Applications of Formal Verification

Model Checking: Introduction to PROMELA

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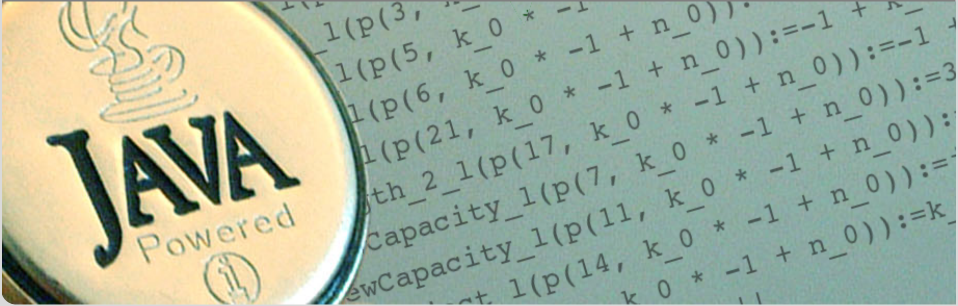
KIT – INSTITUT FÜR THEORETISCHE INFORMATIK



Literature

- *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.

A Major Case Study with SPIN

Checking feature interaction for telephone call processing software

- Software for PathStar^{TM} 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

System Property

Promela Program

`[] ! (criticalSectP && criticalSectQ)`

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

Model Checker

✘

✔

criticalSectP =	0	1	1
criticalSectQ =	1	0	1

What is PROMELA?

PROMELA is an acronym

Process meta-language

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Process meta-language

PROMELA is a language for modeling concurrent systems

- multi-threaded

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Process **me**ta-**la**nguage

PROMELA is a language for modeling concurrent systems

- multi-threaded
- 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

What is PROMELA Not?

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

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> 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)
}
```

Arithmetic Data Types

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```
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)

Booleans and Enumerations

```
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`

Booleans and Enumerations

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bit  b1 = 0;
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```

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

Control Statements

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

Guarded Statement Syntax

```
:: 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!)

Guarded Commands: Selection

```
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
}
```

Guarded Commands: Selection

```
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
> ...
```

Guarded Commands: Selection

```
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;
}
```

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

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

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
}
```

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
}
```

Command Line Execution

Trace with values of local variables

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

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
}
```

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

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

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

Arrays

```
#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;
}
```

Arrays

```
#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
}
```

Record Types

```
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;
```

Jumps

```
#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")
}
```

Jumps

```
#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`

Inlining Code

PROMELA has no method or procedure calls

Inlining Code

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);
}
```

Inlining Code

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

Non-Deterministic Programs

Deterministic PROMELA programs are trivial

Assume PROMELA program with one process and no overlapping guards

- All variables are (implicitly or explictly) 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-Deterministic Programs

Deterministic PROMELA programs are trivial

Assume PROMELA program with one process and no overlapping guards

- All variables are (implicitly or explictly) initialized
- No user input possible
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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

Sources of Non-Determinism

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

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

Execution of Concurrent Processes

Command Line Execution

Random simulation of two processes

```
> spin interleave.pml
```

Execution of Concurrent Processes

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

Sets of Processes

```
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

Sets of Processes

```
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
```

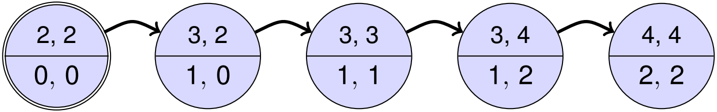
PROMELA Computations

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

PROMELA **Computations**

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

One possible computation of this program



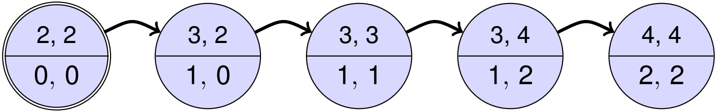
Notation

- 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

PROMELA Computations

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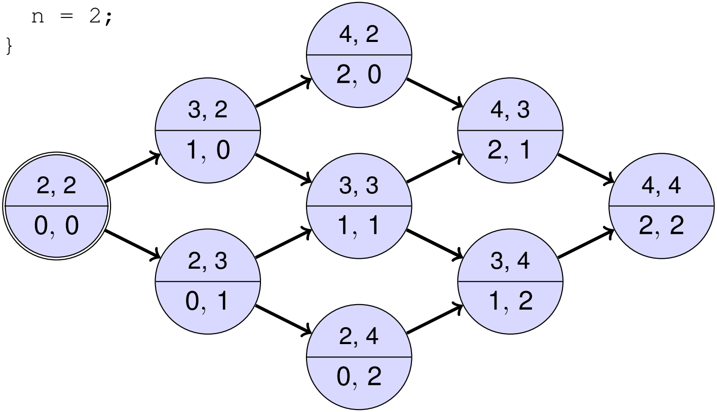
Note

- 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

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



Atomicity

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.

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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 -> 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
}
```

