

UML Behavioral Consistency Checking using Instantiable Petri Nets

Oct 27, 2008



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Laboratoire d'Informatique de Paris 6 (LIP6)

First IEEE International workshop UML and Formal Methods
In Conjunction with: 10th Int'l Conf. On Formal Engineering Methods



- **European IP: *MODELLing solution for comPLEX software systems***
 - 2006-2010, 21 partners, 20M€
 - Model centric development
 - Reduce costs, increase quality/productivity
- **WP 4: simulation, verification & testing (SVT)**
 - Model checking is one of many services provided to models
- **Develop “Behavioral Consistency Checker” a tool that transparently relies on Model-Checking to offer verification of UML behaviors**

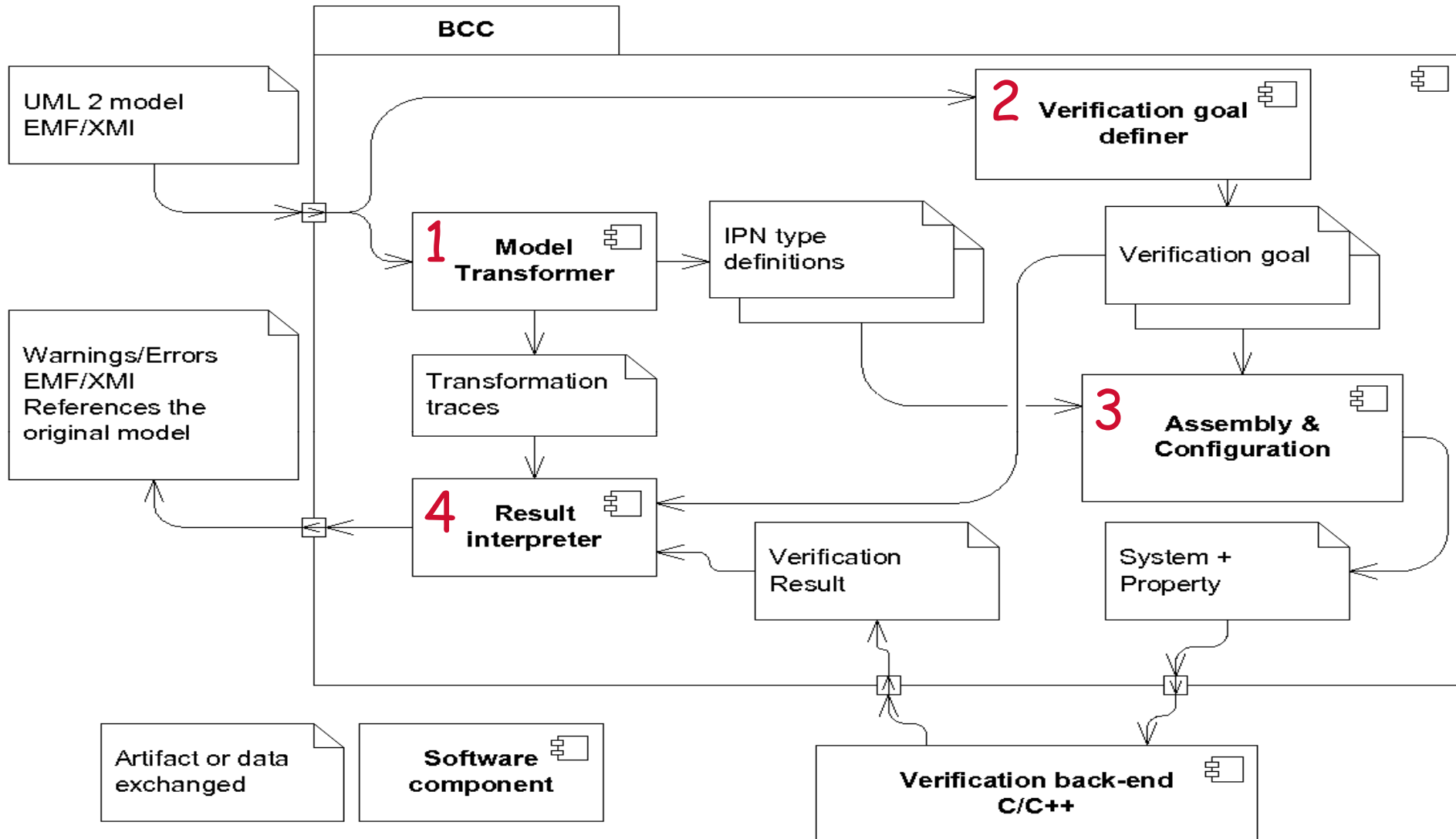


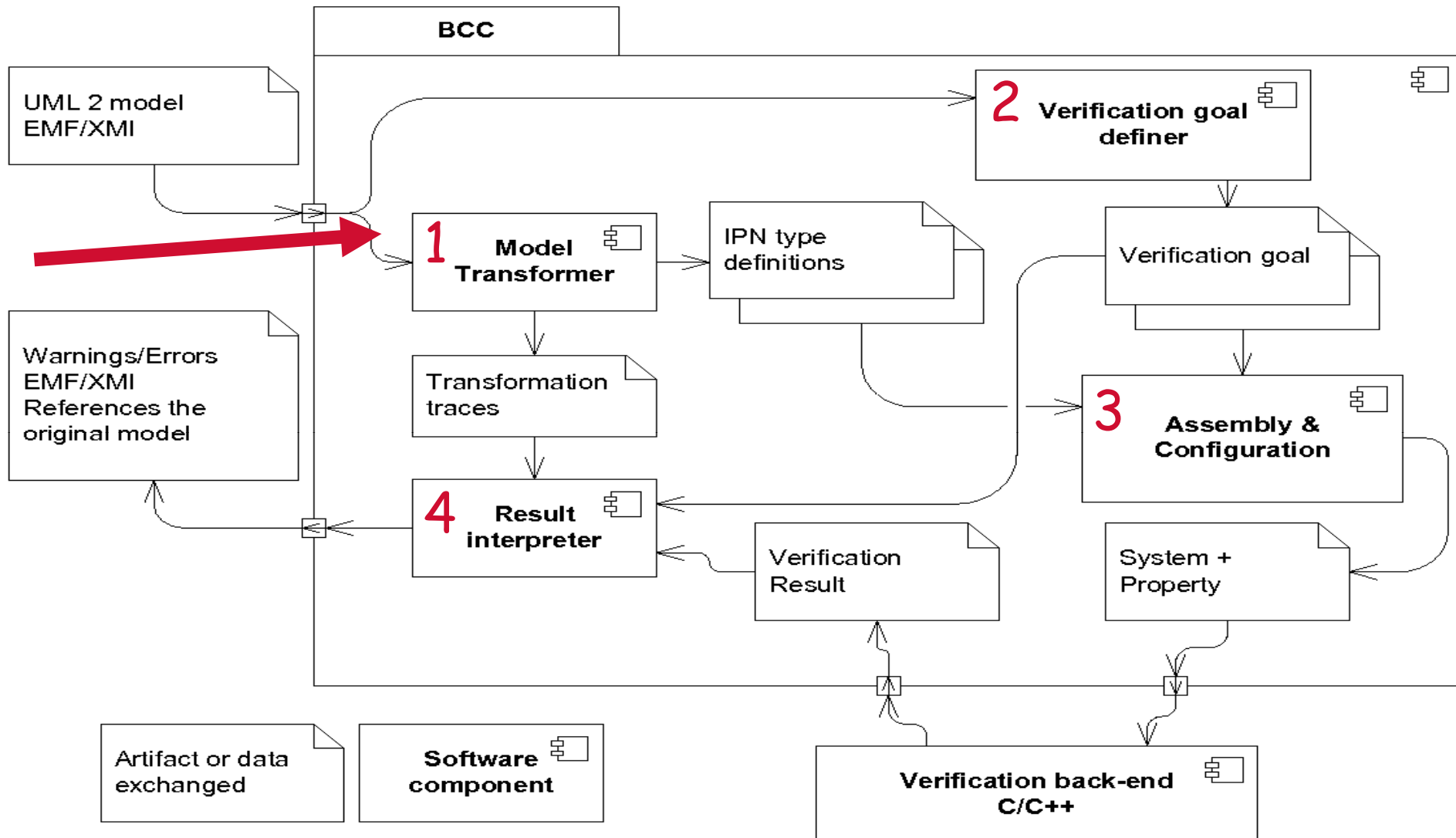
- **Go beyond syntactic checks:**
 - Offered by EVL (Epsilon), OCL
- **Transparently use formal verification:**
 - Minimal user input
 - Model-checking technology (e.g. Decision diagrams)
- **Check that the *behavior* of a system specified in UML2 is *consistent***
 - Integrate execution semantics

