

Process Model to Predict Nondeterministic Behavior of IoT Systems

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31 October 2018

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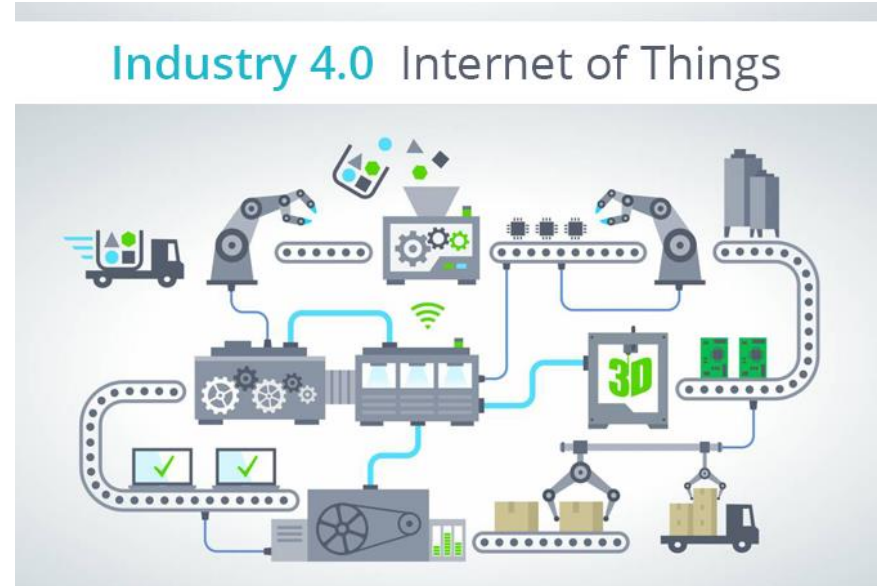
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1. Overview

Internet of Things

- ▶ **Definition**
 - ▶ Network of physical devices, vehicles, buildings and other items that enable these objects to collect and exchange data¹
- ▶ **Applications**
 - ▶ Media
 - ▶ Healthcare systems
 - ▶ Industry 4.0
 - ▶ ...
- ▶ **Challenges**
 - ▶ Safety
 - ▶ Security
 - ▶ Correctness
 - ▶ Complex dependencies
 - ▶ Cyber-Physical-Systems
- ▶ **Requirements**
 - ▶ Specification
 - ▶ Verification



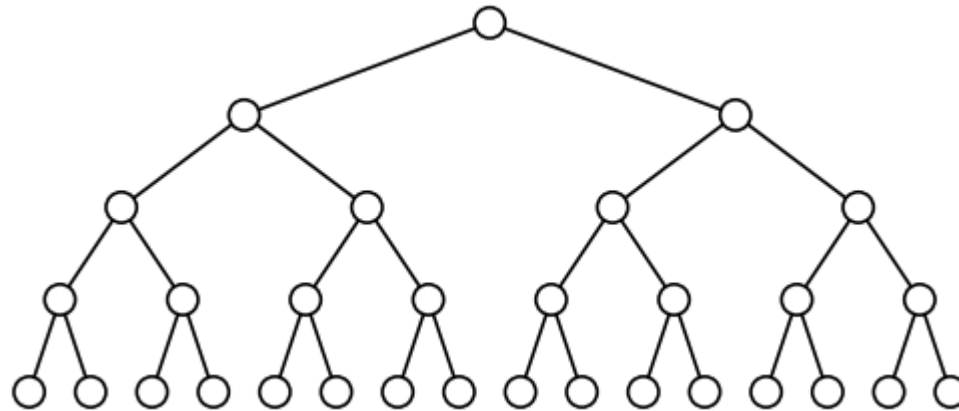
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1 https://en.wikipedia.org/wiki/Internet_of_things

2 <https://www.mobinius.com/industry-4-0-iot/>

Motivation

- ▶ Probability in IoT
 - ▶ Nondeterministic behavior of each devices
 - ▶ Complex
 - ▶ Non-predictable
 - ▶ Analysis and design are difficult



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Motivation

▶ Probability in IoT

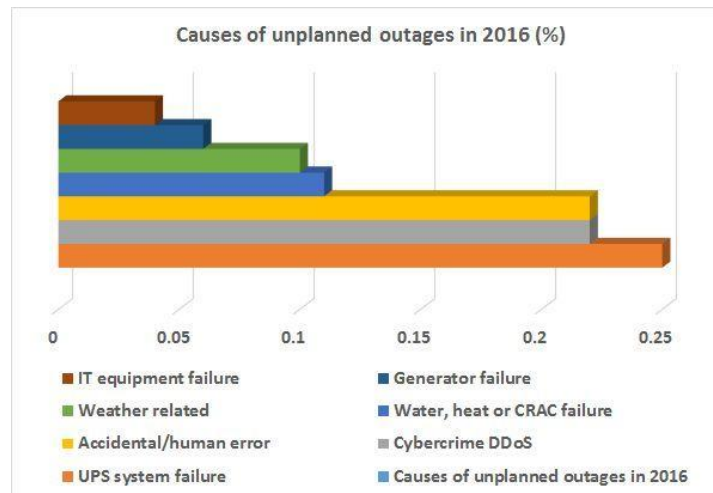
▶ Probability

▶ In design step, statistics data is used

- Error occurred
- Route selection

▶ Probability is used to analyze

- Risk management
- Behavior prediction

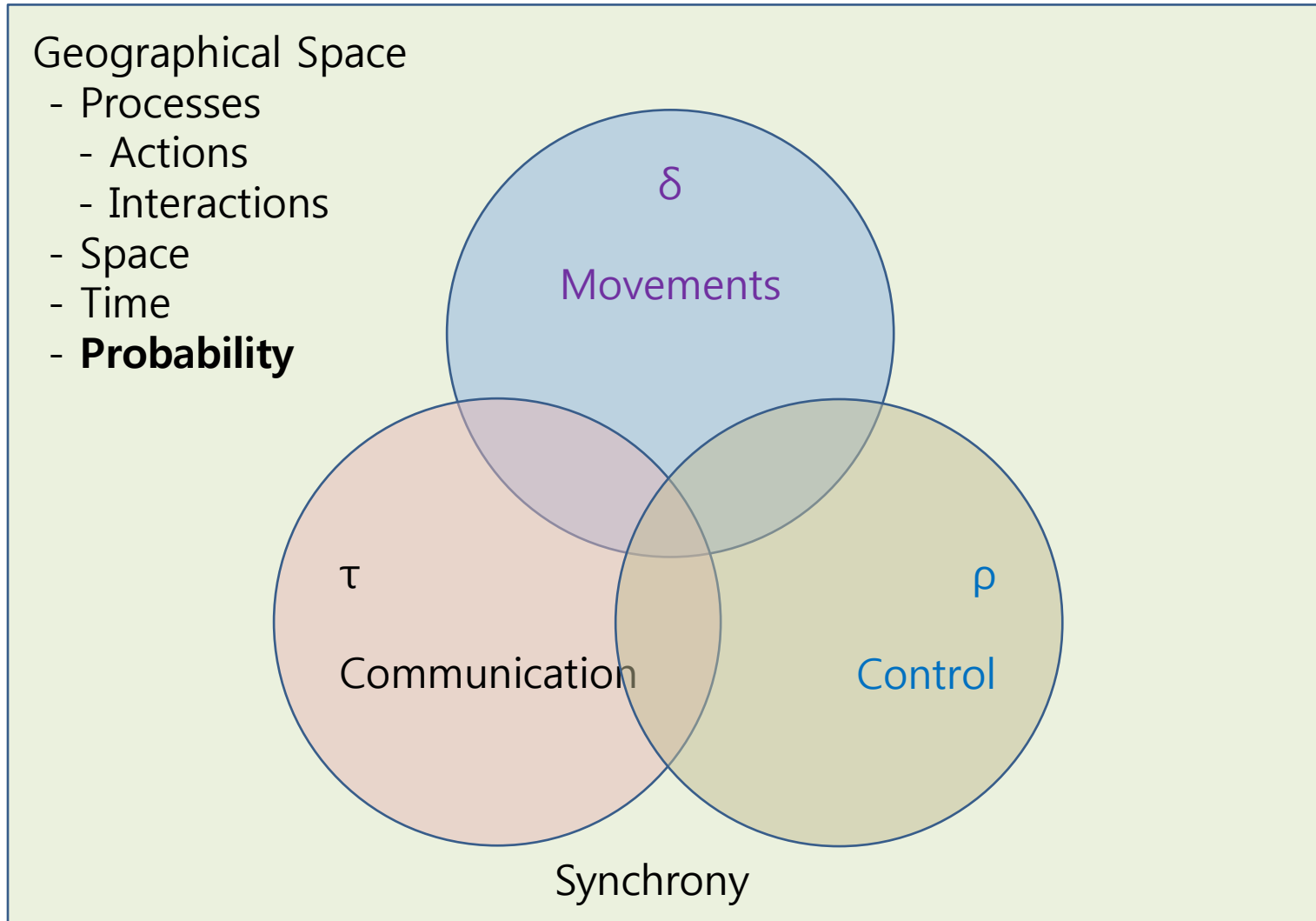


Approach

- ▶ Process algebra
 - ▶ Specify IoT systems
 - ▶ Analyze IoT systems
 - ▶ Specify probability density function
 - ▶ Probabilistic analysis

2. dTP-Calculus

dTP-Calculus



Syntax

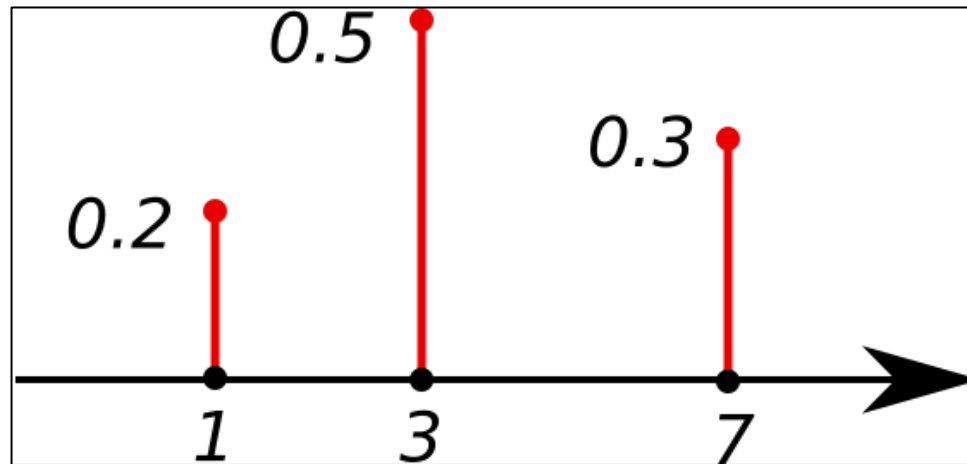
$P ::= A$	Action	$A ::= \emptyset$	Empty
$A_{[r,to,e,d]}^{p,n}$	Timed action	$r(\overline{msg})$	Send
$P_{[r,to,e,d]}^{p,n}$	Timed process	$r(msg)$	Receive
$P_{(n)}$	Priority	M	Movement action
$P[Q]$	Nesting	C	Control action
$P\langle r \rangle$	Channel	$M ::= m^P(k) P$	Movement request
$P + Q$	Choice	$P m(k)$	Movement permission
$P\{c\} +_F Q\{c\}$	Probabilistic choice	$m ::= in$	In movement
$P \parallel Q$	Parallel	out	Out movement
$P \setminus E$	Exception	get	Get movement
$A \cdot P$	Sequence	put	Put movement
$F ::= D$	Discrete distribution	$C ::= new P$	Create process
$N(\mu, \sigma)$	Normal distribution	$kill P$	Kill process
$E(\lambda)$	Exponential distribution	$exit$	Exit process
$U(l, u)$	Uniform distribution		

