

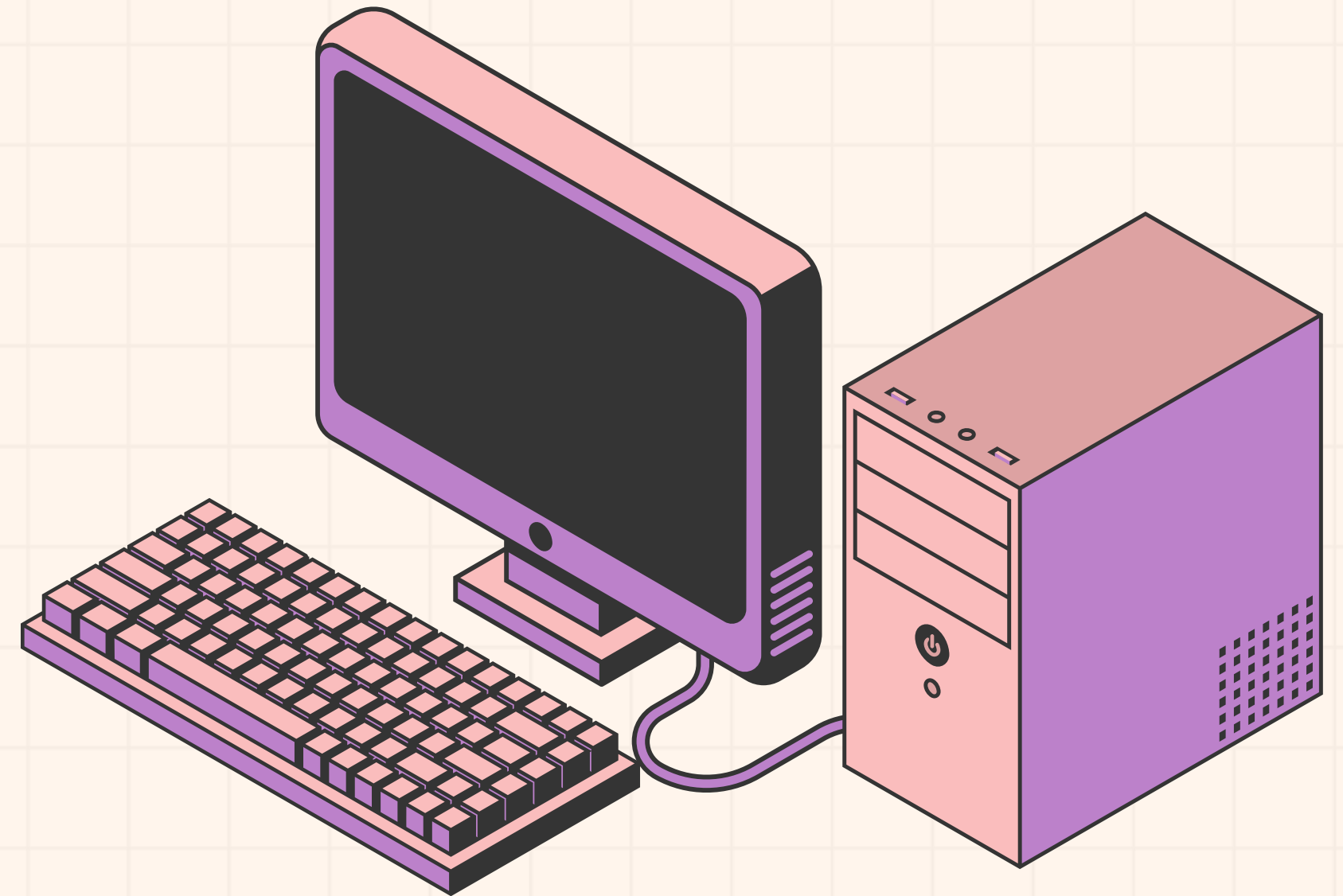


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# VERIFYING INTEGRATED SYSTEMS MACHINES AND ACTIVITIES USING CSP

Diego Ferreira, Lucas Lima

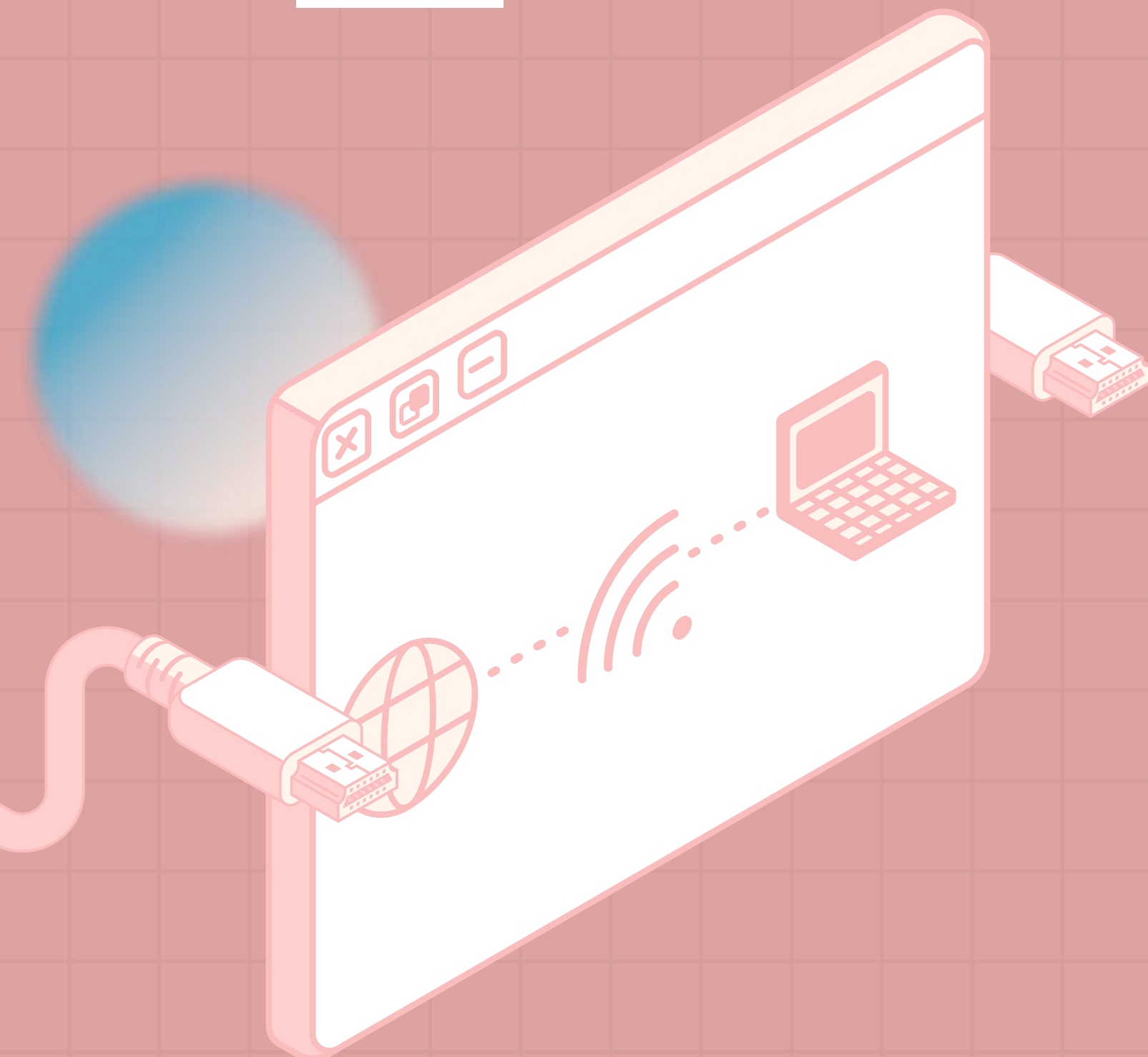
Departamento de Computação - UFRPE





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# Context

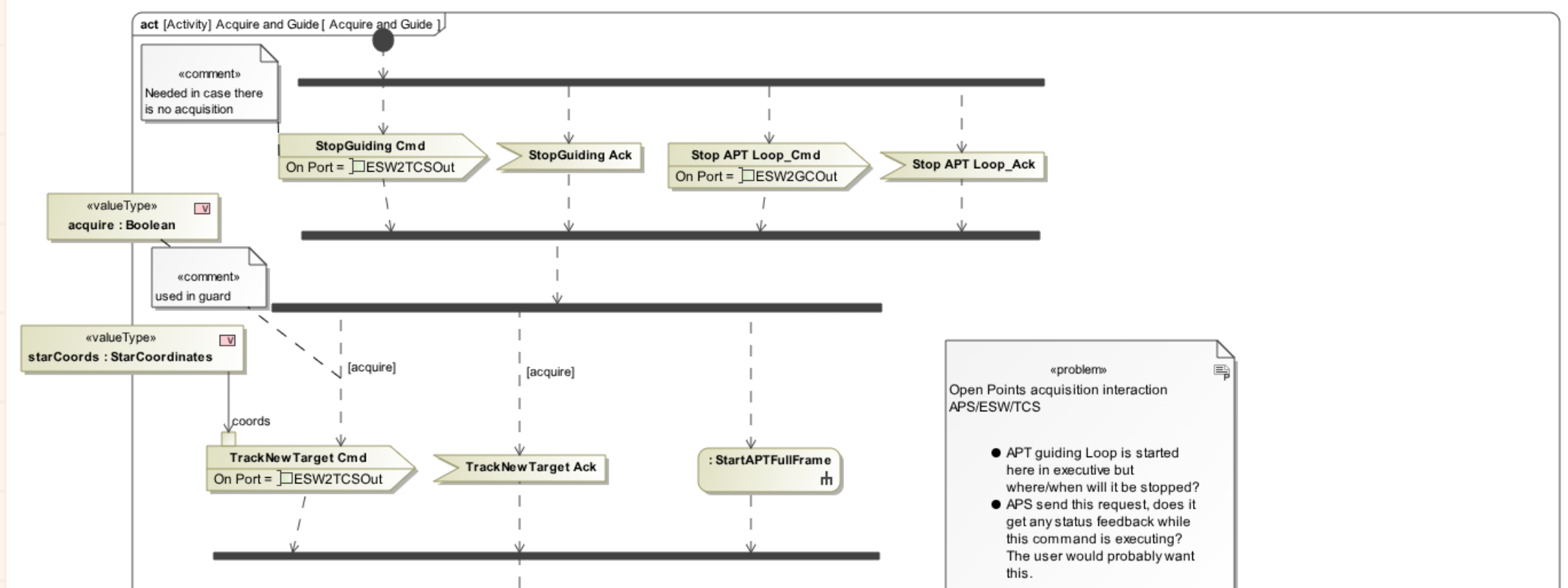
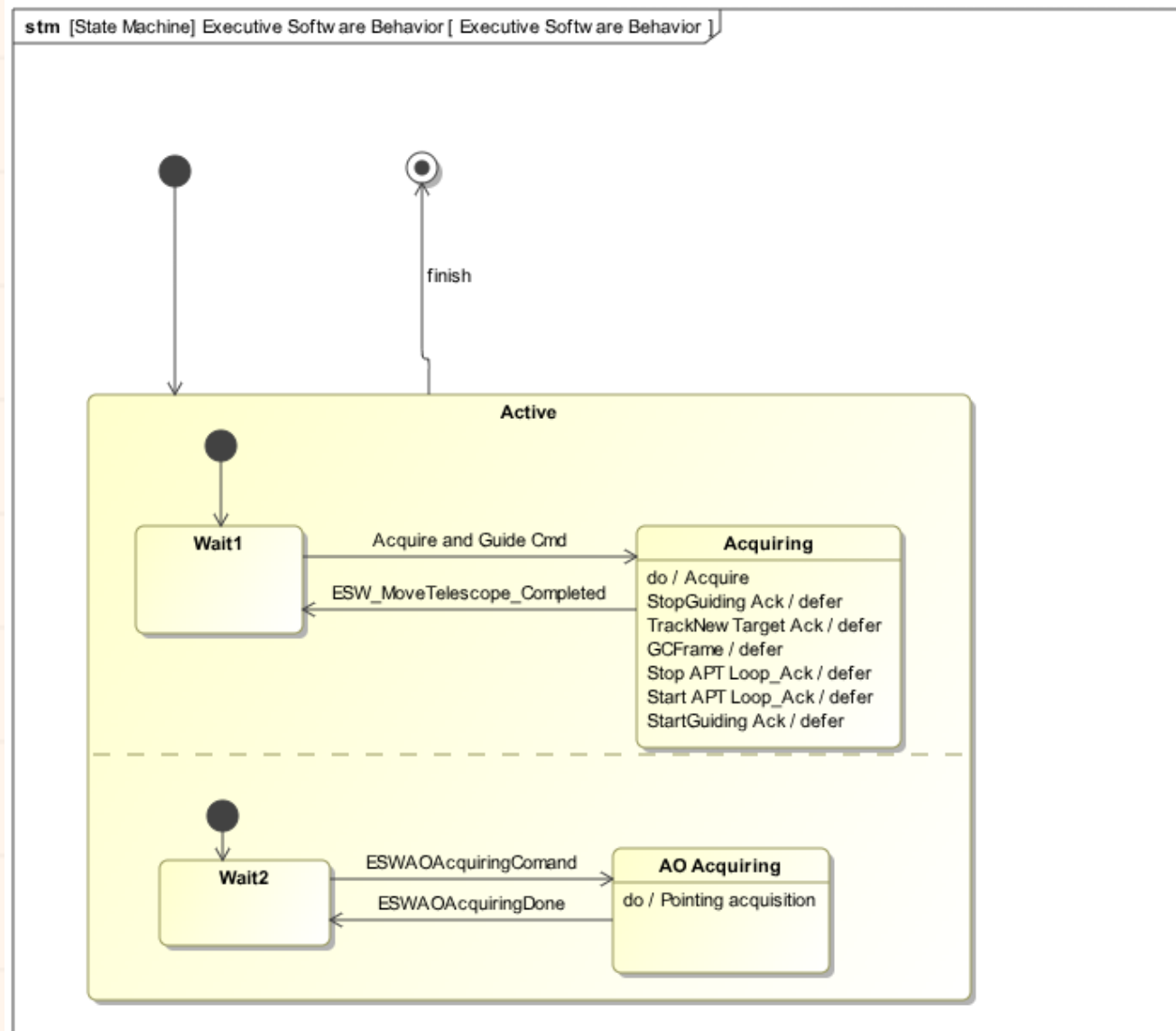


