

Laboratory of Advanced Network Technologies.

MSC & SCStudio

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# Message Sequence Chart

Message Sequence Chart (MSC) is a formalism for communication description between a number of independent components.

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Standardized by ITU-T as the Z.120 recommendation

- 1993: the first version
- ...
- 2011: current version

# Why?

Why should we use any formalism?

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## **automatic/computer processing**

- model checking
- equivalence checking
- testing
- simulation
- theorem proving

Which components does MSC provide for the user?

- communicating processes
- message ordering
- time information
- high-level form

What MSC is good for?

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Both **human** and computer readable formalizm for:

- basic behaviour demonstration (use cases),
- high level system behaviour description,
- test case specification, and
- (test) log visualization.



**What MSC is NOT good for?**

## **What MSC is NOT good for?**

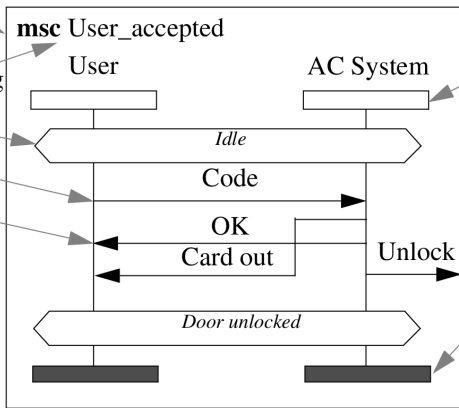
detailed specification (before implementation), hierarchical structure of communicating entities, implementation details (primitives for communication, detailed data manipulation), etc.

# Message Sequence Chart (MSC)

msc diagram

msc heading  
condition

output event  
input event

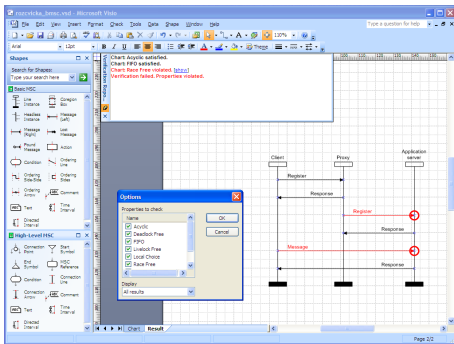


instance

message to the environment

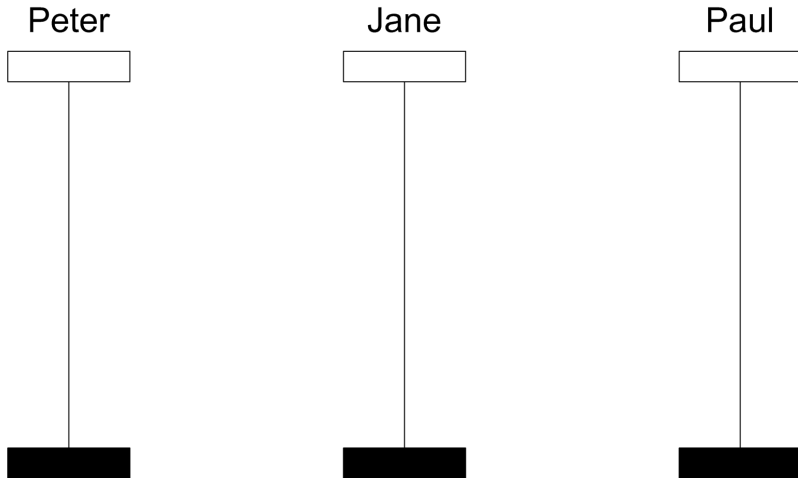
instance end

MSC drawing and verification tool developed at FI MU.

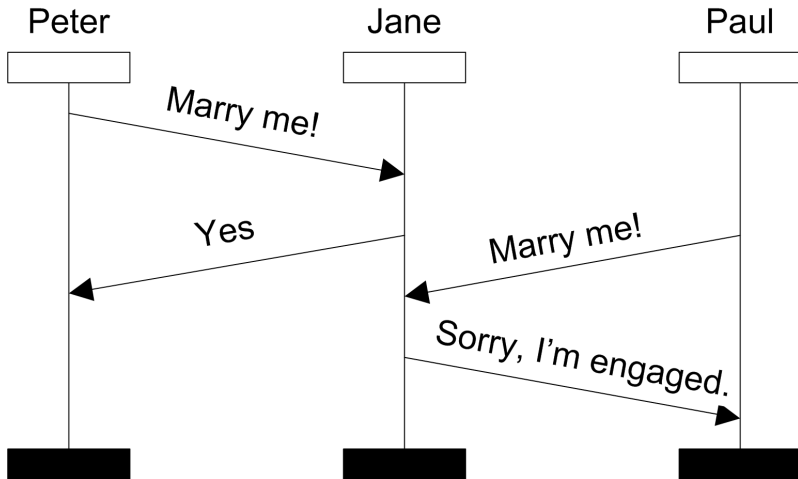


<http://scstudio.sourceforge.net>

# Message Sequence Chart (MSC) - semantics



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**What is an unwanted behaviour/property?**

