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Principles of the
Spin Model Checker
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Chapter 1

Sequential Programing

in PROMELA

SPIN is a **model checker** – a software tool for verifying models of physical sistemas, in particular, computerized systems.

First, a model is written that describes the behavior of the system;

then, correctness properties that express requirements on the system's behavior are specifies;

finally, the model checker is run to check if the correctness properties hold for the model, and if not, to provide a counterexample: a computation that does not satisfy a correctness property.

1.1 A first program in PROMELA

PROMELA (**P**rocess or **P**rotocol **M**eta **L**anguage) is, in effect, **a simple programming language**.

Programs in PROMELA are composed of **a set of processes**. Processes may have parameters.

The statements of the process are written between the braces { and }.

Comments are enclosed between /* and */.

init

NAME

init - for declaring an initial process.

SYNTAX

init { *sequence* }

DESCRIPTION

The **init** keyword is used to declare the behavior of a process that is active in the initial system state.

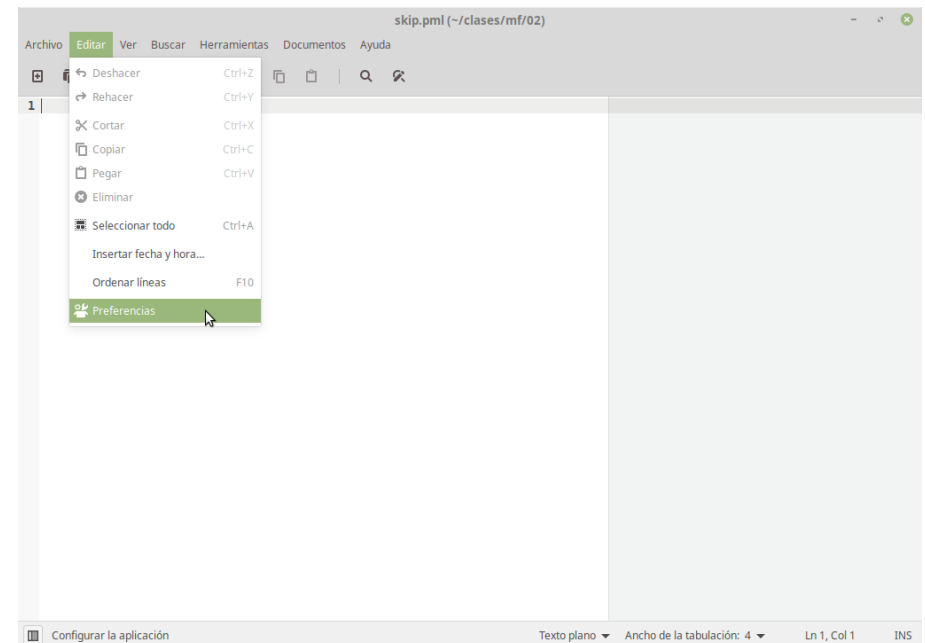
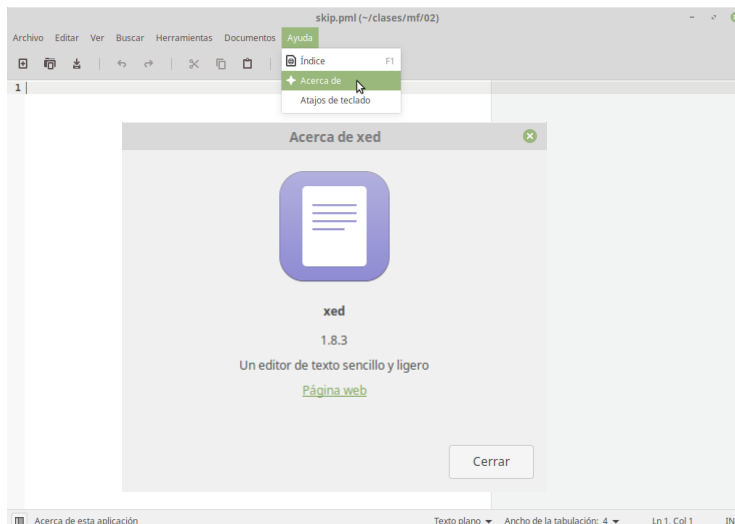
An **init** process has no parameters, and no additional copies of the process can be created (that is, the keyword cannot be used as an argument to the run operator).

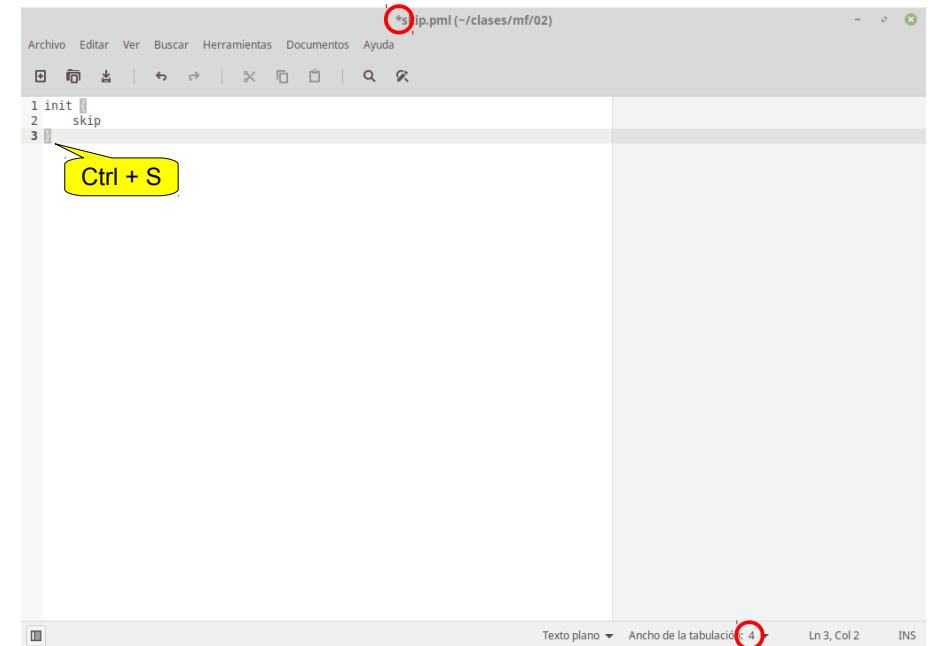
```
$ pwd
/home/vk

$ mkdir -p clases/mf/02/ch01

$ cd clases/mf/02/

$ xed skip.pml &
```





Listing 0.0 Smallest possible model

```
$ cat -n skip.pml
```

```
1  init {
2      skip
3  }
```

```
$ spin skip.pml
```

```
1 process created
```

```
$ pwd
/home/vk/clases/mf/02/
```

Poblar la carpeta ch01 con los ejemplos de Ben-Ari

```
$ ls -l ch01
```

```
total 44
```

```
-rw----- 1 vk vk 270 jun 3 2007 counting.pml
-rw----- 1 vk vk 192 sep 6 2005 for.h
-rw----- 1 vk vk 244 jun 3 2007 for.pml
-rw----- 1 vk vk 304 jun 3 2007 gcd.pml
-rw----- 1 vk vk 359 jun 3 2007 if1.pml
-rw----- 1 vk vk 510 jun 3 2007 if2-conditional.pml
-rw----- 1 vk vk 535 jun 3 2007 if2.pml
-rw----- 1 vk vk 298 jun 3 2007 max.pml
-rw----- 1 vk vk 444 jun 3 2007 mtype1.pml
-rw----- 1 vk vk 321 jun 3 2007 mtype.pml
-rw----- 1 vk vk 277 jun 3 2007 rev.pml
```

Listing 0.1 Hello program

```
1 init {  
2     printf("hello world\n")  
3 }
```

NAME

proctype - for declaring new process behavior.

SYNTAX

proctype name ([decl_list]) { sequence }

DESCRIPTION

All process behavior must be declared before it can be instantiated. The proctype construct is used for the **declaration**.

Instantiation can be done either with the run operator, or with the prefix active that can be used at the time of declaration.

NAME

active - prefix for proctype declarations to instantiate an initial set of processes.

SYNTAX

active proctype name ([decl_list]) { sequence }
active '['const']' **proctype** name ([decl_list]) { sequence }

DESCRIPTION

The keyword active can be prefixed to any proctype declaration to define a set of processes that are required to be active (i.e., running) in the initial system state. At least one active process must always exist in the initial system state. Such a process can also be declared with the help of the keyword init .

