Theory in Practice: Formal Methods for Software & Hardware

Tom Henzinger

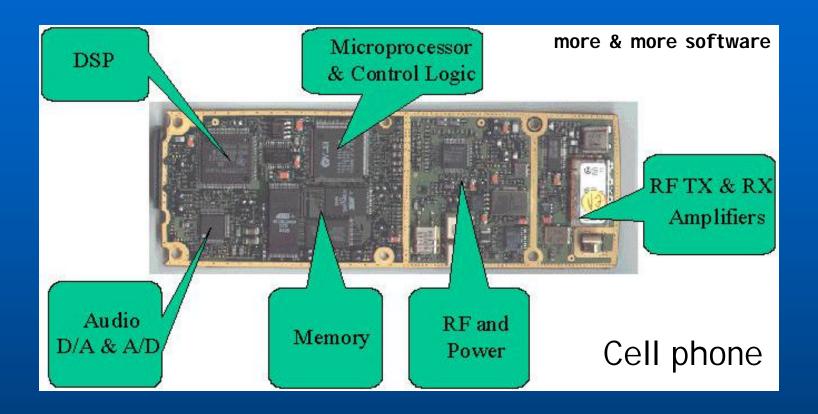








EMBEDDED SYSTEMS



•REACTIVE: digital system interacting with environment

CONCURRENT, often DISTRIBUTED

•HYBRID: environment is analog (the physical world)

REAL-TIME, often MOBILE

SCIENCE

ENGINEERING

Natural Systems

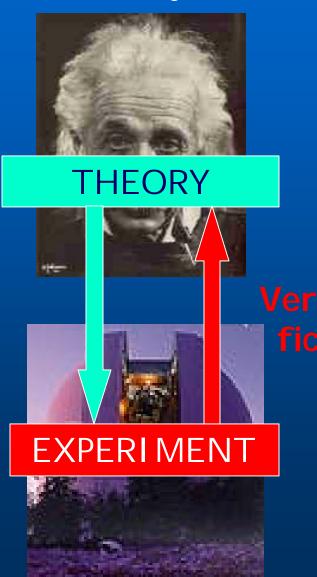
Artificial Systems

PURE

Abstract Systems

APPLIED

Concrete Systems





SCIENCE

Natural Systems

ENGINEERING

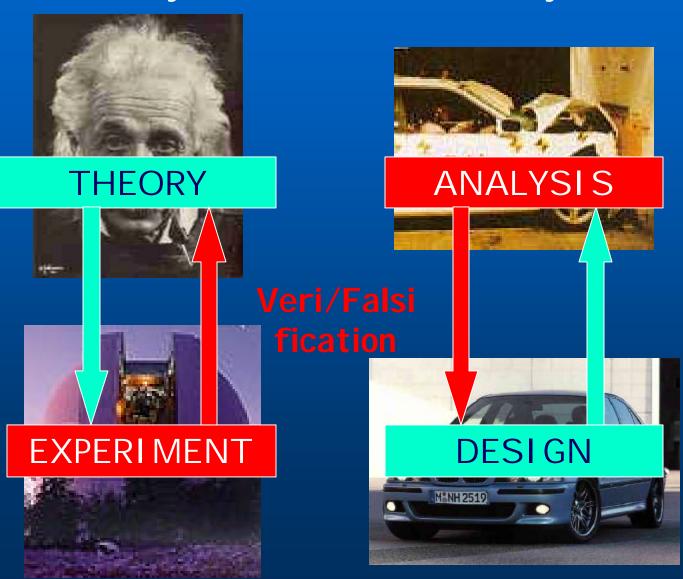
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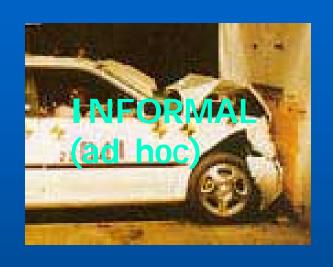
DESIGN VERI/FALSIFICATION



