

# Model-Driven Trace Checking of Temporal Properties

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# Project Background



# joint work with



**Lionel  
Briand**



**Wei  
Dou**



# Project Partner

**CTIE**



LE GOUVERNEMENT  
DU GRAND-DUCHÉ DE LUXEMBOURG  
Centre des Technologies de l'Information de l'Etat

**Centre des Technologies de  
l'Information de l'Etat**



# Software development at CTIE

- **Advanced software development process**
- **Unified development process across different systems**
- **Model-driven engineering (MDE) is used as basis for development**





# eGovernment Services

developed as

# Business Processes



# Goals of the Project

- **to extend Prometa to support the specification of requirements to be verified at run time**
- **to enable run-time verification during the execution of eGovernment applications developed with Prometa**

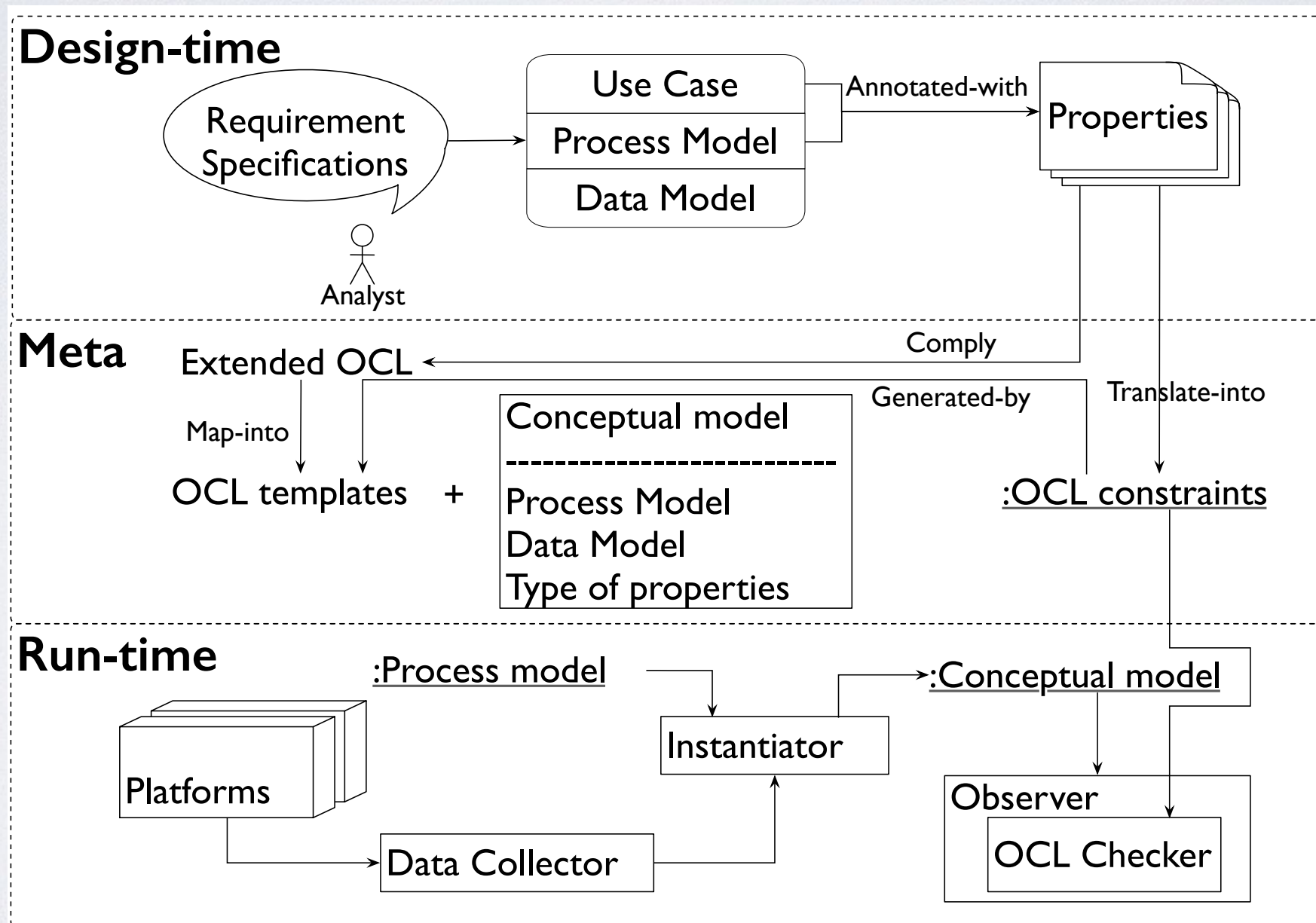


# Requirements

- **solution adoptable in contexts where MDE is already a development practice**
- **high-level domain-specific language to allow business analysts to express the properties to be checked**
- **solution based on OMG standards and stable MDE technology**
- **performance of the solution comparable to the state of the art**

