

# Formal Verification of Requirements using SPIN: A case Study on Web Services

**Marco Roveri**

roveri@irst.itc.it

<http://sra.itc.it/people/roveri>

joint work with R. Kazhamiakin and M. Pistore

ITC-irst – Automated Reasoning System Division

Via Sommarive 18, 38050 Trento

Italy

# Introduction

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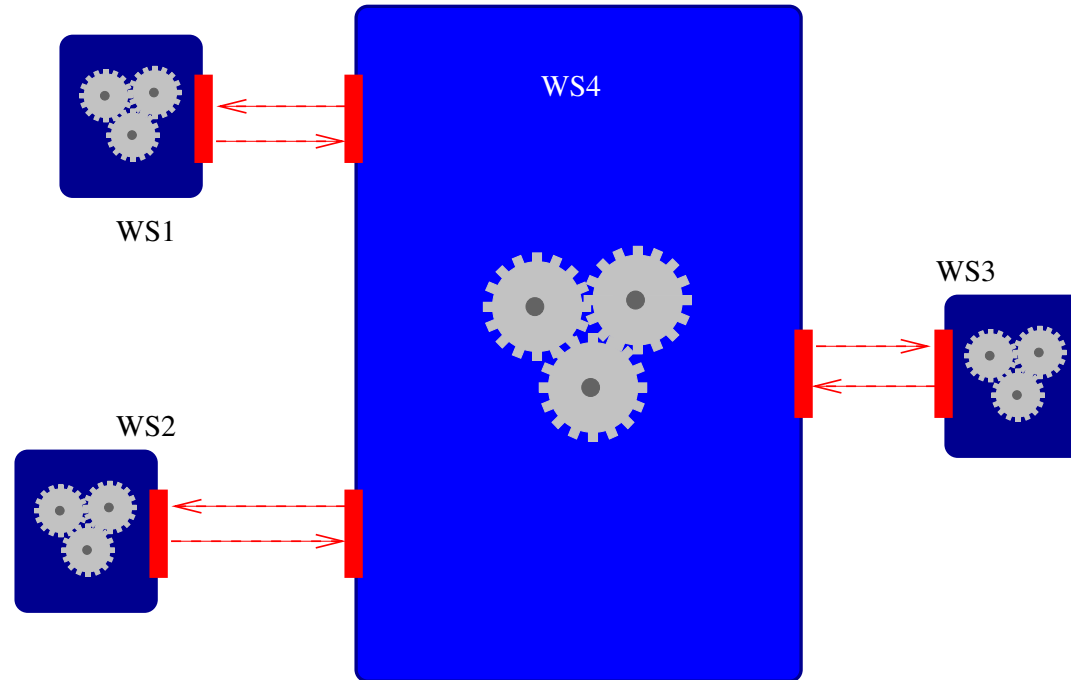
- Integration of **distributed business process** is an emerging problem. . .
  - participants from different organizations
  - heterogeneity among services
  - autonomous evolution of processes
- **Web Services** (WS) offer the technology for business process integration:
  - languages for WS interoperability (SOAP, WSDL, UDDI, . . . )
    - In particular BPEL4WS (Business Process Execution Language)
  - tools for the design and the execution of WS
- Nevertheless, there is a need for **advanced techniques** for supporting the most complex aspects of business process integration:
  - simulation and (formal) verification
  - monitoring and diagnosis
  - (automated) support for composition and evolution

# Outline

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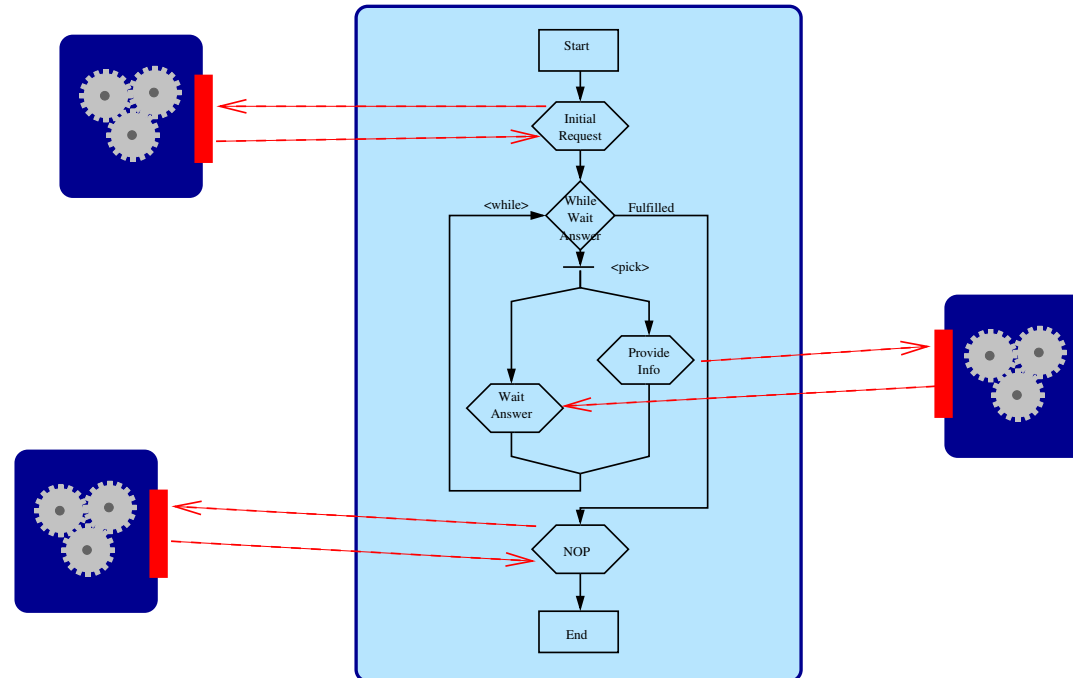
- Introduction to WS and related problems
- The need for business requirements
- A methodology for defining business requirements and for deriving executable code
- Verification of Business Requirements/Processes
- The tool supporting the methodology using SPIN
- Some experimental results
- Conclusions and Future works

# Web Services



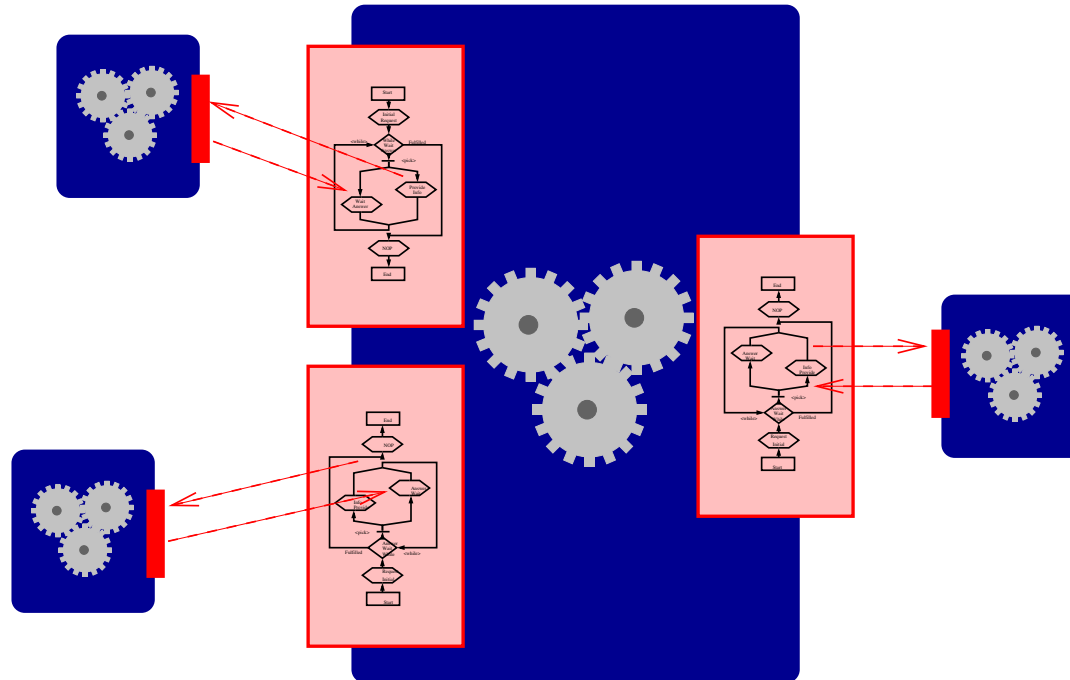
- Several web services participate to a business interaction.

# WS: Executable Processes...



- WS languages (BPEL4WS) offers a set of core concepts for process description that can be used for:
  - the definition and the execution of the **internal** business process of a participant to a business interaction.

# WS: ... and Interaction Protocols



- WS languages (e.g. BPEL4WS) offers a set of core concepts for process description that can be used for:
  - the definition and the execution of the **internal** business process of a participant to a business interaction.
  - the description and publication of the **external** business protocol that define the interaction behavior of a participant.

# Verification for BPEL4WS

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BPEL4WS allows for several forms of **basic verification** tasks:

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● At **design time**:

- Is the internal BPEL4WS process specification **consistent** with the published protocol interfaces?
- Given two or more BPEL4WS interfaces aiming to communicate, do they define a correct (e.g., **deadlock free**) protocol?



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- Do the other participants respect the protocol interface that they have published?

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● **At execution time:**

- Do the other participants respect the protocol interface that they have published?

In order to do **advanced verification** based on **specific properties** on the behavior, a **requirements language** is needed.

# Tropos: A Language for Business Requirements

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  - focus on early phases of requirements analysis, aiming to the understanding of the operational environment of the software system

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  - agents and related notions, such as goals and plans, are used in all phases of software development

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- **Tropos** has been applied in several case studies on **information systems** and **agent-based software systems**

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- **Tropos** offers a set of **graphical notations** and of analysis techniques to support the designer in the development of the software system

