Introduction

Modelling parallel systems

- Transition systems
- Modeling hard- and software systems
- Parallelism and communication $\longleftarrow$

Linear Time Properties

Regular Properties

Linear Temporal Logic

Computation-Tree Logic

Equivalences and Abstraction

Channel systems

PC2.2-24

Channel systems

representation of data-dependent parallel systems with

- communication over shared variables
- synchronous message passing
- asynchronous message passing

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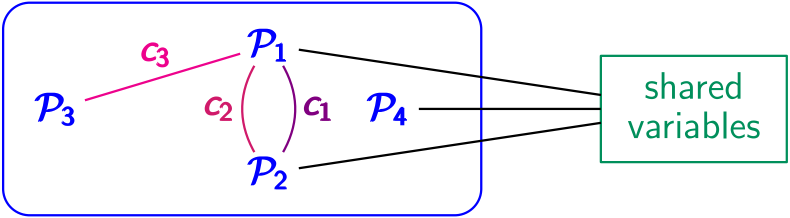

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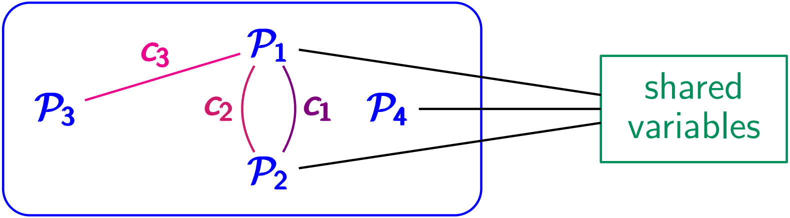

channel types: synchronous or FIFO

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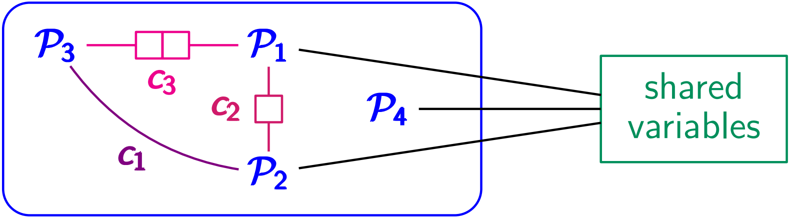

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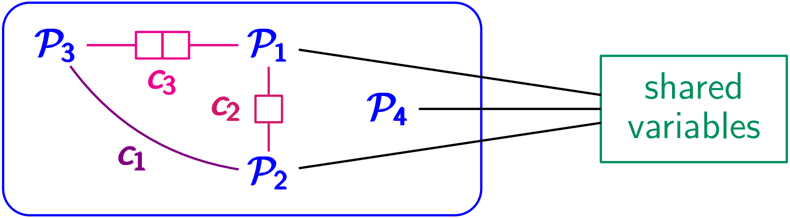
$\uparrow$

capacity $\widehat{=}$ number of buffer cells representation of data-dependent parallel systems with

- communication over shared variables
- synchronous message passing ⟵ capacity **0**
- asynchronous message passing ⟵ capacity $\geq$ **1**



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- with conditional transitions $\ell_i \xhookrightarrow{g:\alpha} \ell_i'$ (as before)
- and communication actions

$\ell_i \xhookrightarrow{c!v} \ell_i'$	sending value v via channel c
$\ell_i \xhookrightarrow{c?x} \ell_i'$	receiving a value for variable x via channel c

Typed variables and channels

typed variable: variable x with data domain $Dom(x)$

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s.t. $\xi(c)$ is a word over $Dom(c)$ of length $\leq cap(c)$

Channel system (CS)

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$\ell \overset{g:\alpha}{\hookrightarrow}_i \ell'$ guarded command

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$$\ell \xhookrightarrow{g:\alpha}_i \ell' \quad \text{where } g \in Cond(Var),\ \alpha \in Act_i$$

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Effect of communication actions in CS

asynchronous message passing via channels of capacity ≥ 1

	enabled if ...	effect
sending $c!v$		
receiving $c?x$		

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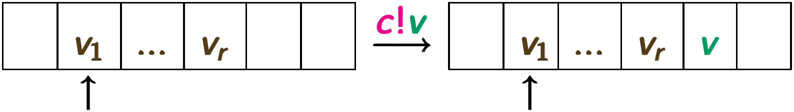

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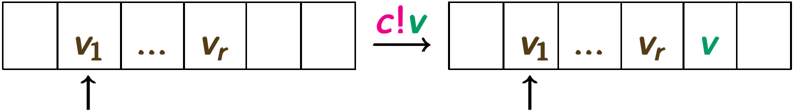

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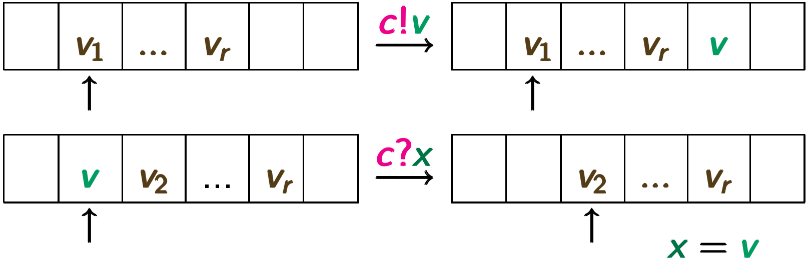

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synchronous message passing via channels of capacity $\mathbf{0}$

- $c!v$ and $c?x$ are executed at the same time
- effect $x := v$

channel system over $(Var, Chan)$

$$\mathcal{C} = [\mathcal{P}_1 | \ldots | \mathcal{P}_n]$$

$$\Downarrow$$

transition system $\mathcal{T}_{\mathcal{C}}$

TS-semantics of channel systems

channel system over $(\mathit{Var}, \mathit{Chan})$
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$\Downarrow$

transition system $\mathcal{T}_{\mathcal{C}}$

states of $\mathcal{T}_{\mathcal{C}}$ have the form

$$\langle \ell_1, \ldots, \ell_n, \eta, \xi \rangle$$

locations of $\mathcal{P}_1, \ldots, \mathcal{P}_n$

variable valuation

channel evaluation

TS-semantics of channel systems

states $\langle \ell_1, \ldots, \ell_n, \eta, \xi \rangle$ where

- ℓ_i location of program graph $\mathcal{P}_i$,
- $\eta \in \mathit{Eval}(\mathit{Var})$ variable evaluation
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variable evaluation:

$$\eta : Var \longrightarrow \bigcup_{x \in Var} Dom(x) \quad \text{with } \eta(x) \in Dom(x)$$

channel evaluation:

$$\xi : Chan \rightarrow \bigcup_{c \in Chan} Dom(c)^* \quad \text{with } \xi(c) \in Dom(c)^* \text{ and } |\xi(c)| \leq cap(c)$$

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only channels c with $\mathit{cap}(c) \geq 1$ are relevant

Transition relation of channel systems

states $\langle \ell_1, \ldots, \ell_n, \eta, \xi \rangle$ where $\ell_i \in Loc_i$, $\eta \in Eval(Var)$,
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interleaving rule for actions $\alpha \in Act_i$:

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$\uparrow$

does not affect the channel evaluation ξ

SOS-rules for asynchronous message passing

for channel c with $cap(c) \geq 1$

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receiving a message:

$$\frac{\ell_i \overset{c?x}{\hookrightarrow}_i \ell_i' \ \wedge \ \xi(c) = v_1 v_2 \ldots v_k \ \wedge \ k \geq 1}{\langle \ell_1, \ldots, \ell_i, \ldots, \ell_n, \eta, \xi \rangle \xrightarrow{\tau} \langle \ell_1, \ldots, \ell_i', \ldots, \ell_n, \eta', \xi' \rangle}$$

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where $\eta' = \eta[x{:=}v_1]$

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sending a message:

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SOS-rules for synchronous message passing

PC2.2-30

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for synchronous channel c:

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How many states...

has a transition system for a channel system with ... **?**

- **2** processes with **2** locations each
- **2** Boolean variables
- **2** channels of capacity **10** and Boolean values

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answer:

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note: $2^{11}-1 = 1 + 2 + 2^2 + \ldots + 2^{10}$

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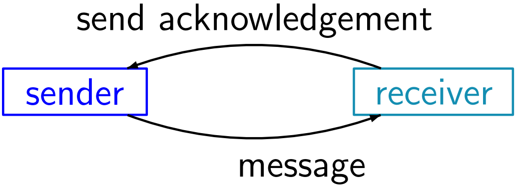
Alternating bit protocol (ABP)



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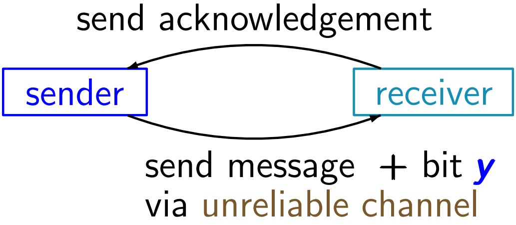

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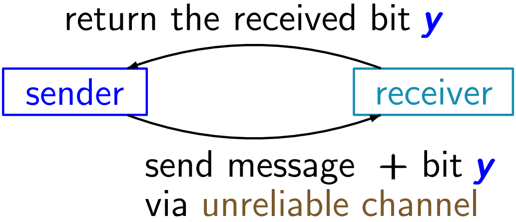

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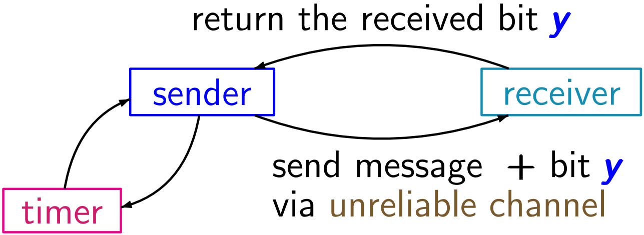
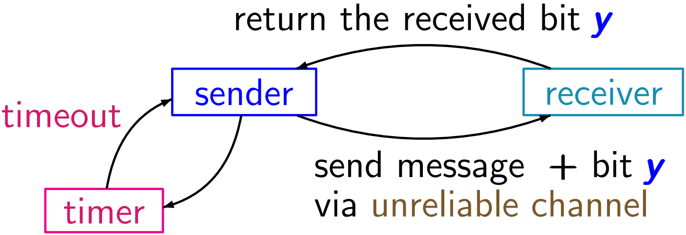


