

## Introduction

## Modelling parallel systems

Transition systems

Modeling hard- and software systems

Parallelism and communication



Linear Time Properties

Regular Properties

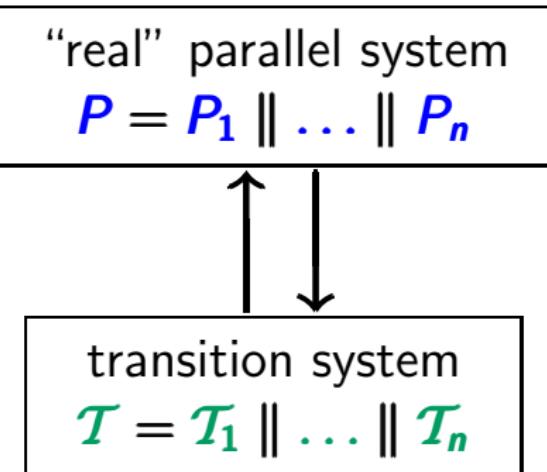
Linear Temporal Logic

Computation-Tree Logic

Equivalences and Abstraction

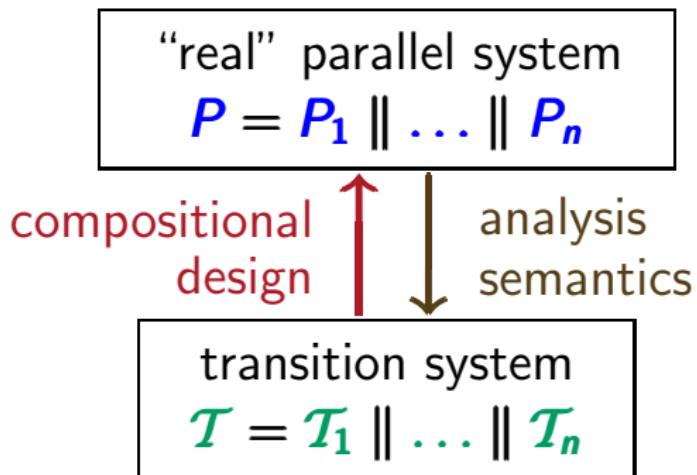
# Parallelism and communication

PC2.2-1



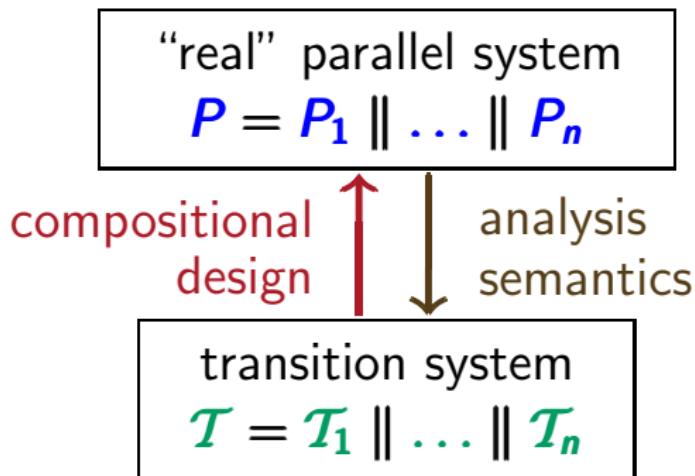
# Parallelism and communication

PC2.2-1



# Parallelism and communication

PC2.2-1



*goal:* define semantic parallel operators  
on transition systems or program graphs that  
model “real” parallel operators

# Interleaving operator ||| for TS

PC2.2-2

- interleaving of concurrent, independent actions of parallel processes (modelled by TS)
- representation by nondeterministic choice:  
“which subprocess performs the next step?”

# Interleaving operator $\parallel\!\parallel$ for TS

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$$\text{effect}(\alpha \parallel\!\parallel \beta) = \text{effect}(\alpha; \beta + \beta; \alpha)$$

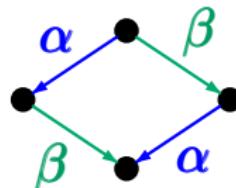
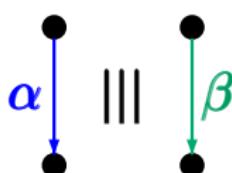


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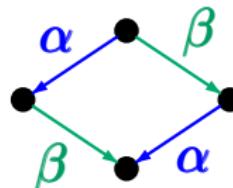
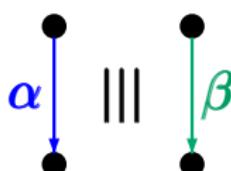
parallel execution  
of  $\alpha$  and  $\beta$  on  
*two processors*

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parallel execution  
of  $\alpha$  and  $\beta$  on  
two processors  $\hat{=}$  serial execution on  
a *single processor*  
in arbitrary order

# Interleaving operator ||| for TS

PC2.2-DEF-INTERLEAVING-TS

$$\mathcal{T}_1 = (\mathcal{S}_1, \mathcal{A}ct_1, \longrightarrow_1, \mathcal{S}_{0,1}, \mathcal{A}P_1, \mathcal{L}_1)$$

$$\mathcal{T}_2 = (\mathcal{S}_2, \mathcal{A}ct_2, \longrightarrow_2, \mathcal{S}_{0,2}, \mathcal{A}P_2, \mathcal{L}_2)$$

# Interleaving operator $\|\|$ for TS

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The transition system  $\mathcal{T}_1 \|\| \mathcal{T}_2$  is defined by:

$$\mathcal{T}_1 \|\| \mathcal{T}_2 = (\mathcal{S}_1 \times \mathcal{S}_2, \text{Act}_1 \cup \text{Act}_2, \longrightarrow, \mathcal{S}_{0,1} \times \mathcal{S}_{0,2}, AP, L)$$

where the transition relation  $\longrightarrow$  is given by:

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where the transition relation  $\longrightarrow$  is given by:

$$\frac{\frac{s_1 \xrightarrow{\alpha} s'_1}{\langle s_1, s_2 \rangle \xrightarrow{\alpha} \langle s'_1, s_2 \rangle} \quad \frac{s_2 \xrightarrow{\alpha} s'_2}{\langle s_1, s_2 \rangle \xrightarrow{\alpha} \langle s_1, s'_2 \rangle}}{\langle s_1, s_2 \rangle \xrightarrow{\alpha} \langle s'_1, s'_2 \rangle}$$

# Interleaving operator $\parallel\!\parallel$ for TS

PC2.2-DEF-INTERLEAVING-TS

$$\mathcal{T}_1 = (\textcolor{blue}{S_1}, \textcolor{teal}{Act}_1, \longrightarrow_1, \textcolor{blue}{S_{0,1}}, AP_1, L_1)$$

$$\mathcal{T}_2 = (\textcolor{violet}{S_2}, \textcolor{teal}{Act}_2, \longrightarrow_2, \textcolor{violet}{S_{0,2}}, AP_2, L_2)$$

The transition system  $\mathcal{T}_1 \parallel\!\parallel \mathcal{T}_2$  is defined by:

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atomic propositions:  $AP = AP_1 \uplus AP_2$

labeling function:  $L(\langle s_1, s_2 \rangle) = L_1(s_1) \cup L_2(s_2)$

# SOS-notation (structured operational semantics)

PC2.2-3

just a simple notation for operational semantics

**premise**  
—  
**conclusion**

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PC2.2-3

just a simple notation for operational semantics

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E.g., “the relation  $\longrightarrow$  is given by ...”

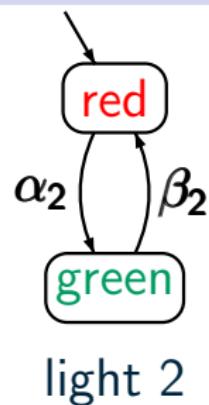
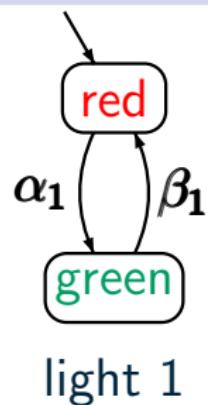
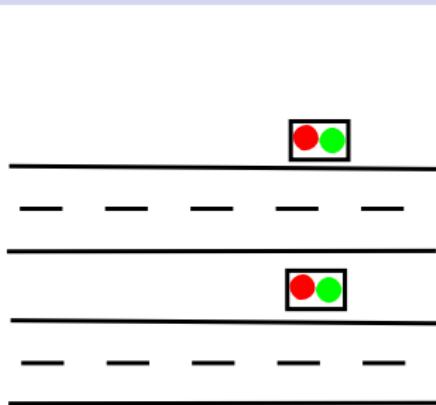
$$\frac{s_1 \xrightarrow{\alpha} s'_1}{\langle s_1, s_2 \rangle \xrightarrow{\alpha} \langle s'_1, s_2 \rangle} \qquad \frac{s_2 \xrightarrow{\alpha} s'_2}{\langle s_1, s_2 \rangle \xrightarrow{\alpha} \langle s_1, s'_2 \rangle}$$

means that  $\longrightarrow$  is the **smallest relation** such that:

- (1) If  $s_1 \xrightarrow{\alpha} s'_1$ , then  $\langle s_1, s_2 \rangle \xrightarrow{\alpha} \langle s'_1, s_2 \rangle$
- (2) If  $s_2 \xrightarrow{\alpha} s'_2$ , then  $\langle s_1, s_2 \rangle \xrightarrow{\alpha} \langle s_1, s'_2 \rangle$

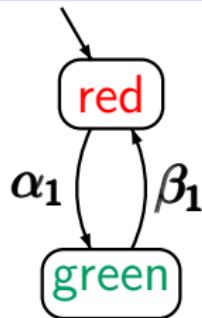
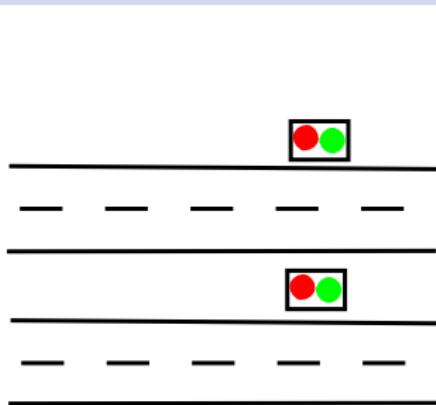
# Useless lights for non-crossing streets

PC2.2-4

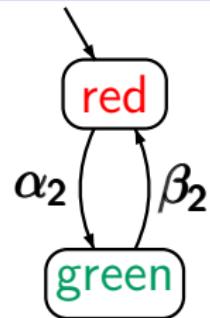


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PC2.2-4

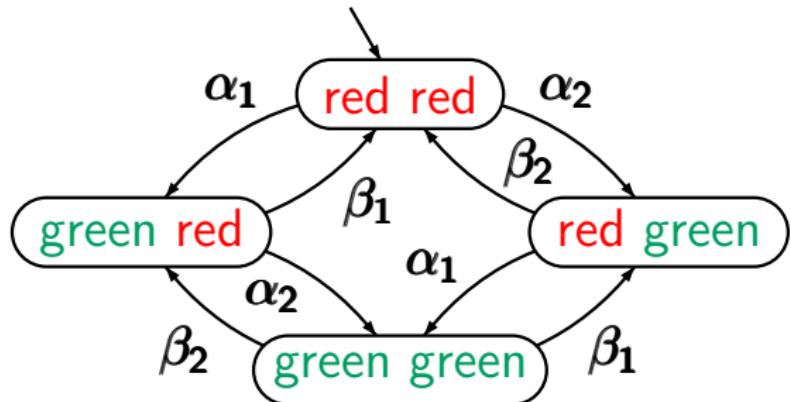


light 1



light 2

light 1 ||| light 2

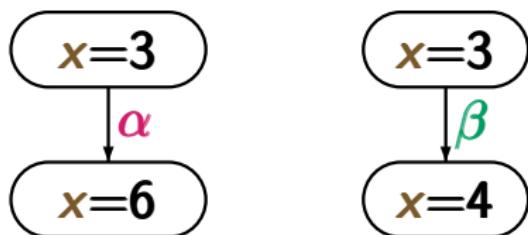


# Dependent actions

PC2.2-5

dependent actions  $\alpha \hat{=} x := 2x$  and  $\beta \hat{=} x := x + 1$

representations in  
transition systems

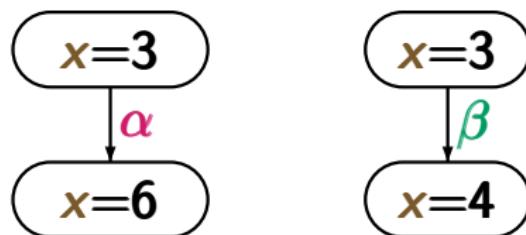


# Dependent actions

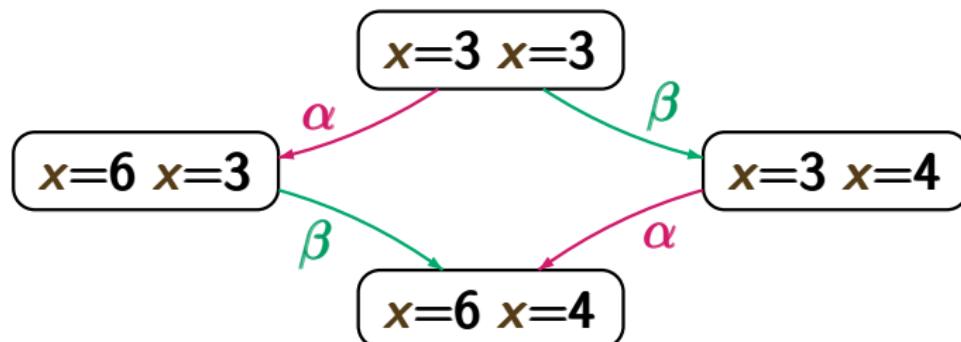
PC2.2-5

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interleaving operator  $\parallel$

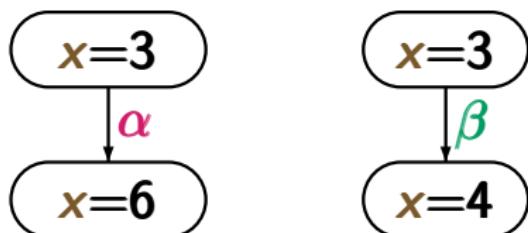


# Interleaving fails for dependent actions

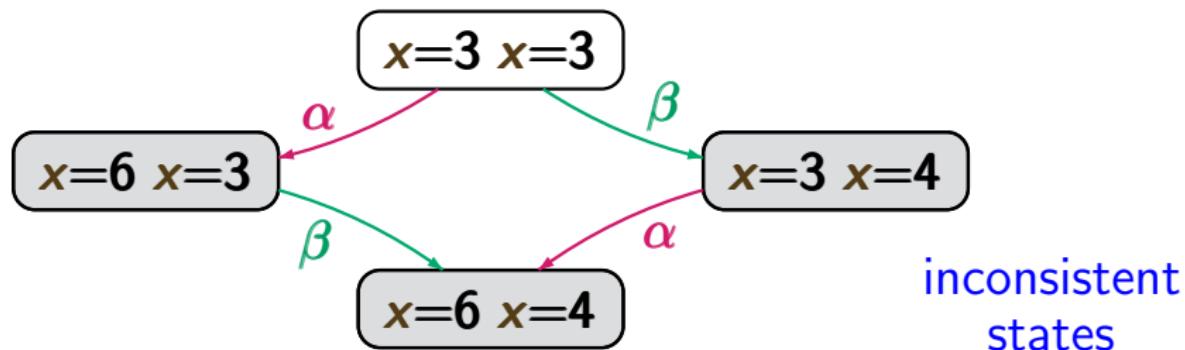
PC2.2-5

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representations in  
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interleaving operator  $\parallel\!\parallel$  for transition systems “fails”



# Interleaving for program graphs

PC2.2-6A

# Interleaving for program graphs

PC2.2-6A

... for modeling **parallel systems** with  
subprocesses communicating via **shared variables**

# Interleaving for program graphs

PC2.2-6

program graph  $\mathcal{P}_1$   
 $(Loc_1, \dots, \hookrightarrow_1, \dots)$

program graph  $\mathcal{P}_2$   
 $(Loc_2, \dots, \hookrightarrow_2, \dots)$

interleaving operator

$$\mathcal{P}_1 \parallel \mathcal{P}_2 = (Loc_1 \times Loc_2, \dots, \hookrightarrow, \dots)$$

# Interleaving for program graphs

PC2.2-6

program graph  $\mathcal{P}_1$   
 $(Loc_1, \dots, \hookrightarrow_1, \dots)$

program graph  $\mathcal{P}_2$   
 $(Loc_2, \dots, \hookrightarrow_2, \dots)$

interleaving operator

$$\mathcal{P}_1 \parallel \mathcal{P}_2 = (Loc_1 \times Loc_2, \dots, \hookrightarrow, \dots)$$

$$\frac{\ell_1 \xrightarrow[1]{g:\alpha} \ell'_1}{\langle \ell_1, \ell_2 \rangle \xrightarrow{} \langle \ell'_1, \ell_2 \rangle} \quad \frac{\ell_2 \xrightarrow[2]{g:\alpha} \ell'_2}{\langle \ell_1, \ell_2 \rangle \xrightarrow{} \langle \ell_1, \ell'_2 \rangle}$$

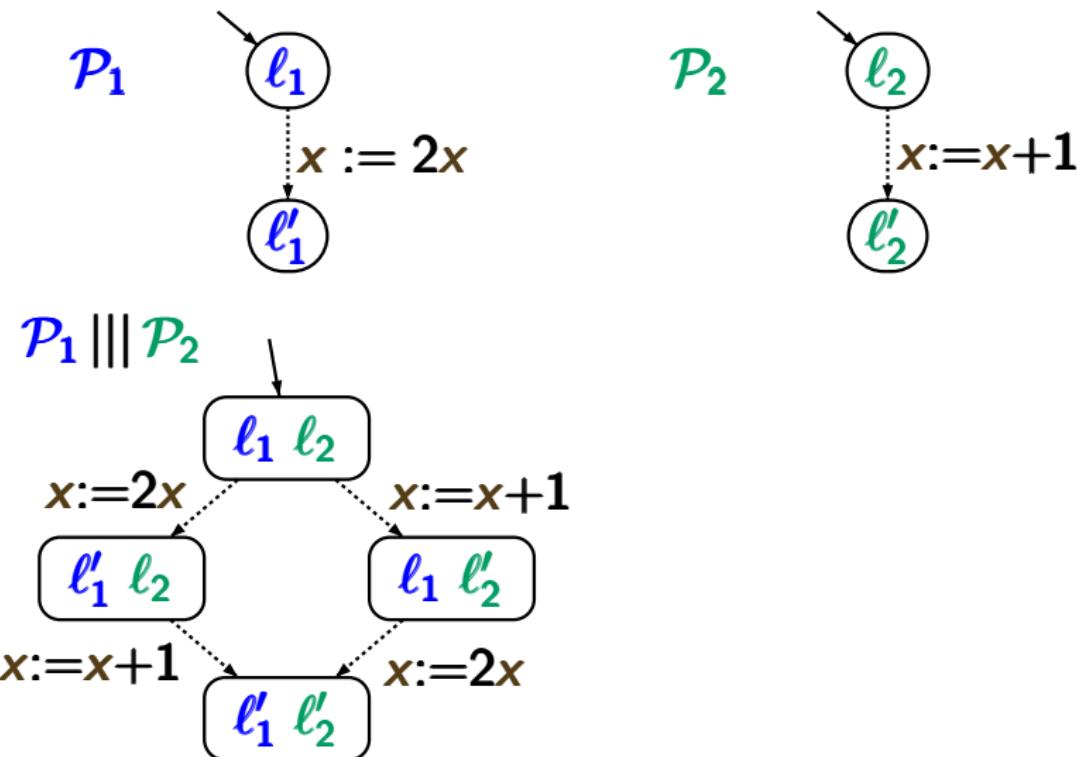
# Example: interleaving for PG

PC2.2-7



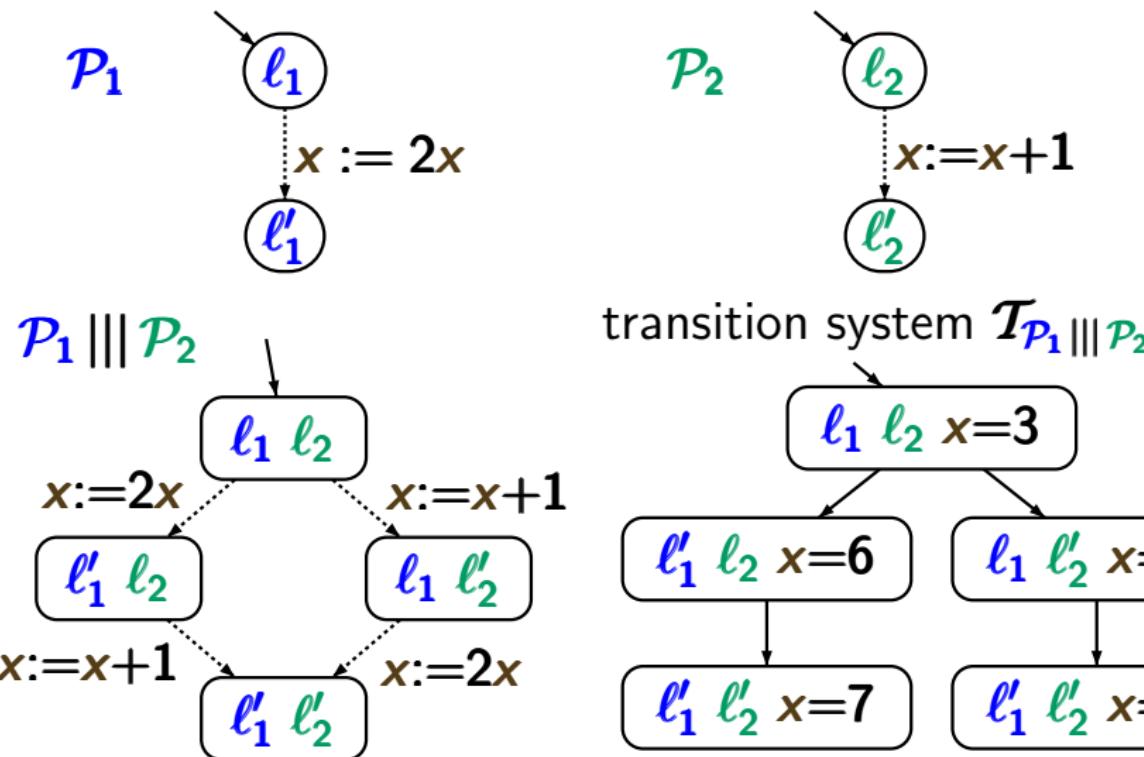
# Example: interleaving for PG

PC2.2-7



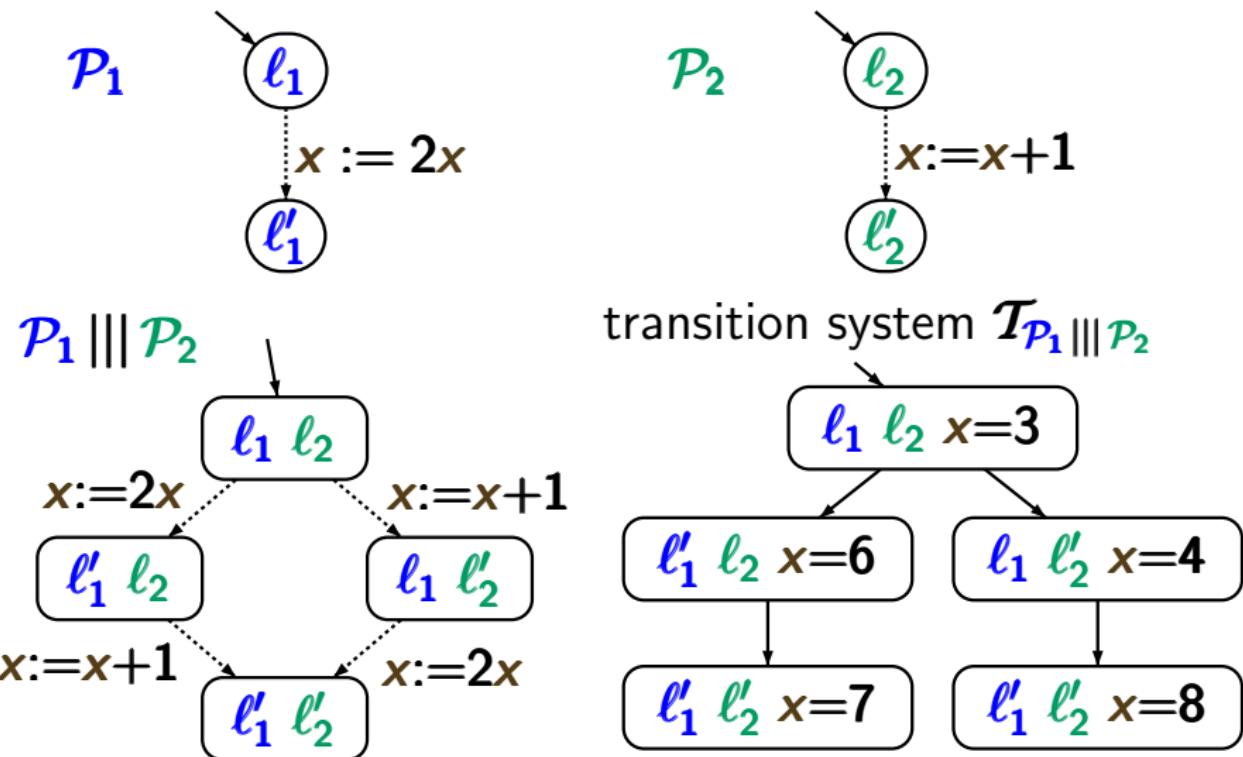
# Example: interleaving for PG

PC2.2-7



# Example: interleaving for PG

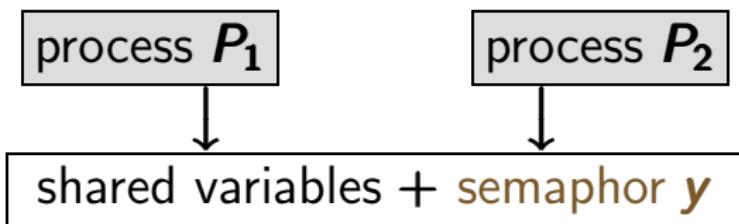
PC2.2-7



note:  $\mathcal{T}_{\mathcal{P}_1 \parallel\!\!\!|| \mathcal{P}_2} \neq \mathcal{T}_{\mathcal{P}_1} \parallel\!\!\!|| \mathcal{T}_{\mathcal{P}_2}$

