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Real-time Systems

Specification, Verification and Analysis

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Real Time Systems Specification Verification And Analysis

Jozef Hooman



Real Time Systems Specification Verification And Analysis:

Real-time Systems M. Joseph, Mathai Joseph, 1996 This text provides an account of real time systems The presentation makes use of recent research demonstrating the effectiveness and applicability of mathematically based methods for real time system design Each chapter focuses on a particular technique and examples help reinforce the theory **Specification and Compositional Verification of Real-Time Systems** Jozef Hooman, 1991-11-27 The research described in this monograph concerns the formal specification and compositional verification of real time systems A real time programming language is considered in which concurrent processes communicate by synchronous message passing along unidirectional channels To specify functional and timing properties of programs two formalisms are investigated one using a real time version of temporal logic called Metric Temporal Logic and another which is based on extended Hoare triples Metric Temporal Logic provides a concise notation to express timing properties and to axiomatize the programming language whereas Hoare style formulae are especially convenient for the verification of sequential constructs For both approaches a compositional proof system has been formulated to verify that a program satisfies a specification To deduce timing properties of programs first maximal parallelism is assumed modeling the situation in which each process has its own processor Next this model is generalized to multiprogramming where several processes may share a processor and scheduling is based on priorities The proof systems are shown to be sound and relatively complete with respect to a denotational semantics of the programming language The theory is illustrated by an example of a watchdog timer *Real-Time Systems Design and Analysis* Phillip A. Laplante, 1997 IEEE Press is pleased to bring you this Second Edition of Phillip A Laplante's best selling and widely acclaimed practical guide to building real time systems This book is essential for improved system designs faster computation better insights and ultimate cost savings Unlike any other book in the field REAL TIME SYSTEMS DESIGN AND ANALYSIS provides a holistic systems based approach that is devised to help engineers write problem solving software Laplante's no nonsense guide to real time system design features practical coverage of Related technologies and their histories Time saving tips Hands on instructions Pascal code Insights into decreasing ramp up times and more *The SPIN Verification System* Jean-Charles Grégoire, Gerard J. Holzmann, Doron A. Peled, 1997 What is SPIN SPIN is a general tool for the specification and formal verification of software for distributed systems It has been used to detect design errors in a wide range of applications such as abstract distributed algorithms data communications protocols operating systems code and telephone switching code The verifier can check for basic correctness properties such as absence of deadlock and race conditions logical completeness or unwarranted assumptions about the relative speeds of processes It can also check for more subtle system dependent correctness properties expressed in the syntax of Linear time Temporal Logic LTL The tool translates LTL formulae automatically into automata representations which can be used in an efficient on the fly verifications procedure This DIMACS volume presents the papers contributed to the second international workshop that was held on the

SPIN verification system at Rutgers University in August 1996 The work covers theoretical and foundational studies of formal verifications empirical studies of the effectiveness of different types of algorithms significant practical applications of the SPIN verifier and discussions of extensions and revisions of the basic code This text will be of interest to those working in applications

Global Specification and Validation of Embedded Systems G. Nicolescu,Ahmed A. Jerraya,2007-07-07 Global Specification and Validation of Embedded Systems offers a deep understanding of concepts and practices behind the composition of heterogeneous components After the analysis of existing computation and execution models used for the specification and validation of different sub systems the book introduces a systematic approach to build an execution model for systems composed of heterogeneous components Mixed continuous discrete and hardware software systems will be used to illustrate these concepts The benefit of reading this book is to give a clear vision on the theory and practice of specification and validation of complex modern systems The examples give to the designers solutions applicable in their daily practice

Real-Time Systems, Architecture, Scheduling, and Application Seyed Morteza Babamir,2012-04-11 This book is a rich text for introducing diverse aspects of real time systems including architecture specification and verification scheduling and real world applications It is useful for advanced graduate students and researchers in a wide range of disciplines impacted by embedded computing and software Since the book covers the most recent advances in real time systems and communications networks it serves as a vehicle for technology transition within the real time systems community of systems architects designers technologists and system analysts Real time applications are used in daily operations such as engine and break mechanisms in cars traffic light and air traffic control and heart beat and blood pressure monitoring This book includes 15 chapters arranged in 4 sections Architecture chapters 1 4 Specification and Verification chapters 5 6 Scheduling chapters 7 9 and Real word applications chapters 10 15