Protocol for the sender




```
LOOP FOREVER
(1)  send message + bit y and activate timer
(2)  AWAIT timeout or acknowledgement DO
          IF timeout THEN goto (1)
                      ELSE turn off timer; y:=¬y
          FI
     OD
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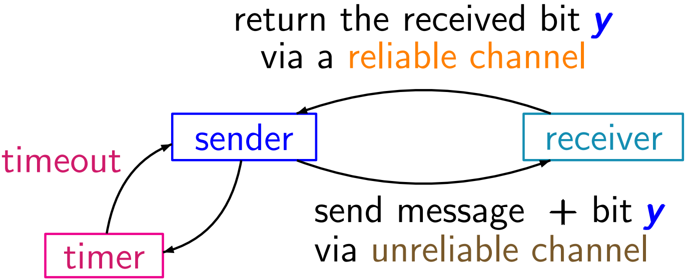


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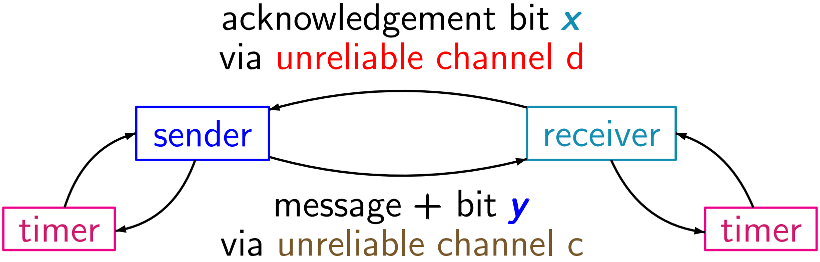

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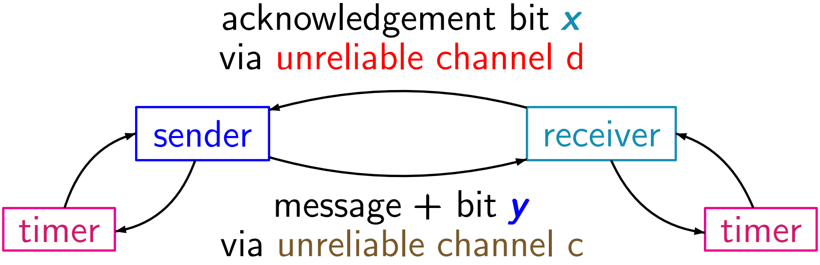


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LOOP FOREVER
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         IF timeout THEN goto (1)
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                     ELSE ignore x
              FI
         FI
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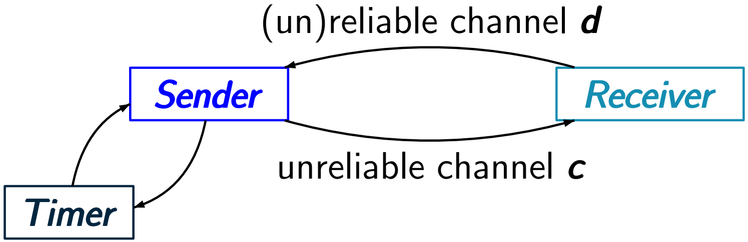
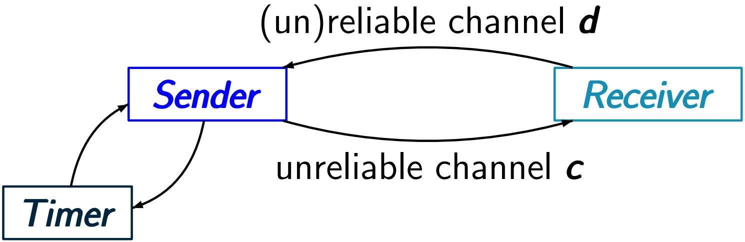
Alternating bit protocol (ABP)



channel system: [*Sender* | *Timer* | *Receiver*]

Alternating bit protocol (ABP)

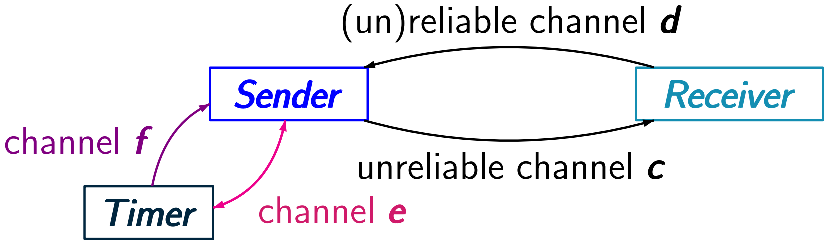


channel system: [*Sender* | *Timer* | *Receiver*]

synchronous message passing between
Timer and *Sender*

asynchronous message passing between
Receiver and *Sender*

Alternating bit protocol (ABP)

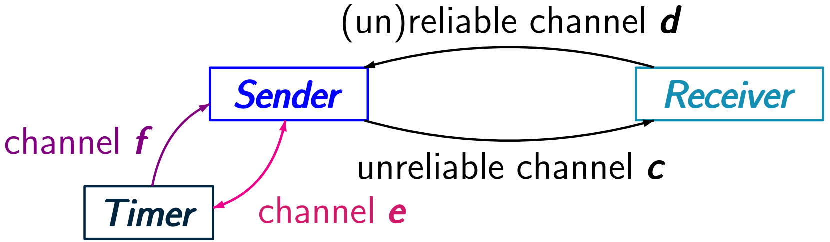


channel system: $[\, \mathit{Sender} \mid \mathit{Timer} \mid \mathit{Receiver} \,]$

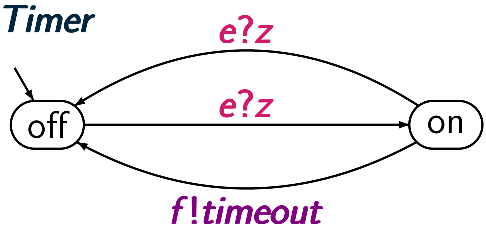
synchronous message passing between
Timer and *Sender* $\leftarrow$ channels e and f

asynchronous message passing between
Receiver and *Sender* $\leftarrow$ channels c, d

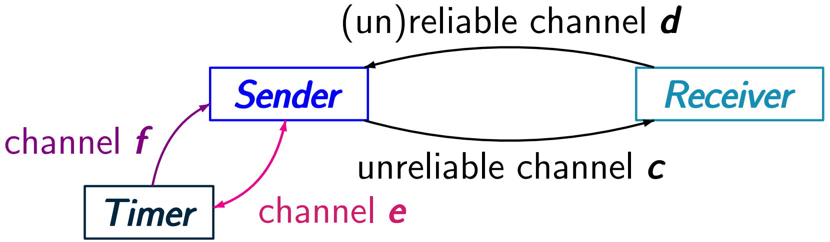
Alternating bit protocol (ABP)



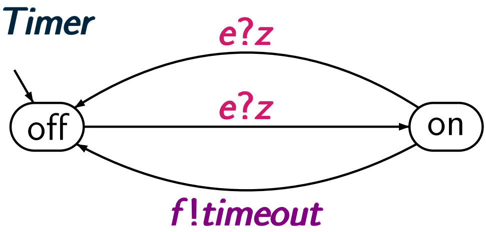
channel system: [*Sender* | *Timer* | *Receiver*]



Alternating bit protocol (ABP)



channel system: $[\,$*Sender* $|$ *Timer* $|$ *Receiver*$\,]$



