Model Checking with NuSMV/nuXmv

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Formal Verification
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NuSMV

NuSMV is a symbolic model checker for finite-state systems developed by ITC-IRST and UniTN with the collaboration of CMU and UniGE.

`http://nusmv.fbk.eu/`

- Main algorithms supported:
  - Symbolic model checking using BDDs (Binary Decision Diagrams)
  - Bounded model checking using SAT-solver reasoning engine

NuSMV is open source

nuXmv

Successor tool to NuSMV

`http://nuxmv.fbk.eu/`

- Algorithms for both finite-state and infinite state systems
- Uses both SAT and SMT reasoning engines
- Algorithms supported include
  - Interpolation-based invariant checking
    - Interpolants are formulas that summarise useful features of reachable state sets
  - IC3 – unbounded model checking using SAT
  - K-induction – another approach to unbounded model checking using SAT
  - CEGAR (Counter-Example-Guided Abstraction Refinement)

Not open source, but binaries freely available for academic purposes

a first SMV program

```
MODULE main
VAR
  b0 : boolean;
ASSIGN
  init(b0) := FALSE;
  next(b0) := !b0;
LTLSPEC
  G F (b0 & X ! b0)
```

An SMV program consists of:

- Declarations of state variables (`b0` in the example); these determine the state space of the model.
- Assignments that constrain the valid initial states (`init(b0) := 0`).
- Assignments that constrain the transition relation (`next(b0) := !b0`).

Program followed by properties to check

Declaring state variables

SMV data types include:

boolean:

```
x : boolean;
```

enumeration:

```
st : {ready, busy, waiting, stopped};
```

bounded integers (intervals):

```
n : 1..8;
```

arrays and bit-vectors

```
arr : array 0..3 of {red, green, blue};
bv  : signed word[8];
```

Assignments

initialisation:

```
ASSIGN
init(x) := expression ;
```

progression:

```
ASSIGN
next(x) := expression ;
```

immediate:

```
ASSIGN
y := expression ;
```

or

```
DEFINE
y := expression ;
```

Assignments

- If no **init()** assignment is specified for a variable, then it is initialised non-deterministically;
- If no **next()** assignment is specified, then it evolves nondeterministically. i.e. it is unconstrained.
  - Unconstrained variables can be used to model nondeterministic inputs to the system.
- Immediate ASSIGN assignments constrain the current value of a variable in terms of the current values of other variables.
  - Immediate assignments can be used to model outputs of the system.
- `DEFINE` declarations are like macros in C/C++
  LHS is *not* a declared state variable

Expressions

expr ::	
atom	symbolic constant
| number	numeric constant
| id	variable identifier
| `!` expr	logical not
| expr *op* expr	*op* one of `&`,`|`,`+`,`-`,`*`,`/`,`=`,`!=`,`<`,`<=`,. . .
| expr `[` index `]`	array element
| next `(` id `)`	next value
| case_expr	
| set_expr	

Case Expression

```
case_expr ::   case
    expr_a1 : expr_b1 ;
    ...
    expr_an : expr_bn ;
    TRUE : default ;
  esac
```

- Guards are evaluated sequentially.
- The first true guard determines the resulting value

Set expressions

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} ;`
- destination (lhs) can take any value in the set represented by the set expression (rhs)
- constant c is a syntactic abbreviation for singleton {c}

LTL Specifications

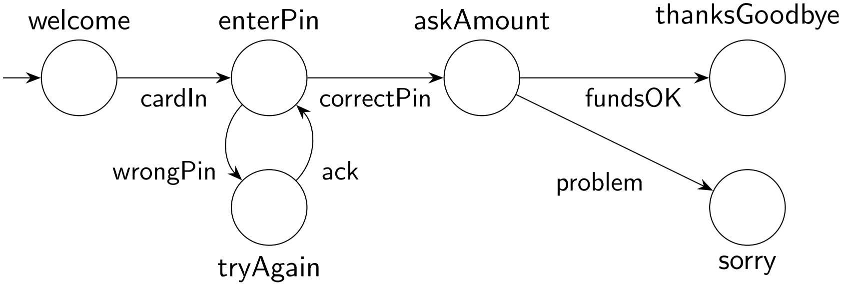
- LTL properties are specified with the keyword `LTLSPEC`:
  `LTLSPEC <ltl_expression> ;`
- `<ltl_expression>` can contain the temporal operators:
  `X_ F_ G_ _U_`
- E.g. condition `out = 0` holds until `reset` becomes false:
  `LTLSPEC (out = 0) U (!reset)`