Mathematics of Program Construction Roland Backhouse,Jose Nuno Oliveira,2006-12-30 This volume contains the proceedings of MPC 2000 the fth international c ference on Mathematics of Program Construction This series of conferences aims to promote the development of mathematical principles and techniques that are demonstrably useful and usable in the process of constructing c puter programs whether implemented in hardware or software The focus is on techniques that combine precision with concision enabling programs to be constructed by formal calculation Within this theme the scope of the series is very diverse including programming methodology program speci cation and transformation programming paradigms programming calculi and progr ming language semantics The quality of the papers submitted to the conference was in general very high However the number of submissions has decreased compared to the pre ous conferences in the series Each paper was refereed by at least ve and often more committee members In order to maintain the high standards of the c ference the committee took a stringent view on quality this has meant that in some cases a paper was rejected even though there was a basis for a good c ference or journal paper but the submitted paper did not meet the committee s required standards In a few cases a good

paper was rejected on the grounds that it did not fit within the scope of the conference

Parallel and Distributed Processing Jose Rolim, 2000-04-19 This volume contains the proceedings from the workshops held in conjunction with the IEEE International Parallel and Distributed Processing Symposium IPDPS 2000 on 15 May 2000 in Cancun Mexico The workshops provide a forum for bringing together researchers practitioners and designers from various backgrounds to discuss the state of the art in parallelism They focus on different aspects of parallelism from runtime systems to formal methods from optics to irregular problems from biology to networks of personal computers from embedded systems to programming environments the following workshops are represented in this volume Workshop on Personal Computer Based Networks of Workstations Workshop on Advances in Parallel and Distributed Computational Models Workshop on Parallel and Distributed Computing in Image Video and Multimedia Workshop on High Level Parallel Programming Models and Supportive Environment Workshop on High Performance Data Mining Workshop on Solving Irregularly Structured Problems in Parallel Workshop on Java for Parallel and Distributed Computing Workshop on Biologically Inspired Solutions to Parallel Processing Problems Workshop on Parallel and Distributed Real Time Systems Workshop on Embedded HPC Systems and Applications Reconfigurable Architectures Workshop on Formal Methods for Parallel Programming Workshop on Optics and Computer Science Workshop on Run Time Systems for Parallel Programming Workshop on Fault Tolerant Parallel and Distributed Systems All papers published in the workshops proceedings were selected by the program committee on the basis of referee reports Each paper was reviewed by independent referees who judged the papers for originality quality and consistency with the themes of the workshops

Protocol Specification, Testing and Verification XV Piotr Dembinski, Marek Sredniawa, 2016-01-09 This volume presents the latest research worldwide on communications protocols emphasizing specification and compliance testing It presents the complete proceedings of the fifteenth meeting on Protocol Specification Testing and Verification arranged by the International Federation for Information Processing

Resource Management in Real-time Systems and Networks C. Siva Ram Murthy, G. Manimaran, 2001 This book introduces the concepts and state of the art research developments of resource management in real time systems and networks Real time systems and networks are of increasing importance in many applications including automated factories telecommunication systems defense systems and space systems This book introduces the concepts and state of the art research developments of resource management in real time systems and networks Unlike other texts in the field it covers the entire spectrum of issues in resource management including task scheduling in uniprocessor real time systems task scheduling fault tolerant task scheduling and resource reclaiming in multiprocessor real time systems conventional task scheduling and object based task scheduling in distributed real time systems message scheduling QoS routing dependable communication multicast communication and medium access protocols in real time networks It provides algorithmic treatments for all of the issues addressed highlighting the intuition behind each algorithm and giving examples The book also includes two chapters of case studies

Encyclopedia of Computer Science

and Technology Allen Kent, James G. Williams, 1990-08-20 This comprehensive reference work provides immediate fingertip access to state of the art technology in nearly 700 self contained articles written by over 900 international authorities Each article in the Encyclopedia features current developments and trends in computers software vendors and applications extensive bibliographies of leading figures in the field such as Samuel Alexander John von Neumann and Norbert Wiener and in depth analysis of future directions

Handbook of Scheduling Joseph Y-T. Leung, 2004-04-27 This handbook provides full coverage of the most recent and advanced topics in scheduling assembling researchers from all relevant disciplines to facilitate new insights Presented in six parts these experts provides introductory material complete with tutorials and algorithms then examine classical scheduling problems Part 3 explores scheduling models that originate in areas such as computer science operations research The following section examines scheduling problems that arise in real time systems Part 5 discusses stochastic scheduling and queueing networks and the final section discusses a range of applications in a variety of areas from airlines to hospitals

Compositionality: The Significant Difference Willem-Paul de Roever, Hans Langmaack, Amir Pnueli, 2003-05-20 This book originates from the International Symposium on Compositionality COMPOS 97 held in Bad Malente Germany in September 1997 The 25 chapters presented in revised full version reflect the current state of the art in the area of compositional reasoning about concurrency The book is a valuable reference for researchers and professionals interested in formal systems design and analysis it also is well suited for self study and use in advanced courses

