

DiVinE
0.8.0

Generated by Doxygen 1.5.6

Tue Jul 21 09:09:34 2009

Contents

1	DiVinE Toolset	1
1.1	Installation	1
1.2	Common Tool Properties	1
1.3	Description of tools	2

Chapter 1

DiVinE Toolset

This tutorial contains description of tools contained in the DiVinE package.

1.1 Installation

ToolSet is the part of the package downloadable on [the web site of a project](#).

1. `tar -gunzip -xf divine-version.tar.gz`
2. `cd divine`
3. `./configure`
4. `make`
5. `make install`

1.2 Common Tool Properties

Currently all tools are purely command line programs with no interaction (except for the simulator of models). For better user comfort we are currently developing a graphical interface, which is still not in a stable version and thus it is not publicly available.

Most of these tools (especially model checking algorithms) support following flags:

- `h`: help which describes the usege and flags of the given tool in detail
- `v`: verbose
- `q`: quiet
- `r`: print a report (statistics about resources usage)

- t: print a trail (counterexample in a case of finding it during model checking)
- L: print a log file in a standard format during a computation
- H: set a size of hash table

Input models of systems can be written in DVE or Promela modeling languages. All tools support both formats or print a message, that they cannot run with a model in a given modeling language.

1.3 Description of tools

- [Model Manipulation Tools](#) - model manipulation tools (translation and syntax check)
- [Basic Tools](#) - basic tools for preprocessing, syntax checking and simulation of models
- [Auxiliary Tools](#) - auxiliary executables contained in a distribution, usually not needed to use by the most of users
- [Model Checking Tools](#) - tools for model checking of models