

# Formal Methods for Software Development

## Verification with SPIN

Wolfgang Ahrendt

04 September 2020

# SPIN: Previous Lecture vs. This Lecture

## Previous lecture

SPIN appeared as a PROMELA **simulator**

## This lecture

Intro to SPIN as a **model checker**

# What Does A Model Checker Do?

Model Checker (MC) is designed to prove the user wrong.

MC does *not* mainly try to prove correctness properties.  
It mainly tries the opposite.

MC tuned to **find counter example** to correctness property.

# What Does A Model Checker Do?

Model Checker (MC) is designed to prove the user wrong.

MC does *not* mainly try to prove correctness properties.  
It mainly tries the opposite.

MC tuned to **find counter example** to correctness property.

Why can MC **prove** correctness properties?

# What Does A Model Checker Do?

Model Checker (MC) is designed to prove the user wrong.

MC does *not* mainly try to prove correctness properties.  
It mainly tries the opposite.

MC tuned to **find counter example** to correctness property.

Why can MC **prove** correctness properties?

MC's **search** for counter examples is **exhaustive**.

# What Does A Model Checker Do?

Model Checker (MC) is designed to prove the user wrong.

MC does *not* mainly try to prove correctness properties.  
It mainly tries the opposite.

MC tuned to **find counter example** to correctness property.

Why can MC **prove** correctness properties?

MC's **search** for counter examples is **exhaustive**.

⇒ **Finding no counter example proves stated correctness properties.**

# What does 'exhaustive search' mean here?

exhaustive search

=

resolving non-determinism in all possible ways

# What does 'exhaustive search' mean here?

exhaustive search

=

resolving non-determinism in all possible ways

For model checking PROMELA code,  
two kinds of non-determinism to be resolved:



# What does 'exhaustive search' mean here?

exhaustive search

=

resolving non-determinism in all possible ways

For model checking PROMELA code,  
two kinds of non-determinism to be resolved:

► explicit, local:

if/do statements

:: guardX -> ...

:: guardY -> ...

# What does 'exhaustive search' mean here?

exhaustive search

=

resolving non-determinism in all possible ways

For model checking PROMELA code,  
two kinds of non-determinism to be resolved:

- ▶ explicit, local:

if/do statements

:: guardX -> ...

:: guardY -> ...

- ▶ implicit, global:

scheduling of concurrent processes  
(see next lecture)

# Model Checker for This Course: SPIN

SPIN: “Simple Promela Interpreter”

# Model Checker for This Course: SPIN

SPIN: “Simple Promela Interpreter”

The name is a serious understatement!

# Model Checker for This Course: SPIN

SPIN: “Simple Promela Interpreter”

The name is a serious understatement!

Main functionality of SPIN:

- ▶ simulating a model (randomly/interactively)
- ▶ generating a verifier

# Model Checker for This Course: SPIN

SPIN: “Simple Promela Interpreter”

The name is a serious understatement!

Main functionality of SPIN:

- ▶ simulating a model (randomly/interactively)
- ▶ generating a verifier

Verifier generated by SPIN is a C program performing

# Model Checker for This Course: SPIN

SPIN: “Simple Promela Interpreter”

The name is a serious understatement!

Main functionality of SPIN:

- ▶ simulating a model (randomly/interactively)
- ▶ generating a verifier

Verifier generated by SPIN is a C program performing model checking:

# Model Checker for This Course: SPIN

SPIN: “Simple Promela Interpreter”

The name is a serious understatement!

Main functionality of SPIN:

- ▶ simulating a model (randomly/interactively)
- ▶ generating a verifier

Verifier generated by SPIN is a C program performing model checking:

- ▶ exhaustively checks PROMELA model against correctness properties



# Model Checker for This Course: SPIN

SPIN: “Simple Promela Interpreter”

The name is a serious understatement!

Main functionality of SPIN:

- ▶ simulating a model (randomly/interactively)
- ▶ generating a verifier

Verifier generated by SPIN is a C program performing model checking:

- ▶ exhaustively checks PROMELA model against correctness properties
- ▶ in case the check is negative:  
generates a failing run of the model

# Model Checker for This Course: SPIN

SPIN: “Simple Promela Interpreter”

The name is a serious understatement!

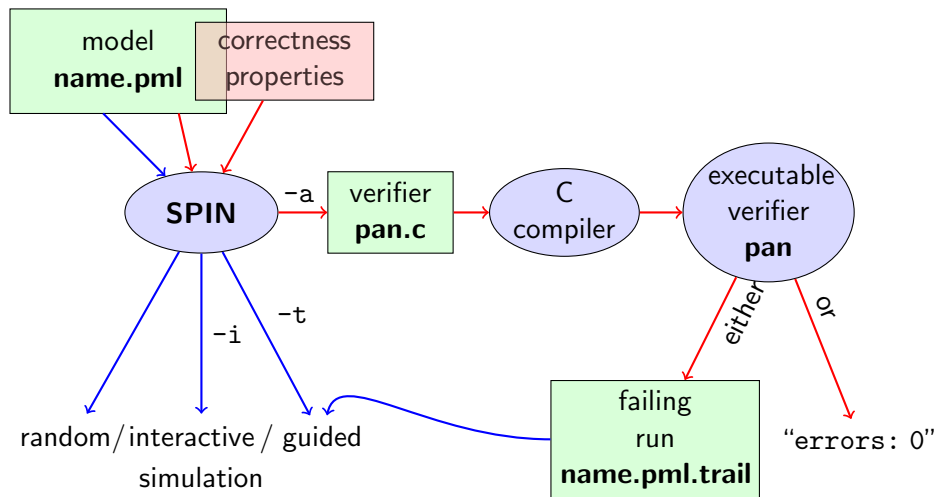
Main functionality of SPIN:

- ▶ simulating a model (randomly/interactively/guided)
- ▶ generating a verifier

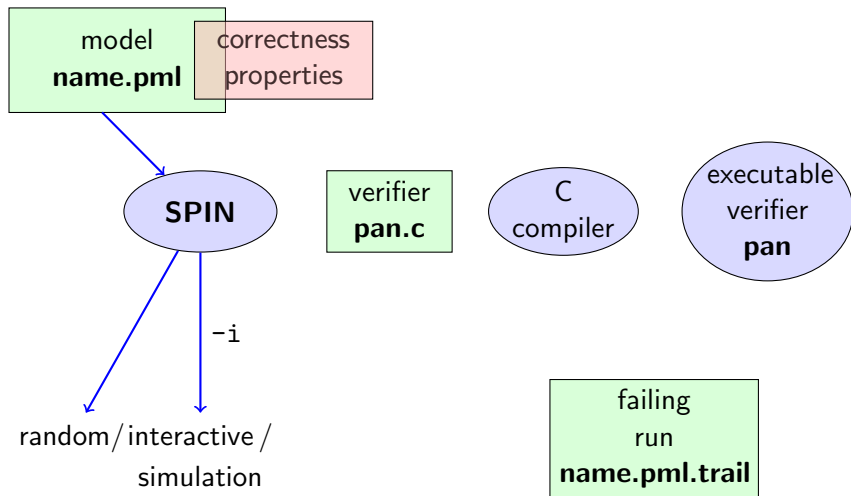
Verifier generated by SPIN is a C program performing  
model checking:

- ▶ exhaustively checks PROMELA model against correctness properties
- ▶ in case the check is negative:  
generates a failing run of the model, to be simulated by SPIN

# SPIN Workflow: Overview



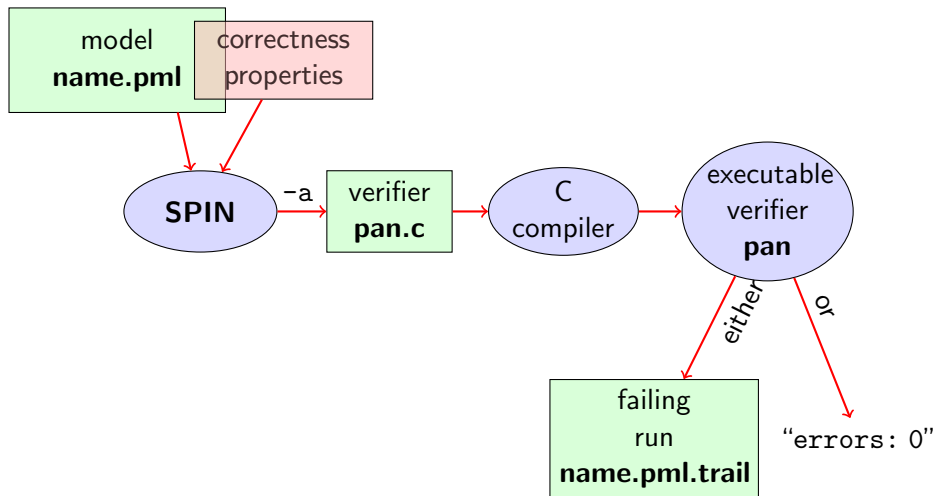
# Plain Simulation with SPIN



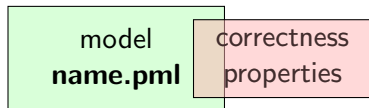
# Rehearsal: Simulation Demo

- ▶ run example, random and interactive  
`zero.pml`

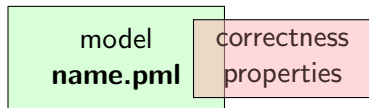
# Model Checking with SPIN



# Stating Correctness Properties



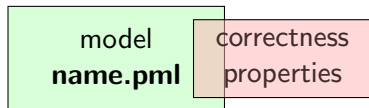
# Stating Correctness Properties



Correctness properties can be stated [within](#), or [outside](#), the model.



# Stating Correctness Properties

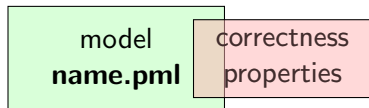


Correctness properties can be stated **within**, or **outside**, the model.

**stating properties within model**, using

- ▶ assertion statements

# Stating Correctness Properties

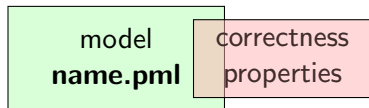


Correctness properties can be stated **within**, or **outside**, the model.

**stating properties within model**, using

- ▶ assertion statements
- ▶ meta labels
  - ▶ end labels
  - ▶ accept labels
  - ▶ progress labels

# Stating Correctness Properties



Correctness properties can be stated **within**, or **outside**, the model.

