

Multiprocessor Shared-Memory Information Exchange (MSMIE)

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1 Introduction

The Multiprocessor Shared-Memory Information Exchange (MSMIE) is a protocol for “inter-processor communications in distributed, microprocessor-based nuclear safety systems” which has been used in the embedded software of Westinghouse nuclear systems designs. This small note contains three level of abstract descriptions expressed using VDM-SL (and one alternative modelling strategy).

More information about the protocol can be found in “Multiprocessor Shared-Memory Information Exchange” by L.L. Santoline et al. This was published in IEEE Transactions on Nuclear Science, 16(1), 1989. More information about the VDM model (and a corresponding PVS model) and the analysis of it can be found in “Proof in VDM: Case Studies” edited by J.C. Bicarregui. This is published by Springer in the FACIT series with ISBN 3540761861.

2 First specification

This is the first specification given in the report.
functions

```
1.0  count[@ T] : @ T × @ T* → ℕ
.1   count (s, ss)  $\triangleq$ 
.2     cases ss :
.3       [] → 0,
.4       others → if hd ss = s
.5                 then 1 + count[@ T] (s, tl ss)
.6                 else count[@ T] (s, tl ss)
.7   end
```

types

```
2.0  Status = s | m | n | i;

3.0  MName = token
```

The slave operation is specified as follows:

```
4.0  state  $\Sigma$  of
.1    b : Status*
.2    ms : MName-set
```

```

.3   inv mk- $\Sigma(b, ms) \triangleq$ 
.4     len  $b = 3 \wedge$ 
.5     count[Status](s,  $b$ ) = 1  $\wedge$ 
.6     count[Status](M,  $b$ )  $\in \{0, 1\} \wedge$ 
.7     count[Status](N,  $b$ )  $\in \{0, 1\} \wedge$ 
.8     (count[Status](M,  $b$ ) = 0  $\Leftrightarrow ms = \{\}$ )
.9   init  $s \triangleq s = \text{mk-}\Sigma([s, I, I], \{\})$ 
.10 end

```

operations

```

5.0  slave ()
.1   ext wr  $b : (Status^*)$ 
.2   pre true
.3   post  $\forall i \in \{1, 2, 3\} \cdot$ 
.4     ( $\overleftarrow{b}(i) = s \Rightarrow b(i) = N$ )  $\wedge$ 
.5     ( $\overleftarrow{b}(i) = M \Rightarrow b(i) = M$ ) ;

```

Next is the acquire operation:

```

6.0  acq ( $l : MName$ )
.1   ext wr  $b : (Status^*)$ 
.2   wr  $ms : (MName\text{-}set)$ 
.3   pre ( $\neg(l \in ms)$ )  $\wedge$ 
.4     ( $\exists i \in \{1, 2, 3\} \cdot b(i) = N \vee b(i) = M$ )
.5   post  $ms = \overleftarrow{ms} \cup \{l\} \wedge$ 
.6      $\forall i \in \{1, 2, 3\} \cdot$ 
.7       if  $\overleftarrow{b}(i) = N \wedge \overleftarrow{ms} = \{\}$ 
.8       then  $b(i) = M$ 
.9       else  $b(i) = \overleftarrow{b}(i)$  ;

```

Now comes the release operation.

```

7.0  rel ( $l : MName$ )
.1   ext wr  $b : (Status^*)$ 
.2   wr  $ms : (MName\text{-}set)$ 
.3   pre  $l \in ms$ 
.4   post  $ms = \overleftarrow{ms} \setminus \{l\} \wedge$ 
.5      $\forall i \in \{1, 2, 3\} \cdot$ 
.6       if  $\overleftarrow{b}(i) = M \wedge ms = \{\}$ 
.7       then  $b(i) \in \{N, I\} \wedge \text{count}[Status](N, b) = 1$ 
.8       else  $b(i) = \overleftarrow{b}(i)$ 

```

3 Second specification

This is the more abstract specification.

types

```

8.0  Status1 = SII | SIN | SIM | SNM

```

The operations are specified as follows:

```

9.0  state  $\Sigma 1$  of
.1     $bs : Status 1$ 
.2     $ms : MName\text{-}set$ 
.3    inv mk- $\Sigma 1 (bs, ms) \triangleq$ 
.4       $ms = \{\} \Leftrightarrow bs \in \{SII, SIN\}$ 
.5    init  $s \triangleq s = \text{mk-}\Sigma 1 (SII, \{\})$ 
.6  end

operations

10.0   $slave ()$ 
.1  ext wr  $bs : Status 1$ 
.2    rd  $ms : (MName\text{-}set)$ 
.3  pre true
.4  post  $(\overleftarrow{bs} \in \{SII, SIN\} \Rightarrow bs = SIN) \wedge$ 
.5     $(\overleftarrow{bs} \in \{SIM, SNM\} \Rightarrow bs = SNM) ;$ 

11.0   $acq (l : MName)$ 
.1  ext wr  $bs : Status 1$ 
.2    wr  $ms : (MName\text{-}set)$ 
.3  pre  $(\neg (l \in ms)) \wedge (\neg (bs = SII))$ 
.4  post  $ms = \overleftarrow{ms} \cup \{l\} \wedge$ 
.5    if  $\overleftarrow{ms} = \{\}$ 
.6    then  $bs = \underline{SIM}$ 
.7    else  $bs = \underline{bs} ;$ 

12.0   $rel (l : MName)$ 
.1  ext wr  $bs : Status 1$ 
.2    wr  $ms : (MName\text{-}set)$ 
.3  pre  $l \in ms$ 
.4  post  $ms = \overleftarrow{ms} \setminus \{l\} \wedge$ 
.5    if  $ms = \{\}$ 
.6    then  $bs = \underline{SIN}$ 
.7    else  $bs = \underline{bs}$ 

