

Towards Real-time modelchecking using SPIN

SPIN workshop 1997

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Project: AVOCS/VIRES

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Goals of these projects

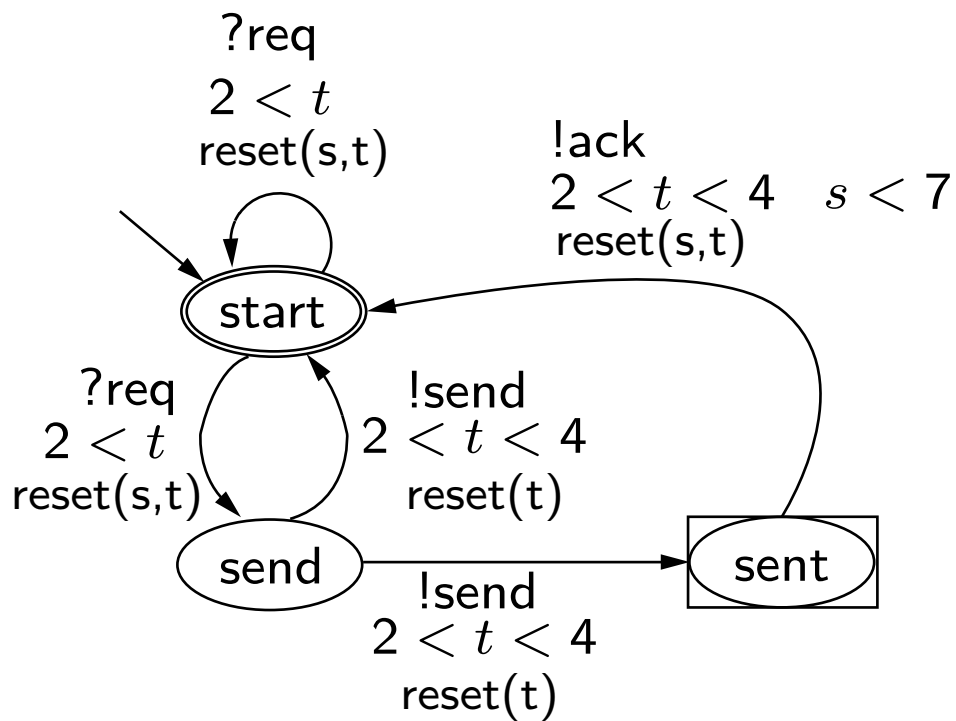
- Real time extension of SPIN
 - Partial order methods
 - bitstate hashing
 - collapsing
- Useable r.t.-input language
- Never Claims
- Acceptance and progress conditions

Outline/Research steps

- Underlying formalism
- Execution Model of the formalism
- Discretisation
- Representation
- Reduction
- Language

Formalism

(based on Timed Graphs)



Lossy Channel

Model

- Based on Timed Graphs [Alur]
- Valid endstates (start)
- Communication Function (?req !send)
- Progress and acceptance labels (sent)
- Urgency

Discretisation Methods

- Region Graphs [Alur,Dill]
 - Fine-grained equivalence classes
- Sets of Inequalities
 - Usage of model-specific information

