

Introduction

## Modelling parallel systems

Transition systems



Modeling hard- and software systems

Parallelism and communication

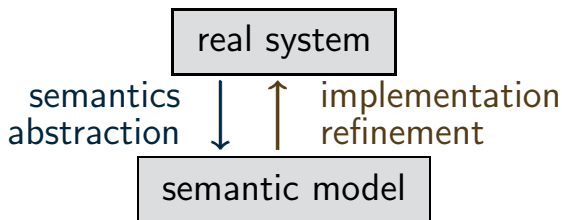
Linear Time Properties

Regular Properties

Linear Temporal Logic

Computation-Tree Logic

Equivalences and Abstraction



The semantic model yields a formal representation of:

- the **states** of the system ← **nodes**
- the **stepwise behaviour** ← **transitions**
- the **initial states**
- **additional information** on
  - communication ← **actions**
  - state properties ← **atomic proposition**

# Transition system (TS)

TS1.4-TS-DEF

A transition system is a tuple

$$\mathcal{T} = (\mathcal{S}, \text{Act}, \longrightarrow, \mathcal{S}_0, AP, L)$$

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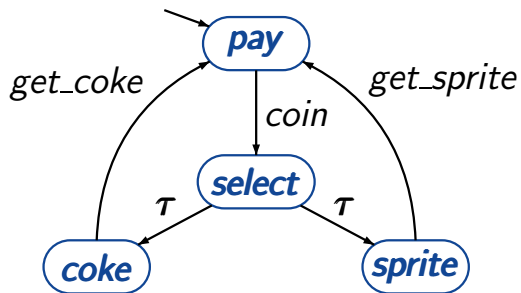
- $\mathcal{S}$  is the state space, i.e., set of **states**,
- $\mathit{Act}$  is a set of **actions**,
- $\longrightarrow \subseteq \mathcal{S} \times \mathit{Act} \times \mathcal{S}$  is the transition relation,

i.e., transitions have the form  $s \xrightarrow{\alpha} s'$   
where  $s, s' \in \mathcal{S}$  and  $\alpha \in \mathit{Act}$

- $\mathcal{S}_0 \subseteq \mathcal{S}$  the set of **initial states**,
- $\mathit{AP}$  a set of **atomic propositions**,
- $L : \mathcal{S} \rightarrow 2^{\mathit{AP}}$  the **labeling function**

# Transition system for beverage machine

TS1.4-2



actions:

*coin*

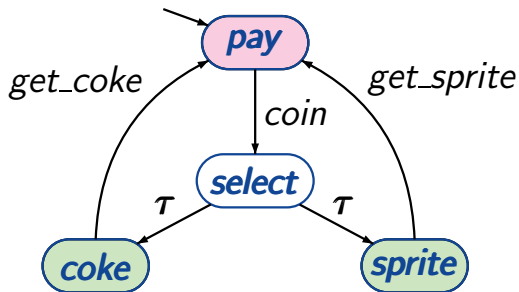
$\tau$

*get\_sprite*

*get\_coke*

state space  $S = \{pay, select, coke, sprite\}$

set of initial states:  $S_0 = \{pay\}$



actions:  
*coin*  
 $\tau$   
*get\_sprite*  
*get\_coke*

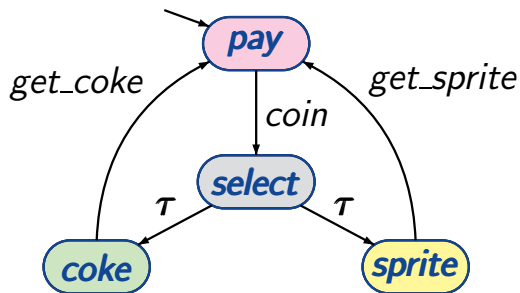
state space  $S = \{\textit{pay}, \textit{select}, \textit{coke}, \textit{sprite}\}$

set of initial states:  $S_0 = \{\textit{pay}\}$

set of atomic propositions:  $AP = \{\textit{pay}, \textit{drink}\}$

labeling function:  $L(\textit{coke}) = L(\textit{sprite}) = \{\textit{drink}\}$

$L(\textit{pay}) = \{\textit{pay}\}, L(\textit{select}) = \emptyset$



actions:

*coin*

$\tau$

*get\_sprite*

*get\_coke*

state space  $S = \{pay, select, coke, sprite\}$

set of initial states:  $S_0 = \{pay\}$

set of atomic propositions:  $AP = S$

labeling function:  $L(s) = \{s\}$  for each state  $s$

# “Behaviour” of transition systems

TS1.4-3

possible behaviours of a TS result from:

```
select nondeterministically an initial state  $s \in S_0$ 
WHILE  $s$  is non-terminal DO
    select nondeterministically a transition  $s \xrightarrow{\alpha} s'$ 
    execute the action  $\alpha$  and put  $s := s'$ 
OD
```

*executions*: maximal “transition sequences”

$$s_0 \xrightarrow{\alpha_1} s_1 \xrightarrow{\alpha_2} s_2 \xrightarrow{\alpha_3} \dots \text{ with } s_0 \in S_0$$

*reachable fragment*:

**Reach**( $\mathcal{T}$ ) = set of all states that are **reachable** from an initial state through some execution



parallel execution of independent actions

e.g.  $\underbrace{x := x+1}_{\text{action } \alpha} \parallel \parallel \underbrace{y := y-3}_{\text{action } \beta}$      $\alpha, \beta$  independent

parallel execution of dependent actions

e.g.  $\underbrace{x := x+1}_{\text{action } \alpha} \parallel \parallel \underbrace{y := 2*x}_{\text{action } \beta}$      $\alpha, \beta$  dependent

# Transition system for parallel actions

TS1.4-4

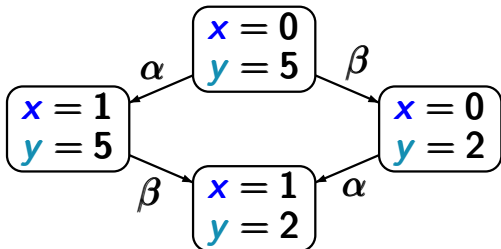
parallel execution of independent actions ← interleaving

e.g.  $\underbrace{x := x+1}_{\text{action } \alpha} \parallel \underbrace{y := y-3}_{\text{action } \beta}$   $\alpha, \beta$  independent

parallel execution of dependent actions ← competition

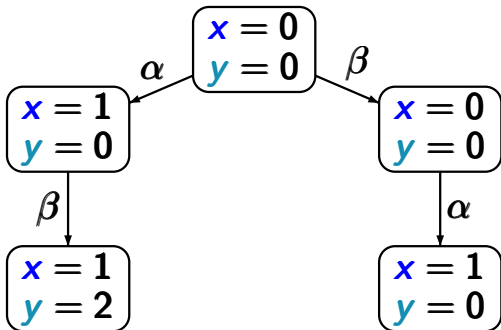
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parallel execution of independent actions ← interleaving



