.

⇒ *Finding no counter example proves stated correctness properties.*

What does 'exhaustive search' mean here?

exhaustive search
=
resolving non-determinism in all possible ways

For model checking PROMELA code,
two kinds of non-determinism to be resolved:

- *explicit, local:*
if/do statements
:: guardX ->
:: guardY ->
- *implicit, global:*
scheduling of concurrent processes
(see next lecture)

Model Checker for This Course: SPIN

SPIN: “Simple *Promela Interpreter*”

If this was all, you would have seen most of it already.
The name is a serious understatement!

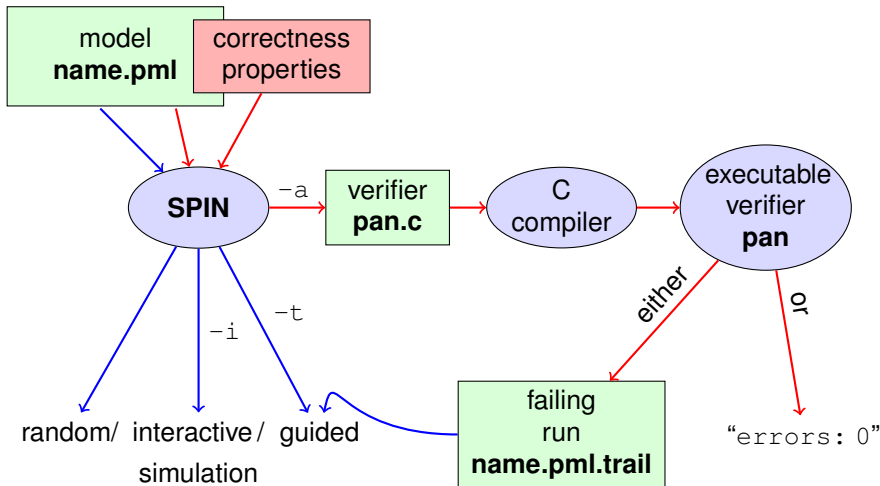
Main functionality of SPIN:

- simulating a model (randomly/interactively/**guided**)
- generating a *verifier*

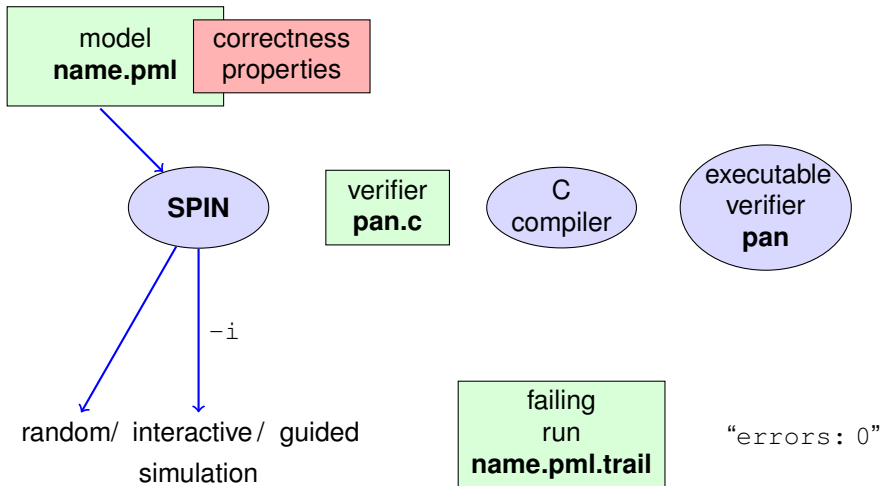
verifier generated by SPIN is a C program performing
model checking:

- exhaustively *checks PROMELA model* against correctness properties
- in case the check is negative:
generates a **failing run** of the model, **to be simulated by SPIN**

