

Software Engineering using Formal Methods

Introduction to PROMELA

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05 September 2013

Towards Model Checking

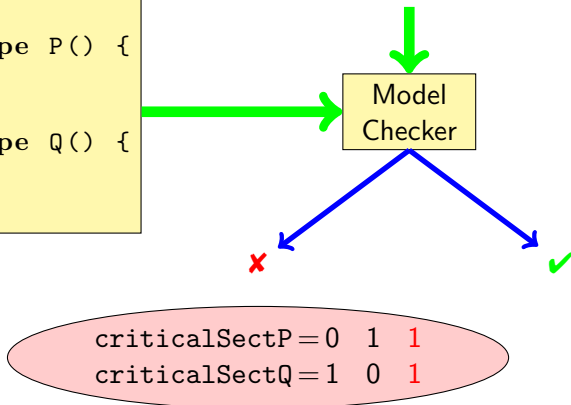
System Model

Promela Program

```
byte n = 0;
active proctype P() {
  n = 1;
}
active proctype Q() {
  n = 2;
}
```

System Property

P, Q are never in their
critical section at the same time



What is PROMELA?

PROMELA is an acronym

PROcess META-Language

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PROMELA is a language for modeling **concurrent** systems

- ▶ multi-threaded

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- ▶ synchronisation and message passing
- ▶ few control structures, pure (side-effect free) expressions

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PROcess META-Language

PROMELA is a language for **modeling** concurrent systems

- ▶ multi-threaded
- ▶ synchronisation and message passing
- ▶ few control structures, pure (side-effect free) expressions
- ▶ data structures with finite and fixed bound

What is PROMELA **Not**?

PROMELA is **not** a programming language

Very small language, not intended to program real systems
(we will master most of it in today's lecture!)

- ▶ No pointers
- ▶ No methods/procedures
- ▶ No libraries
- ▶ No GUI, no standard input
- ▶ No floating point types
- ▶ Fair scheduling policy (during verification)
- ▶ No data encapsulation

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- ▶ No GUI, no standard input
- ▶ No floating point types
- ▶ Fair scheduling policy (during verification)
- ▶ No data encapsulation
- ▶ **Non-deterministic**

A First PROMELA Program

```
active proctype P() {  
    printf("Hello world\n")  
}
```

Command Line Execution

Simulating (i.e., interpreting) a PROMELA program

```
> spin hello.pml  
Hello world
```

A First PROMELA Program

```
active proctype P() {  
    printf("Hello_world\n")  
}
```

Command Line Execution

Simulating (i.e., interpreting) a PROMELA program

```
> spin hello.pml  
Hello world
```

First observations

- ▶ keyword `proctype` declares process named `P`
- ▶ C-like command and expression syntax
- ▶ C-like (simplified) formatted print

Arithmetic Data Types

```
active proctype P() {  
    int val = 123;  
    int rev;  
    rev = (val % 10) * 100 + /* % is modulo */  
          ((val / 10) % 10) * 10 + (val / 100);  
    printf("val_ = %d, rev_ = %d\n", val, rev)  
}
```

Arithmetic Data Types

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active proctype P() {  
    int val = 123;  
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          ((val / 10) % 10) * 10 + (val / 100);  
    printf("val_ = %d, rev_ = %d\n", val, rev)  
}
```

Observations

- ▶ Data types `byte`, `short`, `int`, `unsigned` with operations `+`, `-`, `*`, `/`, `%`
- ▶ Expressions computed as `int`, then converted to container type
- ▶ No floats, no side effects, C/Java-style comments
- ▶ No string variables (strings only in print statements)

Booleans and Enumerations

```
bit  b1 = 0;  
bool b2 = true;
```

Observations

- ▶ `bit` is small numeric type containing 0, 1
- ▶ `bool`, `true`, `false` syntactic sugar for `bit`, 1, 0

Booleans and Enumerations

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```
mtype = { red, yellow, green }; //in global context
```

```
mtype light = green;  
printf("the light is %e\n", light)
```

Observations

- ▶ literals represented as non-0 byte: at most 255
- ▶ `mtype` stands for [message type](#) (first used for message names)
- ▶ There is at most one `mtype` per program