Syntax

- ▶ **Probability**
 - ▶ Probabilities specification
 - ▶ Discrete distribution
 - ▶ Probability density function specification
 - ▶ Normal distribution
 - ▶ Exponential distribution
 - ▶ Uniform distribution

Syntax

- ▶ Probabilistic choice
 - ▶ Discrete distribution
 - ▶ $P\{c\} +_D Q\{c\}$
 - c : Probability
 - ▶ Example
 - $P\{0.2\} +_D Q\{0.5\} +_D R\{0.3\}$



Syntax

▶ Probabilistic choice

▶ Normal distribution

▶ $P\{c\} +_{N(\mu,\sigma)} Q\{c\}$

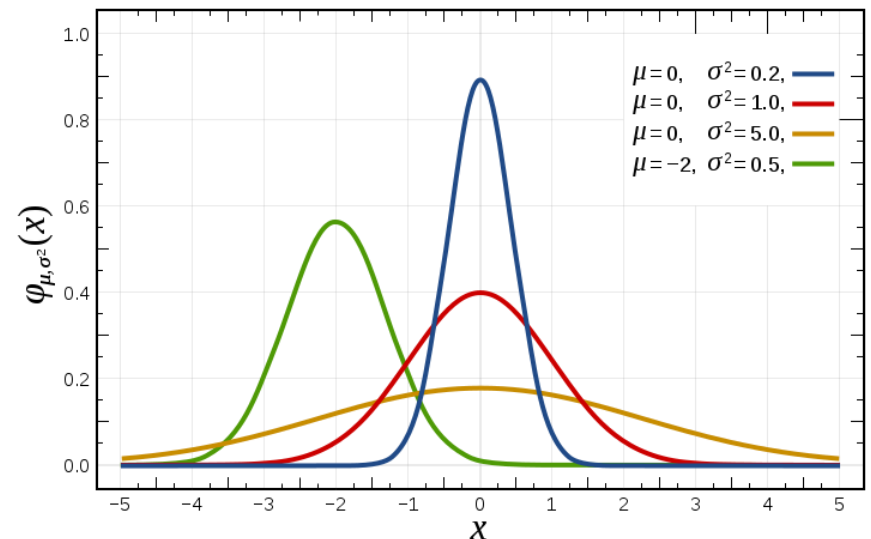
□ c : Variable area (Condition)

□ μ : Mean

□ σ : Standard deviation

▶ Example

□ $P\{v > 52\} +_{N(50,5)} Q\{v \leq 52\}$



Syntax

▶ Probabilistic choice

▶ Exponential distribution

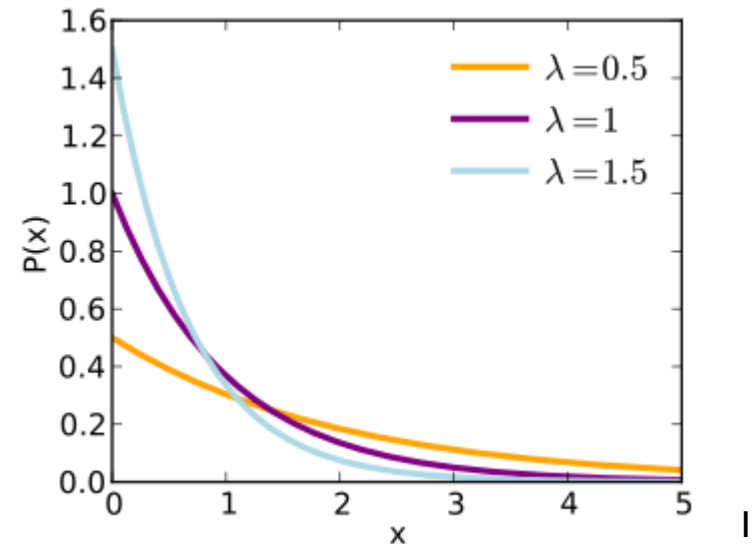
▶ $P\{c\} +_{E(\lambda)} Q\{c\}$

□ c : Variable area (Condition)

□ λ : Frequency

▶ Example

□ $P\{v > 2.5\} +_{E(0.33)} Q\{v \leq 2.5\}$



Syntax

▶ Probabilistic choice

▶ Uniform distribution

▶ $P\{c\} +_{U(l,u)} Q\{c\}$

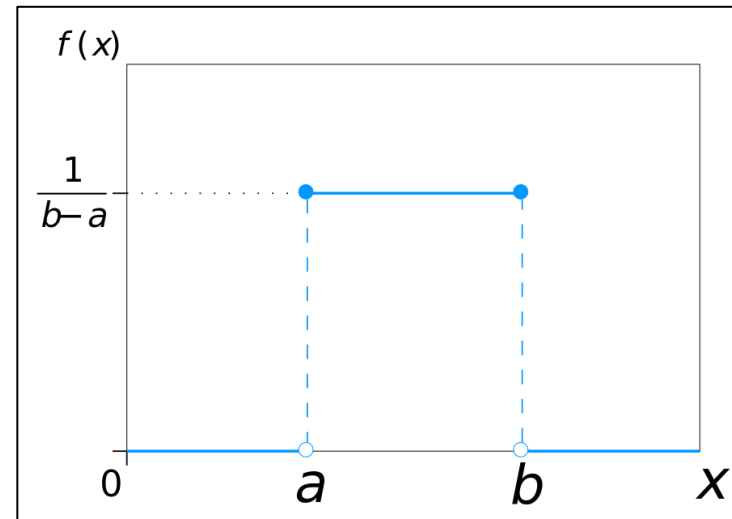
□ c : Variable area (Condition)

□ l : Lower bound

□ u : Upper bound

▶ Example

□ $P\{v > 5\} +_{U(3,7)} Q\{v \leq 5\}$



Syntax

▶ Probabilistic choice

▶ Summation of the probabilities should be 1

▶ Discrete distribution

▶ $P_1\{c_1\} +_D P_2\{c_2\} +_D \cdots +_D P_n\{c_n\}$

□ $\sum_{i=1}^n c_i = 1$

▶ Normal distribution, uniform distribution

▶ $P_1\{c_1\} +_F P_2\{c_2\} +_F \cdots +_F P_n\{c_n\}$

□ $\bigcup_{i=1}^n c_i = \mathbb{R}$

□ $\forall i, j \in \{x \mid x \in \mathbb{N}, 1 \leq x \leq n\}$ then $c_i \cap c_j = \emptyset$ (for $i \neq j$)

▶ Exponential distribution

▶ $P_1\{c_1\} +_F P_2\{c_2\} +_F \cdots +_F P_n\{c_n\}$

□ $\bigcup_{i=1}^n c_i = \{x \mid x \geq 0, x \in \mathbb{R}\}$

□ $\forall i, j \in \{x \mid x \in \mathbb{N}, 1 \leq x \leq n\}$ then $c_i \cap c_j = \emptyset$ (for $i \neq j$)

