

Efficient Representation of Timed UML 2 Interactions

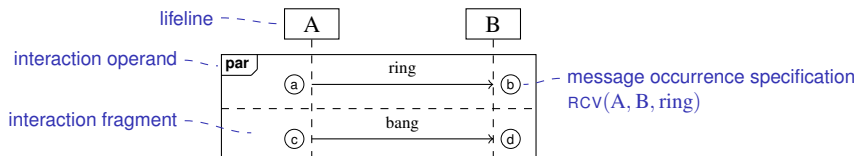
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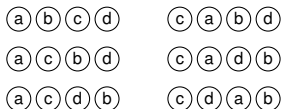
Danmarks Tekniske Universitet

Traces (of Untimed Interactions)

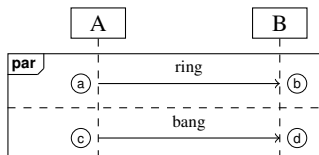


► Direct enumeration of traces of occurrence specifications

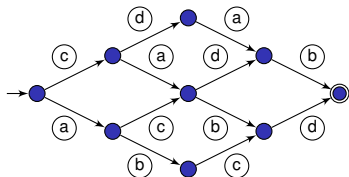
► 6 traces



Phase Automata

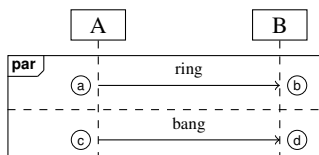


- ▶ Traces captured by runs from initial to final state
 - ▶ 9 states, 12 transitions



[K., Wuttke 2006]

Prime Event Structures (1)

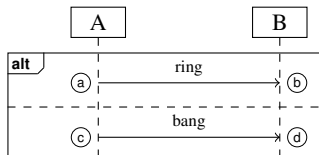


- ▶ Traces captured by **linearisations** of maximal configurations
 - ▶ **Events:** $E = \{\textcircled{a}, \textcircled{b}, \textcircled{c}, \textcircled{d}\}$
 - ▶ Set of events (occurrence specifications), which may occur
 - ▶ **Causality relation** on events: $\textcircled{a} \prec \textcircled{b}, \textcircled{c} \prec \textcircled{d}$
 - ▶ Partial order, describing which event must occur before which other
 - ▶ **Conflict relation** w.r.t. \prec : $\# = \emptyset$
 - ▶ Symmetric exclusion relation with: if $e \# e' \prec e''$, then $e \# e''$
 - ▶ **Maximal configuration**
 - ▶ maximal downwards closed set of events not containing conflicting events

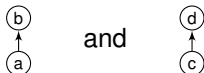
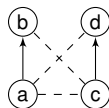


[Küster-Filipe 2006]

Prime Event Structures (2)



- ▶ Events: $E = \{a, b, c, d\}$
- ▶ Causality relation: $a \prec b, c \prec d$
- ▶ Conflict relation w.r.t. \leq : $a \# c$
- ▶ Maximal configurations



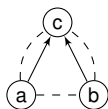
Prime Event Structures (3)

Consider

- ▶ $\text{strict}(\text{alt}(\textcircled{a}, \textcircled{b}), \textcircled{c})$

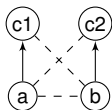
For prime event structure representation

- ▶ \textcircled{a} and \textcircled{b} are in conflict
- ▶ \textcircled{a} and \textcircled{b} are before \textcircled{c}



Leads to **duplication** of \textcircled{c} into $\textcircled{c1}$ and $\textcircled{c2}$

- ▶ \textcircled{a} and \textcircled{b} are in conflict
- ▶ \textcircled{a} before $\textcircled{c1}$, \textcircled{b} before $\textcircled{c2}$



In $\text{strict}(\text{alt}(\textcircled{a}, \textcircled{b}), T)$ all of T has to be duplicated.

Also problems with expressing **asymmetric** conflicts, like for break.

