



UNIVERSITÀ
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Department of
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Automated Reasoning and **Formal Verification**

Laboratory 7

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Outline

1. Introduction
2. nuXmv interactive shell
3. nuXmv Modeling
4. Modules
5. Homework



SMV

Symbolic Model Verifier developed by McMillan in 1993.

NuSMV

Open-source symbolic model checker for SMV models. It has been developed by FBK, Carnegie Mellon University, the University of Genoa, and the University of Trento.

nuXmv

Extends NuSMV for infinite state and timed (since v2) systems.
The binary is available for non-commercial or academic purposes only.^a
Developed and maintained by the Formal Methods unit at FBK.

^a<https://nuxmv.fbk.eu/download.html>



Application of nuXmv

- ▶ nuXmv allows for the **verification** of:
 - ▶ **finite-state systems** using SAT and BDD based algorithms
 - ▶ **infinite-state systems** (i.e., with *real* and *integer* variables) using SMT-based techniques running on top of MathSAT5
 - ▶ **timed systems** (i.e., with *clock* type) via reduction to infinite state model-checking.
- ▶ nuXmv supports **synchronous composition** of systems
- ▶ Asynchronous composition is no longer supported!



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Interactive shell [1/3]

`nuXmv -int` (or `NuSMV -int`) activates an interactive shell

`read_model -i filename` reads the model from the input file.

`go`, `go_bmc`, `go_msat` initialize nuXmv for verification or simulation with a specific backend engine.

`help` shows the list of all commands

`help <command>` shows detailed information for that command

`<command> -h` shows the command line help



Interactive shell [2/3]

`pick_state [-v] [-r | -i [-a]]` picks a state from the set of initial states.

- `-v` prints the chosen state.
- `-r` randomly picks a state from the set of initial states.
- `-i` picks a state from the set of the initial states interactively.
- `-a` displays all state variables (requires `-i`).

`simulate [-p | -v] [-r | -i [-a]] -k N` generates a sequence of at most N transitions starting from the current state.

- `-p` prints the changing variables in the generated trace;
- `-v` prints changed and unchanged variables in the generated trace;
- `-r` at every step picks the next state randomly.
- `-i` at every step picks the next state interactively.
- `-a` prints all state variables (requires `-i`);

`print_current_state [-v]` prints out the current state.

- `-v` prints all the variables.



Interacting Shell [3/3]

`show_vars` `[-s]` `[-f]` `[-i]` `[-t]` `[-v]` prints the variables content and type

- `-s` print state variables;
- `-f` print frozen variables;
- `-i` print input variables;
- `-t` prints the number of variables;
- `-v` prints verbosely;

`reset` resets the whole system (so you can read another model to analyze).

`quit` stops the program.



Interacting Shell - Output Example

```
nuXmv > read_model -i example01.smv ; go
nuXmv > pick_state -v -r
Trace Description: Simulation Trace
Trace Type: Simulation
-> State: 1.1 <-
b0 = FALSE
b1 = FALSE
nuXmv > simulate -v -r -k 2
***** Simulation Starting From State 1.1
*****
Trace Description: Simulation Trace
Trace Type: Simulation
-> State: 1.1 <-
b0 = FALSE
b1 = FALSE
-> State: 1.2 <-
b0 = TRUE
b1 = FALSE
-> State: 1.3 <-
b0 = FALSE
b1 = TRUE
```



Interacting Shell - Output Example

```
nuXmv > read_model -i example01.smv ; go
nuXmv > pick_state -v -r
Trace Description: Simulation Trace
Trace Type: Simulation
-> State: 1.1 <-
b0 = FALSE
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***** Simulation Starting From State 1.1
*****
Trace Description: Simulation Trace
Trace Type: Simulation
-> State: 1.1 <-
b0 = FALSE
b1 = FALSE
-> State: 1.2 <-
b0 = TRUE
b1 = FALSE
-> State: 1.3 <-
b0 = FALSE
b1 = TRUE
```

