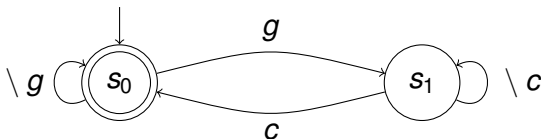


# Embedded Systems Specification and Design

David Kendall

- Specifying system properties
- Checking system properties
- Complement of a FSM
- Synchronous product of FSMs

# Specifying a temporal property



- This FSM,  $M_{spec}$ , specifies the property that whenever the green button is pressed, eventually a cup of coffee is produced
- We abuse notation by writing  $\backslash g$  to mean  $A \setminus \{g\}$  where  $A$  is the alphabet of  $M_{sys}$ , i.e.  $\backslash g = \{c, p, r, t\}$

# Specifying a temporal property

- Notice that the specification is concerned with just one particular property.
- We may have many such specifications for different properties.
- The FSM is complete and deterministic. This turns out to be important.
- Given any FSM, it is possible to construct a complete, deterministic FSM that recognises the same language
- Now check if  $L(M_{sys}) \subseteq L(M_{spec})$
- How?

# Checking temporal properties

- Notice for any sets  $R$  and  $S$   
 $R \subseteq S$  is equivalent to  $R \cap \overline{S} = \{\}$
- So we can check

$$L(M_{sys}) \cap \overline{L(M_{spec})} = \{\}$$

- This is very useful because there are 3 operations on FSMs that give us all we need to automate this test:
  - **Complement:**  $\overline{M}$   
 $L(\overline{M}) = \overline{L(M)} = A^* \setminus L(M)$
  - **Synchronous product:**  $M_1 \otimes M_2$   
 $L(M_1 \otimes M_2) = L(M_1) \cap L(M_2)$
  - **Test for emptiness**  
 $L(M) = \{\}$  iff no cycle reachable from initial state contains an acceptance state

# Checking temporal properties

What is actually checked?

$$L(M_{sys} \otimes \overline{M_{spec}}) = \{\}$$

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If true, we know...

$$L(M_{sys}) \subseteq L(M_{spec})$$

# Checking temporal properties

What is actually checked?

$$L(M_{sys} \otimes \overline{M_{spec}}) = \{\}$$

If true...

$$L(M_{sys}) \subseteq L(M_{spec})$$

And so...

All actual behaviours are permissible

**The system satisfies its specification**



# Complement of a FSM

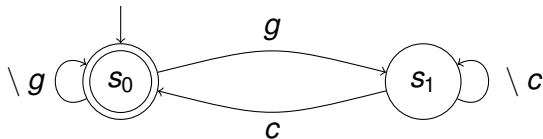
- Let  $M = (S, s^0, A, E, F)$
- The **complement** of  $M$  is denoted  $\overline{M}$  and defined by

$$\overline{M} = (S, s^0, A, E, S \setminus F)$$

- i.e. just ‘flip’ all states: acceptance  $\rightarrow$  non-acceptance;  
non-acceptance  $\rightarrow$  acceptance
- $L(\overline{M}) = A^* \setminus L(M) = \overline{L(M)}$
- Notice that this operation is **defined only on complete** FSMs

