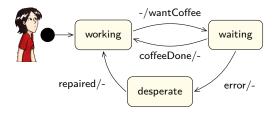
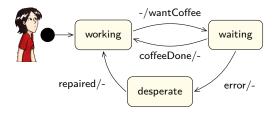


# A SAT-based Debugging Tool for State Machines and Sequence Diagrams

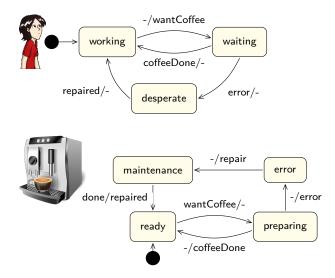
Petra Kaufmann, Martin Kronegger, Andreas Pfandler, Martina Seidl, Magdalena Widl

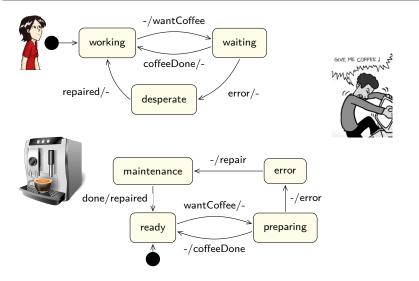


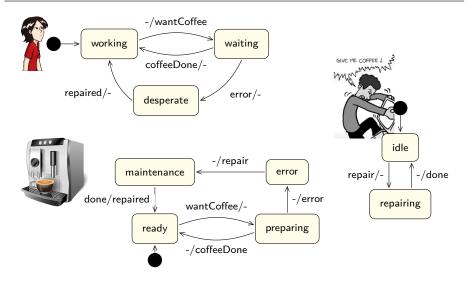


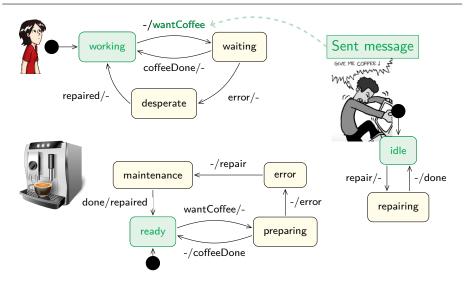


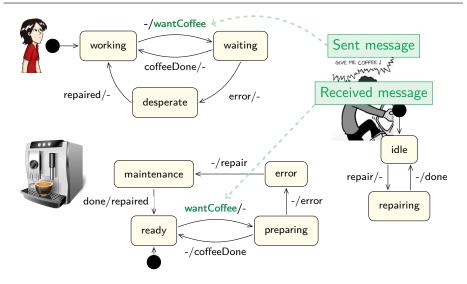




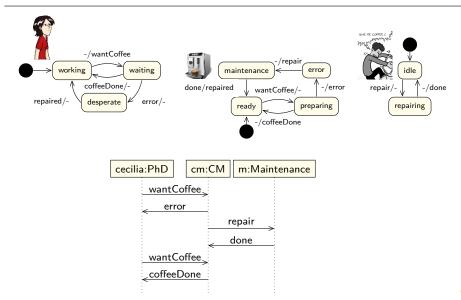


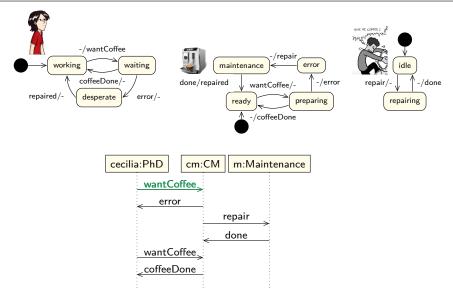


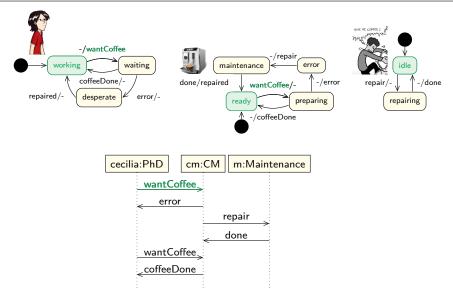


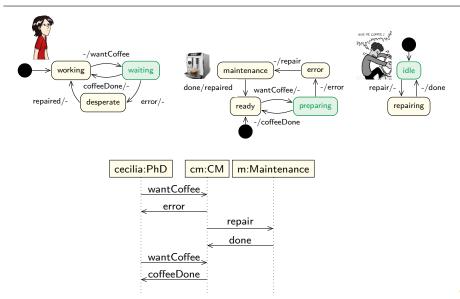


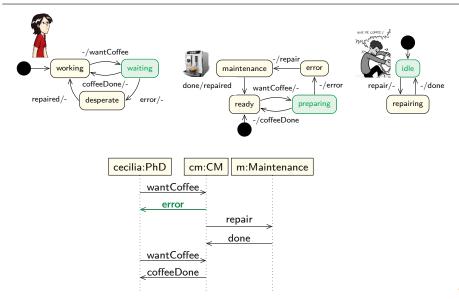


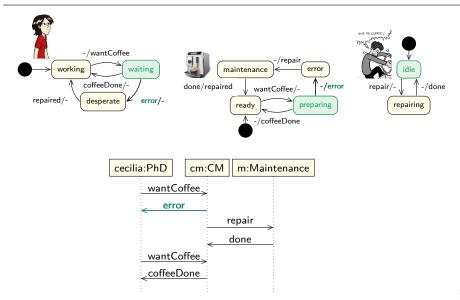


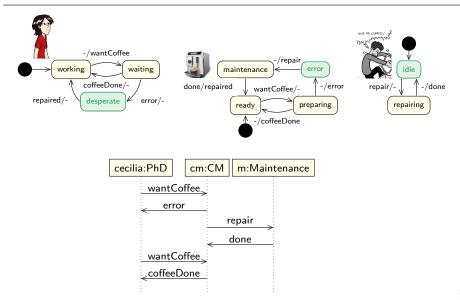


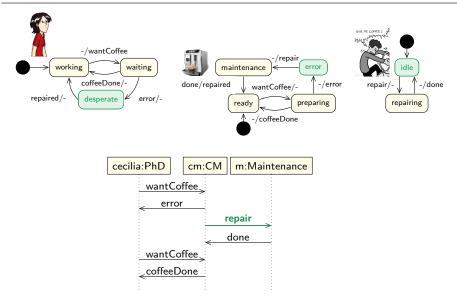


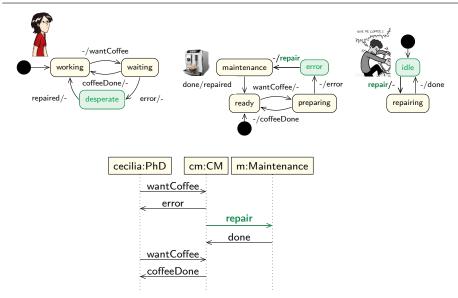


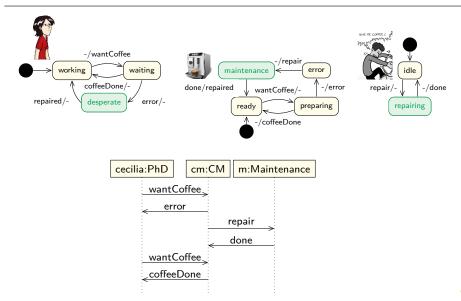