Note

States are numbered as
`trace_number.state_number`



Outline

1. Introduction

2. nuXmv interactive shell

3. nuXmv Modeling

- Basic Types

- Expressions

- Transition Relation

- Miscellany

- Constraint Style Modeling

4. Modules

5. Homework

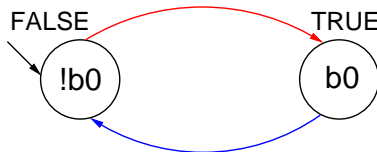


First SMV model

- ▶ An SMV model is composed of a number of **modules**;
- ▶ Each **module** can contain:
 - ▶ **State variables** declarations;
 - ▶ Formulas defining the valid **initial states**;
 - ▶ Formulas defining the **transition relation**;

Example

```
MODULE main
VAR
  b0 : boolean;
ASSIGN
  init(b0) := FALSE;
  next(b0) := !b0;
```





Basic Types [1/3]

Boolean : TRUE, FALSE

x : boolean;

Enumerative :

s : {ready, busy, waiting, stopped};

Bounded integers : (within C/C++ INT_MIN and INT_MAX)

n : 1..8;

integers : -1, 0, 1, ... (within C/C++ INT_MIN and INT_MAX)

n : `integer`;

rationals : 1.66, f'2/3, 2e3, 10e-1, ...

r : `real`;

words : arrays of bits supporting bitwise logical and arithmetic operations.

unsigned `word`[3];

signed `word`[7];

arrays : declared with a pair of lower/upper bounds for the index and a type.
Array indexes *must be constants*.

VAR

```
x : array 0..10 of boolean; -- array of 11 items
y : array -1..1 of {red, green, orange}; -- array of 3 items
z : array 1..10 of array 1..5 of boolean; -- array of arrays
```

ASSIGN

```
init(x[5]) := bool(1);
init(y[0]) := {red, green}; -- any value in the set
init(z[3][2]) := TRUE;
```

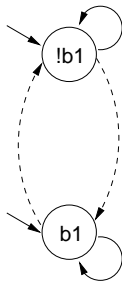
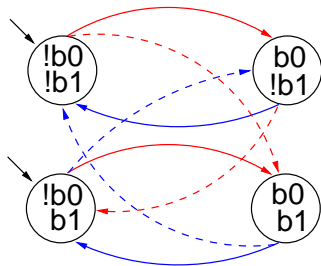
Adding a state variable

```

MODULE main
VAR
  b0 : boolean;
  b1 : boolean;
ASSIGN
  init(b0) := FALSE;
  next(b0) := !b0;
  
```

Remarks:

- ▶ the FSM is the result of the **synchronous** composition of the “subsystems” for b0 and b1
- ▶ the new state space is the Cartesian product of variables’ ranges.



Example

```
init(x) := FALSE;      -- x must be FALSE
init(y) := {1, 2, 3};  -- y can be either 1, 2 or 3
```

```
init(<variable>) := <simple_expression>;
```

- ▶ constrains the **initial value** of <variable> to satisfy the <simple_expression>
- ▶ the initial value of an unconstrained variable can be any of those in its domain

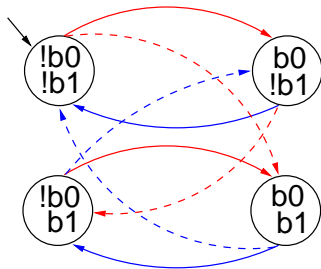
The set of **initial states** is given by the set of states whose variables satisfy *all* the `init(...)` constraints in a module.