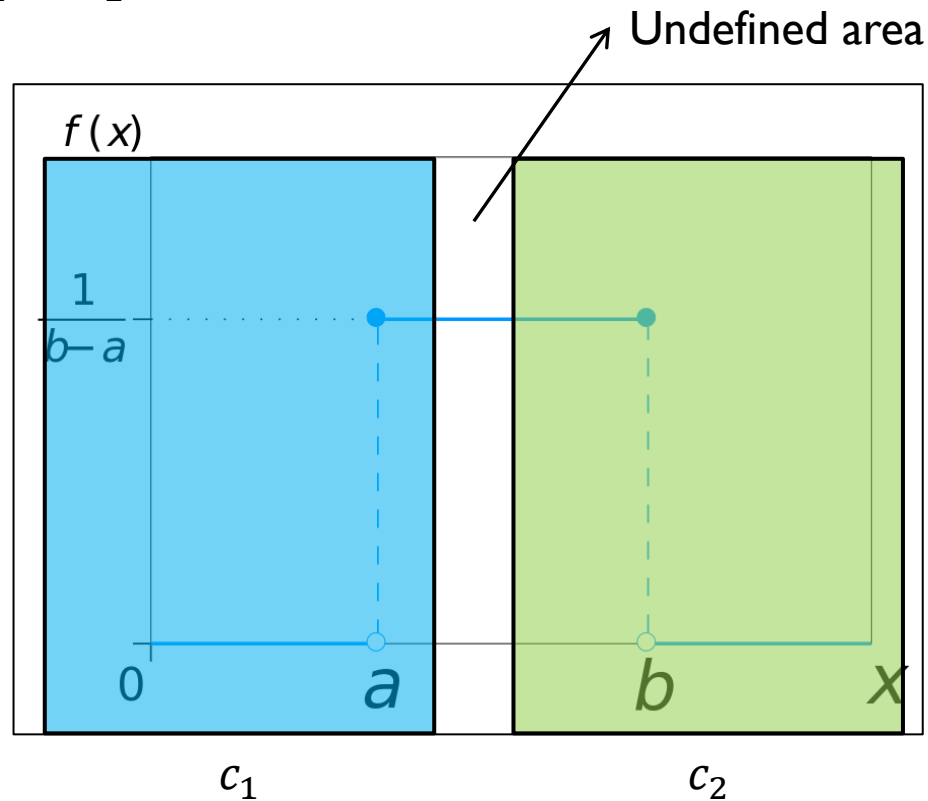
Syntax

- ▶ Probabilistic choice

- ▶ Error

- ▶ Summation of the probabilities is less than 1

- $P\{c_1\} +_F Q\{c_2\}$



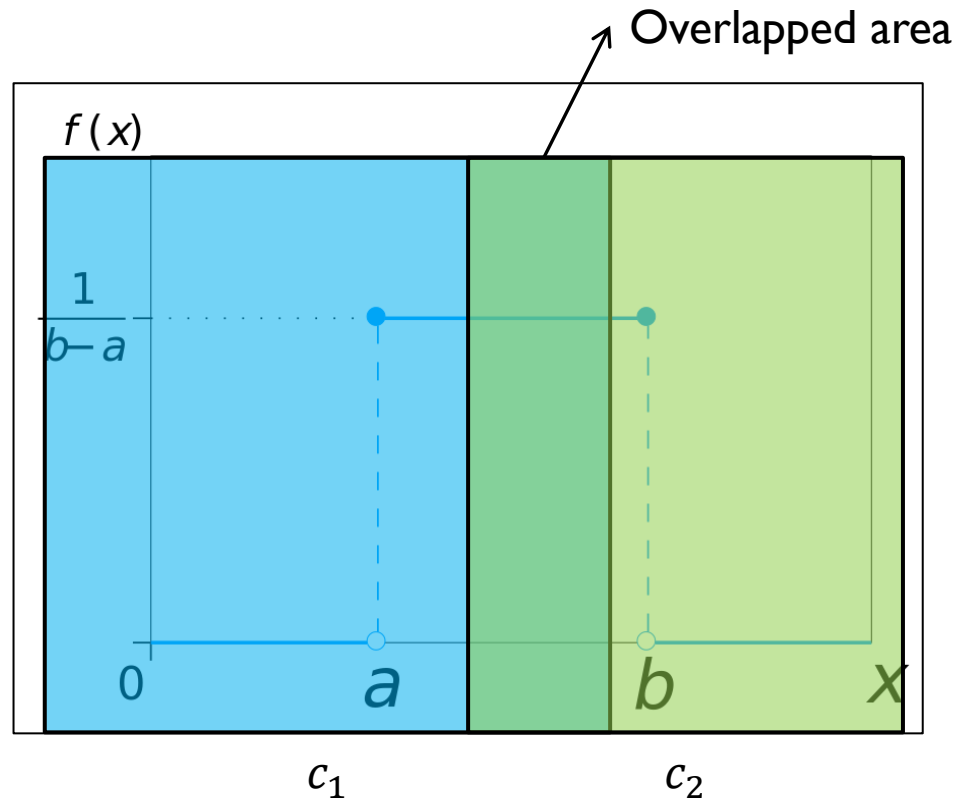
Syntax

- ▶ Probabilistic choice

- ▶ Error

- ▶ Summation of the probabilities is greater than 1

- $P\{c_1\} +_F Q\{c_2\}$



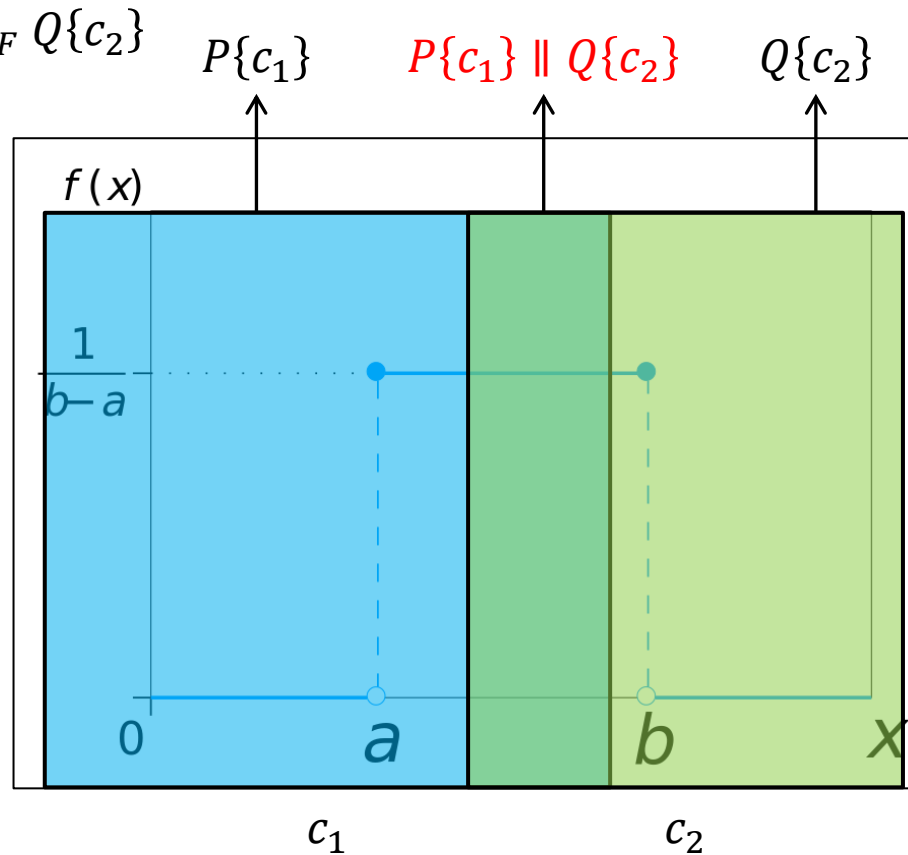
Syntax

- ▶ Probabilistic choice

- ▶ Error

- ▶ Summation of the probabilities is greater than 1

- $P\{c_1\} +_F Q\{c_2\}$

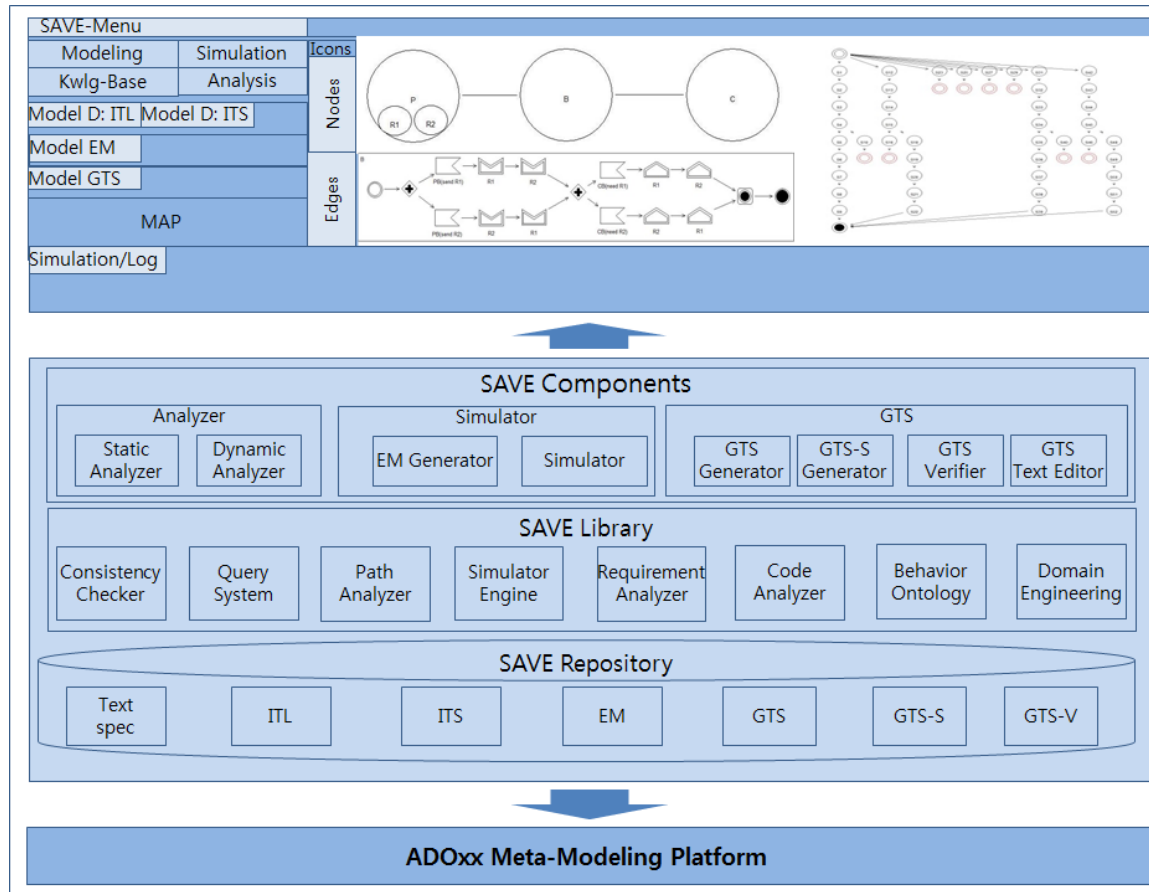


3. SAVE

SAVE

▶ SAVE

- ▶ Specification, Analysis, Verification, and Evaluation
- ▶ Based on ADOxx meta-modeling platform

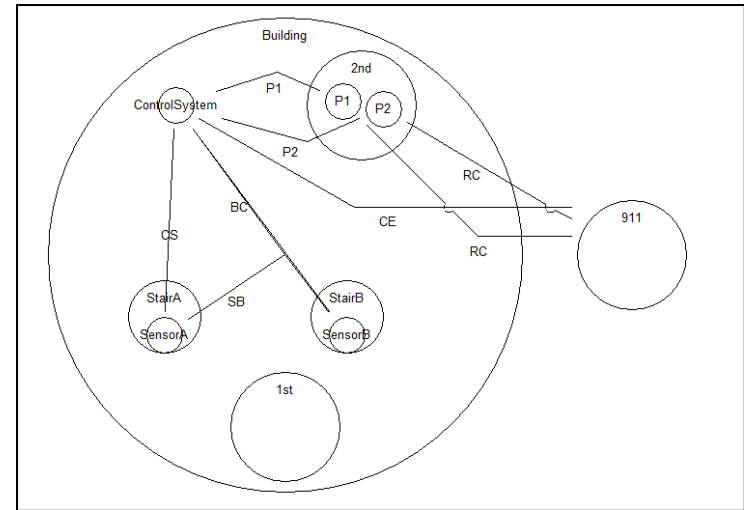


Specification - Visualization

- ▶ **Graphic language**

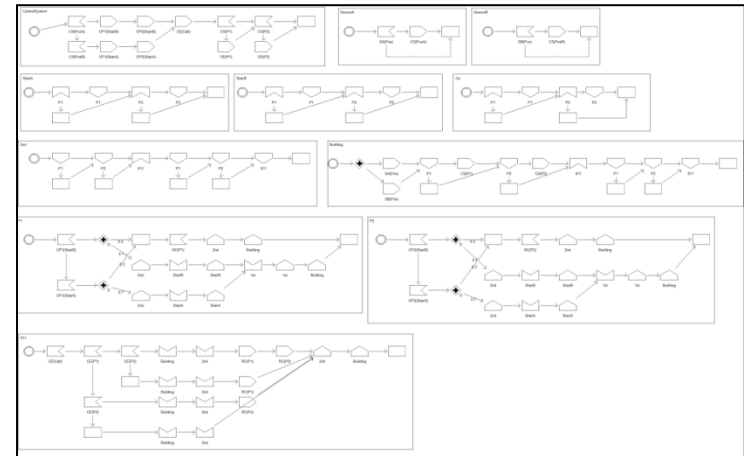
- ▶ **System View**

- ▶ In-the-Large (ITL) Model
 - ▶ Representation
 - Interactions of each processes

