Analysis of RPG with UPPAAL

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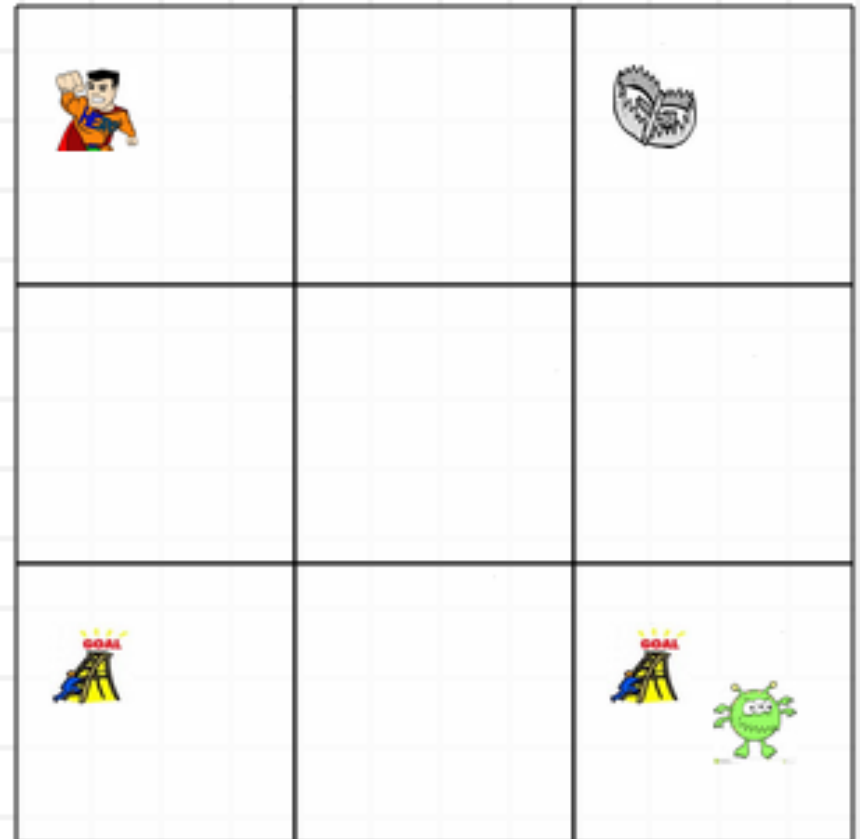# Overview

