

CS181u Applied Logic
& Automated Reasoning

Lecture 8

Symbolic Model Verifier (*vSMV*)

Next Few Weeks:

Linear Temporal Logic (LTL)

We will assign symbols for expressing temporal system requirements like *always* (G), *eventually* (F), *next* (X), *until* (U), and a few more. We will give a formal and unambiguous semantics to these symbols.

Transition Systems

We will learn a formal system of specifying transition systems (which we often depict as a transition diagram).

Concurrency Concepts

Safety, liveness, mutual exclusion, ...

Temporal Logic Software

Symbolic Model Verifier (NuSMV)

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Today

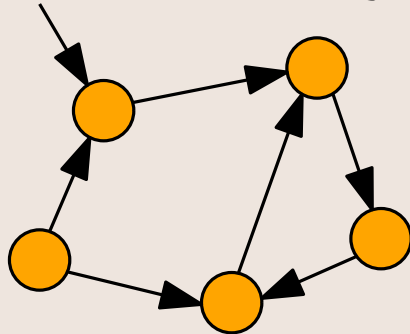
Reactive
System
Code

satisfies

\models

Requirements

Transition System



satisfies

\models

Temporal Logic
Formula
 ϕ

Model Checking

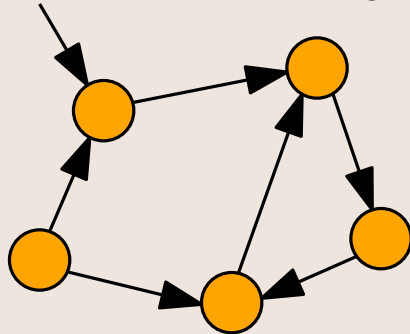
Reactive
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Formula
 ϕ

Model Checking

ν SMV

LTL Model Checking

$\mathcal{M} \models \phi \Leftrightarrow \forall \pi [\pi \models \phi]$

ν SMV Syntax by Example

vSMV Syntax by Example

```
MODULE main
```

```
VAR
```

```
  request : boolean;  
  status  : {ready, busy};
```

```
ASSIGN
```

```
  init(status) := ready;  
  next(status) :=  
    case  
      request : busy;  
      TRUE    : {ready, busy};  
    esac;
```

```
LTLSPEC G(request  $\rightarrow$  F(status = busy))
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vSMV source code consists of one or more **MODULES**.

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    case  
      request : busy;  
      TRUE    : {ready, busy};  
    esac;
```

```
LTLSPEC G(request → F(status = busy))
```

A MODULE has a **VAR** block where variables are declared.

`var-name : enum-type;`

vSMV Syntax by Example

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A MODULE has an **ASSIGN** block where:

Variables are **initialized**:

```
init(var-name) := value;
```

vSMV Syntax by Example

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MODULE main
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  request : boolean;  
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  init(status) := ready;  
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LTLSPEC G(request → F(status = busy))
```

A MODULE has an **ASSIGN** block where:

Variables are **initialized**:

```
  init(var-name) := value;
```

Unitialized variables (request) can take on any value from their type “non-deterministically.”

vSMV Syntax by Example

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MODULE main
```

```
VAR
```

```
  request : boolean;  
  status  : {ready, busy};
```

```
ASSIGN
```

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    case  
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      TRUE    : {ready, busy};  
    esac;
```

```
LTLSPEC G(request → F(status = busy))
```

A MODULE has an **ASSIGN** block where:

Transition relation is specified:

`next(var-name) := expression;`

vSMV Syntax by Example

```
MODULE main
```

```
VAR
```

```
  request : boolean;  
  status  : {ready, busy};
```

```
ASSIGN
```

```
  init(status) := ready;  
  next(status) :=  
    case  
      request : busy;  
      TRUE    : {ready, busy};  
    esac;
```

```
LTLSPEC G(request → F(status = busy))
```

A MODULE has an **ASSIGN** block where:

Transition relation is specified:

`next(var-name) := expression;`

Variables without specified transition are updated
“non-deterministically.”

vSMV Syntax by Example

```
MODULE main
```

```
VAR
```

```
  request : boolean;  
  status  : {ready, busy};
```

```
ASSIGN
```

```
  init(status) := ready;  
  next(status) :=
```

```
    case  
      request : busy;  
      TRUE    : {ready, busy};  
    esac;
```

```
LTLSPEC G(request → F(status = busy))
```

Expressions can be **case** statements.