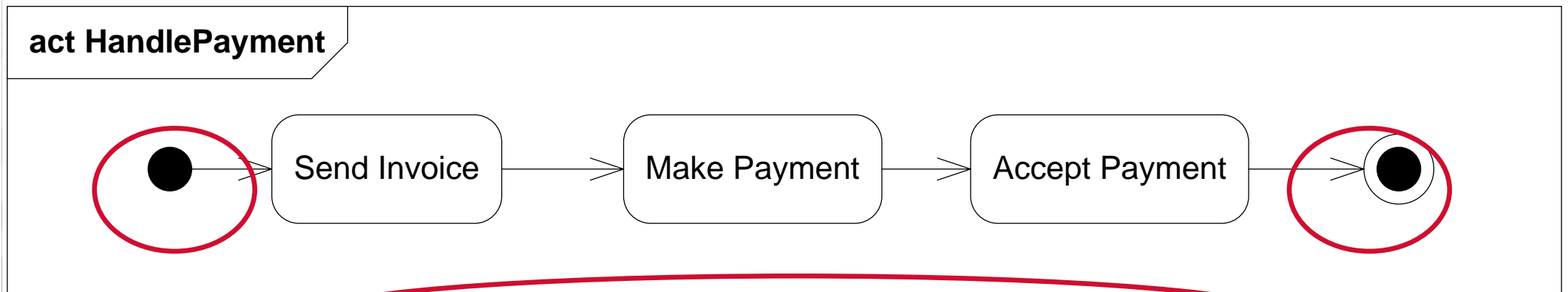
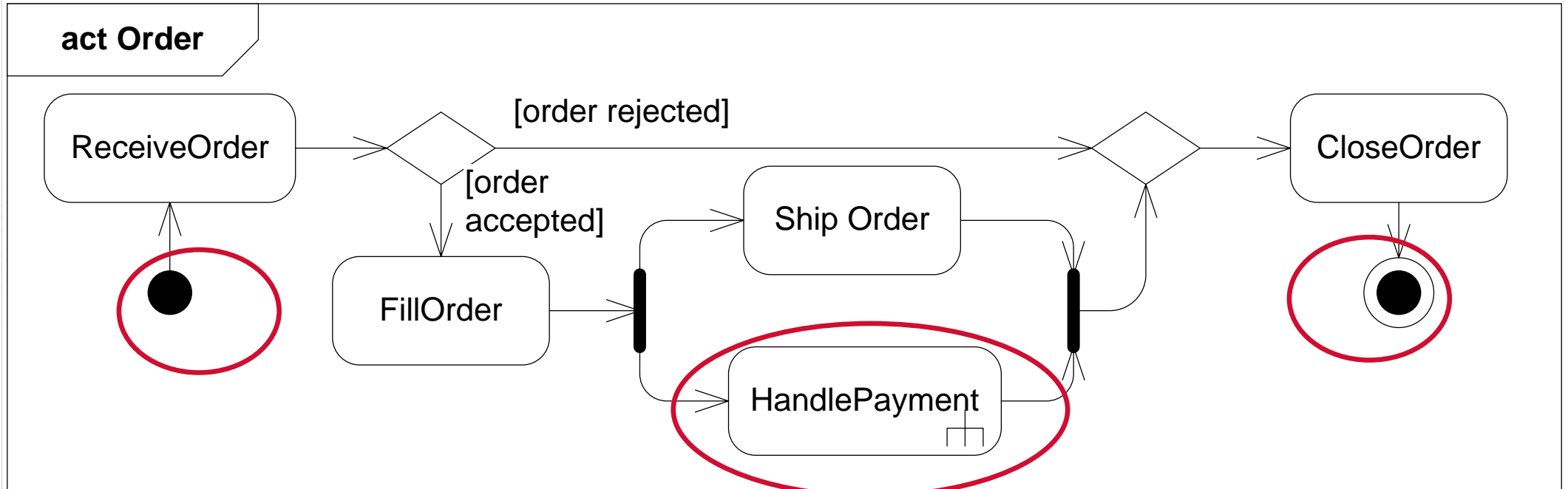
- **Translate UML to a formal notation**
 - Consistent with MDA approach: a PSM for verification
- **A generic description of “UML Behavior” semantics**
 - Notion of type and instance
 - Use of an interface = public transitions
 - Composition through synchronizations:
 - *CallBehavior/EndBehavior*
 - *Send/Receive Event*
- **Petri nets as an elementary component**
 - Allow reuse of existing verification technology/tools



