Performance Evaluation Process Algebra

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Outline

1 Introduction

- Performance Evaluation
- Stochastic Process Algebra
- SOS rules

2 Semantics for the modelling language

- Identity and Individuality
- Collective Dynamics
- Numerical illustration
- **3** Case study: smart building and active badges

4 Conclusions

Alternative interpretations

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Performance Modelling

Performance modelling aims to construct models of the dynamic behaviour of systems in order to support the fair and efficient sharing of resources.

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Performance modelling aims to construct models of the dynamic behaviour of systems in order to support the fair and efficient sharing of resources.

This often involves a trade-off between the interests of the users, who want more resource, and the interests of system operators, who want to minimise the resource.

Performance Modelling: Motivation



Capacity planning

How many clients can the existing server support and maintain reasonable response times?

Performance Evaluation

Performance Modelling: Motivation



System Configuration

How many frequencies do you need to keep blocking probabilities low?

Mobile Telephone Antenna

Performance Modelling: Motivation



System Tuning

What speed of conveyor belt will minimize robot idle time and maximize throughput whilst avoiding lost widgets?

Performance Evaluation

St Andrews, 08/04/19





A stochastic process X(t) is a Markov process iff for all $t_0 < t_1 < ... < t_n < t_{n+1}$, the joint probability distribution of (X(t_0), X(t_1), ..., X(t_n), X(t_{n+1})) is such that $Pr(X(t_{n+1}) = s_{i_{n+1}} | X(t_0) = s_{i_0}, ..., X(t_n) = s_{i_n}) = Pr(X(t_{n+1}) = s_{i_{n+1}} | X(t_n) = s_{i_n})$

Performance Evaluation

St Andrews, 08/04/19





Performance Modelling using CTMC



A negative exponentially distributed duration is associated with each transition.

Performance Modelling using CTMC



these parameters form the entries of the infinitesimal generator matrix Q

Performance Modelling using CTMC



In steady state the probability flux out of a state is balanced by the flux in.

Performance Modelling using CTMC



"Global balance equations" captured by $\pi Q = 0$ solved by linear algebra

Performance Evaluation







Model Construction

- describing the system using a high level modelling formalism
- generating the underlying CTMC



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Model Solution

- solving the CTMC to find steady state probability distribution
- deriving performance measures





















Models consist of agents which engage in actions.



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Process algebra model

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Process algebra SOS rules model

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Process algebra SOS rules Labelled transition system



A simple example: processors and resources

 $Proc_0 \parallel_{task1} Res_0$

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Stochastic process algebras

Process algebras where models are decorated with quantitative information used to generate a stochastic process are stochastic process algebras (SPA).

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Process algebras where models are decorated with quantitative information used to generate a stochastic process are stochastic process algebras (SPA).

This extension was motivated by a desire to bring this formal and compositional approach to modelling to bear in performance analysis supporting the derivation of measures such as throughput, utlisation and response time.

Performance Evaluation Process Algebra

Models are constructed from components which engage in activities.



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 The language is used to generate a Continuous Time Markov Chain (CTMC) for performance modelling.

PEPA MODEL

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PEPA SOS rules

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Qualitative verification can now be complemented by quantitative verification.

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Reachability analysis

How long will it take for the system to arrive in a particular state?



Qualitative verification can now be complemented by quantitative verification.

Model checking

Does a given property ϕ hold within the system with a given probability?



Qualitative verification can now be complemented by quantitative verification.

Model checking

For a given starting state how long is it until a given property ϕ holds?



$$\begin{array}{ll} (\alpha, f).P & {\rm Prefix} \\ P_1 + P_2 & {\rm Choice} \\ P_1 \Join P_2 & {\rm Co-operation} \\ P/L & {\rm Hiding} \\ C & {\rm Constant} \end{array}$$

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PEPA components perform activities either independently or in co-operation with other components.

