

Specifications of LogIn Utility Module

Specification 1: User must not LogIn until he register first

Specification 2: abc

Specification 3: xyz

Specification 3: etc.

Step-1: We implement a simple LogIn utility scenario in java language, as shown in below source code:

//Source Code Example of LogInutility Class

//LogInUtility.java

```
public class LogInUtility {
```

//Define Input Alphabet

```
    public enum Input{  
        LogIn,  
        Register,  
        LogOut  
    }
```

//Define Output Alphabet

```
    public enum Output{  
        nok,  
        ok  
    }
```

```
    public enum State{  
        S0,  
        S1,  
        S2  
    }
```

```
    public State internalState = State.S0;
```

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```
@Override
public void pre() {
    internalState = State.S0;
}

@Override
public void post() {
}

@Override
public Output step(Input in {
    Switch(in) {
        case LogIn:
            switch(internalState)
            {
                case S0:
                    internalState=State.S0;
                    return Output.nok;

                case S1:
                    internalState=State.S2;
                    return Output.ok;
                case S2:
                    internalState=State.S2;
                    return Output.nok;
            }

        case Register:
            switch(internalState)
            {
                case S0:
                    internalState=State.S1;
                    return Output.ok;

                case S1:
                    internalState=State.S1;
                    return Output.nok;
                case S2:
                    internalState=State.S2;
                    return Output.nok;
            }