Behavioral Consistency Checker: Internal Architecture







Connection points between behaviors

UML name	UML graphics	IPN pattern
initial		
final		
action		
sendEvent		
recvEvent		
callBehavior		

in
 out

IPN graphical notation

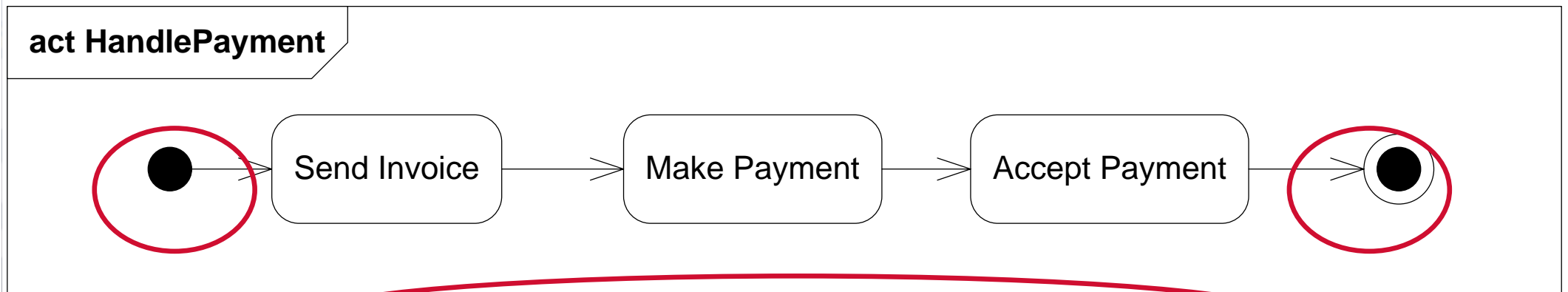
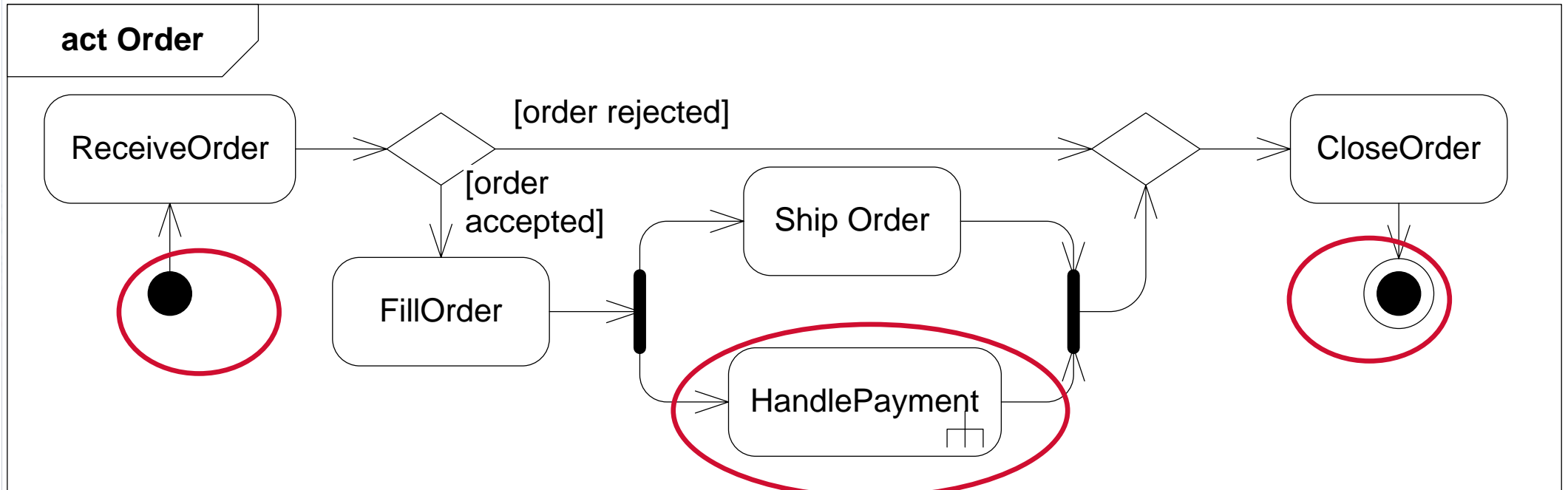
place private transition public transition arc



Translation rules from UML-AD to IPN: edges

UML name	UML graphics	IPN pattern
Control Flow		
Fork		
Join		
Decision		
Merge		

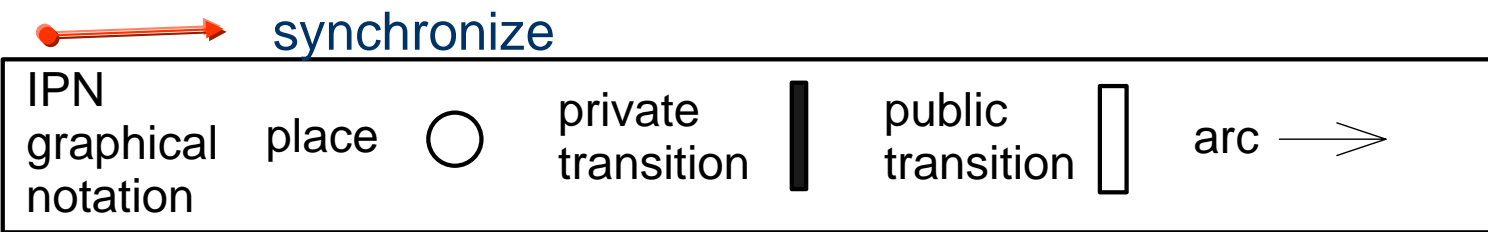
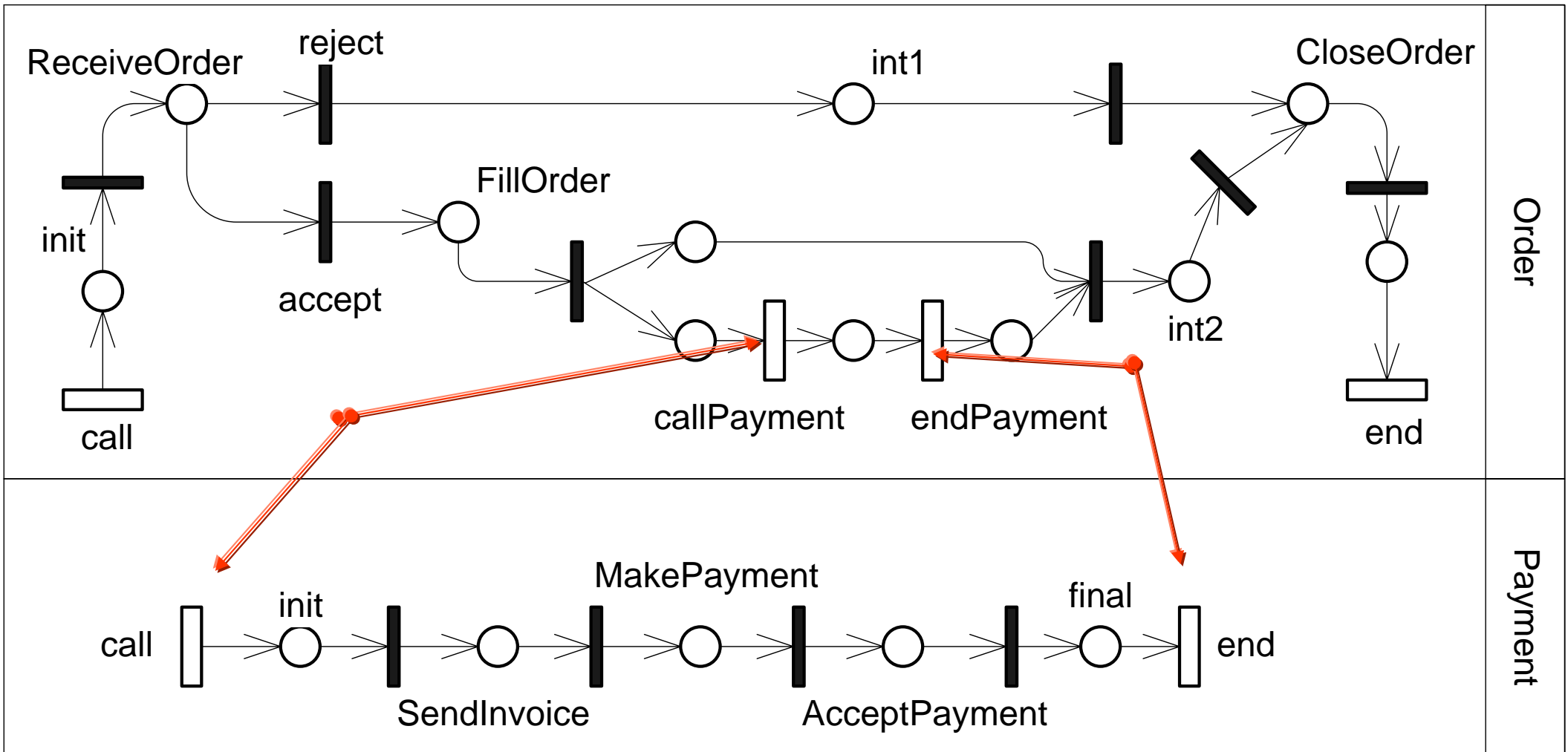
Only private transitions

