Introduction to the Formal Design of Real-Time Systems

David Gray

Introduction To The Formal Design Of Realtime Systems

K. C. Wang

Introduction To The Formal Design Of Realtime Systems:

<u>Introduction to the Formal Design of Real-Time Systems</u> David F. Gray,2012-12-06 but when we state that A equals B as well having to know what we mean by A and B we also have know what we mean by equals This section explores the role of observers how different types of observ er see different things as being equal and how we can produce algo rithms to decide on such equalities It also explores how we go about writing specifications to which we may compare our SCCS designs The final section is the one which the students like best Once enough of SCCS is grasped to decide upon the component parts of a design the turning the handle steps of composition and check ing that the design meets its specification are both error prone and tedious This section introduces the concurrency work bench which shoulders most of the burden How you use the book is up to you I m not even going to suggest path ways Individual readers know what knowledge they seek and course leaders know which concepts they are trying to impart and in what order   *Concurrent and Real-time Systems* Steve Schneider,1999-11-15 The CSP approach has been widely used in the specification analysis and verification of concurrent and real time systems and for understanding the particular issues that can arise when concurrency is present It provides a language which enables specifications and designs to be clearly expressed and understood together with a supporting theory which allows them to be analyzed and shown to be correct This book supports advanced level courses on concurrency covering timed and untimed CSP The first half introduces the language of CSP the primary semantic models traces failures divergences and infinite traces and their use in the modelling analysis and verification of concurrent systems The second half of the book introduces time into the language brings in the timed semantic model timed failures and finally presents the theory of timewise refinement which links the two halves together Accompanying website http www cs rhbnc ac uk books concurrency Containing the following Exercises and solutions Instructors resources Example CSP programs to run on FDR and ProBe Links to useful sites Partial Contents Part I The Language of CSP Sequential Processes Concurrency Abstraction and Control Flow Part II Analyzing Processes Traces Specification and Verification with Traces Stable Failures Specification and Verification with Failures Failures Divergences and Infinite Traces Part III Introducing Time The Timed Language Timed transition systems Part IV Timed Analysis Semantics of Timed CSP Timed Specification and Verification Timewise Refinement Appendix A Event based Time A 1 Standard CSP and tock A 2 Translating from Timed CSP A 3 Notes Appendix B Model checking with FDR B 1 Interacting with FDR B 2 How FDR Checks Refinement B 3 Machine readable CSP Index of Processes

<u>UML 2001 - The Unified Modeling Language. Modeling Languages, Concepts, and Tools</u> Martin Gogolla,Cris Kobryn,2003-06-30 This book constitutes the refereed proceedings of the 4th International Conference on the Unified Modeling Language 2001 held in Toronto Canada in October 2001 The 33 revised full papers presented together with one invited paper were carefully reviewed and selected from a total of 122 abstracts and 102 papers submitted The papers are organized in topical sections on metamodeling activity diagrams OCL architecture and patterns analysis and testing

