

Systeme hoher Qualität und Sicherheit
Universität Bremen WS 2015/2016



Lecture 06 (16-11-2015)

Formal Modelling with SysML and OCL

Christoph Lüth

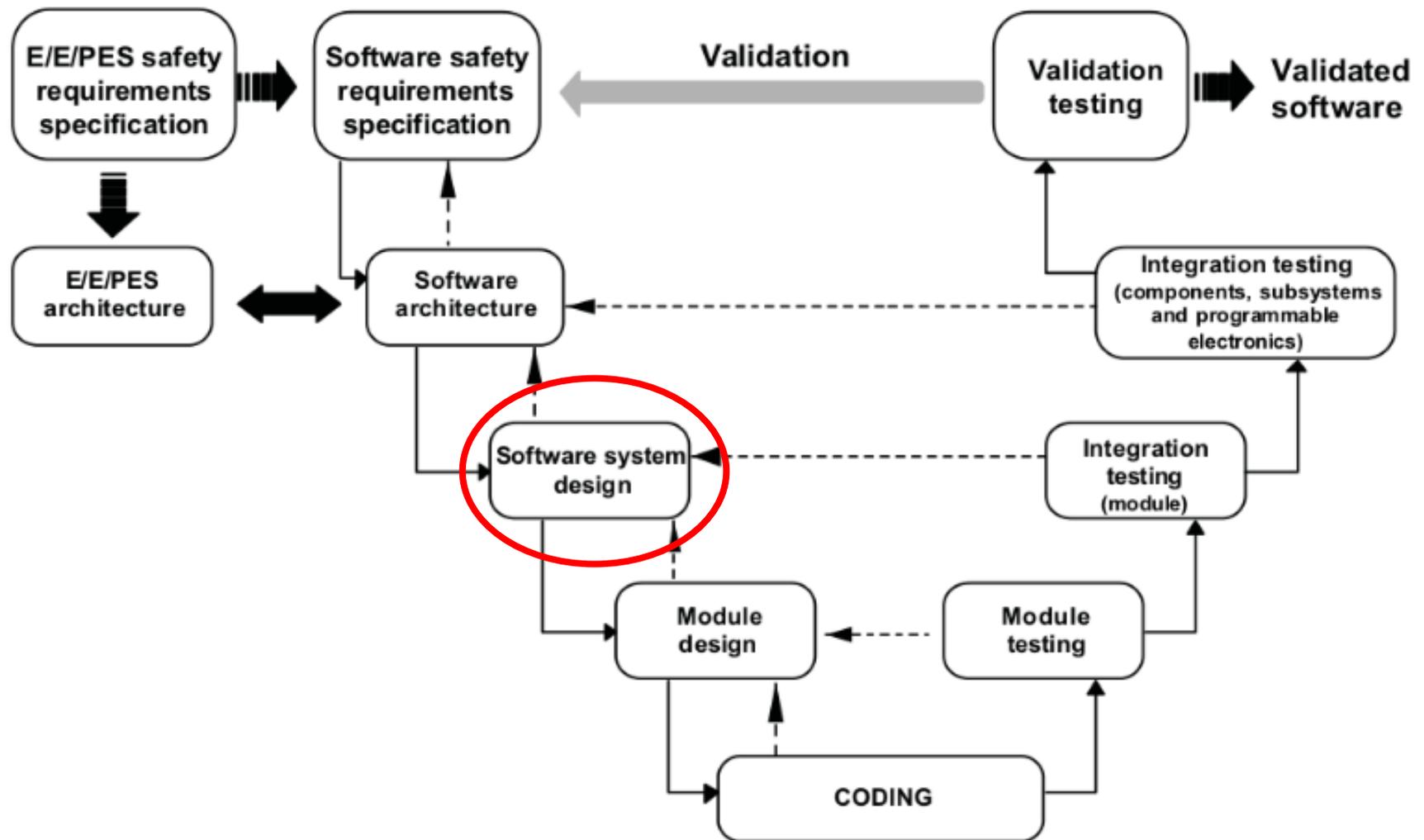
Jan Peleska

Dieter Hutter

Where are we?