Example

```

MODULE main
VAR
  b0 : boolean;
  b1 : boolean;
ASSIGN
  init(b0) := FALSE;
  next(b0) := !b0;
  init(b1) := FALSE;

```



arithmetic operators :

+ - * / mod - (unary)

comparison operators :

= != > < <= >=

logic operators :

& | xor ! (not) -> <->

bitwise operators :

<< >>

set operators : {v1,v2,...,vn}

in : tests a value for membership in a set (*set inclusion*)

union : takes the union of 2 sets (*set union*)

count operator : counts number of true *Boolean* expressions

count(b1, b2, ..., bn)



Expressions [2/3]

case expression :

```
case
  c1    : e1;
  c2    : e2;
  ...
  TRUE  : en;
esac
```

C/C++ equivalent:

```
if (c1) return e1;
else if (c2) return e2;
...
else return en;
```

if-then-else expression :

```
cond_expr ? basic_expr1 : basic_expr2
```

conversion operators : toint, bool, floor, and

swconst/uwconst : convert an integer to a signed/unsigned word.

word1 : convert boolean to a single word bit.

unsigned/signed : convert signed to unsigned word and vice-versa.

- ▶ Expressions in SMV do not necessarily evaluate to one value. In general, they can represent a set of possible values.
`init(var) := {a,b,c} union {x,y,z};`
- ▶ The meaning of `:=` in assignments is that the lhs can **non-deterministically** be assigned to any value in the set of values represented by the rhs.
- ▶ A constant `c` is a syntactic abbreviation for `{c}` (the singleton containing `c`).

Transition Relation

It specifies a constraint on the values that a variable can assume in the **next state**, given the value of variables in the **current state**.

`next(<variable>) := <next_expression>;`

- ▶ `<next_expression>` can depend both on “current” and “next” variables:

`next(a) := { a, a+1 };`

`next(b) := b + (next(a) - a);`

- ▶ `<next_expression>` must evaluate to values in the domain of `<variable>`;
- ▶ the **next** value of an **unconstrained** variable evolves **non-deterministically**;

Example: Modulo-4 Counter

```
MODULE main
```

```
VAR
```

```
  b0 : boolean;
```

```
  b1 : boolean;
```

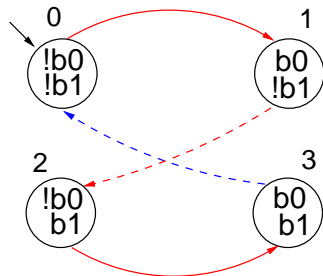
```
ASSIGN
```

```
  init(b0) := FALSE;
```

```
  init(b1) := FALSE;
```

```
  next(b0) := !b0;
```

```
  next(b1) := case
    b0      : !b1;
    TRUE    : b1;
  esac;
```



Output Variable

A variable whose value deterministically depends on the value of other “current” state variables and for which no `init()` or `next()` are defined.

```
<variable> := <simple_expression>;
```

- ▶ `<simple_expression>` must evaluate to values in the domain of the `<variable>`.
- ▶ used to model *outputs* of a system;

Example: Modulo-4 Counter + Output

```
MODULE main
```

```
VAR
```

```
  b0 : boolean;
```

```
  b1 : boolean;
```

```
  out : 0..3;
```

```
ASSIGN
```

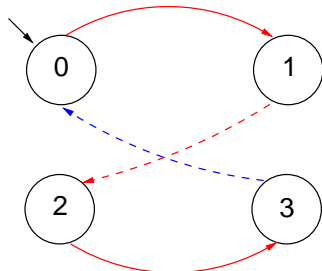
```
  init(b0) := FALSE;
```

```
  next(b0) := !b0;
```

```
  init(b1) := FALSE;
```

```
  next(b1) := ((!b0 & b1) | (b0 & !b1));
```

```
  out      := toint(b0) + 2 * toint(b1);
```





Assignment Rules ($:=$)

Single assignment rule :Each variable may be **assigned only once**. **Illegal** examples.

