## Symbolic communicating automata

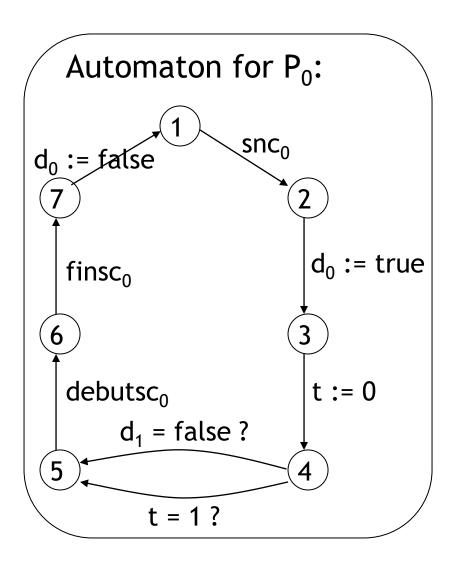
### Reminder: the Peterson algorithm

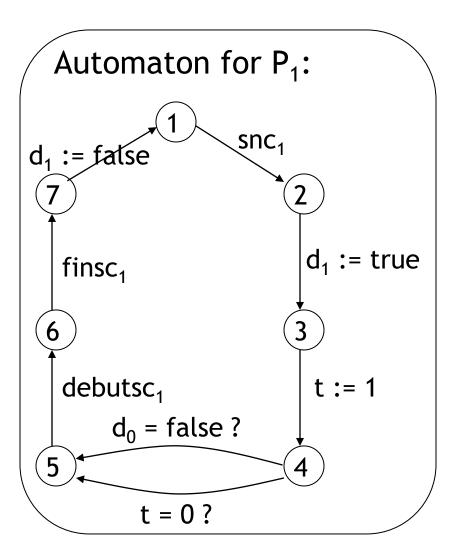
```
\begin{array}{lll} \textbf{var} \ d_0 : bool := false & \{ \ read \ by \ P_1, \ written \ by \ P_0 \} \\ \textbf{var} \ d_1 : bool := false & \{ \ read \ by \ P_0, \ written \ by \ P_1 \} \\ \textbf{var} \ t \in \{0, 1\} := 0 & \{ \ read/written \ by \ P_0 \ and \ P_1 \ \} \end{array}
```

```
loop forever { P<sub>0</sub> }
1 : { snc0 }
2 : d<sub>0</sub> := true
3 : t := 0
4 : wait (d<sub>1</sub> = false or t = 1)
5 : { debutsc<sub>0</sub> }
6 : { finsc<sub>0</sub> }
7 : d<sub>0</sub> := false
endloop
```

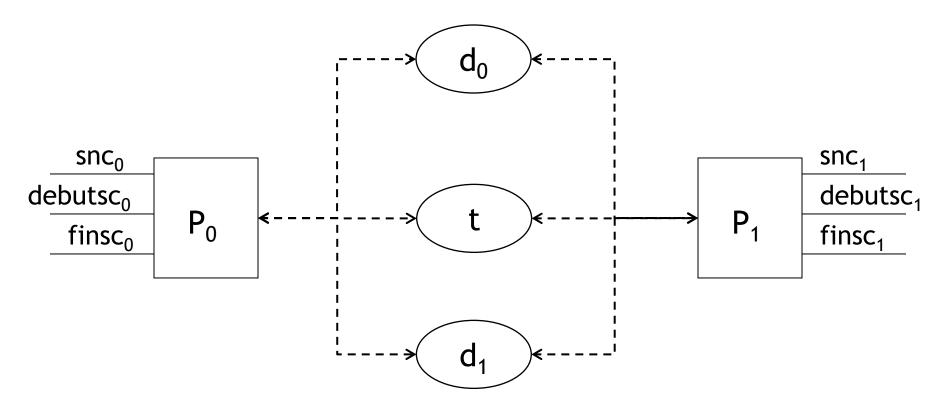
```
loop forever { P₁ }
1: \{ snc_1 \}
2 : d_1 := true
3:t:=1
4: wait (d_0 = false or t = 0)
5 : { debutsc₁ }
6 : { finsc<sub>1</sub> }
7 : d_1 := false
endloop
```

# Symbolic automata for P<sub>0</sub> and P<sub>1</sub>





## Symbolic-system architecture



- Shared global variables (built-in): d<sub>0</sub>, d<sub>1</sub>, t
- No synchronized action
- Non-synchronized actions: snc<sub>0</sub>, debutsc<sub>0</sub>...

### **Product automaton**

S = 
$$(\{f, t\} \times \{f, t\} \times \{0, 1\}) \times (\{1..7\} \times \{1..7\})$$
  
A =  $\{snc_0, snc_1, ..., d_0 := true, ...\}$   
S<sub>0</sub> =  $\langle\langle f, f, 0 \rangle, \langle 1, 1 \rangle\rangle$  = ff011  
T =
$$\frac{snc_0}{d_0 := V} \frac{ff011}{snc_1} \frac{snc_1}{snc_0} \frac{ff012}{ff012} \frac{d_1 := V}{d_1 := V}$$
t:=0 tf031 snc<sub>1</sub> d<sub>0</sub>:= V ff022 d<sub>1</sub>:= V snc<sub>0</sub> ft013 t:=1 tf041 tf032 ft023 ff114

### Synthesis about symbolic CA

#### **Advantages:**

- Simpler model to describe parallelism
- More concise than simple CA
- Available CA manipulation tools:
  - Uppaal <a href="http://www.uppaal.org">http://www.uppaal.org</a>
     at ENSIMAG: /matieres/5MMMVSCT/UPPAAL/uppaal
- Some industrial applications

#### **Limitations:**

- State space explosion
- Hard to express: A then (B | | C) then D

Beware modeling correctness (shared variables): atomic read/write vs read followed by write