Control Statements

Sequence	using ; as separator; C/JAVA-like rules
Guarded Command	
— Selection	non-deterministic choice of an alternative
— Repetition	loop until <code>break</code> (or forever)
Goto	jump to a label

Guarded Commands: Selection

```
active proctype P() {  
    byte a = 5, b = 5;  
    byte max, branch;  
    if  
        :: a >= b -> max = a; branch = 1  
        :: a <= b -> max = b; branch = 2  
    fi  
}
```

Guarded Commands: Selection

```
active proctype P() {  
  byte a = 5, b = 5;  
  byte max, branch;  
  if  
    :: a >= b -> max = a; branch = 1  
    :: a <= b -> max = b; branch = 2  
  fi  
}
```

Command Line Execution

Trace of random simulation of multiple runs

```
> spin -v max.pml  
> spin -v max.pml  
> ...
```

Guarded Commands: Selection

```
active proctype P() {  
    byte a = 5, b = 5;  
    byte max, branch;  
    if  
        :: a >= b -> max = a; branch = 1  
        :: a <= b -> max = b; branch = 2  
    fi  
}
```

Observations

- ▶ Guards may “**overlap**” (more than one can be true at the same time)
- ▶ Any alternative whose guard is true is **randomly** selected
- ▶ When no guard true: process **blocks** until one becomes true

Guarded Commands: Selection Cont'd

```
active proctype P() {  
  bool p = ...;  
  if  
    :: p      -> ...  
    :: true  -> ...  
  fi  
}
```

```
active proctype P() {  
  bool p = ...;  
  if  
    :: p      -> ...  
    :: else  -> ...  
  fi  
}
```

Guarded Commands: Selection Cont'd

```
active proctype P() {  
  bool p = ...;  
  if  
    :: p      -> ...  
    :: true  -> ...  
  fi  
}
```

```
active proctype P() {  
  bool p = ...;  
  if  
    :: p      -> ...  
    :: else  -> ...  
  fi  
}
```

Second alternative can be selected **anytime**, regardless of whether `p` is true

Guarded Commands: Selection Cont'd

```
active proctype P() {  
  bool p = ...;  
  if  
    :: p      -> ...  
    :: true -> ...  
  fi  
}
```

Second alternative can be selected **anytime**, regardless of whether *p* is true

```
active proctype P() {  
  bool p = ...;  
  if  
    :: p      -> ...  
    :: else -> ...  
  fi  
}
```

Second alternative can be selected **only if *p* is false**

Guarded Statement Syntax

```
:: guard-statement -> command
```

Observations

- ▶ symbol `->` is overloaded in PROMELA
- ▶ first statement after `::` used as guard
 - ▶ `:: guard` is admissible (empty command)
 - ▶ `->` is synonym for `;`
 - ▶ Therefore: can use `;` instead of `->`

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 - ▶ `->` is synonym for `;`
 - ▶ Therefore: can use `;` instead of `->`
 - ▶ Relation guards vs. statements will get clearer later

Guarded Commands: Repetition

```
active proctype P() { /* computes gcd */
  int a = 15, b = 20;
  do
    :: a > b -> a = a - b
    :: b > a -> b = b - a
    :: a == b -> break
  od
}
```

Guarded Commands: Repetition

```
active proctype P() { /* computes gcd */
  int a = 15, b = 20;
  do
    :: a > b -> a = a - b
    :: b > a -> b = b - a
    :: a == b -> break
  od
}
```

Command Line Execution

Trace with values of local variables

```
> spin -p -l gcd.pml
> spin --help
```

Guarded Commands: Repetition

```
active proctype P() { /* computes gcd */
  int a = 15, b = 20;
  do
    :: a > b -> a = a - b
    :: b > a -> b = b - a
    :: a == b -> break
  od
}
```

Observations

- ▶ Any alternative whose guard is true is **randomly** selected
- ▶ Only way to exit loop is via **break** or **goto**
- ▶ When no guard true: loop **blocks** until one becomes true

Counting Loops

Counting loops such as for-loops as usual in imperative programming languages are realized with `break` after the termination condition:

```
#define N 10 /* C-style preprocessing */
active proctype P() {
  int sum = 0; byte i = 1;
  do
    :: i > N -> break /* test */
    :: else -> sum = sum + i; i++ /* body, increase */
  od
}
```