actions of *Sender*:

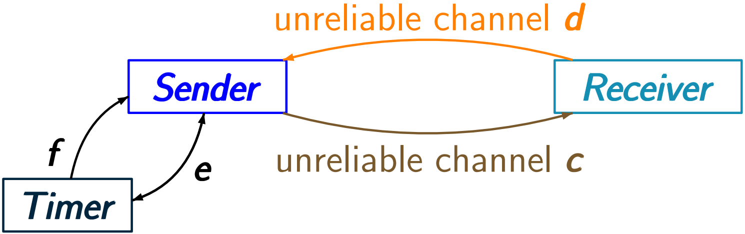
$\vdots$

$e!timer\_on$

$e!timer\_off$

$f?z'$

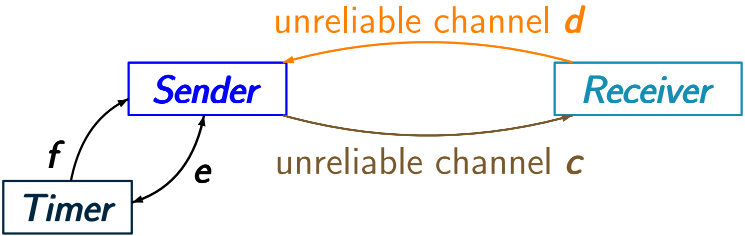
$\vdots$



specify the sender by a program graph using

- asynchronous channels *c* and *d*
- synchronous channels *e* and *f*

Program graph for the sender

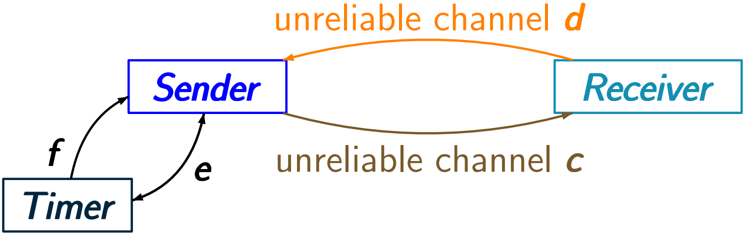


specify the sender by a program graph using

- asynchronous channels *c* and *d*
- synchronous channels *e* and *f*

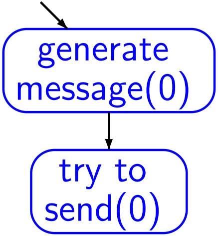
simply write **!*timeout***
?*timer_on*
?*timer_off*

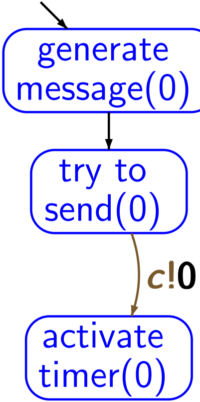
Program graph for the sender

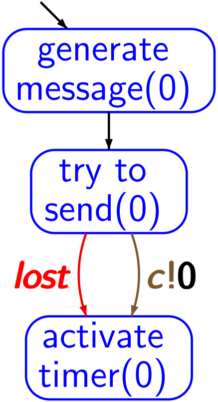


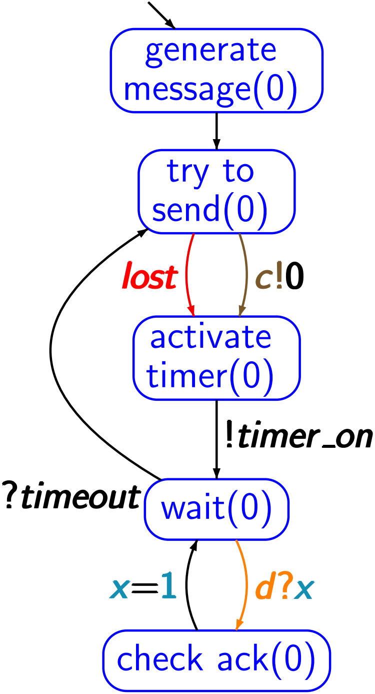
specify the sender by a program graph using

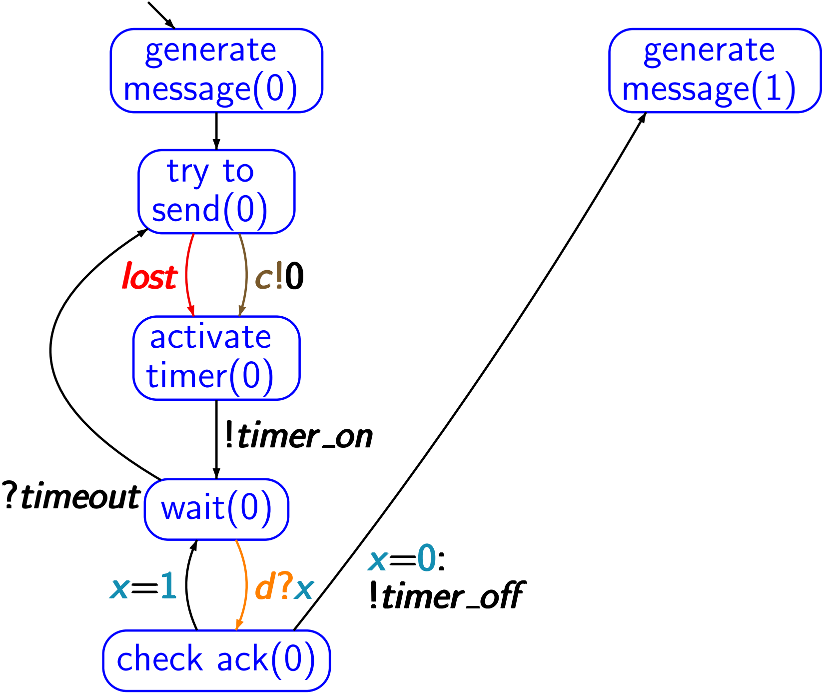
- asynchronous channels *c* and *d*
- synchronous channels *e* and *f*
- Boolean variable *x* for the acknowledgement bit sent by the receiver

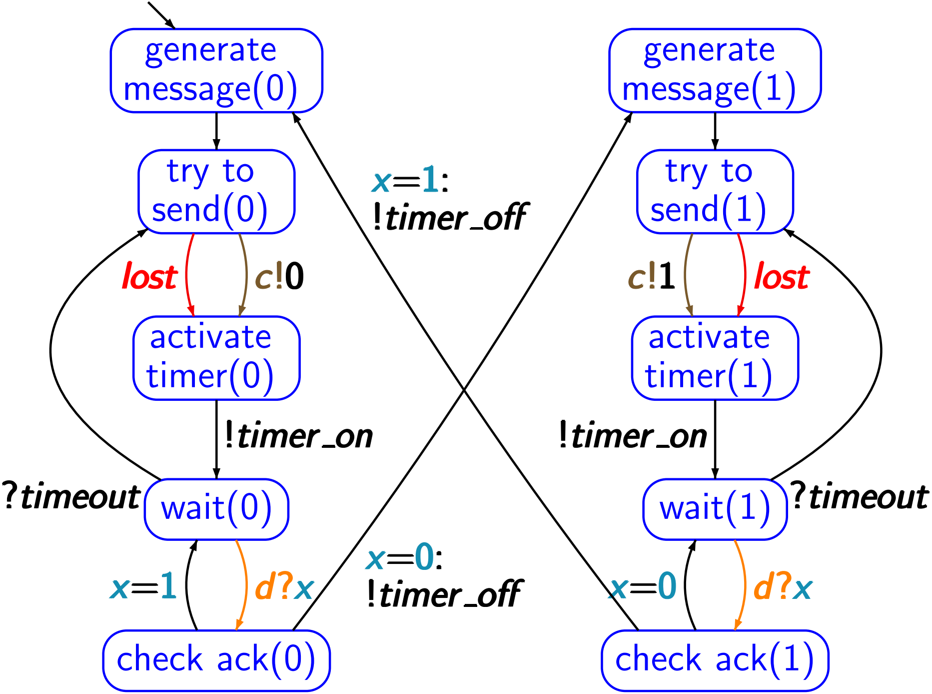

generate message(0)
try to send(0)


generate message(0)
try to send(0)
c!0
activate timer(0)

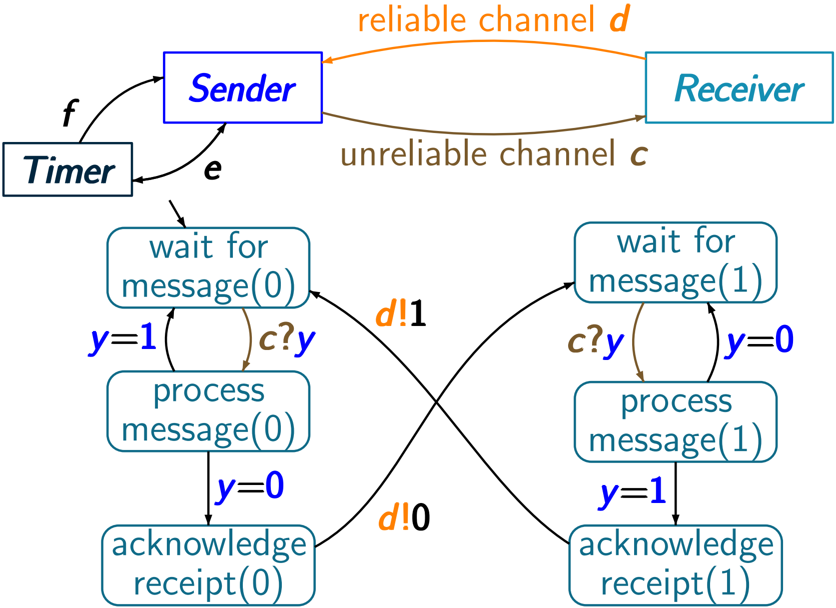

generate message(0)
try to send(0)
lost
c!0
activate timer(0)

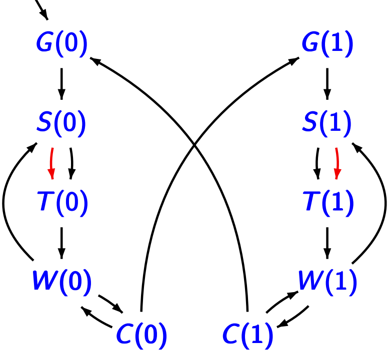

generate message(0)
try to send(0)
lost
c!0
activate timer(0)
!timer_on
?timeout
wait(0)
x=1
d?x
check ack(0)

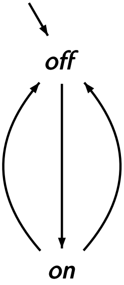

generate message(0)
try to send(0)
lost
c!0
activate timer(0)
!timer_on
?timeout
wait(0)
x=1
d?x
check ack(0)
x=0:
!timer_off
generate message(1)

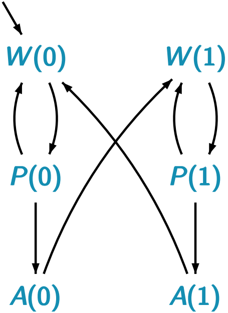

generate message(0)
try to send(0)
lost
c!0
activate timer(0)
!timer_on
?timeout
wait(0)
x=1
d?x
check ack(0)
x=1:
!timer_off
x=0:
!timer_off
generate message(1)
try to send(1)
c!1
lost
activate timer(1)
!timer_on
wait(1)
?timeout
x=0
d?x
check ack(1)

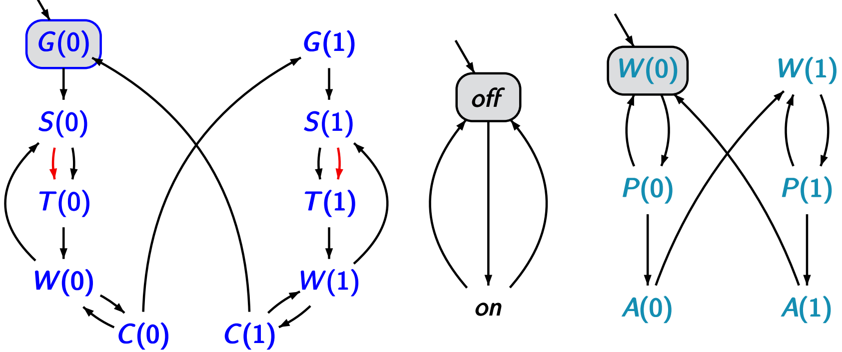
