Modeling & Verification 2021

Lecture 11

- UPPAAL
  - History, Demos
- Train Gate Example
  - Modelling Formalism
  - Specification Formalism
- Engine & Options

This lecture will be recorded and afterwards be made available on Moodle
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Main Readings (+RS Book)

Chapter 1
A First Introduction to Uppaal

Frits Vaandrager

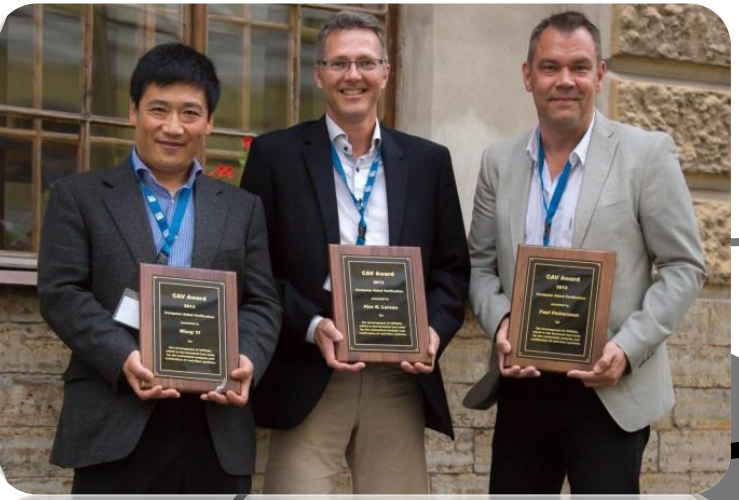
Abstract This chapter provides a first introduction to the use of the model checking tool Uppaal. Uppaal is an integrated tool environment that allows users to model the behavior of systems in terms of states and transitions between states, and to simulate and analyze the resulting models. Uppaal can also handle real-time issues, that is, the timing of transitions. Using an example of a jobshop, we explain in a step by step manner how one can make a simple Uppaal model, simulate its behavior and analyze its properties. This introduction is targeted at a broad audience, ranging from high school students to software engineers and researchers. We only require elementary knowledge of programming and mathematics. Although a rich theory of model checking has been developed over the last decades, which includes both clever algorithms and deep mathematics, this introduction focuses entirely on the

Chapter 1
More Features in UPPAAL

Alexandre David, Kim G. Larsen

Abstract Following the introduction to the model checking tool UPPAAL of the previous chapter, this chapter presents a number of additional modeling and verification features offered by the tool. These features include in particular a C-like imperative language with user-defined types and functions, allowing for readable and compact models with reusable updates of discrete variables. Using an example of a Train Gate, we demonstrate the use(fulness) of these features. Also, the chapter presents the full query language of UPPAAL covering both safety, liveness and time-bounded liveness properties, again illustrated using the Train Gate example. Finally directions are given on modelling choices and use of verification options that may improve time- and/or space-performance of the UPPAAL verifier

Origin of UPPAAL



TAU
CCS & Modal Transition Systems
Refinements
Modal Mu-Calculus
Explicit State Representation
Prolog

UPPAAL
Timed Automata
TCTL
Zones
C++ & Java

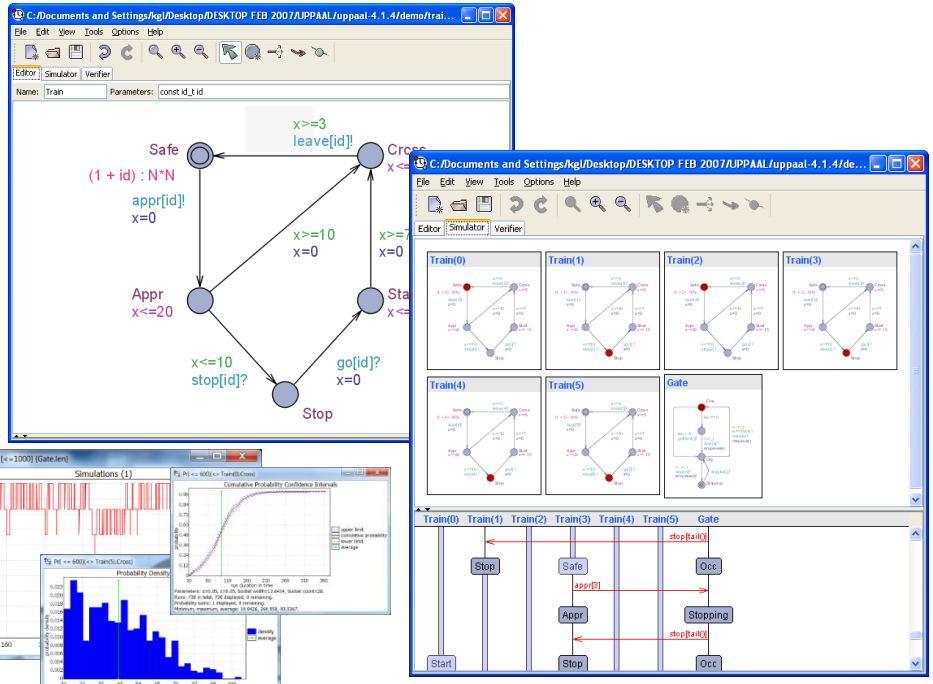
EPSILON
TCCS
Timed Refinements
Timed Mu-Calculus
Regions
Prolog<

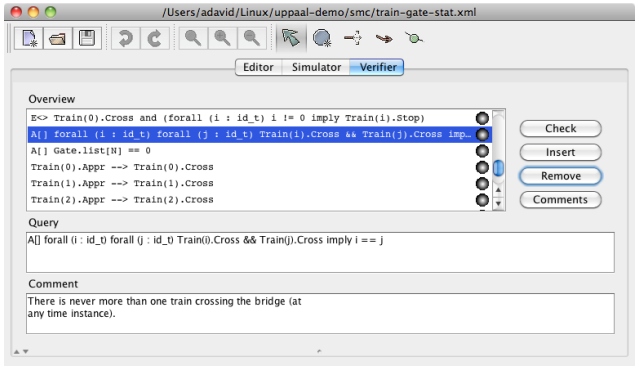
UP4ALL

1995
2007
2013
2016
2018

CAV Award
Grundfos Prize
K
ATS

UPPAAL Tool Suit





Verification	CLASSIC	1995
Optimization	CORA	2001
Synthesis	TIGA	2005
Component	ECDAR	2010
Testing	TRON	2004
Performance Analysis	SMC	2011
Optimal Synthesis	STRATEGO	2014

Contributors

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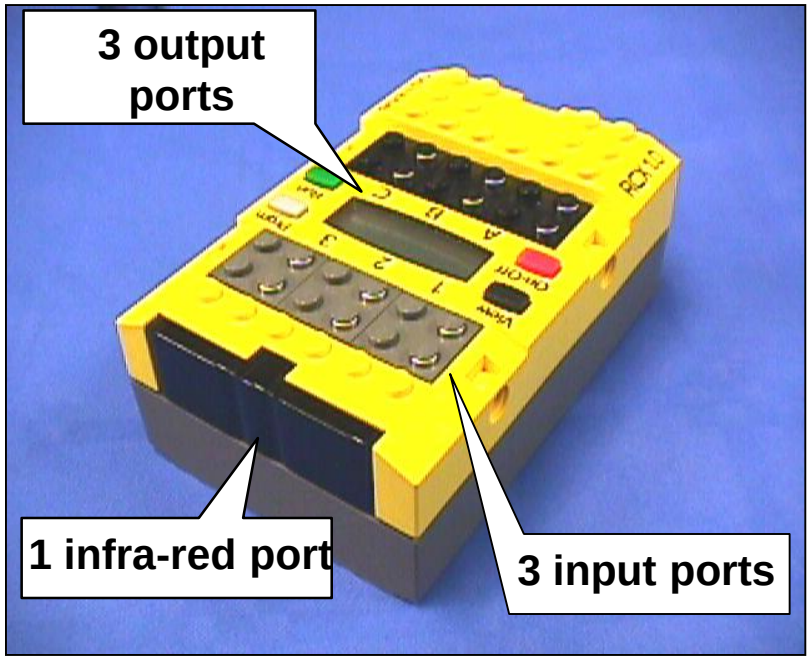
- Alexandre David
- Gerd Behrman
- Arne Skou
- Brian Nielsen
- Jacob I. Rasmussen
- Marius Mikucionis
- Thomas Chatain

@Elsewhere

- Emmanuel Fleury, Didier Lime, Johan Bengtsson, Fredrik Larsson, Kåre J Kristoffersen, Tobias Amnell, Thomas Hune, Oliver Möller, Elena Fersman, Carsten Weise, David Griffioen, Ansgar Fehnker, Frits Vandraager, Theo Ruys, Pedro D'Argenio, J-P Katoen, Jan Tretmans, Judi Romijn, Ed Brinksma, Martijn Hendriks, Klaus Havelund, Franck Cassez, Magnus Lindahl, Francois Laroussinie, Patricia Bouyer, Augusto Burgueno, H. Bowmann, D. Latella, M. Massink, G. Faconti, Kristina Lundqvist, Lars Asplund, Justin Pearson...

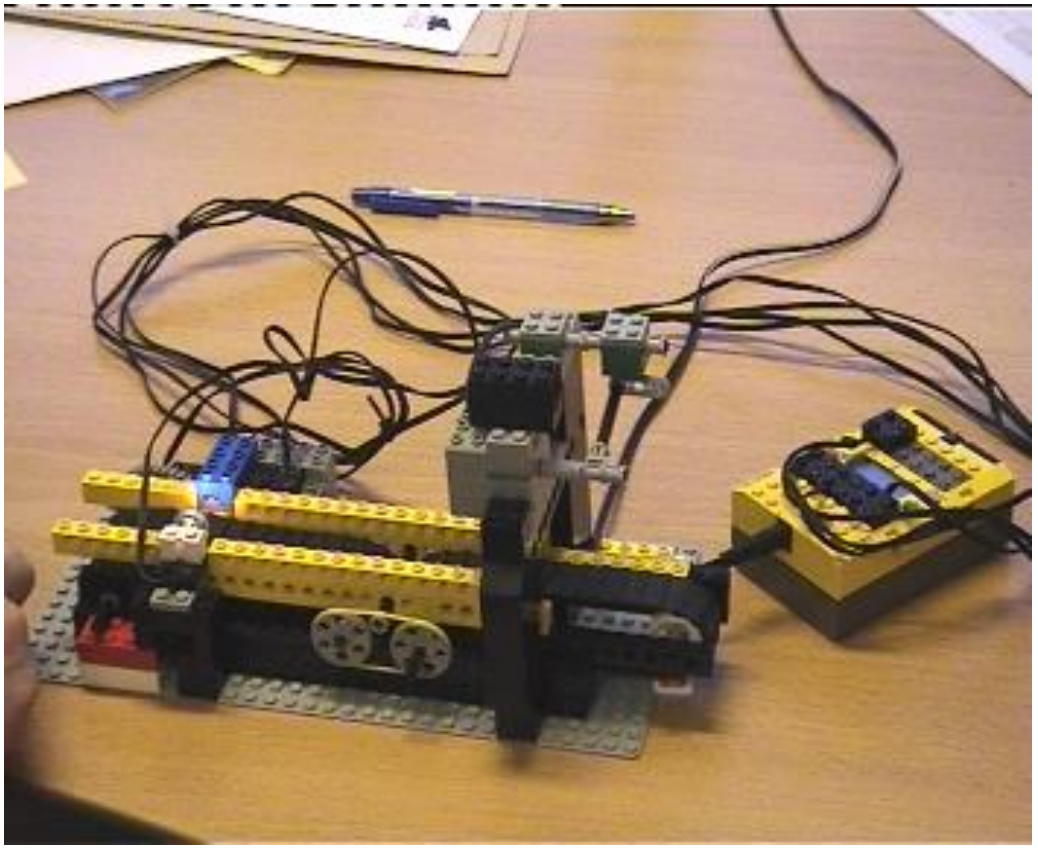
LEGO Mindstorms/RCX

- Sensors: temperature, light, rotation, pressure.
- Actuators: motors, lamps,
- Virtual machine:
  - 10 tasks, 4 timers, 16 integers.
- Several Programming Languages:
  - NotQuiteC, Mindstorm, Robotics, legOS, etc.



A Real Real Timed System

The Plant
Conveyor Belt
&
Bricks

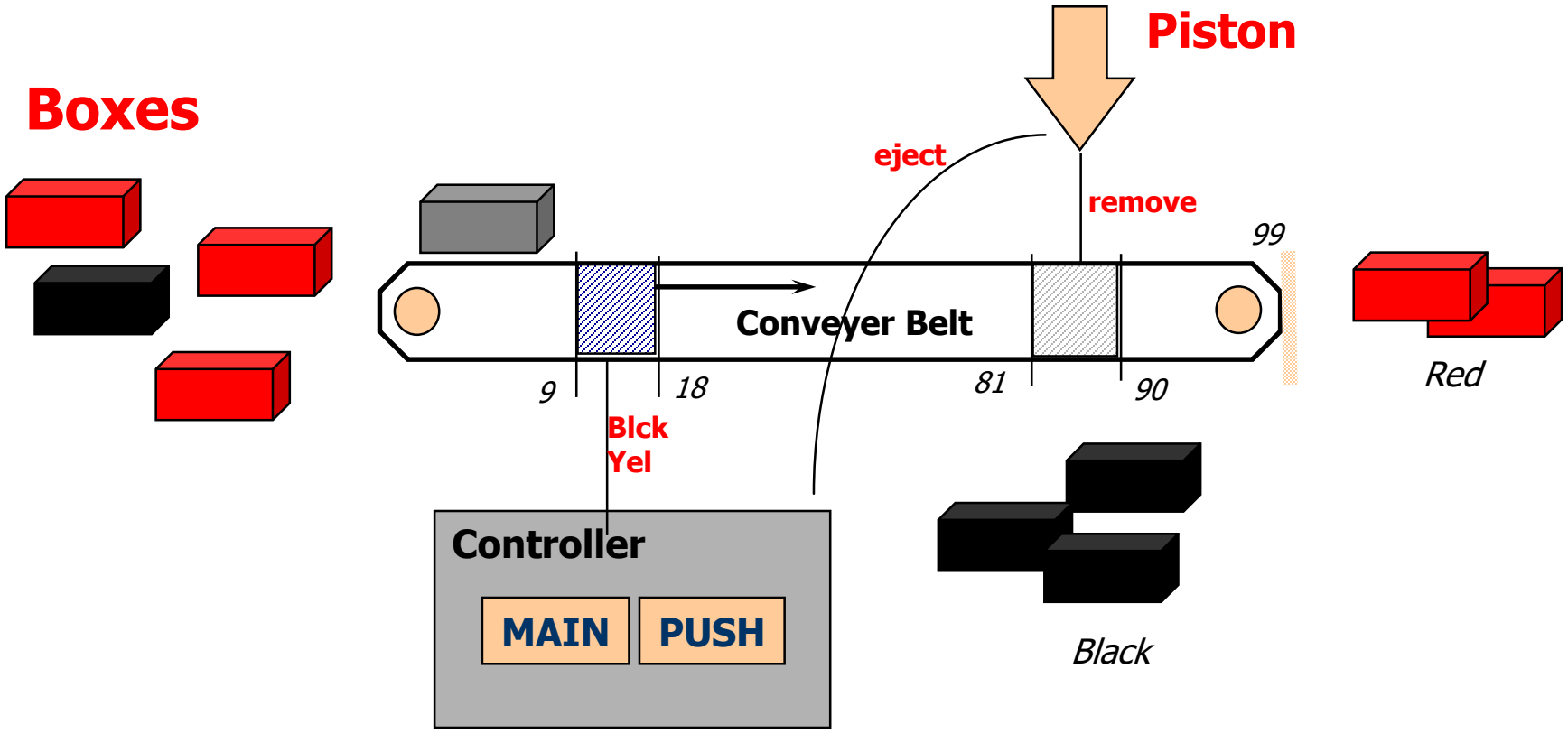


Controller Program
LEGO MINDSTORM

First UPPAAL model

Sorting of Lego Boxes

Ken Tindell



Exercise: Design **Controller** so that **black** boxes are being pushed out

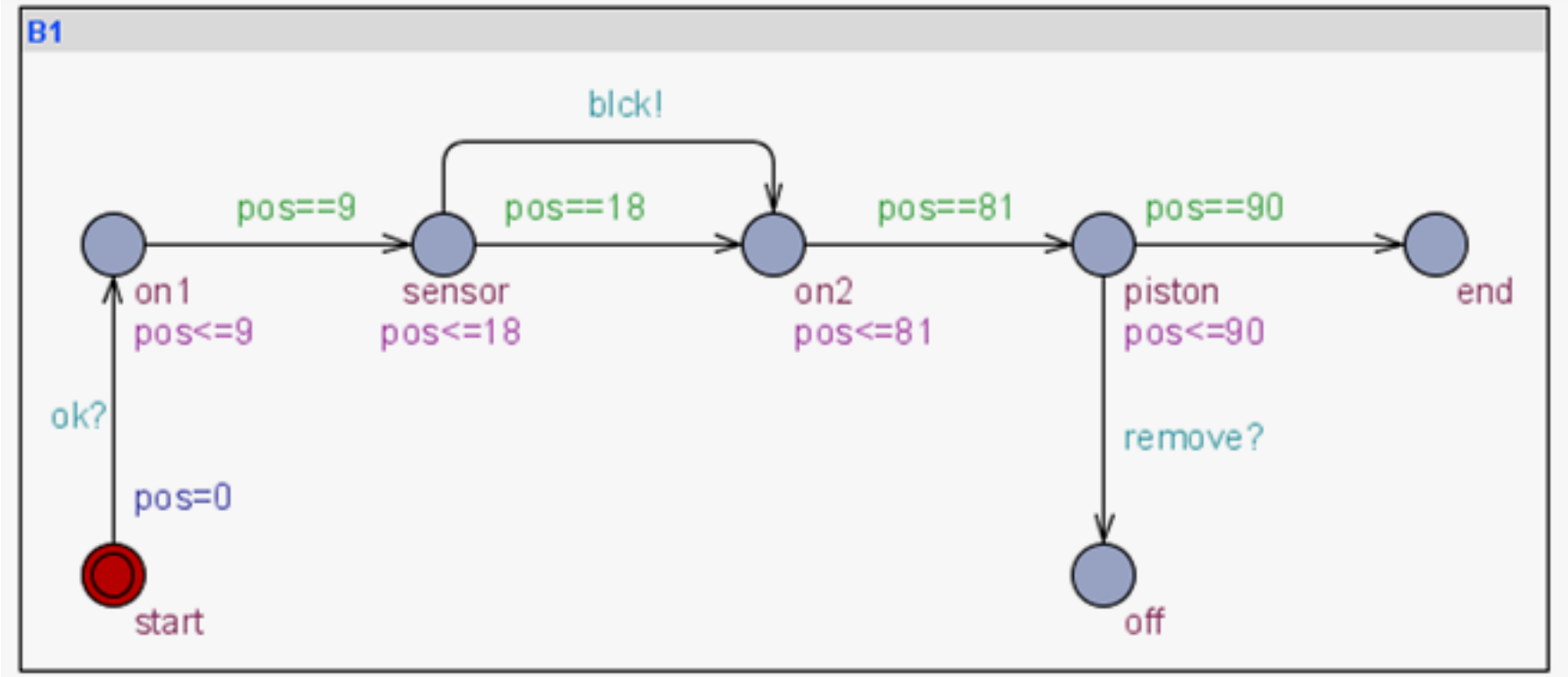
NQC programs

```
int active;
int DELAY;
int LIGHT_LEVEL;
```