ATM Example

```
MODULE main
VAR
  state: {welcome, enterPin, tryAgain, askAmount,
          thanksGoodbye, sorry};
  input: {cardIn, correctPin, wrongPin, ack, fundsOK,
          problem, none};
ASSIGN
  init(state) := welcome;
  next(state) := case
    state = welcome & input = cardIn       : enterPin;
    state = enterPin & input = correctPin : askAmount;
    state = enterPin & input = wrongPin   : tryAgain;
    state = tryAgain & input = ack        : enterPin;
    state = askAmount & input = fundsOK   : thanksGoodbye;
    state = askAmount & input = problem   : sorry;
    TRUE                                  : state;
  esac;
LTLSPEC F( G state = thanksGoodbye
         | G state = sorry
       );
```

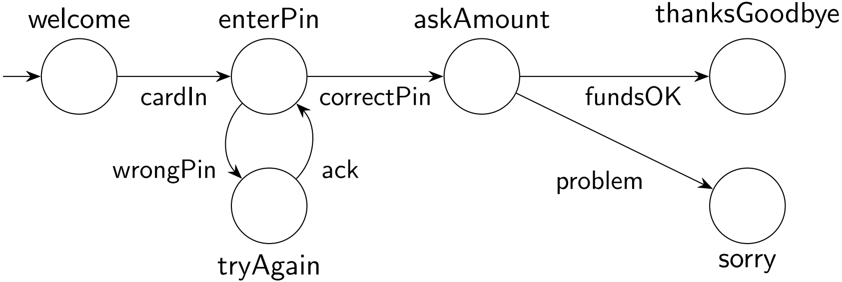
ATM State Machine

```
init(state) := welcome;
next(state) := case
  state = welcome & input = cardIn       : enterPin;
  state = enterPin & input = correctPin : askAmount;
  state = enterPin & input = wrongPin   : tryAgain;
  state = tryAgain & input = ack        : enterPin;
  state = askAmount & input = fundsOK   : thanksGoodbye;
  state = askAmount & input = problem   : sorry;
  TRUE                                  : state;
esac;
```



Property 1

```
LTLSPEC NAME s1 :=
  F ( G state = thanksGoodbye
      | G state = sorry
    );
```



Running NuSMV or nuXmv

Batch

```
% nuXmv atm.smv
```

Interactive

```
% nuXmv -int atm.smv
nuXmv > go
nuXmv > check_ltlspec
nuXmv > quit
```

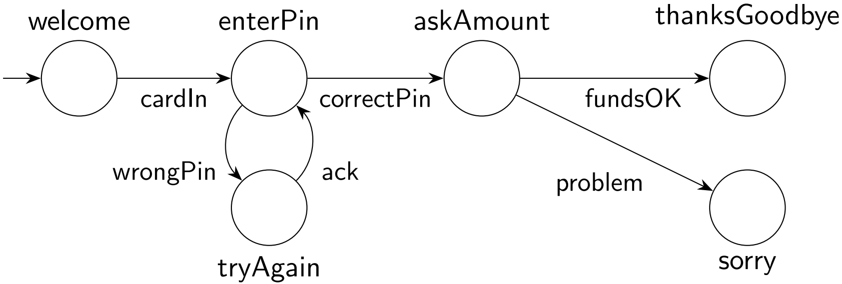
- go abbreviates the sequence of commands `read_model`, `flatten_hierarchy`, `encode_variables`, `build_model`.
- For command options, use `-h` or look in NuSMV User Manual

nuXmv Check of Property 1

```
nuXmv > check_ltlspec -P s1
-- specification  F ( G state = thanksGoodbye |  G state = sorry)
   is false
-- as demonstrated by the following execution sequence
Trace Description: LTL Counterexample
Trace Type: Counterexample
  -> State: 1.1 <-
    state = welcome
    input = cardIn
  -- Loop starts here
  -> State: 1.2 <-
    state = enterPin
  -> State: 1.3 <-
```

Property 2

```
LTLSPEC NAME s2 :=
  G (
      (state = welcome   -> F input = cardIn) &
      (state = enterPin  -> F (input = correctPin | input = wrongPin)) &
      (state = askAmount -> F (input = fundsOK | input = problem)) &
      (state = tryAgain  -> F input = ack)
    )
    -> F( G state = thanksGoodbye | G state = sorry ) ;
```