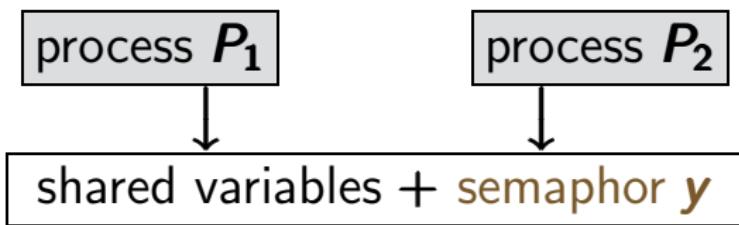
# Mutual exclusion with semaphore

PC2.2-9



# Mutual exclusion with semaphore

PC2.2-9

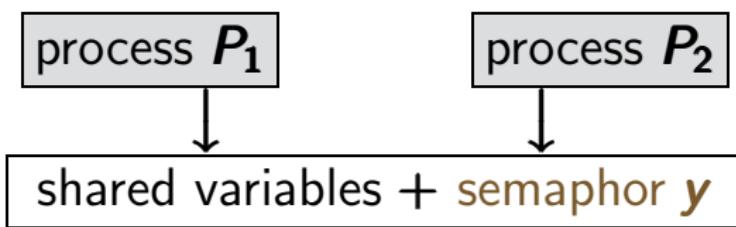


protocol for process  $P_i$ :

```
LOOP FOREVER
    noncritical actions;
    AWAIT  $y > 0$  DO
         $y := y - 1$ 
    OD
    critical actions;
     $y := y + 1$ 
END LOOP
```

# Mutual exclusion with semaphore

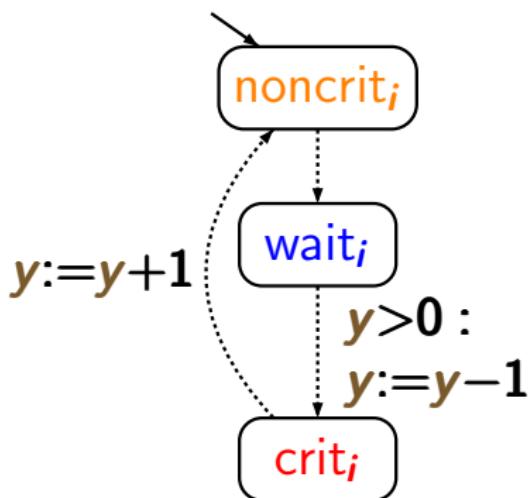
PC2.2-9



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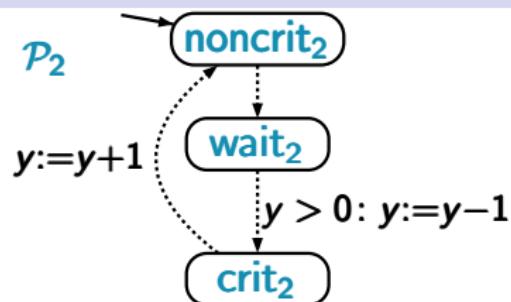
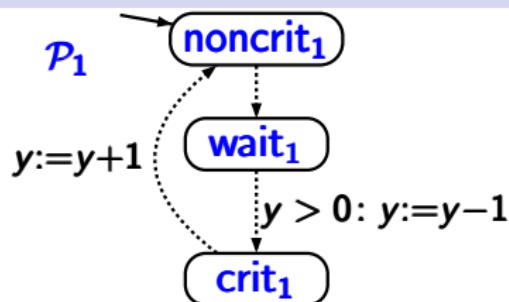
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program graph  $\mathcal{P}_i$



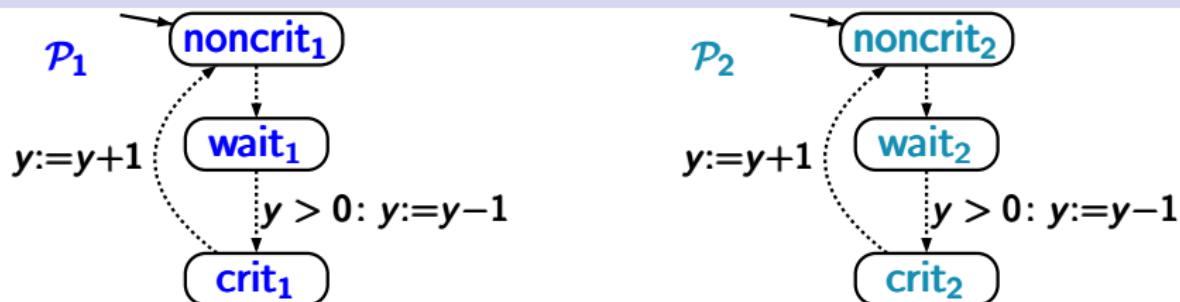
# Mutual exclusion with semaphore

PC2.2-10



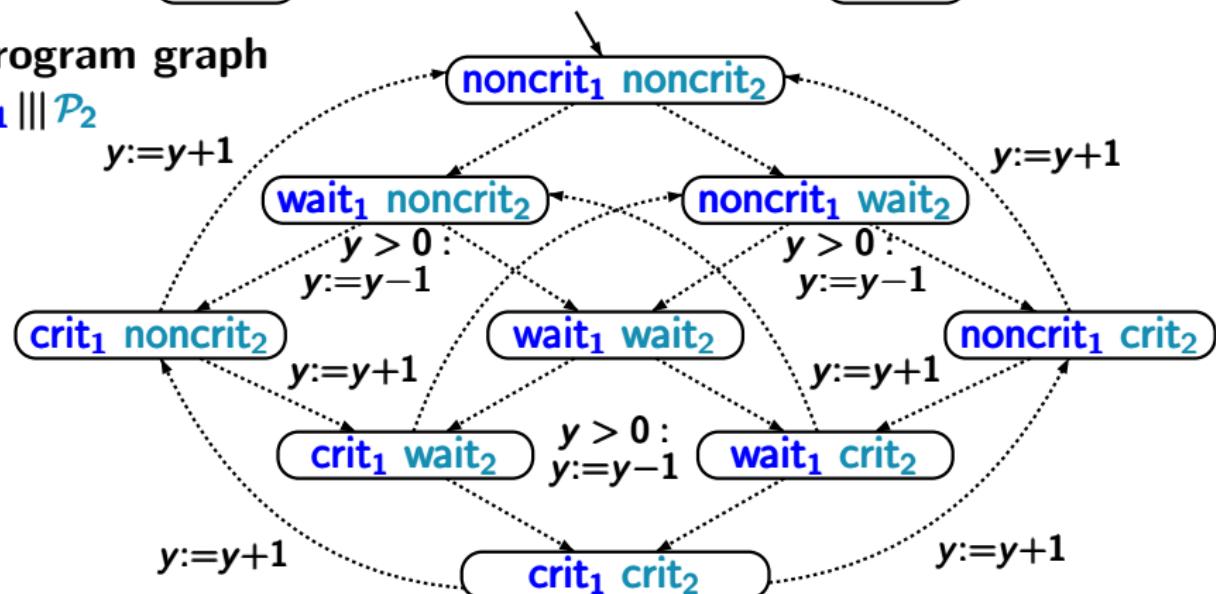
# Mutual exclusion with semaphore

PC2.2-10



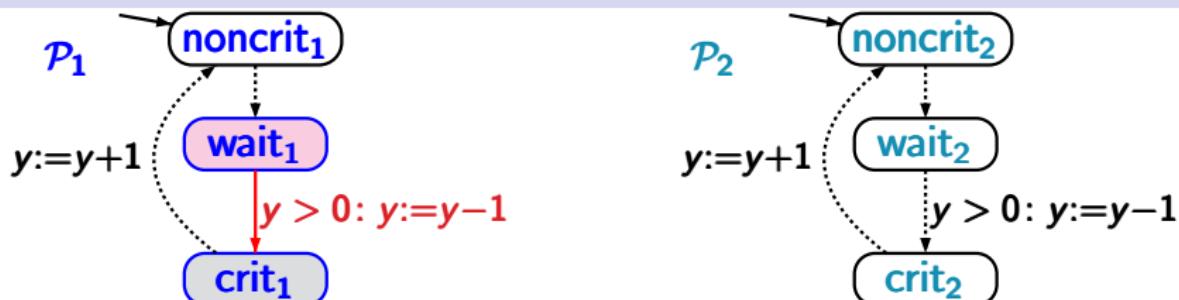
program graph

$P_1 \parallel\!\!\!|| P_2$



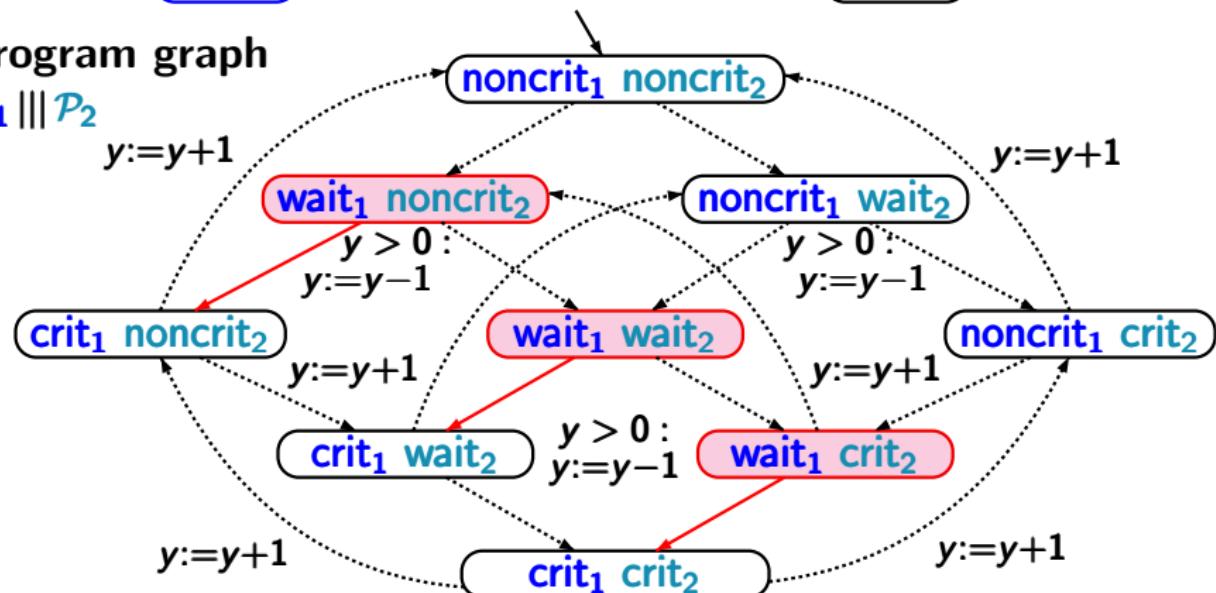
# Mutual exclusion with semaphore

PC2.2-10



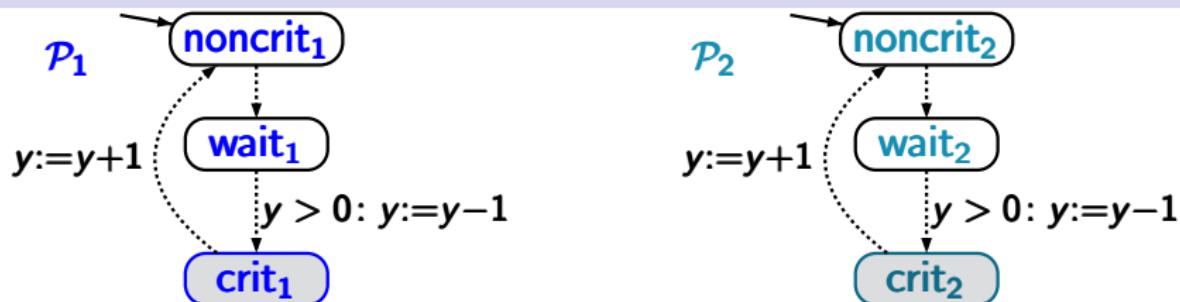
program graph

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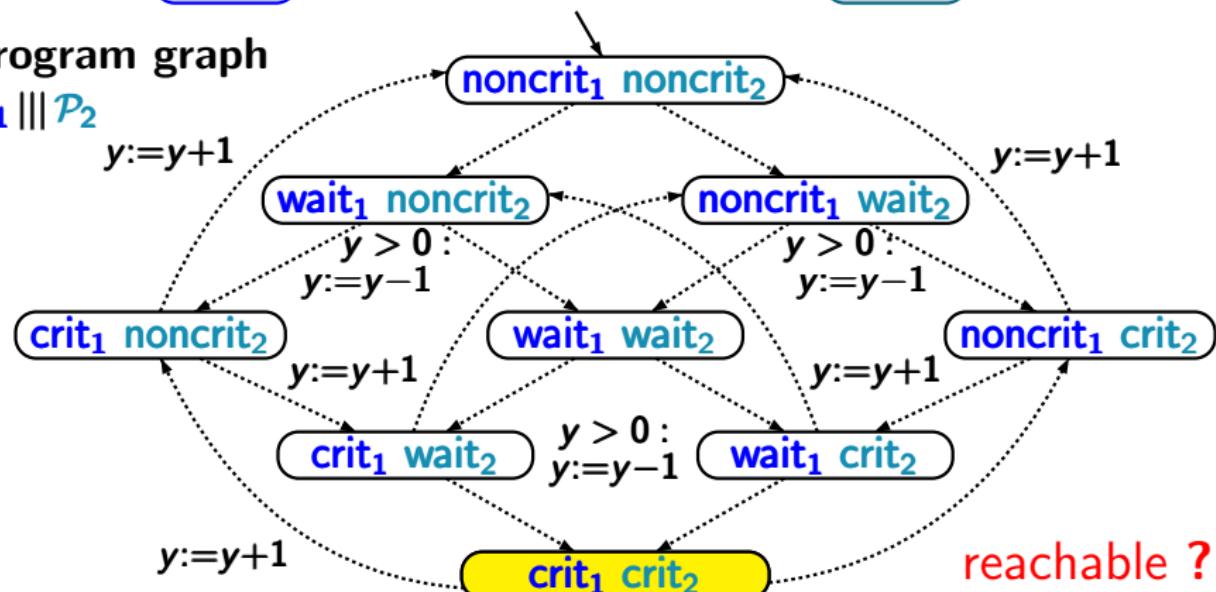
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PC2.2-10



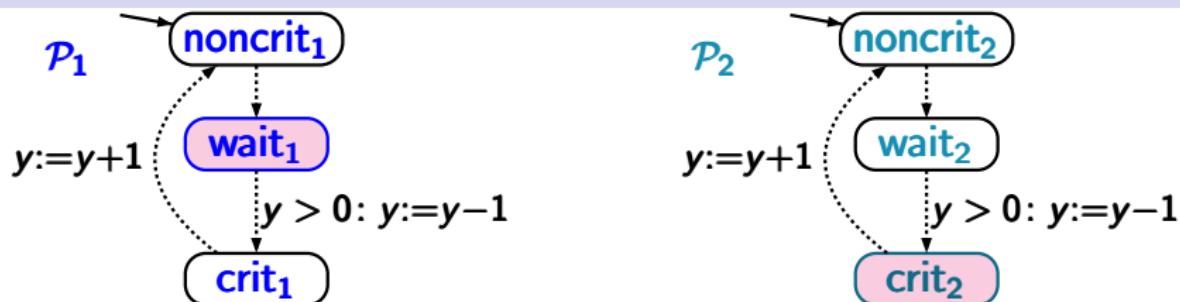
program graph

$P_1 \parallel P_2$



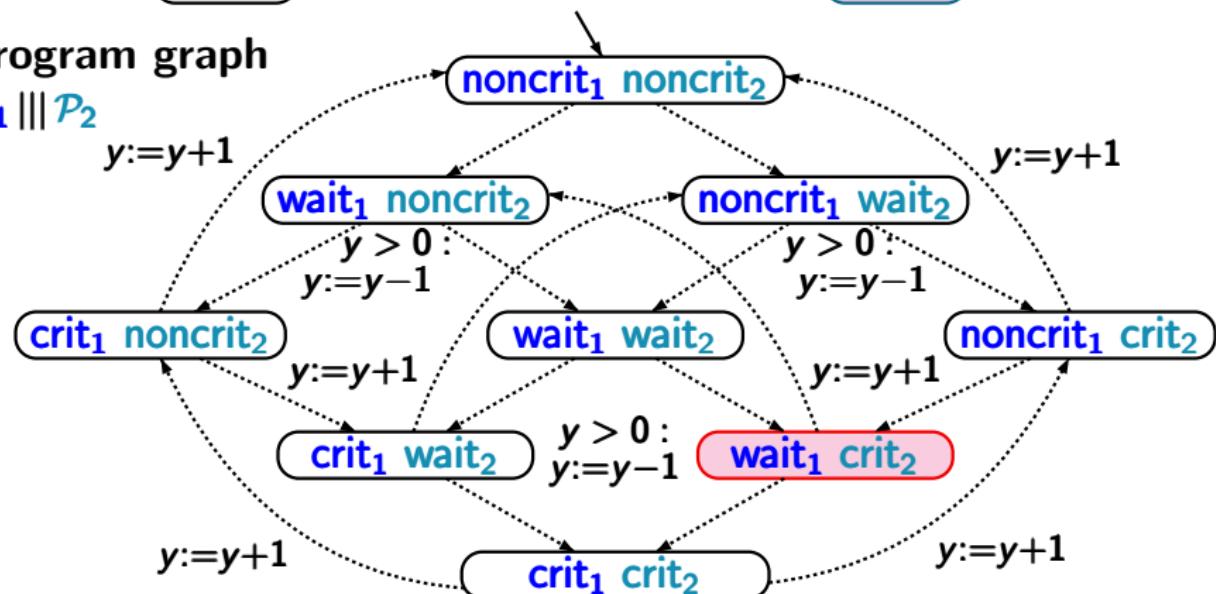
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PC2.2-10