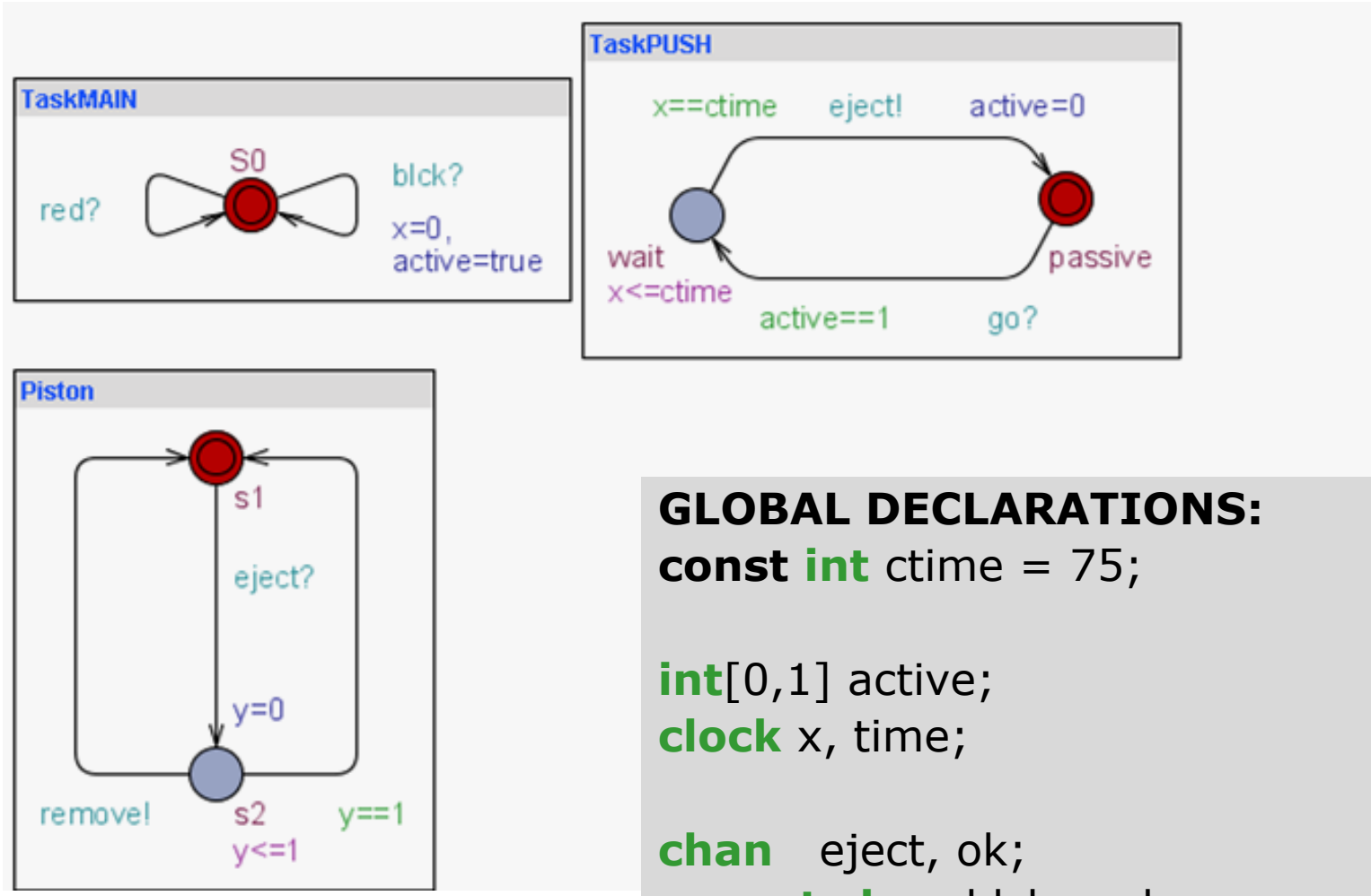
```
task MAIN{
 DELAY=75;
 LIGHT_LEVEL=35;
 active=0;
 Sensor(IN_1, IN_LIGHT);
 Fwd(OUT_A,1);
 Display(1);

 start PUSH;

 while(true){

wait(IN_1<=LIGHT_LEVEL);
   ClearTimer(1);
   active=1;
   PlaySound(1);

wait(IN_1>LIGHT_LEVEL);
  }
}
```

```
task PUSH{
  while(true){
    wait(Timer(1)>DELAY && active==1);
    active=0;
    Rev(OUT_C,1);
    Sleep(8);
    Fwd(OUT_C,1);
    Sleep(12);
    Off(OUT_C);
  }
}
```

A Black Brick



Control Tasks & Piston



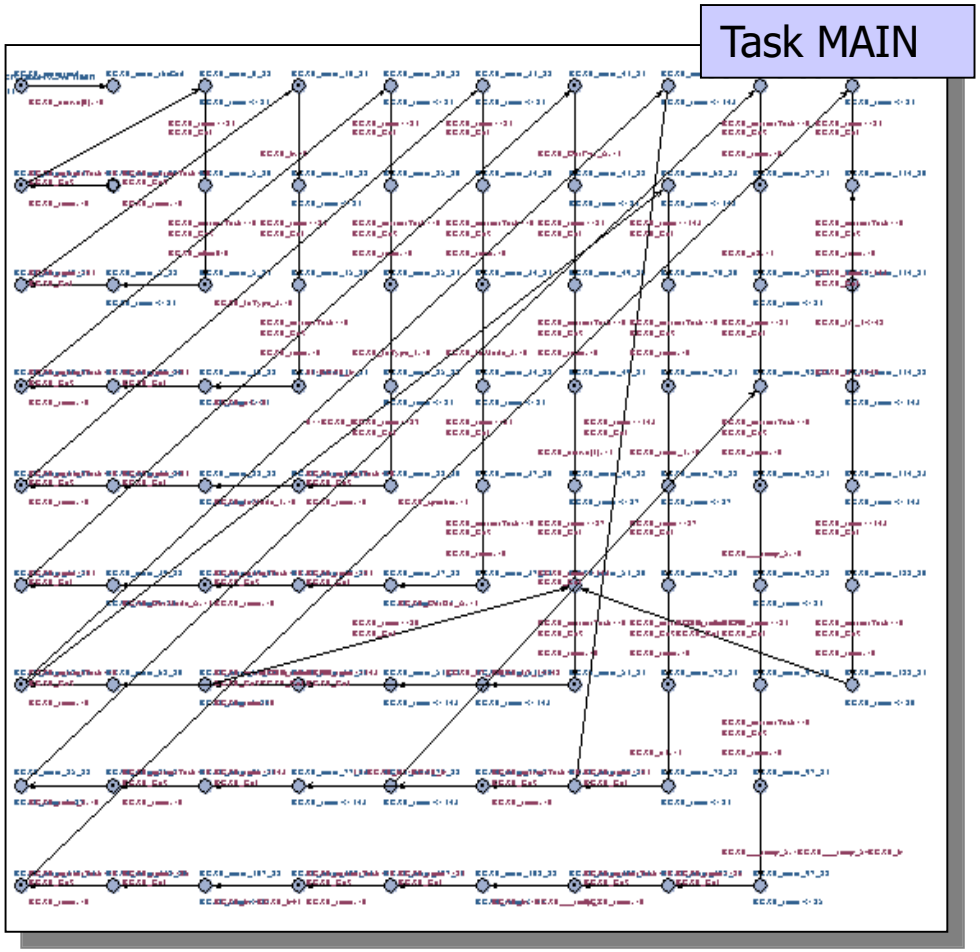
GLOBAL DECLARATIONS:

```
const int ctime = 75;

int[0,1] active;
clock x, time;

chan   eject, ok;
urgent chan blck, red, remove, go;
```

From RCX to UPPAAL – and back

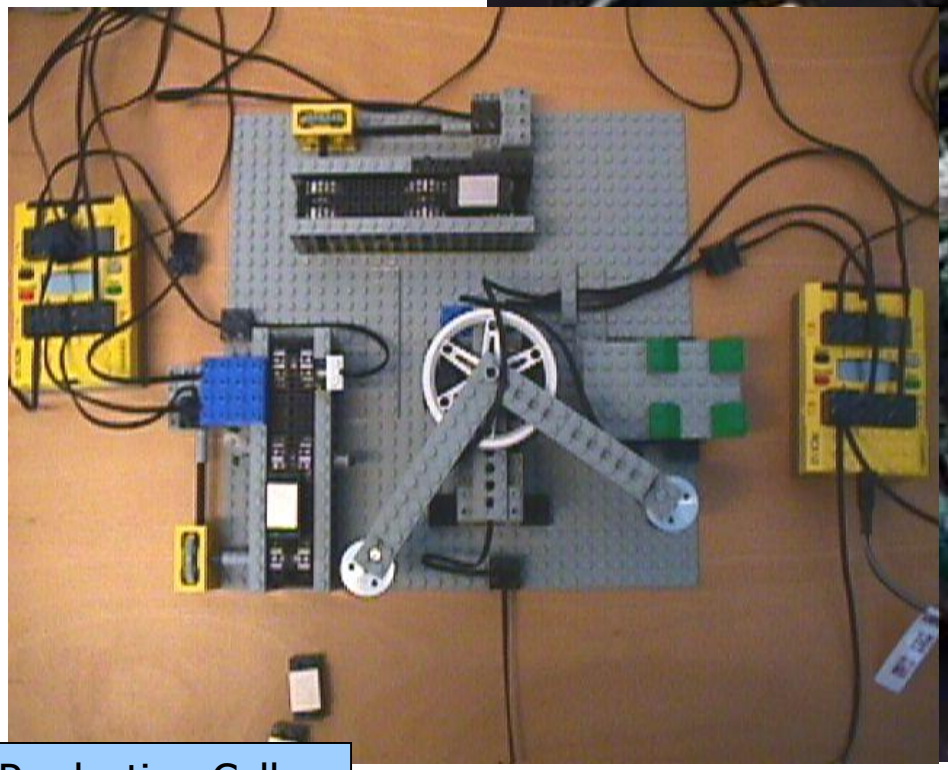
- Model includes Round-Robin Scheduler.
- Compilation of RCX tasks into TA models.
- Presented at ECRTS 2000 in Stockholm.

- From UPPAAL to RCX: Martijn Hendriks.

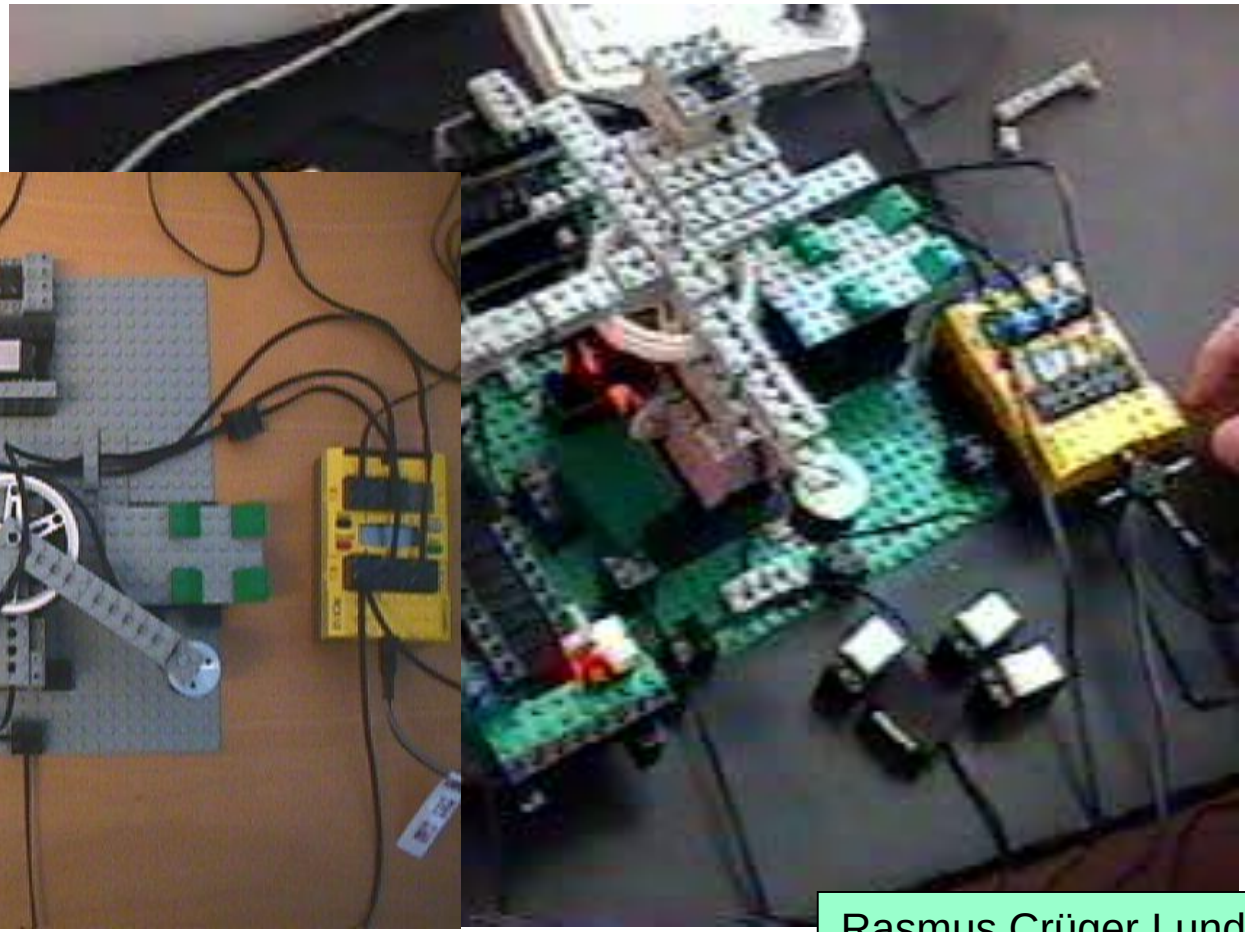


The Production Cell in LEGO

Course at DTU, Copenhagen

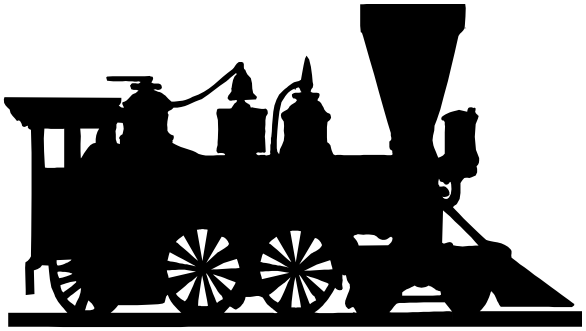


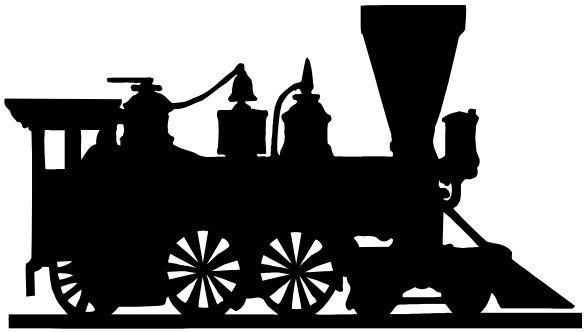
Production Cell



Rasmus Crüger Lund
Simon Tune Riemanni

Train Crossing





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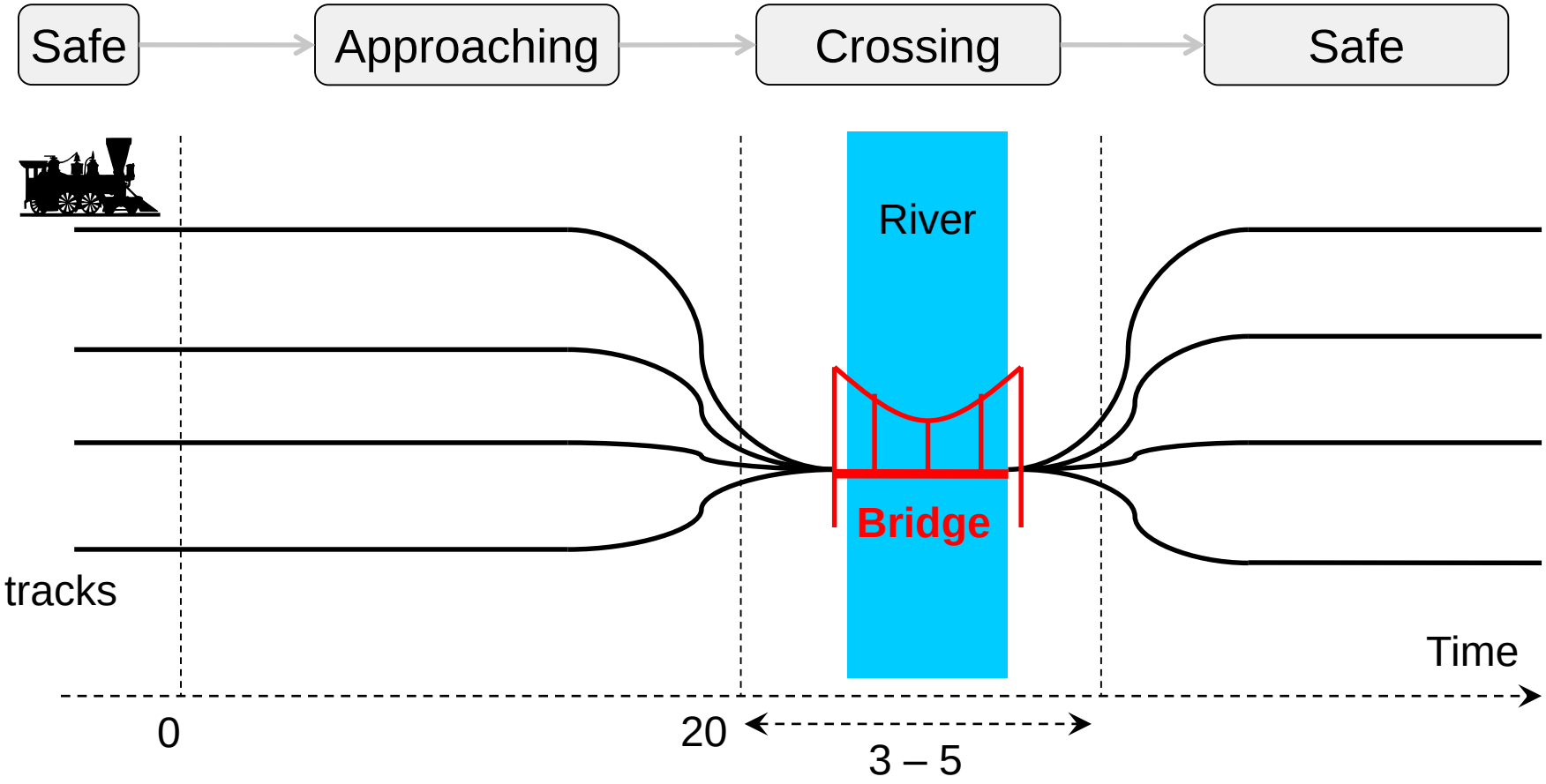

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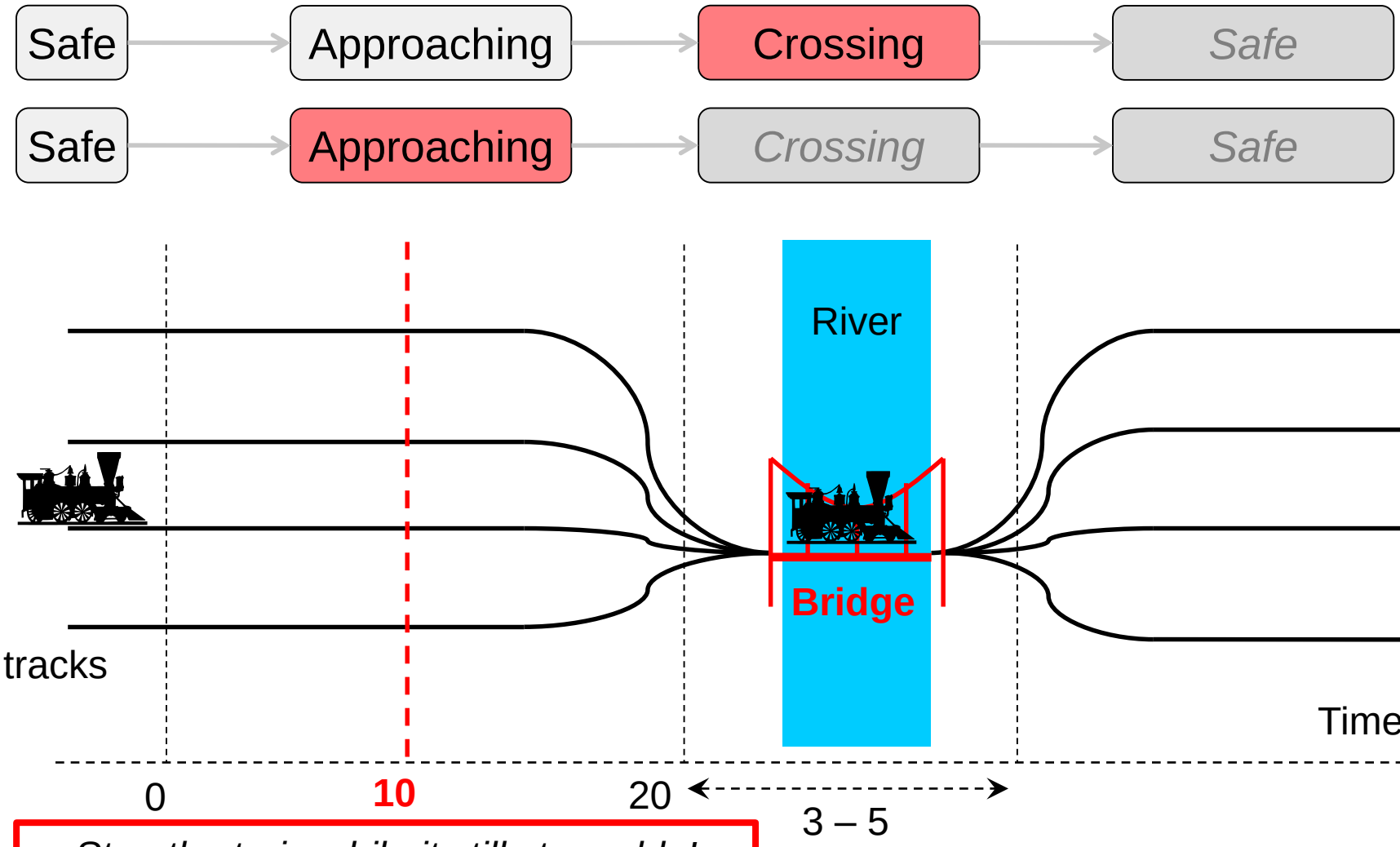