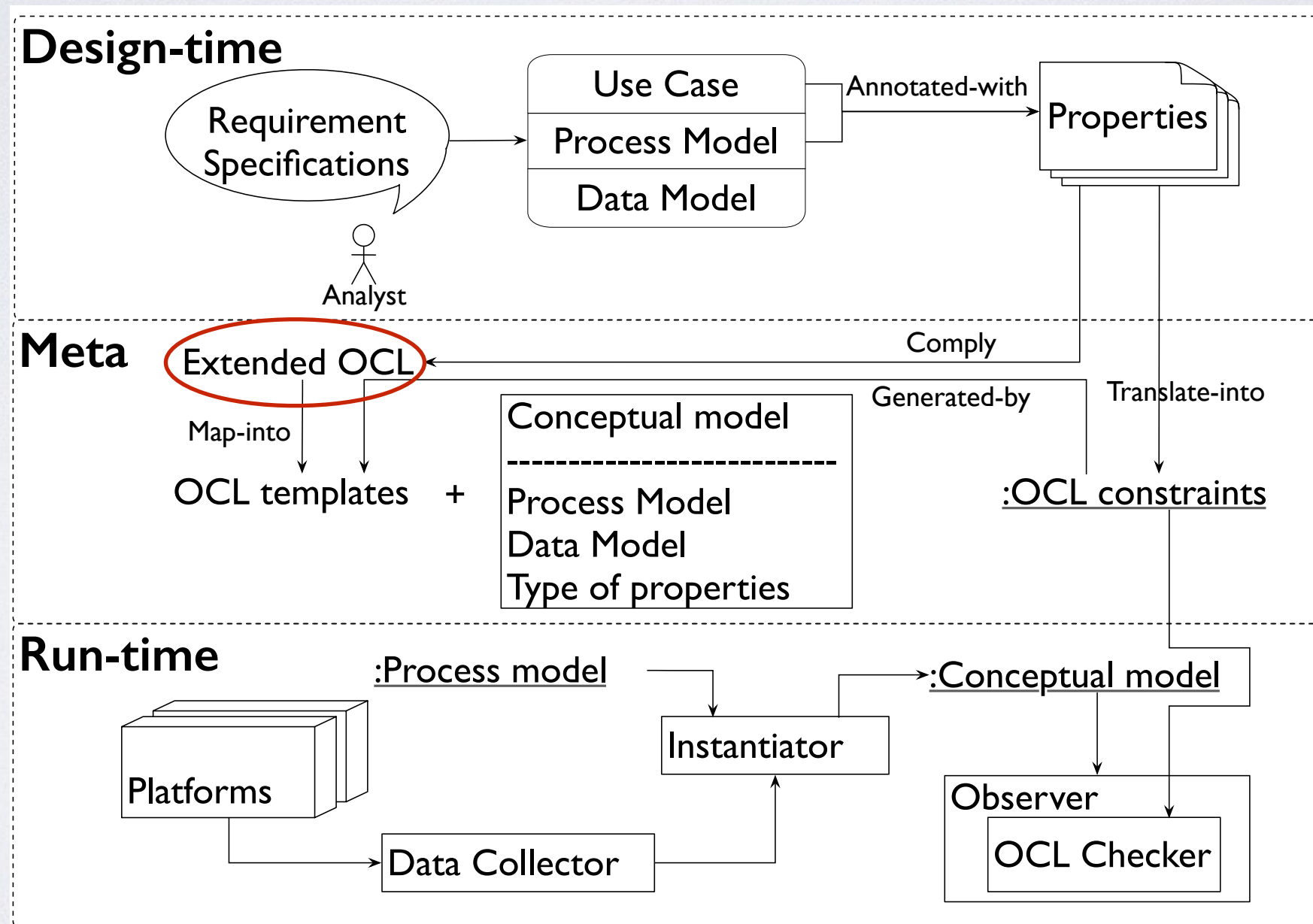


# Our Vision



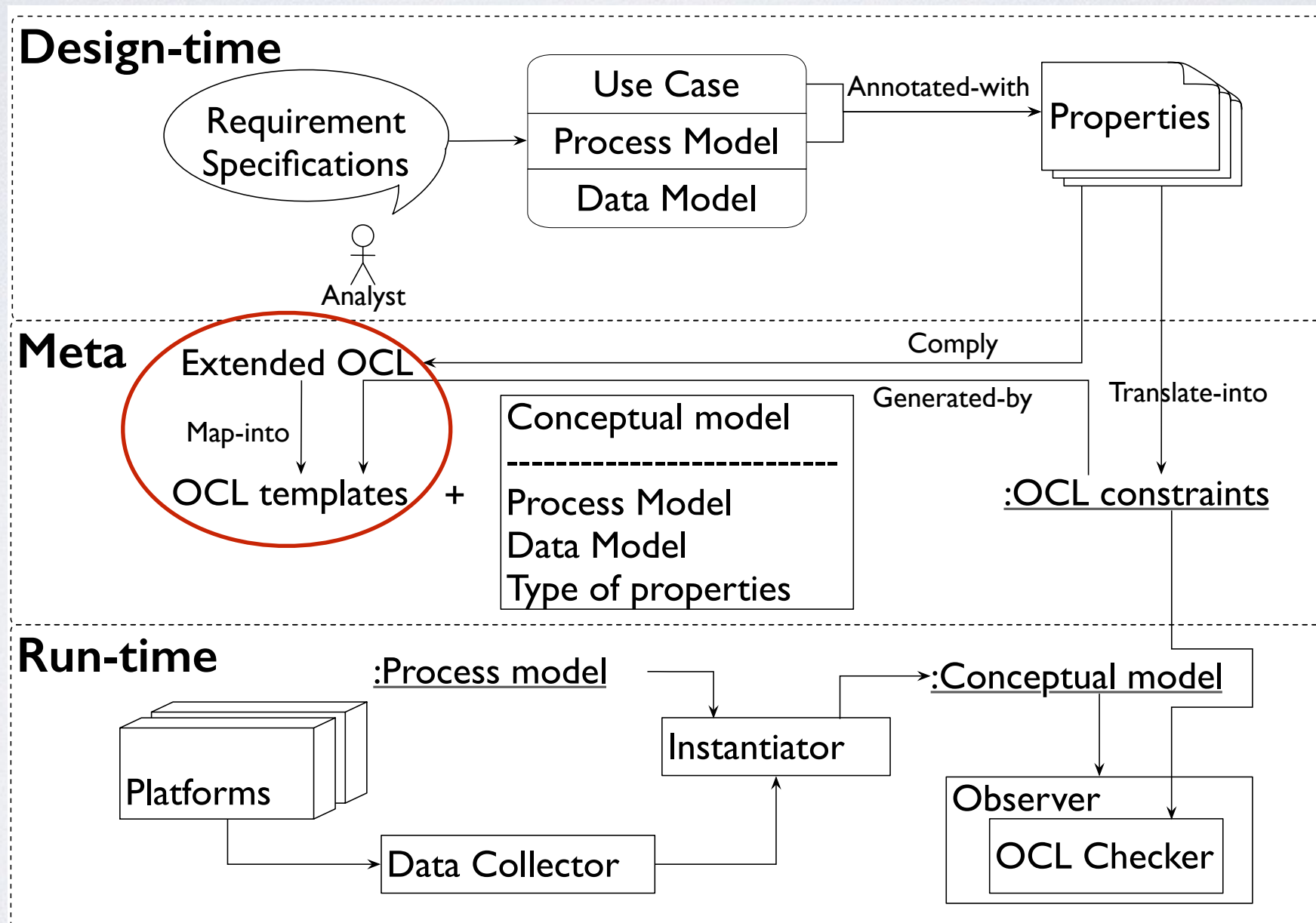


# Requirements Specification Language



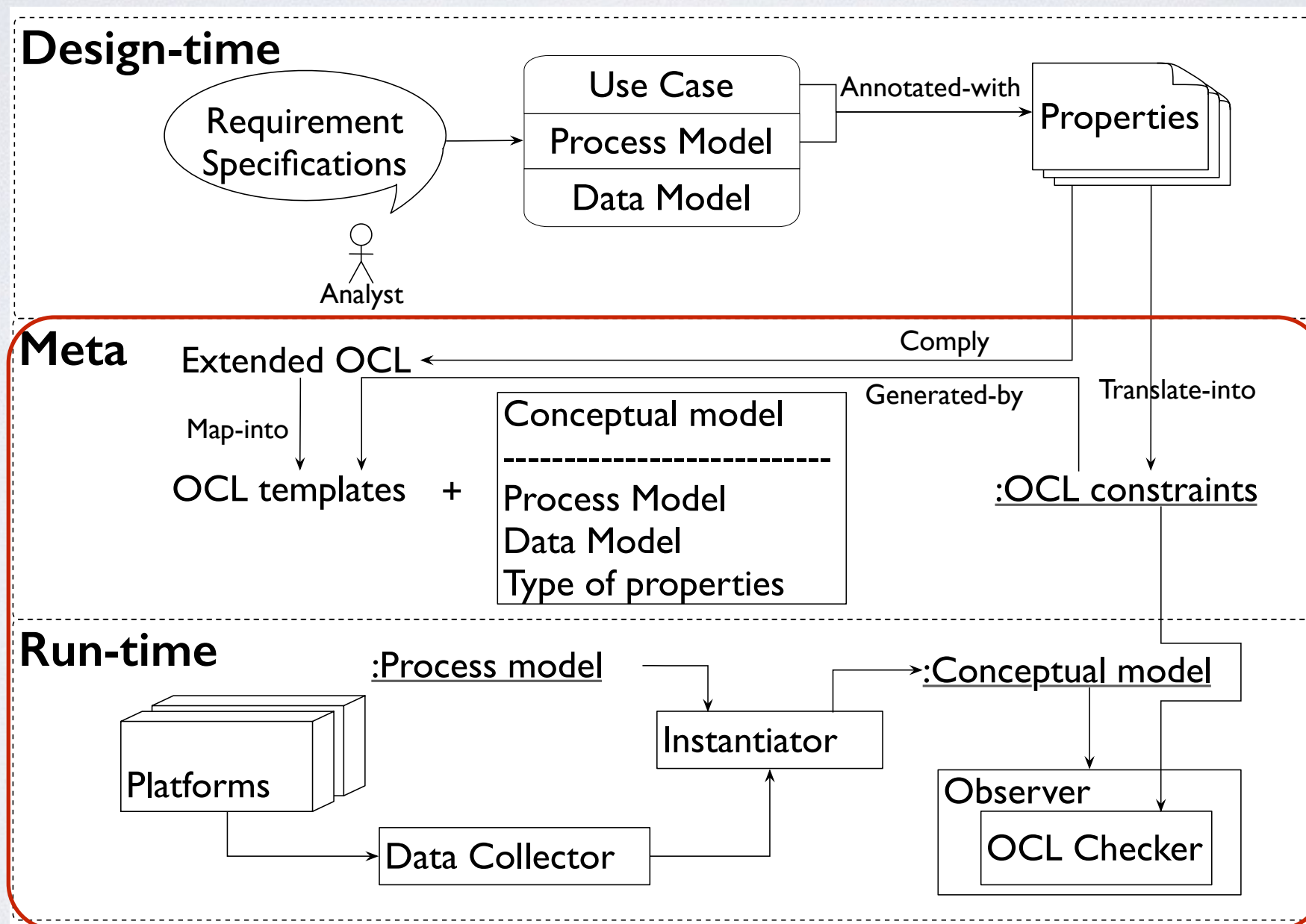


# Property Checking





# Integration with Run-time Platforms





# **Requirements Specification Language**

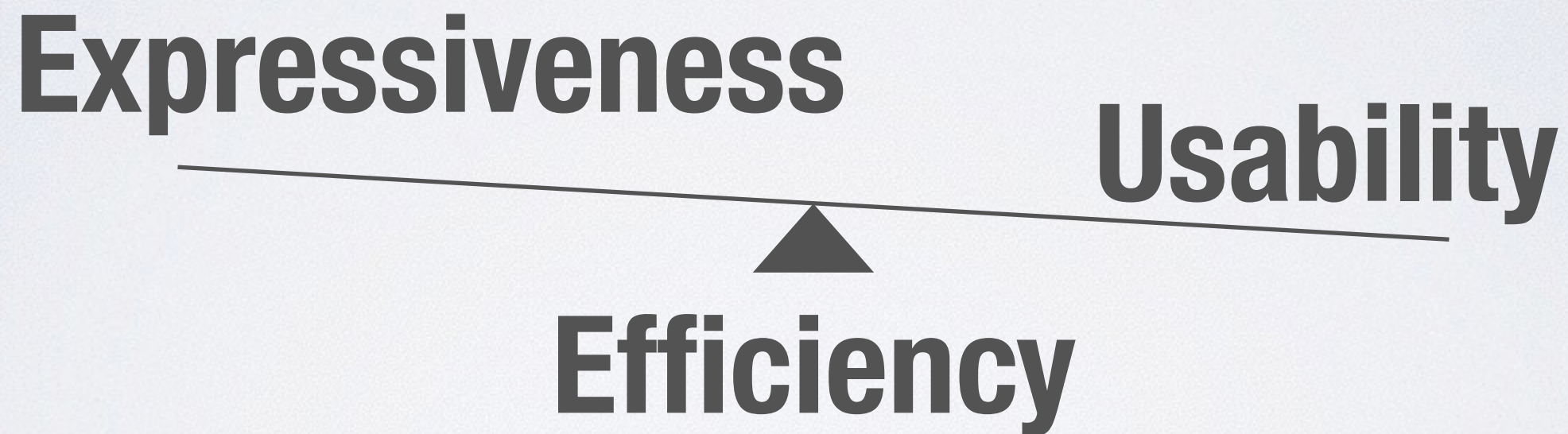


# **Requirements Specification Language**

## **Temporal Properties**



# Requirements Specification Language





# Dwyer's Pattern System

**Scope      Pattern**



# Dwyer's Pattern System





# Dwyer's Pattern System





# Specific Occurrence of an Event

**“A password reset email will be sent to the user **after the third** incorrect login attempt”**



# Time Distance from a Boundary

**“A speaker should be ready **within 10 minutes after the second** keynote.”