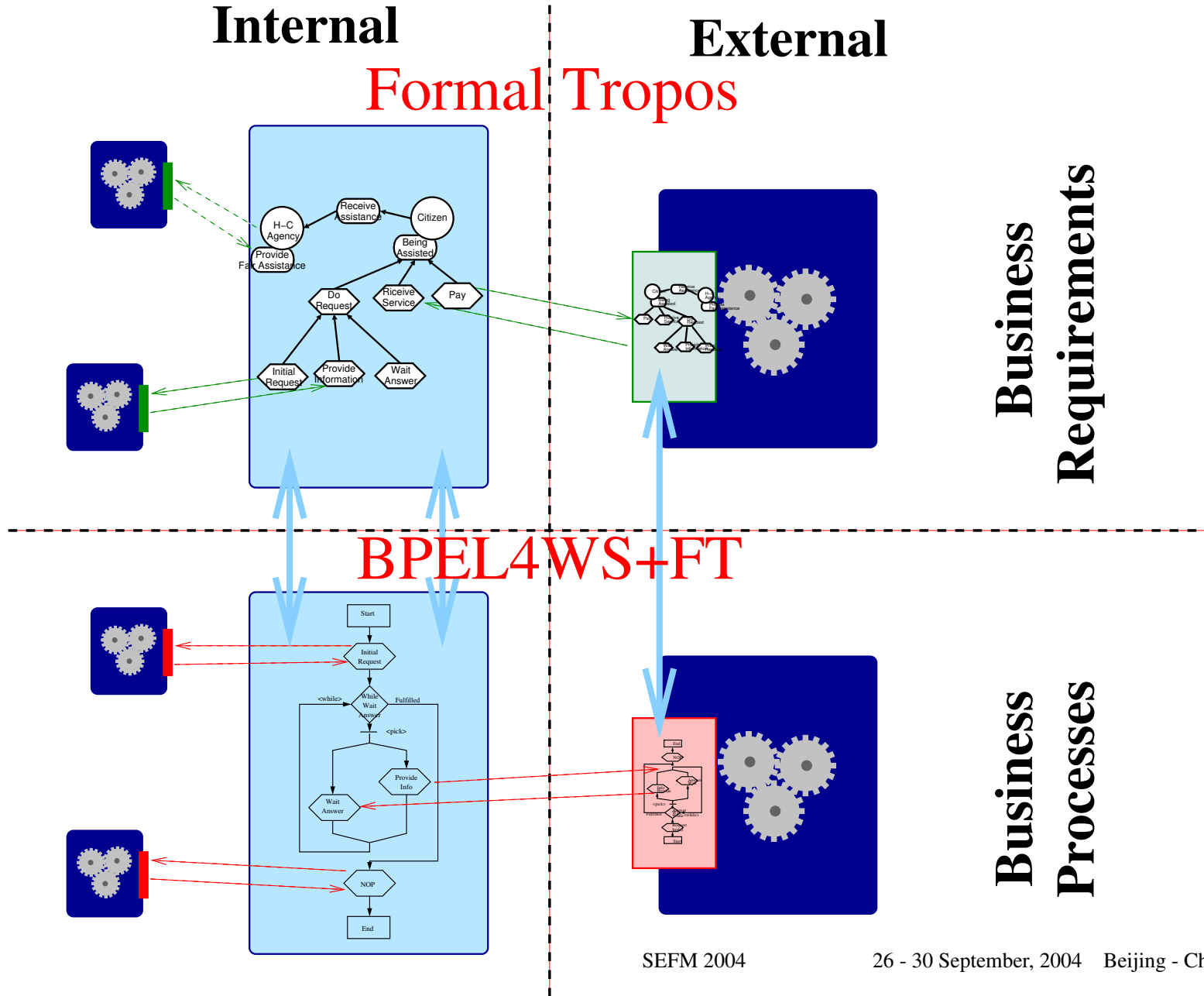
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- **Tropos** has been applied in several case studies on **information systems** and **agent-based software systems**
- **Tropos** offers a set of **graphical notations** and of analysis techniques to support the designer in the development of the software system
- **Formal Tropos** extends Tropos with a **formal specification** language and with **verification** based on Model Checking

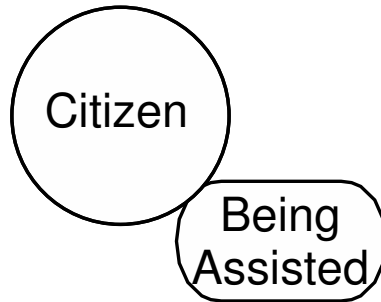


# Proposed methodology: Tropos4WS



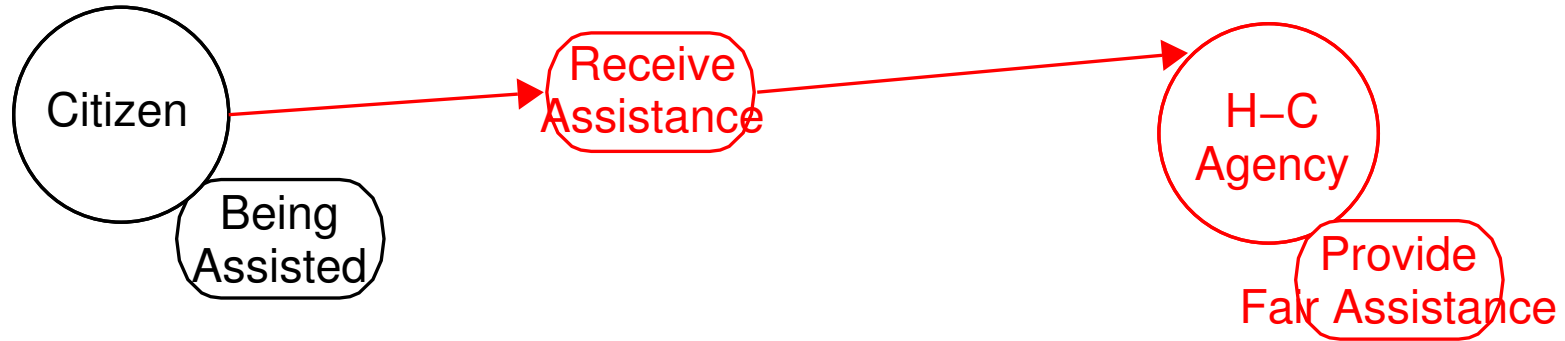
# Specifying Business Requirements: Case Study

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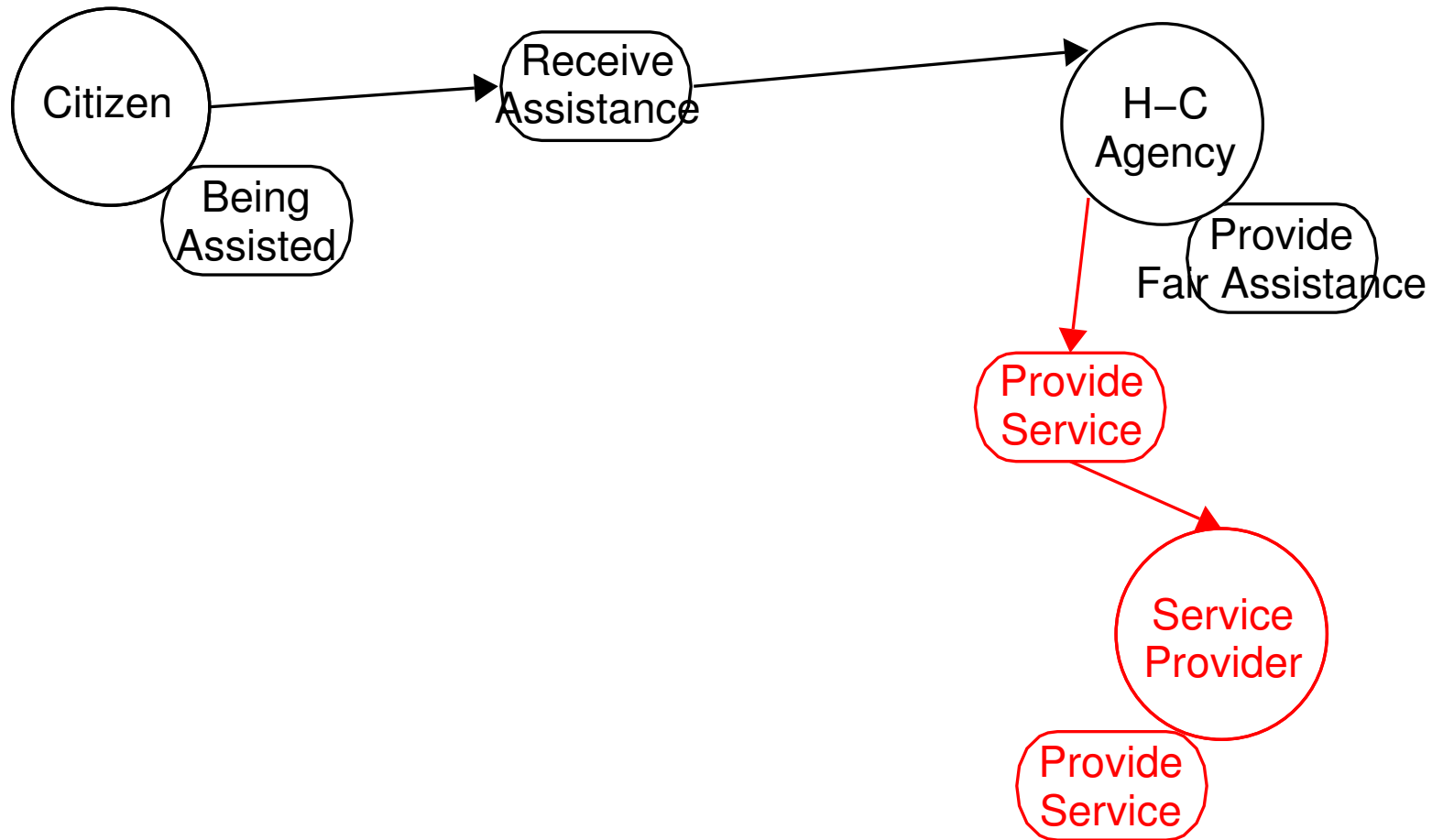


