SPIN 2002 Workshop

University of Twente
The Netherlands

SPIN Beginners' Tutorial

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Credits should go to …

- Gerard Holzmann (Bell Laboratories)
  Developer of SPIN, Basic SPIN Manual.
- Radu Iosif (Kansas State University, USA)
  Course: Specification and Verification of Reactive Systems (2001)
- Mads Dam (Royal Institute of Technology, Sweden)
  Course: Theory of Distributed Systems (2001).
- Bengt Jonsson (Uppsala University, Sweden)
  Course: Reactive Systems (2001).
- Joost-Pieter Katoen (University of Twente)
  Course: Protocol/System Validation (2000).

Software System Awards

Audience & Contents

- Basic SPIN
  intended audience:
  people totally new to (model checking and) SPIN
- Advanced SPIN
  intended audience:
  people at least at the level of "Basic SPIN"
- Contents
  Emphasis is on "using SPIN" not on technical details.
  In fact, we almost regard SPIN as a black box.

We just want to "press-the-button".

Common Design Flaws

- Deadlock
- Livelock, starvation
- Underspecification
  - unexpected reception of messages
- Overspecification
  - Dead code
- Violations of constraints
  - Buffer overruns
  - Array bounds violations
- Assumptions about speed
  - Logical correctness vs. real-time performance

In designing distributed systems:
network applications,
data communication protocols,
multithreaded code,
client-server applications.

Designing concurrent (software) systems is so hard, that these flaws are mostly overlooked...

Fortunately, most of these design errors can be detected using model checking techniques!

What is Model Checking?

- [Clarke & Emerson 1981]:
  "Model checking is an automated technique that, given a finite-state model of a system and a logical property, systematically checks whether this property holds for (a given initial state in) that model."

- Model checking tools automatically verify whether
  $M \models \phi$
  holds, where M is a (finite-state) model of a system and property ϕ is stated in some formal notation.

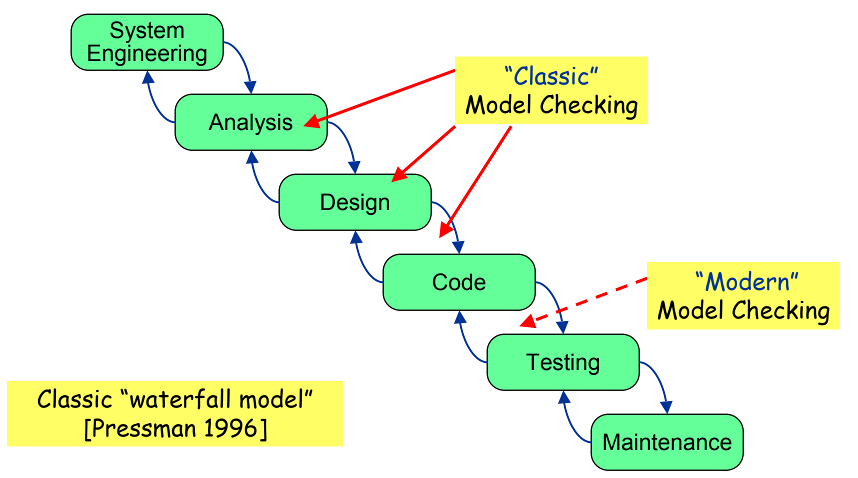
- Problem: state space explosion!

- SPIN [Holzmann 1991] is one of the most powerful model checkers.

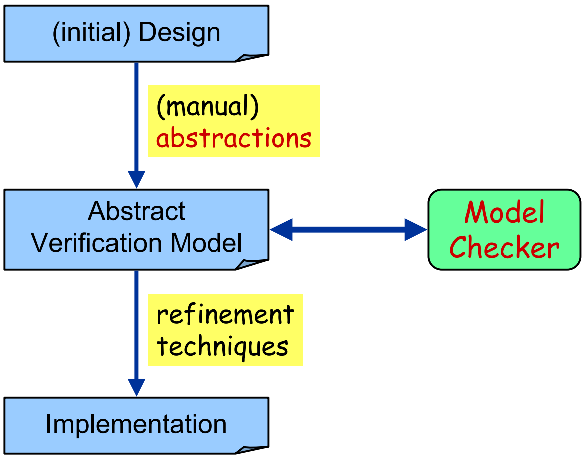
Although finite-state, the model of a system typically grows exponentially.

Based on [Vardi & Wolper 1986].

System Development



“Classic” Model Checking



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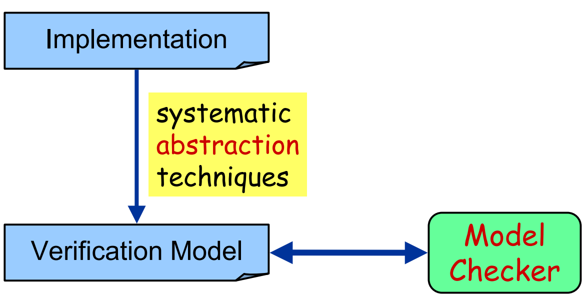
“Modern” Model Checking



- Abstraction is the key activity in both approaches.
- This talk deals with pure SPIN, i.e., the “classic” model checking approach.

To cope with the state space explosion.

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Verification vs. Debugging

- Two (extreme) approaches with respect to the application of model checkers.
  - verification approach: tries to ascertain the correctness of a detailed model M of the system under validation.
  - debugging approach: tries to find errors in a model M.
- Model checking is most effective in combination with the debugging approach.

Automatic verification is *not* about proving correctness, but about finding bugs much earlier in the development of a system.

Program suggestions

- Some presentations at ETAPS/SPIN 2002 somehow related to this tutorial:
  - Dennis Dams
    Abstraction in Software Model Checking
    - Friday April 12th 10.45-13.00
  - John Hatcliff, Matthew Dwyer and Willem Visser
    Using the Bandera Tool Set and JPF (Tutorial 10)
    - Saturday April 13th (full day)
  - SPIN Applications
    - Saturday April 13th 11.00-12.30

"Modern" model checking approach.

Basic SPIN

- Gentle introduction to SPIN and Promela
  - SPIN Background
  - Promela processes
  - Promela statements
  - Promela communication primitives
  - Architecture of (X)Spin
  - Some demo's: SPIN and Xspin
    - hello world
    - mutual exclusion
    - alternating bit protocol
  - Cookie for the break

Windows 2000: OK, but SPIN runs more smoothly under Unix/Linux.

SPIN - Introduction (1)

- SPIN (= Simple Promela Interpreter)
  - = is a tool for analysing the logical conisistency of concurrent systems, specifically of data communication protocols.
  - = state-of-the-art model checker, used by >2000 users
  - Concurrent systems are described in the modelling language called Promela.
- Promela (= Protocol/Process Meta Language)
  - allows for the dynamic creation of concurrent processes.
  - communication via message channels can be defined to be
    - synchronous (i.e. rendezvous), or
    - asynchronous (i.e. buffered).
  - resembles the programming language C
  - specification language to model finite-state systems

+ features from CSP

SPIN - Introduction (2)

- Major versions:

1.0	Jan 1991	initial version [Holzmann 1991]
2.0	Jan 1995	partial order reduction
3.0	Apr 1997	minimised automaton representation
4.0	late 2002	Ax: automata extraction from C code

- Some success factors of SPIN (subjective!):
  - "press on the button" verification (model checker)
  - very efficient implementation (using C)
  - nice graphical user interface (Xspin)
  - not just a research tool, but well supported
  - contains more than two decades research on advanced computer aided verification (many optimization algorithms)

Documentation on SPIN

- SPIN's starting page:
  http://netlib.bell-labs.com/netlib/spin/whatispin.html
  - Basic SPIN manual
  - Getting started with Xspin
  - Getting started with SPIN
  - Examples and Exercises
  - Concise Promela Reference (by Rob Gerth)
  - Proceedings of all SPIN Workshops

  Also part of SPIN's documentation distribution (file: `html.tar.gz`)
- Gerard Holzmann's website for papers on SPIN:
  http://cm.bell-labs.com/cm/cs/who/gerard/
- SPIN version 1.0 is described in [Holzmann 1991].

Promela Model

- Promela model consist of:
  - type declarations
  - channel declarations
  - variable declarations
  - process declarations
  - [`init` process]
- A Promela model corresponds with a (usually very large, but) finite transition system, so
  - no unbounded data
  - no unbounded channels
  - no unbounded processes
  - no unbounded process creation

```
mtype = {MSG, ACK};
chan toS = ...
chan toR = ...
bool flag;

proctype Sender() {
  ...
}

proctype Receiver() {
  ...
}

init {
  ...
}
```

process body

creates processes

Processes (1)

- A process type (`proctype`) consist of
  - a name
  - a list of formal parameters
  - local variable declarations
  - body

name

formal parameters

```
proctype Sender(chan in; chan out) {
    bit sndB, rcvB;
    do
    :: out ! MSG, sndB ->
           in ? ACK, rcvB;
           if
           :: sndB == rcvB -> sndB = 1-sndB
           :: else -> skip
           fi
    od
}
```

local variables

body

The body consist of a sequence of statements.

