

Softwaretechnik / Software-Engineering

Lecture 1²: Behavioural Software Modelling

2019-07-01

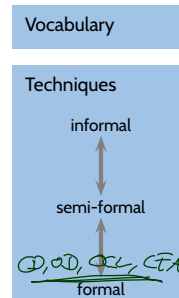
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Albert-Ludwigs-Universität Freiburg, Germany

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Topic Area Architecture & Design: Content

VL 10	<ul style="list-style-type: none"> ● Introduction and Vocabulary ● Software Modelling <ul style="list-style-type: none"> ● model; views / viewpoints; 4+1 view
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VL 11	<ul style="list-style-type: none"> ● <u>Modelling structure</u> <ul style="list-style-type: none"> ● (simplified) Class & Object diagrams ● (simplified) Object Constraint Logic (OCL)
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VL 12	<ul style="list-style-type: none"> ● <u>Modelling behaviour</u> <ul style="list-style-type: none"> ● Communicating Finite Automata (CFA) ● Uppaal query language
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VL 13	<ul style="list-style-type: none"> ● CFA vs. Software <ul style="list-style-type: none"> ● Unified Modelling Language (UML) <ul style="list-style-type: none"> ● basic state-machines ● an outlook on hierarchical state-machines
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VL 14	<ul style="list-style-type: none"> ● Principles of Design <ul style="list-style-type: none"> ● modularity, separation of concerns ● information hiding and data encapsulation ● abstract data types, object orientation ● Design Patterns ● Model-driven/-based Software Engineering

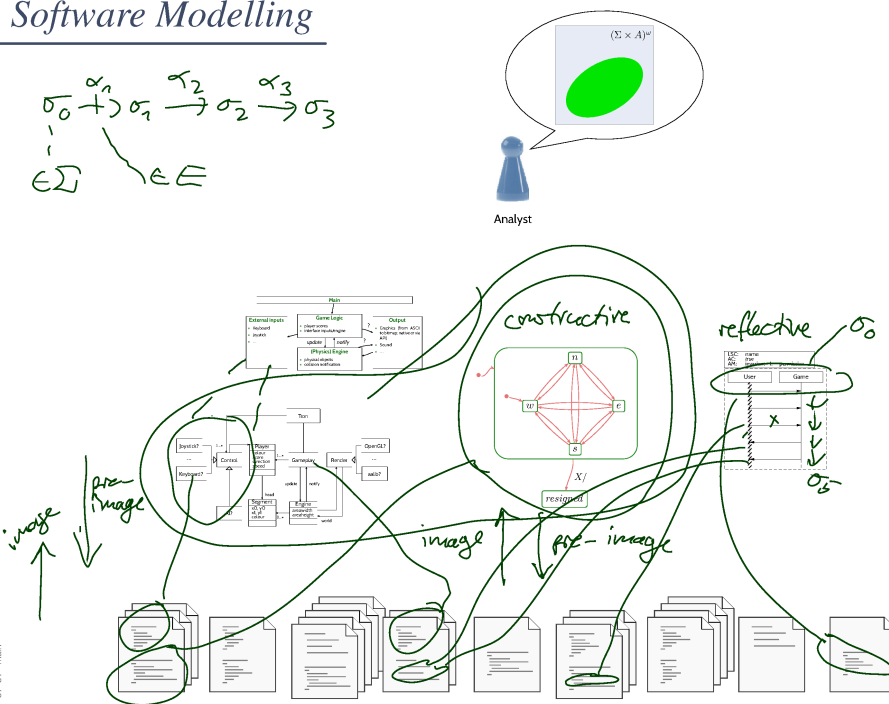


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- **Communicating Finite Automata (CFA)**
 - concrete and abstract syntax,
 - networks of CFA,
 - operational semantics.
- **Transition Sequences**
- **Deadlock, Reachability**
- **Uppaal**
 - tool demo (simulator),
 - query language,
 - CFA model-checking.
- **CFA at Work**
 - drive to configuration, scenarios, invariants
 - tool demo (verifier).
- **Uppaal Architecture**