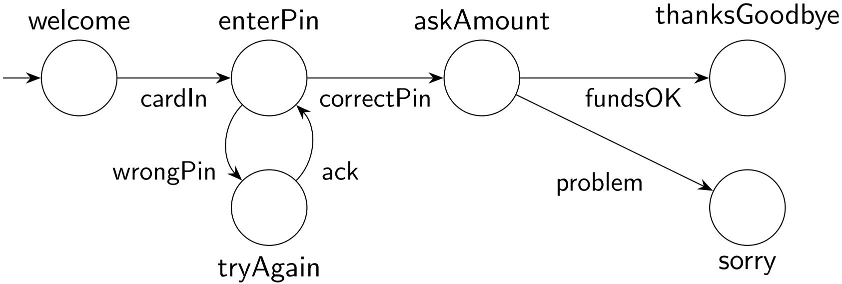


nuXmv Check of Property 2

```
Trace Type: Counterexample
  -> State: 2.1 <-
    state = welcome
    input = cardIn
  -> State: 2.2 <-
    state = enterPin
    input = ack
  -> State: 2.3 <-
    input = wrongPin
  -> State: 2.4 <-
    state = tryAgain
    input = cardIn
  -- Loop starts here
  -> State: 2.5 <-
    input = ack
  -> State: 2.6 <-
    state = enterPin
    input = wrongPin
  -> State: 2.7 <-
    state = tryAgain
    input = ack
```

Property 3

```
LTLSPEC NAME s3 :=
G (
    (state = welcome   -> F input = cardIn) &
    (state = enterPin  -> F (input = correctPin | input = wrongPin)) &
    (state = askAmount -> F (input = fundsOK | input = problem)) &
    (state = tryAgain  -> F input = ack) &
    (state = enterPin  -> F (state = enterPin & input = correctPin))
  )
  -> F( G state = thanksGoodbye | G state = sorry ) ;
```



nuXmv Check of Property 3

```
nuXmv > check_ltlspec -P s3
-- specification
   ( G (((((state = welcome ->  F input = cardIn) &
           (state = enterPin ->
            F (input = correctPin | input = wrongPin))) &
           (state = askAmount ->
            F (input = fundsOK | input = problem))) &
           (state = tryAgain ->  F input = ack)) &
           (state = enterPin ->
            F (state = enterPin & input = correctPin)))
   ->  F ( G state = thanksGoodbye |  G state = sorry))
  is true
```

Modules

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

MODULE main
VAR c0 : counter;
    c1 : counter;
    sum : 0..99;
ASSIGN
    sum := c0.digit + 10 * c1.digit;
```

- Modules are instantiated in other modules. The instantiation is performed inside the VAR declaration of the parent module.
- In each SMV specification there must be a module main. It is the top-most module.
- All the variables declared in a module instance are visible in the module in which it has been instantiated via the dot notation (e.g., `c0.digit`, `c1.digit`).

Verification of 2 Digit Counter

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

MODULE main
VAR
  c0 : counter;
  c1 : counter;
  sum : 0..99;
ASSIGN
  sum := c0.digit + 10* c1.digit;

LTLSPEC
  F sum = 13;
```

- Is this specification satisfied by this model?

nuXmv run on 2 Digit Counter

```
-- specification  F sum = 13  is false
-- as demonstrated by the following execution sequence
Trace Description: LTL Counterexample
Trace Type: Counterexample
  -- Loop starts here
  -> State: 1.1 <-
    c0.digit = 0
    c1.digit = 0
    sum = 0
  -> State: 1.2 <-
    c0.digit = 1
    c1.digit = 1
    sum = 11
  -> State: 1.3 <-
    c0.digit = 2
    c1.digit = 2
    sum = 22
  -> State: 1.4 <-
    c0.digit = 3
    c1.digit = 3
    sum = 33
...
```

Modules with parameters

```
MODULE counter(inc)
VAR digit : 0..9;
ASSIGN
  init(digit) := 0;
  next(digit) := inc ? (digit + 1) mod 10
                     : digit;
DEFINE top := digit = 9;

MODULE main
VAR c0 : counter(TRUE);
    c1 : counter(c0.top);
    sum : 0..99;
ASSIGN
  sum := c0.digit + 10 * c1.digit;
```

- Formal parameters (inc) are substituted with the actual parameters (`TRUE`, `c0.top`) when the module is instantiated.

nuXmv run on 2 Digit Counter Using Parameters

```
% nuXmv count100.smv

...

-- specification  F sum = 13  is true
```