Approach

Keep constraints approach of event structures

- ▶ direct representation of basic interactions
 - ▶ partially ordered occurrence specifications
- ▶ compact format for par, strict, seq

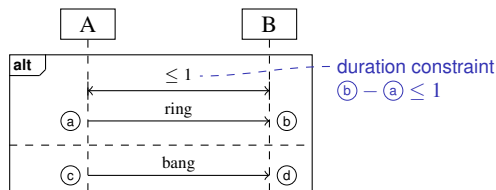
Avoid necessity of duplication and symmetric conflicts

- ▶ asymmetric event structures, flow event structures

Integrate timing constraints

- ▶ duration constraints $o_2 - o_1 \bowtie d$ with $\bowtie \in \{<, \leq, \geq, >\}$
- ▶ duration constraints $\ell \bowtie d$ for an interaction fragment

Example



► Interaction structure (O, R, X, Θ)

$$O = \{\textcircled{a}, \textcircled{b}, \textcircled{c}, \textcircled{d}\}$$

$$R = \{\textcircled{a} \rightarrow \textcircled{b}, \textcircled{c} \rightarrow \textcircled{d}\}$$

$$X = \{\textcircled{a} \rightsquigarrow \textcircled{c}, \textcircled{a} \rightsquigarrow \textcircled{d}, \textcircled{c} \rightsquigarrow \textcircled{a}, \textcircled{d} \rightsquigarrow \textcircled{a}\}$$

$$\Theta = \textcircled{b} - \textcircled{a} \leq 1$$

► Traces of (O, R, X, Θ)

$$\langle \text{SND}(A, B, \text{ring}), t_1 \rangle \langle \text{RCV}(A, B, \text{ring}), t_2 \rangle, \quad t_1, t_2 \in \mathbb{R}_{\geq 0}, \quad t_2 - t_1 \leq 1$$

$$\langle \text{SND}(A, B, \text{bang}), t_3 \rangle \langle \text{RCV}(A, B, \text{bang}), t_4 \rangle, \quad t_1, t_2 \in \mathbb{R}_{\geq 0}$$

Interaction Structures

- ▶ Finite set of **occurrence specifications** O
 - ▶ events conforming to these occurrence specifications are allowed to be observed
- ▶ Binary relation $R \subseteq O \times O$ specifying a **causality relation**
 - ▶ partial order \preceq_R
 - ▶ event ordering on a trace must not contradict \preceq_R
- ▶ Binary relation $X \subseteq O \times O$ specifying an **inhibition relation** w.r.t. R
 - ▶ irreflexive relation $\triangleright_{(R,X)}$ with $o_2 \triangleright_{(R,X)} o_3$ iff there is an $o_1 \in O$ with $o_1 \preceq_R o_2$ and $(o_1, o_3) \in X$
 - ▶ for a trace, $o_1 \triangleright_{(R,X)} o_2$ inhibits an event conforming to o_2 to occur after an event conforming to o_1
- ▶ **Timing constraint** Θ
 - ▶ conjunctive or disjunctive combination of timing constraints of the form $o_2 - o_1 \bowtie d$

Traces of Interaction Structures

Interaction structure (O, R, X, Θ)

Sequence of **occurrence specifications** $o_1 \dots o_k$ **conforms to** R and X if o_j minimal element of $(O_j, \preceq_R \cap (O_j \times O_j))$ with

$$O_j = O \setminus (\{o_1, \dots, o_{j-1}\} \cup \{o \in O \mid \exists 1 \leq i \leq j-1 . o_i \triangleright_{(R,X)} o\})$$

- ▶ each o_j minimal w.r.t. causality, and not inhibited

$o_1 \dots o_k$ **allowed by** (O, R, X, Θ) if it conforms to R and X and it is **maximal**

- ▶ no $o \in O \setminus \{o_1, \dots, o_k\}$ such that $o_1 \dots o_k o$ conforms to R and X

Trace of timed events $e_1 \dots e_k$ for (O, R, X, Θ) if

- ▶ there is a trace $o_1 \dots o_l$ allowed by (O, R, X, Θ)
- ▶ the events e_i can be correctly labelled with occurrence specifications o_j
- ▶ the timing constraint Θ is satisfied w.r.t. to the labelling

Examples (1)

Interaction structure (O, R, X, Θ) for $\text{strict}(\text{alt}(\textcircled{a}, \textcircled{b}), \textcircled{c})$

$$O = \{\textcircled{a}, \textcircled{b}, \textcircled{c}\}$$

$$R = \{\textcircled{a} \rightarrow \textcircled{c}, \textcircled{b} \rightarrow \textcircled{c}\}$$

$$X = \{\textcircled{a} \rightsquigarrow \textcircled{b}, \textcircled{b} \rightsquigarrow \textcircled{a}\}$$

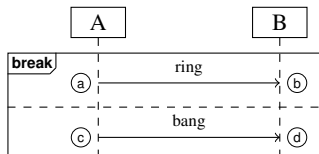
$$\Theta = \text{true}$$

Sequences of occurrence specifications allowed by (O, R, X, Θ)