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Software Modelling



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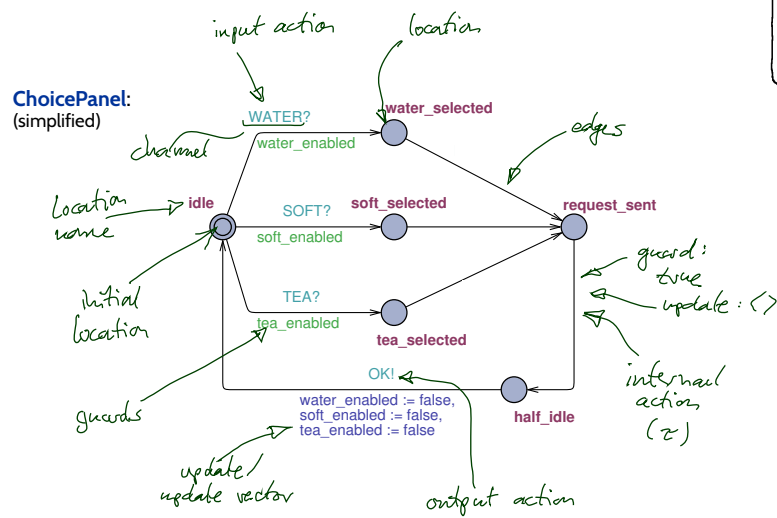
Communicating Finite Automata

presentation follows (Olderog and Dierks, 2008)

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Example



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Channel Names and Actions

To define communicating finite automata, we need the following sets of symbols:

- A set $(a, b \in) \text{Chan}$ of **channel names** or **channels**.
- For each channel $a \in \text{Chan}$, two **visible actions**:
 $a?$ and $a!$ denote **input** and **output** on the **channel** ($a?, a! \notin \text{Chan}$).
- $\tau \notin \text{Chan}$ represents an **internal action**, not visible from outside.
- $(\alpha, \beta \in) \text{Act} := \{a? \mid a \in \text{Chan}\} \cup \{a! \mid a \in \text{Chan}\} \cup \{\tau\}$ is the set of **actions**.
- An **alphabet** B is a set of **channels**, i.e. $B \subseteq \text{Chan}$.
- For each alphabet B , we define the corresponding **action set**

$$B_{?!} := \{a? \mid a \in B\} \cup \{a! \mid a \in B\} \cup \{\tau\}.$$

Note: $\text{Chan}_{?!} = \text{Act}$.

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Integer Variables and Expressions, Resets

- Let $(v, w \in) V$ be a set of (**finite domain**) integer variables.
By $(\varphi \in) \Psi(V)$ we denote the set of **integer expressions** over V using function symbols $+, -, \dots$ and relation symbols $<, \leq, \dots$.
- A **modification** on $v \in V$ is of the form
$$v := \varphi, \quad v \in V, \quad \varphi \in \Psi(V).$$
By $R(V)$ we denote the set of all modifications.
- By \vec{r} we denote a finite list $\langle r_1, \dots, r_n \rangle, n \in \mathbb{N}_0$, of modifications $r_i \in R(V)$.
 \vec{r} is called **reset vector** (or **update vector**).
 $\langle \rangle$ is the empty list ($n = 0$).
- By $R(V)^*$ we denote the set of all such finite lists of modifications.

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Definition. A **communicating finite automaton** is a structure

$$\mathcal{A} = (L, B, V, E, \ell_{ini})$$

where

- $(\ell \in) L$ is a **finite set of locations** (or **control states**),
- $B \subseteq \text{Chan}$,
- V : a set of data variables,
- $E \subseteq L \times B_{!?} \times \Phi(V) \times R(V)^* \times L$: a **finite set of directed edges** such that
 $(\ell, \alpha, \varphi, \vec{r}, \ell') \in E \wedge \text{chan}(\alpha) \in U \implies \varphi = \text{true}$.

Edges $(\ell, \alpha, \varphi, \vec{r}, \ell')$ from location ℓ to ℓ' are labelled with an **action** α , a **guard** φ , and a list \vec{r} of **modifications**.

- $\ell_{ini} \in L$ is the **initial location**.

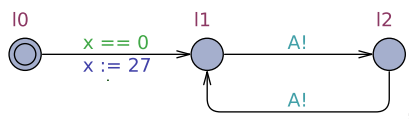
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Example

Abstract syntax: $\mathcal{A} = (L, B, V, E, \ell_{ini})$

\mathcal{A}_1 :



\mathcal{A}_2 :



$$L = \{l_0, l_1, l_2\}$$

$$B = \{A\}$$

$$V = \{x\}$$

$$\ell_{ini} = l_0$$

$$E = \left\{ \begin{aligned} &(l_0, \tau, x == 0, x := 27, l_1), \\ &(l_1, A!, \text{true}, \langle \rangle, l_2), \\ &(l_2, A!, \text{true}, \langle \rangle, l_1), \\ &\dots \end{aligned} \right\}$$

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Definition.

