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Concurrent and Real-time Systems

The CSP Approach

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Concurrent And Real Time Systems The Csp Approach

Dines Bjørner



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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.rhnc.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 Real-Time Systems Albert M. K. Cheng, 2003-03-13 Test und Validierung spielen bei Echtzeitsystemen eine zentrale Rolle Auf die Spezifikationen die der Hersteller angibt muss sich der Kunde hier in besonders hohem Ma e verlassen k nnen Bisher sind zu diesem Thema nur Artikelsammlungen erschienen Jetzt liegt endlich ein Buch vor das sich f r Fachleute und Studenten gleicherma en eignet und dem Leser einen umfassenden berblick ber die verschiedenen existierenden Ans tze verschafft Vor und Nachteile jedes Verfahrens werden ausf hrlich beschrieben das erleichtert die Methodenwahl in der Praxis Der Autor ist nicht nur ein anerkannter Experte auf seinem Gebiet sondern genie t auch einen hervorragenden p dagogischen Ruf , *Concurrency Theory* Howard Bowman, Rodolfo Gomez, 2006-02-28 In the world we live in concurrency is the norm For example the human body is a massively concurrent system comprising a huge number of cells all simultaneously evolving and independently engaging in their individual biological processing In addition in the biological world truly sequential systems rarely arise However they are more common when manmade artefacts are considered In particular computer systems are often developed from a sequential perspective Why is this The simple reason is that it is easier for us to think about sequential rather than concurrent systems Thus we use sequentiality as a device to simplify the design process However the need for increasingly powerful flexible and usable computer systems mitigates against simplifying sequentiality assumptions A good example of this is the all powerful

position held by the Internet which is highly concurrent at many different levels of decomposition. Thus the modern computer scientist and indeed the modern scientist in general is forced to think about concurrent systems and the subtle and intricate behaviour that emerges from the interaction of simultaneously evolving components. Over a period of 25 years or so the field of concurrency theory has been involved in the development of a set of mathematical techniques that can help system developers to think about and build concurrent systems. These theories are the subject matter of this book.

Tools and Algorithms for the Construction and Analysis of Systems Joost-Pieter Katoen, Perdita Stevens, 2003-07-31 ETAPS 2002 was the fifth instance of the European Joint Conferences on Theory and Practice of Software. ETAPS is an annual federated conference that was established in 1998 by combining a number of existing and new conferences. This year it comprised 5 conferences: FOSSACS, FASE, ESOP, CC, TACAS, 13 satellite workshops: ACL2, AGT, CMCS, COCV, DCC, INT, LDTA, SC, SFEDL, SLAP, SPIN, TPTS, and VISS. 8 invited lectures not including those specific to the satellite events and several tutorials. The events that comprise ETAPS address various aspects of the system development process including specification, design, implementation, analysis, and improvement. The languages, methodologies, and tools which support these activities are all well within its scope. Different blends of theory and practice are represented with an inclination towards theory with a practical motivation on one hand and soundly based practice on the other. Many of the issues involved in software design apply to systems in general including hardware systems and the emphasis on software is not intended to be exclusive.

Theories of Programming and Formal Methods Zhiming Liu, Jim Woodcock, Huibiao Zhu, 2013-07-24 This Festschrift volume dedicated to He Jifeng on the occasion of his 70th birthday in September 2013 includes 24 refereed papers by leading researchers, current and former colleagues who congratulated at a celebratory symposium held in Shanghai, China, in the course of the 10th International Colloquium on Theoretical Aspects of Computing (ICTAC 2013). The papers cover a broad spectrum of subjects from foundational and theoretical topics to programs and systems issues and to applications comprising formal methods, software and systems modeling, semantics, laws of programming, specification and verification as well as logics. He Jifeng is known for his seminal work in the theories of programming and formal methods for software engineering. He is particularly associated with Unifying Theories of Programming (UTP), the theory of data refinement and the laws of programming and the rCOS formal method for object and component system construction. His book on UTP with Tony Hoare has been widely read and followed by a large number of researchers and it has been used in many postgraduate courses. He was a senior researcher at Oxford during 1984-1998 and then a senior research fellow at the United Nations University International Institute for Software Technology (UNU-IIST) in Macau during 1998-2005. He has been a professor and currently the Dean of the Institute of Software Engineering at East China Normal University, Shanghai, China. In 2005 He Jifeng was elected as an academician to the Chinese Academy of Sciences. He also received an honorary doctorate from the University of York. He won a number of prestigious science and

