Software Design, Modelling and Analysis in UML

Lecture 15: Hierarchical State Machines I

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Contents & Goals

Last Lecture:

- RTC-Rules: Discard, Dispatch, Commence.
- Step, RTC, Divergence
- Putting It All Together – ODs for initial state
- Rhapsody Demo

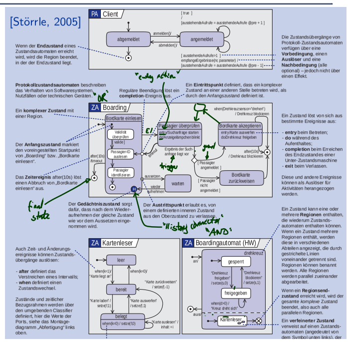
This Lecture:

- **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: initial state.
  - What does this **hierarchical** State Machine mean? What **may happen** if I inject this event?
  - What is: AND-State, OR-State, pseudo-state, entry/exit/do, final state, ...
- **Content:**
  - Hierarchical State Machines Syntax

Hierarchical State Machines

UML State-Machines: What do we have to cover?

[Störrle, 2005]



The Full Story

UML distinguishes the following **kinds of states**:

	example		example
simple state		**pseudo-state**	
		initial	
		(shallow) history	
		deep history	
		fork/join	
final state		junction, choice	
composite state		entry point	
OR		exit point	
AND		terminate	
		submachine state	$S : s$

Representing All Kinds of States

- **Until now:**

$$(S, s_0, \to), \quad s_0 \in S, \to \subseteq S \times (\mathscr{E} \cup \{\_\}) \times Expr_{\mathscr{S}} \times Act_{\mathscr{S}} \times S$$

Representing All Kinds of States

- **Until now:**

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- **From now on:** (**hierarchical**) **state machines**

  $(S, kind, region, \to, \psi, annot)$

where

- $S \supseteq \{top\}$ is a finite set of states **(as before)**,
- $kind : S \to \{st, init, fin, shist, dhist, fork, join, junc, choi, ent, exi, term\}$ is a function which labels states with their **kind**, **(new)**
- $region : S \to 2^{2^S}$ is a function which characterises the **regions** of a state, **(new)**
- $\to$ is a set of transitions, **(changed)**
- $\psi : (\to) \to 2^S \times 2^S$ is an **incidence function**, and **(new)**
- $annot : (\to) \to (\mathscr{E} \cup \{\_\}) \times Expr_{\mathscr{S}} \times Act_{\mathscr{S}}$ provides an annotation for each transition. **(new)**

(s_0 is then redundant — replaced by proper state (!) of kind '*init*'.)

From UML to Hierarchical State Machines: By Example

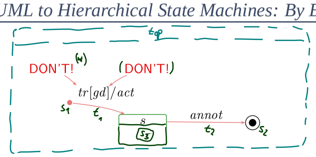
$(S, kind, region, \to, \psi, annot)$

	example	$\in S$	*kind*	*region*
simple state	s			
final state				
composite state				
OR				
AND				
submachine state	(later)			
pseudo-state				

$(s, kind(s))$ for short

region

From UML to Hierarchical State Machines: By Example



... translates to $(S, kind, region, \to, \psi, annot) =$

$S, kind$

$region$

$\to$

ψ

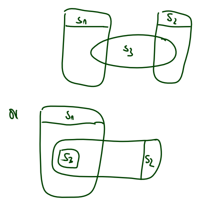
$annot$

Well-Formedness: Regions (follows from diagram)

	$\in S$	*kind*	$region \subseteq 2^S, S_i \subseteq S$	$child \subseteq S$
simple state	s	*st*	$\emptyset$	$\emptyset$
final state	s	*fin*	$\emptyset$	$\emptyset$
composite state	s	*st*	$\{S_1, \dots, S_n\}, n \geq 1$	$S_1 \cup \dots \cup S_n$
pseudo-state	s	*init*, ...	$\emptyset$	$\emptyset$
implicit top state	*top*	*st*	$\{S_1\}$	S_1

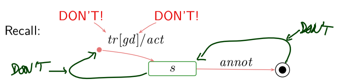
- Each state (except for *top*) lies in exactly one region,
- States $s \in S$ with $kind(s) = st$ **may comprise** regions.
  - No region: simple state.
  - One region: OR-state.
  - Two or more regions: AND-state.
- Final and pseudo states **don't comprise** regions.
- The region function induces a **child** function.