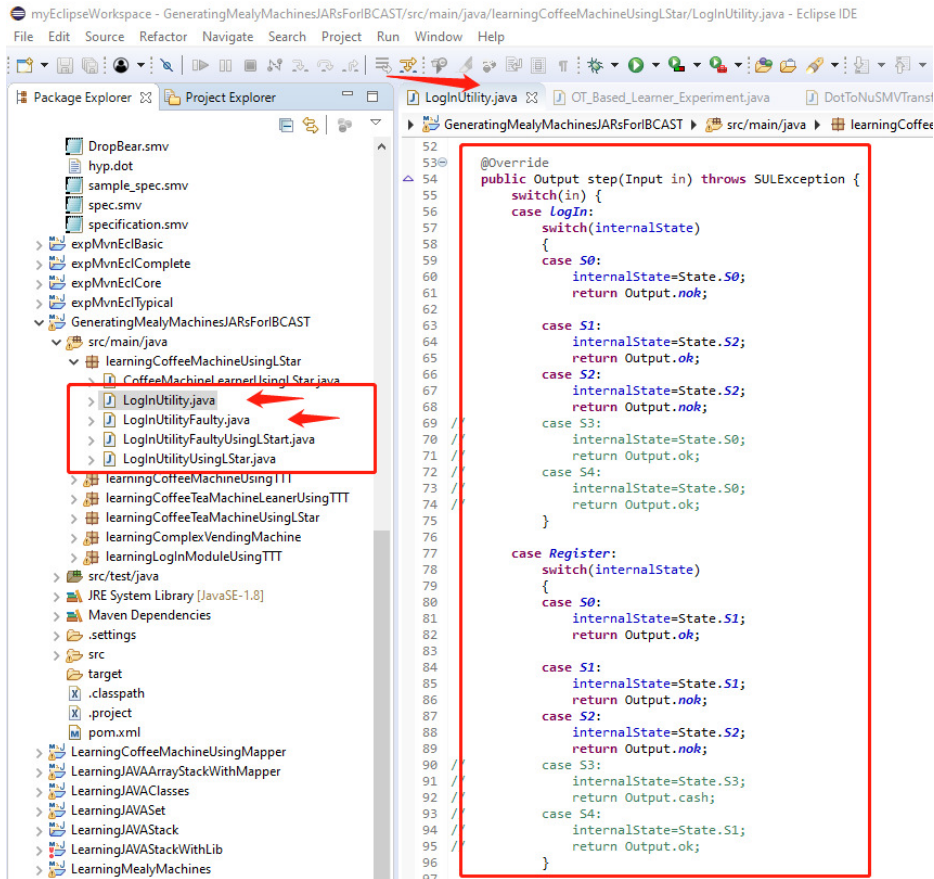
        case LogOut:
            switch(internalState)
            {
                case S0:
                    internalState=State.S0;
                    return Output.nok;
```

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```
case S1:
    internalState=State.S1;
    return Output.nok;
case S2:
    internalState=State.S1;
    return Output.ok;

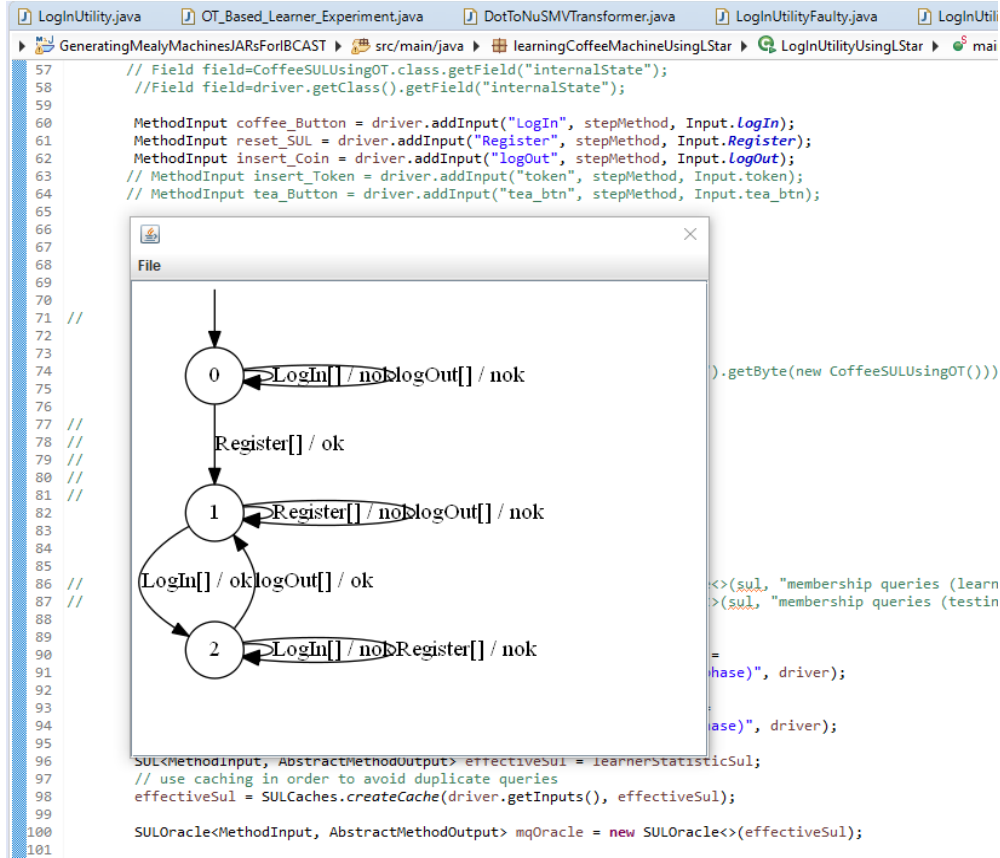
default:
    throw new IllegalArgumentException("Unknown input " + in);
}

//return null;
}
}
```