- **Popular UML Diagrams**
- **Activity Diagram and State Machine Diagram integrated**
- **Common pattern used in industry**



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# TMT - OpenMBEE





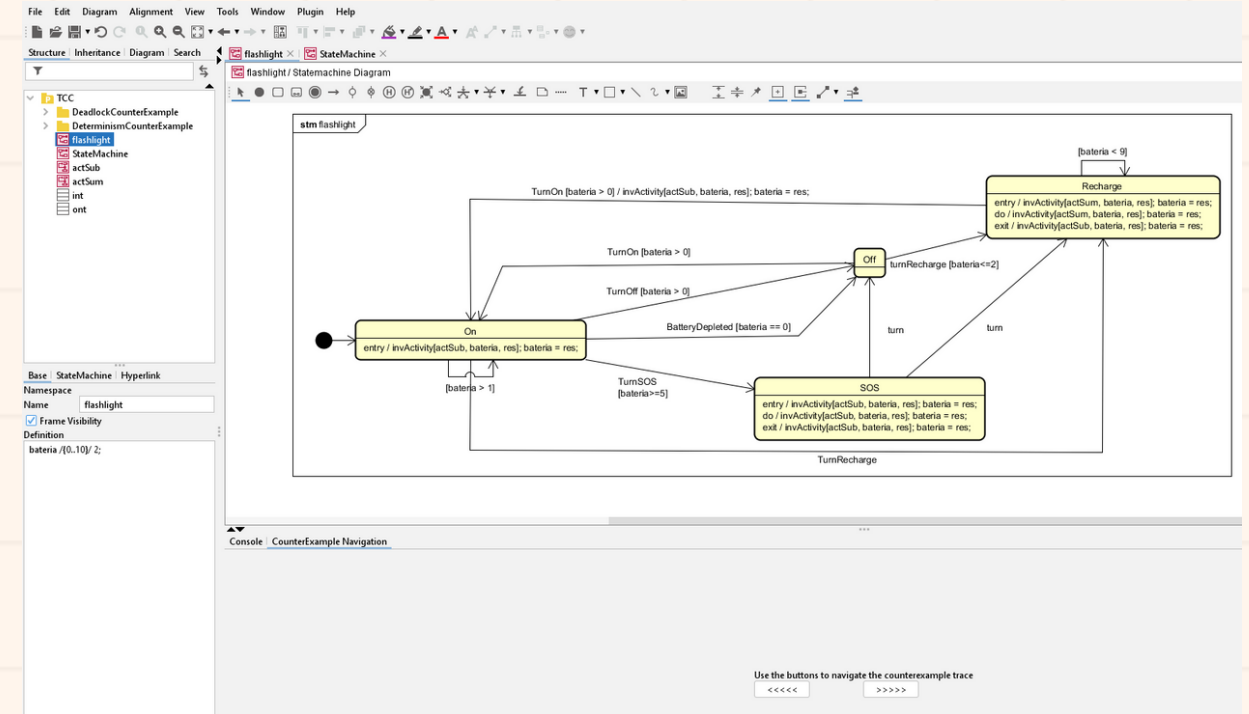
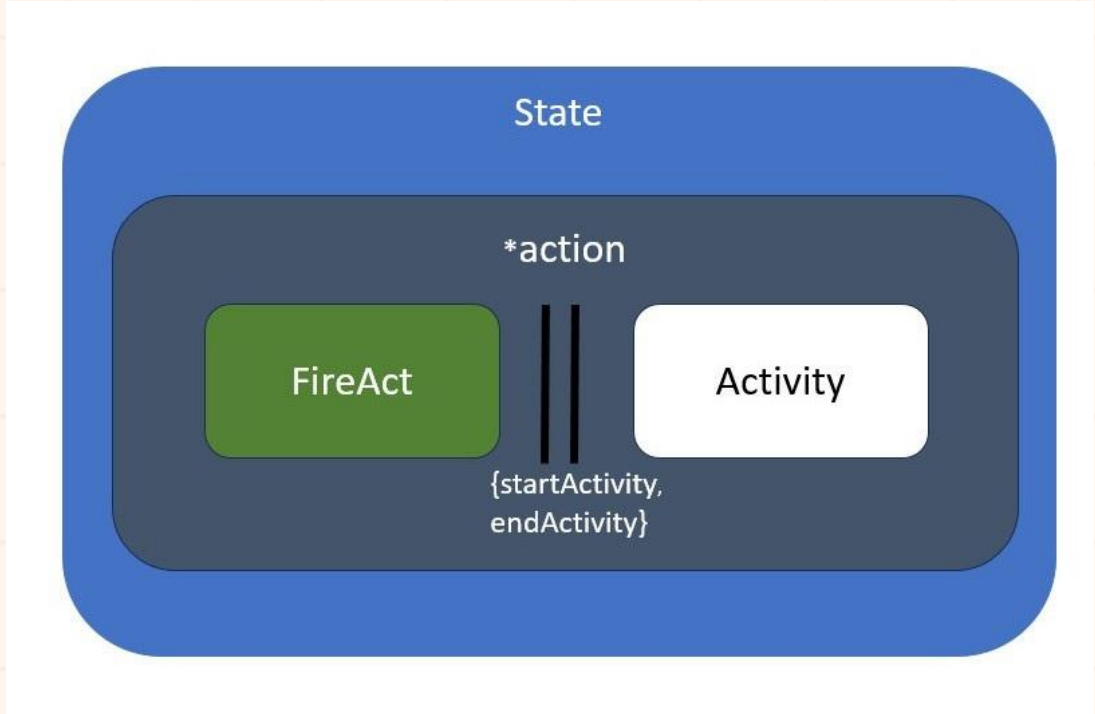
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# RESEARCH

# PROJECT

Develop a framework to automatically verify deadlock and nondeterminism in integrated UML state machine and activity diagrams.

Contributions:







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# FORMALAN INFORMAL

## D

```
transparent wbisim

datatype STATES_ID_flashlight = st_On_flashlight | st_SOSMode_flashlight

channel tr_7hg_51174a4c4cd23019c4adece90e122ab1, tr_8ja_51174a4c4cd23019c4adece90e122ab1
channel enter, do, entry, exit, exited: STATES_ID_flashlight
channel final_flashlight
channel internal, turnRecharging, turnOn, turnOff, batteryDepleted, turnRecharge
channel turnRecharging_tr_7hg_51174a4c4cd23019c4adece90e122ab1, internal_flashlight_tr_d7e_51174a4c4cd23019c4adece90e122ab1
channel get_battery_flashlight, set_battery_flashlight: {0..100}
channel end, Loop, final_Compound_st_On_flashlight
channel interrupt: STATES_ID_flashlight

LOOP = Loop -> LOOP

max (a, b) = if a < b then b else a
min (a, b) = if a < b then a else b

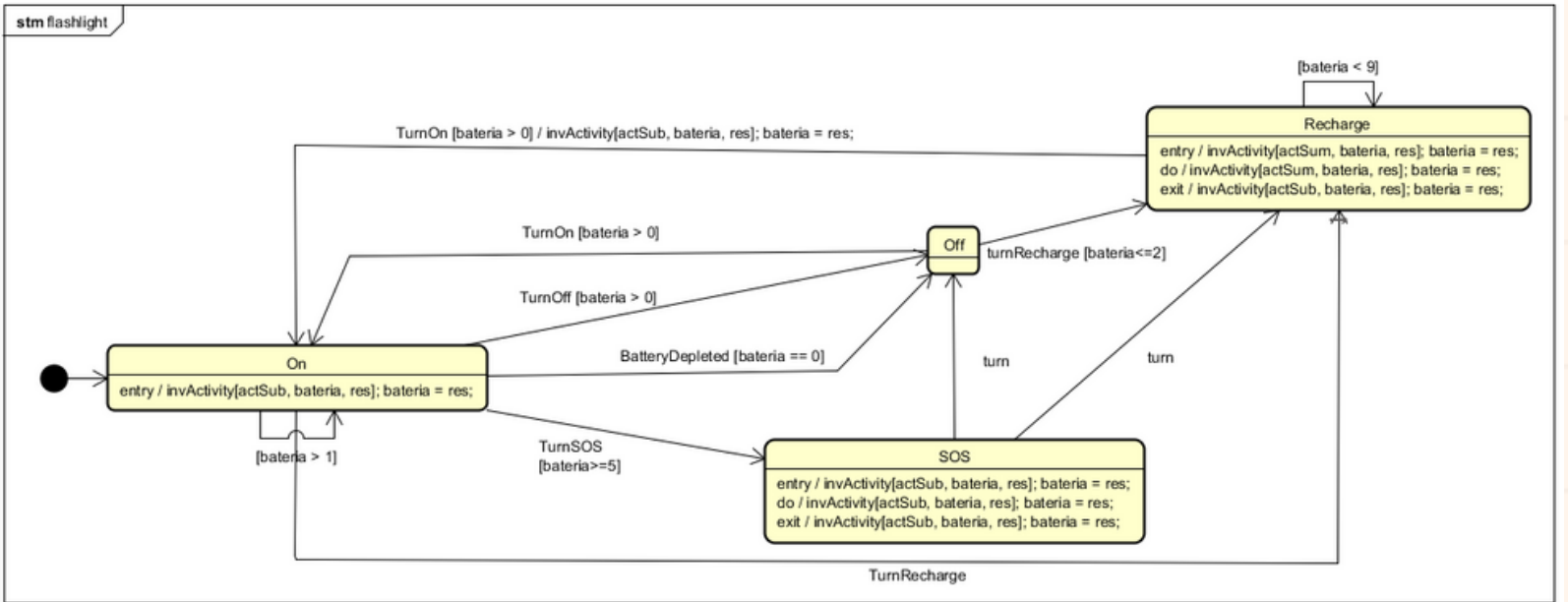
MEMORY_flashlight(battery) = (end -> SKIP) []
get_battery_flashlight!battery -> MEMORY_flashlight(battery) [] set_battery_flashlight!battery
[] (battery > 0) & turnOn_tr_9oh_51174a4c4cd23019c4adece90e122ab1 -> M
[] (battery < 95) & internal_flashlight_tr_d7e_51174a4c4cd23019c4adece90e122ab1 -> I
[] (battery > 0) & turnOff_tr_el8_51174a4c4cd23019c4adece90e122ab1 -> O
[] (battery == 0) & batteryDepleted_tr_fvz_51174a4c4cd23019c4adece90e122ab1 -> B
[] (battery > 0) & internal_flashlight_tr_1vjjo_cb828eff8f50820142594d1 -> R

State_st_On_init_flashlight = State_st_On_flashlight [|{|interrupt.st_On_flashlight|}
State_st_On_flashlight = (enter.st_On_flashlight -> State_st_On_Entry_flashlight)
State_st_On_Entry_flashlight = EntryProc(st_On_flashlight)
State_st_On_Do_flashlight = (DoProc(st_On_flashlight) [|{|interrupt.st_On_flashlight|}

State_st_SOSMode_flashlight = (enter.st_SOSMode_flashlight -> State_st_SOSMode_Entry_flashlight)
State_st_SOSMode_Entry_flashlight = EntryProc(st_SOSMode_flashlight)
State_st_SOSMode_Do_flashlight = interrupt.st_SOSMode_flashlight -> SKIP

State_st_NormalMode_flashlight = (enter.st_NormalMode_flashlight -> State_st_NormalMode_Do_flashlight)
State_st_NormalMode_Do_flashlight = interrupt.st_NormalMode_flashlight

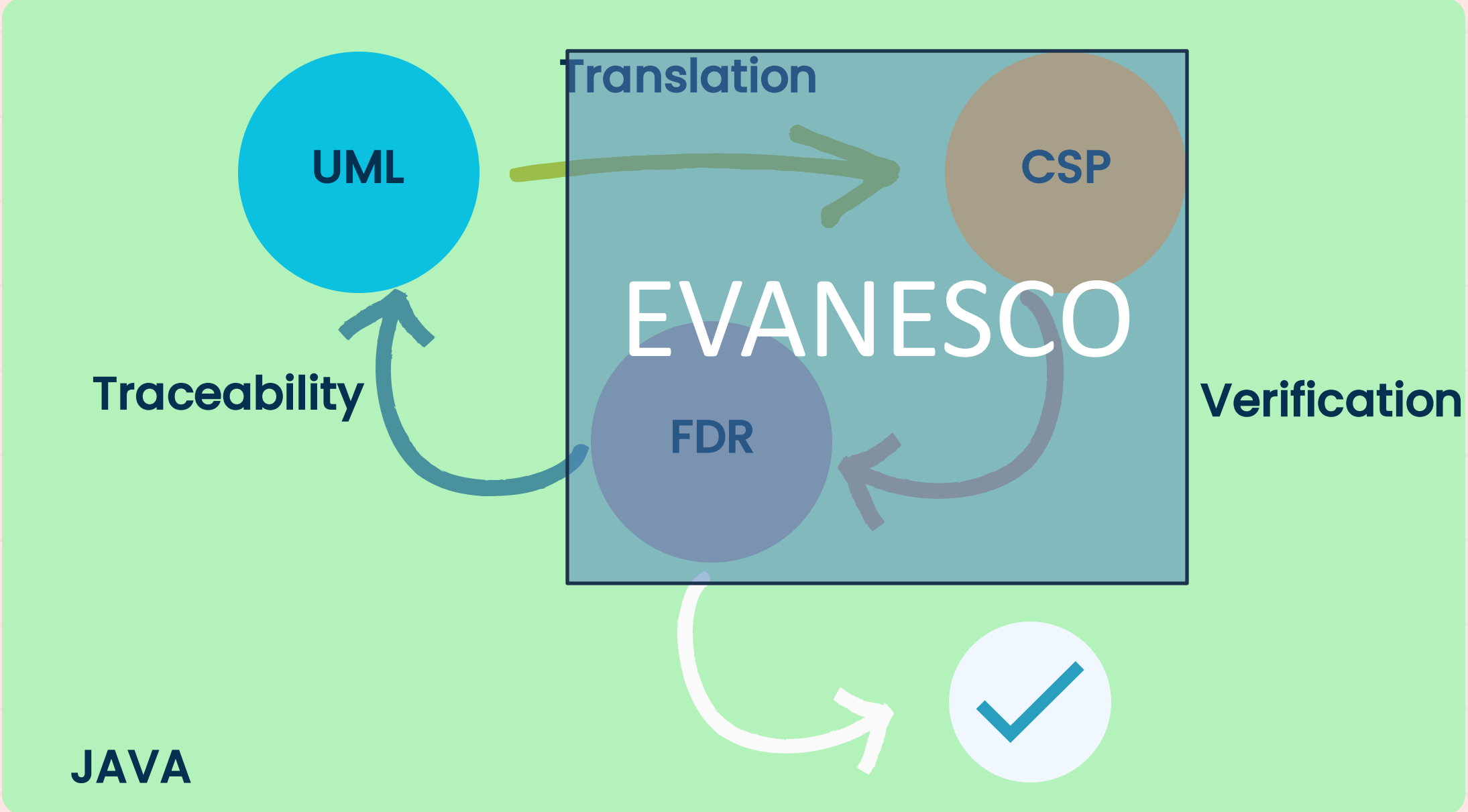
State_st_Off_flashlight = (enter.st_Off_flashlight -> State_st_Off_Do_flashlight)
State_st_Off_Do_flashlight = interrupt.st_Off_flashlight -> SKIP; exit.
```





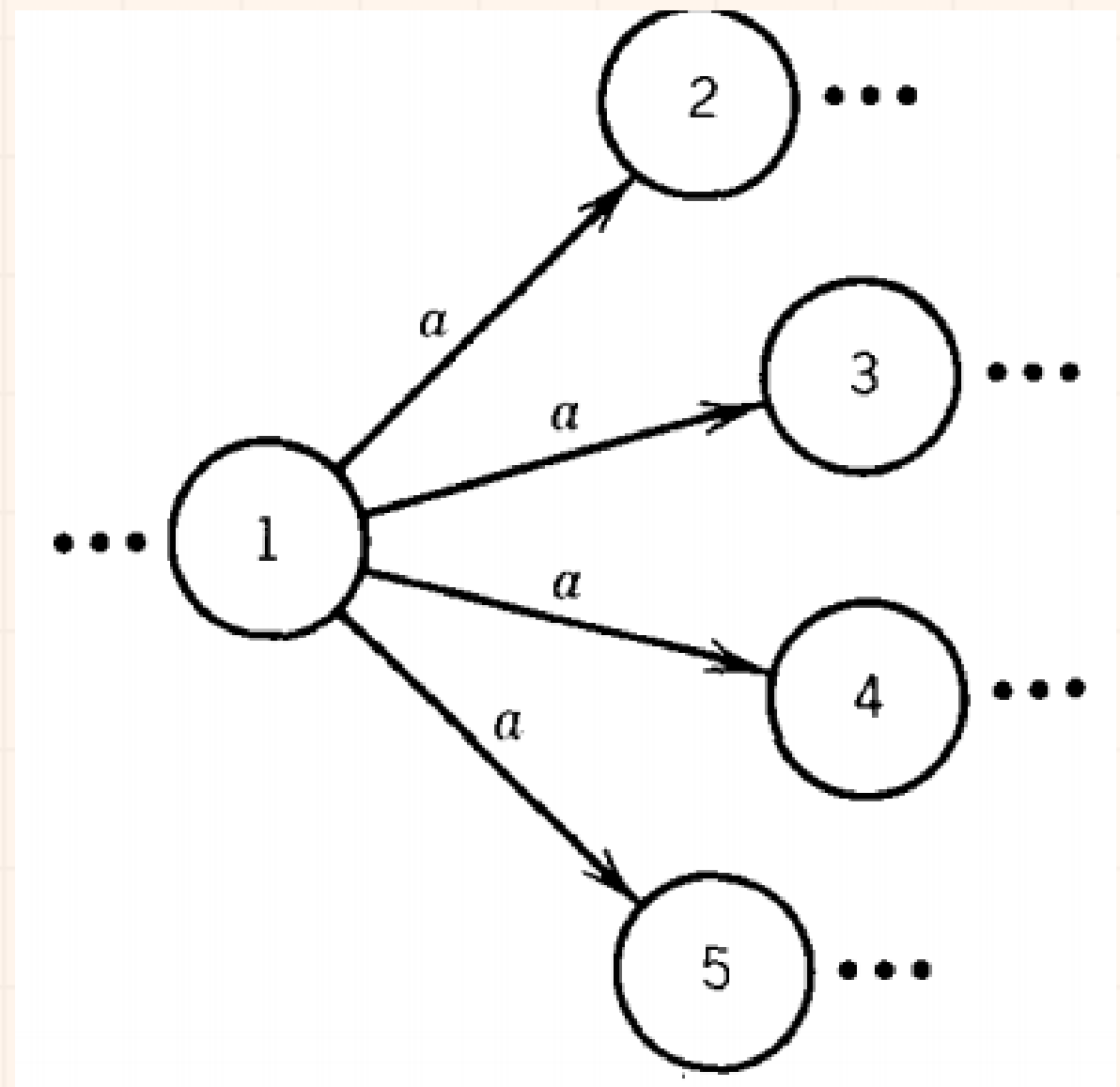
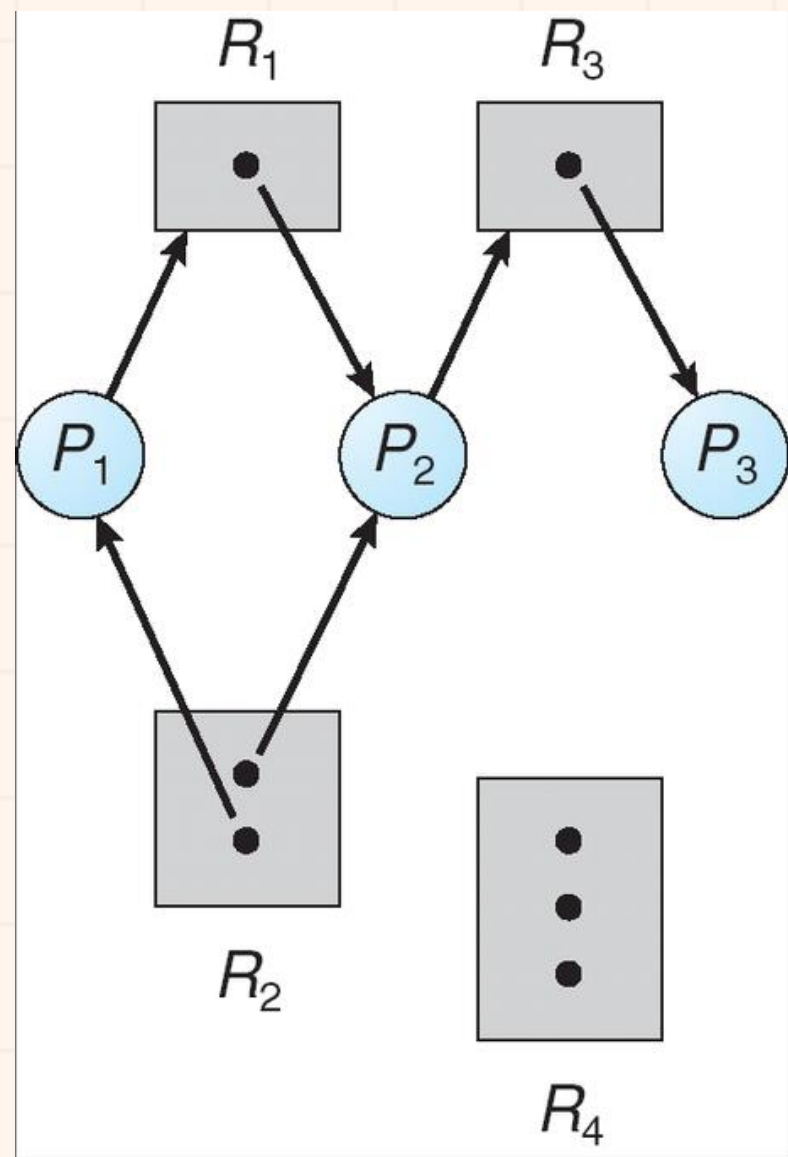
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# OVERVIEW OF THE APPROACH