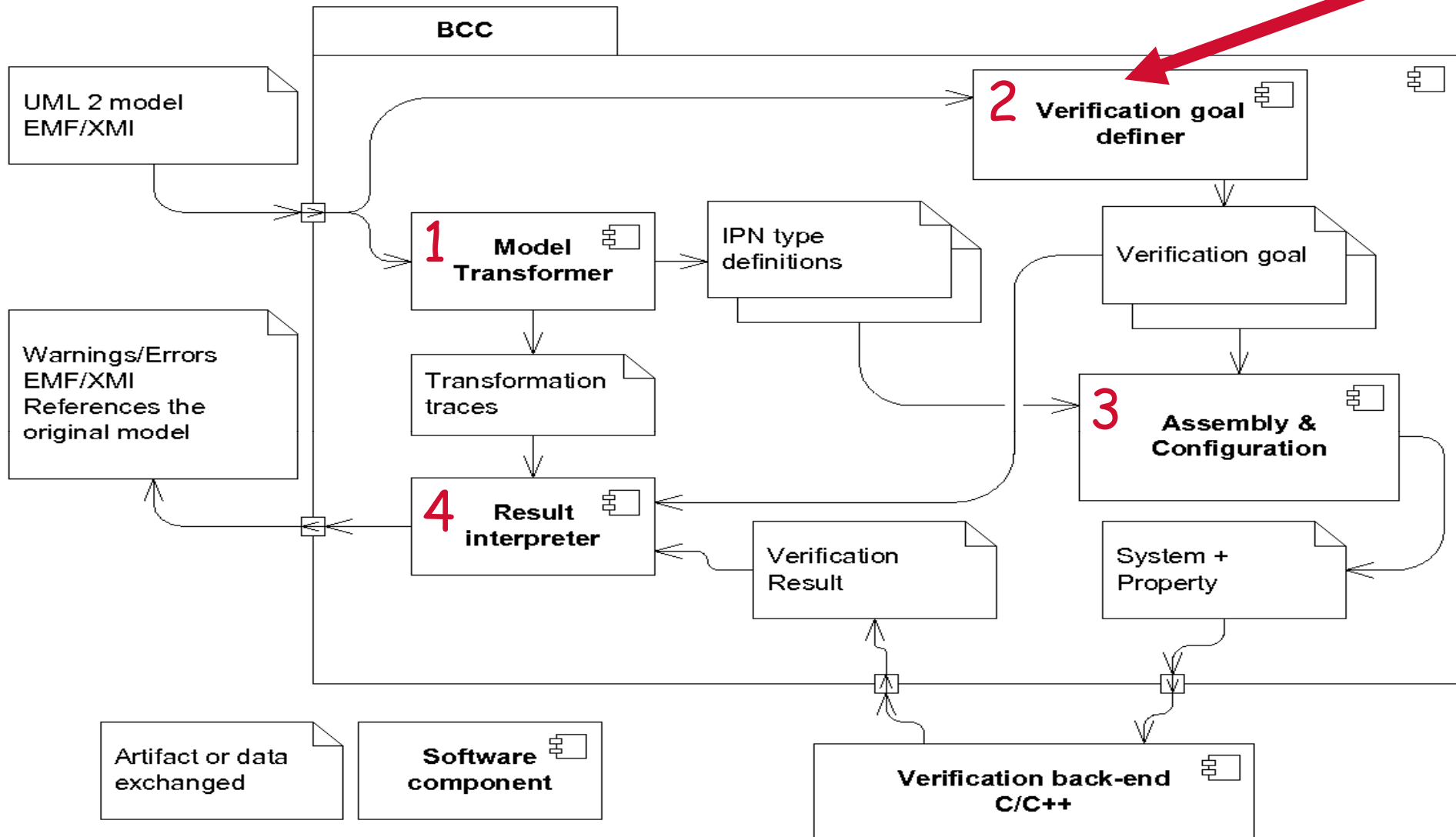


Connection points between behaviors

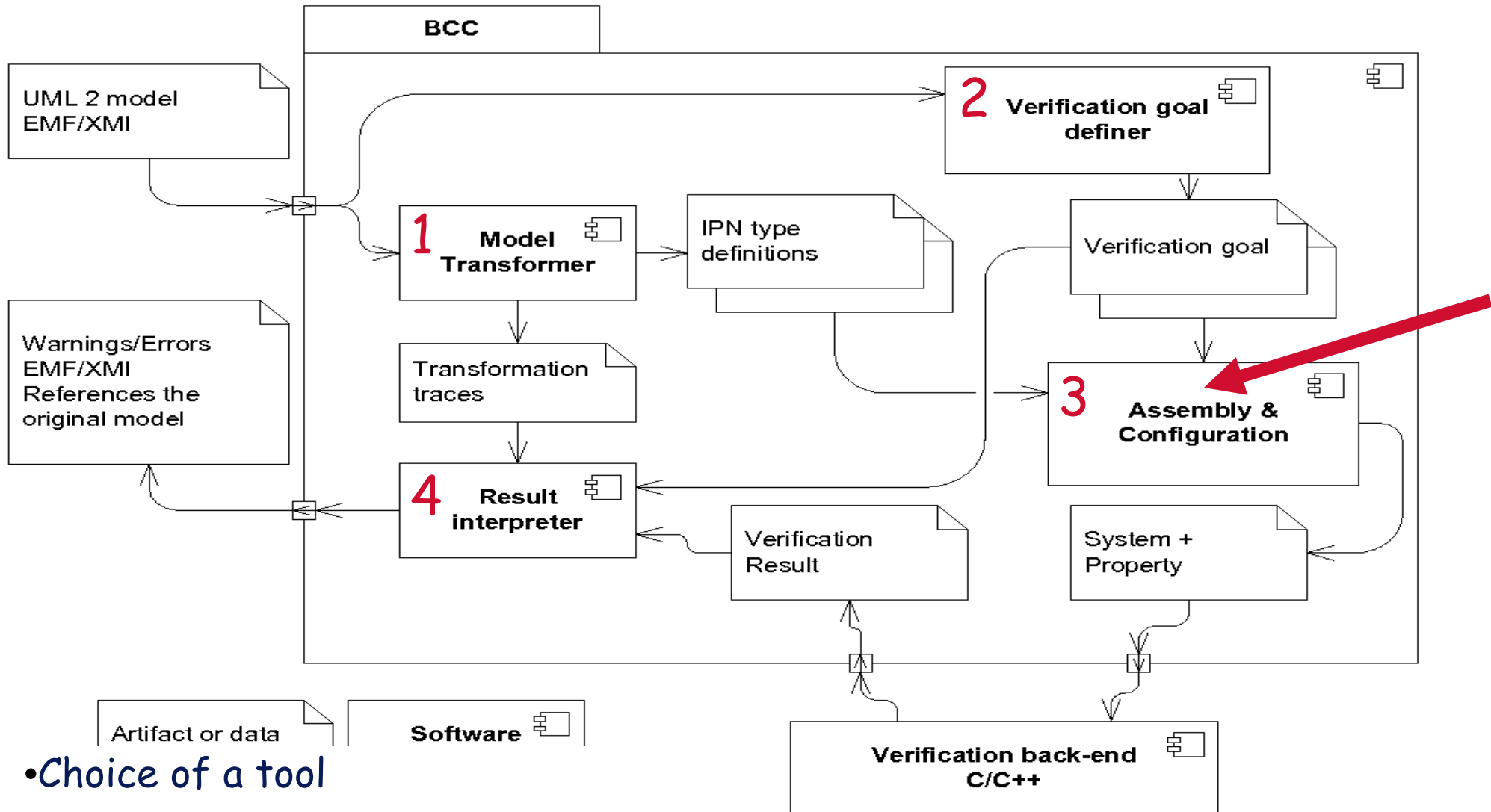


An example translation (IPN): 1 Diagram \leftrightarrow 1 IPN Type

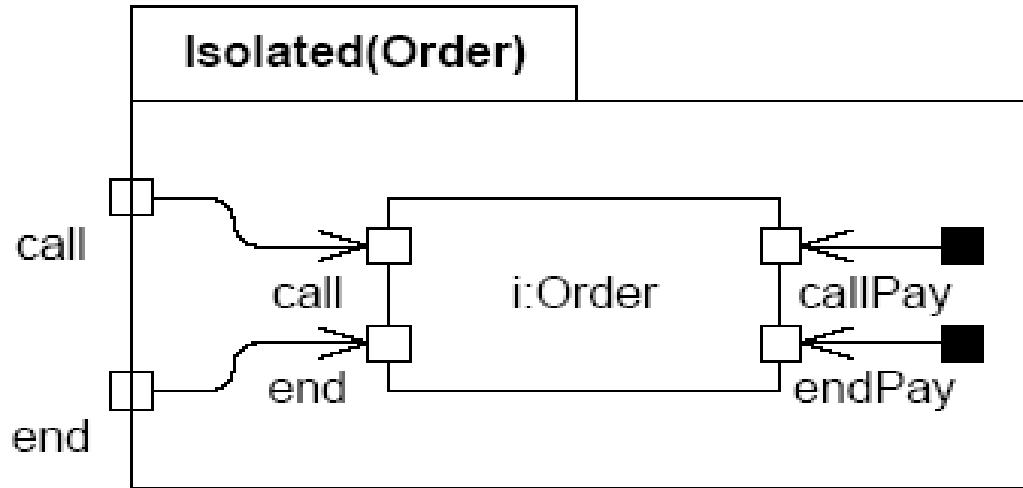




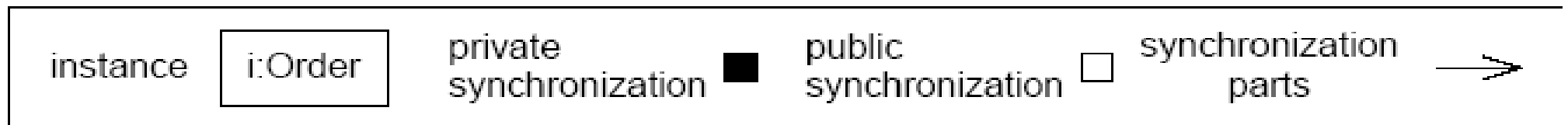
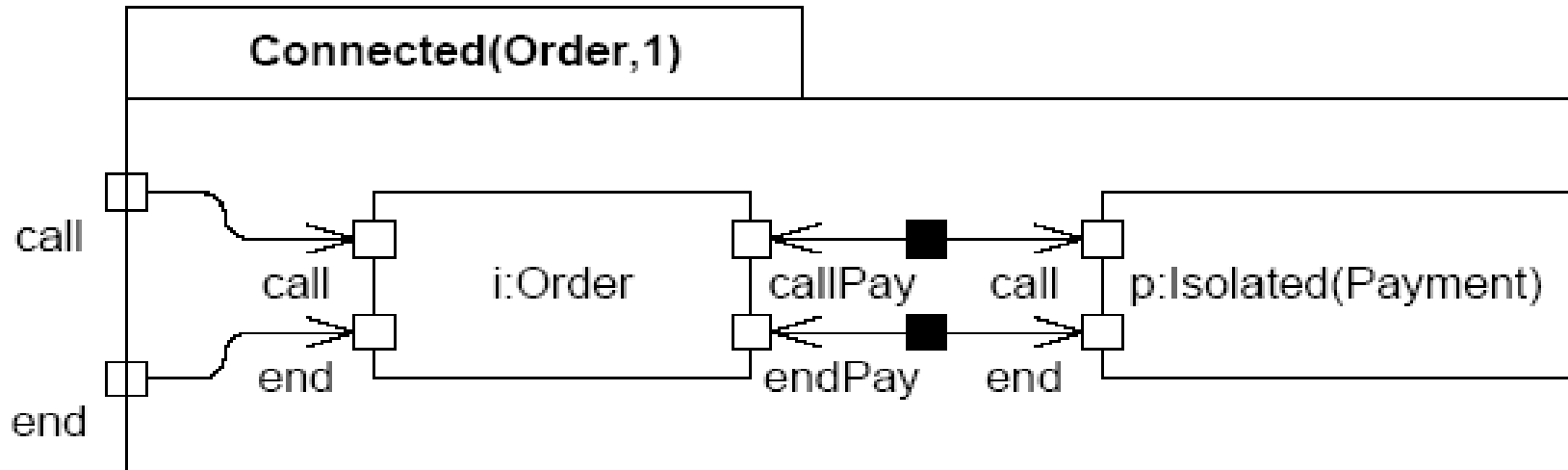
- **Model independent: (No user input !!)**
 - Deadlocks, Livelocks
 - Unbounded behavior (bad specification)
 - Unreachable behavior (dead code)
 - UML specific, model dependent: e.g. Reachability of final state from initial configuration
- **Model instance dependent:**
 - Reachability of a state: invariants, (un)desired states
 - *Would require a mapping from OCL to IPN*
 - Temporal logic (CTL, LTL...)
 - *Use stereotyped sequence diagrams ?*