Processes (2)

- A process
  - is defined by a **proctype** definition
  - executes concurrently with all other processes, independent of speed of behaviour
  - communicate with other processes
    - using global (shared) variables
    - using channels
- There may be several processes of the same type.
- Each process has its own local state:
  - process counter (location within the **proctype**)
  - contents of the local variables

Processes (3)

- Process are created using the **run** statement (which returns the process id).
- Processes can be created at any point in the execution (within any process).
- Processes start executing after the **run** statement.
- Processes can also be created by adding **active** in front of the **proctype** declaration.

```
proctype Foo(byte x) {
   ...
}

init {
   int pid2 = run Foo(2);
   run Foo(27);
}

active[3] proctype Bar() {
   ...
}
```

number of procs. (opt.)

parameters will be initialised to 0

DEMO

Hello World!

```
/* A "Hello World" Promela model for SPIN. */
active proctype Hello() {
    printf("Hello process, my pid is: %d\n", _pid);
}
init {
    int lastpid;
    printf("init process, my pid is: %d\n", _pid);
    lastpid = run Hello();
    printf("last pid was: %d\n", lastpid);
}
```

random seed

```
$ spin -n2 hello.pr
init process, my pid is: 1
        last pid was: 2
Hello process, my pid is: 0
                Hello process, my pid is: 2
3 processes created
```

running SPIN in random simulation mode

Variables and Types (1)

- Five different (integer) basic types.
- Arrays
- Records (structs)
- Type conflicts are detected at runtime.
- Default initial value of basic variables (local and global) is 0.

Basic types

```
bit   turn=1;     [0..1]
bool  flag;       [0..1]
byte  counter;    [0..255]
short s;          [-2^16-1.. 2^16 -1]
int   msg;        [-2^32-1.. 2^32 -1]
```

Arrays

```
byte a[27];
bit  flags[4];
```

array indicing start at 0

Typedef (records)

```
typedef Record {
  short f1;
  byte  f2;
}
Record rr;
rr.f1 = ..
```

variable declaration

Variables and Types (2)

- Variables should be declared.
- Variables can be given a value by:
  - assignment
  - argument passing
  - message passing (see communication)
- Variables can be used in expressions.

Most arithmetic, relational, and logical operators of C/Java are supported, including bitshift operators.

```
int ii;
bit bb;

bb=1;
ii=2;

short s=-1;

typedef Foo {
  bit bb;
  int ii;
};
Foo f;
f.bb = 0;
f.ii = -2;

ii*s+27 == 23;
printf("value: %d", s*s);
```

assignment = (bb=1;)

declaration + initialisation (short s=-1;)

equal test == (ii*s+27 == 23;)

Statements (1)

- The body of a process consists of a sequence of statements. A statement is either
  - executable: the statement can be executed immediately.
  - blocked: the statement cannot be executed.

executable/blocked depends on the global state of the system.

- An assignment is always executable.
- An expression is also a statement; it is executable if it evaluates to non-zero.

`2 < 3`	always executable
`x < 27`	only executable if value of `x` is smaller `27`
`3 + x`	executable if `x` is not equal to `-3`

Statements (2)

Statements are separated by a semi-colon: ";".

- The **skip** statement is always executable.
  - "does nothing", only changes process' process counter
- A **run** statement is only executable if a new process can be created (remember: the number of processes is bounded).
- A **printf** statement is always executable (but is not evaluated during verification, of course).

```
int x;
proctype Aap()
{
  int y=1;
  skip;
  run Noot();
  x=2;
  x>2 && y==1;
  skip;
}
```

Executable if Noot can be created…

Can only become executable if a some other process makes x greater than 2.

Statements (3)

- **assert(<expr>);**
  - The **assert**-statement is always executable.
  - If **<expr>** evaluates to zero, SPIN will exit with an error, as the **<expr>** "has been violated".
  - The **assert**-statement is often used within Promela models, to check whether certain properties are valid in a state.

```
proctype monitor() {
  assert(n <= 3);
}

proctype receiver() {
  ...
  toReceiver ? msg;
  assert(msg != ERROR);
  ...
}
```

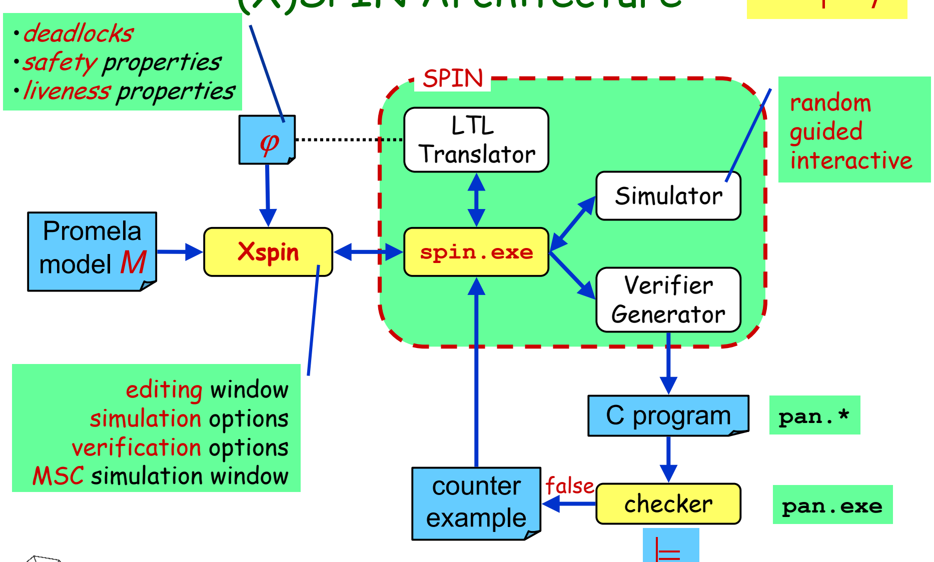
Interleaving Semantics

- Promela processes execute concurrently.
- Non-deterministic scheduling of the processes.
- Processes are interleaved (statements of different processes do not occur at the same time).
  - exception: rendez-vous communication.
- All statements are atomic; each statement is executed without interleaving with other processes.
- Each process may have several different possible actions enabled at each point of execution.
  - only one choice is made, non-deterministically.

= randomly

(X)SPIN Architecture

$M \models \varphi$



Xspin in a nutshell

- Xspin allows the user to
  - edit Promela models (+ syntax check)
  - simulate Promela models
    - random
    - interactive
    - guided
  - verify Promela models
    - exhaustive
    - bitstate hashing mode
  - additional features
    - Xspin suggest abstractions to a Promela model (slicing)
    - Xspin can draw automata for each process
    - LTL property manager
    - Help system (with verification/simulation guidelines)

with dialog boxes to set various options and directives to tune the verification process

DEMO WRONG!

Mutual Exclusion (1)

```
bit  flag;     /* signal entering/leaving the section */
byte mutex;    /* # procs in the critical section.    */

proctype P(bit i) {
  flag != 1;
  flag  = 1;
  mutex++;
  printf("MSC: P(%d) has entered section.\n", i);
  mutex--;
  flag  = 0;
}

proctype monitor() {
  assert(mutex != 2);
}

init {
  atomic { run P(0); run P(1); run monitor(); }
}
```

models:
`while (flag == 1) /* wait */;`

Problem: assertion violation! Both processes can pass the `flag != 1` "at the same time", i.e. before `flag` is set to `1`.

starts two instances of process P

DEMO

WRONG!

Mutual Exclusion (2)

```
bit  x, y;    /* signal entering/leaving the section  */
byte mutex;   /* # of procs in the critical section.  */

active proctype A() {            active proctype B() {
  x = 1;                           y = 1;
  y == 0;                          x == 0;
  mutex++;                         mutex++;
  mutex--;                         mutex--;
  x = 0;                           y = 0;
}                                }

active proctype monitor() {
  assert(mutex != 2);
}
```

Process A waits for process B to end.

Problem: invalid-end-state! Both processes can pass execute x = 1 and y = 1 "at the same time", and will then be waiting for each other.

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DEMO

Dekker [1962]

Mutual Exclusion (3)

```
bit  x, y;    /* signal entering/leaving the section  */
byte mutex;   /* # of procs in the critical section.  */
byte turn;    /* who's turn is it?                    */

active proctype A() {          active proctype B() {
  x = 1;                         y = 1;
  turn = B_TURN;                 turn = A_TURN;
  y == 0 ||                      x == 0 ||
    (turn == A_TURN);              (turn == B_TURN);
  mutex++;                       mutex++;
  mutex--;                       mutex--;
  x = 0;                         y = 0;
}                              }

active proctype monitor() {
  assert(mutex != 2);
}
```

Can be generalised to a single process.

First "software-only" solution to the mutex problem (for two processes).

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DEMO

Bakery

Mutual Exclusion (4)

```
byte turn[2];  /* who's turn is it?          */
byte mutex;    /* # procs in critical section */

proctype P(bit i) {
  do
  :: turn[i] = 1;
     turn[i] = turn[1-i] + 1;
     (turn[1-i] == 0) || (turn[i] < turn[1-i]);
     mutex++;
     mutex--;
     turn[i] = 0;
  od
}

proctype monitor() { assert(mutex != 2); }
init { atomic {run P(0); run P(1); run monitor()}}
```

Problem (in Promela/SPIN): `turn[i]` will overrun after 255.

