

# Software Design, Modelling and Analysis in UML

## Lecture 03: Object Constraint Language

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### Contents & Goals

- Last Lecture:**
- Basic Object System Signature  $\mathcal{S}$  and Structure  $\mathcal{D}$ . System State  $\sigma \in \Sigma_{\mathcal{S}}$
- This Lecture:**
- Educational Objectives:** Capabilities for these tasks/questions:
    - Please explain this OCL constraint.
    - Please formalise this constraint in OCL.
    - Does this OCL constraint hold in this system state?
    - Give a system state satisfying this constraint?
    - Please un-abbreviate all abbreviations in this OCL expression.
    - In what sense is OCL a three-valued logic? For what purpose?
    - How are  $\mathcal{D}(C)$  and  $T_C$  related?
  - Content:**
    - OCL Syntax
    - OCL Semantics (over system states)

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### A Complete Example: Vending Machine

```

classDiagram
    class VM {
        name : String
        coins : int
        coins >= 0
        state : State
        state >= 0
        state <= 3
    }
    class State {
        state : State
        state >= 0
        state <= 3
    }
    VM "1" -- "*" State
    VM "1" -- "*" Coin
    
```

OCL constraints:

- $\text{state} \geq 0$
- $\text{state} \leq 3$
- $\text{coins} \geq 0$
- $\text{state} = 0 \Rightarrow \text{coins} = 0$
- $\text{state} = 1 \Rightarrow \text{coins} > 0$
- $\text{state} = 2 \Rightarrow \text{coins} > 0$
- $\text{state} = 3 \Rightarrow \text{coins} > 0$
- $\text{state} = 1 \wedge \text{coins} > 0 \Rightarrow \text{state} \neq 2$
- $\text{state} = 1 \wedge \text{coins} > 0 \Rightarrow \text{state} \neq 3$
- $\text{state} = 2 \wedge \text{coins} > 0 \Rightarrow \text{state} \neq 3$
- $\text{state} = 3 \wedge \text{coins} > 0 \Rightarrow \text{state} \neq 2$
- $\text{state} = 1 \wedge \text{coins} > 0 \Rightarrow \text{state} \neq 3$
- $\text{state} = 2 \wedge \text{coins} > 0 \Rightarrow \text{state} \neq 3$
- $\text{state} = 3 \wedge \text{coins} > 0 \Rightarrow \text{state} \neq 2$

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### OCL Syntax OMG (2006)