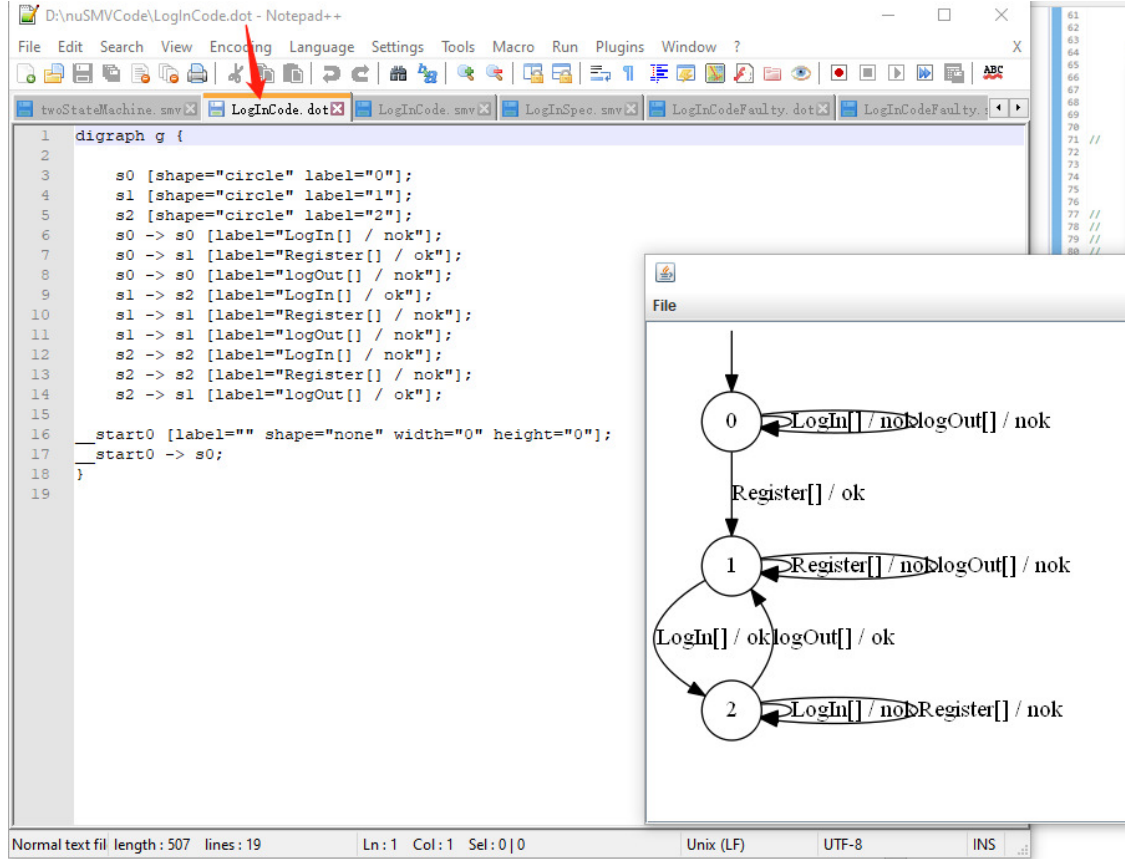
Step-2: We execute the above source code using our suggested model learning setup, and get the following behavior model of login utility module.

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And below is the behavior model, output file of model learning phase, in the form of dot language. We save the model with name "LoginCode.dot".

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Step-3: Next, we transform the dot model into .smv format using “dotToNuSMVTransformer” utility. In the resultant LoginCode.smv format, we append the specification to be checked i.e., User must not Login until he register first. We specify the property using LTL specification language.

The following specification represents the case that at the start (when user has not created Login account), if the input is Login (i.e., user tries to Login) then output should be “Not OK” i.e., the system should deny log in.