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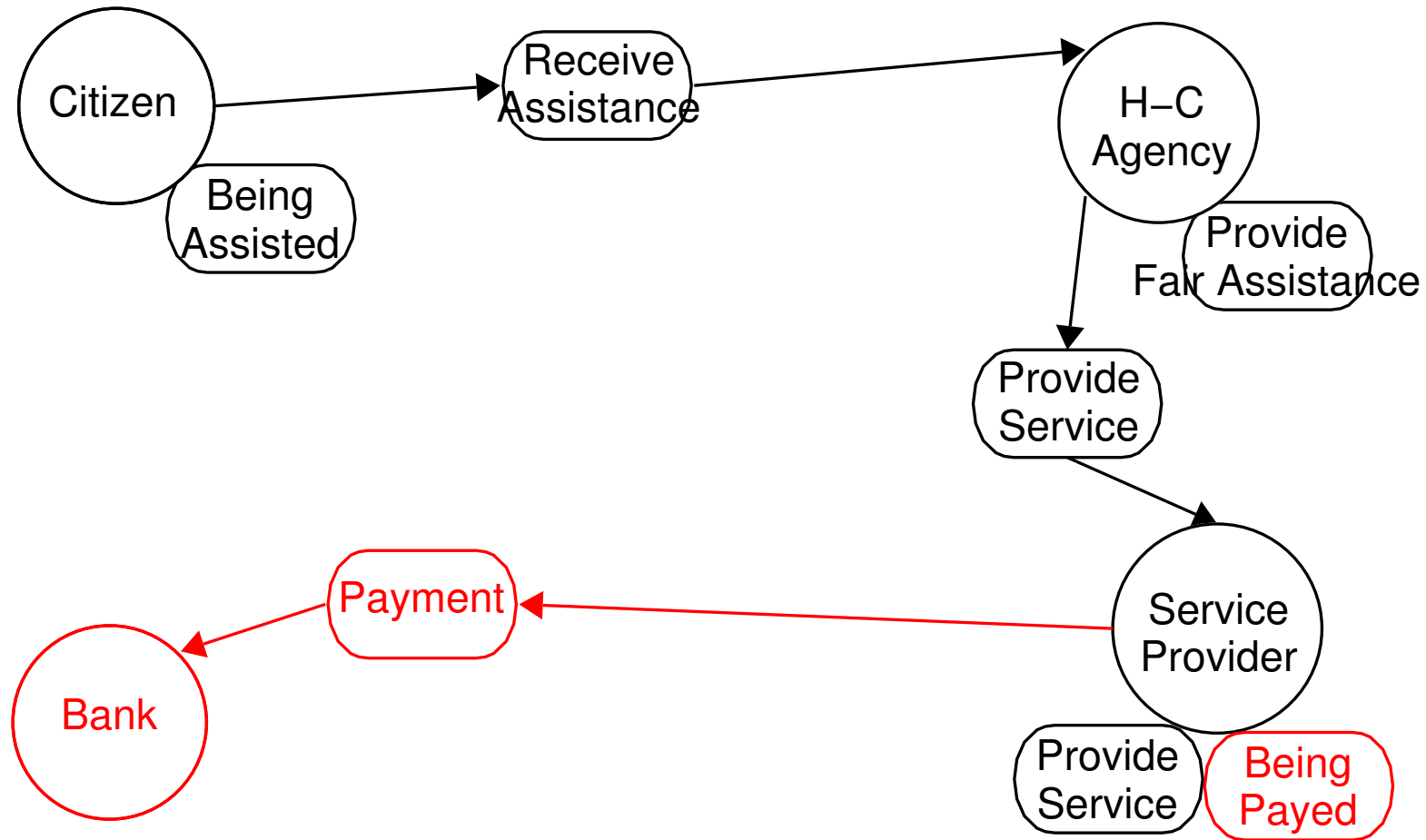
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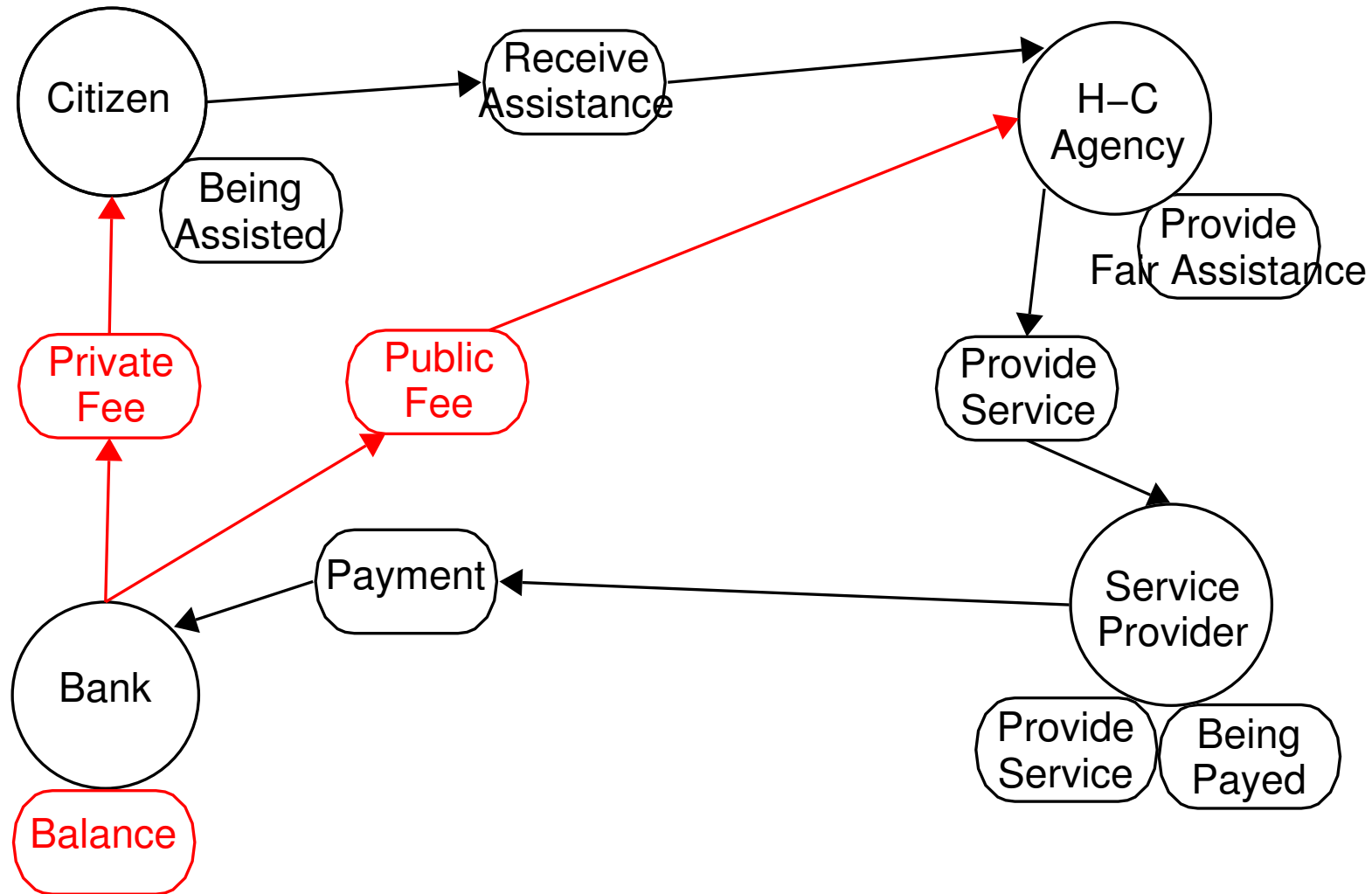
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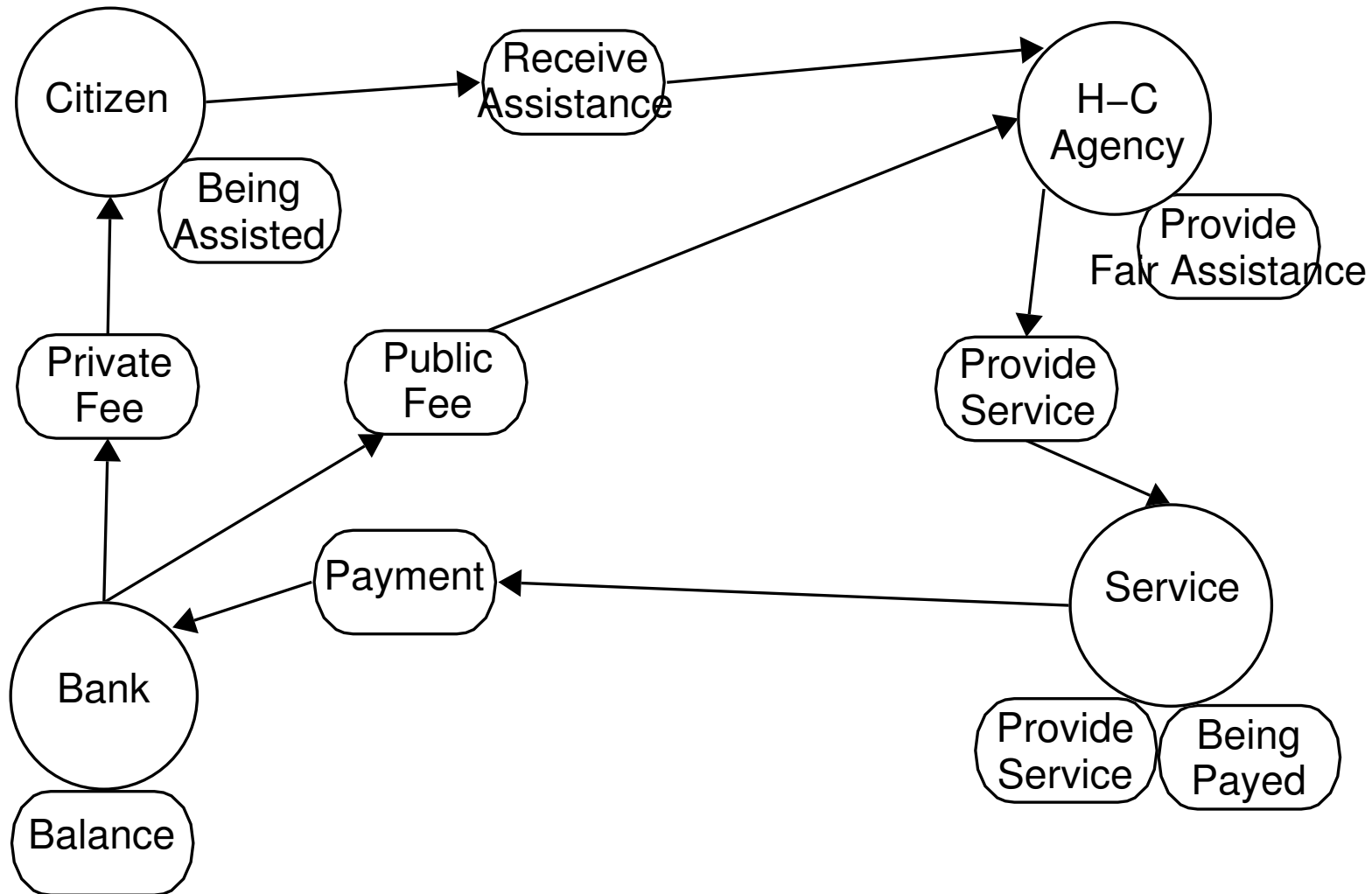
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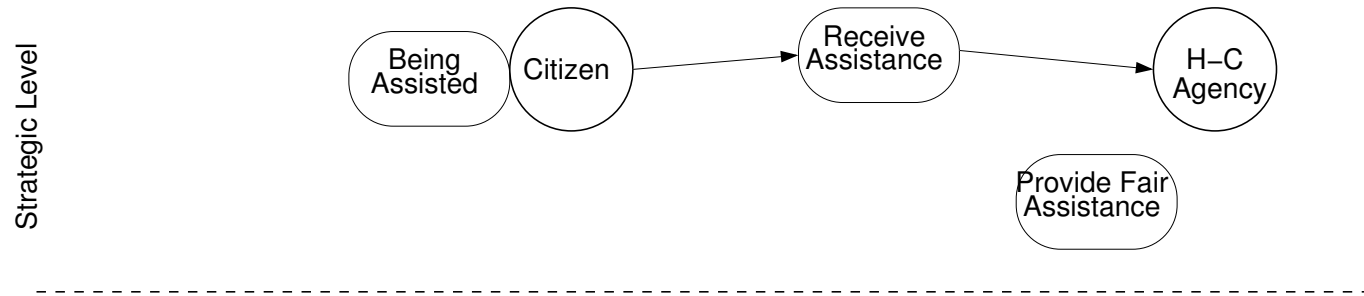