Let $\mathcal{A}_i = (L_i, B_i, V_i, E_i, \ell_{ini,i}), 1 \leq i \leq n$, be communicating finite automata.

The **operational semantics** of the **network** of CFA $\mathcal{C}(\mathcal{A}_1, \dots, \mathcal{A}_n)$ is the labelled transition system

$$\mathcal{T}(\mathcal{C}(\mathcal{A}_1, \dots, \mathcal{A}_n)) = (\underbrace{Conf}, \underbrace{Chan \cup \{\tau\}}, \underbrace{\{\overset{\lambda}{\rightarrow} \mid \lambda \in Chan \cup \{\tau\}\}}, \underbrace{C_{ini}})$$

where

- $V = \bigcup_{i=1}^n V_i$,
- $Conf = \{(\vec{\ell}, \nu) \mid \ell_i \in L_i, \nu : V \rightarrow \mathcal{D}(V)\}$,
- $C_{ini} = \{(\vec{\ell}_{ini}, \nu_{ini}) \text{ with } \nu_{ini}(v) = 0 \text{ for all } v \in V.$

The transition relation consists of transitions of the following two types.

Helpers: Extended Valuations and Effect of Resets

- $\nu : V \rightarrow \mathcal{D}(V)$ is a **valuation** of the variables,
- A valuation ν of the variables canonically assigns an integer value $\nu(\varphi)$ to each integer expression $\varphi \in \Phi(V)$.
- $\models \subseteq (V \rightarrow \mathcal{D}(V)) \times \Phi(V)$ is the canonical **satisfaction relation** between valuations and integer expressions from $\Phi(V)$.

- **Effect of modification** $r \in R(V)$ on ν , denoted by $\nu[r]$:

$$\nu[v := \varphi](a) := \begin{cases} \nu(\varphi), & \text{if } a = v, \\ \nu(a), & \text{otherwise} \end{cases}$$

- We set $\nu[r_1, \dots, r_n] := \nu[r_1] \dots [r_n] = (((\nu[r_1])[r_2]) \dots [r_n])$.
That is, modifications are executed sequentially from left to right.

Operational Semantics of Networks of CFA

- An **internal transition** $\langle \vec{\ell}, \nu \rangle \xrightarrow{\tau} \langle \vec{\ell}', \nu' \rangle$ occurs if there is $i \in \{1, \dots, n\}$ and
 - there is a τ -edge $(\ell_i, \tau, \varphi, \vec{r}, \ell'_i) \in E_i$ such that
 - $\nu \models \varphi$, "source valuation satisfies guard"
 - $\vec{\ell}' = \vec{\ell}[\ell_i := \ell'_i]$, "automaton i changes location"
 - $\nu' = \nu[\vec{r}]$, " ν' is the result of applying \vec{r} on ν "

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Operational Semantics of Networks of CFA

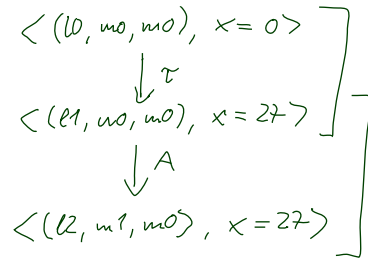
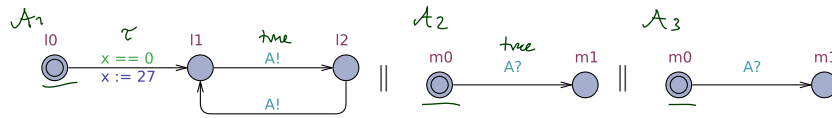
- An **internal transition** $\langle \vec{\ell}, \nu \rangle \xrightarrow{\tau} \langle \vec{\ell}', \nu' \rangle$ occurs if there is $i \in \{1, \dots, n\}$ and
 - there is a τ -edge $(\ell_i, \tau, \varphi, \vec{r}, \ell'_i) \in E_i$ such that
 - $\nu \models \varphi$, "source valuation satisfies guard"
 - $\vec{\ell}' = \vec{\ell}[\ell_i := \ell'_i]$, "automaton i changes location"
 - $\nu' = \nu[\vec{r}]$, " ν' is the result of applying \vec{r} on ν "
- A **synchronisation transition** $\langle \vec{\ell}, \nu \rangle \xrightarrow{b} \langle \vec{\ell}', \nu' \rangle$ occurs if there are $i, j \in \{1, \dots, n\}$ with $i \neq j$ and
 - there are edges $(\ell_i, b!, \varphi_i, \vec{r}_i, \ell'_i) \in E_i$ and $(\ell_j, b?, \varphi_j, \vec{r}_j, \ell'_j) \in E_j$ such that
 - $\nu \models \varphi_i \wedge \varphi_j$, "source valuation satisfies guards (!)"
 - $\vec{\ell}' = \vec{\ell}[\ell_i := \ell'_i][\ell_j := \ell'_j]$, "automaton i and j change location"
 - $\nu' = \nu[\vec{r}_i][\vec{r}_j]$, " ν' is the result of applying first \vec{r}_i and then \vec{r}_j on ν "