performance and databases graph transformations real time and embedded systems associations and ontology statecharts components and use cases **Formal Methods and Hybrid Real-Time Systems** Cliff B. Jones,Zhiming Liu,Jim Woodcock,2007-09-04 This Festschrift volume is published to honour both Dines Bj rner and Zhou Chaochen on the occasion of their 70th birthdays The volume includes 25 refereed papers by leading researchers current and former colleagues who congregated at a celebratory symposium held in Macao China in the course of the International Colloquium on Theoretical Aspects of Computing ICTAC 2007 The papers cover a broad spectrum of subjects *Formal Methods for Real-Time and Probabilistic Systems* Jost-Pieter Katoen,2003-05-21 This book constitutes the refereed proceedings of the Fifth International AMAST Workshop on Formal Methods for Real Time and Probabilistic Systems ARTS 99 held in Bamberg Germany in May 1999 The 17 revised full papers presented together with three invited contributions were carefully reviewed and selected from 33 submissions The papers are organized in topical sections on verification of probabilistic systems model checking for probabilistic systems semantics of probabilistic process calculi semantics of real time processes real time compilation stochastic process algebra and modeling and verification of real time systems **Algorithms and Architectures for Real-Time Control 1991** P.J. Fleming,D.I. Jones,2014-07-22 Computer scientists have long appreciated that the relationship between algorithms and architecture is crucial Broadly speaking the more specialized the architecture is to a particular algorithm then the more efficient will be the computation The penalty is that the architecture will become useless for computing anything other than that algorithm This message holds for the algorithms used in real time automatic control as much as any other field These Proceedings will provide researchers in this field with a useful up to date reference source of recent developments *Modeling and Verification of Real-time Systems* Nicolas Navet,Stephan Merz,2013-03-07 This title is devoted to presenting some of the most important concepts and techniques for describing real time systems and analyzing their behavior in order to enable the designer to achieve guarantees of temporal correctness Topics addressed include mathematical models of real time systems and associated formal verification techniques such as model checking probabilistic modeling and verification programming and description languages and validation approaches based on testing With contributions from authors who are experts in their respective fields this will provide the reader with the state of the art in formal verification of real time systems and an overview of available software tools **ZUM'97: The Z Formal Specification Notation** Jonathan P. Bowen,Michael G. Hinchey,David Till,1997-03-20 This book constitutes the refereed proceedings of the 10th International Conference of Z Users ZUM 97 held in Reading UK in April 1997 The volume presents 18 revised full papers together with three invited presentations by internationally leading experts The papers are organized into topical sections on real time systems tools logic system development reactive systems refinement and applications Also a select Z bibliography by Jonathan Bowen is added All in all the book competently reports the state of the art in research and advanced applications of the Z notation Real-Time Systems Albert M. K. Cheng,2003-03-27 The first book to provide a

comprehensive overview of the subject rather than a collection of papers The author is a recognized authority in the field as well as an outstanding teacher lauded for his ability to convey these concepts clearly to many different audiences A handy reference for practitioners in the field   *Formal Techniques in Real-Time and Fault-Tolerant Systems* Anders P. Ravn,Hans Rischel,1998-09-02 This book constitutes the refereed proceedings of the 5th International Symposium on Formal Techniques in Real Time and Fault Tolerant Systems FTRTFT 98 held in Lyngby Denmark in September 1998 The 22 revised full papers presented were carefully selected and reviewed for inclusion in the book Also included are four invited contributions and five tool demonstrations The papers address the current aspects of the hot topic of embedded systems in particular temporal logic requirements engineering analysis techniques verification model checking and applications   **Embedded and Real-Time Operating Systems** K. C. Wang,2023-09-14 This book covers the basic concepts and principles of operating systems showing how to apply them to the design and implementation of complete operating systems for embedded and real time systems It includes all the foundational and background information on ARM architecture ARM instructions and programming toolchain for developing programs virtual machines for software implementation and testing program execution image function call conventions run time stack usage and link C programs with assembly code Embedded and Real Time Operating Systems describes the design and implementation of a complete OS for embedded systems in incremental steps explaining the design principles and implementation techniques For Symmetric Multiprocessing SMP embedded systems the author examines the ARM MPcore processors which include the SCU and GIC for interrupts routing and interprocessor communication and synchronization by Software Generated Interrupts SGIs This Second Edition covers ARM64 architecture and programming These include exception levels vector tables and exceptions handling GICv3 programming and interrupt processing It covers virtual to physical address mappings in ARMv8 and shows a 64 bit OS with kernel space in EL1 and separate user spaces in EL0 It also covers ARM TrustZone technology and secure systems These include hardware and software architectures for secure and normal worlds interactions and switching between the two worlds It shows a secure world comprising a secure monitor in EL3 to provide service functions and a normal world comprising processes in non secure EL1 which use SMC to access service functions in the secure world Throughout the book complete working sample systems demonstrate the design principles and implementation techniques The content is suitable for advanced level and graduate students working in software engineering programming and systems theory   **Real Time Programming 1986** J. Szlanko,2014-05-23 The 1986 IFAC IFIP Workshop on real time programming represents the 14th meeting of this workshop since it was first organized in 1971 Traditionally a meeting of a small number of experts the papers presented at this meeting concentrate on the topics of real time environment and executives software development tools and languages and special real time applications The continuing progress being made in this field of programming is amply reflected by the papers and should be of interest to anyone wishing to be kept up to date in the field   **Real-Time**