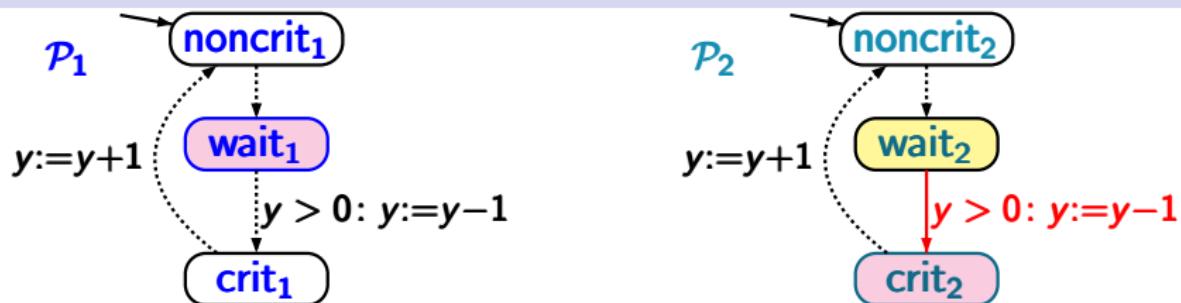
program graph

$P_1 \parallel\!\!\!|| P_2$



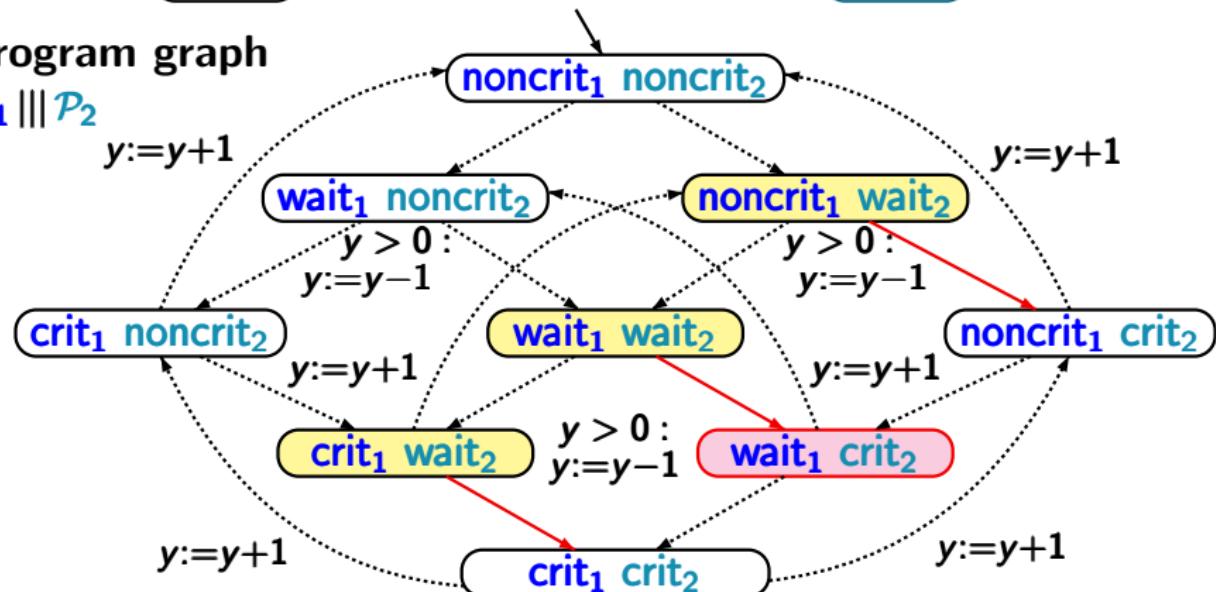
# Mutual exclusion with semaphore

PC2.2-10



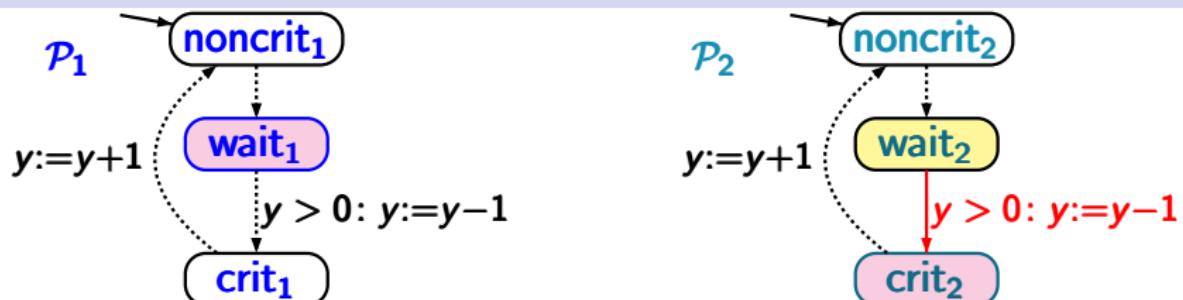
program graph

$P_1 \parallel\!\!\!|| P_2$



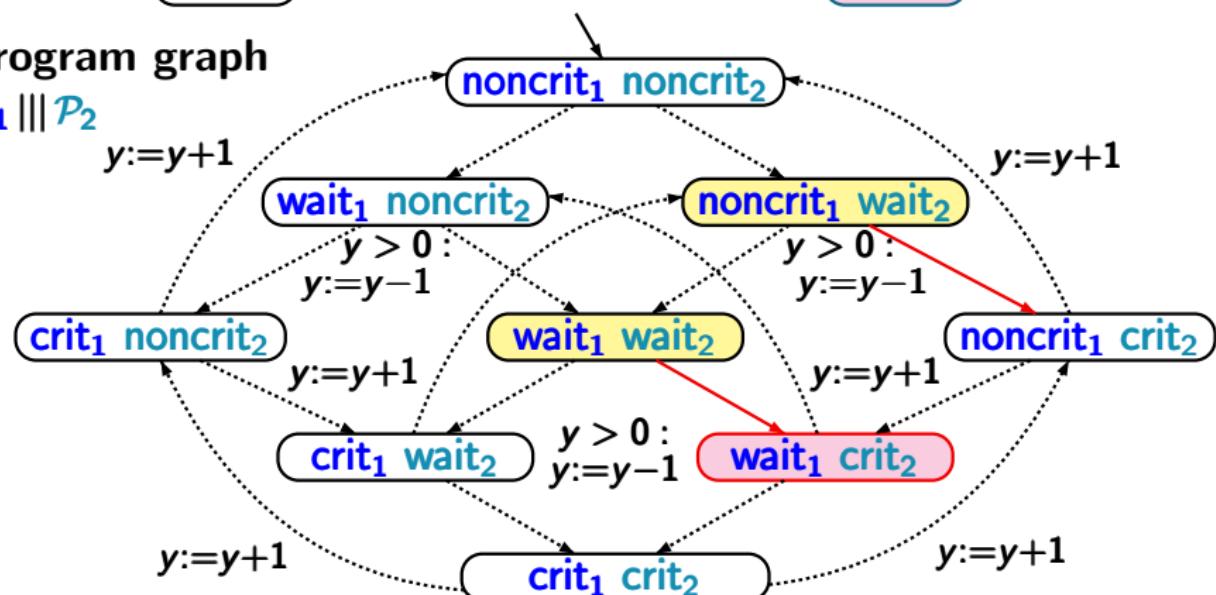
# Mutual exclusion with semaphore

PC2.2-10



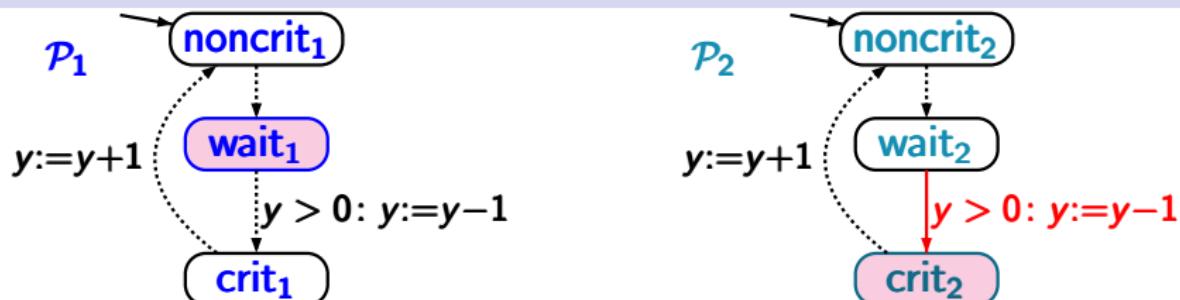
program graph

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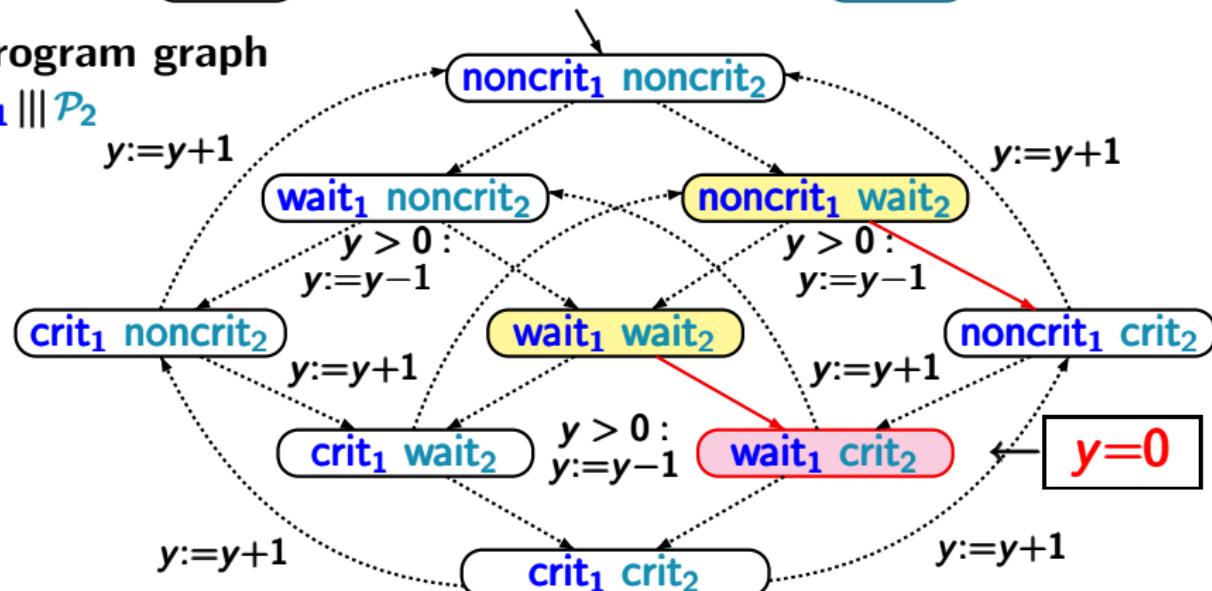
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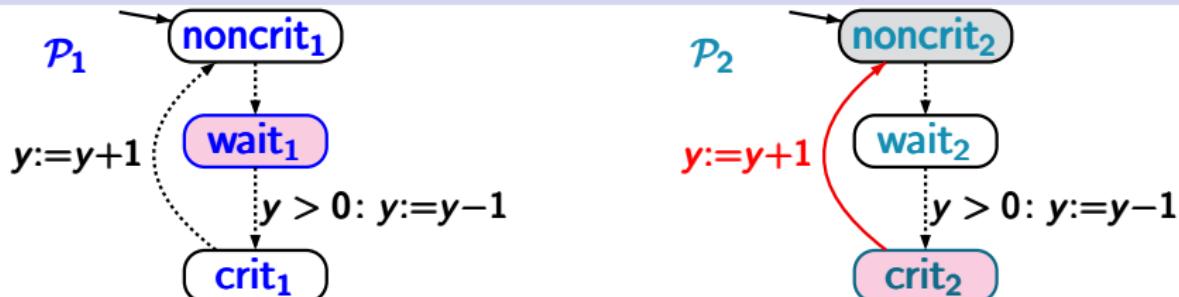
program graph

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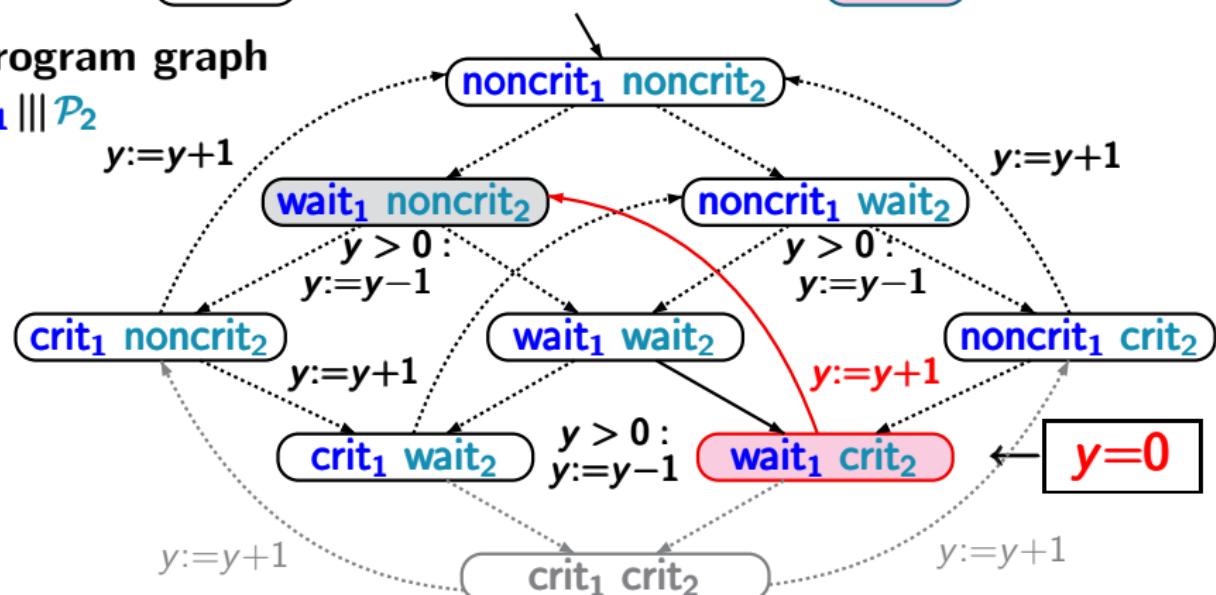
# Mutual exclusion with semaphore

PC2.2-10



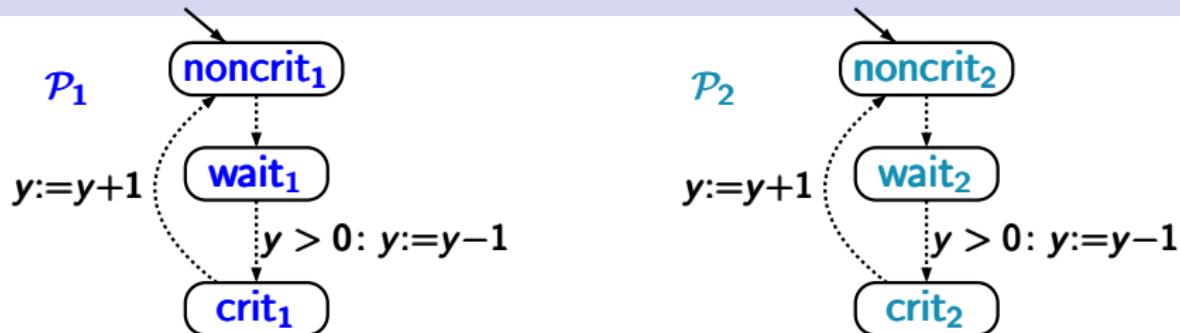
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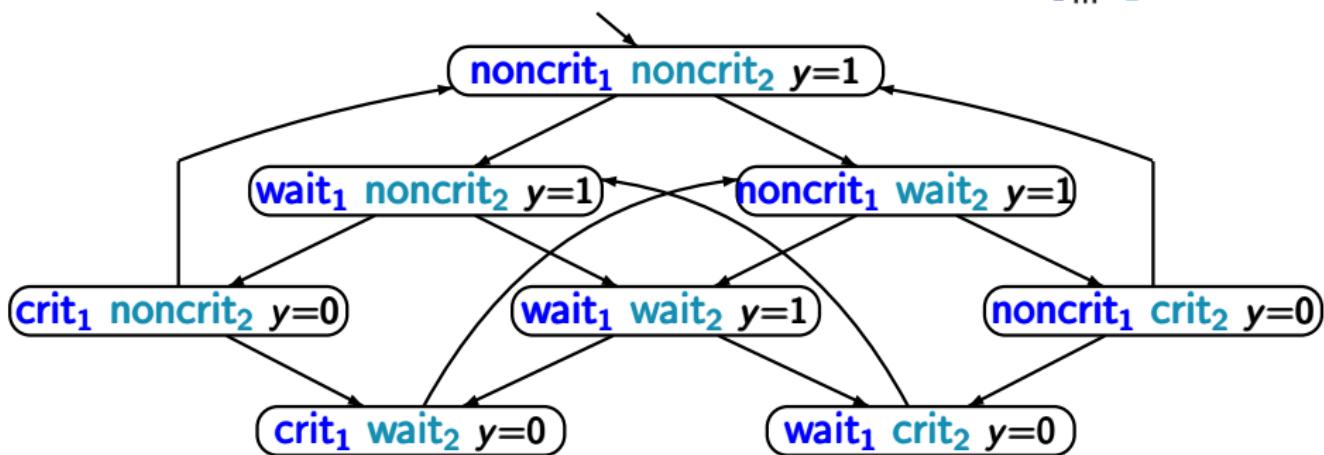


# TS for mutual exclusion with semaphore

PC2.2-11

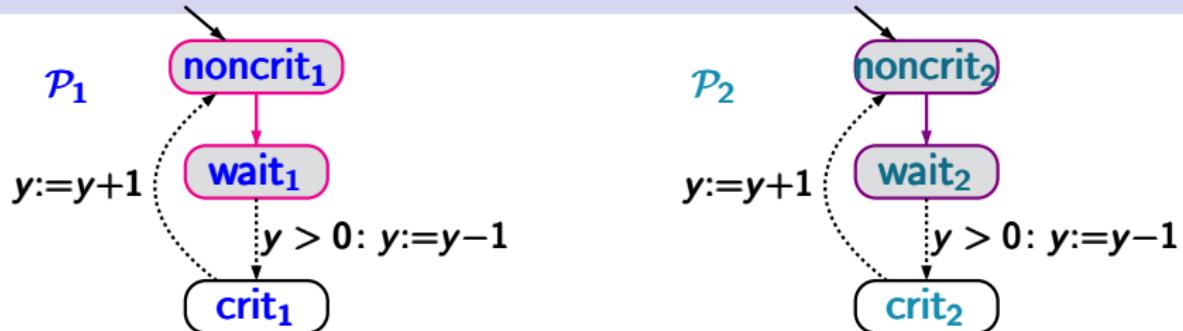


reachable fragment of the transition system  $\mathcal{T}_{P_1 \parallel\!\!||\parallel P_2}$

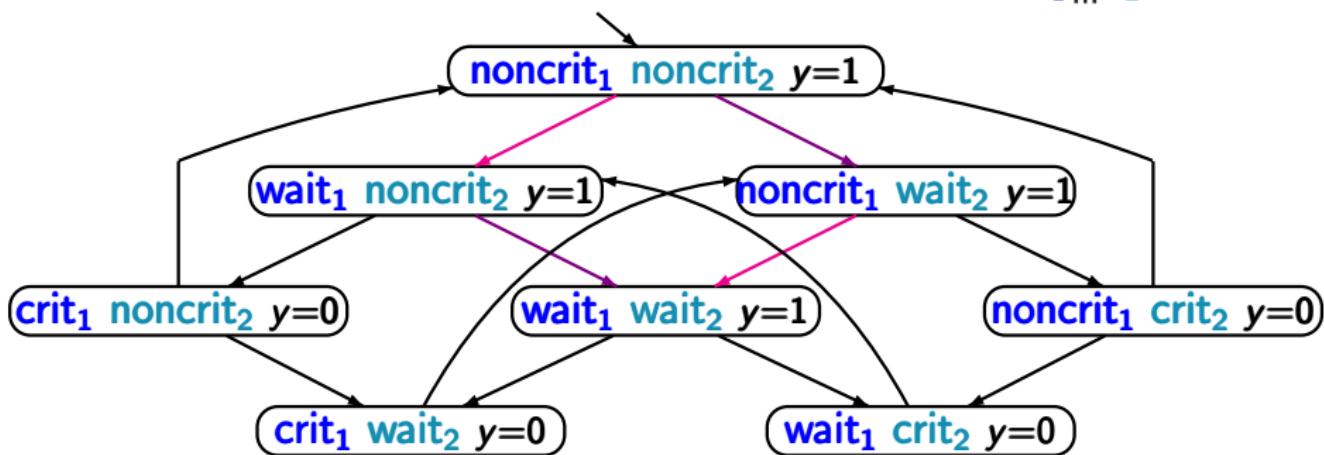


# Concurrency of the request actions

PC2.2-11

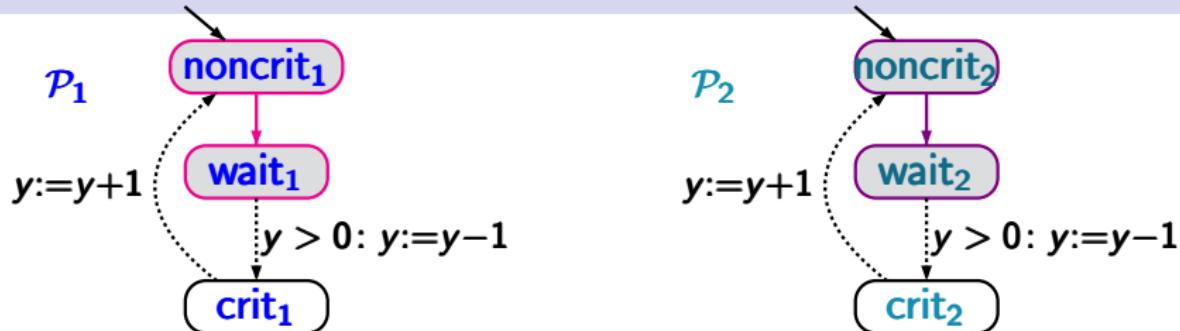


reachable fragment of the transition system  $\mathcal{T}_{P_1 \parallel\!\!||\! P_2}$

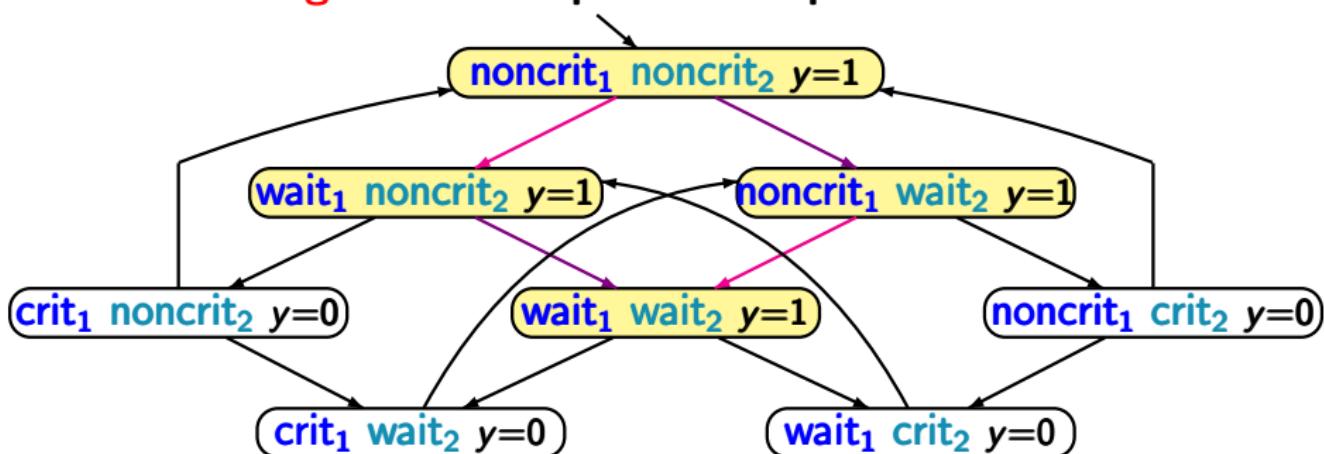


# Concurrency of the request actions

PC2.2-11

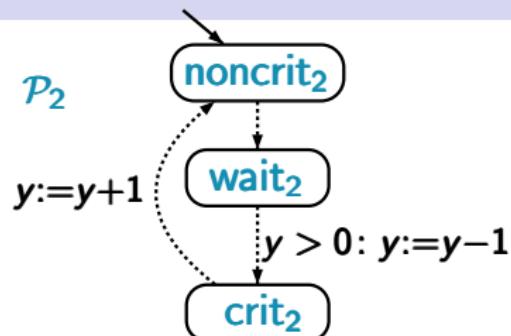
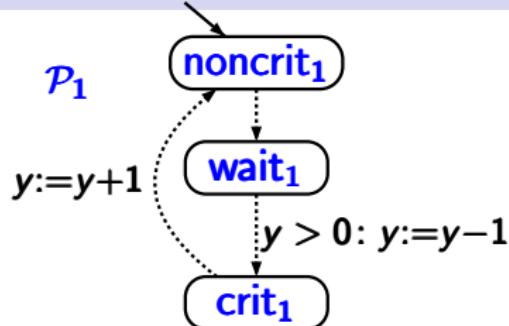


interleaving of the independent request actions

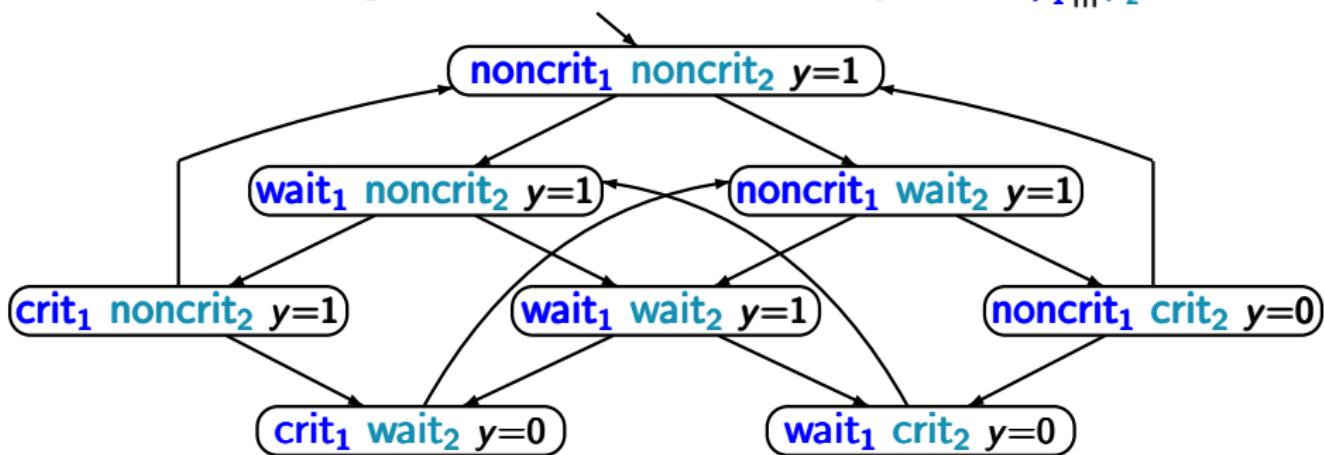


# Competition

PC2.2-11A

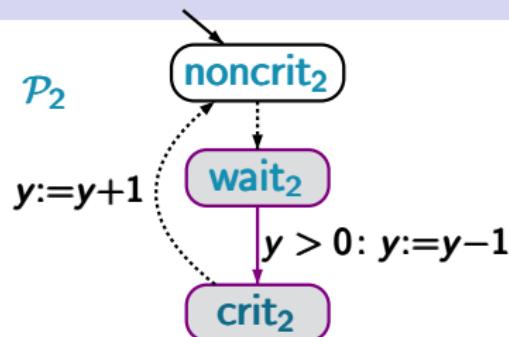
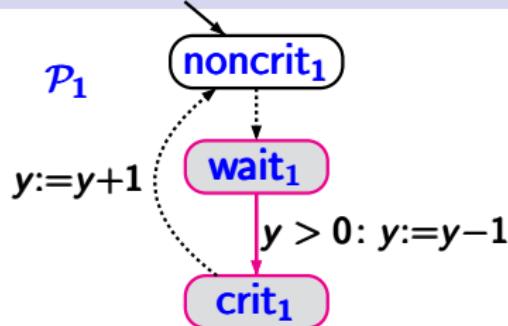


reachable fragment of the transition system  $\mathcal{T}_{\mathcal{P}_1 \parallel\!\!||\mathcal{P}_2}$

