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Exercise 6: Finite State Verification

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Finish In-Class Activity First!

Microwave

Consider a simple microwave controller modeled as a finite state machine using the following state variables:

- Door: {Open, Closed} -- sensor input indicating state of the door
- Button: {None, Start, Stop} -- button press (assumes at most one at a time)
- Timer: 0...999 -- (remaining) seconds to cook
- Cooking: Boolean -- state of the heating element

Partial Model

```
MODULE microwave
VAR
    Door: {Open, Closed};
    Button: {None, Start, Stop};
    Timer: 0..999;
    Cooking: boolean;
ASSIGN
    init(Door) := Closed;
    init(Button) := None;
    init(Timer) := 0;
    next(Timer) :=
    case
        Timer > 0 & Cooking=TRUE : Timer - 1;
        Timer > 0 & Cooking=FALSE & Button!=Stop : Timer;
        Button=Stop : 0;
        Timer=0 : 0..999;
        TRUE: Timer;
    esac;
```

```
init(Cooking) := FALSE;
next(Cooking) :=
case
    -- Suggestion: Start by defining the
    -- conditions that would cause
    -- cooking to start. Then add conditions
    -- that would make it stop.
    -- Finally, ensure it will continue
    -- running if it is supposed to.
    (FILL THIS IN)
    TRUE: FALSE;
esac;
```

Example Properties

- CTL: The microwave shall stop cooking after the door is opened.
  - AG (Door = Open -> AX (!Cooking))
- LTL: It shall never be the case that the microwave can continue cooking indefinitely.
  - G (Cooking -> F (!Cooking))
- Formulate the other informal requirements in temporal logic.

Linear Time Logic Formulae

Formulae written with propositional variables (boolean properties), logical operators (and, or, not, implication), and a set of modal operators:

hunger = “I am hungry”   burger = “I eat a burger”

X (next)	X hunger	In the next state, I will be hungry.
G (globally)	G hunger	In all future states, I will be hungry.
F (finally)	F hunger	Eventually, there will be a state where I am hungry.
U (until)	hunger U burger	I will be hungry until I start to eat a burger. (hunger does not need to be true once burger becomes true)
R (release)	hunger R burger	I will cease to be hungry after I eat a burger. (hunger and burger are true at the same time for at least one state before hunger becomes false)

Computation Tree Logic Formulae

Combines all-path quantifiers with path-specific quantifiers:

A (all)	A hunger	Starting from the current state, I must be hungry on all paths.
E (exists)	E hunger	There must be some path, starting from the current state, where I am hungry.

X (next)	X hunger	In the next state on this path, I will be hungry.
G (globally)	G hunger	In all future states on this path, I will be hungry.
F (finally)	F hunger	Eventually on this path, there will be a state where I am hungry.
U (until)	hunger U burger	On this path, I will be hungry until I start to eat a burger. (I must eventually eat a burger)
W (weak until)	hunger W burger	On this path, I will be hungry until I start to eat a burger. (There is no guarantee that I eat a burger)

Try to Verify the Model and Properties

- http://nusmv.fbk.eu/
  - NuSMV homepage (tool download, tutorials, etc.)
  - Use NuSMV 2.6.
- Define `next(Cooking)` such that the two example properties hold. See if your properties hold.
  - If they don't, make sure the properties are correct.
  - Then, make sure the model is complete and correct.
- If you get stuck, a sample solution is on Canvas.

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