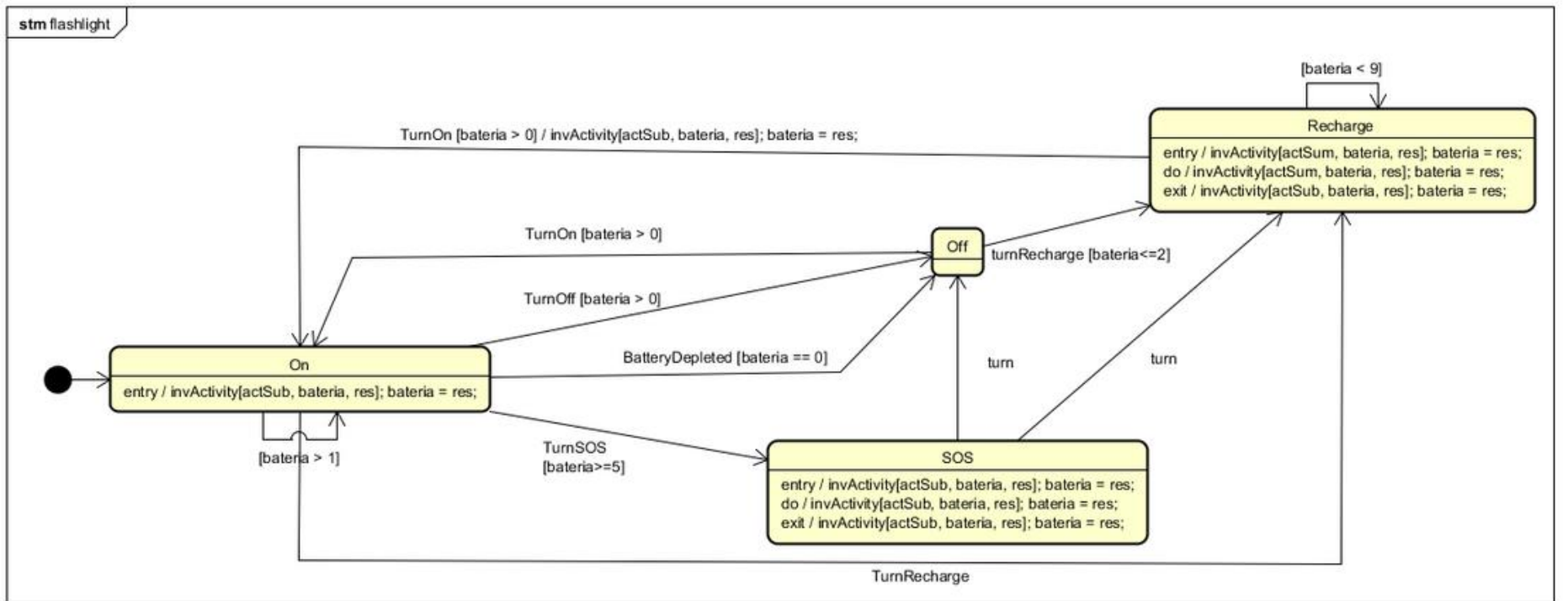
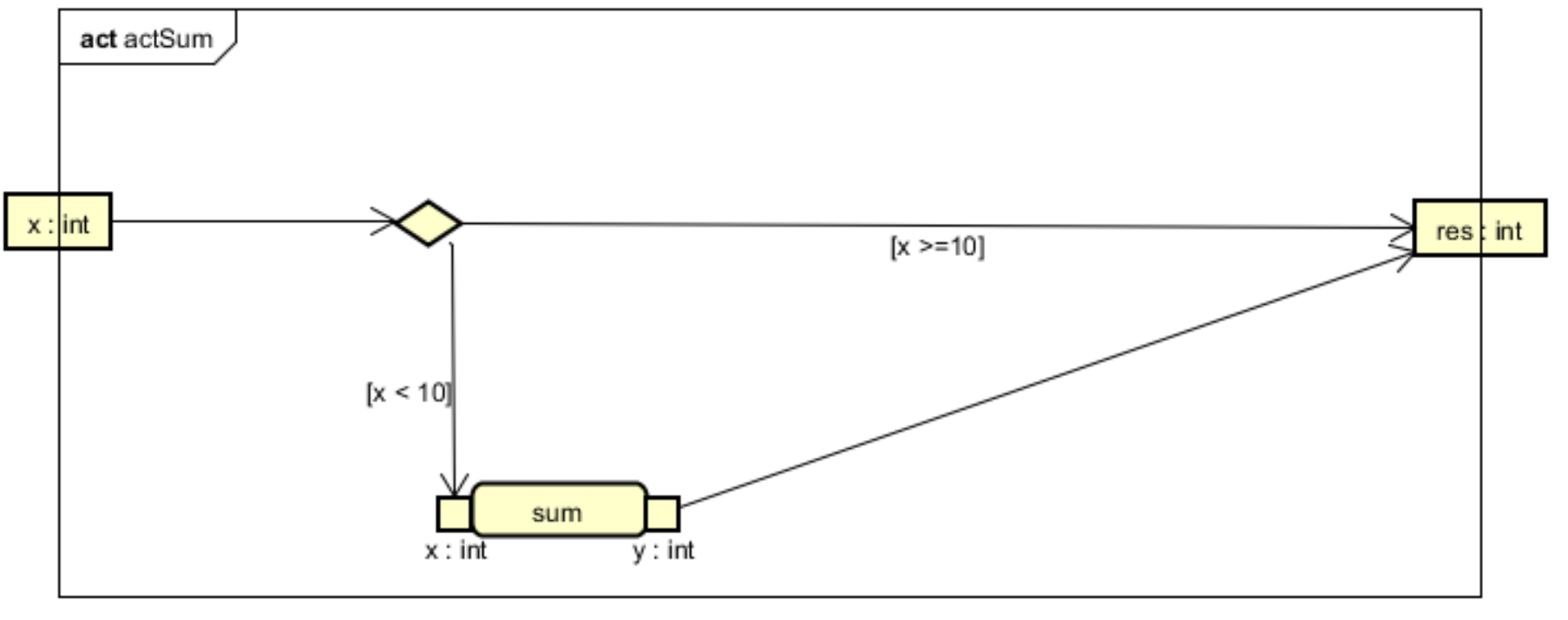
# DEADLOCKAN NONDETERMINI

## D SM



# ACTIVITY STATE MACHINE

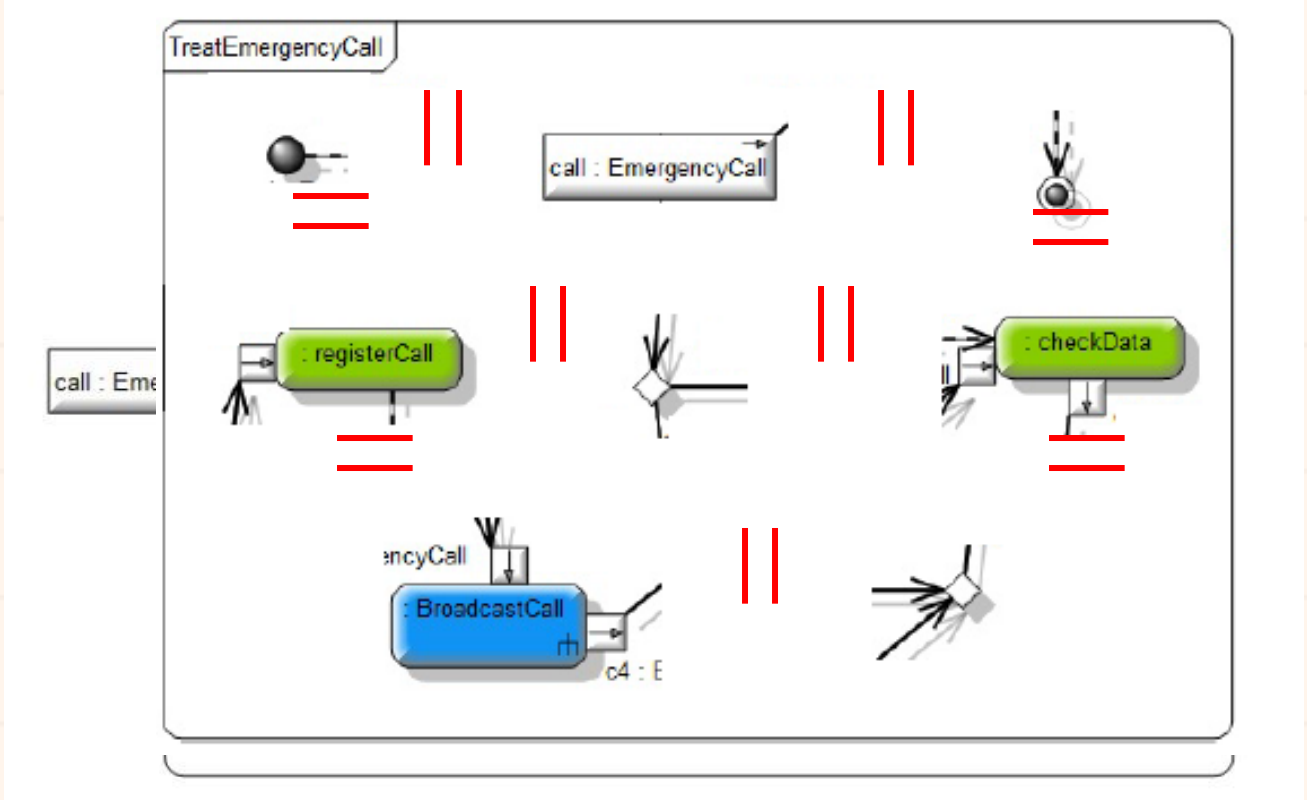
## D



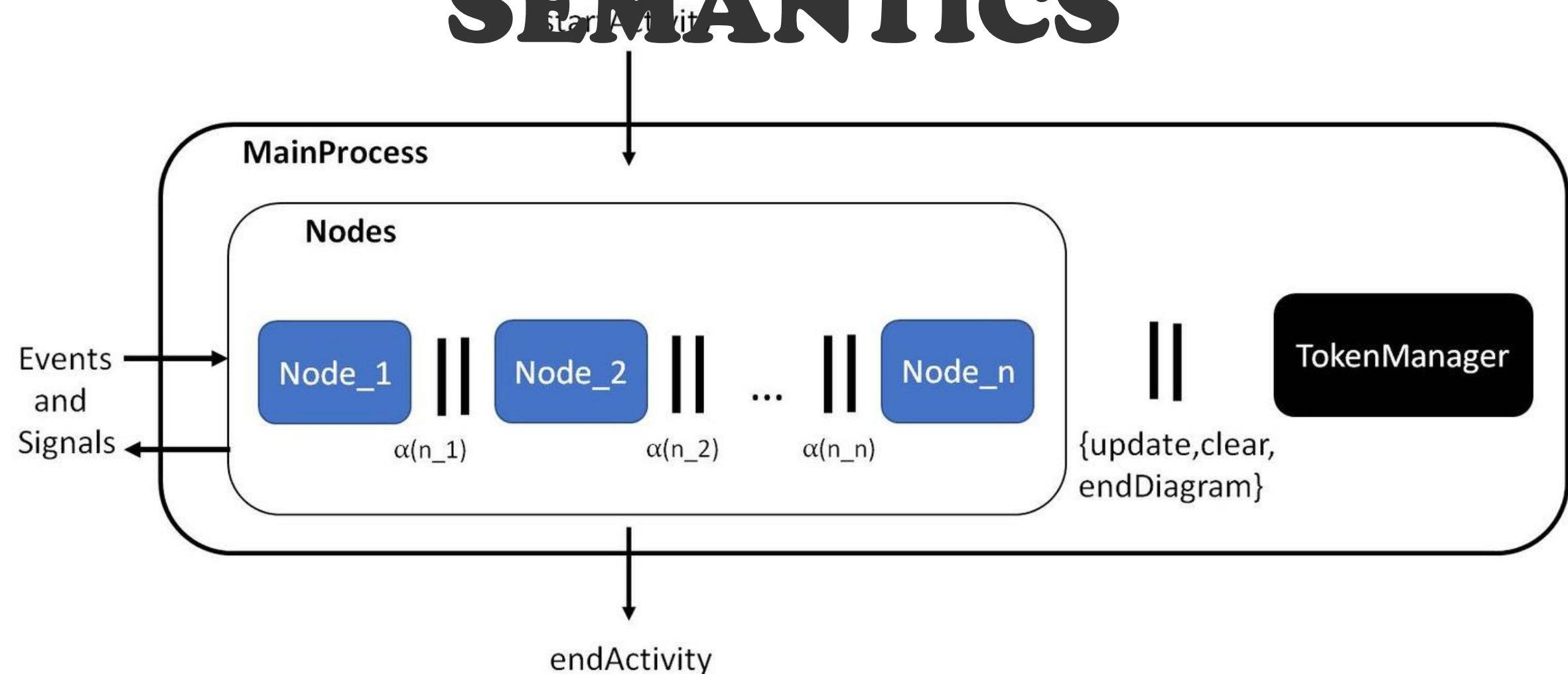


# ACTIVITY DIAGRAMS

## SEMANTICS



# ACTIVITY DIAGRAMS SEMANTICS



[Lima, L., Tavares, A., Nogueira, S., A framework for verifying deadlock and nondeterminism in UML activity diagrams based on CSP, Science of Computer Programming, Volume 197, 2020, 102497, ISSN 0167-6423](#)

