Software architecture for reactive systems: A short look at model checking (revisions)

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Model checking

Recall "Especificação e Modelação":

- Modelling reactive systems Kripke structures and Petri Nets
- Specification Temporal logics (LTL and CTL/CTL*)
- Verification Check if a formula holds in a system

SMV model checker

SMV

What we will see

- Labelled transition systems (LTS) as Kripke structures
 - Process algebra (not Petri Nets SMV) to define LTS
 - mCRL2 toolset to model (not SMV)
 - Equivalence of LTS
- Modal logics generalising temporal logics (CTL*,CTL,LTL)
- Using mCRL2 toolset to verify properties

Later: Timed-automata and UPPAAL model checker (CTL)

Model

$\mathfrak{M}, w \models \phi$ – what does it mean?

Model definition

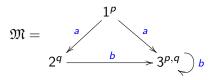
A model for the language is a pair $\mathfrak{M} = \langle \mathfrak{F}, V \rangle$, where

- S = ⟨W, {R_m}_{m∈MOD}⟩ is a Kripke frame, ie, a non empty set W and a family R_m of binary relations (called *accessibility relations*) over W, one for each modality symbol m ∈ MOD. Elements of W are called points, states, worlds or simply vertices in directed graphs.
- $V : \mathsf{PROP} \longrightarrow \mathcal{P}(W)$ is a valuation.

Kripke structures from last semester

- MOD = {1}
- (S, I, R, L) where S = W, $I = \{w\}$, $R = R_1$, L = V
- $\mathfrak{F} = \langle W, R \rangle$ instead of $\mathfrak{F} = \langle W, \{R_m\}_{m \in \text{MOD}} \rangle$

Example

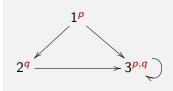


$$W = \{1, 2, 3\}$$
$$MOD = \{a, b\}$$
$$R_a = \{(1, 2), (1, 3)\}$$
$$R_b = \{(2, 3), (3, 3)\}$$
$$V = \{1 \mapsto \{p\}, 2 \mapsto \{q\}, 3 \mapsto \{p, q\}\}$$

- M,1 ⊨ p means p holds in state 1
- M, 2 ⊨ [b] p means p holds in every state reachable with b from 2.

Key differences

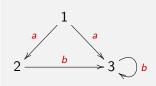
Before



- emphasize on states desired/forbidden states
- SMV language to generate models

•
$$\mathfrak{M}, 1 \models p$$
 , $\mathfrak{M}, 1 \models \mathit{FGp}$

Now



- emphasize on actions desired/forbidden sequences
- Process algebra to generate models
- 𝔐, 2 ⊨ [*a*] false