

# Specification and Verification of Trustworthy Component-Based Real-Time Reactive Systems

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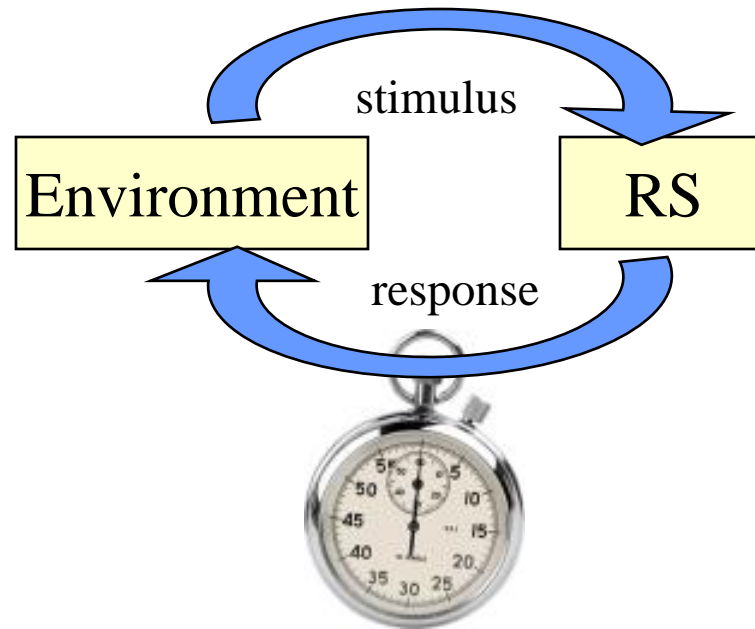
Presented by:

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# Agenda

- ◆ Context
- ◆ Motivation
- ◆ Contributions:
  - A formal methodology for developing trustworthy RTRS
  - Automatic generation of component behavior
- ◆ Modeling Checking
- ◆ Example
- ◆ Conclusion

# Real-Time Reactive Systems (RTRS)

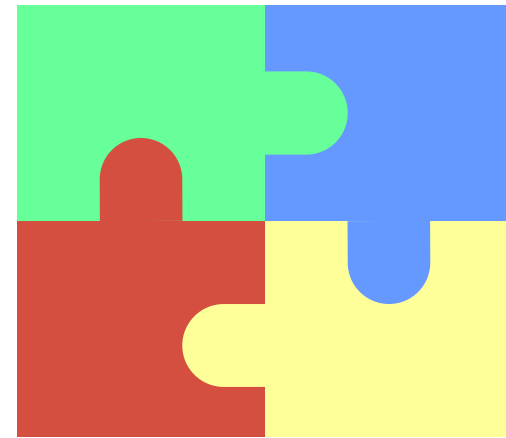


# Trustworthiness

- ◆ A *trustworthy* system is a system that can be depended upon for quality of service.
- ◆ RTRS are required to be trustworthy due to:
  - Their non-terminating behavior
  - The critical contexts it operate in
- ◆ In order to trust, the *credentials* of trust should be defined and examined:
  - Safety
  - Security

# Component-Based Development (CBD)

- ◆ **Advantages** [1]:
  - Reusability
  - Managing design complexity
  - Reducing time and effort
  - Increasing productivity



- ◆ **Trustworthy component**: a component that guarantees safe and secure interactions.

[1] Ivica Crnkovic and Magnus Larsson, editors. *building reliable component-based Software Systems*. Artech House Publishers, 2002.