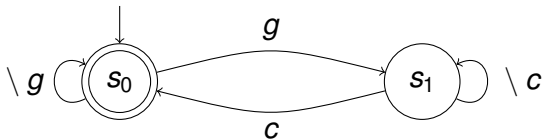
# Complement of a FSM

- $M$

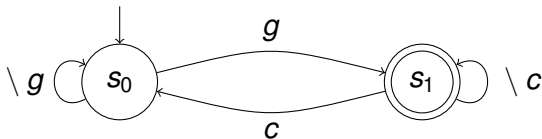


# Complement of a FSM

- $M$



- $\overline{M}$

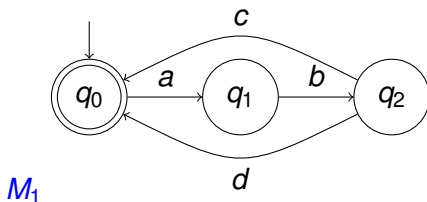


## Definition ( $M_1 \otimes M_2$ )

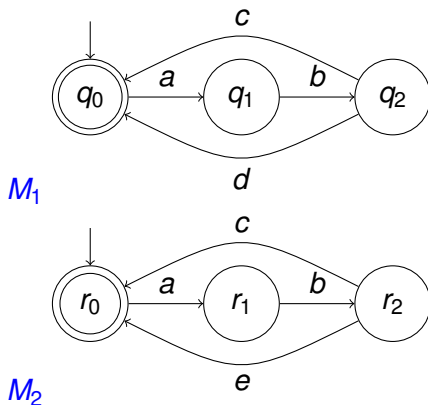
Let  $M_1 = (S_1, s_1^0, A_1, E_1, F_1)$  and  $M_2 = (S_2, s_2^0, A_2, E_2, F_2)$  be FSMs. The **synchronous product** of  $M_1$  and  $M_2$  is denoted  $M_1 \otimes M_2$  and is the FSM given by  $(S, s^0, A, E, F)$  where

- $S = S_1 \times S_2$
- $s^0 = (s_1^0, s_2^0)$
- $A = A_1 \cup A_2$
- $E = \{((s_1, s_2), a, (s'_1, s'_2)) \mid (s_1, a, s'_1) \in E_1 \wedge (s_2, a, s'_2) \in E_2\}$
- $F = F_1 \times F_2$

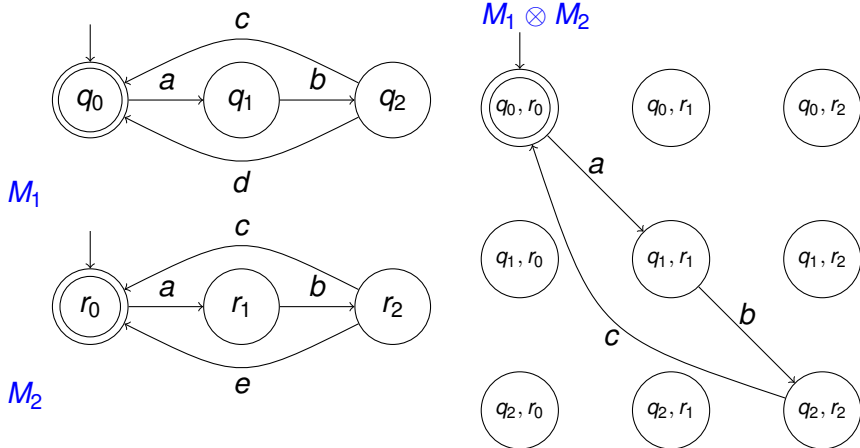
# Product of FSMs (Example)



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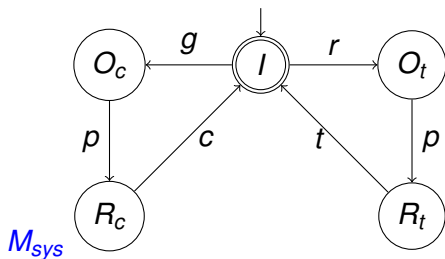
# Checking the drinks machine

- When the green button is pressed, eventually we get a coffee



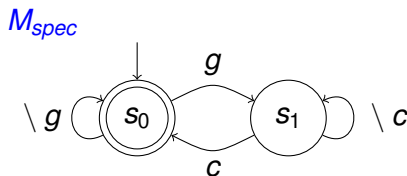
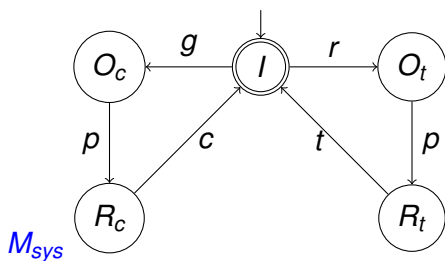
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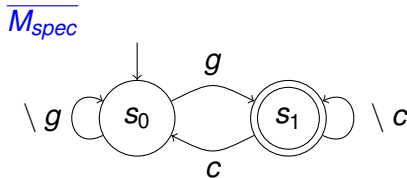
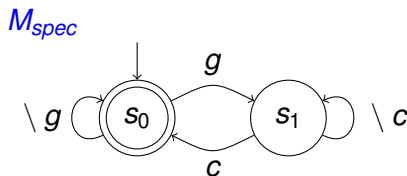
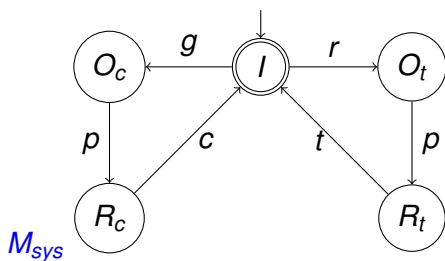
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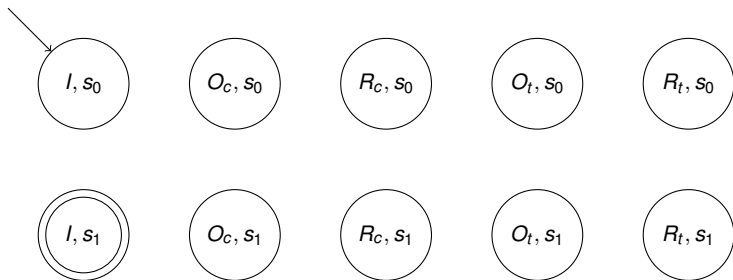


