

Translating FSP into LOTOS and Networks of Automata



Jeff Kramer

Imperial College
London



Jeff Magee

Gwen Salaün*



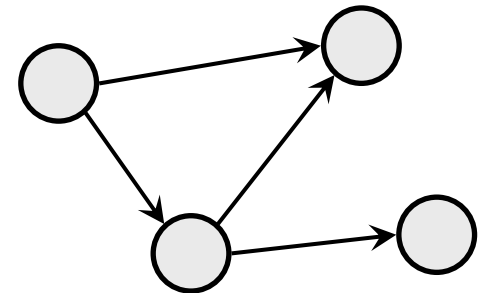
Frédéric Lang



* New affiliation: Universidad de Málaga

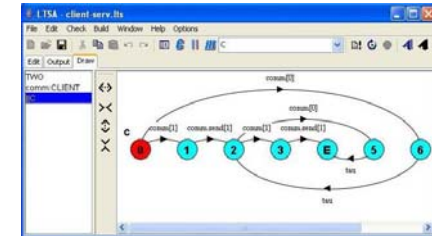
Motivations

- **Process algebras** are abstract description languages to specify concurrent systems:
 - **expressive** and textual notations
 - **compositional** specifications
 - formal **verification tools**
- Fragmentation of the process algebra community
 - ⇒ languages **incompatible** in practice
- Our goal:
 - filling the gap between process algebras
 - making the **joint use** of **existing tool-boxes** possible

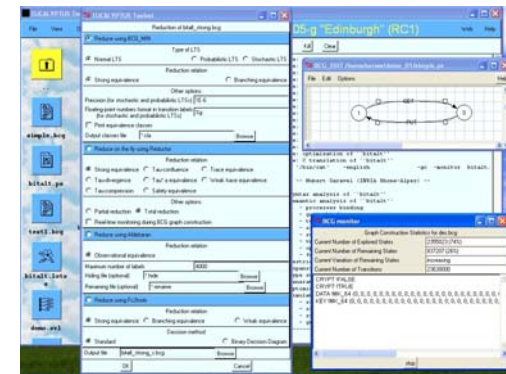


Motivations

- **FSP** is a popular process algebra
 - + concise, expressive, and easy-to-use notation
 - basic verification means (**LTSA**)
 - ⇒ animation and LTL property checking



- **LOTOS** is an ISO standard
 - + rich verification toolbox **CADP**
 - expressive notation, needs expertise



- Translating FSP into LOTOS:
 - FSP is a **simple yet expressive** notation
 - CADP is a **rich toolbox** to be used **jointly** with LTSA to analyse FSP specifications

Comparison

Criteria	FSP	LOTOS
Binary communication	Yes	Yes
N-ary communication	Yes	Yes
M among N comm.	No	Yes (E-LOTOS)
Name matching	Yes	Yes
Tools	Yes (-)	Yes (++)
Graphical notations	Yes (++)	Yes (-)
Data	Simple	Complex
Expressiveness	Yes (+)	Yes (+)
Compositionality	No	Yes
User-friendliness	Yes (+)	Yes (-)
Conciseness/readability	Yes (+)	Yes (-)

LOTOS + EXP.OPEN

- High-level translation between process calculi are preferred as often as possible:
 - Translation of behavioural operators easier
 - Mandatory to use some verification tools of CADP
 - Benefit from the Caesar.adt and Caesar compilers
- However, FSP composite processes are difficult to encode into LOTOS:
 - Synchronisations between complex labels
 - Priorities

⇒ encoding into EXP.OPEN (EXP for short) which allows the description of networks of automata

Outline of the Talk

- FSP, LOTOS, and EXP
- Translating FSP basic processes into LOTOS
- Translating FSP composite processes into EXP
- Prototype and validation
- Conclusion and future work

Finite State Processes (FSP)

- Constants, ranges, sets

```
const C=3      range R=1..C      set S={ash,eat}
```

- Expressive notation to specify labels

```
comm[k:R]      ⇒      comm.1, comm.2, comm.3  
order.m[S]     ⇒      order.mash, order.meat
```

