

Model Checking

A Tutorial Introduction

Seminar: Sicherheitskritische Systeme

Modelchecking--Eine Einführung

(Model Checking : A tutorial introduction)

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Introduction

Motivation, Purpose of System Verification

Examples:

- Pentium bug Intel Pentium chip
- ARIANE Failure
- Therac-25 Accident

Four principal techniques for ensuring the correctness of hardware and software systems:

- Simulation
- Testing.
- Deductive Verification
- Model Checking

System Verification via Model Checking

- What is Model Checking
- Compared with other techniques

The Process of Model Checking

3 Steps of the Model Checking

- modelling
- specification
- verification.

Step.1 --- Modelling

- what is Modelling : convert the system into a formalism. For the modelling of systems we use finite automats.
- owing to limitations on time and memory, the modelling of a design may require the use of abstraction
- We use a type of state transition graph called a Kripke structure to model a system

what is Kripke

A Kripke structure over a set of atomic propositions

AP is a four-tuple; $M = (S, S_0, R, L)$ where

- S is a finite set of states.
- $S_0 \subseteq S$ is the set of initial states.
- $R \subseteq S \times S$ is a transition relation
- $L: S \rightarrow 2(AP)$ is a function that labels each state with the set of atomic propositions true in this state.

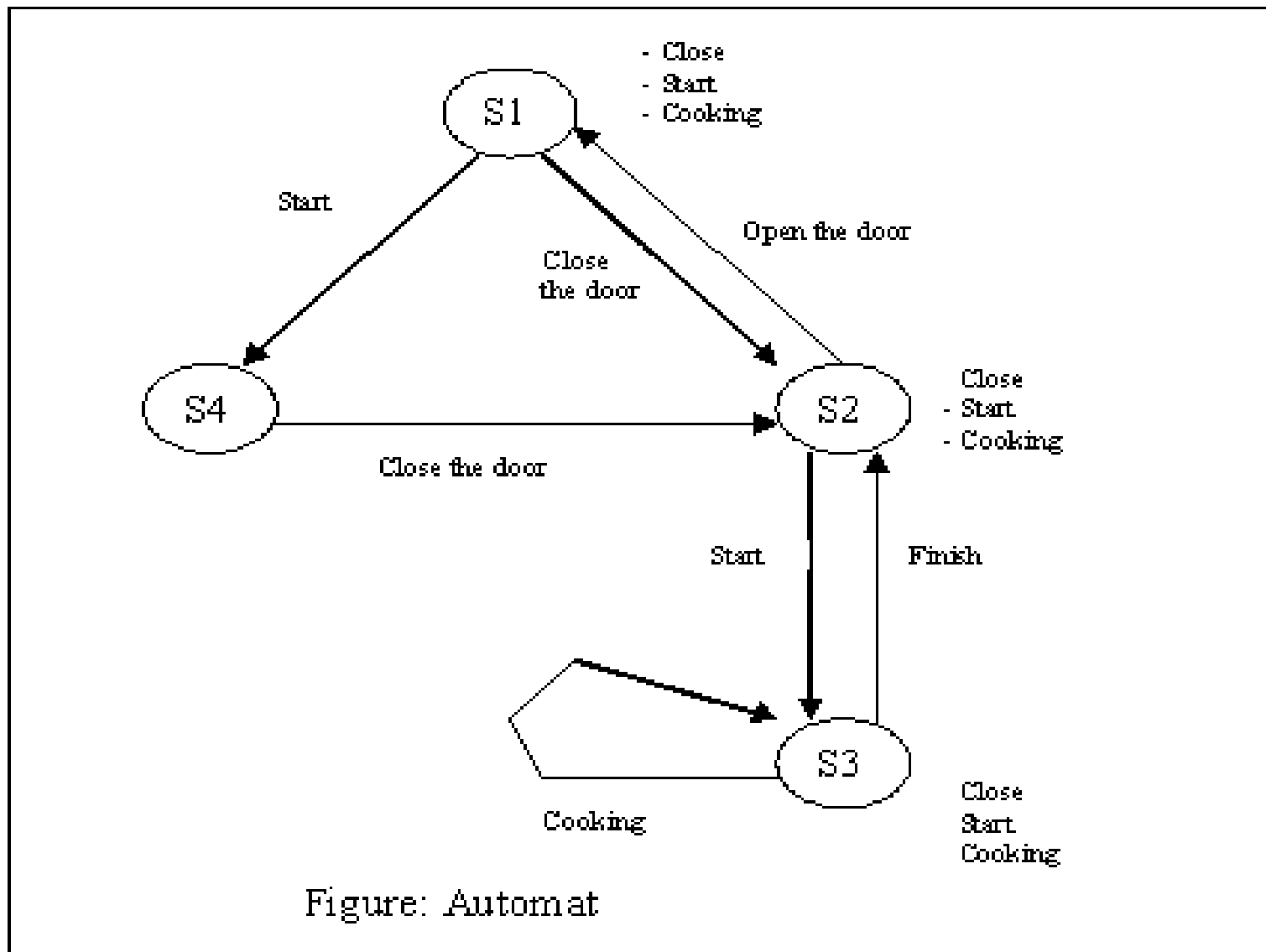
Example with micro-oven cooking

Modelling with the Kripke-Structure

$$M = (S, S_0, R, L)$$

- $S = (S_1, S_2, S_3, S_4)$
- S_1 is the initial state
- $R = (\{S_1, S_2\}, \{S_2, S_1\}, \{S_1, S_4\}, \{S_4, S_2\}, \{S_2, S_3\}, \{S_3, S_2\}, \{S_3, S_3\})$