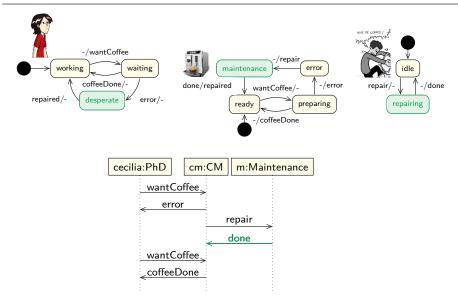


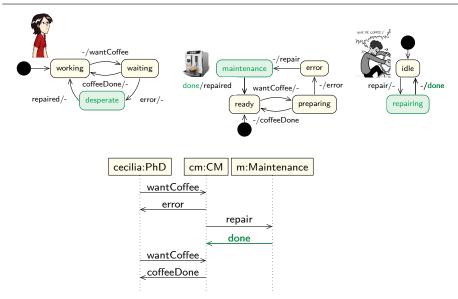


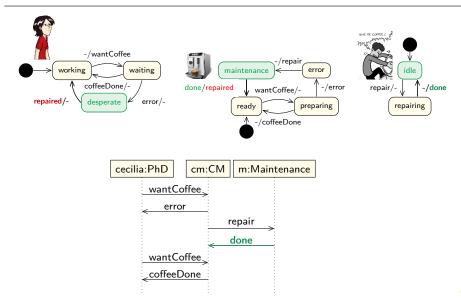


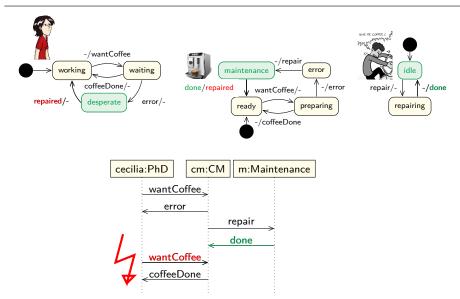


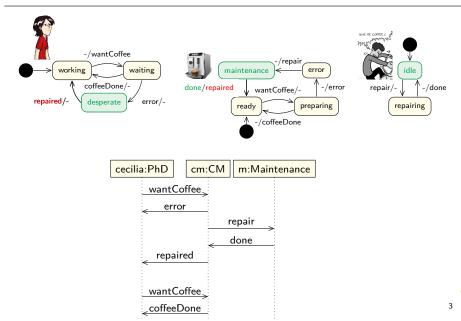


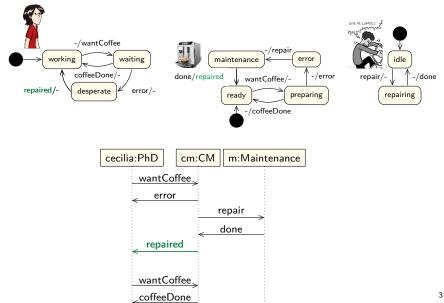




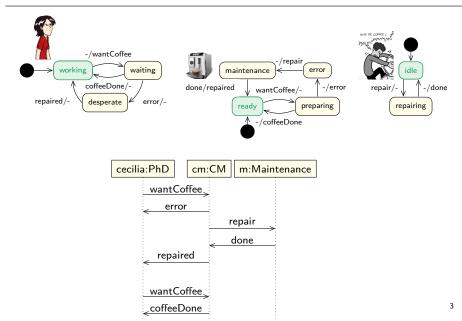


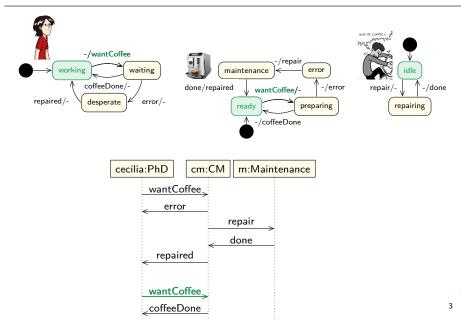


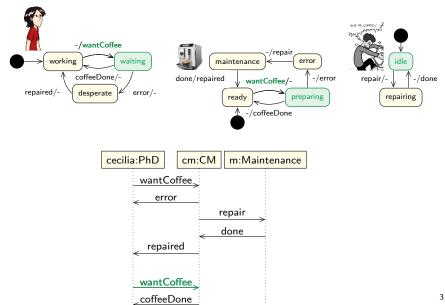


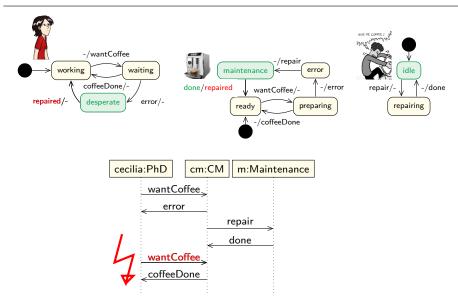


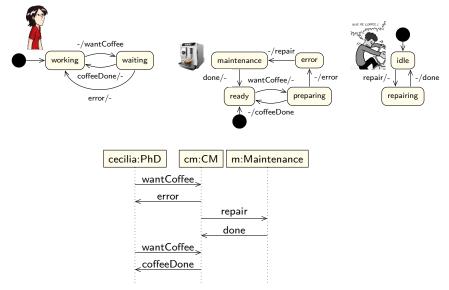
3











Why not use a model checker?

Why not use a model checker?

Semantic differences!

Why not use a model checker?

Semantic differences!

Direct encoding to SAT

## Propositional Satisfiability (SAT)

*Instance:* Propositional formula  $\varphi$ .

Question: Is there a satisfying truth assignment for  $\varphi$ ?

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 $\textit{Question:}\$  Is there a satisfying truth assignment for  $\varphi?$ 

