

Contents

Abstract	v
Acknowledgements	vii
I Overview	1
1 Introduction	3
1.1 Approaches to Software Validation	4
1.2 Behavioural Models of Concurrent Systems	7
1.3 Verification of Formal Models	10
1.3.1 Static Analysis	10
1.3.2 Dynamic Analysis	13
1.4 Behavioural Visualisation of Formal Models	15
1.4.1 The Model-View-Controller Design Pattern	16
1.4.2 Visualisation Using the MVC Design Pattern	18
1.5 Relationship between Formal Model and Implementation	19
1.6 Reading Guide	22
1.6.1 Brief Summary of Papers	22
2 Behavioural Verification by Means of Reachability Graphs	25
2.1 Basic Reachability Graph Analysis	25
2.2 Reduction Techniques	28
2.2.1 The Sweep-Line Method	31
2.2.2 Hash Compaction	33
2.3 Memory-Efficient Reachability Graph Representations	34
2.4 The ComBack Method—Extending Hash Compaction	37
2.5 Contribution and Future Work	39
2.5.1 Future Work	40
3 Behavioural Visualisation of Formal Models	45
3.1 Approaches to Visualisation	47
3.2 The BRITNeY Suite Animation Tool	49
3.3 Model-based Prototyping of an Interoperability Protocol	52
3.4 A Game-theoretic Approach to Behavioural Visualisation	55
3.5 Contributions and Future Work	59
3.5.1 Applications by the Author of this Thesis	60
3.5.2 Applications by other Research Groups	61
3.5.3 Future Work	64

4	Summary	69
4.1	Contributions	69
4.2	Applications	71
4.3	Future Work	72
II	Papers	75
5	Memory-Efficient Reachability Graph Representations	77
5.1	Introduction	79
5.2	Petri Nets and Reachability Graphs	80
5.3	Condensed Graph Representation	81
5.3.1	Representing the Reachability Graph	82
5.3.2	Exploring the Condensed Reachability Graph	82
5.4	Creating the Condensed Representation On-the-fly	83
5.5	Reducing Peak Memory Usage	84
5.5.1	The Sweep-Line Method	84
5.5.2	An Unfolding of the Reachability Graphs	85
5.6	Experimental Results	86
5.7	Conclusion	89
6	The ComBack Method – Extending Hash Compaction	91
6.1	Introduction	93
6.2	Background	94
6.3	The ComBack Method	96
6.4	The ComBack Algorithm	99
6.4.1	Space Usage.	100
6.4.2	Time Analysis.	101
6.5	Variants and Extensions	103
6.6	Experimental Results	105
6.7	Conclusions and Future Work	109
7	The BRITNeY Suite Animation Tool	111
7.1	Introduction	113
7.2	Architectural Overview	114
7.3	Using BRITNeY to Generate Message Sequence Charts	115
7.3.1	Model	116
7.3.2	Adding the MSC primitives in CPN Tools	116
7.4	Visualization Examples	117
7.5	Related Work and Future Improvements	119
8	Model-based Prototyping of an Interoperability Protocol	121
8.1	Introduction	123
8.2	The Interoperability Protocol	125
8.3	Model-based Prototyping Methodology	126
8.4	The CPN Model	127
8.4.1	Model Overview	128
8.4.2	Modelling the Core Network	129
8.4.3	Modelling the Gateways	133
8.4.4	Modelling the Mobile Ad-hoc Network	134
8.5	The Animation Graphical User Interface	136
8.6	Conclusions	138

9	A Game-theoretic Approach to Behavioural Visualisation	141
9.1	Introduction	143
9.2	Related work	145
9.3	Theoretical background	146
9.4	Visualisations as game transition systems	149
9.4.1	Tool support	152
9.5	Use of visualisations	154
9.5.1	Industrial Case: Routing in Mobile Ad-hoc Networks . . .	154
9.5.2	Visualising winning strategies	156
9.6	Conclusion and future work	156
	Index	159
	Bibliography	161