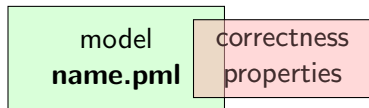
**stating properties within model**, using

- ▶ assertion statements
- ▶ meta labels
  - ▶ end labels
  - ▶ accept labels
  - ▶ progress labels

**stating properties outside model**, using

- ▶ never claims
- ▶ temporal logic formulas

# Stating Correctness Properties



Correctness properties can be stated **within**, or **outside**, the model.

**stating properties within model**, using

- ▶ **assertion statements** (today)
- ▶ meta labels
  - ▶ **end labels** (today)
  - ▶ accept labels
  - ▶ progress labels

**stating properties outside model**, using

- ▶ never claims
- ▶ temporal logic formulas

# Assertion Statements

## Definition (Assertion Statements)

Assertion statements in PROMELA are statements of the form

`assert(expr)`

where *expr* is any PROMELA expression.

# Assertion Statements

## Definition (Assertion Statements)

Assertion statements in PROMELA are statements of the form

`assert(expr)`

where *expr* is any PROMELA expression.

Typically, *expr* is of type `bool`.

# Assertion Statements

## Definition (Assertion Statements)

Assertion statements in PROMELA are statements of the form

$$\text{assert}(\text{expr})$$

where *expr* is any PROMELA expression.

Typically, *expr* is of type `bool`.

`assert(expr)` can appear wherever a statement is expected.

# Assertion Statements

## Definition (Assertion Statements)

Assertion statements in PROMELA are statements of the form

`assert(expr)`

where *expr* is any PROMELA expression.

Typically, *expr* is of type `bool`.

`assert(expr)` can appear wherever a statement is expected.

```
...  
stmt1;  
assert(max == a);  
stmt2;  
...
```



# Assertion Statements

## Definition (Assertion Statements)

Assertion statements in PROMELA are statements of the form

`assert(expr)`

where *expr* is any PROMELA expression.

Typically, *expr* is of type `bool`.

`assert(expr)` can appear wherever a statement is expected.

```
...                               ...
stmt1;                           if
assert(max == a);                :: b1 -> stmt3;
stmt2;                           assert(x < y)
...                               :: b2 -> stmt4
                                ...
```

# Meaning of **Boolean** Assertion Statements

`assert(expr)`

- ▶ has **no effect** if *expr* evaluates to **true**
- ▶ triggers an **error message** if *expr* evaluates to **false**

This holds in both, simulation and model checking mode.

# Meaning of **General** Assertion Statements

`assert(expr)`

- ▶ has no effect if *expr* evaluates to **non-zero value**
- ▶ triggers an error message if *expr* evaluates to **0**

This holds in both, simulation and model checking mode.

# Meaning of **General** Assertion Statements

`assert(expr)`

- ▶ has no effect if *expr* evaluates to **non-zero value**
- ▶ triggers an error message if *expr* evaluates to **0**

This holds in both, simulation and model checking mode.

Recall:

`bool true false` are syntactic sugar for

# Meaning of **General** Assertion Statements

`assert(expr)`

- ▶ has no effect if *expr* evaluates to **non-zero value**
- ▶ triggers an error message if *expr* evaluates to **0**

This holds in both, simulation and model checking mode.

Recall:

`bool true false` are syntactic sugar for  
`bit 1 0`

# Meaning of **General** Assertion Statements

`assert(expr)`

- ▶ has no effect if *expr* evaluates to **non-zero value**
- ▶ triggers an error message if *expr* evaluates to **0**

This holds in both, simulation and model checking mode.

Recall:

`bool true false` are syntactic sugar for

`bit 1 0`

⇒ general case covers Boolean case

# Instead of using 'printf's for Debugging ...

```
/* after choosing a,b from {1,2,3} */  
if  
  :: a >= b -> max = a  
  :: a <= b -> max = b  
fi;  
printf("the maximum of %d and %d is %d\n",  
      a, b, max)
```

# Instead of using 'printf's for Debugging ...

```
/* after choosing a,b from {1,2,3} */  
if  
    :: a >= b -> max = a  
    :: a <= b -> max = b  
fi;  
printf("the maximum of %d and %d is %d\n",  
       a, b, max)
```

## Command Line Execution

*(simulate, inject fault, simulate again)*

```
> spin [-i] max.pml
```



## ... we can employ **Assertions**

```
/* after choosing a,b from {1,2,3} */  
if  
  :: a >= b -> max = a  
  :: a <= b -> max = b  
fi;  
assert( max == (a>b -> a : b) )
```

## ... we can employ **Assertions**

```
/* after choosing a,b from {1,2,3} */  
if  
  :: a >= b -> max = a  
  :: a <= b -> max = b  
fi;  
assert( max == (a>b -> a : b) )
```

Now, we have a first example with a formulated **correctness property**.

## ... we can employ **Assertions**

```
/* after choosing a,b from {1,2,3} */  
if  
  :: a >= b -> max = a  
  :: a <= b -> max = b  
fi;  
assert( max == (a>b -> a : b) )
```

Now, we have a first example with a formulated **correctness property**.

We can do **model checking**, for the first time!

## ... we can employ **Assertions**

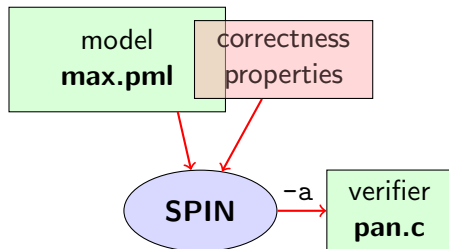
```
/* after choosing a,b from {1,2,3} */  
if  
  :: a >= b -> max = a  
  :: a <= b -> max = b  
fi;  
assert( max == (a>b -> a : b) )
```

Now, we have a first example with a formulated **correctness property**.