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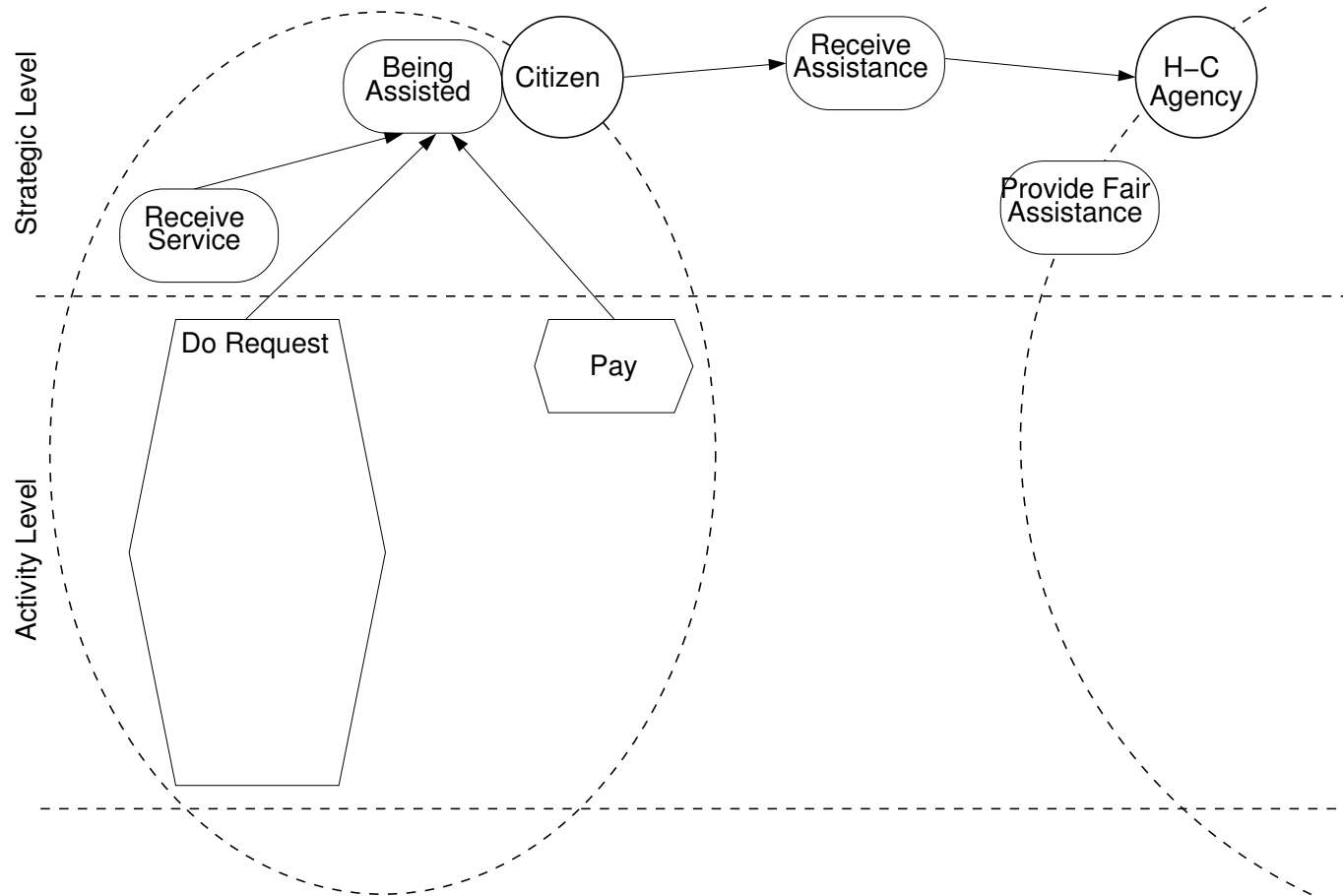
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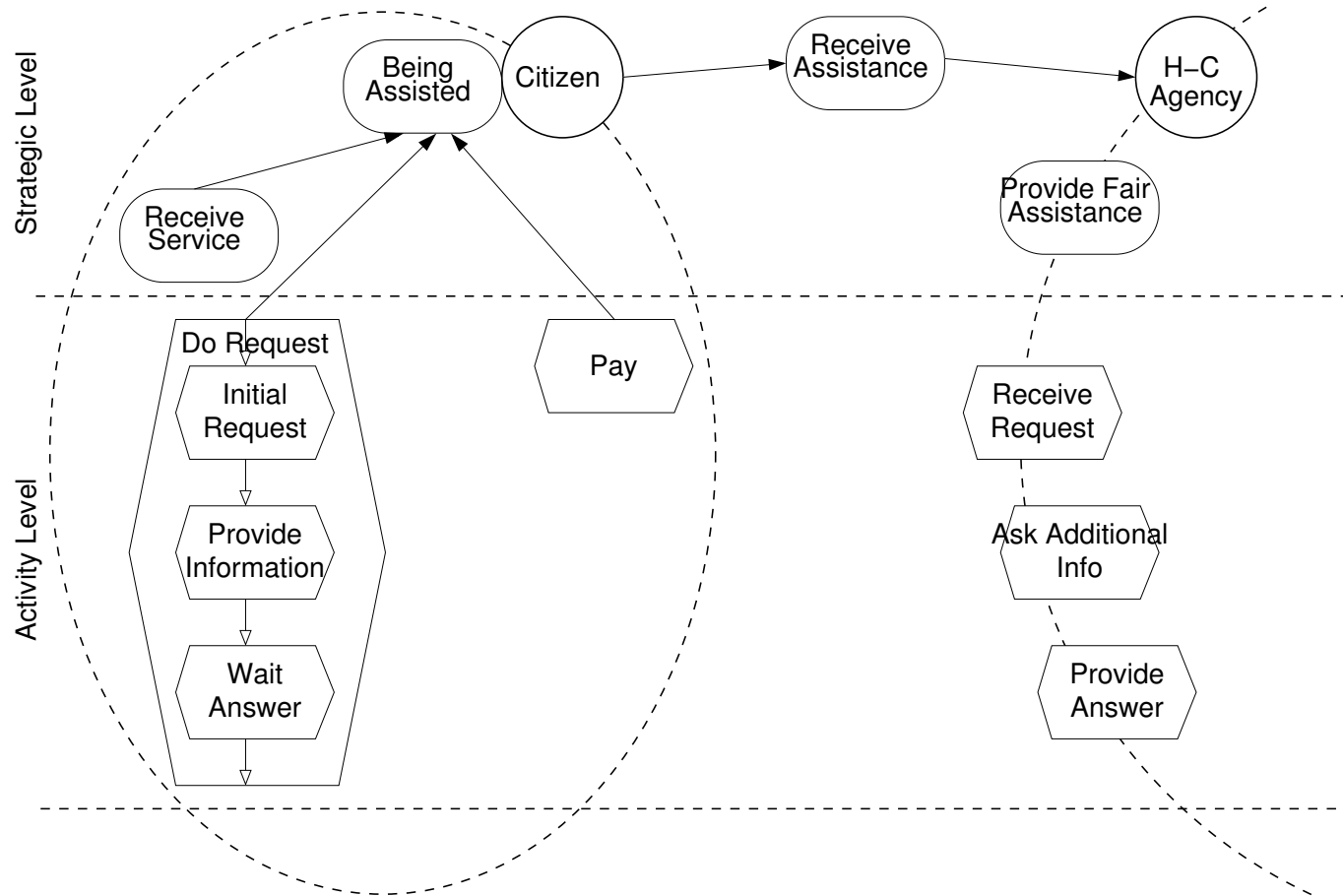




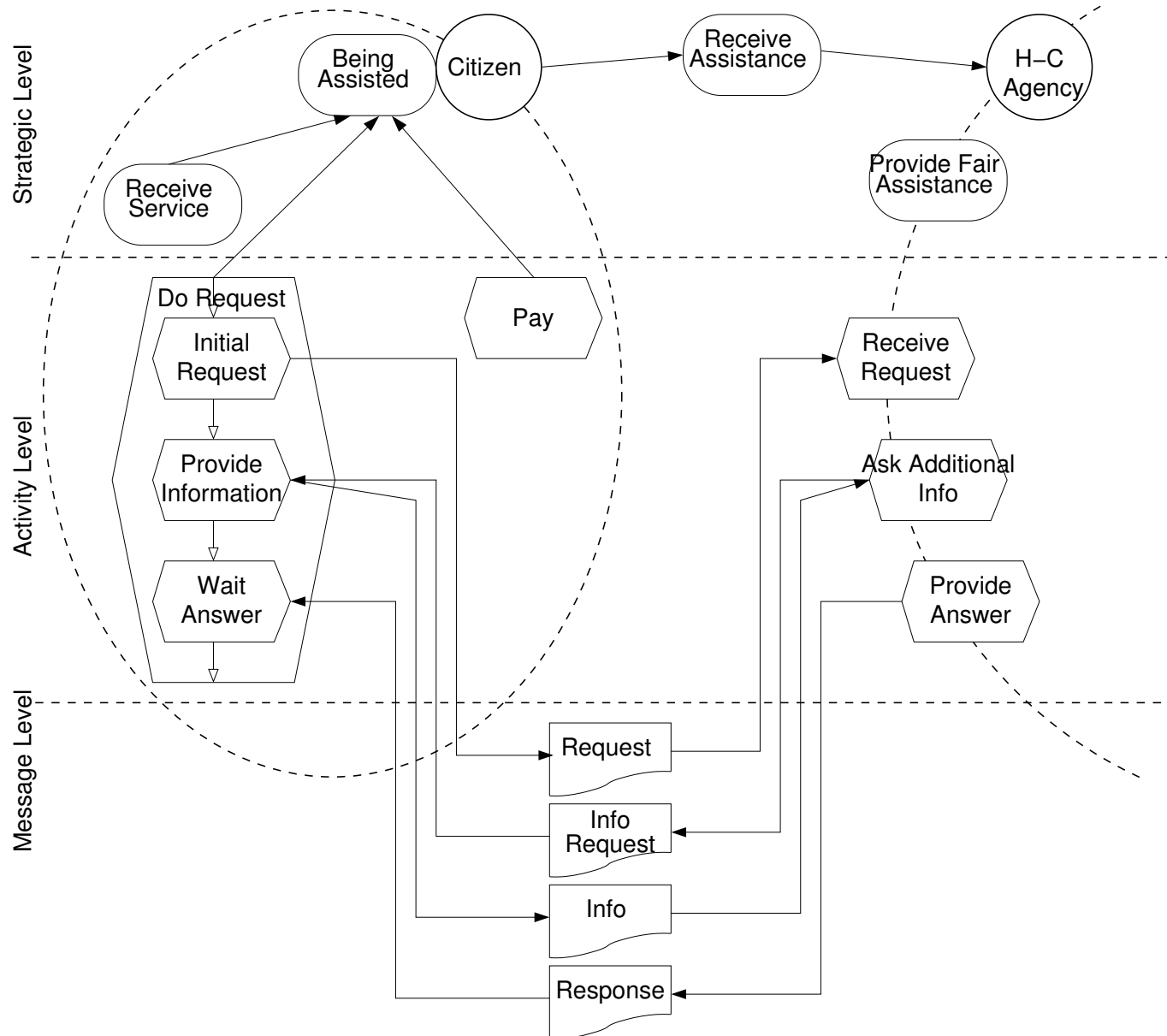
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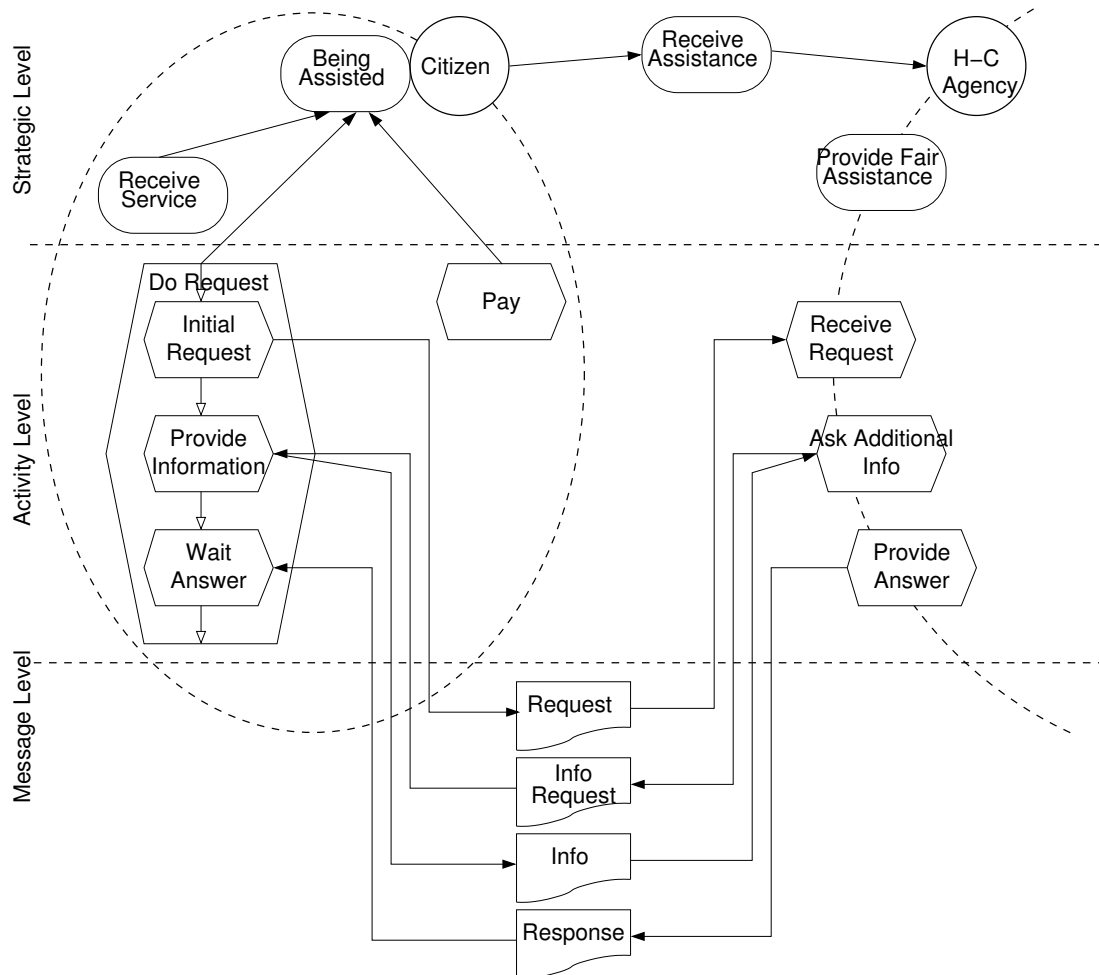
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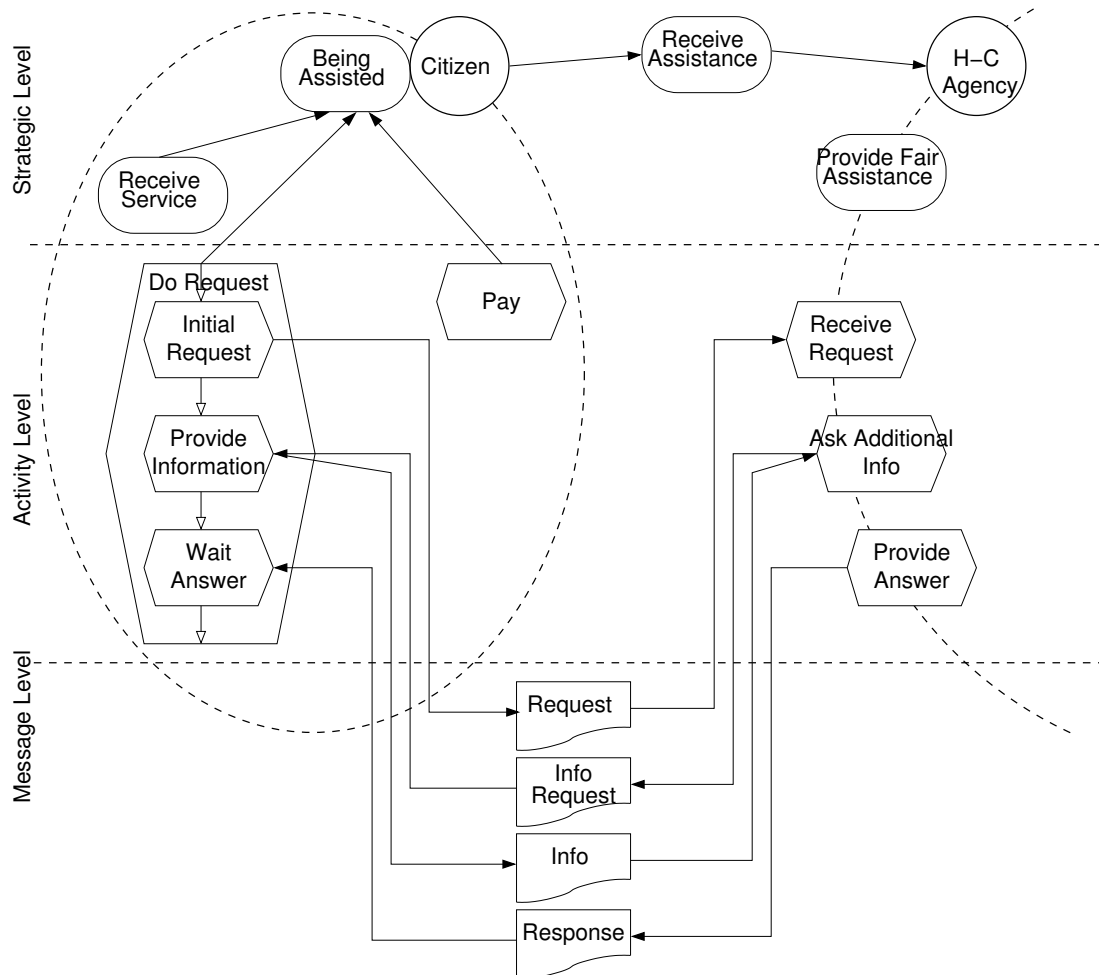
Formal Tropos:

- first-order linear-time temporal constraints on the evolutions of the model:
  - (past and future) temporal operators:  $\mathbf{G}\phi$ ,  $\mathbf{F}\phi$ ,  $\mathbf{H}\phi$ ,  $\mathbf{O}\phi$ ...
  - quantification on class instances:  $\forall c : C...$ ,  $\exists c : C...$
- focus on **creation** and **fulfillment** of activities:
  - FT can describe the **state diagram** defining the behavior of services
  - FT can describe the **activity diagram** defining the interaction of services

# Specifying Business Requirements: Formal Tropos



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**Goal Dependency** ReceiveAssistance **Mode** maintain  
**Depender** Citizen **Dependee** HealthcareAgency

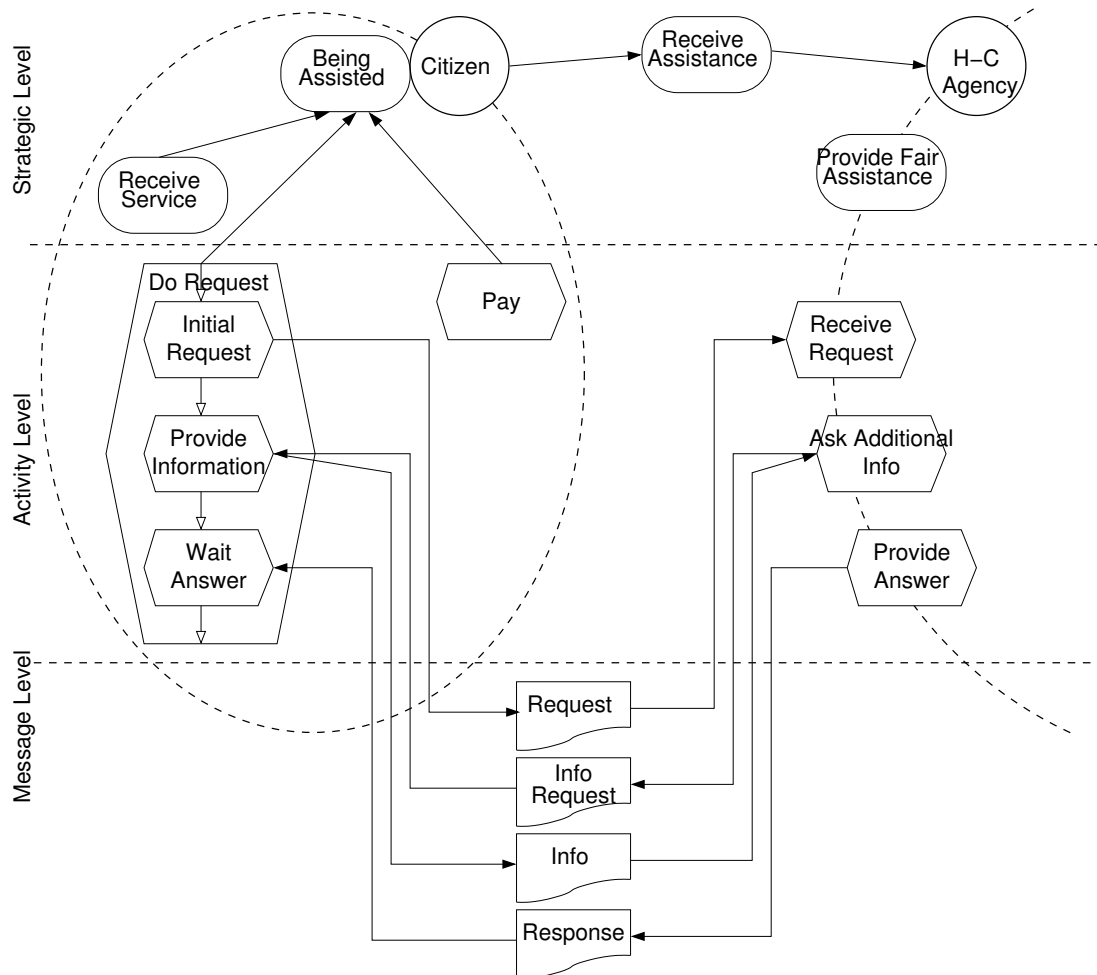
**Task DoRequest Mode** achieve  
**Super** BeingAssisted **Actor** Citizen  
**Attribute** result : boolean

**Task InitialRequest Mode** achieve  
**Super** DoRequest **Actor** Citizen

**Task ProvideInformation Mode** achieve  
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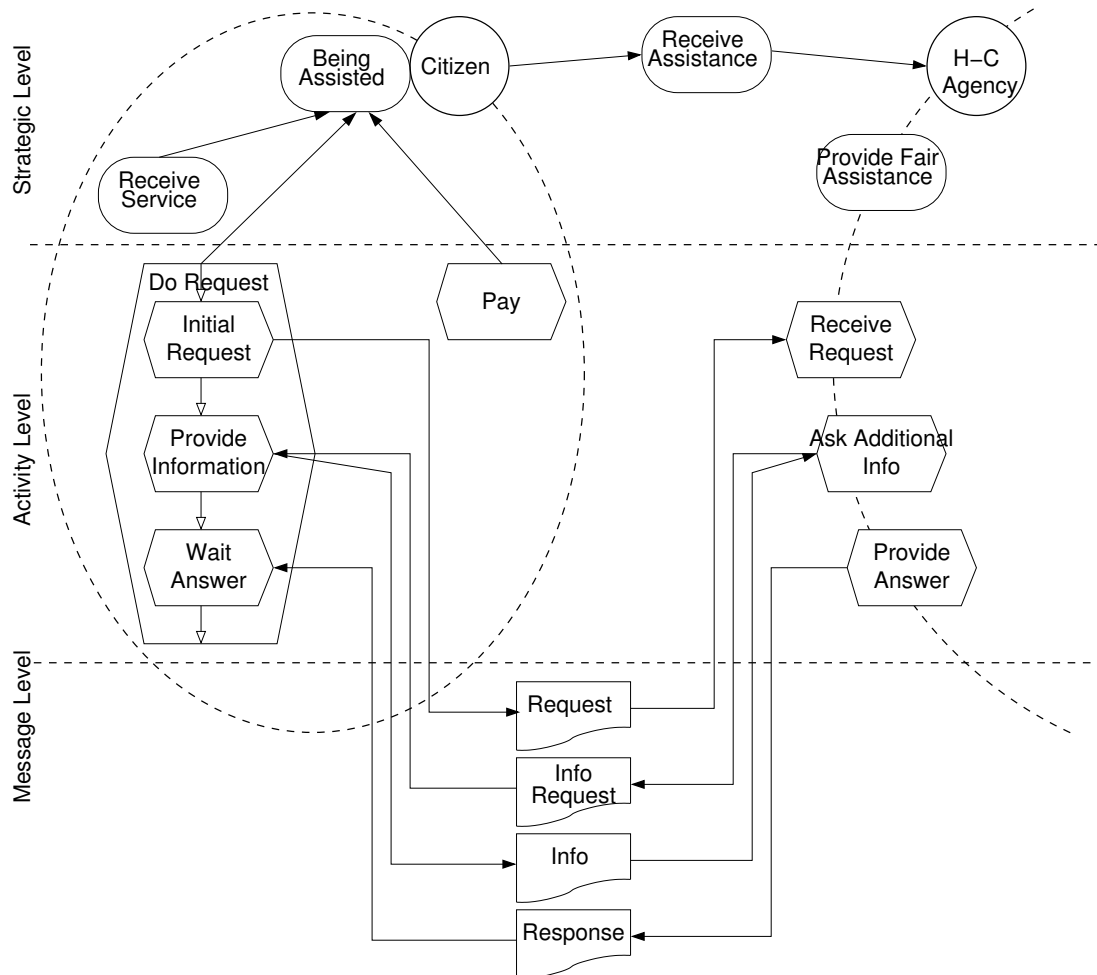
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 $\exists dr: DoRequest(\mathbf{super} = dr \wedge$   
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# Specifying Business Requirements: Formal Tropos



