

Software Design, Modelling and Analysis in UML

Lecture 13: Core State Machines III

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Contents & Goals

Last Lecture:

- Ether
- System configuration

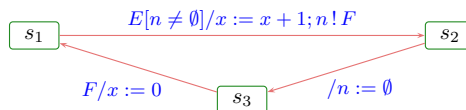
This Lecture:

- **Educational Objectives:** Capabilities for following tasks/questions.
 - What does this State Machine mean? What happens if I inject this event?
 - Can you please model the following behaviour.
 - What is: Signal, Event, Ether, Transformer, Step, RTC.
- **Content:**
 - Transformer
 - Examples for transformer
 - Run-to-completion Step
 - Putting It All Together

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System Configuration, Ether, Transformer

Where are we?



- **Wanted:** a labelled transition relation

$$(\sigma, \varepsilon) \xrightarrow[u_x]{(cons, Snd)} (\sigma', \varepsilon')$$

on system configuration, labelled with the **consumed** and **sent** events, (σ', ε') being the result (or effect) of **one object** u_x taking a transition of **its** state machine from the current state mach. state $\sigma(u_x)(st_C)$.

- **Have:** system configuration (σ, ε) comprising current state machine state and stability flag for each object, and the ether.

- **Plan:**

(i) Introduce **transformer** as the semantics of action annotations.

Intuitively, (σ', ε') is the effect of applying the transformer of the taken transition.

(ii) Explain how to choose transitions depending on $\sigma'_i \varepsilon$ and when to stop taking transitions — the **run-to-completion “algorithm”**.

Transformer

not a function, to model non-determinism

Definition

Let $\Sigma_{\mathcal{O}}^{\mathcal{E}} \times Eth$ the set of system configurations over some $\mathcal{I}_0, \mathcal{D}_0, Eth$.

We call a relation t the identity of the object which executes the action system configuration after.

$$t \subseteq \mathcal{D}(\mathcal{C}) \times (\Sigma_{\mathcal{O}}^{\mathcal{E}} \times Eth) \times (\Sigma_{\mathcal{O}}^{\mathcal{E}} \times Eth)$$

a (system configuration) transformer. system configuration before executing the action

- In the following, we assume that each application of a transformer t to some system configuration (σ, ε) for object u_x is associated with a set of **observations**

$$Obs_t[u_x](\sigma, \varepsilon) \in 2^{\mathcal{D}(\mathcal{C}) \times (\mathcal{D}(\mathcal{E}) \times Evs(\mathcal{E} \cup \{*, +\}, \mathcal{D}) \times \mathcal{D}(\mathcal{C}))}$$

Annotations: id of sender, maybe none, id of event, events without id, id of receiver (or destination), special symbols for create and destroy

- An observation $(u_{src}, u_e, (E, \vec{d}), u_{dst}) \in Obs_t[u_x](\sigma, \varepsilon)$ represents the information that, as a "side effect" of u_x executing t , an event (!) (E, \vec{d}) has been sent from u_{src} to u_{dst} .

Special cases: creation/destruction.

Why Transformers?

- Recall** the (simplified) syntax of transition annotations:

$$annot ::= [\langle event \rangle ['[' \langle guard \rangle ']'] ['/' \langle action \rangle]]$$

- Clear:** $\langle event \rangle$ is from \mathcal{E} of the corresponding signature.
- But:** What are $\langle guard \rangle$ and $\langle action \rangle$?
 - UML can be viewed as being **parameterized** in **expression language** (providing $\langle guard \rangle$) and **action language** (providing $\langle action \rangle$).
 - Examples:**
 - Expression Language:**
 - OCL
 - Java, C++, ... expressions
 - ...
 - Action Language:**
 - UML Action Semantics, "Executable UML"
 - Java, C++, ... statements (plus some event send action)
 - ...

Transformers as Abstract Actions!

In the following, we assume that we're **given**

- an **expression language** $Expr$ for guards, and
- an **action language** Act for actions,

and that we're **given**

- a **semantics** for boolean expressions in form of a partial function

$$I[\cdot](\cdot, \cdot) : Expr \rightarrow (\Sigma_{\mathcal{F}}^{\mathcal{O}} \times \mathcal{D}(\mathcal{C}) \mapsto \mathbb{B})$$

which evaluates expressions in a given system configuration,

Assuming I to be partial is a way to treat "undefined" during runtime. If I is not defined (for instance because of dangling-reference navigation or division-by-zero), we want to go to a designated "error" system configuration.