- ▶ 01: Concepts of Quality
- ▶ 02: Legal Requirements: Norms and Standards
- ▶ 03: The Software Development Process
- ▶ 04: Hazard Analysis
- ▶ 05: High-Level Design with SysML
- ▶ 06: Formal Modelling with SysML and OCL
- ▶ 07: Detailed Specification with SysML
- ▶ 08: Testing
- ▶ 09 and 10: Program Analysis
- ▶ 11: Model-Checking
- ▶ 12: Software Verification (Hoare-Calculus)
- ▶ 13: Software Verification (VCG)
- ▶ 14: Conclusions

Formal Modelling in the Development Cycle



What is OCL?

▶ OCL is the **Object Constraint Language**.

▶ What is OCL?

- *„A formal language used to describe expressions on UML models. These expressions typically specify invariant conditions that must hold for the system being modeled or queries over objects described in a model.“* (OCL standard, §7)

▶ Why OCL?

- „A UML diagram, such as a class diagram, is typically not refined enough to provide all the relevant aspects of a specification. There is, among other things, a need to describe additional constraints about the objects in the model. “ (OCL standard, §7.1)

Characteristics of the OCL

- ▶ OCL is a pure **specification language**.
 - OCL expressions do not have side effects.
- ▶ OCL is **not** a programming language.
 - Expressions are not executable (though some may be).
- ▶ OCL is **typed** language
 - Each expression has type; all expressions must be well-typed.
 - Types are classes, defined by class diagrams.

OCL can be used for the following:

- ▶ as a query language
- ▶ to specify invariants on classes and types in the class
- ▶ to specify type invariant for Stereotypes
- ▶ to describe pre- and post conditions on Operations and Methods
- ▶ to describe Guards
- ▶ to specify target (sets) for messages and actions
- ▶ to specify constraints on operations
- ▶ to specify derivation rules for attributes for any expression over a UML model.

(OCL standard, §7.1.1)

Example: A Flight-Booking System

- ▶ Flight destinations are given by
 - an IATA id, and a string
- ▶ A flight is given by
 - Source and destination, arrival and departure date, capacity and free seats
- ▶ A query asks for
 - a flight from/to at a given time and number of free seats
- ▶ Operations:
 - Query
 - Book a flight

Example: A Flight-Booking System

Possible constraints:

- ▶ No more free seats than capacity
- ▶ Source and destination must be disjoint
- ▶ Query must return „correct“ flight
- ▶ Destination identifiers must be unique
- ▶ To book a flight:
 - Possible if enough free seats
 - Afterwards, number of free seats reduced

Possible extension:

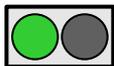
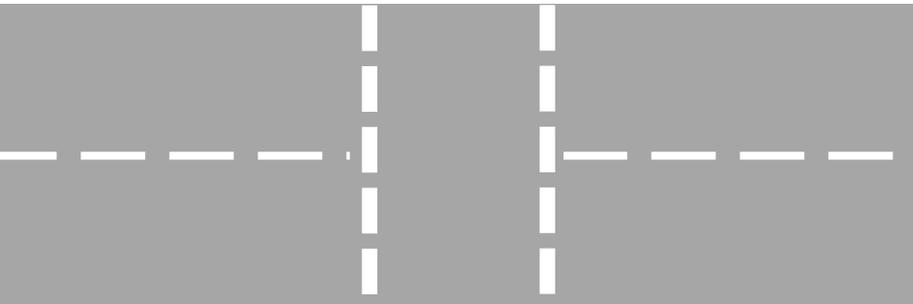
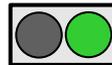
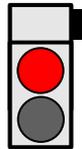
- ▶ Query returns a schedule --- list of connecting flights