Each state (except for top) lies in exactly one region.
Follows from diagrams because we may not draw.

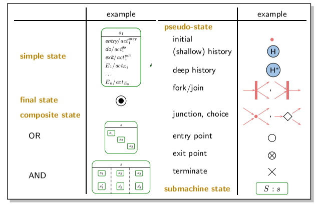


Well-Formedness: Initial State (requirement on diagram)

- Each non-empty region has a reasonable initial state and at least one transition from there, i.e.
  - for each $s \in S$ with $region(s) = \{S_1, \dots, S_n\}$, $n \geq 1$, for each $1 \leq i \leq n$,
  - there exists exactly one initial pseudo-state $(s_1^i, init) \in S_i$ and at least one transition $t \in \rightarrow$ with s_1^i as source,
  - and such transition's target s_2^i is in S_i, and (**for simplicity!**) $kind(s_2^i) = st$, and $annot(t) = (\_, true, act)$.
- No ingoing transitions to initial states.
- No outgoing transitions from final states.
- Recall:



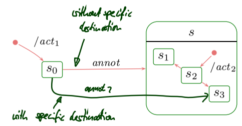
Plan



- Initial pseudostate, final state.
- Composite states.
- Entry/do/exit actions, internal transitions.
- History and other pseudostates, the rest.

Initial Pseudostates and Final States

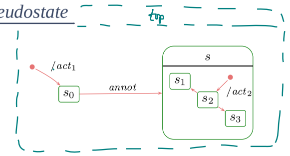
Initial Pseudostate



Principle:

- when entering a region **without** a specific destination state,
- then go to a state which is destination of an initiation transition,
- execute the action of the chosen initiation transitions **between** exit and entry actions. of source and destination (later).

Initial Pseudostate



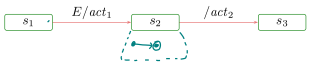
Principle:

- when entering a region **without** a specific destination state,
- then go to a state which is destination of an initiation transition,
- execute the action of the chosen initiation transitions **between** exit and entry actions.

Special case: the region of top.

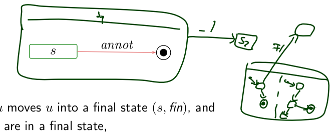
- If class C has a state-machine, then "create-C transformer" is the concatenation of
  - the transformer of the "constructor" of C (here not introduced explicitly) and
  - a transformer corresponding to one initiation transition of the top region.

Towards Final States: Completion of States



- Transitions without trigger can **conceptionally** be viewed as being sensitive for the "completion event".
- Dispatching (here: E) **can then alternatively** be **viewed** as
  (i) fetch event (here: E) from the ether,
  (ii) take an enabled transition (here: to s_2),
  (iii) remove event from the ether,
  (iv) after having finished entry and do action of current state (here: s_2) — the state is then called **completed** —,
  (v) raise a **completion event** — with strict priority over events from ether!
  (vi) if there is a transition enabled which is sensitive for the completion event,
    - then take it (here: (s_2, s_3)).
    - otherwise become stable.

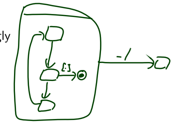
Final States



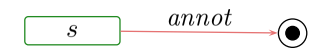
- If
  - a step of object u moves u into a final state (s, fin), and
  - all sibling regions are in a final state,

  then (conceptionally) a completion event for the current composite state s is raised.
- If there is a transition of a **parent state** (i.e., inverse of $child$) of s enabled which is sensitive for the completion event,
  - then take that transition,
  - otherwise kill u

$\rightsquigarrow$ adjust (2.) and (3.) in the semantics accordingly



Final States



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- **One consequence:** u never survives reaching a state (s, fin) with $s \in child(top)$.
- **Now:** in Core State Machines, there is no parent state.
- **Later:** in Hierarchical ones, there may be one.

References

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