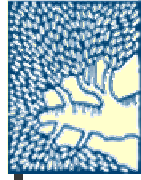


Animation and formal verification of a component-based application using live sequence charts (LSCs) and the Play-Engine

Omega workshop

Grenoble – February 17, 2005

Pierre Combes (FTR&D), Hillel Kugler(Weizmann Institute)



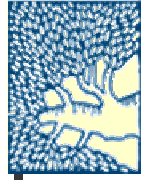
Using the Play-Engine and LSCs for studying a Telecom application (Depannage by FTRD)

Play-Engine Tool

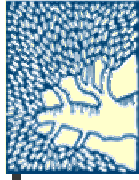
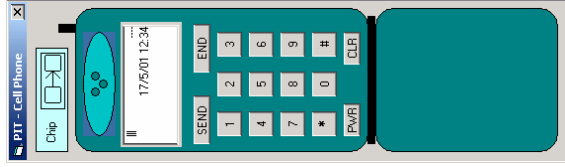
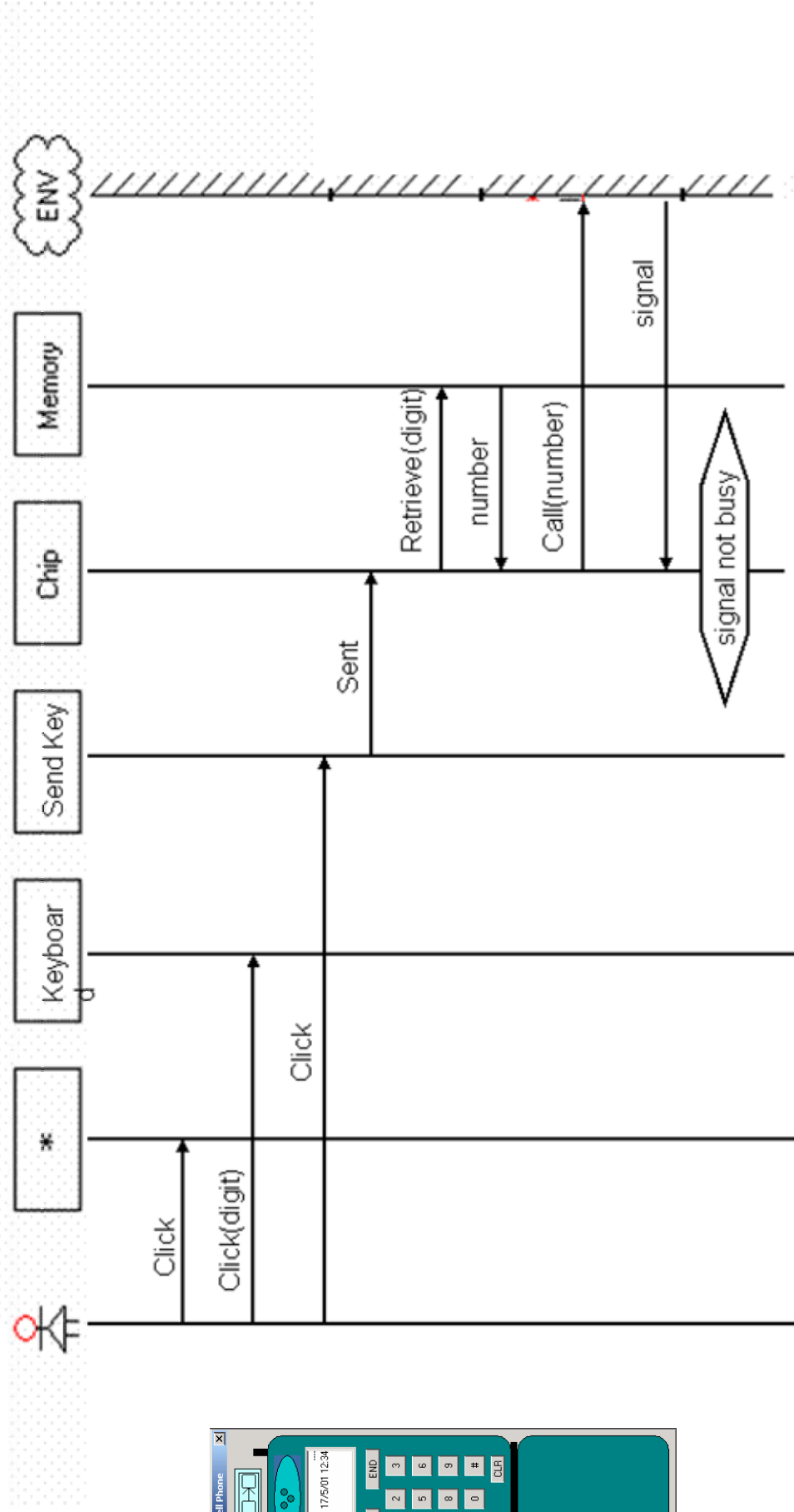
Language : Live Sequence Charts (LSCs)
Specification of Requirements - Play-In
Execution of Requirements - Play-Out
Smart Execution and Verification - Smart Play-Out

Motivation for work

Modeling in LSCs is a new approach
Evaluation by Industrial user and not the tool developer
Case Study Represents broader class of applications



Extend visual formalism used for requirements: message sequence charts (MSCs)

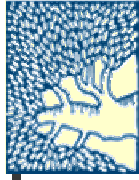


Live sequence charts (LSC's)