SPIN Workflow: Overview

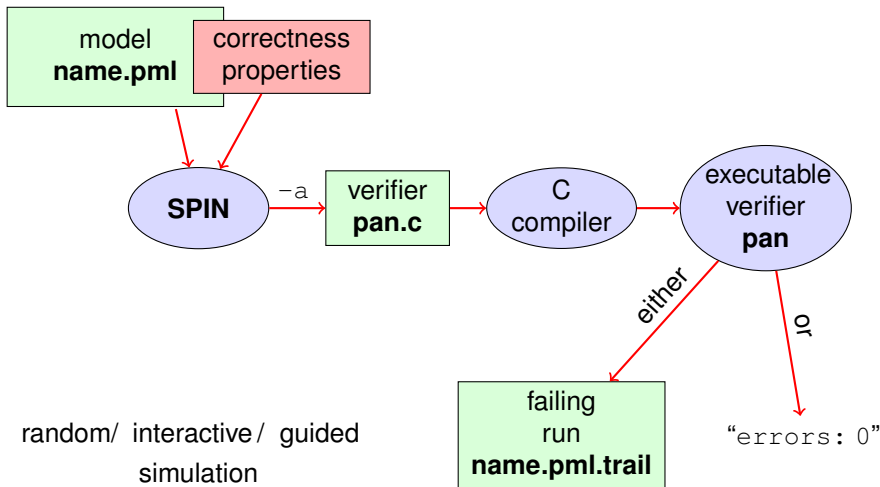


Plain Simulation with SPIN



- run example, random and interactive
`interleave.pml, zero.pml`

Model Checking with SPIN



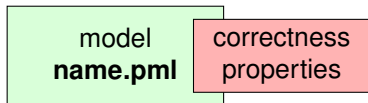
Meaning of Correctness wrt. Properties

Given PROMELA model M , and correctness properties C_1, \dots, C_n .

- Be R_M the set of **all possible runs** of M .
- For each correctness property C_i ,
 R_{M,C_i} is the set of all **runs** of M **satisfying** C_i .
($R_{M,C_i} \subseteq R_M$)
- M is **correct** wrt. C_1, \dots, C_n iff $(R_{M,C_1} \cap \dots \cap R_{M,C_n}) = R_M$.
- If M is not correct, then
each $r \in (R_M \setminus (R_{M,C_1} \cap \dots \cap R_{M,C_n}))$ is a **counter example**.

We know how to write models M .

But how to write Correctness Properties?



Correctness properties can be stated (syntactically) **within** or **outside** the model.

stating properties within the model, using

- assertion statements *assertion statements* (today)
- meta labels
 - *end labels* *end labels* (today)
 - *accept labels*
 - *progress labels*

stating properties outside the model, using

- *never claims*
- *temporal logic formulas*

Definition (Assertion Statements)

Assertion statements in PROMELA are statements of the form

assert (*expr*)

where *expr* is any PROMELA expression.

Typically, *expr* is of type `bool`.

Assertion statements can appear anywhere where a PROMELA statement is expected.

```
...  
stmt1;  
assert (max == a);  
stmt2;  
...
```

```
...  
if  
:: b1 -> stmt3;  
           assert (x < y)  
:: b2 -> stmt4  
...
```

Meaning of **General** Assertion Statements

`assert` (*expr*)

- has **no effect** if *expr* evaluates to **non-zero value**
- triggers an **error message** if *expr* evaluates to **0**

This holds in both, simulation and model checking mode.

Recall:

`bool true false` is syntactic sugar for
`bit 1 0`

⇒ general case covers Boolean case

Instead of using 'printf's for Debugging ...

```
/* after choosing a,b from {1,2,3} */  
if  
  :: a >= b -> max = a;  
  :: a <= b -> max = b;  
fi;  
printf("the maximum of %d and %d is %d\n",  
        a, b, max);
```

Command Line Execution

(simulate, inject faults, add assertion, simulate again)

```
> spin max.pml
```

... we can employ **Assertions**

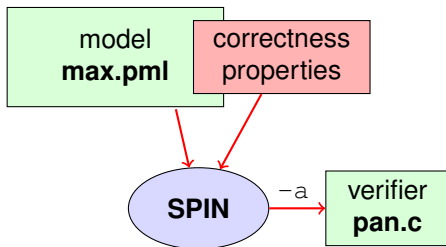
quoting from file **max.pml**:

```
/* after choosing a,b from {1,2,3} */  
if  
  :: a >= b -> max = a;  
  :: a <= b -> max = b;  
fi;  
assert ( a > b -> max == a : max == b )
```

Now, we have a first example with a formulated **correctness property**.