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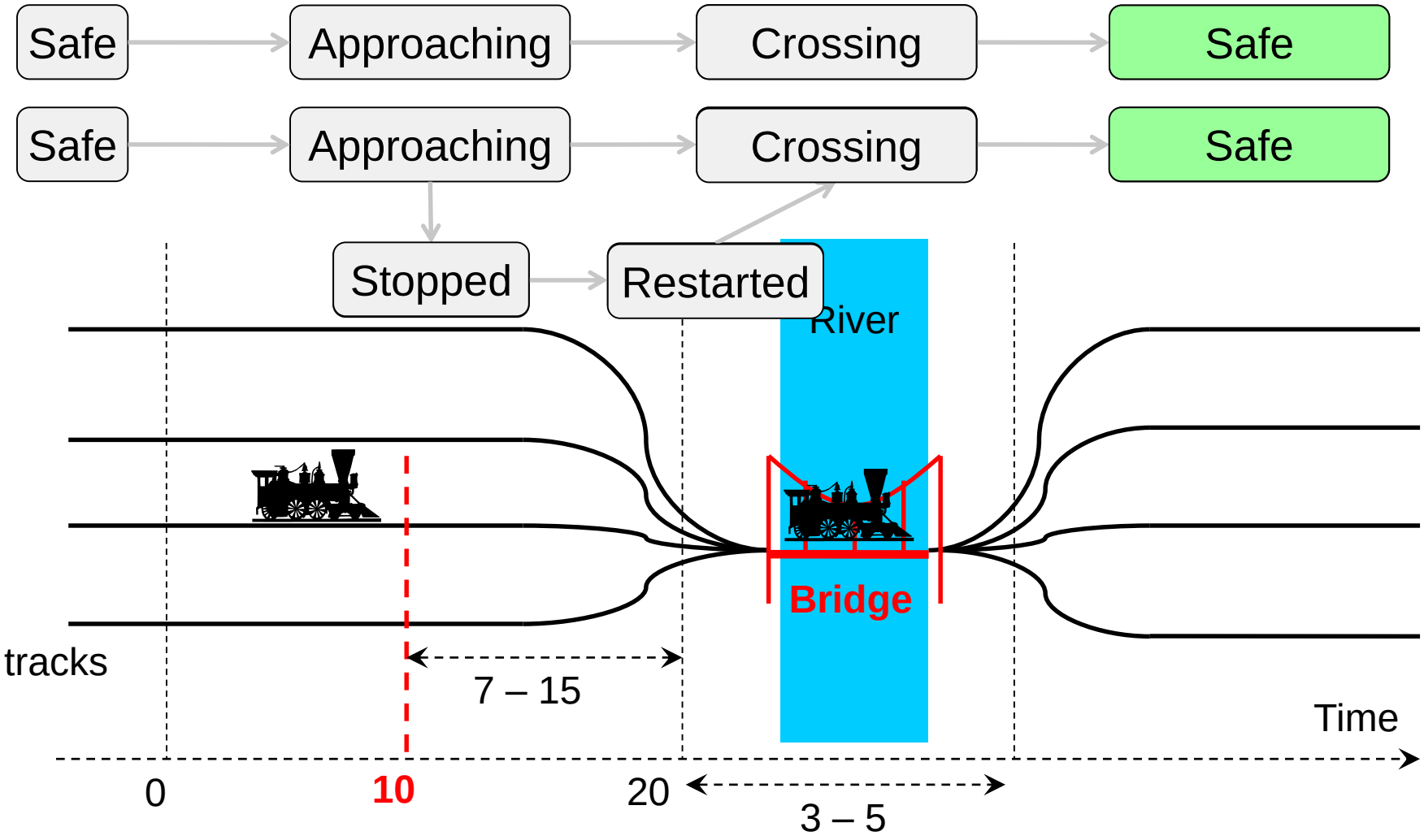

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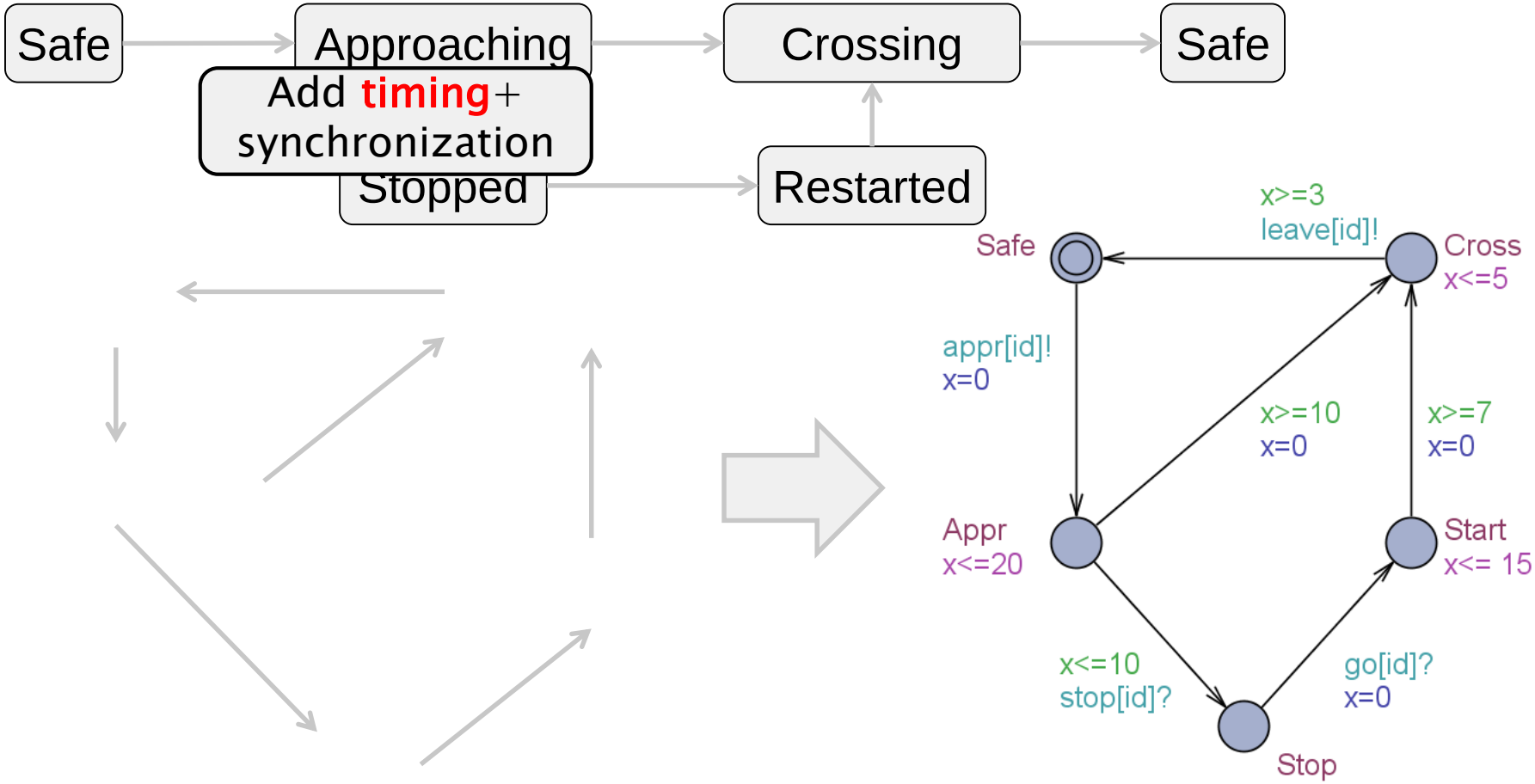
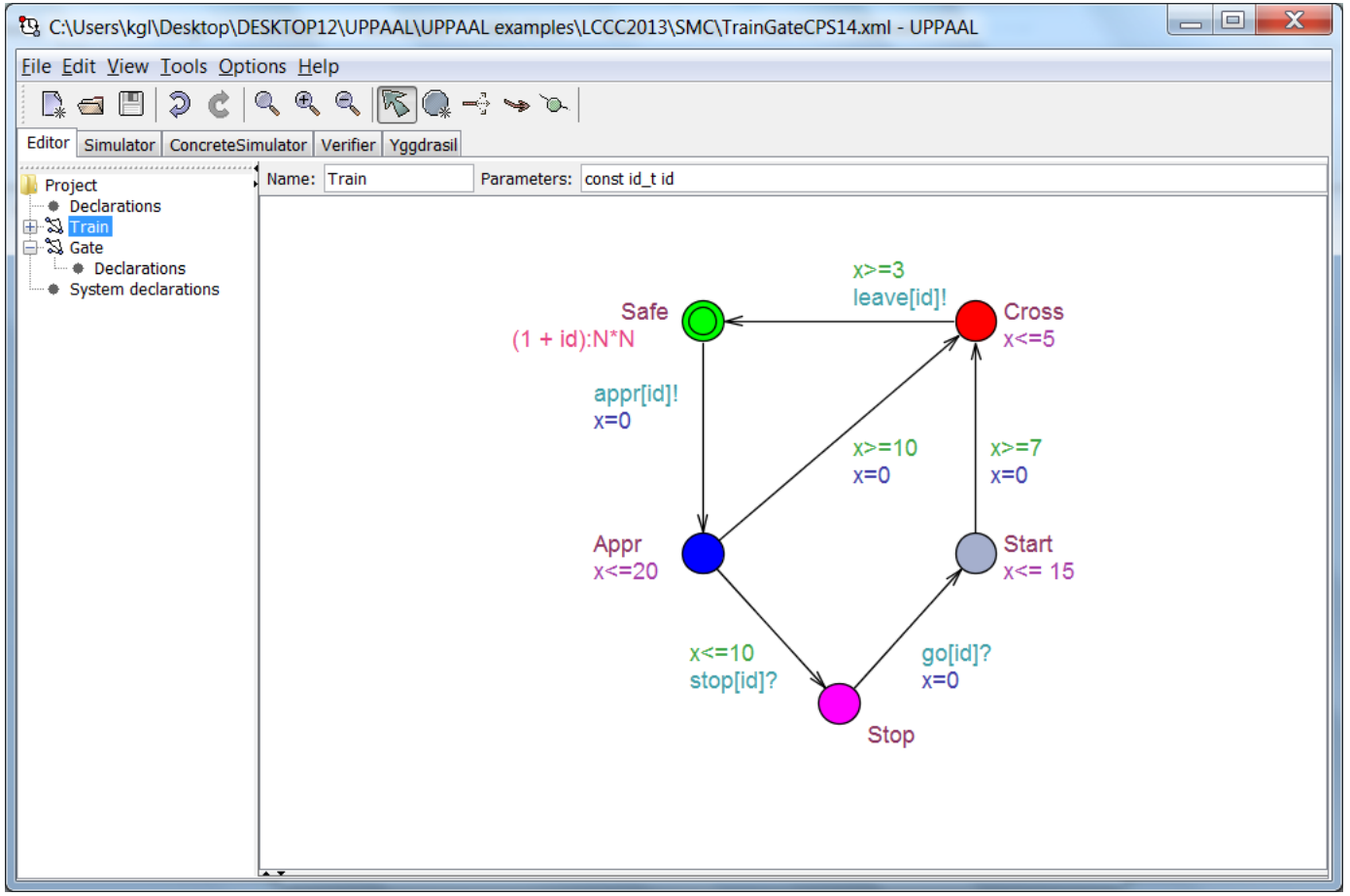


Demo


C:\Users\kgl\Desktop\DESKTOP12\UPPAAL\UPPAAL examples\LCCC2013\SMC\TrainGateCPS14.xml - UPPAAL
File Edit View Tools Options Help
Editor Simulator ConcreteSimulator Verifier Yggdrasil
Project
Declarations
Train
Gate
Declarations
System declarations
Name: Train
Parameters: const id_t id
x>=3
leave[id]!
Safe
(1 + id):N*N
Cross
x<=5
appr[id]!
x=0
x>=10
x=0
x>=7
x=0
Appr
x<=20
Start
x<= 15
x<=10
stop[id]?
go[id]?
x=0
Stop

Logical Specifications

- Validation Properties
  - Possibly: E<> *P*
- Safety Properties
  - Invariant: A[] *P*
  - Pos. Inv.: E[] *P*
- Liveness Properties
  - Eventually: A<> *P*
  - Leadsto: P → *Q*
- Bounded Liveness
  - Leads to within: $P \rightarrow_{\leq t} Q$

The expressions *P* and *Q* must be type safe, side effect free, and evaluate to a boolean.

Only references to integer variables, constants, clocks, are allowed (and arrays of these).

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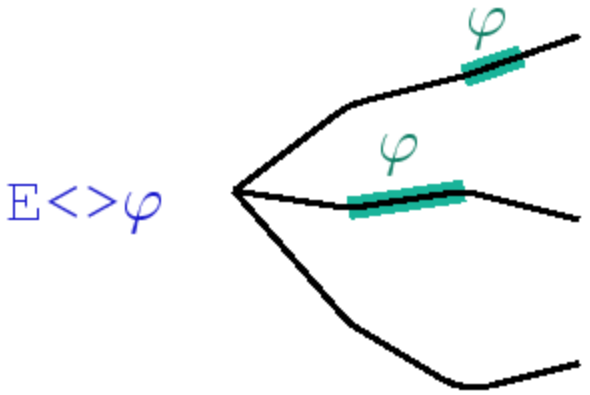

E A path
<> [] state

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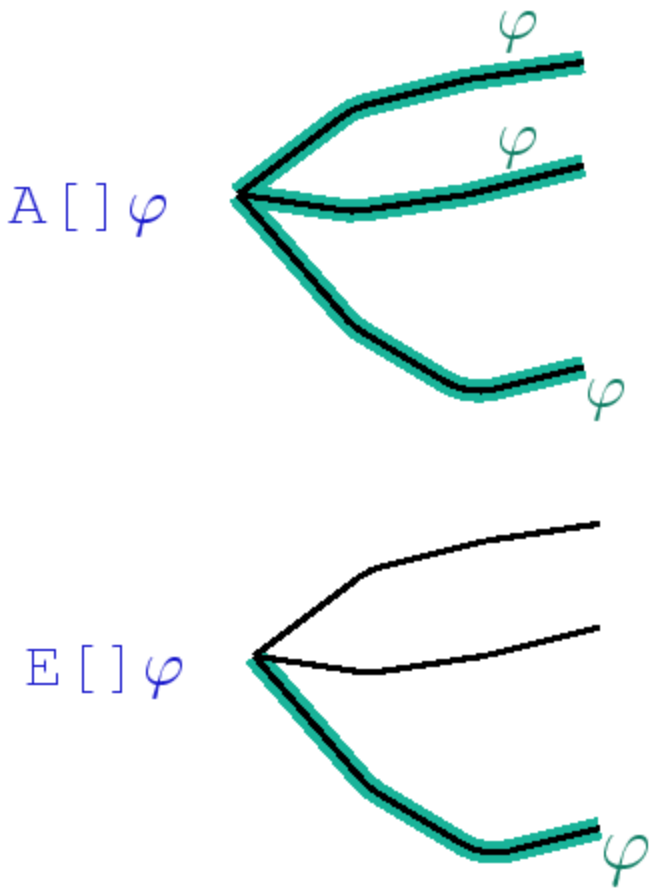

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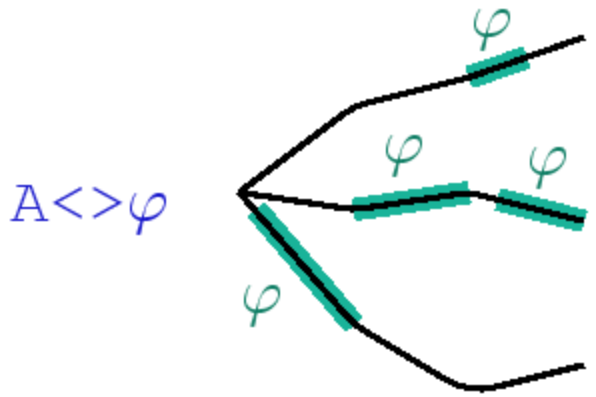

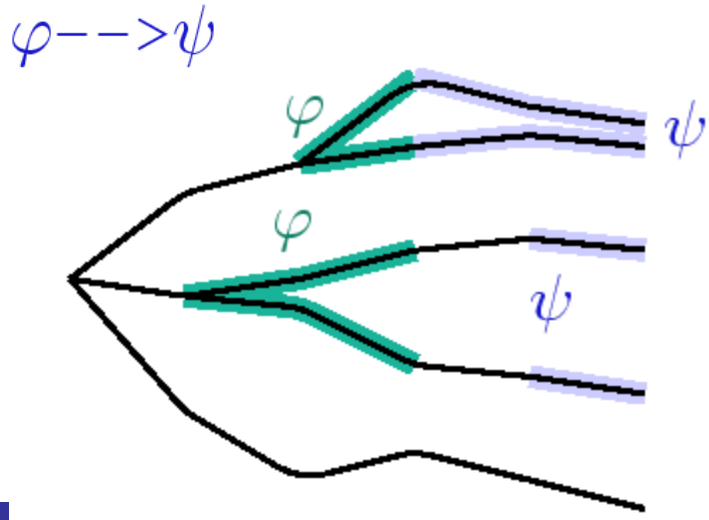

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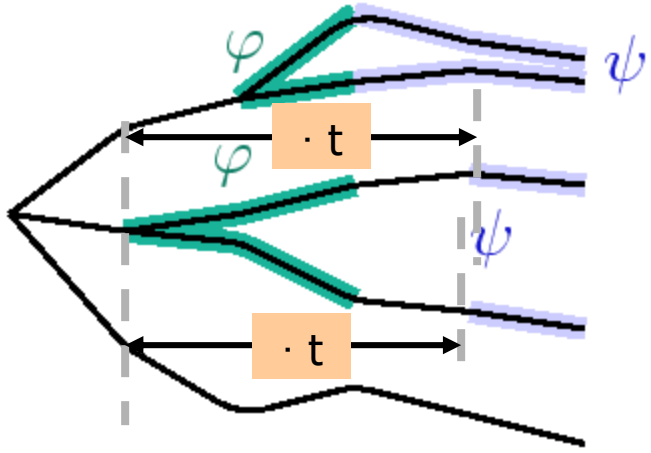
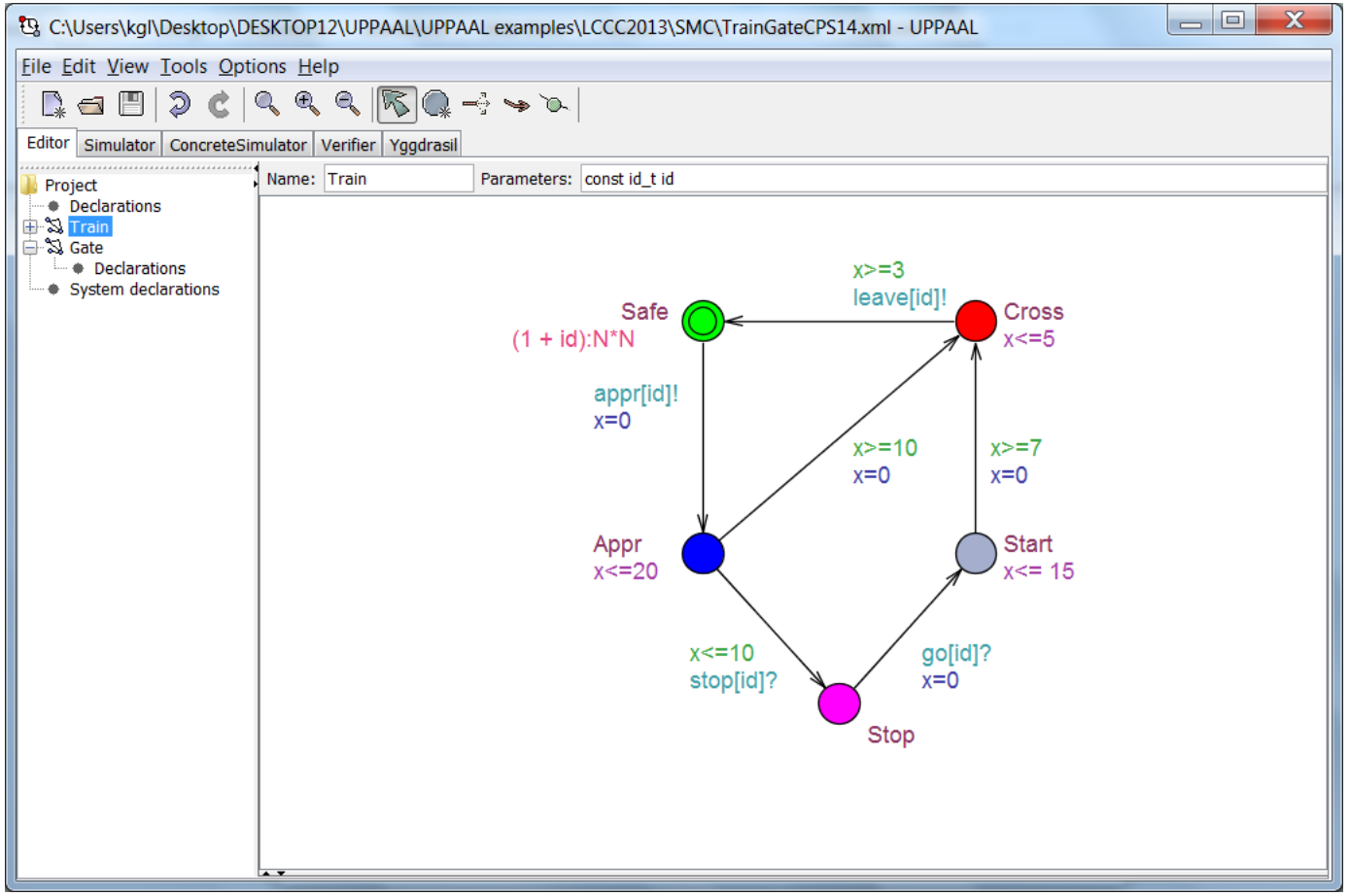


Demo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File Edit View Tools Options Help
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Project
Declarations
Train
Gate
Declarations
System declarations
Name: Train
Parameters: const id_t id
x>=3
leave[id]!
Safe
(1 + id):N*N
Cross
x<=5
appr[id]!
x=0
x>=10
x=0
x>=7
x=0
Appr
x<=20
Start
x<= 15
x<=10
stop[id]?
go[id]?
x=0
Stop

Bang & Olufsen IR-Link

- Bug known to exist for 10 years
- Ill-described:
  2.800 lines of assembler code + 3 flowchart + 1 B&O eng.
- 3 months for modeling.
- UPPAAL detects error with 1.998 transition steps (shortest)
- Error trace was confirmed in B&O laboratory.
- Error corrected and verified in UPPAAL.