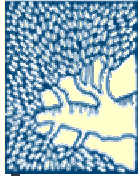
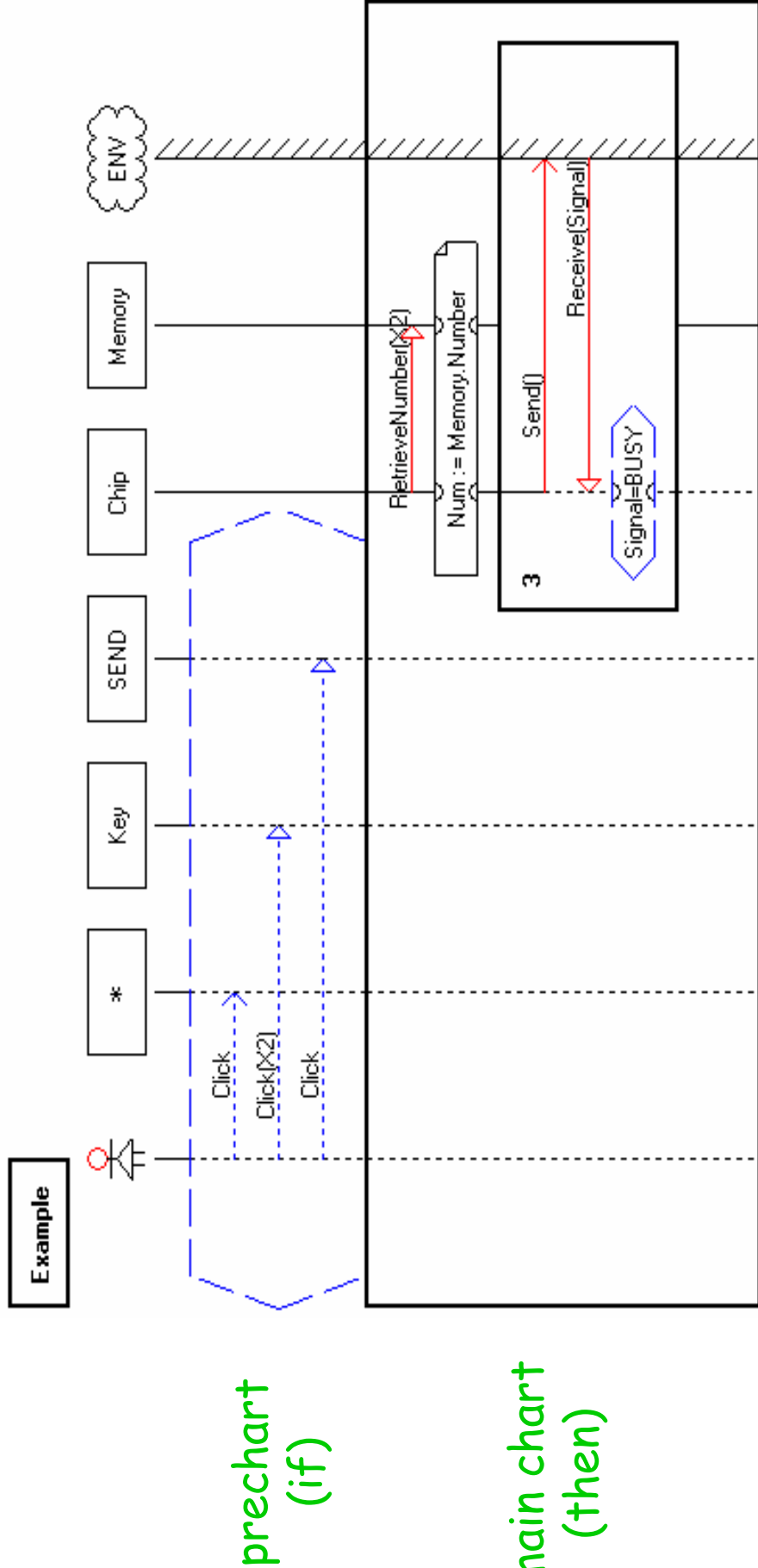
“LSC”s: Breathing Life into Message Sequence Charts”

(Damm & Harel, '98)

A natural extension of classical MSCs, with **modalities** (universal/existential, **hot/cold**, etc.) and **structure** (subcharts, conditionals, loops, etc.)



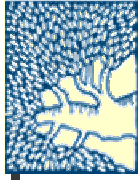
Basic form of a universal LSC



essai

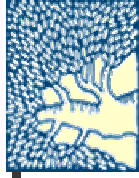


- A component-based approach
- A system (composite) is built from a set of embedded components
 - ✓ The system (composite) is specified by a set of requirements
 - ✓ The architecture of the system is built from components and connectors: an architectural model
 - ✓ Assumptions could be associated to connectors
 - Introduction of delays, time constraints, loss message rates
- ✓ **Components are described by**
 - ✓ A set of interfaces (required and provided)
 - ✓ Assumptions (abstract behaviors) on their interfaces
 - Components should be reusable



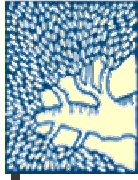
The Service: *Depannage (Emergency)*

- A telecommunication service
- A User (fixed phone but mainly for mobile phone) calls a specific number in order to find assistance service (depannage but also urgency: police, fire brigade, doctor)
- The objective is to connect the user, as quickly as possible, to a member of the depannage society
 - Which is at a location nearby the user location
 - Call attempts are done for different potential called numbers (in sequential or in parallel)
 - In any case, the caller should be connected to a vocal box or a secretariat
- The depannage society has several employees
 - Moving and which could be busy (by another client, or by another occupation) or not accessible (in a concert hall!)



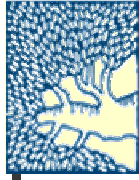
The Service: *Depannage (Emergency)*

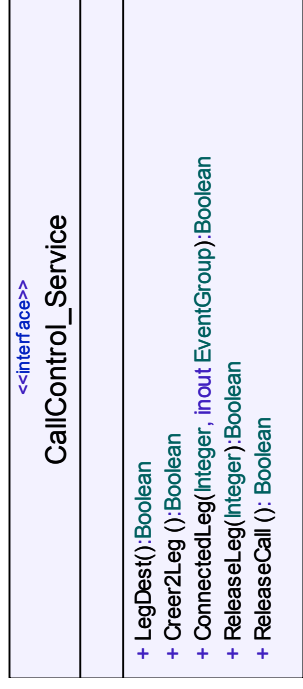
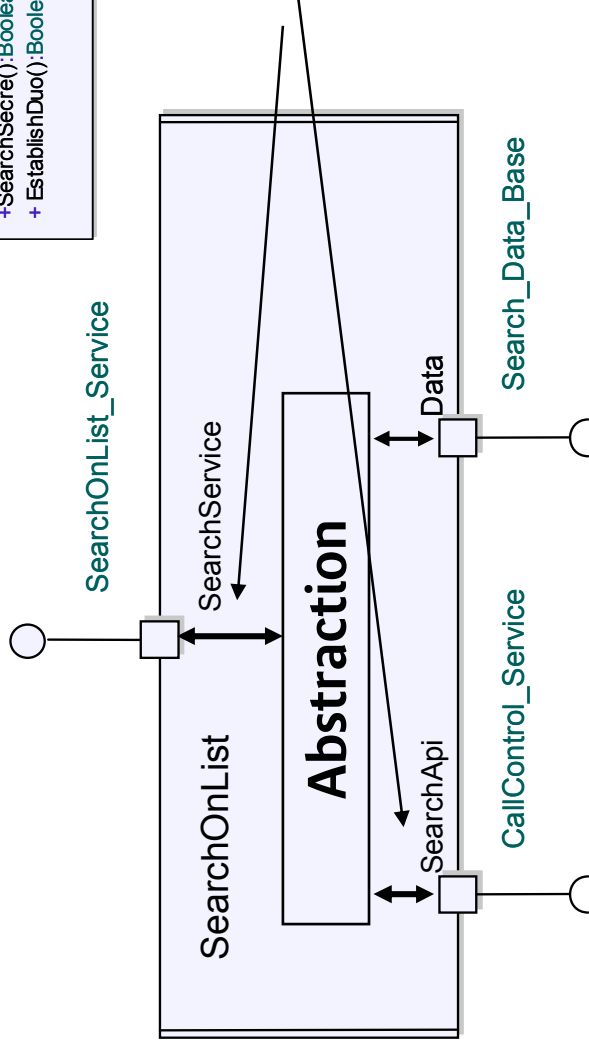
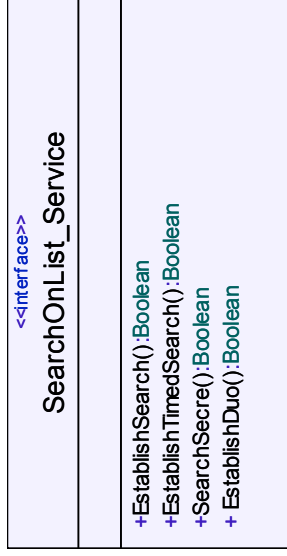
- **Based on a set of service and platform components (embedded in mobile terminals or core network)**
 - Service Features: authentication, location, search (in sequential, in parallel), etc
 - Interface Features (for session control, user interface, location, discovery)
 - Platform Components (communication between platform(s) and network)
- **The environment model includes the users, the network and the location architecture**
- **Timed and Un-timed Requirements at the system level**
- **Many Time constraints in service components, component interactions and environment**
 - Time constraints that could lead to unexpected behaviours



