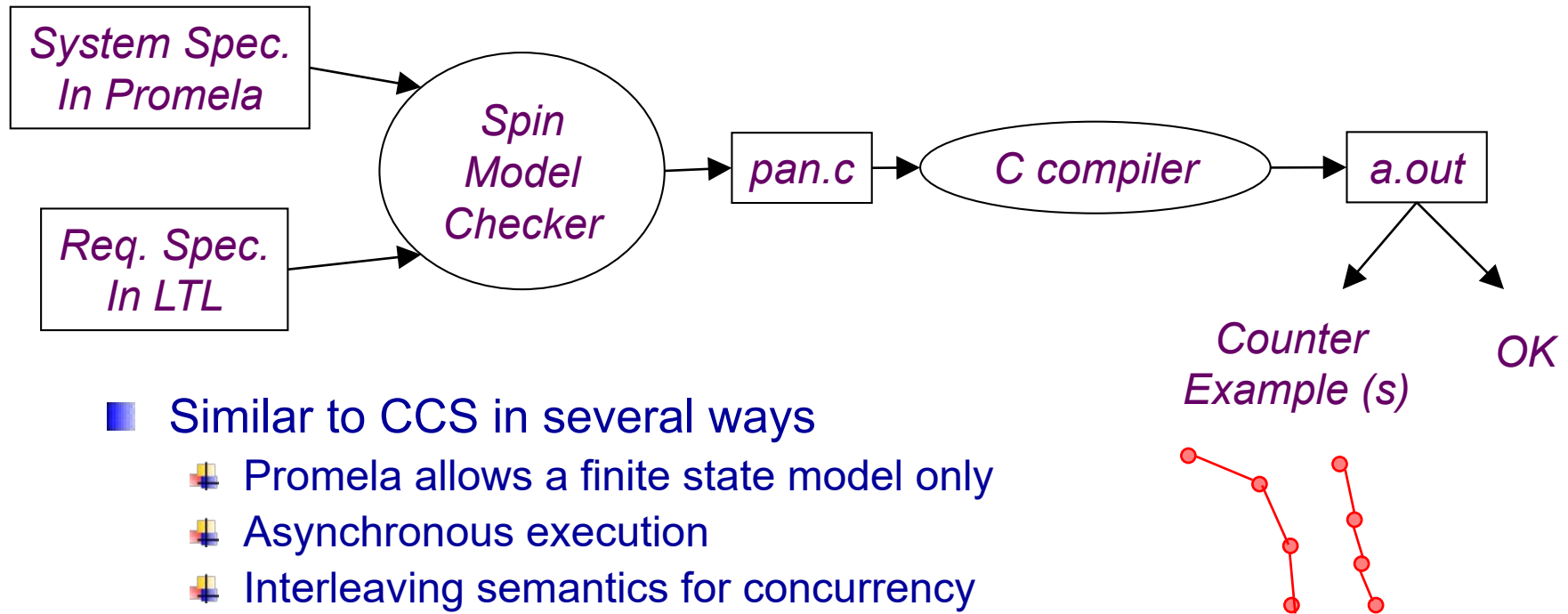


# The Spin Model Checker : Part I



# Overview of the Spin Architecture



## ■ Similar to CCS in several ways

- ✚ Promela allows a finite state model only
- ✚ Asynchronous execution
- ✚ Interleaving semantics for concurrency
- ✚ 2-way process communication
- ✚ Non-determinism

## ■ Difference

- ✚ Promela uses a special requirement language such as LTL while CCS uses CCS as both system spec lang and req. spec. lang
- ✚ Promela provides (comparatively) rich set of constructs such as variables and message passing, dynamic creation of processes, etc



# Overview of the Promela

```
byte x;  
chan ch1= [3] of {byte};
```

*Global variables  
(including channels)*

```
active[2] proctype A() {  
  byte z;  
  printf("x=%d\n",x);  
  z=x+1;  
  ch1!z  
}
```