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```
#define N 10 /* C-style preprocessing */
active proctype P() {
  int sum = 0; byte i = 1;
  do
    :: i > N -> break          /* test */
    :: else -> sum = sum + i; i++ /* body, increase */
  od
}
```

Observations

- ▶ Don't forget `else`, otherwise strange behaviour

Arrays

```
#define N 5
active proctype P() {
    byte a[N];
    a[0] = 0; a[1] = 10; a[2] = 20; a[3] = 30; a[4] = 40;
    byte sum = 0, i = 0;
    do
        :: i > N-1 -> break
        :: else      -> sum = sum + a[i]; i++
    od;
}
```

Arrays

```
#define N 5
active proctype P() {
    byte a[N];
    a[0] = 0; a[1] = 10; a[2] = 20; a[3] = 30; a[4] = 40;
    byte sum = 0, i = 0;
    do
        :: i > N-1 -> break
        :: else -> sum = sum + a[i]; i++
    od;
}
```

Observations

- ▶ Array indexes start with 0 as in JAVA and C
- ▶ Arrays are scalar types: $a \neq b$ always different arrays
- ▶ Array bounds are constant and cannot be changed
- ▶ Only one-dimensional arrays (there is an (ugly) workaround)

Record Types

```
typedef DATE {  
    byte day, month, year;  
}  
active proctype P() {  
    DATE D;  
    D.day = 1; D.month = 7; D.year = 62  
}
```


Record Types

```
typedef DATE {
    byte day, month, year;
}
active proctype P() {
    DATE D;
    D.day = 1; D.month = 7; D.year = 62
}
```

Observations

- ▶ may include previously declared record types, but **no** self-references
- ▶ Can be used to realize multi-dimensional arrays:

```
typedef VECTOR {
    int vector[10]
};
VECTOR matrix[5]; /* base type array in record */
matrix[3].vector[6] = 17;
```

Jumps

```
#define N 10
active proctype P() {
    int sum = 0; byte i = 1;
    do
        :: i > N -> goto exitloop ;
        :: else -> sum = sum + i; i++
    od;
exitloop:
    printf("End of loop")
}
```

Jumps

```
#define N 10
active proctype P() {
    int sum = 0; byte i = 1;
    do
        :: i > N -> goto exitloop ;
        :: else -> sum = sum + i; i++
    od;
exitloop:
    printf("End of loop")
}
```

Observations

- ▶ Jumps allowed only within a process
- ▶ Labels must be unique for a process
- ▶ Can't place labels in front of guards (inside alternative ok)
- ▶ Easy to write messy code with `goto`

Inlining Code

PROMELA has no method or procedure calls

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```
typedef DATE {
  byte day, month, year;
}
inline setDate(D, DD, MM, YY) {
  D.day = DD; D.month = MM; D.year = YY
}
active proctype P() {
  DATE d;
  setDate(d,1,7,62)
}
```

Inlining Code

PROMELA has no method or procedure calls

```
typedef DATE {
  byte day, month, year;
}
inline setDate(D, DD, MM, YY) {
  D.day = DD; D.month = MM; D.year = YY
}
active proctype P() {
  DATE d;
  setDate(d,1,7,62)
}
```

The inline construct

- ▶ macro-like abbreviation mechanism for code that occurs multiply
- ▶ creates **no** new scope for locally declared variables
 - ▶ avoid to declare variables in **inline** — they are visible

Non-Deterministic Programs

Deterministic PROMELA programs are trivial

Assume PROMELA program with **one process** and **no overlapping guards**

- ▶ All variables are (implicitly or explicitly) initialized
- ▶ No user input possible
- ▶ Each state is either blocking or has exactly one successor state

Such a program has exactly one possible computation!

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Non-trivial PROMELA programs are non-deterministic!