More mutual exclusion algorithms in (good-old) [Ben-Ari 1990].

if-statement (1)

inspired by: Dijkstra's guarded command language

```
if
:: choice1 -> stat1.1; stat1.2; stat1.3; …
:: choice2 -> stat2.1; stat2.2; stat2.3; …
:: …
:: choicen -> statn.1; statn.2; statn.3; …
fi;
```

- If there is at least one **choice**$_i$ (guard) executable, the **if**-statement is executable and SPIN non-deterministically chooses one of the executable choices.
- If no **choice**$_i$ is executable, the **if**-statement is blocked.
- The operator "**->**" is equivalent to "**;**". By convention, it is used within **if**-statements to separate the guards from the statements that follow the guards.

if-statement (2)

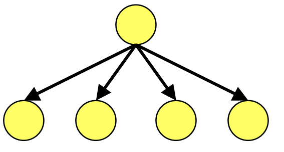
```
if
:: (n % 2 != 0) -> n=1
:: (n >= 0)     -> n=n-2
:: (n % 3 == 0) -> n=3
:: else         -> skip
fi
```

- The **else** guard becomes executable if none of the other guards is executable.

give **n** a random value

```
if
:: skip -> n=0
:: skip -> n=1
:: skip -> n=2
:: skip -> n=3
fi
```

non-deterministic branching



skips are redundant, because assignments are themselves always executable...

do-statement (1)

```
do
:: choice₁ -> stat₁.₁; stat₁.₂; stat₁.₃; …
:: choice₂ -> stat₂.₁; stat₂.₂; stat₂.₃; …
:: …
:: choiceₙ -> statₙ.₁; statₙ.₂; statₙ.₃; …
od;
```

- With respect to the choices, a **do**-statement behaves in the same way as an **if**-statement.
- However, instead of ending the statement at the end of the choosen list of statements, a **do**-statement repeats the choice selection.
- The (always executable) **break** statement exits a **do**-loop statement and transfers control to the end of the loop.

do-statement (2)

- Example – modelling a traffic light

if- and do-statements are ordinary Promela statements; so they can be nested.

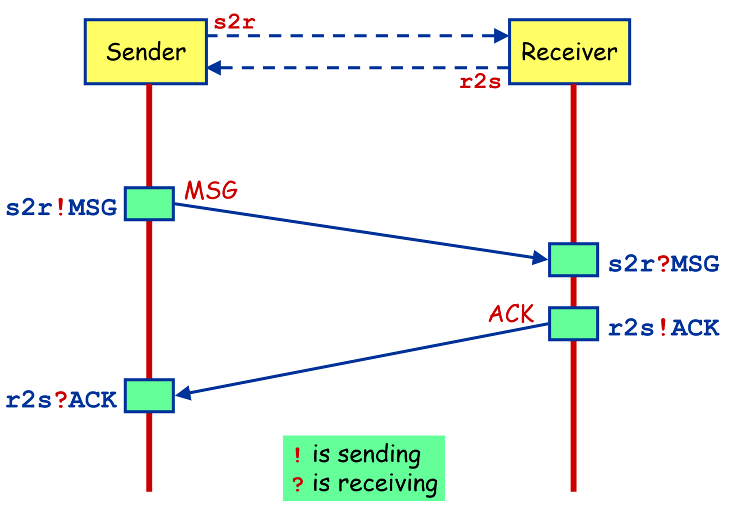
```
mtype = { RED, YELLOW, GREEN } ;

active proctype TrafficLight() {
    byte state = GREEN;
    do
    ::  (state == GREEN)  -> state = YELLOW;
    ::  (state == YELLOW) -> state = RED;
    ::  (state == RED)    -> state = GREEN;
    od;
}
```

mtype (message type) models enumerations in Promela

Note: this do-loop does not contain any non-deterministic choice.

Communication (1)



Communication (2)

- Communication between processes is via channels:
  - message passing
  - rendez-vous synchronisation (handshake)
- Both are defined as channels: (also called: queue or buffer)

```
chan <name> = [<dim>] of {<t1>,<t2>, … <tn>};
```

- <name>: name of the channel
- <dim>: number of elements in the channel; dim==0 is special case: rendez-vous
- {<t1>,<t2>, … <tn>}: type of the elements that will be transmitted over the channel

```
chan c       = [1] of {bit};
chan toR     = [2] of {mtype, bit};
chan line[2] = [1] of {mtype, Record};
```

(line[2]: array of channels)

Communication (3)

- channel = FIFO-buffer (for `dim>0`)

! **Sending** - *putting a message into a channel*

```
ch ! <expr1>, <expr2>, … <exprn>;
```

- The values of `<expri>` should correspond with the types of the channel declaration.
- A send-statement is executable if the channel is not full.

? **Receiving** - *getting a message out of a channel*

(<var> + <const> can be mixed)

message passing:

```
ch ? <var1>, <var2>, … <varn>;
```

- If the channel is not empty, the message is fetched from the channel and the individual parts of the message are stored into the `<vari>`s.

message testing:

```
ch ? <const1>, <const2>, … <constn>;
```

- If the channel is not empty and the message at the front of the channel evaluates to the individual `<consti>`, the statement is executable and the message is removed from the channel.

Communication (4)

- Rendez-vous communication
  `<dim> == 0`
  The number of elements in the channel is now zero.
  - If send `ch!` is enabled and if there is a corresponding receive `ch?` that can be executed simultaneously and the constants match, then both statements are enabled.
  - Both statements will "handshake" and together take the transition.
- *Example:*
  `chan ch = [0] of {bit, byte};`
  - P wants to do `ch ! 1, 3+7`
  - Q wants to do `ch ? 1, x`
  - Then after the communication, `x` will have the value `10`.

DEMO

Alternating Bit Protocol (1)

- Alternating Bit Protocol
  - To every message, the sender adds a bit.
  - The receiver acknowledges each message by sending the received bit back.
  - To receiver only excepts messages with a bit that it excepted to receive.
  - If the sender is sure that the receiver has correctly received the previous message, it sends a new message and it alternates the accompanying bit.

DEMO

Alternating Bit Protocol (2)

channel length of 2

```
mtype {MSG, ACK};

chan toS = [2] of {mtype, bit};
chan toR = [2] of {mtype, bit};

proctype Sender(chan in, out)
{
  bit sendbit, recvbit;
  do
  :: out ! MSG, sendbit ->
       in ? ACK, recvbit;
       if
       :: recvbit == sendbit ->
          sendbit = 1-sendbit
       :: else
       fi
  od
}
```

```
proctype Receiver(chan in, out)
{
  bit recvbit;
  do
  :: in ? MSG(recvbit) ->
       out ! ACK(recvbit);
  od
}

init
{
  run Sender(toS, toR);
  run Receiver(toR, toS);
}
```

Alternative notation:
`ch ! MSG(par1, …)`
`ch ? MSG(par1, …)`

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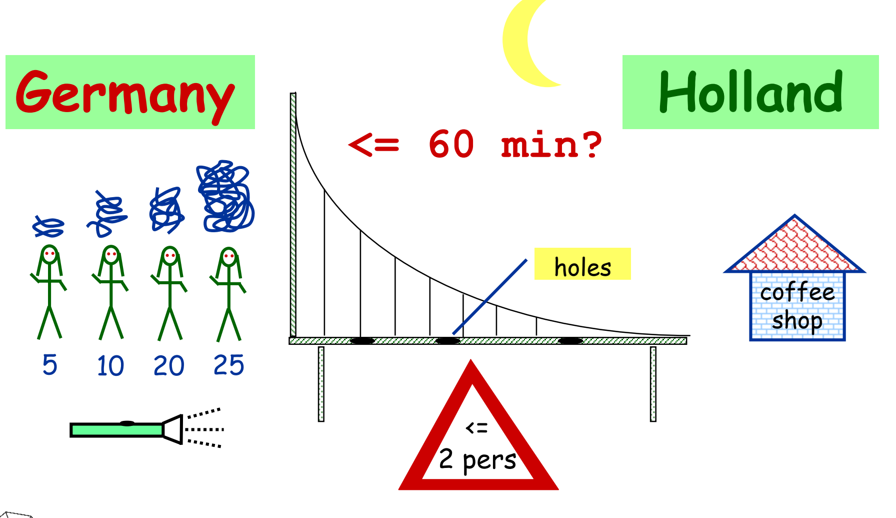
[Ruys & Brinksma 1998]