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$$P[5] \equiv (P \parallel P \parallel P \parallel P \parallel P)$$

Structured Operational Semantics

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Choice

$$\frac{E \xrightarrow{(\alpha,r)} E'}{E + F \xrightarrow{(\alpha,r)} E'}$$
$$\frac{F \xrightarrow{(\alpha,r)} F'}{E + F \xrightarrow{(\alpha,r)} F'}$$

SOS rules

St Andrews, 08/04/19

Structured Operational Semantics: Cooperation ($\alpha \notin L$)



SOS rules

St Andrews, 08/04/19

Structured Operational Semantics: Cooperation ($\alpha \in L$)

Cooperation
$$\frac{E \xrightarrow{(\alpha, r_1)} E' \quad F \xrightarrow{(\alpha, r_2)} F'}{E \bigotimes_{L} F \xrightarrow{(\alpha, R)} E' \bigotimes_{L} F'} (\alpha \in L)$$

where
$$R = \frac{r_1}{r_{\alpha}(E)} \frac{r_2}{r_{\alpha}(F)} \min(r_{\alpha}(E), r_{\alpha}(F))$$

Cooperation

What should be the impact of cooperation on rate? There are many possibilities.

- Restrict synchronisations to have one active partner and one passive partner.
- Choose a function which satisfies a small number of algebraic properties.
- Have the rate limited by the slowest participant in terms of apparent rate. This is the approach adopted by PEPA.

PEPA assumes **bounded capacity**: a component cannot be made to perform an activity faster in cooperation than its own recorded capacity.

SOS rules

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Structured Operational Semantics: Cooperation ($\alpha \in L$)

Cooperation
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Structured Operational Semantics: Hiding

Hiding

$$\frac{E \xrightarrow{(\alpha,r)} E'}{E/L \xrightarrow{(\alpha,r)} E'/L} (\alpha \notin L)$$

$$\frac{E \xrightarrow{(\alpha,r)} E'}{E/L \xrightarrow{(\tau,r)} E'/L} (\alpha \in L)$$

SOS rules

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Structured Operational Semantics: Constants

Constant

$$\frac{E \xrightarrow{(\alpha,r)} E'}{A \xrightarrow{(\alpha,r)} E'} (A \stackrel{def}{=} E)$$

A simple example: processors and resources

 $Proc_0 \bigotimes_{\text{{task1}}} Res_0$

SOS rules

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$$\mathbf{Q} = \begin{pmatrix} -R & R & 0 & 0 \\ 0 & -(r_2 + r_4) & r_4 & r_2 \\ r_2 & 0 & -r_2 & 0 \\ r_4 & 0 & 0 & -r_4 \end{pmatrix}$$
Introduction

SOS rules

Interplay with Performance Modelling

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- easy to understand models

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- term rewriting/state space reduction techniques
- aggregation techniques based on lumpability

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- ease of construction
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Model Manipulation: Equivalence relations lead to

- term rewriting/state space reduction techniques
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Model Solution: Formal semantics: lead to

- automatic identification of classes of models susceptible to efficient solution
- use of logics to express performance measures

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Under the SOS semantics a SPA model is mapped to a CTMC with global states determined by the local states of all the participating components.

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Modelling at the level of individuals



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$$r = \frac{r_{1}}{3r_{1}} \frac{r_{3}}{2r_{3}} \min(3r_{1}, 2r_{3}) = \frac{1}{6} \min(3r_{1}, 2r_{3}) \qquad (P_{I} \parallel P_{0} \parallel P_{0}) \underset{\{taskI\}}{\bigotimes} (R_{I} \parallel R_{0})$$

$$r \qquad (P_{I} \parallel P_{0} \parallel P_{0}) \underset{\{taskI\}}{\bigotimes} (R_{0} \parallel R_{I})$$

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Q =	$(q_{1,1})$	$q_{1,2}$	• • •	$q_{1,N}$	
	$q_{2,1}$	$q_{2,2}$	• • •	$q_{2,N}$	
	÷	÷		÷	
	$\langle q_{N,1} \rangle$	$q_{N,2}$		$q_{N,N}$	