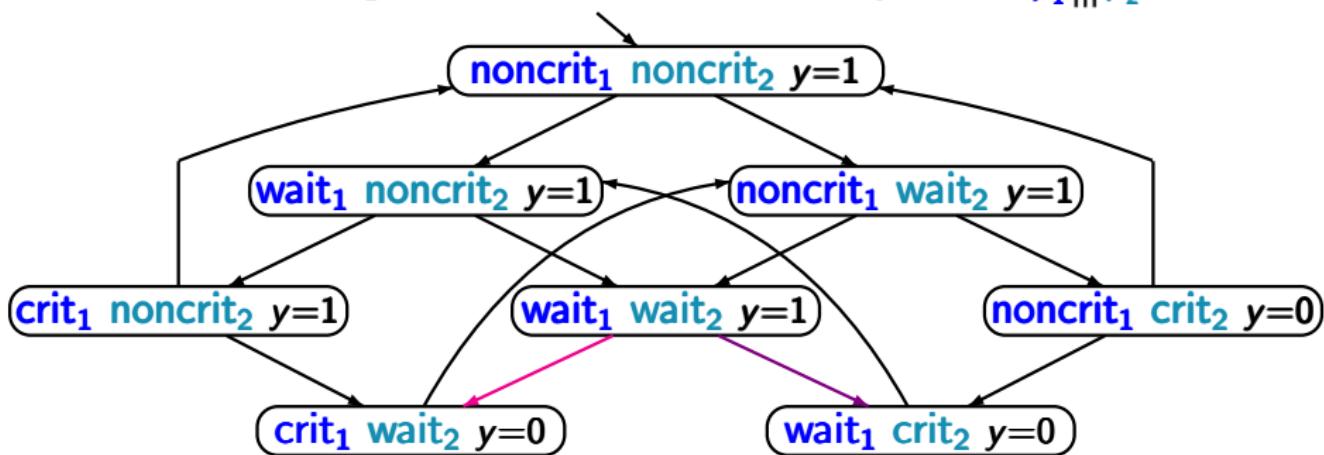


# Competition

PC2.2-11A

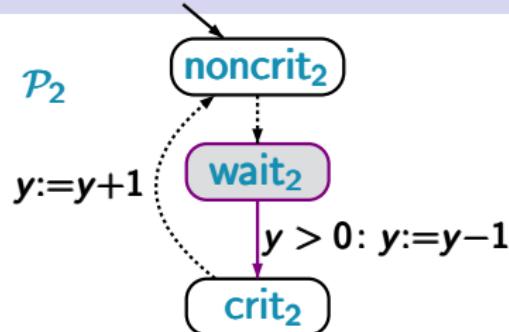
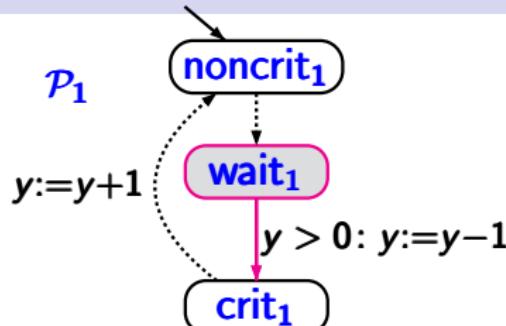


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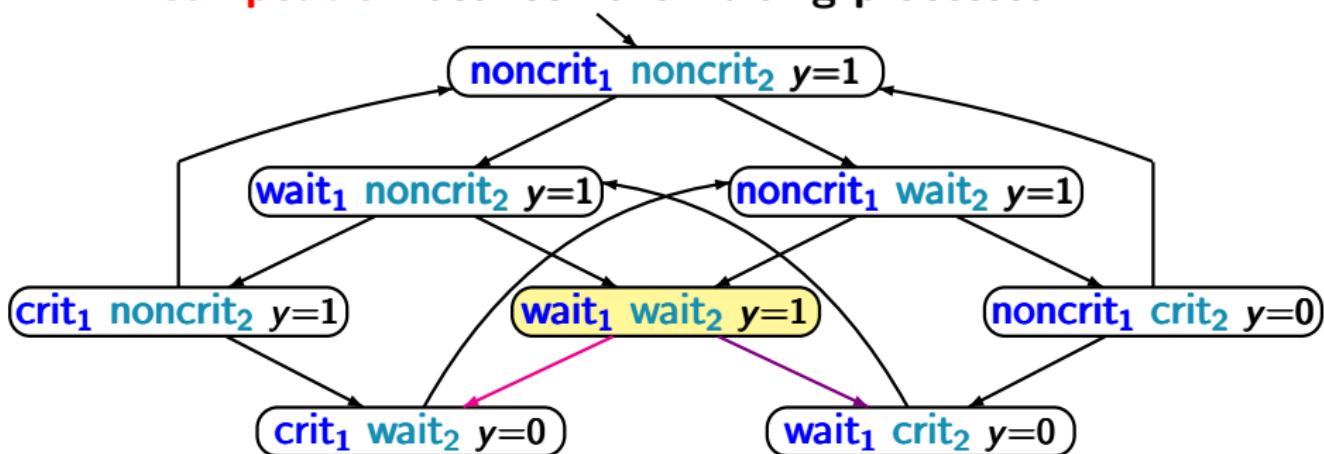


# Competition

PC2.2-11A



... competition between the waiting processes ...

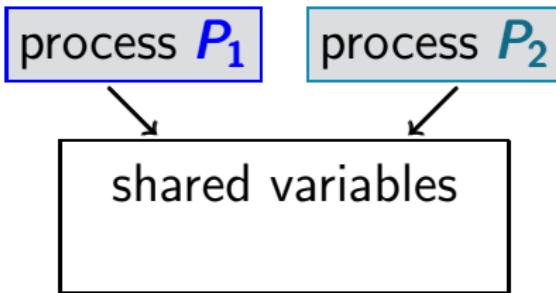


# Peterson algorithm for mutual exclusion

PC2.2-12

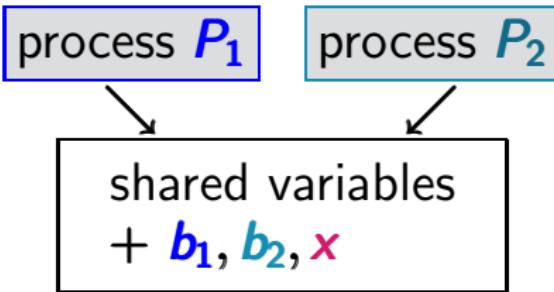
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PC2.2-12



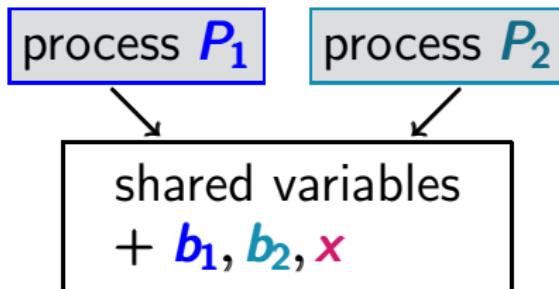
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PC2.2-12



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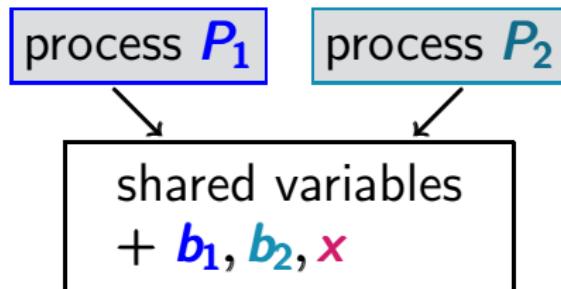
PC2.2-12



$b_1, b_2$  Boolean variables,  $x \in \{1, 2\}$

# Peterson algorithm for mutual exclusion

PC2.2-12



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LOOP FOREVER (\* protocol for  $P_1$  \*)

noncritical actions;

$b_1 := 1 ; x := 2 ;$

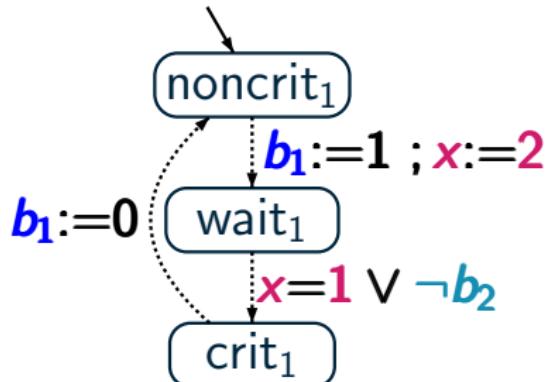
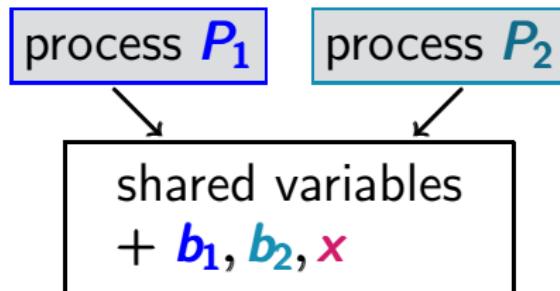
AWAIT  $x = 1 \vee \neg b_2$  DO critical section 0D

$b_1 := 0$

END LOOP

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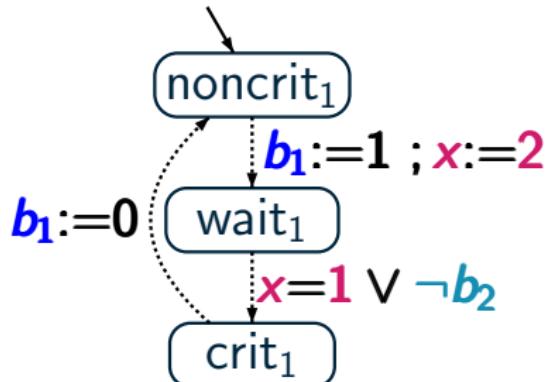
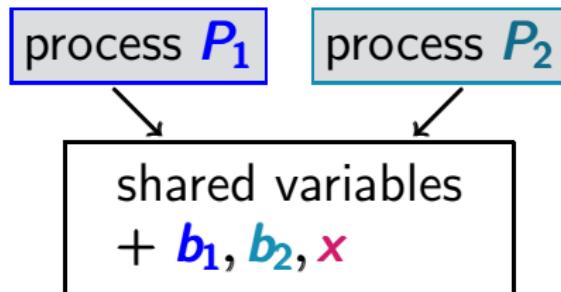
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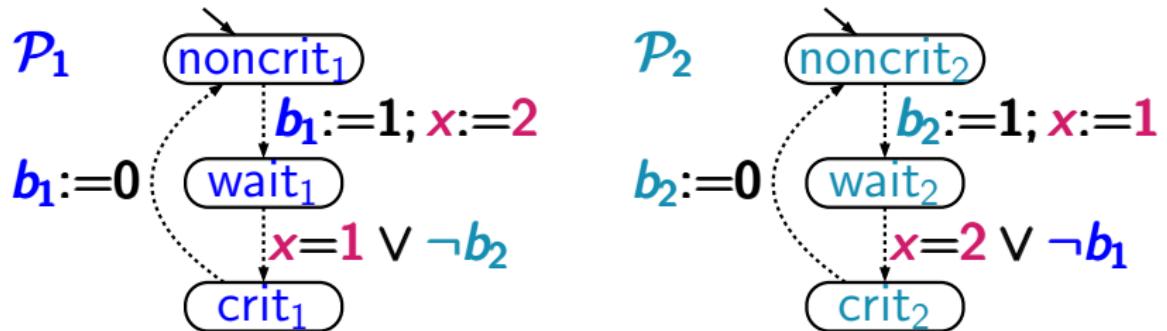
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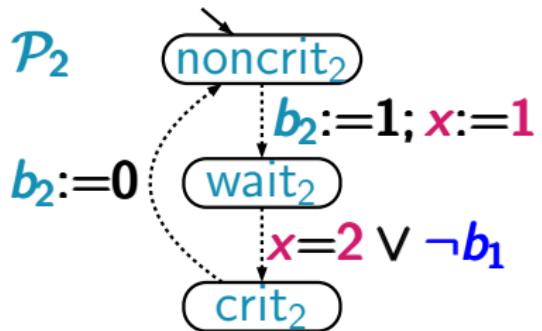
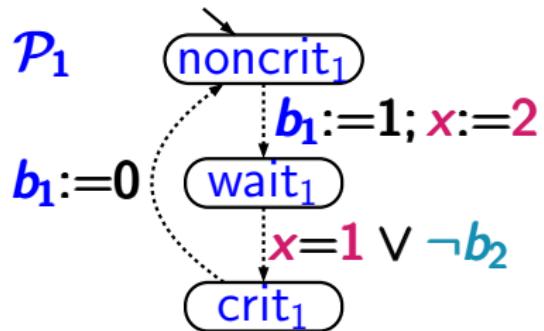
# Program graphs for Peterson algorithm

PC2.2-13



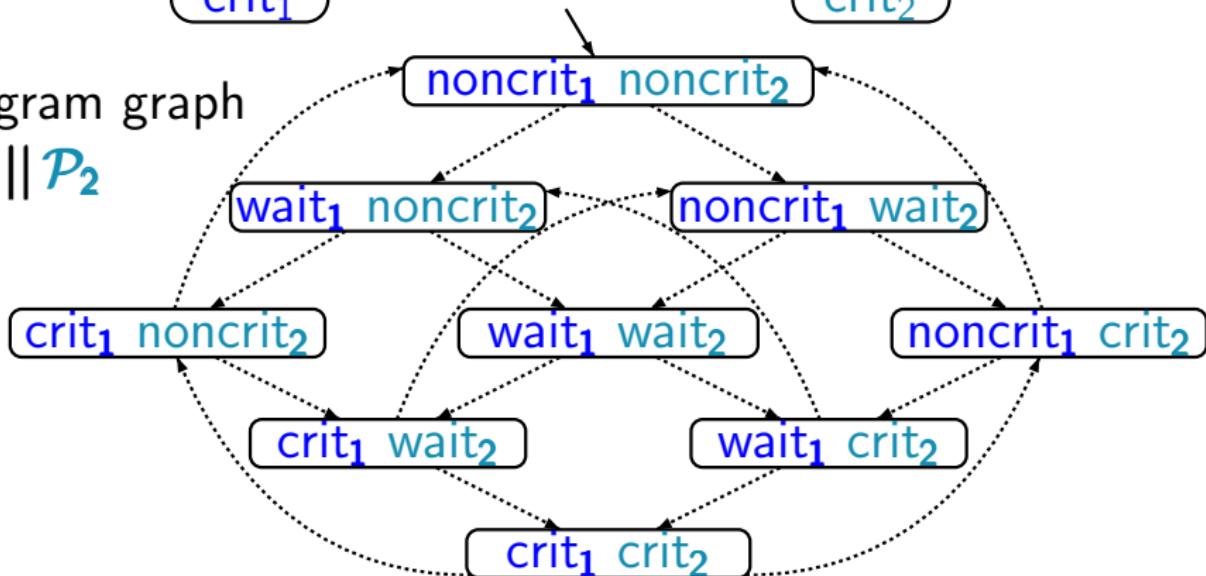
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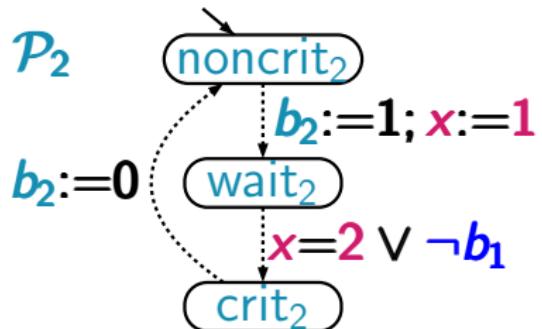
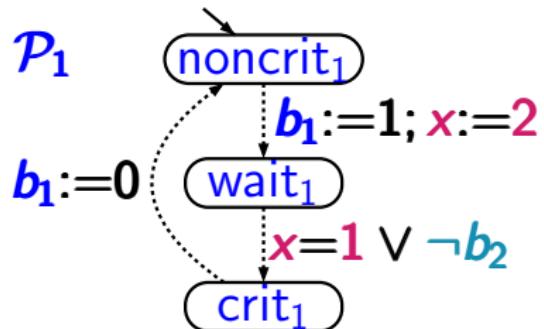
program graph

$\mathcal{P}_1 \parallel \mathcal{P}_2$



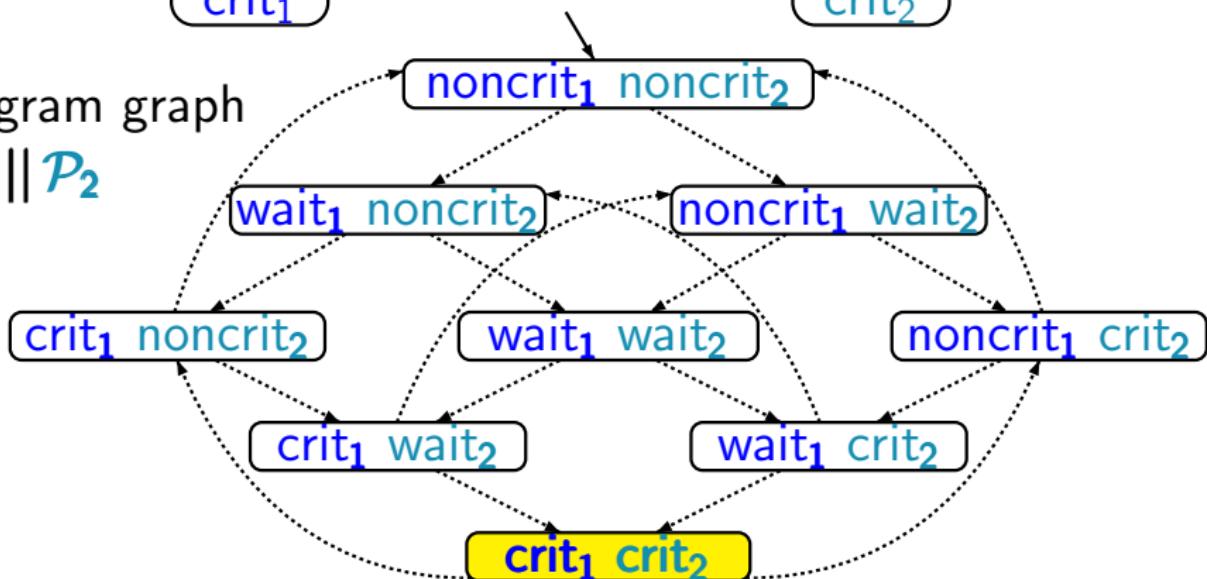
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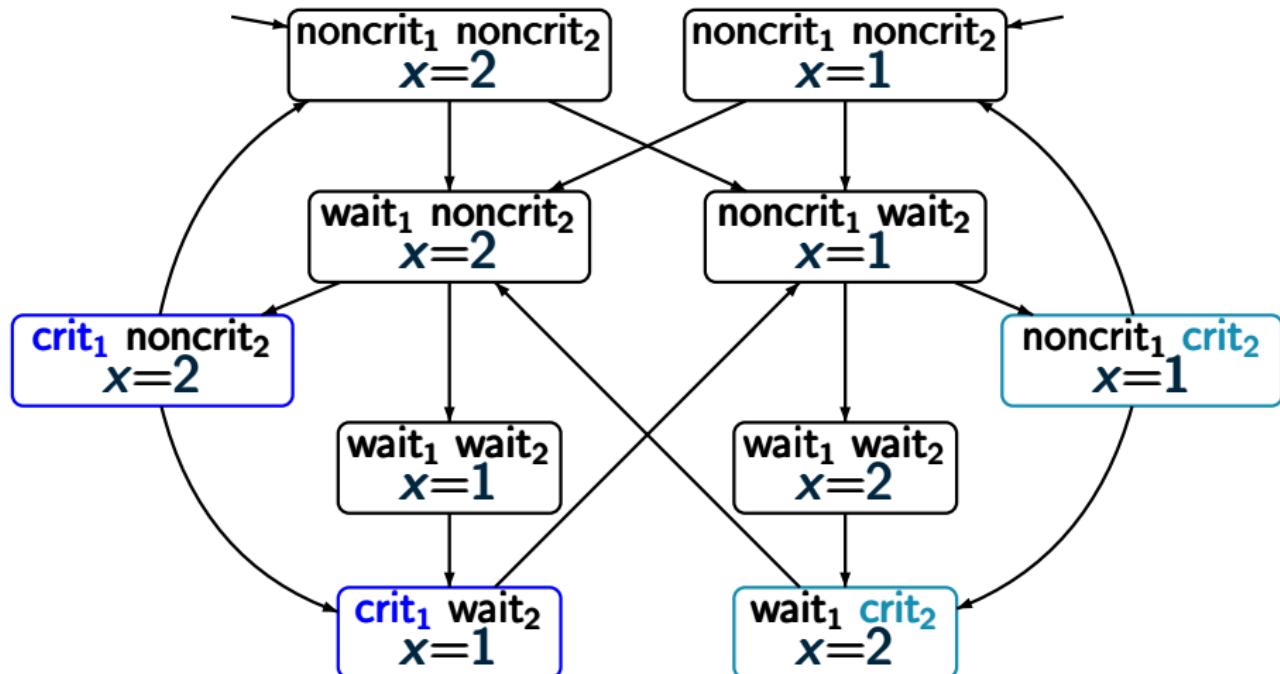
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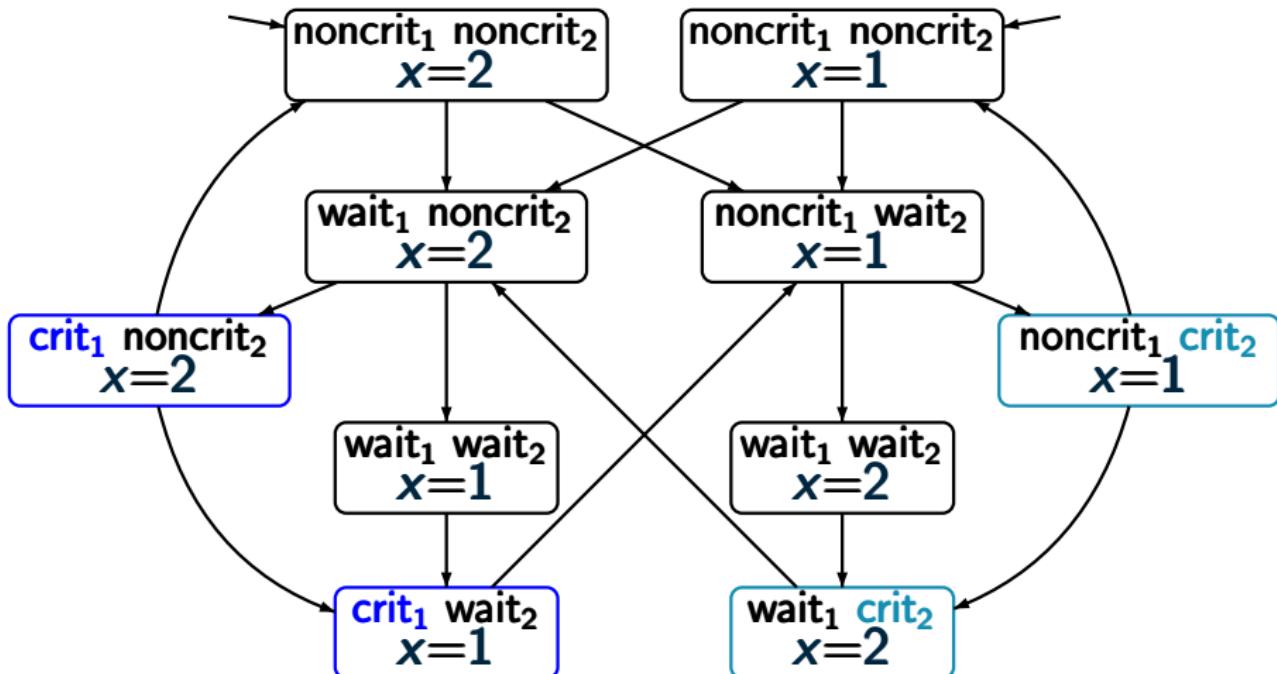
# TS for the Peterson algorithm