$x := x + 1$  |||  $y := y - 3$   
action  $\alpha$       action  $\beta$

parallel execution of dependent actions ← competition



$x := x + 1$  |||  $y := 2 * x$   
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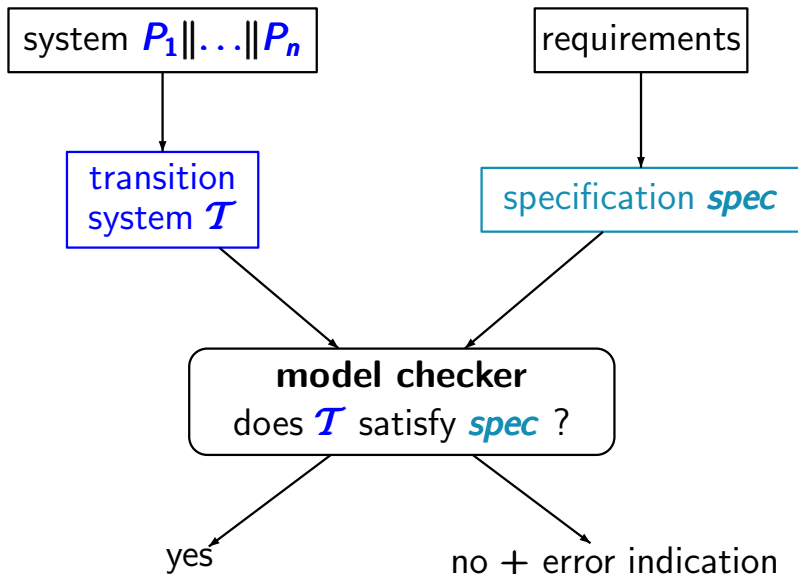
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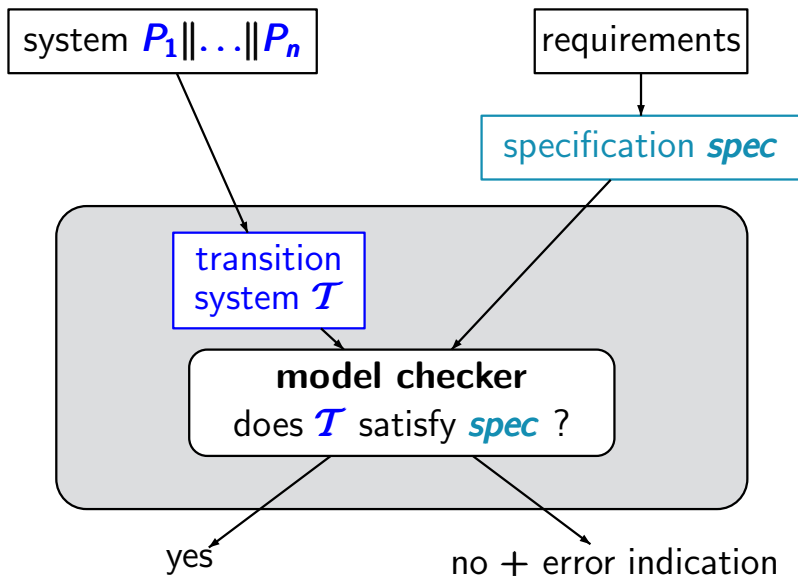
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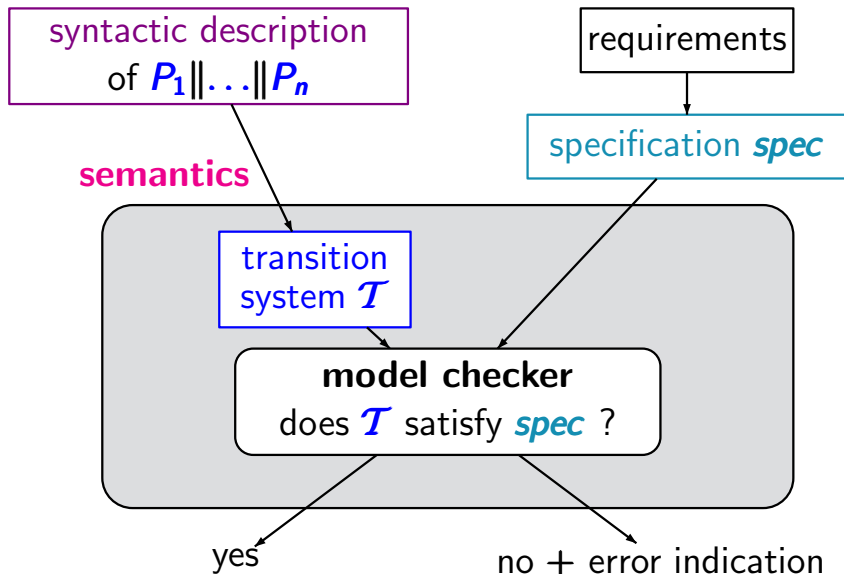
# Model checking