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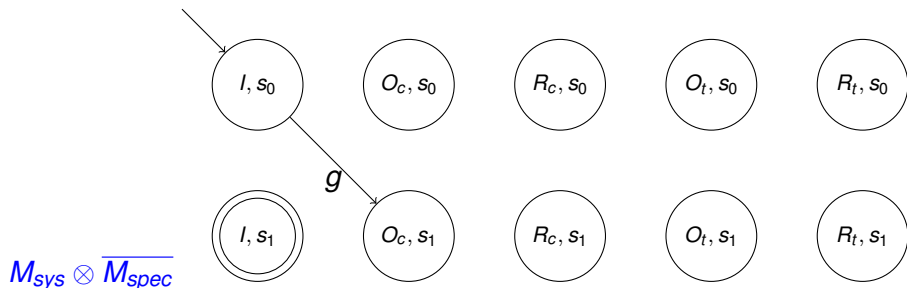


# Checking the drinks machine

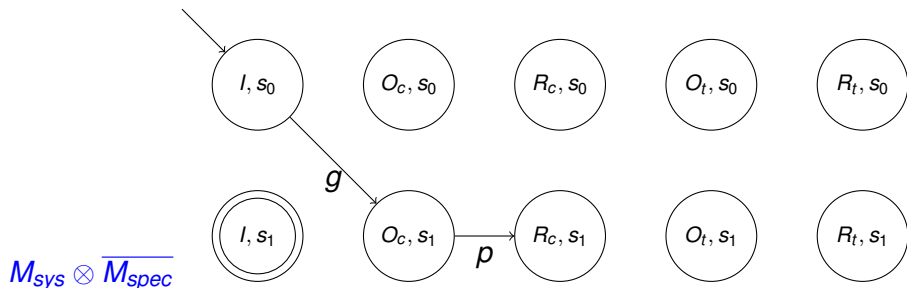


$M_{sys} \otimes \overline{M_{spec}}$

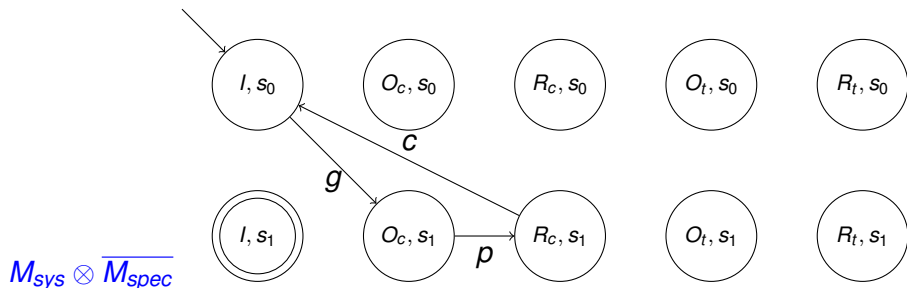
# Checking the drinks machine



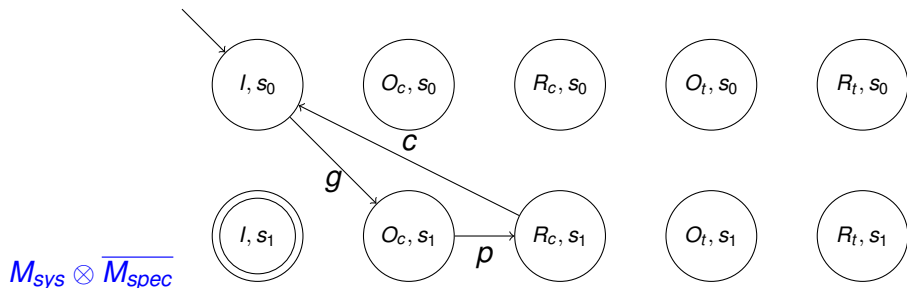
# Checking the drinks machine



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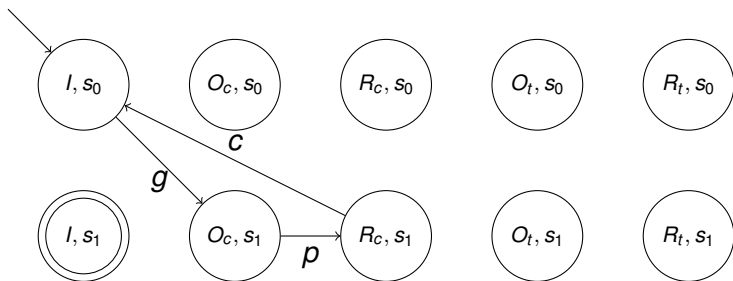
# Checking the drinks machine



- No acceptance cycle reachable from initial state