Arne Skou, Klaus Havelund

Bang & Olufsen IR-Link

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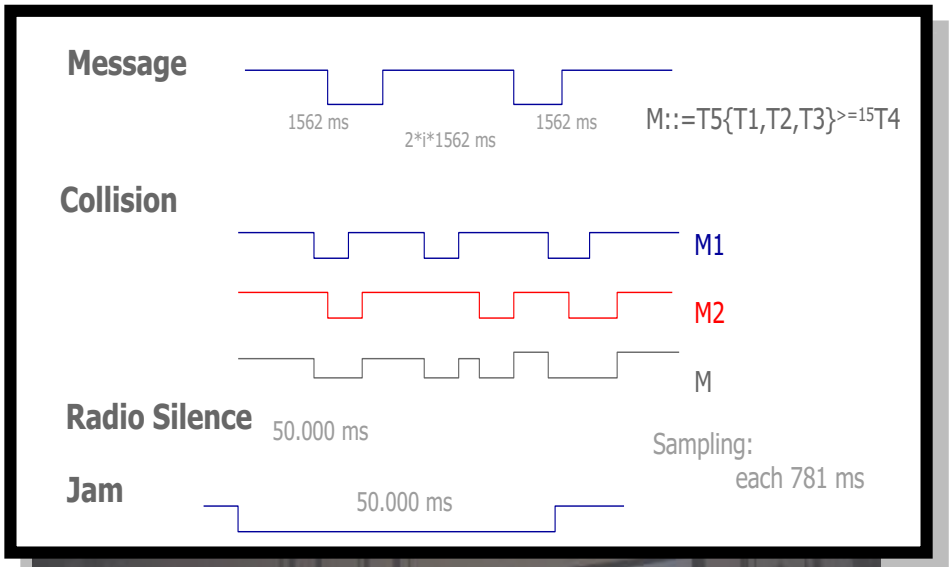
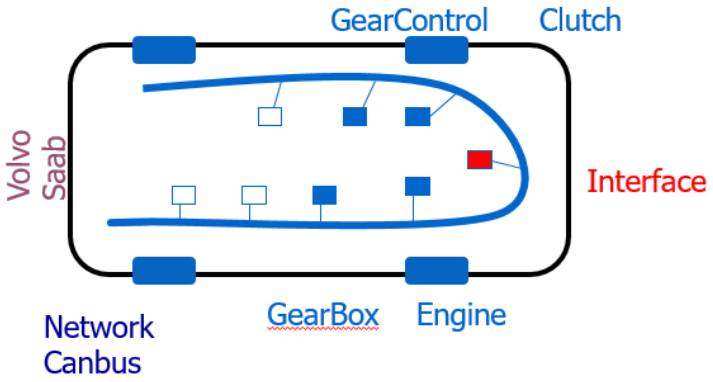


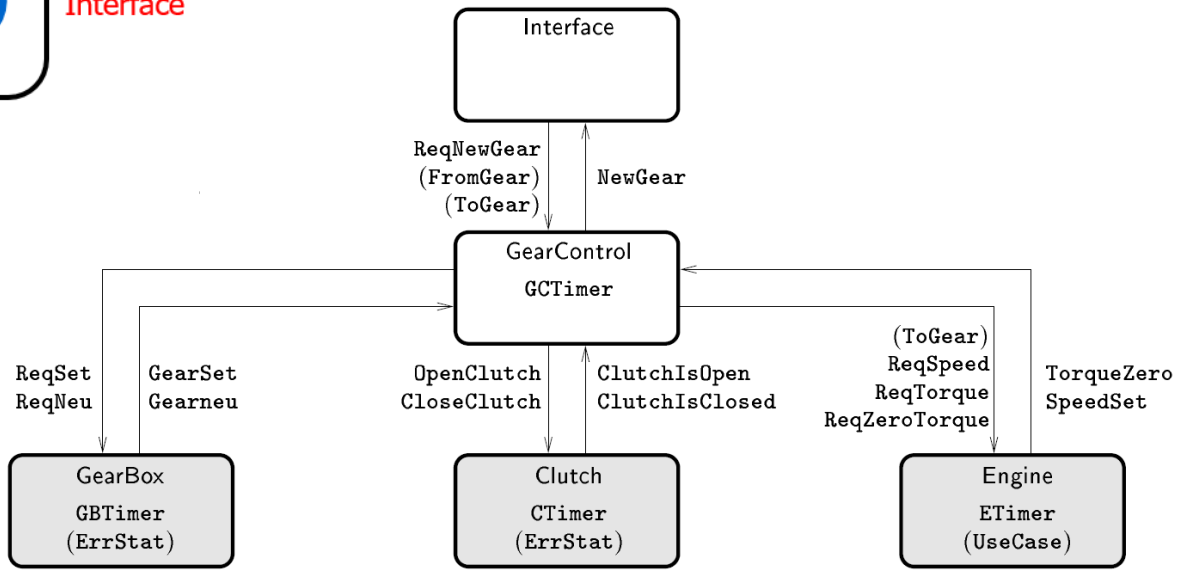
1st RTSS'97 talk, Klaus Havelund

Gear Controller

with MECEL AB



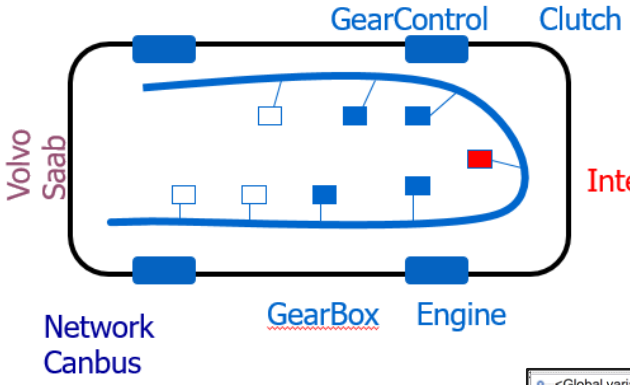
Flowgraph

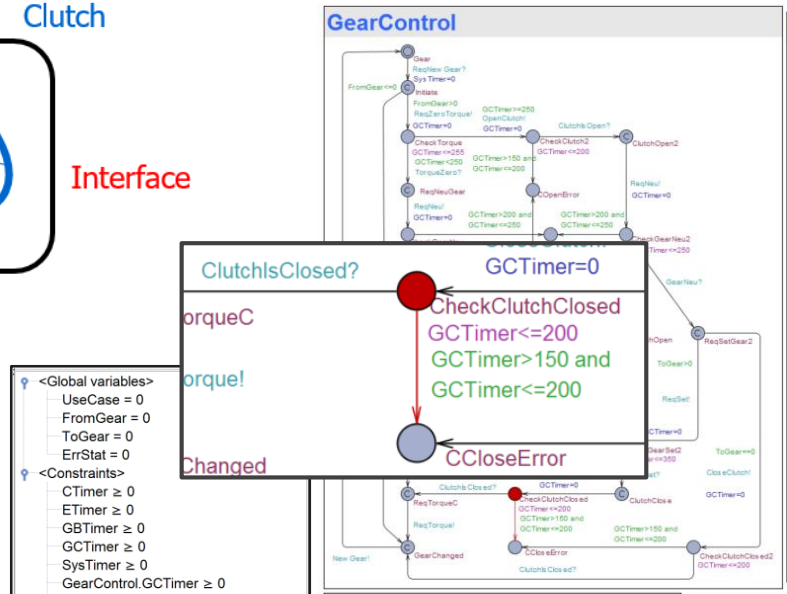


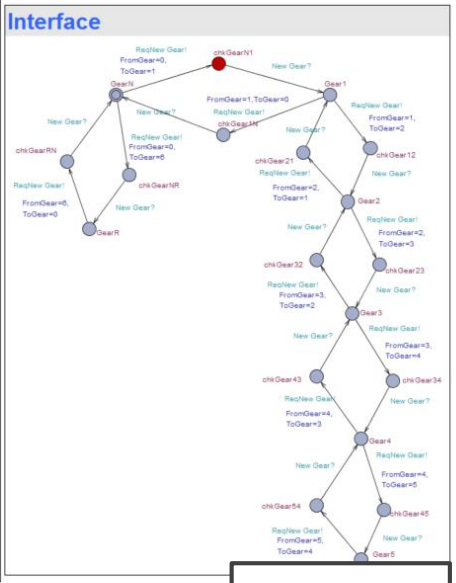
Magnus Lindahl
Paul Pettersson
Wang Yi
2001

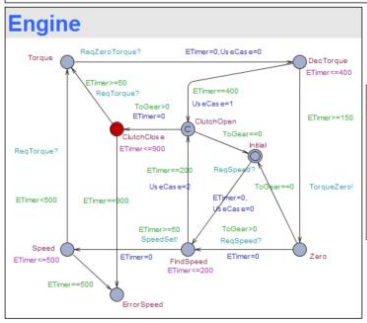
Gear Controller

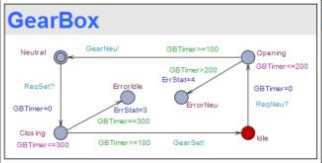
with MECEL AB

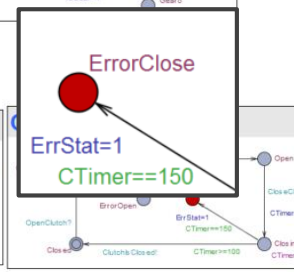










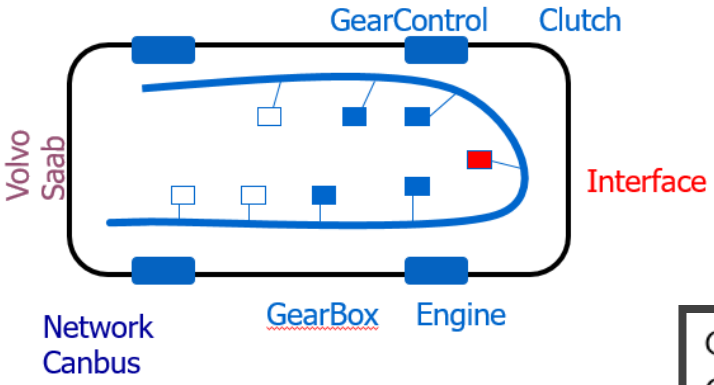


Timed Automata Models

Magnus Lindahl
Paul Pettersson
Wang Yi
2001

Gear Controller

with MECEL AB



Magnus Lindahl
Paul Pettersson
Wang Yi
2001

Requirements

$$\texttt{GearControl@Initiate} \rightsquigarrow_{\leq 1500} ((\texttt{ErrStat} = 0) \Rightarrow \texttt{GearControl@GearChanged})$$

$$\texttt{GearControl@Initiate} \rightsquigarrow_{\leq 1000} ((\texttt{ErrStat} = 0 \wedge \texttt{UseCase} = 0) \Rightarrow \texttt{GearControl@GearChanged})$$

$$\texttt{Clutch@ErrorClose} \rightsquigarrow_{\leq 200} \texttt{GearControl@CCloseError}$$

$$\texttt{Clutch@ErrorOpen} \rightsquigarrow_{\leq 200} \texttt{GearControl@COpenError}$$

$$\texttt{GearBox@ErrorIdle} \rightsquigarrow_{\leq 350} \texttt{GearControl@GSetError}$$

$$\texttt{GearBox@ErrorNeu} \rightsquigarrow_{\leq 200} \texttt{GearControl@GNeuError}$$

$$Inv (\texttt{GearControl@CCloseError} \Rightarrow \texttt{Clutch@ErrorClose})$$

$$Inv (\texttt{GearControl@COpenError} \Rightarrow \texttt{Clutch@ErrorOpen})$$

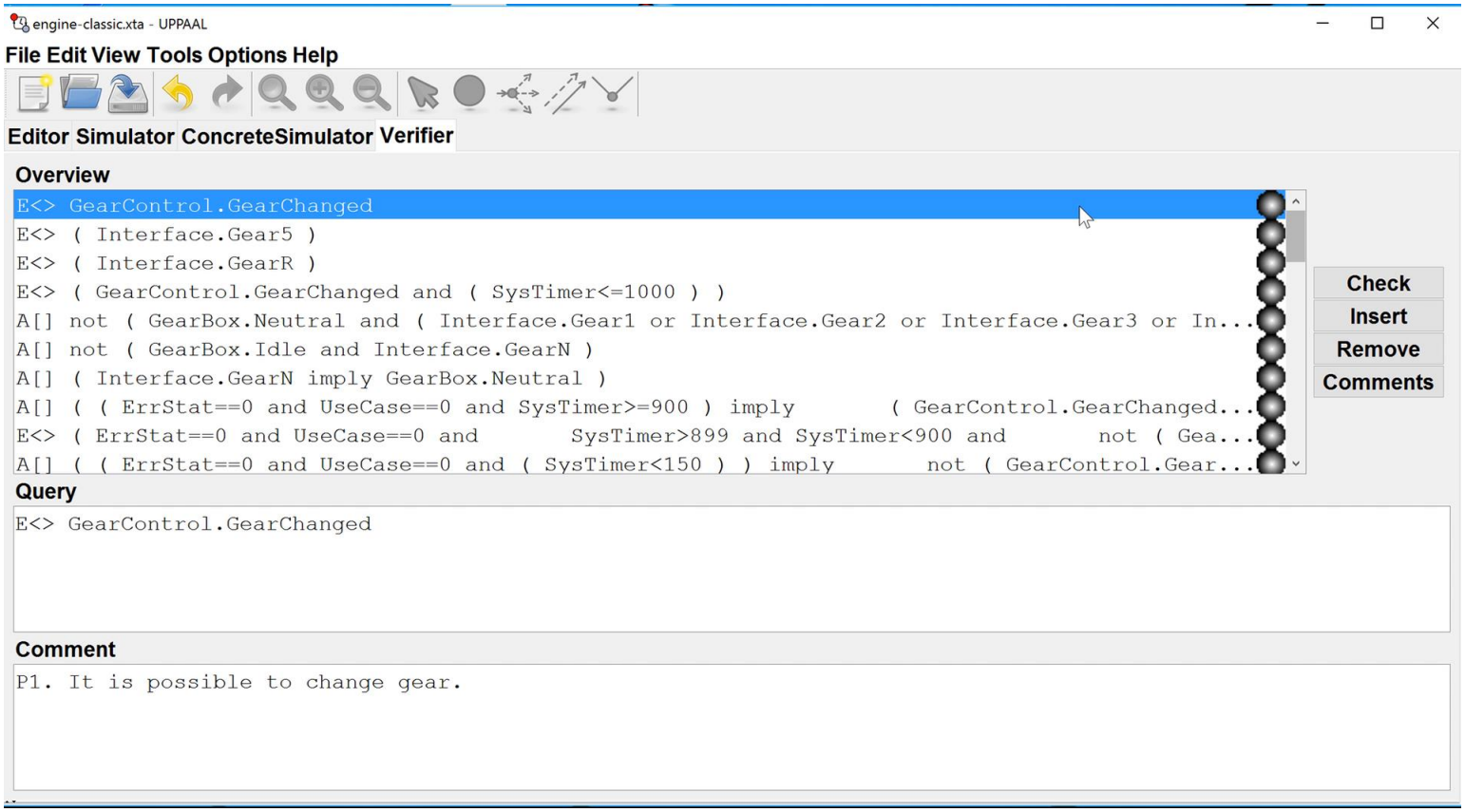
$$Inv (\texttt{GearControl@GSetError} \Rightarrow \texttt{GearBox@ErrorIdle})$$

$$Inv (\texttt{GearControl@GNeuError} \Rightarrow \texttt{GearBox@ErrorNeu})$$

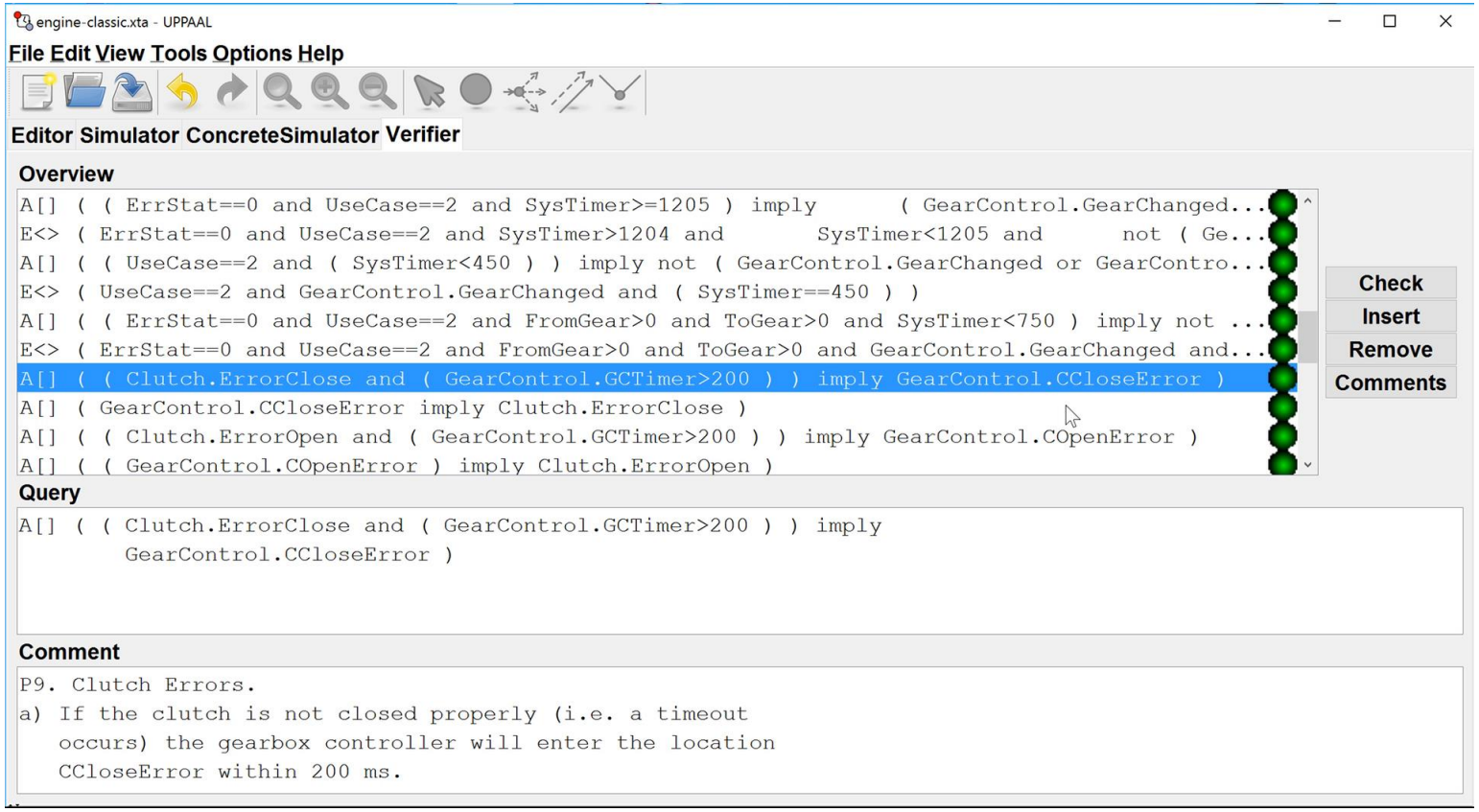
$$Inv (\texttt{Engine@ErrorSpeed} \Rightarrow \texttt{ErrStat} \neq 0)$$