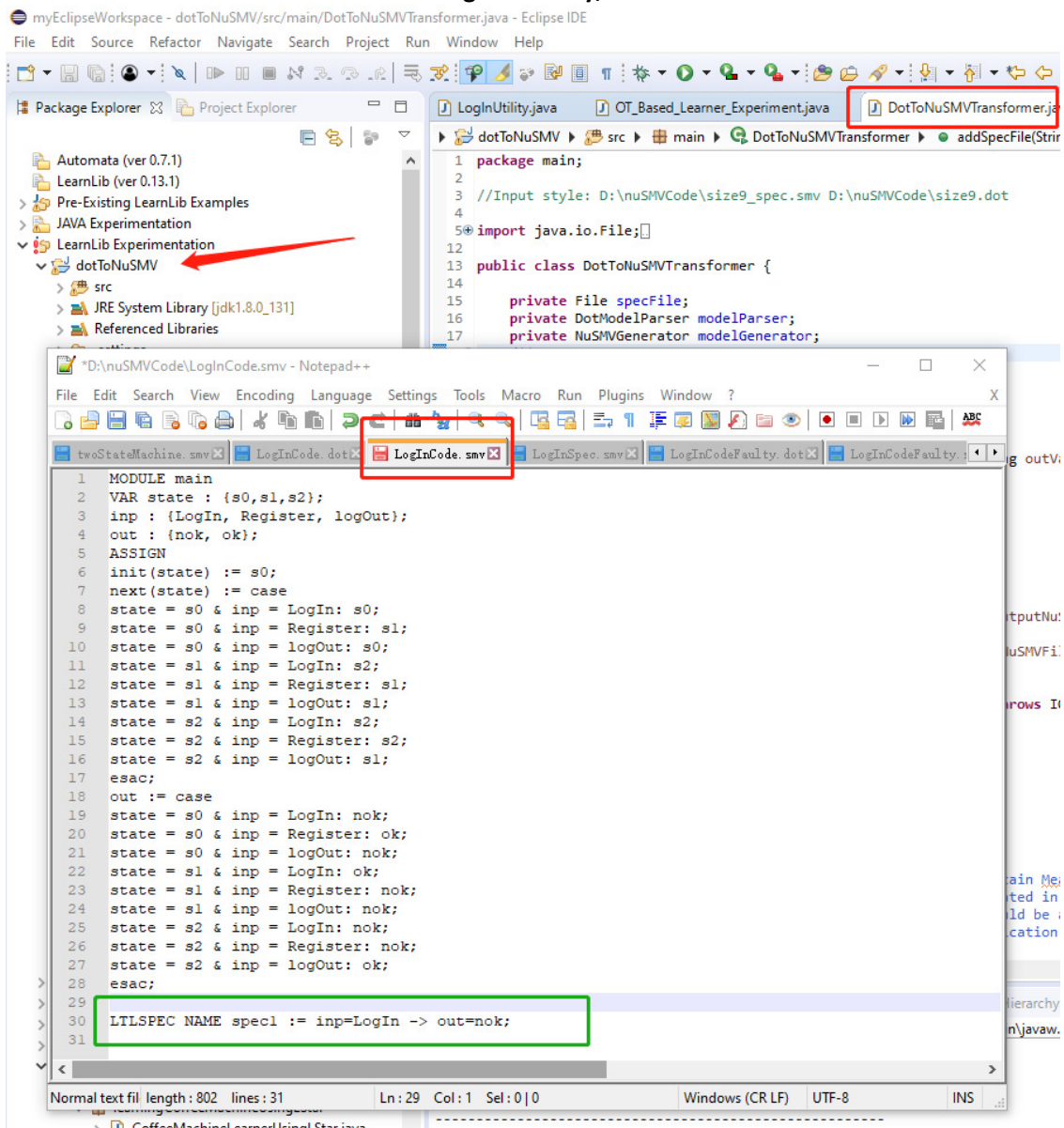
LTLSPEC NAME spec1 := inp=Login -> out=nok