#### Example

$$\varphi = (x_1 \lor \overline{x_2}) \land (\overline{x_1} \lor x_3)$$
  
\varphi satisfiable?

Instance: Propositional formula  $\varphi$ . Question: Is there a satisfying truth assignment for  $\varphi$ ?

#### Example

 $\varphi = (x_1 \vee \overline{x_2}) \wedge (\overline{x_1} \vee x_3)$  $\varphi$  satisfiable? Yes! For example:  $x_1 = x_3 =$ true,  $x_2 =$ false. Instance: Propositional formula  $\varphi$ . Question: Is there a satisfying truth assignment for  $\varphi$ ?

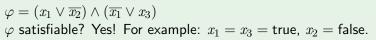
#### Example

 $\varphi = (x_1 \vee \overline{x_2}) \wedge (\overline{x_1} \vee x_3)$  $\varphi$  satisfiable? Yes! For example:  $x_1 = x_3 =$ true,  $x_2 =$  false.

- SAT solvers are very powerful they handle millions of variables.
- Using SAT as a "programming language" is very successful.

Instance: Propositional formula  $\varphi$ . Question: Is there a satisfying truth assignment for  $\varphi$ ?

#### Example



- SAT solvers are very powerful they handle millions of variables.
- Using SAT as a "programming language" is very successful.

Use SAT for our problem!

Variables

## Variables representing transitions at positions: $t^i$

Variables

## Variables representing transitions at positions: $t^i$

# Variables representing **message symbols** at positions: $eff^i$ , $tr^i$ , $trg(t)^i$ , $a^i$ , $symb(m)^i$

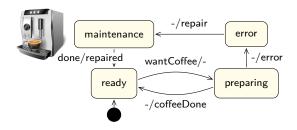
Variables

## Variables representing transitions at positions: $t^i$

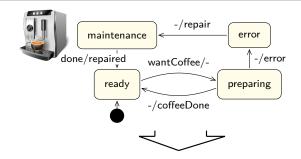
# Variables representing **message symbols** at positions: $eff^i$ , $tr^i$ , $trg(t)^i$ , $a^i$ , $symb(m)^i$

Variables representing **states** at positions:  $src(t)^{i}$ ,  $tgt(t)^{i}$ ,  $int(t)^{i}$ 