PC2.2-14



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PC2.2-14

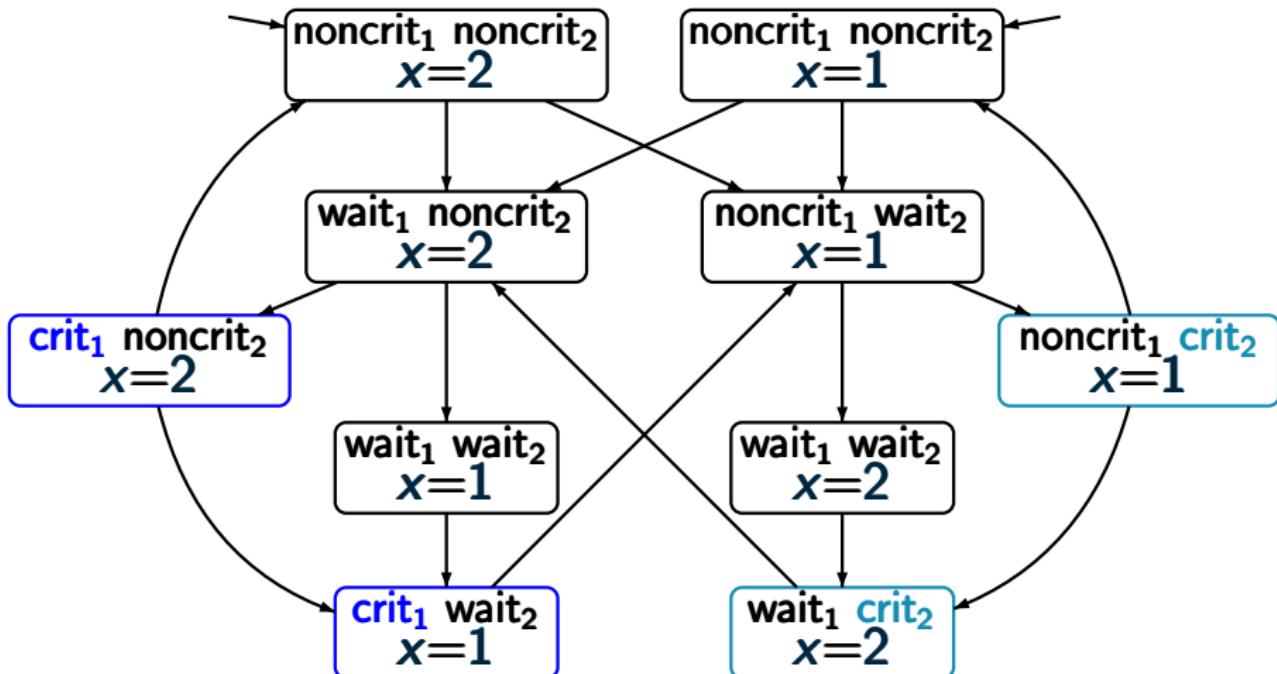


value of  $b_1$  is given by  $\text{wait}_1 \vee \text{crit}_1$

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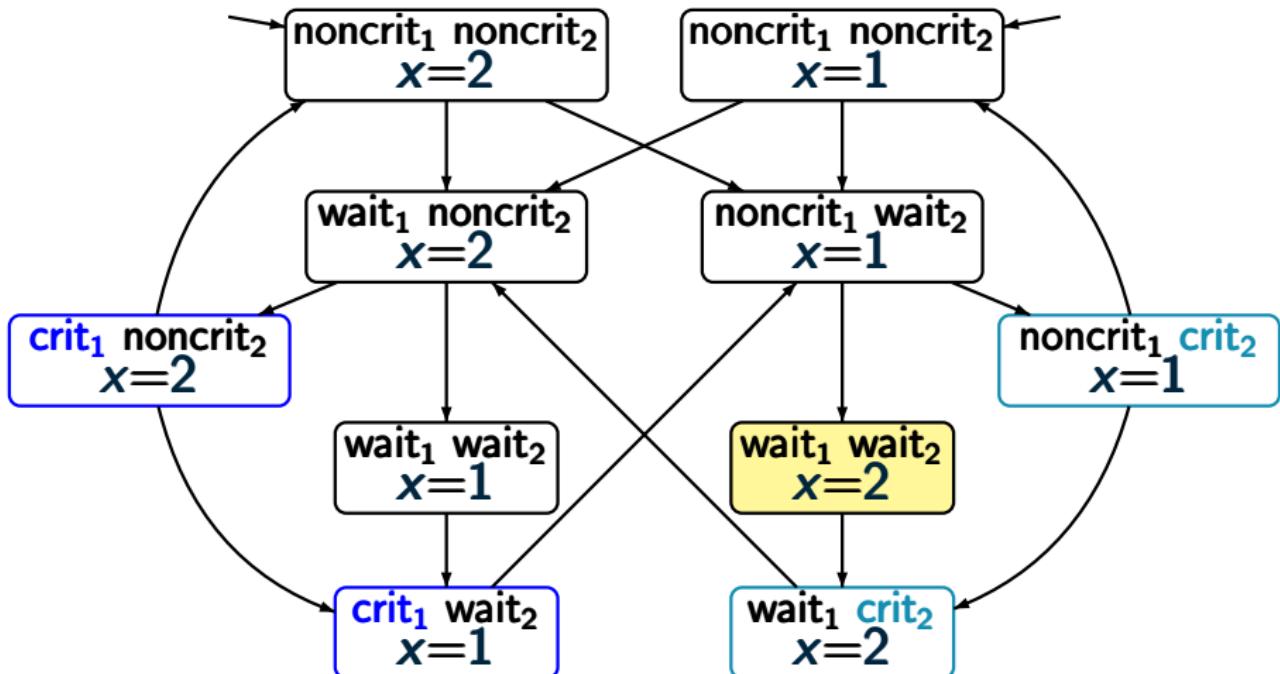
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+ unreachable  
states

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PC2.2-14



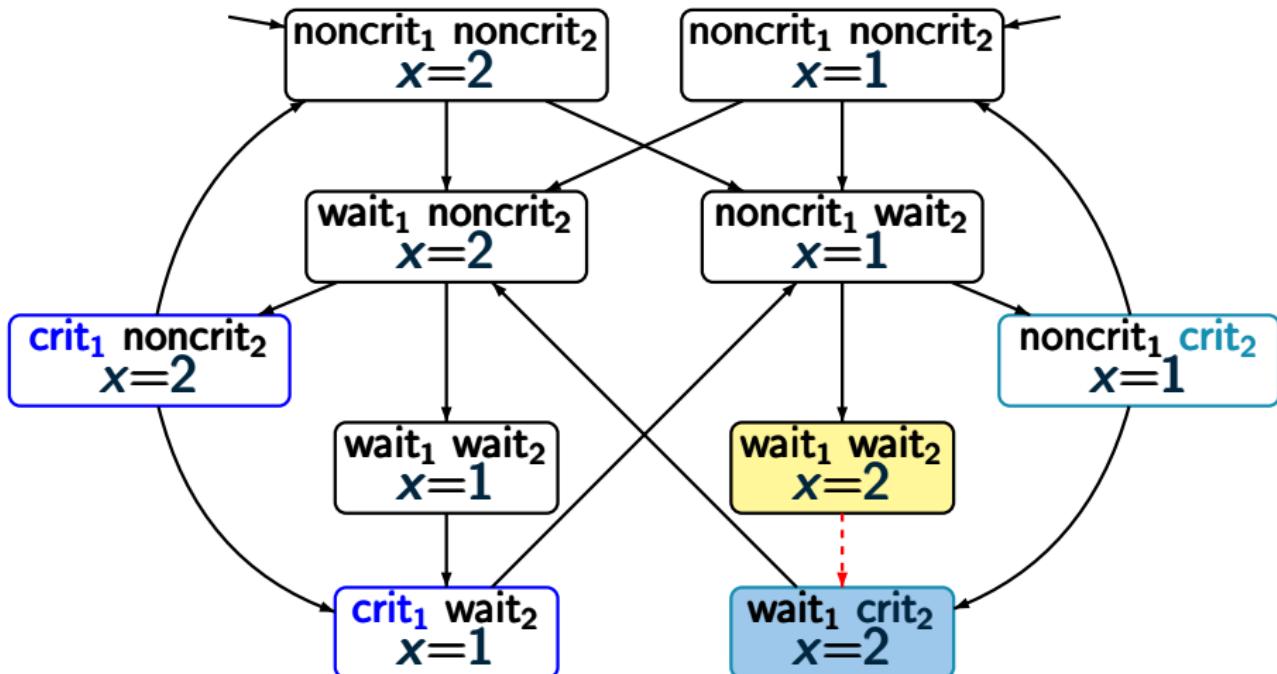
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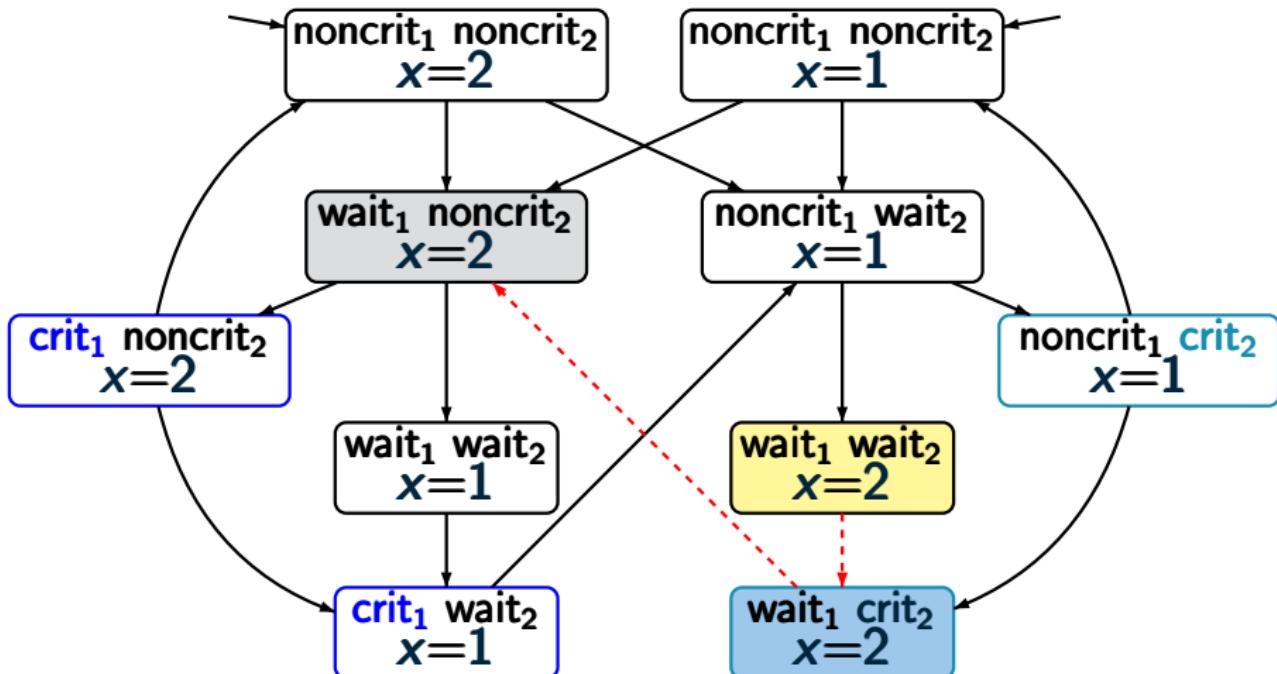
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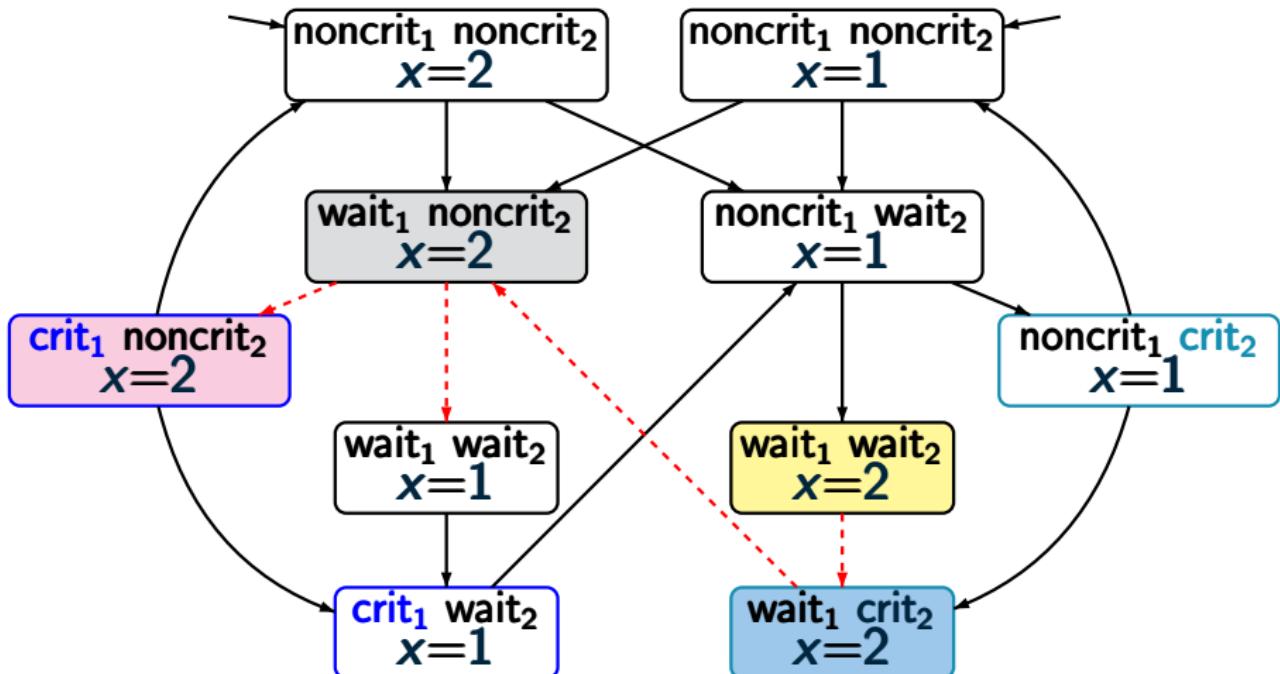
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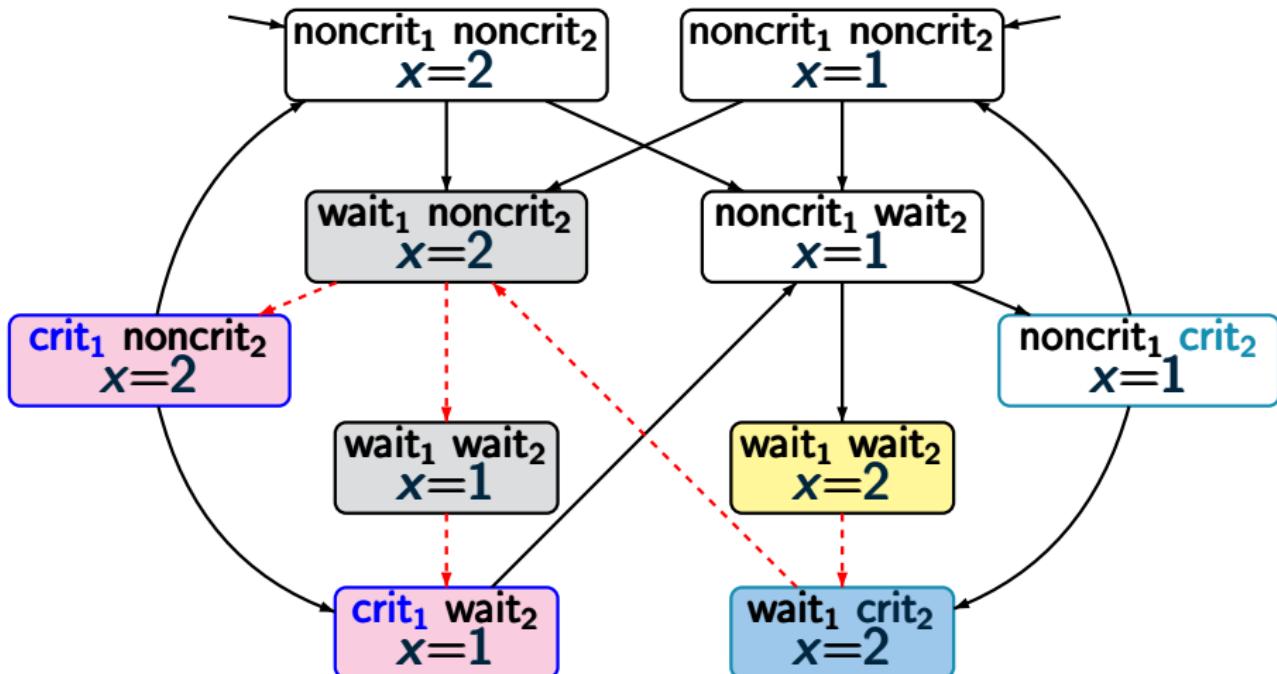
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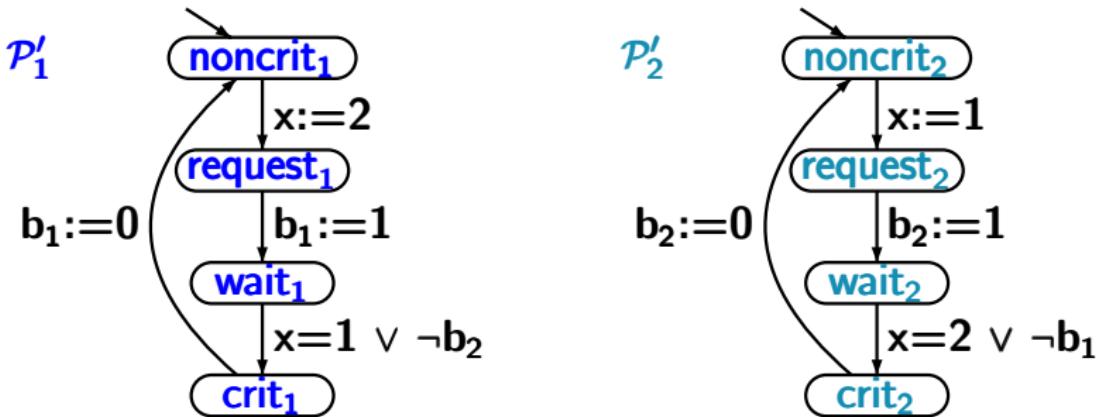
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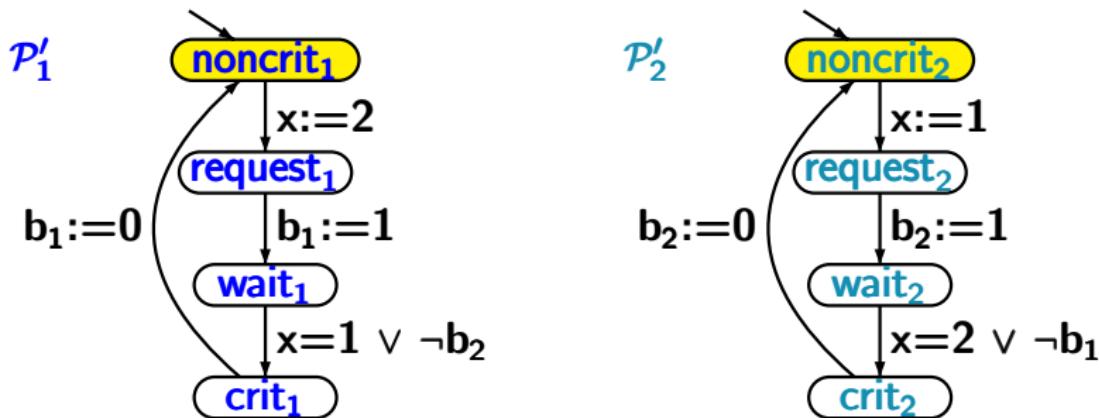
# Variant of Peterson algorithm