- a **transformer** for each action: for each $act \in Act$, we assume to have

$$t_{act} \subseteq \mathcal{D}(\mathcal{C}) \times (\Sigma_{\mathcal{F}}^{\mathcal{O}} \times Eth) \times (\Sigma_{\mathcal{F}}^{\mathcal{O}} \times Eth)$$

example OCL:

$$I[Expr](\sigma, u) := \begin{cases} \text{true, if } I[Expr](\sigma, \{self \mapsto u\}) = \text{true} \\ \text{false, if } I[Expr](\sigma, \{self \mapsto u\}) = \text{false} \\ \text{and undefined otherwise} \end{cases}$$

OCL interpretation

the scene

object id to evaluate for

Expression/Action Language Examples

We can make the assumptions from the previous slide because **instances exist**:

- for OCL, we have the OCL semantics from Lecture 03. Simply remove the pre-images which map to " \perp ".
- for Java, the operational semantics of the SWT lecture uniquely defines transformers for sequences of Java statements.

We distinguish the following kinds of transformers:

- **skip**: do nothing — recall: this is the default action *only skip*
- **send**: modifies ε — interesting, because state machines are built around sending/consuming events *e.g. $n!F$*
- **create/destroy**: modify domain of σ — not specific to state machines, but let's discuss them here as we're at it *e.g. new C , delete n*
- **update**: modify own or other objects' local state — boring *e.g. $x := x+1$*

Action Language

In the following we consider

$$\text{Act}_{\mathcal{Y}} := \{ \text{skip} \} \\ \cup \{ \text{update}(expr_1, v, expr_2) \mid expr_1, expr_2 \in \text{OCLExpr}, v \in V \} \\ \cup \{ \text{send}(expr, E, expr_2) \mid expr, expr_2 \in \text{OCLExpr}, E \in \mathcal{E} \} \\ \cup \{ \text{create}(c, expr, v) \mid c \in \mathcal{C}, expr \in \text{OCLExpr}, v \in V \} \\ \cup \{ \text{destroy}(expr) \mid expr \in \text{OCLExpr} \}$$

$\text{Expr}_{\mathcal{Y}}$: OCL expressions over \mathcal{Y}

Transformer Examples: Presentation

abstract syntax	concrete syntax
op $\text{update}(e_1, v, e_2)$	$e_1.v := e_2$
intuitive semantics	...
well-typedness	...
semantics	$((\sigma, \varepsilon), (\sigma', \varepsilon')) \in t_{\text{op}}[u_x]$ iff ... or $t_{\text{op}}[u_x](\sigma, \varepsilon) = \{(\sigma', \varepsilon')\}$ where ...
observables	$Obs_{\text{op}}[u_x] = \{\dots\}$, not a relation, depends on choice
(error) conditions	Not defined if ...

Transformer: Skip

abstract syntax	concrete syntax
skip	skip
intuitive semantics	do nothing
well-typedness	\cdot/\cdot
semantics	$t[u_x](\sigma, \varepsilon) = \{(\sigma, \varepsilon)\}$
observables	$Obs_{\text{skip}}[u_x](\sigma, \varepsilon) = \emptyset$
(error) conditions	

"if u_x executes skip on (σ, ε) , then the result is (σ, ε) "

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Transformer: Update

abstract syntax	concrete syntax
update($expr_1, v, expr_2$)	$expr_1.v := expr_2$
intuitive semantics	Update attribute v in the object denoted by $expr_1$ to the value denoted by $expr_2$.
well-typedness	$expr_1 : \tau_C$ and $v : \tau \in \text{atr}(C)$; $expr_2 : \tau$; $expr_1, expr_2$ obey visibility and navigability
semantics	$t_{\text{update}(expr_1, v, expr_2)}[u_x](\sigma, \varepsilon) = \{(\sigma', \varepsilon)\}$
observables	$Obs_{\text{update}(expr_1, v, expr_2)}[u_x] = \emptyset$
(error) conditions	Not defined if $I[expr_1](\sigma, u_x)$ or $I[expr_2](\sigma, u_x)$ not defined.

change local state of object u

either does not change value denoted by $expr_2$ in σ for object u

change value of v in $\sigma(u)$ object denoted by $expr_1$ (relative to u_x)

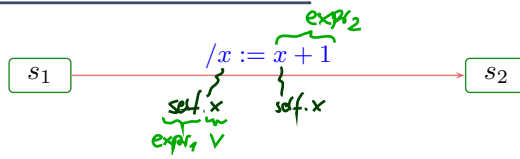
i.e. $t_{\text{update}(e_1, v, e_2)}[u_x](\sigma, \varepsilon) = \emptyset$