$\textcircled{a} \textcircled{c}$

$\textcircled{b} \textcircled{c}$

Examples (2)



- Interaction structure (O, R, X, Θ)

$$O = \{a, b, c, d\}$$

$$R = \{a \rightarrow b, c \rightarrow d\}$$

$$X = \{c \rightsquigarrow a, c \rightsquigarrow b, d \rightsquigarrow a, d \rightsquigarrow b, b \rightsquigarrow c, b \rightsquigarrow d\}$$

$$\Theta = \text{true}$$

- Sequences of occurrence specifications allowed by (O, R, X, Θ)

(a) (b)

(a) (c) (d)

(c) (d)

Deriving Interaction Structures (1)

- ▶ Basic interactions

$$\mathcal{S}[(O, \rightarrow)] = (O, \rightarrow, \emptyset, \text{true})$$

- ▶ Strict sequencing of $\mathcal{S}[T_i] = (O_i, R_i, X_i, \Theta_i)$

$$\begin{aligned} \mathcal{S}[\text{strict}(T_1, T_2)] = & (O_1 \cup O_2, \\ & R_1 \cup R_2 \cup \{o_1 \rightarrow o_2 \mid o_1 \in O_1, o_2 \in O_2\}, \\ & X_1 \cup X_2, \\ & \Theta_1 \wedge \Theta_2) \end{aligned}$$

- ▶ Weak sequencing of $\mathcal{S}[T_i] = (O_i, R_i, X_i, \Theta_i)$

$$\begin{aligned} \mathcal{S}[\text{seq}(T_1, T_2)] = & (O_1 \cup O_2, \\ & R_1 \cup R_2 \cup \{o_1 \rightarrow o_2 \mid o_1 \in O_1, o_2 \in O_2, o_1 \bowtie o_2\}, \\ & X_1 \cup X_2, \\ & \Theta_1 \wedge \Theta_2) \end{aligned}$$

- ▶ where $o_1 \bowtie o_2$ holds if o_1 and o_2 are on the same lifeline

Deriving Interaction Structures (2)

- ▶ **Parallel** composition of $\mathcal{S}[[T_i]] = (O_i, R_i, X_i, \Theta_i)$

$$\mathcal{S}[[\text{par}(T_1, T_2)]] = (O_1 \cup O_2, R_1 \cup R_2, X_1 \cup X_2, \Theta_1 \wedge \Theta_2)$$

- ▶ **Alternative** composition of $\mathcal{S}[[T_i]] = (O_i, R_i, X_i, \Theta_i)$

$$\begin{aligned} \mathcal{S}[[\text{alt}(T_1, T_2)]] = & (O_1 \cup O_2, \\ & R_1 \cup R_2, \\ & X_1 \cup X_2 \cup \{o_1 \rightsquigarrow o_2 \mid o_1 \in O_1, o_2 \in O_2\} \cup \\ & \{o_2 \rightsquigarrow o_1 \mid o_1 \in O_1, o_2 \in O_2\}, \\ & \Theta_1 \wedge \Theta_2) \end{aligned}$$

- ▶ **Breaking** of $\mathcal{S}[[T_1]] = (O_1, R_1, X_1, \Theta_1)$ by $\mathcal{S}[[T_2]] = (O_2, R_2, X_2, \Theta_2)$

$$\begin{aligned} \mathcal{S}[[\text{break}(T_1, T_2)]] = & (O_1 \cup O_2, \\ & R_1 \cup R_2, \\ & X_1 \cup X_2 \cup \{o_2 \rightsquigarrow o_1 \mid o_1 \in O_1, o_2 \in O_2\} \cup \\ & \{o_1 \rightsquigarrow o_2 \mid o_1 \in \text{Max}(O_1, \preceq_{R_1}), o_2 \in O_2\}, \\ & \Theta_1 \wedge \Theta_2) \end{aligned}$$

Deriving Interaction Structures (3)

- ▶ **Timing constraints** for $\mathcal{S}[[T]] = (O, R, X, \Theta)$

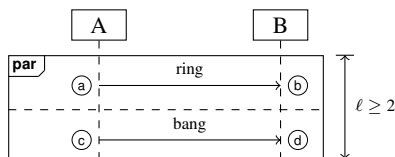
$$\mathcal{S}[[\text{tmconstr}(T, \Gamma)]] = (O, R, X, \Theta \wedge \Theta_{\Gamma})$$

with **expansion** of $\ell \bowtie d$ for $\bowtie \in \{<, \leq\}$ into

$$\bigwedge \{o_2 - o_1 \bowtie d \mid o_2 \in \text{Max}(O, \preceq_R), o_1 \in \text{Min}(O, \preceq)\}$$