```

4 Third specification

This is the most abstract specification.

The operations are specified as follows:

```

13.0  state  $\Sigma 0$  of
.1     $b : \mathbb{B}$ 
.2     $ms : MName\text{-}set$ 
.3    inv mk- $\Sigma 0 (b, ms) \triangleq$ 
.4       $b = \text{false} \Rightarrow ms = \{\}$ 
.5    init  $s \triangleq s = \text{mk-}\Sigma 0 (\text{false}, \{\})$ 
.6  end

```

operations

```

14.0  slave ()
      .1  ext wr  $b : \mathbb{B}$ 
      .2  pre true
      .3  post  $b = \text{true}$  ;

15.0  acq ( $l : MName$ )
      .1  ext rd  $b : \mathbb{B}$ 
      .2    wr  $ms : (MName\text{-set})$ 
      .3  pre  $b = \text{true} \wedge \neg (l \in ms)$ 
      .4  post  $ms = \overleftarrow{ms} \cup \{l\}$  ;

16.0  rel ( $l : MName$ )
      .1  ext wr  $ms : (MName\text{-set})$ 
      .2  pre  $l \in ms$ 
      .3  post  $ms = \overleftarrow{ms} \setminus \{l\}$ 

```

5 Alternative view of MSMIE

types

```

17.0   $BName = N1 \mid N2 \mid N3$ ;

18.0   $MName = \text{token}$ 

```

functions

```

19.0  nil-or-different[@A] : [[@A]]*  $\rightarrow \mathbb{B}$ 
      .1  nil-or-different ( $l$ )  $\triangleq$ 
      .2     $\forall i \in \text{inds } l \cdot$ 
      .3       $l(i) = \text{nil} \vee$ 
      .4       $(\forall j \in \text{inds } l \cdot l(i) = l(j) \Rightarrow i = j)$ 

```

The operations are specified as follows:

```

20.0  state  $\Sigma 3$  of
      .1   $s : BName$ 
      .2   $m : [BName]$ 
      .3   $n : [BName]$ 
      .4   $ms : MName\text{-set}$ 
      .5  inv mk- $\Sigma 3$  ( $s, n, m, ms$ )  $\triangleq$ 
      .6     $(m = \text{nil} \Leftrightarrow ms = \{\}) \wedge$ 
      .7    nil-or-different[ $BName$ ] ( $[s, m, n]$ )
      .8  init  $s \triangleq s = \text{mk-}\Sigma 3$  ( $N1, \text{nil}, \text{nil}, \{\}$ )
      .9  end

```

operations

```

21.0  slave ()
      .1  ext rd  $m : ([BName])$ 
      .2    wr  $n : ([BName])$ 
      .3    wr  $s : BName$ 
      .4  pre true

```

```

.5  post  $n = \overleftarrow{s}$  ;

22.0  acq ( $l : MName$ )
.1  ext wr  $ms : (MName\text{-}set)$ 
.2      wr  $n, m : ([BName])$ 
.3  pre  $(\neg (l \in ms)) \wedge \neg (n = \text{nil} \wedge m = \text{nil})$ 
.4  post  $ms = \overleftarrow{ms} \cup \{l\} \wedge$ 
.5       $(\neg (\overleftarrow{ms} = \{\})) \Rightarrow m = \overleftarrow{m} \wedge n = \overleftarrow{n} \wedge$ 
.6       $(\overleftarrow{ms} = \{\}) \Rightarrow m = \overleftarrow{n} \wedge n = \text{nil})$  ;

23.0  rel ( $l : MName$ )
.1  ext wr  $ms : (MName\text{-}set)$ 
.2      wr  $n, m : ([BName])$ 
.3  pre  $l \in ms$ 
.4  post  $ms = \overleftarrow{ms} \setminus \{l\} \wedge$ 
.5       $(\neg (ms = \{\})) \Rightarrow m = \overleftarrow{m} \wedge n = \overleftarrow{n} \wedge$ 
.6       $(ms = \{\}) \wedge \neg (n = \text{nil}) \Rightarrow n = \overleftarrow{n} \wedge m = \text{nil}) \wedge$ 
.7       $(ms = \{\}) \wedge n = \text{nil} \Rightarrow n = \overleftarrow{m} \wedge m = \text{nil})$ 

```

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