Multiple instantiations of the same proctype can be specified with an optional array suffix of the active prefix. The instantiation of a proctype requires the allocation of a process state and the instantiation of all associated local variables. At the time of instantiation, a unique process instantiation number is assigned.

...

Processes that are instantiated through an active prefix cannot be passed arguments. It is, nonetheless, legal to declare a list of formal parameters for such processes to allow for argument passing in additional instantiations with a run operator. In this case, copies of the processes instantiated through the active prefix have all formal parameters initialized to zero. Each active process is guaranteed to have a unique _pid within the system.

...

In many Promela models, the init process is used exclusively to initialize other processes with the run operator. By using active prefixes instead, the init process becomes superfluous and can be omitted, which reduces the amount of memory needed to store global states.

```
$ cat -n active.pml
1 active proctype A(int a) {
2     printf("A: %d\n", a)
3 }
4
5 active [4] proctype B() {
6     printf("B: %d\n", _pid)
7     run A(_pid)
8 }
```

```
$ spin active.pml
```

```

      B: 3
A: 0
      B: 2
      B: 4
    B: 1
      A: 2
    A: 3
      A: 4
      A: 1
```

```
9 processes created
```

```
$ spin -T active.pml
```

```

B: 2
B: 1
B: 3
A: 0
A: 2
A: 3
A: 1
B: 4
A: 4
```

```
9 processes created
```

do not indent printf output

```
$ cat -n active_error.pml
1 active proctype A(int a=7) {
2     printf("A: %d\n", a)
3 }
4
5 active [4] proctype B() {
6     printf("B: %d\n", _pid)
7     run A(_pid)
8 }
```

```
$ spin active_error.pml
```

```
spin: active_error.pml:1, Error: initializer in parameter list
```

Listing 1.1 Reversing digits

```

1 active proctype P() {
2     int value = 123; /* int or byte? */
3     int reversed;
4     reversed =
5         (value % 10) * 100 +
6         ((value / 10) % 10) * 10 +
7         (value / 100);
8     printf("value = %d, reversed = %d\n", value, reversed)
9 }
```

```

$ cat -n rev.pml
1 /* Copyright 2007 by Moti Ben-Ari under the GNU GPL;
see readme.txt */
2
3 active proctype P() {
4     int value = 123;
5     int reversed;
6     reversed =
7         (value % 10) * 100 +
8         ((value / 10) % 10) * 10 +
9         (value / 100);
10    printf("value = %d, reversed = %d\n", value,
reversed)
11 }
```