Example: The Traffic Light

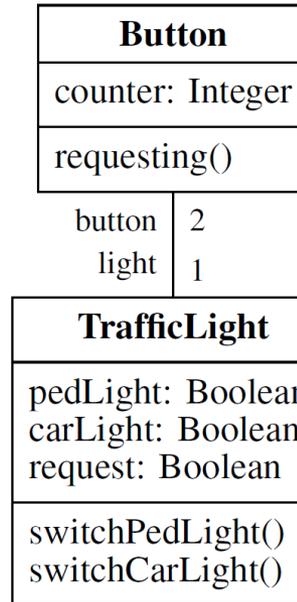
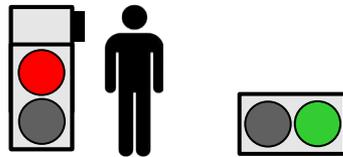
Button	
counter:	Integer
requesting()	

button	2
light	1

TrafficLight	
pedLight:	Boolean
carLight:	Boolean
request:	Boolean
switchPedLight()	
switchCarLight()	



Example: The Traffic Light

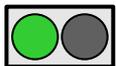
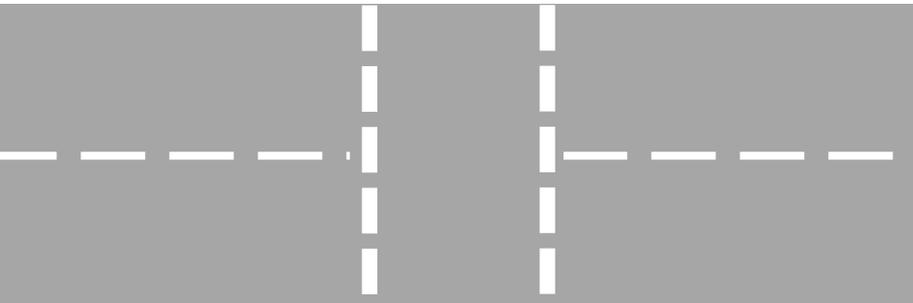


```
context requesting()
  pre: tl.pedLight = false
  post: tl.request = true
  post: counter = counter@pre + 1
```

```
context switchPedLight()
  pre: request = true
  post: pedLight != pedLight@pre
  post: request = false
```

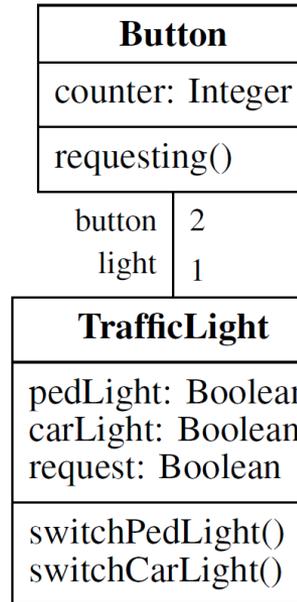
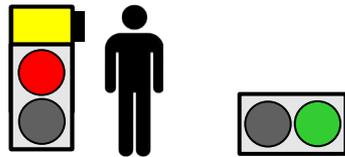
```
context switchCarLight()
  post: carLight != carLight@pre
```

```
inv: not (pedLight = true and
  carLight = true)
```



pedLight: False
 carLight: True
 request: False
 counter: 0

Example: The Traffic Light

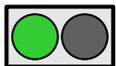
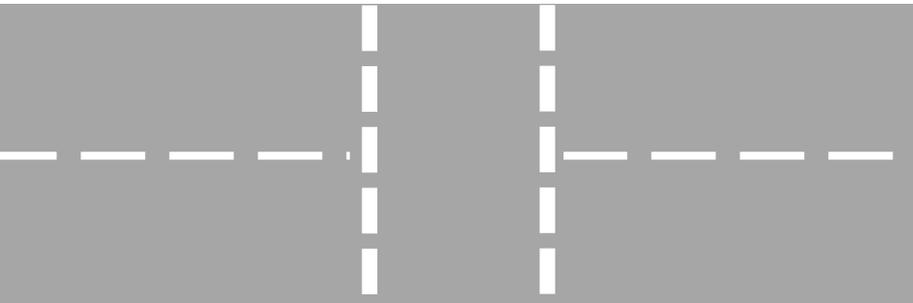