```
case  
  condition1 : result1;  
  condition2 : result2;  
  ...  
  conditionN : resultN;  
  TRUE      : default;  
esac;
```

Note: the result can also be
a **non-deterministic choice**.

vSMV Syntax by Example

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MODULE main
```

```
VAR
```

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```

```
ASSIGN
```

```
  init(status) := ready;  
  next(status) :=  
    case  
      request : busy;  
      TRUE    : {ready, busy};  
    esac;
```

```
LTLSPEC G(request → F(status = busy))
```

A MODULE can have a **SPECIFICATION** block.

A ν SMV file specifies a transition system

The set of states, S , is the set of all possible combinations of variables.

$\text{request} \times \text{status} = \{\text{TRUE}, \text{FALSE}\} \times \{\text{ready}, \text{busy}\}$

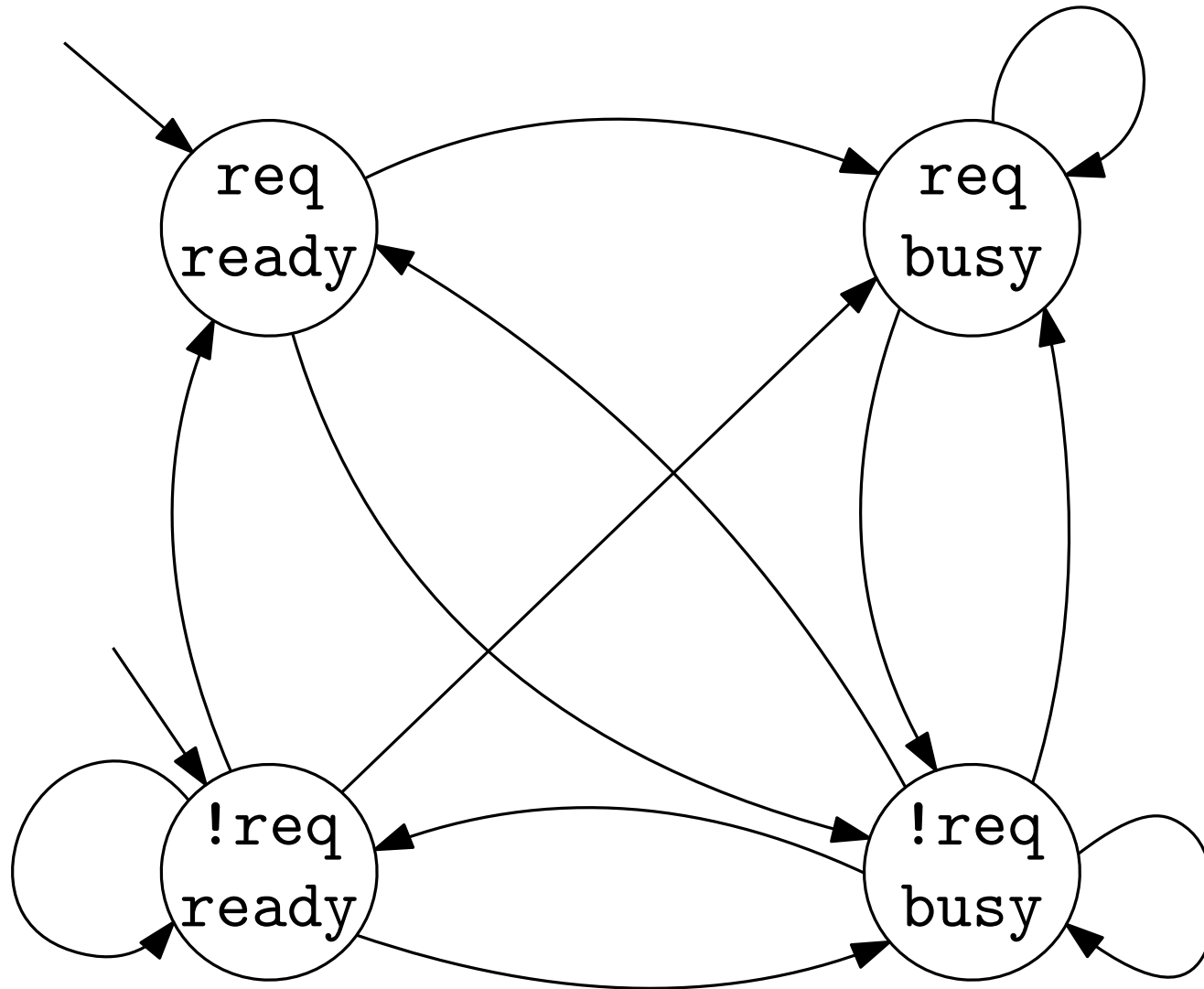
The initial states, I are specified by `init`.