<code>init(var) := ready;</code>	<code>var := ready;</code>	<code>next(var) := ready;</code>
<code>init(var) := busy;</code>	<code>var := busy;</code>	<code>var := busy;</code>
<code>next(var) := ready;</code>	<code>init(var) := ready;</code>	
<code>next(var) := busy;</code>	<code>var := busy;</code>	



Assignment Rules ($:=$)

Single assignment rule :Each variable may be **assigned only once**. **Illegal** examples.

<code>init(var) := ready;</code>	<code>var := ready;</code>	<code>next(var) := ready;</code>
<code>init(var) := busy;</code>	<code>var := busy;</code>	<code>var := busy;</code>

<code>next(var) := ready;</code>	<code>init(var) := ready;</code>
<code>next(var) := busy;</code>	<code>var := busy;</code>

Circular dependency rule :A set of equations must not form *cycles* in their dependency graph, unless broken by delays. **Illegal** examples:

<code>next(x) := next(y);</code>	<code>x := (x + 1) mod 2;</code>	<code>next(x) := x & next(x);</code>
<code>next(y) := next(x);</code>		

Instead, the following is **legal**:

<code>next(x) := next(y);</code>
<code>next(y) := y & x;</code>

DEFINE <id> := <simple_expression>;

- ▶ Each occurrence of the defined symbol is replaced with the body of the definition
- ▶ Alternative way to define *output variables*;

Example

```
MODULE main
```

```
VAR
```

```
  b0 : boolean;
```

```
  b1 : boolean;
```

```
ASSIGN
```

```
  init(b0) := FALSE; next(b0) := !b0;
```

```
  init(b1) := FALSE; next(b1) := ((!b0 & b1) | (b0 & !b1));
```

```
DEFINE
```

```
  out := toint(b0) + 2 * toint(b1);
```

Example: Modulo-4 Counter with Reset

The counter can be reset by an external “uncontrollable” signal.

```
MODULE main
```

```
VAR
```

```
  b0 : boolean; b1 : boolean; reset : boolean;
```

```
ASSIGN
```

```
  init(b0) := FALSE; init(b1) := FALSE;
```

```
  next(b0) := case reset : FALSE;
```

```
                TRUE  : !b0;
```

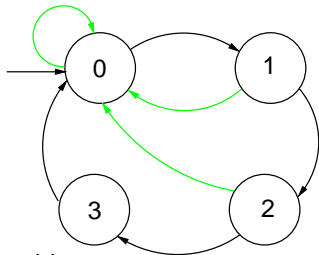
```
            esac;
```

```
  next(b1) := case reset : FALSE;
```

```
                TRUE  : ((!b0 & b1) | (b0 & !b1));
```

```
            esac;
```

```
DEFINE out := toint(b0) + 2 * toint(b1);
```



Excercise 7.1

Simulate the system with nuXmv and draw the FSM.

```
MODULE main
```

```
VAR
```

```
    request : boolean;
```

```
    state   : { ready, busy };
```

```
ASSIGN
```

```
    init(state) := ready;
```

```
    next(state) :=
```

```
        case
```

```
            state = ready & request : busy;
```

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

```
        esac;
```

Excercise 7.1

Simulate the system with nuXmv and draw the FSM.

```
MODULE main
```

```
VAR
```

```
    request : boolean;
```

```
    state   : { ready, busy };
```

```
ASSIGN
```

```
    init(state) := ready;
```

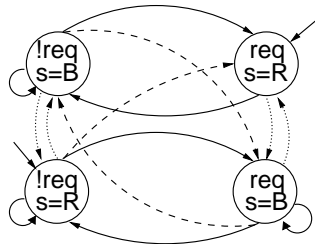
```
    next(state) :=
```

```
        case
```

```
            state = ready & request : busy;
```

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

```
        esac;
```



- ▶ Up to now, we have seen how to define a model in **assignment style**:

```
MODULE main
VAR request : boolean;  state : {ready,busy};
ASSIGN
    init(state) := ready;
    next(state) := case state = ready & request : busy;
                    TRUE                        : {ready,busy};
                    esac;
```