We can do **model checking**, for the first time!

(Historic moment in the course.)

# Generate Verifier in C



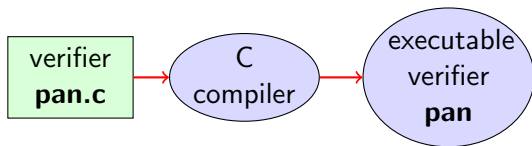
## Command Line Execution

*Generate Verifier in C*

```
> spin -a max2.pml
```

SPIN generates **Verifier** in C, called **pan.c**  
(plus helper files)

# Compile To Executable Verifier

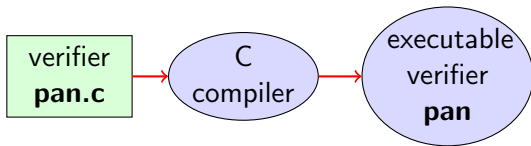


## Command Line Execution

*compile to executable verifier*

```
> gcc -o pan pan.c
```

# Compile To Executable Verifier



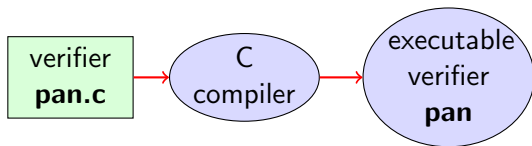
## Command Line Execution

*compile to executable verifier*

```
> gcc -o pan pan.c
```

C compiler generates **executable verifier pan**

# Compile To Executable Verifier



## Command Line Execution

*compile to executable verifier*

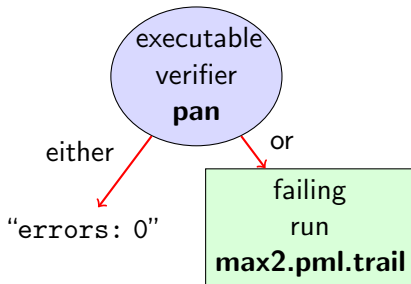
```
> gcc -o pan pan.c
```

C compiler generates **executable verifier pan**

**pan**: historically “**p**rotocol **a**nalyzer”, now “**p**rocess **a**nalyzer”



# Run Verifier (= Model Check)

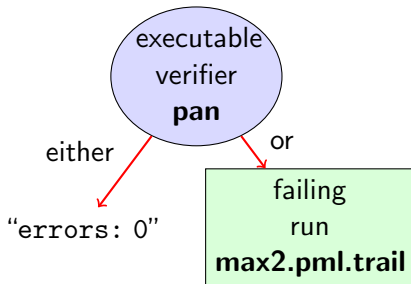


## Command Line Execution

*run verifier pan*

*> ./pan or > pan*

# Run Verifier (= Model Check)



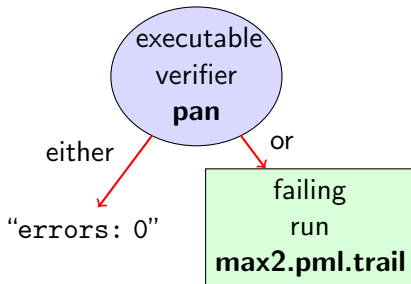
## Command Line Execution

*run verifier pan*

*> ./pan or > pan*

► prints "errors: 0"

# Run Verifier (= Model Check)



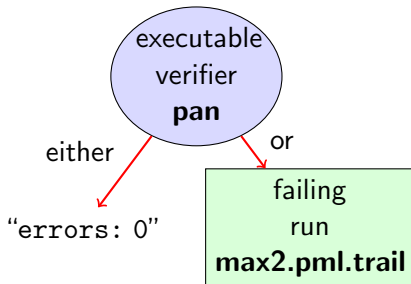
## Command Line Execution

*run verifier pan*

*> ./pan or > pan*

► prints "errors: 0" ⇒ Correctness Property verified!

# Run Verifier (= Model Check)



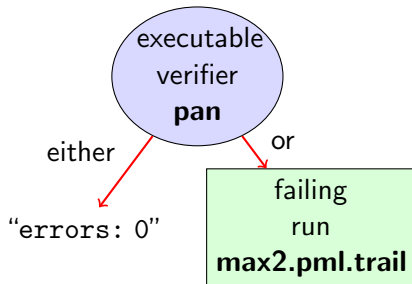
## Command Line Execution

*run verifier pan*

*> ./pan or > pan*

- ▶ prints "errors: 0", or
- ▶ prints "errors:  $n$ " ( $n > 0$ )

# Run Verifier (= Model Check)



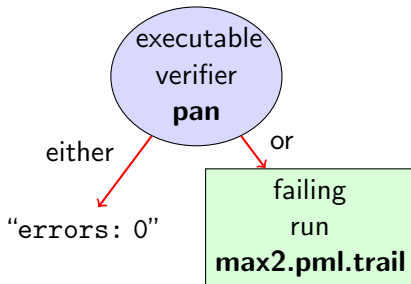
## Command Line Execution

*run verifier pan*

*> ./pan or > pan*

- ▶ prints "errors: 0", or
- ▶ prints "errors:  $n$ " ( $n > 0$ )  $\Rightarrow$  counter example found!