`init(status) := ready;`

$I = \{(\text{request}, \text{ready}), (\neg\text{request}, \text{ready})\}$

The transition relation, \rightarrow is specified by `next`.

A *v*SMV file specifies a transition system



Running vSMV in Docker

vSMV is available in Docker as

```
smv
```

vSMV can be run in batch (default) or interactive mode

```
smv file-name.smv
```

```
smv -int file-name.smv
```

interactive flag

vSMV can run a “script” of commands

```
smv -source cmd-file [-int] file-name.smv
```

Running ν SMV in Docker

Interactive mode is good for exploring capabilities of ν SMV.

Some useful commands:

NuSMV > go runs a bunch of setup commands

NuSMV > <TAB> shows a list of commands

NuSMV > quit terminates interactive session

NuSMV > <CMD> -h shows help for <CMD>

Running vSMV in Docker

Some more useful commands:

```
NuSMV > print_reachable_states -v
```

```
NuSMV > pick_state -v -a [-i | -r]
```

```
NuSMV > simulate -v [-r | -i [-a]] -k <n>
```

```
NuSMV > check_ltlspec -p <LTLSPEC STRING>
```

```
NuSMV > check_property
```

```
NuSMV > print_fair_transitions -f dot -o fsm.dot
```

Other useful stuff

Some useful example files

Will be included in updated Docker image

