

## Model Checking – Exercise sheet 1

### Exercise 1.1

Alice and Bob play a tournament of heads and tails: they toss a coin repeatedly, for each toss whoever wins is awarded one point. The tournament ends when one of them has a lead of 3 points. For all tosses Alice calls heads and Bob call tails. Draw the corresponding transition system.

### Exercise 1.2

We give the following C function:

```
1 void syra(char n) {
2   while (n > 1) {
3     if (n % 2)
4       n = 3* n +1;
5     else
6       n = n /2;
7   }
8 }
```

1. Draw the transition system for the states reachable from 7, 11 and 13
2. Does this program always terminate ?

### Exercise 1.3

1. Download and install Spin from <http://www.spinroot.com/>.
2. Run Spin, following instructions from Spin/Test/README\_tests.txt, tests 1 to 5.
3. Run spin on the same programs using ispin (from <http://spinroot.com/spin/Src/ispin.tcl>)

You will need wish which is part of tcl/tk which you can download from:  
<http://www.tcl.tk/software/tcltk/8.5.html>

Remark: The following links contain most of the information you might need about promela (Spin's modeling language):

<http://spinroot.com/spin/Man/Manual.html>

<http://spinroot.com/spin/Man/Quick.html>

<http://spinroot.com/spin/Man/grammar.html>

### Exercise 1.4

1. Write in promela the function given in exercise 1.2 as a process.
2. How to check for termination of the function ?
3. Write in promela using a global variable n and two proesses: one that handles odd values and one that handles even values.

### Exercise 1.5

We give the following program written in Promela. Explain the behaviour of this program (provided all assertions are satisfied). Are all assertions always holding ? Propose a way to ensure those.

```
#define N 50
int pos;
bool tokenv[N];

proctype moveLeft () {
    int i;
    do ::
        i = pos + N-1 % N;
        printf("Moving left\n");
        tokenv[pos] = false;
        tokenv[i] = true;
        pos = i;
    od;
}

proctype moveRight () {
    int i;
    do ::
        i = pos + 1 % N;
        printf("Moving right\n");
        tokenv[pos] = false;
        tokenv[i] = true;
        pos = i;
    od;
}

proctype display () {
    do ::
        assert tokenv[pos];
        printf("Token at %d\n", pos);
    od;
}

init {
    pos = 1;
    tokenv[pos] = true;
    run moveLeft ();
    run moveRight ();
    run display ();
}
```