IN4387: System validation

Project: Design of a correct controller Monday, September 10, 2018



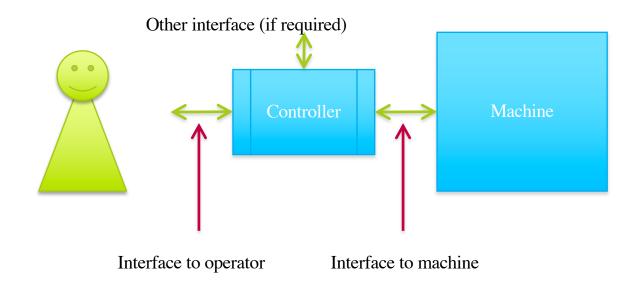
Slides based on those provided by Jan Friso Groote

The structure of the capstone project?

- 1. Select some controller that you want to design.
- 2. Write in plain text the functional requirements the system. Restrict to appr. 10.
- 3. Write down the list of interactions that constitutes the external behaviour of the controller.
- 4. Reformulate the requirements in terms of these external actions.
- 5. Make a model of the controller that consists of at least **four** parallel components.
- 6. Verify that the requirements are valid.
- 7. Write a report. The report is the end product.



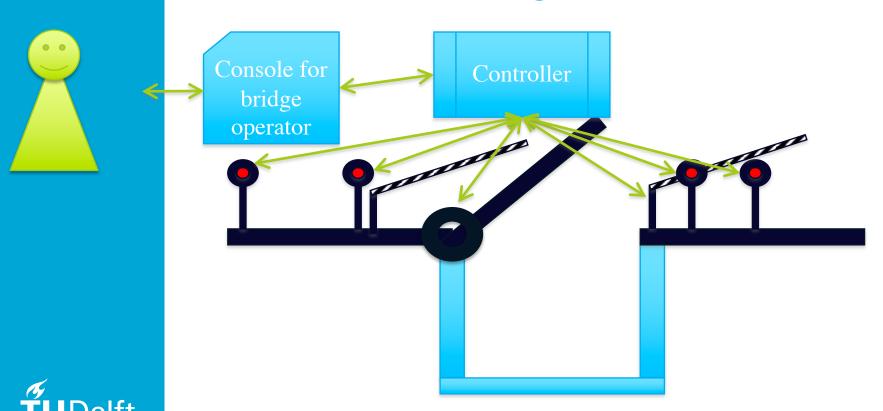
Select some controller that you want to design.





External behaviour: actions happening at the interfaces.

Example: a bridge controller





Functional requirements (in plain text).

When the barriers close the warning lights must be on (safety).

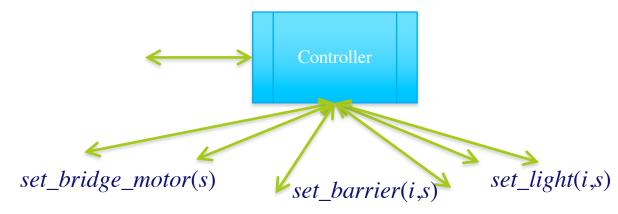
When the bridge operator switches on/off the lights the lights will go on/off (liveness)

When the bridge operator instructs the bridge to open/close it will open/close (liveness).

The lights do not go on/off without an explicit command by the bridge operator (safety).



Interactions of the controller.



 $set_light(i,s)$ Instruct lights i ($i \in \{1,2,3,4\}$) to

go to status s ($s \in \{on,off\}$).

 $set_barrier(i,s)$ Instruct barrier i ($i \in \{1,2\}$) to

open, close or stop ($s \in \{up,down,stop\}$).

 $set_bridge_motor(s)$ Instruct the bridge motor to perform action s ($s \in \{up,down,stop\}$).



Translate the requirements into the interactions.

When the bridge operator switches on/off the lights the lights will go on/off.

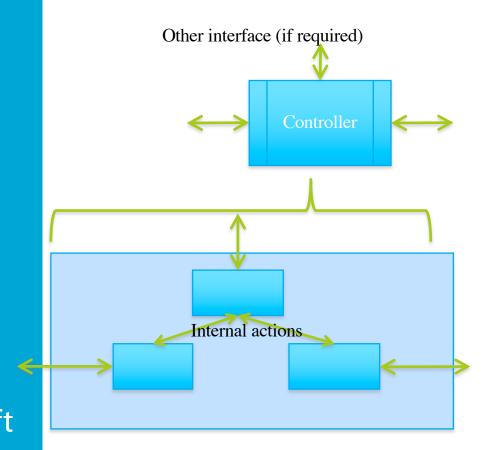
When the action $light_button(s)$ happens, the action $set_light(i,s)$ unavoidably follows for all $i \in \{1,2,3,4\}$ and $s \in \{on,off\}$

When the barriers close the warning lights must be on

Before a $set_barrier(j,down)$ action happens for $j \in \{1,2\}$ the action $set_light(i,on)$ must have happened for all $i \in \{1,2,3,4\}$, and no action $set_light(i,off)$ can have happened in between.



Model the behaviour of the controller.



Verify the requirements.

Play with the model using a simulator (lpsxsim).

Generate a state space of the model.

Check for deadlocks using lps2lts.

Verify the requirements by either

- 1. hide non relevant actions for the requirement and inspect the resulting transition system.
- 2. translate the requirement to modal formulas and verify that they are valid.



Write a report.

A report is a short technical account, readable by others, in such a way that they can completely understand your design and redo the verification.

The report is the result of the following steps.

- 1. Explain the purpose of the system and the controller.
- 2. Include a list of requirements in plain text.
- 3. Include a list of explained external actions of the controller.
- 4. Describe the requirements in terms of external actions. Take care that the requirements are easily traceable throughout the report.
- 5. Describe the software architecture of the controller that must consist of at least three parallel components. Describe the responsibilities of each component.



Write a report.

- 6. Include the modal formulas exactly as fed to the tools in an appendix.
- 7. Say explicitly how transition systems are generated/formulas have been verified. List the tools used, including the exact list of options. A reader must be able to redo your steps in exactly the same way.
- 8. Say explicitly that you verified the requirements and that you found them to hold.
- 9. Mention the version of the tools you used, the type of computer and its operating system.



Caveats.

- Try to make the report completely consistent.
 - Actions should not be renamed halfway the report.
 - Requirements must be numbered and all reformulations of requirements have clearly related numbers.
 - Names of components must be the same as those of the corresponding parallel processes in mCRL2.
- Modal formulas that are too easily shown to be true are most likely faulty.
 - Check this by introducing errors in the model and see whether the modal formulas become false.
- Carefully hide all irrelevant actions, but keep those that are relevant visible, when generating state spaces to check modal formulas.



Some advice.

- Keep the model as simple as possible.
- Getting a simple model correct can be tricky, especially when learning the formalisms.
- The biggest problem with software is complexity. Simple well understood systems with well defined external interfaces are the solution.
- Design your own system. In case of extensions, features, or options, be your own boss, and keep it as straightforward as possible.
- <u>Understanding the system that must be modelled will be the biggest issue for those with experience</u>.



Project setup

- Groups of 4 students (make your own)
- Register in Brightspace before Sept. 17
- Second half of the course: progress meetings with me



Deliverables and deadlines

- September 19
 - Intro, requirements, interactions, architecture
- October 10
 - Draft of the final deliverable
 - Full report, zip file including models and properties, with readme
- October 31
 - Full report, zip file including models and properties, with readme
 - Individual reflection report (to me via e-mail)

