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Test methods for Score-Based Interactive Music Systems

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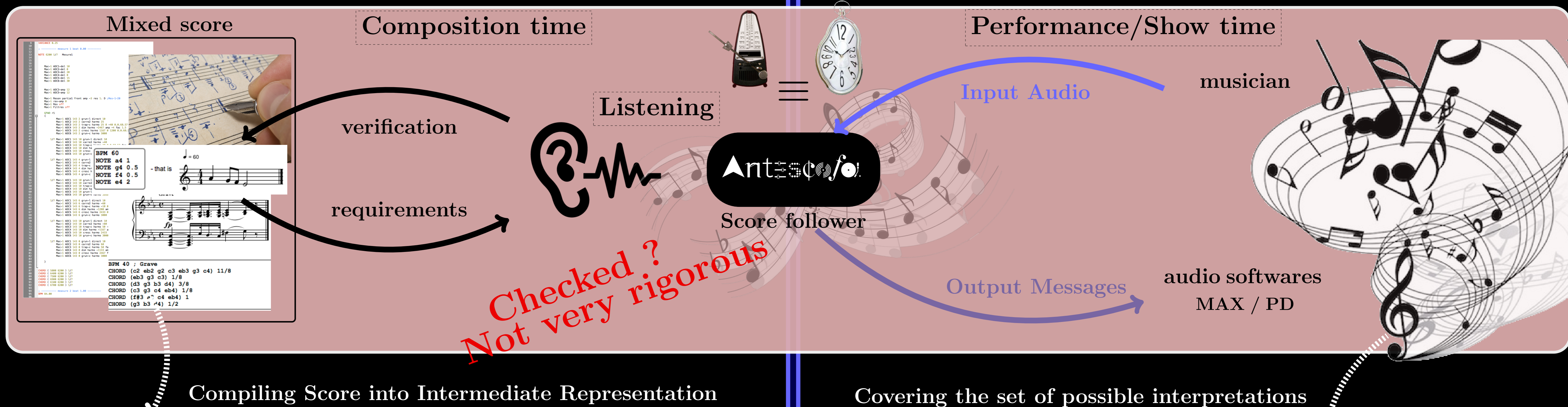
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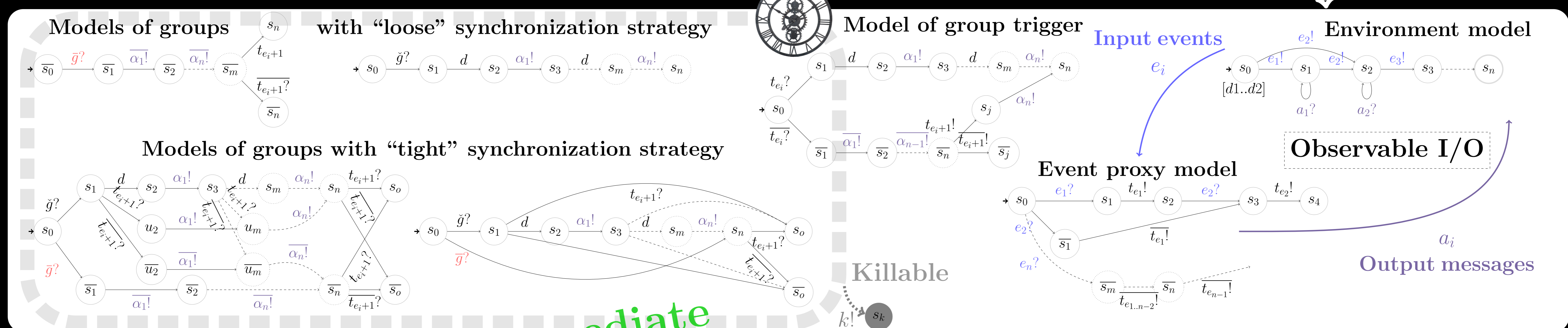
How be sure of a Score-Based Interactive Music System's behavior during shows ?