Possible sources of non-determinism

1. Non-deterministic choice of alternatives with overlapping guards
2. Scheduling of concurrent processes

Non-Deterministic Generation of Values

```
byte range;  
if  
  :: range = 1  
  :: range = 2  
  :: range = 3  
  :: range = 4  
fi
```

Observations

- ▶ assignment statement used as guard
 - ▶ assignment statement always succeeds (guard is true)
 - ▶ side effect of guard is desired effect of this alternative
 - ▶ also possible `:: true -> range = 1 :: true -> range = 2 ...`
- ▶ selects non-deterministically a value in $\{1, 2, 3, 4\}$ for range

Non-Deterministic Generation of Values Cont'd

Generation of values from explicit list impractical for large range

Non-Deterministic Generation of Values Cont'd

Generation of values from explicit list impractical for large range

```
#define LOW 0
#define HIGH 9
byte range = LOW;
do
  :: range < HIGH -> range++
  :: break
od
```

Observations

- ▶ In each iteration, equal chance for increase of `range` and loop exit
- ▶ Chance of generating n in random simulation is $2^{-(n+1)}$
 - ▶ Obtain no representative test cases from random simulation!
 - ▶ OK for verification, because all computations are generated

Sources of Non-Determinism

1. Non-deterministic choice of alternatives with overlapping guards
2. Scheduling of concurrent processes

Concurrent Processes

```
active proctype P() {  
    printf("Process P, statement 1\n");  
    printf("Process P, statement 2\n");  
}
```

```
active proctype Q() {  
    printf("Process Q, statement 1\n");  
    printf("Process Q, statement 2\n");  
}
```

Observations

- ▶ Can declare more than one process (need unique identifier)
- ▶ At most 255 processes

Execution of Concurrent Processes

Command Line Execution

Random simulation of two processes

```
> spin interleave.pml
```

Execution of Concurrent Processes

Command Line Execution

Random simulation of two processes

```
> spin interleave.pml
```

Observations

- ▶ Scheduling of concurrent processes 'on one processor'
- ▶ Scheduler randomly selects process to make next step
- ▶ Many different computations are possible: non-determinism
- ▶ Use `-p/-g/-1` options to see more execution details

Sets of Processes

```
active [2] proctype P() {  
    printf("Process %d, statement 1\n", _pid);  
    printf("Process %d, statement 2\n", _pid)  
}
```

Observations

- ▶ Can declare set of identical processes
- ▶ Current process identified with reserved variable `_pid`
- ▶ Each process can have its own local variables

Sets of Processes

```
active [2] proctype P() {  
    printf("Process %d, statement 1\n", _pid);  
    printf("Process %d, statement 2\n", _pid)  
}
```

Observations

- ▶ Can declare set of identical processes
- ▶ Current process identified with reserved variable `_pid`
- ▶ Each process can have its own local variables

Command Line Execution

Random simulation of set of two processes

```
> spin interleave_set.pml
```

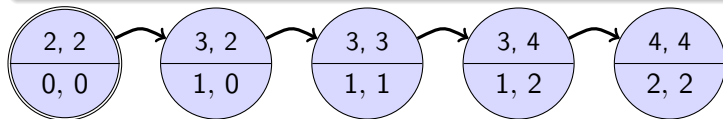
PROMELA Computations

```
1 active [2] proctype P() {  
2   byte n;  
3   n = 1;  
4   n = 2  
5 }
```

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```

One possible computation of this program



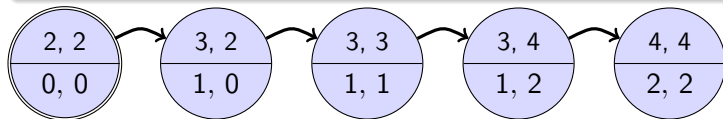
Notation

- ▶ Program pointer (line #) for each process in upper compartment
- ▶ Value of all variables in lower compartment

