



# Formal Modelling of Cruise Control System Using Event-B and Rodin Platform

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# Outline

- Motivation
- Case study: Cruise Control System of an e-Bike
  - Event-B Model for e-Bike Cruise Control
  - Modelling Using iUML-B
  - Validating using ProB plug-in
- Conclusions



# Motivation

- Interdisciplinary system development challenges: design and analysis of **new features** along with already existing and embedded features
- Design impact on the final product or embedded software
- **Aim:** combining engineering design analysis with formal methods for system verification and model checking, within a systems engineering environment
  - Guaranteeing that **the models meet the requirements**
  - Early detection of misbehaviour and software flaws
- Approach proposed: integrating various notations utilised in the functional design of complex systems with formal verification (model checking)



## Motivation - cont.

- **Event-B**: a formal method for system development
- Main features include the use of **refinement**
- An Event-B model contains 2 parts: **contexts** and **machines**
  - Contexts contain **carrier sets**, **constants**, and **axioms**
  - Machines contain **variables**, **invariants**, and **events**
- A **machine in Event-B** corresponds to a transition system where variables represent the states and events specify the transitions



## Motivation - cont.

- Event-B is supported by the Rodin Platform
- **Rodin** is an extensible toolkit which includes facilities for:
  - Modelling
  - Verifying about the consistency of models
  - Validating models

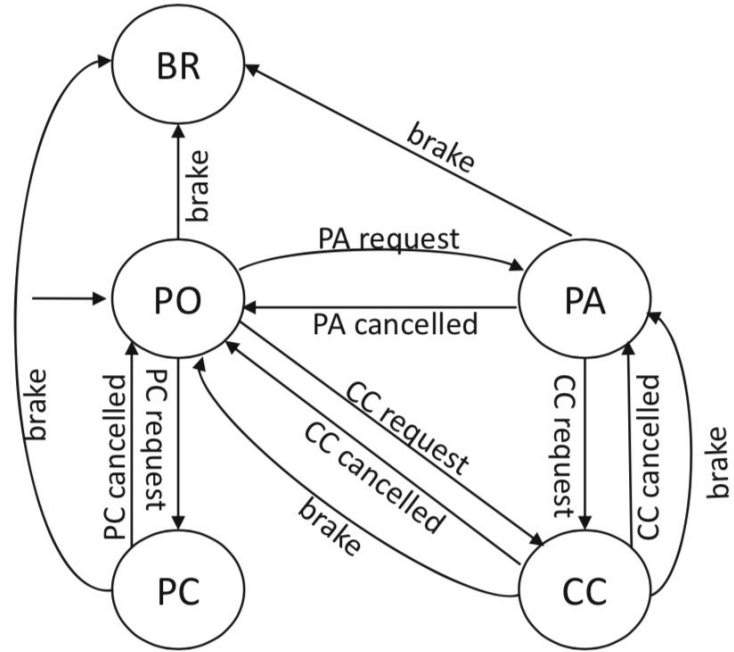


# Case Study: Cruise Control System of an e-Bike

- Advanced Driver Assist System – ADAS
- Based on brushless hub motor that has the capability to work as a generator as well as a motor
- The propulsion system combines an Electric Drive System (EDS) with a conventional pedal drive
- **Cruise control:** an ADAS technology that automatically controls the speed of a transportation system set by the user
- To deliver the CC feature: EDS adjusts the torque input such that the velocity of the bicycle is maintained, regardless of the effort input from the rider.

# State Machine Representation

- Pedal Only - PO: pedal bike
- Pedal Assist - PA: pedal bike with power assistance
- Cruise Control - CC: maintain constant speed
- Pedal Charge - PC: pedal to charge battery
- Brake - Br





# Modelling & Verification

- Capturing system functional requirements, use cases, scenarios
- Design a high level prototype of the system
- Model: can be used for simulation, verification (model checking)
- System requirements -> properties to be checked, e.g.
  - The user should be able to request / activate CC from PO (pedal only) or PA (pedal assist)
  - The system should normally return to the state from where it was activated – i.e. PO or PA, respectively
  - The system should not transit from CC to the output state directly; e.g. when the user brakes, the system returns to PA/PO before jumping to the output state





## Modelling & Verification - cont.

- Simulation and testing can only analyse a limited subset of all possible behaviours, and hence they cannot provide an assurance that the system in question works correctly and any undesired behaviour will not happen
- **Model checking:** receives a mathematical model of the system and a requirement, expressed in a suitable formal logic, and checks if this is verified by exhaustively exploring all system behaviours
- Model checkers: provide an answer 'true' / 'false' + counter example
- This shows some possible behaviour of the system that does not satisfy the given requirement.
- It allows the designer/modeller to change the system accordingly to fix the error.

