Software Design, Modelling and Analysis in UML

Lecture 16: Hierarchical State Machines III

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- Active vs. Passive Objects
### Additional Well-Formedness Constraints

- Each non-empty region has **exactly one** initial pseudo-state and at least one transition from there to a state of the region, i.e.
  - for each \( s \in S \) with \( \text{region}(s) = \{S_1, \ldots, S_n\} \).
  - for each \( 1 \leq i \leq n \), there exists exactly one initial pseudo-state \((s_i^1, \text{init}) \in S_i\) and at least one transition \( t \in \rightarrow \) with \( s_i^1 \) as source.

- Initial pseudo-states are not targets of transitions.

**For simplicity:**
- The target of a transition with initial pseudo-state source in \( S_i \) is (also) in \( S_i \).
- Transitions from initial pseudo-states have no trigger or guard, i.e. \( t \in \rightarrow \) from \( s \) with kind \((s) = \text{st} \) implies \( \text{annot}(t) = (\_\_, \text{true}, \text{act}) \).
- Final states are not sources of transitions.

### An Intuition for “Or-States”

- In a sense, composite states are about
  - abbreviation,
  - structuring, and
  - avoiding redundancy.

- **Idea:** instead of

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**DON'T!**

**DON'T!**

**DONT!**

---

**write**

---

**resigned**

---

**resigned**
and instead of

\[
\begin{align*}
\text{fast} & \rightarrow N \\
\text{slow} & \rightarrow W
\end{align*}
\]

Entry and Exit Actions
In general, with each state \( s \in S \) there is associated

- an entry, a do, and an exit action (default: skip)
- a possibly empty set of trigger/action pairs called internal transitions, (default: empty).

Note: ‘entry’, ‘do’, ‘exit’ are reserved names; \( E_1, \ldots, E_n \in \mathcal{E} \).

Recall: each action is supposed to have a transformer; assume \( t_{\text{act}^\text{entry}_1}, t_{\text{act}^\text{exit}_1}, \ldots \)
Taking the transition above then amounts to applying

\[
t_{\text{act}^\text{entry}_2} \circ t_{\text{act}} \circ t_{\text{act}^\text{exit}_1}
\]

instead of just

\[
t_{\text{act}}
\]

\[\Rightarrow\] adjust Rules (ii), (iii), and (v) accordingly.

Internal Transitions

- Taking an internal transition, e.g. on \( E_1 \), only executes \( t_{\text{act}^E_1} \).
- Intuition: The state is neither left nor entered, so: no exit, no entry action.
- Note: internal transitions also start a run-to-completion step.

\[\Rightarrow\] adjust Rules (i), (iii), and (v) accordingly.

Note: the standard seems not to clarify whether internal transitions have priority over regular transitions with the same trigger at the same state.

Some code generators assume that internal transitions have priority!
**Alternative View: Entry / Exit / Internal as Abbreviations**

Can be viewed as abbreviation for...

- That is: Entry / Internal / Exit don’t add expressive power to Core State Machines. If internal actions should have priority, $s_1$ can be embedded into an OR-state.
- The “abbreviation view” may avoid confusion in the context of hierarchical states.

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**Do Actions**

- **Intuition:** after entering a state, start its do-action.
- If the do-action terminates,
  - then the state is considered **completed** (like reaching a **final state** child (→ in a minute)),
  - then rule (c) (continue) may apply
  - otherwise,
    - if the state is left before termination, the do-action is stopped.

- Recall the overall UML State Machine philosophy:
  “An object is either idle or doing a run-to-completion step.”
- Now, what is it exactly while the do action is executing...?
Initial and Final States

Initial Pseudostate

**Principle:**
- when entering a non-simple state,
- then go to the destination state of a transition with initial pseudo-state source,
- execute the action of the chosen initiation transition(s) between exit and entry actions.

**Recall:** For simplicity, we assume exactly one initiation transition per non-empty region. Could also be: "at least one" and choosing one non-deterministically.

**Special case:** the region of \( \text{top} \).
- If class \( C \) has a state-machine, then "create-\( C \) transformer" is the concatenation of
  - the transformer of the "constructor" of \( C \) (here not introduced explicitly) and
  - a transformer corresponding to one initiation transition of the top region.

\[
\begin{align*}
\kappa & = 23 \\
\kappa & = 13 \\
\{ C \} & \kappa = 13
\end{align*}
\]
Final States

• If \((\sigma, \varepsilon) \xrightarrow{u} (\sigma', \varepsilon')\) and all simple states \(s\) in \(\sigma'(u)(st)\) are final, i.e. \(\text{kind}(s) = \text{fin}\), then
  • stay unstable if there is a common parent of the simple states in \(\sigma(u)(st)\) which is source of a transition without trigger and satisfied guard,
  • otherwise kill (destroy) object \(u\).

\(\sim\) adjust Rules (i), (ii), (iii), and (v) accordingly.

Observation: \(u\) never "survives" reaching a state \((s, \text{fin})\) with \(s \in \text{child}(\text{top})\).

Observation:
The Concept of History, and Other Pseudo-States
**History and Deep History: By Example**

What happens on...

- $R_s$?
  - $s_8$, $s_9$

- $R_d$?
  - $s_{10}$, $s_{11}$

- $A, B, C, S, R_s$?
  - $s_{12}, s_{13}, s_{14}$, $s_{15}$

- $A, B, C, S, R_d$?

- $A, B, C, D, E, S, R_s$?
  - $s_8, s_9, s_{10}, s_{11}$, $s_{15}$, $s_{16}$

- $A, B, C, D, E, S, R_d$?

**Junction and Choice**

- Junction ("static conditional branch"):

- Choice: ("dynamic conditional branch")
Junction and Choice

- Junction ("static conditional branch"):
  - good: abbreviation
  - unfolds to so many similar transitions with different guards, the unfolded transitions are then checked for enabledness
  - at best, start with trigger, branch into conditions, then apply actions

- Choice: ("dynamic conditional branch")
  - evil: may get stuck
  - enters the transition without knowing whether there's an enabled path
  - at best, use "else" and convince yourself that it cannot get stuck
  - maybe even better: avoid

Entry and Exit Point, Submachine State, Terminate

- Hierarchical states can be "folded" for readability.
  (but: this can also hinder readability.)
- Can even be taken from a different state-machine for re-use.
• Hierarchical states can be “folded” for readability. (but: this can also hinder readability.)
• Can even be taken from a different state-machine for re-use.

Entry/exit points
• Provide connection points for finer integration into the current level, finer than just via initial state.
• Semantically a bit tricky:
  • First the exit action of the exiting state,
  • then the actions of the transition,
  • then the entry actions of the entered state,
  • then action of the transition from the entry point to an internal state,
  • and then that internal state’s entry action.

Terminate Pseudo-State
• When a terminate pseudo-state is reached, the object taking the transition is immediately killed.

Tell Them What You’ve Told Them...

• OR- and AND-states could also be explained as an “unfolding” into core state machines.
• They add conciseness, not expressive power.

• The remaining pseudo-states (history, junction, choice, etc.) are not so difficult.
• Modelling guideline: Avoid choice.

(• Rhapsody also supports non-active objects – their instances share an event pool with an active object.)
References

