

NHK[#] User's Manual

Noayuki Nagatou*

PRESYSTEMS Inc.

nagatou@presystems.xyz

Abstract

NHK[#] is a model checking tool developed by us and published according to GPLv3 and later.

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1 Installation

Compiling those files needs glib-1.2. You need to install it before doing this. Please refer the manual to install glib-1.2.

1. After installing glib-1.2,
> tar -xvzf rccs.tar.gz
2. type the following
> cd rccs/src
3. similarly,
> make rccs

If you cannot compile then please edit the make file for your configuration. Perhaps, glib is installed into a different place.

2 Syntax of Model Description Language

2.1 Primitive Types

RCCS has two types, integers and strings type. Operator $+$, $-$, $/$, $*$ are defined over these types.

2.2 Special Actions and Processes

Action **key** and **display** are special actions. **key** is used as an input action, and **display** is used as an output action. Those special actions distinguish between upper letters and lower letters.

Process **ZERO** and **STOP** are a special process that means do nothing, not terminate the whole. Those special processes do not distinguish between upper letters and lower letters.

2.3 Scope

In expression (define P (x) body), the scope of x becomes body. In expression ($\bar{a}(x)$:body), the scope of x becomes body.

2.4 Lexical Binding Rule

Dynamic binding.

2.5 Syntax of the Discription Language

```
Agent_Exp ::= ( define ID ( ID_Seq ) Agent_Exp )
           | ( define ID ( ) Agent_Exp )
           | ( bind ID Strings )
           | ( globalvar IDs Strings )
           | ( if ( B_exp ) Agent_Exp Agent_Exp )
```

```

      | ( A_Binary_Exp )
      | ( )
A_Binary_Exp ::= A_Binary_Exp ++ A_Label_Exp
      | A_Binary_Exp || A_Label_Exp
      | A_Label_Exp
A_Label_Exp  ::= A_Label_Exp [ ID_Seq ]
      | A_Label_Exp { Relabel_Seq }
      | A_Unary_Exp
A_Unary_Exp  ::= ID ( Value_Seq ) : A_Unary_Exp
      | ID : A_Unary_Exp
      | ~ ID ( Value_Seq ) : A_Unary_Exp
      | ~ ID : A_Unary_Exp
      | ID ( Value_Seq )
      | ID
      | ( Agent_Exp )
ID_Seq       ::= ID_Seq , ID
      | ID_Seq , ~ ID
      | ID
      | ~ ID
Value_Seq    ::= Value_Seq , B_Exp
      | B_Exp
Relabel_Seq  ::= Relabel_Seq , ID / ID
      | Relabel_Seq , ~ ID / ~ ID
      | ID / ID
      | ~ ID / ~ ID
B_Exp        ::= B_Exp | C_Exp
      | B_Exp & C_Exp
      | C_Exp
C_Exp        ::= C_Exp < V_Exp
      | C_Exp <= V_Exp
      | C_Exp > V_Exp
      | C_Exp >= V_Exp
      | C_Exp = V_Exp
      | V_Exp
V_Exp        ::= V_Exp + V_Term
      | V_Exp - V_Term
      | V_Term
V_Term       ::= V_Term * V_Unary_Exp
      | V_Term / V_Unary_Exp
      | V_Term % V_Unary_Exp
      | V_Unary_Exp
V_Unary_Exp  ::= ! V_Unary_Exp
      | Fact
Fact         ::= Iconst | Strings | TRUE | FALSE | ID
      | ( B_Exp )

```

2.6 RCCS Operatinal Semantics

In this section, we define the semantics of the discription language. For this purpose, we define Push-Down Automata

$$(Q, Act, \rightarrow, E, S_0)$$

where Q is a set of states, i.e. a set of processes. Act a set of actions, $\rightarrow \subseteq Q \times Act \times Q$. We write $q_1 \xrightarrow{a} q_2$ to $(q_1, a, q_2) \in \rightarrow$. E is an initial state of a model. S_0 represents a state of a stack, and the initial state of the stack is empty. Elements of the stack are pairs of a label and a value which are wrote by $a;v$, where $a \in ACT, v \in Val$. The list of pairs represents a state of the stack. The functions for the stack are defined as follows: $push(a;v,s)$ is a function that takes s and returns a list which is appended with $a;v$. $delete(a,s)$ is a function that deletes a first pair that contains a from s and return the list deleted the pair. The configuration is given by $[q, s] \in Q \times (Act \times Val)^*$.