This style of communication is known under the names "**rendezvous**", "**synchronous**", "**blocking**" communication (and possibly many others).

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Example



Transition Sequences

- A **transition sequence** of $\mathcal{C}(\mathcal{A}_1, \dots, \mathcal{A}_n)$ is any (in)finite sequence of the form

$$\langle \vec{\ell}_0, \nu_0 \rangle \xrightarrow{\lambda_1} \langle \vec{\ell}_1, \nu_1 \rangle \xrightarrow{\lambda_2} \langle \vec{\ell}_2, \nu_2 \rangle \xrightarrow{\lambda_3} \dots$$

with

- $\langle \vec{\ell}_0, \nu_0 \rangle = C_{ini}$,
- for all $i \in \mathbb{N}$, there is $\xrightarrow{\lambda_{i+1}}$ in $\mathcal{T}(\mathcal{C}(\mathcal{A}_1, \dots, \mathcal{A}_n))$ with $\langle \vec{\ell}_i, \nu_i \rangle \xrightarrow{\lambda_{i+1}} \langle \vec{\ell}_{i+1}, \nu_{i+1} \rangle$.

Reachability

- A configuration $\langle \vec{\ell}, \nu \rangle$ is called **reachable** (in $\mathcal{C}(\mathcal{A}_1, \dots, \mathcal{A}_n)$) **from** $\langle \vec{\ell}_0, \nu_0 \rangle$ if and only if there is a transition sequence of the form

$$\langle \vec{\ell}_0, \nu_0 \rangle \xrightarrow{\lambda_1} \langle \vec{\ell}_1, \nu_1 \rangle \xrightarrow{\lambda_2} \langle \vec{\ell}_2, \nu_2 \rangle \xrightarrow{\lambda_3} \dots \xrightarrow{\lambda_n} \langle \vec{\ell}_n, \nu_n \rangle = \langle \vec{\ell}, \nu \rangle.$$

- A configuration $\langle \vec{\ell}, \nu \rangle$ is called **reachable** (without “from”!) if and only if it is reachable from C_{ini} .

- A location $\ell \in L_i$ is called **reachable** if and only if **any** configuration $\langle \vec{\ell}, \nu \rangle$ with $\ell_i = \ell$ is reachable, i.e. there exist $\vec{\ell}$ and ν such that $\ell_i = \ell$ and $\langle \vec{\ell}, \nu \rangle$ is reachable.

Deadlock

- A configuration $\langle \ell, \nu \rangle$ of $\mathcal{C}(\mathcal{A}_1, \dots, \mathcal{A}_n)$ is called **deadlock** if and only if there are no transitions from $\langle \ell, \nu \rangle$, i.e. if

$$\neg(\exists \lambda \in \Lambda \exists \langle \ell', \nu' \rangle \in Conf \bullet \langle \ell, \nu \rangle \xrightarrow{\lambda} \langle \ell', \nu' \rangle).$$

The **network** $\mathcal{C}(\mathcal{A}_1, \dots, \mathcal{A}_n)$ is said to **have a deadlock**

if and only if there is a reachable configuration $\langle \ell, \nu \rangle$ which is a deadlock.

Uppaal

(Larsen et al., 1997; Behrmann et al., 2004)

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Tool Demo

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The Uppaal Query Language

Consider $\mathcal{N} = \mathcal{C}(\mathcal{A}_1, \dots, \mathcal{A}_n)$ over data variables V .