**Goal Dependency** ReceiveAssistance **Mode** maintain

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**Fulfillment condition**  $\forall dr: DoRequest ($   
 $(dr.actor = depender \wedge \text{Fulfilled} (dr) \wedge dr.result) \rightarrow$   
 $F \exists rs: ReceiveService (rs.actor = depender \wedge \text{Fulfilled} (rs)))$

**Task DoRequest Mode** achieve

**Super** BeingAssisted **Actor** Citizen

**Attribute** result : boolean

**Fulfillment definition**

$\exists wa:WaitAnswer(wa.super = self \wedge \text{Fulfilled} (wa) \wedge (result \leftrightarrow wa.result))$

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$\exists dr: DoRequest(super = dr \wedge$

$\exists ir: InitialRequest(ir.super = dr \wedge \text{Fulfilled} (ir)))$

**Fulfillment definition**

$G (\forall ir: InfoRequest(\text{Received} (ir) \rightarrow \exists i: Info(\text{Sent} (i)))$

**Task WaitAnswer Mode** achieve

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**Creation Trigger**

$\exists dr: DoRequest(super = dr \wedge$

$\exists pi: ProvideInformation(pr.super = dr \wedge \text{Fulfilled} (pr)))$

**Fulfillment definition**

$\exists r:Response(\text{Received} (r) \wedge (result \leftrightarrow r.result))$



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 $\exists$  dr: DoRequest (**Fulfilled** (dr))

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# Formal Analysis of Requirements

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**Possibility P1** /\* It is possible to fulfill request \*/  
 $\exists dr: DoRequest (\mathbf{Fulfilled} (dr))$

- **assertion validation**: “*all* scenarios for the model respect certain **assertion** properties”;

**Assertion A1** /\* Service is received only upon a positive response \*/  
 $\forall c: Citizen (\forall r: Response (\mathbf{Received} (r) \wedge r.receiver = c \rightarrow \neg r.result) \rightarrow \forall rs: ReceiveService (rs.actor = c \rightarrow \neg \mathbf{Fulfilled} (rs)))$

**Assertion A2** /\* If some agency provides assistance and the citizen requests a service then the request should be fulfilled \*/  
 $\forall dr: DoRequest (\exists ra: ReceiveAssistance (ra.depender = dr.actor \wedge \mathbf{Fulfilled} (ra) \wedge \forall r: Request (r.sender = dr.actor \rightarrow r.receiver = ra.dependee)) \rightarrow \mathbf{F Fulfilled} (dr))$

# Implementing Business Requirements in Promela

## Task DoRequest Mode achieve

**Super** BeingAssisted **Actor** Citizen

**Attribute** result : **boolean**

**Fulfillment definition**

$\exists wa: \text{WaitAnswer}(wa.\text{super} = \text{self} \wedge \text{Fulfilled}(wa) \wedge (\text{result} \leftrightarrow wa.\text{result}))$

## Task InitialRequest Mode achieve

**Super** DoRequest **Actor** Citizen

**Creation Trigger**  $\exists dr: \text{DoRequest}(\text{super} = dr)$

## Task ProvideInformation Mode achieve

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## Task WaitAnswer Mode achieve

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**Fulfillment definition**

$\exists r: \text{Response}(\text{Received}(r) \wedge (\text{result} \leftrightarrow r.\text{result}))$

## DoRequest process specification in Promela

```
bool waitResponse;
atomic{
    CREATE ri: InitialRequest;
    ri.super = self;
    waitResponse = true;
}
atomic{
    CREATEMESSAGE vRequest: Request;
    Request_channel ! vRequest;
}
atomic{
    FULFILL ir: InitialRequest [ir.super == self];
    CREATE pi: ProvideInformation; pi.super = self;
}
do::atomic{ waitResponse ->
    if::InfoRequest_channel ? vInfoRequest;
        CREATEMESSAGE vInfo : Info;
        vInfo.reference = vInfoRequest;
        Info_channel ! vInfo;
    ::Response_channel ? vResponse;
        FULFILL pi: ProvideInformation [pi.super==self];
        CREATE wa: WaitAnswer; wa.super = self;
        waitResponse = false;
        self.result = vResponse.result;
    fi};
::else break;
od;
atomic{
    FULFILL wait: WaitAnswer [wait.super == self];
    FULFILL self;
}
```

# Implementing Business Requirements in BPEL4WS

## Task DoRequest Mode achieve

**Super** BeingAssisted **Actor** Citizen

**Attribute** result : boolean

### Fulfillment definition

$\exists wa:WaitAnswer(wa.super = self \wedge \text{Fulfilled}(wa) \wedge (result \leftrightarrow wa.result))$

## Task InitialRequest Mode achieve

**Super** DoRequest **Actor** Citizen

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**Super** DoRequest **Actor** Citizen

### Creation Trigger

$\exists dr: DoRequest(super = dr \wedge \exists ir: InitialRequest(ir.super = dr \wedge \text{Fulfilled}(ir)))$

### Fulfillment definition

$G (\forall ir: InfoRequest(\text{Received}(ir) \rightarrow \exists i: Info(\text{Sent}(i))))$

## Task WaitAnswer Mode achieve

**Super** DoRequest **Actor** Citizen

**Attribute** result : boolean

### Creation Trigger

$\exists dr: DoRequest(super = dr \wedge \exists pi: ProvideInformation(pr.super = dr \wedge \text{Fulfilled}(pr)))$

### Fulfillment definition

$\exists r: Response(\text{Received}(r) \wedge (result \leftrightarrow r.result))$

```
<sequence name="DoRequestBody">
  <assign name="Initialization"
    event="Create ir:InitialRequest(ir.super=self)">
    <copy> <from expression="true()"/><to variable="waitResponse"/> </copy>
  </assign>
  <invoke operation="oRequest" inputVariable="vRequest"/>
  <empty name="PhaseSwitch"
    event="Fulfill ir:InitialRequest(ir.super=self) &
      Create pi:ProvideInformation(pi.super=self)"/>
  <while condition="getVariableData('waitResponse')">
    <pick name="WaitMessage">
      <onMessage operation="oInfoRequest" variable="vInfoRequest">
        <reply operation="oInfo" variable="vInfo"/>
      </onMessage>
      <onMessage operation="oResponse" variable="vResponse"
        event="Fulfill pi:ProvideInformation(pi.super=self) &
          Create wa:WaitAnswer(wa.super=self)">
        <assign name="LeaveLoop">
          <copy> <from expression="false()"/><to variable="waitResponse"/> </copy>
          <copy> <from variable="vResponse" part="result"/><to variable="result"/>
        </assign>
      </onMessage>
    </pick>
  </while>
  <empty name="DoRequestFulfilled"
    event="Fulfill wa:WaitAnswer(wa.super=self)"
    constraint="Forall wa:WaitAnswer(wa.super=self →
      G(wa.result ↔ self.result)"/>
</sequence>
```



# Encoding Formal Tropos in Promela

---

**Task DoRequest**

**Actor Citizen**

**Super BeingAssisted**

**Attribute result : boolean**

# Encoding Formal Tropos in Promela

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**Task DoRequest**

**Actor Citizen**

**Super BeingAssisted**

**Attribute result : boolean**

```
typedef DoRequestType{
```

```
byte actor;
```

```
byte super;
```

```
bool result;
```

```
}
```

# Encoding Formal Tropos in Promela

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**Task DoRequest**

**Actor Citizen**

**Super BeingAssisted**

**Attribute result : boolean**

```
typedef DoRequestType{  
    byte actor;  
    byte super;  
    bool result;  
    bool justcreated, exists;  
    bool justfulfilled, fulfilled;  
}  
DoRequestType DoRequest[2];
```

# Encoding Formal Tropos in Promela

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**Task** DoRequest

**Actor** Citizen

**Super** BeingAssisted

**Attribute** result : **boolean**

```
typedef DoRequestType{
```

```
  byte actor;
```

```
  byte super;
```

```
  bool result;
```

```
  bool justcreated, exists;
```

```
  bool justfulfilled, fulfilled;
```

```
}
```

```
DoRequestType DoRequest[2];
```

```
proctype DoRequestProc(byte id) {
```

```
  .../* life cycle of class instance */
```

```
  .../* encoded as a Promela process */
```

```
}
```

# Encoding Formal Tropos in Promela

---

```
proctype ClassProc(byte id) {
```

The life-cycle of a Class instance:

```
}
```

# Encoding Formal Tropos in Promela

---

```
proctype ClassProc(byte id) {  
  NotExists:  
    do  
      /* Initial status for class instance */  
    od  
  
}
```

The life-cycle of a Class instance:

- **NotExists:** The initial status of class instances (only for actors).
- It can stay in this state or go to next state.
- Transition to next state only if conditions for creation hold.

# Encoding Formal Tropos in Promela

---

```
proctype ClassProc(byte id) {  
  NotExists:  
    do  
      /* Initial status for class instance */  
  
    od  
  Exists:  
    do  
      /* start child sub classes */  
  
    od  
  
}
```

The life-cycle of a Class instance:

- **NotExists:** The initial status of class instances (only for actors).
  - It can stay in this state or go to next state.
  - Transition to next state only if conditions for creation hold.
- **Exists:** The class instance exists.
  - It can stay in this state or go to next state.

# Encoding Formal Tropos in Promela

```
proctype ClassProc(byte id) {
  NotExists:
  do
    /* Initial status for class instance */

  od
  Exists:
  do
    /* start child sub classes */

  od
  Fulfilled:
  do
    /* stay here forever */

  od
}
```

The life-cycle of a Class instance:

- **NotExists:** The initial status of class instances (only for actors).
  - It can stay in this state or go to next state.
  - Transition to next state only if conditions for creation hold.
- **Exists:** The class instance exists.
  - It can stay in this state or go to next state.
- **Fulfilled:** The class instance is fulfilled (only for tasks, goals, dep.)
  - It stay in this state.