$$Inv (\texttt{Engine@Torque} \Rightarrow \texttt{Clutch@Closed})$$

UPPAAL Model Checking – Demo



UPPAAL Model Checking – Demo

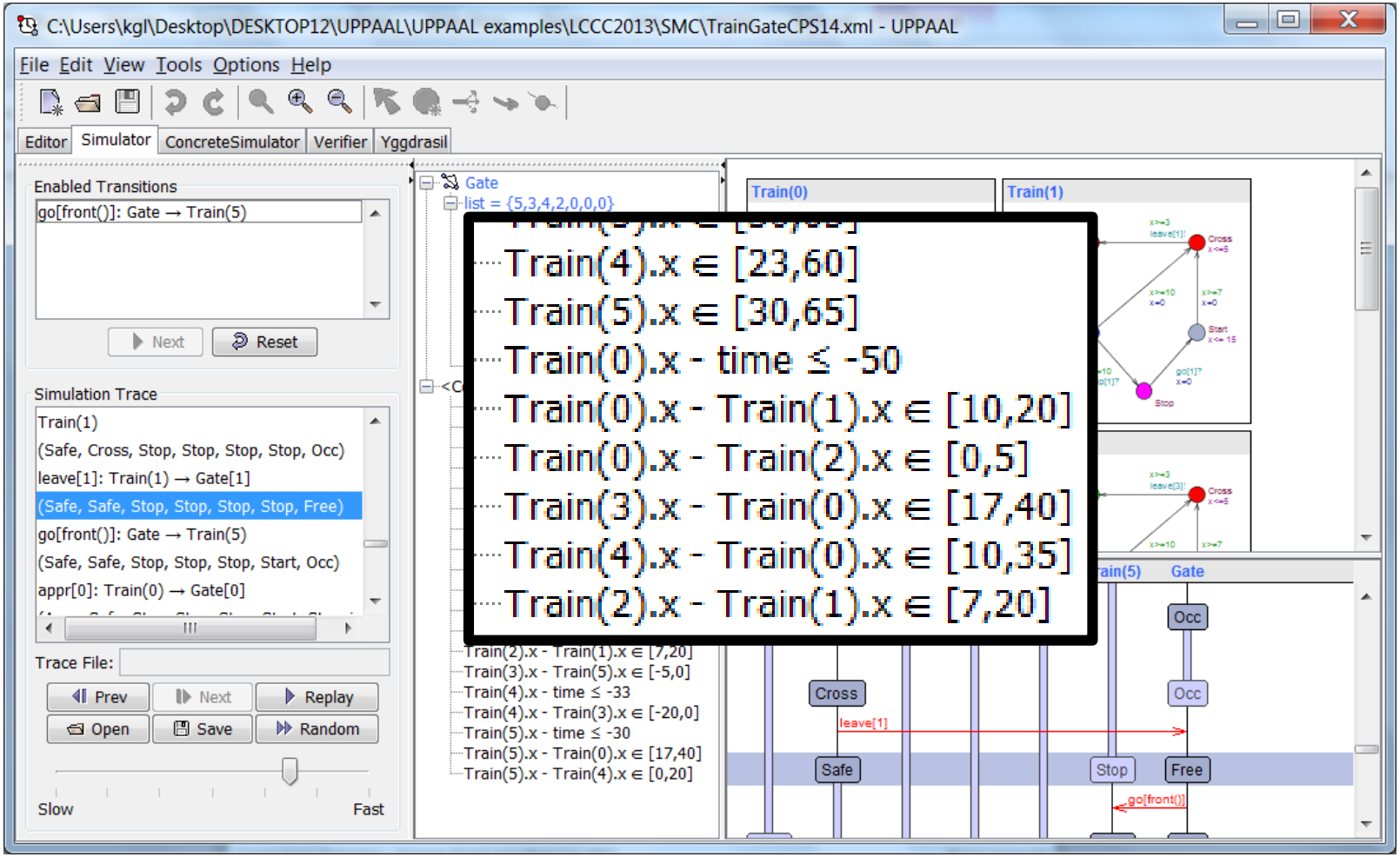


(Wireless) Protocols in UPPAAL

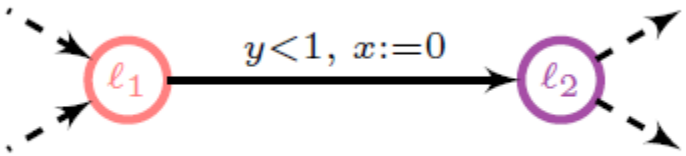
- Bang & Olufsen IR Link
- Philips Audio Protocol
- Collision-Avoidance Protocol
- Bounded Retransmission Protocol
- TDMA Protocol
- Multimedia Streams
- ATM ABR Protocol
- Lamport's Leader Election Protocol
- ABB Fieldbus Protocol
- IEEE 1394 Firewire Root Contention
- Bluetooth Protocol
- Distributed Agreement Protocol
- FlexRay
- CHESS MAC Protocol
- Proprietary WSN, Other Big Danish Company
- MESH Protocol (MAC & Routing), NEOCORTEC

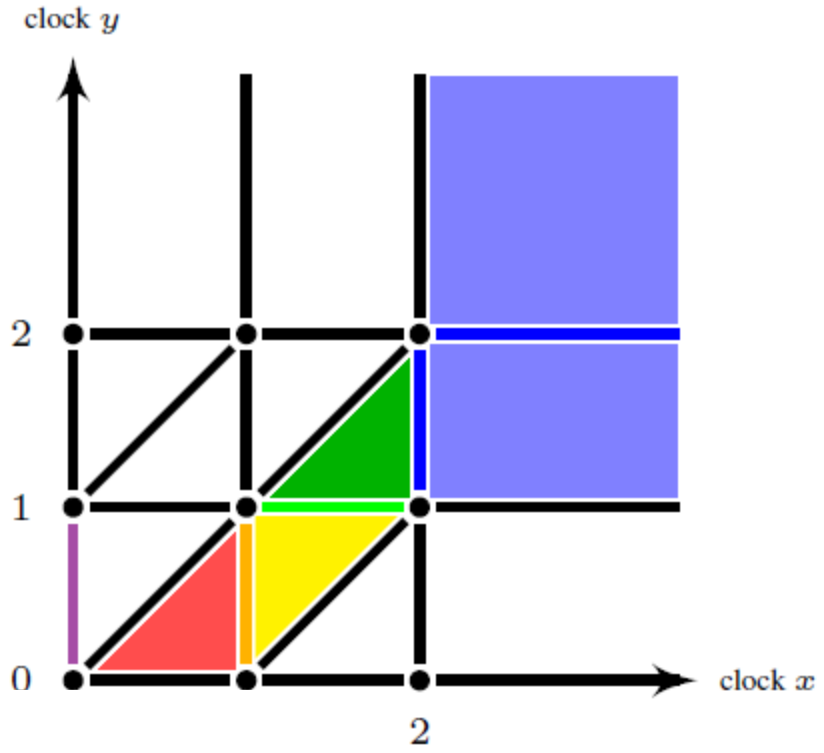
Engine & Options

The ”secret” of UPPAAL



Regions – From Infinite to Finite

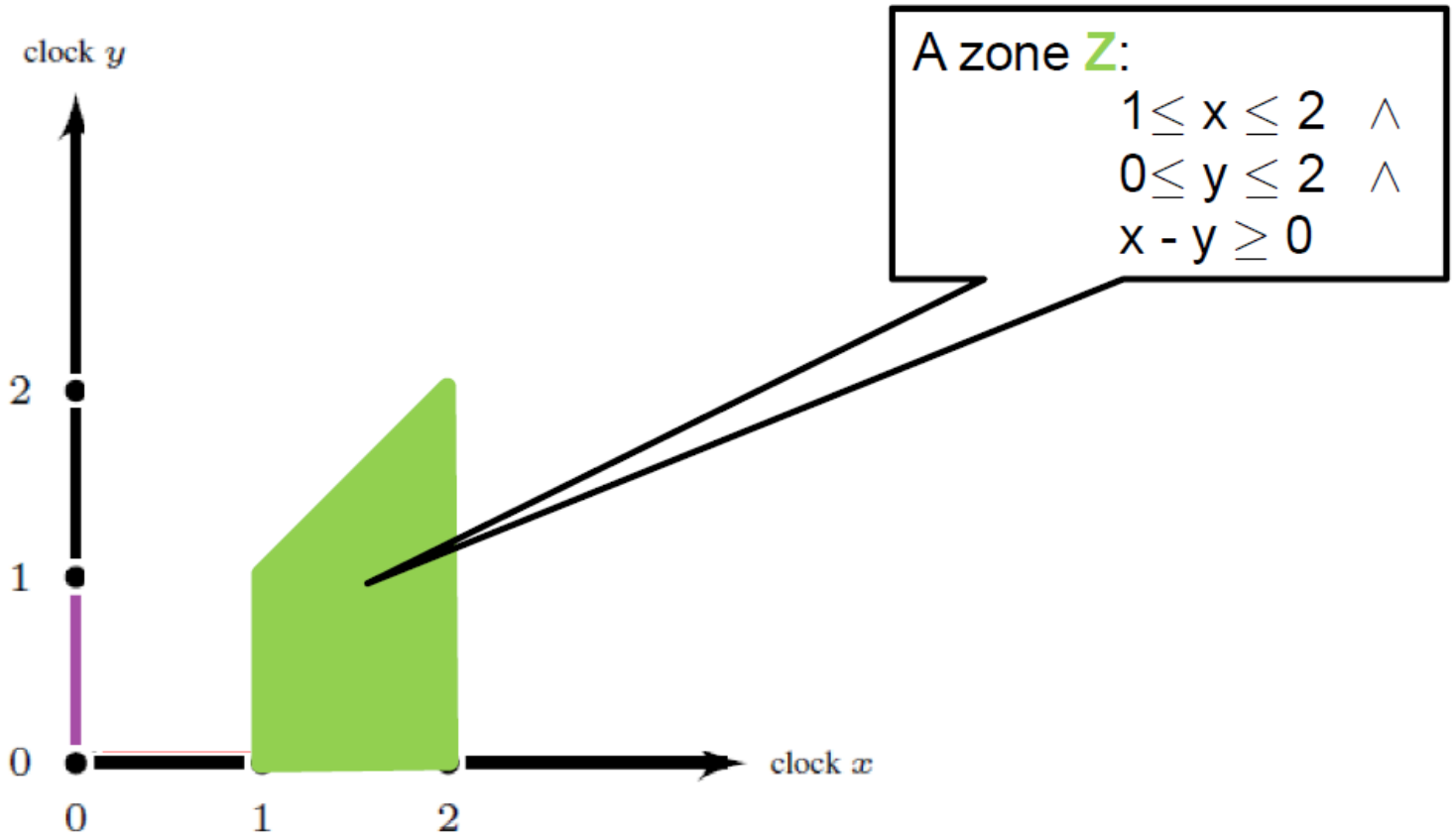




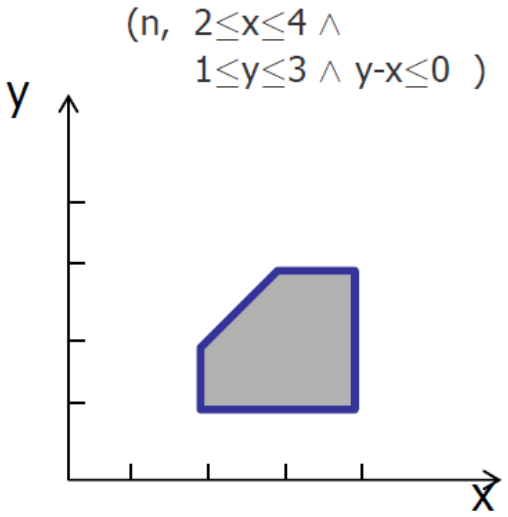
Theorem

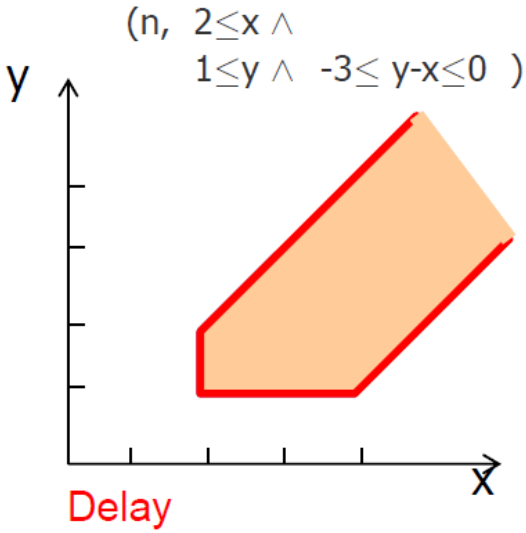
The number of regions is $n! \cdot 2^n \cdot \prod_{x \in C}(2c_x + 2)$.