- **basic formula:**

$$atom ::= \mathcal{A}_i.l \mid \varphi \mid \text{deadlock}$$

where $l \in L_i$ is a location and φ an expression over V .

- **configuration formulae:**

$$term ::= atom \mid \text{not } term \mid term_1 \text{ and } term_2$$

- **existential path formulae:**

$$e\text{-formula} ::= \exists \diamond term \quad (\text{exists finally})$$

$$\quad \mid \exists \square term \quad (\text{exists globally})$$

- **universal path formulae:**

$$a\text{-formula} ::= \forall \diamond term \quad (\text{always finally})$$

$$\quad \mid \forall \square term \quad (\text{always globally})$$

$$\quad \mid term_1 \xrightarrow{\sim} term_2 \quad (\text{leads to})$$

- **formulae (or queries):**

$$F ::= e\text{-formula} \mid a\text{-formula}$$

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Satisfaction of Uppaal Queries by Configurations

- The **satisfaction relation**

$$\langle \vec{l}, \nu \rangle \models F$$

between **configurations**

$$\langle \vec{l}, \nu \rangle = \langle (l_1, \dots, l_n), \nu \rangle$$

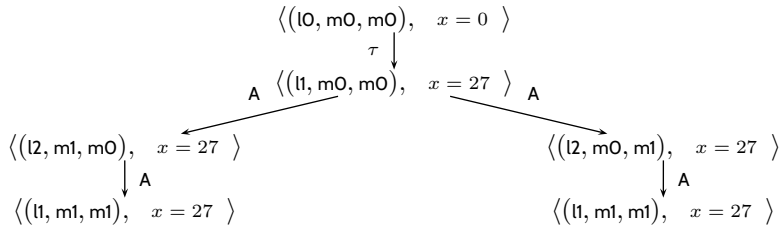
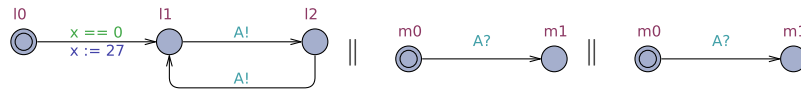
of a network $\mathcal{C}(\mathcal{A}_1, \dots, \mathcal{A}_n)$ and **formulae** F of the Uppaal logic is defined **inductively** as follows:

- $\langle \vec{l}, \nu \rangle \models \text{deadlock}$ iff $\langle \vec{l}, \nu \rangle$ is a deadlock conf
- $\langle \vec{l}, \nu \rangle \models \mathcal{A}_i.l$ iff $l_i = l$
- $\langle \vec{l}, \nu \rangle \models \varphi$ iff $\nu \models \varphi$
- $\langle \vec{l}, \nu \rangle \models \text{not } term$ iff $\nu \not\models term$
- $\langle \vec{l}, \nu \rangle \models term_1 \text{ and } term_2$ iff $\nu \models term_1$ and $\nu \models term_2$

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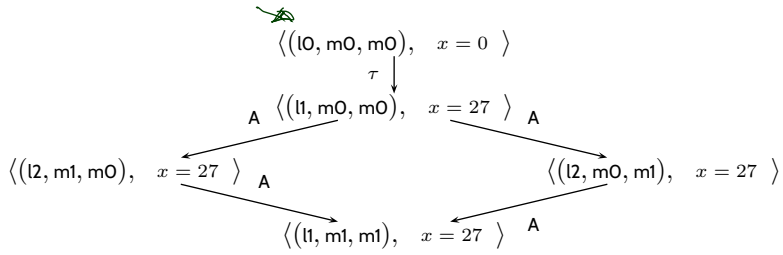
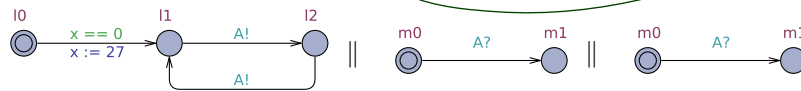
Example: Computation Paths vs. Computation Tree



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Example: Computation Paths vs. Computation Graph

(or: Transition Graph)