PROMELA Computations

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3   n = 1;  
4   n = 2  
5 }
```

One possible computation of this program



Notation

- ▶ Program pointer (line #) for each process in upper compartment
- ▶ Value of all variables in lower compartment

Computations are either infinite or terminating or blocking

Admissible Computations: Interleaving

Definition (Interleaving of independent computations)

Assume n independent processes P_1, \dots, P_n and process i has computation $c^i = (s_0^i, s_1^i, s_2^i, \dots)$.

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The interleaved state sequence
respects the execution order of each process

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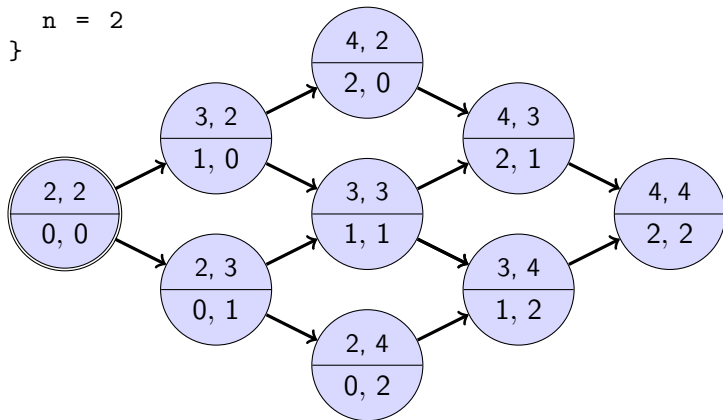
Observations

- ▶ Semantics of concurrent PROMELA program is the set of its interleavings
- ▶ Called **interleaving semantics** of concurrent programs
- ▶ Not universal: in JAVA certain **reorderings** allowed

Interleaving Cont'd

Can represent possible interleavings in a DAG

```
1 active [2] proctype P() {  
2   byte n;  
3   n = 1;  
4   n = 2  
5 }
```



At which granularity of execution can interleaving occur?

Definition (Atomicity)

An expression or statement of a process that is executed entirely without the possibility of interleaving is called **atomic**.

Atomicity

At which granularity of execution can interleaving occur?

Definition (Atomicity)

An expression or statement of a process that is executed entirely without the possibility of interleaving is called **atomic**.

Atomicity in PROMELA

- ▶ Assignments, jumps, skip, and expressions are **atomic**
 - ▶ In particular, conditional expressions are atomic:
($p \rightarrow q : r$), C-style syntax, brackets required
- ▶ Guarded commands are **not atomic**

Atomicity Cont'd

```
int a,b,c;
active proctype P() {
  a = 1; b = 1; c = 1;
  if
    :: a != 0 -> c = b / a
    :: else -> c = b
  fi
}
active proctype Q() {
  a = 0
}
```

Atomicity Cont'd

```
int a,b,c;
active proctype P() {
  a = 1; b = 1; c = 1;
  if
    :: a != 0 -> c = b / a
    :: else -> c = b
  fi
}
active proctype Q() {
  a = 0
}
```

Command Line Execution

Interleaving into selection statement forced by interactive simulation

```
> spin -p -g -i zero.pml
```

Atomicity Cont'd

How to prevent interleaving?

1. Consider to use expression instead of selection statement:

$c = (a \neq 0 \rightarrow (b / a) : b)$

Atomicity Cont'd

How to prevent interleaving?

1. Consider to use expression instead of selection statement:

```
c = (a != 0 -> (b / a): b)
```

2. Put code inside scope of `atomic`:

```
active proctype P() {  
    a = 1; b = 1; c = 1;  
    atomic {  
        if  
            :: a != 0 -> c = b / a  
            :: else -> c = b  
        fi  
    }  
}
```


Atomicity Cont'd

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c = (a != 0 -> (b / a): b)
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        fi  
    }  
}
```

Atomicity Cont'd

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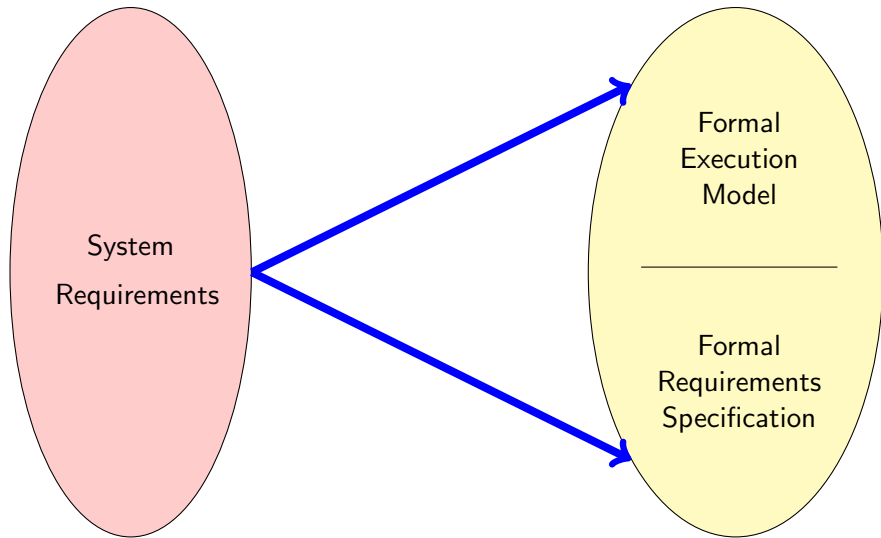
```
active proctype P() {  
    a = 1; b = 1; c = 1;  
    atomic {  
        if  
            :: a != 0 -> c = b / a  
            :: else -> c = b  
        fi  
    }  
}
```