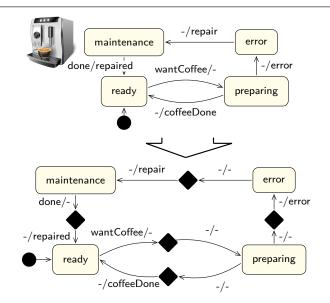
Extended State Machine



Extended State Machine



Extended State Machine



7

Subformulas

#### Initial state

 $\bigwedge_{i=1}^{l} \left( \iota_{i}^{0} \land \bigwedge_{s \in S_{i} \cup \mathcal{S}_{i}^{*}, s \neq \iota_{i}} \overline{s}^{0} \right) \land \bigwedge_{a \in \mathcal{A}} \overline{a}^{0}$ 

8

Subformulas

- Initial state
- State changes after initiating a transition

$$\begin{split} & \bigwedge_{i=0}^{k'-1} \bigwedge_{t \in \mathcal{T}} \left[ t^i \to \left( \operatorname{src}(t)^i \wedge \operatorname{int}(t)^{i+1} \wedge \operatorname{trg}(t)^i \wedge \overline{\operatorname{trg}(t)}^{i+1} \wedge \right. \\ & \wedge \bigwedge_{e\!f\!f \in \mathsf{eff}(t)} \left( \overline{e\!f\!f}^i \wedge e\!f\!f^{i+1} \right) \right) \right] \end{split}$$

8

- Initial state
- State changes after initiating a transition
- There must be a cause whenever the polarity of a symbol changes

$$\begin{split} & \bigwedge_{i=0}^{k'-1} \bigwedge_{trg \in \mathcal{A}} \left[ trg^i \wedge \overline{trg}^{i+1} \to \bigvee_{t \in \mathcal{T}, trg = \mathsf{trg}(t)} t^i \right] \\ & \bigwedge_{i=0}^{k'-1} \bigwedge_{eff \in \mathcal{A}} \left[ \overline{eff}^i \wedge eff^{i+1} \to \bigvee_{t \in \mathcal{T}, eff \in \mathsf{eff}(t)} t^i \right] \end{split}$$

- Initial state
- State changes after initiating a transition
- There must be a cause whenever the polarity of a symbol changes
- Leaving a state is caused by a transition

$$\bigwedge_{i=0}^{k'-1} \bigwedge_{s \in S} \left[ s^i \wedge \overline{s}^{i+1} \to \bigvee_{t \in \mathcal{T}, s = \mathrm{src}(t)} t^i \right]$$

- Initial state
- State changes after initiating a transition
- There must be a cause whenever the polarity of a symbol changes
- Leaving a state is caused by a transition
- Consume symbol to finish transiton

$$\begin{split} & \bigwedge_{i=0}^{k'-1} \bigwedge_{t \in \mathcal{T}, \mathsf{eff}(t) \neq \epsilon} \left[ \left( \mathsf{int}(t)^i \wedge \mathsf{int}(t)^{i+1} \right) \to \mathsf{eff}(t)^{i+1} \right] \\ & \bigwedge_{i=0}^{k'-1} \bigwedge_{t \in \mathcal{T}, \mathsf{eff}(t) \neq \epsilon} \left[ \left( \mathsf{int}(t)^i \wedge \overline{\mathsf{int}(t)}^{i+1} \right) \to \overline{\mathsf{eff}(t)}^{i+1} \right] \end{split}$$

- Initial state
- State changes after initiating a transition
- There must be a cause whenever the polarity of a symbol changes
- Leaving a state is caused by a transition
- Consume symbol to finish transiton
- Every machine is in exactly one state at every time

$$\bigwedge_{i=0}^{k'-1} \bigwedge_{j=1}^{l} \left[ \left( \bigvee_{s \in (S_j \cup S_j^*)} s^i \right) \land \bigwedge_{\substack{s_1, s_2 \in (S_j \cup S_j^*), \\ s_1 \neq s_2}} \left( \overline{s_1}^i \vee \overline{s_2}^i \right) \right]$$