When the size of the state space is not too large they are amenable to numerical solution (linear algebra) to determine a steady state or transient probability distribution.



$$Q = \begin{pmatrix} q_{1,1} & q_{1,2} & \cdots & q_{1,N} \\ q_{2,1} & q_{2,2} & \cdots & q_{2,N} \\ \vdots & \vdots & & \vdots \\ q_{N,1} & q_{N,2} & \cdots & q_{N,N} \end{pmatrix}$$

$$\pi(t)=(\pi_1(t),\pi_2(t),\ldots,\pi_N(t))$$

State space explosion

As the number of components, or the complexity of behaviour within components, grows the state space may become so large that it is infeasible to solve the underlying CTMC.

$$\begin{array}{lll} Proc_{0} & \stackrel{\text{def}}{=} & (task1, r_{1}).Proc_{1} \\ Proc_{1} & \stackrel{\text{def}}{=} & (task2, r_{2}).Proc_{0} \\ Res_{0} & \stackrel{\text{def}}{=} & (task1, r_{3}).Res_{1} \\ Res_{1} & \stackrel{\text{def}}{=} & (reset, r_{4}).Res_{0} \end{array}$$

 $Proc_0[N_P] \bigotimes_{\{task1\}} Res_0[N_R]$

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			CTMC interpretation		
			Processors (N_P)	Resources (N_R)	States $(2^{N_P+N_R})$
			1	1	4
	1.0		2	1	8
$\begin{array}{rcl} Proc_0 & \stackrel{\tiny{\tiny def}}{=} \\ Proc_1 & \stackrel{\tiny{\tiny def}}{=} \\ Res_0 & \stackrel{\tiny{\tiny def}}{=} \end{array}$	$(task1 r_1) Proc_1$	2	2	16	
		(100/1,11).11001	3	2	32
	(tack) r.) Proc.	3	3	64	
	_	$(laskz, r_2).rroc_0$	4	3	128
		4	4	256	
	=	$(task1, r_3)$. Res ₁	5	4	512
_	dof		5	5	1024
$Res_1 \stackrel{\text{\tiny def}}{=}$	(reset, r ₄).Res ₀	6	5	2048	
		6	6	4096	
			7	6	8192
$Proc_0[N_P] \underset{{task1}}{\bowtie} Res_0[N_R]$		7	7	16384	
		8	7	32768	
		8	8	65536	
			9	8	131072
			9	9	262144
			10	9	524288
			10	10	1048576

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- This is supported by a shift in how we view the state of a model, based on a counting abstraction.

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- The syntactic nature of PEPA (and other SPAs) makes models easily understood by humans, but not so convenient for computers to directly apply these tools and approaches.

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- This is supported by a shift in how we view the state of a model, based on a counting abstraction.
- The syntactic nature of PEPA (and other SPAs) makes models easily understood by humans, but not so convenient for computers to directly apply these tools and approaches.
- By shifting to a numerical state representation we can more readily exploit results such as aggregation and access to alternative mathematical interpretations (i.e. fluid approximation).

Counting abstraction to generate the Lumped CTMC

$$(P_{1} || P_{0} || P_{0}) \bigotimes_{\{taskl\}} R_{1} || R_{0})$$

$$(P_{1} || P_{0} || P_{0}) \bigotimes_{\{taskl\}} (R_{0} || R_{1})$$

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Counting abstraction to generate the Lumped CTMC

$$(P_{1} || P_{0} || P_{0}) \bigotimes_{\{taskI\}} R_{I} || R_{0})$$

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Counting abstraction to generate the Lumped CTMC

$$(3,0,2,0) \xrightarrow{\min(3r_{1},2r_{3})} (2,1,1,1) (P_{1} || P_{0} || P_{0}) \underset{\{taskl\}}{\boxtimes} (R_{1} || R_{0}) (P_{1} || P_{0} || P_{0}) \underset{\{taskl\}}{\boxtimes} (R_{0} || R_{1}) (P_{1} || P_{0} || P_{0}) \underset{\{taskl\}}{\boxtimes} (R_{0} || R_{1}) (P_{0} || P_{1} || P_{0}) \underset{\{taskl\}}{\boxtimes} (R_{1} || R_{0}) (P_{0} || P_{1} || P_{0}) \underset{\{taskl\}}{\boxtimes} (R_{0} || R_{1}) (P_{0} || P_{0} || P_{1}) \underset{\{taskl\}}{\boxtimes} (R_{0} || R_{1}) (P_{0} || P_{0} || P_{1}) \underset{\{taskl\}}{\boxtimes} (R_{0} || R_{1})$$