Remark: Blocking statement in `atomic` may lead to interleaving
(Lect. "Concurrency")

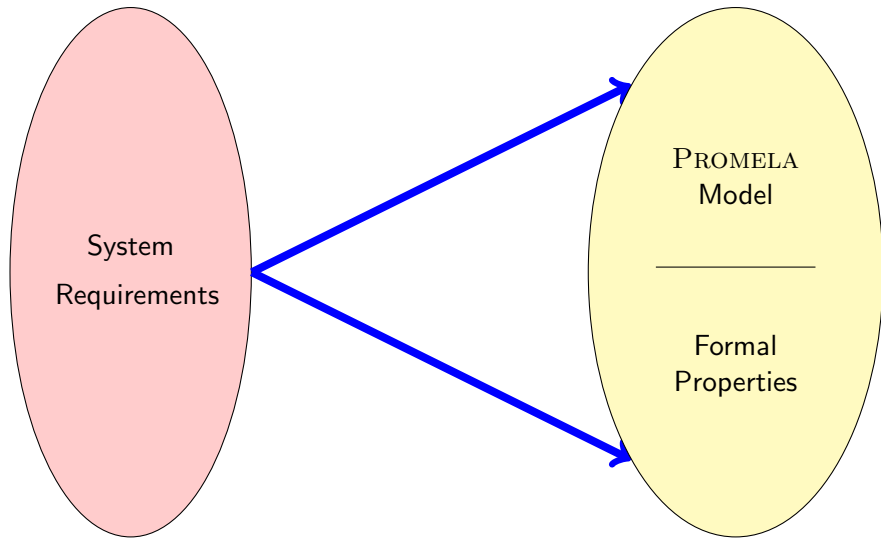
Usage Scenario of PROMELA

1. Model the essential features of a system in PROMELA
 - ▶ abstract away from complex (numerical) computations
 - ▶ make usage of non-deterministic choice of outcome
 - ▶ replace unbounded data structures with finite approximations
2. Select properties that the PROMELA model must satisfy
 - ▶ Generic Properties (discussed in later lectures)
 - ▶ Mutual exclusion for access to critical resources
 - ▶ Absence of deadlock
 - ▶ Absence of starvation
 - ▶ System-specific properties
 - ▶ Event sequences (e.g., system responsiveness)