PC2.2-15



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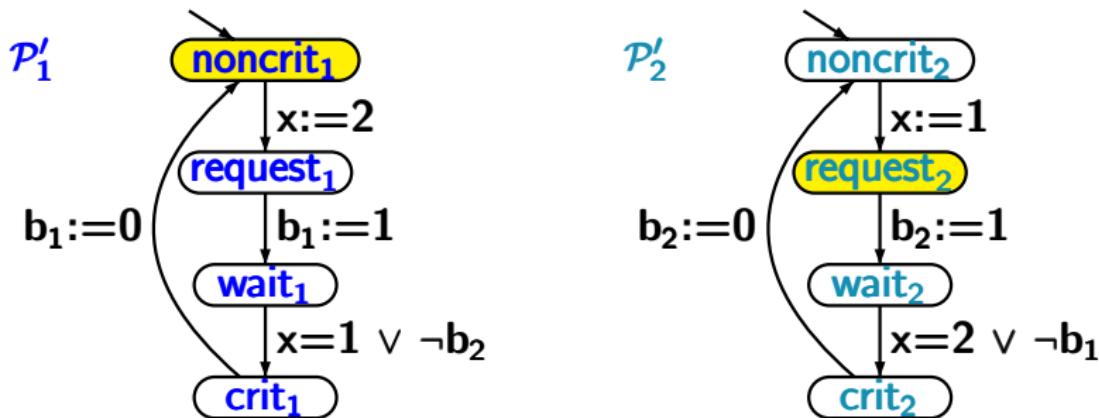


possible executions

**noncrit<sub>1</sub>**   **noncrit<sub>2</sub>**    $x=1$     $\neg b_1$     $\neg b_2$

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PC2.2-15

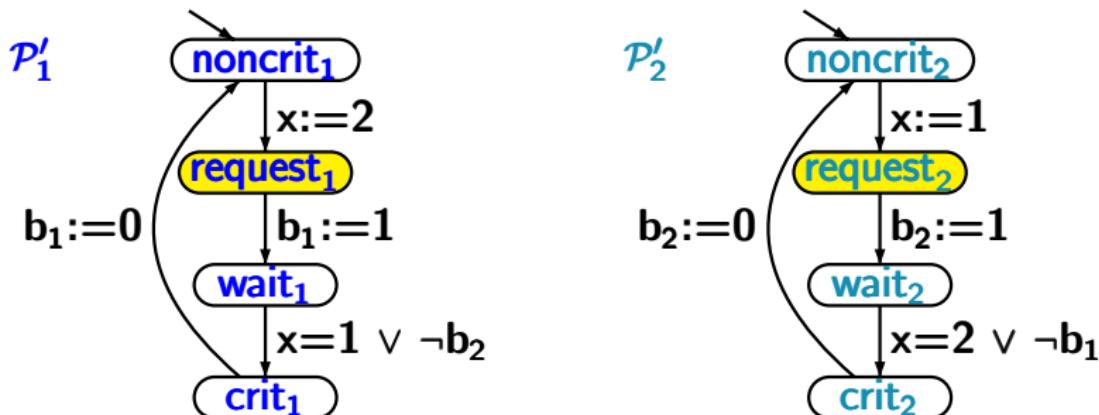


possible executions

$\text{noncrit}_1$	$\text{noncrit}_2$	$x = 1$	$\neg b_1$	$\neg b_2$
$\text{noncrit}_1$	$\text{request}_2$	$x = 1$	$\neg b_1$	$\neg b_2$

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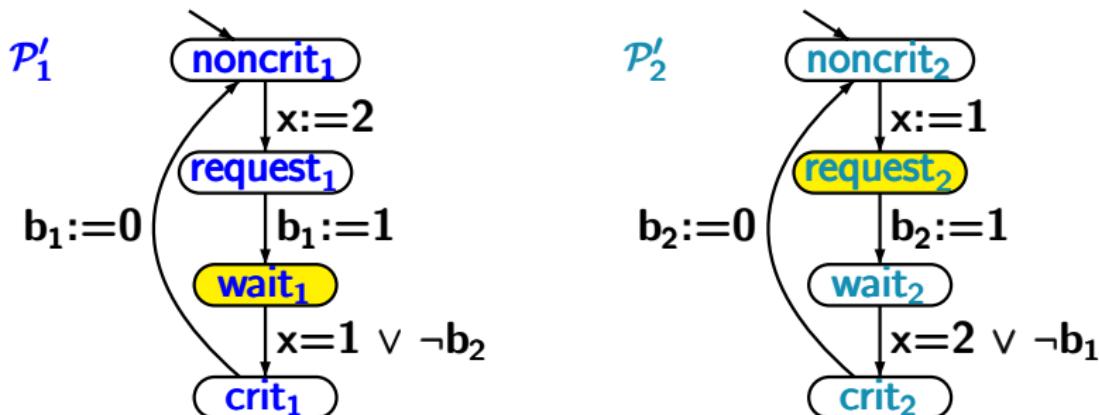


possible executions

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$\text{noncrit}_1$	$\text{request}_2$	$x=1$	$\neg b_1$	$\neg b_2$
$\text{request}_1$	$\text{request}_2$	$x=2$	$\neg b_1$	$\neg b_2$

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PC2.2-15

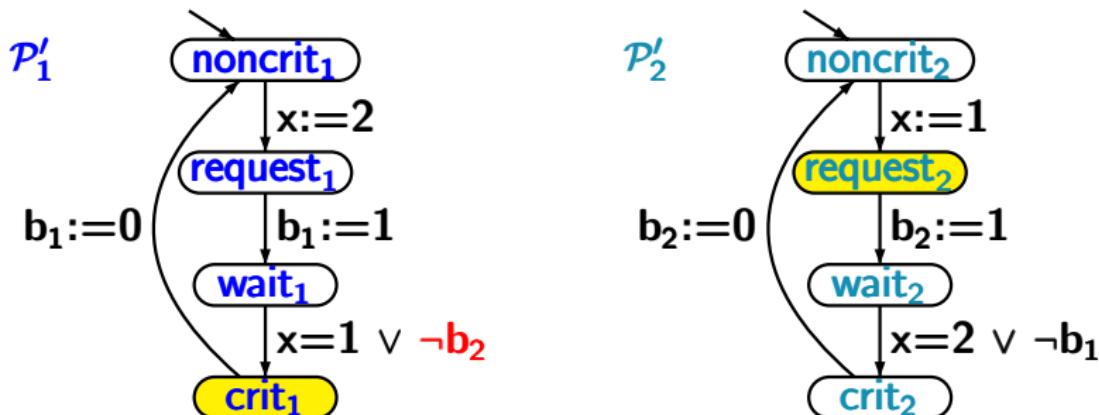


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$\text{request}_1$	$\text{request}_2$	$x = 2$	$\neg b_1$	$\neg b_2$
$\text{wait}_1$	$\text{request}_2$	$x = 2$	$b_1$	$\neg b_2$

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PC2.2-15

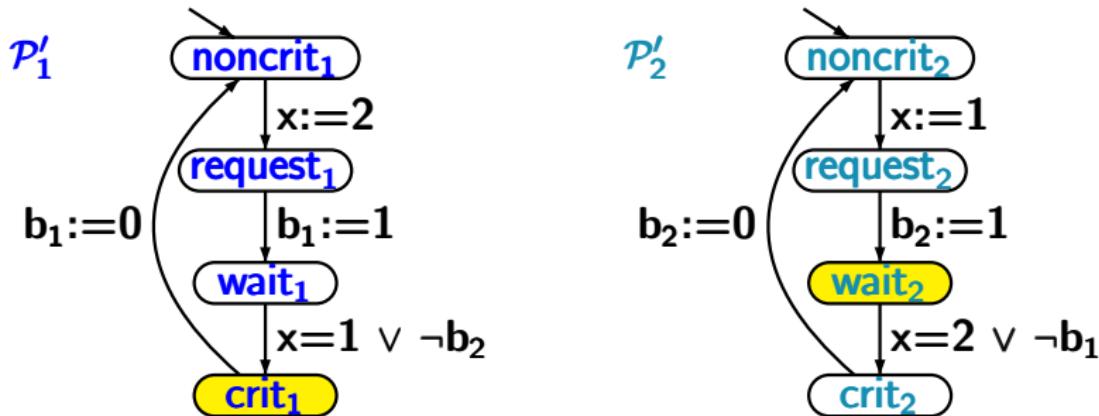


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$\text{request}_1$	$\text{request}_2$	$x=2$	$\neg b_1$	$\neg b_2$
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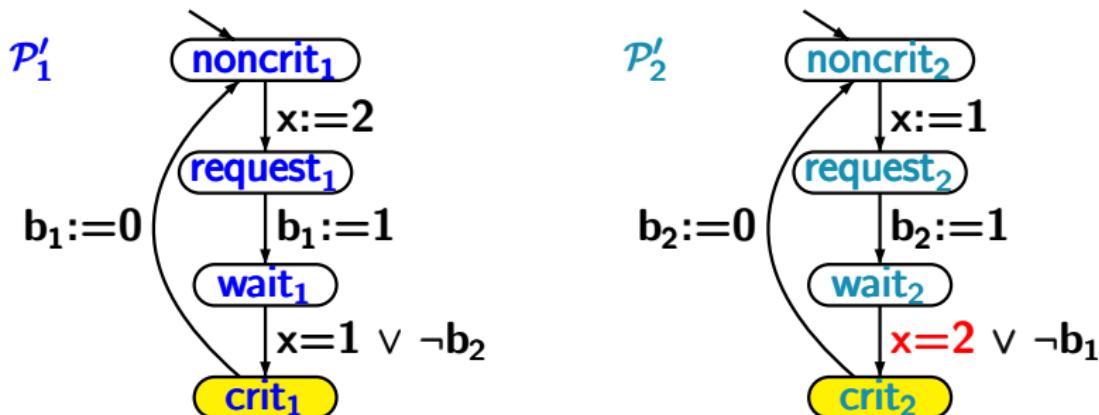


possible executions

noncrit <sub>1</sub>	noncrit <sub>2</sub>	x=1	$\neg b_1$	$\neg b_2$
noncrit <sub>1</sub>	request <sub>2</sub>	x=1	$\neg b_1$	$\neg b_2$
request <sub>1</sub>	request <sub>2</sub>	x=2	$\neg b_1$	$\neg b_2$
wait <sub>1</sub>	request <sub>2</sub>	x=2	$b_1$	$\neg b_2$
crit <sub>1</sub>	request <sub>2</sub>	x=2	$b_1$	$\neg b_2$
crit <sub>1</sub>	wait <sub>2</sub>	x=2	$b_1$	$b_2$

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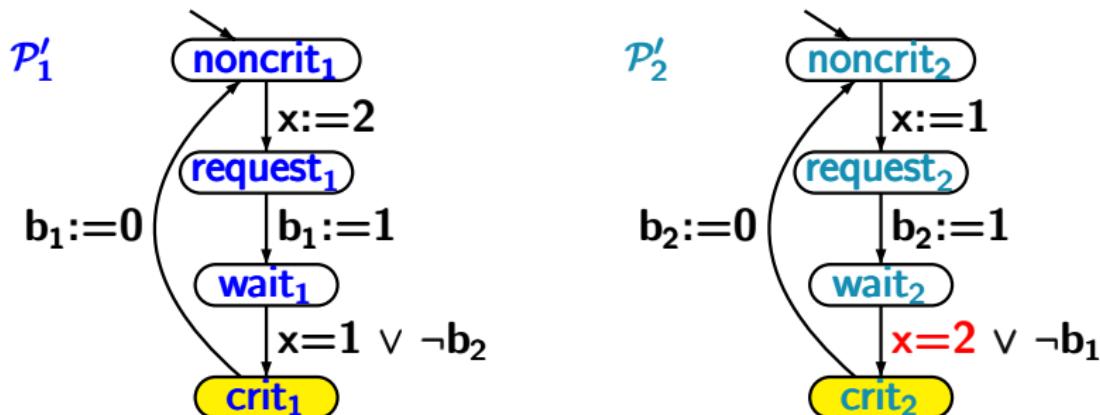


possible executions

<b>noncrit<sub>1</sub></b>	<b>noncrit<sub>2</sub></b>	$x=1$	$\neg b_1$	$\neg b_2$
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<b>request<sub>1</sub></b>	<b>request<sub>2</sub></b>	$x=2$	$\neg b_1$	$\neg b_2$
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<b>crit<sub>1</sub></b>	<b>wait<sub>2</sub></b>	<b>x=2</b>	$b_1$	$b_2$
<b>crit<sub>1</sub></b>	<b>crit<sub>2</sub></b>	$x=2$	$b_1$	$b_2$

# Variant of Peterson algorithm incorrect!

PC2.2-15



possible executions

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$\text{noncrit}_1$	$\text{request}_2$	$x=1$	$\neg b_1$	$\neg b_2$
$\text{request}_1$	$\text{request}_2$	$x=2$	$\neg b_1$	$\neg b_2$
$\text{wait}_1$	$\text{request}_2$	$x=2$	$b_1$	$\neg b_2$
$\text{crit}_1$	$\text{request}_2$	$x=2$	$b_1$	$\neg b_2$
$\text{crit}_1$	$\text{wait}_2$	$x=2$	$b_1$	$b_2$
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PC2.2-16

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- channel systems

communication via shared variables + via channels
- synchronous product

# Synchronous message passing

PC2.2-17

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PC2.2-17

$\mathcal{T}_1 = (S_1, Act_1, \rightarrow_1, \dots)$ ,  $\mathcal{T}_2 = (S_2, Act_2, \rightarrow_2, \dots)$  TS

$Syn \subseteq Act_1 \cap Act_2$  set of synchronization actions

# Synchronous message passing

PC2.2-17

$$\mathcal{T}_1 = (S_1, Act_1, \rightarrow_1, \dots), \mathcal{T}_2 = (S_2, Act_2, \rightarrow_2, \dots) \text{ TS}$$

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composite transition system:

$$\mathcal{T}_1 \parallel_{Syn} \mathcal{T}_2 = (S_1 \times S_2, Act_1 \cup Act_2, \rightarrow, \dots)$$

for modeling the concurrent execution of  $\mathcal{T}_1$  and  $\mathcal{T}_2$   
with **synchronization** over all actions in *Syn*

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PC2.2-17

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$$\frac{s_1 \xrightarrow{\alpha} s'_1}{\langle s_1, s_2 \rangle \xrightarrow{\alpha} \langle s'_1, s_2 \rangle} \qquad \frac{s_2 \xrightarrow{\alpha} s'_2}{\langle s_1, s_2 \rangle \xrightarrow{\alpha} \langle s_1, s'_2 \rangle}$$

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# Mutual exclusion

PC2.2-18

by synchronous message passing

# Mutual exclusion

PC2.2-18

by synchronous message passing using an arbiter

# Mutual exclusion with an arbiter

PC2.2-18

protocol for process  $P_i$

```
LOOP FOREVER DO
    noncritical actions
    request
    critical section
    release
    noncritical actions
OD
```

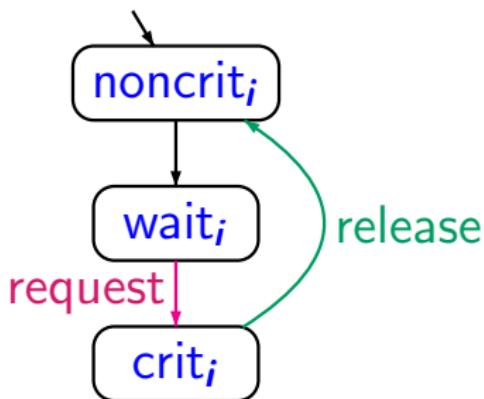
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OD
```

transition system  $\mathcal{T}_i$



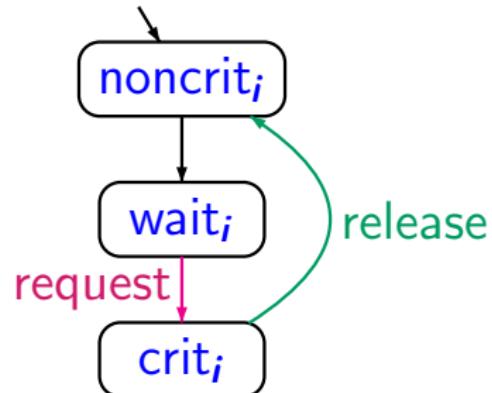
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OD
```

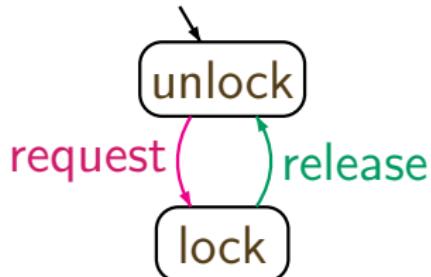
transition system  $\mathcal{T}_i$



**Arbiter:**

selects nondeterministically  
a synchronization partner

$T_1$  or  $T_2$



# Mutual exclusion with an arbiter

PC2.2-19

$(\mathcal{T}_1 \ ||| \mathcal{T}_2) \ \|_{Syn} \text{ } Arbiter$  where  $Syn = \{\text{request}, \text{release}\}$

# Mutual exclusion with an arbiter

PC2.2-19

$(\mathcal{T}_1 \parallel\!\!\!|| \mathcal{T}_2) \parallel_{Syn} \text{Arbiter}$  where  $Syn = \{\text{request}, \text{release}\}$



“pure”  
interleaving  
for TS

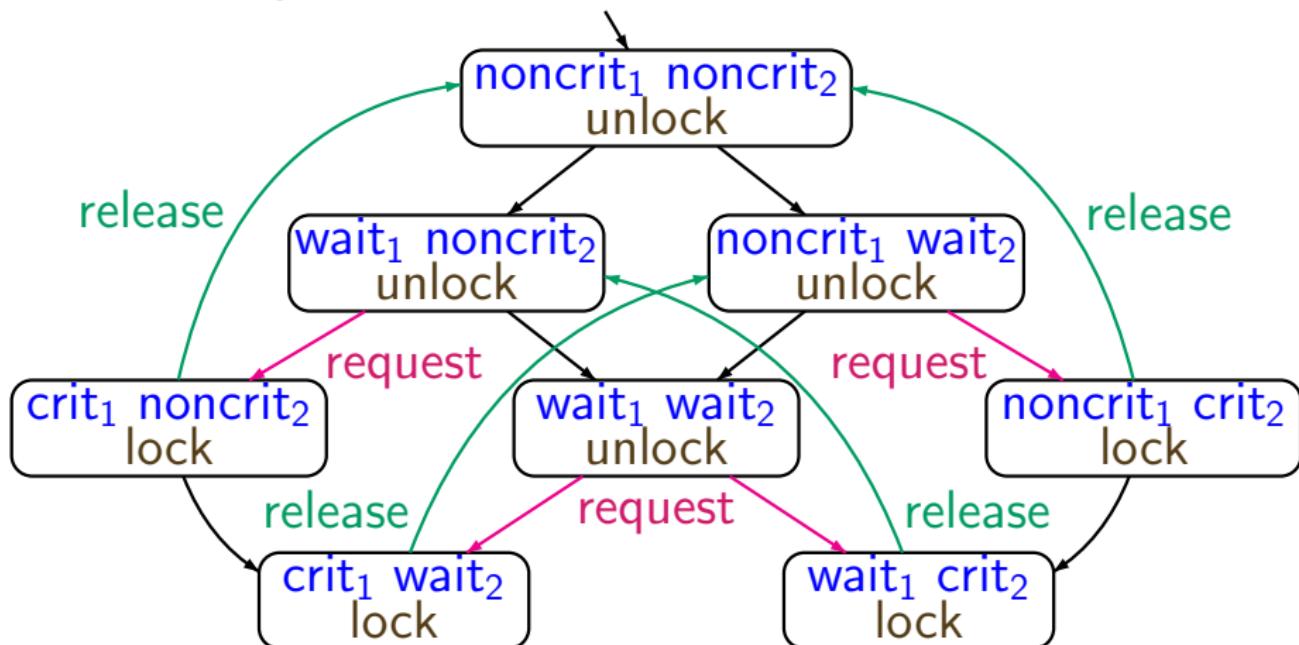


handshaking  
for actions  
**request** and **release**

# Mutual exclusion with an arbiter

PC2.2-19

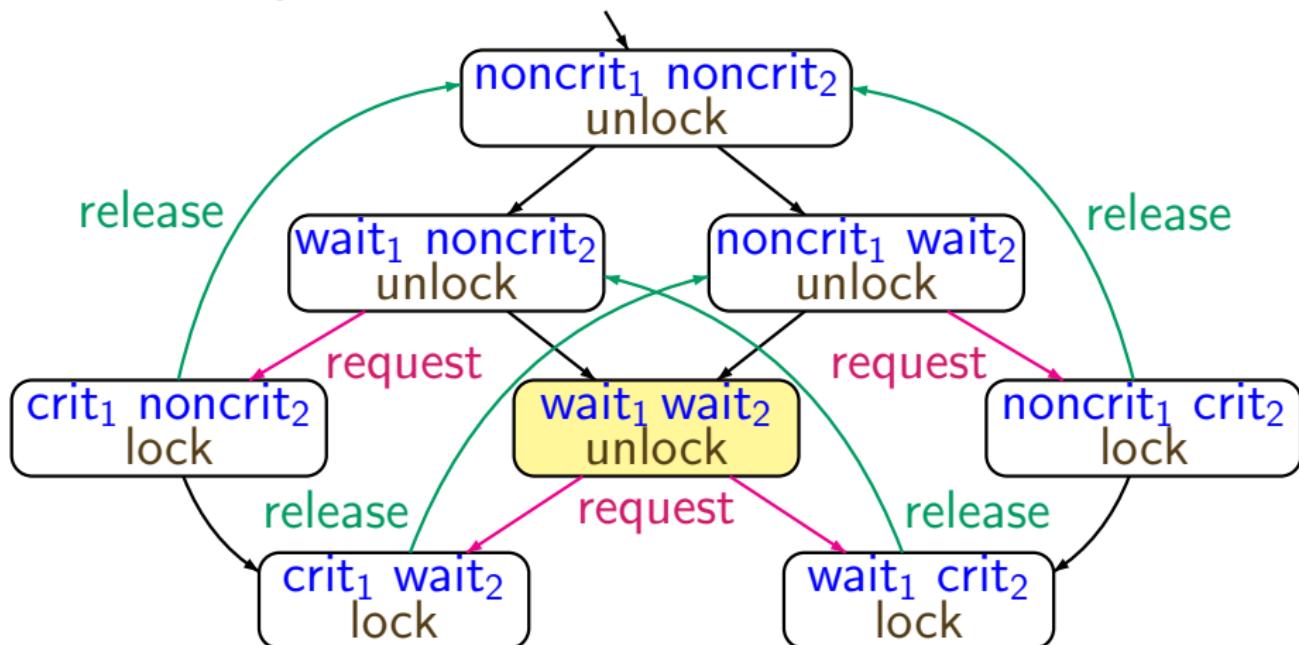
$(T_1 \parallel\!\!| T_2) \parallel_{Syn} \text{Arbiter}$  where  $Syn = \{\text{request}, \text{release}\}$



# Mutual exclusion with an arbiter

PC2.2-19

$(T_1 \parallel\!\!\| T_2) \parallel_{Syn} \text{Arbiter}$  where  $Syn = \{\text{request}, \text{release}\}$



*nondeterministic choice:* who enters the critical section?