Core OCL Syntax

```

classDiagram
    class VM {
        name : String
        coins : int
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        state >= 0
        state <= 3
    }
    class State {
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OCL constraints:

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- $\text{coins} \geq 0$
- $\text{state} = 0 \Rightarrow \text{coins} = 0$
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Recall...

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### OCL Syntax 1/4: Expressions

Where, given  $\mathcal{S} = (\mathcal{S}, G, V, \text{dir})$ ,

- $W \supseteq \{ \text{self}, c, \tau_C \mid C \in \mathcal{C} \}$  is a set of typed logical variables,  $w$  has type  $\tau(w)$
- $T_B$  is a set of (OCL) basic types, in the following we use  $T_B = \{\text{Bool}, \text{Int}, \text{String}\}$
- $T_C = \{ \tau_C \mid C \in \mathcal{C} \}$  is the set of object types.
- $\text{Set}(\tau_0)$  denotes the set-of- $\tau_0$  type for  $\tau_0 \in T_B \cup T_C$
- $\text{Set}(\tau_0)$  denotes the set-of- $\tau_0$  "iterating" (cf. standard)
- $\tau_1, \tau_2 \in T_B \cup T_C$
- $\tau_1, \tau_2, D_1 \in \text{dir}(C)$
- $C, D \in \mathcal{C}$

Expressions:

- $w$ :  $\tau(w)$
- $\text{undefined}$ :  $\tau(x \rightarrow \tau) \rightarrow \text{Bool}$
- $\text{isEmpy}(expr_1)$ :  $\tau(x \rightarrow \tau) \rightarrow \text{Bool}$
- $\text{size}(expr_1)$ :  $\text{Int}$
- $\text{allInstancesOf}(C)$ :  $\text{Set}(T_C)$
- $\text{var}(expr_1)$ :  $\tau_C \rightarrow T_C$
- $\text{pr}(expr_1)$ :  $\tau_C \rightarrow \text{Set}(T_C)$
- $\text{pr}_2(expr_1)$ :  $\tau_C \rightarrow \text{Set}(T_C)$

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## Expression Examples

$expr ::=$	$\tau(v)$	$size(expr_1)$	$Set(\tau) \rightarrow Int$
$w$	$\tau \times \tau \rightarrow Bool$	$allIsKnown_C$	$Set(\tau_C)$
$expr_1 = expr_2$	$\tau \times \tau \rightarrow Bool$	$allIsKnown_C$	$Set(\tau_C)$
$!defined(expr_1)$	$\tau \rightarrow Bool$	$v(expr_1)$	$\tau_C \rightarrow \tau(v)$
$\{expr_1, \dots, expr_n\}$	$\tau \times \dots \times \tau \rightarrow Set(\tau)$	$r_1(expr_1)$	$\tau_C \rightarrow T_D$
$isEmpty(expr_1)$	$Set(\tau) \rightarrow Bool$	$r_2(expr_1)$	$\tau_C \rightarrow Set(\tau_D)$

$\mathcal{S}_0 = \{(Int), (C, D), (x: Int, p: C_0, n: C_1), (C \mapsto (n, n), D \mapsto (x))\}$

- $set_C: \tau_C \rightarrow Int$
- $allIsKnown_C: Bool \rightarrow (Int, Int)$
- $allIsKnown_C: Set(\tau_C) \rightarrow Int$
- $size(allIsKnown_C): Int$
- $allIsKnown_C = allIsKnown_C \rightarrow set_C$
- $set_C(allIsKnown_C) = set_C(set_C)$
- $set_C(set_C) = set_C(set_C)$
- $set_C(set_C) = set_C(set_C)$
- $set_C(set_C) = set_C(set_C)$
- $set_C(set_C) = set_C(set_C)$
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$isEmpty(expr_1)$	$Set(\tau) \rightarrow Bool$	$r_2(expr_1)$	$\tau_C \rightarrow Set(\tau_D)$

$\mathcal{S}_0 = \{(Int), (C, D), (x: Int, p: C_0, n: C_1), (C \mapsto (n, n), D \mapsto (x))\}$

$context \text{ DD } Inv: \text{warn implies warn} > 0$

## Notational Conventions for Expressions

- Each expression
  - $w$  may alternatively be written ("abbreviated as")