**



# OCLR

**OCL for Runtime verification**

**(published at ECMFA 2014)**



# OCLR Syntax Excerpt

$\langle TemporalExp \rangle$	$::= \langle Scope \rangle \langle Pattern \rangle$
$\langle Scope \rangle$	$::=$ 'globally'   'before' $\langle Boundary1 \rangle$   'after' $\langle Boundary1 \rangle$   'between' $\langle Boundary2 \rangle$ 'and' $\langle Boundary2 \rangle$   'after' $\langle Boundary2 \rangle$ 'until' $\langle Boundary2 \rangle$
$\langle Pattern \rangle$	$::=$ 'always' <u><math>OclExpressionCS</math></u>   'eventually' $\langle RepeatableEventExp \rangle$   'never' $\langle RepeatableEventExp \rangle$   $\langle EventChainExp \rangle$ 'preceding' [ $\langle TimeDistanceExp \rangle$ ] $\langle EventChainExp \rangle$   $\langle EventChainExp \rangle$ 'responding' [ $\langle TimeDistanceExp \rangle$ ] $\langle EventChainExp \rangle$
$\langle Boundary1 \rangle$	$::=$ [ $\langle IntegerLiteratureExpCS \rangle$ ] $\langle SimpleEvent \rangle$ [ $\langle TimeDistanceExp \rangle$ ]
$\langle Boundary2 \rangle$	$::=$ [ $\langle IntegerLiteratureExpCS \rangle$ ] $\langle SimpleEvent \rangle$ ['at least' <u><math>IntegerLiteratureExpCS</math></u> 'tu']
$\langle EventChainExp \rangle$	$::= \langle Event \rangle (', ' ['\# ' \langle TimeDistanceExp \rangle] \langle Event \rangle)^*$
$\langle TimeDistanceExp \rangle$	$::= \langle ComparingOp \rangle$ <u><math>IntegerLiteratureExpCS</math></u> 'tu'
$\langle RepeatableEventExp \rangle$	$::=$ [ $\langle ComparingOp \rangle$ <u><math>IntegerLiteratureExpCS</math></u> ] $\langle Event \rangle$
$\langle ComparingOp \rangle$	$::=$ 'at least'   'at most'   'exactly'