- by simulation
- by test

Poor coverage High recovery cost

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- by proof
- by algorithm

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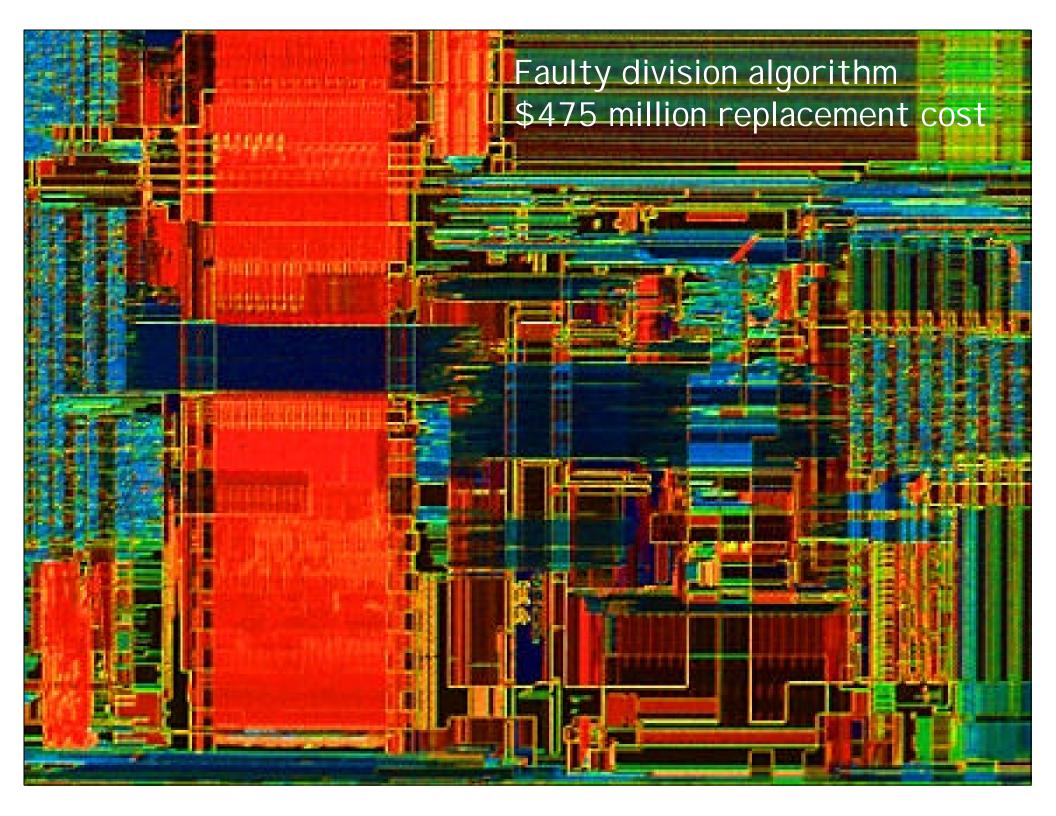
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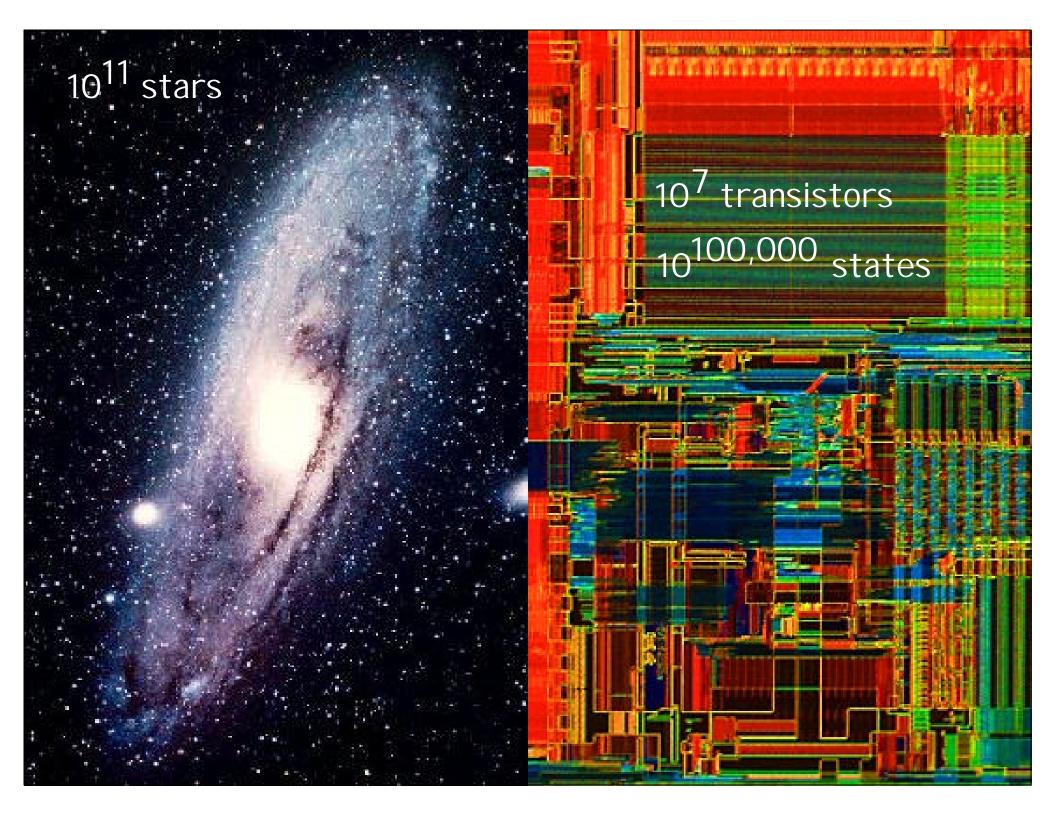