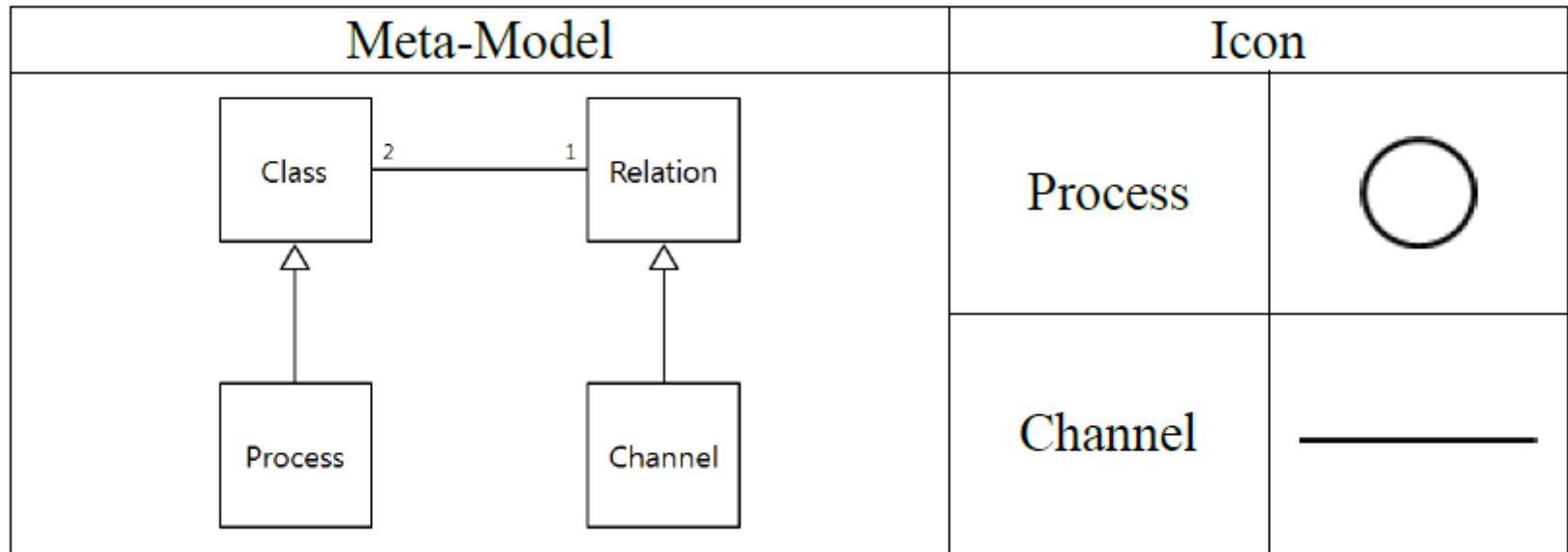


- ▶ **Process View**

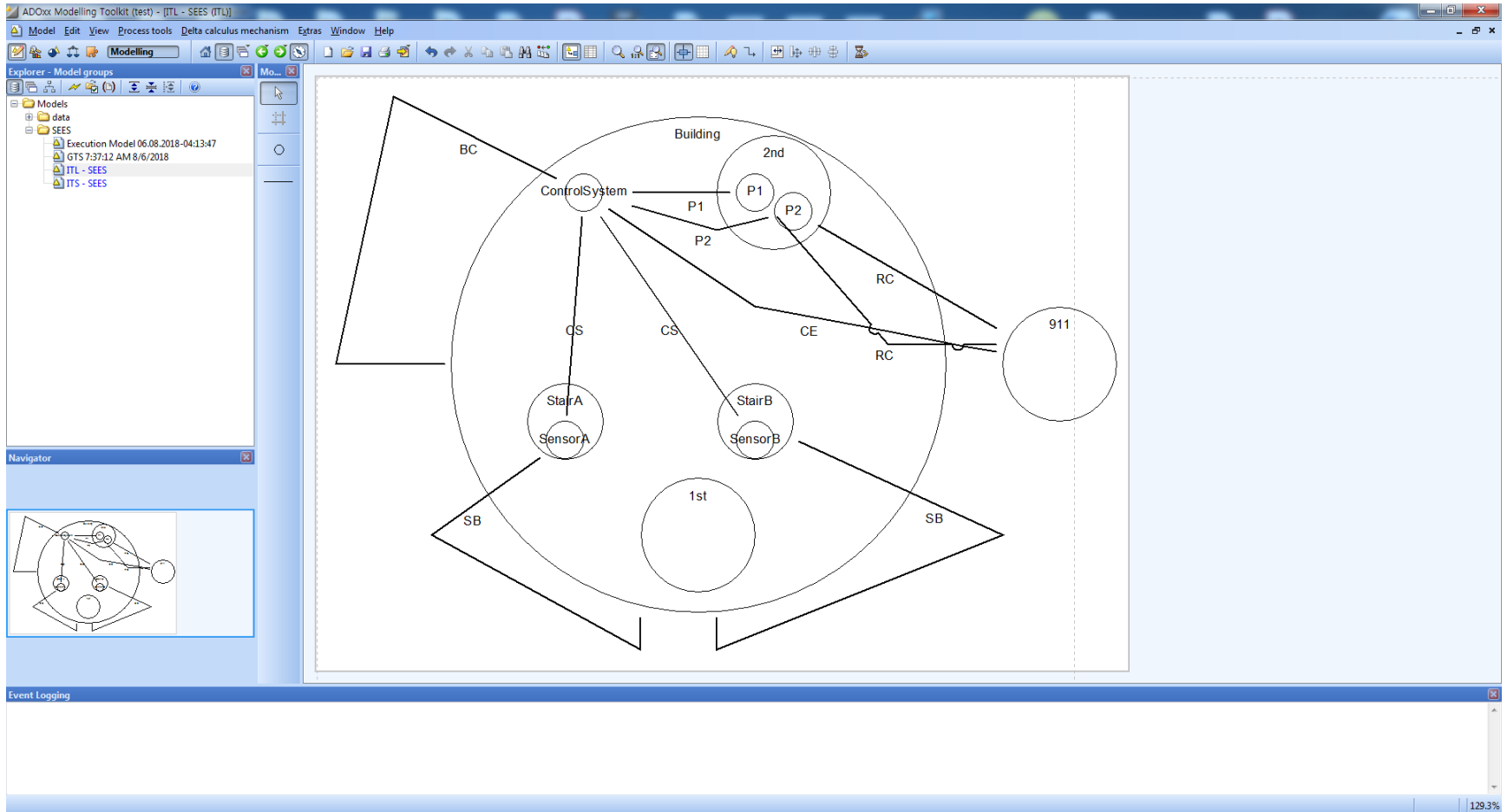
- ▶ In-the-Small (ITS) Model
 - ▶ Representation
 - Detailed actions of each processes