# Run Verifier (= Model Check)



## Command Line Execution

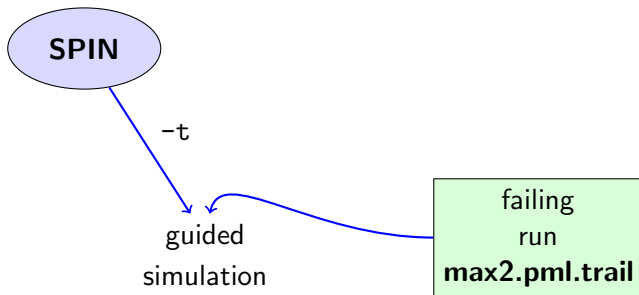
*run verifier pan*

*> ./pan or > pan*

- ▶ prints "errors: 0", or
- ▶ prints "errors:  $n$ " ( $n > 0$ )  $\Rightarrow$  counter example found!  
records failing run in **max2.pml.trail**

# Guided Simulation

To **examine failing run**: employ **simulation mode**, “guided” by trail file.



## Command Line Execution

*inject a fault, re-run verification, and then:*

```
> spin -t -p -l max2.pml
```

# Output of Guided Simulation

can look like:

Starting P with pid 0

```
1: proc 0 (P) line 8 "max2.pml" (state 1) [a = 1 ]
      P(0):a = 1
2: proc 0 (P) line 14 "max2.pml" (state 7) [b = 2 ]
      P(0):b = 2
3: proc 0 (P) line 23 "max2.pml" (state 13) [((a<=b))]
3: proc 0 (P) line 23 "max2.pml" (state 14) [max = a ]
      P(0):max = 1
spin: max2.pml:22, Error: assertion violated
spin: text of failed assertion:
      assert((max==( ((a>b)) -> (a) : (b) )))
```



# Output of Guided Simulation

can look like:

Starting P with pid 0

```
1: proc 0 (P) line 8 "max2.pml" (state 1) [a = 1 ]
      P(0):a = 1
2: proc 0 (P) line 14 "max2.pml" (state 7) [b = 2 ]
      P(0):b = 2
3: proc 0 (P) line 23 "max2.pml" (state 13) [((a<=b))]
3: proc 0 (P) line 23 "max2.pml" (state 14) [max = a ]
      P(0):max = 1
spin: max2.pml:22, Error: assertion violated
spin: text of failed assertion:
      assert((max==( ((a>b)) -> (a) : (b) )))
```

assignments in the run

# Output of Guided Simulation

can look like:

Starting P with pid 0

```
1: proc 0 (P) line 8 "max2.pml" (state 1) [a = 1 ]
      P(0):a = 1
2: proc 0 (P) line 14 "max2.pml" (state 7) [b = 2 ]
      P(0):b = 2
3: proc 0 (P) line 23 "max2.pml" (state 13) [((a<=b))]
3: proc 0 (P) line 23 "max2.pml" (state 14) [max = a ]
      P(0):max = 1
spin: max2.pml:22, Error: assertion violated
spin: text of failed assertion:
      assert((max==( ((a>b)) -> (a) : (b) )))
```

assignments in the run

values of variables whenever updated

# Output of Guided Simulation

can look like:

Starting P with pid 0

```
1: proc 0 (P) line 8 "max2.pml" (state 1) [a = 1 ]
      P(0):a = 1
2: proc 0 (P) line 14 "max2.pml" (state 7) [b = 2 ]
      P(0):b = 2
3: proc 0 (P) line 23 "max2.pml" (state 13) [((a<=b))]
3: proc 0 (P) line 23 "max2.pml" (state 14) [max = a ]
      P(0):max = 1
spin: max2.pml:22, Error: assertion violated
spin: text of failed assertion:
      assert((max==( ((a>b)) -> (a) : (b) )))
```

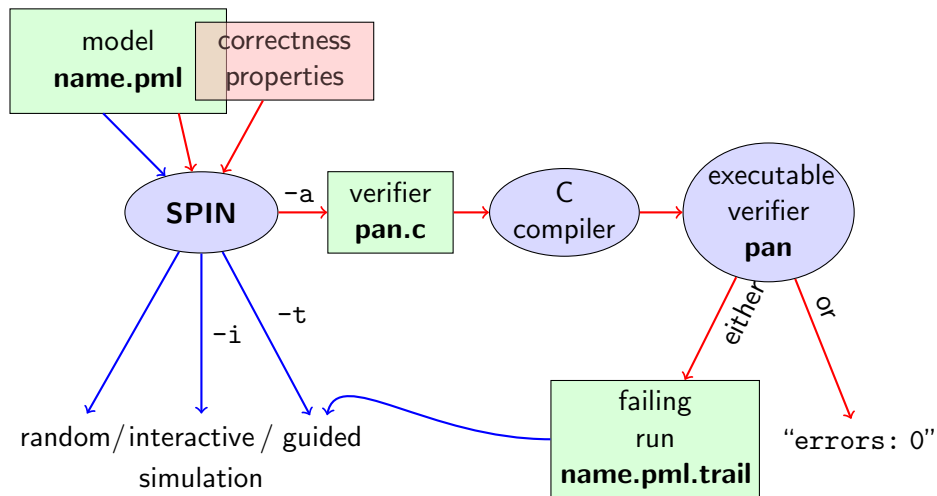
assignments in the run

values of variables whenever updated

(If output doesn't mention max variable, re-verify with ./pan -E)