- ▶ Every program can be alternatively defined in a **constraint style**:

```
INIT
    state = ready
TRANS
    (state = ready & request) -> next(state) = busy
```


- ▶ A model can be specified by zero or more **constraints** on:
 - ▶ **initial states:**
`INIT` <simple_expression>
 - ▶ **transitions:**
`TRANS` <next_expression>
 - ▶ **invariants:**
`INVAR` <simple_expression>
- ▶ Any propositional or SMT formula can be used as constraint;
- ▶ Constraints can be **mixed** with assignments;
- ▶ **Not all constraints can be easily rewritten in terms of assignments!**

`TRANS`

$$\text{next}(b0) + 2 * \text{next}(b1) + 4 * \text{next}(b2) = \\ (b0 + 2 * b1 + 4 * b2 + \text{tick}) \bmod 8$$



Assignment Style

- ▶ By construction, there is always **at least one initial state**
- ▶ By construction, all states have **at least one next state**
- ▶ **Non-determinism is apparent** (unassigned variables, set assignments. . .)

Constraint Style

- ▶ **INIT** constraints **can be inconsistent** \Rightarrow **no initial state!**
 - ▶ Any specification (also **SPEC** 0) is vacuously true.
- ▶ **TRANS** constraints **can be inconsistent** \Rightarrow **deadlock state!**

```
MODULE main
```

```
VAR b : boolean;
```

```
TRANS b -> FALSE;
```

tip: use `check_fsm` to detect deadlock states

- ▶ **non-determinism is hidden**

```
TRANS (state = ready & request) -> next(state) = busy
```



Example: Constraint Style & Case

```
MODULE main
```

```
VAR
```

```
  state : {S0, S1, S2};
```

```
DEFINE
```

```
  go_s1 := state != S2;
```

```
  go_s2 := state != S1;
```

```
INIT
```

```
  state = S0;
```

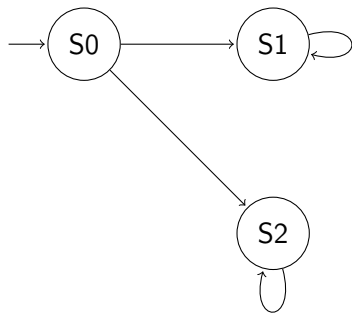
```
TRANS
```

```
case
```

```
  go_s1 : next(state) = S1;
```

```
  go_s2 : next(state) = S2;
```

```
esac;
```



Q: does it correspond to the FSM?



Example: Constraint Style & Case

```
MODULE main
```

```
VAR
```

```
  state : {S0, S1, S2};
```

```
DEFINE
```

```
  go_s1 := state != S2;
```

```
  go_s2 := state != S1;
```

```
INIT
```

```
  state = S0;
```

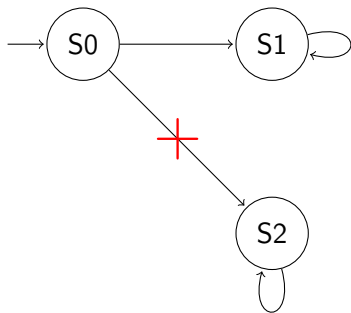
```
TRANS
```

```
case
```

```
  go_s1 : next(state) = S1;
```

```
  go_s2 : next(state) = S2;
```

```
esac;
```



Q: **does it correspond to the FSM?** No: cases are evaluated in order!