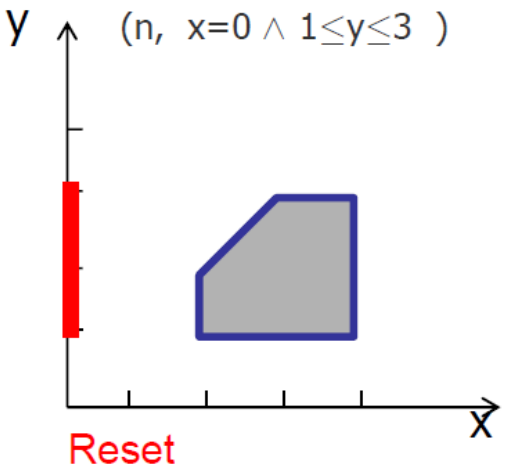
Zones – From Finite to Efficiency

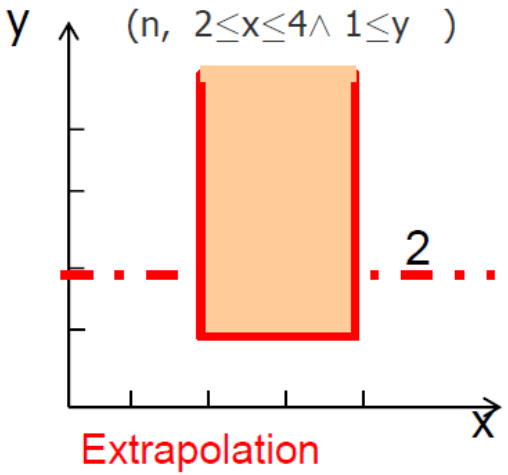


Zones – Operations

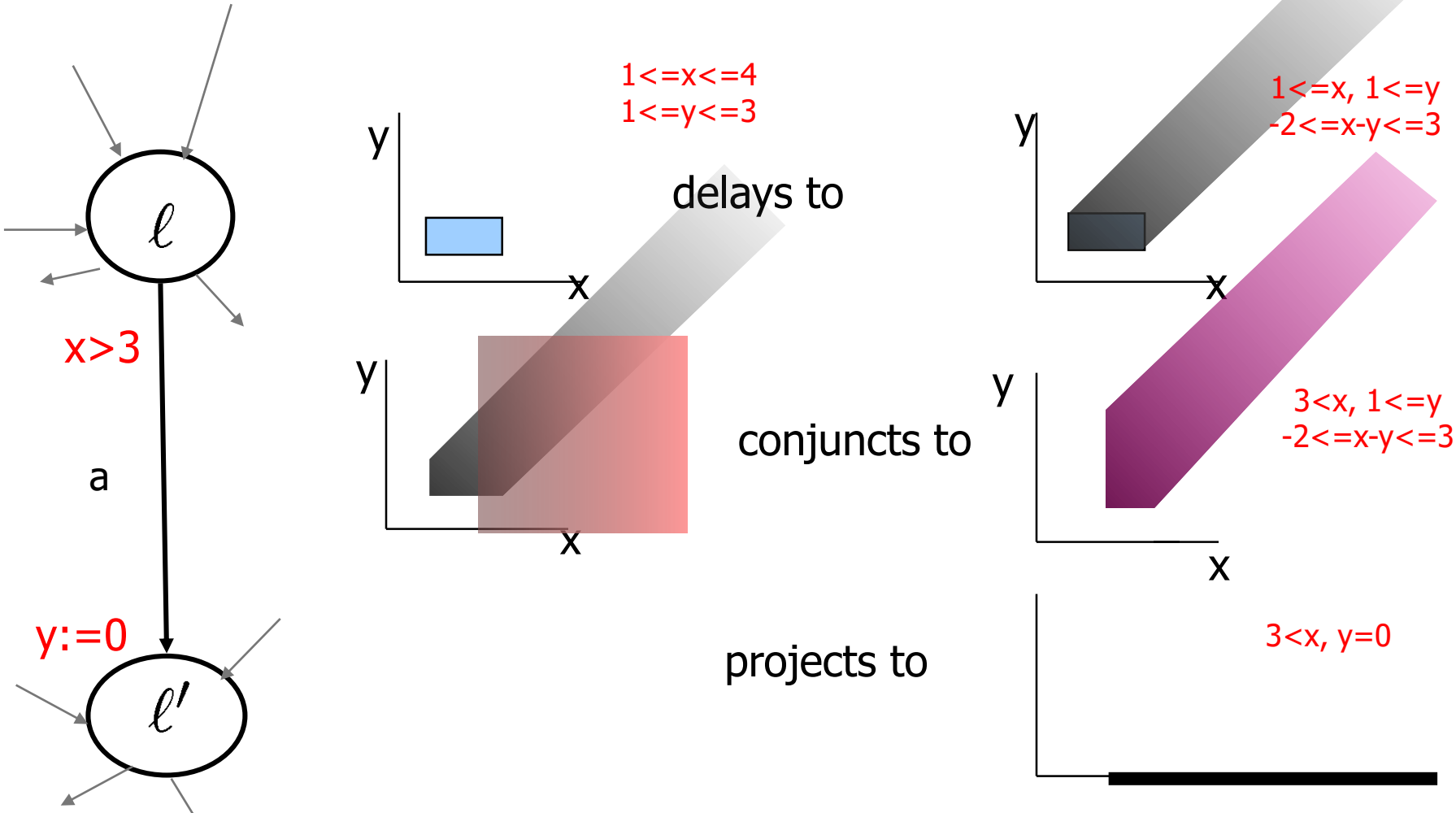






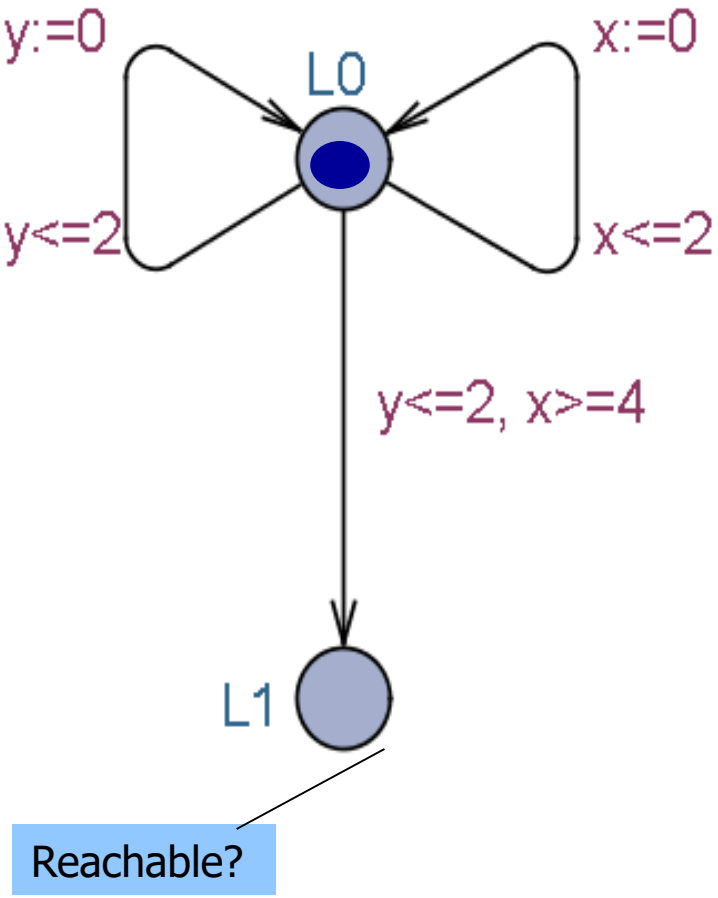


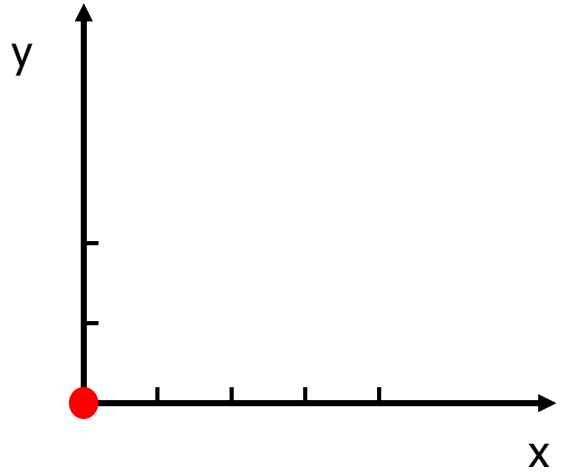
Symbolic Transitions



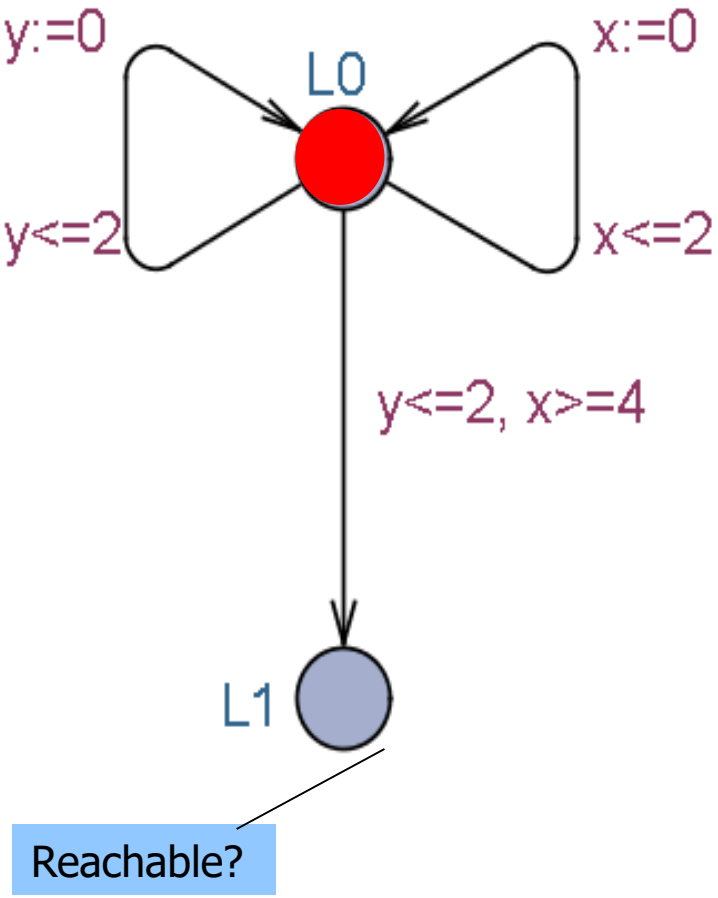
$$(\ell, 1 \leq x \leq 4, 1 \leq y \leq 3) \Rightarrow_a (\ell', 3 < x, y = 0)$$