ts1.4-9



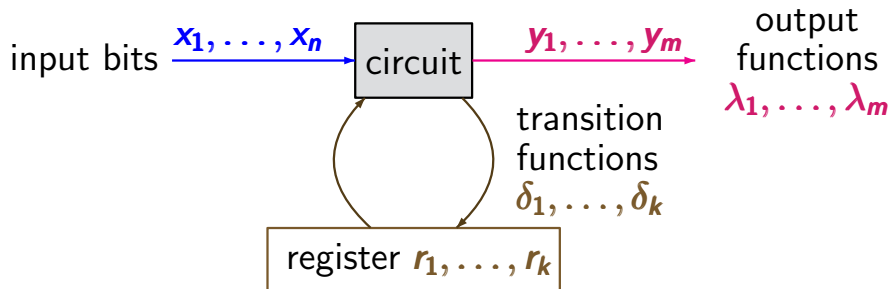
# Model checking

ts1.4-9



# Modelling of sequential circuits by TS

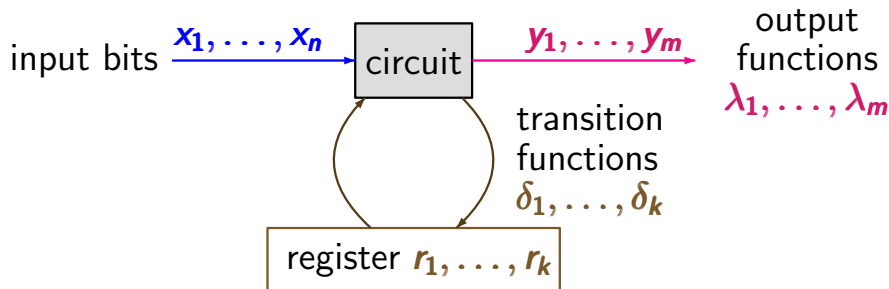
TS1.4-10



$\delta_j, \lambda_i \hat{=} \text{switching functions } \{0, 1\}^n \times \{0, 1\}^k \longrightarrow \{0, 1\}$

input values $a_1, \dots, a_n$ for the input variables + current values $c_1, \dots, c_k$ of the registers	↦	output value $\lambda_i(\dots)$ for output variable $y_i$ next value $\delta_j(\dots)$ for register $r_j$
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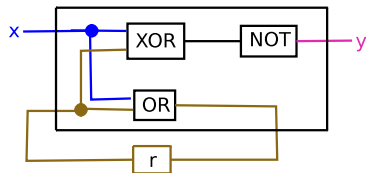
initial register evaluation  $[r_1=c_{01}, \dots, r_k=c_{0k}]$

transition system:

- states: evaluations of  $x_1, \dots, x_n, r_1, \dots, r_k$
- transitions represent the stepwise behavior
- values of input bits change nondeterministically
- atomic propositions:  $x_1, \dots, x_n, y_1, \dots, y_m, r_1, \dots, r_k$

# Example: TS for sequential circuit

TS1.4-11



transition system

output function

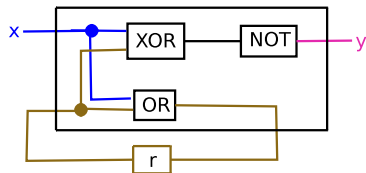
$$\lambda_y = \neg(x \oplus r)$$

transition function

$$\delta_r = x \vee r$$

# Example: TS for sequential circuit

TS1.4-11



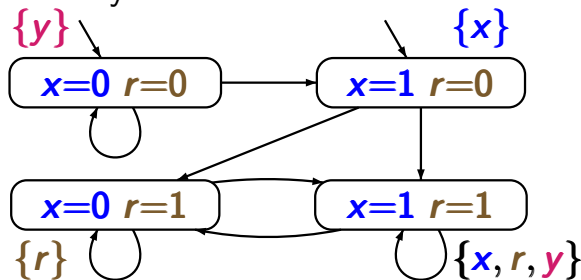
output function

$$\lambda_y = \neg(x \oplus r)$$

transition function

$$\delta_r = x \vee r$$

transition system



initial register evaluation:  $r=0$

# How many states ...

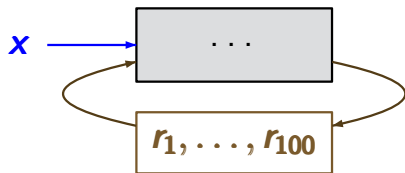
ts1.4-12

... has the transition system for a circuit of the form?