- Initial state
- State changes after initiating a transition
- There must be a cause whenever the polarity of a symbol changes
- Leaving a state is caused by a transition
- Consume symbol to finish transiton
- Every machine is in exactly one state at every time
- Move to target state when effect is consumed

$$\bigwedge_{i=0}^{k'-1}\bigwedge_{t\in\mathcal{T}}\left[\left(\mathsf{int}(t)^i\wedge\bigwedge_{ef\!f\in\mathsf{eff}(t)}\overline{ef\!f}^{i+1}\right)\to\left(\overline{\mathsf{int}(t)}^{i+1}\wedge\mathsf{tgt}(t)^{i+1}\right)\right]$$

- Initial state
- State changes after initiating a transition
- There must be a cause whenever the polarity of a symbol changes
- Leaving a state is caused by a transition
- Consume symbol to finish transiton
- Every machine is in exactly one state at every time
- Move to target state when effect is consumed
- Sequence diagram

$$\sum_{\substack{i \in [1,...,n], \\ j \in [k,k+4,...,k+4n]}} \left[ \mathsf{symb}(m_i)^j \wedge \overline{\mathsf{symb}(m_i)}^{j+1} \wedge \bigvee_{\substack{t \in \mathsf{trans}(\mathsf{snd}(m_i)), \\ \mathsf{eff}(t) = m_i}} \left( \mathsf{int}(t)^j \wedge \overline{\mathsf{int}(t)}^{j+1} \right) \wedge \right]$$

$$\sum_{\substack{a \in \mathcal{A} \\ a \neq m_i}} \left( \left( a^j \to a^{j+1} \right) \wedge \left( a^{j+1} \to a^{j+2} \right) \wedge \left( a^{j+2} \to a^{j+3} \right) \right) \right]$$



Interpretation

#### Satisfiable: Message sequence computed from logical model



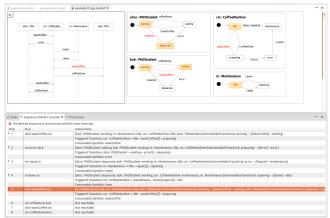
Interpretation

#### Satisfiable: Message sequence computed from logical model

Unsatisfiable: Sequence diagram cannot be executed

#### Implementation

- Multiview Modeling Language (MVML), inspired by UML
- Based on Ecore and EMF
- Graphical modeling editor



Download at http://modelevolution.org/updatesite

#### **Evaluation**

Random model generator

#### Evaluation

#### Random model generator

Different categories according to size

	small	medium	large
minNrStates	2	4	7
maxNrStates	3	6	10
minNrTrans	4	8	21
maxNrTrans	6	12	30
nrLifelines	3	5	8
nrMessages	4	10	20

#### Evaluation

#### Random model generator

#### Different categories according to size

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	small	medium	large
Encoding time <i>satisfiable</i> (ms)	11	180	2,543
Solving time <i>satisfiable</i> (ms)	4	201	9,476
Encoding time <i>unsatisfiable</i> (ms)	34	970	27,848
Solving time <i>unsatisfiable</i> (ms)	8	727	179,914
Nr variables	1,802	12,746	88,560
Nr clauses	9,652	118,245	1,700,101
Nr instances satisfiable	837	750	803
Nr instances unsatisfiable	163	250	197

 SAT-based theoretical framework to check consistency between sequence diagrams and state machines

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- Implementation, freely available

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What we consider next

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Tuning and optimizing of the encoding

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What we consider next

- Tuning and optimizing of the encoding
- Additional language concepts requiring more complex encodings

- SAT-based theoretical framework to check consistency between sequence diagrams and state machines
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What we consider next

- Tuning and optimizing of the encoding
- Additional language concepts requiring more complex encodings
- More powerful target languages such as quantified Boolean formulae