Look through `my-commands.smv`

NuSMV> `save_ts` outputs the transition system to `fsm.dot`

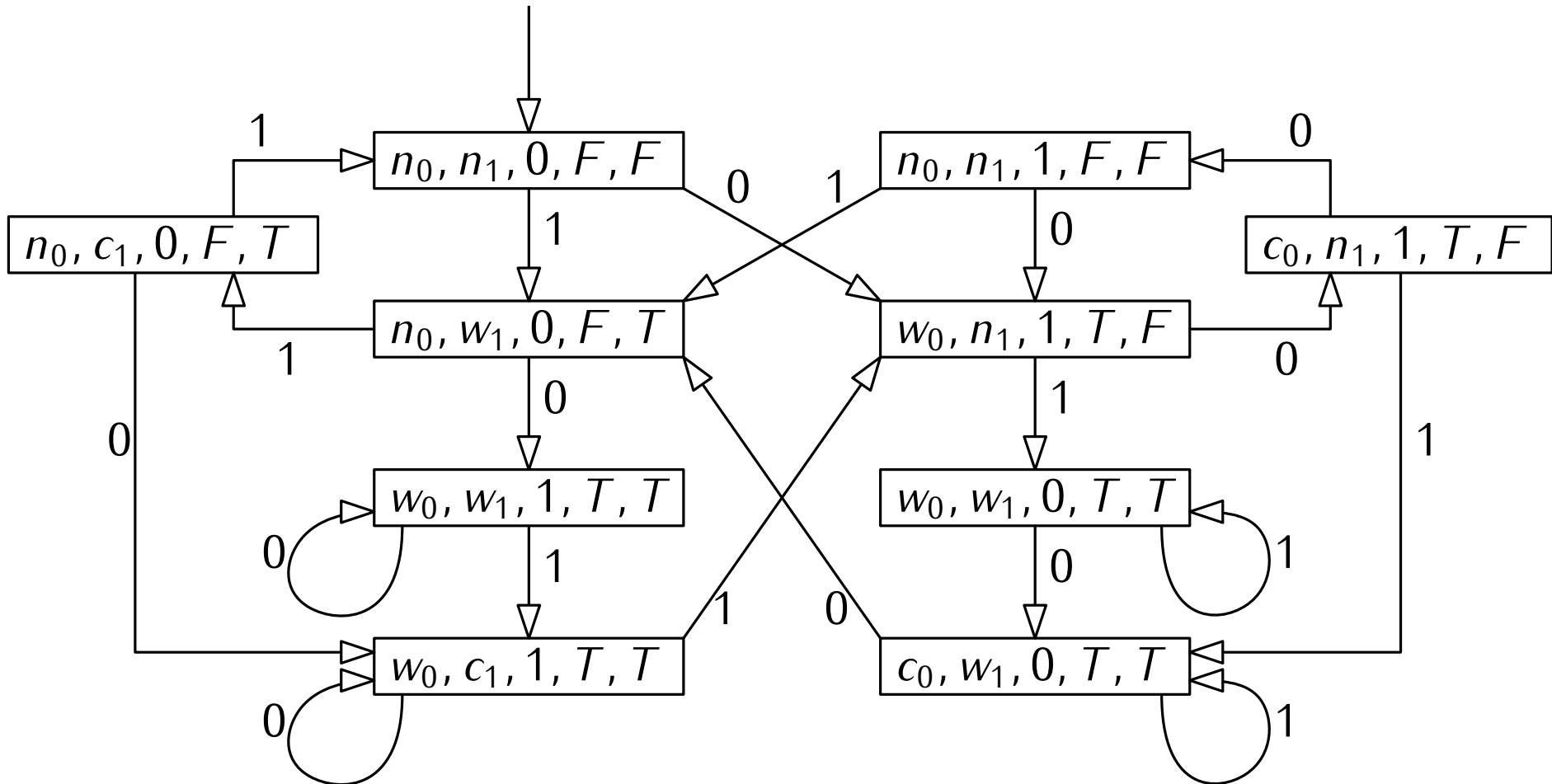
Generate a pdf of the transition system

`$ circo -v -Tpdf fsm.dot -o fsm.pdf`

Also try: `circo`, `dot`, `neato`, `twopi`, `fdp`, `sfdp`

Recall our Mutual Exclusion Example

```
proc(id, other, turn)
  while(true){
    n:   flag := TRUE; turn = (id + 1) % 2;
    w:   wait until (!other.flag | turn = id)
    c:   flag := FALSE;
  }
```



Recall our Mutual Exclusion Example

```
MODULE p(id, turn, other)
VAR
  pc    : {n, w, c};
  flag  : boolean;
ASSIGN
  init(pc) := n;
  init(flag) := FALSE;
  next(pc) :=
    case
      pc = n : w;
      pc = c : n;
      pc = w & (turn = id | !other.flag) : c;
      pc = w : w;
    esac;
  next(turn) :=
    case
      pc = n      : (id + 1) mod 2;
      TRUE       : turn;
    esac;
  next(flag) :=
    case
      pc = n : TRUE;
      pc = c : FALSE;
      TRUE   : flag;
    esac;
FAIRNESS running
```

```
MODULE main
VAR
  turn : 0..1;
  p0 : process p(0, turn, p1);
  p1 : process p(1, turn, p0);
ASSIGN
  init(turn) := 0;
LTLSPEC
  G(!(p0.pc = c & p1.pc = c))
```


Remember the big picture