$$\begin{array}{c}
\frac{}{[\sim a(v) : E, s] \xrightarrow{\sim \alpha} [E, push(a;v.s)]} \text{Act}_1 \quad \frac{\text{member}(a,s)}{[a(x) : E, s] \xrightarrow{\alpha} [E, delete(a,s)]} \text{Act}_2 \\
\frac{[E, s] \xrightarrow{\alpha} [E', s']}{[E + +F, s] \xrightarrow{\alpha} [E', s']} \text{Sum}_1 \quad \frac{[F, s] \xrightarrow{\alpha} [F', s']}{[E + +F, s] \xrightarrow{\alpha} [F', s']} \text{Sum}_2 \\
\frac{[E, s] \xrightarrow{\alpha} [E', s']}{[E||F, s] \xrightarrow{\sim \alpha} [E'||F, s']} \text{Com}_1 \quad \frac{[F, s] \xrightarrow{\alpha} [F', s']}{[E||F, s] \xrightarrow{\sim \alpha} [E||F', s']} \text{Com}_2 \\
\frac{[E||F, s] \xrightarrow{\sim \alpha} [E'||F, s'] \quad [E||F, s] \xrightarrow{\alpha} [E||F', s'']}{[E||F, s] \xrightarrow{\tau} [E'||F', s'']} \text{Com}_3 \\
\frac{[P, s] \xrightarrow{\alpha} [P', s'] \quad A \leftarrow P}{[A, s] \xrightarrow{\alpha} [P', s']} \text{Con} \\
\frac{[E, s] \xrightarrow{\alpha} [E', s'] \quad \text{eval}(B)}{[\text{if } B \text{ } E \text{ } F, s] \xrightarrow{\alpha} [E', s']} \text{If}_1 \quad \frac{[F, s] \xrightarrow{\alpha} [F', s'] \quad \neg \text{eval}(B)}{[\text{if } B \text{ } E \text{ } F, s] \xrightarrow{\alpha} [F', s']} \text{If}_2 \\
\frac{[E, s] \xrightarrow{\alpha} [E', s'] \quad \alpha, \sim \alpha \in L}{[E[L], s] \xrightarrow{\alpha} [E'[L], s']} \text{Res} \quad \text{where } L = \{a, b, \dots\} \\
\frac{[E, s] \xrightarrow{\alpha} [E', s'] \quad \alpha' / \alpha \in R}{[E\{R\}, s] \xrightarrow{\alpha'} [E'\{R\}, s']} \text{Rel} \quad \text{where } R = \{a' / a, \sim a' / \sim a, \dots\} \\
\frac{}{[\text{define } A \text{ } P, s] \rightarrow [\text{STOP}, s]} \text{Def} \\
\frac{}{[\text{bind } A \text{ } string, s] \rightarrow [\text{STOP}, s]} \text{Bind} \\
\frac{}{[\text{STOP}, s] \not\xrightarrow{\alpha}} \text{Stop}_1 \\
\frac{[\text{STOP}, s] \not\xrightarrow{\alpha} \quad [\text{STOP}, s] \not\xrightarrow{\alpha}}{[\text{STOP}||\text{STOP}, s] \not\xrightarrow{\alpha}} \text{Stop}_2 \\
\frac{[P, s] \xrightarrow{\alpha} [P', s']}{[\text{STOP} + +P, s] \xrightarrow{\alpha} [P', s']} \text{Stop}_3 \quad \frac{[\text{STOP}, s] \not\xrightarrow{\alpha} \quad [\text{STOP}, s] \not\xrightarrow{\alpha}}{[\text{STOP} + +\text{STOP}, s] \not\xrightarrow{\alpha}} \text{Stop}_4
\end{array}$$

3 Coroutine-Like Sequencing

An important application of coroutine is discrete event simulation, where coroutine may be used to simulate parallel processes within the framework of a sequential program.

4 Syntax of Formulae

We use LTL to describe goal properties of processes. We first assume that a trace has initial states and is a finite sequence of states. We write the length of trace $\sigma = s_0 s_1 \dots s_n$ to $|\sigma|$ in which $|\sigma|$ is $n + 1$. We write the suffix of $\sigma = s_0 s_1 \dots s_i \dots s_n$ starting at i as $\sigma^{i\cdots} = s_i \dots s_n$, and the i^{th} state as σ^i .

We assume a vocabulary x, y, z, \dots of variables for data values. For each state, variables are assigned to a single value. A state formula is any well-formed first-order formula constructed over the given variables. Such

state formulas are evaluated on a single state to a boolean value. If the evaluation of state formula p becomes true over s , then we write $s[p] = \mathbf{tt}$ and say that s satisfies p , where \mathbf{tt} and \mathbf{ff} are truth values, denoting *true* and *false* respectively. Let φ and ψ be temporal formulas, a temporal formula is inductively constructed as follows:

- a state formula is a temporal formula,
- the negation of a temporal formula $\neg\varphi$ is a temporal formula,
- $\varphi \vee \psi$ and $\varphi \wedge \psi$ are temporal formulas, and
- $\Box\varphi$, $\Diamond\varphi$, $\circ\varphi$, and $\varphi \mathcal{U}\psi$ are temporal formulas.

