| | | kbs | BIG | | | Π | | | | | | | | | | | | | | | | | | | | |
|---|---|--|--------------|-------|--------|---|---|---|----|----|---|---|-----|----|----|-----|-----|----|----|-----|----|----|----|----|---|---|
| • | 1 | Knowledge-Based Systems Group | (())(i) | w | ΙE | N | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| • | • | В | usiness Info | rmati | ics Gr | | | | | 1 | • | | • | | • | | • | ÷ | | | • | | • | 1 | • | • |
| 1 | ÷ | W W T F | | • • | • | | 1 | V | ie | nn | a | U | niv | ve | rs | ity | y c | of | Τε | ecl | hn | ol | og | IУ | 1 | • |
| 1 | 1 | WIENER WISSENSCHAFTS-, FORSCHUNGS- UND TECHNO | LOGIEFONDS | | | | • | | | | 1 | | | | | | | | | | | | | | | |

Towards Scenario-Based Testing of UML Diagrams



Magdalena Widl

Knowledge-Based Systems Group Vienna University of Technology







2





















Model verification!









Scenario-based Testing

Scenarios can be represented by models



Model to generate code (e.g. state machines)



Model to generate code (e.g. state machines)



Scenario



















Ļ



ŀ



1. Formal problem definition, formal semantics of models

- 1. Formal problem definition, formal semantics of models
- 2. Translation to model checker

- 1. Formal problem definition, formal semantics of models
- 2. Translation to model checker
- 3. Presentation of result (counterexample)

- 1. Formal problem definition, formal semantics of models
- 2. Translation to model checker
- 3. Presentation of result (counterexample)

A triple $(\mathcal{A}, \mathcal{M}, \mathcal{S})$, where

- \mathcal{A} a set of actions (vocabulary)
- *M* a set of state machines, and *S* a set of sequence diagrams.

- A triple $(\mathcal{A}, \mathcal{M}, \mathcal{S})$, where
 - *A* a set of actions (vocabulary)
 - $\blacksquare \ \mathcal{M}$ a set of state machines, and
 - \blacksquare S a set of sequence diagrams.

- A triple $(\mathcal{A}, \mathcal{M}, \mathcal{S})$, where
 - \mathcal{A} a set of actions (vocabulary)
 - $\blacksquare \ \mathcal{M}$ a set of state machines, and
 - \blacksquare S a set of sequence diagrams.

State Machine



- *S* is a set of states
- $\iota \in S$ is an initial state
- $A^{tr} \in \mathcal{A}$ is a set of triggers
- $A^{e\!f\!f}\in \mathcal{A}$ is a set of effects
- $T \subseteq S imes A^{tr} imes P(A^{e\!f\!f}) imes S$ is a set of transitions



S is a set of states

- $\iota \in S$ is an initial state
- $A^{tr} \in \mathcal{A}$ is a set of triggers
- $A^{e\!f\!f} \in \mathcal{A}$ is a set of effects
- $T \subseteq S \times A^{tr} \times P(A^{eff}) \times S$ is a set of transitions



- S is a set of states
- $\iota \in S$ is an initial state
- $A^{tr} \in \mathcal{A}$ is a set of triggers
- $A^{e\!f\!f} \in \mathcal{A}$ is a set of effects
- $T \subseteq S \times A^{tr} \times P(A^{e\!f\!f}) \times S$ is a set of transitions



- S is a set of states
- $\iota \in S$ is an initial state
- $A^{tr} \in \mathcal{A}$ is a set of triggers
- $A^{e\!f\!f} \in \mathcal{A}$ is a set of effects
- $T \subseteq S \times A^{tr} \times P(A^{e\!f\!f}) \times S$ is a set of transitions



- S is a set of states
- $\iota \in S$ is an initial state
- $A^{tr} \in \mathcal{A}$ is a set of triggers
- $A^{e\!f\!f} \in \mathcal{A}$ is a set of effects
- $T \subseteq S \times A^{tr} \times P(A^{eff}) \times S$ is a set of transitions



- S is a set of states
- $\iota \in S$ is an initial state
- $A^{tr} \in \mathcal{A}$ is a set of triggers
- $A^{e\!f\!f} \in \mathcal{A}$ is a set of effects
- $T \subseteq S \times A^{tr} \times P(A^{e\!f\!f}) \times S$ is a set of transitions



A triple (L, m, N), where

L a set of lifelines

• $m: L \to \mathcal{M}$ a function assigning a state machine to each lifeline

lacksim N a sequence of elements in $L imes \mathcal{A} imes L$



A triple (L, m, N), where

L a set of lifelines

• $m: L \to \mathcal{M}$ a function assigning a state machine to each lifeline

 ${f N}$ a sequence of elements in $L imes {\cal A} imes L$



A triple (L, m, N), where

- L a set of lifelines
- $m: L \to \mathcal{M}$ a function assigning a state machine to each lifeline
- N a sequence of elements in $L \times \mathcal{A} \times L$



A triple (L, m, N), where

- L a set of lifelines
- $m: L \to \mathcal{M}$ a function assigning a state machine to each lifeline
- N a sequence of elements in $L \times \mathcal{A} \times L$



A triple (L, m, N), where

- L a set of lifelines
- $m: L \to \mathcal{M}$ a function assigning a state machine to each lifeline
- N a sequence of elements in $L \times \mathcal{A} \times L$

Given a set ${\mathcal M}$ of state machines

Given a set \mathcal{M} of state machines and a set \mathcal{S} of *neg* sequences (scenarios),

Given a set \mathcal{M} of state machines and a set \mathcal{S} of *neg* sequences (scenarios), does any $S \in \mathcal{S}$ occur on any path of the *composition* of \mathcal{M} ?