# Event-B Model for e-Bike Cruise Control

**MACHINE** M0

**SEES** c.status

**VARIABLES**

status

beforecc

engrun

**INVARIANTS**

inv1:  $status \subseteq STATUS$

inv3:  $beforecc \subseteq \{PO, PA, UNDEFINED\}$

inv4:  $engrun \in BOOL$

**EVENTS**

**Initialisation**

begin

act1:  $status := \{PO\}$

act2:  $beforecc := \{UNDEFINED\}$

act3:  $engrun := FALSE$

end

**Event** PedalOnly  $\langle \text{ordinary} \rangle \hat{=}$

when

grd1:

$status = \{PA\} \vee status = \{PC\} \vee$

$(status = \{CC\} \wedge beforecc = \{PO\})$

then

act1:  $status := \{PO\}$

act2:  $engrun := FALSE$

end

...

**Event** PedalOnly2CruiseControl  $\langle \text{ordinary} \rangle \hat{=}$

when

grd1:  $status = \{PO\}$

then

act1:  $status := \{CC\}$

act2:  $beforecc := \{PO\}$

act3:  $engrun := TRUE$

end

...

**Event** BrakeCruiseControl2PedalOnly  $\langle \text{ordinary} \rangle \hat{=}$

when

grd1:  $status = \{CC\} \wedge beforecc = \{PO\}$

then

act1:  $status := \{PO\}$

act2:  $engrun := FALSE$

end

## Refinement of M0

**MACHINE** M1

**REFINES** M0

**SEES** c\_status, c\_user\_action

**VARIABLES**

status  
beforecc  
engrun  
useraction

**INVARIANTS**

*inv1:*  $useraction \in STATUS \rightarrow USER\_ACTION$

**EVENTS**

**Initialisation**

**begin**

*act1:*  $status := \{PO\}$   
*act2:*  $beforecc := \{UNDEFINED\}$   
*act3:*  $engrun := FALSE$   
*act4:*  $useraction := \{\{PO \mapsto pc\}, \{PO \mapsto pa\}, \{PO \mapsto cc\}\}$

**end**

**Event** PedalOnly  $\langle ordinary \rangle \hat{=}$

**refines** PedalOnly

**when**

*grd1:*

$status = \{PA\} \vee status = \{PC\} \vee$   
 $(status = \{CC\} \wedge beforecc = \{PO\})$   
 $status \in \mathbb{P}(STATUS) \setminus \{\{PO\}, \{BRAKE\}, \{UNDEFINED\}\}$

**then**

*act1:*  $status := \{PO\}$   
*act2:*  $engrun := FALSE$   
*act3:*  $useraction := \{PA \mapsto pac, CC \mapsto ccc, PC \mapsto pcc\}$

**end**

...

**Event** PedalOnly2CruiseControl  $\langle ordinary \rangle \hat{=}$

**refines** PedalOnly2CruiseControl

**any**

*s*

**where**

*grd1:*  $s = PO$   
*grd2:*  $status \in \{\{PO\}\}$

**then**

*act1:*  $status := \{CC\}$   
*act2:*  $beforecc := \{PO\}$   
*act3:*  $engrun := TRUE$   
*act4:*  $useraction(s) := cc$

**end**

**Event** BrakeCruiseControl2PedalOnly  $\langle ordinary \rangle \hat{=}$

**refines** BrakeCruiseControl2PedalOnly

**any**

*s*

**where**

*grd1:*  $s = CC \wedge beforecc = \{PO\}$   
*grd2:*  $status \in \{\{CC\}\}$

**then**

*act1:*  $status := \{PO\}$   
*act2:*  $engrun := FALSE$   
*act3:*  $useraction(s) := br$