We provide the formal syntax with BNF notation.

```

Start          ::= StartFormula

StartFormula   ::= StartFormula /\ PathFormula
                | StartFormula \/ PathFormula
                | StartFormula -> PathFormula
                | ! StartFormula
                | PathFormula

PathFormula    ::= <> PathFormula
                | [] PathFormula
                | PathFormula U StartFormula
                | X PathFormula
                | Proposition

Proposition    ::= Proposition & Atom
                | Proposition | Atom
                | Proposition -> Atom
                | ! Proposition
                | Atom

Atom           ::= Atom = Exp
                | Atom < Exp
                | Atom > Exp
                | Atom <= Exp
                | Atom >= Exp
                | Boolean
                | Exp

Exp            ::= Exp + Term
                | Exp - Term
                | Term

Term           ::= Digits
                | Strings
                | Id
                | ( StartFormula )

Boolean        ::= tt
                | ff

Action         ::= Id
                | ~ Id

```

5 Semantics of Property Description Language

We next define two semantics of temporal formulas over a finite trace according to [EFH⁺03]. If trace σ satisfies property φ , then we write $\sigma \models \varphi$.

5.1 Strong Semantics

Furthermore,

- if p is a state formula, then $\sigma \models p$ iff $\sigma^0[p] = \mathbf{tt}$ and $|\sigma| \neq 0$,
- $\sigma \models \neg\varphi$ iff $\sigma \not\models \varphi$,
- $\sigma \models \varphi \vee \psi$ iff $\sigma \models \varphi$ or $\sigma \models \psi$,
- $\sigma \models \varphi \wedge \psi$ iff $\sigma \models \varphi$ and $\sigma \models \psi$,
- $\sigma \models \Box\varphi$ iff for all $0 \leq i < |\sigma|$, $\sigma^{i\cdots} \models \varphi$,
- $\sigma \models \Diamond\varphi$ iff there exists $0 \leq i < |\sigma|$ such that $\sigma^{i\cdots} \models \varphi$,
- $\sigma \models \circ\varphi$ iff $\sigma' \models \varphi$ where $\sigma' = \sigma$ if $|\sigma| = 1$ and $\sigma' = \sigma^{1\cdots}$ if $|\sigma| > 1$,
- $\sigma \models \varphi \mathcal{U} \psi$ iff there exists $0 \leq k < |\sigma|$ s.t. $\sigma \models \psi$ and for all $j < k$, $\sigma \models \varphi$.

A formula φ is satisfiable if there exists a sequence σ such that $\sigma \models \varphi$. Given set of traces T and formula φ , φ is valid over T if for all $\sigma \in T$, $\sigma \models \varphi$.

5.2 Weak Semantics

Furthermore,

- if p is a state formula, then $\sigma \models p$ iff $\sigma^0[p] = \mathbf{tt}$ or $|\sigma| = 0$,
- $\sigma \models \neg\varphi$ iff $\sigma \not\models \varphi$,
- $\sigma \models \varphi \vee \psi$ iff $\sigma \models \varphi$ or $\sigma \models \psi$,
- $\sigma \models \varphi \wedge \psi$ iff $\sigma \models \varphi$ and $\sigma \models \psi$,
- $\sigma \models \Box\varphi$ iff for all $0 \leq i < |\sigma|$, $\sigma^{i\cdots} \models \varphi$,
- $\sigma \models \Diamond\varphi$ iff there exists $0 \leq i < |\sigma|$ such that $\sigma^{i\cdots} \models \varphi$,
- $\sigma \models \circ\varphi$ iff $\sigma' \models \varphi$ where $\sigma' = \sigma$ if $|\sigma| = 1$ and $\sigma' = \sigma^{1\cdots}$ if $|\sigma| > 1$,
- $\sigma \models \varphi \mathcal{U} \psi$ iff there exists $0 \leq k < |\sigma|$ s.t. $\sigma \models \psi$ and for all $j < k$, $\sigma \models \varphi$.

6 Relationships between Models and Formlae

In this subsection, we describe the relationship between algebraic models and LTL formulas. The modeling language enables us to pass values via input prefix $\alpha(e)$ and output prefix $\bar{\alpha}(x)$ with the same name. Execution of $\alpha(e)$ produces value v of e . Execution of $\bar{\alpha}(x)$ causes a single assignment to x . Furthermore, the execution of two actions causes atomic assignment $x := v$, that is, communication between two agents produces a new state by changing the values of the variables. This is similar to the first paragraph in Section 3.3 of [LS84, page 290].