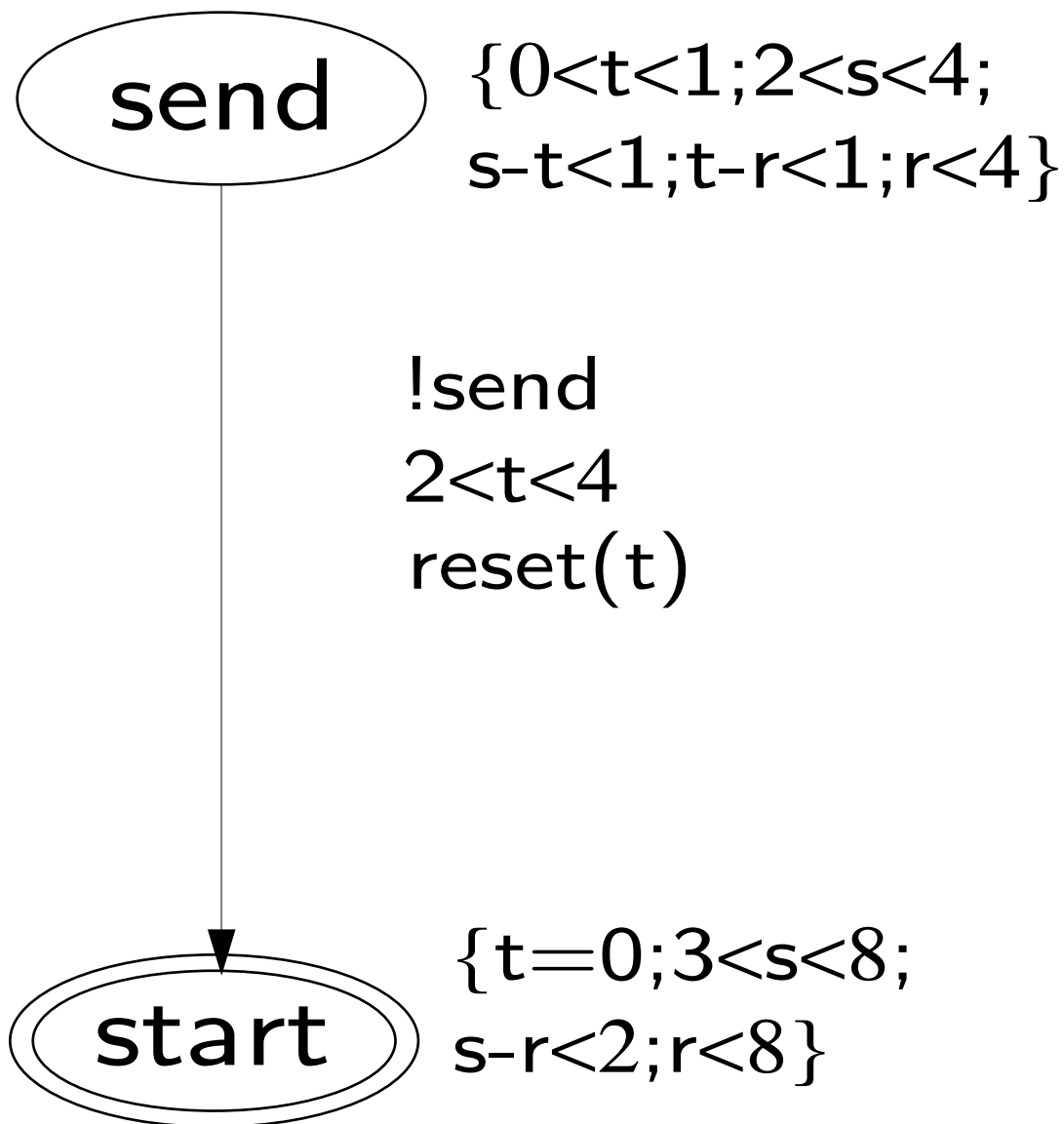
$$x - y > 3 \quad q - y < 3$$

$$z - q < 3 \quad p - z < 4$$

$$2 < z < 4 \quad q - y > 2$$

$$p - q < 2 \quad z - x < 6$$

Example: transforming a SOI



Representation

- Important operations
 - inclusion
 - equality
 - emptiness
- Canonical

Candidates:

- Difference bounded Matrices [Dill]

● Minimal sets

Minimal sets vs. DBM's

DBM:

$$\begin{pmatrix}
 & x & y & z & p & q & \bar{0} \\
 x & 0 & \boxed{3} & 4 & 8 & 6 & 0 \\
 y & \infty & 0 & 4 & 5 & 3 & 0 \\
 z & \infty & \infty & 0 & 4 & \infty & -2 \\
 p & \infty & \infty & 4 & 0 & \infty & 0 \\
 q & \infty & -2 & 2 & 2 & 0 & -2 \\
 \bar{0} & \infty & \infty & 4 & 8 & \infty & 0
 \end{pmatrix}$$

$$y - x < 3$$

Minimal Set:

$$x - y > 3 \quad q - y < 3$$

$$p - q < 2 \quad p - z < 4$$

$$2 < z < 4 \quad q - y > 2$$

Reduction

Classical:

- State space explosion

Time:

- Number of time equivalence classes exponential
- storage of polytopes

Solutions

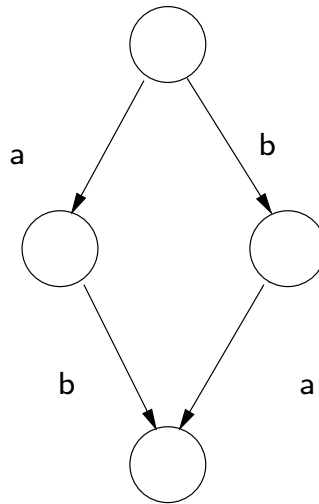
Classical:

- Partial order techniques
 - Dependency relation influenced by clocks

Time:

- Clock minimalisation [Sifakis]

Partial Order techniques

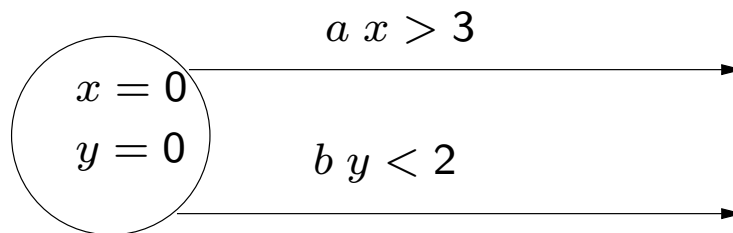


Simple conditions:

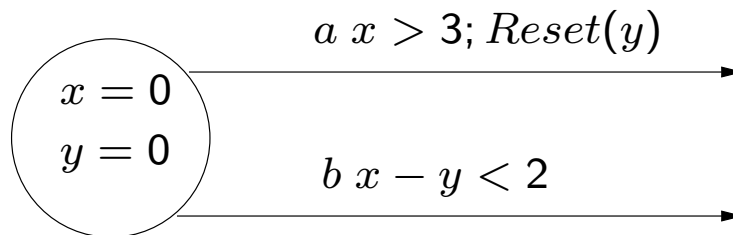
- Untimed SPIN: Global objects
- Timed SPIN: Time as Global object

Dependency

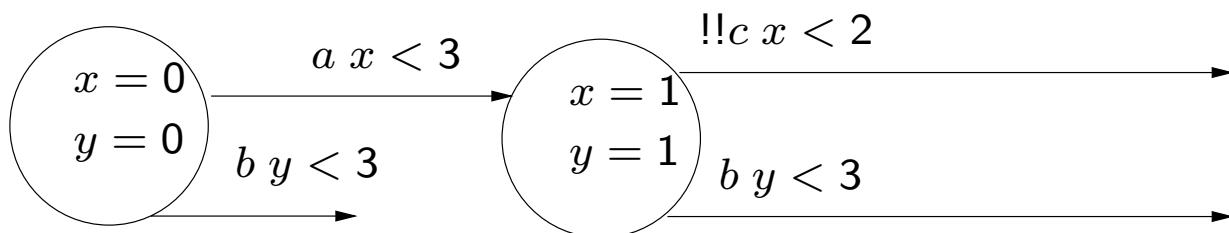
- Time progression



- Resets



- Urgency



Input language

- Intuitive
- Expressive
- Transparent
- Examples:
 - Channel latencies: `chan a[n][lb,ub] of int;`
 - `Delay(8,12)`
 - Urgency:
if
!! ?req;
:: delay(12,12)– > break;
fi

Conclusions

State now:

- Formalism worked out
- Implementation discretisation method
- Study Partial order methods

Extensions:

- Simple clockdrifts
- Dynamic time constraints
- Symbolic time constraints

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