We can do **model checking**, for the first time!

Generate Verifier in C

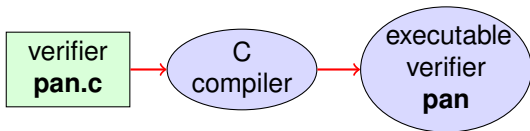


Command Line Execution

Generate Verifier in C

```
> spin -a max.pml
```

SPIN generates **Verifier** in C, called **pan.c**
(plus helper files)



Command Line Execution

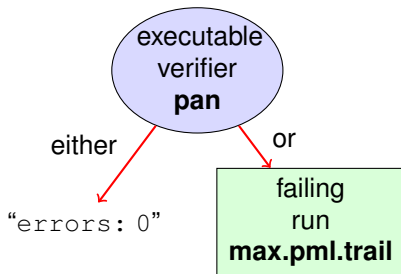
compile to executable verifier

```
> gcc -o pan pan.c
```

C compiler generates **executable verifier pan**

pan: historically “**protocol analyzer**”, now “**process analyzer**”

Run Verifier (= Model Check)



Command Line Execution

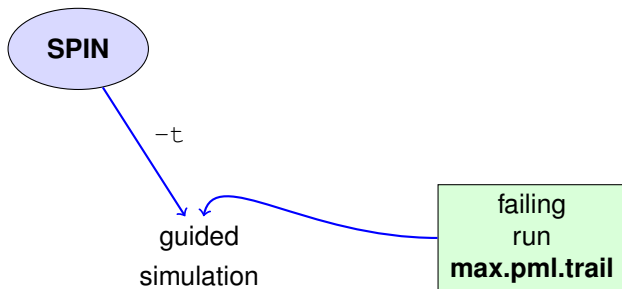
```
run verifier pan
```

```
> ./pan
```

- prints “errors: 0” ⇒ Correctness Property verified!
- prints “errors: n ” ($n > 0$) ⇒ counter example found!
records failing run in **max.pml.trail**

Guided Simulation

To **examine failing run**: employ **simulation mode**, “guided” by trail file.



Command Line Execution

inject a fault, re-run verification, and then:

```
> spin -t -p -l max.pml
```

can look like:

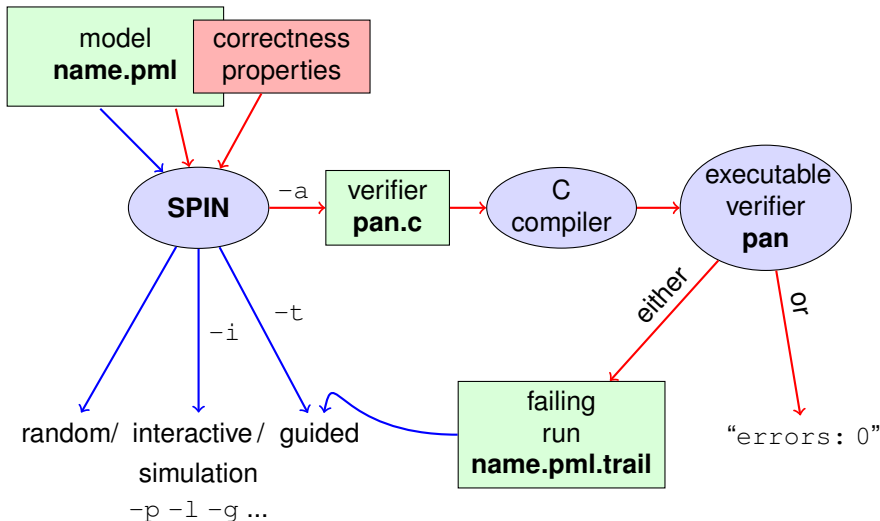
```
Starting P with pid 0
1: proc 0 (P) line 8 "max.pml" (state 1) [a = 1]
      P(0):a = 1
2: proc 0 (P) line 14 "max.pml" (state 7) [b = 2]
      P(0):b = 2
3: proc 0 (P) line 23 "max.pml" (state 13) [(a<=b)]
3: proc 0 (P) line 23 "max.pml" (state 14) [max = a]
      P(0):max = 1
spin: line 25 "max.pml", Error: assertion violated
spin: text of failed assertion:
      assert(( (a>b) -> ((max==a) : ((max==b)) ))
```

assignments in the run

values of variables whenever updated

What did we do so far?