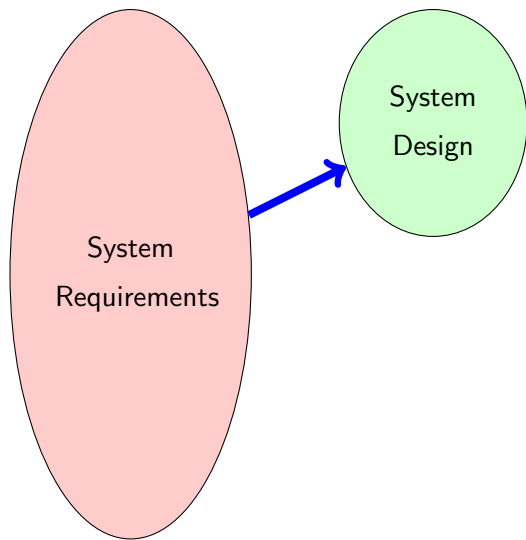
Formalisation with PROMELA



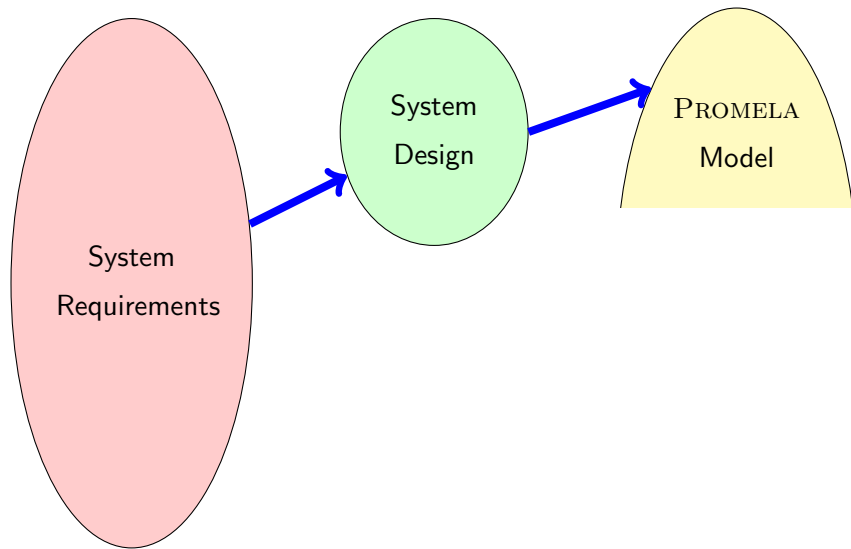
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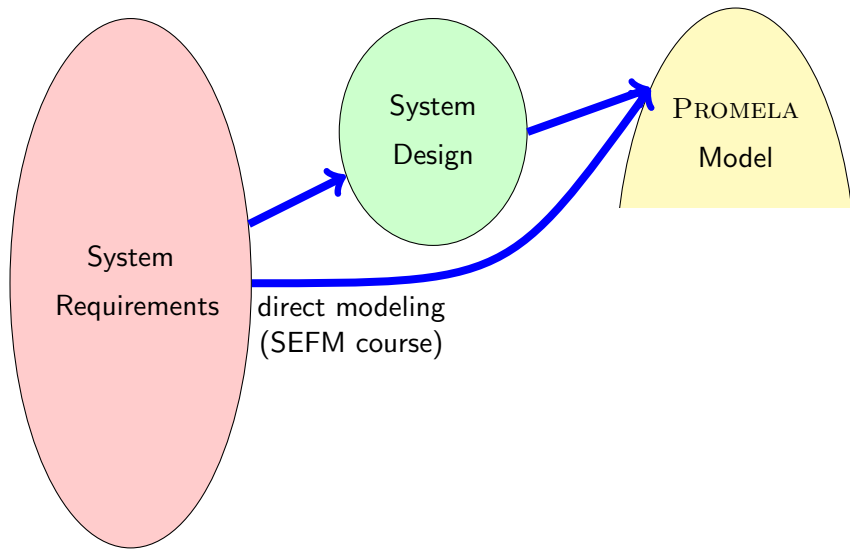
Formalisation with PROMELA



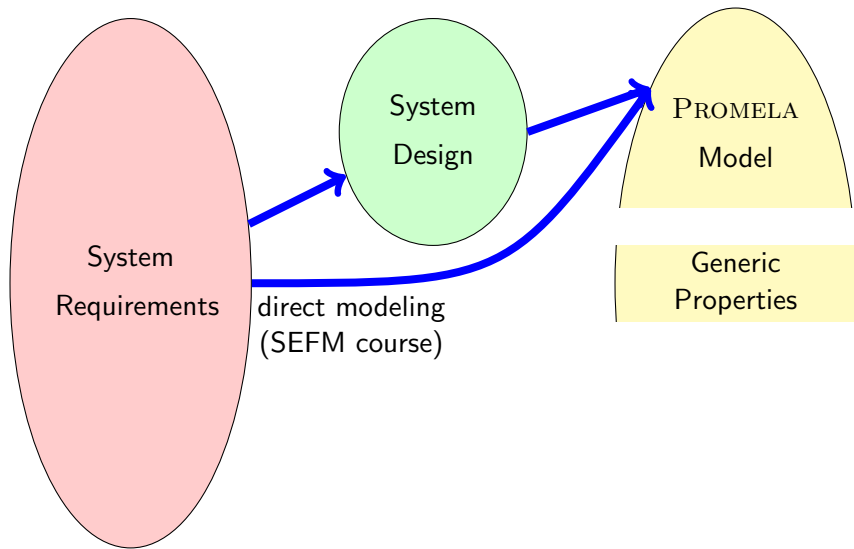
Formalisation with PROMELA **Abstraction**