- ✓ **Components:**

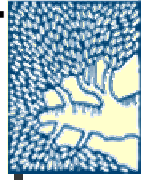
- ✓ Described independently of any embedding system
- ✓ Described as a black box
 - ✓ Interfaces (signatures) and Ports
- ✓ Described as a *grey* box
 - ✓ The abstract view (assumptions) of the behaviour of each component on its interfaces
 - ✓ Time constraints and Delays due to the specific platform (on task execution), periodic requests, etc
- ✓ With help of Universal LSC

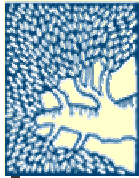
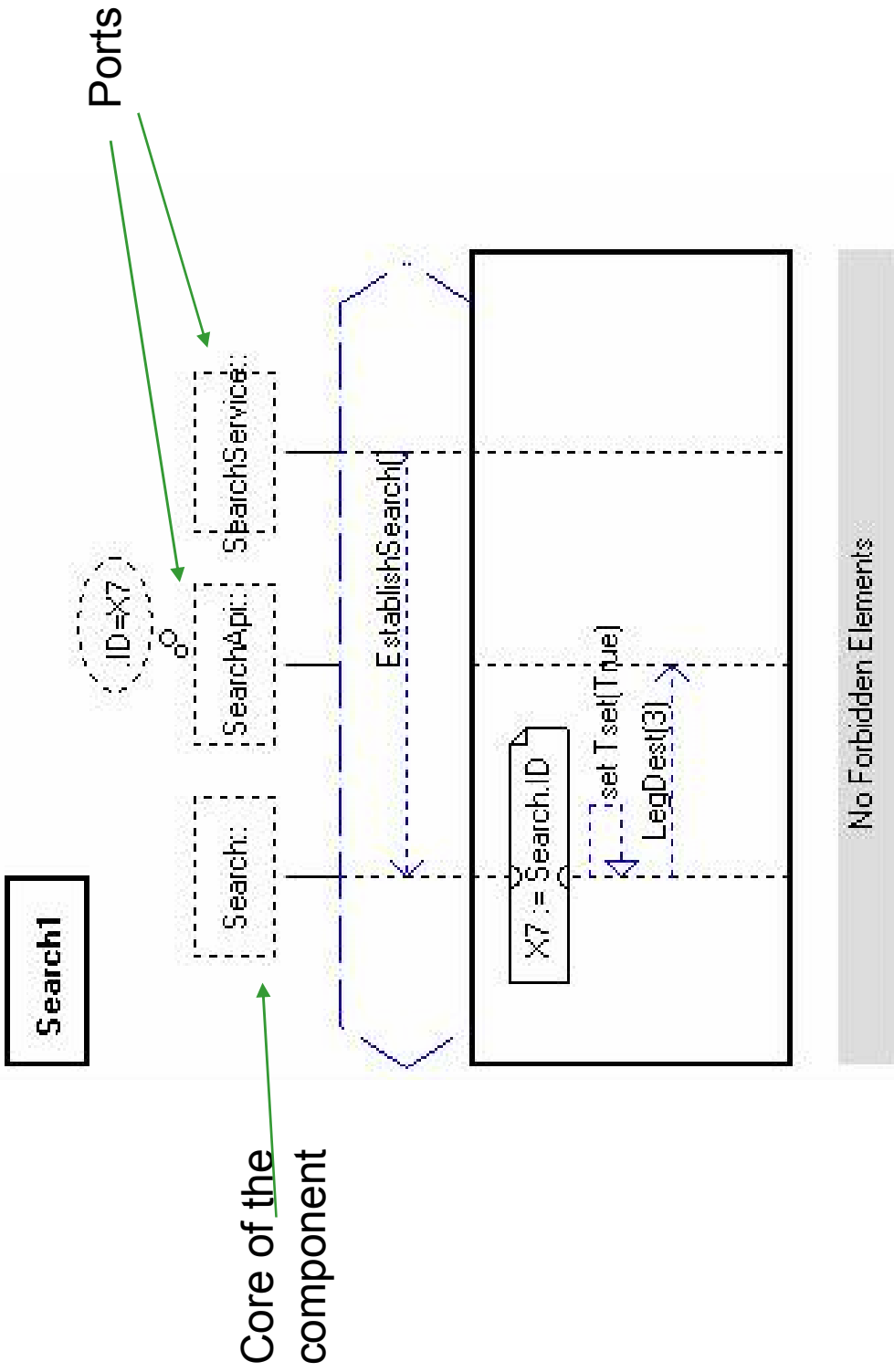