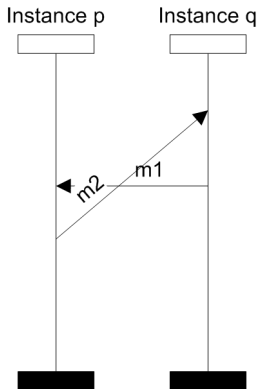
## **What is an unwanted behaviour/property?**

Fundamental problems in the specified model, e.g. an implementation of the model does not exist in the given environment.



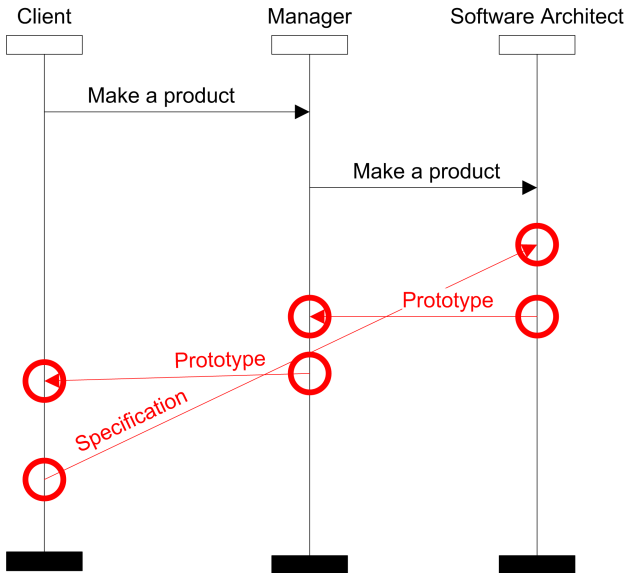
# Acyclic/Cyclic property

cyclic dependency among events



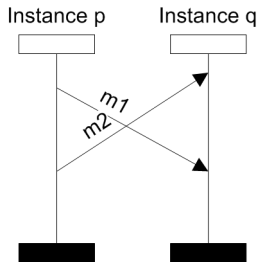
unrealizable in any environment

# Acyclic/Cyclic property



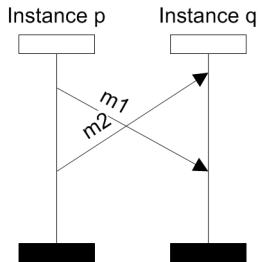
# FIFO/non-FIFO property

overleaping messages



# FIFO/non-FIFO property

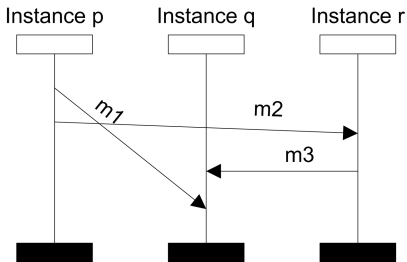
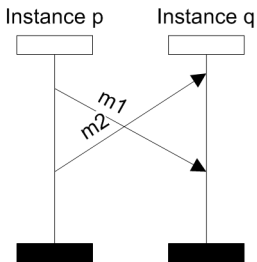
overleaping messages



unrealizable in an environment preserving message order

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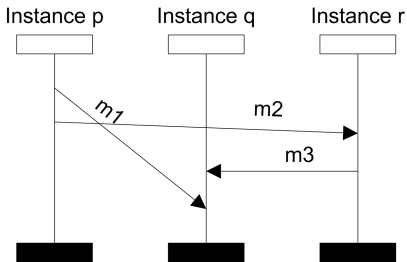
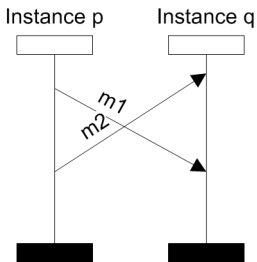
overleaping messages