# Motivation

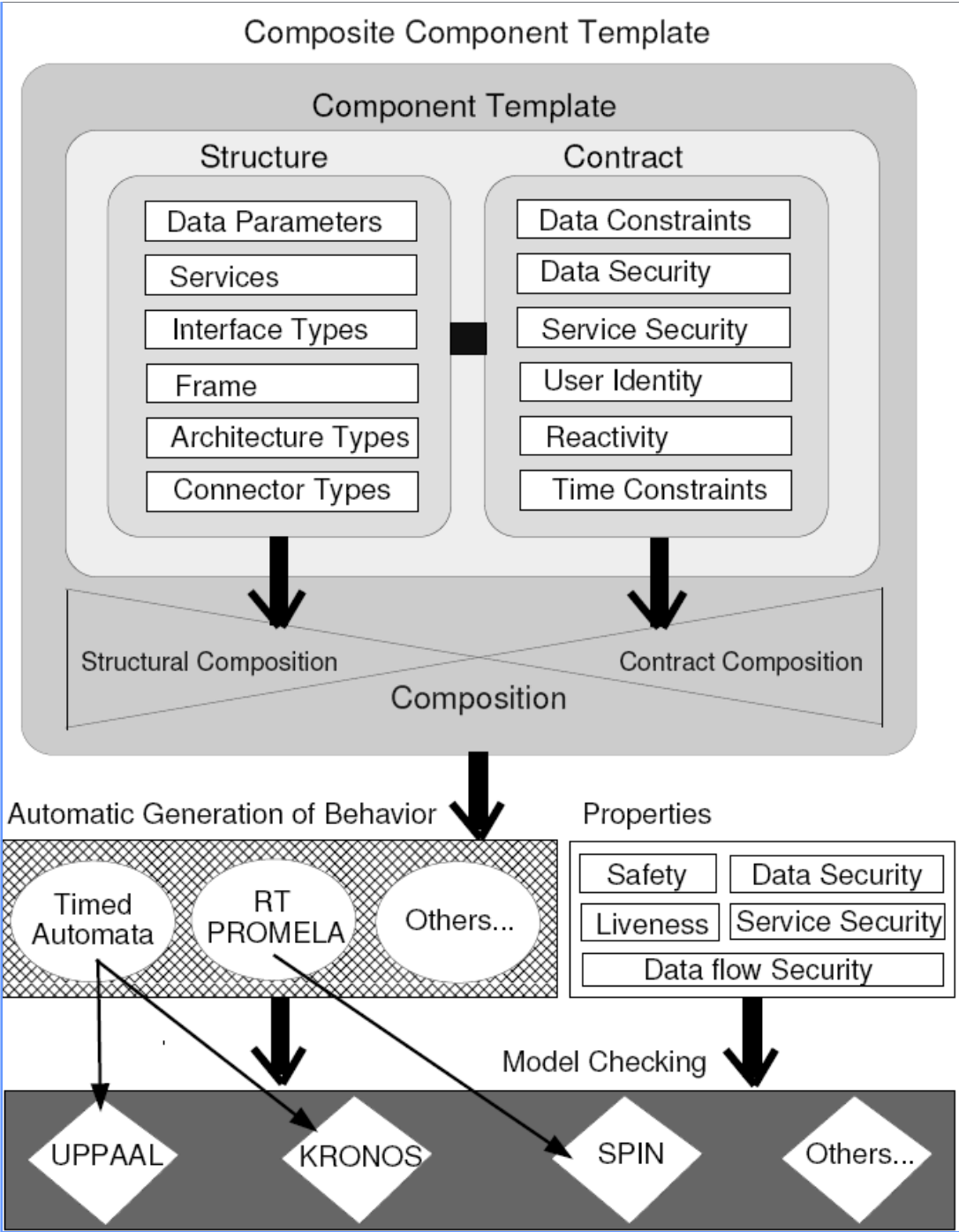


- ◆ The design of RTRS should rely on rigorous formal model to be formally verifiable.
- ◆ Provide a formal approach for the development of trustworthy component-based RTRS.

# Formal Methodology

- ◆ Verification-oriented design methodology that involves:
  1. Formal specification of component structure and functional/nonfunctional (trustworthiness) properties [2] ;
  2. Automatic generation of component behavior; and
  3. Verification of functional/nonfunctional component behavior using model checking.

[2] Vasu Alagar and Mubarak Mohammad. A component model for Trustworthy Real-Time Reactive Systems Development. *In Proceedings of Formal Aspects of Component Systems*, Sophia-Antipolis, France, Sept 2007.