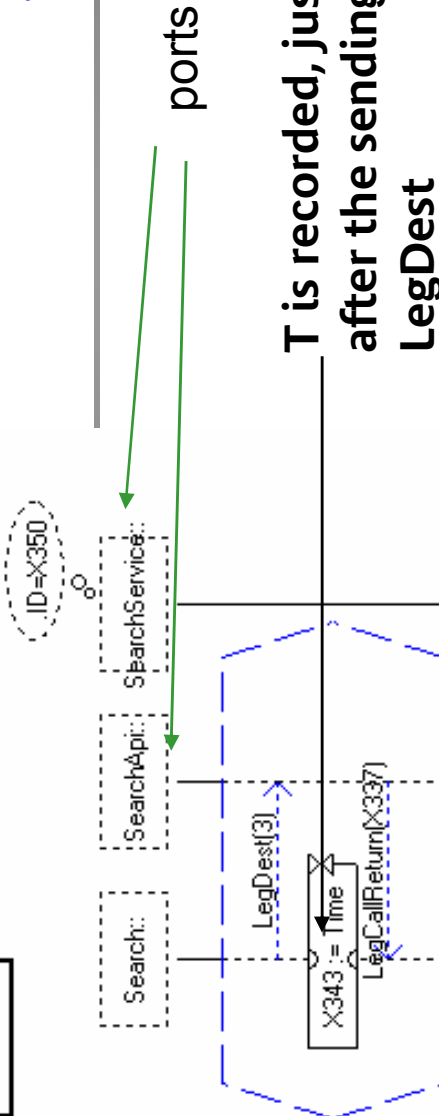


Described by a set of LSCs

Independently of any embedded system

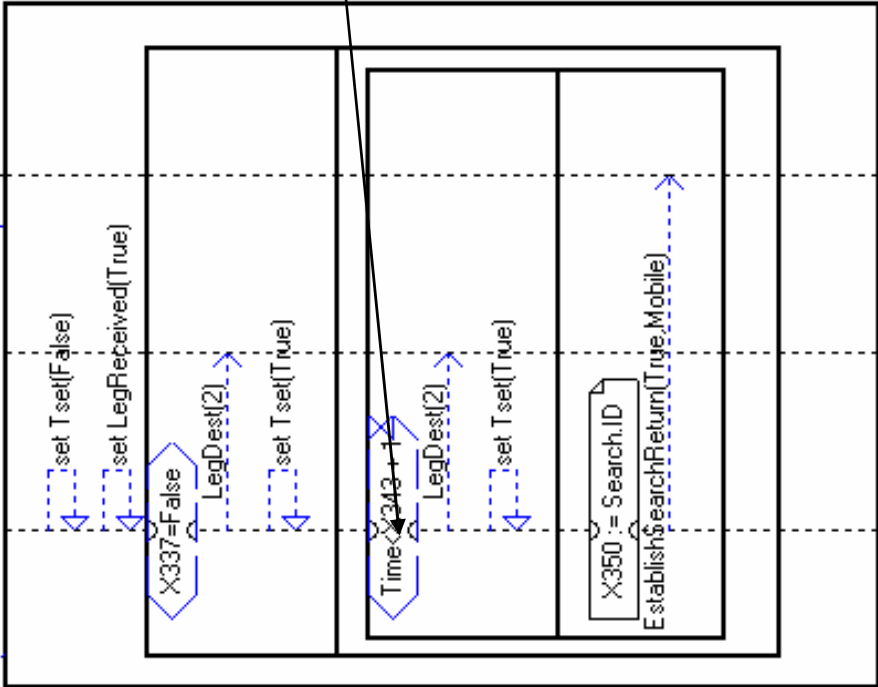




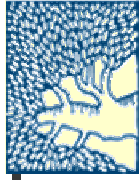


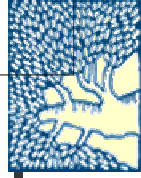
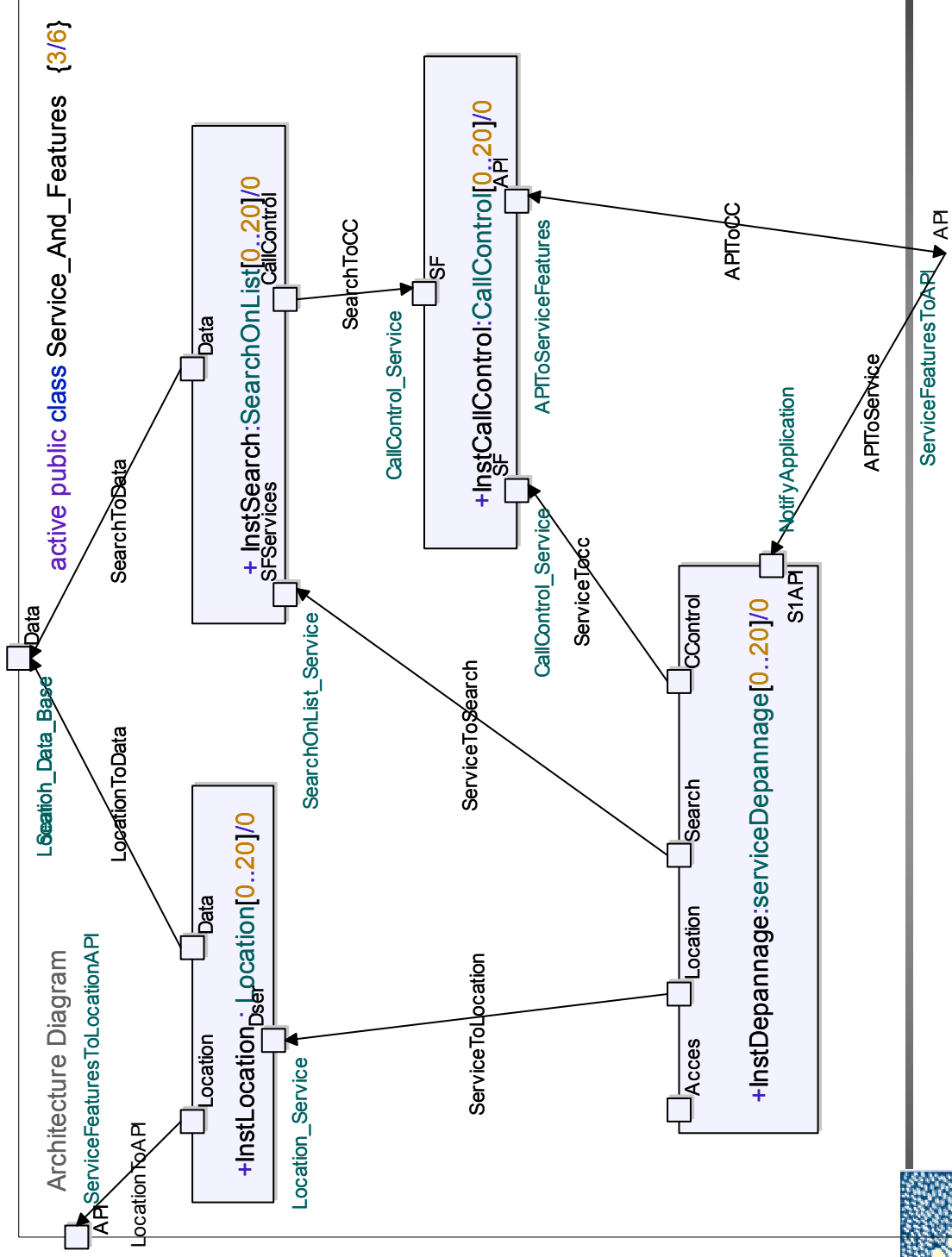
The *main chart* is executed
On reception of LegCallReturn

If time evolution is
Under 1, then try another
Destination party

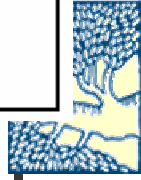
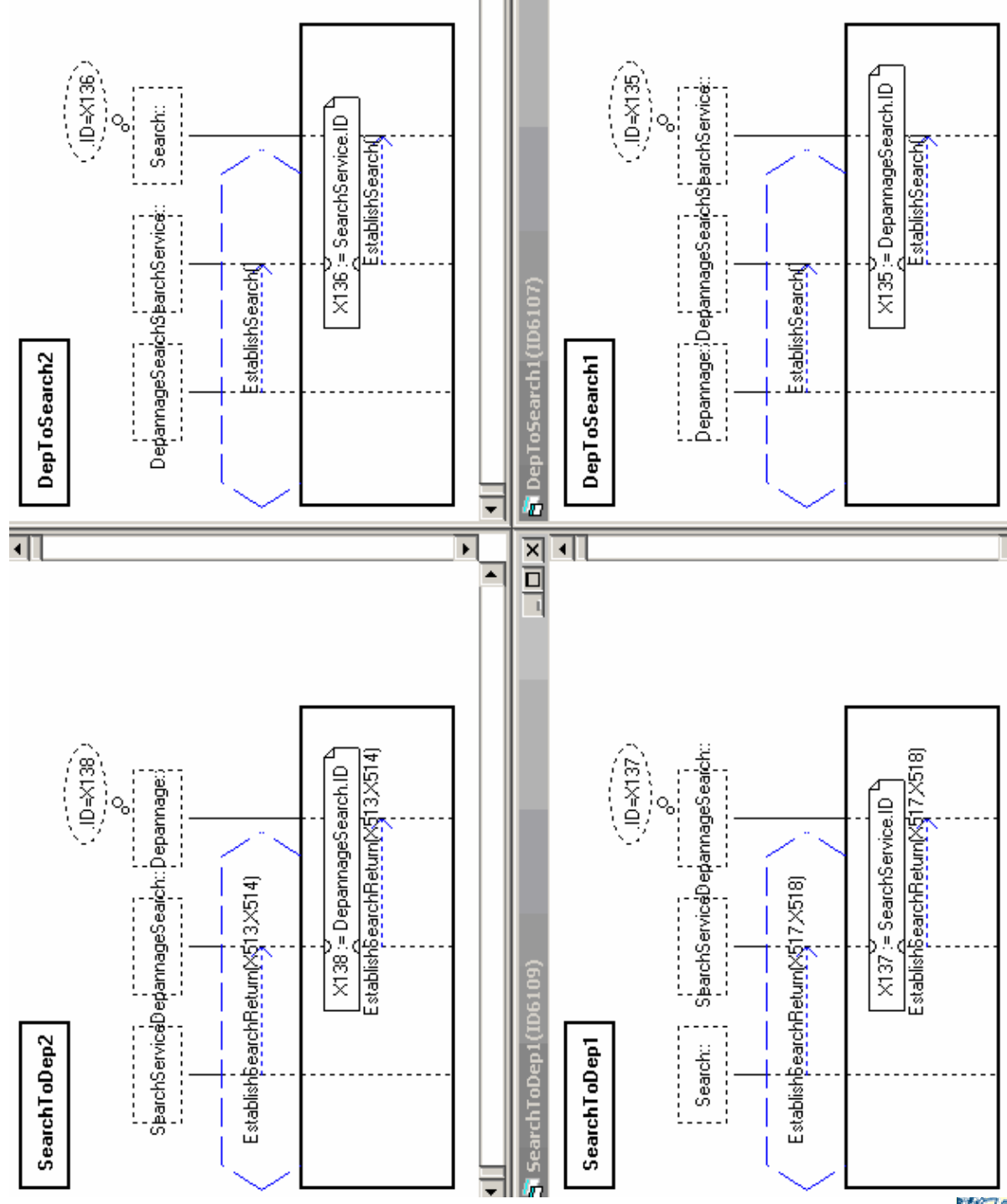