# Synchronous message passing

PC2.2-HANDSHAKING-GENERALIZATION

synchronization operator  $\parallel_{Syn}$  for  
three or more processes

# Synchronous message passing

PC2.2-HANDSHAKING-GENERALIZATION

$$\begin{array}{lcl} T_1 & = & (S_1, \textcolor{violet}{Act}_1, \rightarrow_1, \dots) \\ T_2 & = & (S_2, \textcolor{brown}{Act}_2, \rightarrow_2, \dots) \\ T_3 & = & (S_3, \textcolor{blue}{Act}_3, \rightarrow_3, \dots) \\ T_4 & = & (S_4, \textcolor{red}{Act}_4, \rightarrow_4, \dots) \\ \vdots & & \vdots \end{array} \quad \left. \right\} \text{transition systems}$$

# Synchronous message passing

PC2.2-HANDSHAKING-GENERALIZATION

$$\begin{array}{lcl} \mathcal{T}_1 & = & (S_1, Act_1, \rightarrow_1, \dots) \\ \mathcal{T}_2 & = & (S_2, Act_2, \rightarrow_2, \dots) \\ \mathcal{T}_3 & = & (S_3, Act_3, \rightarrow_3, \dots) \\ \mathcal{T}_4 & = & (S_4, Act_4, \rightarrow_4, \dots) \\ \vdots & & \vdots \end{array} \quad \left. \right\} \text{transition systems}$$

for  $Syn \subseteq Act_1 \cup Act_2 \cup Act_3 \cup Act_4 \cup \dots$

$$\begin{aligned} \mathcal{T}_1 \parallel_{Syn} \mathcal{T}_2 \parallel_{Syn} \mathcal{T}_3 \parallel_{Syn} \mathcal{T}_4 \parallel_{Syn} \dots &\stackrel{\text{def}}{=} \\ \left( ((\mathcal{T}_1 \parallel_{Syn} \mathcal{T}_2) \parallel_{Syn} \mathcal{T}_3) \parallel_{Syn} \mathcal{T}_4 \right) \parallel_{Syn} \dots \end{aligned}$$

# Synchronous message passing

PC2.2-HANDSHAKING-GENERALIZATION

$$\begin{array}{lcl} \mathcal{T}_1 & = & (S_1, Act_1, \rightarrow_1, \dots) \\ \mathcal{T}_2 & = & (S_2, Act_2, \rightarrow_2, \dots) \\ \mathcal{T}_3 & = & (S_3, Act_3, \rightarrow_3, \dots) \\ \mathcal{T}_4 & = & (S_4, Act_4, \rightarrow_4, \dots) \\ \vdots & & \vdots \end{array} \quad \left. \right\} \text{transition systems}$$

for  $Syn \subseteq Act_1 \cup Act_2 \cup Act_3 \cup Act_4 \cup \dots$

$$\begin{aligned} \mathcal{T}_1 \parallel_{Syn} \mathcal{T}_2 \parallel_{Syn} \mathcal{T}_3 \parallel_{Syn} \mathcal{T}_4 \parallel_{Syn} \dots &\stackrel{\text{def}}{=} \\ \left( ((\mathcal{T}_1 \parallel_{Syn} \mathcal{T}_2) \parallel_{Syn} \mathcal{T}_3) \parallel_{Syn} \mathcal{T}_4 \right) \parallel_{Syn} \dots \end{aligned}$$

or any other order of ~~paranthesis~~

# Synchronous message passing

PC2.2-HANDSHAKING-GENERALIZATION

$$\begin{array}{lcl} \mathcal{T}_1 & = & (S_1, Act_1, \rightarrow_1, \dots) \\ \mathcal{T}_2 & = & (S_2, Act_2, \rightarrow_2, \dots) \\ \mathcal{T}_3 & = & (S_3, Act_3, \rightarrow_3, \dots) \\ \mathcal{T}_4 & = & (S_4, Act_4, \rightarrow_4, \dots) \\ \vdots & & \vdots \end{array} \quad \left. \right\} \text{transition systems}$$

for  $Syn \subseteq Act_1 \cup Act_2 \cup Act_3 \cup Act_4 \cup \dots$

$$\begin{aligned} \mathcal{T}_1 \parallel_{Syn} \mathcal{T}_2 \parallel_{Syn} \mathcal{T}_3 \parallel_{Syn} \mathcal{T}_4 \parallel_{Syn} \dots &\stackrel{\text{def}}{=} \\ \left( ((\mathcal{T}_1 \parallel_{Syn} \mathcal{T}_2) \parallel_{Syn} \mathcal{T}_3) \parallel_{Syn} \mathcal{T}_4 \right) \parallel_{Syn} \dots \end{aligned}$$

where, e.g.,  $\mathcal{T}_1 \parallel_{Syn} \mathcal{T}_2 \stackrel{\text{def}}{=} \mathcal{T}_1 \parallel_H \mathcal{T}_2$

with  $H = Syn \cap Act_1 \cap Act_2$

# Parallel operator $\parallel$

PC2.2-OP-PAR

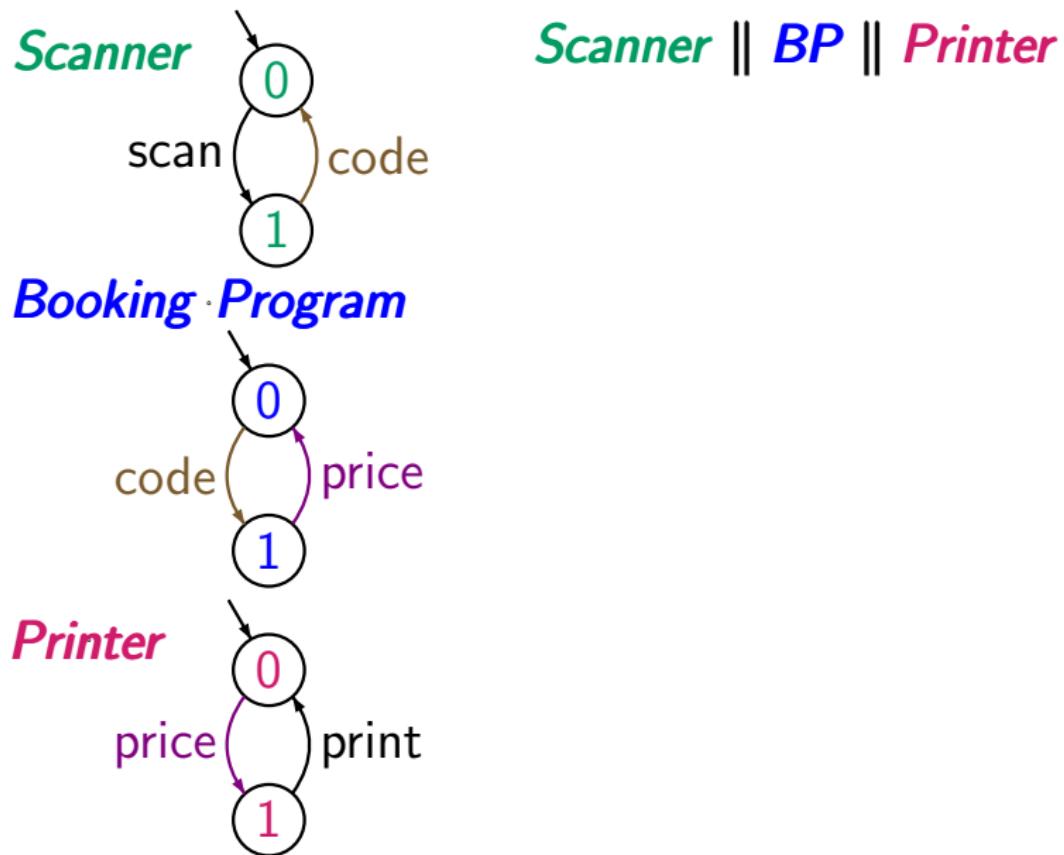
$$\begin{array}{ll} \mathcal{T}_1 = (\mathcal{S}_1, \mathcal{A}\mathcal{C}_1, \rightarrow_1, \dots) & \text{transition systems s.t.} \\ \mathcal{T}_2 = (\mathcal{S}_2, \mathcal{A}\mathcal{C}_2, \rightarrow_2, \dots) & \mathcal{A}\mathcal{C}_i \cap \mathcal{A}\mathcal{C}_j \cap \mathcal{A}\mathcal{C}_k = \emptyset \\ \mathcal{T}_3 = (\mathcal{S}_3, \mathcal{A}\mathcal{C}_3, \rightarrow_3, \dots) & \text{if } i, j, k \text{ are pairwise} \\ \mathcal{T}_4 = (\mathcal{S}_4, \mathcal{A}\mathcal{C}_4, \rightarrow_4, \dots) & \text{distinct} \\ \vdots & \vdots \end{array}$$

$$\begin{aligned} \mathcal{T}_1 \parallel \mathcal{T}_2 \parallel \mathcal{T}_3 \parallel \mathcal{T}_4 \parallel \dots &\stackrel{\text{def}}{=} \\ (((\mathcal{T}_1 \parallel_{Syn_{1,2}} \mathcal{T}_2) \parallel_{Syn_{1,2,3}} \mathcal{T}_3) \parallel_{Syn_{1,2,3,4}} \mathcal{T}_4) \dots \end{aligned}$$

$$\begin{array}{lll} \text{where } Syn_{1,2} & = & \mathcal{A}\mathcal{C}_1 \cap \mathcal{A}\mathcal{C}_2 \\ Syn_{1,2,3} & = & (\mathcal{A}\mathcal{C}_1 \cup \mathcal{A}\mathcal{C}_2) \cap \mathcal{A}\mathcal{C}_3 \\ Syn_{1,2,3,4} & = & (\mathcal{A}\mathcal{C}_1 \cup \mathcal{A}\mathcal{C}_2 \cup \mathcal{A}\mathcal{C}_3) \cap \mathcal{A}\mathcal{C}_4 \\ \vdots & & \vdots \end{array}$$

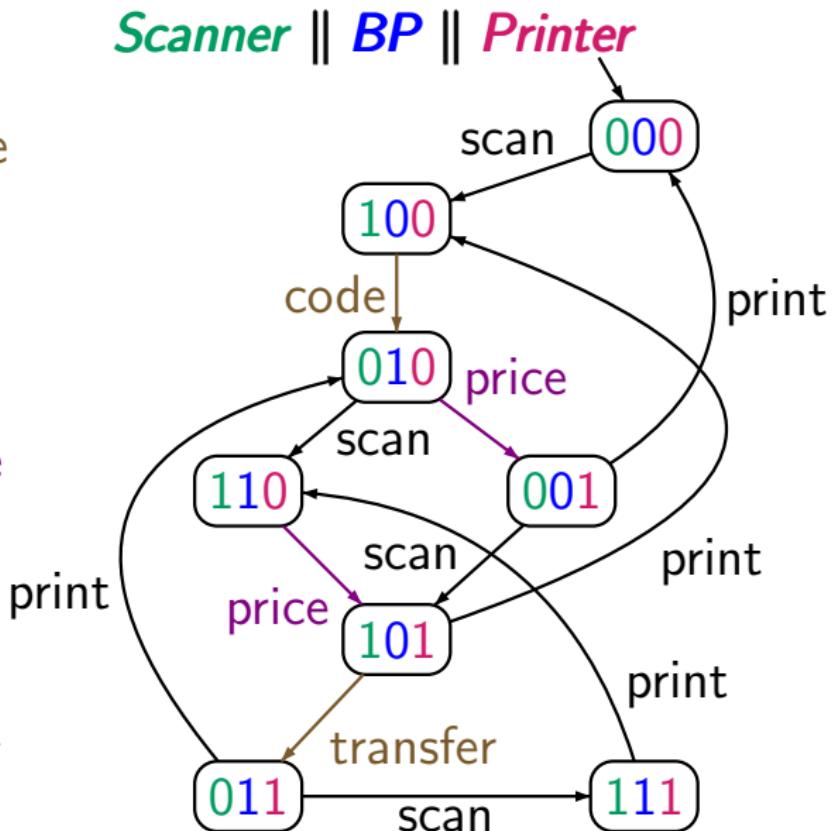
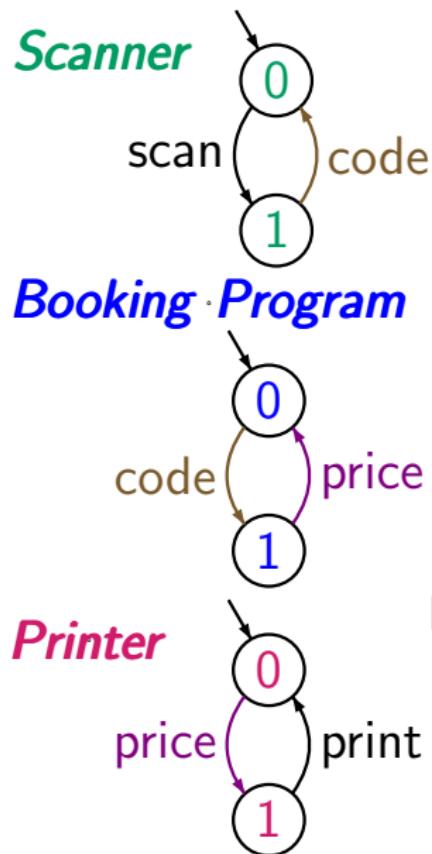
# Booking system in supermarket

PC2.2-21A



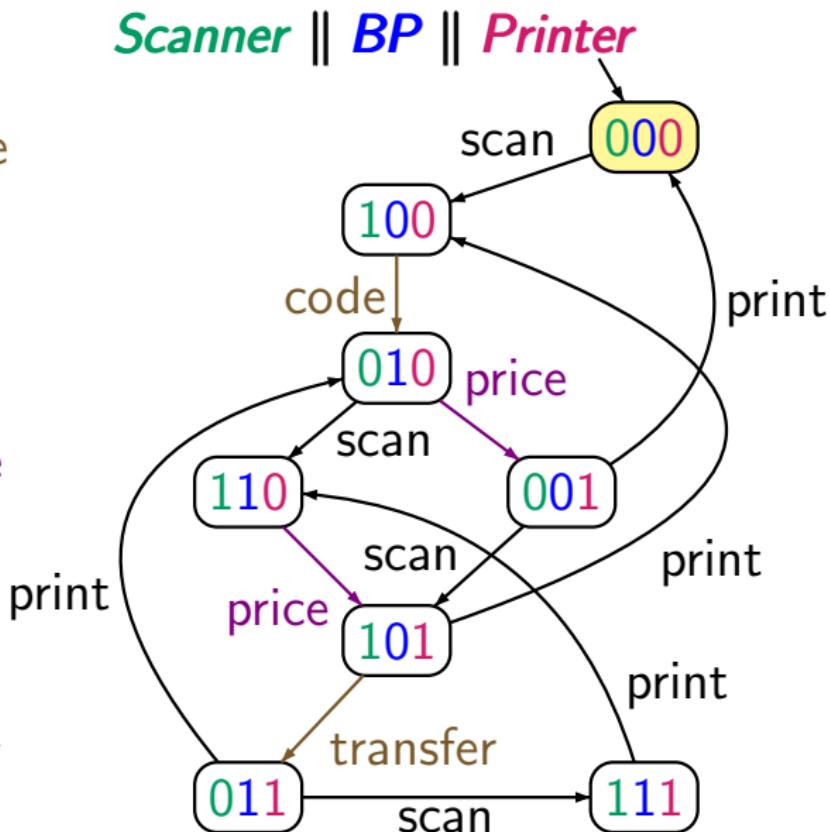
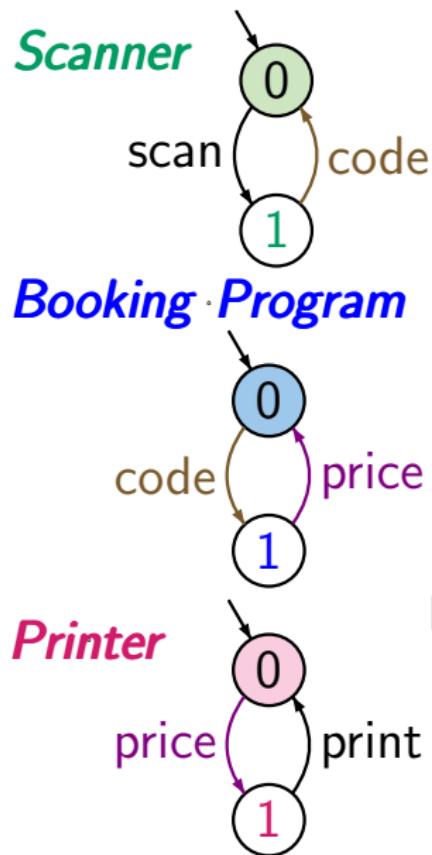
# Booking system in supermarket

PC2.2-21A



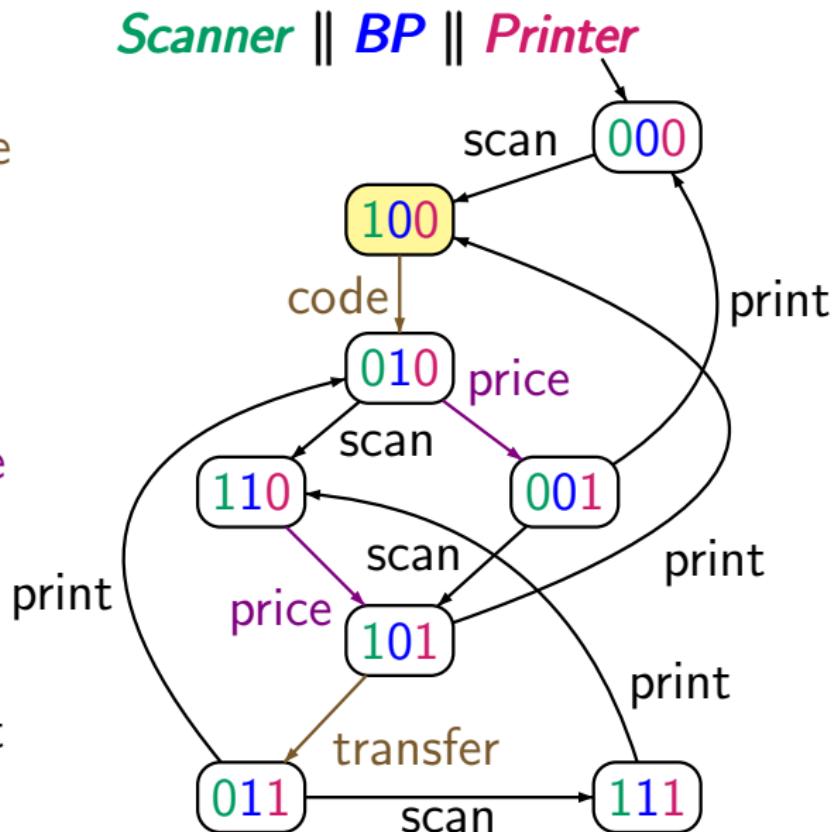
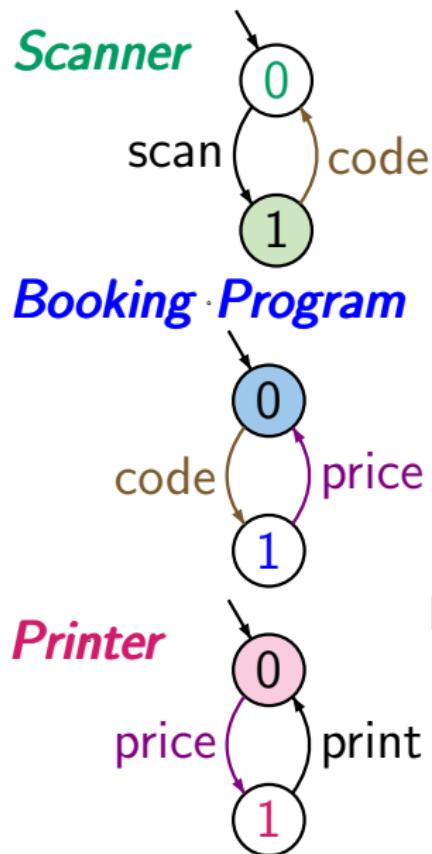
# Booking system in supermarket

PC2.2-21A



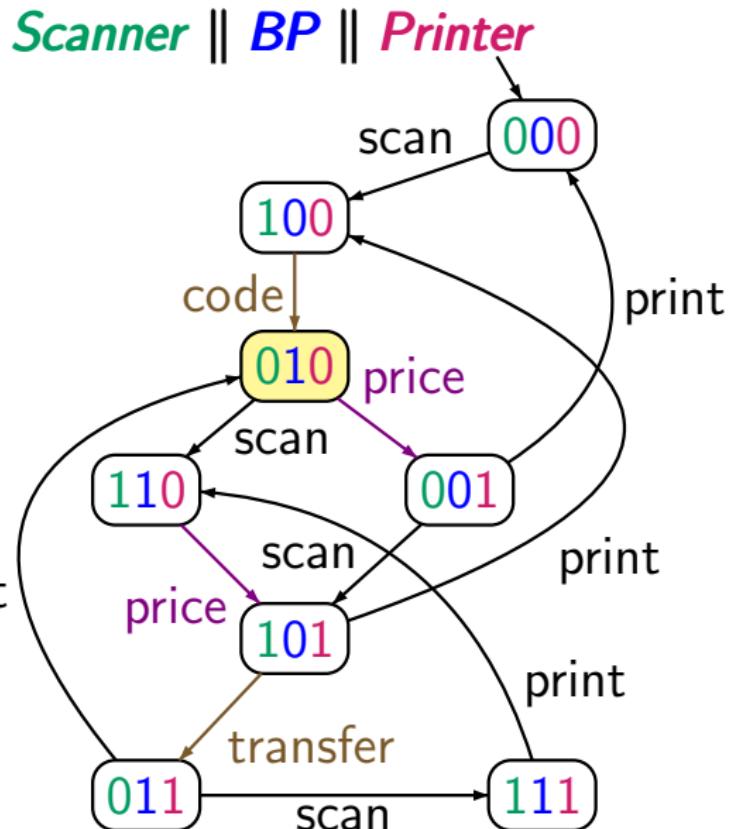
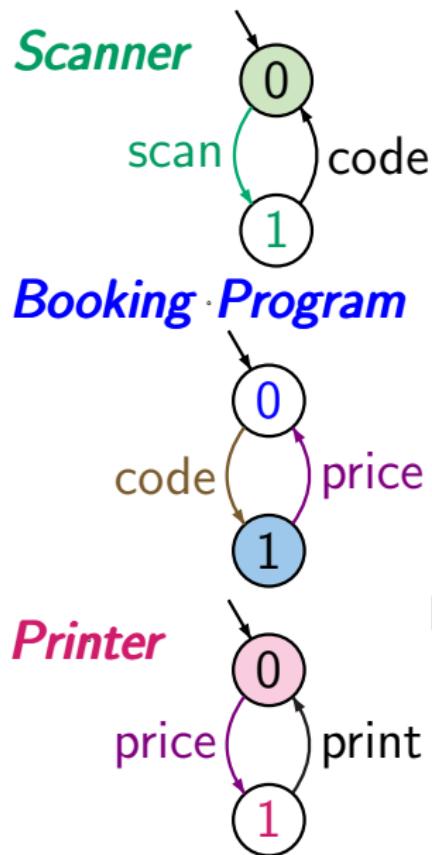
# Booking system in supermarket