# OCLR - event

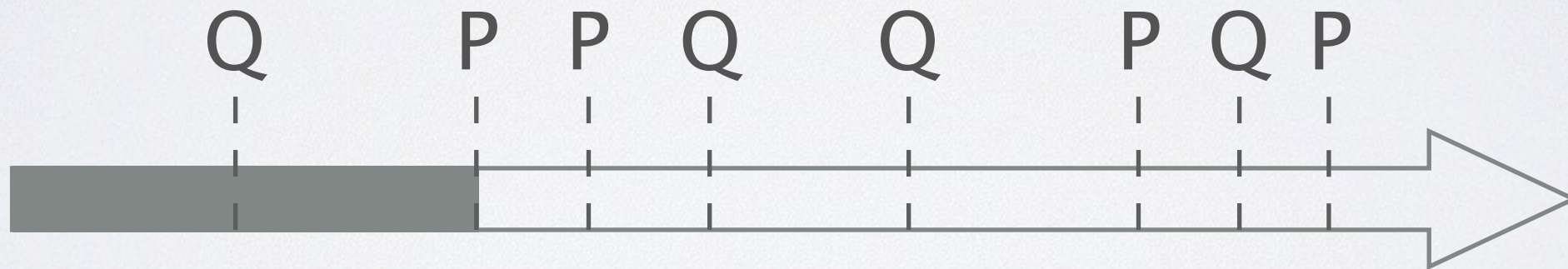
**isCalled(P)**

**isCalled(P, pre: n=0, post: n=1)**



# OCLR - Scopes

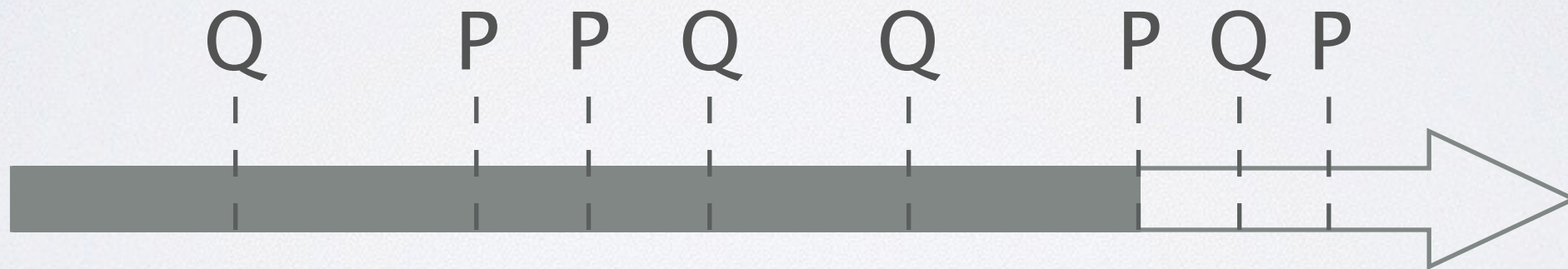
before isCalled(P)





# OCLR - Scopes

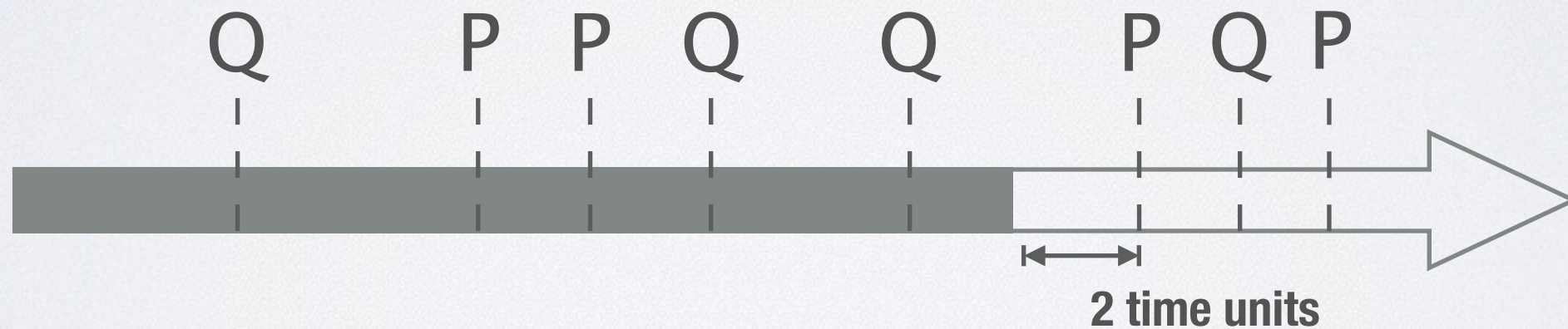
before 3 isCalled(P)