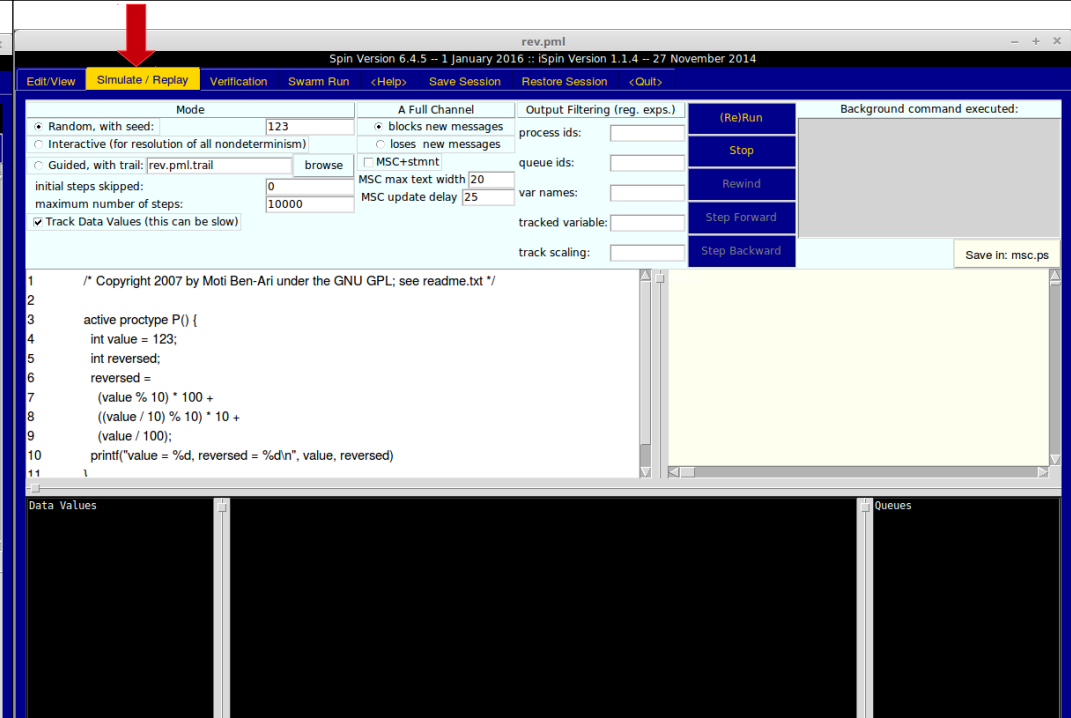
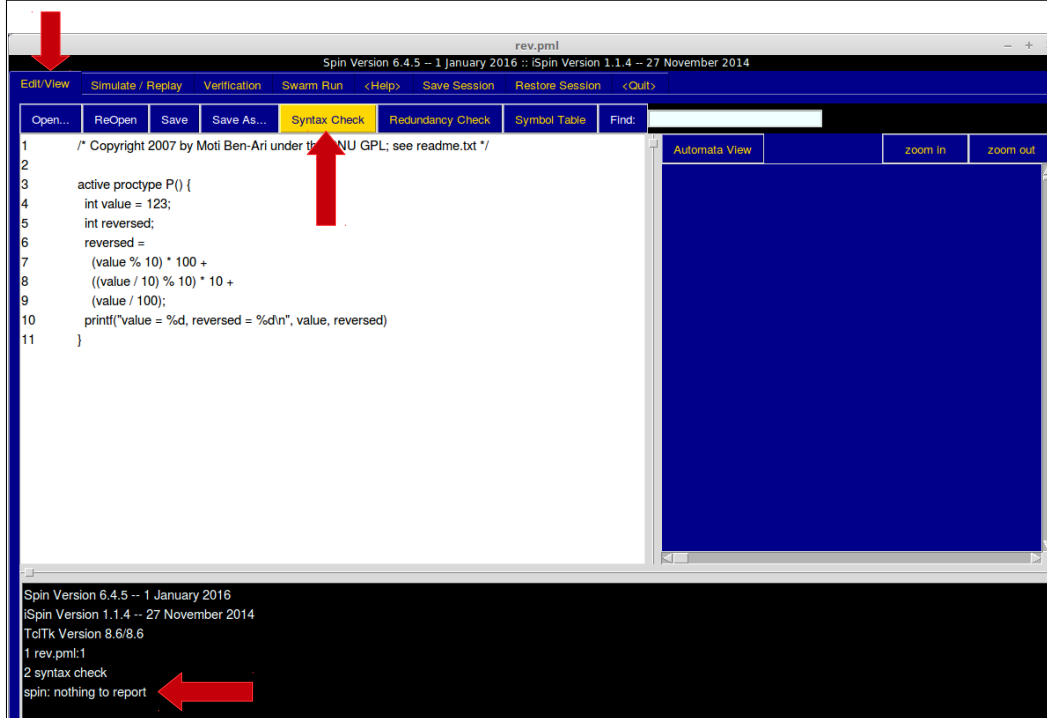
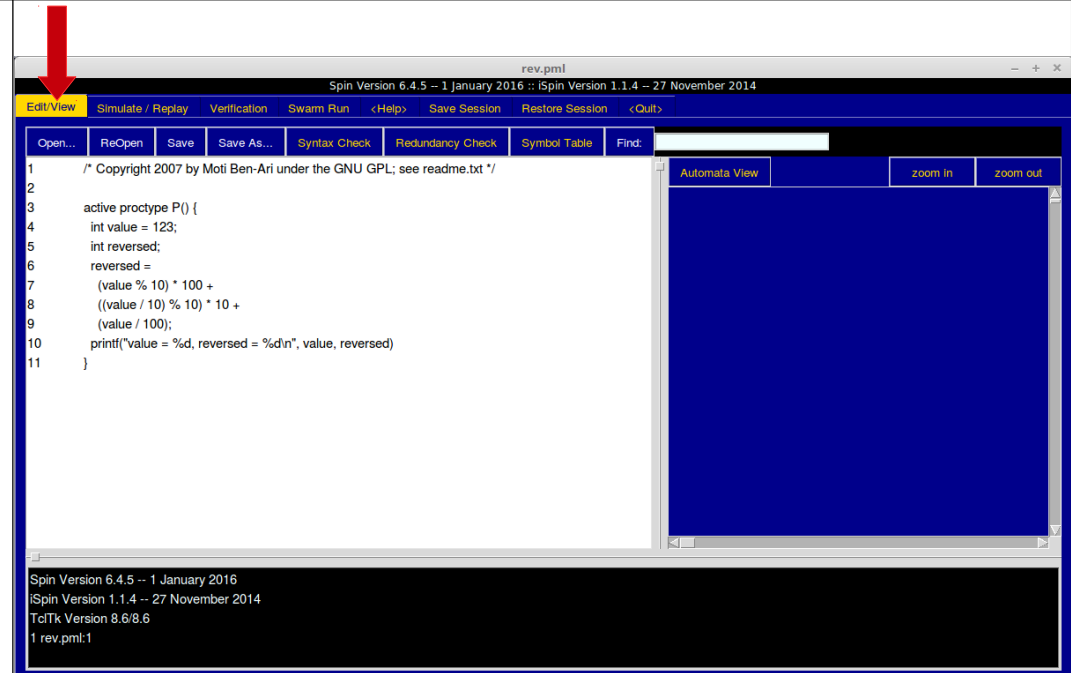
```
$ spin rev.pml
    value = 123, reversed = 321
1 process created

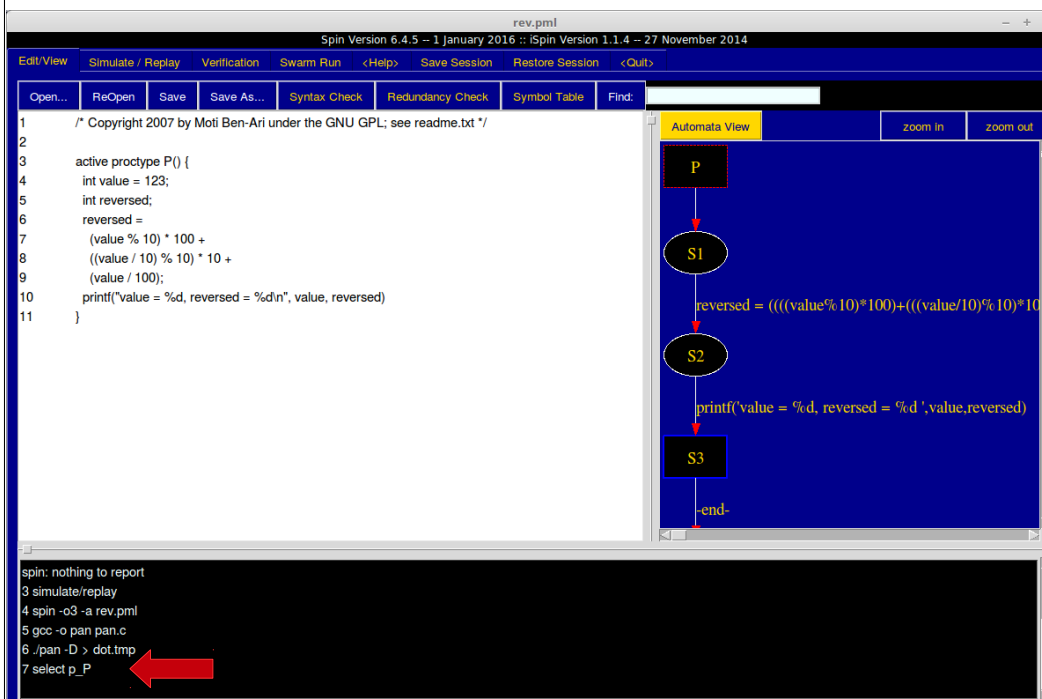
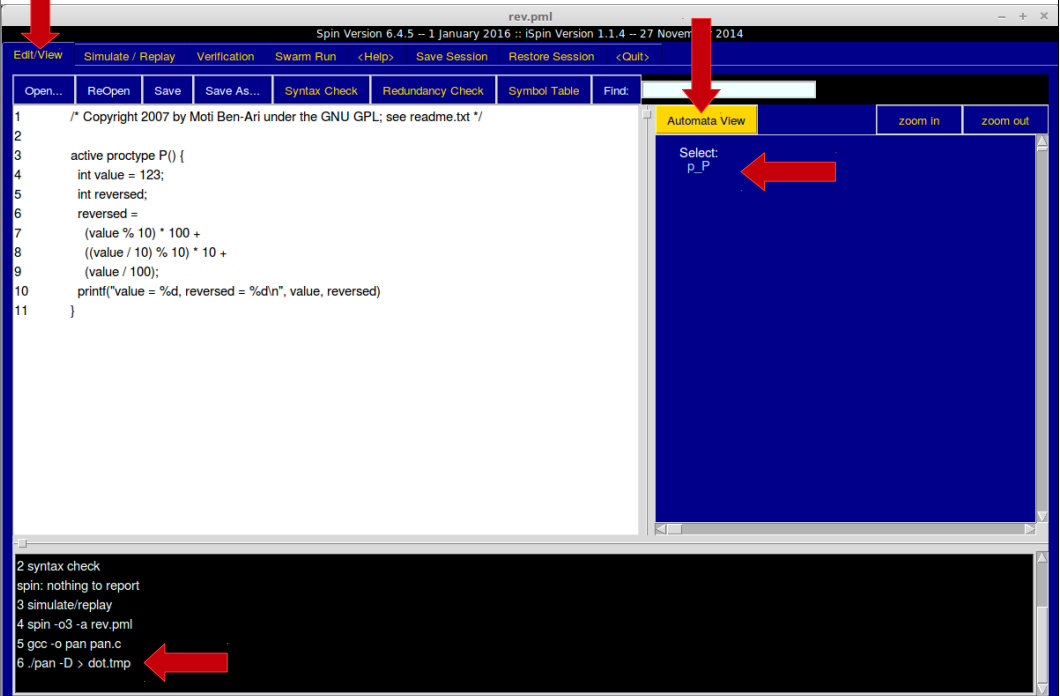
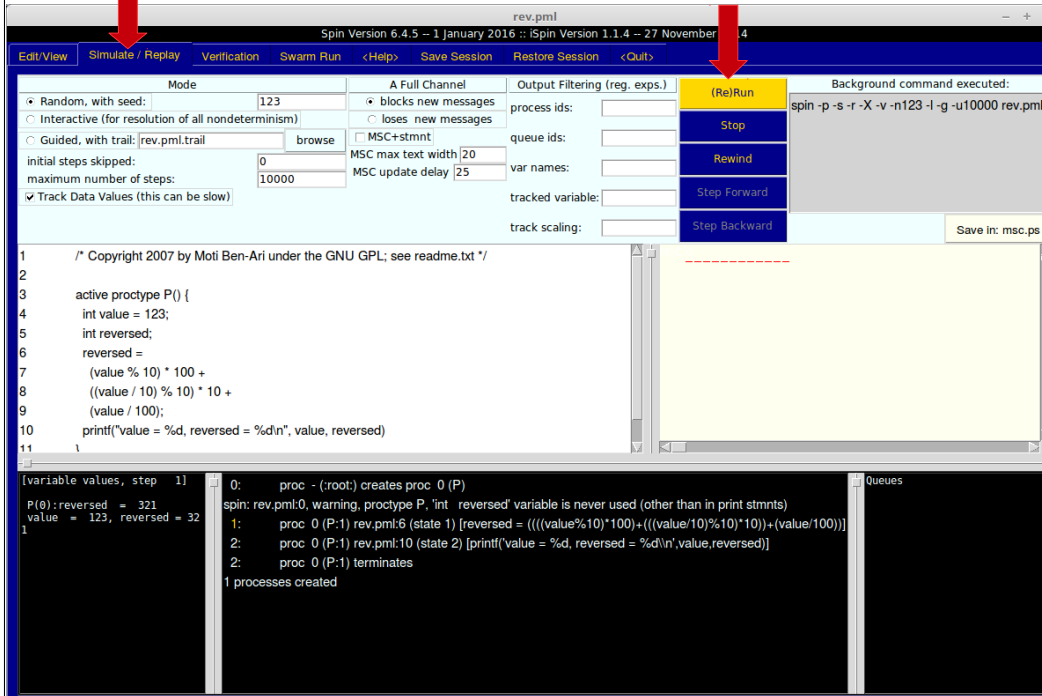
$ spin rev.pml > rev.out

$ cat rev.out
    value = 123, reversed = 321
1 process created

$ ls -l rev.{pml,out}
-rw-rw-r-- 1 vk vk  52 ago 25 01:16 rev.out
-rw----- 1 vk vk 277 jun  3  2007 rev.pml

$ ispin rev.pml
```





iSpin, Automata View:

```
$ spin -o3 -a rev.pml
$ gcc -o pan pan.c
$ ./pan -D > dot.tmp
```

```
# generate a verifier in pan.c
# compile the verifier
# print state tables in dot-format and stop
```