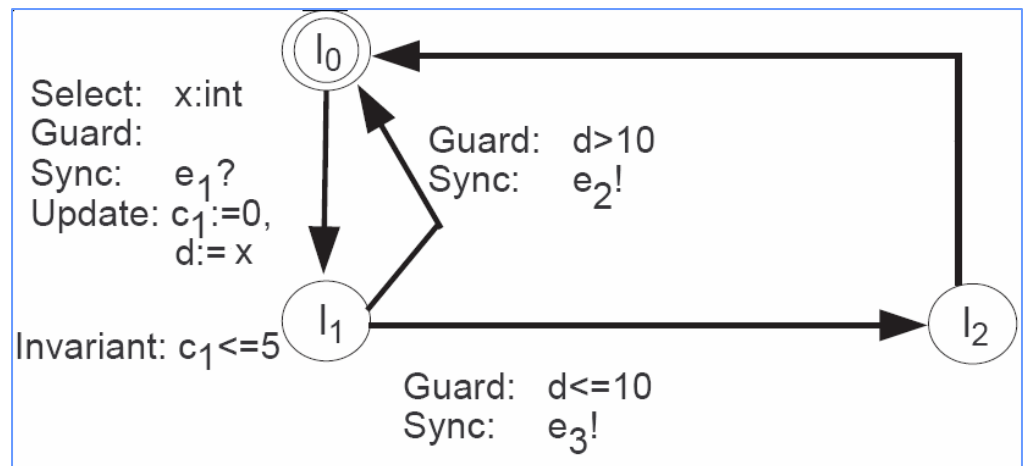




# UPPAAL Modeling Language [3]

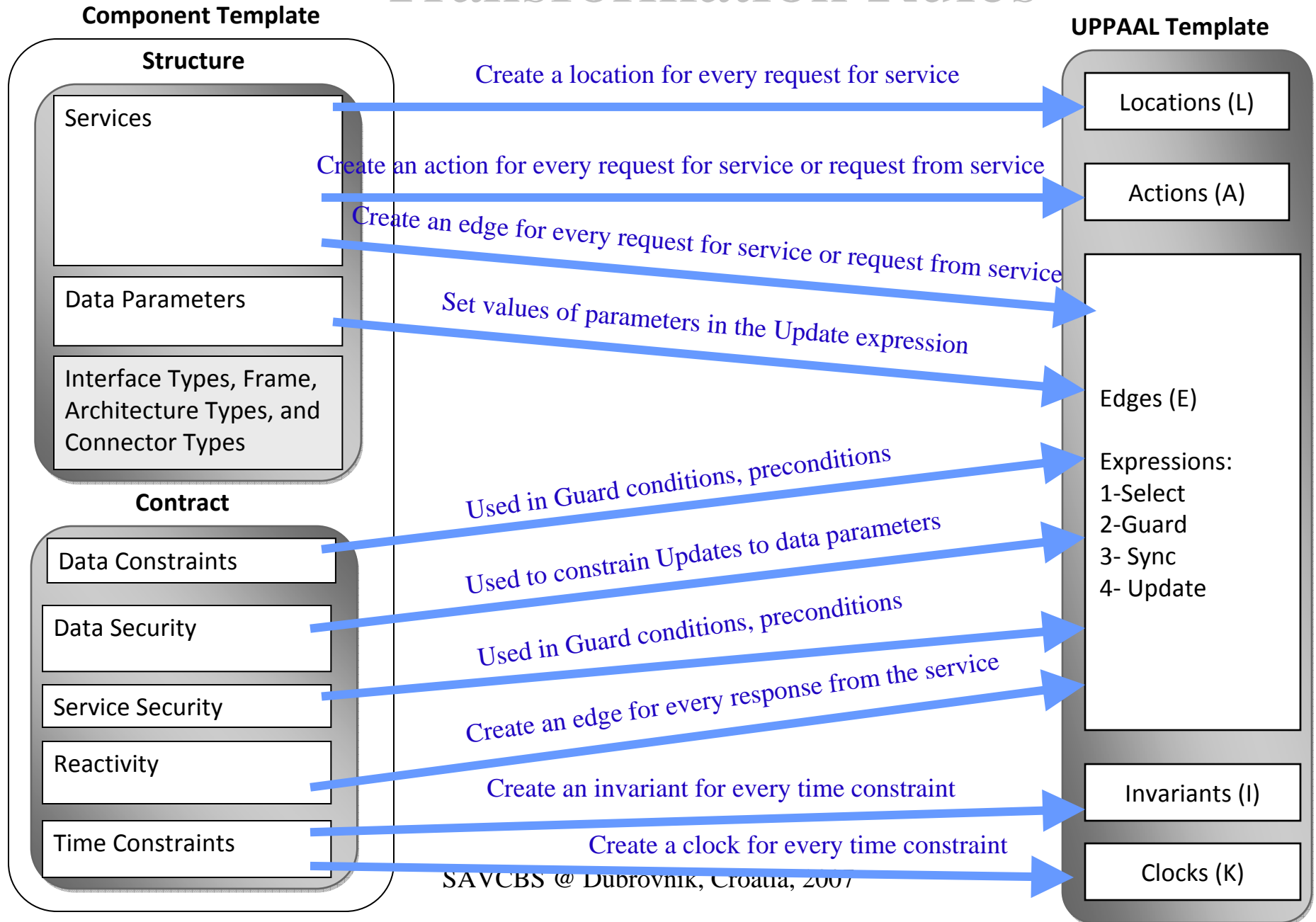
## ◆ Time Automata ( $L, l_0, K, A, E, I$ )

- $L$  is a set of locations denoting states;
- $l_0$  is the initial location;
- $K$  is a set of clocks;
- $A$  is a set of actions, events causing transitions;
- $E$  is a set of edges, transition specifications; and
- $I$  is a function assigning clock constraints to locations as invariants.



[3] Gerd Behrmann, Alexandre David, and Kim G Larsen. A tutorial on UPPAAL. In *Proceedings of SFM-RT'04*, 2004.