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Step-4: Next, we run the model checker i.e., NuSMV and observed that the system has validate/verify the property (as per our expectation that system should behave like this). The output of the model checking has been shown in the below figure.

```
D:\NuSMV-2.6.0>cd bin
D:\NuSMV-2.6.0\bin>nusmv d:\nusmvcode\LogInCode.smv
*** This is NuSMV 2.6.0 (compiled on Wed Oct 14 15:37:51 2015)
*** Enabled addons are: compass
*** For more information on NuSMV see <http://nusmv.fbk.eu>
*** or email to <nusmv-users@list.fbk.eu>.
*** Please report bugs to <Please report bugs to <nusmv-users@fbk.eu>>

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*** This version of NuSMV is linked to the CUDD library version 2.4.1
*** Copyright (c) 1995-2004, Regents of the University of Colorado

*** This version of NuSMV is linked to the MiniSat SAT solver.
*** See http://minisat.se/MiniSat.html
*** Copyright (c) 2003-2006, Niklas Een, Niklas Sorensson
*** Copyright (c) 2007-2010, Niklas Sorensson

-- specification (inp = LogIn -> out = nok) is true
D:\NuSMV-2.6.0\bin>
```

Step-5: Next, we introduce an error in the implementation of "LogInUtiliy.java" class. We suppose that the coder has given access to the user (by mistake) where he can LogIn without creating his logIn first (or any implementation error can be considered for demonstration purposes). The next slides highlight the fact that our proposed framework is capturing this erroneous behavior accurately and the same specification (**LTLSPEC NAME spec1 := inp=LogIn -> out=nok**) is now not validated this time (as model checker has not verified it and give us a counterexample for further analysis).

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ngCoffeeMachineUsingLStar/LoginUtilityFaultyUsingLStart.java - Eclipse IDE

The screenshot shows the Eclipse IDE with a Java file named `ngCoffeeMachineUsingLStar/LoginUtilityFaultyUsingLStart.java`. The code defines a test driver for a coffee machine model. A red arrow points to the `LoginUtilityFaultyUsingLStart` tab. To the right, a state transition diagram is displayed, showing three states (0, 1, 2) and transitions labeled with actions and outcomes.

```

// instantiate test driver
SimplePOJOTestDriver driver = new SimplePOJOTestDriver(CoffeeMachine.class.getConstructor());
implePOJOTestDriver driver = new SimplePOJOTestDriver(LoginUtilityFaulty.class.getConstructor());
/Alphabet<Input> sigma= Alphabets.fromEnum(Input.class);

Method stepMethod = CoffeeMachine.class.getMethod("step", CoffeeMachine.class);
Method stepMethod = LoginUtilityFaulty.class.getMethod("step", LoginUtilityFaulty.class);
Field field=CoffeeSULUsingOT.class.getField("internalState");
Field field=driver.getClass().getField("internalState");

MethodInput coffee_Button = driver.addInput("LogIn", stepMethod, Input.class);
MethodInput reset SUL = driver.addInput("Register", stepMethod, Input.class);
MethodInput insert_Coin = driver.addInput("LogOut", stepMethod, Input.class);
MethodInput insert_Token = driver.addInput("token", stepMethod, Input.class);
MethodInput tea_Button = driver.addInput("tea_btn", stepMethod, Input.class);

JL<MethodInput, AbstractMethodOutput> sul = driver;
JL.pre();

System.out.println(sul.step(coffee_Button));

/System.out.println(field.get(sul)); // Error
/System.out.println(CoffeeSULUsingOT.class.getField("internalState").get(sul)); //Error

System.out.println(sul.step(LogIn));
System.out.println(sul.step(Register));
System.out.println(sul.step(LogOut));

JL.post();

// oracle for counting queries wraps SUL
DFACounterOracle<Character> learnerMQOracle = new DFACounterOracle<Character>(SUL, "membership queries (learning)");
DFACounterOracle<Character> testerMQOracle = new DFACounterOracle<Character>(SUL, "membership queries (testing)");
    
```

The state transition diagram shows three states: 0 (initial), 1, and 2. Transitions are labeled with actions and outcomes:

- State 0 to State 1: `LogIn[] / ok`
- State 1 to State 0: `LogOut[] / nok`
- State 1 to State 2: `Register[] / nok`
- State 2 to State 1: `LogIn[] / ok`
- State 2 to State 0: `LogOut[] / ok`
- State 2 to State 2: `Register[] / nok`
- State 2 to State 2: `LogOut[] / nok`