Example: Constraint Style & Swap

```
MODULE main
```

```
VAR
```

```
  arr: array 0..1 of {1,2};
```

```
  i : 0..1;
```

```
ASSIGN
```

```
  init(arr[0]) := 1;
```

```
  init(arr[1]) := 2;
```

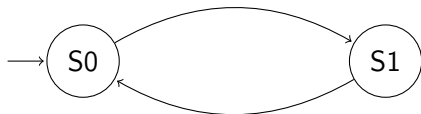
```
  init(i) := 0;
```

```
  next(i) := 1-i;
```

```
TRANS
```

```
  next(arr[i]) = arr[1-i] &
```

```
  next(arr[1-i]) = arr[i];
```



arr[0] = 1

arr[1] = 2

i = 0

arr[0] = 2

arr[1] = 1

i = 1

Q: does it correspond to the FSM?

Example: Constraint Style & Swap

MODULE main

VAR

arr: array 0..1 of {1,2};

i : 0..1;

ASSIGN

init(arr[0]) := 1;

init(arr[1]) := 2;

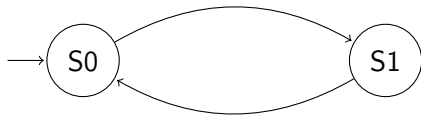
init(i) := 0;

next(i) := 1-i;

TRANS

next(arr[i]) = arr[1-i] &

next(arr[1-i]) = arr[i];



arr[0] = 1

arr[1] = 2

i = 0

arr[0] = 1

arr[1] = 2

i = 1

Q: **does it correspond to the FSM?** No: everything inside the `next()` operator is evaluated within the next state, indexes included!



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4. Modules

Modules Definition

Modules Composition

5. Homework

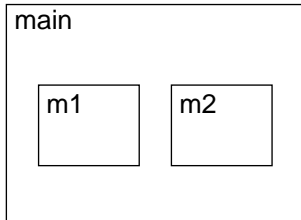
A nuXmv program is composed of a main module plus 0 or *more* other modules:

- ▶ a module can be **instantiated** as a VAR in other modules
- ▶ variables **local** to a module instance are accessed via **dot notation** (e.g., m1.out).

Example

```
MODULE counter
VAR out: 0..9;
ASSIGN next(out) := (out + 1) mod 10;
```

```
MODULE main
VAR m1 : counter; m2 : counter;
    sum : 0..18;
ASSIGN sum := m1.out + m2.out;
```



A module declaration can be *parametric*:

- ▶ a parameter is passed *by reference*;
- ▶ any expression can be used as parameter;

Example

```
MODULE counter(in)
```

```
VAR out: 0..9;
```

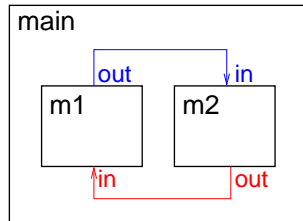
```
...
```

```
MODULE main
```

```
VAR m1 : counter(m2.out);
```

```
    m2 : counter(m1.out);
```

```
...
```



- ▶ Modules can be **composed**
- ▶ Modules *without parameters and assignments* can be seen as simple **records**

Example

```
MODULE point
```

```
VAR
```

```
x: -10..10;
```

```
y: -10..10;
```

```
MODULE circle
```

```
VAR
```

```
center: point;
```

```
radius: 0..10;
```

```
MODULE main
```

```
VAR c: circle;
```

```
ASSIGN
```

```
init(c.center.x) := 0;
```

```
init(c.center.y) := 0;
```

```
init(c.radius)   := 5;
```

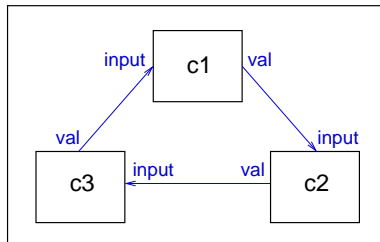
Synchronous composition [1/2]

The composition of modules is **synchronous**: *all modules move at each step.*

```

MODULE cell(input)
VAR
  val : {red, green, blue};
ASSIGN
  next(val) := input;

MODULE main
VAR
  c1 : cell(c3.val);
  c2 : cell(c1.val);
  c3 : cell(c2.val);
  