Program graph for the receiver



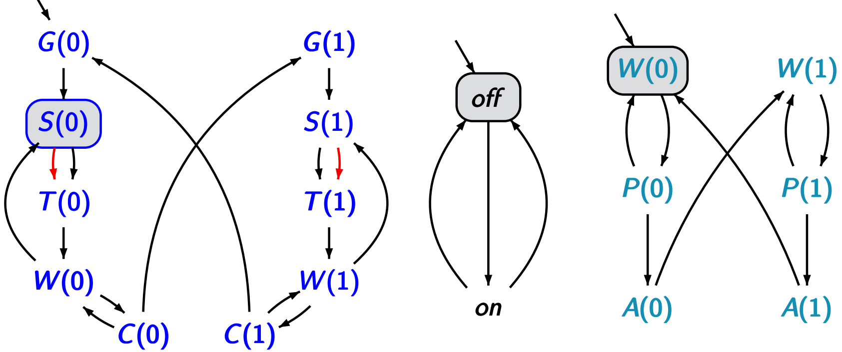

G(0)
G(1)
S(0)
S(1)
T(0)
T(1)
W(0)
W(1)
C(0)
C(1)


off
on


W(0)
W(1)
P(0)
P(1)
A(0)
A(1)

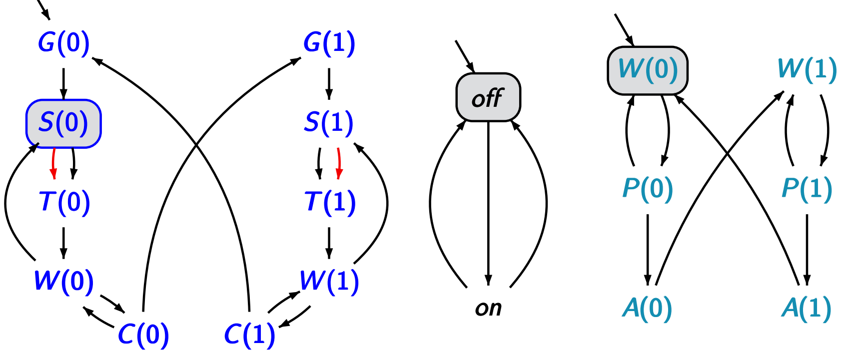


Generate(0) off Wait(0) $c = \varepsilon$ $d = \varepsilon$



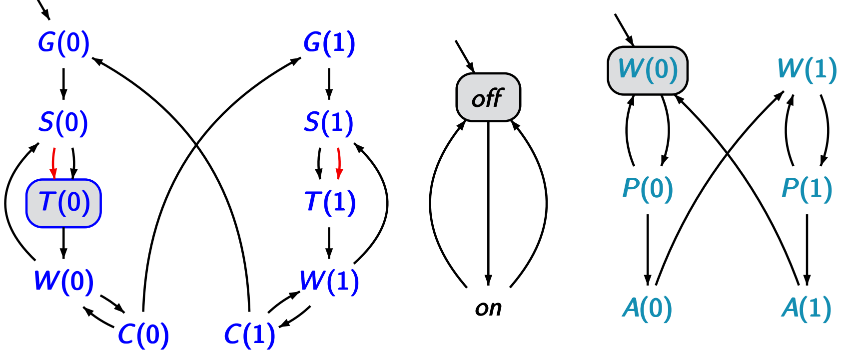
Generate(0) off Wait(0) $c=\varepsilon$ $d=\varepsilon$

Send(0) off Wait(0) $c=\varepsilon$ $d=\varepsilon$

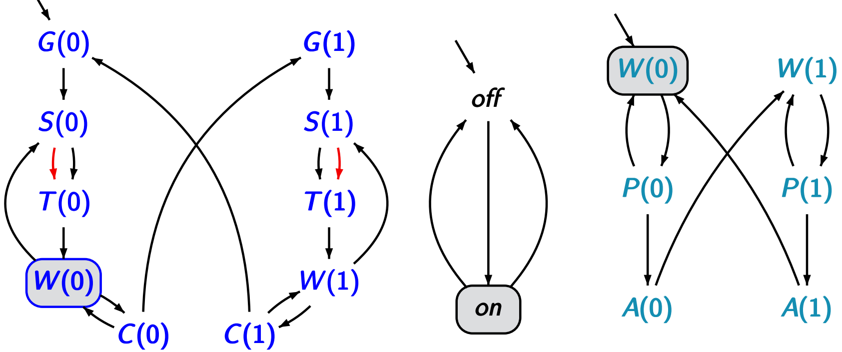


Generate(0) off Wait(0) $c=\varepsilon$ $d=\varepsilon$

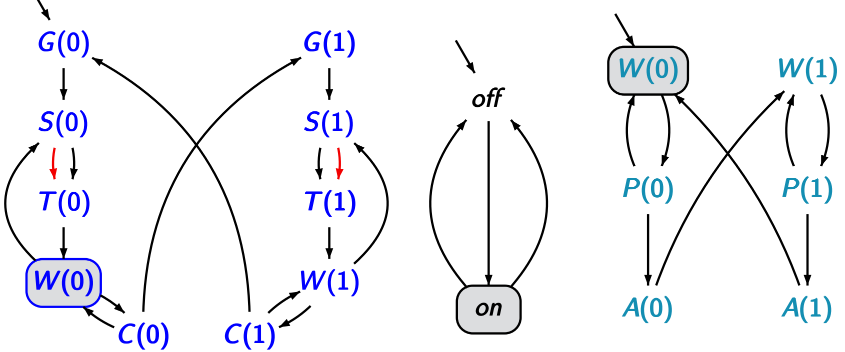
Send(0) off Wait(0) $c=\varepsilon$ $d=\varepsilon$ message lost



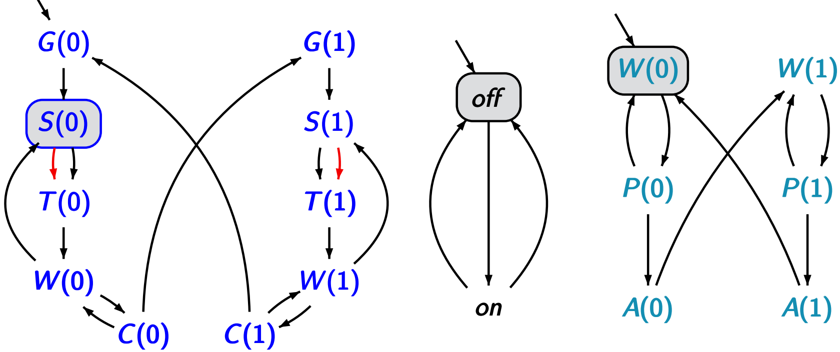
Generate(0)	off	Wait(0)	c=ε	d=ε	
Send(0)	off	Wait(0)	c=ε	d=ε	message lost
Timer_on(0)	off	Wait(0)	c=ε	d=ε	



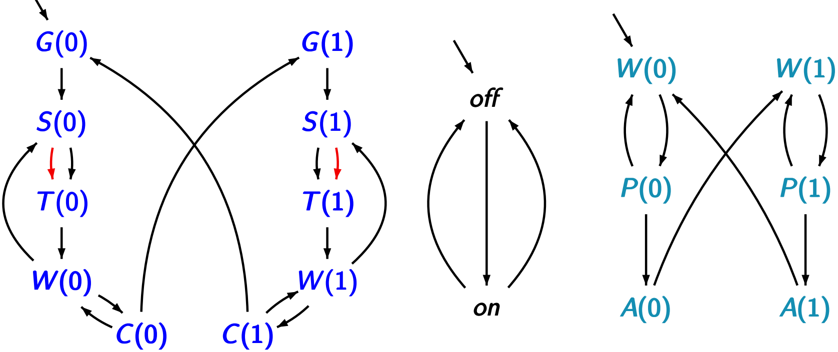
Generate(0)	off	Wait(0)	$c{=}\varepsilon$	$d{=}\varepsilon$	
Send(0)	off	Wait(0)	$c{=}\varepsilon$	$d{=}\varepsilon$	message lost
Timer_on(0)	off	Wait(0)	$c{=}\varepsilon$	$d{=}\varepsilon$	
Wait(0)	on	Wait(0)	$c{=}\varepsilon$	$d{=}\varepsilon$	

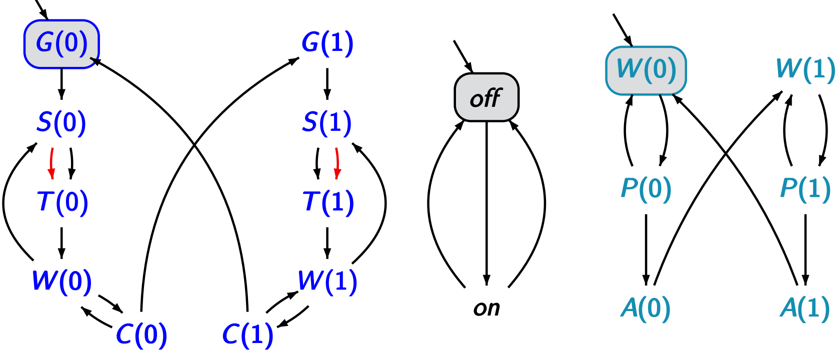


Generate(0)	off	Wait(0)	$c=\varepsilon$	$d=\varepsilon$	
Send(0)	off	Wait(0)	$c=\varepsilon$	$d=\varepsilon$	message lost
Timer_on(0)	off	Wait(0)	$c=\varepsilon$	$d=\varepsilon$	
Wait(0)	on	Wait(0)	$c=\varepsilon$	$d=\varepsilon$	timeout

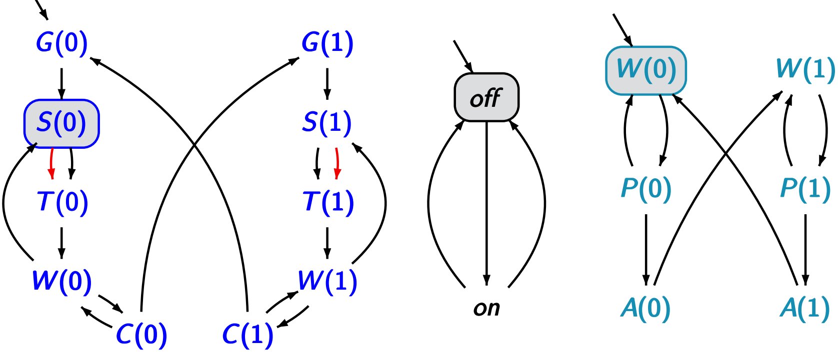


Generate(0)	off	Wait(0)	$c{=}\varepsilon$	$d{=}\varepsilon$	
Send(0)	off	Wait(0)	$c{=}\varepsilon$	$d{=}\varepsilon$	message lost
Timer_on(0)	off	Wait(0)	$c{=}\varepsilon$	$d{=}\varepsilon$	
Wait(0)	on	Wait(0)	$c{=}\varepsilon$	$d{=}\varepsilon$	timeout
Send(0)	off	Wait(0)	$c{=}\varepsilon$	$d{=}\varepsilon$	
		⋮			try again

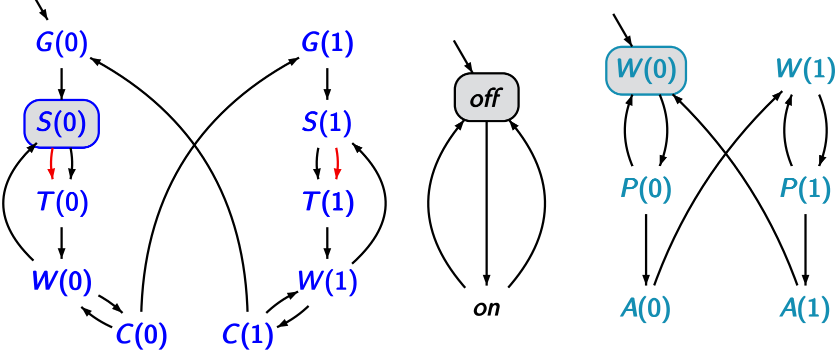

G(0)
G(1)
S(0)
S(1)
T(0)
T(1)
W(0)
W(1)
C(0)
C(1)
off
on
W(0)
W(1)
P(0)
P(1)
A(0)
A(1)



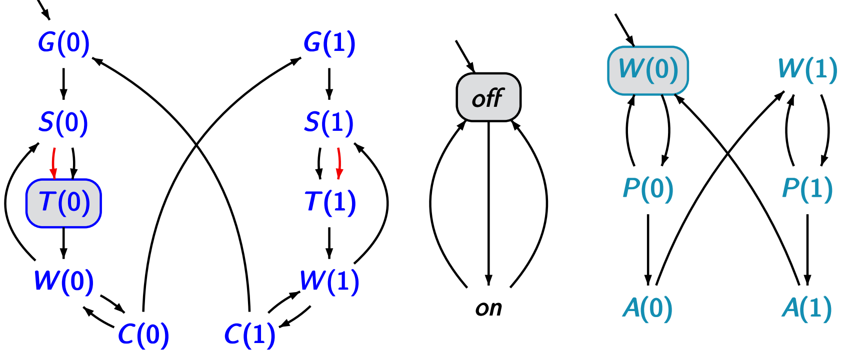