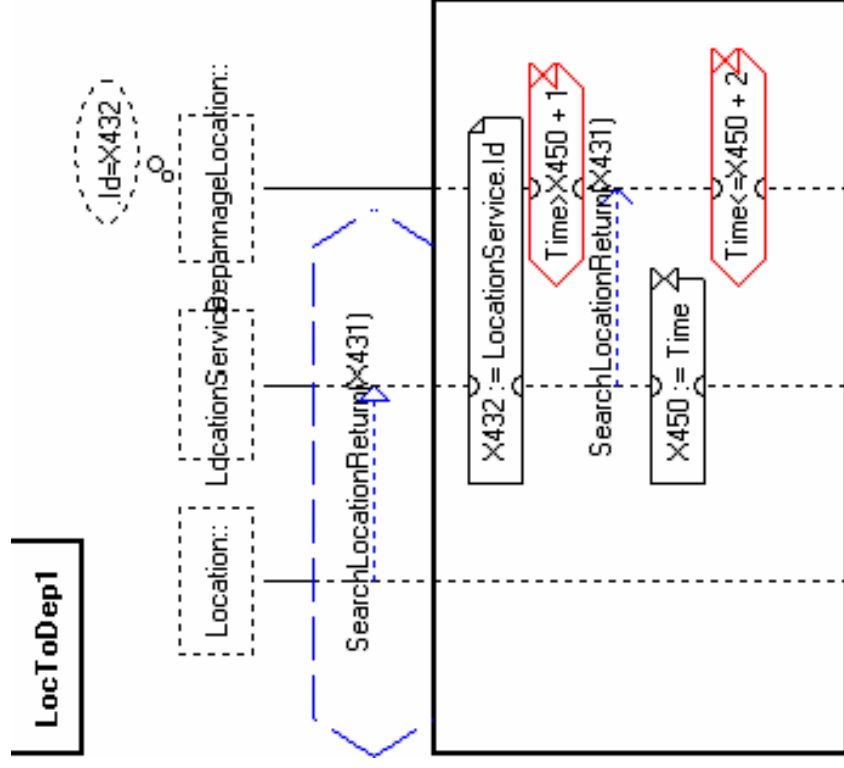
- ✓ **Based on UML2 architectural diagram**
 - ✓ Express Requirement (Existential LSC) from the system (composite) point of view
 - ✓ Static description of embedded components and connectors
 - ✓ Express the dynamic behaviour (assumptions) on connectors (Universal LSCs),
 - ✓ Time constraints, Delays , Message losses on protocols and communications (with probabilities)
 - ✓ Express the environment potential behaviours (Universal LSCs)
- ✓ **Great use of symbolic instances**
 - **Remark: we did not develop graphical user interface**