# OCLR - Scopes

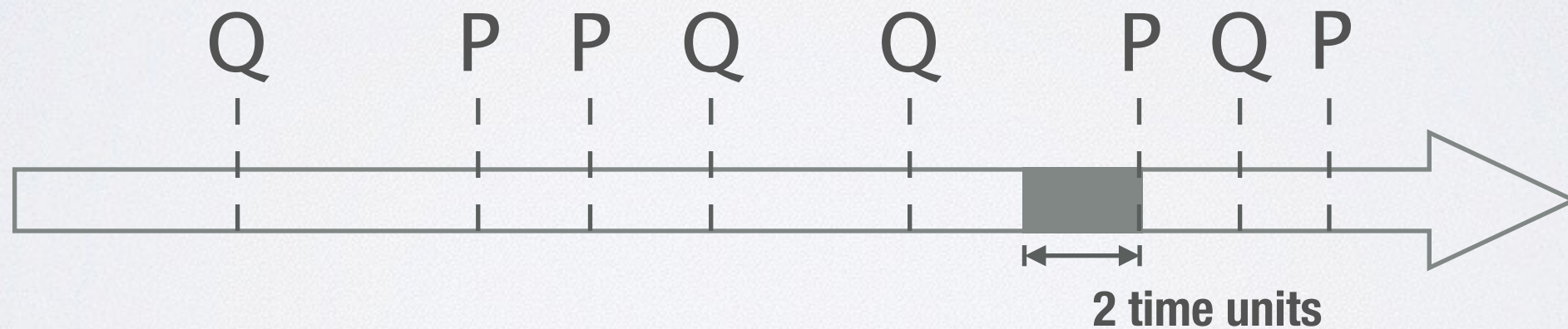
before 3 isCalled(P) at least 2tu





# OCLR - Scopes

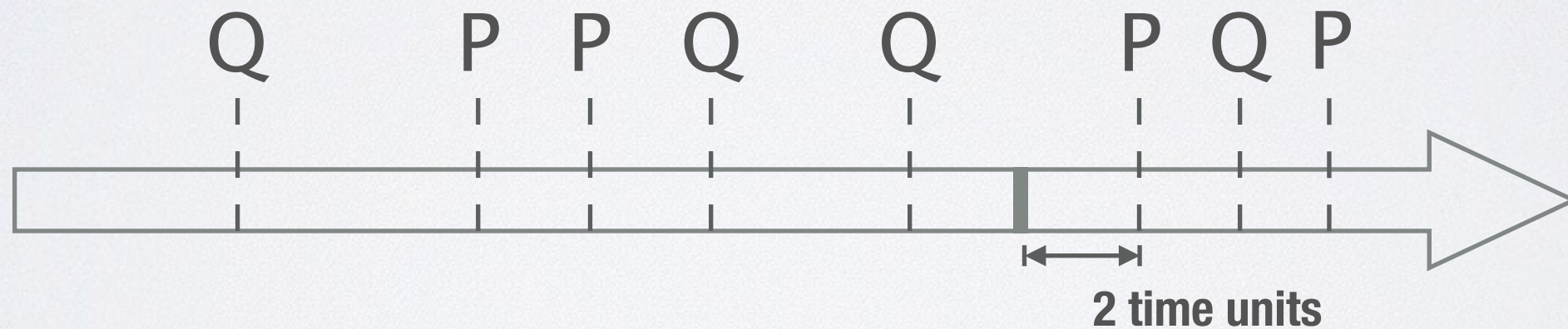
before 3 isCalled(P) at most 2tu





# OCLR - Scopes

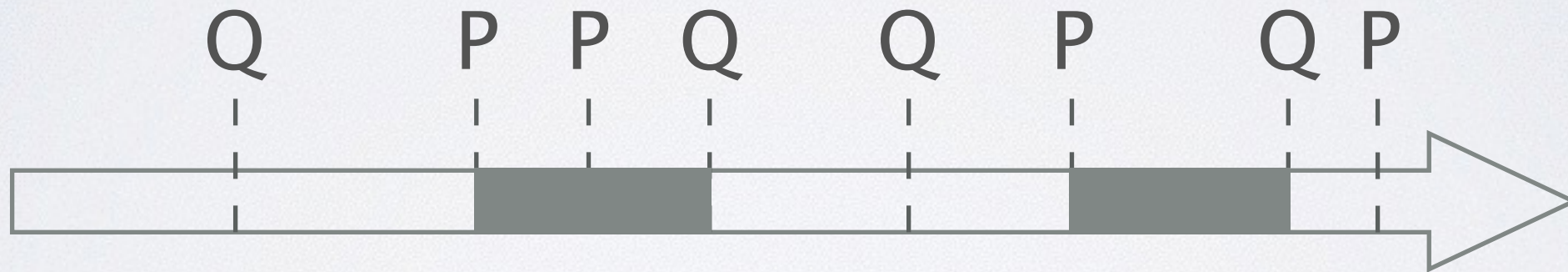
before 3 isCalled(P) exactly 2tu





# OCLR - Scopes

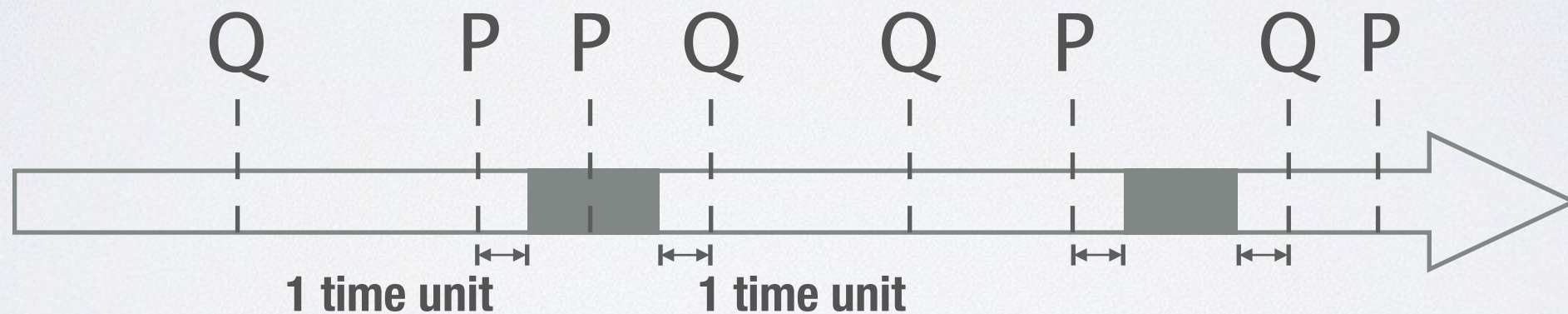
between `isCalled(P)` and `isCalled(Q)`





# OCLR - Scopes

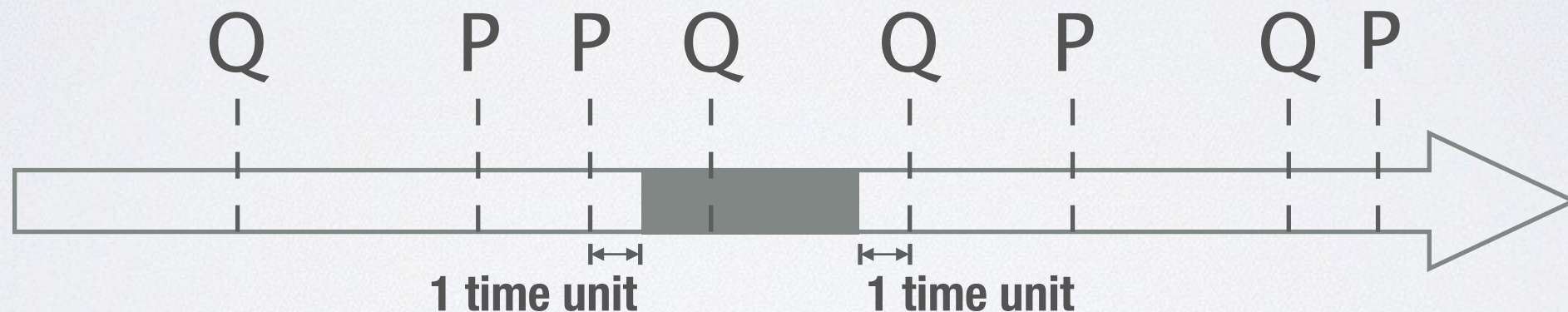
between  $\text{isCalled}(P)$  at least 1tu  
and  $\text{isCalled}(Q)$  at least 1tu