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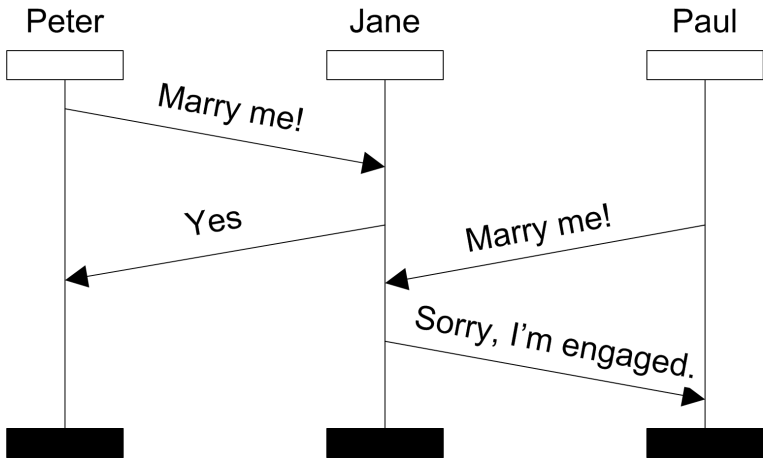
overleaping messages



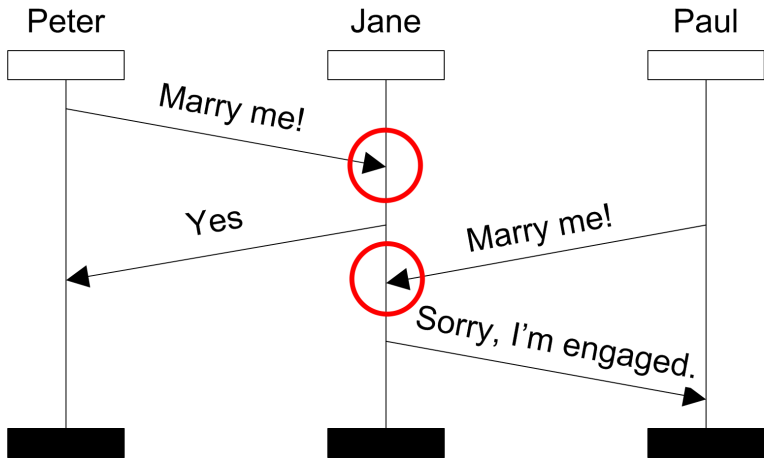
unrealizable in an environment preserving message order

realizable in an environment with P2P channel but unrealizable in case of a global channel

# Race Condition

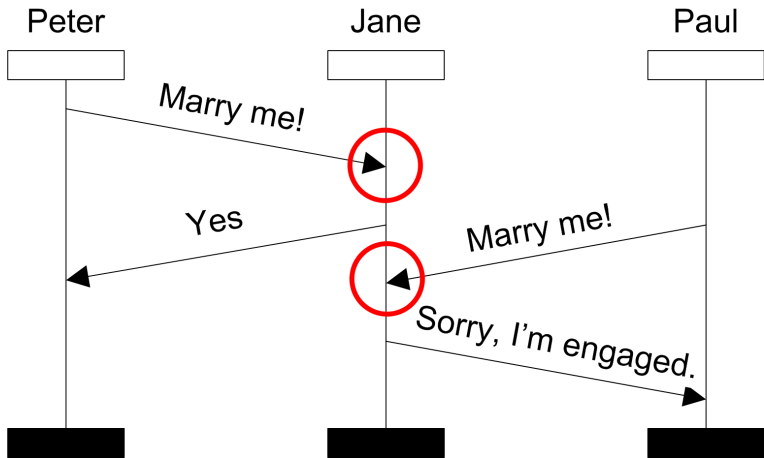


# Race Condition





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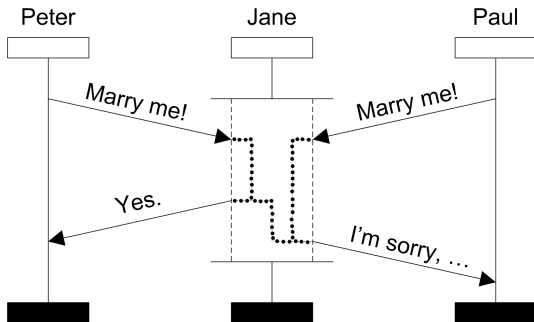
Informally, **race** is when some receive event can come earlier.

# Solution #1 - Coregion Construction

Let us demonstrate that some events are not ordered.