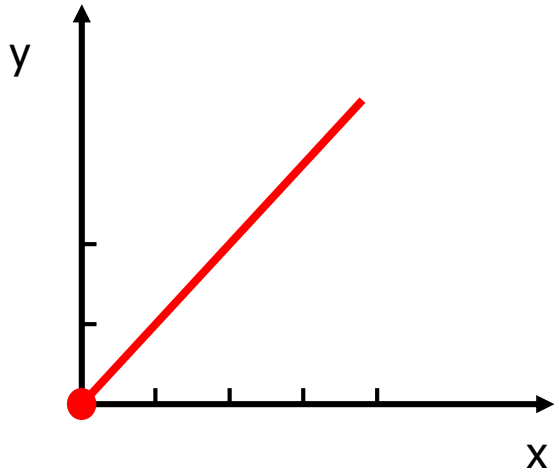
Symbolic Exploration





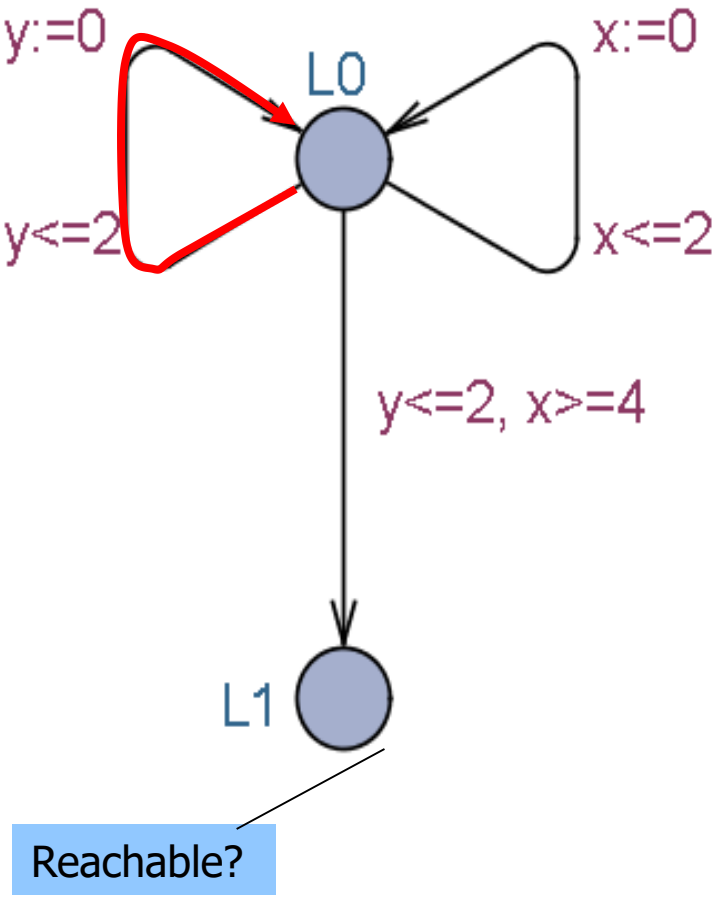
Symbolic Exploration

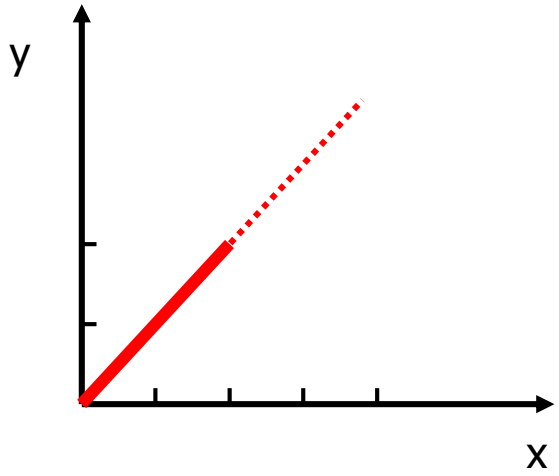




Delay

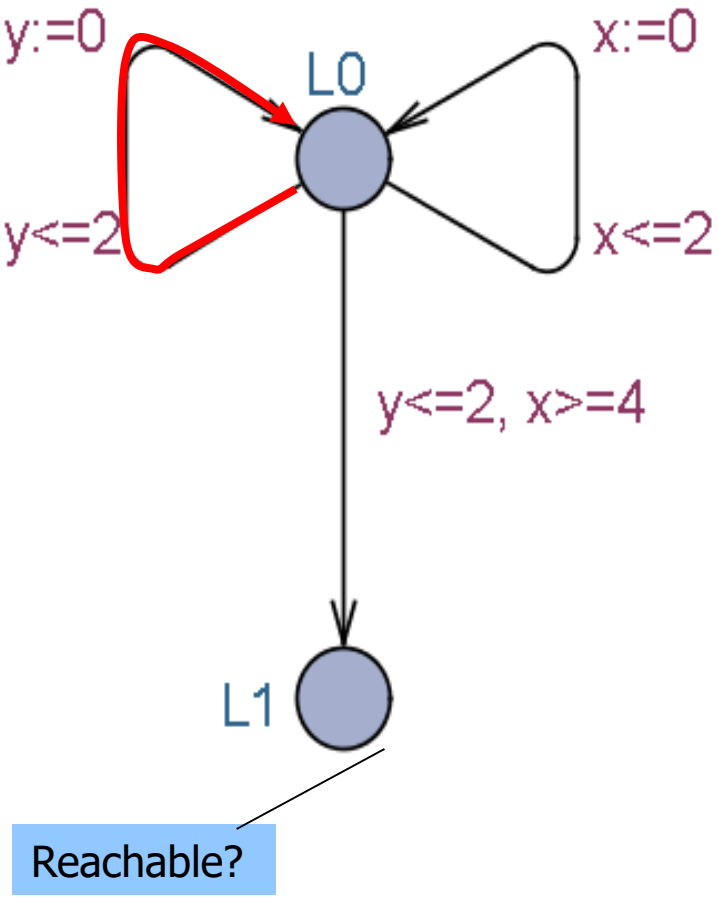
Symbolic Exploration

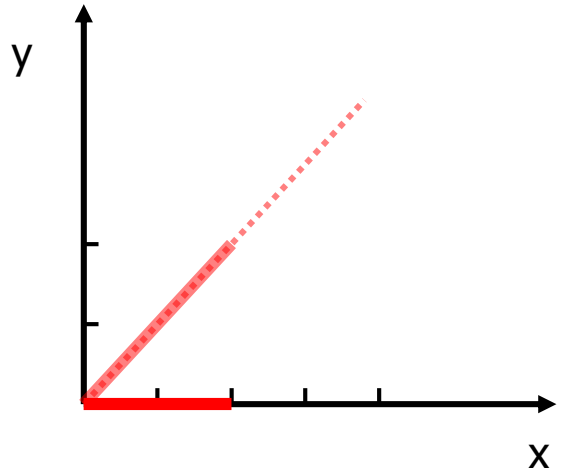




Left

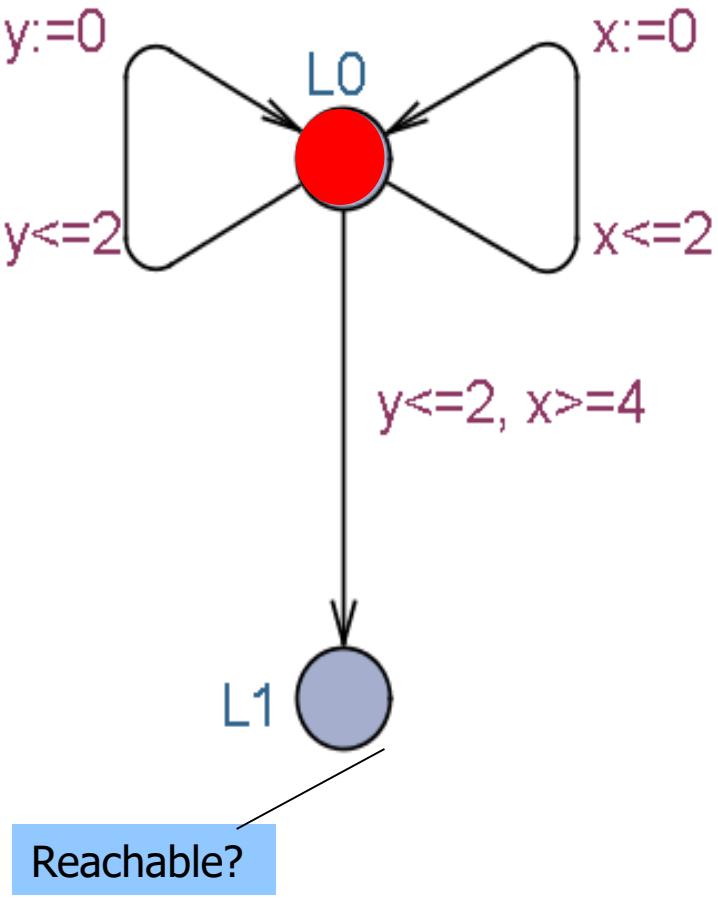
Symbolic Exploration

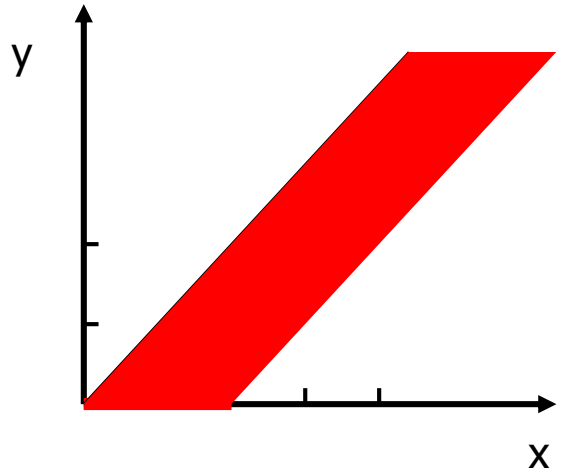




Left

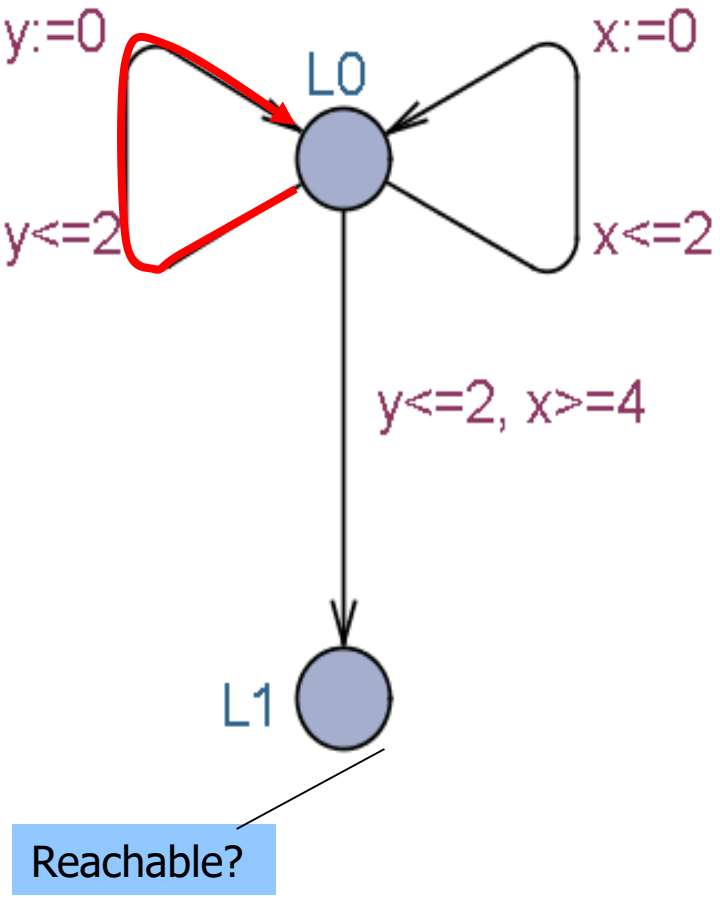
Symbolic Exploration

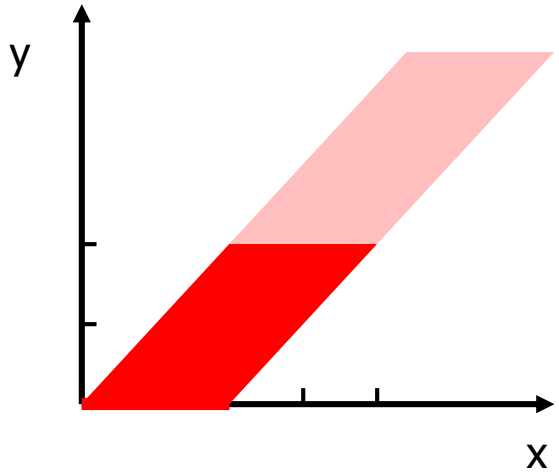




Delay

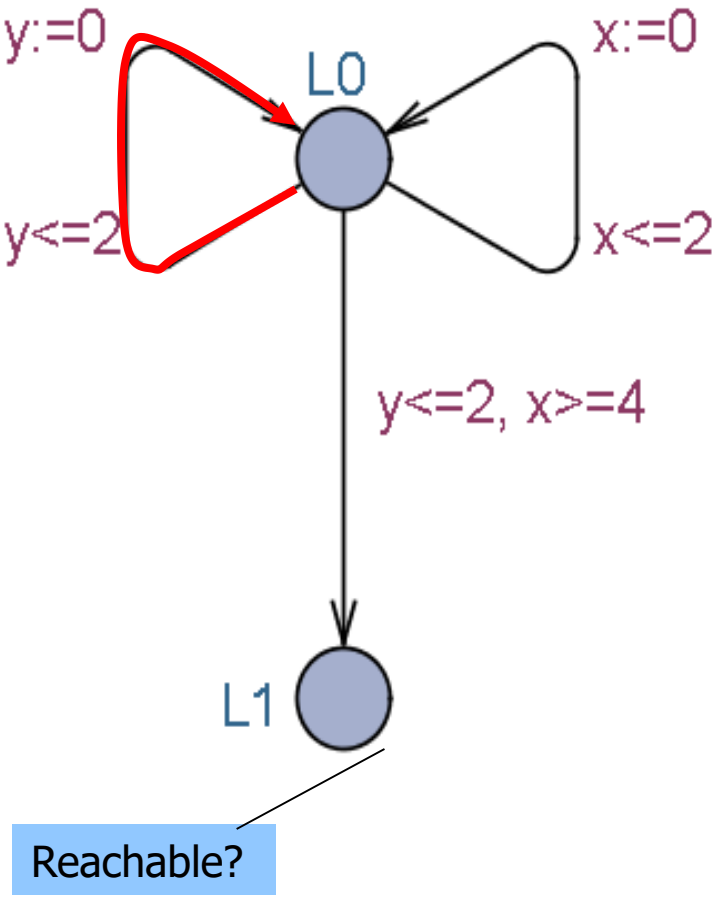
Symbolic Exploration

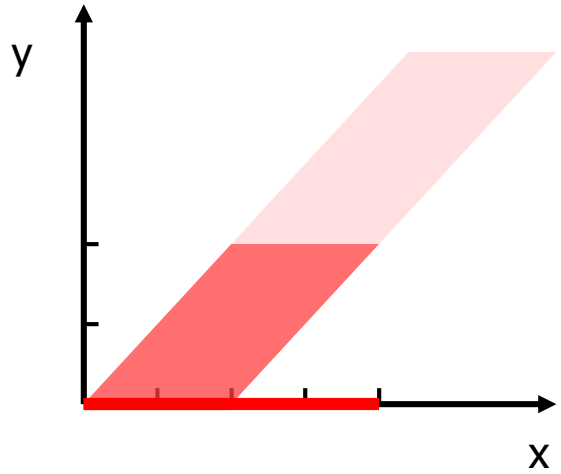




Left

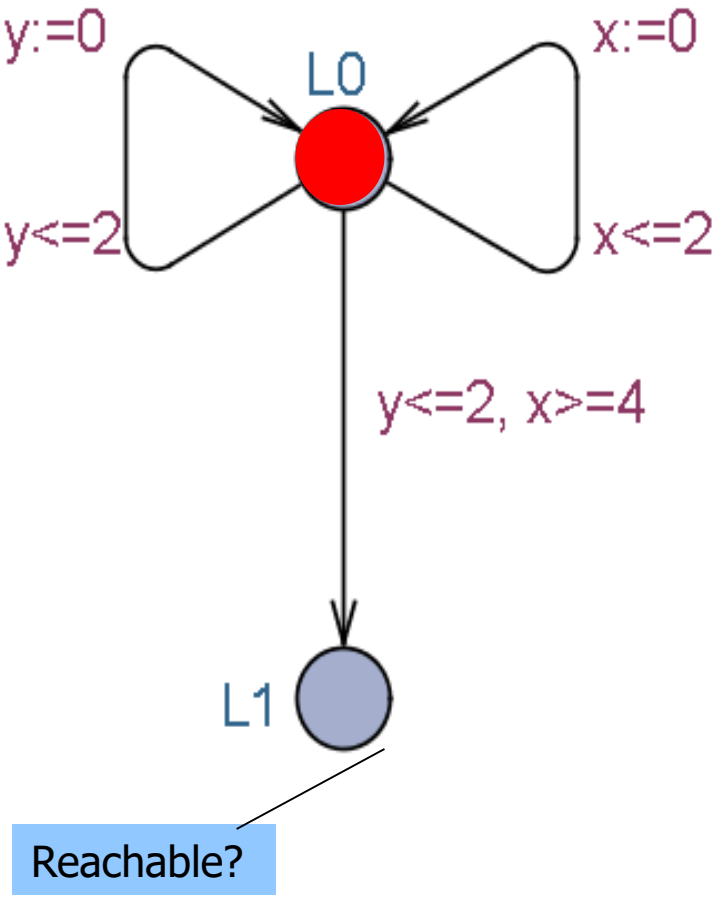
Symbolic Exploration

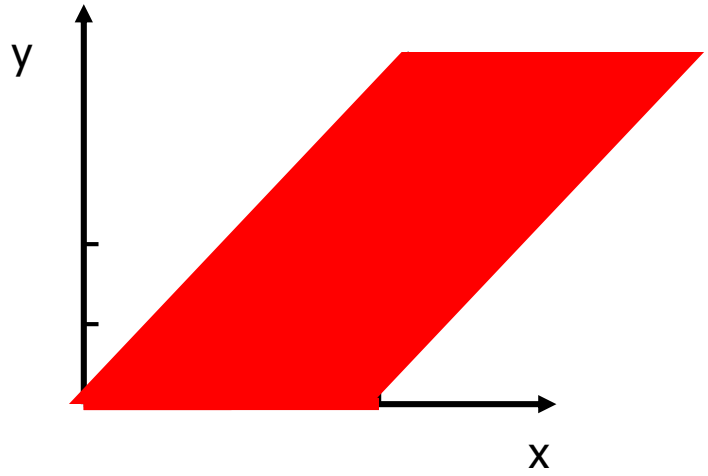




Left

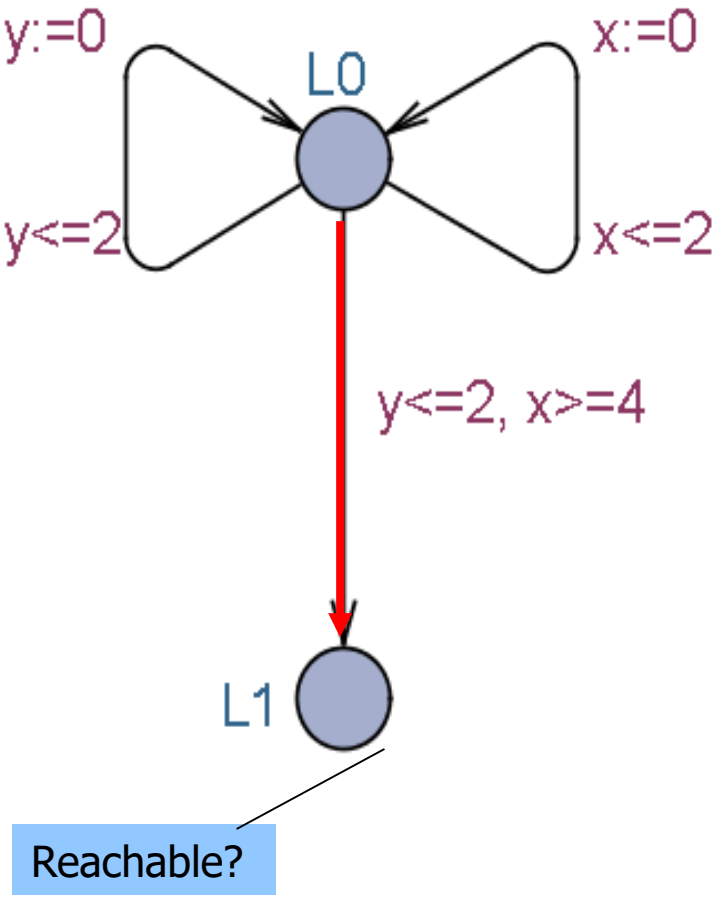
Symbolic Exploration

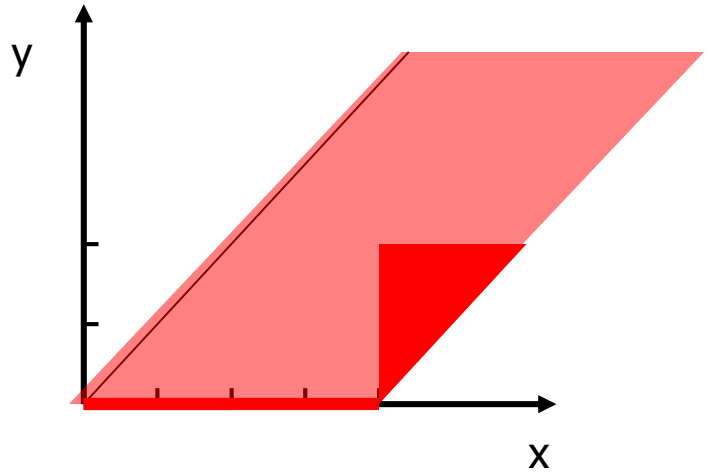




Delay

Symbolic Exploration

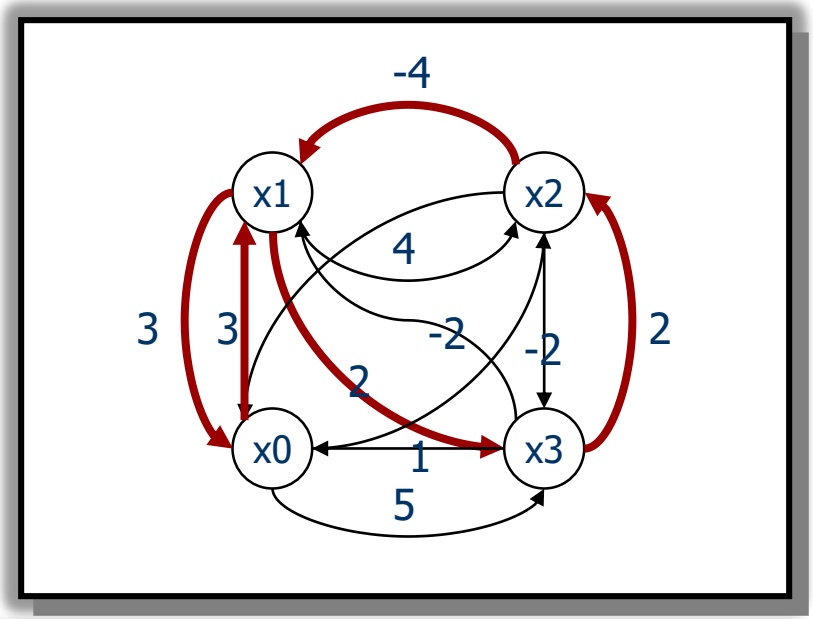


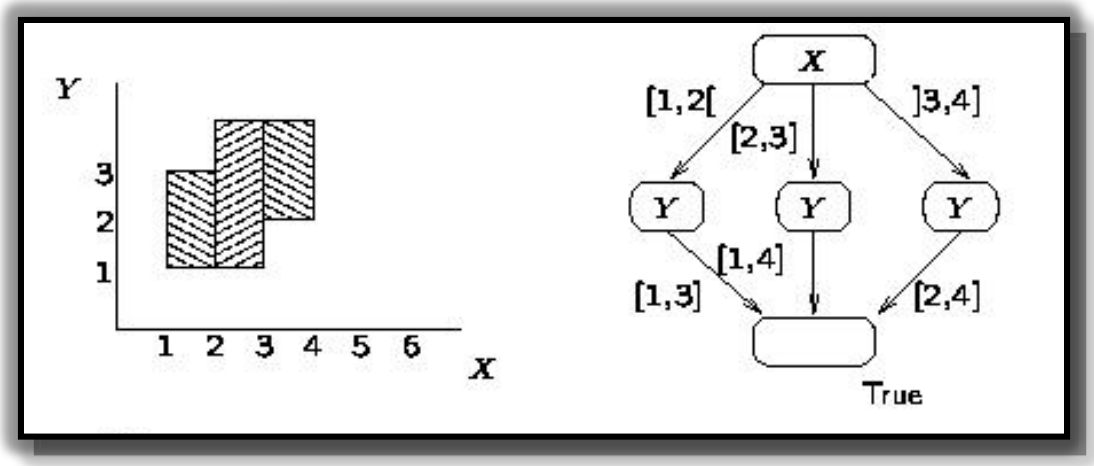


Down

Datastructures for Zones

- Difference Bounded Matrices (DBMs)
- Minimal Constraint Form
  [RTSS97]
- Clock Difference Diagrams
  [CAV99]





Inclusion Checking (DBMs)

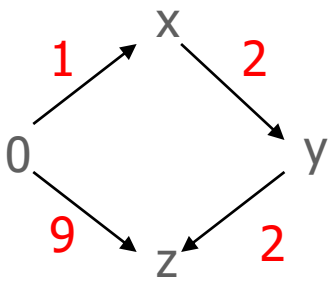
Bellman 1958, Dill 1989

Inclusion

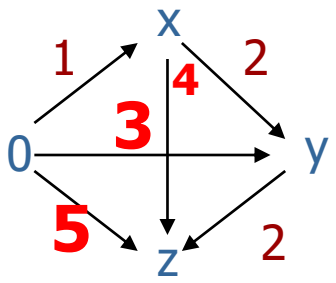
D1

x<=1
y-x<=2
z-y<=2
z<=9

Graph



Shortest Path Closure

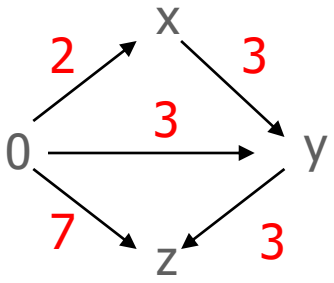


? ⊆ ?

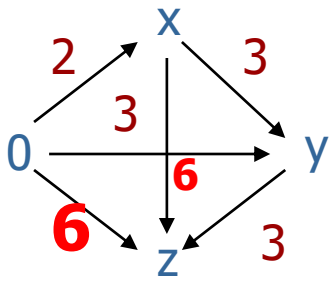
D2

x<=2
y-x<=3
y<=3
z-y<=3
z<=7

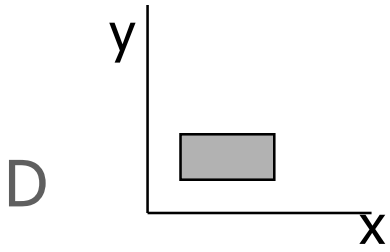
Graph

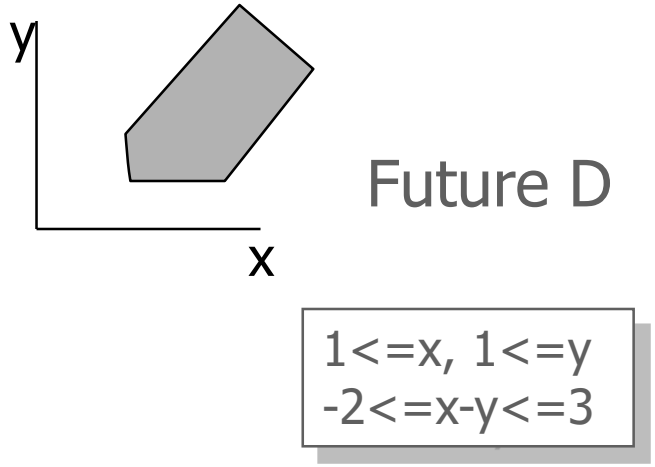


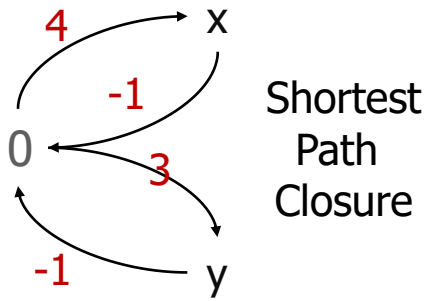
Shortest Path Closure



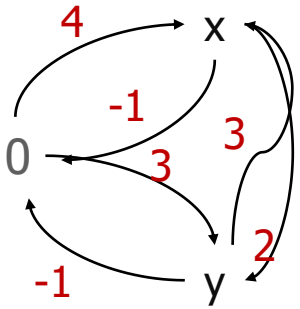
Future (DBMs)



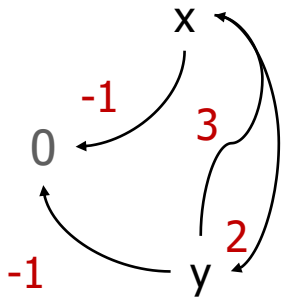




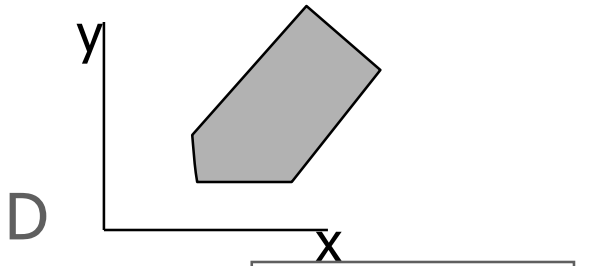
Shortest Path Closure

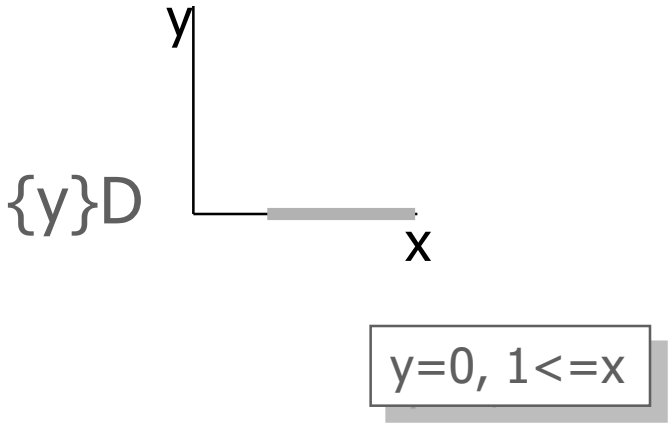


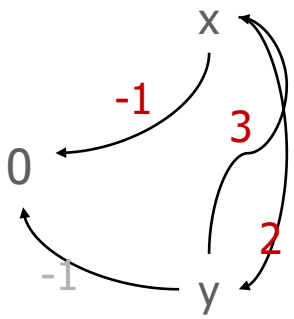
Remove upper bounds on clocks



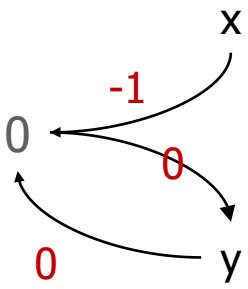
Reset (DBMs)





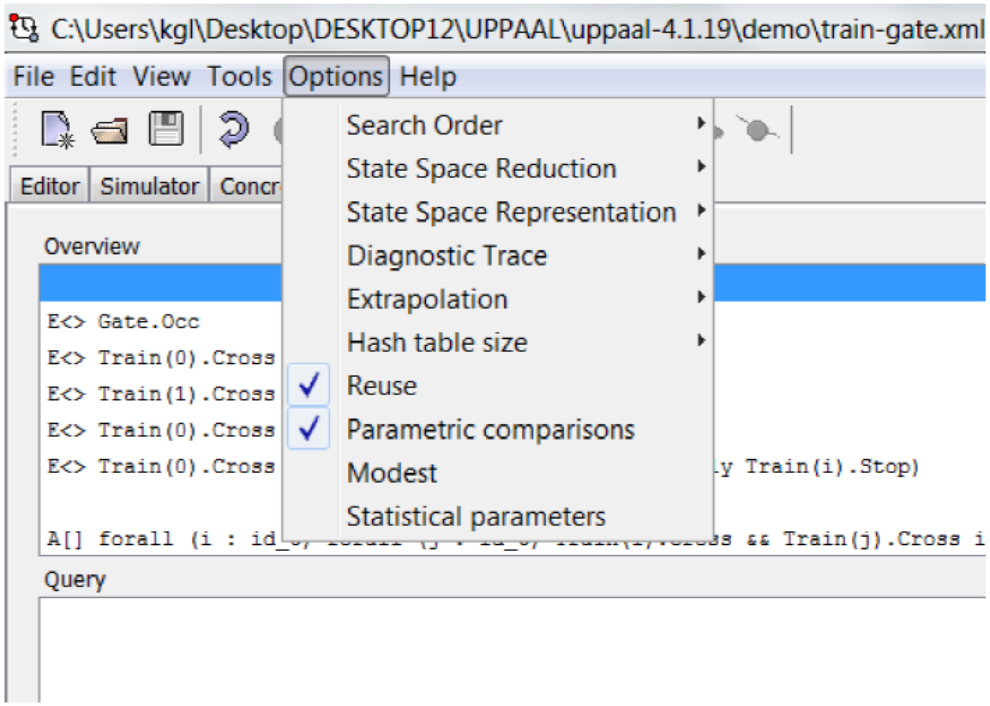


Remove all bounds involving y and set y to 0



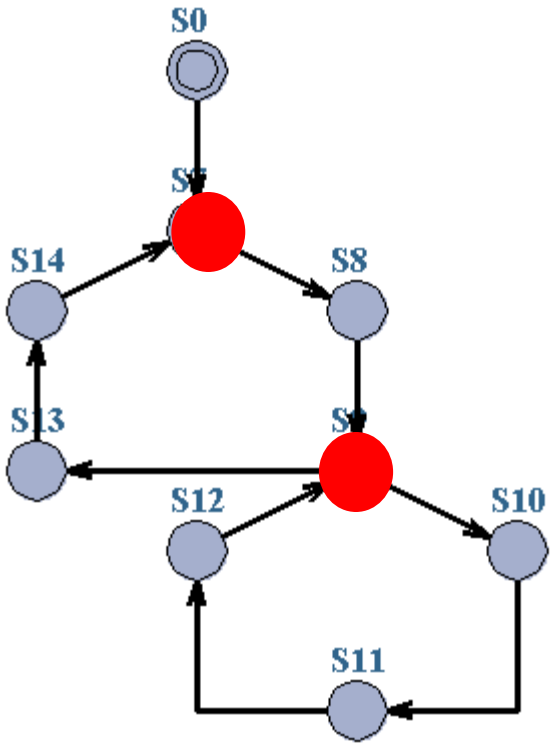
Verification Options

Verification Options



- Search Order
  - Depth First
  - Breadth First
  - Random Depth First
- State Space Reduction
  - None
  - Conservative
  - Aggressive
  - Extreme
- State Space Representation
  - DBM
  - Compact Form
  - Under Approximation
  - Over Approximation
- Diagnostic Trace
  - Some
  - Shortest
  - Fastest
- Extrapolation
- Hash Table size
- Reuse

State Space Reduction



Cycles:

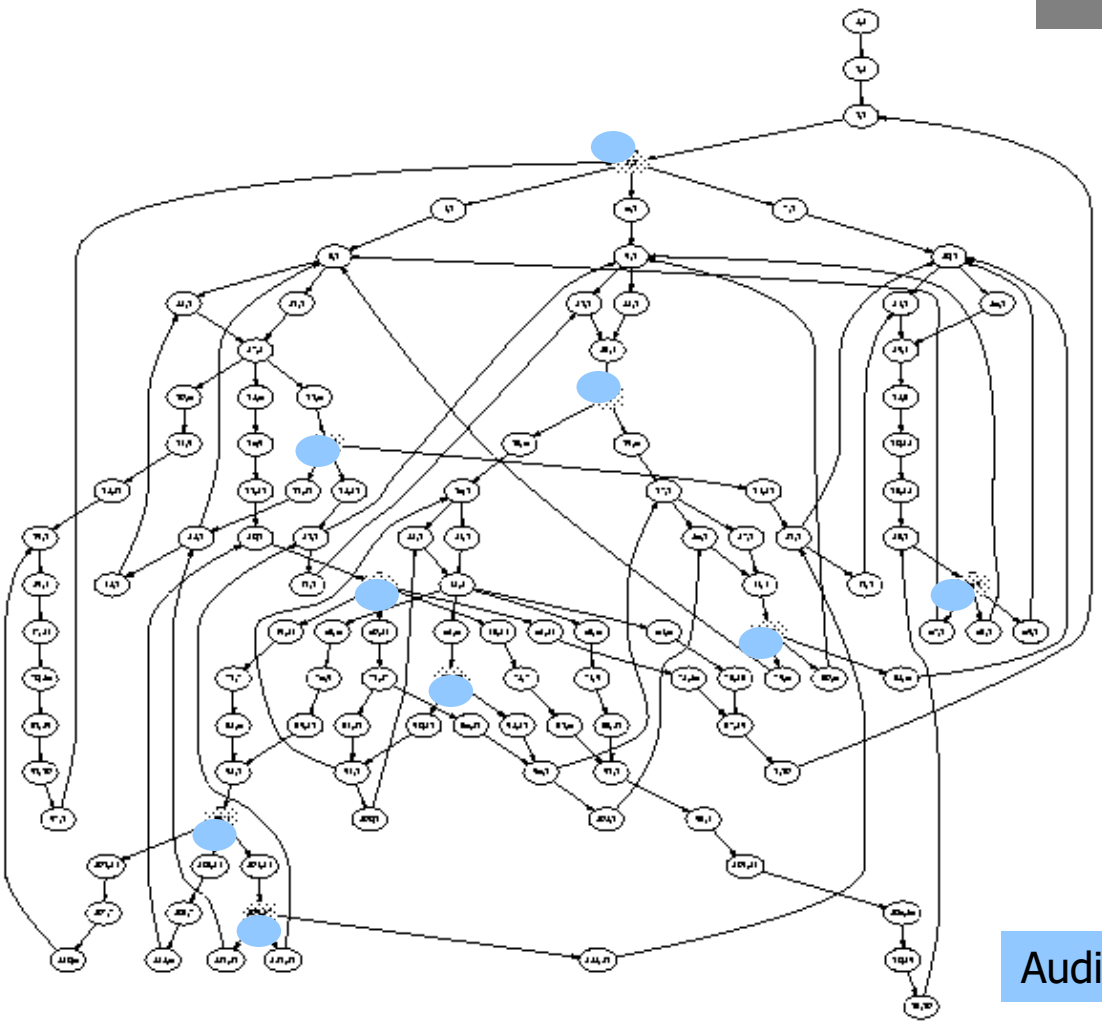
Only symbolic states involving loop-entry points need to be saved on Passed list

To Store or Not To Store

Behrmann, Larsen, Pelanek 2003

117 states$_{total}$
!
81 states$_{entrypoint}$
!
9 states

Time OH
less than 10%



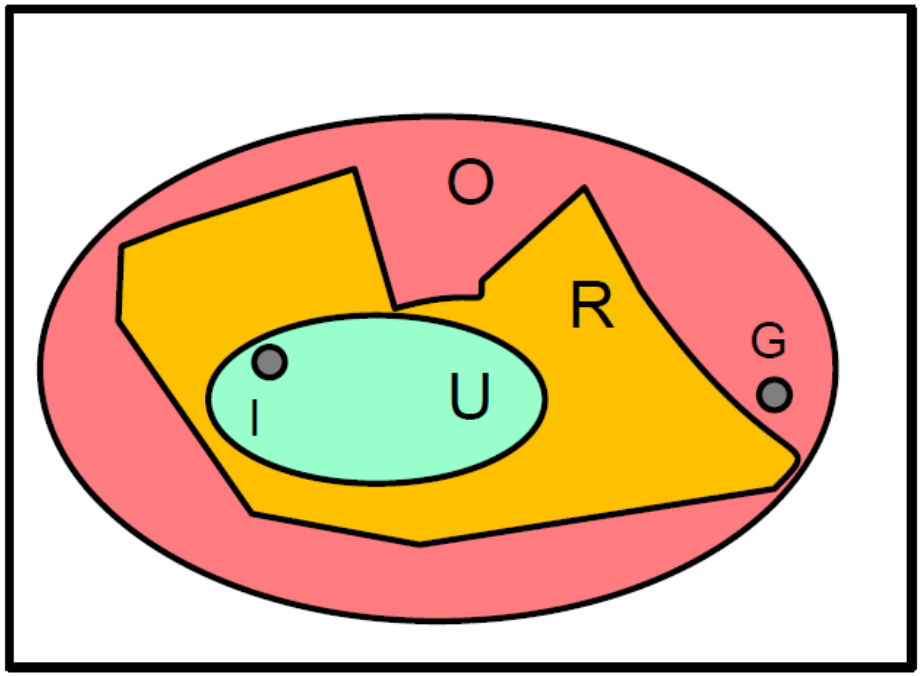
Audio Protocol

To Store or Not To Store

Behrmann, Larsen, Pelanek 2003

	entry points	covering set	successors	random $p = 0.1$	distance $k = 10$	combination $k = 3$
Fischer	27.1%	42.1%	47.9%	53.7%	67.6%	56.9%
3,077	1.00	1.66	1.00	4.51	2.76	6.57
BRP	70.5%	16.5%	19.8%	18.3%	15.8%	7.6%
6,060	1.01	1.20	1.03	1.78	1.34	1.68
Token Ring	33.0%	10.3%	20.7%	17.2%	17.5%	16.8%
15,103	1.16	1.46	1.03	1.63	1.43	7.40
Train-gate	71.1%	27.4%	24.2%	31.8%	24.2%	19.8%
16,666	1.22	1.55	1.68	2.90	2.11	5.08
Dacapo	29.4%	24.3%	24.9%	12.2%	12.7%	7.0%
30,502	1.07	1.08	1.07	1.21	1.16	1.26
CSMA	94.0%	75.9%	81.2%	105.9%	114.9%	120.3%
47,857	1.06	2.62	1.40	7.66	2.83	6.82
BOCDP	25.2%	22.5%	6.5%	10.2%	9.3%	4.5%
203,557	1.00	1.01	1.08	1.02	1.01	1.09
BOPDP	14.7%	13.2%	42.1%	15.2%	11%	4.3%
1,013,072	2.40	1.33	1.02	1.52	1.14	1.74
Buscoupler	53.2%	13.6%	40.5%	31.7%	24.6%	14.3%
3,595,108	1.29	2.48	1.18	3.17	2.13	8.73

Over/Under Approximation



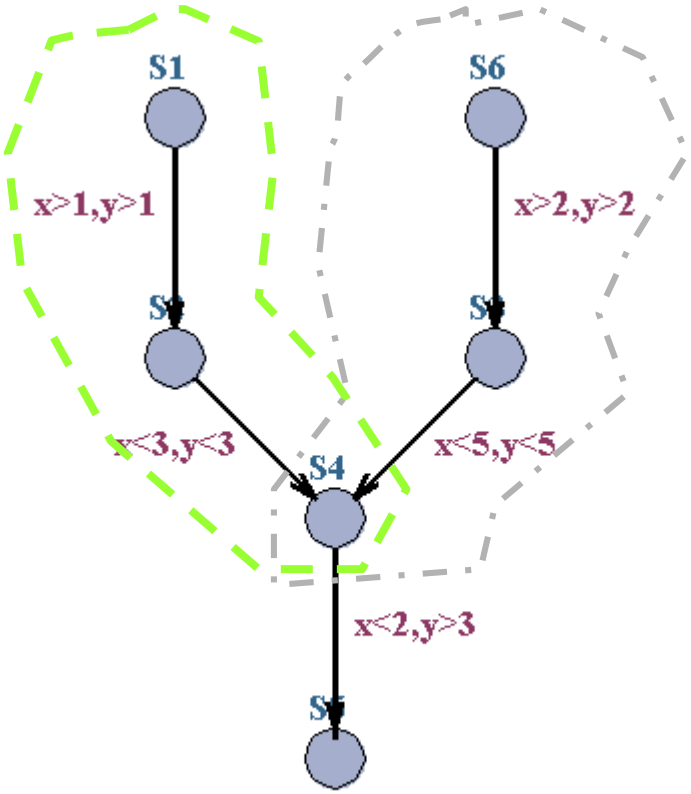
Declared State Space

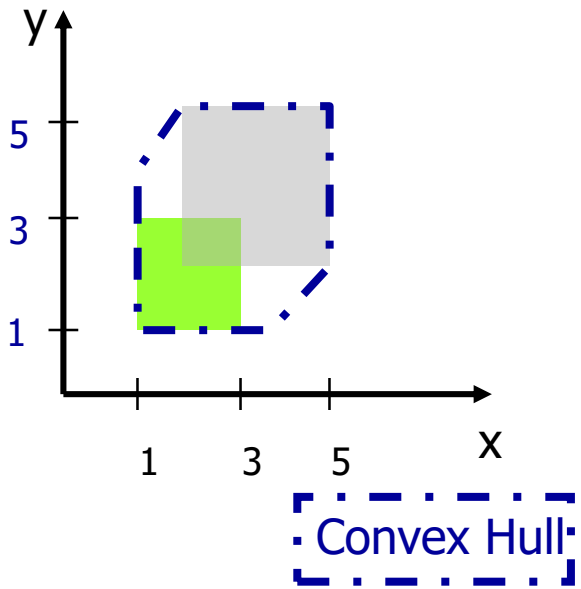
Question:

$G \in R$?

Over-approximation

Convex Hull

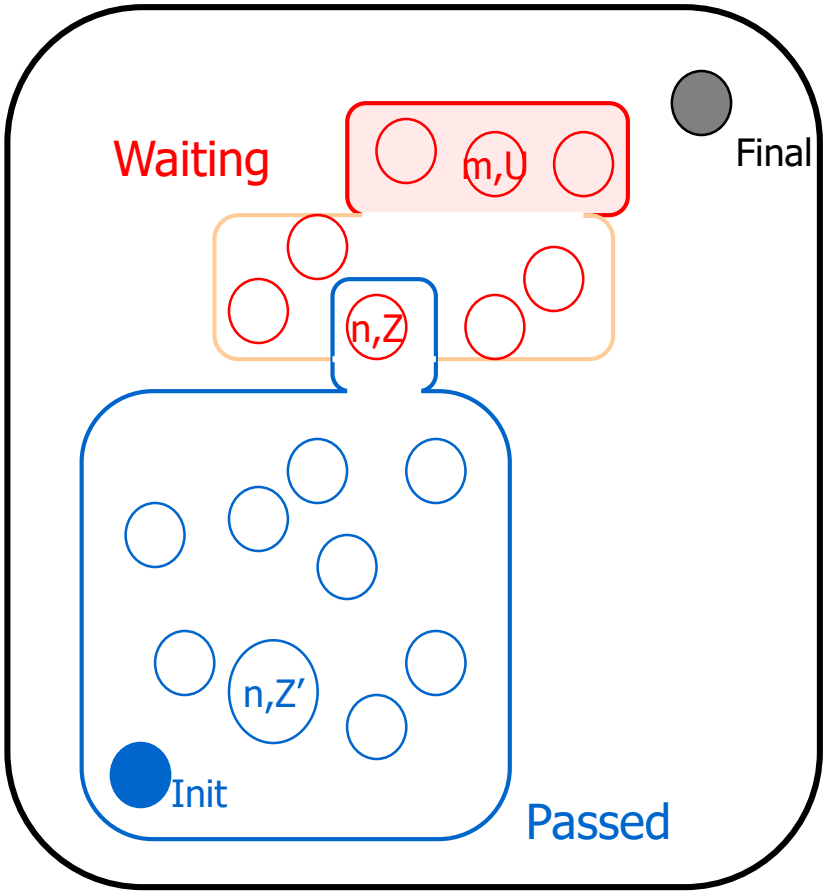




TACAS04: An EXACT method performing as well as Convex Hull has been developed based on abstractions taking max constants into account distinguishing between clocks, locations and · & ¸

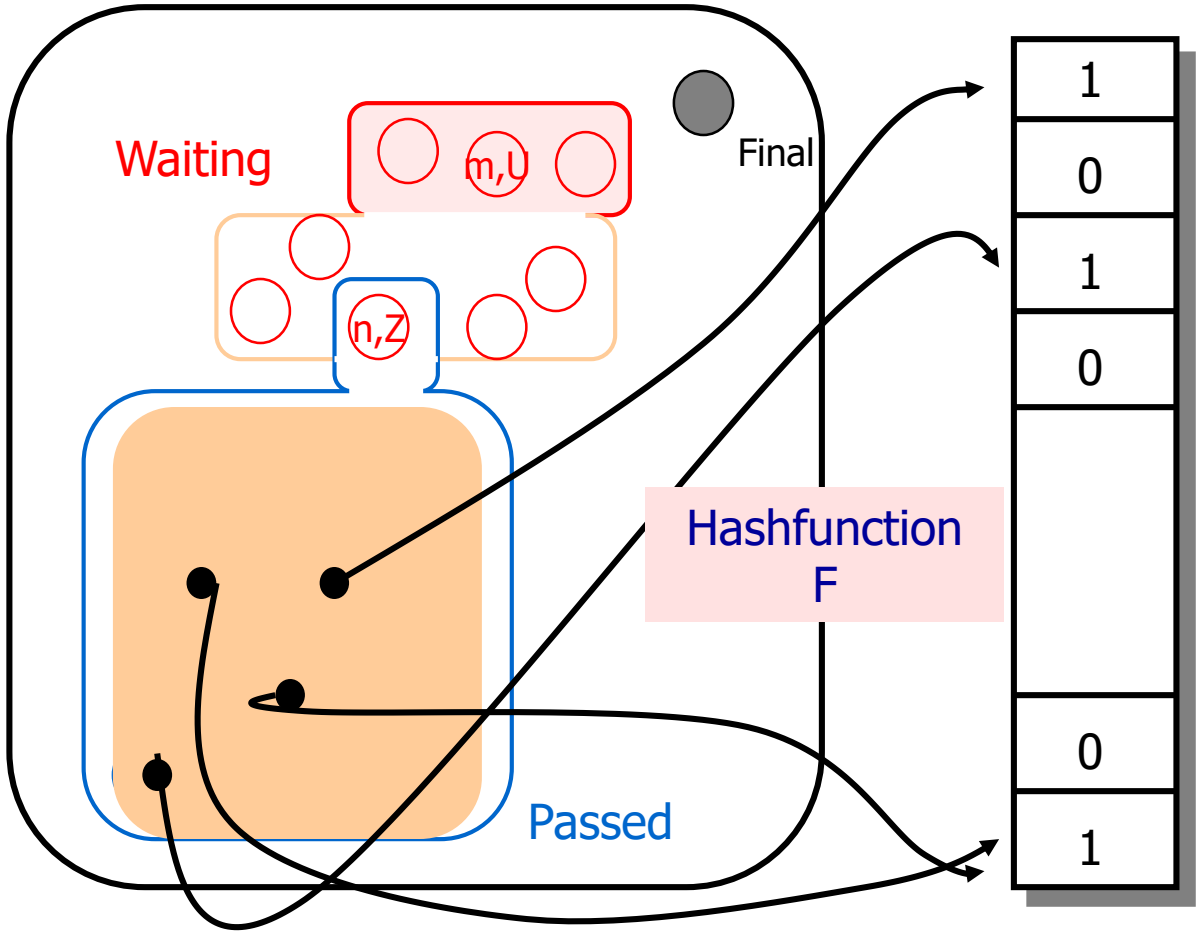
Under-approximation

Bitstate Hashing



Under-approximation

Bitstate Hashing



Passed=
Bitarray

UPPAAL
4 - 512 Mbits

Mini Project 2 – Gossing Persons

Six persons all have a gossip of their own.

They call each other over the phone. Whenever two persons talk they exchange all gossips they know.

How many call are needed before all persons knows every gossip.

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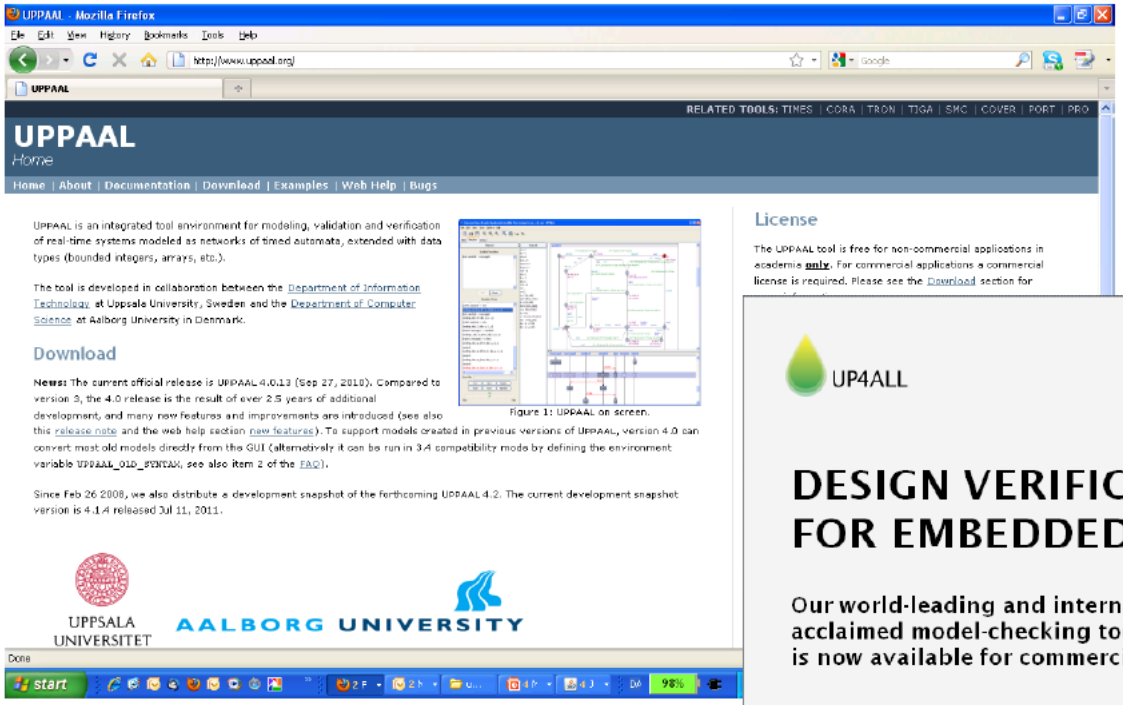

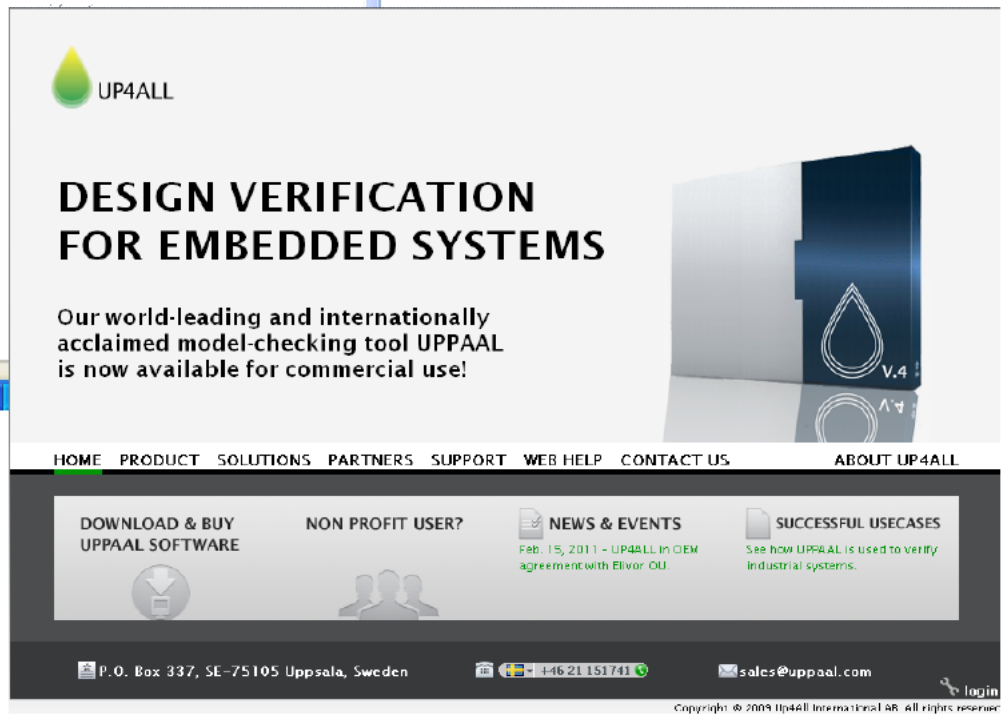

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