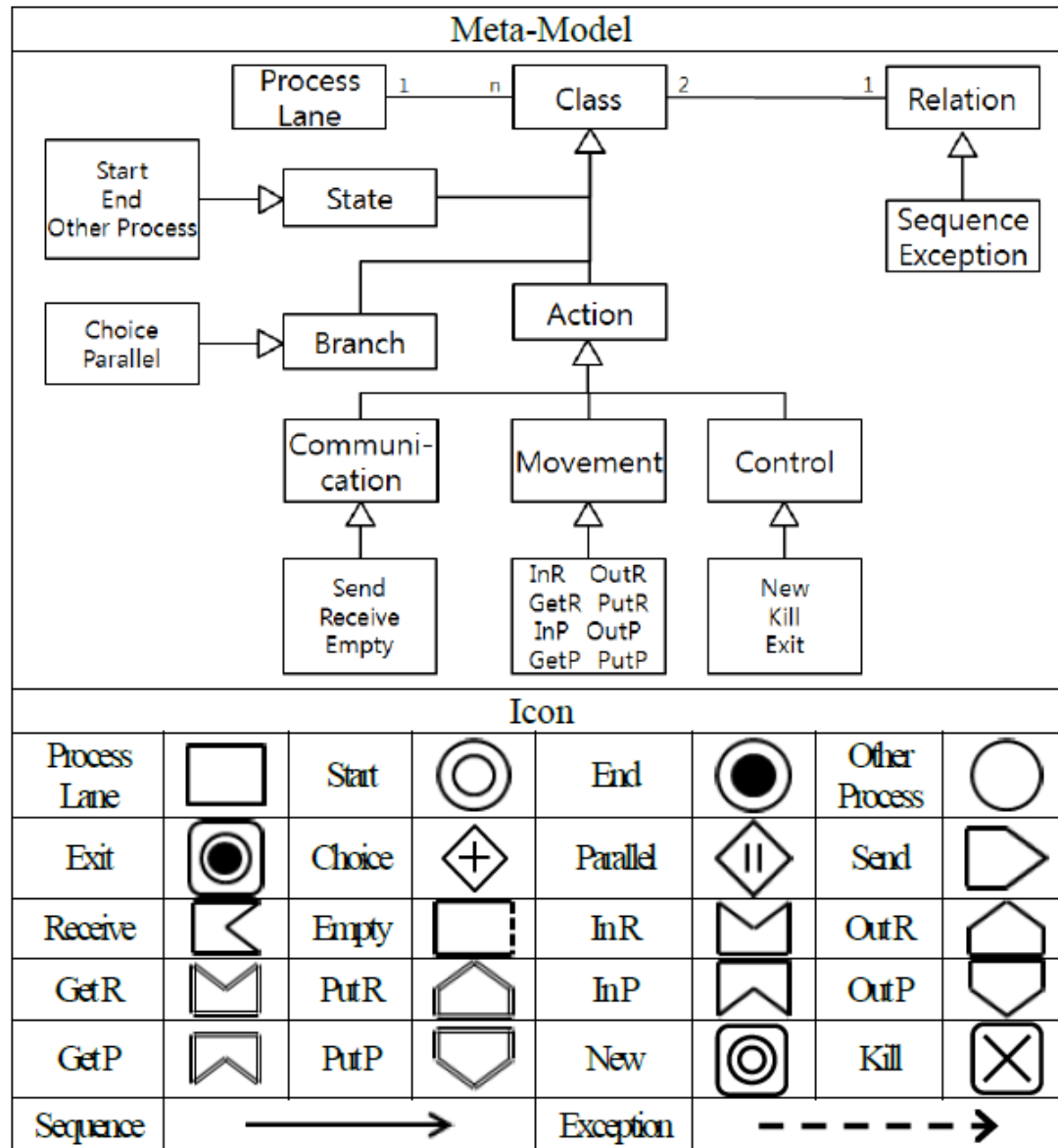
System View



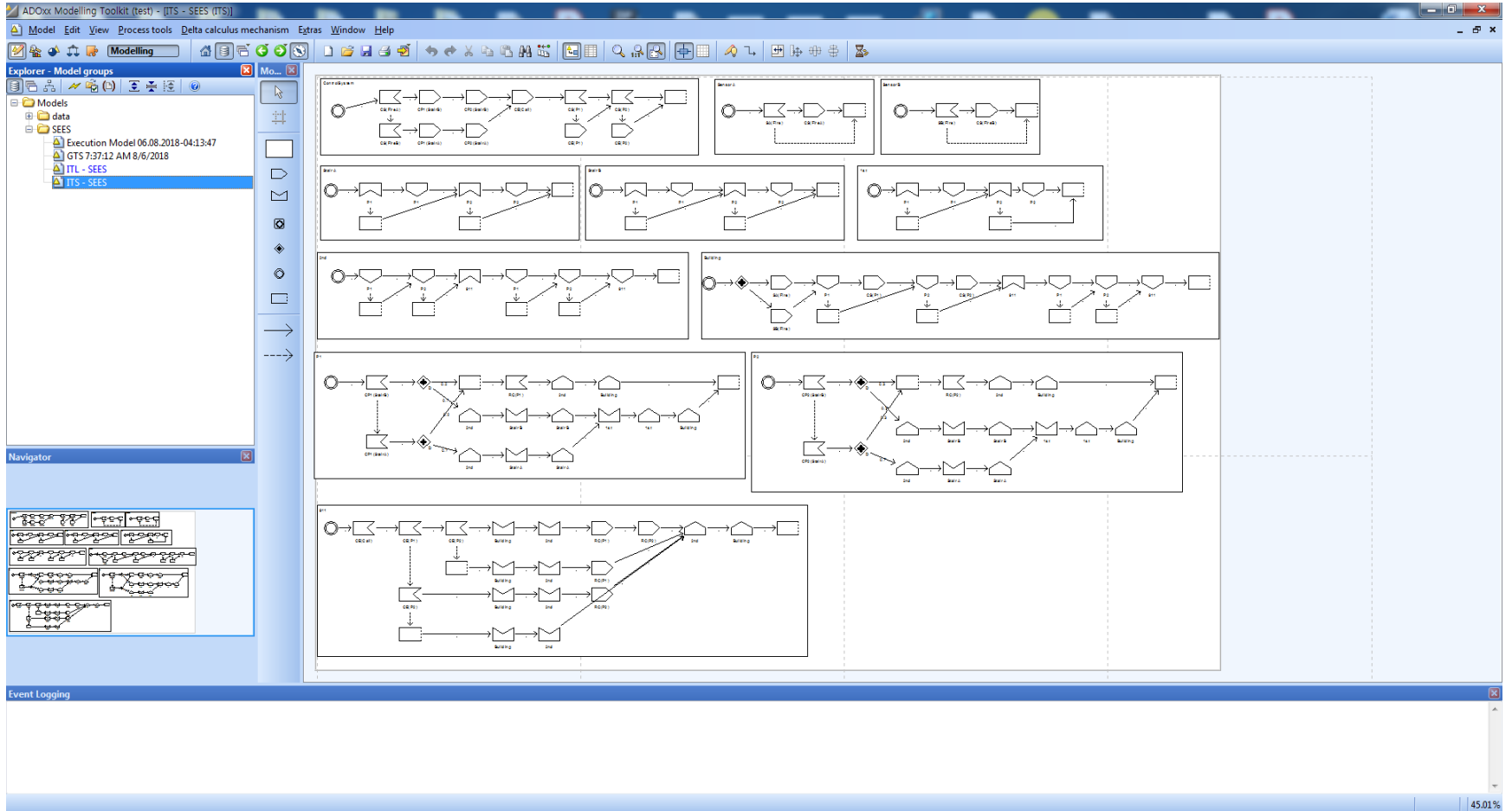
System View



Process View

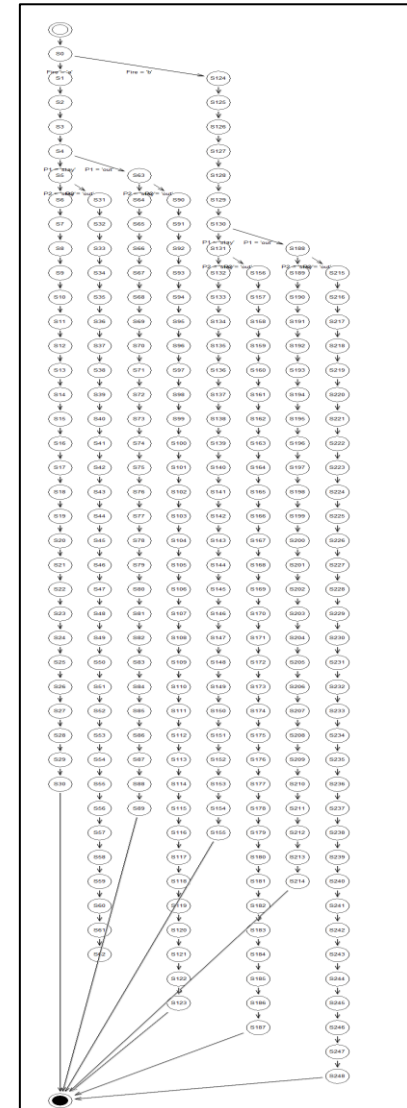


Process View

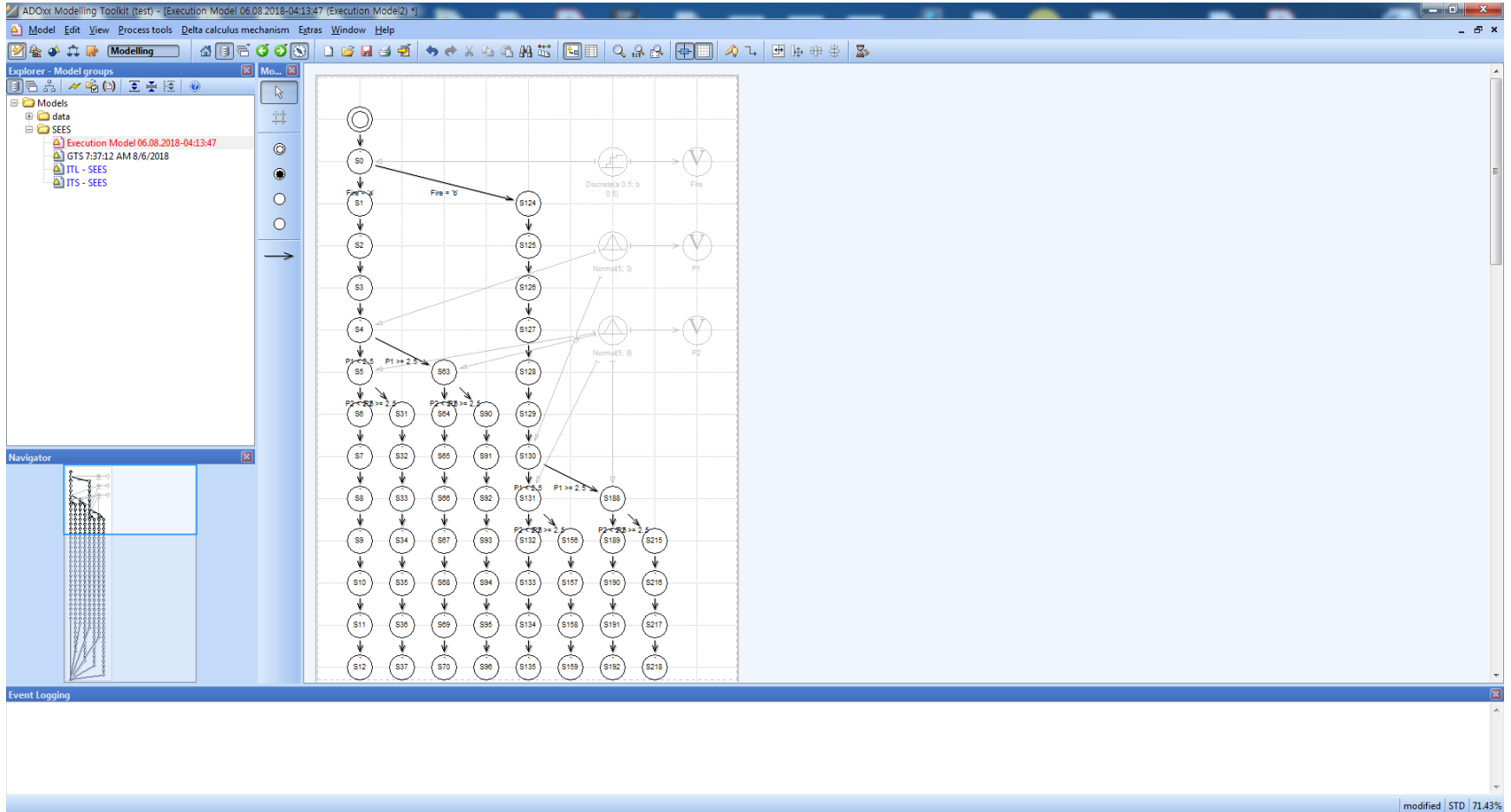


Analysis

- ▶ Analysis
 - ▶ Path analysis
 - ▶ All possible execution path
 - ▶ Generate simulation model
 - ▶ Simulation
 - ▶ Simulate the system based on a path

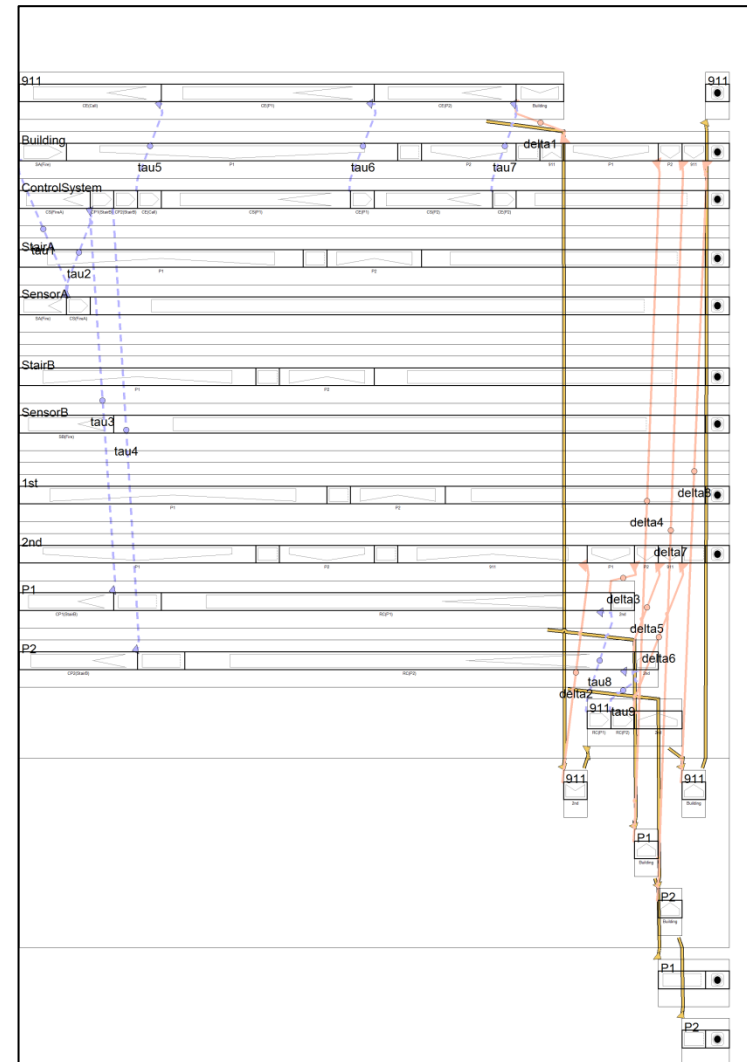


Simulation model

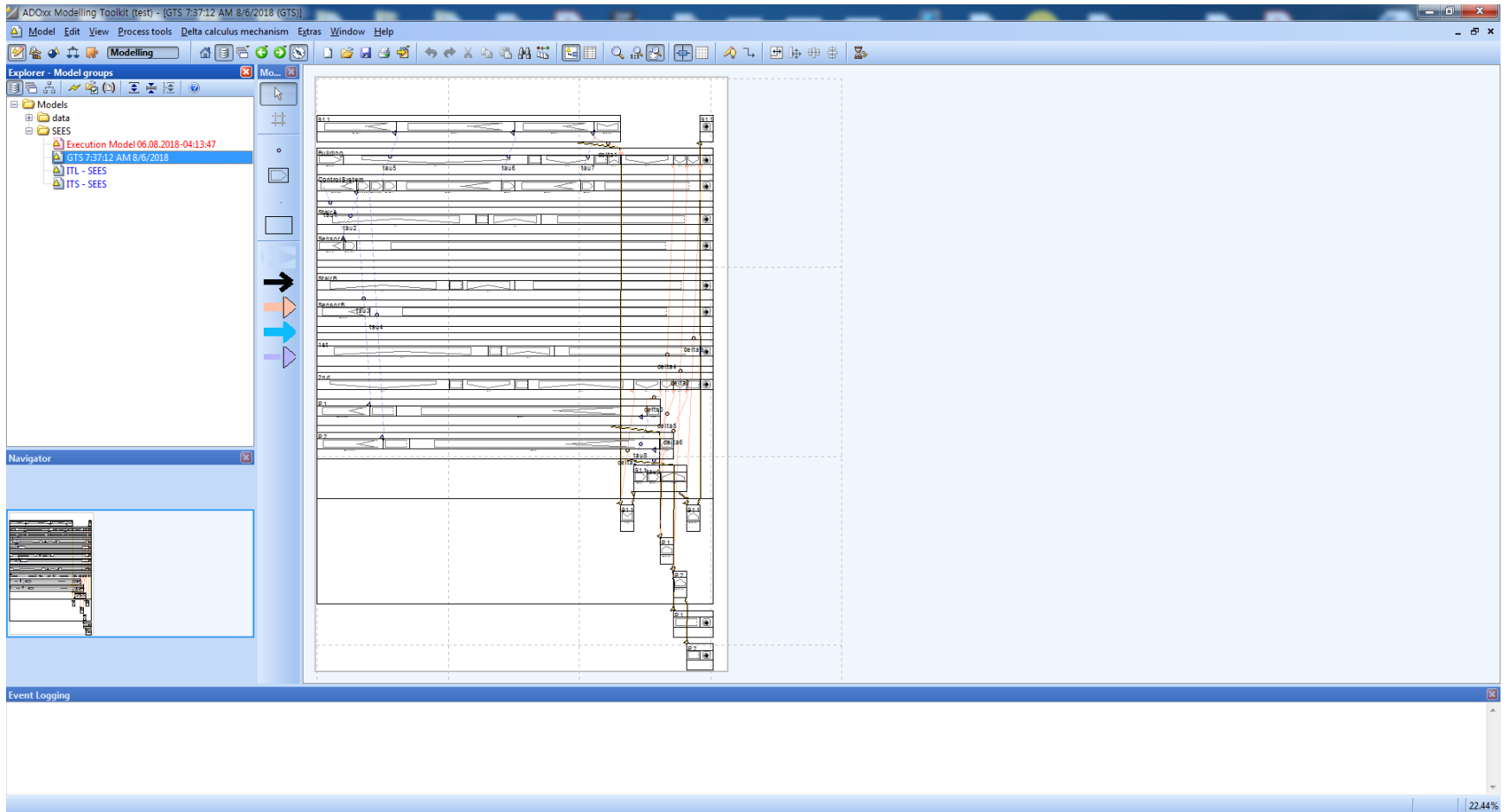


Verification

- ▶ Verification
 - ▶ Behavior analysis
 - ▶ Analyze the system behavior
 - ▶ Generate geo-temporal space model
 - ▶ Requirements Verification
 - ▶ Verify a set of system requirements