- 1. Formal problem definition, formal semantics of models
- 2. Translation to model checker
- 3. Presentation of result (counterexample)

Model Checking with SPIN



Model Checking with SPIN



Model Checker SPIN

- Each state machine a process
- Communication over synchronous channels
- Each sequence diagram a (no)trace assertion

Automatic code generation

Example



Encoding

```
mtype = {on,off,ready,error,
coffee.complete}:
chan phd = [0] of {mtype};
chan cm = [0] of {mtype};
active proctype PhD() {
mtype x:
Tired: atomic{cm!on:goto Optimistic:}
Optimistic: atomic{ phd?x;
    if :: x == error: goto Desperate:
       :: x == ready: goto Happy: fi;}
Desperate: <u>goto</u> Tired:
Happy: atomic{cm!coffee;goto Waiting;}
Waiting:
    atomic{phd?complete;goto Working;}
Working: atomic{ cm!off; goto Tired; }
}
```

```
active proctype CM() {
mtype x;
Off: atomic{ cm?on; goto Heating; }
Heating: atomic{
    if :: phd!error: goto Broken:
        :: phd!readv: goto Idle: fi:}
Broken: goto Off:
Idle: atomic{cm?x;
     if :: x == off; goto Off;
         :: x == coffee:
            goto PreparingCoffee; fi;}
PreparingCoffee:
     atomic{ phd!complete; goto Idle;}
}
notrace 🚺 if :: phd?error;
            cm?coffee:
            phd?complete; fi;
```



1. Formal problem definition, formal semantics of models



- 1. Formal problem definition, formal semantics of models
 - ✓ Definition of restricted state machine

- 1. Formal problem definition, formal semantics of models
 - ✓ Definition of restricted state machine
 - X Additional concepts like guards

- 1. Formal problem definition, formal semantics of models
 - ✓ Definition of restricted state machine
 - X Additional concepts like guards
 - ✓ Definition of restricted sequence diagram

- 1. Formal problem definition, formal semantics of models
 - ✓ Definition of restricted state machine
 - X Additional concepts like guards
 - $\checkmark\,$ Definition of restricted sequence diagram
 - X Additional concepts like other combined fragments, asynchronous communication

- 1. Formal problem definition, formal semantics of models
 - $\checkmark\,$ Definition of restricted state machine
 - X Additional concepts like guards
 - $\checkmark\,$ Definition of restricted sequence diagram
 - X Additional concepts like other combined fragments, asynchronous communication
 - X Semantics of non-*neg* fragments

- 1. Formal problem definition, formal semantics of models
 - ✓ Definition of restricted state machine
 - X Additional concepts like guards
 - $\checkmark\,$ Definition of restricted sequence diagram
 - X Additional concepts like other combined fragments, asynchronous communication
 - X Semantics of non-*neg* fragments
- 2. Translation to model checker

- 1. Formal problem definition, formal semantics of models
 - ✓ Definition of restricted state machine
 - X Additional concepts like guards
 - ✓ Definition of restricted sequence diagram
 - X Additional concepts like other combined fragments, asynchronous communication
 - X Semantics of non-*neg* fragments
- 2. Translation to model checker
 - ✓ Prototype in SPIN

- 1. Formal problem definition, formal semantics of models
 - ✓ Definition of restricted state machine
 - X Additional concepts like guards
 - $\checkmark\,$ Definition of restricted sequence diagram
 - X Additional concepts like other combined fragments, asynchronous communication
 - X Semantics of non-*neg* fragments
- 2. Translation to model checker
 - ✓ Prototype in SPIN
 - X Better encodings in other model checkers

- 1. Formal problem definition, formal semantics of models
 - ✓ Definition of restricted state machine
 - X Additional concepts like guards
 - ✓ Definition of restricted sequence diagram
 - X Additional concepts like other combined fragments, asynchronous communication
 - X Semantics of non-*neg* fragments
- 2. Translation to model checker
 - ✓ Prototype in SPIN
 - X Better encodings in other model checkers
- 3. Presentation of result (counterexample)

- 1. Formal problem definition, formal semantics of models
 - ✓ Definition of restricted state machine
 - X Additional concepts like guards
 - ✓ Definition of restricted sequence diagram
 - X Additional concepts like other combined fragments, asynchronous communication
 - X Semantics of non-*neg* fragments
- 2. Translation to model checker
 - ✓ Prototype in SPIN
 - X Better encodings in other model checkers
- 3. Presentation of result (counterexample)
 - X Concrete syntax

- Cimatti et al.: Hybrid Automata and Message Sequence Charts
- Li et al.: Petri nets and Message Sequence Charts
- CHARMY tool suite: Software Architecture with componen, state transition and sequence diagrams
- HUGO: State machines and collaboration diagrams with SPIN
- Other works in the area of synthesis (e.g. Uchitel et al.)