

Towards one Model Interpreter for Both Design and Deployment

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- 1 A New Approach for Design and Deployment of UML Models
 - Context
 - Issues
 - Approach
 - Case Study
 - Results
- 2 Design of the Bare-Metal UML Interpreter
 - Interpreter Design
 - Communication Interface

New generation of embedded systems and CPS

- Emergence of new needs
- Connected devices and collaboration on networks (IoT)

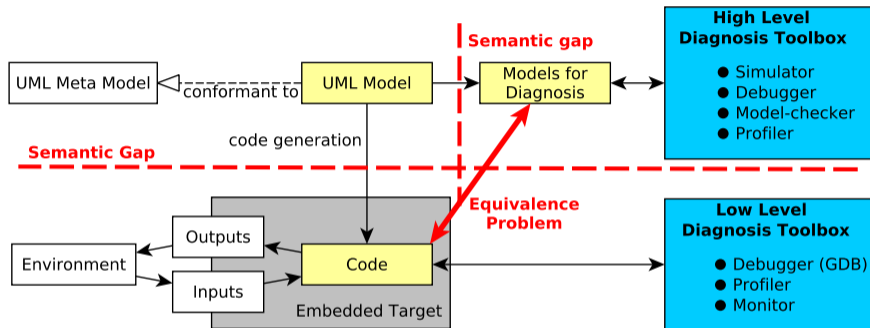
Consequences

- Behavior of systems more uncertain
- Systems more vulnerable to cyber attacks

Needs

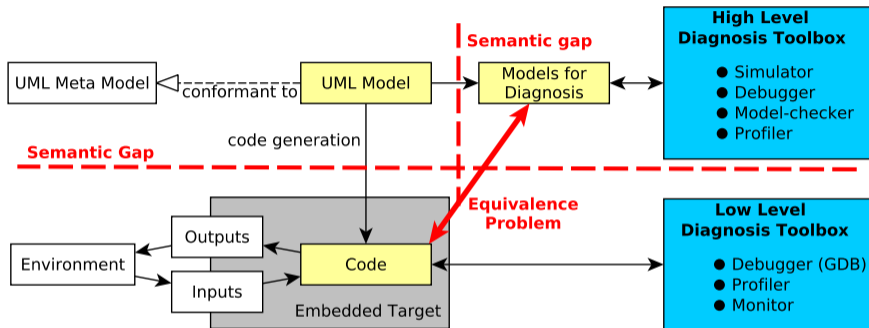
- Simulate, execute, and verify models at early design stage
- Prevent introduction of bugs

Classical Approach and its Issues



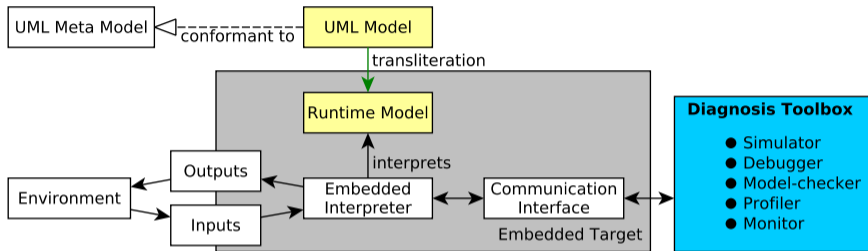
- **Semantic gap:** code and diagnosis results difficult to link to the user model (UML Model)
- **Equivalence:** multiple separate definitions of the semantics language not proven equivalent
- **Diagnosis understandability:** results not expressed over UML or code

Classical Approach and its Issues



Root cause of these problems (semantic gap, equivalence, and diagnosis understandability): multiple implementations of UML semantics by transformations towards different formalisms