Analysis model



4. Example

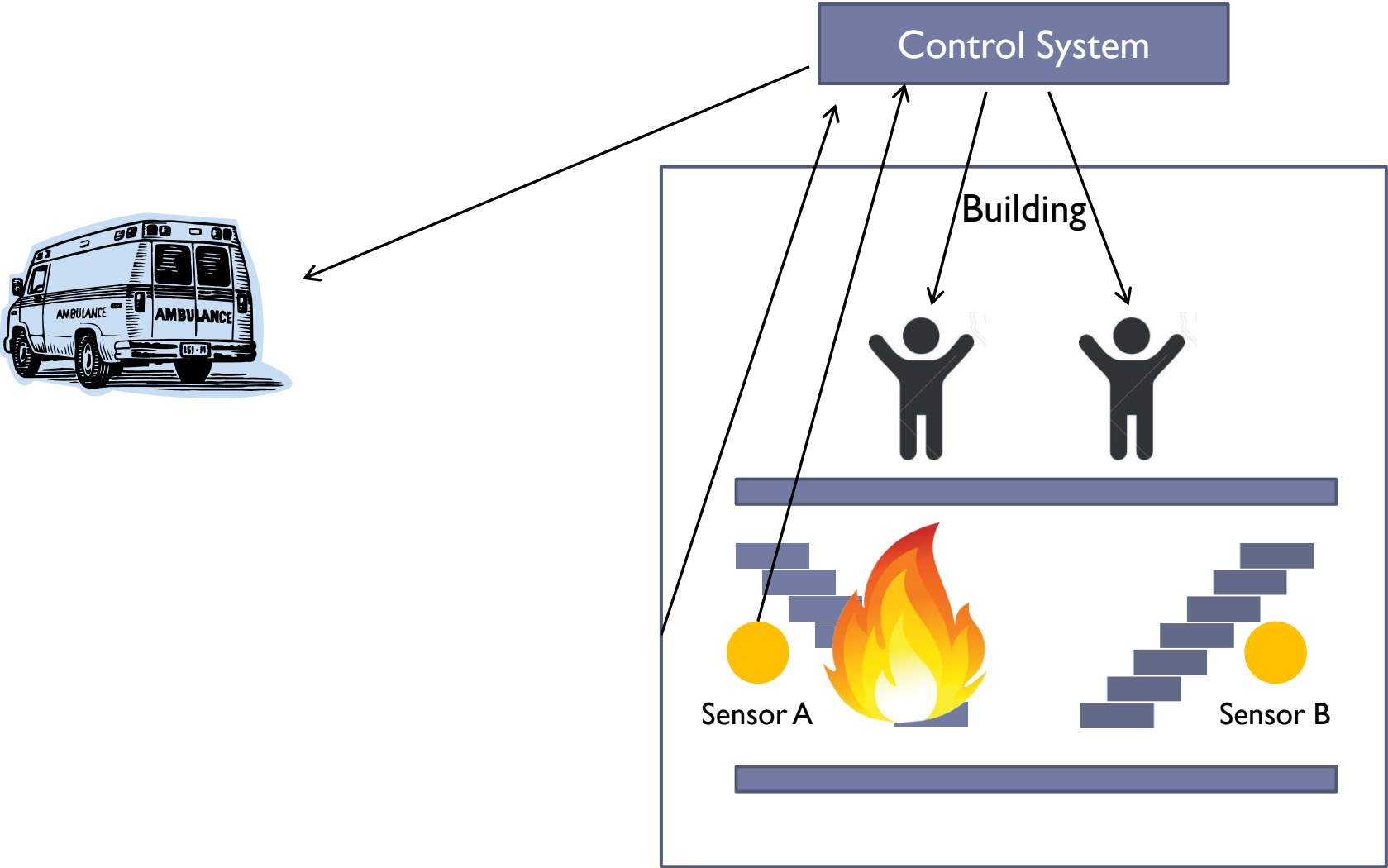
Example

- ▶ Smart Emergency Evacuation System
 - ▶ Sensors
 - ▶ Fire detection
 - ▶ Control System
 - ▶ Evacuation alarm
 - ▶ Rescue request
 - ▶ Evacuation route notification



|

Example



Example

► Textual Specification

```
Sys := Building[Control System|StairA[SensorA]|StairB[SensorB] |1st floor|2nd floor[P1|P2]]| 911;
Control System := (CS(FireA)[0,-,1,3] · P1(StairB) · P2(StairB)) \ (CS(FireB) · P1(StairA) · P2(StairA))
                · CE(Call) · CS(P1)[0,-,1,7] \ CE(P1) · CS(P2)[0,-,1,4] \ CE(P2);
SensorA := (SA(Fire)[0,-,1,2] · CS(FireA)) \ ∅3;
SensorB := (SB(Fire)[0,-,1,2] · CS(FireB)) \ ∅3;
P1 := (P1(StairB)[0,-,1,3] · (∅.RC(P1).out 2nd.out Building{v < 2.5} +N(5,3) out 2nd.in StairB.out StairB.in 1st.out 1st.out Building{v ≥ 2.5}))
      \ (P1(StairA) · (∅.RC(P1).out 2nd.out Building{v < 2.5} +N(5,3) out 2nd.in StairA.out StairA.in 1st.out 1st.out Building{v ≥ 2.5}));
P2 := (P2(StairB)[0,-,1,4] · (∅.RC(P2).out 2nd.out Building{v < 2.5} +N(5,8) out 2nd.in StairB.out StairB.in 1st.out 1st.out Building{v ≥ 2.5}))
      \ (P2(StairA) · (∅.RC(P2).out 2nd.out Building{v < 2.5} +N(5,8) out 2nd.in StairA.out StairA.in 1st.out 1st.out Building{v ≥ 2.5}));
StairA := (P1 in[0,-,1,10] · P1 out) \ ∅ · (P2 in[0,-,1,3] · P2 out) \ ∅;
StairB := (P1 in[0,-,1,8] · P1 out) \ ∅ · (P2 in[0,-,1,3] · P2 out) \ ∅;
1st floor := (P1 in[0,-,1,11] · P1 out) \ ∅ · (P2 in[0,-,1,3] · P2 out) \ ∅;
2nd floor := P1 out[0,-,1,8] \ ∅ · P2 out[0,-,1,3] \ ∅ · 911 in · P1 out[0,-,1,5] \ ∅ · P2 out[0,-,1,3] \ ∅ · 911 out;
Building := (SA(Fire){0.5} +D SB(Fire){0.5}) · (P1 out[0,-,1,13] · CS(P1)) \ ∅ · (P2 out[0,-,1,3] · CS(P2)) \ ∅
           · 911 in · P1 out[0,-,1,5] \ ∅ · P2 out[0,-,1,3] \ ∅ · 911 out;
911 := Ce(Call) · CE(P1)[0,-,1,10] \ ((CE(P2)[0,-,1,3] · in Building · in 2nd · RC(P2) · out 2nd · out Building)
    \ in Building · in 2nd · out 2nd · out Building)
     · (CE(P2)[0,-,1,8] · in Building · in 2nd · RC(P1) · RC(P2) · out 2nd · out Building)
     \ (in Building · in 2nd · RC(P1) · out 2nd · out Building)
```

Example

► Textual Specification

```
Sys := Building[Control System|StairA[SensorA]|StairB[SensorB] |1st floor|2nd floor[P1|P2]]| 911;
Control System := (CS(FireA)[0,-,1,3] · P1(StairB) · P2(StairB)) \ (CS(FireB) · P1(StairA) · P2(StairA))
                · CE(Call) · CS(P1)[0,-,1,7] \ CE(P1) · CS(P2)[0,-,1,4] \ CE(P2);
SensorA := (SA(Fire)[0,-,1,2] · CS(FireA)) \ 03;
SensorB := (SB(Fire)[0,-,1,2] · CS(FireB)) \ 03;
P1 := (P1(StairB)[0,-,1,3] · (∅ · RC(P1).out 2nd.out Building{v < 2.5} +N(5,3) out 2nd.in StairB.out StairB.in 1st.out 1st.out Building{v ≥ 2.5}))
      \ (P1(StairA) · (∅ · RC(P1).out 2nd.out Building{v < 2.5} +N(5,3) out 2nd.in StairA.out StairA.in 1st.out 1st.out Building{v ≥ 2.5}));
P2 := (P2(StairB)[0,-,1,4] · (∅ · RC(P2).out 2nd.out Building{v < 2.5} +N(5,8) out 2nd.in StairB.out StairB.in 1st.out 1st.out Building{v ≥ 2.5}))
      \ (P2(StairA) · (∅ · RC(P2).out 2nd.out Building{v < 2.5} +N(5,8) out 2nd.in StairA.out StairA.in 1st.out 1st.out Building{v ≥ 2.5}));
StairA := (P1 in[0,-,1,10] · P1 out) \ ∅ · (P2 in[0,-,1,3] · P2 out) \ ∅;
StairB := (P1 in[0,-,1,8] · P1 out) \ ∅ · (P2 in[0,-,1,3] · P2 out) \ ∅;
1st floor := (P1 in[0,-,1,11] · P1 out) \ ∅ · (P2 in[0,-,1,3] · P2 out) \ ∅;
2nd floor := P1 out[0,-,1,8] \ ∅ · P2 out[0,-,1,3] \ ∅ · 911 in · P1 out[0,-,1,5] \ ∅ · P2 out[0,-,1,3] \ ∅ · 911 out;
Building := (SA(Fire){0.5} +d SB(Fire){0.5}) · (P1 out[0,-,1,13] · CS(P1)) \ ∅ · (P2 out[0,-,1,3] · CS(P2)) \ ∅
            · 911 in · P1 out[0,-,1,5] \ ∅ · P2 out[0,-,1,3] \ ∅ · 911 out;
911 := Ce(Call) · CE(P1)[0,-,1,10] \ ((CE(P2)[0,-,1,3] · in Building · in 2nd · RC(P2) · out 2nd · out Building)
    \ in Building · in 2nd · out 2nd · out Building)
    · (CE(P2)[0,-,1,8] · in Building · in 2nd · RC(P1) · RC(P2) · out 2nd · out Building)
    \ (in Building · in 2nd · RC(P1) · out 2nd · out Building)
```