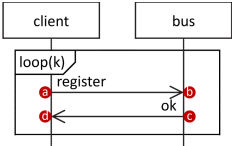
and of $\ell \bowtie d$ for $\bowtie \in \{>, \geq\}$ into

$$\bigvee \{o_2 - o_1 \bowtie d \mid o_2 \in \text{Max}(O, \preceq_R), o_1 \in \text{Min}(O, \preceq)\}$$



$$((b) - (a) \geq 2) \vee ((b) - (c) \geq 2) \vee ((d) - (a) \geq 2) \vee ((d) - (c) \geq 2)$$

Performance

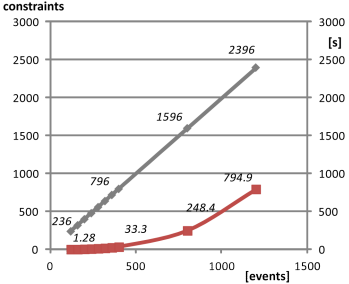
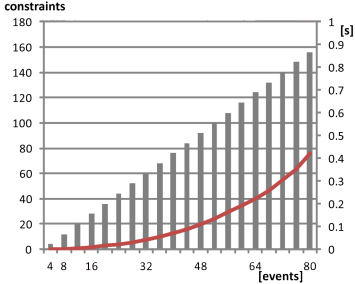


OccurrenceSpecifications

- a: snd(client, bus, register)
- b: rcv(client, bus, register)
- c: snd(bus, client, ok)
- d: rcv(bus, client, ok)

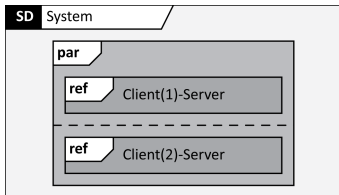
Traces

- k=1: a₁.b₁.c₁.d₁
- k=2: a₁.b₁.c₁.d₁.a₂.b₂.c₂.d₂
- k=3: a₁.b₁.c₁.d₁.a₂.b₂.c₂.d₂.a₃.b₃.c₃.d₃
- ...



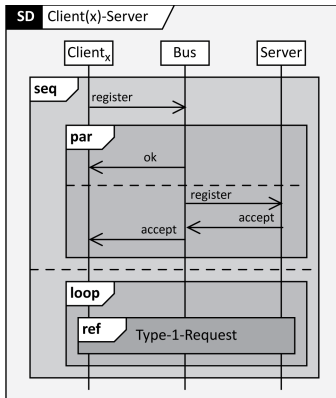
x-axis: Trace Length █ — Number of Constraints —■ Duration of Conversion [s]

Conformance Checking



```

<snd(Client1, Bus, register), 0.000>
<rcv(Client1, Bus, register), 0.002>
<snd(Bus, Client1, ok ), 0.013>
<rcv(Bus, Client1, ok ), 0.015>
<snd(Bus, Server, register), 0.019>
<rcv(Bus, Server, register), 0.023>
<snd(Server, Bus, accept ), 0.029>
<rcv(Server, Bus, accept ), 0.033>
<snd(Bus, Client1, accept ), 0.054>
<rcv(Bus, Client1, accept ), 0.056>
<snd(Client1, Bus, request ), 0.081>
<rcv(Client1, Bus, request ), 0.083>
<snd(Bus, Server, request ), 0.087>
<rcv(Bus, Server, request ), 0.090>
<snd(Server, Bus, reply ), 0.103>
<rcv(Server, Bus, reply ), 0.107>
<snd(Bus, Client1, reply ), 0.112>
<rcv(Bus, Client1, reply ), 0.115>
  
```



Conclusions and Future Work

- ▶ Efficient representation of UML 2 interactions
 - ▶ based on asymmetric event structures
 - ▶ declarative format using constraints

- ▶ Handling of **empty** traces, like for opt
 - ▶ “virtual” occurrence specifications for start and end of an interaction fragment
- ▶ Inclusion of negative behaviour, i.e., neg and assert
 - ▶ In fact, a trace violating a timing constraint is negative (**invalid**).

- ▶ Run-time verification