- Choice of a tool
- Choice of a configuration scenario

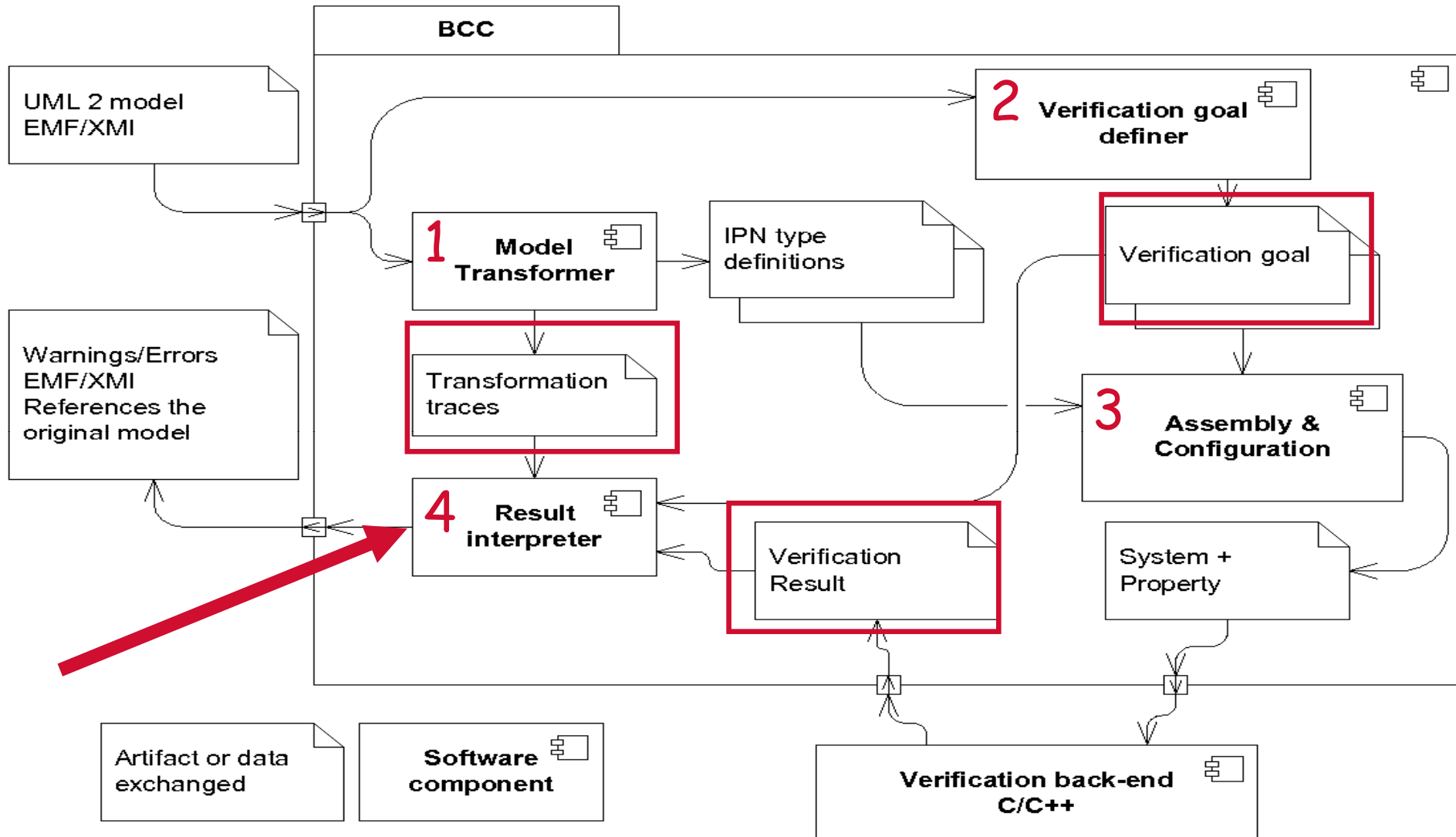


- Limit complexity of simple checks
- Optimize w.r.t. property.
- Reuse IPN type declarations