# STATE MACHINE

# SEMANTICS

## DIAGRAMS

A CSP semantics for UML state machines aiming at hidden formal methods verification

Diego Ferreira and Lucas Lima

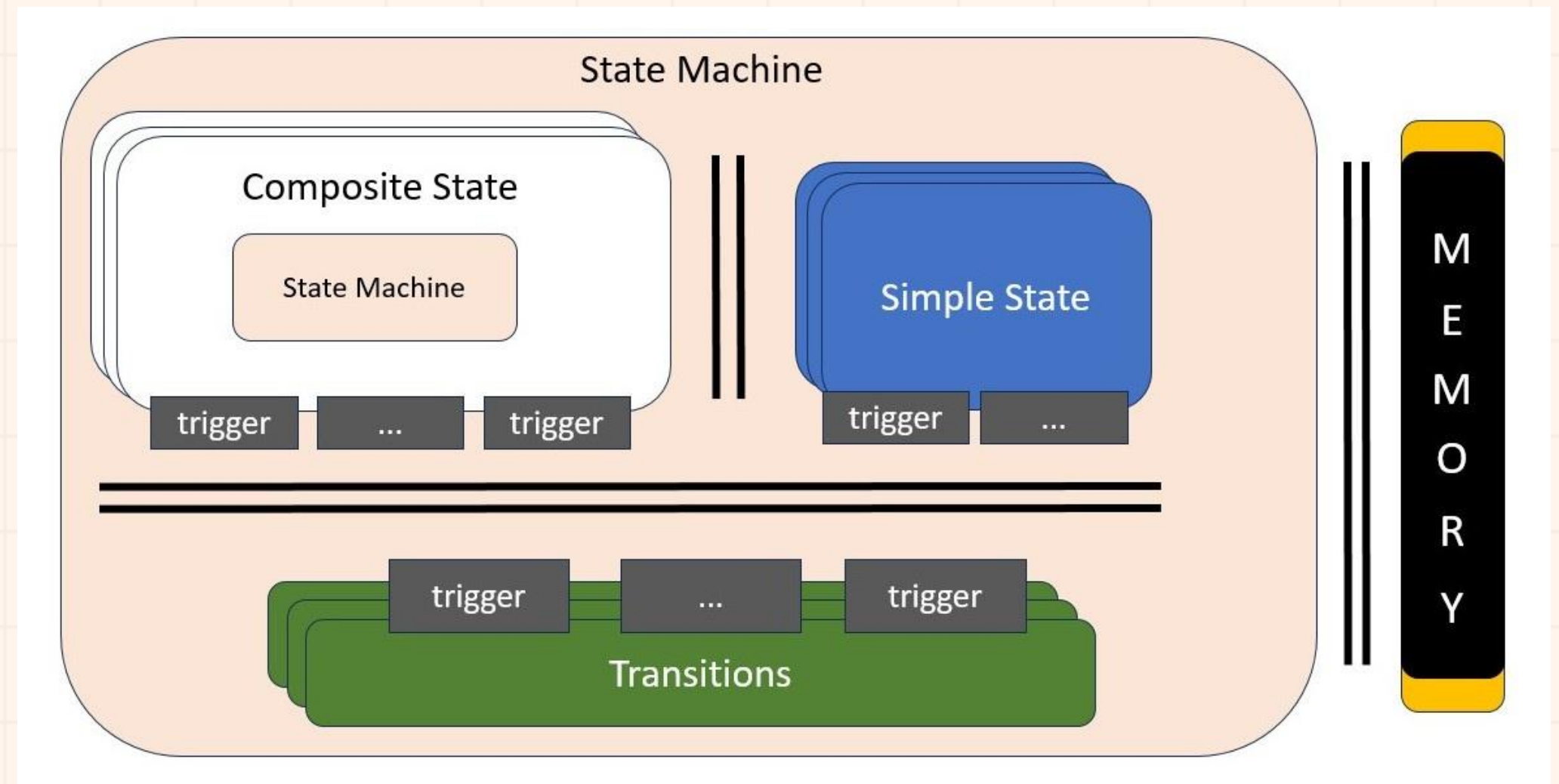
Departamento de Computação, Universidade Federal Rural de Pernambuco,  
Recife-PE, Brazil  
{diego.pires,lucas.albertins}@ufrpe.br

**Abstract.** The increasing complexity of software systems, especially in safety-critical domains, requires rigorous verification methodologies to ensure reliability and correctness. This paper presents a semantics for UML state machines using the formal language CSP to support automatic property verification. Our approach integrates the intuitive modeling capabilities of UML with the precise verification tooling available for CSP, thus facilitating the detection and correction of design errors at the early stages of system development. We implemented a framework as a plugin for the Astah modeling tool, which translates UML diagrams into CSP specifications and utilizes the FDR model checker for verification. The results are traced back to the diagram level, thus hiding the complexity of formal notations and tools. A case study of a flashlight system demonstrates the practical applicability and benefits of our approach, highlighting its ability to identify and solve design issues early in the development process.

**Keywords:** state machine · semantic · deadlock · nondeterminism · CSP

### 1 Introduction

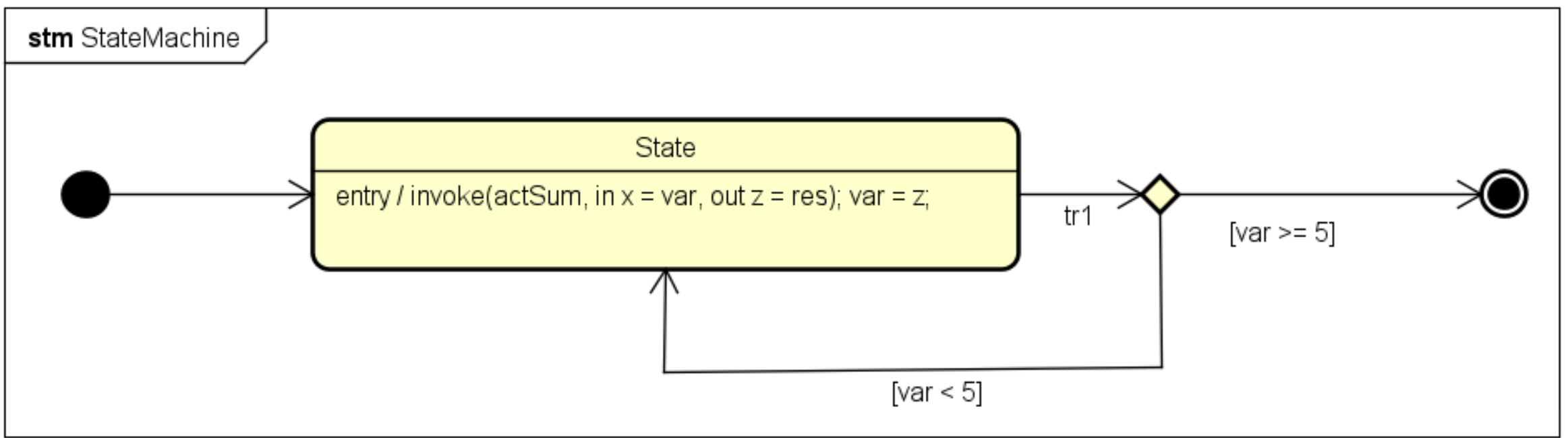
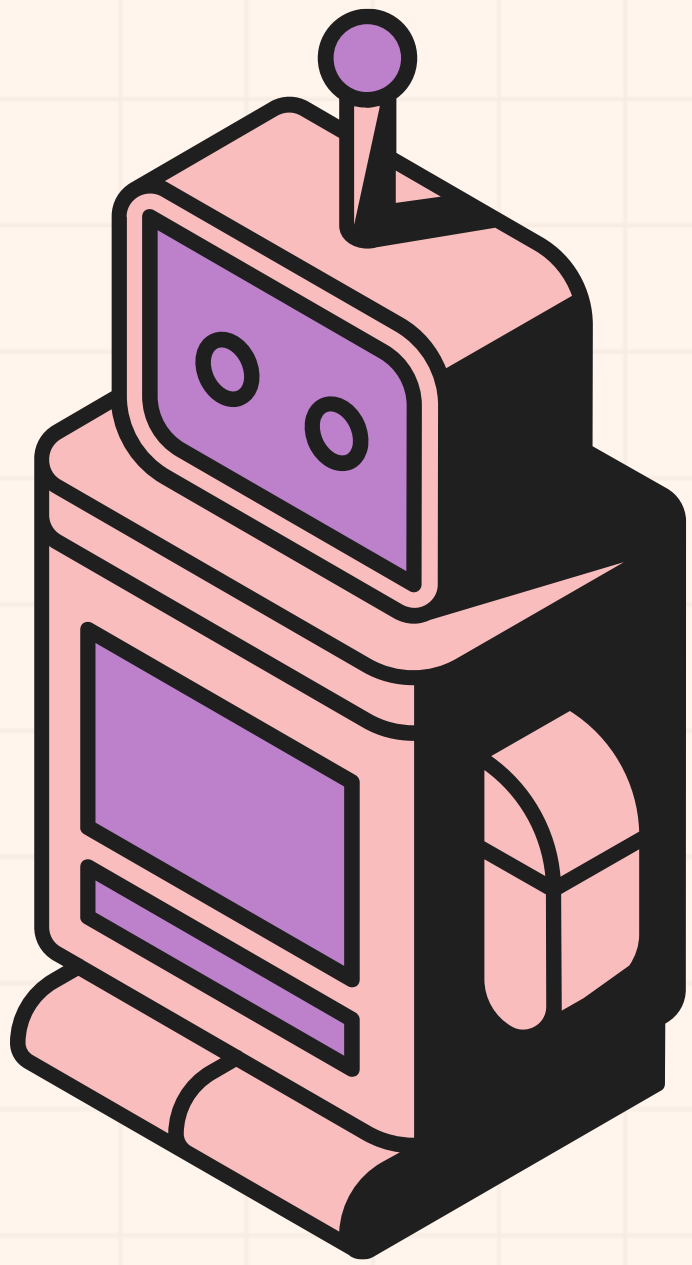
We have recently noticed a paradigm shift from traditional system engineering towards a model-based approach, known as Model-based system engineering (MBSE). Some of the reasons for this include better support for digitalization





