Model Checking I alias Reactive Systems Verification

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Topics

- Program Graphs
- Semantics of Program Graphs as Transition Systems

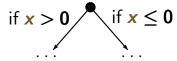
Material

Reading:

Chapter 2 of the book, pages 29-35.

More:

The slides in the following pages are taken from the material of the course "Introduction to Model Checking" held by Prof. Dr. Ir. Joost-Pieter Katoen at Aachen University.



if
$$x > 0$$
 if $x \le 0$

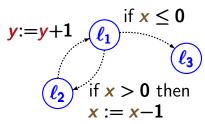
example: sequential program

```
WHILE x > 0 DO x := x-1; y := y+1
```

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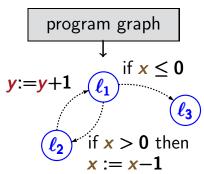
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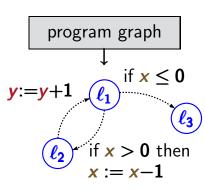


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example: sequential program

$$\ell_1 \rightarrow$$
 WHILE $x > 0$ DO $x := x-1;$ $\ell_2 \rightarrow$ OD $y := y+1$ $\ell_3 \rightarrow$...

 ℓ_1, ℓ_2, ℓ_3 are locations, i.e., control states



if
$$x > 0$$
 if $x \le 0$

example: sequential program

$$\ell_1 \rightarrow$$
 WHILE $x > 0$ DO
$$x := x - 1;$$

$$\ell_2 \rightarrow \qquad y := y + 1$$

$$\ell_3 \rightarrow \qquad \dots$$

program graph

if
$$x > 0$$
 then

states of the transition system:

locations + relevant data (here: values for x and y)

initially:
$$x = 2$$
, $y = 0$

$$\ell_1 \rightarrow \text{ WHILE } x > 0 \text{ DO}$$

$$x := x - 1$$

$$\ell_2 \rightarrow y := y + 1$$

$$\ell_3 \rightarrow \dots$$
program graph
$$y := y + 1 \quad \text{if } x \leq 0$$

$$\ell_2 \quad \text{if } x > 0 \text{ then}$$

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Example: TS for sequential program

TS1.4-14

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program graph
$$y := y + 1 \quad \text{if } x \leq 0$$

$$\ell_2 \quad \text{if } x > 0 \text{ then }$$

$$x := x - 1$$

$$\begin{array}{c|c}
\ell_1 & x = 2 & y = 0 \\
\hline
\ell_2 & x = 1 & y = 0 \\
\hline
\ell_1 & x = 1 & y = 1 \\
\hline
\ell_2 & x = 0 & y = 1 \\
\hline
\ell_1 & x = 0 & y = 2 \\
\hline
\ell_3 & x = 0 & y = 2
\end{array}$$

Example: TS for sequential program

TS1.4-14

initially:
$$\mathbf{x} = \mathbf{2}, \ \mathbf{y} = \mathbf{0}$$

$$\ell_1 \rightarrow \quad \text{WHILE } \ \mathbf{x} > \mathbf{0} \text{ DO}$$

$$\mathbf{x} := \mathbf{x} - \mathbf{1} \quad \leftarrow \text{action } \alpha$$

$$\ell_2 \rightarrow \quad \mathbf{y} := \mathbf{y} + \mathbf{1} \quad \leftarrow \text{action } \beta$$

$$\ell_3 \rightarrow \quad \dots$$
program graph
$$\beta \qquad \qquad \ell_1 \quad \text{if } \mathbf{x} \leq \mathbf{0} \text{ then } loop_exit$$

$$\ell_2 \quad \text{if } \mathbf{x} > \mathbf{0} \qquad \qquad \ell_3$$
then α

$$\begin{array}{c|c}
 \ell_1 x = 2 y = 0 \\
 \hline
 \alpha \\
 \ell_2 x = 1 y = 0 \\
 \hline
 \beta \\
 \ell_1 x = 1 y = 1 \\
 \hline
 \alpha \\
 \ell_2 x = 0 y = 1 \\
 \hline
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 \hline
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 \hline
 loop_exit \\
 \hline
 \ell_3 x = 0 y = 2
\end{array}$$

Typed variables

typed variable: variable x + data domain Dom(x)

- Boolean variable: variable x with $Dom(x) = \{0, 1\}$
- integer variable: variable y with $Dom(y) = \mathbb{N}$
- variable z with $Dom(z) = \{yellow, red, blue\}$

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type-consistent function $\eta: Var \rightarrow Values$

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$$\eta(x) \in Dom(x) \qquad \qquad Values = \bigcup_{x \in Var} Dom(x)$$
for all $x \in Var$

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Notation: Eval(Var) = set of evaluations for <math>Var

Conditions on typed variables

If Var is a set of typed variables then

Cond(Var) = set of Boolean conditions
 on the variables in Var

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Example:
$$(\neg x \land y < z+3) \lor w=red$$

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 $satisfaction \ relation \models for evaluations and conditions$

Example:

$$[x=0, y=3, z=6] \models \neg x \land y < z$$

 $[x=0, y=3, z=6] \not\models x \lor y=z$

Effect : $Act \times Eval(Var) \rightarrow Eval(Var)$

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if α is "x:=2x+y" then:

Effect(
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, [x=1, y=3,...]) = [x=5, y=3,...]

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if
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 is "x:=2x+y" then:
 $Effect(\alpha, [x=1, y=3,...]) = [x=5, y=3,...]$
if β is "x:=2x+y; y:=1-x" then:
 $Effect(\beta, [x=1, y=3,...]) = [x=5, y=-4,...]$

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if β is "x:=2x+y; y:=1-x" then:

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if γ is "(x,y):=(2x+y,1-x)" then:

$$Effect(\gamma, [x=1, y=3, ...]) = [x=5, y=0, ...]$$

Let *Var* be a set of typed variables.

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function that formalizes the effect of the actions example: if α is the assignment x:=x+y then $Effect(\alpha, [x=1, y=7]) = [x=8, y=7]$

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program graph ${\cal P}$ over ${\it Var}$ $\downarrow \downarrow$ transition system ${\it T}_{\cal P}$

states in T_P have the form $\langle \ell, \eta \rangle$ location variable evaluation

TS-semantics of a program graph

Let $\mathcal{P} = (Loc, Act, Effect, \hookrightarrow, Loc_0, g_0)$ be a PG. The transition system of \mathcal{P} is:

$$T_{\mathcal{P}} = (S, Act, \longrightarrow, S_0, AP, L)$$

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The transition relation \longrightarrow is given by the following rule:

$$\frac{\ell \stackrel{\mathbf{g}: \alpha}{\longrightarrow} \ell' \land \eta \models \mathbf{g}}{\langle \ell, \eta \rangle \stackrel{\alpha}{\longrightarrow} \langle \ell', Effect(\alpha, \eta) \rangle}$$

Structured operational semantics (SOS)

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It means that \longrightarrow is the smallest relation such that:

if
$$\ell \stackrel{g:\alpha}{\longleftrightarrow} \ell' \land \eta \models g$$
 then $\langle \ell, \eta \rangle \stackrel{\alpha}{\longrightarrow} \langle \ell', \textit{Effect}(\alpha, \eta) \rangle$

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• atomic propositions: $AP = Loc \cup Cond(Var)$

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- labeling function:

$$L(\langle \ell, \eta \rangle) = \{\ell\} \cup \{g \in Cond(Var) : \eta \models g\}$$

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