technology awards including a 2nd prize of Natural Science Award from the State Council of China a 1st prize of Natural Science Award from the Ministry of Education of China a 1st prize of Technology Innovation from the Ministry of Electronic Industry and a number awards from Shanghai government Communicating Process Architectures 2017 & 2018 J. Bækgaard Pedersen, K. Chalmers, J.F. Broenink, 2019-03-26 Concurrent and parallel systems are intrinsic to the technology which underpins almost every aspect of our lives today This book presents the combined post proceedings for two important conferences on concurrent and parallel systems Communicating Process Architectures 2017 held in Sliema Malta in August 2017 and Communicating Process Architectures 2018 held in Dresden Germany in August 2018 CPA 2017 Fifteen papers were accepted for presentation and publication they cover topics including mathematical theory programming languages design and support tools verification and multicore infrastructure and applications ranging from supercomputing to embedded A workshop on domain specific concurrency skeletons and the abstracts of eight fringe presentations reporting on new ideas work in progress or interesting thoughts associated with concurrency are also included in these proceedings CPA 2018 Eighteen papers were accepted for presentation and publication they cover topics including mathematical theory design and programming language and support tools verification multicore run time infrastructure and applications at all levels from supercomputing to embedded A workshop on translating CSP based languages to common programming languages and the abstracts of four fringe presentations on work in progress new ideas as well as demonstrations and concerns that certain common practices in concurrency are harmful are also included in these proceedings The book will be of interest to all those whose work involves concurrent and parallel systems ZB 2005: Formal Specification and Development in Z and B Helen Treharne, Steve King, Martin Henson, Steve Schneider, 2005-04-25 This book constitutes the refereed proceedings of the 4th International Conference of Z and B users ZB 2005 held in Guildford UK in April 2005 The 25 revised full papers presented together with extended abstracts of 2 invited papers were carefully reviewed and selected for inclusion in the book The papers document the recent advances for the Z formal specification notation and for the B method ranging from foundational theoretical and methodological issues to advanced applications tools and case studies

Communicating Process Architectures 2015 & 2016 K. Chalmers, J. Bækgaard Pedersen, F.R.M. Barnes, 2018-10-04 This book presents the proceedings of two conferences the 37th and 38th in the WoTUG series Communicating Process Architectures CPA 2015 held in Canterbury England in August 2015 and CPA 2016 held in Copenhagen Denmark in August 2016 Fifteen papers were accepted for presentation at the 2015 conference They cover a spectrum of concurrency concerns mathematical theory programming languages design and support tools verification multicore infrastructure and applications ranging from supercomputing to embedded Three workshops and two evening fringe sessions also formed part of the conference and the workshop position papers and fringe abstracts are included in this book Fourteen papers covering the same broad spectrum of topics were presented at the 2016 conference one of them in the form of a workshop They are all

included here together with abstracts of the five fringe sessions from the conference

Formal Methods: Foundations and Applications Simone Cavalheiro, José Fiadeiro, 2017-11-17 This book constitutes the refereed proceedings of the 20th Brazilian Symposium on Formal Methods SBMF 2017 which took place in Recife Brazil in November December 2017 The 16 papers presented together with three invited talks were carefully reviewed and selected from 37 submissions They are organized in the following topical sections formal methods integration and experience reports model checking refinement and verification and semantics and languages The chapter Rapidly Adjustable Non Intrusive Online Monitoring for Multi core Systems is published open access under a CC BY 4.0 license

Modeling, Verification and Exploration of Task-Level Concurrency in Real-Time Embedded Systems Filip Thoen, Francky Catthoor, 2012-12-06 system is a complex object containing a significant percentage of electronics that interacts with the Real World physical environments humans etc through sensing and actuating devices A system is heterogeneous i.e. is characterized by the co-existence of a large number of components of disparate type and function for example programmable components such as micro processors and Digital Signal Processors DSPs analog components such as A/D and D/A converters sensors transmitters and receivers Any approach to system design today must include software concerns to be viable In fact it is now common knowledge that more than 70% of the development cost for complex systems such as automotive electronics and communication systems are due to software development In addition this percentage is increasing constantly It has been my take for years that the so-called hardware software co-design problem is formulated at a too low level to yield significant results in shortening design time to the point needed for next generation electronic devices and systems The level of abstraction has to be raised to the Architecture Function co-design problem where Function refers to the operations that the system is supposed to carry out and Architecture is the set of supporting components for that functionality The supporting components as we said above are heterogeneous and contain almost always programmable components