# Encoding Formal Tropos in Promela

```
proctype DoRequestProc(byte id) {
```

**Exists:**

```
do :: atomic /* if the child subtask is not started yet,
              assign relevant attributes and start it */
```

```
{(!InitialRequest[0].exists)→ system_step();
```

```
InitialRequest[0].super = id;
```

```
InitialRequest[0].actor = DoRequest[id].actor;
```

```
InitialRequest[0].exists = true;
```

```
InitialRequest[0].justcreated = true;
```

```
run InitialRequestProc(0);};
```

```
... /* other child subtask may be started here */
```

```
:: atomic /* Modify non-constant attributes */
```

```
{system_step();
```

```
if :: DoRequest[id].result = true;
```

```
    :: DoRequest[id].result = false;
```

```
fi; /* The instance is fulfilled nondeterministically */
```

```
if :: DoRequest[id].fulfilled = false;
```

```
    :: DoRequest[id].fulfilled = true;
```

```
    DoRequest[id].justfulfilled = true; goto Fulfilled;
```

```
fi;}
```

```
od;
```

The DoRequestProc instance: **Exists**

- Transition from **NotExists** to **Exists** only if conditions hold.
  - Class attributes initialized.
  - justcreated and exists set to true.
- Class can nondeterministically create child goals, tasks, dependencies, ...
  - Child attributes are initialized.
  - Child corresponding processes started.
- In this phase the process nondeterministically modifies values of non-constant attributes.

# Encoding Formal Tropos in Promela

```
proctype DoRequestProc(byte id) {
Exists:
  ...
  :: atomic /* Modify non-constant attributes */
    {system_step();
     if :: DoRequest[id].result = true;
       :: DoRequest[id].result = false;
     fi; /* The instance is fulfilled nondeterministically */
     if :: DoRequest[id].fulfilled = false;
       :: DoRequest[id].fulfilled = true;
         DoRequest[id].justfulfilled = true; goto Fulfilled;
     fi;}
  od;
Fulfilled:
  do :: atomic /* Modify non-constant attributes */
    {system_step();
     if :: DoRequest[id].result = true;
       :: DoRequest[id].result = false;
     fi;}
  od;
}
```

- The DoRequestProc instance: **Fulfilled**
- Transition from **Exists** to **Fulfilled** nondeterministic.
  - justfulfilled and fulfilled set to true.
  - In this phase the process nondeterministically modifies values of non-constant attributes.

# Encoding Formal Tropos in Promela: Remarks

```
proctype DoRequestProc(byte id) {
  Exists:
    do :: atomic
      /* if the child subtask is not started yet,
         assign relevant attributes and start it */
      {(!InitialRequest[0].exists)→ system_step();
        ...
      }
    :: atomic /* Modify non-constant attributes */
      {system_step();
        ...
      }
  od;
  Fulfilled:
    do :: atomic /* Modify non-constant attributes */
      {system_step();
        ...
      } od;
}
```

- All transitions from life-cycles performed within an **atomic** statement to preserve FT semantics.
- `system_step()` invoked each time a process performs a step.
  - reset all attributes justcreated and justfulfilled.
  - other activities related to the verification

# Encoding Formal Tropos in Promela: Logic Specifications

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must be valid

- For possibilities

$$\bigwedge_{i \in I} C_i \wedge P$$

must be satisfiable

- Build a *never claim* for the formula to verify and submit it to SPIN.
  - **Problem:** on small cases the size of the formula prevents possibility to verify the *never claim*.
    - A reduced FT specification with 3 simple constraints and 5 classes generated a file whose size was not manageable by the C compiler.



# Encoding Formal Tropos in Promela: Logic Specifications

---

- Encode each FT constraint  $C_i$  as a separate automata.
- Generate a new process `constraint_verifier()` where all automata are executed in parallel.
- Add the `constraint_verifier()` to the final Promela specification.
- Enforce execution of `constraint_verifier()` after each system step.
- Restrict the verification to *valid execution paths* i.e. to those execution sequences where all constraints holds.

# Encoding Formal Tropos in Promela: Logic Specifications

```
/* G(p → Fq) */
accept_init:
  if
    :: (¬p) || q →
      goto accept_init
    :: (1) →
      goto T0_S2
  fi;
T0_S2:
  if
    :: q →
      goto accept_init
    :: (1) →
      goto T0_S2
  fi;

if /* label[n] preserves position reached at previous step */
  :: label[n]==0 → goto Cn_accept_init
  :: label[n]==1 → goto Cn_T0_S2
fi;
/* G(p → Fq) */
Cn_accept_init:
  if
    :: (¬p) || q → label[n] = 0;
      accepted[n] = true;
    :: (1) → label[n] = 1;
      accepted[n] = false; all_accepted = false;
  fi; goto Cn_checked;
Cn_T0_S2:
  if
    :: q → label[n] = 0;
      accepted[n] = true;
    :: (1) → label[n] = 1;
      accepted[n] = false; all_accepted = false;
  fi; goto Cn_checked;
Cn_checked:
```

# Encoding Formal Tropos in Promela: Logic Specifications

```
proctype constraint_verifier() {
  byte label[n] = 0; bool accepted[n] = false; byte next = 0;
  do :: constraints_done → break;
    :: else atomic
      {all_accepted = true; valid_step = false;
       ... /* All constraints automata go here */
       valid_step = true; constraints_done = true;
       if :: accepted[next] → /* Look for acceptance again */
         next_accepted = true; next = (next+1) % n;
         :: else
           fi;}
  od;}

```

```
inline system_step() {
  if :: constraints_done → constraints_done = false;
    :: else valid_step = false;
  fi;
  next_accepted = false;
  ... /* Reset justcreated and justfulfilled flags */
  DoRequest[0].justcreated = false;
  DoRequest[0].justfulfilled = false;
}

```

- **constraints\_done** is set to true each time process `constraint_verifier()` evolves, to false each time the `system_step()` evolves.

# Encoding Formal Tropos in Promela: Logic Specifications

```
proctype constraint_verifier() {
  byte label[n] = 0; bool accepted[n] = false; byte next = 0;
  do :: constraints_done → break;
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      {all_accepted = true; valid_step = false;
       ... /* All constraints automata go here */
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         :: else
           fi;}
  od;}

```

```
inline system_step() {
  if :: constraints_done → constraints_done = false;
    :: else valid_step = false;
  fi;
  next_accepted = false;
  ... /* Reset justcreated and justfulfilled flags */
  DoRequest[0].justcreated = false;
  DoRequest[0].justfulfilled = false;
}

```

- **valid\_step** is true if each system step is followed by exactly one step of process `constraint_verifier()` and if the execution is not blocked.

# Encoding Formal Tropos in Promela: Logic Specifications

```
proctype constraint_verifier() {
  byte label[n] = 0; bool accepted[n] = false; byte next = 0;
  do :: constraints_done → break;
    :: else atomic
      {all_accepted = true; valid_step = false;
       ... /* All constraints automata go here */
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  od;}

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inline system_step() {
  if :: constraints_done → constraints_done = false;
    :: else valid_step = false;
  fi;
  next_accepted = false;
  ... /* Reset justcreated and justfulfilled flags */
  DoRequest[0].justcreated = false;
  DoRequest[0].justfulfilled = false;
}

```

- `all_accepted` store information whether all automata are visiting an acceptance state simultaneously.

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```
proctype constraint_verifier() {
  byte label[n] = 0; bool accepted[n] = false; byte next = 0;
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      {all_accepted = true; valid_step = false;
       ... /* All constraints automata go here */
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         :: else
           fi;}
  od;}
```

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inline system_step() {
  if :: constraints_done → constraints_done = false;
    :: else valid_step = false;
  fi;
  next_accepted = false;
  ... /* Reset justcreated and justfulfilled flags */
  DoRequest[0].justcreated = false;
  DoRequest[0].justfulfilled = false;
}
```

- `next_accepted` is set to true if `accepted[next]` is set to true. It is used to check that all constraint automata visit acceptance states.

# Encoding Formal Tropos in Promela: Logic Specifications

```
proctype constraint_verifier() {  
  byte label[n] = 0; bool accepted[n] = false; byte next = 0;  
  do :: constraints_done → break;  
    :: else atomic  
      {all_accepted = true; valid_step = false;  
        ... /* All constraints automata go here */  
        valid_step = true; constraints_done = true;  
        if :: accepted[next] → /* Look for acceptance again */  
          next_accepted = true; next = (next+1) % n;  
          :: else  
            fi;}  
  od;}  
}
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```
inline system_step() {  
  if :: constraints_done → constraints_done = false;  
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  fi;  
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  ... /* Reset justcreated and justfulfilled flags */  
  DoRequest[0].justcreated = false;  
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}
```

🔴 **next** is updated such that all constraints are considered in turn.

# Encoding Formal Tropos in Promela: Logic Specifications

---

- The restriction of the verification to the valid execution paths is captured by the following formula:

$$\mathbf{G}(\text{valid\_step} \wedge \mathbf{F} \text{ next\_accepted} \wedge \\ \mathbf{G}(\text{next\_accepted} \rightarrow \mathbf{G} \text{ all\_accepted}))$$

- It states that...
  - the constraint automata are not blocked,
  - they visit acceptance states infinitely often,
  - if variable `next_accepted` stay true forever (execution over finite paths) then variable `all_accepted` will stay true forever.



# Encoding Formal Tropos in Promela: Logic Specifications

---

The verification of FT thus is performed as:

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The verification of FT thus is performed as:

- for an assertions  $A$  we verify:

$$\begin{aligned} & \mathbf{G}(\text{valid\_step} \wedge \text{next\_accepted} \wedge \\ & \quad \mathbf{G}(\text{next\_accepted} \rightarrow \mathbf{G} \text{all\_accepted})) \\ & \rightarrow A \end{aligned}$$

- It checks whether all the valid execution paths satisfy the assertion  $A$ .

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The verification of FT thus is performed as:

- for an assertions  $A$  we verify:

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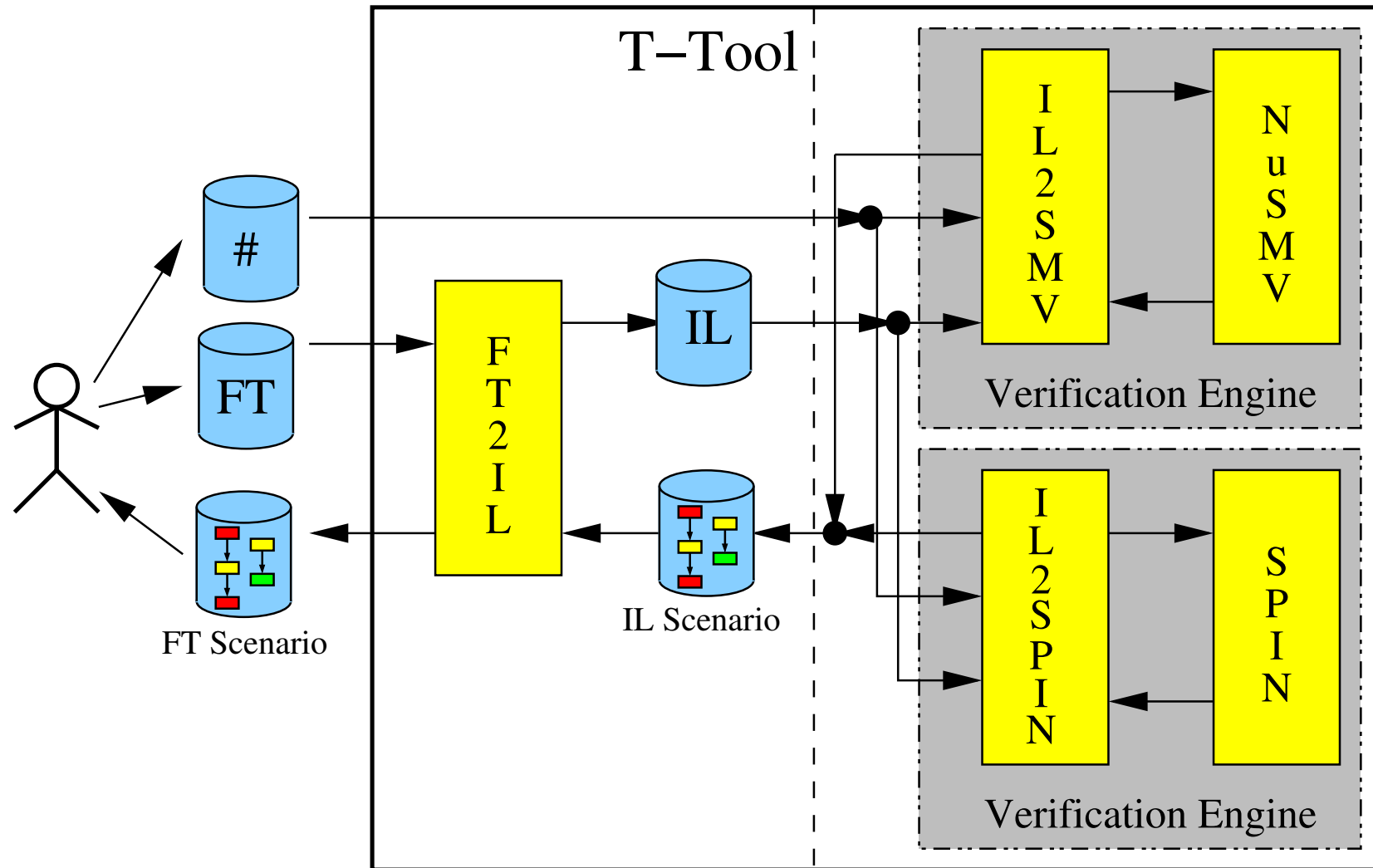
- It checks whether all the valid execution paths satisfy the assertion  $A$ .

- for a possibility  $P$  we verify:

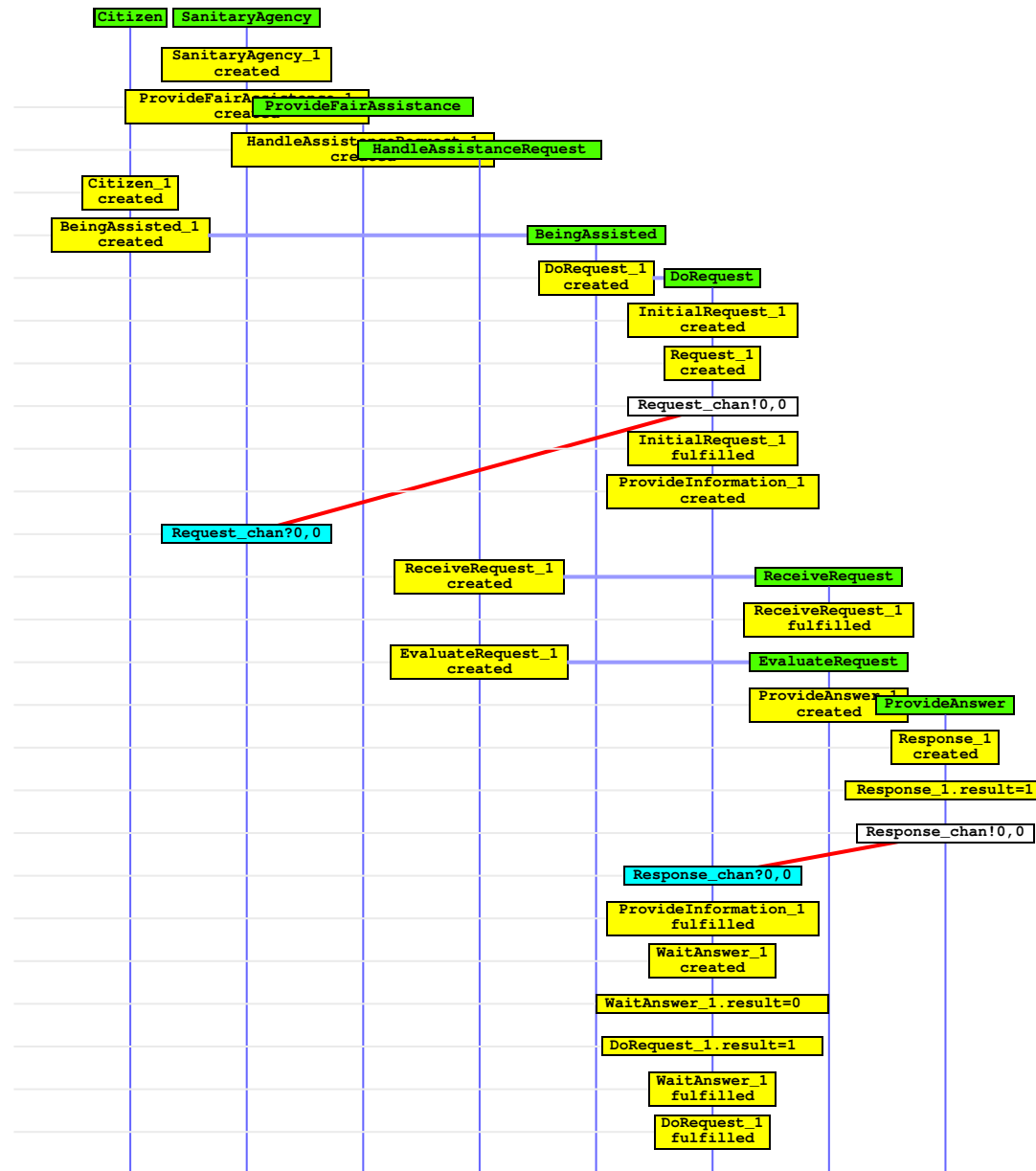
$$\begin{aligned} & \mathbf{G}(\text{valid\_step} \wedge \text{next\_accepted} \wedge \\ & \quad \mathbf{G}(\text{next\_accepted} \rightarrow \mathbf{G} \text{ all\_accepted})) \\ & \rightarrow \neg P \end{aligned}$$

- If a counter-example is found for such formula, it is a witness for  $P$ .

# The T-TOOL



# A counter-example produced by T-TOOL



# Experimental Analysis

## Logic specification translation

	Direct Translation		Compositional Translation	
	1 instance	1..2 instances	1 instance	1..2 instances
1 constraint	0,01sec	0,01sec	0,01sec	0,01sec
3 constraints	0,03sec	3,01sec	0,03sec	0,09sec
5 constraints	0,11sec	MO	0,04sec	0,14sec
10 constraints	10,65sec	SF	0,04sec	0,16sec
30 constraints	MO	SF	0,07sec	0,20sec
45 constraints	SF	SF	0,15sec	0,41sec

# Experimental Analysis

## Property verification results

SPIN results			
		1 instance	1..2 instances
<b>A1</b>	<b>HC4</b>	TO - 1284steps - 1382Mb	TO - 2857steps - 362Mb
	<b>BITSTATE</b>	Valid <sup>(a)</sup> - 21sec - 61Mb	TO - 3244steps - 1028Mb
	<b>3SPIN</b>	Valid <sup>(b)</sup> - 23sec - 69Mb	TO - 3207steps - 1178Mb
<b>A2</b>	<b>HC4</b>	TO - 1393steps - 1382Mb	TO - 2857steps - 362Mb
	<b>BITSTATE</b>	Invalid - 21sec - 52Mb	TO - 3244steps - 1058Mb
	<b>3SPIN</b>	Invalid - 24sec - 64Mb	TO - 3417steps - 1173Mb
<b>P1</b>	<b>HC4</b>	Valid - 27sec - 68Mb	TO - 2857steps - 362Mb
	<b>BITSTATE</b>	Valid - 14sec - 41Mb	TO - 3099steps - 956Mb
	<b>3SPIN</b>	Valid - 19sec - 56Mb	TO - 3312steps - 1143Mb

Hash factors: <sup>(a)</sup> 1.97 – <sup>(b)</sup> 3.35

# Experimental Analysis

## Property verification results

NUSMV results			
		1 instance	1..2 instances
<b>A1</b>	<b>BDD</b>	Valid - 9sec - 6,0Mb	TO - 235Mb
	<b>BMC</b>	Undec.(*) - 7sec - 20,4Mb	Undec.(*) - 106sec - 61,2Mb
<b>A2</b>	<b>BDD</b>	Invalid - 11sec - 6,9Mb	TO - 235Mb
	<b>BMC</b>	Invalid - 0,6sec - 3,8Mb	Invalid - 2sec - 11,3Mb
<b>P1</b>	<b>BDD</b>	Valid - 10sec - 5,8Mb	TO - 235Mb
	<b>BMC</b>	Valid(**) - 0,7sec - 5,3Mb	Valid(**) - 2sec - 16,0Mb

(\*) No counter-example found up to bound length 10

(\*\*) Found example of length 4 satisfying P1



# Experimental Analysis

## Implementation verification result

		1 instance	1..2 instances
<b>A1</b>	<b>HC4</b>	TO - 516steps - 1442Mb	TO - 341steps - 1282Mb
	<b>BITSTATE</b>	Valid <sup>(a)</sup> - 32sec - 83Mb	Valid <sup>(b)</sup> - 169sec - 316Mb
	<b>3SPIN</b>	Valid <sup>(c)</sup> - 14sec - 35Mb	Valid <sup>(d)</sup> - 74sec - 171Mb
<b>A2</b>	<b>HC4</b>	Invalid - 125sec - 206Mb	TO - 341steps - 1162Mb
	<b>BITSTATE</b>	Invalid - 32sec - 71Mb	Invalid - 1285sec - 2003Mb
	<b>3SPIN</b>	Invalid - 15sec - 32Mb	MO - 673steps - 1141sec
<b>P1</b>	<b>HC4</b>	Valid - 2sec - 9,1Mb	TO - 341steps - 1282Mb
	<b>BITSTATE</b>	Valid - 3sec - 10,1Mb	Valid - 167sec - 306Mb
	<b>3SPIN</b>	Valid - 3sec - 12,0Mb	Valid - 59sec - 148Mb
<b>C</b>	<b>HC4</b>	Invalid - 2sec - 9,1Mb	TO - 341steps - 1282Mb
	<b>BITSTATE</b>	Invalid - 3sec - 11,4Mb	Invalid - 166sec - 306Mb
	<b>3SPIN</b>	Invalid - 3sec - 12,0Mb	Invalid - 62sec - 151Mb

Hash factors: <sup>(a)</sup> 2.44 – <sup>(b)</sup> 1.66 – <sup>(c)</sup> 6.06 – <sup>(d)</sup> 1.61

# Conclusions

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- We have extend the scope of the verification to include the design of distributed processes defined in Promela.
- We have proposed a novel, compositional encoding of the LTL constraints that define the valid behaviors of the requirements model in the verification tasks.
- The preliminary experiments show that the approach is viable, even if the performance is currently a rather serious limit for its applicability.
- Future work
  - Optimize the model generator by integrating advanced abstraction techniques that exploit, for instance, possible symmetries in the specification.
  - Deeper investigation of the compositional approach for the verification of complex LTL specifications.

**The End**