Generate(0) off Wait(0) $c{=}\varepsilon$ $d{=}\varepsilon$



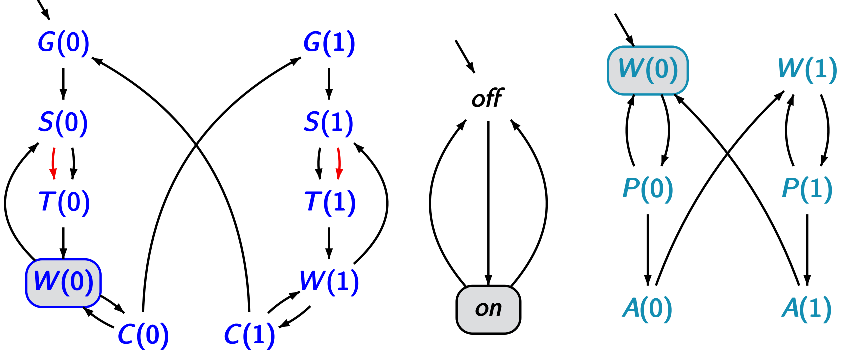
Generate(0)	off	Wait(0)	$c{=}\varepsilon$	$d{=}\varepsilon$
Send(0)	off	Wait(0)	$c{=}\varepsilon$	$d{=}\varepsilon$



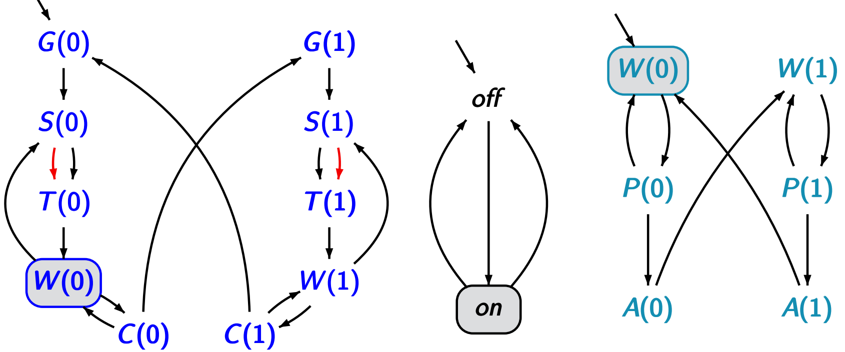
Generate(0)	off	Wait(0)	$c{=}\varepsilon$	$d{=}\varepsilon$	
Send(0)	off	Wait(0)	$c{=}\varepsilon$	$d{=}\varepsilon$	message 0 sent



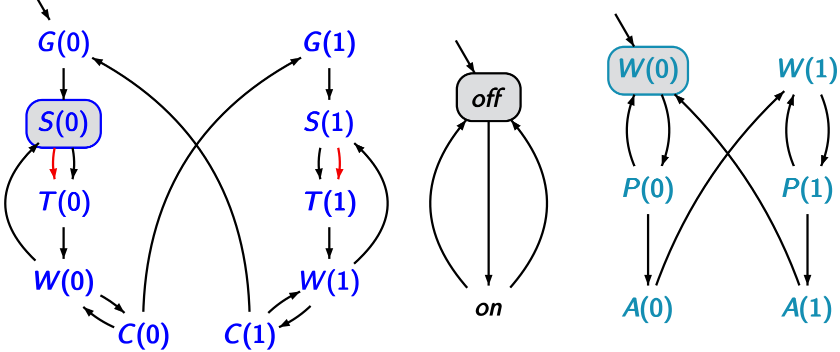
Generate(0)	off	Wait(0)	$c{=}\varepsilon$	$d{=}\varepsilon$	
Send(0)	off	Wait(0)	$c{=}\varepsilon$	$d{=}\varepsilon$	message 0 sent
Timer_on(0)	off	Wait(0)	$c{=}0$	$d{=}\varepsilon$	



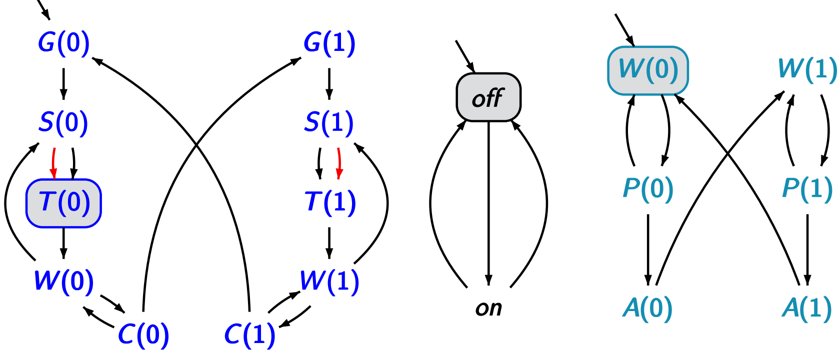
Generate(0)	off	Wait(0)	$c{=}\varepsilon$	$d{=}\varepsilon$	
Send(0)	off	Wait(0)	$c{=}\varepsilon$	$d{=}\varepsilon$	message 0 sent
Timer_on(0)	off	Wait(0)	$c{=}0$	$d{=}\varepsilon$	
Wait(0)	on	Wait(0)	$c{=}0$	$d{=}\varepsilon$	



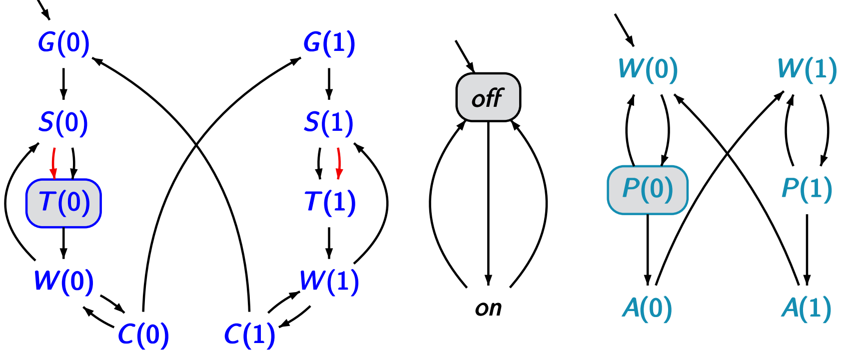
Generate(0)	off	Wait(0)	$c{=}\varepsilon$	$d{=}\varepsilon$	
Send(0)	off	Wait(0)	$c{=}\varepsilon$	$d{=}\varepsilon$	message 0 sent
Timer_on(0)	off	Wait(0)	$c{=}0$	$d{=}\varepsilon$	
Wait(0)	on	Wait(0)	$c{=}0$	$d{=}\varepsilon$	timeout



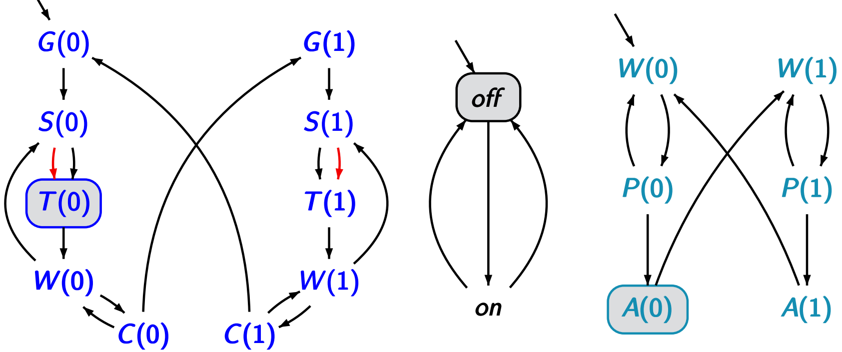
Generate(0)	off	Wait(0)	$c = \varepsilon$	$d = \varepsilon$	
Send(0)	off	Wait(0)	$c = \varepsilon$	$d = \varepsilon$	message 0 sent
Timer_on(0)	off	Wait(0)	$c = 0$	$d = \varepsilon$	
Wait(0)	on	Wait(0)	$c = 0$	$d = \varepsilon$	timeout
Send(0)	off	Wait(0)	$c = 0$	$d = \varepsilon$	



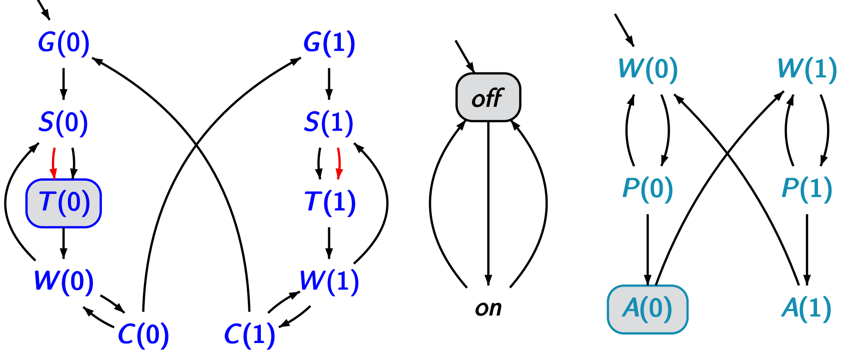
Generate(0)	off	Wait(0)	$c=\varepsilon$	$d=\varepsilon$	
Send(0)	off	Wait(0)	$c=\varepsilon$	$d=\varepsilon$	message 0 sent
Timer_on(0)	off	Wait(0)	$c=0$	$d=\varepsilon$	
Wait(0)	on	Wait(0)	$c=0$	$d=\varepsilon$	timeout
Send(0)	off	Wait(0)	$c=0$	$d=\varepsilon$	0 sent again
Timer_on(0)	off	Wait(0)	$c=00$	$d=\varepsilon$	



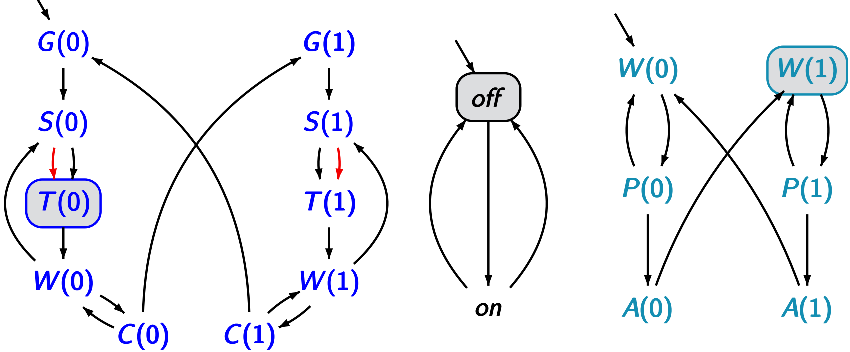