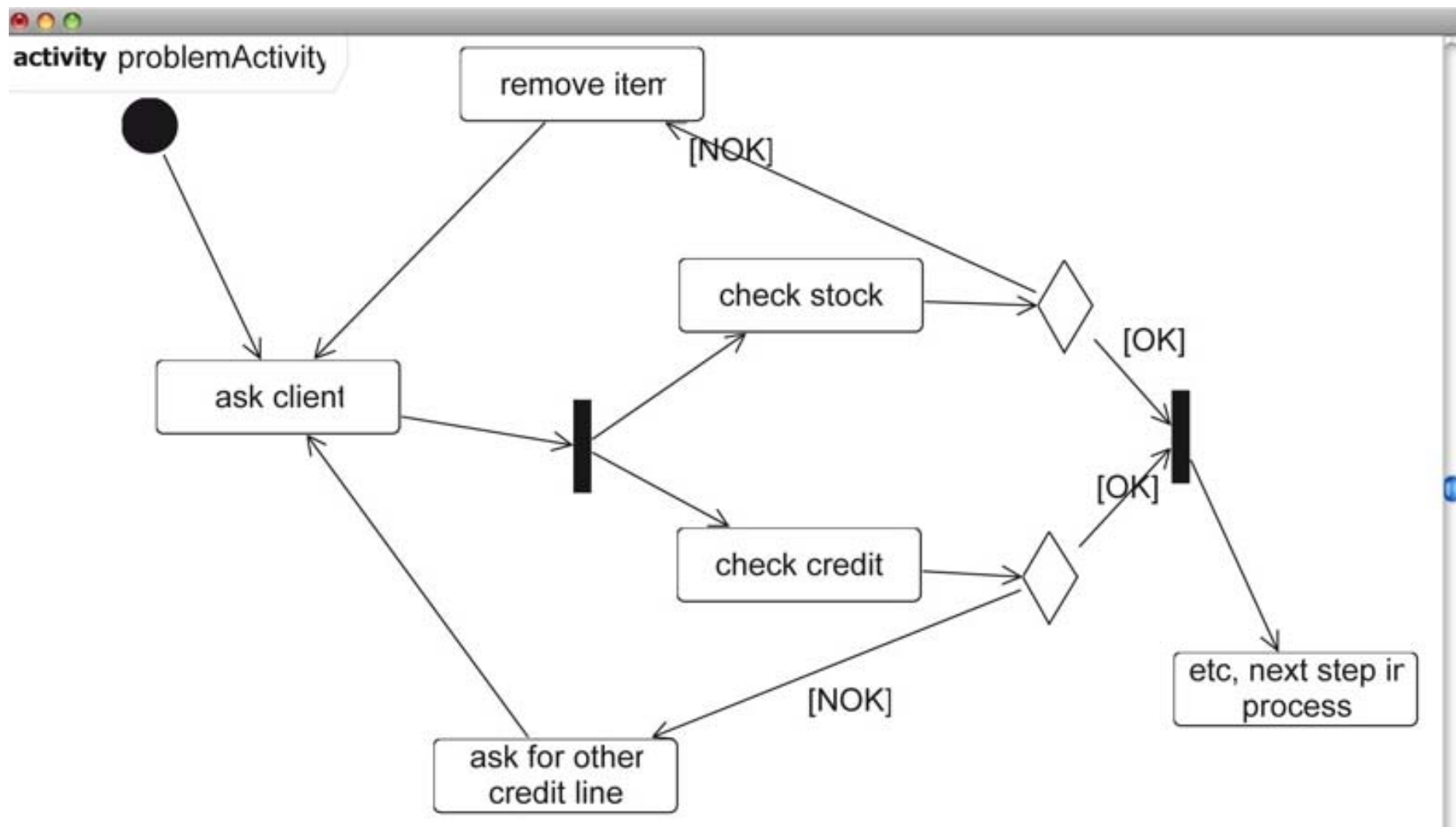
Step 4 : Result Interpretation

Keep it simple !



💡 Activity diagram from SAP

📌 Any of the two checks can fail and trigger the fork again...





Working on the SAP model with BCC

Behavioral Consistency Checker 1.0

Options

Source Model : `Jusers/fko/Fabrice/Exposés/2008/Monterey-workshop/billes/bcc-1.0/models/SAP/SalesOrderProcessingSAP.uml`

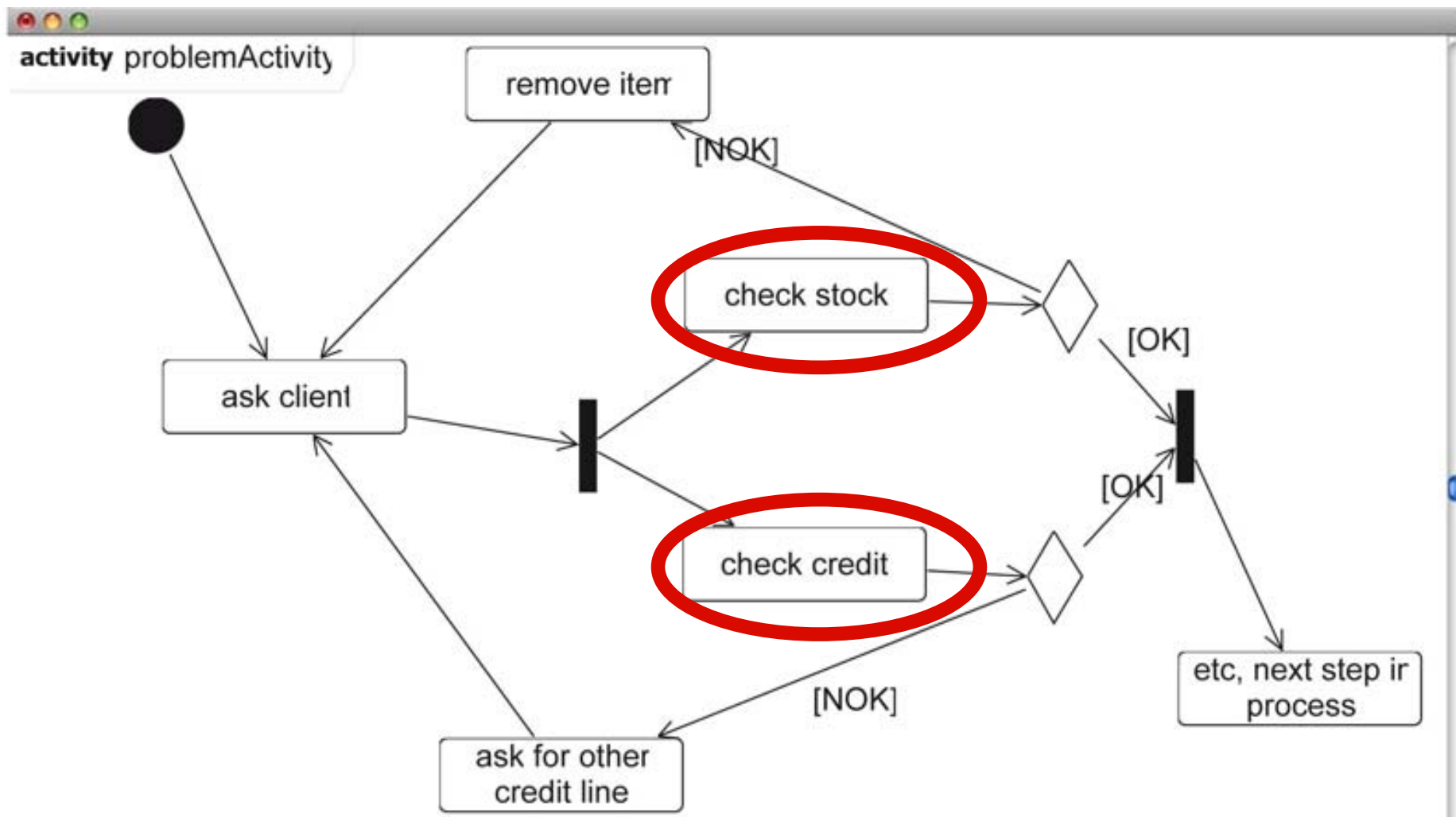
Transform

UML source	Transformation product
Activity : Order ProcessingActivity	Net :Order ProcessingActivity
Activity : Order ProcessingActivity	Net :Order ProcessingActivity