Salida de la opción D de pan:

```
digraph p_P {
    size="8,10";
    GT [shape=box,style=dotted,label="P"];
    GT -> S1;
    S1 -> S2 [color=black,style=solid,label="reversed =
    (((value%10)*100)+(((value/10)%10)*10)+(value/100))"];
    S2 -> S3 [color=black,style=solid,label="printf('value
    = %d, reversed = %d ',value,reversed)"];
    S3 -> S0 [color=black,style=solid,label="-end-"];
    S3 [color=blue,style=bold,shape=box];
}
```

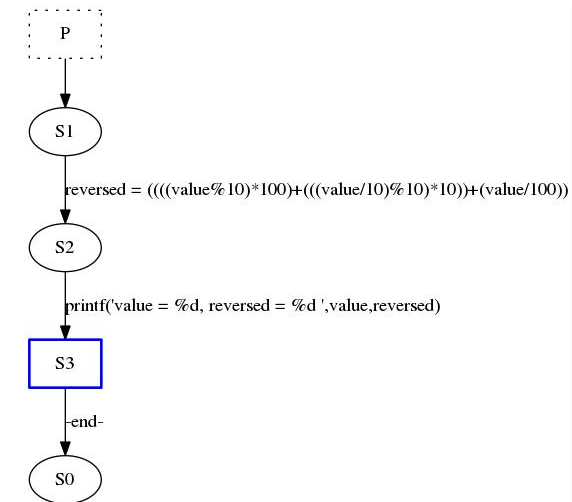
```
$ dot < dot.tmp > dot.out
```

```
$ cat dot.out
```

```
digraph p_P {
    graph [bb="0,0,405,370",
          size="8,10"
    ];
    node [label="\N";
    GT      [height=0.5,
            label=P,
            pos="27,352",
            shape=box,
            style=dotted,
            width=0.75];
    S1      [height=0.5,
            pos="27,279",
            width=0.75];
    GT -> S1      [pos="e,27,297.03 27,333.81 27,325.79
27,316.05 27,307.07"];
    S2      [height=0.5,
    ...
```

```
$ dot -Tps dot.tmp -o rev.ps
```

```
$ dot -Tjpg dot.tmp -o rev.jpg
```



Numeric data types

Type	Values	Size (bits)
bit, bool	0, 1, false, true	1
byte	0..255	8
pid	0..255	8
short	-32768..32767	16
int	$-2^{31}..2^{31}-1$	32
unsigned	$0..2^n-1$	≤ 32

```
typename name [ = anyexpr ]
```

```
unsigned name : constant [ = anyexpr ]
```

```
unsigned x : 5 = 15; /* stored in 5 bits */
```

Warning

All variables are initialized by default to zero, but it is recommended that explicit initial values always be given in variable declarations.

- There is no separate character type in PROMELA. Literal character values can be assigned to variables of type **byte** and printed using the **%c** format specifier.
- There are no string variables in PROMELA. Messages are best modeled using just a few numeric codes and the full text is not needed. In any case, **printf** statements are only used as a convenience during simulation and are ignored when SPIN performs a verification.
- There are no floating-point data types in PROMELA. Floating-point numbers are generally not needed in models because the exact values are not important; it is better to model a numeric variable by a handful of discrete values such as minimum, low, high, maximum.

Initial values of variables

The recommendation to give explicit initial values is driven not only by good programming practice; it can also affect the size of models in SPIN.

For example, if you need to model positive integer values and write

```
byte n;  
n = 1;
```

there will be additional (and unnecessary) states in which the value of n is zero.

Operators in Promela

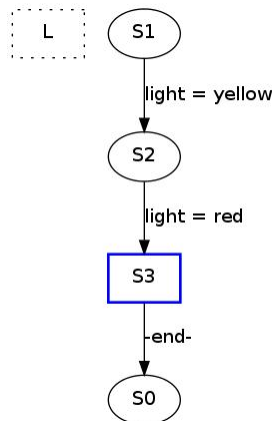
Precedence	Operator	Associativity	Name
14	()	left	parentheses
14	[]	left	array indexing
14	.	left	field selection
13	!	right	logical negation
13	~	right	bitwise complementation
13	++,--	right	increment, decrement
12	*,/,%	left	multiplication, division, modulo
11	+, -	left	addition, subtraction
10	<<, >>	left	left and right bitwise shift
9	<, <=, >, >=	left	arithmetic relational operators
8	==, !=	left	equality, inequality
7	&	left	bitwise and
6	^	left	bitwise exclusive or
5		left	bitwise inclusive or
4	&&	left	logical and
3		left	logical or
2	(-> :)	right	conditional expression
1	=	right	assignment

Symbolic names

```
#define N 10
```

```
#define red 3  
#define yellow 2  
#define green 1
```

```
$ cat -n light_0A.pml  
1 /* light_0A.pml */  
2  
3 mtype = { red, yellow, green };  
4  
5 active proctype L() {  
6  
7     mtype light = green;  
8  
9     light = yellow;  
10    light = red;  
11 }
```



Symbolic names

```
$ cat -n light_0A1.pml  
1 /* light_0A1.pml */  
2  
3 mtype = { red, yellow, green } /* ; <- optional since 6.3.0 */  
4  
5 active proctype L() {  
6  
7     mtype light = green  
8  
9     printf("red = %d, yellow = %d, green = %d\n", red, yellow, green)  
10  
11    printf("light = %e (%d)\n", light, light)  
12  
13    light = yellow  
14    printf("light = %e (%d)\n", light, light)  
15    light = red  
16    printf("light = %e (%d)\n", light, light)  
17 }  
$ spin light_0A1.pml  
red = 3, yellow = 2, green = 1  
light = green (1)  
light = yellow (2)  
light = red (3)  
1 process created
```

Symbolic names

```
$ cat -n light_0A2.pml
1  /* light_0A2.pml */
2
3  // requires Spin Version 6.4.8 or later
4
5  mtype { one, two, three }
6
7  mtype:fruit = { apple, pear, banana }
8
9  mtype:sizes = { small, medium, large }
10
11 proctype recipient(mtype:fruit z; mtype y) {
12     atomic {
13         printf("z: "); printm(z); printf("\n")
14         printf("y: "); printm(y); printf("\n")
15     }
16 }
17
...
```

Symbolic names

```
...
18 init {
19     mtype numbers
20     mtype:fruit snack
21     mtype:sizes package
22
23     run recipient(pear, two)
24
25     numbers = one
26     snack = pear
27     package = large
28
29     printm(numbers)
30     printm(snack)
31     printm(package)
32     printf("\n")
33 }

$ spin light_0A2.pml
      z:                pear
      y:                two
one    pear    large
2 processes created
```

Symbolic names

NAME

mtype - for defining symbolic names of numeric constants.

SYNTAX

mtype [:name][=] { name [, name]* }

mtype [:name] name [= mtype_name]

mtype [:name] name [' const '][= mtype_name]

DESCRIPTION

An mtype declaration allows for the introduction of symbolic names for constant values. There can be multiple mtype declarations in a verification model. If multiple declarations are given, they are equivalent to a single mtype declaration that contains the concatenation of all separate lists of symbolic names.

... the keyword mtype can be followed by a colon and a name (as in mtype:fruit = { apple, pear }) to indicate a specific subtype. If so, then every use of the mtype keyword must be followed by the same suffix for all variables declared to be of that subtype.