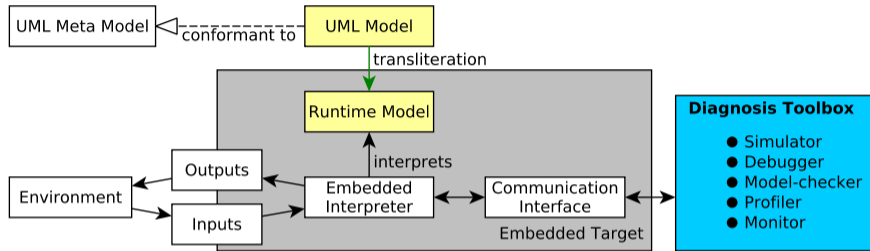
Our Approach



Key points

- Use of a **single semantics implementation** centralized in a UML model interpreter
 - Avoid multiple implementations of the language semantics by transformations for which we do not know how to prove their equivalence

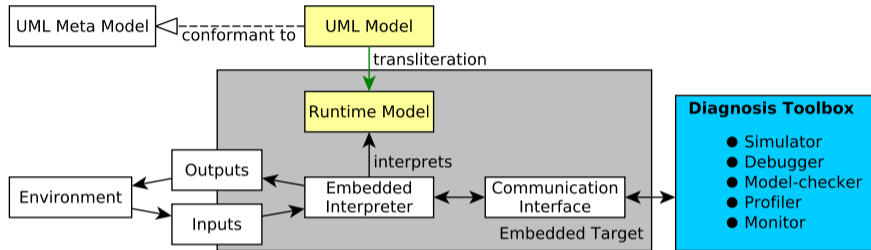
Our Approach



Solutions

- Semantic gap and equivalence issues: avoided by having only one model
- Diagnosis understandability issue: results directly linked to the UML model

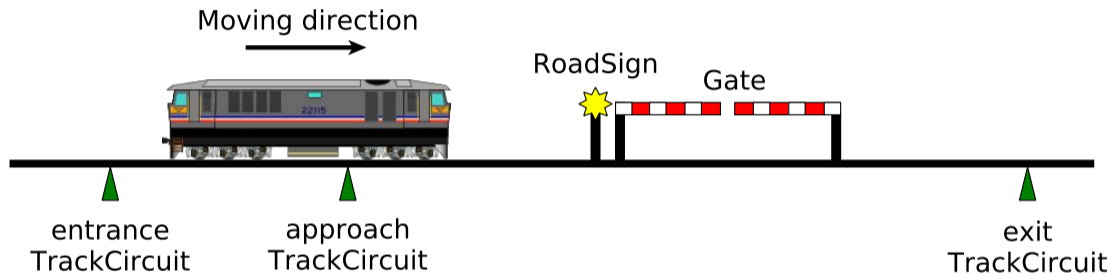
Our Approach



A new issue

A **lack of diagnosis tools** for this approach that we addressed with an execution control interface (similar to a debugger interface).