1 output bit  
no input  
100 registers

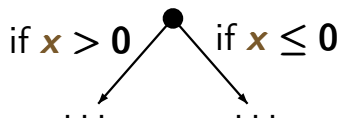
answer:  $2^{100}$



no output  
1 input bit  
100 registers

answer:  $2^{100} * 2^1 = 2^{101}$

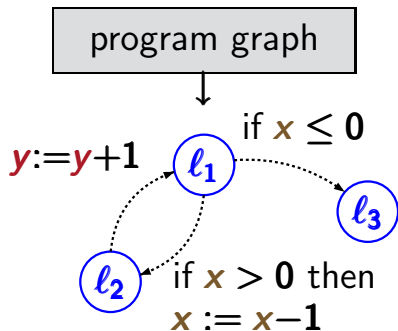
*problem:* TS-representation of conditional branchings ?



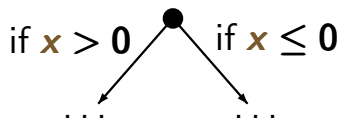
*example:* sequential program

```
 $l_1 \rightarrow$  WHILE  $x > 0$  DO  
           $x := x - 1$ ;  
 $l_2 \rightarrow$            $y := y + 1$   
          OD  
 $l_3 \rightarrow$  ...
```

$l_1, l_2, l_3$  are locations,  
i.e., control states

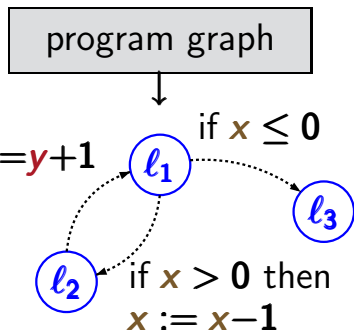


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          OD  
 $l_3 \rightarrow$  ...
```



states of the transition system:

locations + relevant data (*here:* values for  $x$  and  $y$ )

# Example: TS for sequential program

TS1.4-14

initially:  $x = 2$ ,  $y = 0$

$l_1 \rightarrow$  WHILE  $x > 0$  DO

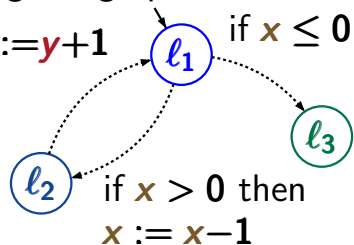
$x := x - 1$

$l_2 \rightarrow$   $y := y + 1$

OD

$l_3 \rightarrow$  ...

program graph



# Example: TS for sequential program

TS1.4-14

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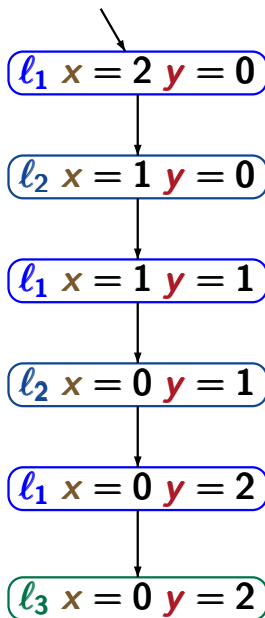
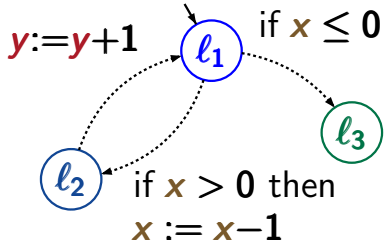
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$l_3 \rightarrow$  ...

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# Example: TS for sequential program

TS1.4-14

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$l_1 \rightarrow$  WHILE  $x > 0$  DO

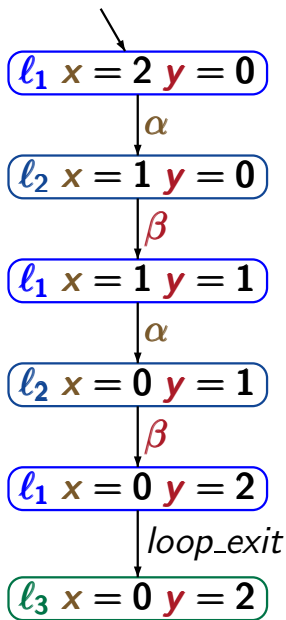
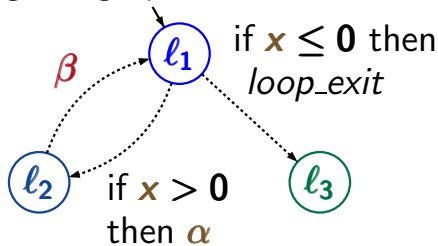
$x := x - 1$  ← action  $\alpha$

$l_2 \rightarrow$   $y := y + 1$  ← action  $\beta$

OD

$l_3 \rightarrow$  ...

program graph



*typed variable*: variable  $x$  + data domain  $Dom(x)$

- Boolean variable: variable  $x$  with  $Dom(x) = \{0, 1\}$
- integer variable: variable  $y$  with  $Dom(y) = \mathbb{N}$
- variable  $z$  with  $Dom(z) = \{\text{yellow, red, blue}\}$

*evaluation* for a set  $Var$  of typed variables:

type-consistent function  $\eta : Var \rightarrow Values$

$$\begin{array}{c} \uparrow \\ \eta(x) \in Dom(x) \\ \text{for all } x \in Var \end{array}$$

$$\begin{array}{c} \uparrow \\ Values = \bigcup_{x \in Var} Dom(x) \end{array}$$