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
}
```

Command Line Execution

Interleaving into selection statement forced by interactive simulation

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

Atomicity Cont'd

How to prevent interleaving?

1. Consider to use expression instead of selection statement:

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

Atomicity Cont'd

How to prevent interleaving?

1. Consider to use expression instead of selection statement:

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

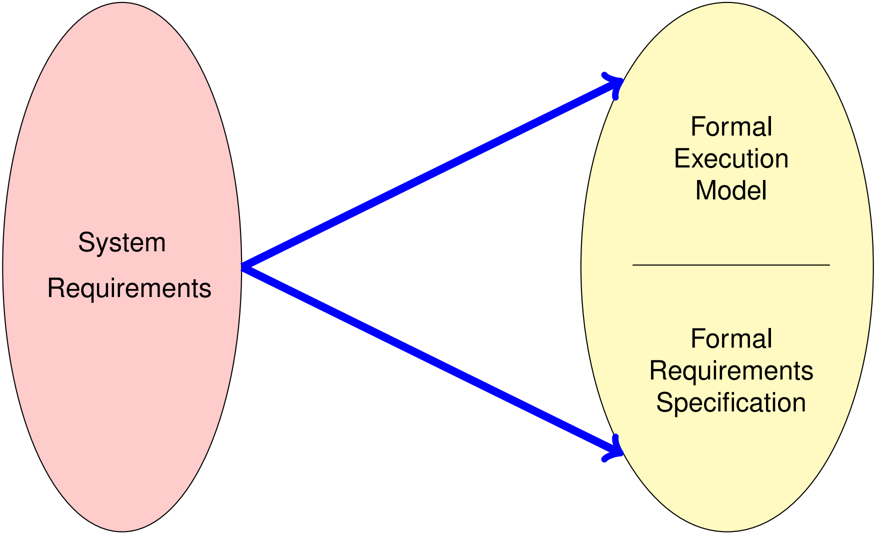
2. Put code inside scope of **`atomic`**:

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