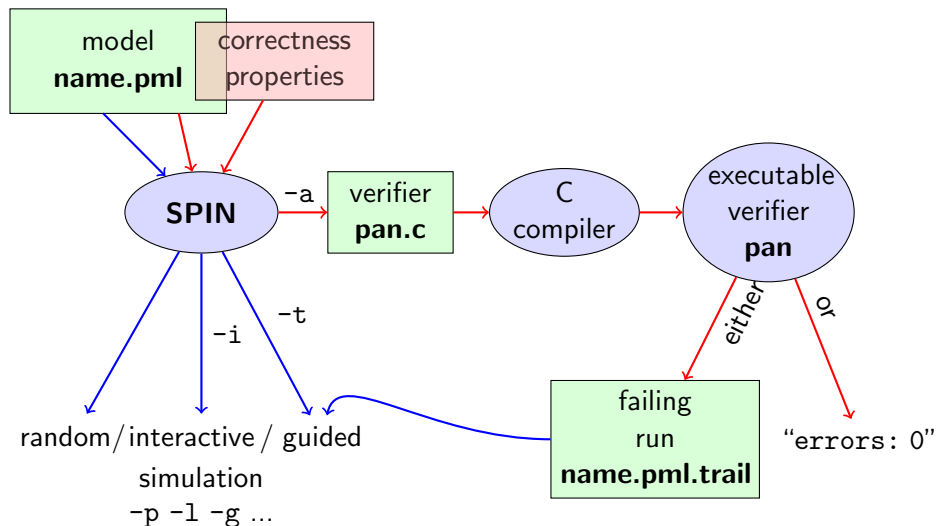
# What did we do so far?

following whole cycle (most primitive example, assertions only)



# What did we do so far?

following whole cycle (most primitive example, assertions only)



## Further Examples: Integer Division

```
int dividend = 19;
int divisor  = 6;
int quotient, remainder;

quotient = 0;
remainder = dividend;
do
    :: remainder > divisor ->
        quotient++;
        remainder = remainder - divisor
    :: else ->
        break
od;
printf("%d divided by %d = %d, remainder = %d\n",
       dividend, divisor, quotient, remainder)
```

## Further Examples: Integer Division

```
int dividend = 19;
int divisor  = 6;
int quotient, remainder;

quotient = 0;
remainder = dividend;
do
    :: remainder > divisor ->
        quotient++;
        remainder = remainder - divisor
    :: else ->
        break
od;
printf("%d divided by %d = %d, remainder = %d\n",
        dividend, divisor, quotient, remainder)
```

simulate, add assertion, ...

## Further Examples: Greatest Common Divisor

greatest common divisor of x and y

```
int a, b;  
a = x; b = y;  
do  
    :: a > b -> a = a - b  
    :: b > a -> b = b - a  
    :: a == b -> break  
od;  
printf("The GCD of %d and %d = %d\n", x, y, a)
```



## Further Examples: Greatest Common Divisor

greatest common divisor of x and y

```
int a, b;  
a = x; b = y;  
do  
  :: a > b -> a = a - b  
  :: b > a -> b = b - a  
  :: a == b -> break  
od;  
printf("The GCD of %d and %d = %d\n", x, y, a)
```

full functional specification w. assertion not possible (why?)

## Further Examples: Greatest Common Divisor

greatest common divisor of x and y

```
int a, b;  
a = x; b = y;  
do  
    :: a > b -> a = a - b  
    :: b > a -> b = b - a  
    :: a == b -> break  
od;  
printf("The GCD of %d and %d = %d\n", x, y, a)
```

full functional specification w. assertion not possible (why?)

still, assertions can perform **sanity check**

## Further Examples: Greatest Common Divisor

greatest common divisor of x and y

```
int a, b;  
a = x; b = y;  
do  
  :: a > b -> a = a - b  
  :: b > a -> b = b - a  
  :: a == b -> break  
od;  
printf("The GCD of %d and %d = %d\n", x, y, a)
```

full functional specification w. assertion not possible (why?)

still, assertions can perform **sanity check**

⇒ **typical for model checking**

# Typical Command Lines

typical command line sequences:

**random simulation**

```
spin name.pml
```

# Typical Command Lines

typical command line sequences:

## random simulation

```
spin name.pml
```

## interactive simulation

```
spin -i name.pml
```

# Typical Command Lines

typical command line sequences:

## random simulation

```
spin name.pml
```

## interactive simulation

```
spin -i name.pml
```

## model checking

```
spin -a name.pml  
gcc -o pan pan.c  
./pan
```

# Typical Command Lines

typical command line sequences:

## random simulation

```
spin name.pml
```

## interactive simulation

```
spin -i name.pml
```

## model checking

```
spin -a name.pml
```

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

```
./pan
```

and in case of error

```
spin -t -p -l -g name.pml
```

Ben-Ari produced **Spin Reference Card**, summarizing

- ▶ **typical command line sequences**
- ▶ **options for**
  - ▶ **SPIN**
  - ▶ gcc
  - ▶ pan
- ▶ **PROMELA**
  - ▶ datatypes
  - ▶ operators
  - ▶ statements
  - ▶ guarded commands
  - ▶ processes
  - ▶ channels
- ▶ temporal logic syntax