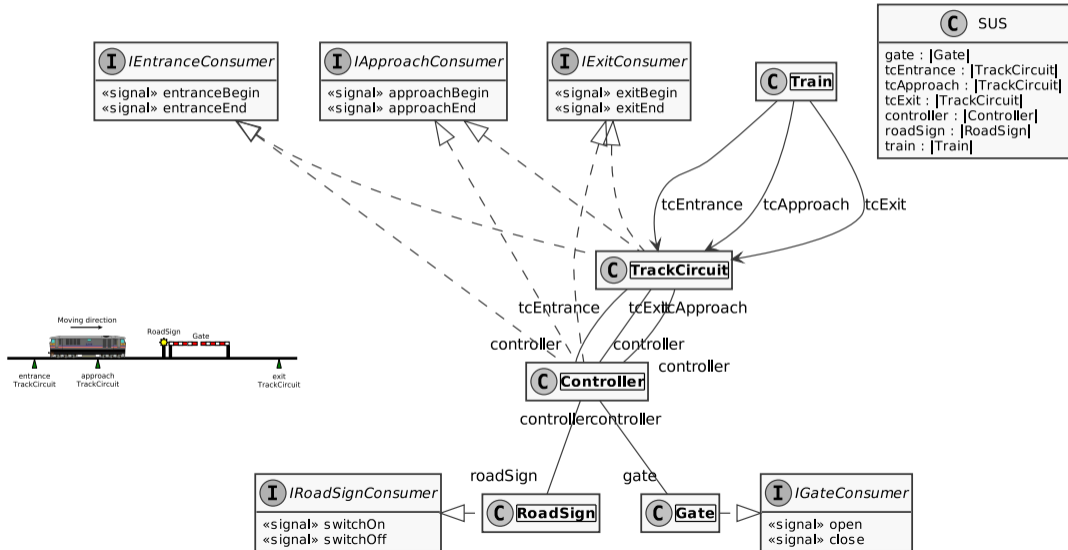
Case Study: Level Crossing



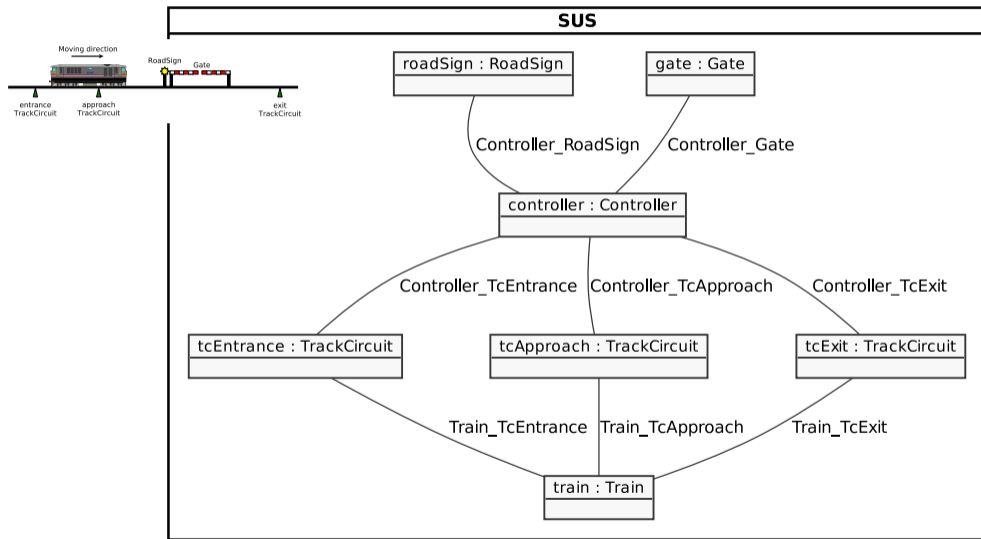
Goal

Ensure the safety of all road users during the passage of the train at the intersection of the railroad with the road

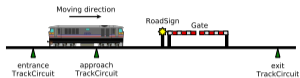
Case Study: Level Crossing (Class Diagram)



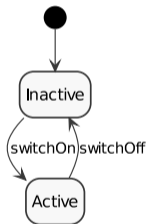
Case Study: Level Crossing (Composite Structure Diagram)



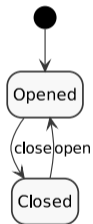
Case Study: Level Crossing (State Machines)



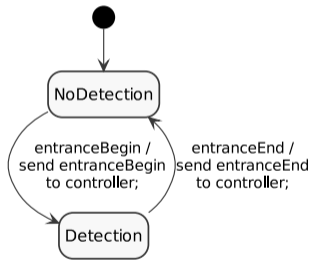
RoadSign



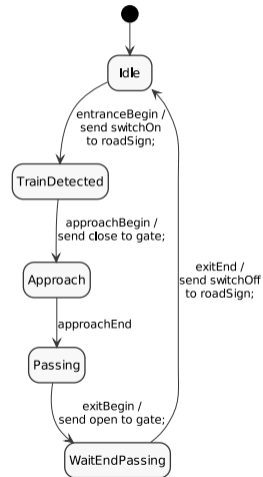
Gate



TrackCircuit

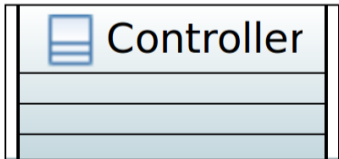


Controller



Deployment process

- Design of the level crossing model in Eclipse UML (graphically with Papyrus or textually with tUML)



```
1 class |Controller| behavesAs SM {  
2   stateMachine SM {}  
3 }
```