*Process (thread)  
definition and  
creation*

```
proctype B(byte y) {  
  byte z;  
  ch1?z;  
}
```

*Another  
process  
definition*

```
Init {  
  run B(2);  
}
```

*System  
initialization*

- Similar to C syntax but simplified

- No pointer
- No real datatype such as float or real
- No functions

- Processes are communicating with each other using

- Global variables
- Message channels

- Process can be dynamically created

- Scheduler executes one process at a time using interleaving semantics



# Process Creation Example

```
active[2] proctype A() {  
    byte x;  
    printf("A%d is starting\n");  
}
```

```
proctype B() {  
    printf("B is starting\n");  
}
```

```
Init {  
    run B();  
}
```

- run() operator creates a process and returns a newly created process ID
- There are 6 possible outcomes due to **non-deterministic** scheduling
  - ✦ A0.A1.B, A0.B.A1
  - ✦ A1.A0.B, A1.B.A0
  - ✦ B.A0.A1, B.A1.A0
- In other words, process creation may **not** immediately start process execution



## ■ Basic types

- ✚ bit

- ✚ bool

- ✚ Byte (8 bit unsigned integer)

- ✚ short (16 bits signed integer)

- ✚ Int (32 bits signed integer)

## ■ Arrays

- ✚ `bool x[10];`

## ■ Records

- ✚ `typedef R { bit x; byte y;}`

## ■ Default initial value of variables is 0

## ■ Most arithmetic (e.g., +, -), relational (e.g. >, ==) and logical operators of C are supported

- ✚ bitshift operators are supported too.



- Promela spec generates only a finite state model because
  - ✚ Max # of active process  $\leq 255$
  - ✚ Each process has only finite length of codes
  - ✚ Each variable is of finite datatype
  - ✚ All message channels have bounded capability  $\leq 255$



## ■ Each Promela statement is either

- ✚ executable:

- ✚ Blocked

## ■ There are six types of statement

- ✚ Assignment: always executable

  - Ex. `x=3+x, x=run A()`

- ✚ Print: always executable

  - Ex. `printf("Process %d is created.\n",_pid);`

- ✚ Assertion: always executable

  - Ex. `assert( x + y == z)`

- ✚ Expression: depends on its value

  - Ex. `x+3>0, 0, 1, 2`

  - Ex. `skip, true`

- ✚ Send: depends on buffer status

  - Ex. `ch1!m` is executable only if `ch1` is not full

- ✚ Receive: depends on buffer status

  - Ex. `ch1?m` is executable only if `ch1` is not empty



- An expression is also a statement
  - ✚ It is executable if it evaluates to non-zero
  - ✚ 1 : always executable
  - ✚ 1<2:always executable
  - ✚ x<0: executable only when  $x < 0$
  - ✚ x-1:executable only when  $x \neq 0$
- If an expression statement is blocked, it remains blocked until other process changes the condition
  - ✚ an expression  $e$  is equivalent to `while(!e);` in C





## ■ assert(expr)

- ✚ assert is always executable
- ✚ If expr is 0, SPIN detects this violation
- ✚ assert is most frequently used checking method, especially as a form of invariance
  - ex. active proctype inv() { assert( x== 0);}
    - Note that inv() is equivalent to [] (x==0) in LTL with thanks to interleaving semantics



- Promela provides low-level control mechanism, i.e., goto and label as well as if and do
- Note that **non-deterministic** selection is supported
- **else** is predefined variable which becomes true if all guards are false; false otherwise

```
proctype A() {  
  byte x;  
  starting:  
  x= x+1;  
  goto starting;  
}
```

```
proctype A() {  
  byte x;  
  if  
  :: x <= 0 -> x=x+1  
  :: x == 0 -> x=1  
  fi  
}
```

```
proctype A() {  
  byte x;  
  do  
  :: x <= 0 -> x=x+1;  
  :: x == 0 -> x=1;  
  :: else -> break  
  od  
}
```