PC2.2-21A



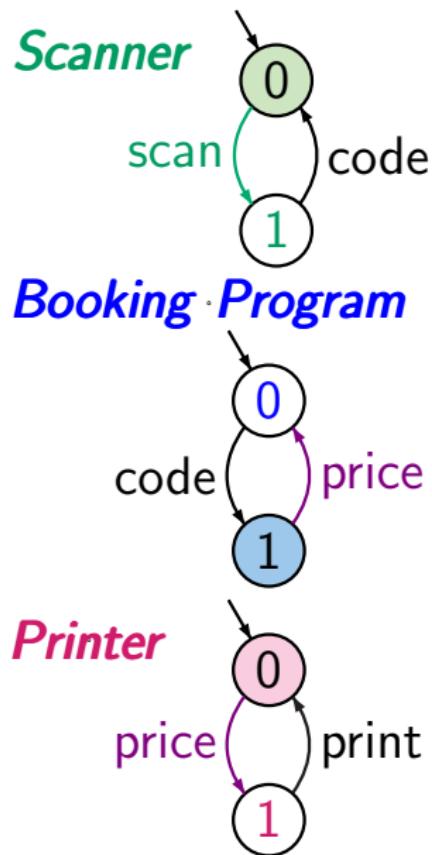
# Booking system in supermarket

PC2.2-21A

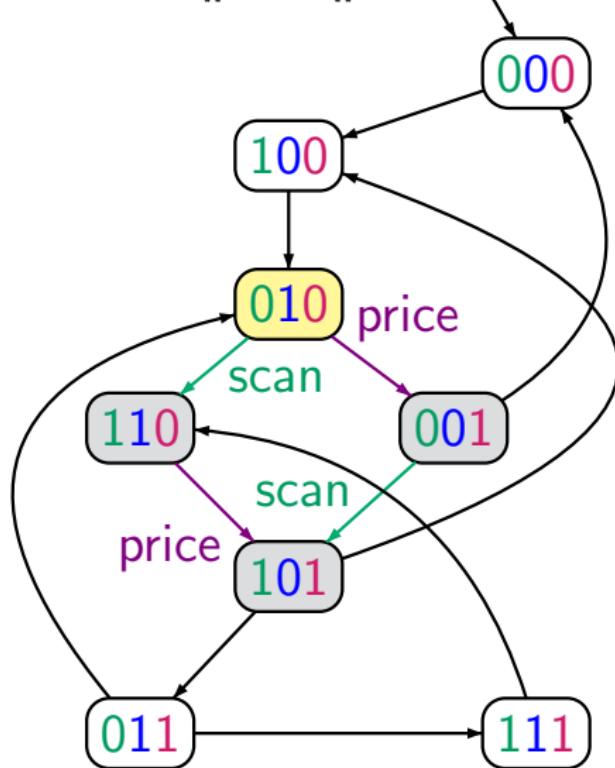


# Interleaving

PC2.2-21A

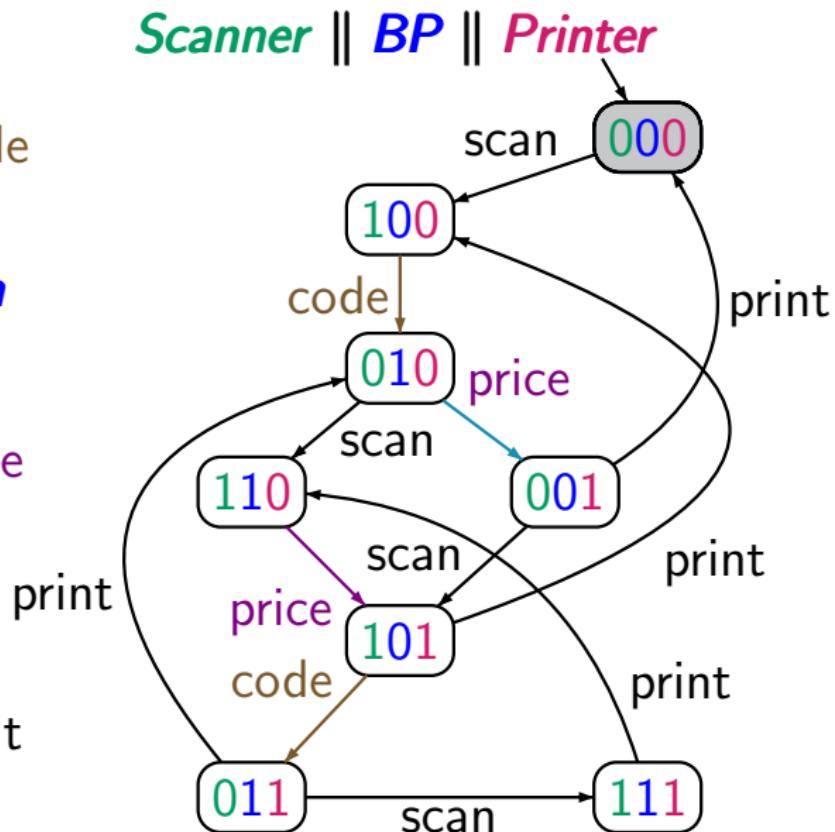
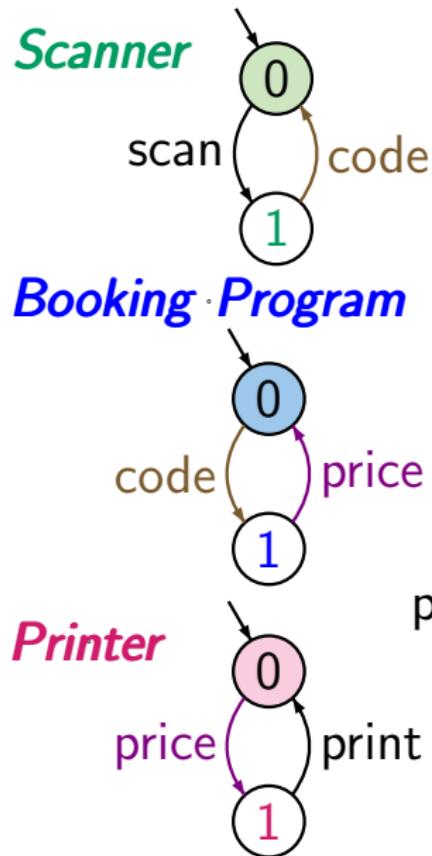


*Scanner* || *BP* || *Printer*



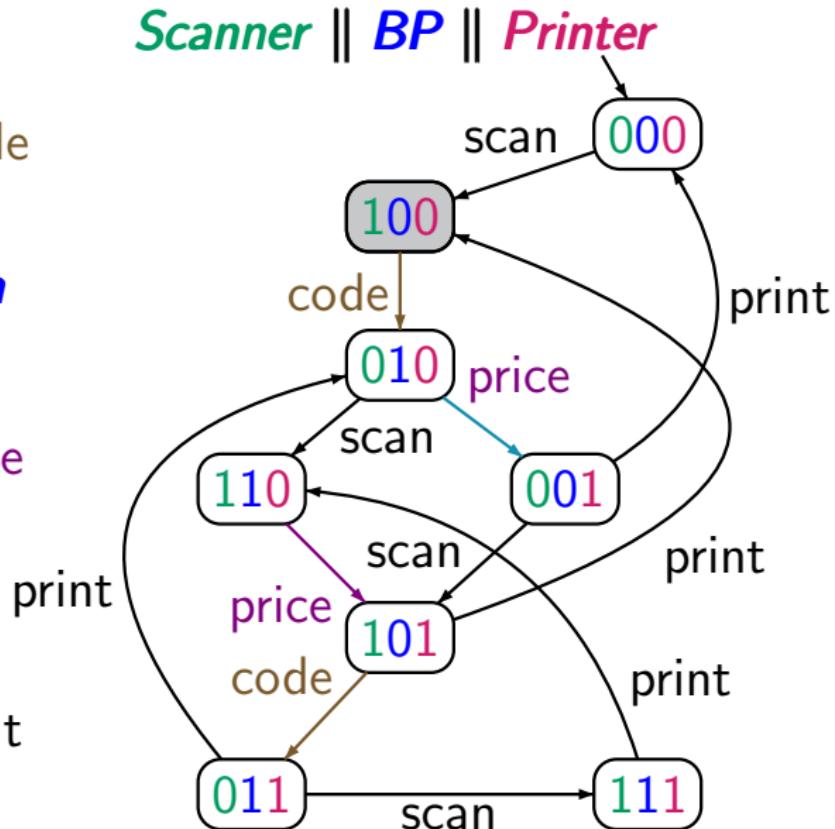
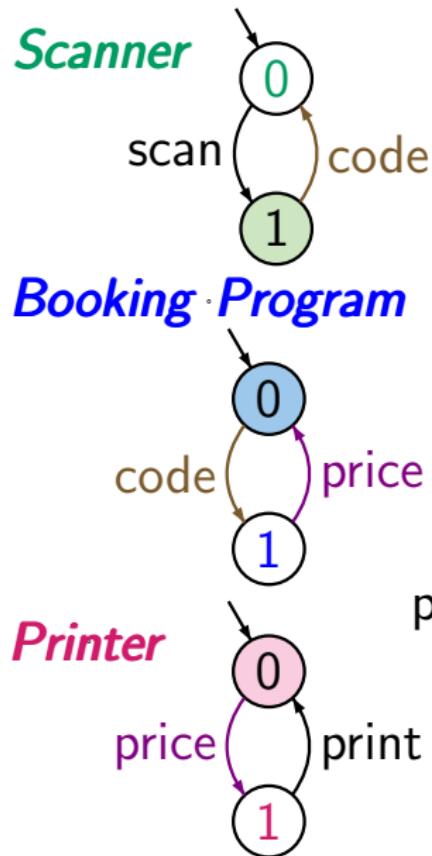
# Booking system in supermarket

PC2.2-21



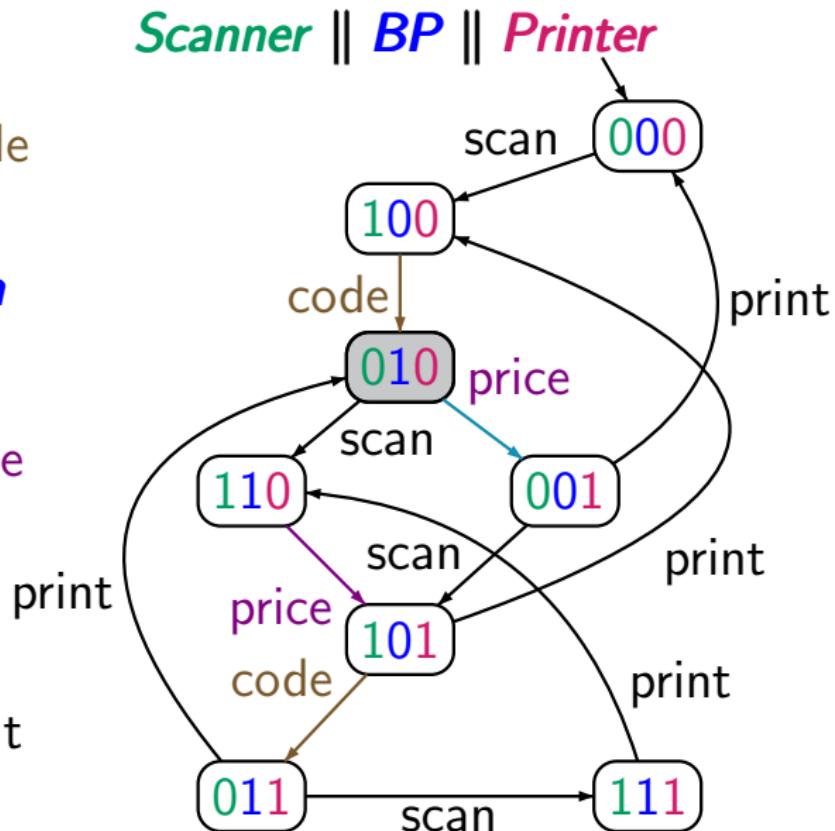
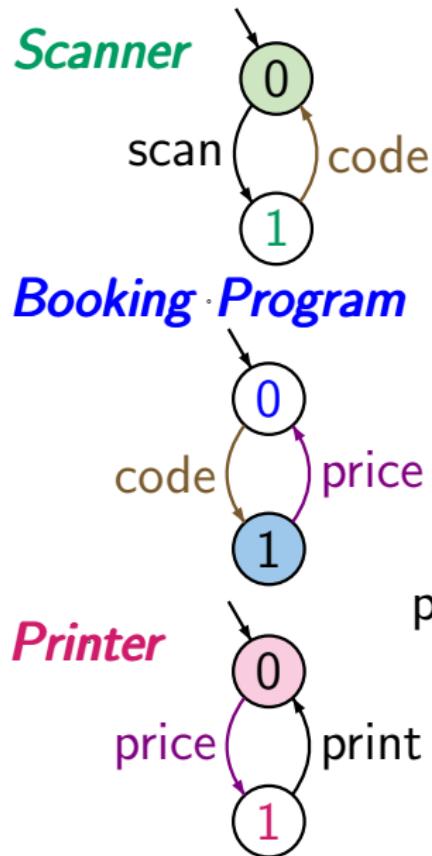
# Booking system in supermarket

PC2.2-21



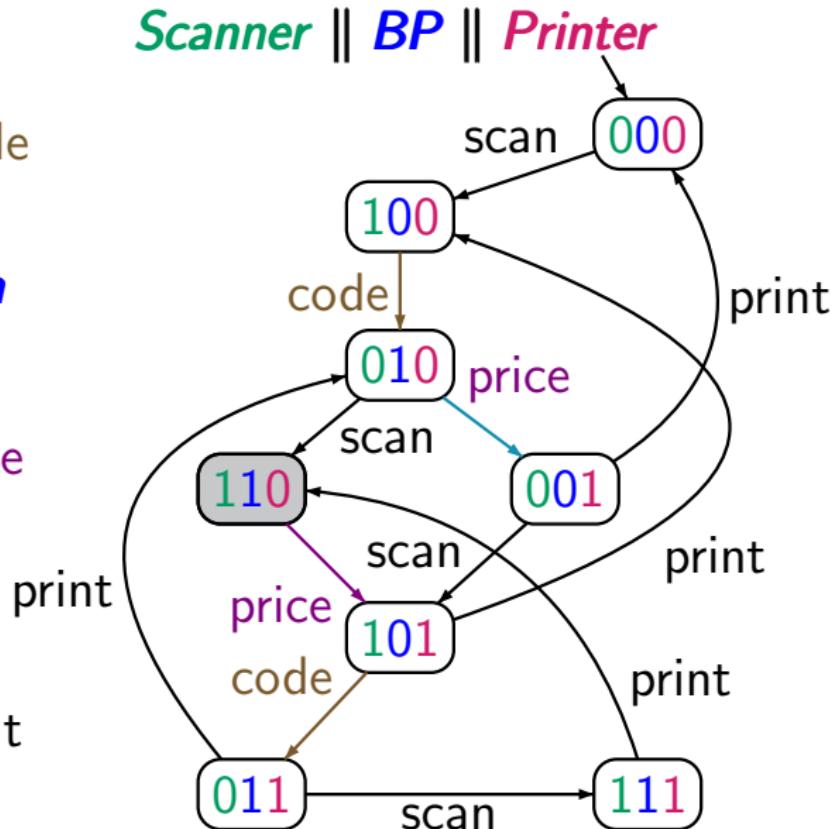
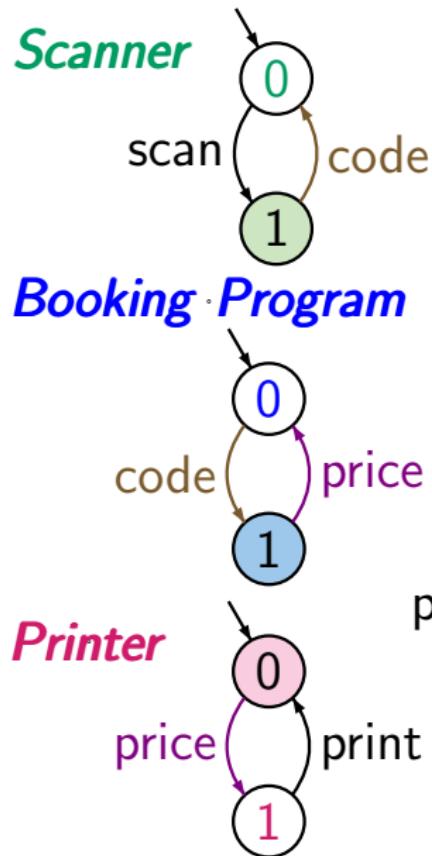
# Booking system in supermarket

PC2.2-21



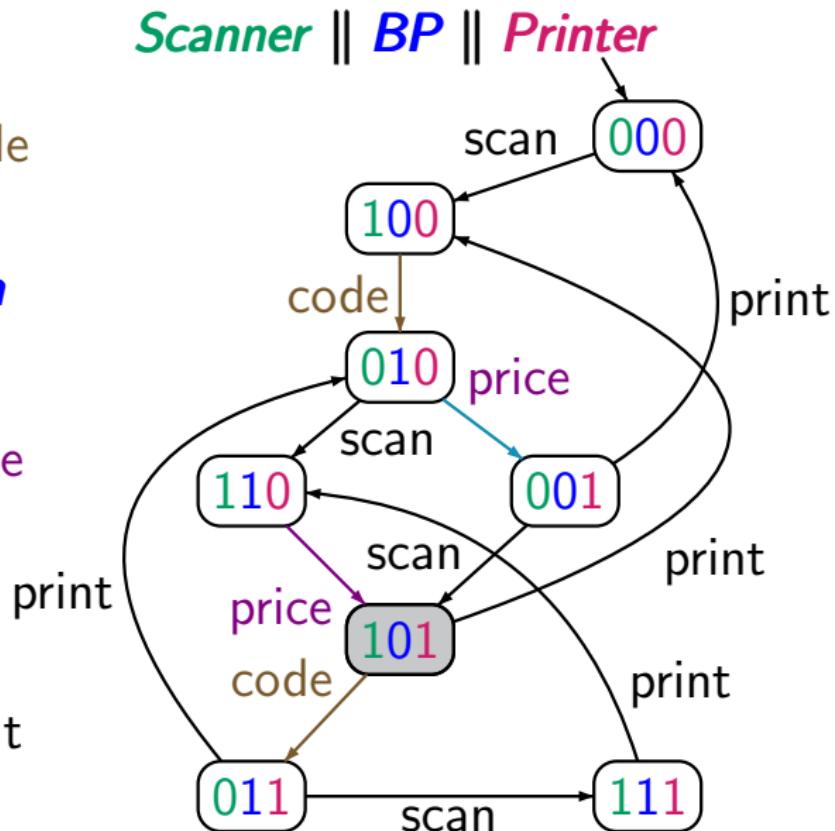
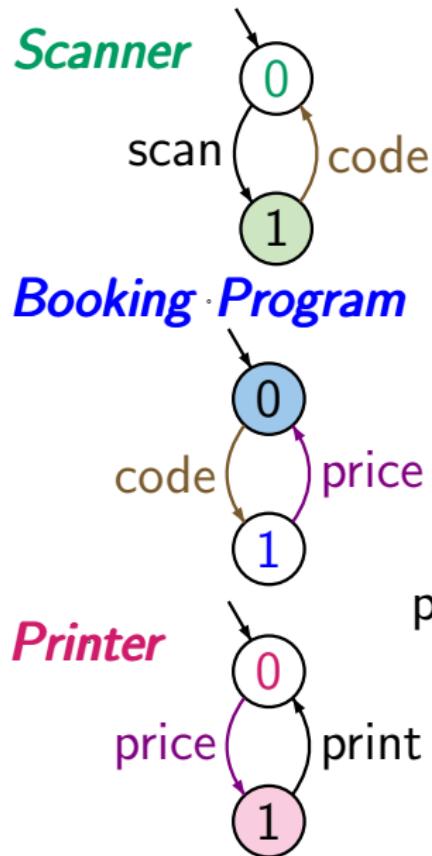
# Booking system in supermarket

PC2.2-21



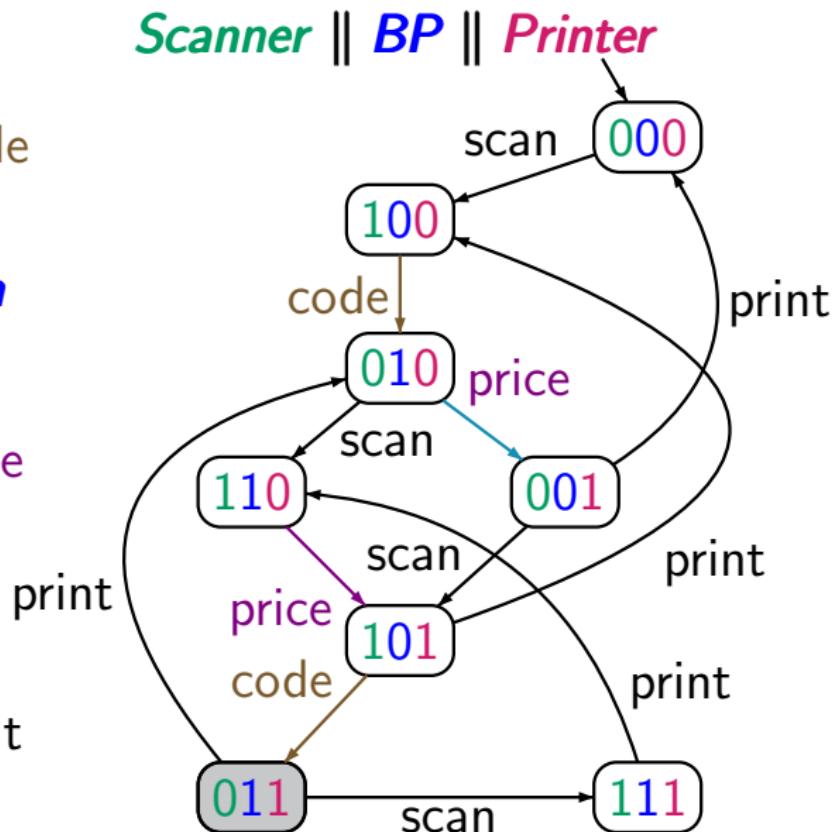
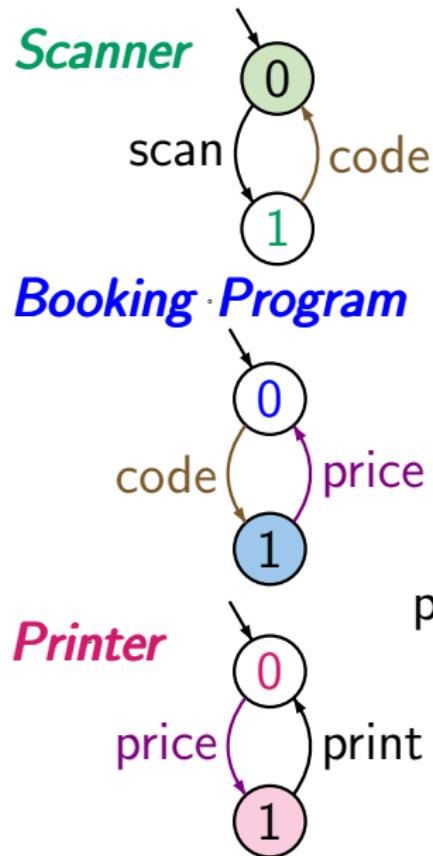
# Booking system in supermarket

PC2.2-21



# Booking system in supermarket

PC2.2-21



# Interleaving

PC2.2-21