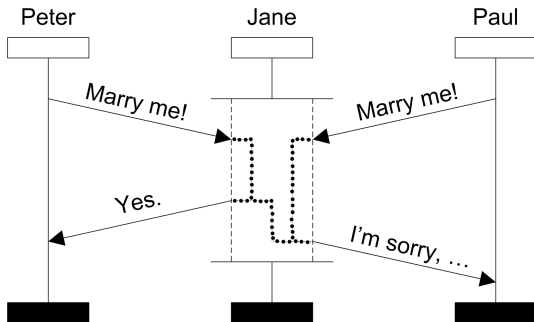
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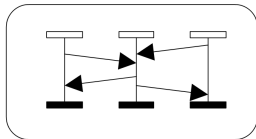
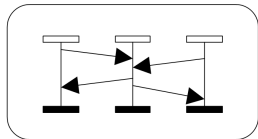
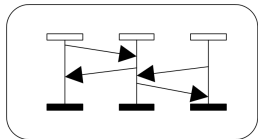
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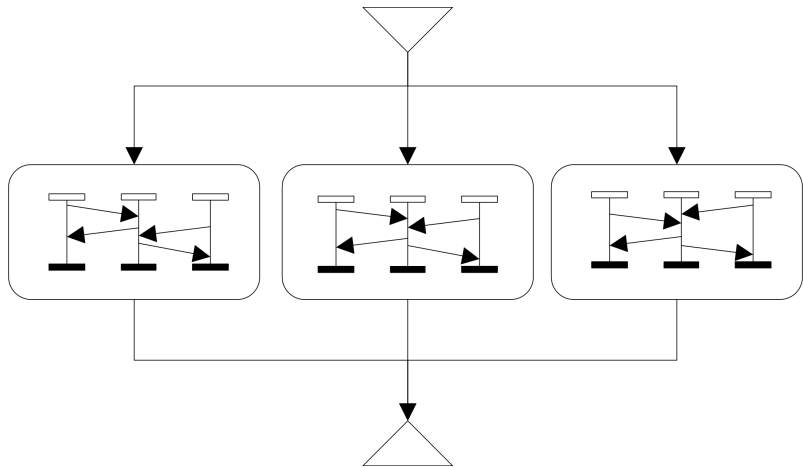


Events in a *coregion* are not ordered; except of related by *general ordering*.

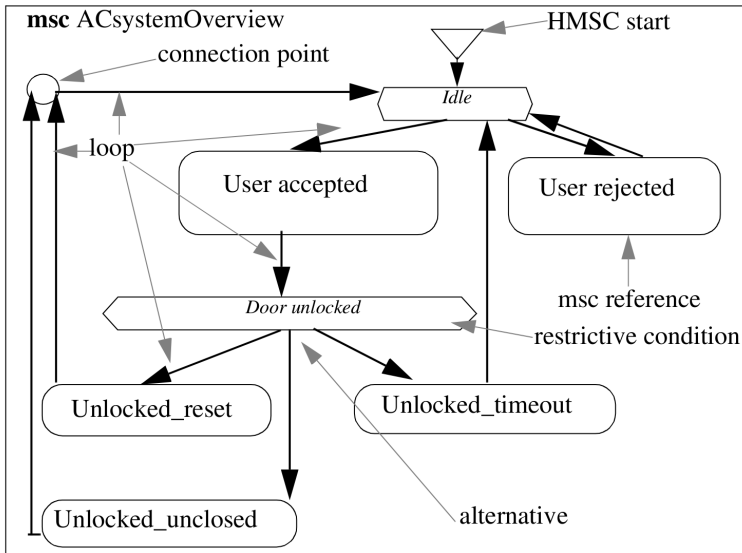
## Solution #2 - List/set of all possibilities



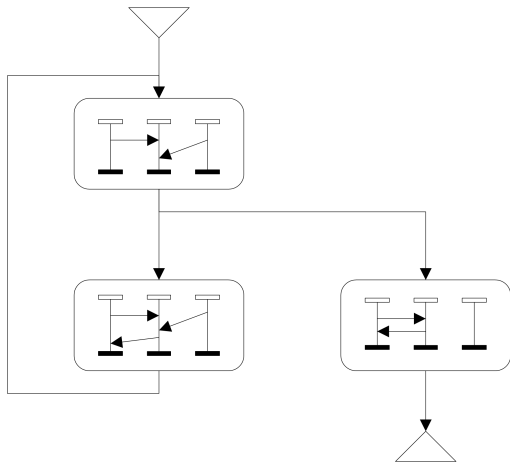
# High-Level MSC (HMSC) - ITU-T Z.120



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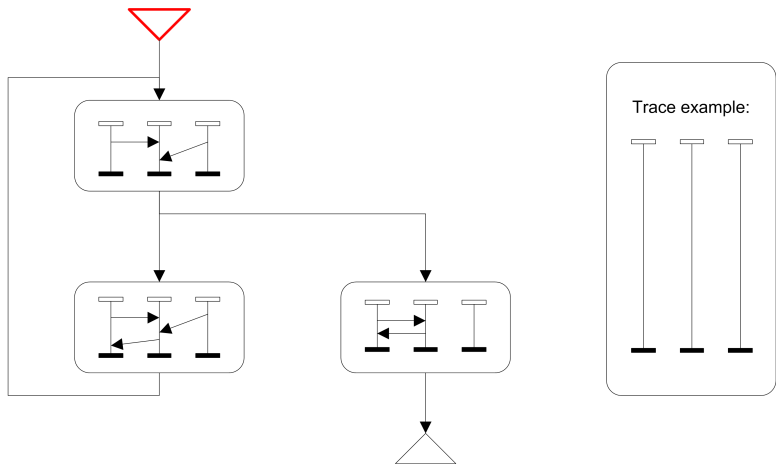