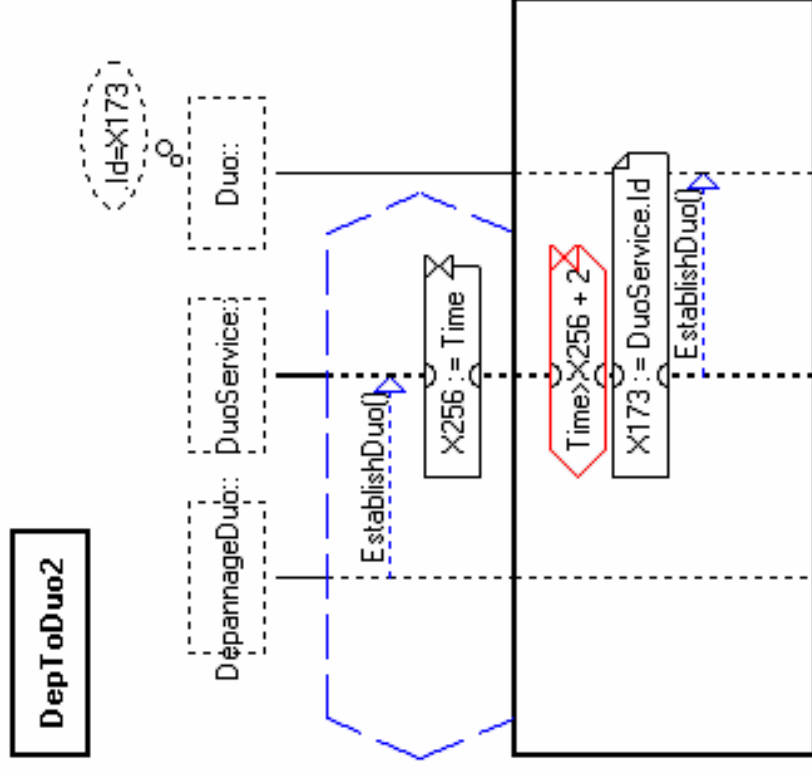


Simple Connections





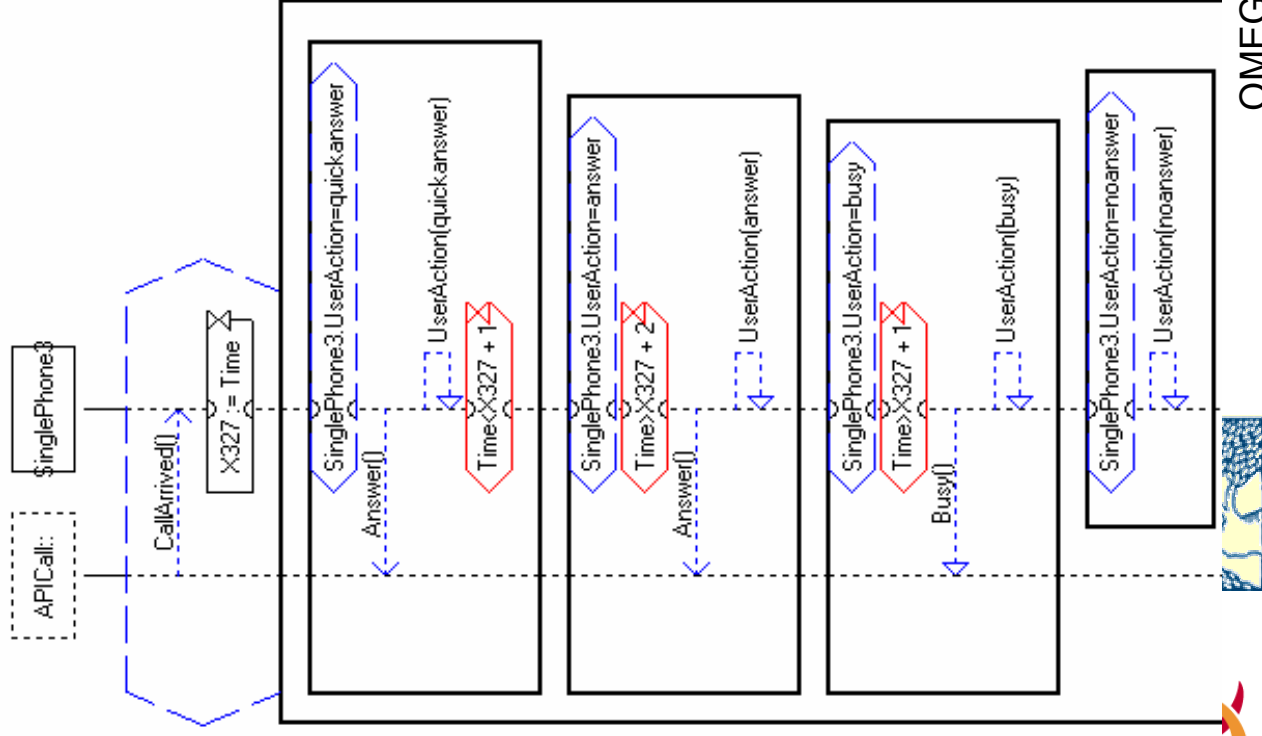
On the connector (by signal)



On a port/interface

The delays could depend on the signal, the parameters, the history, etc
We may introduce signal loss and loss rates

The Environment: GSM user

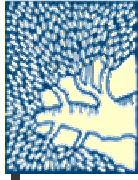


Answer before $T + 1$

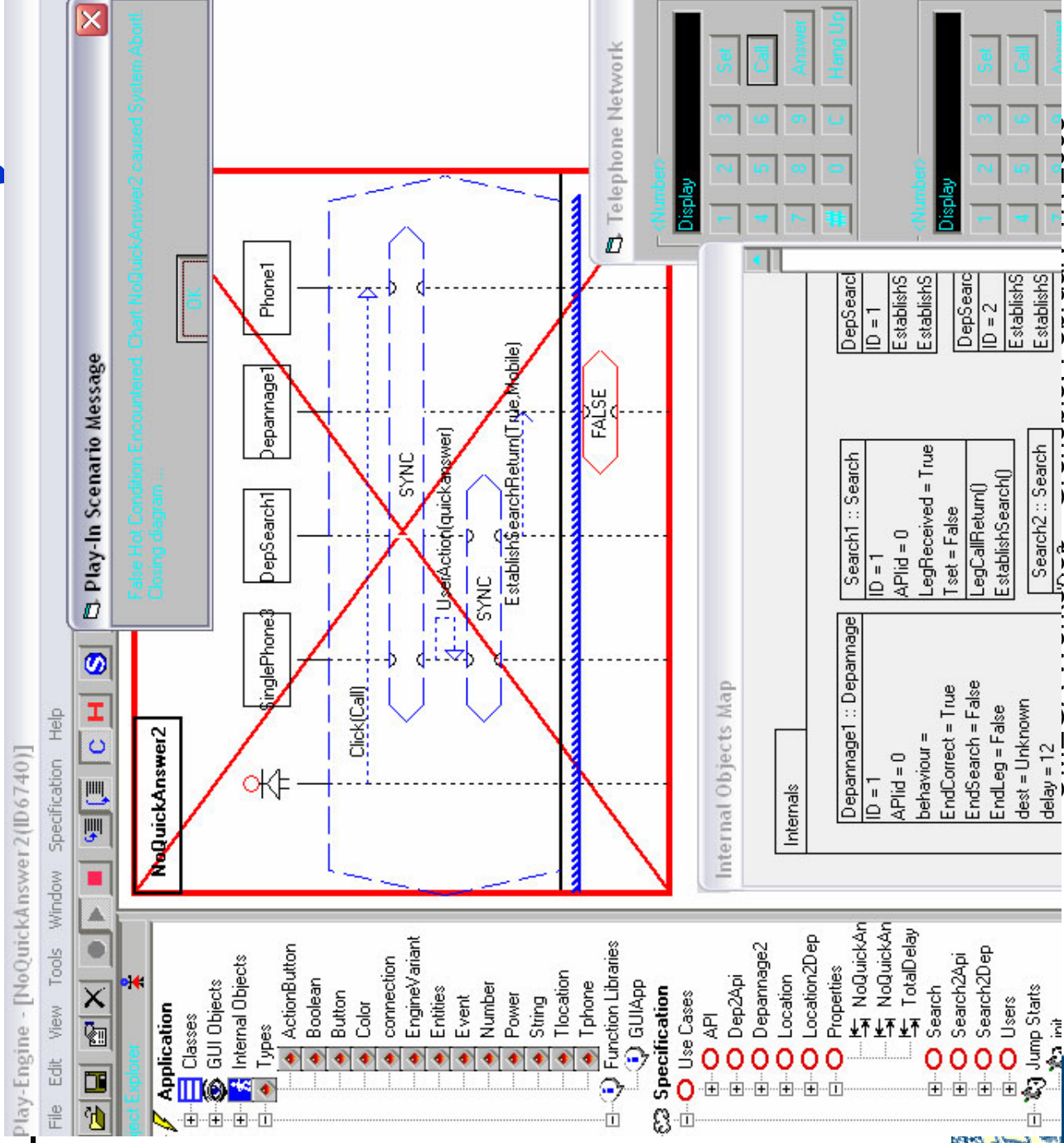
Answer after $T + 2$

Busy after $T + 1$

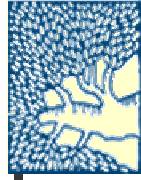
- **Animation for a better understanding of the model execution**
 - Executing different scenarios/configurations
 - Recording the traces
 - Observing the existential LSCs
- **On the use of LSCs and the Play-In tool**
 - LSC is well-suited for the expression of requirements and dynamic assumptions on different parts of the model (components, connectors, system)
 - ◆ A graphical language accessible to non-specialist in formal theory
 - ◆ Great expressivity
 - ◆ Great flexibility



Play-Out scenario



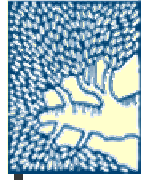
- **Principle of the Play-Out Engine**
 - To find **one** execution that satisfies a existential LSC (the property)
- **Principle of formal verification**
 - Check that, for **all** executions, a requirement is respected (not violated)
- **Principle of the verification method**
 - Express the requirement by a property (an existential LSC) that violates it
 - Run the Play-Out engine
 - If the property is satisfied, then the requirement is violated (for at least one execution path)
 - If the property is not satisfied, the requirement is verified for all execution paths