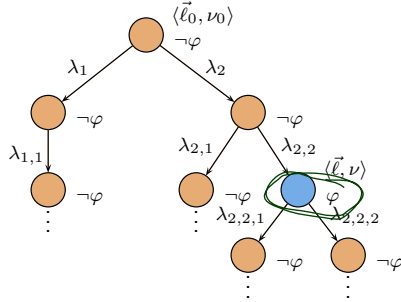
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Satisfaction of Uppaal Queries by Configurations

Exists finally:

- $\langle \vec{\ell}_0, \nu_0 \rangle \models \exists \Diamond term$
iff $\exists \text{ path } \xi \text{ of } \mathcal{N} \text{ starting in } \langle \vec{\ell}_0, \nu_0 \rangle$
 $\exists i \in \mathbb{N}_0 \bullet \xi^i \models term$
its configuration
- “some configuration satisfying *term* is reachable”

Example: $\langle \vec{\ell}_0, \nu_0 \rangle \models \exists \Diamond \varphi$



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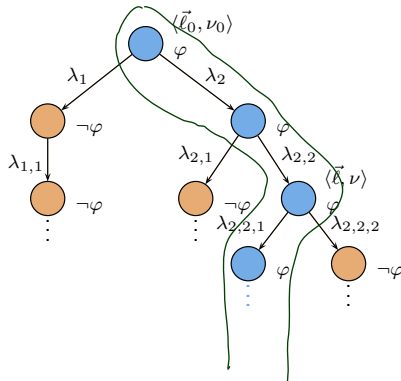
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Satisfaction of Uppaal Queries by Configurations

Exists globally:

- $\langle \vec{\ell}_0, \nu_0 \rangle \models \exists \Box term$
iff $\exists \text{ path } \xi \text{ of } \mathcal{N} \text{ starting in } \langle \vec{\ell}_0, \nu_0 \rangle$
 $\forall i \in \mathbb{N}_0 \bullet \xi^i \models term$
- “on some computation path, all configurations satisfy *term*”

Example: $\langle \vec{\ell}_0, \nu_0 \rangle \models \exists \Box \varphi$



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Satisfaction of Uppaal Queries by Configurations

- Always globally:

- $\langle \vec{\ell}_0, \nu_0 \rangle \models \forall \square term$
iff $\langle \vec{\ell}_0, \nu_0 \rangle \not\models \exists \diamond \neg term$

"not (some configuration satisfying $\neg term$ is reachable)"
or: "all reachable configurations satisfy $term$ "

- Always finally:

- $\langle \vec{\ell}_0, \nu_0 \rangle \models \forall \diamond term$
iff $\langle \vec{\ell}_0, \nu_0 \rangle \not\models \exists \square \neg term$

"not (on some computation path, all configurations satisfy $\neg term$)"
or: "on all computation paths, there is a configuration satisfying $term$ "

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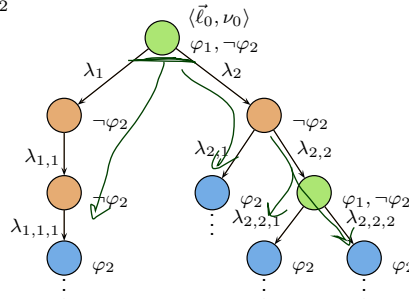
Satisfaction of Uppaal Queries by Configurations

Leads to:

- $\langle \vec{\ell}_0, \nu_0 \rangle \models term_1 \longrightarrow term_2$
iff $\forall \text{ path } \xi \text{ of } \mathcal{N} \text{ starting in } \langle \vec{\ell}_0, \nu_0 \rangle \forall i \in \mathbb{N}_0 \bullet$
 $\xi^i \models term_1 \implies \xi^i \models \forall \diamond term_2$

"on all paths, from each configuration satisfying $term_1$,
a configuration satisfying $term_2$ is reachable" (**response pattern**)

Example: $\langle \vec{\ell}_0, \nu_0 \rangle \models \varphi_1 \longrightarrow \varphi_2$



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Definition. Let $\mathcal{N} = \mathcal{C}(\mathcal{A}_1, \dots, \mathcal{A}_n)$ be a network and F a query.

- (i) We say \mathcal{N} **satisfies** F , denoted by $\mathcal{N} \models F$, if and only if $C_{ini} \models F$.
- (ii) The **model-checking problem** for \mathcal{N} and F is to decide whether $(\mathcal{N}, F) \in \models$.

Proposition.

The model-checking problem for communicating finite automata is **decidable**.

Content

- **Communicating Finite Automata (CFA)**

- concrete and abstract syntax,
- networks of CFA,
- operational semantics.