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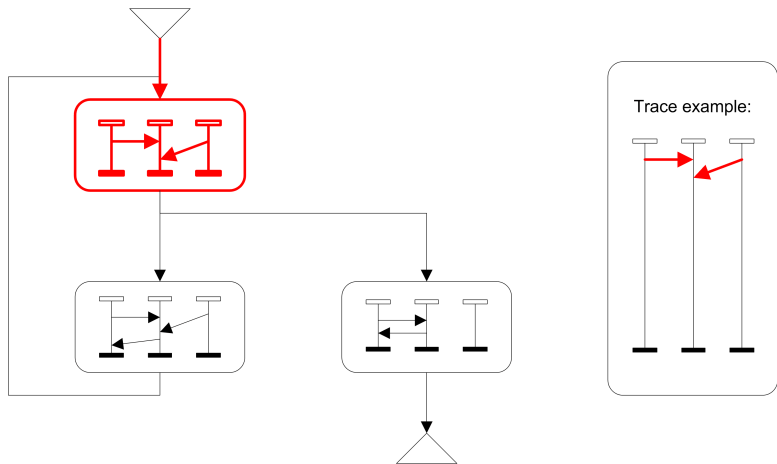




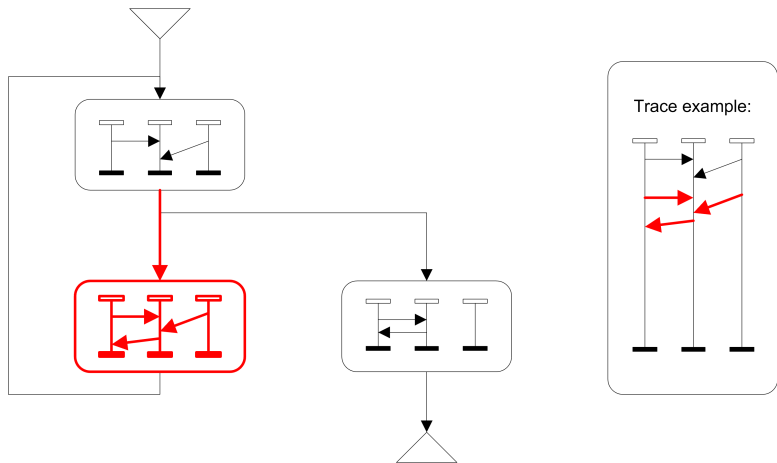
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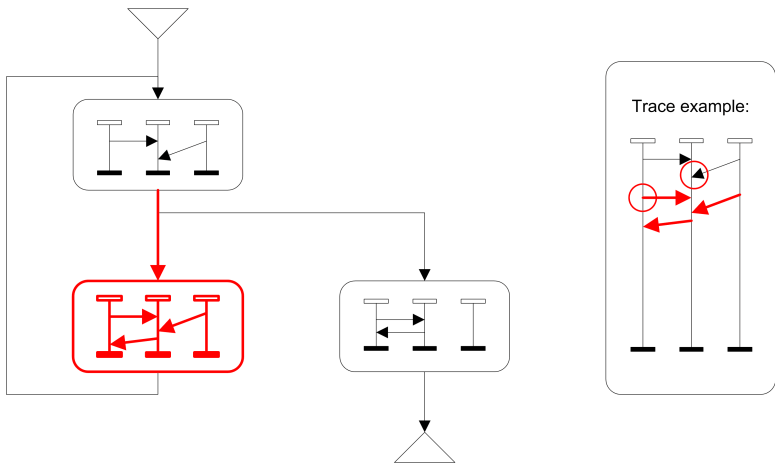
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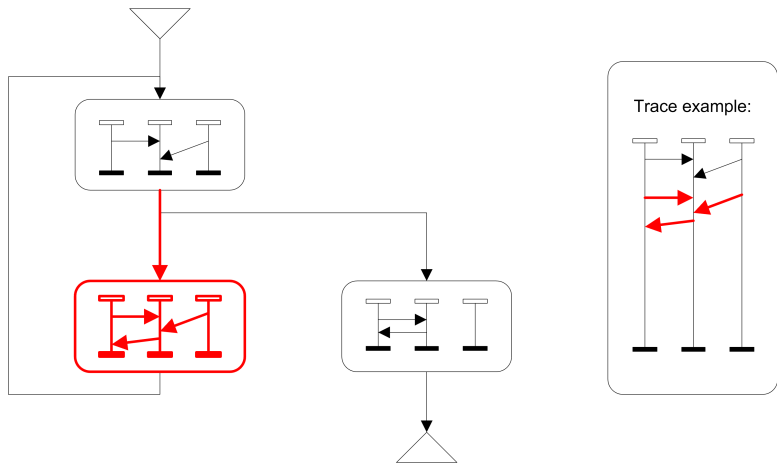