Cookie: “hippies” problem



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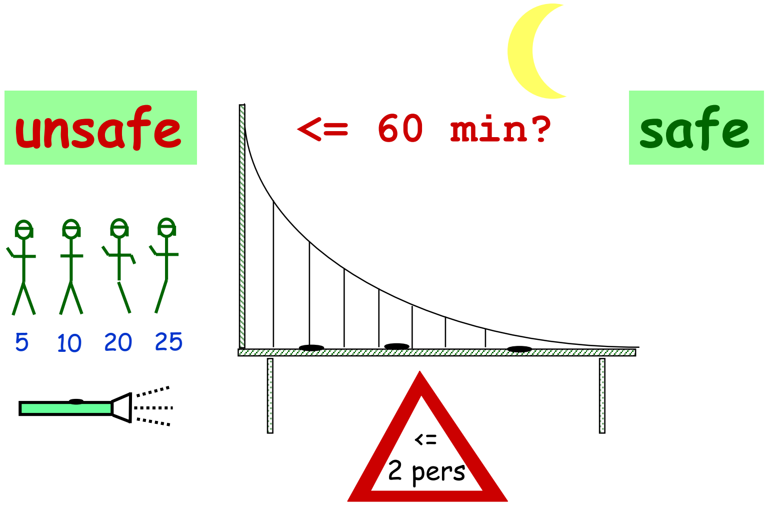
[Ruys & Brinksma 1998]

Cookie: soldiers problem



Advanced SPIN

- Towards effective modelling in Promela
  - Some left-over Promela statements
  - Properties that can be verified with SPIN
  - Introduction to SPIN validation algorithms
  - SPIN's reduction algorithms
  - Extreme modelling: the "art of modelling"
  - Beyond Xspin: managing the verification trajectory
  - Concluding remarks
  - Summary

Basic SPIN

Promela Model

- A Promela model consist of:
  - type declarations — **mtype**, typedefs, constants
  - channel declarations — `chan ch = [dim] of {type, …}`
    asynchronous: *dim* > 0
    rendez-vous: *dim* == 0
  - global variable declarations — can be accessed by all processes
  - process declarations — behaviour of the processes: local variables + statements
  - [**init** process] — initialises variables and starts processes

Basic SPIN

Promela statements

are either executable or blocked

skip	always executable
assert(*<expr>*)	always executable
expression	executable if not zero
assignment	always executable
if	executable if at least one guard is executable
do	executable if at least one guard is executable
break	always executable (exits **do**-statement)
send (**ch!**)	executable if channel **ch** is not full
receive (**ch?**)	executable if channel **ch** is not empty

atomic

atomic { $stat_1$; $stat_2$; ... $stat_n$ }

- can be used to group statements into an atomic sequence; all statements are executed in a single step (no interleaving with statements of other processes)
- is executable if $stat_1$ is executable — no pure atomicity
- if a $stat_i$ (with **i>1**) is blocked, the "atomicity token" is (temporarily) lost and other processes may do a step

• (Hardware) solution to the mutual exclusion problem:

```
proctype P(bit i) {
  atomic {flag != 1; flag = 1; }
  mutex++;
  mutex--;
  flag  = 0;
}
```

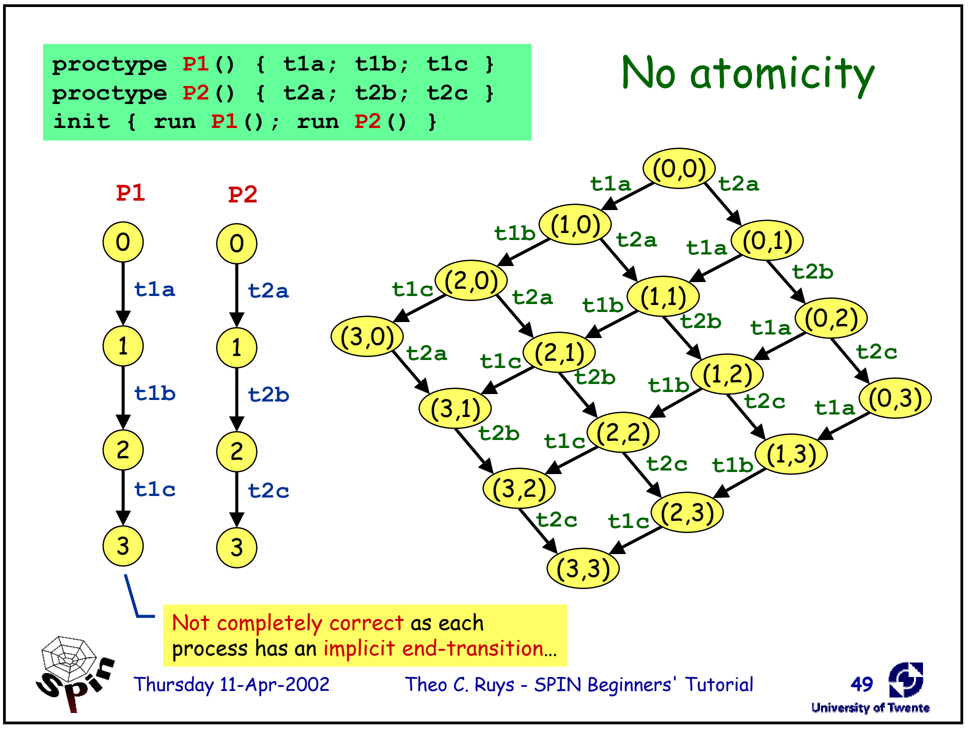

d_step

d_step { $stat_1$; $stat_2$; ... $stat_n$ }

- more efficient version of **atomic**: no intermediate states are generated and stored
- may only contain deterministic steps
- it is a run-time error if $stat_i$ **(i>1)** blocks.
- **d_step** is especially useful to perform intermediate computations in a single transition

```
::  Rout?i(v) -> d_step {
        k++;
        e[k].ind = i;
        e[k].val = v;
        i=0; v=0 ;
      }
```

• **atomic** and **d_step** can be used to lower the number of states of the model


proctype P1() { t1a; t1b; t1c }
proctype P2() { t2a; t2b; t2c }
init { run P1(); run P2() }
No atomicity
P1
P2
(0,0)
(3,3)
Not completely correct as each process has an implicit end-transition…
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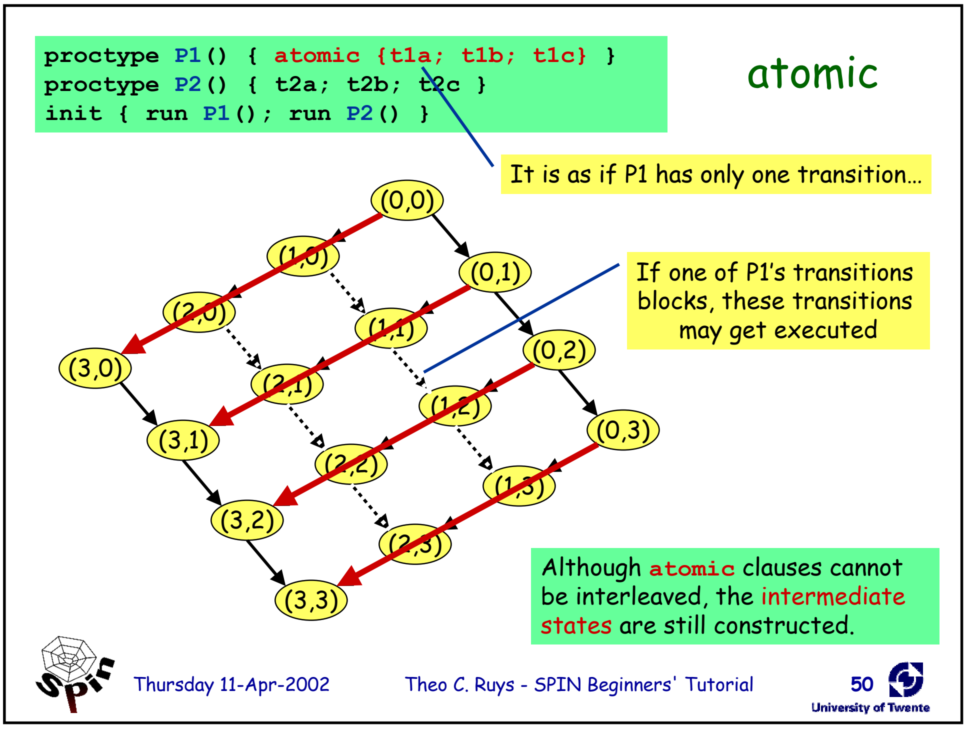
proctype P1() { atomic {t1a; t1b; t1c} }
proctype P2() { t2a; t2b; t2c }
init { run P1(); run P2() }
atomic
It is as if P1 has only one transition…
If one of P1's transitions blocks, these transitions may get executed
Although atomic clauses cannot be interleaved, the intermediate states are still constructed.
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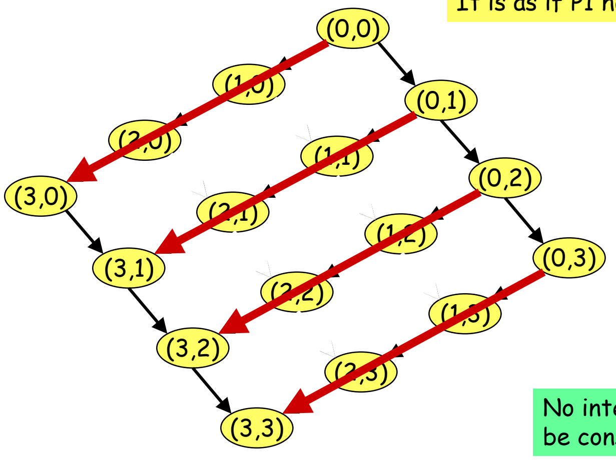
d_step

```
proctype P1() { d_step {t1a; t1b; t1c} }
proctype P2() { t2a; t2b; t2c }
init { run P1(); run P2() }
```

It is as if P1 has only one transition…



No intermediate states will be constructed.