- Prefix, choice, if, sequence, hiding, renaming

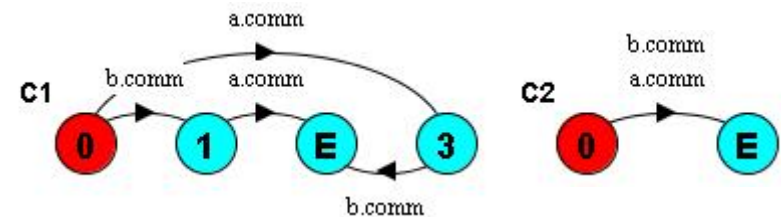
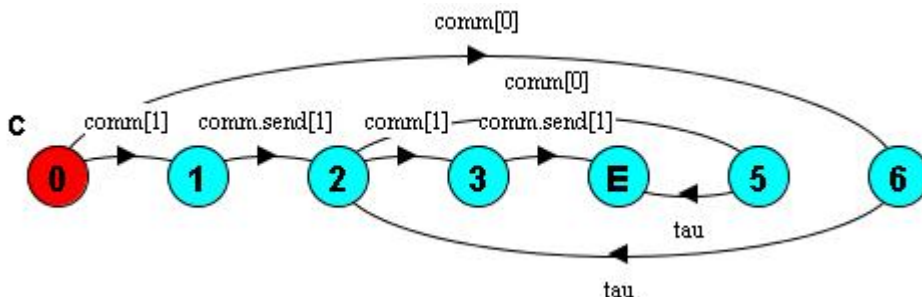
```
SERVER = ( request[id:0..1] -> LOC[id] ),  
LOC[id:0..1] = ( when id==0 over -> END |  
                  when id!=0 comm.send[id] -> END ).  
TWO = SERVER; SERVER; END /{comm/request} \{over}.
```

Finite State Processes (FSP)

- Parallel composition $C_1 \parallel C_2$ of processes
- Label priority: $\gg \{l_1, \dots, l_n\}, \ll \{l_1, \dots, l_n\}$
- Renaming $/\{l_1/l_1', \dots, l_n/l_n'\}$, hiding $\backslash\{l_1, \dots, l_n\}$
- Process labelling $\{l_1, \dots, l_n\}:C$ and sharing $\{l_1, \dots, l_n\}::C$

CLIENT = ([1] -> send[1] -> CLIENT).
 ||SYS = (TWO || comm:CLIENT).

P = (comm->END).
 ||C1 = {a,b}:P.
 ||C2 = {a,b}::P.



Language of Temporal Ordering Specification (LOTOS)

- Abstract datatypes:
 - ⇒ sorts, operations, generators, axioms
- Basic LOTOS (only behaviours)

```
aa; exit [] ( bb; comm; exit |[comm]| cc; comm; exit )
```

- Full LOTOS (behaviours + data terms)

```
aa; exit [] ( bb; comm!5; exit  
|[comm]|  
cc; comm?x:Nat; ( [x>2] -> dd; exit ) )
```

Networks of Automata (EXP.OPEN)

- Parallel composition of automata (bcg format):
 - CCS, CSP, (E)LOTOS, MuCRL compositions, for instance
label par l_1, \dots, l_m in $B_1 \parallel \dots \parallel B_n$ end par
 $B_1 \parallel \dots \parallel B_n$ (*interleaving*)
 - Synchronisation vectors
label par v_1, \dots, v_m in $B_1 \parallel \dots \parallel B_n$ end par
- Renaming, hiding, cutting, priority operators
 - total rename $l_1 \rightarrow l_1', \dots, l_n \rightarrow l_n'$ in B end rename
 - total hide/cut l_1, \dots, l_n in B end hide/cut
 - total prio $l_1, \dots, l_n > \text{all but } l_1, \dots, l_n$ in B end prio
 - total prio all but $l_1, \dots, l_n > l_1, \dots, l_n$ in B end prio

Outline of the Talk

- FSP, LOTOS, and EXP
- Translating FSP basic processes into LOTOS
- Translating FSP composite processes into EXP
- Prototype and validation
- Conclusion and future work