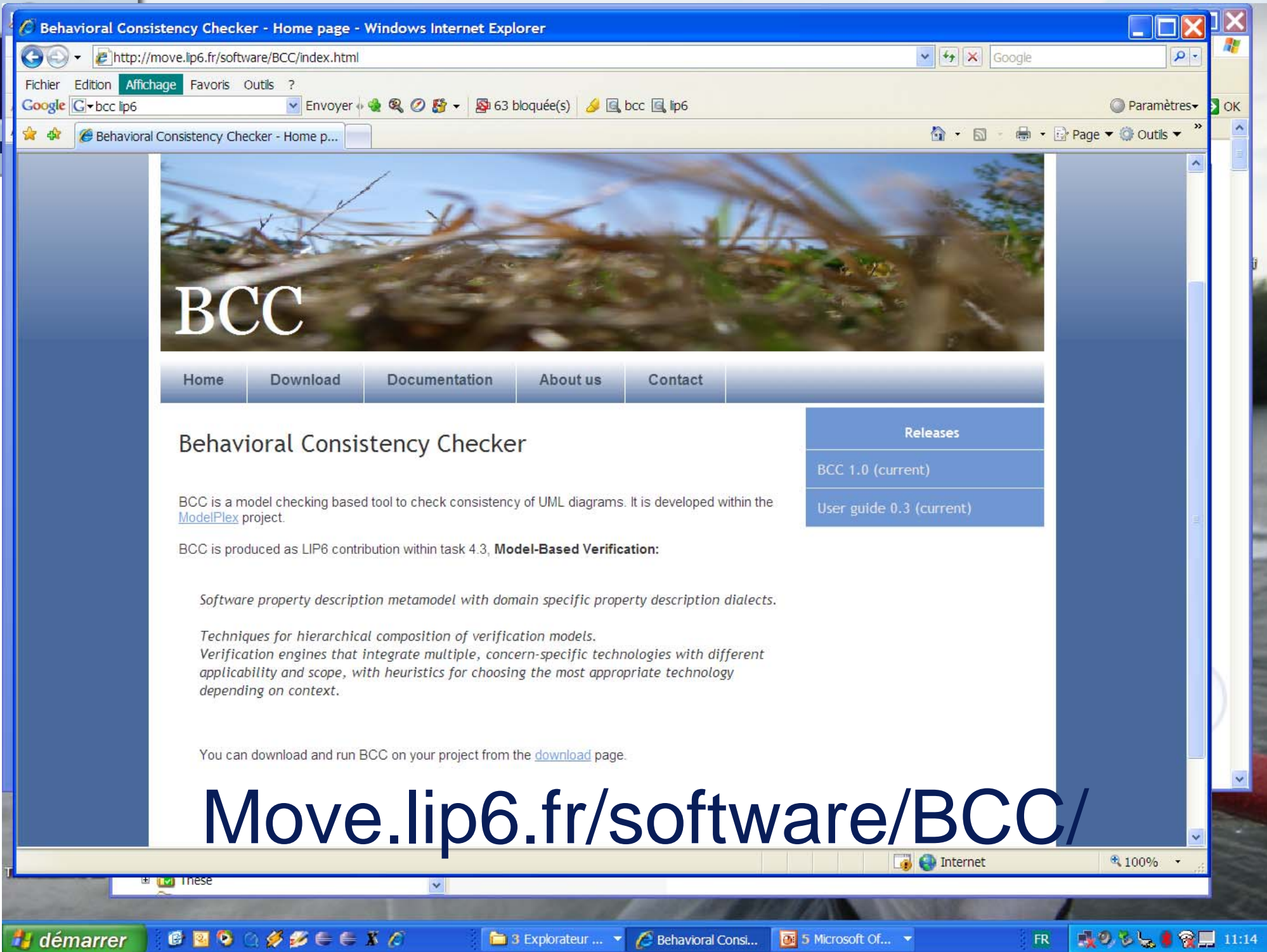
Check Consistency

Severity	Location	Description
ERROR	CallOperationAction...	is unbounded. Please check fork transitions above this element, an uncontrolled number of control flows could be active simulta...
ERROR	CallOperationAction...	is unbounded. Please check fork transitions above this element, an uncontrolled number of control flows could be active simulta...
ERROR	DecisionNode : OK	is unbounded. Please check fork transitions above this element, an uncontrolled number of control flows could be active simulta...
STATISTIC	InitialNode : InitialN...	is reachable.
ERROR	CallOperationAction...	is unbounded. Please check fork transitions above this element, an uncontrolled number of control flows could be active simulta...
ERROR	CallOperationAction...	is unbounded. Please check fork transitions above this element, an uncontrolled number of control flows could be active simulta...
ERROR	CallOperationAction...	is unbounded. Please check fork transitions above this element, an uncontrolled number of control flows could be active simulta...
ERROR	ActivityFinalNode : ...	is unbounded. Please check fork transitions above this element, an uncontrolled number of control flows could be active simulta...
ERROR	ActivityFinalNode : ...	is unbounded. Please check fork transitions above this element, an uncontrolled number of control flows could be active simulta...
ERROR	DecisionNode : Deci...	is unbounded. Please check fork transitions above this element, an uncontrolled number of control flows could be active simulta...
ERROR	DecisionNode : Deci...	is unbounded. Please check fork transitions above this element, an uncontrolled number of control flows could be active simulta...
ERROR	SendSignalAction : ...	is unbounded. Please check fork transitions above this element, an uncontrolled number of control flows could be active simulta...
ERROR	SendSignalAction : ...	is unbounded. Please check fork transitions above this element, an uncontrolled number of control flows could be active simulta...
ERROR	AcceptEventAction : ...	is unbounded. Please check fork transitions above this element, an uncontrolled number of control flows could be active simulta...
ERROR	AcceptEventAction : ...	is unbounded. Please check fork transitions above this element, an uncontrolled number of control flows could be active simulta...
ERROR	AcceptEventAction : ...	is unbounded. Please check fork transitions above this element, an uncontrolled number of control flows could be active simulta...
ERROR	AcceptEventAction : ...	is unbounded. Please check fork transitions above this element, an uncontrolled number of control flows could be active simulta...
STATISTIC	AcceptEventAction : ...	is reachable.
ERROR	SendSignalAction : ...	is unbounded. Please check fork transitions above this element, an uncontrolled number of control flows could be active simulta...
ERROR	DecisionNode : Deci...	is unreachable. It seems this element can never be active. It is either unreachable (dead code) or disconnected from the rest of...

- From simulation, more CPU is needed due to important activity
- From verification: the spec's structure is unbounded by construction



- **Still work in progress**
 - Define additional consistency rules
 - Use profiled models for model specific properties
 - Eclipse problem view integration
- **Experience learned:**
 - Use of default properties already useful
 - Fully automated chain necessary
- **Need for structure and hierarchy in target formalism**
 - Applicability of compositional approach to other elementary bricks than Petri nets
- **We also develop an efficient decision diagram based model-checking solution see ddd.lip6.fr**
 - Hierarchy allows more efficient verification algorithms



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Behavioral Consistency Checker

BCC is a model checking based tool to check consistency of UML diagrams. It is developed within the [ModelPlex](#) project.

BCC is produced as LIP6 contribution within task 4.3, **Model-Based Verification**:

Software property description metamodel with domain specific property description dialects.

Techniques for hierarchical composition of verification models.

Verification engines that integrate multiple, concern-specific technologies with different applicability and scope, with heuristics for choosing the most appropriate technology depending on context.

You can download and run BCC on your project from the [download](#) page.

Releases
BCC 1.0 (current)
User guide 0.3 (current)

Move.lip6.fr/software/BCC/