This atomic assignment changes states, and we represent the change as $s[v/x]$, which denotes a change in the values of x in s to v . A state is a mapping from variables to values. Assuming that \mathbf{Var}_E is a set of variables that appears in prefixes in agent E with range \mathbf{V} , $s : \mathbf{Var}_E \rightarrow \mathbf{V}$. For example, the evaluation $s[x = y]$ of $x = y$ at s becomes $s[x] = s[y]$, and at $s[v/x]$, $s[v/x][x] = s[v/x][y]$, i.e., $v = s[y]$.

Therefore, communication between agents produces a sequence of assignments, which then produces a sequence of state changes called a trace. Let a set of traces produced by agent E be T . If for all traces $\sigma \in T$, $\sigma \models \varphi$, then we state that φ is valid over E and write $E \models \varphi$.

6.1 Transition of Automata

A Büchi automaton m contains of five components:

- A finite set of states, denoted Q .
- A finite set of input symboles, denoted Σ .
- A transition function δ that takes a state and an input symbol, and returns a next state. If q is a state, and s is an input symbol, then $\delta(q, a)$ returns state p .
- A start state q_0 is a state in Q .
- A set of accepting states Q_∞ is a subset of Q .

In this paper, an input symbol becomes a state of a model. We talk about an automaton m in *five-tuple* notation: $(Q, \Sigma, \delta, q_0, Q_\infty)$.

Now, we need to make the notion of the language that an automaton accepts. To do this, we define an extended transition function. The extended transition function constructed from δ is called $\hat{\delta}$. We define $\hat{\delta}$ by induction on the length of an input string σ , as follows:

$$\hat{\delta}(q, \sigma) = \begin{cases} \eta & \text{if } |\sigma| = 0 \\ \delta(\hat{\delta}(q, \sigma^{..n-1}), \sigma^n) & \text{if } 0 < |\sigma| < \omega. \end{cases}$$

We define the language $\mathcal{L}(m)$ of automaton m . Let $INF(\sigma)$ be a set of automaton states that appear infinitely often in while reading σ , then σ is accepted by m if and only if $INF(\sigma) \cup Q_\infty \neq \emptyset$. Thus,

$$\mathcal{L}(m) = \{\rho \mid \rho^0 = q^0, \rho^{|\sigma|} = \hat{\delta}(\rho, \sigma), \text{ and } INF(\sigma) \cup Q_\infty \neq \emptyset\}.$$

η depends on weak or strong semantics. In weak semantics, η is q that is regarded as an element of Q_∞ . In strong semantics, η is Λ , where Λ is inconsistency.

6.2 Correspondence between Models and Formulae

We describe a correspondence between a model and a Büchi automaton of a formulae of a property which the model are required. The correspondence is expressed with Hoare triple: $\{P\}\alpha\{P'\}$, where P and P' are boolean predicates, and α is an action which a model performs.

An automaton m enters an automaton state q_j if there exists a history containing program state s and m is transformed from q_i into q_j by reading s . We define *correspondence invariant* by induction [AS87].

DEFINITION 6.1 (Correspondence Basis)

$\forall i : q_j \in Q \text{ and } (Init_\pi \wedge T_{0j}) \Rightarrow C_j,$
where $Init_\pi$ is the initial states of model π .

DEFINITION 6.2 (Correspondence Induction)

$\forall \alpha : \forall i : \alpha \in A \cup \bar{A} \text{ and } q_i \in Q \text{ and } \{C_i\}\alpha\{\bigwedge_{q_j \in Q} (T_{ij} \Rightarrow C_j)\}.$

References

- [AS87] Bowen Alpern and Fred B. Schneider. Recognizing safety and liveness. In *Distributed Computing*, pages 117–126. Springer-Verlag, 1987.
- [EFH⁺03] Cindy Eisner, Dana Fisman, John Havlicek, Yoad Lustig, Anthony McIsaac, and David Van Campenhout. Reasoning with temporal logic on truncated paths. In Warren A. Hunt Jr. and Fabio Somenzi, editors, *Computer Aided Verification*, volume 2725 of *Lecture Notes in Computer Science*, pages 27–39. Springer Berlin Heidelberg, 2003.
- [LS84] Leslie Lamport and Fred B. Schneider. The “Hoare Logic” of CSP, and all that. *ACM Transactions on Programming Languages and Systems (TOPLAS)*, 6(2):281–296, April 1984.