I will introduce the concept of specification theory (or interface theory) for automata-like models, including the main motivation and ingredient operators. I show how we instantiated this paradigm in the tool ECDAR, which aims at step-wise design and verification of real-time embedded controllers. The tool is based on the semantic model of Timed Games, and its associated symbolic solving algorithms. I will present the main objects of ECDAR’s specification theory (implementations, specifications, properties), its transformation operators (conjunction, parallel composition, quotient) and its verification operator (satisfaction, refinement).

Time permitting, I will show patterns for verification proofs, including Assume/Guarantee style of verification.

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