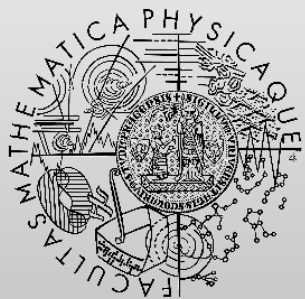


NuXMV System

<http://d3s.mff.cuni.cz>

Behavior models and verification



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- State-of-the-art symbolic model checker
 - Recall: Spin is an explicit model checker
- Based on NuSMV, extending it
- Originally developed at Carnegie Mellon University (SMV)
- Special input language, CTL properties
 - Uses OBDDs for states' manipulation
 - Both synchronous and asynchronous systems may be described

The SMV Input Language

- Parallel assignment syntax
 - In each step all variables are reassigned
 - Issues of circular dependencies, ...
 - Allows for easy OBDD modeling
- Initial values and “*next*” values are specified

Example I.

MODULE main

VAR

request : boolean;

state : {ready,busy};

ASSIGN

init(state) := ready;

next(state) := case

 state = ready & request : busy;

 TRUE : {ready,busy};

esac;

SPEC

AG(request -> AF state = busy)

Example II.

```
MODULE counter_cell(carry_in)
VAR
  value : boolean;
ASSIGN
  init(value) := FALSE;
  next(value) := value xor carry_in;
DEFINE
  carry_out := value & carry_in;

MODULE main
VAR
  bit0 : counter_cell(TRUE);
  bit1 : counter_cell(bit0.carry_out);
  bit2 : counter_cell(bit1.carry_out);

SPEC AF(bit2.carry_out)
```

Types

- boolean
- enum
- word – specifying bit width
 - e.g. `word[3]` → three-bit range, i.e., 0-7
 - Cannot create unions thereof → use integer sets instead
- integer
- real – rational numbers 😊
- arrays, wordarrays, intarrays (unbounded arrays)
 - nesting of types
- sets – limited, just sets of boolean, integer, symbolic and mixed enums

FAIRNESS, INIT, TRANS and INVAR

- Propositional way
- **FAIRNESS**
 - A fairness constraint – mostly used with **running**
- **INIT**
 - Initial value of local variables
- **TRANS**
 - Definition of transition relation
 - **$\text{next}(\text{output}) = !\text{input} \mid \text{next}(\text{output}) = \text{output}$**
- **INVAR**
 - Conditions restricting valid states

INIT, TRANS and INVAR

- The use of **INIT**, **TRANS** and **INVAR** **NOT** recommended
 - “Logical absurdities (...) can lead to unimplementable descriptions”
 - Resulting in systems with no transitions, etc.
- However
 - It may be flexible when translating from other languages to SMV

DEFINE

- **DEFINE** – symbols definition

- **DEFINE**

```
start := state = 0 & timeout;
finish := state = 3;
request := case
    state = 0: 0;
    TRUE : 1;
esac;
```

- Encapsulation of a group of declarations
 - Can be parametrized when reusing
 - Can contain instances of other modules
 - Example: see above
- A parameterless **main** module has to be in each program

- Properties inside models can be verified
 - `nuxmv model.smv`
 - All CTL properties specified inside the models are checked
- Or the model can be simulated
 - `nuxmv -int model.smv`
 - Interactively, randomly, or deterministically

Simulation

- `nusmv -int model.smv`
 - Starts the nuxmv in interactive model
- `go`
 - Prepares the model
- `pick_state -r`
 - Picks up initial state (-r randomly, -i interactively)
- `print_current_state -v`
 - Prints the current state (-v verbosely)
- `simulate -r -k 3`
 - Simulates randomly three steps

SMV Information

- The original tool and manual downloadable at <http://www.cs.cmu.edu/~modelcheck/smv.html>
- Implementations to use: NuSMV and NuXMV
 - <http://nusmv.fbk.eu/>
 - <http://nuxmv.fbk.eu/>
- NuXMV is newer and recommended
 - <https://es.fbk.eu/tools/nuxmv/downloads/nuxmv-user-manual.pdf>