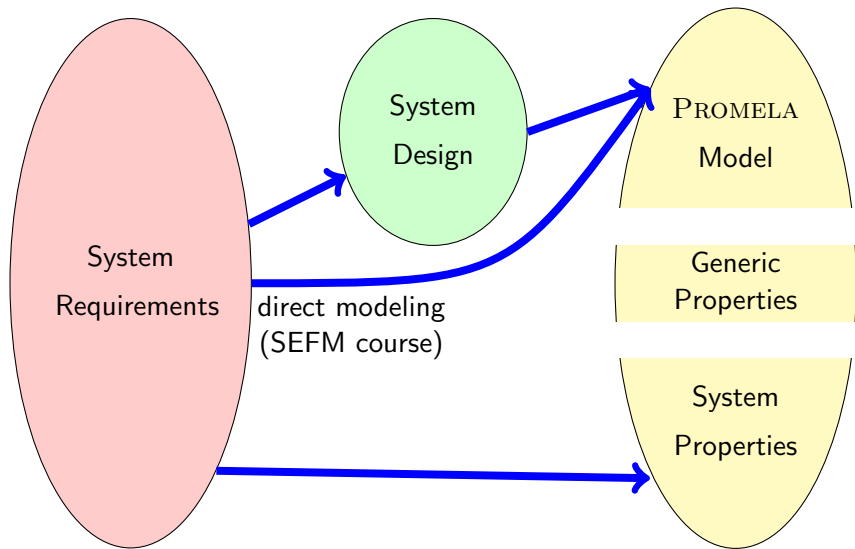
Formalisation with PROMELA **Abstraction**



Formalisation with PROMELA



Formalisation with PROMELA



Usage Scenario of PROMELA Cont'd

1. **Model** the **essential** features of a system in PROMELA
 - ▶ **abstract** away from complex (numerical) computations
 - ▶ make usage of **non-deterministic** choice of outcome
 - ▶ replace unbounded datastructures with **finite** approximations
 - ▶ assume **fair** process scheduler
2. **Select properties** that the PROMELA model must satisfy
 - ▶ Mutual exclusion for access to critical resources
 - ▶ Absence of deadlock
 - ▶ Absence of starvation
 - ▶ Event sequences (e.g., system responsiveness)
3. **Verify** that all possible runs of PROMELA model **satisfy** properties
 - ▶ Typically, need many **iterations** to get model and properties right
 - ▶ Failed verification attempts provide feedback via **counter examples**
 - ▶ **Topic of next week's lecture**

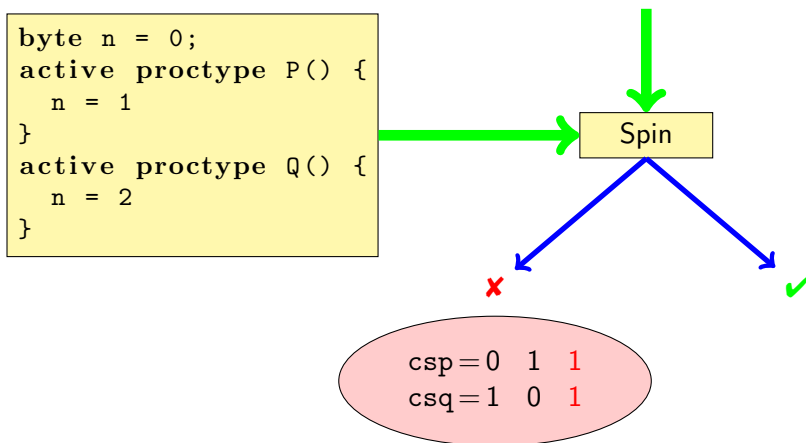
Verification: Work Flow (Simplified)

PROMELA Program

```
byte n = 0;
active proctype P() {
  n = 1
}
active proctype Q() {
  n = 2
}
```

Properties

$[[!(csp \parallel !csq)$



Literature for this Lecture

Ben-Ari Chapter 1, Sections 3.1–3.3, 3.5, 4.6, Chapter 6

Spin Reference card (linked from Links, Papers, and Software section of course homepage)

jspin User manual, file `doc/jspin-user.pdf` in distribution