**Notation:**  $Eval(Var) =$  set of evaluations for  $Var$

# Conditions on typed variables

If  $Var$  is a set of typed variables then

$Cond(Var) =$  set of Boolean conditions  
on the variables in  $Var$

Example:  $(\neg x \wedge y < z + 3) \vee w = red$

where  $Dom(x) = \{0, 1\}$ ,  $Dom(y) = Dom(z) = \mathbb{N}$ ,  
 $Dom(w) = \{yellow, red, blue\}$

*satisfaction relation*  $\models$  for evaluations and conditions

Example:

$[x=0, y=3, z=6] \models \neg x \wedge y < z$

$[x=0, y=3, z=6] \not\models x \vee y = z$

Given a set *Act* of actions that operate on the variables in *Var*, the effect of the actions is formalized by:

$$\textit{Effect} : \textit{Act} \times \textit{Eval}(\textit{Var}) \rightarrow \textit{Eval}(\textit{Var})$$

if  $\alpha$  is “ $x := 2x + y$ ” then:

$$\textit{Effect}(\alpha, [x=1, y=3, \dots]) = [x=5, y=3, \dots]$$

if  $\beta$  is “ $x := 2x + y ; y := 1 - x$ ” then:

$$\textit{Effect}(\beta, [x=1, y=3, \dots]) = [x=5, y=-4, \dots]$$

if  $\gamma$  is “ $(x, y) := (2x + y, 1 - x)$ ” then:

$$\textit{Effect}(\gamma, [x=1, y=3, \dots]) = [x=5, y=0, \dots]$$

Let *Var* be a set of typed variables.

A *program graph* over *Var* is a tuple

$$\mathcal{P} = (\mathit{Loc}, \mathit{Act}, \mathit{Effect}, \hookrightarrow, \mathit{Loc}_0, \mathit{g}_0) \text{ where}$$

- *Loc* is a (finite) set of locations, i.e., control states,
- *Act* a set of actions,
- *Effect* :  $\mathit{Act} \times \mathit{Eval}(\mathit{Var}) \rightarrow \mathit{Eval}(\mathit{Var})$



function that formalizes the effect of the actions

*example*: if  $\alpha$  is the assignment  $x := x + y$  then

$$\mathit{Effect}(\alpha, [x=1, y=7]) = [x=8, y=7]$$

Let  $Var$  be a set of typed variables.

A *program graph* over  $Var$  is a tuple

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- $Act$  a set of actions,
- $Effect : Act \times Eval(Var) \rightarrow Eval(Var)$
- $\hookrightarrow \subseteq Loc \times Cond(Var) \times Act \times Loc$

specifies conditional transitions of the form  $l \xrightarrow{g:\alpha} l'$

$l, l'$  are locations,  $g \in Cond(Var)$ ,  $\alpha \in Act$

Let  $Var$  be a set of typed variables.

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# Program graph (PG)

Let  $Var$  be a set of typed variables.

A *program graph* over  $Var$  is a tuple

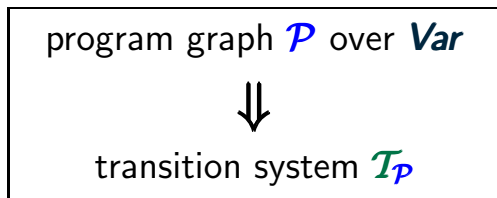