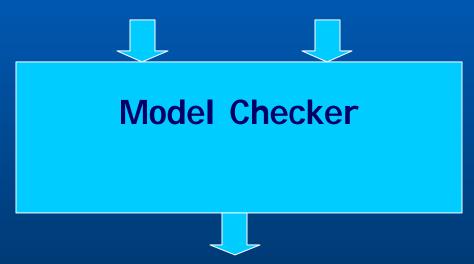
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"Model Checking"





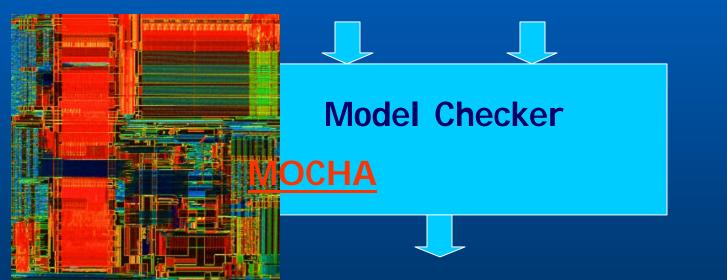
Abstract Design Formal Requirements



- Design parameters for which requirements hold
- Error trace if requirement is violated

Reactive Systems, e.g. Cache Coherence Protocols

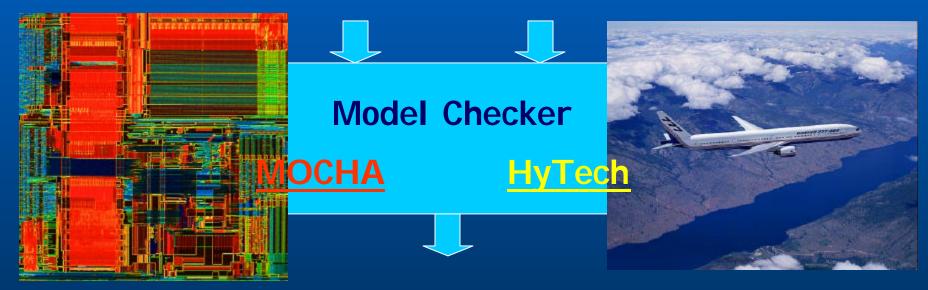
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Reactive Systems, e.g. Cache Coherence Protocols Hybrid Systems, e.g. Aircraft Landing Gear Control Automotive Fuel Injection Air Traffic Control

Abstract Design Formal Requirements



- Design parameters for which requirements hold
- Error trace if requirement is violated

INTERDISCIPLINARY

CS Theory (Algorithms & Complexity)

Programming Languages (Models & Semantics)

CAD (Design & Validation)

Control Theory (Hybrid Systems)

CURRENT PROJECTS

Verification theory:

Infinite-state model checking
Probabilistic model checking
Game-theoretic methods in model checking

Design Methodology:

Hierarchical component-based design

Time-triggered programming (Giotto)

Applications:

Software (joint NSF ITR project with Aiken and Necula)

Embedded Control Systems (joint DARPA project with Lee and Sastry)

Real-time Networks (joint MURI project with Zakhor)

Hardware (Giga-Scale Research Center)

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