

HLPSL Specification

```
role iso2_Init (B, A      : agent,  
                Pks      : public_key,  
                Snd, Rec: channel (dy))
```

```
played_by B  
def=
```

```
  local State      : nat,
```

```
    Pkaid(I)1(on612T0422.81.(ni t)-04(nat)1(at)1(:)-=)1(:)-0,: atc54s29Strt5dy)1()1(
```

```
local  State      : nat,  
      Ra          : text,  
      Rb, Text1   : text
```

```
init State := 0
```

```
transition
```

```
1. State = 0  
   /\ Rec(Rb'.Text1')  
   =>  
   State' := 2  
   /\ Ra' := new()
```

pkb, pks, pki : public_key

intruder_knowledge={i, a, b, pks, pki, inv(pki), ctext1, ctext2,
{pki.i}_inv(pks)}

composition

session(a, b, pkb, pks)
/\ session(a, i, pki, pks)
/\ session(i, b, pkb, pks)

end role

goal

%IS02_Init authenticates IS02_Response ra
authentication_on ra

end goal

environment()

References

[CJ]