```



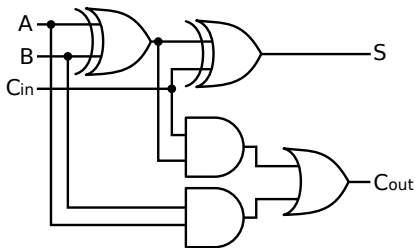
A possible execution:

step	c1.val	c2.val	c3.val
0	red	green	blue
1	blue	red	green
2	green	blue	red
3	red	green	blue
4
5	red	green	blue

Exercise: Adder [1/3]

Exercise 7.2: Binary Adder

Implement a binary adder that takes into account two 4-bits numbers and returns their sum using an output variable. Implement both a bit-adder and the general adder as two separate modules.



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Exercise: Adder [2/3]

```
MODULE bit-adder(in1, in2, cin)
VAR sum : boolean; cout : boolean;
ASSIGN next(sum) := (in1 xor in2) xor cin;
      next(cout) := (in1 & in2) | ((in1 xor in2) & cin);
```

```
MODULE adder(in1, in2)
VAR bit[0] : bit-adder(in1[0], in2[0], bool(0));
    bit[1] : bit-adder(in1[1], in2[1], bit[0].cout);
    bit[2] : bit-adder(in1[2], in2[2], bit[1].cout);
    bit[3] : bit-adder(in1[3], in2[3], bit[2].cout);
DEFINE sum[0] := bit[0].sum;
    sum[1] := bit[1].sum;
    sum[2] := bit[2].sum;
    sum[3] := bit[3].sum;
    overflow := bit[3].cout;
```

Exercise: Adder [3/3]

```
MODULE main
VAR in1 : array 0..3 of boolean;
    in2 : array 0..3 of boolean;
    a   : adder(in1, in2);
ASSIGN next(in1[0]) := in1[0]; next(in1[1]) := in1[1];
      next(in1[2]) := in1[2]; next(in1[3]) := in1[3];
      next(in2[0]) := in2[0]; next(in2[1]) := in2[1];
      next(in2[2]) := in2[2]; next(in2[3]) := in2[3];
DEFINE op1 := toint(in1[0]) + 2*toint(in1[1]) + 4*toint(in1[2]) +
      8*toint(in1[3]);
      op2 := toint(in2[0]) + 2*toint(in2[1]) + 4*toint(in2[2]) +
      8*toint(in2[3]);
      sum := toint(a.sum[0]) + 2*toint(a.sum[1]) + 4*toint(a.sum[2]) +
      8*toint(a.sum[3]) + 16*toint(a.overflow);
```




Outline

1. Introduction
2. nuXmv interactive shell
3. nuXmv Modeling
4. Modules
5. Homework



Homework 7.1: playing with Adder

- ▶ Simulate a random execution of the “Adder” system;
- ▶ After how many steps the adder stores the computed final `sum` value? Is this number constant? Can you explain its behaviour?
- ▶ What happens if we initialize both `sum` and `cout` inside the bit-adder to `FALSE`? Can you tell the main difference with respect to the original algorithm?
- ▶ Can you modify the model in a simple way so that the `sum` is obtained after a single iteration? (PS: simple means you must modify/add less than 5 lines of code)
- ▶ Add a `reset` control which changes the values of the operands and restarts the computation of the `sum`

Homework 7.2: Eandom Calculator

Use nuXmv to create a “random” calculator:

- ▶ it creates two random arrays of 3 integers numbers in the range [1,10]
- ▶ it randomly chooses an operator to apply to each pair of items in the arrays (sum, subtraction and multiplication), storing the result in an output array of 3 elements called `res`
- ▶ the results must be defined in 3 steps:
 - ▶ in the first iteration you'll store the random operation between elements with index 0
 - ▶ in the second iteration the random operation between elements with index 1
 - ▶ and the same for the last index

Use an additional variable, `index`, to take into account this evolution.