The screenshot shows a Notepad++ window with a file named `LoginCodeFaulty.dot`. The file contains a digraph definition for a state transition system. To the right, a state transition diagram is displayed, showing three states (0, 1, 2) and transitions labeled with actions and outcomes.

```

digraph g {
    s0 [shape="circle" label="0"];
    s1 [shape="circle" label="1"];
    s2 [shape="circle" label="2"];
    s0 --> s1 [label="LogIn[] / ok"];
    s0 --> s2 [label="Register[] / ok"];
    s0 --> s0 [label="LogOut[] / nok"];
    s1 --> s1 [label="LogIn[] / nok"];
    s1 --> s1 [label="Register[] / nok"];
    s1 --> s2 [label="LogOut[] / ok"];
    s2 --> s1 [label="LogIn[] / ok"];
    s2 --> s2 [label="Register[] / nok"];
    s2 --> s2 [label="LogOut[] / nok"];
    start0 [label="" shape="none" width="0" height="0"];
    start0 --> s0;
}
    
```

The state transition diagram shows three states: 0 (initial), 1, and 2. Transitions are labeled with actions and outcomes:

- State 0 to State 1: `LogIn[] / ok`
- State 0 to State 2: `Register[] / ok`
- State 0 to State 0: `LogOut[] / nok`
- State 1 to State 1: `LogIn[] / nok`
- State 1 to State 1: `Register[] / nok`
- State 1 to State 2: `LogOut[] / ok`
- State 2 to State 1: `LogIn[] / ok`
- State 2 to State 2: `Register[] / nok`
- State 2 to State 2: `LogOut[] / nok`

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```

1  MODULE main
2  VAR state : {s0,s1,s2};
3  inp : {Login, Register, Logout};
4  out : {ok, nok};
5  ASSIGN
6  init(state) := s0;
7  next(state) := case
8  state = s0 & inp = Login: s1;
9  state = s0 & inp = Register: s2;
10 state = s0 & inp = Logout: s0;
11 state = s1 & inp = Login: s1;
12 state = s1 & inp = Register: s1;
13 state = s1 & inp = Logout: s2;
14 state = s2 & inp = Login: s1;
15 state = s2 & inp = Register: s2;
16 state = s2 & inp = Logout: s2;
17 esac;
18 out := case
19 state = s0 & inp = Login: ok;
20 state = s0 & inp = Register: ok;
21 state = s0 & inp = Logout: nok;
22 state = s1 & inp = Login: nok;
23 state = s1 & inp = Register: nok;
24 state = s1 & inp = Logout: ok;
25 state = s2 & inp = Login: ok;
26 state = s2 & inp = Register: nok;
27 state = s2 & inp = Logout: nok;
28 esac;
29
30 LTLSPEC NAME spec1 := inp=Login -> out=nok;

```

```

D:\NuSMV-2.6.0\bin>nusmv d:\nusmvcode\LoginCodeFaulty.smv
*** This is NuSMV 2.6.0 (compiled on Wed Oct 14 15:37:51 2015)
*** Enabled addons are: compass
*** For more information on NuSMV see <http://nusmv.fbk.eu>
*** or email to <nusmv-users@list.fbk.eu>.
*** Please report bugs to <Please report bugs to <nusmv-users@fbk.eu>>

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*** See http://minisat.se/MiniSat.html
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*** Copyright (c) 2007-2010, Niklas Sorensson

-- specification (inp = Login -> out = nok) is false
-- as demonstrated by the following execution sequence
Trace Description: LTL Counterexample
Trace Type: Counterexample
-> State: 1.1 <-
  state = s0
  inp = Login
  out = ok
-- Loop starts here
-> State: 1.2 <-
  state = s1
  inp = Register
  out = nok
-> State: 1.3 <-

```