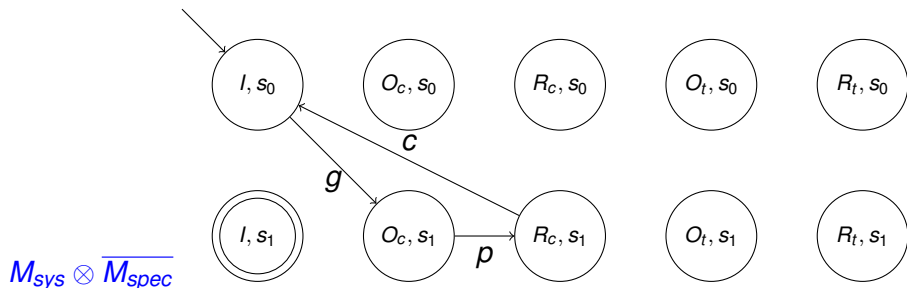
# Checking the drinks machine



$M_{sys} \otimes \overline{M_{spec}}$

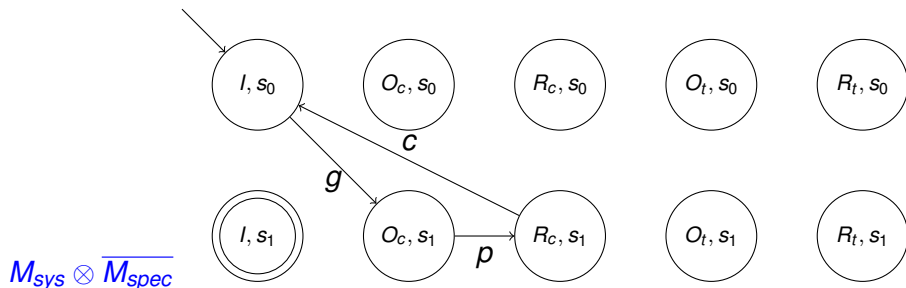
- No acceptance cycle reachable from initial state
- $L(M_{sys} \otimes \overline{M_{spec}}) = \{\}$

# Checking the drinks machine



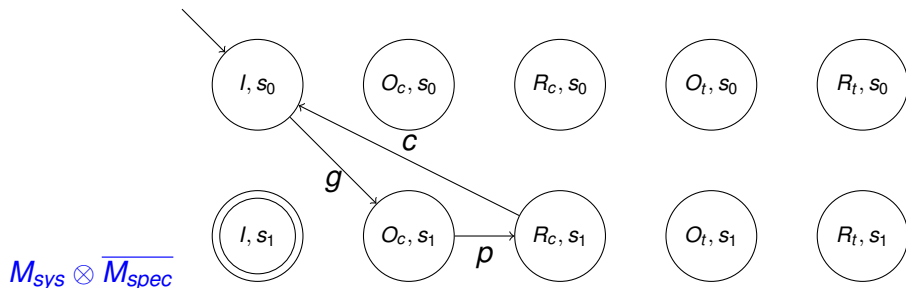
- No acceptance cycle reachable from initial state
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- $L(M_{sys}) \subseteq L(M_{spec})$