# OCLR - Scopes

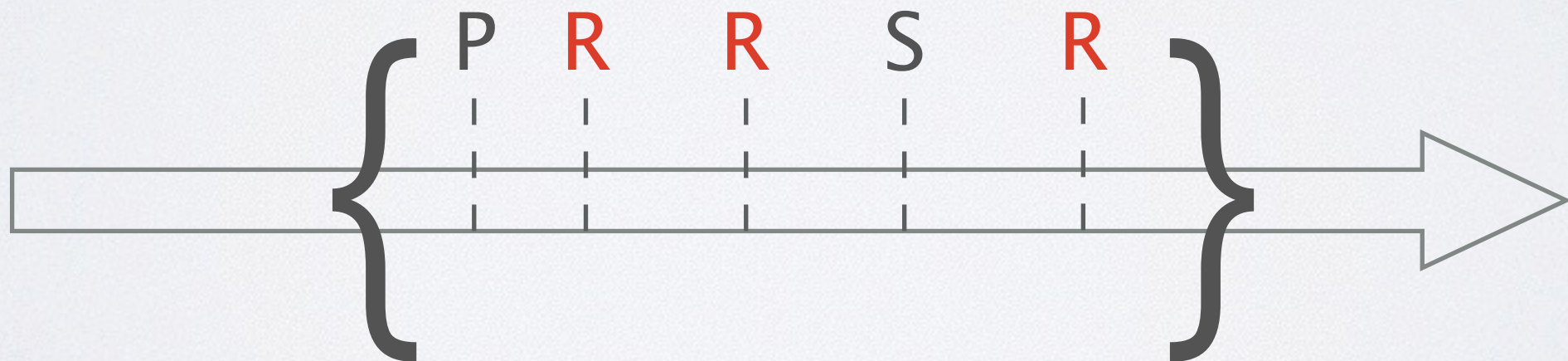
between 2 `isCalled(P)` at least 1tu  
and 2 `isCalled(Q)` at least 1tu





# OCLR - Patterns

eventually exactly 2 isCalled(R)  
eventually at most 2 isCalled(R)  
eventually at least 2 isCalled(R)  
eventually isCalled(R)

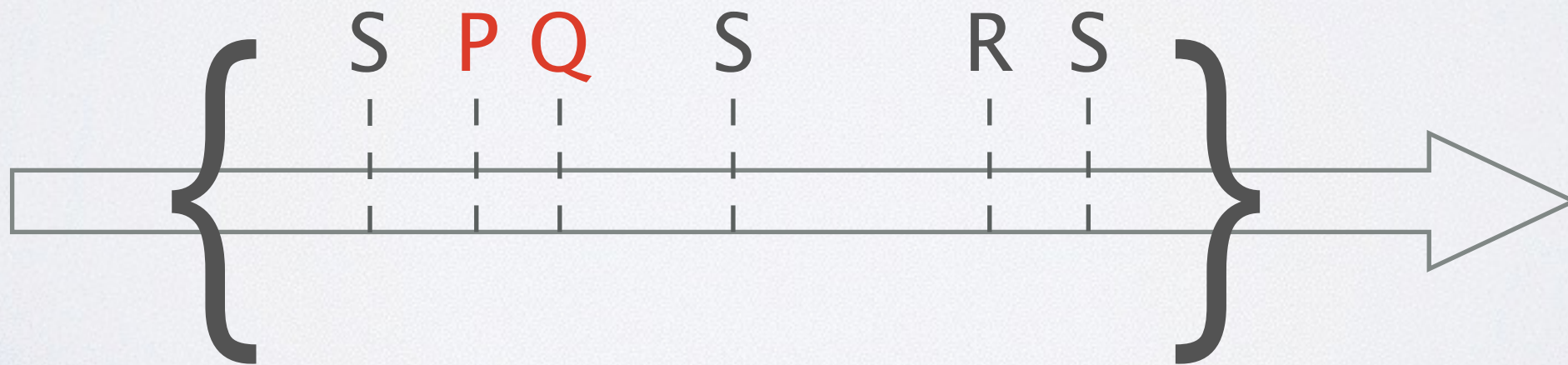




# OCLR - Patterns

“If P happens, then Q will happen”

isCalled(Q) responding isCalled(P)

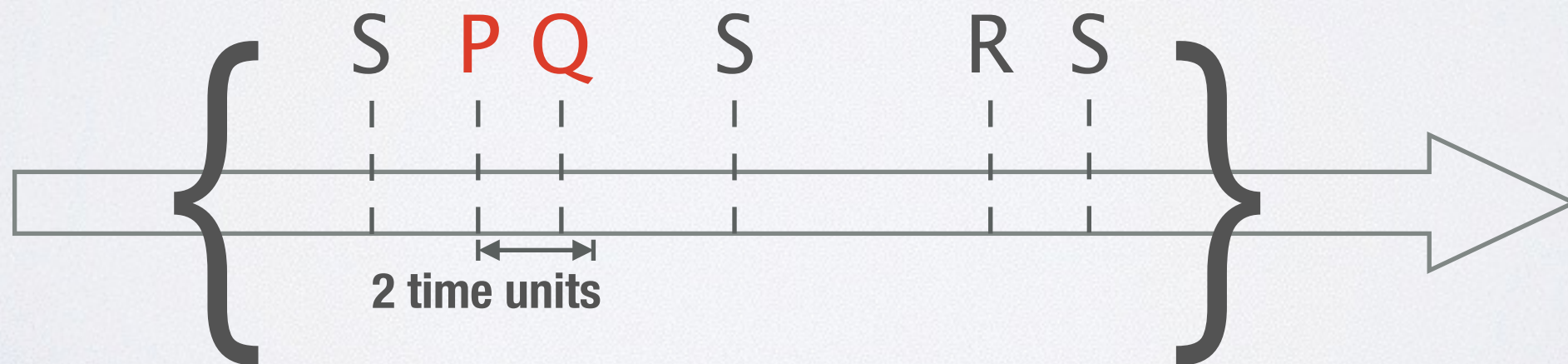




# OCLR - Patterns

“If P happens, then Q will happen within 2 time units”