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The first approach to this used canonical forms but still worked syntactically to identify states. [Gilmore, Hillston and Ribaudo, IEEE TSE 2001].

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However in practice we would much rather construct the aggregated state space directly.

The first approach to this used canonical forms but still worked syntactically to identify states. [Gilmore, Hillston and Ribaudo, IEEE TSE 2001].

The more recent approach uses the counting abstraction and a numerical representation of states and transitions.

- Even with aggregation, the underlying CTMC may become too large to solve.
- Such models may be studied using stochastic simulation.
- Each run generates a single trajectory through the state space.
- Many runs are needed in order to obtain average behaviours.



100 processors and 80 resources (simulation run A)



100 processors and 80 resources (simulation run B)



100 processors and 80 resources (simulation run C)



100 processors and 80 resources (simulation run D)



100 processors and 80 resources (average of 10 runs)



Collective dynamics

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Collective dynamics considers the behaviour of populations of similar entities which can interactive with each other in seemingly simple ways to produce phenomena at the population level.

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For some SPA models we can make considerable gains in efficiency when solving the model if we take a collective dynamics view of the system.

Collective dynamics considers the behaviour of populations of similar entities which can interactive with each other in seemingly simple ways to produce phenomena at the population level.

In this case we lose the identity of components and even individuality, but for many models this is an approximation we are willing to make for the efficiency, or even tractability, of the models.

Process Algebra and Collective Dynamics

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Process Algebra and Collective Dynamics

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- Each component type captures the behaviour of one type of individual;
- The compositional structure of the model makes explicit interaction between component types;
- When there are many instances of the individual component types these may be regarded as a population;
- Through the interactions of these populations group or complex behaviours may emerge at the population level.

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To characterise the behaviour of a population we count the number of individuals within the population that are exhibiting certain behaviours rather than tracking individuals directly.

A shift in perspective allows us to model the interactions between individual components but then only consider the system as a whole as an interaction of populations.

This allows us to model much larger systems than previously possible but in making the shift we are no longer able to collect any information about individuals in the system.

To characterise the behaviour of a population we count the number of individuals within the population that are exhibiting certain behaviours rather than tracking individuals directly.

Furthermore we make a continuous approximation of how the counts vary over time.

Use continuous state variables to approximate the discrete state space.

0

0

Ο







	0	0	0	0	0	0	0	0	0
--	---	---	---	---	---	---	---	---	---



Use continuous state variables to approximate the discrete state space.

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

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Use continuous state variables to approximate the discrete state space.

Use continuous state variables to approximate the discrete state space.

Use ordinary differential equations to represent the evolution of those variables over time.

$$\begin{array}{lll} \textit{Proc}_{0} & \stackrel{\textit{def}}{=} & (\textit{task1}, \textit{r}_{1}).\textit{Proc}_{1} \\ \textit{Proc}_{1} & \stackrel{\textit{def}}{=} & (\textit{task2}, \textit{r}_{2}).\textit{Proc}_{0} \\ \textit{Res}_{0} & \stackrel{\textit{def}}{=} & (\textit{task1}, \textit{r}_{3}).\textit{Res}_{1} \\ \textit{Res}_{1} & \stackrel{\textit{def}}{=} & (\textit{reset}, \textit{r}_{4}).\textit{Res}_{0} \end{array}$$

