Tamarin basics: Dependency Graphs

Green rectangular boxes represent rule instances. For a rule `LHS -[ ACT ]-> 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)

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).

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

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.