o Some restrictions on models

o RPG in UPPAAL

o AToMPM to UPPAAL

o Analysis

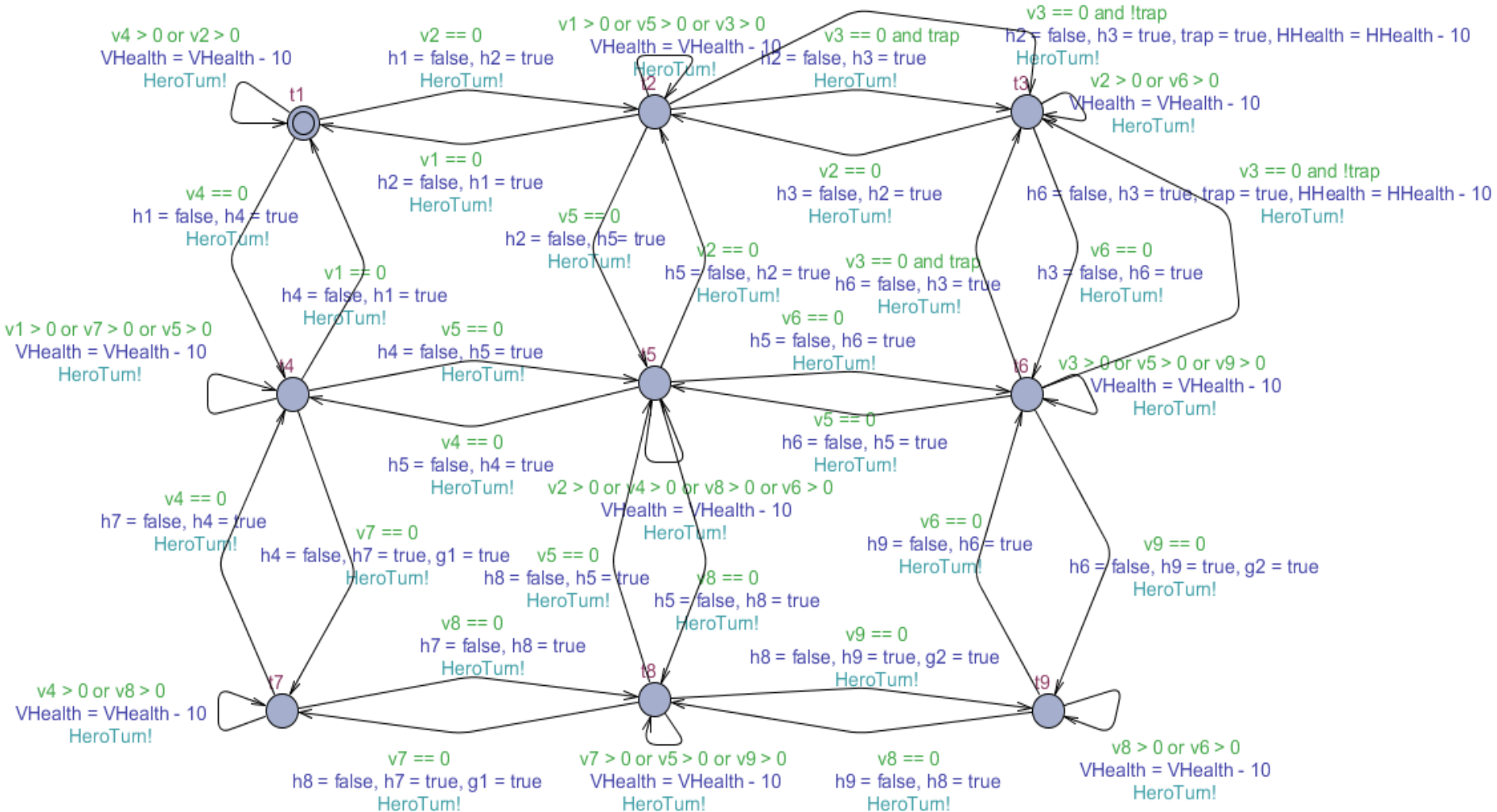# Some restrictions
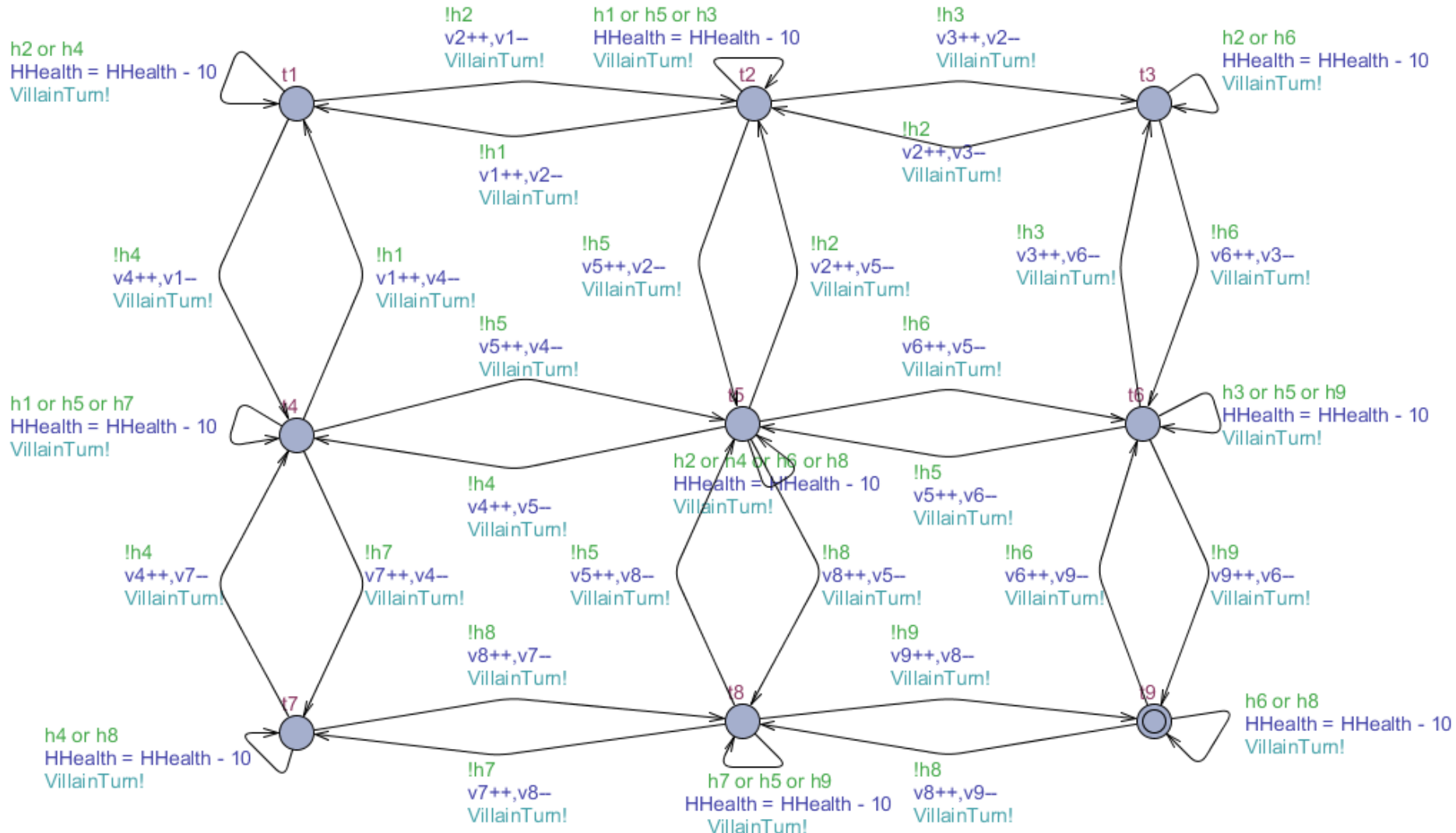
○ One villain
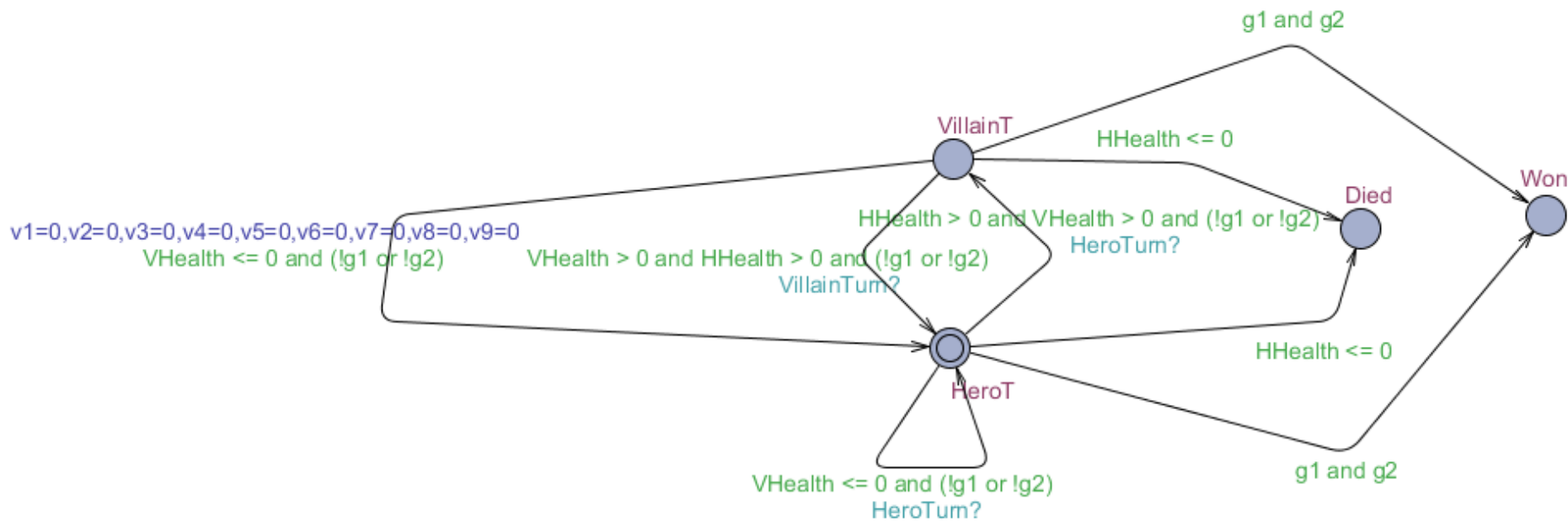
○ One scene