 $Proc_0[N_P] \bigotimes_{_{\{task1\}}} Res_0[N_R]$

$$Proc_0 \stackrel{def}{=} (task1, r_1).Proc_2$$

 $Proc_1 \stackrel{det}{=} (task2, r_2).Proc_0$

- $Res_0 \stackrel{def}{=} (task1, r_3).Res_1$
- $Res_1 \stackrel{def}{=} (reset, r_4).Res_0$

 $Proc_0[N_P] \bigotimes_{_{\{task1\}}} Res_0[N_R]$

- *task*1 decreases *Proc*₀ and *Res*₀
- *task*1 increases *Proc*₁ and *Res*₁
- task2 decreases Proc1
- task2 increases Proc0
- reset decreases Res₁
- reset increases Res₀

$$Proc_0 \stackrel{\text{\tiny def}}{=} (task1, r_1).Proc_1$$

- $Proc_1 \stackrel{def}{=} (task2, r_2).Proc_0$
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 $Proc_0[N_P] \bigotimes_{_{\{task1\}}} Res_0[N_R]$

$$\frac{dx_1}{dt} = -\min(r_1 x_1, r_3 x_3) + r_2 x_2 x_1 = \text{no. of } Proc_0$$

- *task*1 decreases *Proc*₀
- task1 is performed by Proc₀ and Res₀
- task2 increases Proc₀
- task2 is performed by Proc1

$$\begin{array}{lll} \textit{Proc}_{0} & \stackrel{\textit{def}}{=} & (task1, r_{1}).\textit{Proc}_{1} \\ \textit{Proc}_{1} & \stackrel{\textit{def}}{=} & (task2, r_{2}).\textit{Proc}_{0} \\ \textit{Res}_{0} & \stackrel{\textit{def}}{=} & (task1, r_{3}).\textit{Res}_{1} \\ \textit{Res}_{1} & \stackrel{\textit{def}}{=} & (reset, r_{4}).\textit{Res}_{0} \end{array}$$

$$Proc_0[N_P] \bigotimes_{\{task1\}} Res_0[N_R]$$

ODE interpretation

 $\frac{dx_1}{dt} = -\min(r_1 x_1, r_3 x_3) + r_2 x_2$ $x_1 = \text{no. of } Proc_1$

$$\frac{dx_2}{dt} = \min(r_1 x_1, r_3 x_3) - r_2 x_2 x_2 = \text{no. of } Proc_2$$

$$\frac{dx_3}{dt} = -\min(r_1 x_1, r_3 x_3) + r_4 x_4 x_3 = \text{no. of } Res_0$$

$$\frac{dx_4}{dt} = \min(r_1 x_1, r_3 x_3) - r_4 x_4 x_4 = no. of Res_1$$

100 processors and 80 resources (average of 10 runs)



100 Processors and 80 resources (average of 100 runs)



100 processors and 80 resources (average of 1000 runs)



100 processors and 80 resources (ODE solution)



Outline

1 Introduction

- Performance Evaluation
- Stochastic Process Algebra
- SOS rules

2 Semantics for the modelling language

- Identity and Individuality
- Collective Dynamics
- Numerical illustration

3 Case study: smart building and active badges

4 Conclusions

Alternative interpretations

Case study: active badges

We have used the PEPA modelling language to analyse the configuration of a location tracking system based on active badges.

Active badges transmit unique infra-red signals which are detected by networked sensors. These report locations back to a central database.

Case study: active badges

The badges are battery-powered and the tradeoff in the system is between the conservation of battery power and the accuracy of the information harvested from the sensors.

Case study: active badges

The badges are battery-powered and the tradeoff in the system is between the conservation of battery power and the accuracy of the information harvested from the sensors.

When transmissions from badges collide, the badges sleep for a randomly determined time before retrying.

The PEPA model of this system tracks the progress of one badge-wearer around three connected corridors (numbered 14, 15 and 16).

The PEPA model of this system tracks the progress of one badge-wearer around three connected corridors (numbered 14, 15 and 16).