- **Transition Sequences**

- **Deadlock, Reachability**

- **Uppaal**

- tool demo (simulator),
- query language,
- CFA model-checking.



- **CFA at Work**

- drive to configuration, scenarios, invariants
- tool demo (verifier).

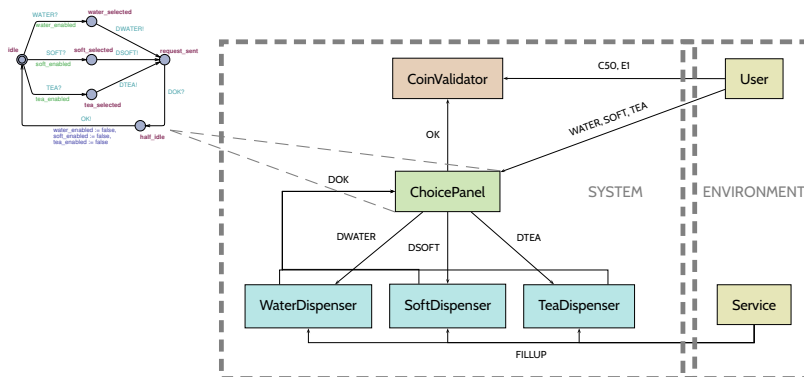
- **Uppaal Architecture**

CFA and Queries at Work

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Model Architecture — Who Talks What to Whom



- Shared variables:

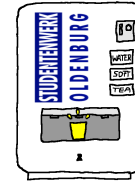
- `bool water_enabled, soft_enabled, tea_enabled;`
- `int w = 3, s = 3, t = 3;`

- **Note:** Our model does not use scopes (“information hiding”) for channels. That is, ‘Service’ could send ‘WATER’ if the modeler wanted to.

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Design Sanity Check: Drive to Configuration



- **Question:** Is is (at all) possible to have no water in the vending machine model? (Otherwise, the design is definitely broken.)

- **Approach:** Check whether a configuration satisfying

$$w = 0$$

is reachable, i.e. check whether

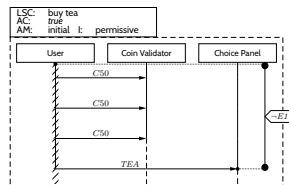
$$\mathcal{N}_{VM} \models \exists \diamond w = 0.$$

for the vending machine model \mathcal{N}_{VM} .

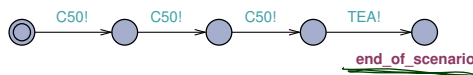
Design Check: Scenarios



- **Question:** Is the following existential LSC satisfied by the model? (Otherwise, the design is definitely broken.)



- **Approach:** Use the following newly created CFA 'Scenario'

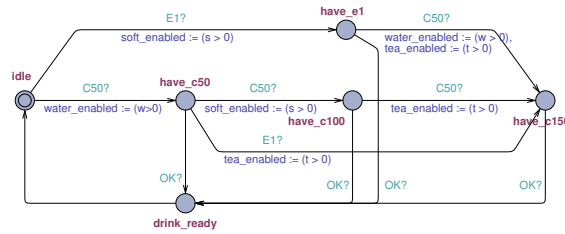


instead of **User** and check whether location `end_of_scenario` is reachable, i.e. check whether

$$\mathcal{N}'_{VM} \models \exists \diamond \text{Scenario.end_of_scenario}.$$

for the modified vending machine model \mathcal{N}'_{VM} .

Design Verification: Invariants



- **Question:** Is it the case that the “tea” button is **only** enabled if there is € 1.50 in the machine? (Otherwise, the design is broken.)

- **Approach:** Check whether the implication

$$\text{tea_enabled} \implies \text{CoinValidator.have_c150}$$

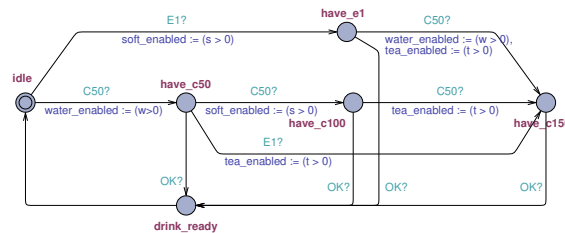
holds in all reachable configurations, i.e. check whether

$$\mathcal{N}_{VM} \models \forall \square (\text{tea_enabled} \implies \text{CoinValidator.have_c150})$$

for the vending machine model \mathcal{N}_{VM} .