Repetitions


```
$ cat -n light_0B.pml
1  /* light_0B.pml */
2
3  active proctype L() {
4
5      do
6      :: skip
7      od
8  }
```



skip \equiv true \equiv (1)

Repetitions

```
$ cat -n ex_1a.pml
1 // http://spinroot.com/spin/Doc/Exercises.html
2
3 init {
4     byte i // initialized to 0 by default
5     do
6         :: i++ // increment i by one
7     od
8 }
```



```
$ spin ex_1a.pml
spin: ex_1a.pml:6, Error: value (256->0 (8)) truncated in
assignment
spin: ex_1a.pml:6, Error: value (256->0 (8)) truncated in
assignment
spin: ex_1a.pml:6, Error: value (256->0 (8)) truncated in
assignment
...
<Ctrl-C>
```

Repetitions

```
$ spin -u100 ex_1a.pml
-----
depth-limit (-u100 steps) reached
#processes: 1
100:   proc  0 (:init::1) ex_1a.pml:5 (state 2)
1 process created

$ spin -p -l -u4 ex_1a.pml
0:   proc  - (:root:) creates proc  0 (:init:)
1:   proc  0 (:init::1) ex_1a.pml:6 (state 1)      [i = (i+1)]
        :init:(0):i = 1
2:   proc  0 (:init::1) ex_1a.pml:8 (state 3)      [.(goto)]
3:   proc  0 (:init::1) ex_1a.pml:6 (state 1)      [i = (i+1)]
        :init:(0):i = 2
4:   proc  0 (:init::1) ex_1a.pml:8 (state 3)      [.(goto)]
-----
depth-limit (-u4 steps) reached
#processes: 1
4:   proc  0 (:init::1) ex_1a.pml:5 (state 2)
1 process created
```

Repetitions

```
$ spin -p -l -u512 ex_1a.pml
0:   proc  - (:root:) creates proc  0 (:init:)
1:   proc  0 (:init::1) ex_1a.pml:6 (state 1)      [i = (i+1)]
        :init:(0):i = 1
2:   proc  0 (:init::1) ex_1a.pml:8 (state 3)      [.(goto)]
...
509:  proc  0 (:init::1) ex_1a.pml:6 (state 1)      [i = (i+1)]
        :init:(0):i = 255
510:  proc  0 (:init::1) ex_1a.pml:8 (state 3)      [.(goto)]
spin: ex_1a.pml:6, Error: value (256->0 (8)) truncated in assignment
511:  proc  0 (:init::1) ex_1a.pml:6 (state 1)      [i = (i+1)]
        :init:(0):i = 0
512:  proc  0 (:init::1) ex_1a.pml:8 (state 3)      [.(goto)]
-----
depth-limit (-u512 steps) reached
#processes: 1
512:  proc  0 (:init::1) ex_1a.pml:5 (state 2)
1 process created
```

Repetitions

NAME

do - repetition construct.

SYNTAX

do :: *sequence* [:: *sequence*]* **od**

DESCRIPTION

There must be at least one option sequence in each repetition construct.

Each option sequence starts with a double-colon.

The first statement in each sequence is called *guard*.

An option can be selected for execution only when its guard statement is executable.

If more than one guard statement is executable, one of them will be selected non-deterministically.

If none of the guards are executable, the repetition construct as a whole **blocks**.

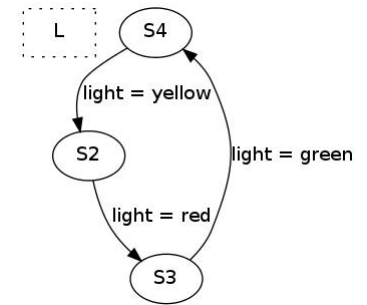
A repetition construct as a whole **is executable** if and only if at least one of its guards is executable.

Repetitions

```
$ cat -n blocked.pml
1  active proctype Foo() {
2      byte x=0
3
4      do
5          :: x == 1    // or just 0 (or just false)
6      od
7  }
```

```
$ spin blocked.pml
timeout
#processes: 1
0:  proc 0 (Foo:1) blocked.pml:4 (state 2)
1 process created
```

Repetitions



```
$ cat -n light_0C.pml
1  /* light_0C.pml */
2
3  mtype = { red, yellow, green };
4
5  active proctype L() {
6      mtype light = green;
7
8      do
9          :: light = yellow; light = red; light = green
10     od
11 }
```

Repetitions

```
$ cat -n light_0C1.pml
1  /* light_0C1.pml */
2
3  mtype = { red, yellow, green }
4
5  active proctype L() {
6      mtype light = green
7
8      do
9          :: light = yellow
10         light = red
11         light = green
12     od
13 }
$ spin -u10 light_0C1.pml # -u11, -u12, u13
-----
depth-limit (-u10 steps) reached
#processes: 1
10:  proc 0 (L:1) light_0C1.pml:11 (state 3)
1 process created
```

Listing 1.2. Symbolic names

```
$ cat -n mtype.pml
1  /* Copyright 2007 by Moti Ben-Ari under the GNU GPL;
see readme.txt */
2  mtype = { red, yellow, green };
3
4  mtype light = green;
5
6  active proctype P() {
7      do
8          :: if
9              :: light == red -> light = green
10             :: light == yellow -> light = red
11             :: light == green -> light = yellow
12         fi;
13         printf("The light is now %e\n", light)
14     od
15 }
16
```

```
$ spin -u30 mtype.pml
```

```
The light is now yellow
The light is now red
The light is now green
The light is now yellow
The light is now red
The light is now green
```

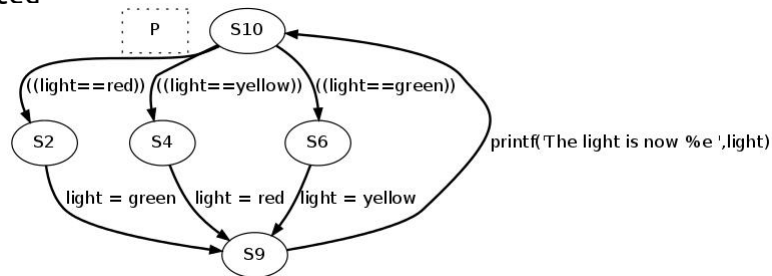
```
-----
depth-limit (-u30 steps) reached
```

```
#processes: 1
```

```
light = green
```

```
30: proc 0 (P:1) mtype.pml:7 (state 10)
```

```
1 process created
```



Listing 1.3. Adding new symbolic names

```
$ cat -n mtype1.pml
```

```
1 /* Copyright 2007 by Moti Ben-Ari under the GNU GPL; see
readme.txt */
2
3 mtype = { red, yellow, green };
4 mtype = { green_and_yellow, yellow_and_red };
5
6 mtype light = green;
7
8 active proctype P() {
9     do
10         :: if
11             :: light == red -> light = yellow_and_red
12             :: light == yellow_and_red -> light = green
13             :: light == green -> light = green_and_yellow
14             :: light == green_and_yellow -> light = red
15         fi;
16         printf("The light is now %e\n", light)
17     od
18 }
19
```

```
$ spin -u40 mtype1.pml
```

```
The light is now green_and_yellow
The light is now red
The light is now yellow_and_red
The light is now green
The light is now green_and_yellow
The light is now red
The light is now yellow_and_red
The light is now green
```

```
-----
depth-limit (-u40 steps) reached
```

```
#processes: 1
```

```
light = green
```

```
40: proc 0 (P:1) mtype1.pml:9 (state 12)
```

```
1 process created
```

Listing 1.3. Adding new symbolic names

```
$ cat -n mtype1A.pml
```

```
1 /* Copyright 2007 by Moti Ben-Ari under the GNU GPL; see
readme.txt */
2 /* modified */
3
4 mtype = { red, yellow, green }
5 mtype = { green_and_yellow, yellow_and_red }
6
7 mtype light = green
8
9 active proctype P() {
10     do
11         :: if
12             :: light == red -> light = yellow_and_red
13             :: light == yellow_and_red -> light = green
14             :: light == green -> light = green_and_yellow
15             :: light == green_and_yellow -> light = red
16         fi
17         printf("The light is now %e (%d)\n", light, light)
18     od
19 }
20
```

```
$ spin -u40 mtype1A.pml
The light is now green_and_yellow (5)
The light is now red (3)
The light is now yellow_and_red (4)
The light is now green (1)
The light is now green_and_yellow (5)
The light is now red (3)
The light is now yellow_and_red (4)
The light is now green (1)
-----
depth-limit (-u40 steps) reached
#processes: 1
        light = green
40:   proc  0 (P:1) mtype1A.pml:10 (state 12)
1 process created
```