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Checking for pure atomicity

- Suppose we want to check that none of the atomic clauses in our model are ever blocked (i.e. pure atomicity).

1. Add a global bit variable:

```
bit aflag;
```

2. Change all atomic clauses to:

```
atomic {
  stat1;
  aflag=1;
  stat2
  ...
  statn
  aflag=0;
}
```

3. Check that `aflag` is always 0.

```
[]!aflag
```

e.g.

```
active process monitor {
   assert(!aflag);
}
```

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timeout (1)

- Promela does not have real-time features.
  - In Promela we can only specify functional behaviour.
  - Most protocols, however, use timers or a timeout mechanism to resend messages or acknowledgements.
- `timeout`
  - SPIN's `timeout` becomes executable if there is no other process in the system which is executable
  - so, `timeout` models a global timeout
  - `timeout` provides an escape from deadlock states
  - beware of statements that are always executable…

timeout (2)

- Example to recover from message loss:

```
active proctype Receiver()
{
    bit recvbit;
    do
    ::  toR ? MSG, recvbit -> toS ! ACK, recvbit;
    ::  timeout            -> toS ! ACK, recvbit;
    od
}
```

- Premature timeouts can be modelled by replacing the `timeout` by `skip` (which is always executable).

One might want to limit the number of premature timeouts (see [Ruys & Langerak 1997]).

DEMO

Alternating Bit Protocol (3)

- **abp-1.pr**
  – perfect lines
- **abp-2.pr**
  – stealing daemon (models lossy channels)
  – how do we know that the protocol works correctly?
- **abp-3.pr**
  – model different messages by a sequence number
  – **assert** that the protocol works correctly
  – how can we be sure that different messages are being transmitted?

How large should MAX be such that we are sure that the ABP works correctly?

only three!

goto

goto label

– transfers execution to **label**
– each Promela statement might be labelled
– quite useful in modelling communication protocols

```
wait_ack:
  if
  :: B?ACK -> ab=1-ab ; goto success
  :: ChunkTimeout?SHAKE ->
     if
     :: (rc < MAX)   -> rc++; F!(i==1),(i==n),ab,d[i];
                       goto wait_ack
     :: (rc >= MAX) -> goto error
     fi
  fi ;
```

Timeout modelled by a channel.

Part of model of BRP

unless

```
{ <stats> } unless { guard; <stats> }
```

- Statements in *<stats>* are executed until the first statement (*guard*) in the escape sequence becomes executable.
- resembles exception handling in languages like Java
- *Example:*

```
proctype MicroProcessor() {
  {
    ...
    /* execute normal instructions */
  }
  unless { port ? INTERRUPT; ... }
}
```


macros – cpp preprocessor

- Promela uses **cpp**, the C preprocessor to preprocess Promela models. This is useful to define:
  - constants

    ```
    #define MAX 4
    ```

    All cpp commands start with a hash: #define, #ifdef, #include, etc.
  - macros

    ```
    #define RESET_ARRAY(a) \
        d_step { a[0]=0; a[1]=0; a[2]=0; a[3]=0; }
    ```

  - conditional Promela model fragments

    ```
    #define LOSSY 1
    …
    #ifdef LOSSY
    active proctype Daemon() { /* steal messages */ }
    #endif
    ```

inline - poor man's procedures

- Promela also has its own macro-expansion feature using the **inline**-construct.

```
inline init_array(a) {
  d_step {
    i=0;
    do
    :: i<N  -> a[i] = 0; i++
    :: else -> break
    od;
    i=0;
  }
}
```

Should be declared somewhere else (probably as a local variable). (refers to the first `i=0;`)

Be sure to reset temporary variables. (refers to the second `i=0;`)

  - error messages are more useful than when using **#define**
  - cannot be used as expression
  - all variables should be declared somewhere else

Properties (1)

- Model checking tools automatically verify whether
  $M \models \phi$
  holds, where M is a (finite-state) model of a system and property ϕ is stated in some formal notation.

- With SPIN one may check the following type of properties:
  - deadlocks (invalid endstates)
  - assertions
  - unreachable code
  - LTL formulae
  - liveness properties
    - non-progress cycles (livelocks)
    - acceptance cycles

Properties (2)

Historical Classification

safety property
- "nothing bad ever happens"
- invariant
  x is always less than 5
- deadlock freedom
  the system never reaches a state where no actions are possible
- SPIN: find a trace leading to the "bad" thing. If there is not such a trace, the property is satisfied.

liveness property
- "something good will eventually happen"
- termination
  the system will eventually terminate
- response
  if action X occurs then eventually action Y will occur
- SPIN: find a (infinite) loop in which the "good" thing does not happen. If there is not such a loop, the property is satisfied.

Properties (3)

- LTL formulae are used to specify liveness properties.
  LTL ≡ propositional logic + temporal operators
  - `[]P` always P
  - `<>P` eventually P
  - `P U Q` P is true until Q becomes true

Xspin contains a special "LTL Manager" to edit, save and load LTL properties.

- Some LTL patterns
  - invariance `[] (p)`
  - response `[] ((p) -> (<> (q)))`
  - precedence `[] ((p) -> ((q) U (r)))`
  - objective `[] ((p) -> <>((q) || (r)))`

Properties (4)

- Suggested further reading (on temporal properties):

  [Bérard et. al. 2001]
  - Textbook on model checking.
  - One part of the book (six chapters) is devoted to "Specifying with Temporal Logic".
  - Also available in French.

  [Dwyer et. al. 1999]
  - classification of temporal logic properties
  - pattern-based approach to the presentation, codification and reuse of property specifications for finite-state verification.

Note: although this tutorial focuses on how to construct an effective Promela model M, the definition of the set of properties which are to be verified is equally important!

DEMO

Solution to the Hippies problem (1)

```
chan germany_to_holland = [0] of {hippie, hippie} ;
chan holland_to_germany = [0] of {hippie} ;
chan stopwatch          = [0] of {hippie} ;
byte time ;
...
proctype Germany()
{
  bit     here[N] ;
  hippie  h1, h2 ;
  here[0]=1; here[1]=1; here[2]=1; here[3]=1;
  do
  ::  select_hippie(h1) ;
      select_hippie(h2) ;
      germany_to_holland ! h1, h2 ;
      IF all_gone -> break FI ;
      holland_to_germany ? h1 ;
      here[h1] = 1 ;
      stopwatch ! h1 ;
  od
}
```

A hippie is a byte.

Process "Holland" is the dual of "Germany".

It can be modelled more effectively See [Ruys 2001] for directions.

Solution to the Hippies problem (2)

```
proctype Timer()
{
end:
  do
  ::  stopwatch ? 0 -> atomic { time=time+5 ; MSCTIME }
  ::  stopwatch ? 1 -> atomic { time=time+10; MSCTIME }
  ::  stopwatch ? 2 -> atomic { time=time+20; MSCTIME }
  ::  stopwatch ? 3 -> atomic { time=time+25; MSCTIME }
  od
}
init {
 atomic { run Germany(); run Holland(); run Timer(); }
}
```

Now we should check:
`<> (time>60)`

(random) Simulation Algorithm

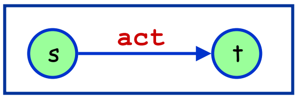
deadlock ≡ allBlocked

```
while (!error & !allBlocked) {
    ActionList menu = getCurrentExecutableActions();
    allBlocked = (menu.size() == 0);
    if (! allBlocked) {
      Action act = menu.chooseRandom();
      error = act.execute();
    }
}
```

interactive simulation: act is chosen by the user

act is executed and the system enters a new state

Visit all processes and collect all executable actions .