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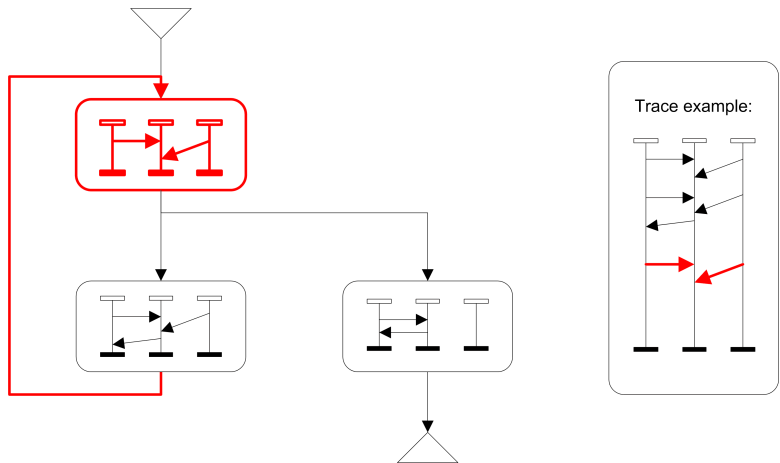


these events are not ordered!

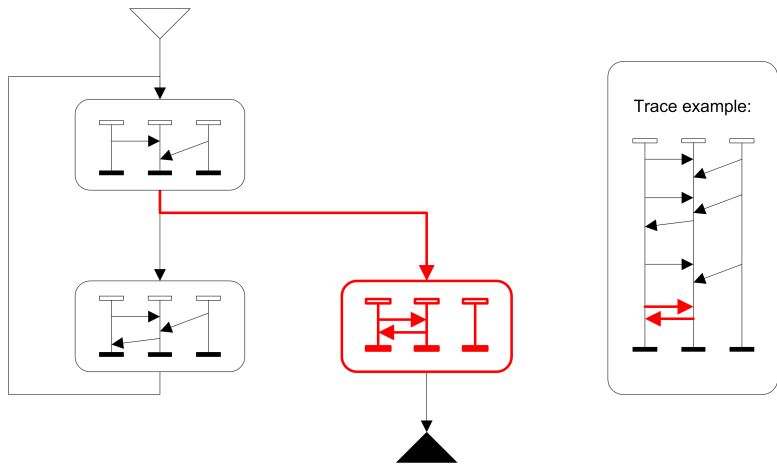
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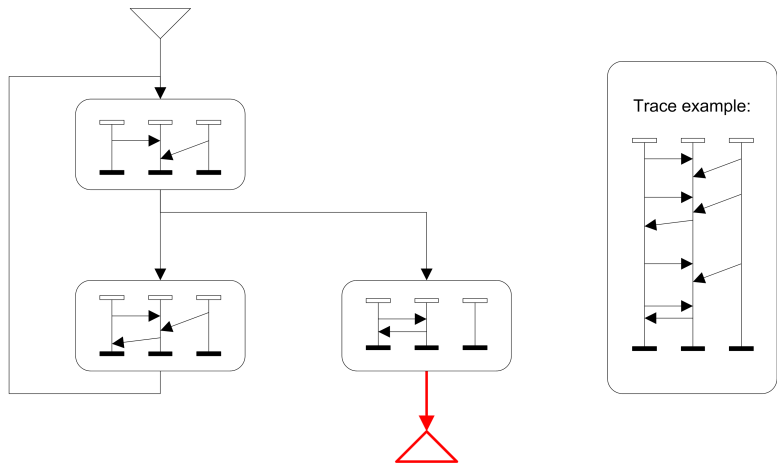
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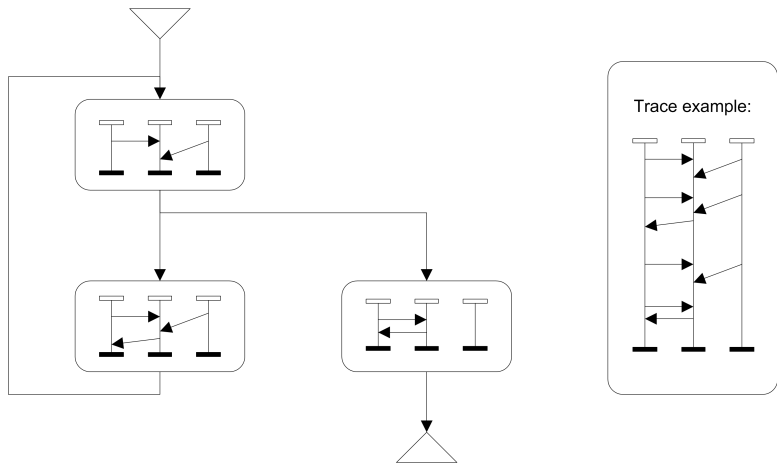