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Design Verification: Sanity Check



- **Question:** Is the “tea” button **ever** enabled? (Otherwise, the considered invariant

$$\text{tea_enabled} \implies \text{CoinValidator.have_c150}$$

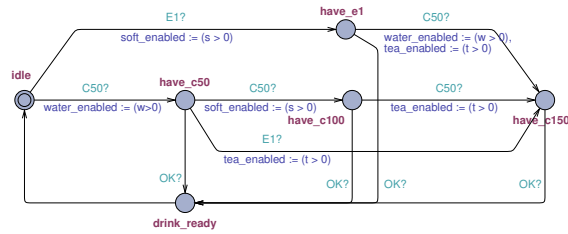
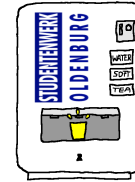
holds vacuously.)

- **Approach:** Check whether a configuration satisfying $\text{water_enabled} = 1$ is reachable.

Exactly like we did with $w = 0$ earlier (i.e. check whether $\mathcal{N}_{VM} \models \exists \diamond \text{water_enabled} = 1$).

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Design Verification: Another Invariant



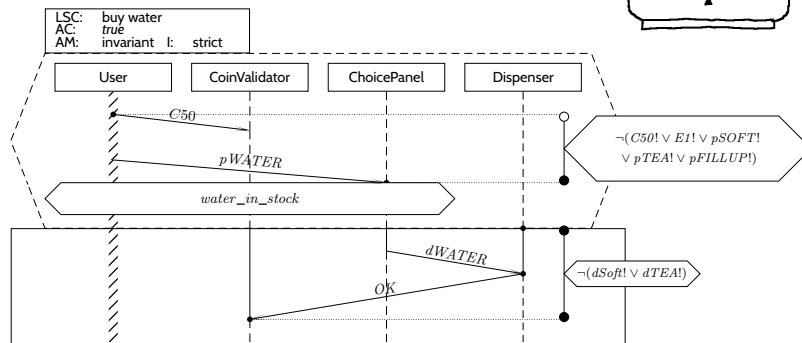
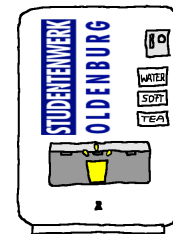
- **Question:** Is it the case that, if there is money in the machine and water in stock, that the “water” button is enabled?

- **Approach:** Check

$$\mathcal{N}_{VM} \models \forall \square (CoinValidator.have_c50 \vee CoinValidator.have_c100 \vee CoinValidator.have_c150) \text{ imply } water_enabled.$$

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Recall: Universal LSC Example



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What Can We Conclude From Verification Results?

- Assume that query Q corresponds to a requirement on the system under development, and \mathcal{N} is our design-idea model.
- Assume that the verification tool states $\mathcal{N} \models Q$. What can we conclude from that?

		tool result	
		$\mathcal{N} \not\models Q$	$\mathcal{N} \models Q$
the design idea	sat. Q	false negative	true positive
	does not sat. Q	true negative	false positive

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Content

- **Communicating Finite Automata (CFA)**
 - concrete and abstract syntax,
 - networks of CFA,
 - operational semantics.
- **Transition Sequences**
- **Deadlock, Reachability**
- **Uppaal**
 - tool demo (simulator),
 - query language,
 - CFA model-checking.
- **CFA at Work**
 - drive to configuration, scenarios, invariants
 - tool demo (verifier).
- **Uppaal Architecture**

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Uppaal Architecture

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Tell Them What You've Told Them...

- A **network of communicating finite automata**
 - describes a **labelled transition system**,
 - can be used to **model** software behaviour.
- The **Uppaal Query Language** can be used to
 - formalize **reachability** ($\exists\Diamond CF, \forall\Box CF, \dots$) and
 - **leadsto** ($CF_1 \longrightarrow CF_2$) properties.
- Since the **model-checking problem** of CFA is **decidable**,
 - there are tools which **automatically check** whether a network of CFA satisfies a given query.
- Use model-checking, e.g., to
 - **obtain a computation path** to a certain configuration (**drive-to-configuration**),
 - check whether a **scenario** is possible,
 - check whether an **invariant** is satisfied.
(If not, analyse the design further using the obtained counter-example).

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References

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References

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