

Learning Formal Methods through Project-Based Modeling of Concurrent Systems with Anemone

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Outline

- 1 Introduction
- 2 Anemone
- 3 Modeling Principles
- 4 Student Projects
- 5 Evaluation
- 6 Conclusion

Motivation

- Formal Methods (FM) are increasingly important in industry.
- Teaching FM remains challenging:
 - abstraction barriers,
 - mathematical rigor,
 - low student engagement.
- Project-based learning can improve:
 - motivation,
 - practical understanding,
 - collaboration.

Goal

Explore how executable concurrent-system modeling with **Anemone** supports learning Formal Methods through: **coordination modeling, interference reasoning, and interleavings analysis.**

Course

- Design of Reactive Applications
- Master level
- University of Namur

Students

- Software Engineering
- Data Science
- heterogeneous profiles

Structure

- 30h lectures
- 15h project sessions

Topics

- Reactive systems
- Coordination via shared spaces
- Concurrent system modeling
- Executable formal models

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Core Concept

Multi-Bach separates computation from coordination via a shared executable tuple space.

Main Operations:

- `tell(t)`: add data `t` to the store
- `ask(t)`: check for the presence of `t`
- `nask(t)`: check for the absence of `t`
- `get(t)`: remove `t` from the store

Pedagogical Idea

Students see concurrency as execution, not description.

Main Objectives:

- 1 Facilitate learning of coordination primitives via stepwise execution
- 2 Support modeling of dynamic systems via interactive visualization
- 3 Observe executions through animation and trace inspection

Example:

$$\textit{Reach}(\#finish = 1)$$

This means: the system eventually reaches a state where `finish` is present

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Five Modeling Principles

- ① Autonomous agents
- ② Shared coordination space
- ③ Data-driven interaction
- ④ Non-deterministic execution
- ⑤ Observable interleavings

Key Shift

From sequential reasoning → coordination reasoning.

Concurrency Patterns

- Reactive agents
- Sensor–Actuator pattern
- Environmental agents
- Observer agents
- Coordination without central controller

Observation

Global behavior emerges from local interactions.

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Case Study: Concurrent Systems

Example Topics

Braceleds

- interactive concert
- bracelets, lights, sensors

Smart Mirror

- reactive smart home
- user + autonomous agents

Hydroponics

- resource management
- temperature + water + nutrients

Student Tasks

- Model concurrent behavior
- Explore interleavings
- Analyze coordination issues

Key focus

- coordination modelling
- interference reasoning
- interleavings analysis

Reactive Agent Pattern

Example: Diffuser reacts to music(love) and produces scent(chocolate).

```
Diffuser = ask(music (love));  
          att(state, diffuser, concert, on);  
          tell(scent (chocolate));  
          NoDiffusion.
```

```
NoDiffusion = nask(music (love));  
              get(scent (chocolate));  
              att(state, diffuser, concert, off);  
              Diffuser.
```

Sensor-Actuator Pattern

Sensors publish vibration levels, actuators react to them.

```
VibrationSensorOn = ( att(vib, vib_sensor, concert, low); tell(vib(low)) )  
                    +  
                    ( att(vib, vib_sensor, concert, high); tell(vib(high)) ).
```

```
VibrationSensorOff = ( get(vib(low)) + get(vib(high)) );  
                    att(vib, vib_sensor, concert, off).
```

Environmental Agent Pattern

Example: participant movement, music evolution, and vibration updates evolve continuously and independently.

Insight: concurrency also comes from background system evolution, not only from user actions.

Observer Pattern

Example: traces and animations observe the shared state without modifying it, showing music changes, vibration levels, and lighting reactions.

Insight: students realise that observations depend on timing and may capture only partial system states.

Orchestration without Sequential Control

Global behavior emerges from concurrent agents.

```
PlayMusic = SpeakerOn;  
            VibrationSensorOn;  
            LightFloodlights(floodlight1, floodlight2);  
            LightBracelets;  
            (NextMusic + NextMusic + NextMusic + EndMusic).  
  
NextMusic = (get(music(sad)) + get(music(happy)) + get(music(love)));  
            (get(vib(low)) + get(vib(high)));  
            PlayMusic.  
  
EndMusic = SpeakerOff;  
            VibrationSensorOff;  
            LightsOff.
```

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- 3 academic years
- 68 Master students
- qualitative evaluation

Initial difficulties

- sequential reasoning
- sequential execution bias
- misunderstanding non-determinism

Progression

- explicit concurrency reasoning
- better coordination policies
- improved abstraction choices

Positive Effects

- Better understanding of concurrency phenomena
- Stronger collaboration

Challenges

- Initial complexity
- Tool learning curve
- Time management
- Balancing theory/practice

Takeaway

Hands-on projects make Formal Methods more accessible and meaningful.

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- Incremental guidance is essential.
- Realistic examples improve motivation.
- Visualization and tooling reduce abstraction barriers.
- Peer collaboration supports learning.

Conclusion

- Formal Methods become more accessible through projects.
- Students better understand:
 - concurrency,
 - coordination,
 - non-determinism.
- Anemone makes concurrency observable through executable models and trace inspection.

Future Work

- Time primitives, other coordination frameworks.
- Larger-scale evaluations
- Integration with automated feedback
- AI-assisted tutoring and verification support

Concurrency is not made theoretic.
It is **executed**, **observed**, and **analyzed**.

Thank You!

Questions?

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