**end**

# Refinement of M1

```
MACHINE M2
REFINES M0
SEES c.status
VARIABLES
    status
    beforecc
    engrun
    brkLvr
INVARIANTS
    inv1: brkLvr ∈ BOOL
EVENTS
Initialisation ⟨extended⟩
begin
    act1: status := {PO}
    act2: beforecc := {UNDEFINED}
    act3: engrun := FALSE
    act4: brkLvr := FALSE
end
Event PedalOnly ⟨ordinary⟩ ≐
extends PedalOnly
when
    grd1:
        status = {PA} ∨ status = {PC} ∨
        (status = {CC} ∧ beforecc = {PO})
then
    act1: status := {PO}
    act2: engrun := FALSE
end
```

...

```
Event PressBrkLvr_1 ⟨ordinary⟩ ≐
extends Brake
when
    grd1: status = {PO} ∨ status = {PA} ∨ status = {PC}
then
    act1: status := {BRAKE}
    act2: engrun := FALSE
    act3: brkLvr := FALSE
end
Event PressBrkLvr_3 ⟨ordinary⟩ ≐
extends BrakeCruiseControl2PedalOnly
when
    grd1: status = {CC} ∧ beforecc = {PO}
then
    act1: status := {PO}
    act2: engrun := FALSE
    act3: brkLvr := TRUE
end
```

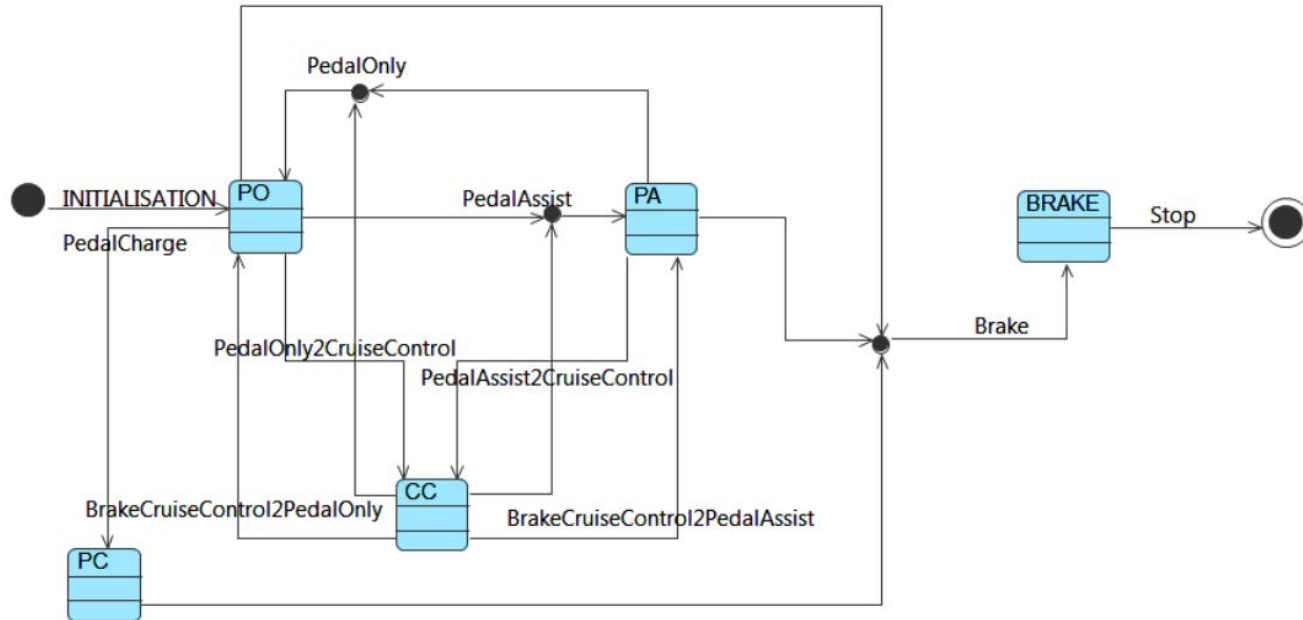
```
Event PressBrkLvr_2 ⟨ordinary⟩ ≐
extends BrakeCruiseControl2PedalAssist
when
    grd1: status = {CC} ∧ beforecc = {PA}
then
    act1: status := {PA}
    act2: engrun := TRUE
    act3: brkLvr := TRUE
end
Event StopBrkLvr ⟨ordinary⟩ ≐
when
    grd1: brkLvr = TRUE
then
    act1: brkLvr := FALSE
end
END
```