Example

► Textual Specification

```
Sys := Building[Control System|StairA[SensorA]|StairB[SensorB] |1st floor|2nd floor[P1|P2]]| 911;
Control System := (CS(FireA)[0,-,1,3] · P1(StairB) · P2(StairB)) \ (CS(FireB) · P1(StairA) · P2(StairA))
                · CE(Call) · CS(P1)[0,-,1,7] \ CE(P1) · CS(P2)[0,-,1,4] \ CE(P2);
SensorA := (SA(Fire)[0,-,1,2] · CS(FireA)) \ ∅3;
SensorB := (SB(Fire)[0,-,1,2] · CS(FireB)) \ ∅3;
P1 := (P1(StairB)[0,-,1,3] · (∅.RC(P1).out 2nd.out Building{v < 2.5} +N(5,3) out 2nd.in StairB.out StairB.in 1st.out 1st.out Building{v ≥ 2.5}))
      \ (P1(StairA) · (∅.RC(P1).out 2nd.out Building{v < 2.5} +N(5,3) out 2nd.in StairA.out StairA.in 1st.out 1st.out Building{v ≥ 2.5}));
P2 := (P2(StairB)[0,-,1,4] · (∅.RC(P2).out 2nd.out Building{v < 2.5} +N(5,8) out 2nd.in StairB.out StairB.in 1st.out 1st.out Building{v ≥ 2.5}))
      \ (P2(StairA) · (∅.RC(P2).out 2nd.out Building{v < 2.5} +N(5,8) out 2nd.in StairA.out StairA.in 1st.out 1st.out Building{v ≥ 2.5}));
StairA := (P1 in[0,-,1,10] · P1 out) \ ∅ · (P2 in[0,-,1,3] · P2 out) \ ∅;
StairB := (P1 in[0,-,1,8] · P1 out) \ ∅ · (P2 in[0,-,1,3] · P2 out) \ ∅;
1st floor := (P1 in[0,-,1,11] · P1 out) \ ∅ · (P2 in[0,-,1,3] · P2 out) \ ∅;
2nd floor := P1 out[0,-,1,8] \ ∅ · P2 out[0,-,1,3] \ ∅ · 911 in · P1 out[0,-,1,5] \ ∅ · P2 out[0,-,1,3] \ ∅ · 911 out;
Building := (SA(Fire){0.5} +D SB(Fire){0.5}) · (P1 out[0,-,1,13] · CS(P1)) \ ∅ · (P2 out[0,-,1,3] · CS(P2)) \ ∅
           · 911 in · P1 out[0,-,1,5] \ ∅ · P2 out[0,-,1,3] \ ∅ · 911 out;
911 := Ce(Call) · CE(P1)[0,-,1,10] \ ((CE(P2)[0,-,1,3] · in Building · in 2nd · RC(P2) · out 2nd · out Building)
    \ in Building · in 2nd · out 2nd · out Building)
     · (CE(P2)[0,-,1,8] · in Building · in 2nd · RC(P1) · RC(P2) · out 2nd · out Building)
     \ (in Building · in 2nd · RC(P1) · out 2nd · out Building)
```

Example

► Textual Specification

```
Sys := Building[Control System|StairA[SensorA]|StairB[SensorB] |1st floor|2nd floor[P1|P2]]| 911;
Control System := (CS(FireA)[0,-,1,3] · P1(StairB) · P2(StairB)) \ (CS(FireB) · P1(StairA) · P2(StairA))
                · CE(Call) · CS(P1)[0,-,1,7] \ CE(P1) · CS(P2)[0,-,1,4] \ CE(P2);
SensorA := (SA(Fire)[0,-,1,2] · CS(FireA)) \ ∅3;
SensorB := (SB(Fire)[0,-,1,2] · CS(FireB)) \ ∅3;
P1 := (P1(StairB)[0,-,1,3] · (∅.RC(P1).out 2nd.out Building{v < 2.5} +N(5,3) out 2nd.in StairB.out StairB.in 1st.out 1st.out Building{v ≥ 2.5}))
      \ (P1(StairA) · (∅.RC(P1).out 2nd.out Building{v < 2.5} +N(5,3) out 2nd.in StairA.out StairA.in 1st.out 1st.out Building{v ≥ 2.5}));
P2 := (P2(StairB)[0,-,1,4] · (∅.RC(P2).out 2nd.out Building{v < 2.5} +N(5,8) out 2nd.in StairB.out StairB.in 1st.out 1st.out Building{v ≥ 2.5}))
      \ (P2(StairA) · (∅.RC(P2).out 2nd.out Building{v < 2.5} +N(5,8) out 2nd.in StairA.out StairA.in 1st.out 1st.out Building{v ≥ 2.5}));
StairA := (P1 in[0,-,1,10] · P1 out) \ ∅ · (P2 in[0,-,1,3] · P2 out) \ ∅;
StairB := (P1 in[0,-,1,8] · P1 out) \ ∅ · (P2 in[0,-,1,3] · P2 out) \ ∅;
1st floor := (P1 in[0,-,1,11] · P1 out) \ ∅ · (P2 in[0,-,1,3] · P2 out) \ ∅;
2nd floor := P1 out[0,-,1,8] \ ∅ · P2 out[0,-,1,3] \ ∅ · 911 in · P1 out[0,-,1,5] \ ∅ · P2 out[0,-,1,3] \ ∅ · 911 out;
Building := (SA(Fire){0.5} +D SB(Fire){0.5}) · (P1 out[0,-,1,13] · CS(P1)) \ ∅ · (P2 out[0,-,1,3] · CS(P2)) \ ∅
           · 911 in · P1 out[0,-,1,5] \ ∅ · P2 out[0,-,1,3] \ ∅ · 911 out;
911 := Ce(Call) · CE(P1)[0,-,1,10] \ ((CE(P2)[0,-,1,3] · in Building · in 2nd · RC(P2) · out 2nd · out Building)
    \ in Building · in 2nd · out 2nd · out Building)
     · (CE(P2)[0,-,1,8] · in Building · in 2nd · RC(P1) · RC(P2) · out 2nd · out Building)
     \ (in Building · in 2nd · RC(P1) · out 2nd · out Building)
```

Example

- ▶ Probabilistic choice

- ▶ Building

- ▶ $SA(\overline{Fire})\{0.5\} +_D SB(\overline{Fire})\{0.5\}$

- ▶ Discrete distribution

- ▶ P1

- ▶ $\emptyset \cdot \dots \cdot \{v < 2.5\} +_{N(5,3)} \text{out } 2nd \cdot \dots \cdot \{v \geq 2.5\}$

- ▶ Normal distribution

- ▶ P2

- ▶ $\emptyset \cdot \dots \cdot \{v < 2.5\} +_{N(5,8)} \text{out } 2nd \cdot \dots \cdot \{v \geq 2.5\}$

- ▶ Normal distribution

Example

- ▶ Probabilistic choice

- ▶ Building

- ▶ $SA(\overline{Fire})\{0.5\} +_D SB(\overline{Fire})\{0.5\}$

- ▶ Discrete distribution

- ▶ P1

- ▶ $\emptyset \cdot \dots \cdot \{v < 2.5\} +_{N(5,3)} \text{out } 2nd \cdot \dots \cdot \{v \geq 2.5\}$

- ▶ Normal distribution

- ▶ P2

- ▶ $\emptyset \cdot \dots \cdot \{v < 2.5\} +_{N(5,8)} \text{out } 2nd \cdot \dots \cdot \{v \geq 2.5\}$

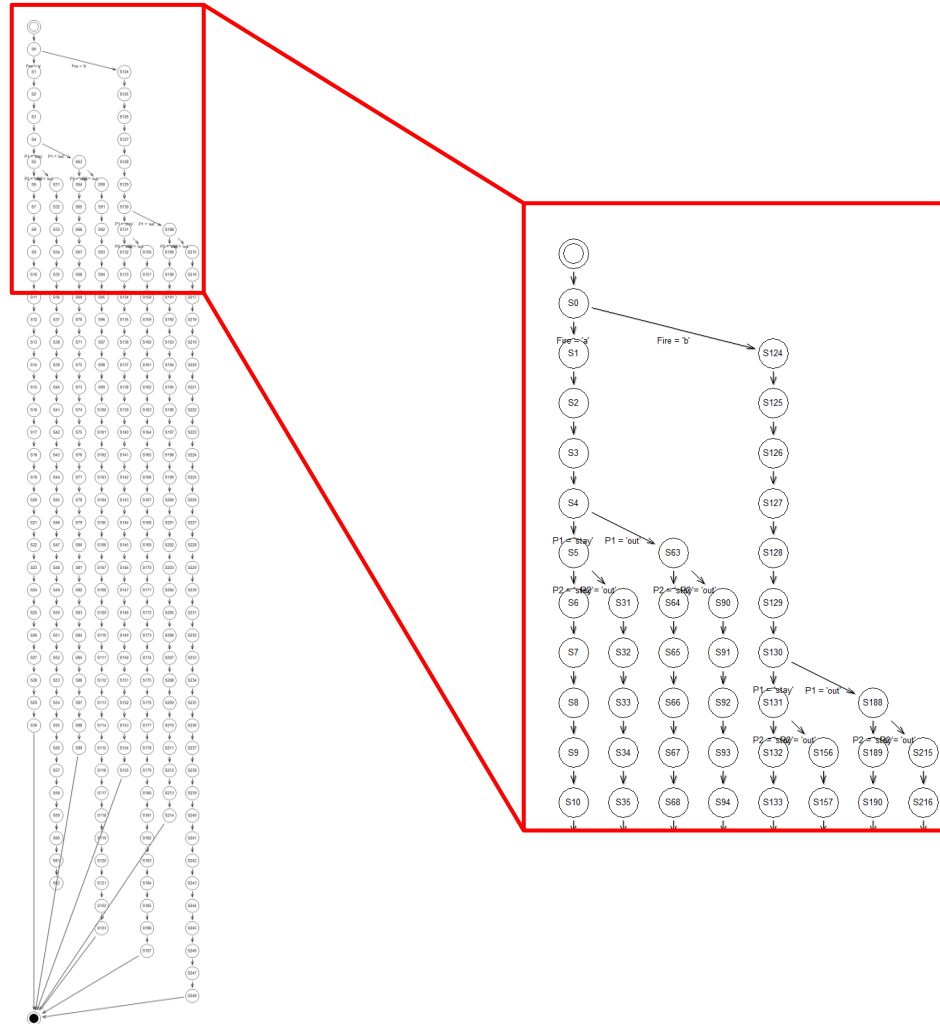
- ▶ Normal distribution

- ▶ P1 and P2 have same type's choice, but parameters are different.

5. Analysis

Analysis

- ▶ Execution path
- ▶ 8 paths



Analysis

▶ Execution path

▶ 8 paths

- ▶ Fire: The location where the fire occurred
- ▶ Stay: P1 or P2, confined in Building
- ▶ Out: P1 or P2, escaped from Building

	Path 1	Path 2	Path 3	Path 4	Path 5	Path 6	Path 7	Path 8
Fire	Stair A	Stair A	Stair A	Stair A	Stair B	Stair B	Stair B	Stair B
P1	Stay	Stay	Out	Out	Stay	Stay	Out	Out
P2	Stay	Out	Stay	Out	Stay	Out	Stay	Out

Analysis

▶ Probability

▶ Mathematical analysis

▶ Calculate the probability

- $\emptyset \cdot \dots \cdot \{v < 2.5\} +_{N(5,3)} \text{ out 2nd} \cdot \dots \cdot \{v \geq 2.5\}$
 - $\emptyset \cdot \dots \cdot \{0.2023\} +_D \text{ out 2nd} \cdot \dots \cdot \{0.7977\}$
- $\emptyset \cdot \dots \cdot \{v < 2.5\} +_{N(5,8)} \text{ out 2nd} \cdot \dots \cdot \{v \geq 2.5\}$
 - $\emptyset \cdot \dots \cdot \{0.3773\} +_D \text{ out 2nd} \cdot \dots \cdot \{0.6227\}$

	Path 1	Path 2	Path 3	Path 4	Path 5	Path 6	Path 7	Path 8
%	3.82	6.3	15.05	24.83	3.82	6.3	15.05	24.83

Analysis

▶ Simulation

- ▶ Simulate the system based on the probabilities

The screenshot displays a simulation analysis interface. On the left, a grid-based diagram shows a network of nodes and edges, with a specific path highlighted in brown. Two windows are overlaid on the right side of the grid:

- Path analysis - Results Path 1**: This window displays simulation parameters and results for a specific path. The text includes:
 - Process: Execution Model 06.08.2018-04:13:47
 - Path 1
 - Number of simulations: 10000
 - Sort criterion: Probability
 - Probability: 28.0900% (highlighted with a red box)
 - Execution time: 00:00:00:00:00
 - Waiting time: 00:00:00:00:00
 - Resting time: 00:00:00:00:00
 - Transport time: 00:00:00:00:00
 - Cycle time: 00:00:00:00:00
 - Execution Model 06.08.2018-04:13:47 (Execution Model2)
 - State_Start: State_Start-633430
 - State_Branch: 50 --> Fire = 'b'
 - State_State: S124
 - State_State: S125
 - State_State: S126
 - State_State: S127
- Path analysis - Dynamic model: Execution Model 06.08.2...**: This window provides options for path-specific analysis, including:
 - Criterion (descending order): Probability
 - 1 of 8 path(s).
 - Buttons for Path results..., Save paths..., Evaluation..., Cancel, Help, Results..., and Agents...