The activities which are performed in the system include the badge registering with a sensor (at rate r), the person moving to another corridor (at rate m) and a sensor reporting back to the central database (at rate s).

Person $P_{14} \stackrel{\text{def}}{=} (reg_{14}, r).P_{14} + (move_{15}, m).P_{15}$ $P_{15} \stackrel{\text{def}}{=} (reg_{15}, r).P_{15} + (move_{14}, m).P_{14} + (move_{16}, m).P_{16}$ $P_{16} \stackrel{\text{def}}{=} (reg_{16}, r).P_{16} + (move_{15}, m).P_{15}$

Person $P_{14} \stackrel{\text{def}}{=} (reg_{14}, r).P_{14} + (move_{15}, m).P_{15}$ $P_{15} \stackrel{\text{def}}{=} (reg_{15}, r).P_{15} + (move_{14}, m).P_{14} + (move_{16}, m).P_{16}$ $P_{16} \stackrel{\text{def}}{=} (reg_{16}, r).P_{16} + (move_{15}, m).P_{15}$

Sensor

$$\begin{array}{rcl} S_{14} & \stackrel{def}{=} & (reg_{14}, \top).(rep_{14}, s).S_{14} \\ S_{15} & \stackrel{def}{=} & (reg_{15}, \top).(rep_{15}, s).S_{15} \\ S_{16} & \stackrel{def}{=} & (reg_{16}, \top).(rep_{16}, s).S_{16} \end{array}$$

Database

DB_{14}	def =	$(rep_{14}, \top).DB_{14} + (rep_{15}, \top).DB_{15} + (rep_{16}, \top).DB_{16}$
DB_{15}	def =	$(rep_{14}, \top).DB_{14} + (rep_{15}, \top).DB_{15} + (rep_{16}, \top).DB_{16}$
DB_{16}	def =	$(rep_{14}, \top).DB_{14} + (rep_{15}, \top).DB_{15} + (rep_{16}, \top).DB_{16}$

Database

DB_{14}	def =	$(rep_{14}, \top).DB_{14} + (rep_{15}, \top).DB_{15} + (rep_{16}, \top).DB_{16}$
DB_{15}	def =	$(rep_{14}, \top).DB_{14} + (rep_{15}, \top).DB_{15} + (rep_{16}, \top).DB_{16}$
DB_{16}	def =	$(rep_{14}, \top).DB_{14} + (rep_{15}, \top).DB_{15} + (rep_{16}, \top).DB_{16}$

System

$$P_{14} \bowtie_{L} (S_{14} \parallel S_{15} \parallel S_{16}) \bowtie_{M} DB_{14}$$

where $L = \{ reg_{14}, reg_{15}, reg_{16} \}$ $M = \{ rep_{14}, rep_{15}, rep_{16} \}$
Case study: smart building and active badges

St Andrews, 08/04/19

Probability that the database holds inaccurate information



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Scalable Representations



Scalable Representations



Scalable Representations



Eclipse Plug-in for PEPA

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Robust tool support is essential to make develop techniques practical.

Other applications

PEPA, and the associated analysis techniques, were originally developed with the objective of studying computer systems.

However, it has also be adopted by modelling a wide-range of other types of system:

- Locks and movable bridges in inland shipping in Belgium (Knapen, Hasselt)
- Automotive on-board diagnostics expert systems (Console, Picardi and Ribaudo)
- Biological cell signalling pathways (Calder, Duguid, Gilmore and Hillston)
- Crowd dynamics in informatic environments (Harrison, Latella and Massink)

SPA



















 Stochastic Process Algebras like PEPA, provide a high-level modelling language for performance modelling with many benefits.

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- The semantics are encoded in software, so the underlying CTMC (or ODE) is generated automatically.

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- Similarly various model reduction techniques can be characterised by the syntax of the language, meaning that the validity of the reduction is proven for the language rather than on a model-by-model basis.
- PEPA has been used for a wide variety of applications, most recently to detect information leakage for secure computations.



Thanks!

Thanks!

More information:

http://www.dcs.ed.ac.uk/pepa