# Modelling Using iUML-B

- iUML provides a diagrams to help visualise models
- A state-machine will automatically generate the Event-B data elements to implement the states
- Event-B events are expected to already exist to represent the transitions
- A choice of 2 **alternative translation encodings** are supported by the iUML tools:
  - state-machines
  - class diagrams
- For the e-Bike we use state-machine diagrams. There are **2 choices of translation**:
  - enumeration
  - variable

## State machine diagram



## Generated code using boolean variables

**MACHINE** M0

**SEES** *cruise\_control*

**VARIABLES**

*PO*  
*PA*  
*BRAKE*  
*CC*  
*PC*  
*engrun*  
*beforecc*

**INVARIANTS**

*typeof\_PO*:  $PO \in \text{BOOL}$   
*typeof\_PA*:  $PA \in \text{BOOL}$   
*typeof\_BRAKE*:  $BRAKE \in \text{BOOL}$   
*typeof\_CC*:  $CC \in \text{BOOL}$   
*typeof\_PC*:  $PC \in \text{BOOL}$   
*distinct\_states\_in\_iUML*:  $\text{TRUE} \in \{PO, PA, BRAKE, CC, PC\} \Rightarrow \text{partition}(\{\text{TRUE}\}, \{PO\} \cap \{\text{TRUE}\}, \{PA\} \cap \{\text{TRUE}\}, \{BRAKE\} \cap \{\text{TRUE}\}, \{CC\} \cap \{\text{TRUE}\}, \{PC\} \cap \{\text{TRUE}\})$   
*inv1*:  $\text{engrun} \in \text{BOOL}$   
*inv2*:  $\text{beforecc} \subseteq \text{BEFORECC}$

**EVENTS**

**Initialisation**

**begin**

*init\_PO*:  $PO := \text{TRUE}$   
*init\_PA*:  $PA := \text{FALSE}$   
*init\_BRAKE*:  $BRAKE := \text{FALSE}$   
*init\_CC*:  $CC := \text{FALSE}$   
*init\_PC*:  $PC := \text{FALSE}$   
*act1*:  $\text{engrun} := \text{FALSE}$   
*act2*:  $\text{beforecc} := \{\text{undefined}\}$

**end**

**Event** *PedalOnly*  $\langle \text{ordinary} \rangle \hat{=}$

**when**

*isin\_PA\_or\_isin\_CC*:  $(PA = \text{TRUE} \vee CC = \text{TRUE})$

**then**

*leave\_PA*:  $PA := \text{FALSE}$   
*leave\_CC*:  $CC := \text{FALSE}$   
*enter\_PO*:  $PO := \text{TRUE}$   
*act1*:  $\text{engrun} := \text{FALSE}$

**end**

...



## Validating using ProB plug-in

- **ProB** is an animation and model checking tool which accepts B-models, but is also integrated within the Rodin platform
- Unlike, most model checking tools, ProB works on higher-level formalisms and so it enables a more convenient modeling.
- The animation facilities allow: to visualize, at any moment, the state space, to execute a given number of operations, to see the shortest trace to current state.
- **Properties** that are intended to be verified can be formulated using the **LTL** or the **CTL** formalism.





