

Message Sequence Charts: A Survey

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Abstract

Message sequence charts (*MSC*) are a graphical notation standardized by the ITU and used for the description of communication scenarios between asynchronous processes. This talk concerns the formal analysis of *MSC*-based specifications in relation with communicating finite-state machines. We discuss two basic validation problems about *MSCs* specifications, model-checking and implementability.

1. Introduction

Modeling and validation, whether formal or ad-hoc, are important steps in system design. Over the last couple of decades, various methods and tools were developed for decreasing the amount of design and development errors. A common component of such methods and tools is the use of *formalisms* for specifying the behavior and requirements of the system. Experience has shown that some formalisms, such as finite-state machines, are particularly appealing, due to their convenient mathematical properties. In particular, the expressive power of finite-state machines is identical to *regular languages*, an important and well-studied class of languages. Although their expressiveness is restricted, finite-state machines are used for the increasingly successful automatic verification of software and hardware, also called *model-checking* [7, 8]. One of the biggest challenges in developing new validation technology based on finite-state machines is to make this model popular among system engineers.

The *Message Sequence Charts* (*MSC*) model has become popular in software development throughout its visual representation, depicting the involved processes as vertical lines, and each message as an arrow between the source and the target processes, according to their occurrence order. An international standard [1], and its inclusion in the UML standard, has increased the popularity. The standard has also extended the notation to *Message Sequence Graphs* (*MSGs*), which consist of finite transition systems, where

each state embeds a single *MSC*. Encouraged by the success of the formalism among software developers, techniques and tools for analyzing *MSCs* and *MSGs* have been developed.

In this talk we describe the formal analysis of *MSCs* and *MSGs*. The class of systems that can be described using this formalism does not directly correspond to a well-studied class such as regular languages. It turns out that *MSGs* are incomparable with the class of finite-state communication protocols. One thus needs to separately study the expressiveness of *MSG* languages, and adapt the validation algorithms. Several new algorithms are suggested in order to check *MSG* properties, mostly related to an automatic translation from *MSG* specification into skeletons of concurrent programs. Our survey concentrates on the following subjects:

Expressiveness: Comparing the expressive power of *MSGs* to the expressive power of other formalisms, in particular communicating finite-state machines or logics [10, 11, 20, 21, 22, 28].

Verification: The ability to apply automatic verification algorithms on *MSGs*, and the various formalisms used to define properties of *MSGs* [5, 6, 13, 19, 25, 26, 31].

Implementability: The ability to obtain an automatic translation from *MSG* specification into a machine-oriented model (such as communicating finite-state machines) that can be easily converted into skeletons of code [10, 14, 17, 18, 23].

Generalizations and restrictions: Various extensions and restrictions of the standard notation are suggested in order to capture further systems, and on the other hand, to obtain decidability of important decision procedures. Among these models we have *Live Sequence Charts* [16], *Triggered MSCs* [33], *Dynamic Message Sequence Charts* [24], *Netcharts* [29] and *Template MSCs* [12]. The motivation behind these models is to increase the expressiveness of the notation, and to make their usage by designers even more convenient.

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