Action Labels

- One FSP label may describe several LOTOS ones
⇒ expansion of labels to make renaming and hiding possible
- Full expansion when renaming/hiding needed

```
lab[x:1..2] ⇒ EVENT!CONS(LAB,CONS(1,NIL))  
            ⇒ EVENT!CONS(LAB,CONS(2,NIL))
```

- Compact notation keeping variable otherwise

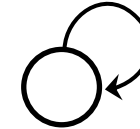
```
lab[x:1..2] ⇒  
choice X:Int[] ... EVENT!CONS(LAB,CONS(X,NIL)) [X≥1 and X≤2]
```

Sequential Processes

- Terminations:

- END \Rightarrow exit
- STOP \Rightarrow stop
- ERROR \Rightarrow P_ERROR [EVENT_ERROR]

EVENT_ERROR



- Action prefix $l \rightarrow B \Rightarrow (l_1; \text{exit } [] \dots [] l_n; \text{exit}) \gg B$

$\rightarrow l_i$ obtained by expansion, renaming, hiding

- Choice: when $G_1 B_1$ | when $G_2 B_2$

$$\Rightarrow [G_1] \rightarrow B_1 [] [G_2] \rightarrow B_2$$

- Sequential composition: $B_1; B_2 \Rightarrow B_1 \gg B_2$

- if G then B_1 else $B_2 \Rightarrow [G] \rightarrow B_1 [] [\neg G] \rightarrow B_2$

Example (1)

```
SERVER = ( request[id:0..1] -> LOC[id] ),  
LOC[id:0..1] = ( when id==0 over -> END |  
                  when id!=0 comm.send[id] -> END ).  
TWO = SERVER; SERVER; END /{comm/request} \{over}.
```

```
process SERVER_1 [EVENT] : exit :=  
  ( EVENT !CONS (COMM, CONS (POS(0), NIL)) ; LOC_1 [EVENT] (0 of Int)  
    [] EVENT !CONS (COMM, CONS (POS(1), NIL)) ; LOC_1 [EVENT] (1 of Int) )  
where  
  process LOC_1 [ID] : exit :=  
    [ID==POS(0)] ->  
      ( [true] -> i; exit )  
      []  
      [false] -> EVENT !CONS (COMM, CONS (SEND, CONS (POS(0), NIL))); exit )  
    [] [ID==POS(1)] -> ...  
  endproc  
endproc
```

Code never accessed:
optim possible

Example (2)

```
SERVER = ( request[id:0..1] -> LOC[id] ),  
LOC[id:0..1] = ( when id==0 over -> END |  
                  when id!=0 comm.send[id] -> END ).  
TWO = SERVER; SERVER; END /{comm/request} \{over}.
```

```
process SERVER_1 [EVENT] : exit :=  
  ( EVENT !CONS (COMM, CONS (POS(0), NIL)) ; LOC_1 [EVENT] (0 of Int)  
    [] EVENT !CONS (COMM, CONS (POS(1), NIL)) ; LOC_1 [EVENT] (1 of Int) )  
  where  
    process LOC_1 [EVENT] (ID : Int) : exit :=  
      [ID==POS(0)] -> i; exit  
      []  
      [ID==POS(1)] -> EVENT !CONS (COMM, CONS (SEND, CONS (POS(1), NIL))); exit  
    endproc  
  endproc
```

Outline of the Talk

- FSP, LOTOS, and EXP
- Translating FSP basic processes into LOTOS
- Translating FSP composite processes into EXP
- Prototype and validation
- Conclusion and future work

Composite Processes

- Process P is translated as “ $P.bcg$ ” if sequential
- Parallel composition $C_1 || C_2 \Rightarrow$ label par l_1, \dots, l_m in $C_1 || C_2$ end par with $l_i = \text{alph}(C_1) \cap \text{alph}(C_2)$
- Label priority, hiding: total prio, total hide
- Renaming using vectors (1-to-many renaming)
 $/\{l_1/l_1', \dots, l_n/l_n'\} \Rightarrow$ label par v_1, \dots, v_m in ... end par
- Process labelling and sharing:
 - $\{l_1, \dots, l_n\}:C \Rightarrow$ prefixing with vectors + interleaving
 - $\{l_1, \dots, l_n>::C \Rightarrow$ prefixing with vectors
- if G then C_1 else $C_2 \Rightarrow [G] \rightarrow C_1 [] [\neg G] \rightarrow C_2$