- $L(S_1) = \{\neg \text{close}, \neg \text{start}, \neg \text{cooking}\}$ $L(S_2) = \{\text{close}, \neg \text{start}, \neg \text{cooking}\}$ $L(S_3) = \{\text{close}, \text{start}, \text{cooking}\}$ $L(S_4) = \{\neg \text{close}, \text{start}, \neg \text{cooking}\}$

Graph of the Kripke-Structure M of microwave-oven



Step.2 --- Specification

- What is Specification
- Classical Logic
- Temporal Logic

Operators for the Temporal Logic

- five basic temporal

1. X (“next time”)
2. F (“in the future”)
3. G (“globally”)
4. U (“until”)
5. R (“Release”)

- Two quantifiers for the Temporal Logic

1. A (“always”)
2. E (“exists”)

Three main ways to represent Temporal Logic:

- CTL* (Computation Tree Logic*)
- CTL (Computation Tree Logic) with 10 basis operators: AX and EX; AF and EF; AG and EG; AU and EU; AR and ER.
- LTL (Linear Temporal Logic)

* Completeness?

Example with microwave-oven cooking

Specification with CTL-Formal

1. $AG (\text{start} \Rightarrow AF \text{ cooking})$
2. $AG ((\text{close} \wedge \text{start}) \Rightarrow AF \text{ cooking})$

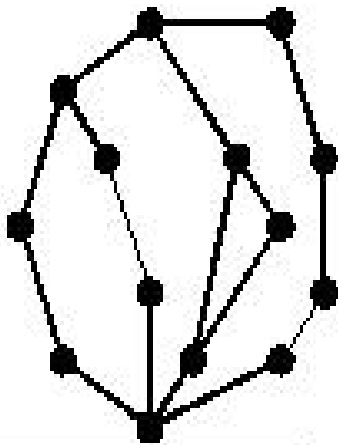
Step.3 --- Verification

CTL* -Model-Checking

CTL -Model-Checking

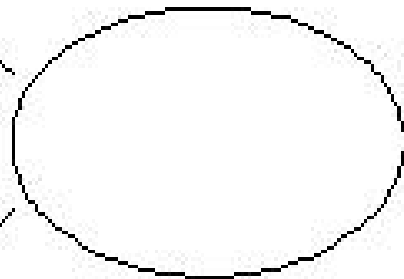
LTL -Model-Checking

- Human assistance ? + Error trace



Finite state model

Temporal logic formula



Model Checker

Verification

ok

or

Error trace



Line 5: _
Line 12: _
Line 15: _
Line 21: _

Example with microwave-oven cooking (1)

To the first CTL-Formal : AG (start \bar{P} AF cooking)

- 1) Change formal to $\neg EF$ (start $\wedge EG \neg$ cooking))
- 2) From simple partial formulas to the more complicated formulas, until all of the formulas are true.