# Checking the drinks machine



- No acceptance cycle reachable from initial state
- $L(M_{sys} \otimes \overline{M_{spec}}) = \{\}$
- $L(M_{sys}) \subseteq L(M_{spec})$
- Property is satisfied

# Checking the drinks machine



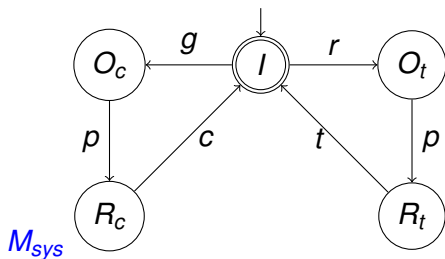
- No acceptance cycle reachable from initial state
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- $L(M_{sys}) \subseteq L(M_{spec})$
- Property is satisfied
- Note that here only edges whose source state is reachable from the initial state are shown.

# Checking the drinks machine

- When the red button is pressed, eventually we get a coffee

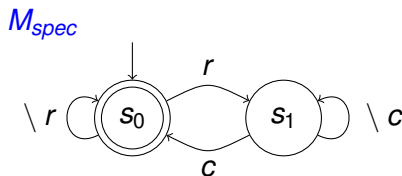
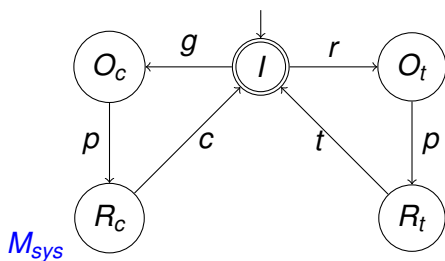
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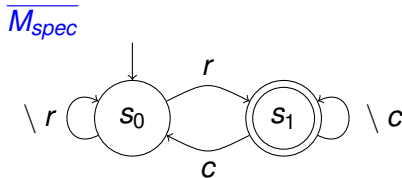
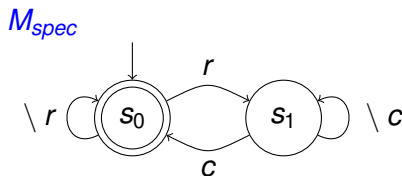
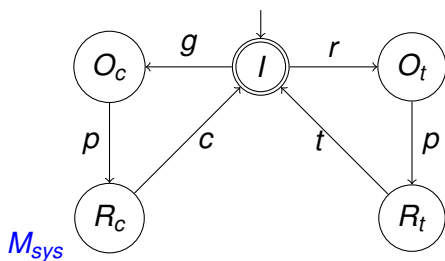
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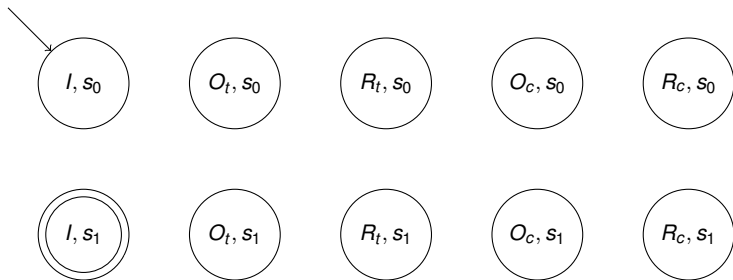
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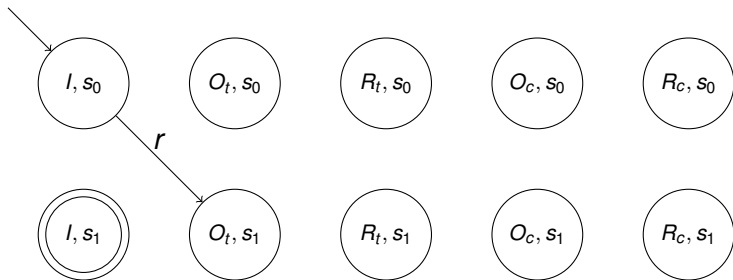