Example

```
CLIENT = ( [1] -> send[1] -> CLIENT ).
```

```
||SYS = ( TWO || comm:CLIENT ).
```

```
label par “EVENT !CONS (COMM, CONS (POS(1), NIL))”,  
        “EVENT !CONS (COMM, CONS (SEND, CONS (POS(1), NIL)))” in  
total cut exit in “TWO.bcg” end cut  
||  
( label par  
    “EVENT !CONS (POS(1), NIL)”  
    -> “EVENT !CONS (COMM, CONS (POS(1), NIL))”, ... in  
total cut exit in “CLIENT.bcg” end cut  
end par  
)  
end par
```

Outline of the Talk

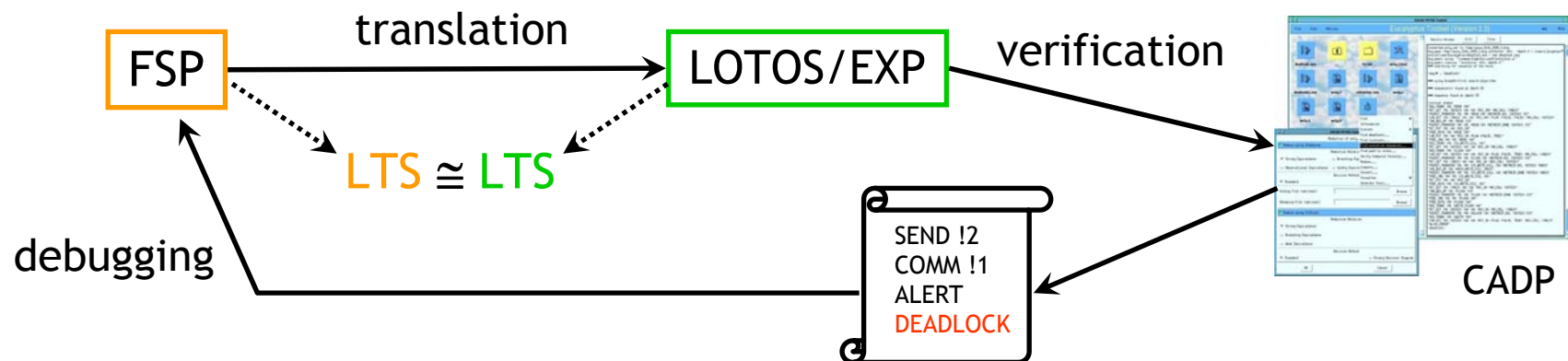
- FSP, LOTOS, and EXP
- Translating FSP basic processes into LOTOS
- Translating FSP composite processes into EXP
- **Prototype and validation**
- Conclusion and future work

Prototype

- A prototype translator **fsp2lotos**:
 - total of **25,500** lines of SYNTAX, LOTOS NT, and C
 - validated on **10,500** lines of FSP specifications
 - ➔ **72,000** l. LOTOS, **8,000** l. EXP, **2,000** l. SVL
- Translation in two steps:
 - **parsing** and **building** an abstract syntax tree
 - **translating** the tree into semantically equivalent LOTOS code
- In the paper, **application** to a semaphore example for which CADP is used to analyse FSP specifications

Semantics Preservation

- Essential to ensure that verification on the LOTOS specification is valid on the FSP one



- Conjecture: our translation preserves a **branching equivalence** relation
- Checked automatically on all the examples with **Bisimulator** (tool part of CADP)

Outline of the Talk

- FSP, LOTOS, and EXP
- Translating FSP basic processes into LOTOS
- Translating FSP composite processes into EXP
- Prototype and validation
- Conclusion and future work

Conclusion

- Translation from **FSP** to **LOTOS** and **EXP**
 - ⇒ makes the joint use of **LTSA** and **CADP** possible

Future Work

- $LTS_{\text{FSP}} \cong LTS_{\text{LOTOS}}$: equivalence to be proven
- Application to a complex system, *e.g.*, in web services, where CADP tools would be necessary
- Encoding FSP safety and progress properties into mu-calculus formulas, input format of Evaluator