Repetitions: do

```
$ cat -n counter.pml
1 byte count
2
3 active proctype counter()
4 {
5     do
6         :: count++           /* unconditionally executable */
7         :: count--           /* unconditionally executable */
8         :: (count == 0) ->
9             break
10    od
11 }
```

```
$ spin counter.pml
1 process created

$ spin counter.pml
spin: counter.pml:6, Error: value (256->0 (8)) truncated in assignment
spin: counter.pml:7, Error: value (-1->255 (8)) truncated in assignment
spin: counter.pml:6, Error: value (256->0 (8)) truncated in assignment
1 process created
```

Repetitions: Spin option -i (interactive (random simulation))

```
$ spin -i counter.pml
Select stmt (proc 0 (counter:1) )
  choice 1: count = (count+1)
  choice 2: count = (count-1)
  choice 3: ((count==0))
Select [0-3]: 1
Select stmt (proc 0 (counter:1) )
  choice 1: count = (count+1)
  choice 2: count = (count-1)
Select [0-3]: 2
Select stmt (proc 0 (counter:1) )
  choice 1: count = (count+1)
  choice 2: count = (count-1)
  choice 3: ((count==0))
Select [0-3]: 3
1 process created
```

Repetitions: Spin option -p (print all statements)

```
$ spin -i -p counter.pml
0:   proc  - (:root:) creates proc  0 (counter)
Select stmt (proc 0 (counter:1) )
  choice 1: count = (count+1)
  choice 2: count = (count-1)
  choice 3: ((count==0))
Select [0-3]: 1
1:   proc  0 (counter:1) counter.pml:6 (state 1)   [count = (count+1)]
2:   proc  0 (counter:1) counter.pml:11 (state 1)  [.(goto)]
Select stmt (proc 0 (counter:1) )
  choice 1: count = (count+1)
  choice 2: count = (count-1)
Select [0-3]: 2
3:   proc  0 (counter:1) counter.pml:7 (state 2)   [count = (count-1)]
4:   proc  0 (counter:1) counter.pml:11 (state 1)  [.(goto)]
Select stmt (proc 0 (counter:1) )
  choice 1: count = (count+1)
  choice 2: count = (count-1)
  choice 3: ((count==0))
Select [0-3]: 3
5:   proc  0 (counter:1) counter.pml:8 (state 3)   [((count==0))]
6:   proc  0 (counter:1) counter.pml:9 (state 4)   [goto :b0]
6:   proc  0 (counter:1)      terminates
1 process created
```

Repetitions: Spin option -g (print all global variables)

```
$ spin -i -p -g counter.pml
0:   proc - (:root:) creates proc 0 (counter)
Select stmt (proc 0 (counter:1) )
    choice 1: count = (count+1)
    choice 2: count = (count-1)
    choice 3: ((count==0))
Select [0-3]: 1
1:   proc 0 (counter:1) counter.pml:6 (state 1)    [count = (count+1)]
    count = 1
2:   proc 0 (counter:1) counter.pml:11 (state 1)   [.(goto)]
Select stmt (proc 0 (counter:1) )
    choice 1: count = (count+1)
    choice 2: count = (count-1)
Select [0-3]: 2
3:   proc 0 (counter:1) counter.pml:7 (state 2)    [count = (count-1)]
    count = 0
4:   proc 0 (counter:1) counter.pml:11 (state 1)   [.(goto)]
Select stmt (proc 0 (counter:1) )
    choice 1: count = (count+1)
    choice 2: count = (count-1)
    choice 3: ((count==0))
Select [0-3]: 3
5:   proc 0 (counter:1) counter.pml:8 (state 3)    [((count==0))]
6:   proc 0 (counter:1) counter.pml:9 (state 4)    [goto :b0]
6:   proc 0 (counter:1)      terminates
1 process created
```

Repetitions: to force termination

```
$ cat -n counter1.pml
1 byte count
2
3 active proctype counter()
4 {
5     do
6         :: count != 0 ->
7             if
8                 :: count++
9                 :: count--
10            fi
11        :: else ->
12            break
13    od
14 }
```

```
$ spin counter1.pml
1 process created
```

¿Cómo funciona este programa?

¿Cuántas iteraciones se hacen?

Repetitions: to force termination

```
$ spin -i -p -g counter1.pml
0:   proc - (:root:) creates proc 0 (counter)
Select stmt (proc 0 (counter:1) )
    choice 2: (else)
1:   proc 0 (counter:1) counter1.pml:5 (state 8)    [D0]
2:   proc 0 (counter:1) counter1.pml:12 (state 7)   [goto :b0]
2:   proc 0 (counter:1)      terminates
1 process created
```

An **else** condition statement is executable if and only if **no other statement** within the same process is executable at the same local control state

¿Qué sucede aquí?

```
$ cat -n counter2.pml
1 byte count = 4
2
3 active proctype counter()
4 {
5     do
6         :: printf("count = %d\n", count) /* is always executable! */
7         count != 0 ->
8             if
9                 :: count++
10                :: count--
11            fi
12        :: else ->
13            break
14    od
15 }
```

```
$ spin counter2.pml
count = 4
count = 5
count = 4
count = 3
count = 2
count = 1
count = 0
timeout
#processes: 1
count = 0
51:   proc 0 (counter:1) counter2.pml:7 (state 2)
1 process created
```

¿Qué sucede aquí?

```
$ cat -n counter3.pml
1  byte count = 4
2
3  active proctype counter()
4  {
5      do
6          :: count != 0 ->
7              printf("count = %d\n", count)
8              if
9                  :: count++
10                 :: count--
11             fi
12         :: else ->
13             break
14     od
15 }
```

```
$ spin counter3.pml
count = 4
count = 5
count = 4
count = 3
count = 2
count = 1
1 process created
```

1.5 Control statements

The control statements are taken from a formalism called **guarded commands** invented by E.W. Dijkstra.

There are five control statements:

- sequence,
- selection,
- repetition,
- jump, and
- **unless**.

The semicolon is the **separator** between statements that are executed in sequence.

When a processor executes a program, a register called a **location counter** (*program counter – pc, instruction counter – ic*) maintains the address of the next instruction that can be executed. An address of an instruction is called a **control point**. For example, in PROMELA the sequence of statements

```
x = y + 2;
z = x * y;
printf("x = %d, z = %d\n", x, z)
```

has three control points, one before each statement, and the location counter of a process can be at any one of them.

Listing 1.4. Discriminant of a quadratic equation

```
$ cat -n if1.pml
1  /* Copyright 2007 by Moti Ben-Ari under the GNU GPL; see readme.txt */
2
3  active proctype P() {
4      int a = 1, b = -4, c = 4;
5      int disc;
6      disc = b * b - 4 * a * c;
7      if
8          :: disc < 0 -> printf("disc = %d: no real roots\n", disc)
9          :: disc == 0 -> printf("disc = %d: duplicate real roots\n", disc)
10         :: disc > 0 -> printf("disc = %d: two real roots\n", disc)
11     fi
12 }
```

```
$ spin if1.pml
disc = 0: duplicate real roots
1 process created
```


Listing 1.5. Number of days in a month

```
$ cat -n if2.pml
1 /* Copyright 2007 by Moti Ben-Ari under the GNU GPL; see readme.txt */
2
3 active proctype P() {
4     byte days;
5     byte month = 2;
6     int year = 2000;
7     if
8     :: month == 1 || month == 3 || month == 5 || month == 7 ||
9       month == 8 || month == 10 || month == 12 ->
10        days = 31
11     :: month == 4 || month == 6 || month == 9 || month == 11 ->
12        days = 30
13     :: month == 2 && year % 4 == 0 && /* Leap year */
14        (year % 100 != 0 || year % 400 == 0) ->
15        days = 29
16     :: else ->
17        days = 28
18     fi;
19     printf("month = %d, year = %d, days = %d\n", month, year, days)
20 }
```

```
$ spin if2.pml
    month = 2, year = 2000, days = 29
1 process created
```

Warning

The **else** guard is not the same as a guard consisting of the constant **true**. The latter can *always* be selected even if there are other guards that evaluate to true, while the former is only selected if all other guards evaluate to false.