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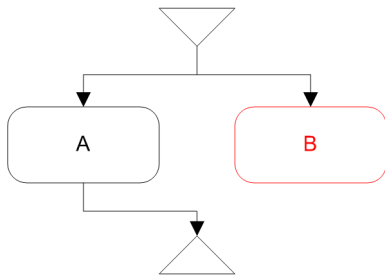




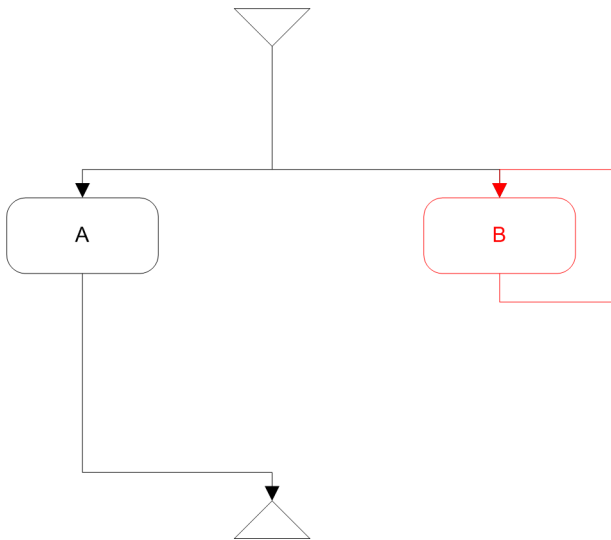
# High-Level MSC (HMSC) - ITU-T Z.120



# Deadlock Property



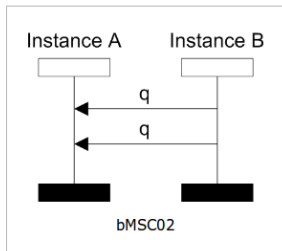
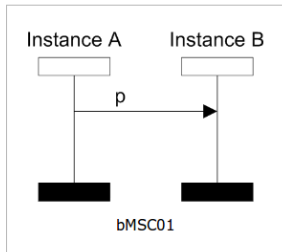
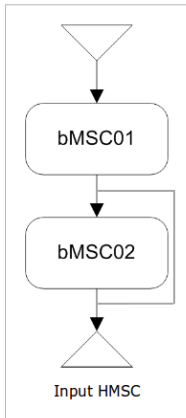
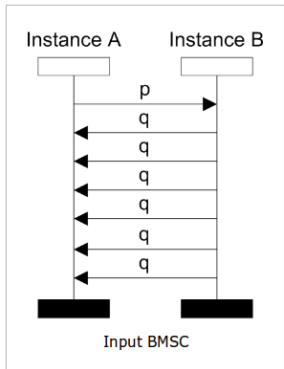
# Livelock Property



Is a given MSC included in a given HMSC?

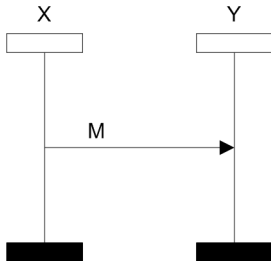
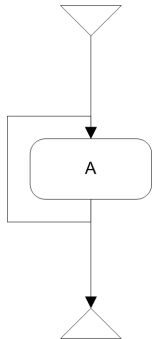
# Find Flow

Is a given MSC included in a given HMSC?



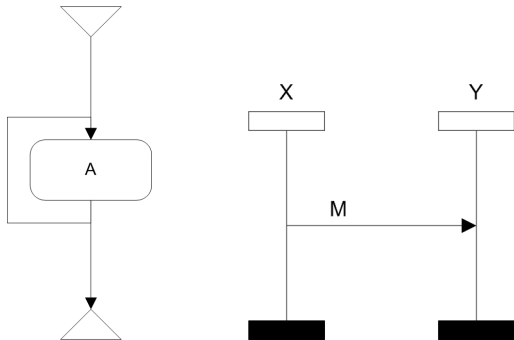
# Universal Boundedness

What size of buffer is needed to be sure it will not overflow?