Verification Algorithm (1)

- SPIN uses a depth first search algorithm (DFS) to generate and explore the complete state space.

```
procedure dfs(s: state) {
  if error(s)
       reportError();
  foreach (successor t of s) {
       if (t not in Statespace)
            dfs(t);
  }
}
```

states are stored in a hash table

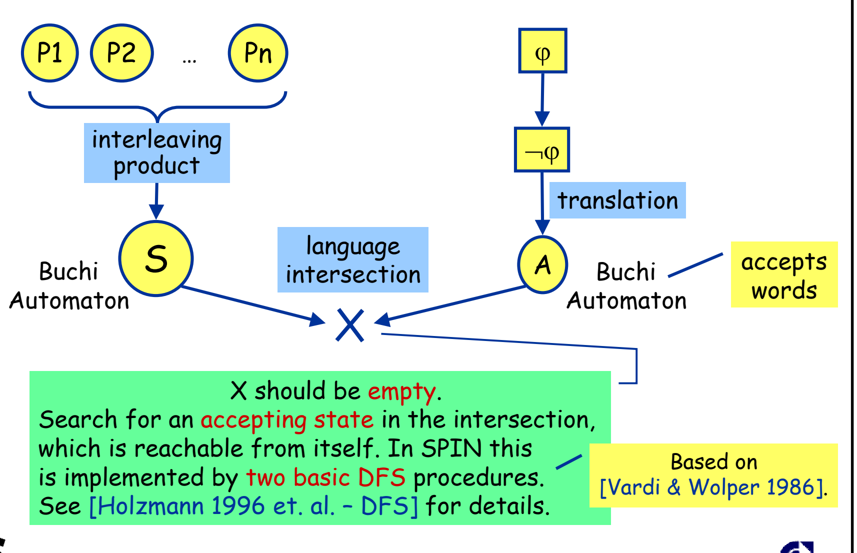
requires state matching

Only works for state properties.

the old states s are stored on a stack, which corresponds with a complete execution path

- Note that the construction and error checking happens at the same time: SPIN is an on-the-fly model checker.

Verification Algorithm (2)



State vector

- A state vector is the information to uniquely identify a system state; it contains:
  - global variables
  - contents of the channels
  - for each process in the system:
    - local variables
    - process counter of the process
- It is important to minimise the size of the state vector.

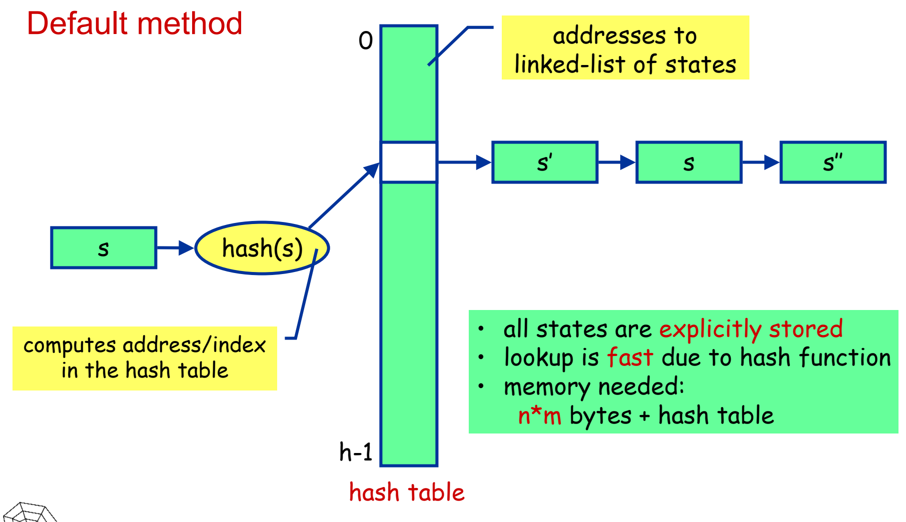
state vector = m bytes
state space = n states
→ storing the state space may require n*m bytes

SPIN provides several algorithms to compress the state vector.

[Holzmann 1997 - State Compression]

Storing States in SPIN

Default method



- all states are explicitly stored
- lookup is fast due to hash function
- memory needed: n*m bytes + hash table

SPIN Verification Report

```
(Spin Version 3.4.12 -- 18 December 2001)

Full statespace search for:
   never-claim                 - (not selected)
   assertion violations        +
   cycle checks                - (disabled by -DSAFETY)
   invalid endstates           +

State-vector 96 byte, depth reached 18637, errors: 0
  169208 states, stored
   71378 states, matched
  240586 transitions (= stored+matched)
   31120 atomic steps
hash conflicts: 150999 (resolved)
(max size 2^19 states)

Stats on memory usage (in Megabytes):
17.598  equivalent memory usage for states
        (stored*(State-vector + overhead))
11.634  actual memory usage for states (compression: 66.11%)
        State-vector as stored = 61 byte + 8 byte overhead
2.097   memory used for hash-table (-w19)
0.480   memory used for DFS stack (-m20000)
14.354  total actual memory usage
```

- the size of a single state
- longest execution path
- property was satisfied
- total number of states (i.e. the state space)
- total amount of memory used for this verification

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Reduction Algorithms (1)

- SPIN has several optimisation algorithms to make verification runs more effective:
  - partial order reduction
  - bitstate hashing
  - minimised automaton encoding of states (not in a hashtable)
  - state vector compression
  - dataflow analysis
  - slicing algorithm

  SPIN's power (and popularity) is based on these (default) optimisation/reduction algorithms.

SPIN supports several command-line options to select and further tune these optimisation algorithms.

See for instance: Xspin → Run → Set Verification Parameters → Set Advanced options → Extra Compile-Time Directives

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Reduction Algorithms (2)

enabled by default

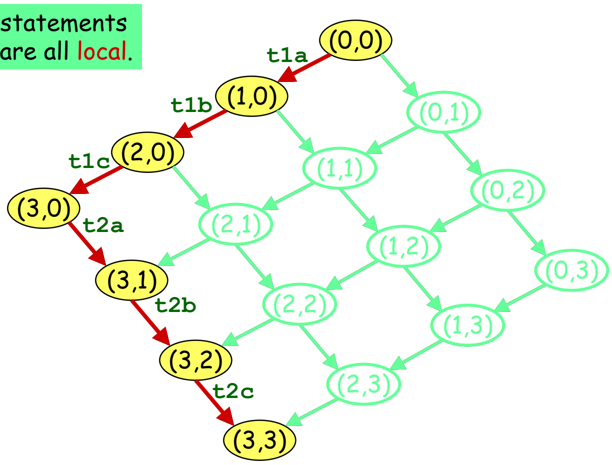
- Partial Order Reduction [Holzmann & Peled 1995 – PO]
  - observation: the validity of a property φ is often insensitive to the order in which concurrent and independently executed events are interleaved
  - idea: if in some global state, a process P can execute only "local" statements, then all other processes may be deferred until later
  - local statements, e.g.:
    - statement accessing only local variables
    - receiving from a queue, from which no other process receives
    - sending to a queue, to which no other process sends

It is hard to determine exclusive access to channels: let user annotate exclusisve channels with `xr` or `xs`.

Reduction Algorithms (3)

- Partial Order Reduction (cont.)

Suppose the statements of P1 and P2 are all local.



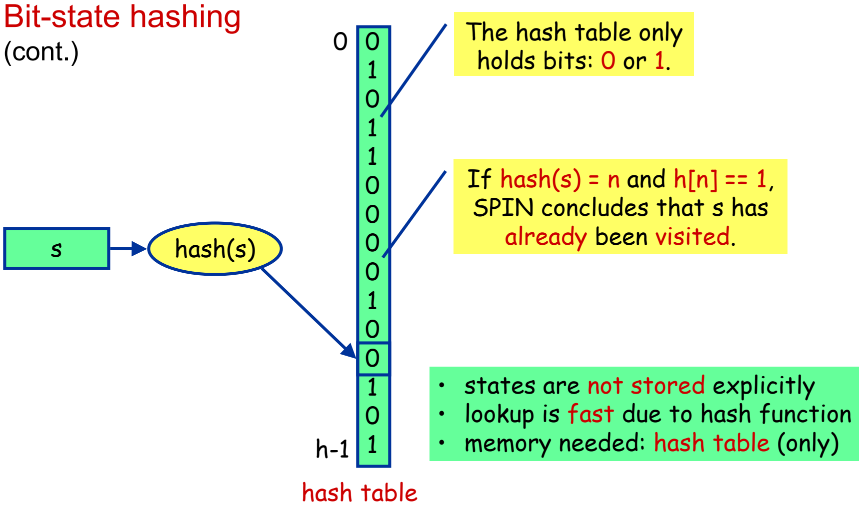
approximation

Reduction Algorithms (3)

- Bit-state hashing [Holzmann 1998 – Bitstate hashing]
  - instead of storing each state explicitly, only one bit of memory are used to store a reachable state
  - given a state, a hash function is used to compute the address of the bit in the hash table
  - no collision detection
  - hash factor = # available bits / # reached states
    - aim for hash factor > 100
- Hash-compaction [Holzmann 1998 – Bitstate hashing]
  - large hash table: 2^64
  - store address in regular (smaller) hash table
  - with collision detection

Reduction Algorithms (4)

- Bit-state hashing
  (cont.)



Reduction Algorithms (5)

- State compression [Holzmann 1997 - State Compression]
  - instead of storing a state explicitly, a compressed version of the state is stored in the state space
- Minimised automaton [Holzmann & Puri 1999 - MA]
  - states are stored in a dynamically changing, minimised deterministic finite automaton (DFA)
    - inserting/deleting a state changes the DFA
  - close relationship with OBDDs

very memory effective, ... but slow.