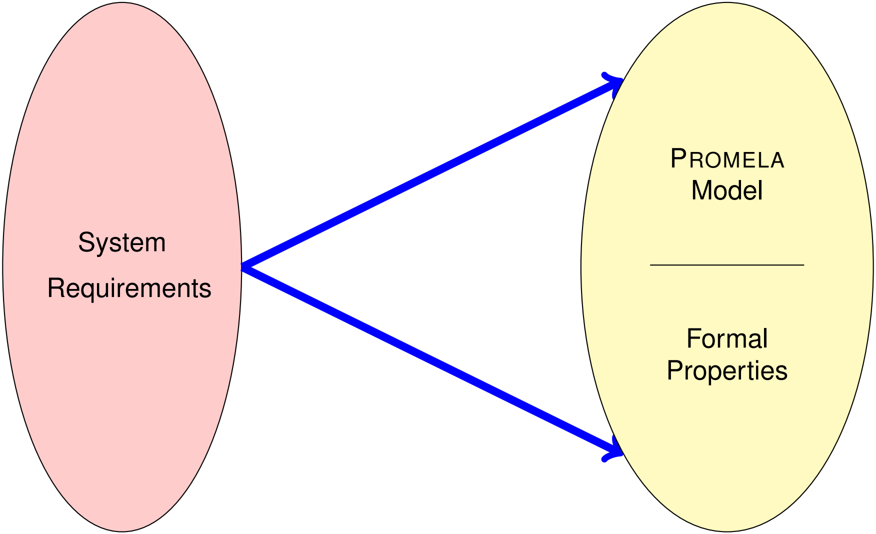
Usage Scenario of PROMELA

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 data structures with finite approximations
   - assume fair process scheduler
2. Select properties that the PROMELA model must satisfy
   - Generic Properties (discussed in later lectures)
     - Mutal exclusion for access to critical resources
     - Absence of deadlock
     - Absence of starvation
   - System-specific properties
     - Event sequences (e.g., system responsiveness)

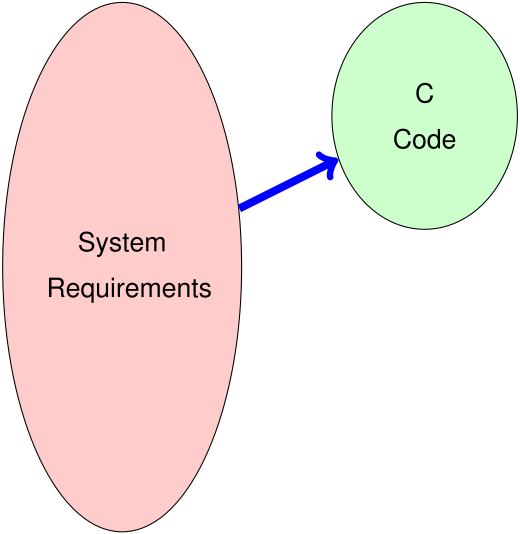
Formalisation with PROMELA



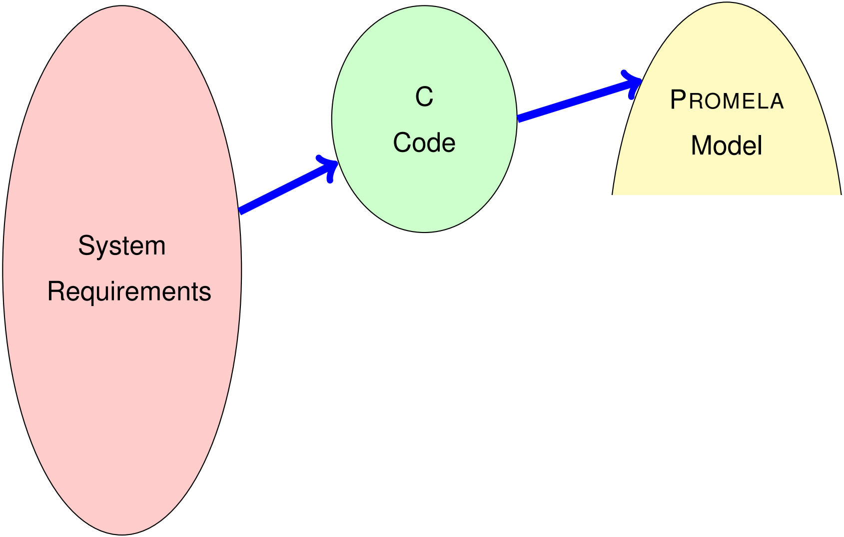
Formalisation with PROMELA



