

Tamarin prover basics: Dependency Graphs



Green rectangular boxes represent rule instances. For a rule LHS \rightarrow [ACT] \rightarrow RHS, the top line represents the LHS, the middle line the ACT, and the bottom line the RHS.

Red arrows show the adversary learning a term from the network (through an Out fact)

Ellipses represent adversary actions (knowledge derivation, sending, etc.)

(Technical internals:
isend : adversary sending message to 'In' fact.
!KU : terms used during construction path
coerce : start of construction path (after possible deconstruction path))

The actions line also shows the concrete timepoint variable (here **#vr.2**) of this rule instance and the rule name (**A1**) with the set of actions (if any).

Black arrows denote where a produced fact is consumed by another rule.

Grey arrows show where a persistent fact/adversary knowledge is used by another rule.

Dotted arrows indicate temporal ordering, i.e., precedence.

Grey ellipses indicate where the adversary chooses a term (here **t1**); **!KU** is a specific case of **K**, i.e., learning a term.

Slightly different shades of green are used to distinguish between instances of different rules. Users can also choose to specify the color for each rule if they want to.

time