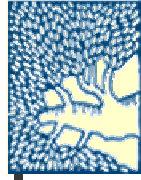
Time requirements

- **We mainly want to verify requirements such as:**
 - $D1 < \text{Time_Duration} < D2$
 - Time_Duration is the end-to-end execution delay

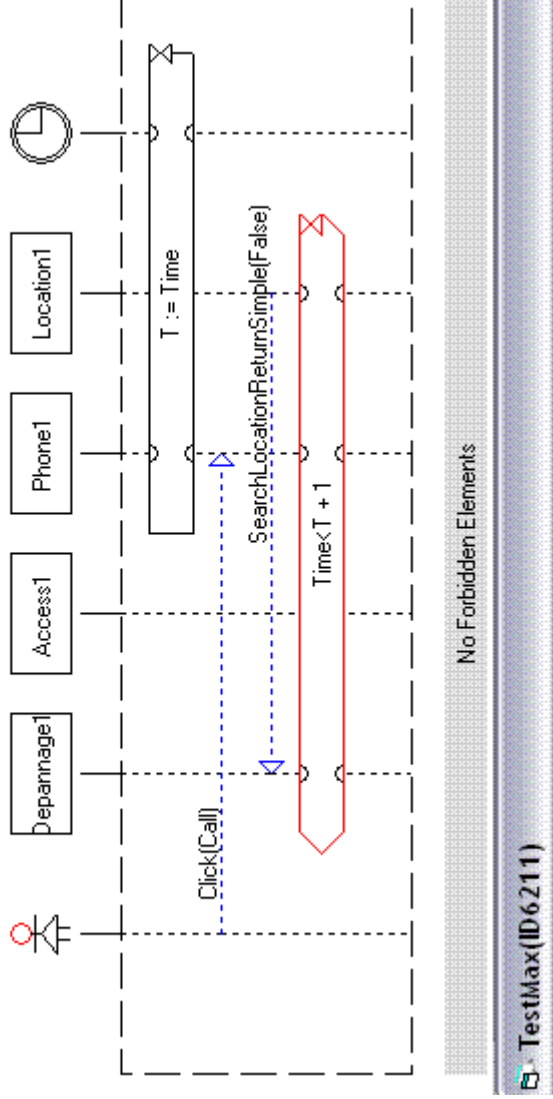
- **Example: $\text{Time_Duration} < D2$**
 - We express the property by a existential LSC with a condition
 - $\text{Time_Duration} \geq D2$
 - Running the Play-Out Engine, the property is not satisfied



- **Restrictions on the smart Play-Out**
 - No symbolic instances
 - Multiple parameters in signal
- **State-explosion problem**
- **Needs to make several models**
 - Focusing on specific parts of the model (more complex/critical)
 - Reducing non determinism
 - Use of configuration
 - Feedback on the complete model
- ❖ **Very good compromise between formal techniques and readability**
- ✓ **Three examples**