# Checking the drinks machine



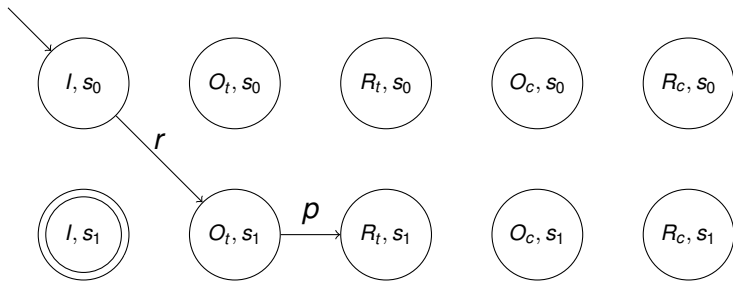
$$M_{sys} \otimes \overline{M_{spec}}$$

# Checking the drinks machine



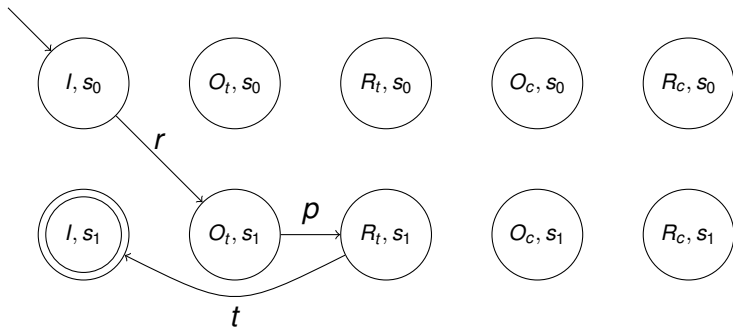
$$M_{sys} \otimes \overline{M_{spec}}$$

# Checking the drinks machine



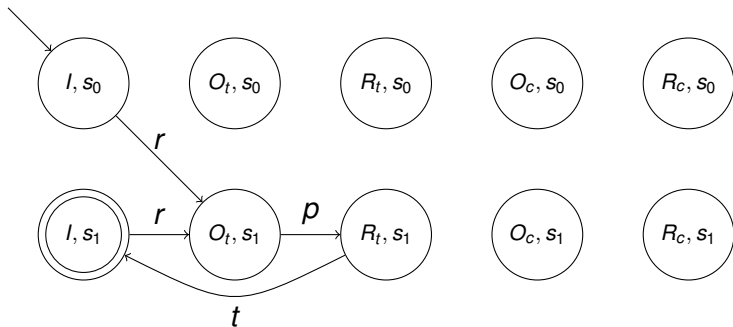
$$M_{sys} \otimes \overline{M_{spec}}$$

# Checking the drinks machine



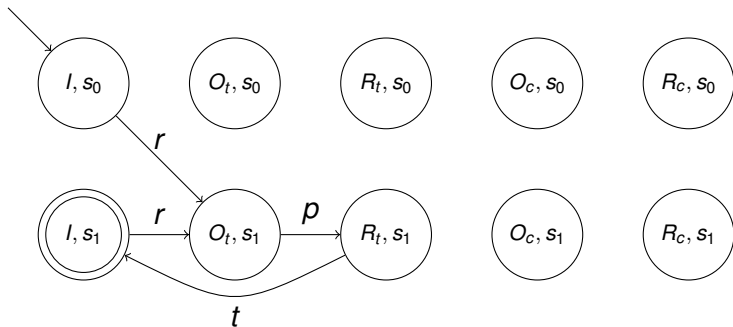
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$$M_{sys} \otimes \overline{M_{spec}}$$