  - $expr_1 \cdot w(expr_2, \dots, expr_n)$  if  $\tau_1$  is an object type, i.e. if  $\tau_1 \in T_K$ .
  - $expr_1 \rightarrow w(expr_2, \dots, expr_n)$  if  $\tau_1$  is a collection type (here: only sets), i.e. if  $\tau_1 = Set(\tau_0)$  for some  $\tau_0 \in T_B \cup T_K$ .
- Examples:
  - $self \cdot \tau_C \in T_K$
  - $self \cdot v \rightarrow v(self)$
  - $self \cdot \tau_1 \cdot w \rightarrow w(\tau_1, self)$
  - $self \cdot \tau_2 \rightarrow isEmpty \rightarrow isEmpty(\tau_1)$

## OCL Syntax 2/4: Constants & Arithmetics

For example:

$expr ::= \dots$	$Bool$
$true, false$	$Bool \times Bool \rightarrow Bool$
$expr_1 \{and, or, implies\} expr_2$	$Bool \rightarrow Bool$
$not expr_1$	$Bool \rightarrow Bool$
$0, -1, 1, -2, 2, \dots$	$Int$
$!defined$	$\tau$
$expr_1 \{+, \dots\} expr_2$	$Int \times Int \rightarrow Int$
$expr_1 \{<, \dots\} expr_2$	$Int \times Int \rightarrow Bool$

Generalised notation:

$expr ::= w(expr_1, \dots, expr_n)$

with  $w \in \{+, \dots\}$

$Int \times Int \rightarrow Int$

$Int \times Int \rightarrow Bool$

## Notational Conventions for Expressions

- Each expression
  - $w$  may alternatively be written ("abbreviated as")
  - $expr_1 \cdot w(expr_2, \dots, expr_n)$  if  $\tau_1$  is an object type, i.e. if  $\tau_1 \in T_K$ .
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- Examples:
  - $self \cdot \tau_C \in T_K$
  - $self \cdot v \rightarrow v(self)$
  - $self \cdot \tau_1 \cdot w \rightarrow w(\tau_1, self)$
  - $self \cdot \tau_2 \rightarrow isEmpty \rightarrow isEmpty(\tau_1)$

## Constants & Arithmetics Examples

$expr ::= \dots$	$Bool$
$true, false$	$Bool \times Bool \rightarrow Bool$
$not expr_1$	$Bool \rightarrow Bool$
$0, -1, 1, -2, 2, \dots$	$Int$
$!defined$	$\tau$
$expr_1 \{+, \dots\} expr_2$	$Int \times Int \rightarrow Int$
$expr_1 \{<, \dots\} expr_2$	$Int \times Int \rightarrow Bool$

Generalised notation:

$expr ::= w(expr_1, \dots, expr_n)$

with  $w \in \{+, \dots\}$

$Int \times Int \rightarrow Int$

$Int \times Int \rightarrow Bool$

### OCL Syntax 3/4: Iterate

$expr ::= \dots \mid \underbrace{expr_1 \rightarrow \text{iterate}(var : \tau_1 : var_2 : \tau_2 = expr_2 \mid expr_3)}_{14 \text{ and } 24}$

or, with a little renaming,

$expr ::= \dots \mid \underbrace{expr_1 \rightarrow \text{iterate}(iter : \tau_1 : result : \tau_2 = expr_2 \mid expr_3)}_{\tau_2 \quad \tau_2}$

where

- $expr_1$  is of a **collection type** (here, a set  $Set(n)$  for some  $n$ ).
- $iter \in W$  is called **iterator**, gets type  $\tau_1$  (if  $\tau_1$  is omitted, it is assumed as type of  $iter$ ).
- $result \in W$  is called **result variable**, gets type  $\tau_2$ .
- $expr_2$  is an expression of type  $\tau_2$  giving the initial value for  $result$ . (OCLUndefined, ... if omitted)
- $expr_3$  is an expression of type  $\tau_2$  in which in particular  $iter$  and  $result$  may appear.

### Iterate: Intuitive Semantics (Formally: later)

$expr ::= \dots \mid \underbrace{expr_1 \rightarrow \text{iterate}(iter : \tau_1 : result : \tau_2 = expr_2 \mid expr_3)}_{\tau_1 \quad iter, \tau_2 \quad result = expr_2}$