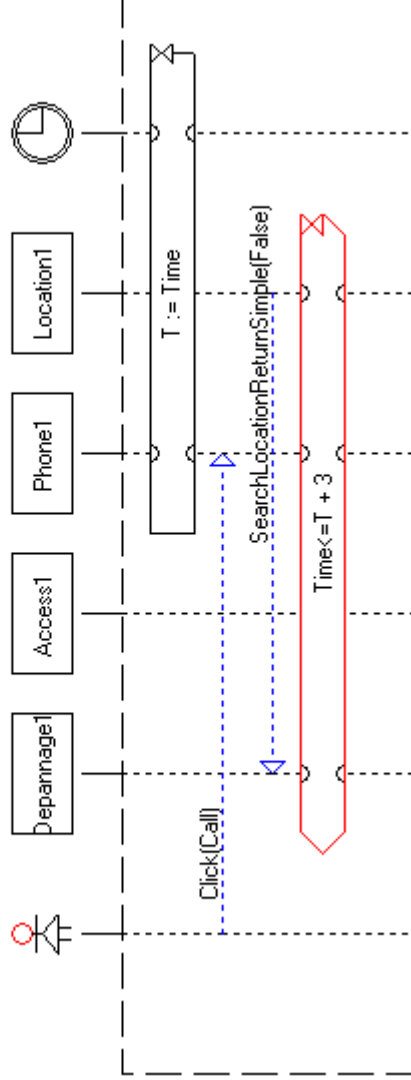


1 Existential LSC



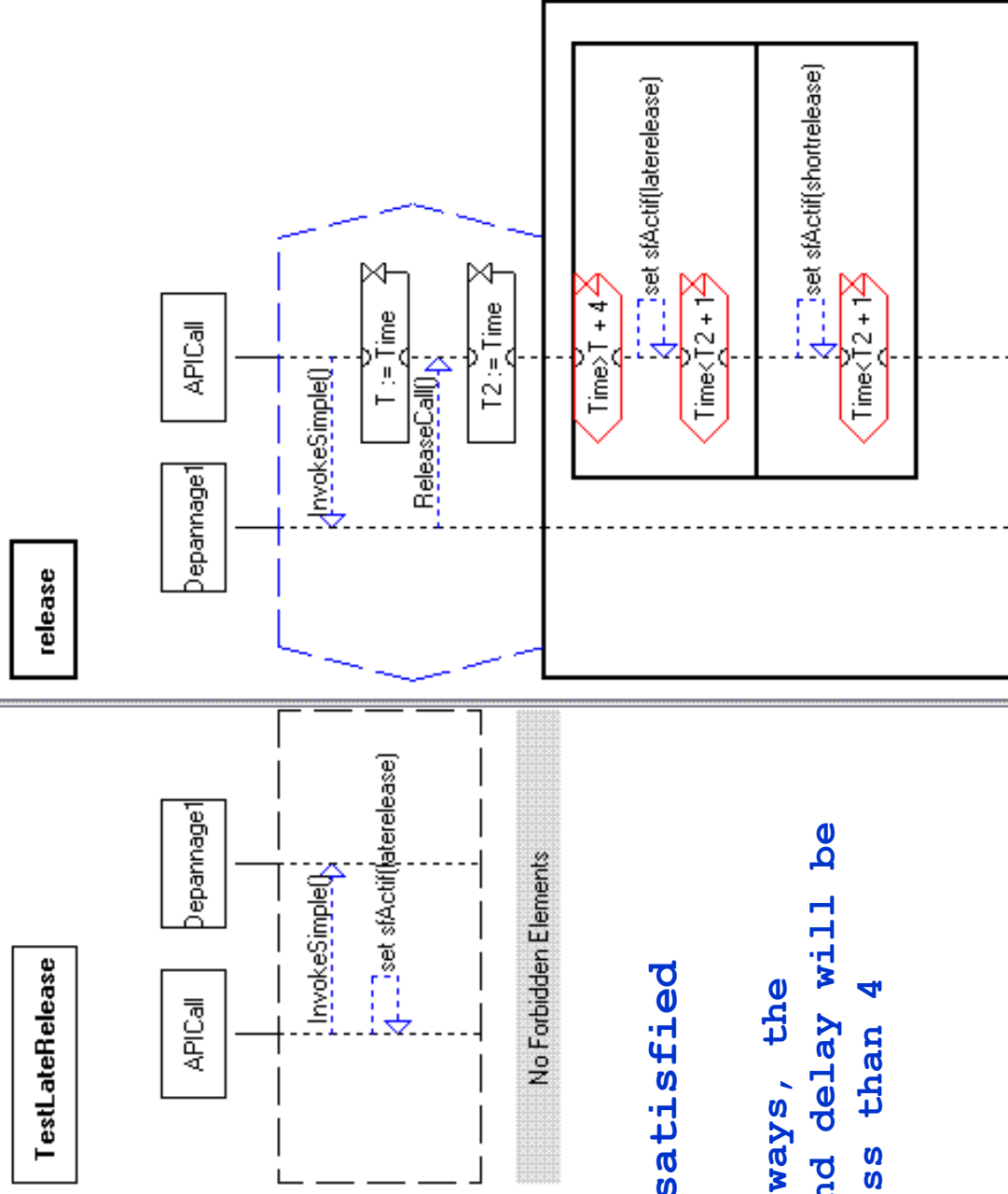
Not satisfied

For all execution
Time_Duration will be
more (or equal) than 1



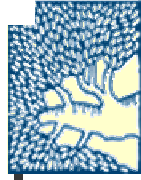
Satisfied

2 Another Time Requirements



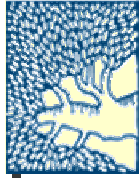
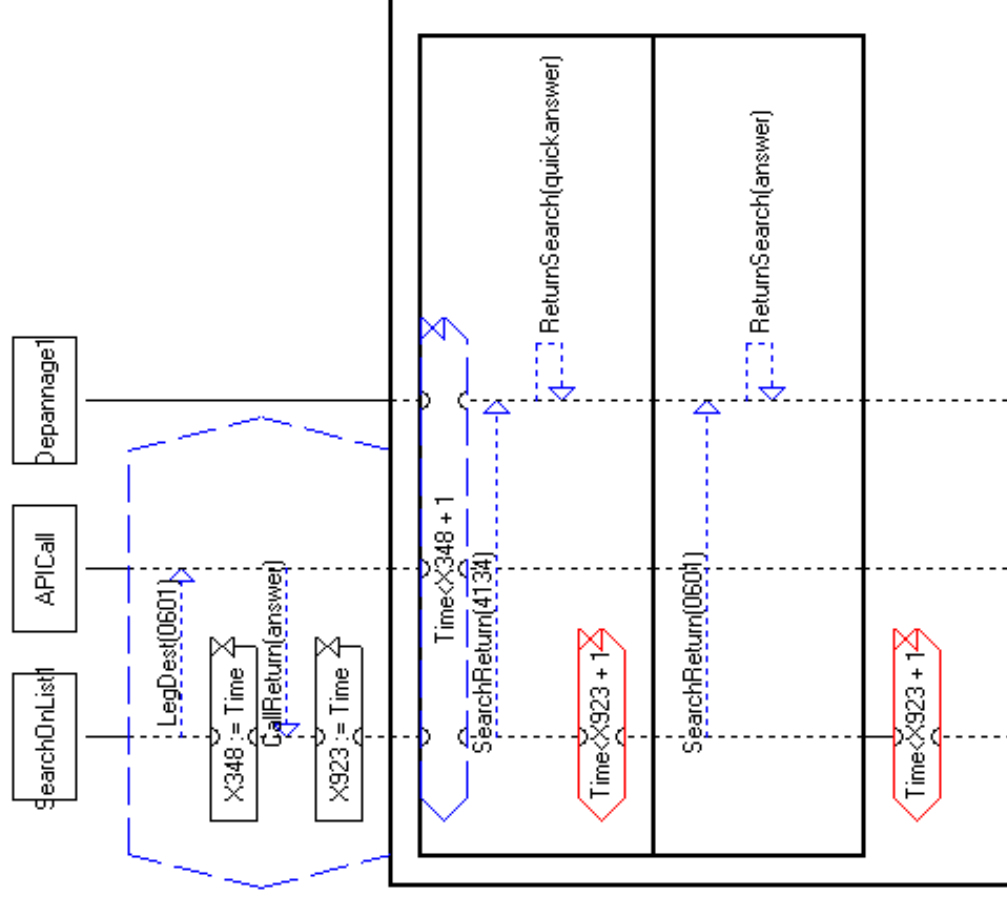
Not satisfied

**Always, the
end-to-end delay will be
Less than 4**



3 Search Component

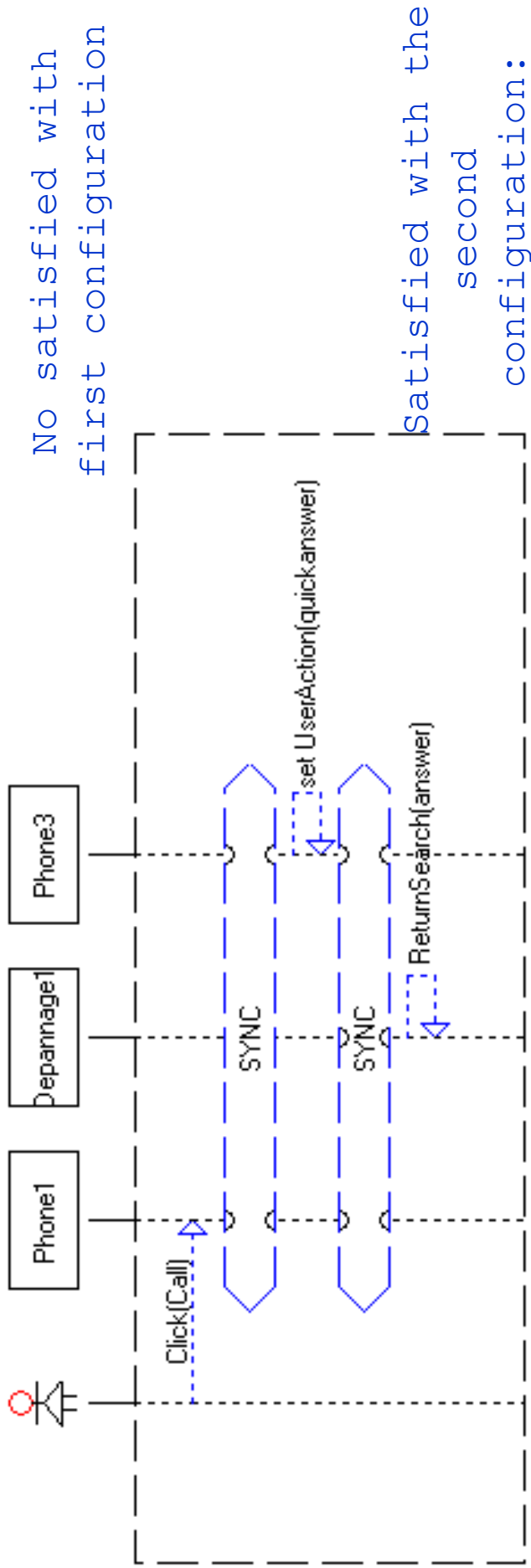
EstablishSearchA



3 Search Property

answer

If user3 makes quickanswer,
The return should not be answer



No Forbidden Elements

Adding a new feature
(Forward)