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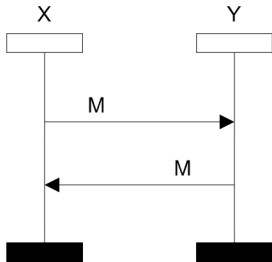
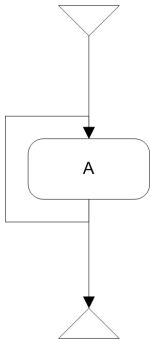
What size of buffer is needed to be sure it will not overflow?



Every finite input buffer of  $Y$  can overflow.

# Universal Boundedness

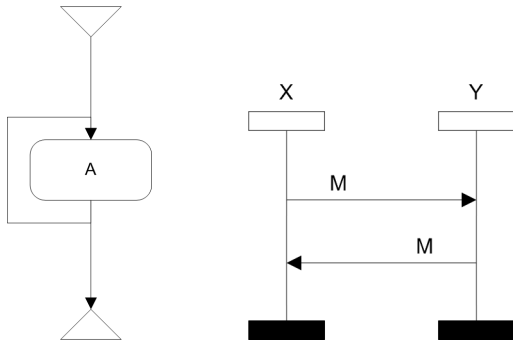
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# Universal Boundedness

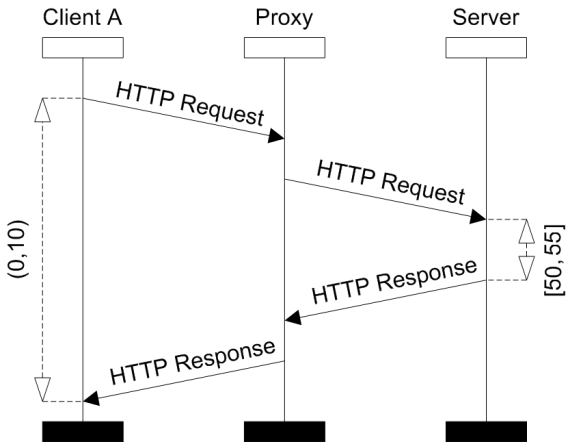
What size of buffer is needed to be sure it will not overflow?



Buffers of size 1 will not overflow.

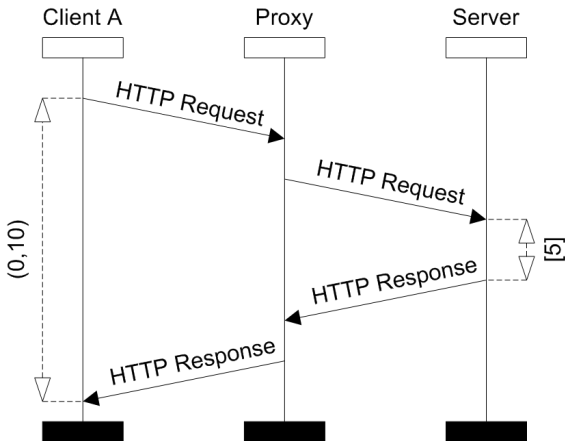
# Time Consistency

Are the given time conditions consistent?



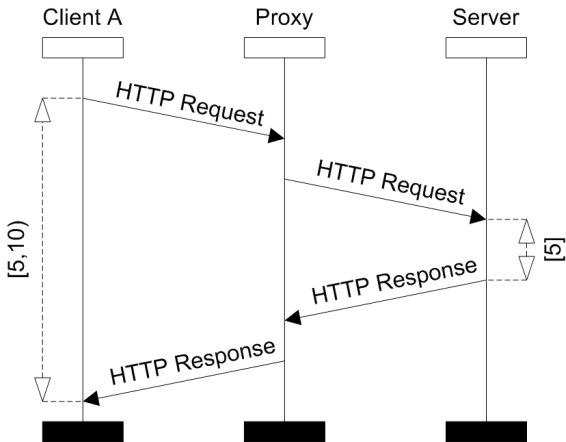
# Time Tightening

Some time conditions can be tightened.



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Some time conditions can be tightened.



## Basic MSC

- instances
- messages
- send events
- receive events
- conditions
- coregions
- general ordering
- inline expressions
- time constraints
- timers

## High-level MSC (HMSC)

- start node
- end node
- reference nodes
- connection points
- lines
- conditions
- time constraints

- Acyclic property
- FIFO property
- Race Condition
  
- Deadlock
- Livelock
- Find Flow
- Nonlocal Choice
- Universal Boundedness
- Existential Boundedness
  
- Time Race Condition
- Time Consistency
- Tighten Time

## IBM Rational, SanDriLa SDL, Cinderella SDL

### Sequence Chart Studio (SCStudio)

- MS Visio addon
- drawing, import, export
- checkers for all the mentioned properties

### MSCan

- academic tool
- only textual input
- some checkers

### Mesa

- academic tool
- local choice and time checkers

- known TCP diagram
- HMSC diagram
- detailed diagram



Thanks for your attention