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Update Transformer Example

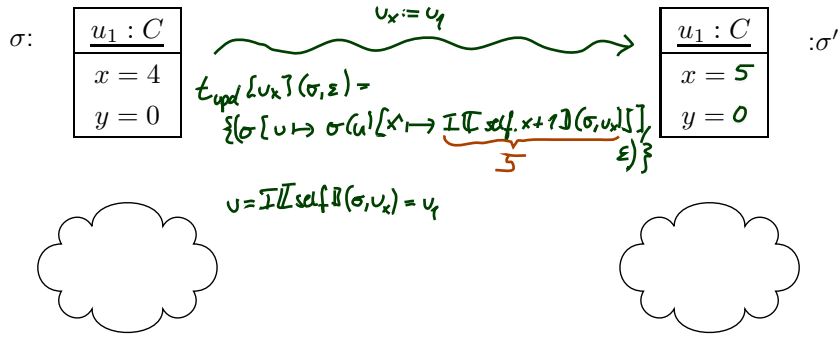
SMC:



$$\text{update}(expr_1, v, expr_2)$$

$$t_{\text{update}(expr_1, v, expr_2)}[u_x](\sigma, \varepsilon) = (\sigma[u \mapsto \sigma(u)[v \mapsto I[expr_2](\sigma, \theta)]](\varepsilon), \varepsilon),$$

$$u = I[expr_1](\sigma, \theta)$$



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Transformer: Send

abstract syntax	$\text{send}(E(expr_1, \dots, expr_n), expr_{dst})$	concrete syntax	$expr_{dst} ! E(expr_1, \dots, expr_n)$
intuitive semantics	Object $u_x : C$ sends event E to object $expr_{dst}$, i.e. create a fresh signal instance, fill in its attributes, and place it in the ether.		
well-typedness	$expr_{dst} : \tau_D, C, D \in \mathcal{C} \setminus \mathcal{E}; E \in \mathcal{E};$ $atr(E) = \{v_1 : \tau_1, \dots, v_n : \tau_n\}; expr_i : \tau_i, 1 \leq i \leq n;$ all expressions obey visibility and navigability in C		
semantics	$t_{\text{send}(E(expr_1, \dots, expr_n), expr_{dst})}[u_x](\sigma, \varepsilon) \ni (\sigma', \varepsilon')$ where $\sigma' = \sigma \dot{\cup} \{u \mapsto \{v_i \mapsto d_i \mid 1 \leq i \leq n\}\}; \varepsilon' = \varepsilon \oplus (u_{dst}, u);$ if $u_{dst} = I[expr_{dst}](\sigma, v_x) \in \text{dom}(\sigma); d_i = I[expr_i](\sigma, v_x)$ for $1 \leq i \leq n;$ $u \in \mathcal{D}(E)$ a fresh identity, i.e. $u \notin \text{dom}(\sigma),$ and where $(\sigma', \varepsilon') = (\sigma, \varepsilon)$ if $u_{dst} \notin \text{dom}(\sigma)$		
observables	$Obs_{\text{send}}[u_x] = \{(u_x, u, (E, d_1, \dots, d_n), u_{dst})\}$		
(error) conditions	$I[expr](\sigma, v_x)$ not defined for any $expr \in \{expr_{dst}, expr_1, \dots, expr_n\}$		

our choice we could also consider it to be an error

disjoint union

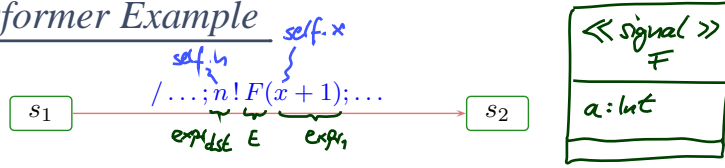
id of destination
id of new signal inst.

do nothing if destination not alive in σ

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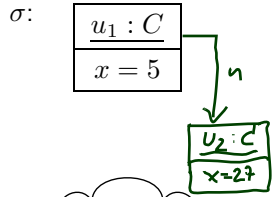
Send Transformer Example

SM_C :

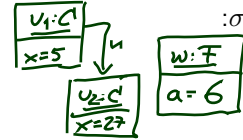


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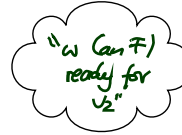
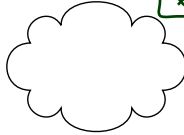
send(E(expr1, ..., exprn), exprdst)
tsend(exprsrc, E(expr1, ..., exprn), exprdst)[ux](σ, ε) = ...
    
```



$u_x = u_1$
 $n! F(x+1)$



ε :



$:\varepsilon'$
 $= \varepsilon \oplus (u_2, w)$

References

References

- [Harel and Gery, 1997] Harel, D. and Gery, E. (1997). Executable object modeling with statecharts. *IEEE Computer*, 30(7):31–42.
- [OMG, 2007a] OMG (2007a). Unified modeling language: Infrastructure, version 2.1.2. Technical Report formal/07-11-04.
- [OMG, 2007b] OMG (2007b). Unified modeling language: Superstructure, version 2.1.2. Technical Report formal/07-11-02.