```

Set( $\tau_1$ )  $hlp = expr_1$ ;
 $\tau_1 \quad iter$ :
 $\tau_2 \quad result = expr_2$ ;
while ( $hlp.empty()$ ) do
   $iter = hlp.pop()$ ;
   $result = expr_3$ ;
end
    
```

**Note:** In our (simplified) setting, we always have  $expr_1 : Set(\tau_1)$  and  $\tau_2 = \tau_1$ . In the type hierarchy of full OCL with inheritance and ocLazy, they may be different and still type consistent.

### Abbreviations on Top of Iterate

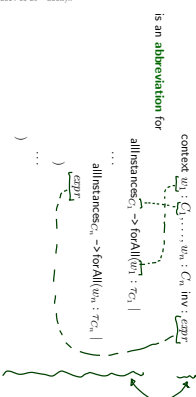
$expr ::= \dots \mid \underbrace{expr_1 \rightarrow \text{iterate}(var_1 : \tau_1 : var_2 : \tau_2 = expr_2 \mid expr_3)}_{\tau_1 \quad \tau_2}$

- $expr_1 \rightarrow \text{forall}(var_1 : \tau_1 \mid expr_3)$  is an abbreviation for  $expr_1 \rightarrow \text{iterate}(var_1 : \tau_1 : var_2 : \tau_2 = true \mid var_2 \text{ and } expr_3)$ .
- $expr_1 \rightarrow \text{exists}(var : \tau_1 \mid expr_3)$  is an abbreviation for  $expr_1 \rightarrow \text{iterate}(var : \tau_1 : var_2 : \tau_2 = false \mid var \text{ or } expr_3)$ .

To ensure confusion, we may again omit all kinds of things: cf. OMG (2006).

### OCL Syntax 4/4: Context

$context ::= \underbrace{context \quad var_1 : \tau_1 \quad \dots \quad var_n : \tau_n}_{\tau_1 \quad \dots \quad \tau_n} \mid \underbrace{inv : expr}_{inv : expr}$   
 where  $var_i \in W$  and  $\tau_i \in \mathcal{T}_{OCL}$  for all  $1 \leq i \leq n, n \geq 0$ .



### Abbreviations on Top of Iterate

$expr ::= \dots \mid \underbrace{expr_1 \rightarrow \text{iterate}(var_1 : \tau_1 : var_2 : \tau_2 = expr_2 \mid expr_3)}_{\tau_1 \quad \tau_2}$

- $expr_1 \rightarrow \text{forall}(var_1 : \tau_1 \mid expr_3)$  is  $forall \quad result\_bool \in \{true, false\}$
- $expr_1 \rightarrow \text{iterate}(var_1 : \tau_1 : result\_bool = true \mid result \text{ and } expr_3)$  is  $forall \quad result\_bool \in \{true, false\}$
- $forall \quad result\_bool \in \{true, false\} \quad expr_1 \rightarrow \text{iterate}(var_1 : \tau_1 : result\_bool = true \mid result \text{ and } expr_3)$

### Context: More Notational Conventions

- For  $context \quad self \quad inv : expr$  we may alternatively write ("abbreviate as")  $context \quad inv : expr$
- Within the latter abbreviation, we may omit the "self" in  $expr$ . I.e. for  $self \quad v$  and  $self \quad r$  we may alternatively write ("abbreviate as")  $v$  and  $r$

### Example

```
context DD inv : varn implies varn > 0
```

all instances  $\Rightarrow$  forall (forall :  $\Rightarrow$  |  
 $\Rightarrow$  { solve varn implies  
 varn > 0 }

### Example

```
 $\mathcal{L} = (\{Bool, Nat\}, \{VM, CP, DD\},$   

 $\{cp : CP, dd : DD\}, \{varn : Bool, varn : Nat\},$   

 $\{VM \rightarrow \{cp, dd\}, CP \rightarrow \{varn\}, DD \rightarrow \{varn, varn\}\})$ 
```



### “Not Interesting”

- Among others:
  - Enumeration types
  - Type hierarchy
  - Complete list of arithmetical operators
  - The two other collection types Bag and Sequence
  - Casting
  - Runtime type information
  - Pre/post conditions (maybe later, when we officially know what an operation is)
  - ...

### References

OMG (2006). Object Constraint Language, version 2.0. Technical Report formal/06-05-01.  
 OMG (2011a). Unified modeling language: Infrastructure, version 2.4.1. Technical Report formal/2011-08-05.  
 OMG (2011b). Unified modeling language: Superstructure, version 2.4.1. Technical Report formal/2011-08-06.  
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