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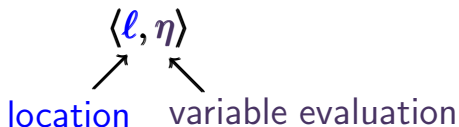
specifies conditional transitions of the form  $l \xrightarrow{g:\alpha} l'$

- $Loc_0 \subseteq Loc$  is the set of initial locations,
- $g_0 \in Cond(Var)$  initial condition on the variables.





states in  $\mathcal{T}_{\mathcal{P}}$  have the form



Let  $\mathcal{P} = (\text{Loc}, \text{Act}, \text{Effect}, \hookrightarrow, \text{Loc}_0, g_0)$  be a PG.

The transition system of  $\mathcal{P}$  is:

$$\mathcal{T}_{\mathcal{P}} = (\mathcal{S}, \text{Act}, \longrightarrow, \mathcal{S}_0, AP, L)$$

- state space:  $\mathcal{S} = \text{Loc} \times \text{Eval}(\text{Var})$
- initial states:  $\mathcal{S}_0 = \{ \langle l, \eta \rangle : l \in \text{Loc}_0, \eta \models g_0 \}$

The transition relation  $\longrightarrow$  is given by the following rule:

$$\frac{l \xrightarrow{g:\alpha} l' \wedge \eta \models g}{\langle l, \eta \rangle \longrightarrow \langle l', \text{Effect}(\alpha, \eta) \rangle}$$

The transition system of a program graph  $\mathcal{P}$  is

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is a shorthand notation in **SOS**-style.

$$\frac{\text{premise}}{\text{conclusion}}$$

The transition system of a program graph  $\mathcal{P}$  is

$$\mathcal{T}_{\mathcal{P}} = (\mathcal{S}, \text{Act}, \longrightarrow, \mathcal{S}_0, \text{AP}, L) \text{ where}$$

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is a shorthand notation in **SOS**-style.

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

$$\text{if } l \xleftrightarrow{g:\alpha} l' \wedge \eta \models g \text{ then } \langle l, \eta \rangle \xrightarrow{\alpha} \langle l', \text{Effect}(\alpha, \eta) \rangle$$

Let  $\mathcal{P} = (\text{Loc}, \text{Act}, \text{Effect}, \hookrightarrow, \text{Loc}_0, \mathbf{g}_0)$  be a PG.  
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$$\frac{\ell \xrightarrow{\mathbf{g}:\alpha} \ell' \wedge \eta \models \mathbf{g}}{\langle \ell, \eta \rangle \longrightarrow \langle \ell', \text{Effect}(\eta, \alpha) \rangle}$$

- atomic propositions:  $\text{AP} = \text{Loc} \cup \text{Cond}(\text{Var})$
- labeling function:

$$L(\langle \ell, \eta \rangle) = \{ \ell \} \cup \{ \mathbf{g} \in \text{Cond}(\text{Var}) : \eta \models \mathbf{g} \}$$