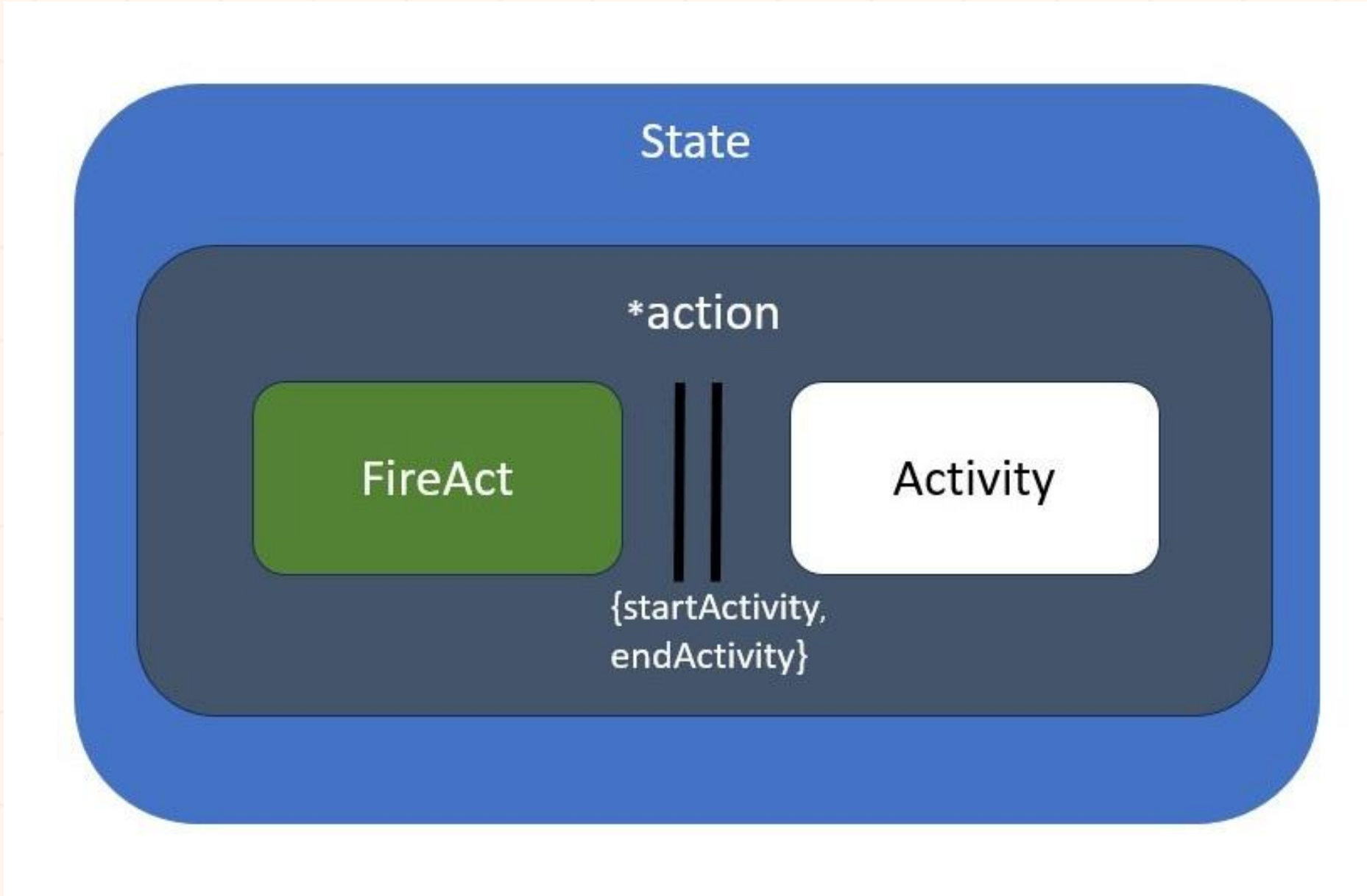
# HOW TO INTEGRATE @ UML

**level**  
`invoke(actName, in i1 = q, ..., out j = o1, ...)`



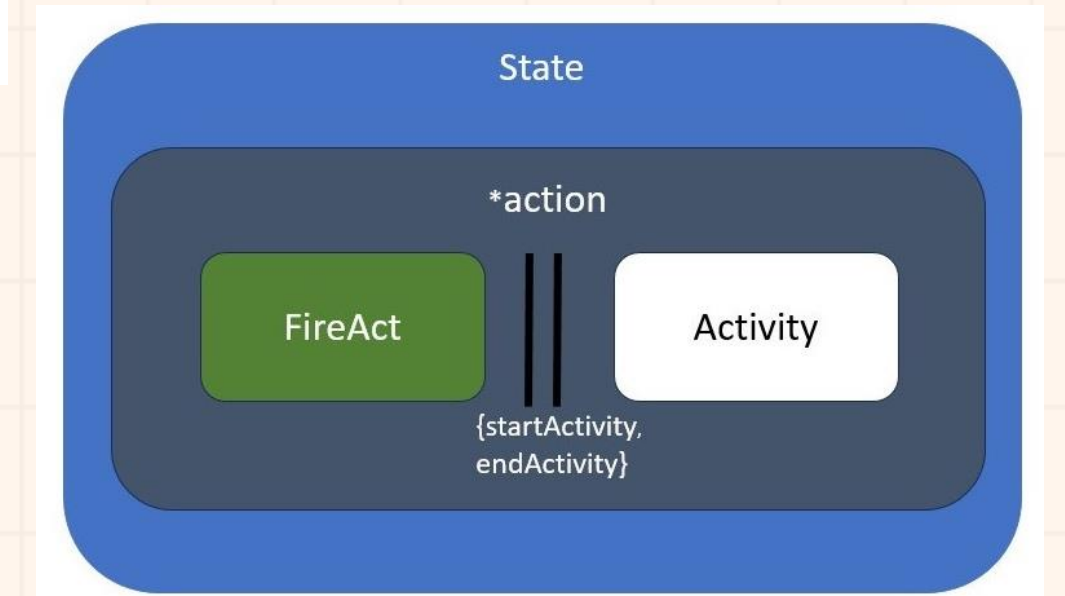
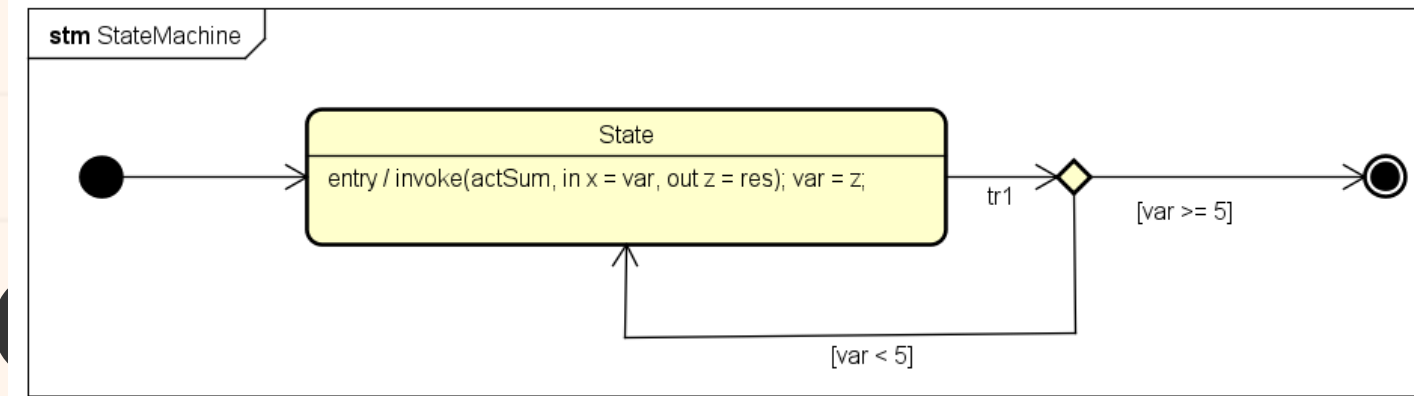


# SEMANTIC RELATION





# PARSER INTEGRATION



$EntryProc(st) = entry.st \rightarrow (actSum(id)$

||  
 $startActivity\_actSum, endActivity\_actSum$

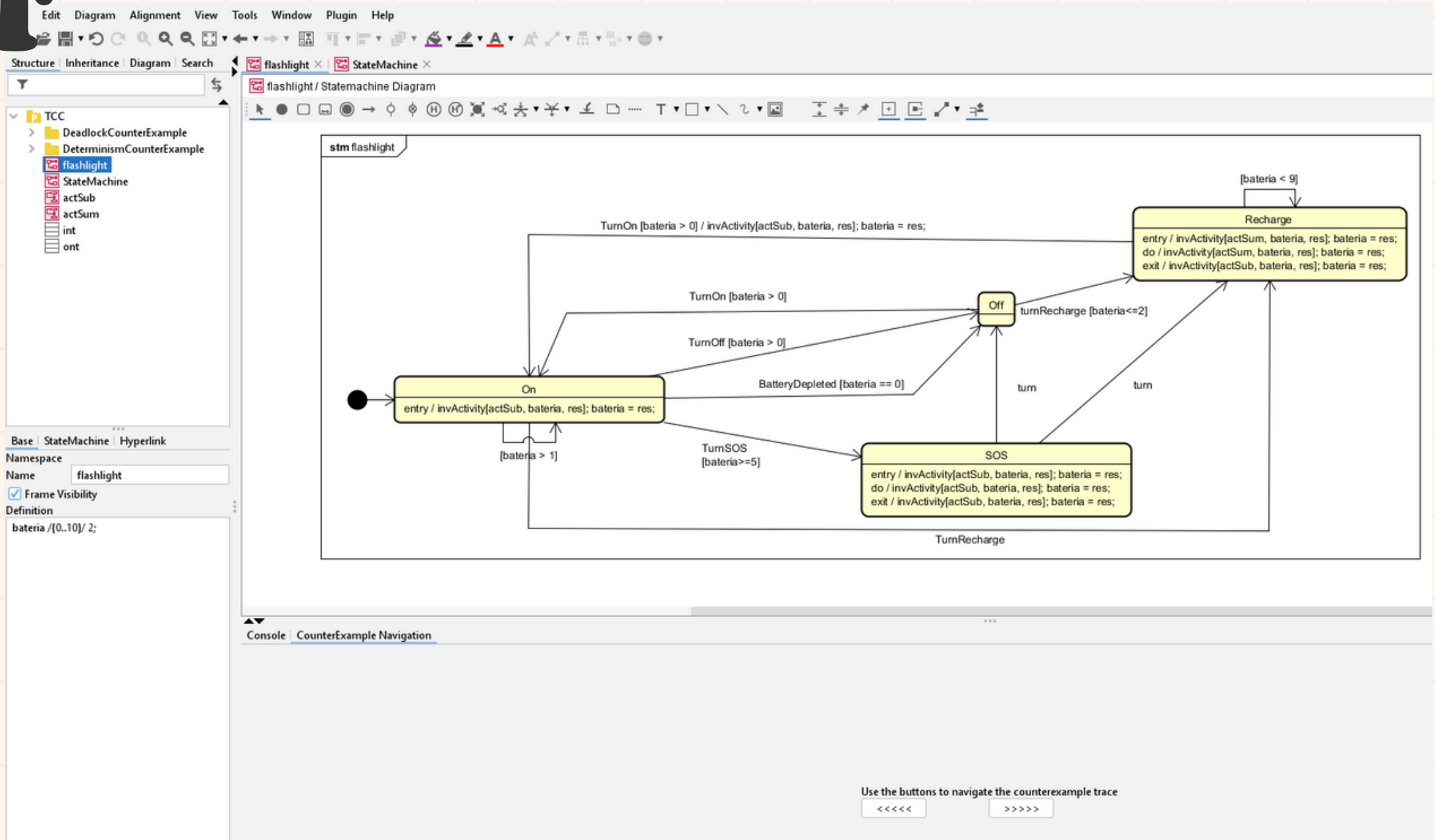
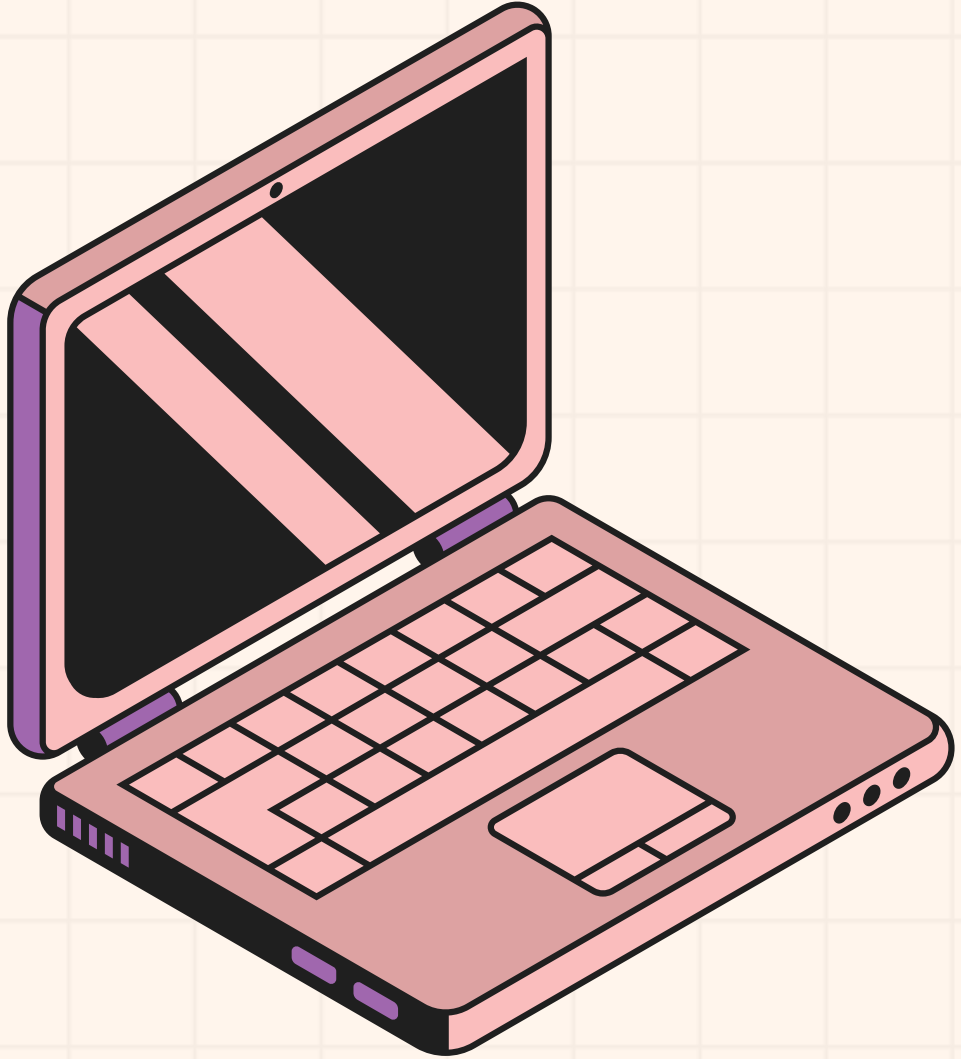
$FireAct(id)); State\_st\_State\_Do\_StateMachine$