Deployment process

- Design of the level crossing model in Eclipse UML (graphically with Papyrus or textually with tUML)

```
1 <packagedElement xmi:type="uml:Class"  
2   xmi:id="_hcP2cJFrEeeKv5ZjdgN-yQ" name="Controller"  
3   classifierBehavior="_hcXyQJFrEeeKv5ZjdgN-yQ" isActive="true">  
4   <ownedBehavior xmi:type="uml:StateMachine"  
5     xmi:id="_hcXyQJFrEeeKv5ZjdgN-yQ" name="SM">  
6   </ownedBehavior>  
7 </packagedElement>
```

Deployment process

- Design of the level crossing model in Eclipse UML (graphically with Papyrus or textually with tUML)
- Transliteration into C language as struct initializers

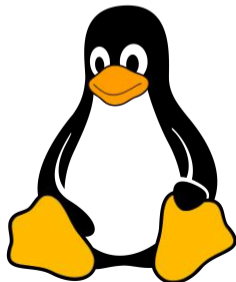
```
1 UML_Class class__Controller = {
2   .c_kind = C_UML_Class,
3   .visibility = UML_PUBLIC,
4   .name = "Controller",
5   .classifierBehavior = (UML_Behavior*)&stateMachine__Controller,
6   .isActive = 1
7};
```

Deployment process

- Design of the level crossing model in Eclipse UML (graphically with Papyrus or textually with tUML)
- Transliteration into C language as struct initializers
- Model linked at build time with the interpreter

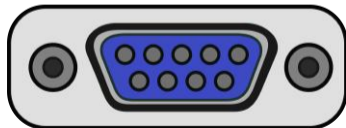
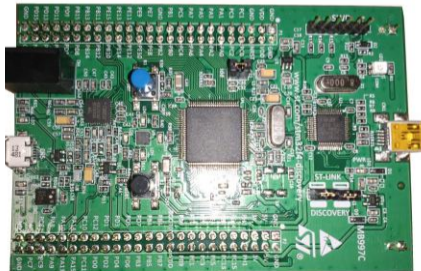
Targets

- PC with a Linux operating system + TCP



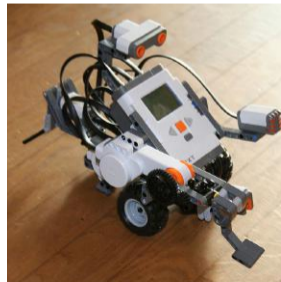
Targets

- PC with a Linux operating system + TCP
- stm32 on bare-metal + RS232



Targets

- PC with a Linux operating system + TCP
- stm32 on bare-metal + RS232
- at91sam7s on bare-metal (microcontroller used by Lego NXT) + RS232 (target used only for simulation)



Simulation

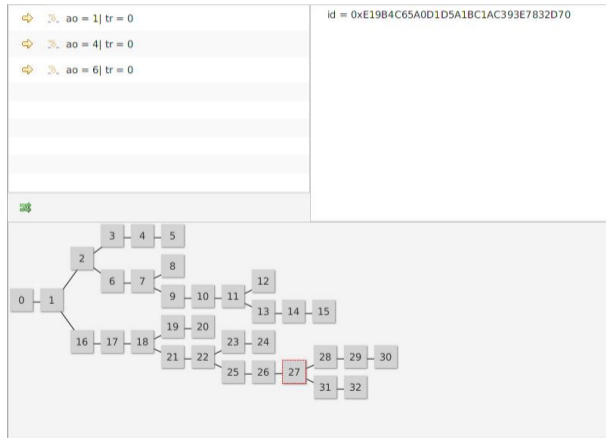
- Connection possible over TCP or RS232 (via UART peripheral)
- Four buttons for the four requests of the communication interface
- Step by step or back-in-time execution available

The screenshot displays the 'Remote Execution Explorer' window, which is divided into several sections:

- Connection:** This section allows selecting between 'TCP' and 'UART'. The 'connected' status is highlighted in green. For TCP, the address is '127.0.0.1' and the port is '12345'. For UART, the baudrate is '115200' and the port is '/dev/ttyUSB0'. A 'try connect' button is present.
- Requests:** This section contains four buttons: 'Get configuration', 'Set configuration', 'Get fireables', and 'Fire transition'. The 'Set configuration' button has a dropdown menu showing 'id = 0x3B5F8DAED...'. The 'Fire transition' button has a dropdown menu showing 'ao = 4 | tr = 0'.
- Configuration:** This section shows the current state of the active object, including 'current state = 1', 'event pool = 0', and 'Active object current state = 1'.
- Fireable transitions:** This section shows the current state of fireable transitions, including 'active object = 4 transition = 0' and 'active object = 6 transition = 0'.

Simulation

- History: all states encountered are stored
- Back-in-time execution: possibility to reload a previous state of the model



State-space exploration

- Use of a breadth first search algorithm
- Level crossing model: 1,825 configurations and 5,793 transitions

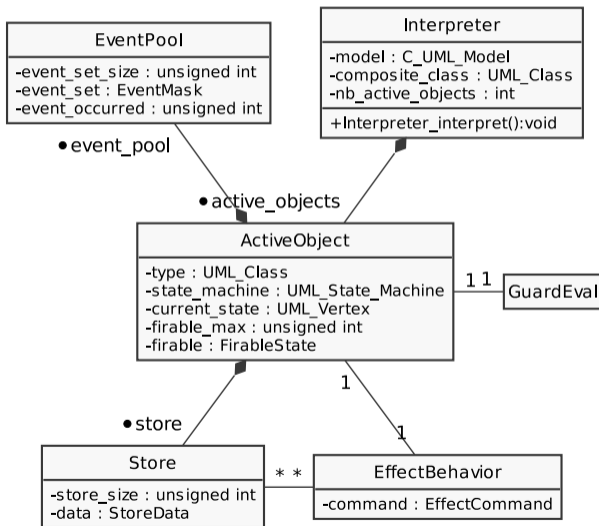


Three components

- metamodel: definition of the language semantics
- model: representation of the static part of the system
- interpreter: representation of the dynamic part of the system and execution support

Key points

- An interpreter deployable as OS task or process (e.g., Linux) or bare-metal (without OS)
- Each instance of active classes represented as an active object
- Each active object has:
 - An event pool to receive events
 - A current state
 - A store for its attributes



Semantics definition tUML

A subset of Eclipse UML including:

- class diagram
- state machines diagram
- composite structure diagram

Effects and guards

Implemented as OpaqueBehaviors and OpaqueExpressions in a language that enables to:

- send events
- assign values to attributes

Goal

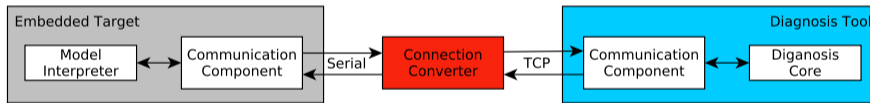
Solve the lack of specific diagnosis tools by providing a generic API to control remotely the execution of the interpreter

Four requests

- **Get configuration:** collects the current configuration (memory state) of the interpreter.
- **Set configuration:** loads a configuration as the current memory state of the interpreter.
- **Get fireable transitions:** gets transitions that have their trigger and their guard satisfied in the current state.
- **Fire a transition:** fires a fireable transition of an *ActiveObject*.

Possibility to connect existing tools

- No needs to implement an ad-hoc toolbox
- Existing tools used and approved for several years
- No formation required for engineers



How to connect a diagnosis tool ?

- Implement a TCP client and requests of the communication interface
- Use the connection converter to make the conversion into serial frames

Our contribution

- Use of a single semantics definition to overcome the semantic gap and the equivalence problem between models
- Implementation of a bare-metal UML interpreter
- Definition of a communication interface to enable the use of existing tools and fix the lack of diagnosis toolboxes specific to our interpreter
- Remote control of the model execution with both a simulator and a state-space explorer

Perspectives

- Implementation of formal properties verification
- Connection of this interpreter with a model-checker
- Application of this approach to other languages (e.g., DSLs)