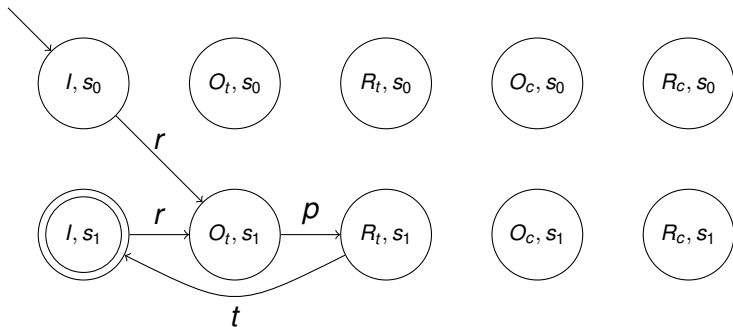
# Checking the drinks machine



$M_{sys} \otimes \overline{M_{spec}}$

- Acceptance cycle reachable from initial state

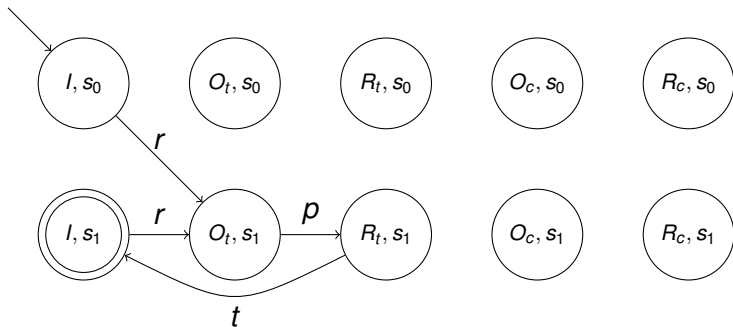
# Checking the drinks machine



$$M_{sys} \otimes \overline{M_{spec}}$$

- Acceptance cycle reachable from initial state
- $L(M_{sys} \otimes \overline{M_{spec}}) \neq \{\}$

# Checking the drinks machine

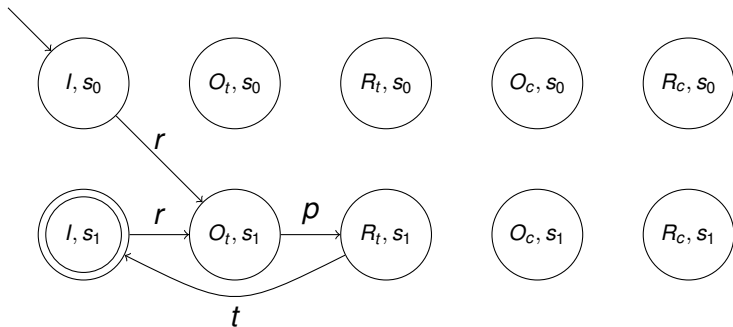


$M_{sys} \otimes \overline{M_{spec}}$

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- $L(M_{sys}) \not\subseteq L(M_{spec})$



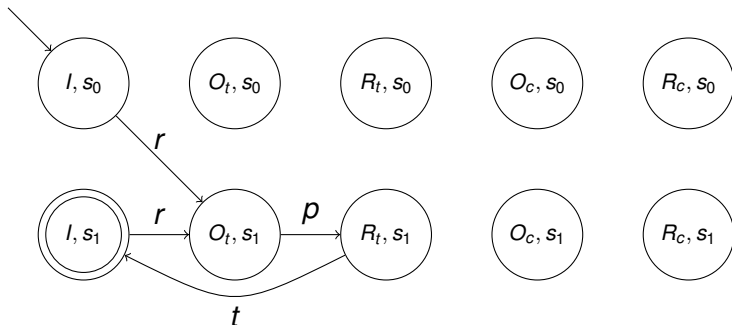
# Checking the drinks machine



$$M_{sys} \otimes \overline{M_{spec}}$$

- Acceptance cycle reachable from initial state
- $L(M_{sys} \otimes \overline{M_{spec}}) \neq \{\}$
- $L(M_{sys}) \not\subseteq L(M_{spec})$
- Property is not satisfied

# Checking the drinks machine



$$M_{sys} \otimes \overline{M_{spec}}$$

- Acceptance cycle reachable from initial state
- $L(M_{sys} \otimes \overline{M_{spec}}) \neq \{\}$
- $L(M_{sys}) \not\subseteq L(M_{spec})$
- Property is not satisfied
- Note that here only edges whose source state is reachable from the initial state are shown.

- We have introduced the theoretical principles of FSMs that allow us to check **language inclusion** ( $L(M_1) \subseteq L(M_2)$ )
- This allows us to check when one FSM, acting as a system model, satisfies a property, represented by another FSM
- This approach is applied in existing verification tools in industry
- Next we will see how to represent properties using formulas of **temporal logic** and how to translate such formulas into FSMs so that the verification approach that we have just seen can be applied.