$FireAct(i) = get\_var?var \rightarrow startActivity.i!var \rightarrow endActivity.i?z \rightarrow$   
 $set\_var!(z) \rightarrow SKIP$



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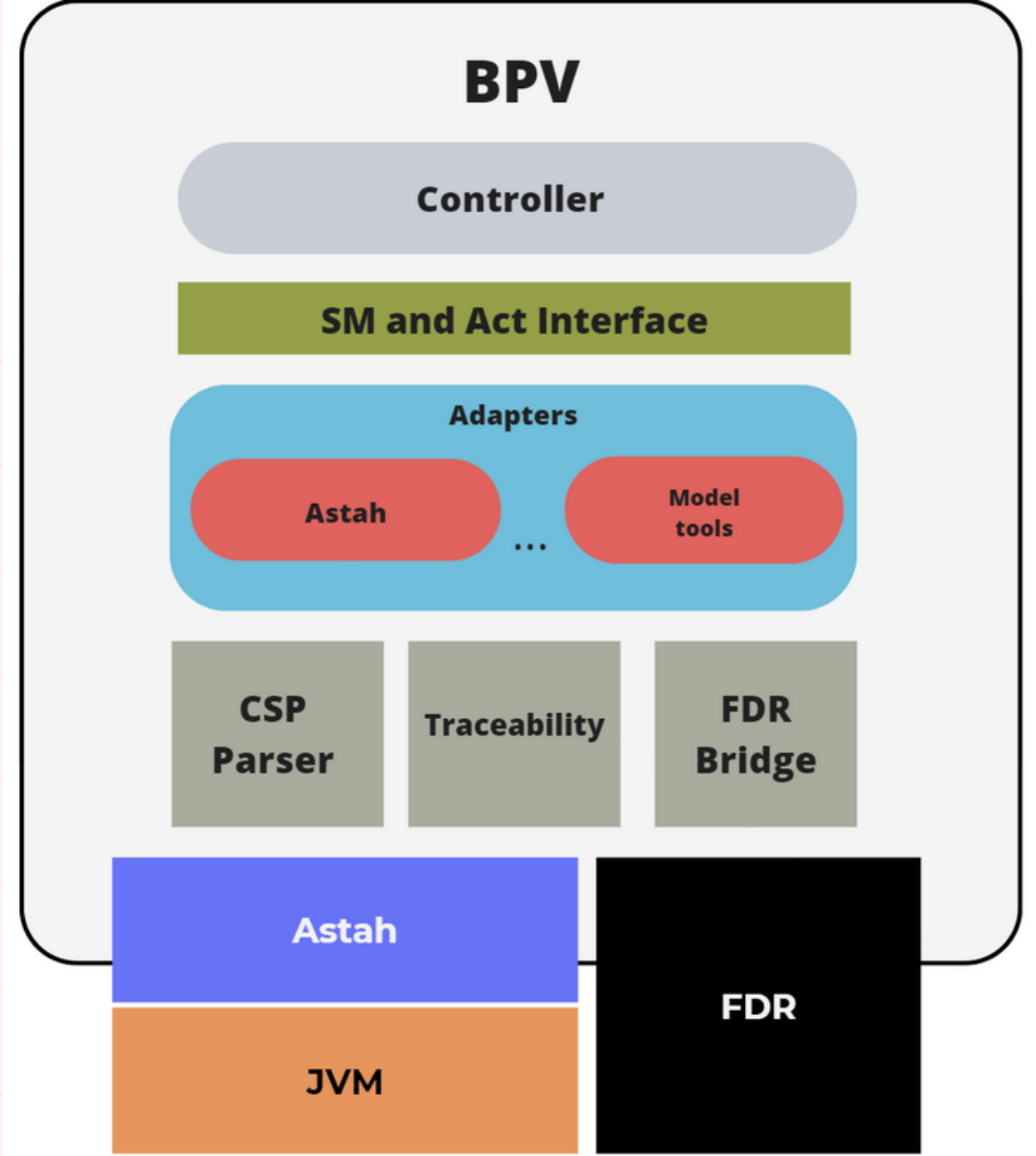
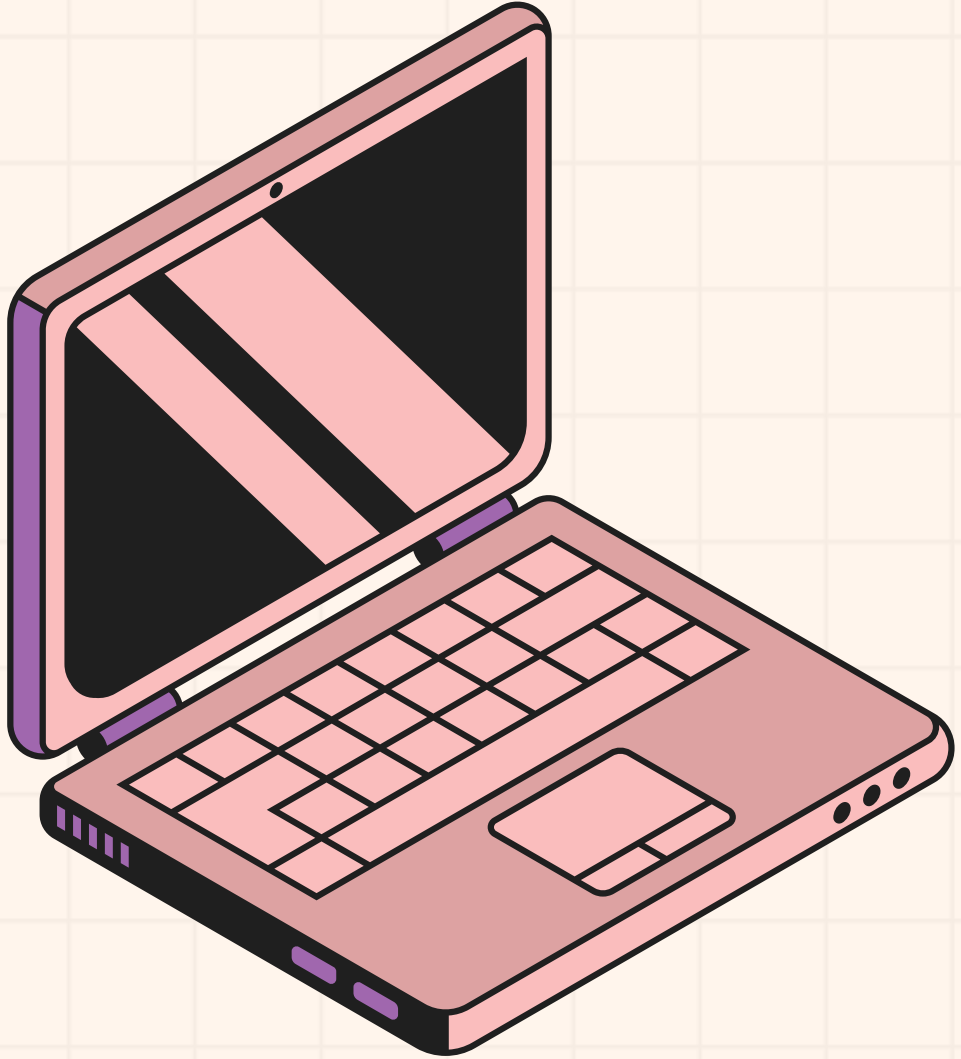
# TOOL SUPPORT