Generate(0)	off	Wait(0)	$c{=}\varepsilon$	$d{=}\varepsilon$	
Send(0)	off	Wait(0)	$c{=}\varepsilon$	$d{=}\varepsilon$	message 0 sent
Timer_on(0)	off	Wait(0)	$c{=}0$	$d{=}\varepsilon$	
Wait(0)	on	Wait(0)	$c{=}0$	$d{=}\varepsilon$	timeout
Send(0)	off	Wait(0)	$c{=}0$	$d{=}\varepsilon$	0 sent again
Timer_on(0)	off	Wait(0)	$c{=}00$	$d{=}\varepsilon$	
Timer_on(0)	off	Proc(0)	$c{=}0$	$d{=}\varepsilon$	message received



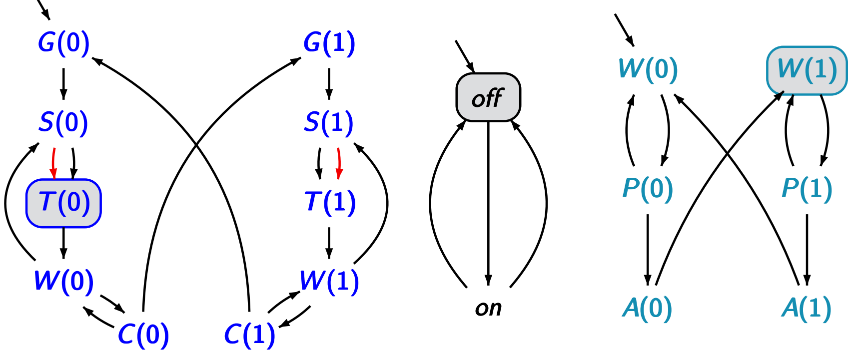
Generate(0)	off	Wait(0)	$c{=}\varepsilon$	$d{=}\varepsilon$	
Send(0)	off	Wait(0)	$c{=}\varepsilon$	$d{=}\varepsilon$	message 0 sent
Timer_on(0)	off	Wait(0)	$c{=}0$	$d{=}\varepsilon$	
Wait(0)	on	Wait(0)	$c{=}0$	$d{=}\varepsilon$	timeout
Send(0)	off	Wait(0)	$c{=}0$	$d{=}\varepsilon$	0 sent again
Timer_on(0)	off	Wait(0)	$c{=}00$	$d{=}\varepsilon$	
Timer_on(0)	off	Proc(0)	$c{=}0$	$d{=}\varepsilon$	message received
Timer_on(0)	off	Ack(0)	$c{=}0$	$d{=}\varepsilon$	



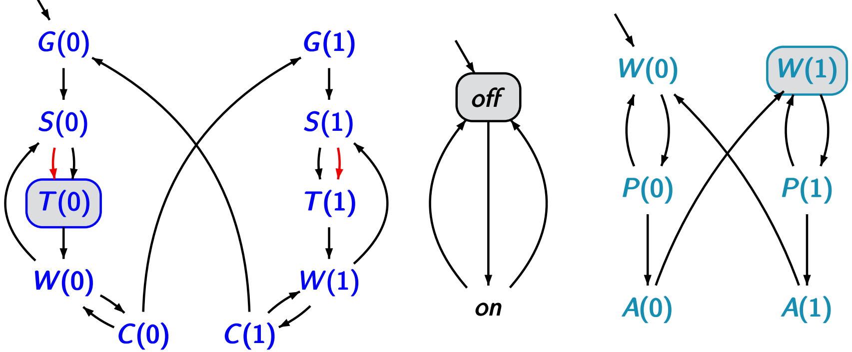
Generate(0)	off	Wait(0)	$c{=}\varepsilon$	$d{=}\varepsilon$	
Send(0)	off	Wait(0)	$c{=}\varepsilon$	$d{=}\varepsilon$	message 0 sent
Timer_on(0)	off	Wait(0)	$c{=}0$	$d{=}\varepsilon$	
Wait(0)	on	Wait(0)	$c{=}0$	$d{=}\varepsilon$	timeout
Send(0)	off	Wait(0)	$c{=}0$	$d{=}\varepsilon$	0 sent again
Timer_on(0)	off	Wait(0)	$c{=}00$	$d{=}\varepsilon$	
Timer_on(0)	off	Proc(0)	$c{=}0$	$d{=}\varepsilon$	message received
Timer_on(0)	off	Ack(0)	$c{=}0$	$d{=}\varepsilon$	send ack via d



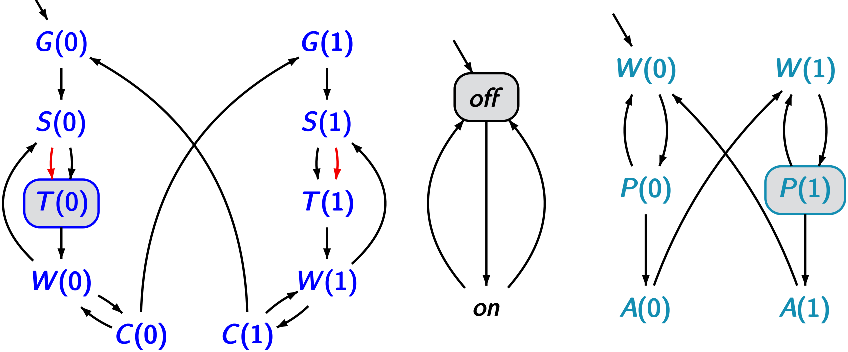
⋮	⋮	⋮	⋮	⋮	
Wait(0)	on	Wait(0)	c=0	d=ε	timeout
Send(0)	off	Wait(0)	c=0	d=ε	0 sent again
Timer_on(0)	off	Wait(0)	c=00	d=ε	
Timer_on(0)	off	Proc(0)	c=0	d=ε	message received
Timer_on(0)	off	Ack(0)	c=0	d=ε	send ack via d
Timer_on(0)	off	Wait(1)	c=0	d=0	receiver changes its mode



Timer_on(0) off Wait(1) $c{=}0$ $d{=}0$



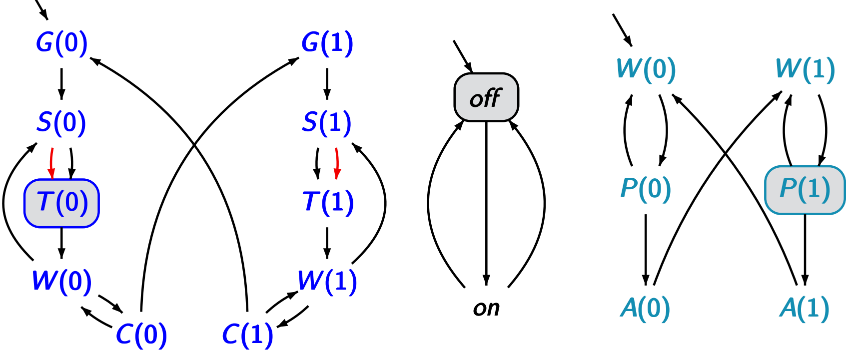