Formal Methods: Foundations and Applications Haniel Barbosa, Yoni Zohar, 2023-12-01 This book constitutes the refereed proceedings of the 26th Brazilian Symposium on Formal Methods SBMF 2023 held in Manaus Brazil during December 4-8 2023 The 7 full papers and 2 short papers presented in this book were carefully reviewed and selected from 16 submissions The papers are divided into the following topical sections specification and modeling languages testing and verification and validation

Communicating Process Architectures 2005 Jan F. Broenink, 2005 Modern computing systems work when all components are correct by design and can be combined to achieve scalability This publication offers refereed papers covering various aspects such as system design and implementation tools concurrent programming languages libraries and run-time kernels and formal methods and applications

Communicating Process Architectures 2007 Alistair A. McEwan, 2007 Deals with Computer Science and models of Concurrency This title emphasizes on hardware software co-design and the understanding of concurrency that results from these systems It includes a range of papers on this topic from the formal modeling of buses in co-design systems

through to software simulation and development environments *Communicating Process Architectures 2002* World Occam and Transputer User Group. Technical Meeting, 2002 The WoTUG series of conferences are a major forum for the presentation of state of the art ideas on concurrency and communication This book continues this trend with these proceedings containing a number of papers that discuss a wide range of issues fundamental to the future of concurrency

CONCUR 2001 - Concurrency Theory Kim G. Larsen, Mogens Nielsen, 2003-06-30 This book constitutes the refereed proceedings of the 12th International Conference on Concurrency Theory CONCUR 2001 held in Aalborg Denmark in August 2001 The 32 revised full papers presented together with six invited contributions were carefully reviewed and selected from 78 submissions The papers are organized in topical sections on mobility probabilistic systems model checking process algebra unfoldings and prefixes logic and compositionality and games *Safety-Critical Real-Time Systems* Bernd

Krämer, Norbert Völker, 2013-06-29 Safety Critical Real Time Systems brings together in one place important contributions and up to date research results in this fast moving area Safety Critical Real Time Systems serves as an excellent reference providing insight into some of the most challenging research issues in the field *Communicating Process Architectures*

2006 P.H. Welch, J. Kerridge, F.R.M. Barnes, 2006-09-06 Contains papers from the conference Communicating Process Architectures 2006 This work talks about various aspects of communicating process theory and their application to designing and building systems It includes a case study on large scale formal development and verification CSP mechanisms for Microsoft's NET framework and more **Software Engineering** Krzysztof Zieliński, Tomasz Szmuc, 2005 The capability to

design quality software and implement modern information systems is at the core of economic growth in the 21st century This book aims to review and analyze software engineering technologies focusing on the evolution of design and implementation platforms as well as on novel computer systems **Domain Science and Engineering** Dines

Bjørner, 2021-11-08 In this book the author explains domain engineering and the underlying science and he then shows how we can derive requirements prescriptions for computing systems from domain descriptions A further motivation is to present domain descriptions requirements prescriptions and software design specifications as mathematical quantities The author's maxim is that before software can be designed we must understand its requirements and before requirements can be prescribed we must analyse and describe the domain for which the software is intended He does this by focusing on what it takes to analyse and describe domains By a domain we understand a rationally describable discrete dynamics segment of human activity of natural and man made artefacts examples include road rail and air transport container terminal ports manufacturing trade healthcare and urban planning The book addresses issues of seemingly large systems not small algorithms and it emphasizes descriptions as formal mathematical quantities This is the first thorough monograph treatment of the new software engineering phase of software development one that precedes requirements engineering It emphasizes a methodological approach by treating in depth analysis and description principles techniques and tools It does this by basing

its domain modeling on fundamental philosophical principles a view that is new for a computer science monograph The book will be of value to computer scientists engaged with formal specifications of software The author reveals this as a field of interesting problems most chapters include pointers to further study and exercises drawn from practical engineering and science challenges The text is supported by a primer to the formal specification language RSL and extensive indexes

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