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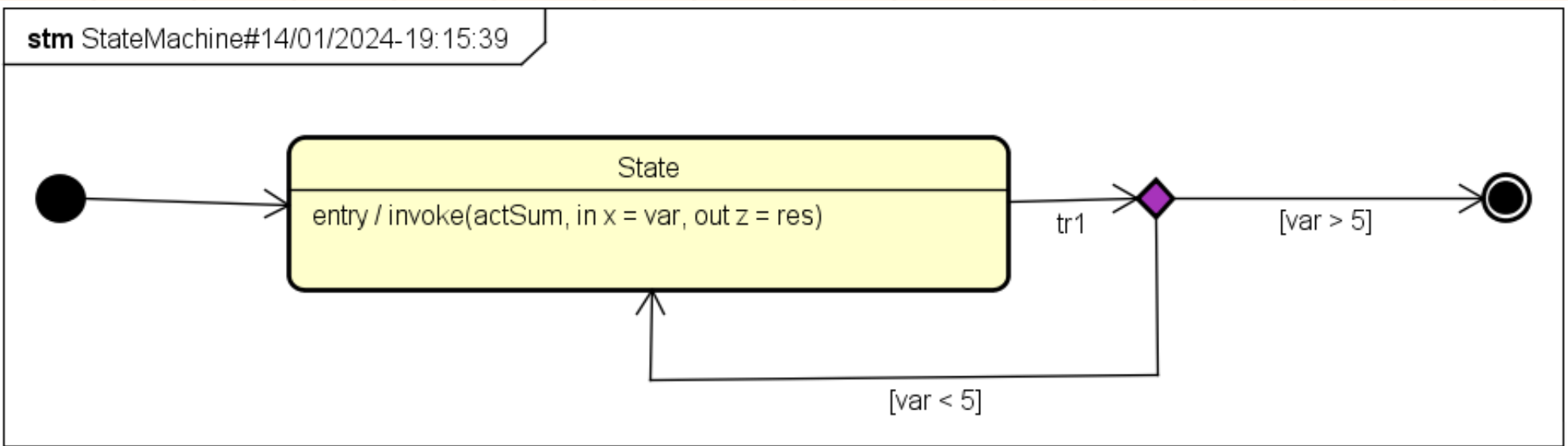
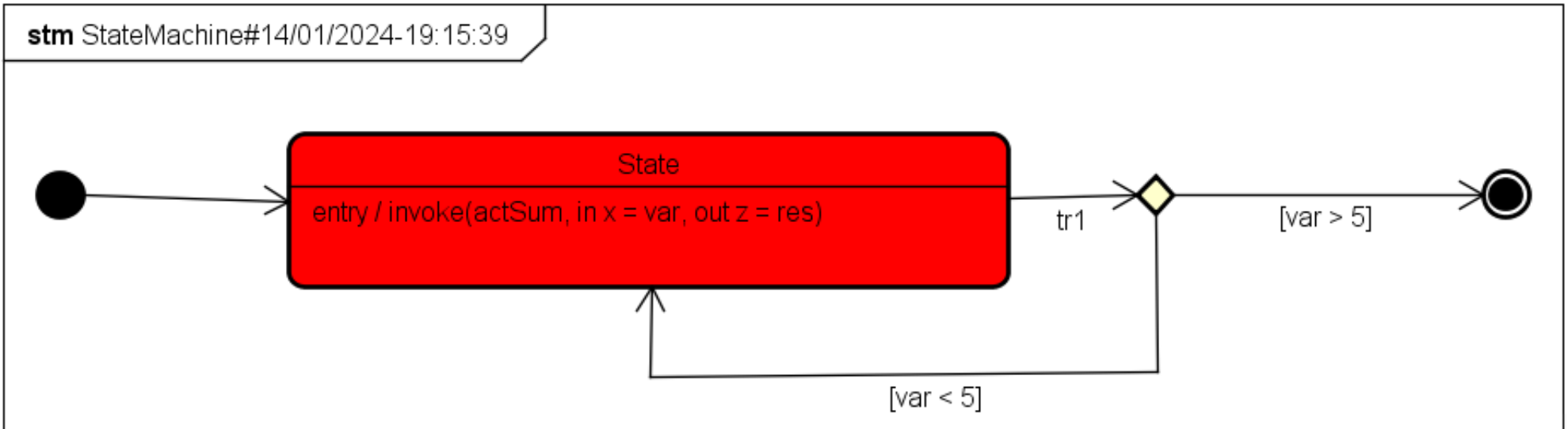
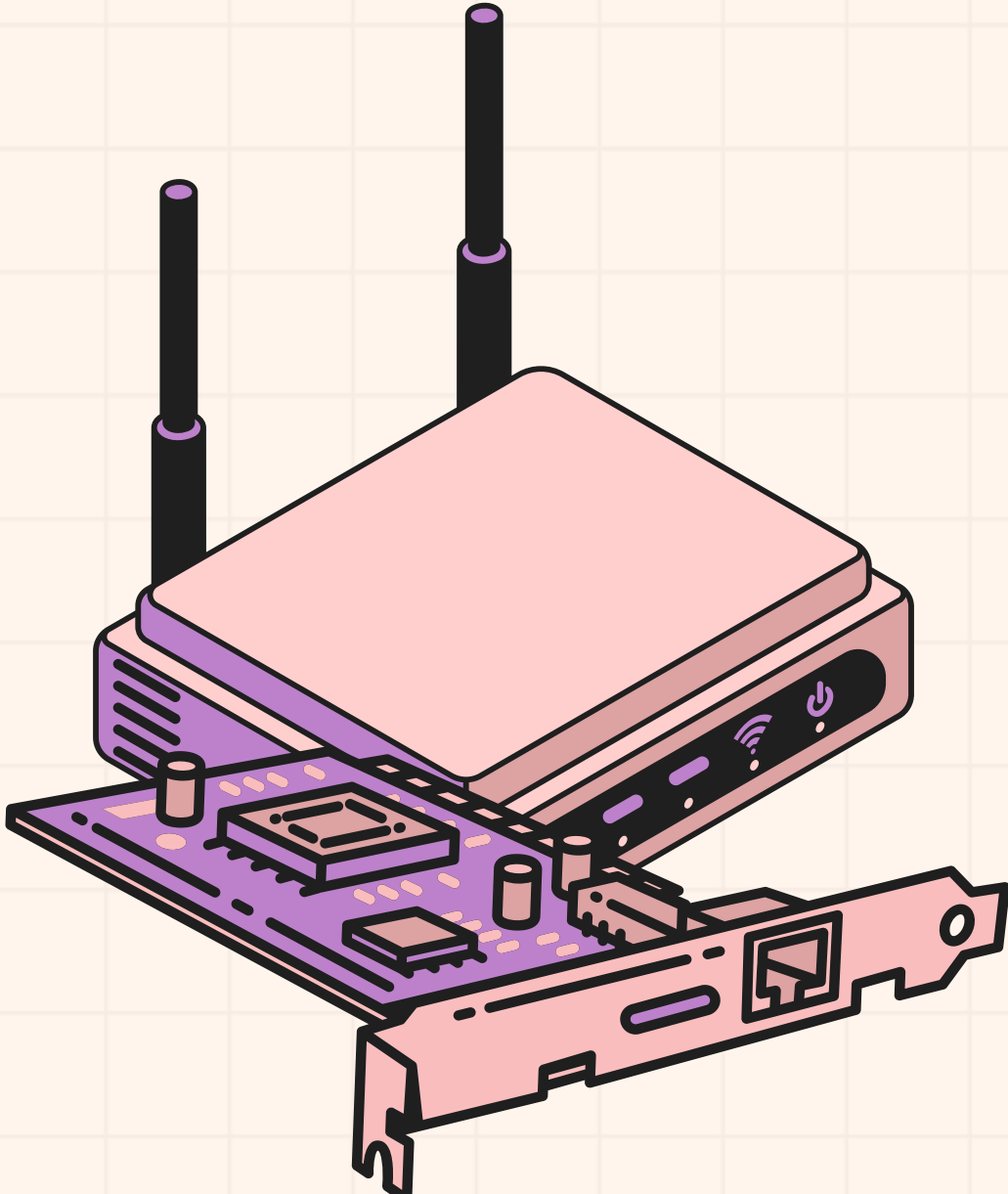
# ARCHITECTURE







# COUNTER EXAMPLE





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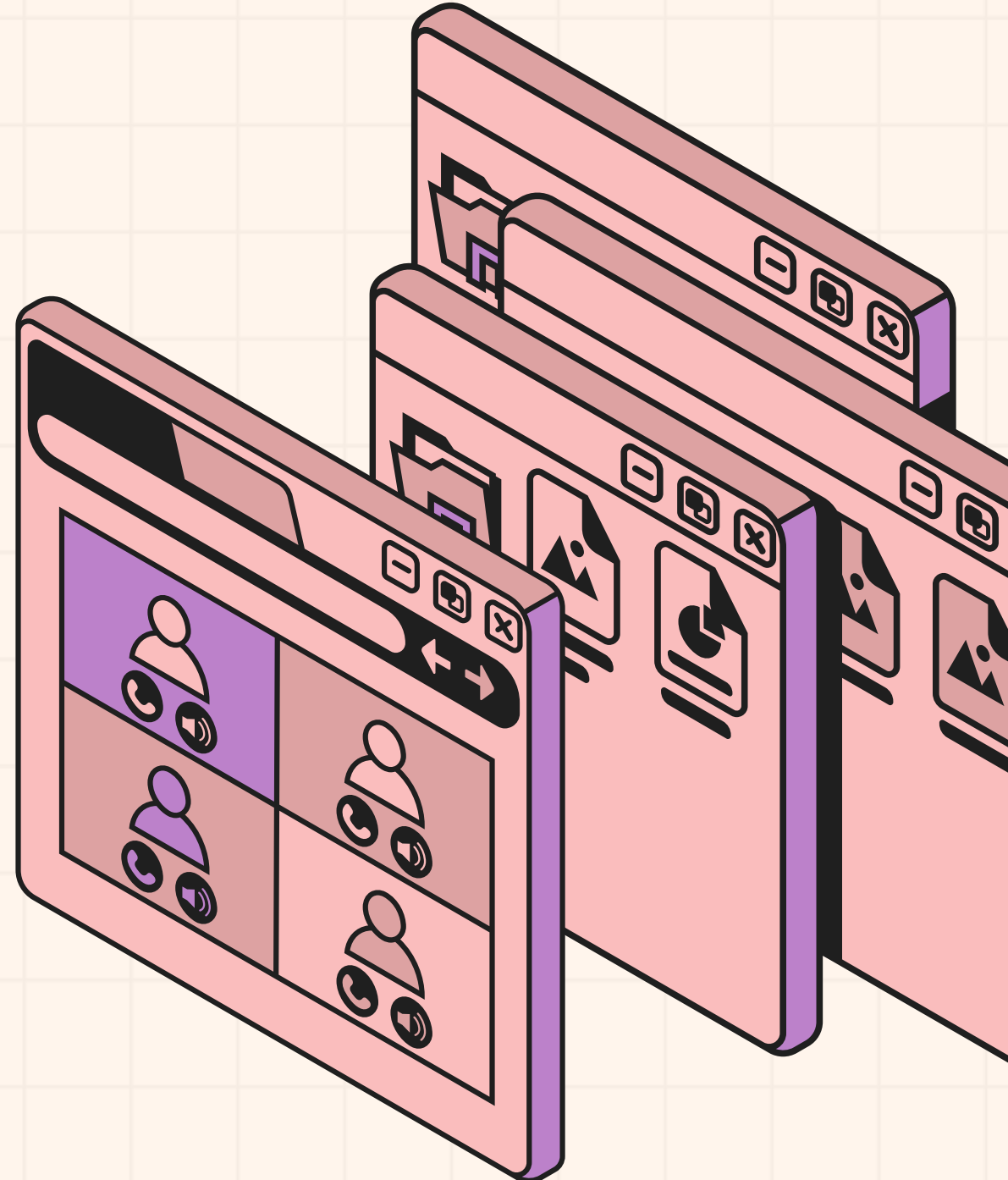
# DEMONSTRATIO

# N

The screenshot displays a state machine diagram for a flashlight. The states and transitions are as follows:

- On** (Start state):
  - Transition: TurnOn [bateria > 0] / invActivity[actSub, bateria, res]; bateria = res;
  - Transition: TurnOff [bateria > 0]
  - Transition: TurnSOS [bateria >= 5]
  - Transition: BatteryDepleted [bateria == 0]
- Off**:
  - Transition: turnRecharge [bateria <= 2]
  - Transition: turn
- Recharge**:
  - Transition: turn
  - Transition: [bateria < 9]

The dialog box 'Checking Non-determinism' shows the following steps:  
- Translating diagram to CSP...  
- Checking for non-determinism...  
- Creating counterexamples...  
- Finished!  
- Non-Determinism detected in flashlight



# Related Work

	Verify Activity	Verify State Machines	Intergration	Traceability	Formalism	Purpose
Abdelhalim et al.	✓	✗	✗	✗	CSP	Deadlock
Elmansouri et al.	✓	✗	✗	✗	CSP	Property Verification
Horvath et al.	✓	✓	✓	✓	Gamma	Reachability properties
Kohlmeyer et al.	✓	✓	✓	✗	ASM	Property Verification
Lima et. al	✓	✗	✗	✓	CSP	Deadlock and nondeterminism
Miyazawa et al.	✗	✓	✗	✗	CSP	Deadlock
Our Work	✓	✓	✓	✓	CSP	Deadlock and nondeterminism



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# Next Steps

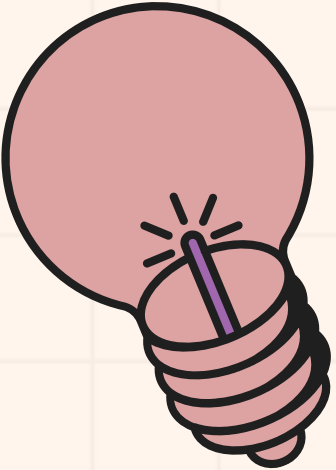
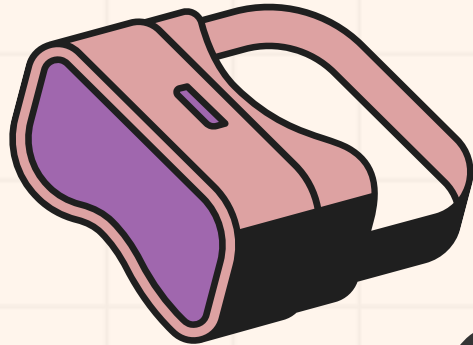
- **Bidirectional Diagram Integration**
- **Scalability Analysis**
- **Expand Model Element Support**





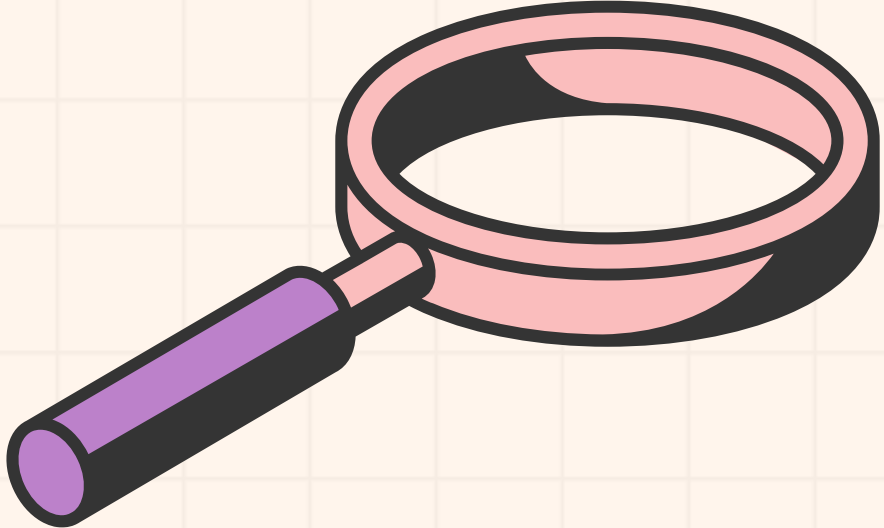


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# THANK YOU

# QUESTIONS?



Contact:  
[diego.pires@ufrpe.br](mailto:diego.pires@ufrpe.br)  
[lucas.albertins@ufrpe.br](mailto:lucas.albertins@ufrpe.br)