following whole cycle (most primitive example, assertions only)



Further Examples: Integer Division

```
int dividend = 15;
int divisor  = 4;
int quotient, remainder;

quotient = 0;
remainder = dividend;
do
  :: remainder > divisor ->
    quotient++;
    remainder = remainder - divisor
  :: else ->
    break
od;
printf("%d divided by %d = %d, remainder = %d\n",
       dividend, divisor, quotient, remainder);
```

simulate, put assertions, verify, change values, ...

Further Examples: Greatest Common Divisor

```
int x = 15, y = 20;
int a, b;
a = x; b = y;
do
  :: a > b -> a = a - b
  :: b > a -> b = b - a
  :: a == b -> break
od;
printf("The GCD of %d and %d = %d\n", x, y, a)
```

full functional verification not possible here (why?)

still, assertions can perform **sanity check**

⇒ **typical for model checking**

typical command line sequences:

random simulation

```
spin name.pml
```

interactive simulation

```
spin -i name.pml
```

model checking

```
spin -a name.pml  
gcc -o pan pan.c  
./pan
```

and in case of error

```
spin -t -p -l -g name.pml
```


Ben-Ari produced **Spin Reference Card**, summarizing

- **typical command line sequences**
- **options for**
 - **SPIN**
 - gcc
 - pan
- **PROMELA**
 - datatypes
 - operators
 - statements
 - guarded commands
 - processes
 - channels
- **temporal logic syntax**

- SPIN targets software, instead of hardware verification
- based on standard theory of ω -automata and linear temporal logic
- 2001 ACM Software Systems Award (other winning software systems include: Unix, TCP/IP, WWW, Tcl/Tk, Java)
- used for safety critical applications
- distributed freely as research tool, well-documented, actively maintained, large user-base in academia and in industry
- annual SPIN user workshops series held since 1995

Why SPIN? (Cont'd)

- PROMELA and SPIN are rather simple to use
- good to understand a few system really well, rather than many systems poorly
- availability of good course book (Ben-Ari)
- availability of front end JSPIN (also Ben-Ari)

What is JSPIN?

- graphical user interface for SPIN
- developed for pedagogical purposes
- written in Java
- simple user interface
- SPIN options automatically supplied
- fully configurable
- supports graphics output of transition system
- **makes back-end calls transparent**

Command Line Execution

calling JSPIN

```
> java -jar /usr/local/jSpin/jSpin.jar
```

(with path adjusted to your setting)

or use shell script:

```
> jspin
```

play around with similar examples ...

Catching A Different Type of Error

quoting from file **max2.pml**:

```
/* after choosing a,b from {1,2,3} */  
if  
  :: a >= b -> max = a;  
  :: b <= a -> max = b;  
fi;  
printf("the maximum of %d and %d is %d\n",  
        a, b, max);
```

simulate a few times

⇒ crazy “timeout” message sometimes

generate and execute **pan**

⇒ reports “errors: 1”

????

Catching A Different Type of Error

Further inspection of **pan** output:

```
...  
pan: invalid end state (at depth 1)  
pan: wrote max2.pml.trail  
...
```

A process may legally block, **as long as some other process can proceed.**

Blocking for letting others proceed is useful, and typical, for concurrent and distributed models (i.p. protocols).

But

it's an error if a process blocks while no other process can proceed

⇒ “Deadlock”

in **max1.pml**, no process can take over.

Definition (Valid End State)

An **end state** of a **run** is valid iff the location counter of **each processes** is at an **end location**.

Definition (End Location)

End locations of a process P are:

- P 's textual end
- each location marked with an **end label**: “endxxx:”

End labels are not useful in **max1.pml**, but elsewhere, they are.

Example: `end.pml`

Literature for this Lecture

Ben-Ari Chapter 2, Sections 4.7.1, 4.7.2