⋮ Timer_on(0) ⋮ off ⋮ Wait(1) ⋮ $c=0$ ⋮ $d=0$ receiver reads the same message again



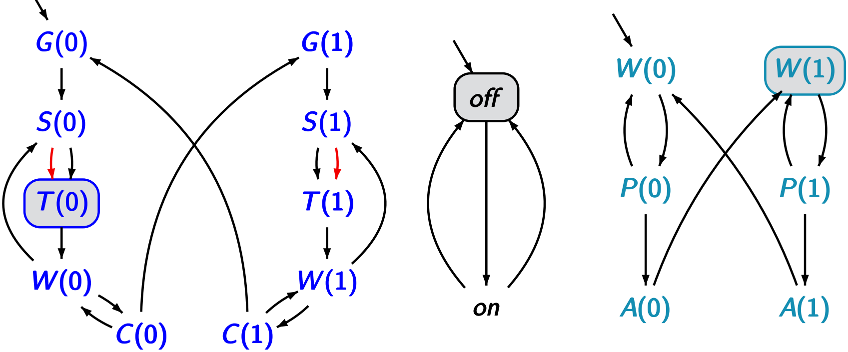
⋮ ⋮ ⋮ ⋮ ⋮

Timer_on(0) off Wait(1) c=0 d=0 receiver reads the same message again

Timer_on(0) off Proc(1) c=ε d=0



⋮	⋮	⋮	⋮	⋮	
Timer_on(0)	off	Wait(1)	c=0	d=0	receiver reads the same message again
Timer_on(0)	off	Proc(1)	c=ε	d=0	receiver discards the message



⋮	⋮	⋮	⋮	⋮	
Timer_on(0)	off	Wait(1)	c=0	d=0	receiver reads the same message again
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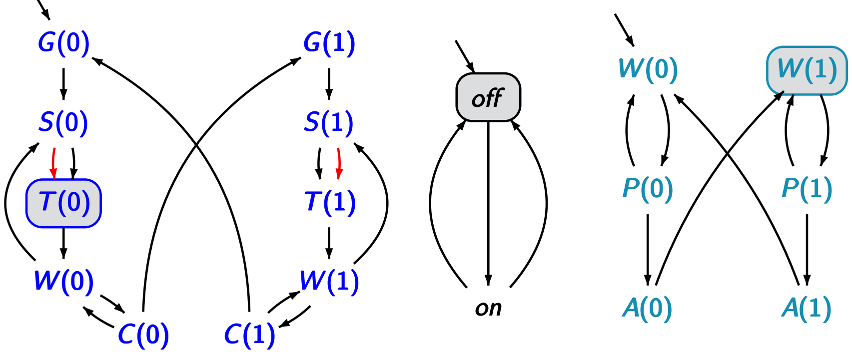

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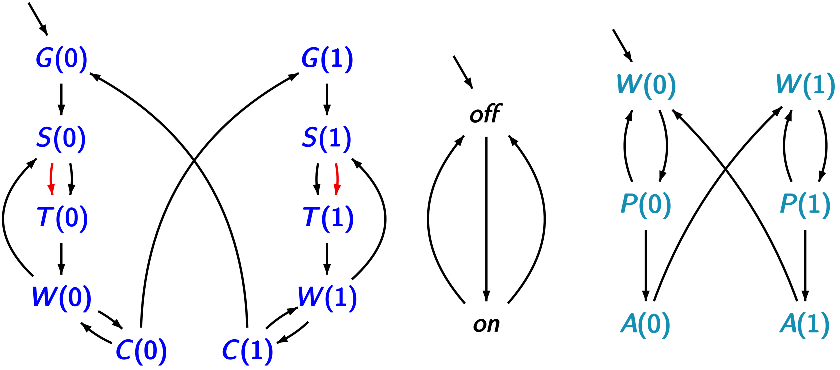
Alternating bit protocol (ABP)



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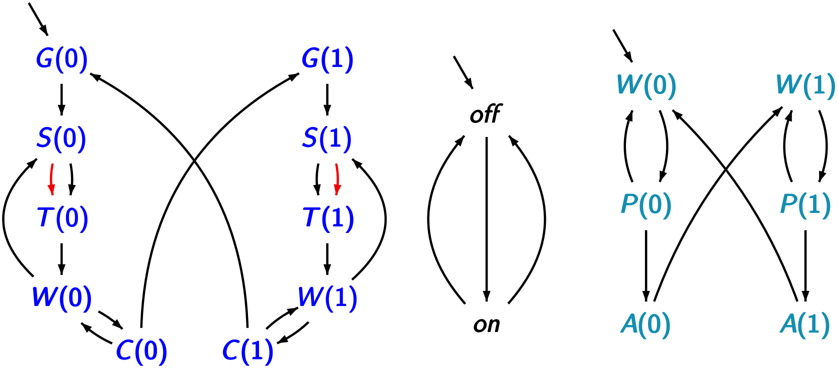

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$> \mathbf{10^8}$ for FIFOs with capacity **10**

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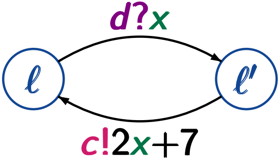

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$\rightsquigarrow$ more compact TS-representations

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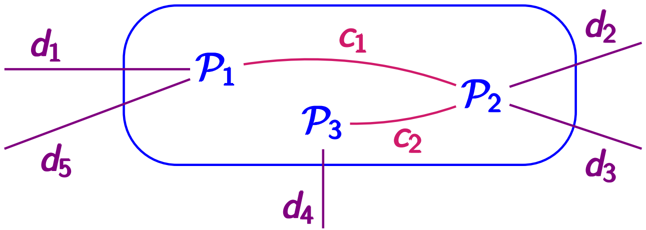

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- synchronous and asynchronous message passing

synchronous product for TS $\mathcal{T}_1 \otimes \mathcal{T}_2$

- no interleaving, "pure" synchronization

Synchronous product

for parallel systems with fully synchronized processes

$$\left.\begin{array}{l} \mathcal{T}_1 = (S_1, Act_1, \longrightarrow_1, \ldots) \\ \mathcal{T}_2 = (S_2, Act_2, \longrightarrow_2, \ldots) \end{array}\right\} \text{ two TS}$$

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if action names are irrelevant: $Act_1 = Act_2 = Act = \{\tau\}$

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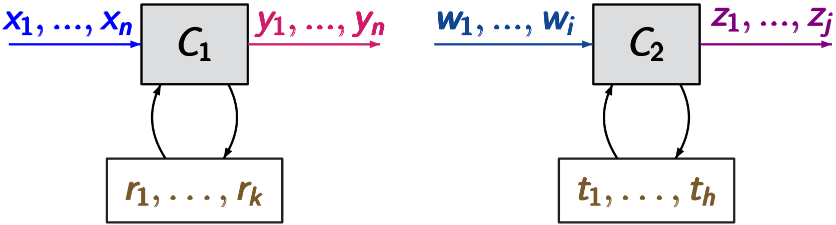
transition relation $\longrightarrow$:

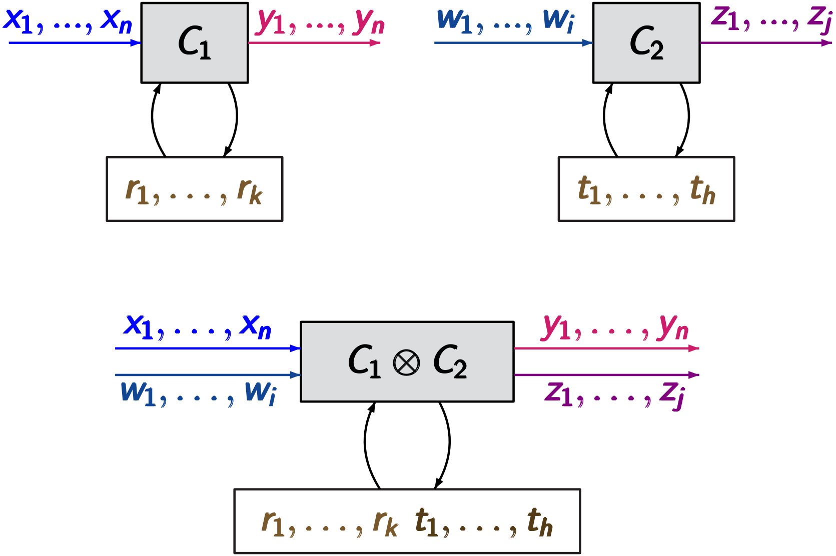
$$\frac{s_1 \xrightarrow{\alpha}_1 s_1' \ \wedge \ s_2 \xrightarrow{\beta}_2 s_2'}{\langle s_1, s_2 \rangle \xrightarrow{\alpha * \beta} \langle s_1', s_2' \rangle}$$

Synchronous product for composing circuits

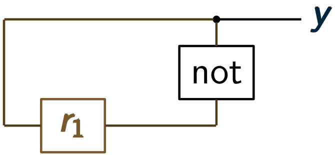


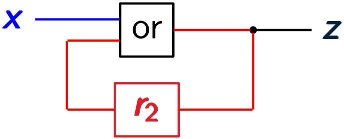
2 sequential circuits

Synchronous product for composing circuits



Synchronous product: example





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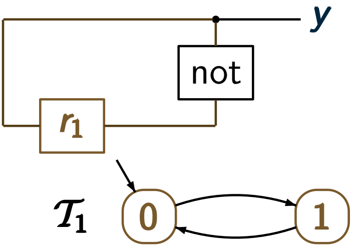

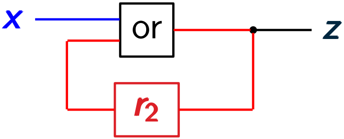

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$r_1 = 0$

transition function:
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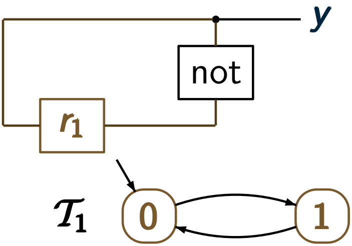

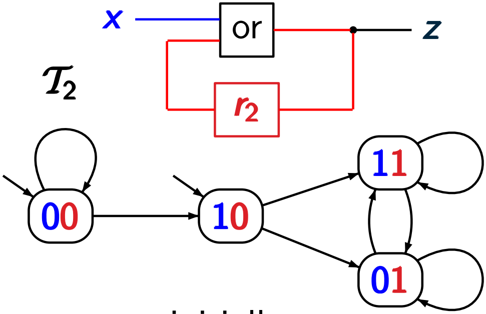

initially:
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transition function:
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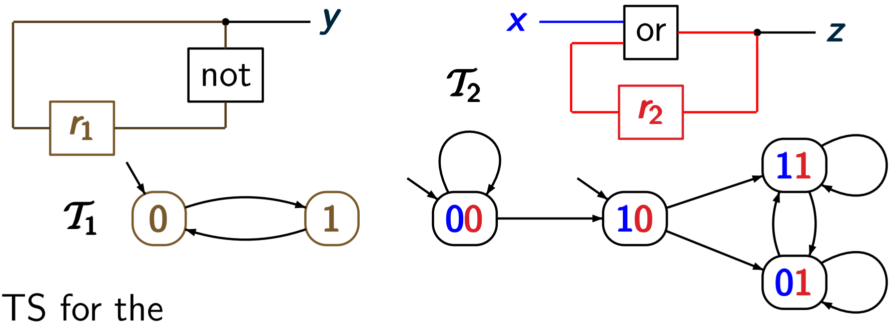
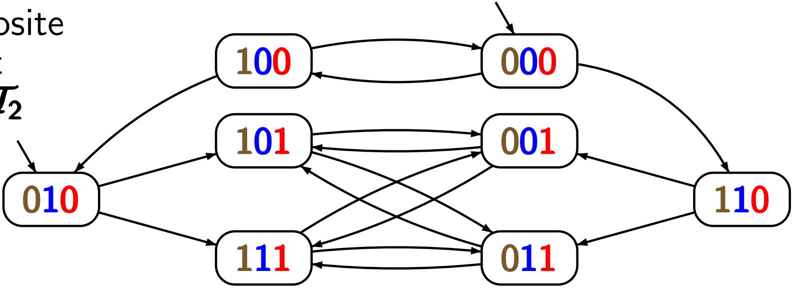


TS for the composite circuit $\mathcal{T}_1 \otimes \mathcal{T}_2$



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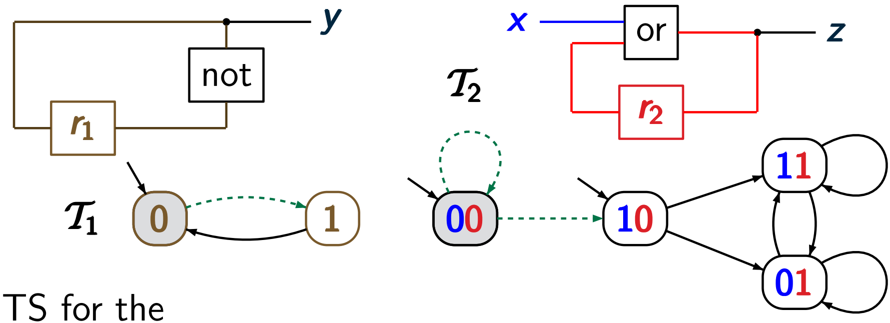

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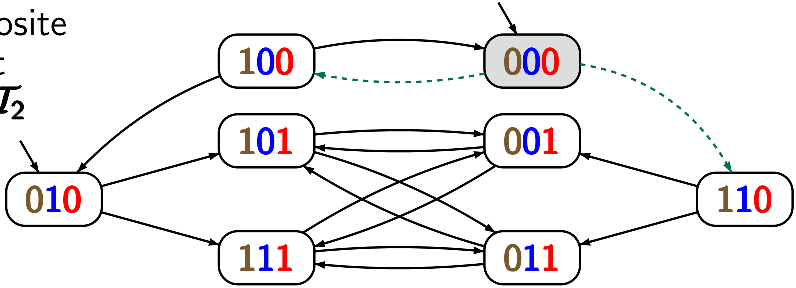

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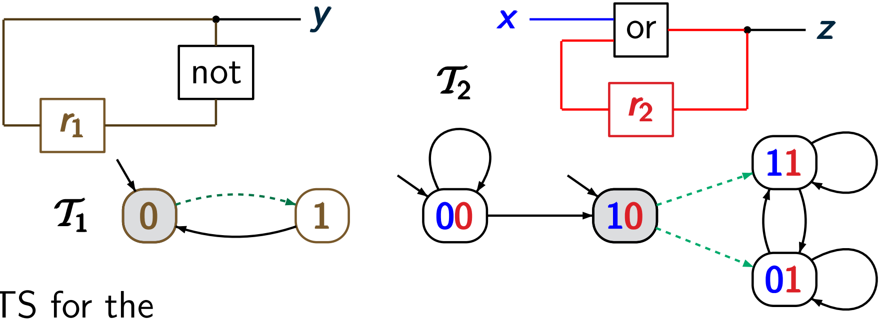

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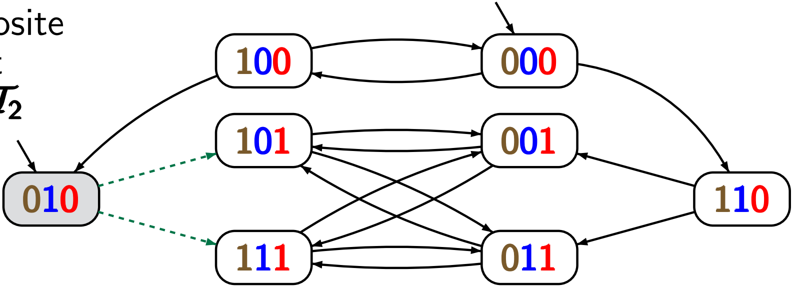

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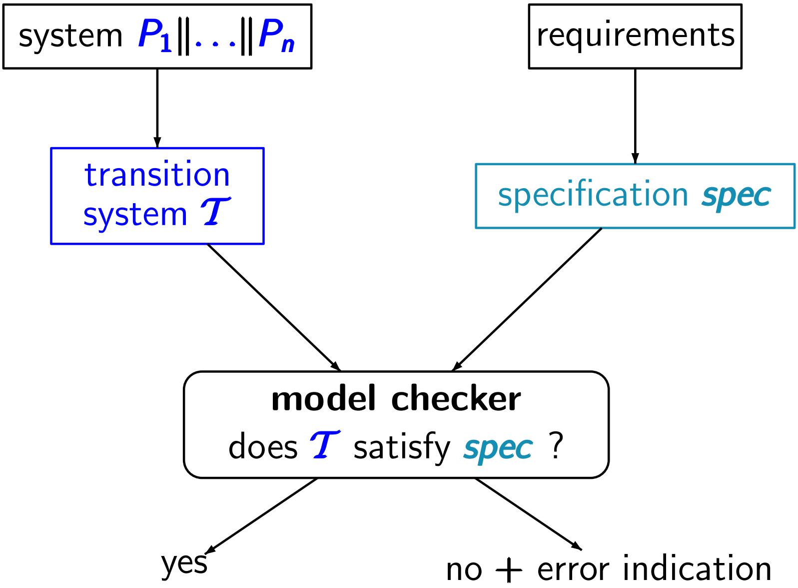
e.g., for channel systems: size of the state space is

$$|Loc_1| \cdot \ldots \cdot |Loc_n| \cdot \prod_{x \in Var} |Dom(x)| \cdot \prod_{c \in Chan} |Dom(c)|^{cap(c)}$$

Model checking



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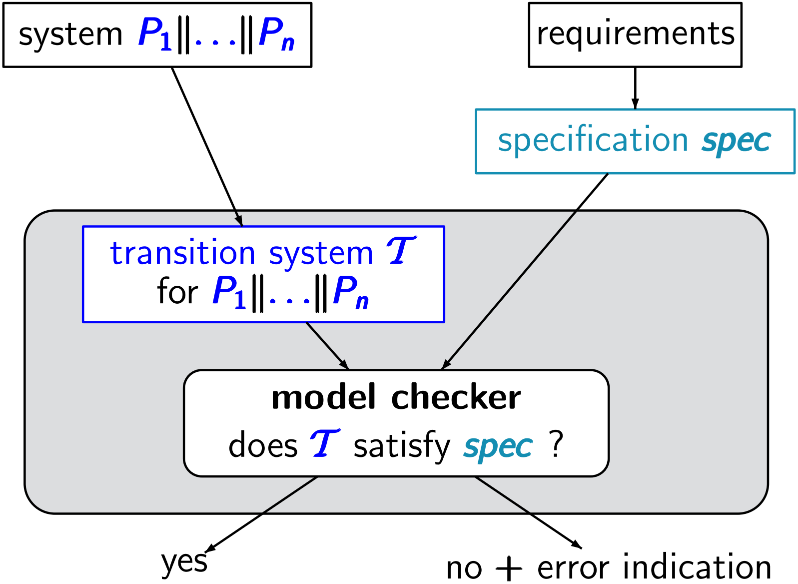

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