- Static analysis algorithms
  - slicing algorithm: to get hints for possible reductions
  - data-flow optimisations, dead variable elimination, merging of safe and atomic statements

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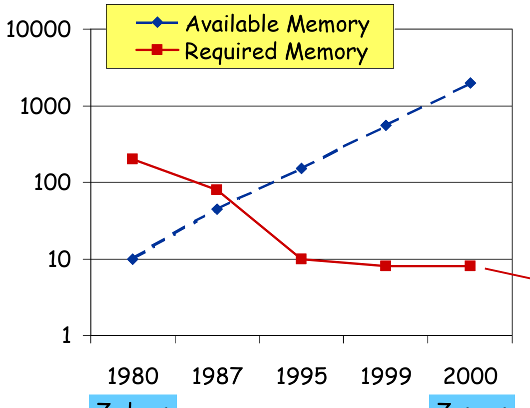
Moore's Law & Advanced Algorithms

[Holzmann 2000 M'dorf]

- Verification results of **Tpc** (The phone company)



7 days 7 secs

1980: pan
1987: bitstate hashing
1995: partial order reduction
1999: minimised automaton

memory requirements to (fully) verify **Tpc**

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BRP – Effective Modelling

- BRP = Bounded Retransmission Protocol
  - alternating bit protocol with timers
  - 1997: exhaustive verification with SPIN and UPPAAL
  - 2001: optimised SPIN version
  - shows the effectiveness of a tuned model

	BRP 1997	BRP 2002
state vector	104 bytes	96 bytes
# states	1,799,340	169,208
Memory (Mb)	116.399	14.354

Both verified with SPIN 3.4.x

took upto an hour in 1997

Recipes in [Ruys 2001]

- Tool Support
- First Things First
- Macros
- Atomicity
- Randomness
- Bitvectors
- Subranges
- Abstract Data Types: Deque
- Lossy channels
- Multicast Protocols
- Reordering a Promela model
- Invariance

Still in the pipeline…

- Modelling Time in Promela
- Scheduling algorithms

[]P

Invariance

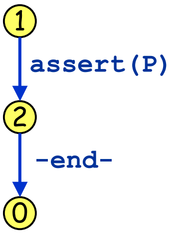
- `[]P` where `P` is a state property
  - safety property
  - invariance ≡ global universality or global absence [Dwyer et. al. 1999]:
    - 25% of the properties that are being checked with model checkers are invariance properties
    - BTW, 48% of the properties are response properties
  - examples:
    - `[] !aflag`
    - `[] mutex != 2`
- SPIN supports (at least) 7 ways to check for invariance.

[]P

variant 1+2 - monitor process (single `assert`)

- proposed in SPIN's documentation
- add the following monitor process to the Promela model:

```
active proctype monitor()
{
  assert(P);
}
```



- Two variations:
  - 1. monitor process is created first
  - 2. monitor process is created last

If the monitor process is created last, the `-end-` transition will be executable after executing `assert(P)`.

[]P

variant 3 - guarded monitor process

- Drawback of solution “1+2 monitor process” is that the `assert` statement is enabled in every state.

```
active proctype monitor()
{
  assert(P) ;
}
```

```
active proctype monitor()
{
  atomic {
    !P -> assert(P) ;
  }
}
```

- The `atomic` statement only becomes executable when P itself is not true.

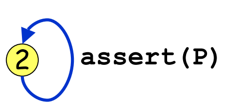
We are searching for a state where P is not true. If it does not exist, []P is true.

[]P

variant 4 - monitor process (do assert)

- From an operational viewpoint, the following monitor process seems less effective:

```
active proctype monitor()
{
  do
  :: assert(P)
  od
}
```



- But the number of states is clearly advantageous.

[]P

variant 5 - never claim (do assert)

- also proposed in SPIN's documentation

```
never {
  do
  :: assert(P)
  od
}
```

SPIN will synchronise the never claim automaton with the automaton of the system. SPIN uses never claims to verify LTL formulae.

… but SPIN will issue the following unnerving warning:

warning: for p.o. reduction to be valid the never claim must be stutter-closed (never claims generated from LTL formulae are stutter-closed)

… and this never claim has not been generated…

[]P

variant 6 - LTL property

- The logical way...
- SPIN translates the LTL formula to an accepting **never** claim.

```
never { ![]P
TO_init:
  if
  :: (!P) -> goto accept_all
  :: (1)  -> goto TO_init
  fi;
accept_all:
  skip
}
```

[]P

variant 7 - `unless {!P -> ...}`

- Enclose the ***body*** of (at least) one of the processes into the following **`unless`** clause:

```
{ body } unless { atomic { !P -> assert(P) ; } }
```

- Discussion
  - \+ no extra process is needed: saves 4 bytes in state vector
  - \+ local variables can be used in the property P
  - – definition of the process has to be changed
  - – the **`unless`** construct can reach inside **`atomic`** clauses
  - – partial order reduction may be invalid if rendez-vous communication is used within body
  - – the ***body*** is not allowed to end

This is quite restrictive

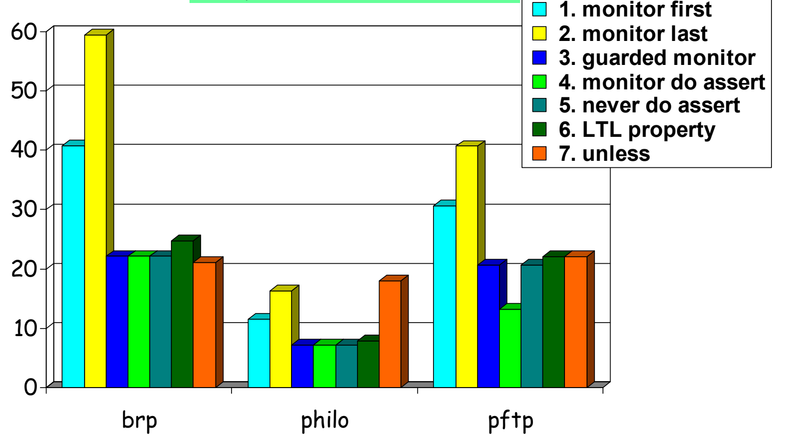
Note: disabling partial reduction (**-DNOREDUCE**) may have severe negative consequences on the effectiveness of the verification run.

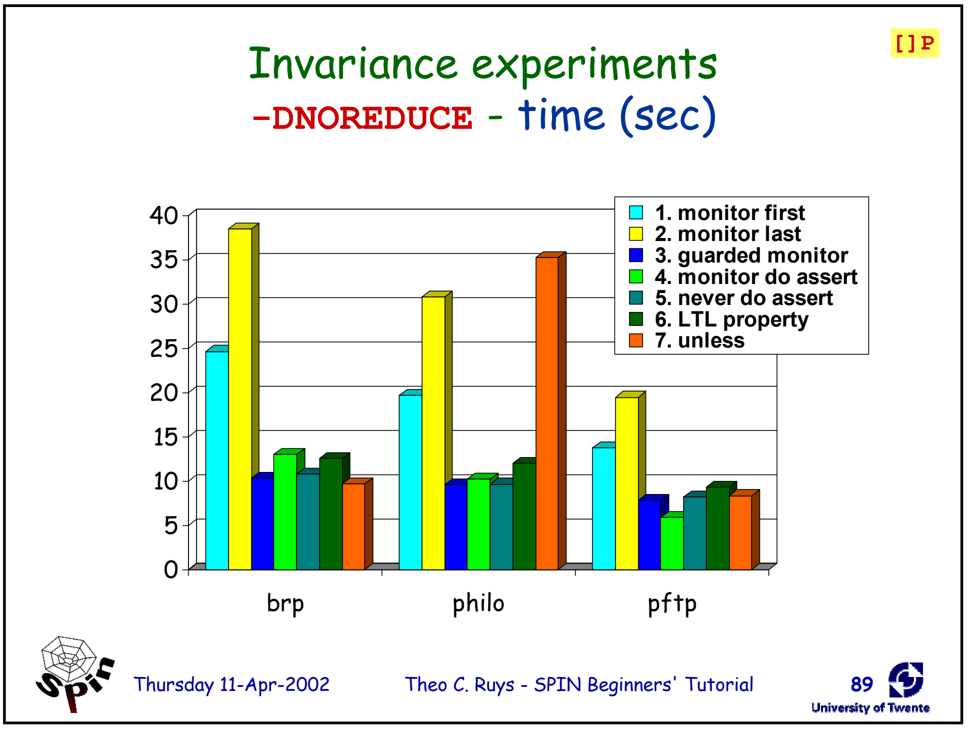
PII 300Mhz
128 Mb
SPIN 3.3.10
Linux 2.2.12

[]P

Invariance experiments
-DNOREDUCE - memory (Mb)