# SPIN Reference Card

Ben-Ari produced **Spin Reference Card**, summarizing

- ▶ **typical command line sequences**
- ▶ **options for**
  - ▶ **SPIN**
  - ▶ gcc
  - ▶ pan
- ▶ PROMELA
  - ▶ datatypes
  - ▶ operators
  - ▶ statements
  - ▶ guarded commands
  - ▶ processes
  - ▶ channels
- ▶ temporal logic syntax

⇒ **available from course page** (see 'Links, Papers, and Software')

# Why SPIN?

- ▶ SPIN targets software, instead of hardware verification (“Formal Methods for *Software* Development”)
- ▶ 2001 ACM Software Systems Award (other winning systems include: Unix, TCP/IP, WWW, Tcl/Tk, Java, GCC, T<sub>E</sub>X, Coq)
- ▶ used for safety critical applications
- ▶ distributed freely as research tool, well-documented, actively maintained, large user-base in academia and in industry
- ▶ annual SPIN user workshops series held since 1995
- ▶ based on standard theory of ( $\omega$ -)automata and linear temporal logic

## Why SPIN? (Cont'd)

- ▶ PROMELA and SPIN are rather simple to use
- ▶ availability of good course book (Ben-Ari)
- ▶ availability of front end JSPIN (also Ben-Ari)

## Why SPIN? (Cont'd)

- ▶ PROMELA and SPIN are rather simple to use
- ▶ availability of good course book (Ben-Ari)
- ▶ availability of front end JSPIN (also Ben-Ari)
- ▶ and: availability of our own web interface

# What is JSPIN?

- ▶ graphical user interface for SPIN
- ▶ developed for pedagogical purposes
- ▶ written in JAVA
- ▶ simple user interface
- ▶ SPIN options automatically supplied
- ▶ fully configurable
- ▶ supports graphics output of transition system

# What is JSPIN?

- ▶ graphical user interface for SPIN
- ▶ developed for pedagogical purposes
- ▶ written in JAVA
- ▶ simple user interface
- ▶ SPIN options automatically supplied
- ▶ fully configurable
- ▶ supports graphics output of transition system
- ▶ makes back-end calls transparent

## Command Line Execution

*calling JSPIN*

```
> java -jar /usr/local/jSpin/jSpin.jar
```

*(with path adjusted to your setting)*

*or use shell script:*

```
> jspin
```

## Command Line Execution

*calling JSPIN*

```
> java -jar /usr/local/jSpin/jSpin.jar
```

*(with path adjusted to your setting)*

*or use shell script:*

```
> jspin
```

play around with similar examples ...



# Meaning of Correctness w.r.t. Properties

Given PROMELA model  $M$ , and correctness properties  $C_1, \dots, C_n$ .

- ▶ Be  $R_M$  the set of all possible runs of  $M$ .

# Meaning of Correctness w.r.t. Properties

Given PROMELA model  $M$ , and correctness properties  $C_1, \dots, C_n$ .

- ▶ Be  $R_M$  the set of all possible runs of  $M$ .
- ▶ For each correctness property  $C_i$ ,  
 $R_{M,C_i}$  is the set of all runs of  $M$  satisfying  $C_i$ .  
( $R_{M,C_i} \subseteq R_M$ )

# Meaning of Correctness w.r.t. Properties

Given PROMELA model  $M$ , and correctness properties  $C_1, \dots, C_n$ .

- ▶ Be  $R_M$  the set of all possible runs of  $M$ .
- ▶ For each correctness property  $C_i$ ,  
 $R_{M,C_i}$  is the set of all runs of  $M$  satisfying  $C_i$ .  
( $R_{M,C_i} \subseteq R_M$ )
- ▶  $M$  is correct wrt.  $C_1, \dots, C_n$  iff

# Meaning of Correctness w.r.t. Properties

Given PROMELA model  $M$ , and correctness properties  $C_1, \dots, C_n$ .

- ▶ Be  $R_M$  the set of all possible runs of  $M$ .
- ▶ For each correctness property  $C_i$ ,  
 $R_{M,C_i}$  is the set of all runs of  $M$  satisfying  $C_i$ .  
 $(R_{M,C_i} \subseteq R_M)$
- ▶  $M$  is correct wrt.  $C_1, \dots, C_n$  iff  $R_M \subseteq (R_{M,C_1} \cap \dots \cap R_{M,C_n})$ .

# Meaning of Correctness w.r.t. Properties

Given PROMELA model  $M$ , and correctness properties  $C_1, \dots, C_n$ .

- ▶ Be  $R_M$  the set of **all possible runs** of  $M$ .
- ▶ For each correctness property  $C_i$ ,  
 $R_{M,C_i}$  is the set of all **runs** of  $M$  **satisfying**  $C_i$ .  
( $R_{M,C_i} \subseteq R_M$ )
- ▶  $M$  is **correct wrt.**  $C_1, \dots, C_n$  iff  $R_M \subseteq (R_{M,C_1} \cap \dots \cap R_{M,C_n})$ .
- ▶ If  $M$  is not correct wrt.  $C_1, \dots, C_n$ , then  
each  $r \in (R_M \setminus (R_{M,C_1} \cap \dots \cap R_{M,C_n}))$  is a **counter example**.