## Validating using ProB plug-in - cont.

- Some examples of LTL operators used in the e-Bike:
  - Globally (G):  $G p$  meaning that the property  $p$  holds in any state
  - NeXt(X):  $X p$  meaning that  $p$  holds in the next state
  - Implies ( $\Rightarrow$ ), and ( $\&$ ), or ( $\vee$ ), negation ( $\neg$ )



## Verified properties

Prop. ID	Property <i>Informal query</i> Formal query (LTL and CTL)	Result (True / False)
P1	<b><i>The user should be able to request / activate Cruise Control only from PO or PA</i></b> $G (\{\text{status} = \{\text{PC}\} \text{ or } \text{status} = \{\text{BRAKE}\}\} \Rightarrow \text{not } X \{\text{status} = \{\text{CC}\}\})$	true
P2	<b><i>The system should not transit directly from CC to brake directly</i></b> $G (\{\text{status} = \{\text{CC}\} \ \& \ \text{useraction} = \{\text{CC} \rightarrow \text{br}\}\} \Rightarrow \text{not } X \{\text{status} = \{\text{BRAKE}\}\})$	true
P3	<b><i>When brake is requested in CC the system returns to PA or PO</i></b> $G (\{\text{status} = \{\text{CC}\} \ \& \ \text{useraction} = \{\text{CC} \rightarrow \text{br}\}\} \Rightarrow X \{\text{status} = \{\text{PO}\} \text{ or } \text{status} = \{\text{PA}\}\})$	true



## Verified properties - cont.

Prop. ID	Property <i>Informal query</i> Formal query (LTL and CTL)	Result (True / False)
P4	<b><i>When system is in CC, PA or PC state, the Engine is running (engrun is True)</i></b> $G (\{ \text{status} = \{ \text{CC} \} \text{ or } \text{status} = \{ \text{PA} \} \text{ or } \text{status} = \{ \text{PC} \} \} \Rightarrow \{ \text{engrun} = \text{TRUE} \})$	true
P5	<b><i>When system is in PO or Brake state, engrun is False</i></b> $G (\{ \text{status} = \{ \text{BRAKE} \} \text{ or } \text{status} = \{ \text{PO} \} \} \Rightarrow \{ \text{engrun} = \text{FALSE} \})$	true
P6	<b><i>PA and PC cannot directly activate each other</i></b> $G (\{ \text{status} = \{ \text{PA} \} \} \Rightarrow \text{not } X \{ \text{status} = \{ \text{PC} \} \}) \ \& \ G(\{ \text{status} = \{ \text{PC} \} \} \Rightarrow \text{not } X \{ \text{status} = \{ \text{PA} \} \})$	true



## Verified properties - cont.

Prop. ID	Property <i>Informal query</i> Formal query (LTL and CTL)	Result (True / False)
P7	<b>CC and PC cannot directly activate each other</b> $G(\{\text{status} = \{\text{CC}\}\} \Rightarrow \text{not } X \{\text{status} = \{\text{PC}\}\}) \ \& \ G(\{\text{status} = \{\text{PC}\}\} \Rightarrow \text{not } X \{\text{status} = \{\text{CC}\}\})$	true
P8	<b>CC can be activated from a state other than PO or PA</b> $\text{not } \{\text{status} = \{\text{PO}\} \text{ or } \text{status} = \{\text{PA}\}\} \cup \{\text{status} = \{\text{CC}\}\}$	false
P9	<b>PC can be activated from a state other than PO</b> $\text{not } \{\text{status} = \{\text{PO}\}\} \cup \{\text{status} = \{\text{PC}\}\}$	false



## Rodin code

- We open-sourced our implementations at:  
<https://github.com/sinapredut/eBike> and  
[https://github.com/sinapredut/eBikeiUMLvar\\_v2](https://github.com/sinapredut/eBikeiUMLvar_v2)



# Conclusions

- Initial approach towards an integrated methodology to verify the desired behaviours of engineered systems
- Case study: cruise control system of an e-Bike
- Modelling an e-Bike cruise control system using Rodin platform and validating its behaviour using the ProB tool
- Generating a formal model using iUML plug-in



# Conclusions

- Investigation on the Rodin capabilities in case of a continuous domain model of the environment: modelling the continuous parts of the system using the plug-in Theory integrated within the Rodin platform
- **Future work:** make a co-simulation of the closed-loop parts of the controller with a continuous domain model of the environment using MultiSim plug-in as we already have the model implemented in Python



## Questions & Answers

Thank you!

Τηχαυκ λουι