NO partial order reduction




[]P
Invariance experiments
-DNOREDUCE - time (sec)
40
35
30
25
20
15
10
5
0
brp
philo
pftp
1. monitor first
2. monitor last
3. guarded monitor
4. monitor do assert
5. never do assert
6. LTL property
7. unless
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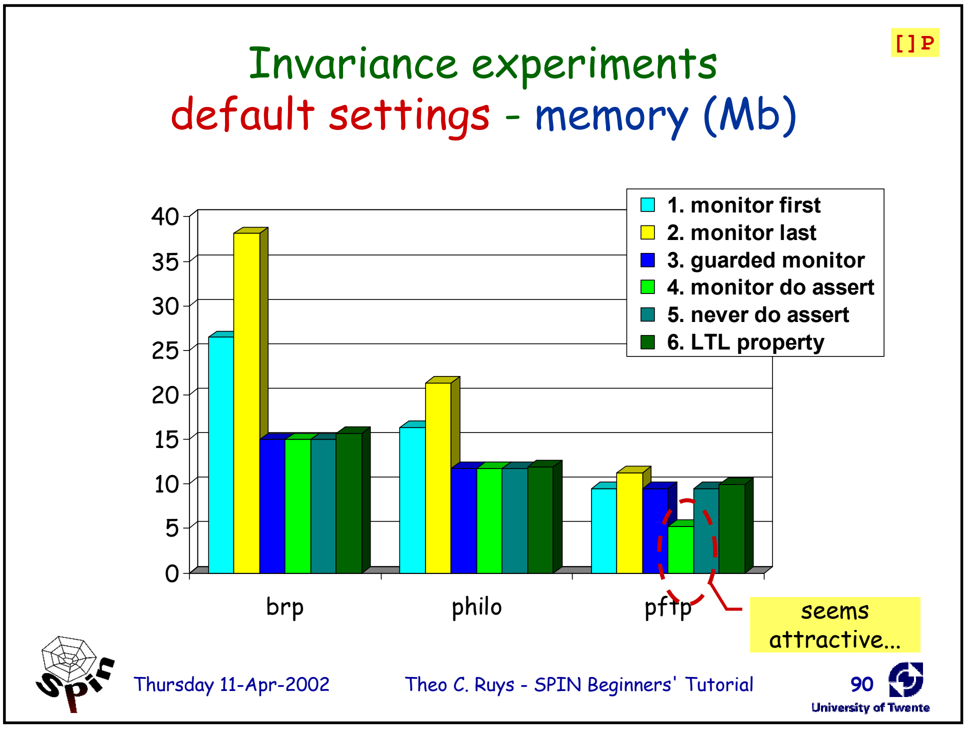
[]P
Invariance experiments
default settings - memory (Mb)
40
35
30
25
20
15
10
5
0
brp
philo
pftp
1. monitor first
2. monitor last
3. guarded monitor
4. monitor do assert
5. never do assert
6. LTL property
seems attractive...
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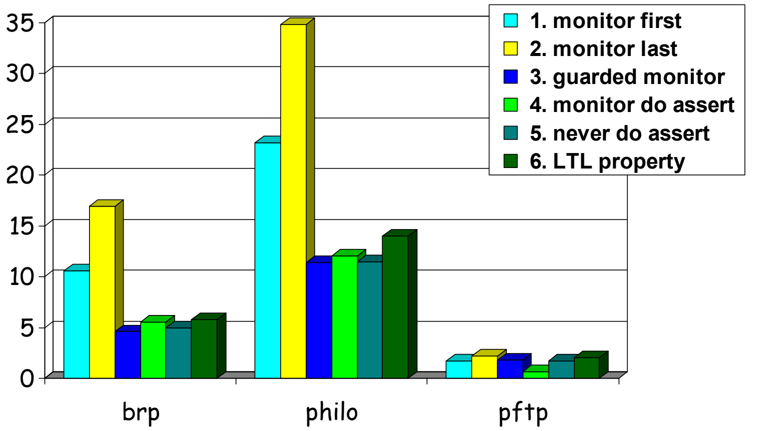
[]P

Invariance experiments
default settings - time (sec)



[]P

Invariance - Conclusions

- The methods 1 and 2 “monitor process with single **`assert`**” performed worst on all experiments.
  - When checking invariance, these methods should be avoided.
- Variant 4 “monitor do assert” seems attractive, after verifying the **`pftp`** model.
  - unfortunately, this method modifies the original **`pftp`** model!
  - the **`pftp`** model contains a **`timeout`** statement
  - because the **`do-assert`** loop is always executable, the **`timeout`** will never become executable

  ⇒ never use variant 4 in the presence of **`timeout`**s
- Variant 3 “guarded monitor process” is the most effective and reliable method for checking invariance.

Basic recipe to check $M \models \varphi$

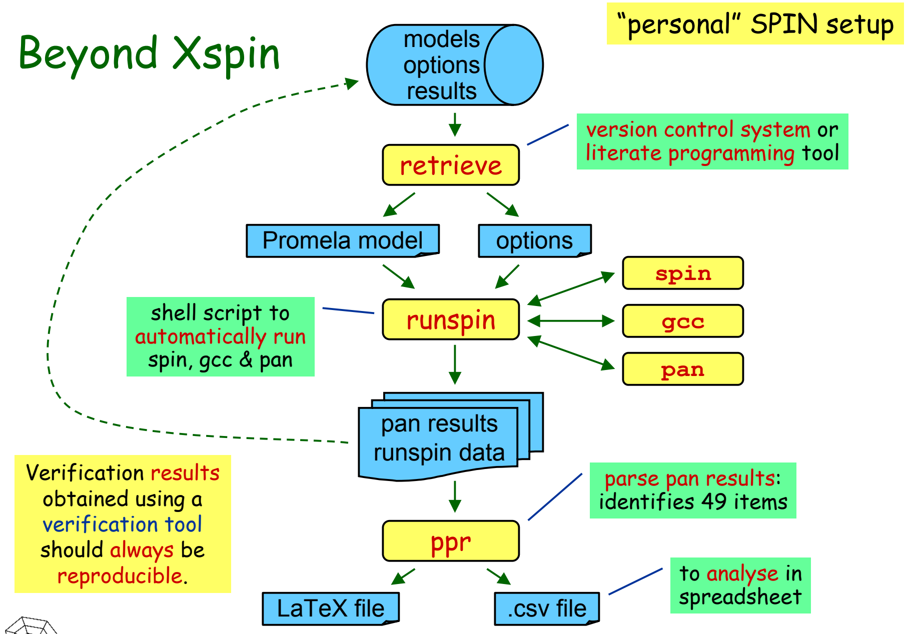
Properties:
1. deadlock
2. assertions
3. invariance
4. liveness (LTL)

1. Sanity check
   Interactive and random simulations
2. Partial check
   Use SPIN's bitstate hashing mode to quickly sweep over the state space. (states are not stored; fast method)
3. Exhaustive check
   If this fails, SPIN supports several options to proceed:
   1. Compression (of state vector)
   2. Optimisations (SPIN-options or manually)
   3. Abstractions (manually, guided by SPIN's slicing algorithm)
   4. Bitstate hashing

Optimising a Promela Model

- Use SPIN's "Slicing Algorithm" to guide abstractions
  - SPIN will propose reductions to the model on basis of the property to be checked.
- Modelling priorities (space over time):
  1. minimise the number of states
  2. minimise the state vector
  3. minimise the maximum search depth
  4. minimise the verification time
- Often more than one validation model
  - Worst case: one model for each property.
  - This differs from programming where one usually develops only a single program.

Beyond Xspin



runspin & ppr

- **runspin**
  - automates the complete verification of Promela model
  - shell script (270 loc)
  - adds extra information to SPIN's verification report, e.g.
    - options passed to SPIN, the C compiler and pan
    - system resources (time and memory) used by the verification
    - name of the Promela source file
    - date and time of the verification run
- **ppr**
  - parse pan results: recognises 49 items in verification report
  - Perl script (600 loc)
  - output to LaTeX or CSV (general spreadsheet format)

Becoming a "SPIN doctor"

- Experiment freely with SPIN
  Only by practicing with the Promela language and the SPIN tool, one get a feeling of what it takes to construct effective validation models and properties.
- Read SPIN (html) documentation thoroughly.
- Consult "Proceedings of the SPIN Workshops":
  - papers on successful applications with SPIN
  - papers on the inner workings of SPIN
  - papers on extensions to SPIN
- Further reading
  - [Holzmann 2000 M'dorf]

Nice overview of SPIN machinery & "modern" model checking approach.

Some rules of thumb (1)

- See "Extended Abstract" of this tutorial in the SPIN 2002 Proceedings for:
  - Techniques to reduce the complexity of a Promela model (borrowed from Xspin's Help).
  - Tips (one-liners) on effective Promela patterns.
    - See [Ruys 2001] for details.
- Be careful with data and variables
  - all data ends up in the state vector
  - the more different values a variable can be assigned, the more different states will be generated
  - limit the number of places of a channel (i.e. the dimension)
  - prefer local variables over global variables

Some rules of thumb (2)

- Atomicity
  - Enclose statements that do not have to be interleaved within an **`atomic`** / **`d_step`** clause
    - Beware: the behaviour of the processes may change!
    - Beware of infinite loops.
- Computations
  - use **`d_step`** clauses to make the computation a single transition
  - reset temporary variables to **0** at the end of a **`d_step`**
- Processes
  - sometimes the behaviour of two processes can be combined into one; this is usually more effective.

Summary

- Basic SPIN
  - Promela basics
  - Overview of Xspin
  - Several Xspin demo's
- Advanced SPIN
  - Some more Promela statements
  - SPIN's reduction algorithms
  - Beyond Xspin: verification management
  - Art of modelling

Final word of advice: get your own copy of SPIN and start playing around!