# Catching A Different Type of Error

quoting from file **max3.pml**:

```
/* after choosing a,b from {1,2,3} */  
if  
  :: a >= b -> max = a  
  :: b <= a -> max = b  
fi;  
printf("the maximum of %d and %d is %d\n",  
       a, b, max)
```

# Catching A Different Type of Error

quoting from file **max3.pml**:

```
/* after choosing a,b from {1,2,3} */  
if  
  :: a >= b -> max = a  
  :: b <= a -> max = b  
fi;  
printf("the maximum of %d and %d is %d\n",  
       a, b, max)
```

simulate a few times

# Catching A Different Type of Error

quoting from file **max3.pml**:

```
/* after choosing a,b from {1,2,3} */  
if  
  :: a >= b -> max = a  
  :: b <= a -> max = b  
fi;  
printf("the maximum of %d and %d is %d\n",  
       a, b, max)
```

simulate a few times

⇒ crazy “timeout” message sometimes



# Catching A Different Type of Error

quoting from file **max3.pml**:

```
/* after choosing a,b from {1,2,3} */  
if  
  :: a >= b -> max = a  
  :: b <= a -> max = b  
fi;  
printf("the maximum of %d and %d is %d\n",  
      a, b, max)
```

simulate a few times

⇒ crazy “timeout” message sometimes

generate and execute **pan**

# Catching A Different Type of Error

quoting from file **max3.pml**:

```
/* after choosing a,b from {1,2,3} */  
if  
  :: a >= b -> max = a  
  :: b <= a -> max = b  
fi;  
printf("the maximum of %d and %d is %d\n",  
      a, b, max)
```

simulate a few times

⇒ crazy “timeout” message sometimes

generate and execute **pan**

⇒ reports “errors: 1”

# Catching A Different Type of Error

quoting from file **max3.pml**:

```
/* after choosing a,b from {1,2,3} */  
if  
  :: a >= b -> max = a  
  :: b <= a -> max = b  
fi;  
printf("the maximum of %d and %d is %d\n",  
       a, b, max)
```

simulate a few times

⇒ crazy “timeout” message sometimes

generate and execute **pan**

⇒ reports “errors: 1”

????

# Catching A Different Type of Error

quoting from file **max3.pml**:

```
/* after choosing a,b from {1,2,3} */  
if  
  :: a >= b -> max = a  
  :: b <= a -> max = b  
fi;  
printf("the maximum of %d and %d is %d\n",  
       a, b, max)
```

simulate a few times

⇒ crazy “timeout” message sometimes

generate and execute **pan**

⇒ reports “errors: 1”

Note: no assert in **max3.pml**.

# Catching A Different Type of Error

Further inspection of **pan** output:

```
...  
pan: invalid end state (at depth 1)  
pan: wrote max3.pml.trail  
...
```

# Legal and Illegal Blocking

A process may *legally* block, as long as some other process can proceed.

# Legal and Illegal Blocking

A process may *legally* block, **as long as some other process can proceed.**

Blocking for letting others proceed is useful for concurrent and distributed models (i.p. protocols).

# Legal and Illegal Blocking

A process may *legally* block, **as long as some other process can proceed.**

Blocking for letting others proceed is useful for concurrent and distributed models (i.p. protocols).

But

It is *illegal* if a process blocks while no other process can proceed.



# Legal and Illegal Blocking

A process may *legally* block, **as long as some other process can proceed.**

Blocking for letting others proceed is useful for concurrent and distributed models (i.p. protocols).

But

It is *illegal* if a process blocks while no other process can proceed.

⇒ “Deadlock”

# Legal and Illegal Blocking

A process may *legally* block, **as long as some other process can proceed.**

Blocking for letting others proceed is useful for concurrent and distributed models (i.p. protocols).

But

It is *illegal* if a process blocks while no other process can proceed.

⇒ “Deadlock”

In **max3.pml**, there exists a blocking run where no process can take over.

# Legal and Illegal Blocking

A process may *legally* block, **as long as some other process can proceed.**

Blocking for letting others proceed is useful for concurrent and distributed models (i.p. protocols).

But

It is *illegal* if a process blocks while no other process can proceed.

⇒ “Deadlock”

In **max3.pml**, there exists a blocking run where no process can take over.

(Fix error)

# Valid End States

## Definition (Valid End State)

An **end state** of a **run** is valid iff the location counter of **each processes** is at an **end location**.

# Valid End States

## Definition (Valid End State)

An **end state** of a **run** is valid iff the location counter of **each processes** is at an **end location**.

## Definition (End Location)

**End locations** of a process P are:

- ▶ P's textual end

# Valid End States

## Definition (Valid End State)

An **end state** of a **run** is valid iff the location counter of **each processes** is at an **end location**.

## Definition (End Location)

**End locations** of a process P are:

- ▶ P's textual end
- ▶ each location marked with an **end label**: "endxxx:"

# Valid End States

## Definition (Valid End State)

An **end state** of a **run** is valid iff the location counter of **each processes** is at an **end location**.

## Definition (End Location)

**End locations** of a process P are:

- ▶ P's textual end
- ▶ each location marked with an **end label**: "endxxx:"

End labels not useful in **max3.pml**, but elsewhere, they are.

Example: end.pml

# Valid End States

## Definition (Valid End State)

An **end state** of a **run** is valid iff the location counter of **each processes** is at an **end location**.

## Definition (End Location)

**End locations** of a process P are:

- ▶ P's textual end
- ▶ each location marked with an **end label**: "endxxx:"

End labels not useful in **max3.pml**, but elsewhere, they are.

Example: `end.pml`

Can get SPIN to ignore 'invalid end state' error: `./pan -E`



# Literature for this Lecture

**Ben-Ari** Chapter 2, Sections 4.7.1, 4.7.2