Listing 1.6. Maximum of two values

```
$ cat -n max.pml
1 /* Copyright 2007 by Moti Ben-Ari under the GNU GPL; see readme.txt */
2
3 active proctype P() {
4     int a = 5, b = 5;
5     int max;
6     int branch;
7     if
8     :: a >= b -> max = a; branch = 1;
9     :: b >= a -> max = b; branch = 2;
10    fi;
11    printf("The maximum of %d and %d = %d by branch %d\n",
12          a, b, max, branch);
13 }
```

```
$ spin max.pml
    The maximum of 5 and 5 = 5 by branch 1
1 process created
```

```
$ spin max.pml
    The maximum of 5 and 5 = 5 by branch 2
1 process created
```

Advanced: Arrows as separators

```
...
7     if
8     :: disc < 0 ; printf(...)
9     :: disc == 0 ; printf(...)
10    :: disc > 0 ; printf(...)
11    fi
...
```

1.6.1 Conditional expressions

A conditional expression enables you to obtain a value that depends on the result of evaluating a boolean expression:

$\text{max} = (a > b \rightarrow a : b)$ (*)

The value `max` is assigned the value of `a` if `a > b`; otherwise, it is assigned the value of `b`. A conditional expression *must* be contained within parentheses.

An assignment statement like (*) is an atomic statement, while the `if`-statement is not:

```
7  if
8  :: a >= b -> max = a
9  :: b >= a -> max = b
10 fi
```

Instruction Cycle with Interrupts (from W. Stallings)

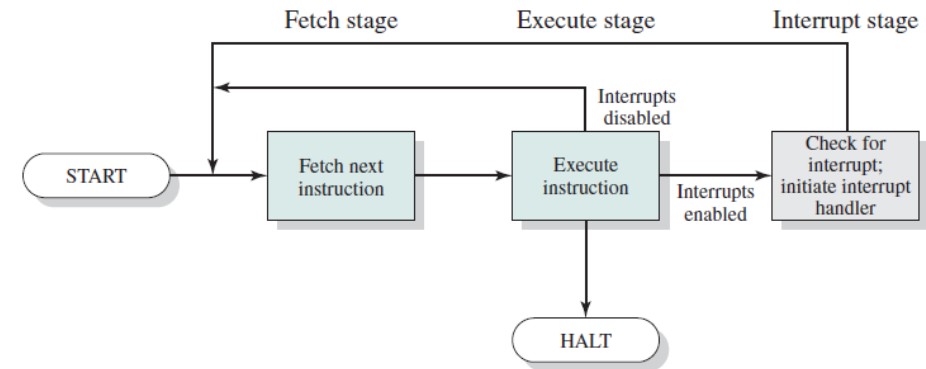


Figure 1.7 Instruction Cycle with Interrupts

1.7 Repetitive statements

There is one repetitive statement in Promela, the `do`-statement.

The syntax of the `do`-statement is the same as that of the `if`-statement, except that the keywords are `do` and `od`.

The semantics is similar, consisting of the evaluation of the guards, followed by the execution of the sequence of statements following one of the true guards. For a `do`-statement, completion of the sequence of statements causes the execution to return to the beginning of the `do`-statement and the evaluation of the guards is begun again.

Termination of a loop is accomplished by `break`, which is not a statement but rather an indication that control passes from the current location to the statement following the `od`.

Listing 1.7. Greatest common denominator

```
$ cat -n gcd.pml
1 /* Copyright 2007 by Moti Ben-Ari under the GNU GPL; see readme.txt */
2
3 active proctype P() {
4     int x = 15, y = 20;
5     int a, b;
6     a = x; b = y;
7     do
8     :: a > b -> a = a - b
9     :: b > a -> b = b - a
10    :: a == b -> break
11    od;
12    printf("The GCD of %d and %d = %d\n", x, y, a);
13    assert (x % a == 0 && y % a == 0)
14 }

$ spin gcd.pml
The GCD of 15 and 20 = 5
1 process created
```

Listing 1.8. A counting loop

```
$ cat -n counting.pml
1 /* Copyright 2007 by Moti Ben-Ari under the GNU GPL; see readme.txt */
2
3 active proctype P() {
4     int N = 10;
5     int sum = 0;
6
7     byte i;
8     i = 1;
9     do
10    :: i > N -> break
11    :: else ->
12        sum = sum + i;
13        i++
14    od;
15    printf("The sum of the first %d numbers = %d\n", N, sum);
16 }

$ spin counting.pml
    The sum of the first 10 numbers = 55
1 process created
```

Listing 1.9. Counting with a for-loop macro

```
$ cat -n for.pml
1 /* Copyright 2007 by Moti Ben-Ari under the GNU GPL; see readme.txt */
2
3 #include "for.h"
4 active proctype P() {
5     int N = 10;
6     int sum = 0;
7
8     for (i, 1, N)
9         sum = sum + i
10    rof (i);
11    printf("The sum of the first %d numbers = %d\n", N, sum);
12 }

$ spin for.pml
    The sum of the first 10 numbers = 55
1 process created
```

Macros for counting loops

```
$ cat for.h
/* Copyright (C) 2006 M. Ben-Ari. See copyright.txt */
/* Macros for for-loop */
#define for(I,low,high) byte I; I = low ; do :: ( I > high ) -> break :: else ->
#define rof(I) ; I++ od

$
```

Since Spin version 6

NAME

for - deterministic iteration statement.

SYNTAX

```
for '(' varref ':' expr '..' expr ')' '{' sequence '}'
for '(' varref in array ')' '{' sequence '}'
for '(' varref in channel ')' '{' sequence '}'
```

DESCRIPTION

for statements are internally converted into the corresponding Promela code, with the first statement issued being an assignment statement. This means that for statements are always executable (the guard statement is an assignment), independent of what the guard of the sequence in the body of the **for** is. Execution could of course still block inside the body of the **for** statement.

for example #1 (... ..)

```
$ cat -n for6A.pml
1 int i
2
3 active proctype for_example() {
4
5     for (i : 1 .. 10) {
6         printf("i = %d\n", i)
7     }
8 }
```

```
$ spin for6A.pml
i = 1
i = 2
i = 3
i = 4
i = 5
i = 6
i = 7
i = 8
i = 9
i = 10
1 process created
```

for example #1 (do ... od equivalence)

```
$ cat -n for6A1.pml
1 active proctype for_example() {
2     int i=1;
3
4     do
5         :: i <= 10 -> printf("i = %d\n", i); i++
6         :: else -> break
7     od
8 }
```

```
$ spin for6A1.pml
i = 1
i = 2
i = 3
i = 4
i = 5
i = 6
i = 7
i = 8
i = 9
i = 10
1 process created
```

for example #2 (... in ...)

```
$ cat -n for6B.pml
1 int a[10], i
2
3 active proctype for_example() {
4
5     for (i in a) { /* the index values of the array are generated */
6         printf("i = %d, a[%d] = %d\n", i, i, a[i])
7     }
8 }
```

```
$ spin for6B.pml
i = 0, a[0] = 0
i = 1, a[1] = 0
i = 2, a[2] = 0
i = 3, a[3] = 0
i = 4, a[4] = 0
i = 5, a[5] = 0
i = 6, a[6] = 0
i = 7, a[7] = 0
i = 8, a[8] = 0
i = 9, a[9] = 0
1 process created
```

for example #2 (do ... od equivalence)

```
$ cat -n for6B1.pml
1 active proctype for_example() {
2     int i=0;
3
4     do
5         :: i < 10 -> printf("i = %d\n", i); i++
6         :: else -> break
7     od
8 }
```

```
$ spin for6B1.pml
i = 0
i = 1
i = 2
i = 3
i = 4
i = 5
i = 6
i = 7
i = 8
i = 9
1 process created
```

Since Spin version 6

NAME

select - non-deterministic value selection.

SYNTAX

select '(' varref ':' expr '...' expr ')'

DESCRIPTION

select statements are internally converted into the corresponding Promela code, with the first statement issued being an assignment statement. This means that **select** statements are always executable (the guard statement is an assignment), but can take several steps to execute. More precisely, if there are N values in the range to choose from, then the **select** statement can take between 1 and N steps to arrive at the non-deterministically chosen value.

