

# Runtime Verification of Real-Time Properties of JamaicaVM

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## JamaicaVM

- ▶ Java platform for embedded systems
- ▶ Realtime-capable garbage collection
- ▶ Implements the [Realtime Specification for Java \(RTSJ\)](#)
- ▶ Available on Linux, QNX, VxWorks, Windows CE, ...

## Scheduler

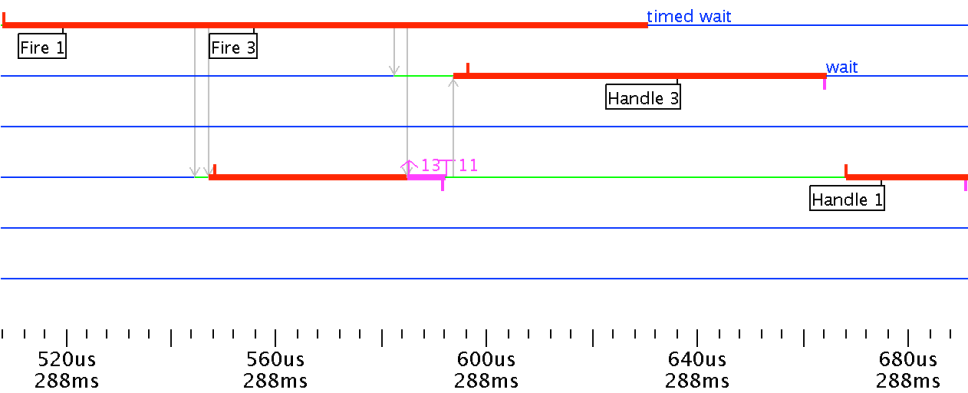
- ▶ Decides, which threads get executed
- ▶ Priority-based ([fixed-priority scheduling](#))
- ▶ Co-operates with the scheduler of the OS

## Systematic tests of JamaicaVM

- ▶ Implementation of the scheduler
- ▶ Implementation of the RTSJ
- ▶ Analysis of event sequences emitted by JamaicaVM

## Development tool for JamaicaVM

- ▶ Detect insufficient synchronisation in application code



# Runtime Verification

## Static analysis

- ▶ Examines the model of a system
- ▶ Can prove the absence of errors in the model
- ▶ Cannot ensure the correctness of the actual system

## Runtime verification

- ▶ Examines the actual system
- ▶ Cannot prove the absence of errors
- ▶ Can reliably identify errors when they occur

(Complex Event Processing is very much related.)

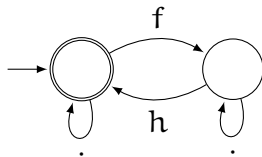
# Modelling an Activity

Event sequences are words

$\cdot f \cdot h \cdots f \cdots h \cdots$

Properties can be decided with automata

Every “Fire” is followed by a “Handle”



# Observable Properties

## Problem statement

- ▶ “Every ‘Fire’ is followed by a ‘Handle’” cannot be decided through observation:

..... f..... h..... ✓  
..... f..... ?

## Safety

- ▶ “no error occurs”
- ▶ observable

● ● ● ● ● ● ● ● ● ● ● ● .....

## Liveness

- ▶ “something happens eventually”
- ▶ not observable

● ● ● ● ● ● ● ● ● ● ● ● .....



# Slicing

## Splits the event sequence in subsequences

- ▶ So activities can be examined separately
- ▶ So various simple **monitors** can be used

## Monitors are based on

- ▶ Regular languages
- ▶ Linear temporal logic (LTL)
- ▶ Statistical methods (for example, jitter analysis)
- ▶ ...

# Usually Events Contain Data



## Java Collections

While an iterator is in use, the underlying data structure may not be modified.

$c(D, I)$  iterator  $I$  created for data structure  $D$

$m(D)$  data structure  $D$  modified

$s(I)$  iterator  $I$  steps to next element

## Example

$c(l_1, i_1)$   $c(l_2, i_2)$   $m(l_1)$   $c(l_1, i_3)$   $s(i_1)$   $s(i_2)$

$c(l_1, i_1)$	$m(l_1)$	$s(i_1)$	$D \mapsto l_1, I \mapsto i_1$
	$m(l_1)$ $c(l_1, i_3)$		$D \mapsto l_1, I \mapsto i_3$
$c(l_2, i_2)$		$s(i_2)$	$D \mapsto l_2, I \mapsto i_2$

## Base algorithm A [Roşu and Chen, 2007]

- ▶ Separates event sequence based on contained data
- ▶ Allocates a suitable monitor for each slice
- ▶ Optimised variants exist (B, C, C+, D)

## Extension [Ballarin 2014]

- ▶ Combination of events with unrelated data into a slice
- ▶ Previously believed to be an inherent limitation
- ▶ Essential for applying slicing to scheduling problems

# Events Related, but not through Data



## Priority-based scheduling

When activities X and Y are fired, the higher-priority activity shall be handled first.

$f(X), f(Y)$  activity X or Y fired

$h(X), h(Y)$  activity X or Y handled

## Example

$f(1)$   $f(3)$   $f(2)$   $h(3)$   $h(2)$   $h(1)$

Priority of  $3 > 2 > 1$

$f(1)$   $f(2)$   $h(2)$   $h(1)$   $X \mapsto 2, Y \mapsto 1$

$f(1)$   $f(3)$   $h(3)$   $h(1)$   $X \mapsto 3, Y \mapsto 1$

$f(3)$   $f(2)$   $h(3)$   $h(2)$   $X \mapsto 3, Y \mapsto 2$

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## Monitor for JamaicaVM

- ▶ Implements extended version of Algorithm A
- ▶ Monitors based on finite automata
- ▶ Several defects in JamaicaVM's scheduler for multicore systems identified

## JavaMOP / RV

- ▶ Comprehensive library of safety properties
- ▶ Runtime overhead for the DaCapo 9.12 benchmark suite:  
JavaMOP 360%, RV 140%
- ▶ <http://fsl.cs.illinois.edu/index.php/JavaMOP4>

## Runtime verification

- ▶ Systematic tests of actual systems
- ▶ Based on formal methods
- ▶ Particularly suitable for safety properties

## Slicing

- ▶ Computes subsequences of event traces based on data
- ▶ Can be extended to problems where slices are not evident from the data — for example, scheduling



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