Correct System Design Ernst-Rüdiger Olderog, Bernhard Steffen, 2003-06-26 Computers are gaining more and more control over systems that we use or rely on in our daily lives privately as well as professionally In safety critical applications as well as in others it is of paramount importance that systems controled by a computer or computing systems themselves reliably behave in accordance with the specification and requirements in other words here correctness of the system of its software and hardware is crucial In order to cope with this callenge software engineers and computer scientists need to understand the foundations of programming how different formal theories are linked together how compilers correctly translate high level programs into machine code and why transformations performed are justifiable This book presents 17 mutually reviewed invited papers organized in sections on methodology programming automation compilation and application

High-Integrity System Specification and Design Jonathan P. Bowen, Michael G. Hinchey, 2012-12-06 Errata detected in Taylor s Logarithms London 4to 1792 sic 14 18 3 6 Kk Co sine of 3398 3298 Nautical Almanac 1832 In the list of ERRATA detected in Taylor s Logarithms for cos 4 18 3 read cos 14 18 2 Nautical Almanac 1833 ERRATUM of the ERRATUM of the ERRATA of TAYLOR S Logarithms For cos 4 18 3 read cos 14 18 3 Nautical Almanac 1836 In the 1820s an Englishman named Charles Babbage designed and partly built a calculating machine originally intended for use in deriving and printing logarithmic and other tables used in the shipping industry At that time such tables were often inaccurate copied carelessly and had been instrumental in causing a number of maritime disasters Babbage s machine called a Difference Engine because

it performed its calculations using the principle of partial differences was intended to substantially reduce the number of errors made by humans calculating the tables Babbage had also designed but never built a forerunner of the modern printer which would also reduce the number of errors admitted during the transcription of the results Nowadays a system implemented to perform the function of Babbage's engine would be classed as safety critical That is the failure of the system to produce correct results could result in the loss of human life mass destruction of property in the form of ships and cargo as well as financial losses and loss of competitive advantage for the shipping firm *Real-Time: Theory in Practice* J.W.de

Bakker,1992-06-24 In the past decade the formal theory of specification verification and development of real time programs has grown from work of a few specialized groups to a real bandwagon Many eminent research groups have shifted their interests in this direction Consequently research in real time is now entering established research areas in formal methods such as process algebra temporal logic and model checking This volume contains the proceedings of a workshop dedicated to the theory of real time with the purpose of stepping back and viewing the results achieved as well as considering the directions of ongoing research The volume gives a representative picture of what is going on in the field worldwide presented by eminent active researchers The material in the volume was prepared by the authors after the workshop took place and reflects the results of the workshop discussions

Foundations of Real-Time Computing: Scheduling and Resource Management André M. van Tilborg,Gary M. Koob,1991-07-31 This volume contains a selection of papers that focus on the state of the art in real time scheduling and resource management Preliminary versions of these papers were presented at a workshop on the foundations of real time computing sponsored by the Office of Naval Research in October 1990 in Washington D C A companion volume by the title Foundations of Real Time Computing Formal Specifications and Methods complements this book by addressing many of the most advanced approaches currently being investigated in the arena of formal specification and verification of real time systems Together these two texts provide a comprehensive snapshot of current insights into the process of designing and building real time computing systems on a scientific basis Many of the papers in this book take care to define the notion of real time system precisely because it is often easy to misunderstand what is meant by that term Different communities of researchers variously use the term real time to refer to either very fast computing or immediate on line data acquisition or deadline driven computing This text is concerned with the very difficult problems of scheduling tasks and resource management in computer systems whose performance is inextricably fused with the achievement of deadlines Such systems have been enabled for a rapidly increasing set of diverse end uses by the unrelenting advances in computing power per constant dollar cost and per constant unit volume of space End use applications of deadline driven real time computers span a spectrum that includes transportation systems robotics and manufacturing aerospace and defense industrial process control and telecommunications

Algebraic Methodology and Software Technology Michael Johnson,1997-12 This book constitutes the refereed proceedings of the 6th International

Conference on Algebraic Methodology and Software Engineering AMAST 97 held in Sydney Australia in December 1997 The volume presents 48 revised full papers selected from an unusually high number of submissions One of the outstanding features of AMAST is its mix of serious mathematical development of formal methods in software engineering with practical concerns tools case studies and industrial development The volume addresses all current aspects of formal methods in software engineering and programming methodology with a certain emphasis on algebraic and logical foundations

Real-time Systems Education ,1996 **Mathematics of Program Construction** Eerke A. Boiten, Bernhard Möller, 2003-08-02 This book constitutes the refereed proceedings of the 6th International Conference on Mathematics of Program Construction MPC 2002 held in Dagstuhl Castle Germany in July 2002 The 11 revised full papers presented were carefully reviewed and selected for inclusion in the book also presented are one invited paper and the abstracts of two invited talks Among the topics covered are programming methodology program specification program transformation programming paradigms programming calculi and programming language semantics

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