- $S(\text{start}) = \{S3, S4\}$
- $S(\neg\text{cooking}) = \{S1, S2, S4\}$
- $S(EG \neg \text{cooking}) = \{S1, S2, S4\}$ (all conditions lie on a path)
- $S(\text{start} \wedge EG \neg \text{cooking}) = \{S4\}$
- $S(EF(\text{start} \wedge EG \neg \text{cooking})) = \{S1, S2, S3, S4\}$ (can be followed with S4)
- $S(\neg(EF(\text{start} \wedge EG \neg \text{cooking}))) = \{\}$

3) Result analyze

Example with microwave-oven cooking(2)

To the second CTL-Formal: $AG ((\text{close} \dot{\cup} \text{start}) \dot{\cup} AF \text{ cooking})$

1) change formal to $\neg EF(\text{close} \wedge \text{start} \wedge EG \neg \text{cooking})$

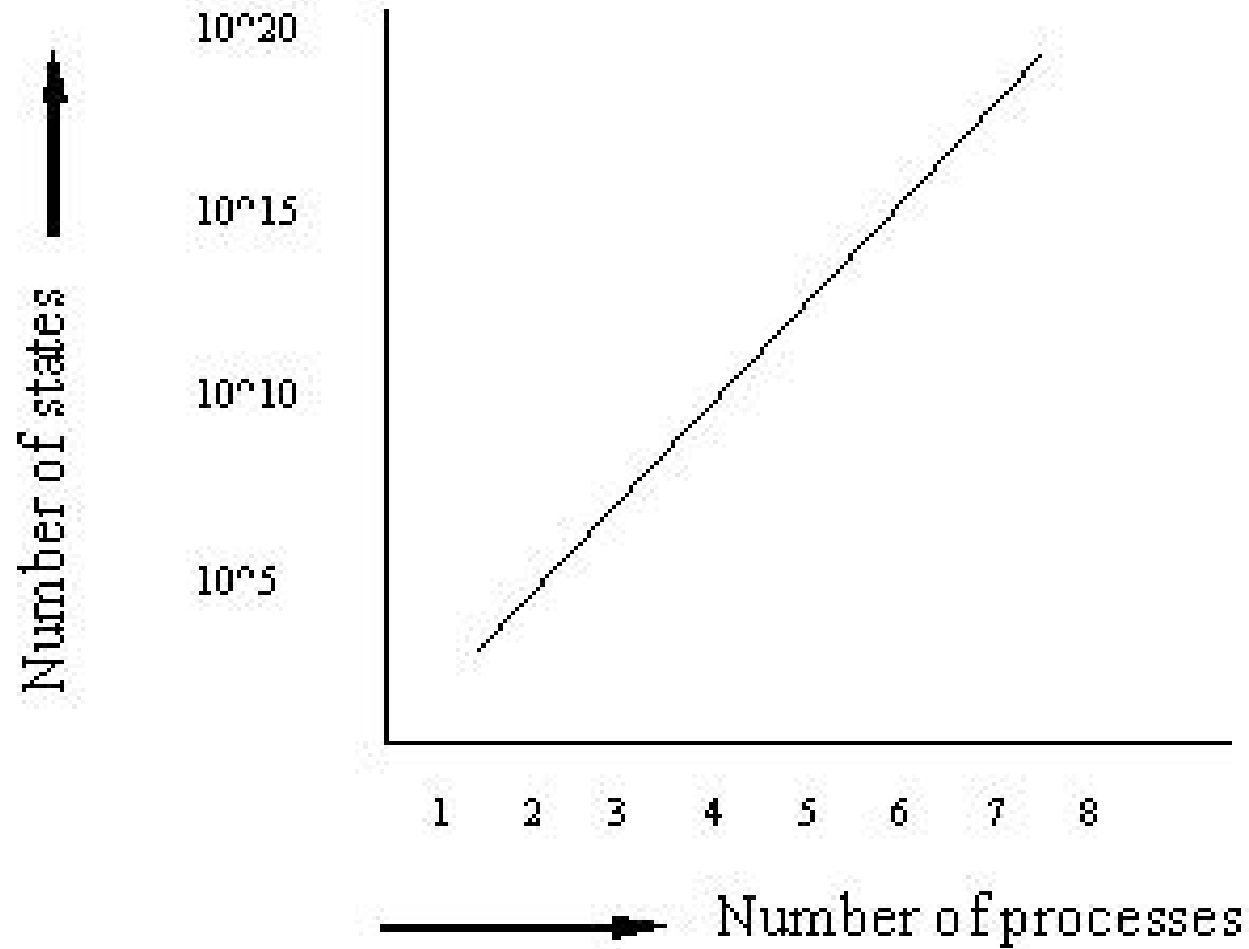
2) Now the algorithm can be applied to the formula