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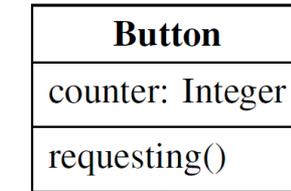
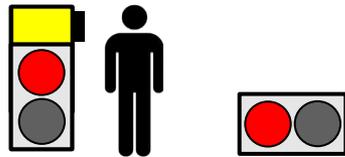
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  post: carLight != carLight@pre
```

```
inv: not (pedLight = true and
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```

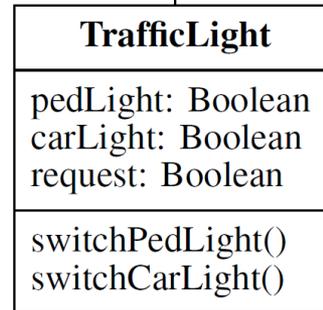
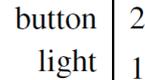


```
pedLight:      False
carLight:      True
request:       True
counter:       1
```

Example: The Traffic Light



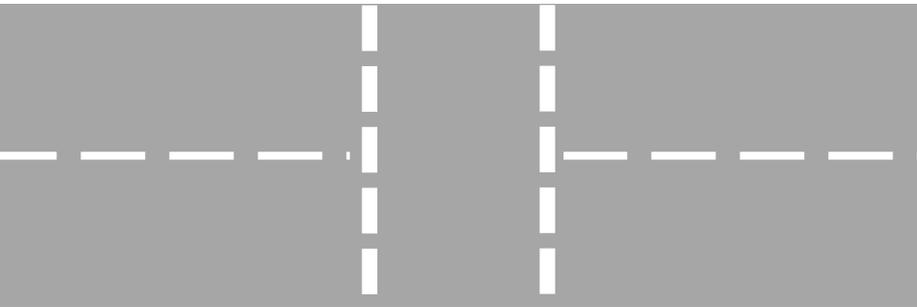
```
context requesting()
  pre: tl.pedLight = false
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  post: counter = counter@pre + 1
```



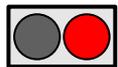
```
context switchPedLight()
  pre: request = true
  post: pedLight != pedLight@pre
  post: request = false
```

```
context switchCarLight()
  post: carLight != carLight@pre
```

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inv: not (pedLight = true and
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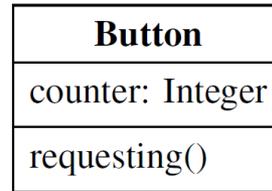
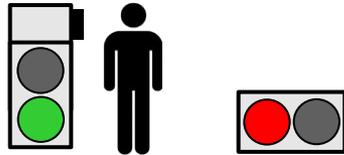


pedLight: False
 carLight: False
 request: True
 counter: 1

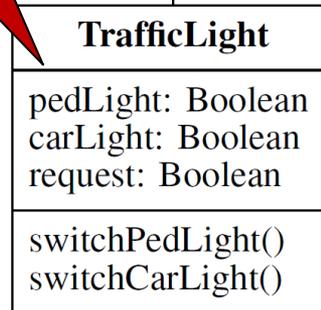


Example: The Traffic Light

Deadlock



button	2
light	1

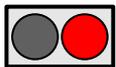
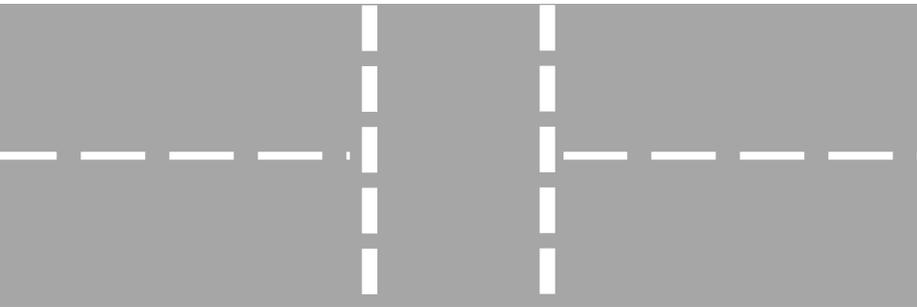


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```
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post: request = false
```

```
context switchCarLight()
post: carLight != carLight@pre
```

```
inv: not (pedLight = true and
carLight = true)
```



pedLight: True
carLight: False
request: False
counter: 1

OCL Basics

- ▶ The language is typed: each expression has a type.
- ▶ Three-valued logic (**Kleene logic**)
 - Actually, more like four-valued (**null**)
- ▶ Expressions always live in a **context**:
 - **Invariants** on classes, interfaces, types.