Analysis

- ▶ Simulation
 - ▶ Simulate the system based on the probabilities

Number of Simulation	Probability							
	Path 1	Path 2	Path 3	Path 4	Path 5	Path 6	Path 7	Path 8
1,000	3.5	6.2	14.2	25	3.5	7.5	14.4	25.7
1,000,000	3.79	6.32	15.04	24.86	3.82	6.32	14.98	24.87

Analysis

- ▶ Simulation
 - ▶ Simulate the system based on the probabilities

Number of Simulation	Probability							
	Path 1	Path 2	Path 3	Path 4	Path 5	Path 6	Path 7	Path 8
1,000	3.5	6.2	14.2	25	3.5	7.5	14.4	25.7
1,000,000	3.79	6.32	15.04	24.86	3.82	6.32	14.98	24.87

Simulation results

	Path 1	Path 2	Path 3	Path 4	Path 5	Path 6	Path 7	Path 8
%	3.82	6.3	15.05	24.83	3.82	6.3	15.05	24.83

Mathematical analysis

Analysis

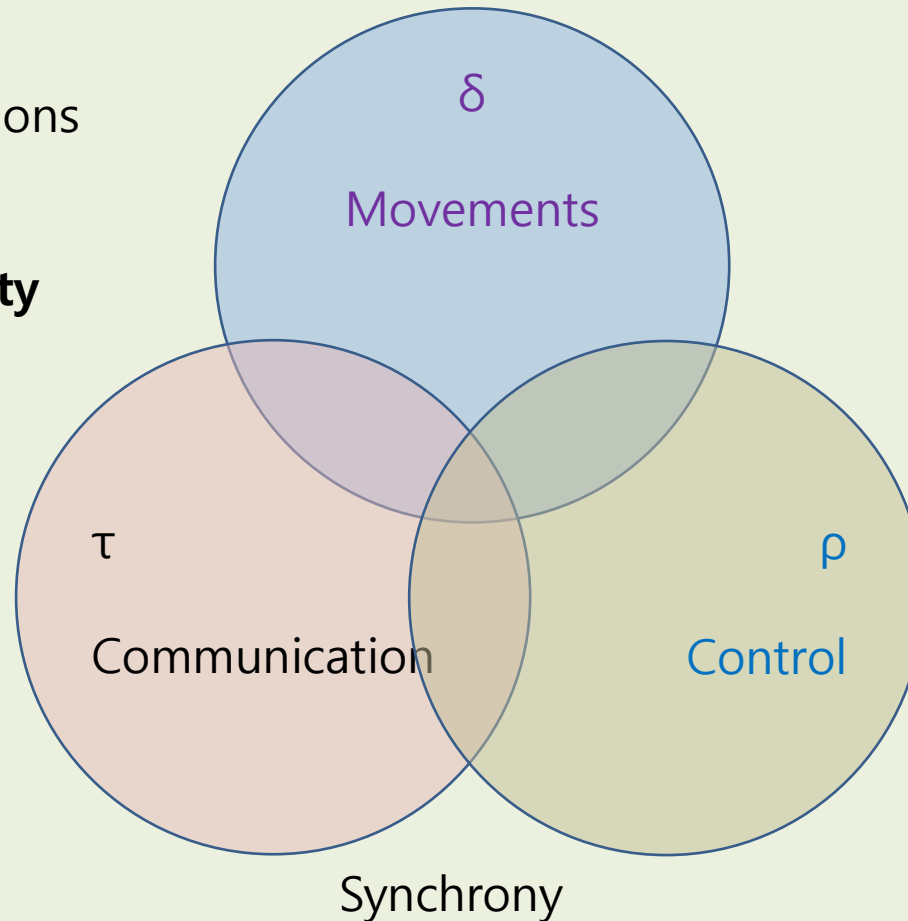
- ▶ Prediction of occurrence probability
 - ▶ In complex system, mathematical analysis is difficult.
 - ▶ Through the simulation, paths and probabilities are derived.
- ▶ Automation
 - ▶ SAVE tool
 - ▶ Specify and analyze the system
 - ▶ Generate all possible paths
 - ▶ Simulation based on probability

6. Conclusions

Approach

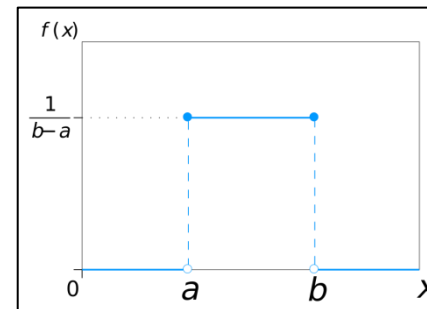
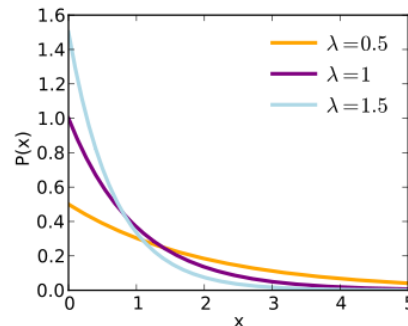
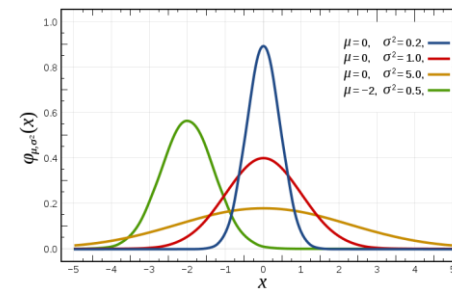
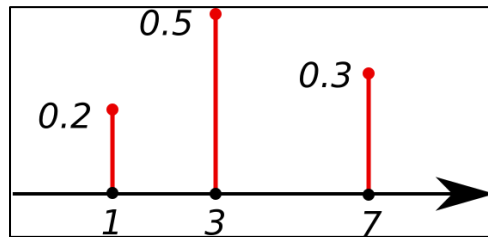
Geographical Space

- Processes
- Actions
- Interactions
- Space
- Time
- **Probability**

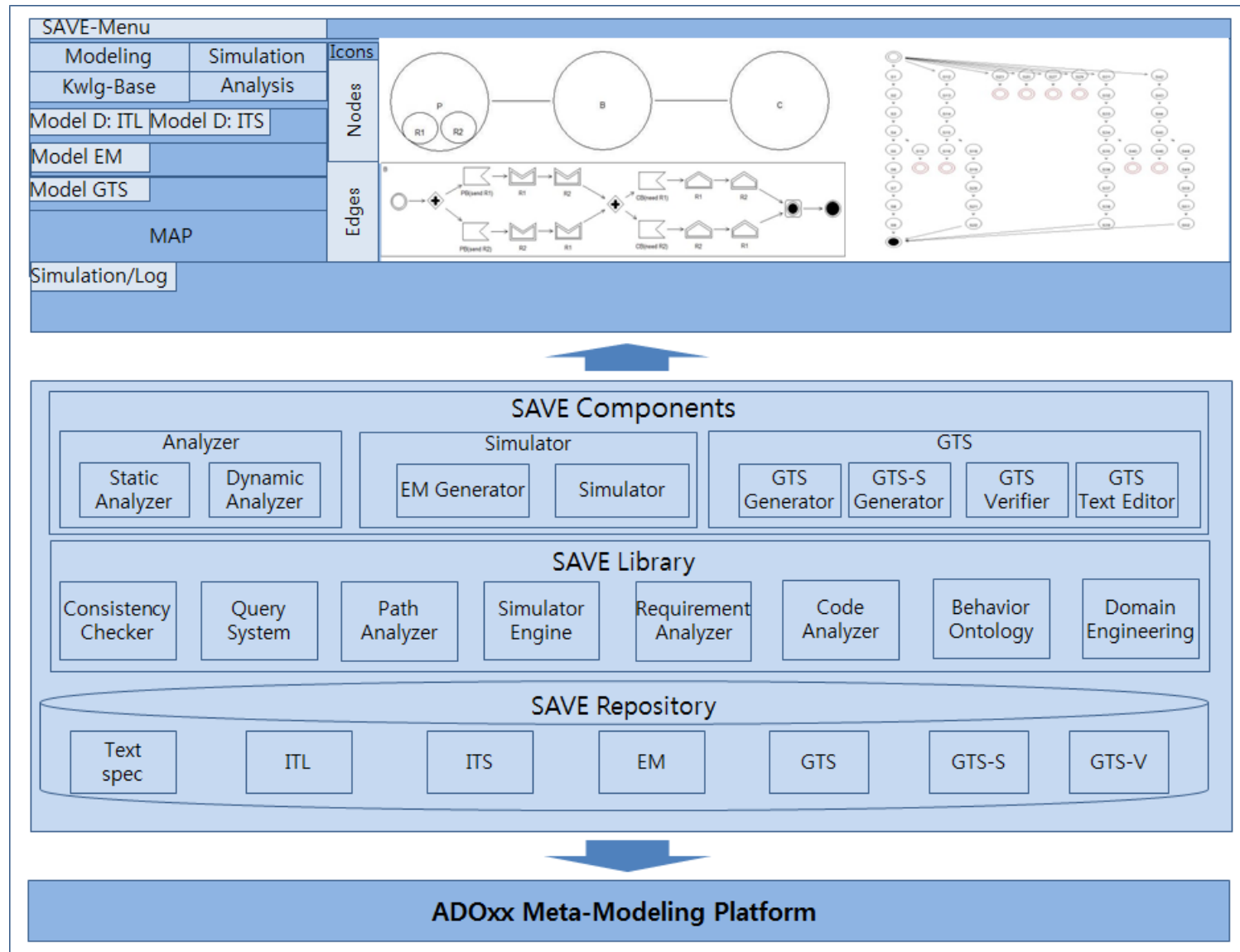


Approach

- ▶ Various probability specification
 - ▶ Discrete distribution
 - ▶ Normal distribution
 - ▶ Exponential distribution
 - ▶ Uniform distribution



SAVE



SAVE

► Simulation

The screenshot displays a simulation interface with a grid-based environment on the left. A path is highlighted in brown, starting from a source node at the bottom and moving upwards through a series of nodes. Two windows are overlaid on the right side of the interface.

Path analysis - Results Path 1

Process: Execution Model 06.08.2018-04:13:47
Path 1
=====
Number of simulations: 10000
Sort criterion: Probability
Probability: 28.0900%
Execution time: 00:00:00:00:00
Waiting time: 00:00:00:00:00
Resting time: 00:00:00:00:00
Transport time: 00:00:00:00:00
Cycle time: 00:00:00:00:00

Execution Model 06.08.2018-04:13:47 (Execution Model2)
=====
State_Start: State_Start-633430
State_Branch: S0 --> Fire = 'b'
State_State: S124
State_State: S125
State_State: S126
State_State: S127

Path analysis - Dynamic model: Execution Model 06.08.2...

Path specific
Criterion (descending order):
Probability
1 of 8 path(s).
Path results...
Save paths...
Evaluation...
Cancel
Help

Results
Results...
Agents...

Future Research

- ▶ Theory
 - ▶ Requirement analysis methods for probability
 - ▶ Requirement verification methods for probability
- ▶ System
 - ▶ Apply to real IoT examples

Q & A