○ No obstacles

Example:

RPG in UPPAAL

o Hero

RPG in UPPAAL

○ Villain

RPG in UPPAAL

○ Turn

AToMPM to UPPAAL

o AToMPM to metaDepth

o metaDepth to XML with EGL
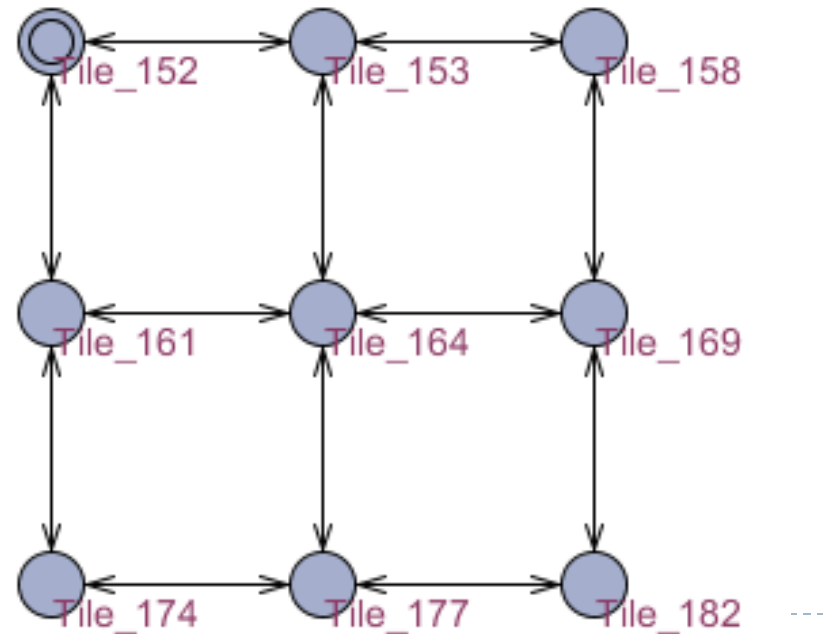
Analysis

- Simulator
  - Fast debugging in implementing phase

- Verifier
  - Invariants
  - Deadlocks
  - Reachability

Analysis

Analysis

Demo

Questions