```
context Class
  inv Name: expr
```

- **Pre/postconditions** on operations or methods

```
context Type :: op(a1: Type) : Type
  pre Name: expr
  post Name: expr
```

OCL Types

▶ Basic types:

- `Boolean`, `Integer`, `Real`, `String`
- `OclAny`, `OclType`, `OclVoid`

▶ Collection types:

- `Sequences`, `Bag`, `OrderedSet`, `Set`

▶ Model types

Basic types and operations

- ▶ Integer (\mathbb{Z}) OCL-Std. §11.5.2
- ▶ Real (\mathbb{R}) OCL-Std. §11.5.1
 - **Integer** is a subclass of **Real**
 - **round**, **floor** from **Real** to **Integer**
- ▶ String (Zeichenketten) OCL-Std. §11.5.3
 - **substring**, **toReal**, **toInteger**, **characters**, etc.
- ▶ Boolean (Wahrheitswerte) OCL-Std. §11.5.4
 - **or**, **xor**, **and**, **implies**
 - Relationen auf **Real**, **Integer**, **String**

Collection Types

- ▶ Sequence, Bag, OrderedSet, Set OCL-Std. §11.7
- ▶ Operations on all collections:
 - **size, includes, count, isEmpty, flatten**
 - Collections are always „flattened“
- ▶ Set
 - **union, intersection**
- ▶ Bag
 - **union, intersection, count**
- ▶ Sequence
 - **first, last, reverse, prepend, append**

Collection Types: Iterators

► Iterators are **higher-order functions**

► All iterators defined via `iterate`

OCL-Std. §7.7.6

```
coll->iterate(elem: Type, acc: Type= expr | expr[e1, acc])
```

```
iterate(e: T, acc: T= v)
{
  acc= v;
  for (Enumeration e= c.elements(); e.hasMoreElements();) {
    e= e.nextElement();
    acc.add(expr[e, acc]);
  }
  return acc;
}
```

Model types

- ▶ Model types are given by
 - attributes,
 - operations, and
 - Associations of the model
- ▶ Navigation along the association
 - If cardinality is 1, type is of target type **T**
 - Otherwise, it is **Set (T)**
- ▶ User-defined operations in expressions have to be stateless (stereotype <<query>>)

Undefinedness in OCL

- ▶ Undefinedness is **propagated** OCL-Std §7.5.11
 - In other words, all operations are **strict**

- ▶ Exceptions:

- Boolean operators (**and**, **or** non-strict on **both sides**)
- Case distinction
- Test on definedness: **oclIsUndefined** with

$$oclIsUndefined(e) = \begin{cases} true & \text{if } e = \perp \\ false & \text{otherwise} \end{cases}$$

- ▶ Resulting logic is **three-valued** (Kleene-Logic)
- ▶ In fact, four-valued: there is always **null**
- ▶ Iterators are “semi-strict”

OCL Style Guide

- ▶ Avoid **complex** navigation („Loose coupling“)
 - Otherwise changes in models break OCL constraints
- ▶ Always choose **adequate context**
- ▶ „Use of **allInstances ()** is **discouraged**“
- ▶ Split up invariants if possible
- ▶ Consider defining **auxiliary operations** if expressions become too complex.

Summary

- ▶ OCL is a typed, state-free specification language which allows us to denote constraints on models.
- ▶ We can define or models much more precise.
 - Ideally: no more natural language needed.
- ▶ OCL is part of the more „academic“ side of UML/SysML.
 - Tool support is not great, some tools ignore OCL, most tools at least type-check OCL, hardly any do proofs.
- ▶ However, in critical system development, the kind of specification that OCL allows is **essential**.
- ▶ Next week: detailed specification with SysML.
 - Behavioural diagrams: state diagrams, sequence charts ...