Simulation Technologies: Principles, Methodologies, and Applications Katalin Popovici,Pieter Mosterman,2017-12-19 Real Time Simulation Technologies Principles Methodologies and Applications is an edited compilation of work that explores fundamental concepts and basic techniques of real time simulation for complex and diverse systems across a broad spectrum Useful for both new entrants and experienced experts in the field this book integrates coverage of detailed theory acclaimed methodological approaches entrenched technologies and high value applications of real time simulation all from the unique perspectives of renowned international contributors Because it offers an accurate and otherwise unattainable assessment of how a system will behave over a particular time frame real time simulation is increasingly critical to the optimization of dynamic processes and adaptive systems in a variety of enterprises These range in scope from the maintenance of the national power grid to space exploration to the development of virtual reality programs and cyber physical systems This book outlines how for these and other undertakings engineers must assimilate real time data with computational tools for rapid decision making under uncertainty Clarifying the central concepts behind real time simulation tools and techniques this one of a kind resource Discusses the state of the art important challenges and high impact developments in simulation technologies Provides a basis for the study of real time simulation as a fundamental and foundational technology Helps readers develop and refine principles that are applicable across a wide variety of application domains As science moves toward more advanced technologies unconventional design approaches and unproven regions of the design space simulation tools are increasingly critical to successful design and operation of technical systems in a growing number of application domains This must have resource presents detailed coverage of real time simulation for system design parallel and distributed simulations industry tools and a large set of applications *Supervisory Control of Discrete-Event Systems* W. Murray Wonham,Kai Cai,2018-08-17 This book shows how supervisory control theory SCT supports the formulation of various control problems of standard types like the synthesis of controlled dynamic invariants by state feedback and the resolution of such problems in terms of naturally definable control theoretic concepts and properties like reachability controllability and observability It exploits a simple abstract model of controlled discrete event systems DES that has proved to be tractable appealing to control specialists and expressive of a range of control theoretic ideas It allows readers to choose between automaton based and dually language based forms of SCT depending on whether their preference is for an internal structural or external behavioral description of the problem The monograph begins with two chapters on algebraic and linguistic preliminaries and the fundamental concepts and results of SCT are introduced To handle complexity caused by system scale architectural approaches the horizontal modularity of decentralized and distributed supervision and the vertical modularity of hierarchical supervision are introduced Supervisory control under partial observation and state based supervisory control are also addressed in the latter a vector DES model that exploits internal regularity of algebraic structure is proposed Finally SCT is generalized to deal with timed DES by incorporating temporal features in addition to logical ones