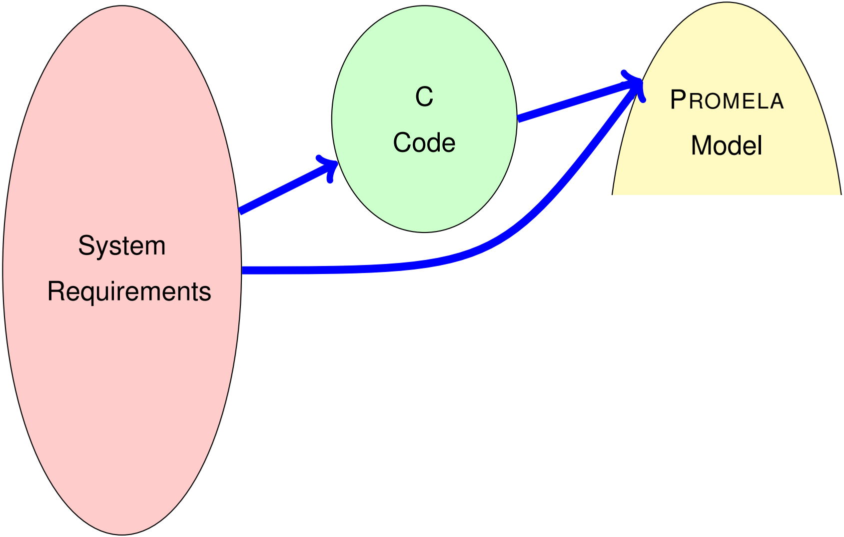
Formalisation with PROMELA



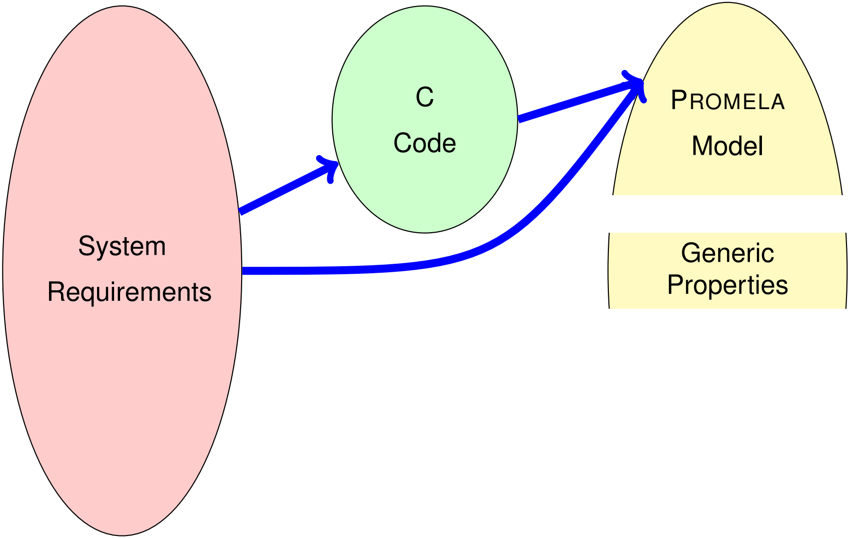
Formalisation with PROMELA
Abstraction



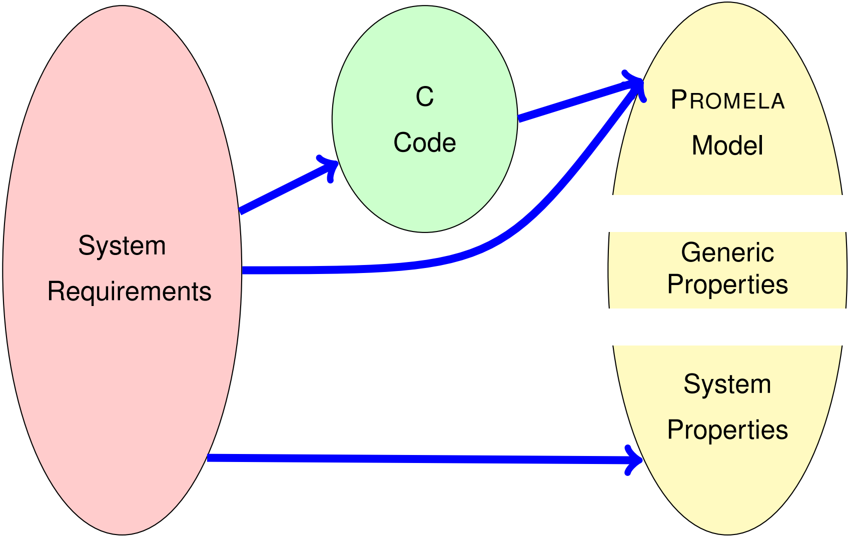
Formalisation with PROMELA
Abstraction



Formalisation with PROMELA



Formalisation with PROMELA



Usage Scenario of PROMELA Cont'd

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
   - Mutal 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

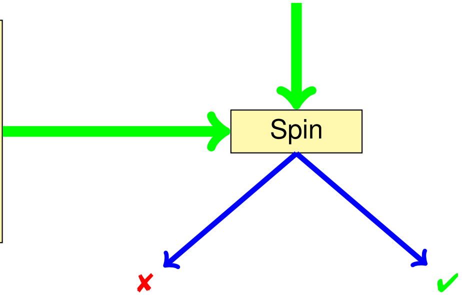
Verification: Work Flow (Simplified)

PROMELA Program

Properties

[](!csp || !csq)

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



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