



北京大学

博士研究生学位论文

题目： 协调与组合：从 Reo 到
Mediator

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摘要

近年来,软件系统在我们日常生活中占据的比重不断增加。与此同时,软件自身的复杂性也在呈指数级增长。在这样的开发环境和迭代速度下,如何保持软件的可靠性成为了一项重要的课题。在学术界和工业界所提出的各种方法之中,基于组件的开发方法已经得到了广泛使用,成为了现代软件开发中的一种常用模式。基于组件的开发方法以组件重用为核心,将复杂系统拆分为简单功能单元,并分别对其进行实现。由于可重用的组件在开发过程中往往需要经过更为严格的验证和测试,并且在重用过程中组件的可能缺陷和错误可以被及时发现和排除,因此其质量能够得到更好的保证。除此之外,基于组件的开发过程可以有效地降低开发成本,大幅提升开发的效率。另一方面,形式化方法基于严格的数学基础,对计算机软硬件系统进行严格的描述、开发和验证,已经愈来愈多地应用到各个领域,并受到广泛关注。

值得注意的是,基于组件的开发方法与形式化方法有天然的契合性。通过将大型系统组件化,软件单元的规模得以降低,使单个组件的验证得到一定的简化;而通过形式化验证之后的组件则可以“可信组件”的形式在多个系统中被重用,更好地保证系统的正确性、可靠性。在本文中,我们围绕两种形式化语言及其背后的“协调”与“组合”概念,在形式化建模、验证与代码生成方面进行研究。

在本文的第一部分工作中,我们通过协调语言 **Reo** 对基于组件开发方法中“协调”概念进行刻画。首先,我们在高阶逻辑定理证明器 **Coq** 中定义了 **Reo** 基本信道的语义与连接件的组合算子,并通过交互式策略对连接件性质进行证明。为了使 **Reo** 能够刻画更多复杂场景下的协调行为,我们对 **Reo** 进行了概率与时间维度上的扩充。在此扩充中,我们增加了映射信道 (**Map**),随机选择信道 (**StochasticChoice**) 以及带参数的计时信道 (**pTimer**),使得扩展后的 **Reo** 语言能够表示带有随机行为和实时行为的连接件。扩充后的连接件形式语义由随机时间 **Reo** 自动机 STA_r (**Stochastic Timed Automata for Reo**) 刻画。我们同时也提供了基于 STA_r 的连接件组合算子的形式化定义并证明了其良定义性。我们通过一个 **Python** 工具包给出了扩充语言形式语义及组合算子的实现,该工具包同时还可以通过 **PRISM** 模型检查工具对构造的连接件进行验证。

由于 **Reo** 语言主要关注不同组件之间的协作,而在刻画参与协作的组件本身的行为方面较为薄弱,在本文的第二部分中我们提出了一个新的领域建模语言 **Mediator**。该语言从底层自动机角度和高层系统角度分别对组件的内部行为以及组件之间的组合方式进行描述。该语言的形式语义由带标签的状态转移系统进行定义,同时我们可以用 CTL^* 来定义 **Mediator** 模型的性质(同时支持计算树逻辑公式与线性时序逻辑公式),并

对 *Mediator* 中定义的模型进行验证。在后续的工作中，我们对 *Mediator* 进行了分布式扩展，通过加入时间语义以及事务模型，可用 *Mediator* 语言描述分布式系统中的行为。

为了进一步将经过形式化验证的组件系统进行落地，我们开发了基于 *Mediator* 的代码自动生成系统，可以将经过验证的 *Mediator* 模型自动生成为 Arduino, System C 等平台上可以直接执行的程序代码。

关键词：协调语言，基于组件的开发方法, Reo, *Mediator*, 形式化验证, 代码自动生成

Coordination and Composition : From Reo To Mediator

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Directed by Prof. Meng Sun

ABSTRACT

Modern software systems are playing more and more important roles in our daily lives. To satisfy the requirements of the public, the complexity of software systems is also increasing rapidly. Under such situations, maintaining the reliability of software systems has become a challenging task. To deal with this problem, various approaches have been proposed from both the academic and the industrial worlds.

On one hand, *component-based development* has been widely used in practice. In component-based development, developers encapsulate the reusable features into components. To ensure reliability, such components are usually strictly tested or verified. Moreover, as reused in many larger projects, their vulnerabilities and errors are more likely to be spotted and corrected. Consequently, component-based development has successfully improved the developing efficiency and reliability of various software projects. On the other hand, *formal methods* focus on precisely specifying, developing and verifying software and hardware systems based on mathematical foundations. In recent years, formal methods have attracted extensive attention from different areas.

We have noticed that component-based development and formal methods are born cooperatively. Component-based development significantly simplifies the development of large-scale software projects by splitting them into small components which are easier to formalize and verify. Meanwhile, the formally verified components can be reused in various projects, improving their reliability without extra cost. In this thesis, our work on modeling and verifying component-based software mainly focuses on two formal languages, inspiring two different but highly related aspects in component-based software development: *Reo* $\mapsto$ coordination, and *Mediator* $\mapsto$ composition. Multiple aspects in formal engineering are investigated, including formal modeling, verification and code generation.

First, we formalize the coordination behavior in component-based development using Reo, a channel-based exogenous coordination language where concurrency protocols are manifested as connectors. The primitive channels and the composition operators in Reo are defined in the

Coq proof assistant in the beginning. With the help of interactive pattern and tactic searching, Coq is able to prove various properties of the connectors. Moreover, we extend Reo in order to capture stochastic and timed behavior through a mapping channel, a stochastic choice channel and a parametric timed channel. STA_r is proposed as the semantics model of both original Reo channels and the extended channels, and $PTCTL^*$ is used to describe the properties of stochastic timed connectors. To bring this framework into practice, we have implemented a Python toolkit that can build stochastic and timed connectors, automatically generate the semantics based on the composition operators and verify their properties through the PRISM model checker.

Second, we inherit the basic ideas from Reo and propose a new language called *Mediator*. Reo is aimed at coordination between components, and pays little attention to the behavior inside the components. *Mediator* provides proper formalism for both high-level *system* layouts and low-level *automata*-based behavior units. With its semantics defined by labeled transition systems and properties formalized by CTL^* , we can verify the properties of *Mediator* models by using model checking. Then we extend *Mediator* to capture complex behavior in distributed computing. Clocks and transactions are used to describe the communication between different entities in this case. We also provide a formal semantics for the extension for further verification attempts.

Finally, to reduce the software errors imported in the implementation phase, we propose a code-generation framework based on *Mediator*. Currently, the framework supports the open-source hardware platform *Arduino C*. With *Mediator* models provided, our algorithm automatically schedules and generates the controller (as *Mediator* entity) to a runnable source-code archive.

KEYWORDS: Coordination, Composition, Reo, Mediator, Formal Verification, Code Generation

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“纸上纵横莫笑痴，余生无复少年时。
春风秋叶无穷意，半寄湖光半作诗。”

恍惚之间，踏进这个园子已有十载。

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