Ensuring a "guarantee" on the behavior of a complex real-time system is not trivial and requires formal method. **Today**, Antescofo's behavior is "manually" checked by the composer during rehearsals. Since rehearsal performances represent just a few set of all possible interpretations of a score, this method is not rigorous.

Manual piece preparation



Toward a formal Specification

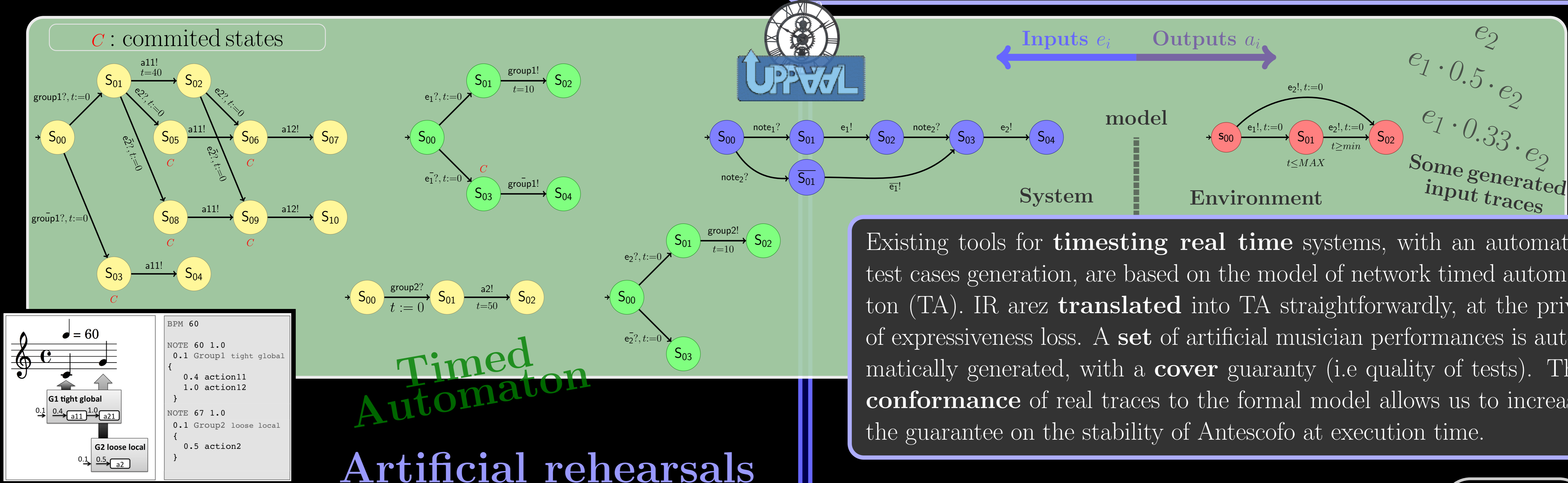


Intermediate Representation

Translating into standard formal models
(i.e Timed Automaton used by the Uppaal verification suite for realtime systems)

The **Intermediate Representation** is a step toward a formal specification of Antescofo's expected behavior. It is a **model** of *How* Antescofo's reactive engine should compute its timed output for **every** inputs (i.e musician performances). IR can be represented with Extended Timed Input/Output Labelled Systems. Each system starting at its s_0 or \bar{s}_0 state and waits on an edge $\delta?$ for a fire of $\delta!$ of the symbol δ . IR is able to specify multi-clocks, concurrences, dynamic variables...

Model Based Test Generation



Existing tools for **timesting real time systems**, with an automatic test cases generation, are based on the model of network timed automaton (TA). IR arez **translated** into TA straightforwardly, at the prive of expressiveness loss. A **set** of artificial musician performances is automatically generated, with a **cover** guaranty (i.e quality of tests). The **conformance** of real traces to the formal model allows us to increase the guarantee on the stability of Antescofo at execution time.

Antescofo show! secured for the

MUTANT website