- $S(\text{close}) = \{S2, S3\}$
- $S(\text{start}) = \{S3, S4\}$
- $S(\neg \text{cooking}) = \{S1, S2, S4\}$
- $S(EG \neg \text{cooking}) = \{S1, S2, S4\}$
- $S(\text{close} \wedge \text{start} \wedge EG \neg \text{cooking}) = \{\}$
- $S(EF(\text{close} \wedge \text{start} \wedge EG \neg \text{cooking})) = \{\}$
- $S(\neg (EF(\text{close} \wedge \text{start} \wedge EG \neg \text{cooking}))) = \{S1, S2, S3, S4\}$

3) Result analyze

Algorithms for Model Checking

- State space explosion problem
- Number of states typically grows exponentially in the number of process



The major techniques for tackling this problem

- Based on Automata Theory
- Based on Symbolic Structure
- Other Methods -- Alternative Methods

Based on Automata Theory (1)

On the Fly Technology

- Definition
- Intersection in the “on-the-fly” mode checking
- Advantage of on-the-fly model checking

Based on Automata Theory (2)

Partial-Order Reduction Technology

a) what is interleaving

b) what is partial-order representation

c) Three kinds of the partial-order reduction Technology

- dynamic partial- order reduction Technology
- Static partial-order reduction Technology
- the purely partial-order reduction Technology

Based on Symbolic Structure

- Symbolic Structure with a Boolean formula
- binary decision diagram (BDD)
- 10^5 states -- 10^{20} states -- 10^{120} states
- SMV language and OBDD (Bryant's ordered binary decision diagrams)
- Successful examples with SMV

Alternative Methods

- | Equivalence
- | Compositional Reasoning
- | Abstraction
- | Symmetry
- | Induction

Alternative Methods

Equivalence

- What is equivalence technique
- Simulation equivalence and bisimulation equivalence

Compositional Reasoning

- What is compositional Reasoning technique
- An example
- Assume-guarantee reasoning

Alternative Methods

Abstraction

- Abstraction with mapping
- The cone of influence reduction and the data abstraction

Induction

- What is induction technique
- An example

Symmetry

- What is symmetry technique
- Examples

Model Checking for real-time Systems

- What is real-time systems
- Why it is particularly difficult to make the validation of real-time systems

Discrete real-time System

- Synchronous system
- An example
- Rate-monotonic scheduling theory (RMS)

Continuous real-time System

- Asynchronous system
- Fixed time quantum

Model Checking developing Trend

- Relatively straightforward extensions of current systems
- Require more theoretical work
- Use combination of the abstraction and compositional reasoning techniques
- Probabilistic verification
- The ability to reason automatically about entire families of finite-state systems
- Investigation Model Checking techniques combined with theorem proving

Conclusion

- In conclusion
- Apply in industry

**Vielen Dank für Ihre
Aufmerksamkeit !**

**Universität Siegen, Fachbereich 12, Elektronik
und Informatik, SS 2004**