Caution 1: Because the **select** is implemented with a non-deterministic do-loop (making it possible to use expressions for the ranges that are evaluated at run-time), you will not get very random behavior in simulation runs. Note that each time through the loop, a random simulation will give equal odds to selecting the end of the loop or its continuation, until the upper-limit is reached. That means that values close to the start are much more likely to be picked in simulation runs than values close to the end. The behavior in verification runs is of course guaranteed to be correct, with all possible choices being verified.

select example

```
$ cat -n select6A.pml
1 active proctype select_example() {
2     int i
3
4     do
5         :: i == 4 -> break
6         :: else -> select (i : 1 .. 4)
7             printf("i = %d\n", i)
8     od
9 }
```

```
$ spin select6A.pml
```

```
i = 1
i = 1
i = 1
i = 1
i = 1
i = 4
```

```
1 process created
```

select example (expanded Promela code)

```
$ cat -n select6A1.pml
1 active proctype select_example() {
2     int i
3
4     do
5         :: i == 4 -> break
6         :: else -> i = 1
7             do
8                 :: i < 4 -> i++
9                 :: break          /* always executable */
10            od
11         printf("i = %d\n", i)
12     od
13 }
```

```
$ spin select6A1.pml
```

```
i = 1
i = 2
i = 1
< 4 veces más >
i = 3
i = 2
i = 1
i = 2
i = 4
```

```
1 process created
```

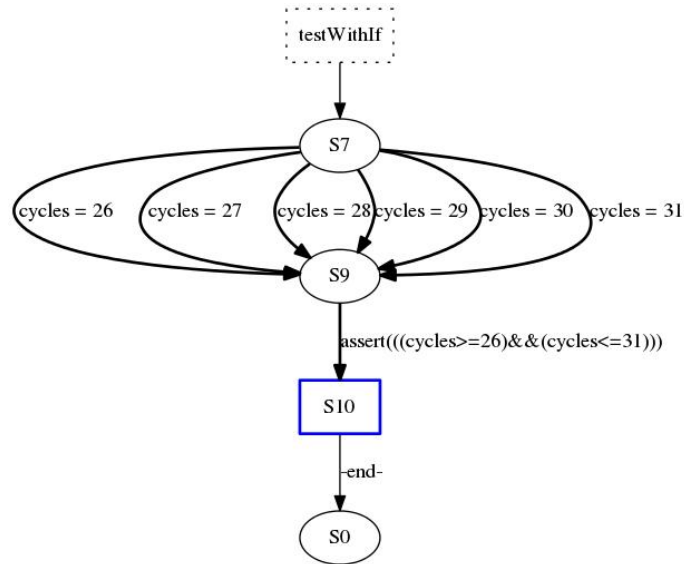
<http://stackoverflow.com/questions/22664165/select-statement-in-promela-much-slower-than-the-equivalent-if-statement>

```
$ cat -n testWithIf.pml
1 int cycles
2
3 active proctype testWithIf() {
4     if
5         :: cycles = 26
6         :: cycles = 27
7         :: cycles = 28
8         :: cycles = 29
9         :: cycles = 30
10        :: cycles = 31
11    fi
12
13    assert(cycles >= 26 && cycles <= 31)
14 }
```

```
$ spin -a testWithIf.pml
```

```
$ gcc -o pan pan.c
```

```
$ ./pan -D | dot -Tjpg -o testWithIf.jpg
```



```

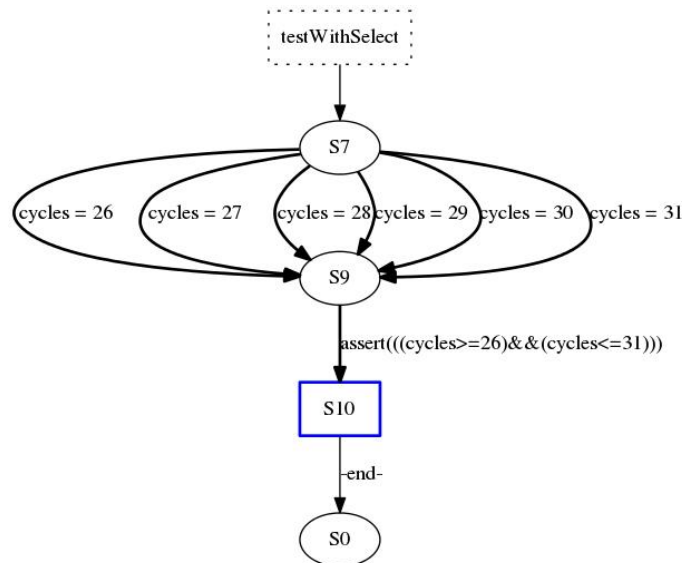
$ cat -n testWithSelect.pml
1 int cycles
2
3 active proctype testWithSelect() {
4     select(cycles: 26 .. 31)
5
6     assert(cycles >= 26 && cycles <= 31)
7 }

$ spin -a testWithSelect.pml

$ gcc -o pan pan.c

$ ./pan -D | dot -Tjpg -o testWithSelect.jpg

```



```

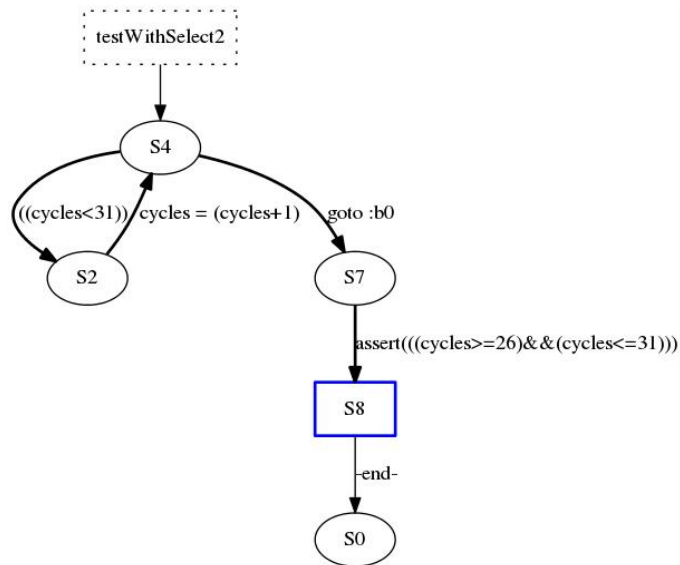
$ cat -n testWithSelect2.pml
1 int cycles = 26
2
3 active proctype testWithSelect2() {
4     do
5         :: cycles < 31 -> cycles++
6         :: break
7     od
8
9     assert(cycles >= 26 && cycles <= 31)
10 }

$ spin -a testWithSelect2.pml

$ gcc -o pan pan.c

$ ./pan -D | dot -Tjpg -o testWithSelect2.jpg

```



1.8 Jump statements

Promela contains a **goto**-statement that causes control to jump to a label, which is an identifier followed by a (single) colon. **goto** can be used instead of **break** to exit a loop:

```

do
  :: i > N -> goto exitloop
  :: else -> ...
od
exitloop:
printf(...)

```

though normally the **break** is preferred since it is more structured and doesn't require a label.

There is no control point at the beginning of an alternative in an **if**- or **do**-statement, so it is a syntax error to place a label in front of a guard. Instead, there is a "joint" control point for all alternatives at the beginning of the statement.

```

$ cat -n testWithJump_error.pml
1 int i = 0
2
3 active proctype testWithJump() {
4   do
5     :: maybelast: i > 4 -> goto exitloop
6     :: else -> printf("%d",i)
7       i++
8   od
9   exitloop:
10  printf("%d\n",i)
11 }
$ spin testWithJump_error.pml
error: (testWithJump_error.pml:5) label maybelast placed incorrectly
=====> instead of
do (or if)
:: ...
:: Label: statement
od (of fi)
=====> use
Label: do (or if)
:: ...
:: statement
od (or fi)
0      1      2      3      4      5
1 process created

```

```

$ cat -n testWithJump.pml
1 int i = 0
2
3 active proctype testWithJump() {
4   checking:
5   do
6     :: i > 4 -> goto exitloop
7     :: else -> printf("%d",i)
8       i++
9   od
10  exitloop:
11  printf("%d\n",i)
12 }
$ spin testWithJump.pml
0      1      2      3      4      5
1 process created

```