# Transformation Rules



# Model Checking

The screenshot shows the UPPAAL ModelChecker interface. The title bar indicates the file path: `C:/Documents and Settings/mubarak/My Documents/Mubarak/UPPAL ModelChecking/SteamBoiler.xml - UPPAAL`. The menu bar includes `File Edit View Tools Options Help`. The toolbar contains icons for file operations and navigation. The main window is divided into several sections:

- Overview:** A list of properties with their verification status indicated by green circles. The properties are:
  - `A[] forall (i : int[1,2]) LM.user==i && QuantityParameter>=0 imply DataSecurity(i,1)==true` (Satisfied)
  - `A[] forall (i : int[1,2]) C.user==i && C.switchOFF imply EventSecurity(i,1)==true` (Satisfied)
  - `A[] C.user==2 imply not C.switchOFF` (Satisfied)
  - `E<>C.switchOFF` (Satisfied)
  - `A[] C.openValve imply quantity>=Max` (Satisfied)
  - `A[] C.openPump imply quantity<=Min` (Satisfied)
  - `C.controlLevel && quantity<=Min --> quantity>Min && quantity<Max` (Satisfied)
- Query:** A text area containing the query: `C.controlLevel && quantity>=Max --> quantity>Min && quantity<Max`
- Comment:** An empty text area for user comments.
- Status:** A scrollable area showing the verification results for each property, all of which are marked as "Property is satisfied." The status bar at the bottom indicates the version: `UPPAAL version 4.0.4 (rev. 2887), January 2007 -- server.`

# Example

Events = {e1:Stimulus, e2:Response, e3:Request},

Data Parameters(e1)={d:Int},

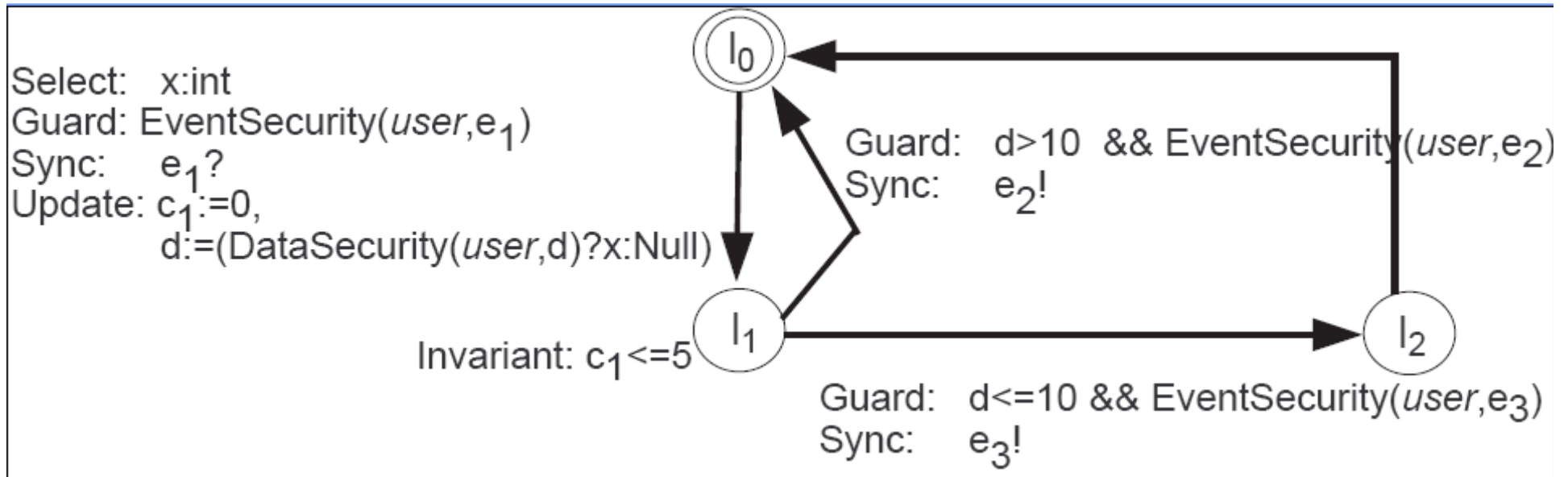
Reactivity(e1)={e2,e3},

Data Constraint(e1,e2):  $d > 10$ ,

Data Constraint(e1,e3):  $d \leq 10$ ,

Time Constraint(e1,e2)=[0,5],

Time Constraint(e1,e3)=[0,5]



# Conclusion

- ◆ We plan to evaluate our method on problems from different domains where safety and security are critical.
- ◆ We are investigating the requirements of a trustworthy ADL.
- ◆ We are building a visual interface tool for designing trustworthy RTRS.