Researchers and graduate students working with the control of discrete event systems or who are interested in the development of supervisory control methods will find this book an invaluable aid in their studies The text will also be of assistance to researchers in manufacturing logistics communications and transportation areas which provide plentiful examples of the class of systems being discussed *Quality of Communication-Based Systems* Günter Hommel,2012-12-06 Quality of Communication Based Systems presents the research results of students of the Graduiertenkolleg Communication Based Systems to an international community To stimulate the scientific discussion renowned experts have been invited to give their views on the research areas Formal specification and mathematical foundations of distributed systems using process algebra graph transformations process calculi and temporal logics Performance evaluation dependability modelling and analysis of real time systems with different kinds of timed Petri nets Specification and analysis of communication protocols Reliability security and dependability in distributed systems Object orientation in distributed systems architecture Software development and concepts for distributed applications Computer network architecture and management Language concepts for distributed systems *Environmental Laws* Dieter K. Hammer,2001 Contents Use Cases for Distributed Real Time Software Architectures Formal Design of Real Time Systems in a Platform Independent Way Automatic Effective Verification Method for Distributed and Concurrent Systems Using Timed Language Inclusion Integrating Timed Condition Event Systems and Timed Automata for the Verification of Hybrid Systems Automatic Derivation of Path and Loop Annotations Integrated Scheduling of Tasks and Messages in Distributed Real Time Systems Real Time Scheduling in Video Systems A Real Time Java Server for Real Time Mach Index *Embedded Systems Handbook* Richard Zurawski,2017-12-19 Considered a standard industry resource the Embedded Systems Handbook provided researchers and technicians with the authoritative information needed to launch a wealth of diverse applications including those in automotive electronics industrial automated systems and building automation and control Now a new resource is required to report on current developments and provide a technical reference for those looking to move the field forward yet again Divided into two volumes to accommodate this growth the Embedded Systems Handbook Second Edition presents a comprehensive view on this area of computer engineering with a currently appropriate emphasis on developments in networking and applications Those experts directly involved in the creation and evolution of the ideas and technologies presented offer tutorials research surveys and technology overviews that explore cutting edge developments and deployments and identify potential trends This second self contained volume of the handbook Network Embedded Systems focuses on select application areas It covers automotive field industrial automation building automation and wireless sensor networks This volume highlights implementations in fast evolving areas which have not received proper coverage in other publications Reflecting the unique functional requirements of different application areas the contributors discuss inter node communication aspects in the context of specific applications of networked embedded systems Those looking for guidance on preliminary design of

embedded systems should consult the first volume Embedded Systems Design and Verification **Encyclopedia of Computer Science and Technology** Allen Kent,James G. Williams,1999-05-14 An Approach to Complexity from a Human Centered Artificial Intelligence Perspective to The Virtual Workplace <u>Theories And Experiences For Real-time System Development</u> Charles Rattray,Teodor Rus,1995-02-14 Our understanding of real time systems is rapidly approaching a level of maturity which calls for a consolidation of our present knowledge and experience Particularly effective in influencing our understanding has been the conjoining of universal algebra with the theory and practice of real time system development This interplay between algebraic methodology and software technology AMAST for real time systems is the theme for this text Each chapter derived from papers presented at the all invitation 1st AMAST International Workshop on Real Time Systems Iowa 1993 is written by leaders in their field The chapters form an intriguing mix of modeling specification verification and implementation of real real time systems They cover untimed and timed systems sequential concurrent and embedded real time processes integrated models using state machines temporal logic and algebraic data models real time CSP verification tools system design using temporal logic symbolic checking of discrete time models iterative symbolic approximation in timing verification and verification of audio protocols timed full LOTOS and timed LOTOS extensions LOTOS specification of telephone services and flight warning computers and performance analysis **Leveraging Applications of Formal Methods, Verification, and Validation** Tiziana Margaria,Bernhard Steffen,2010-11-02 This volume contains the conference proceedings of the 4th International S posium on Leveraging Applications of Formal Methods Veri cation and Vali tion ISoLA 2010 which was held in Greece Heraklion Crete October 18 21 2010 and sponsored by EASST Following the tradition of its forerunners in 2004 2006 and 2008 in Cyprus and Chalchidiki and the ISoLA Workshops in Greenbelt USA in 2005 in Poitiers France in 2007 and in Potsdam Germany in 2009 ISoLA 2010 p vided a forum for developers users and researchers to discuss issues related to the adoption and use of rigorous tools and methods for the speci cation ana sis veri cation certi cation construction testing and maintenance of systems from the point of view of their di erent application domains Thus the ISoLA series of events serves the purpose of bridging the gap between designers and developers of rigorous tools and users in engineering and in other disciplines and to foster and exploit synergetic relationships among scientists engineers software developers decision makers and other critical thinkers in companies and organizations In particular by providing a venue for the discussion of c mon problems requirements algorithms methodologies and practices ISoLA aims at supporting researchers in their quest to improve the utility reliability exibility and e ciency of tools for building systems and users in their search for adequate solutions to their problems

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