**isCalled(Q) responding  
at most 2tu isCalled(P)**

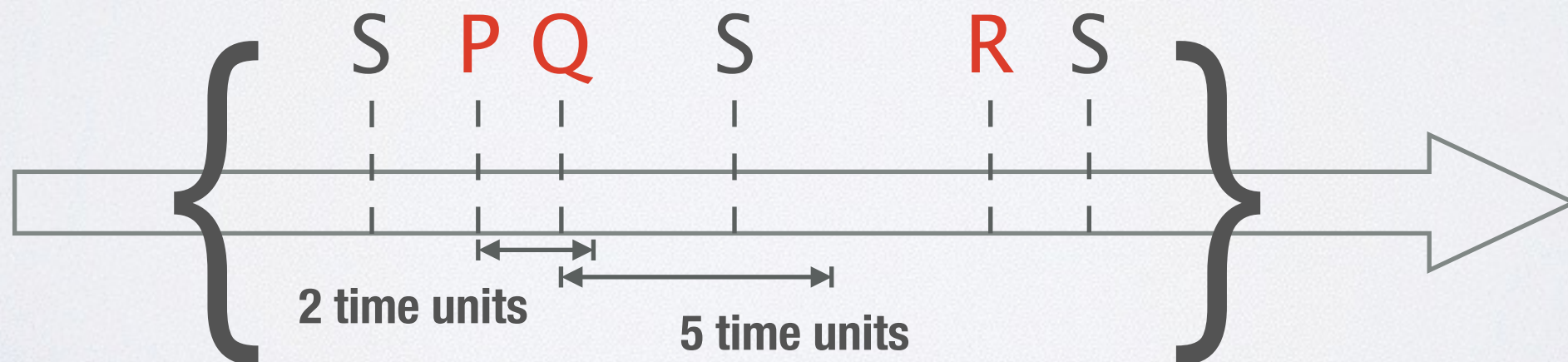




# OCLR - Patterns

“If P happens, then Q will happen within 2 time units, followed, at least after 5 time units, by R”

**isCalled(Q) #at least 5 tu  
isCalled(R) responding  
at most 2tu isCalled(P)**

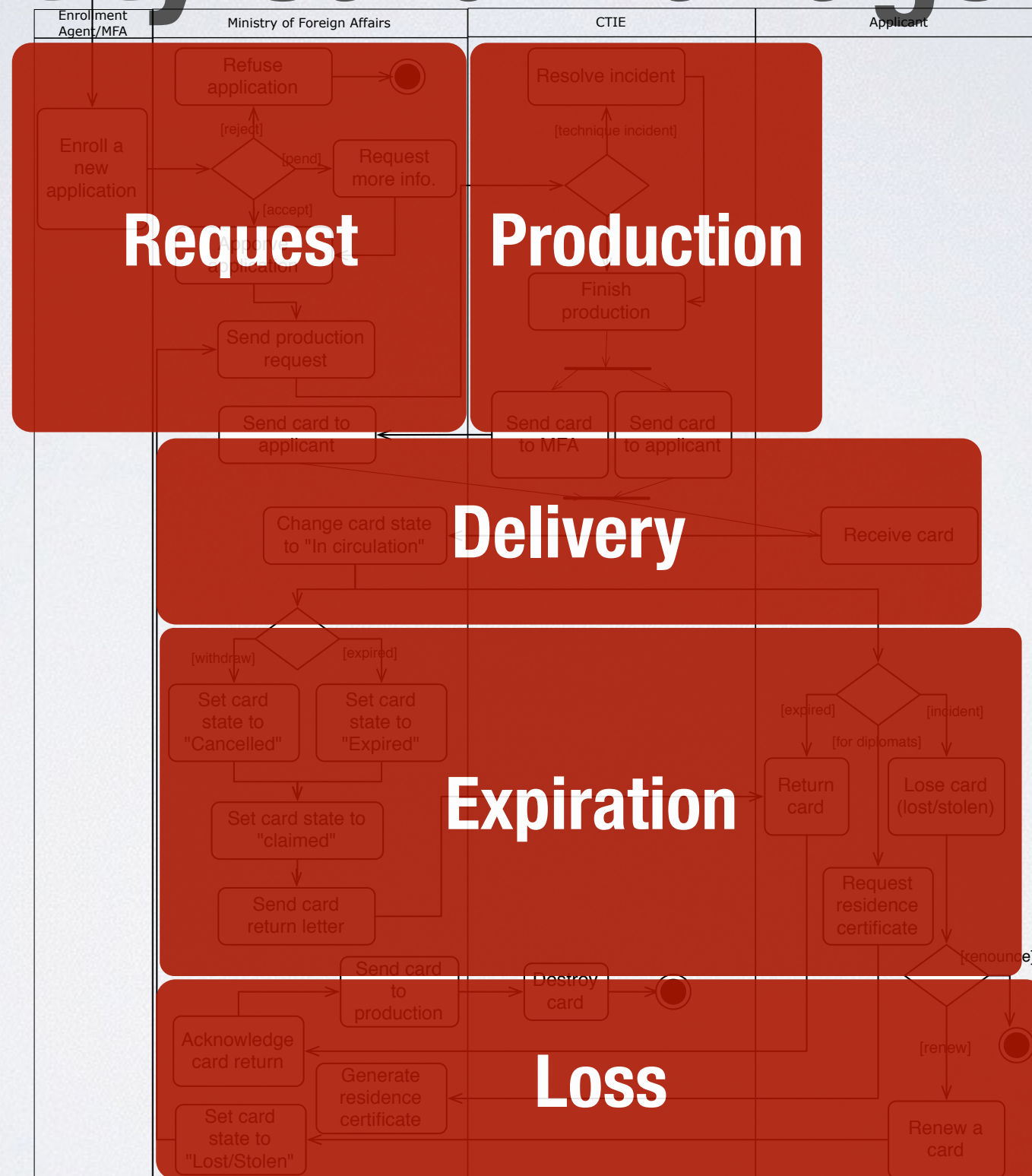




# Case Study



# Identity Card Management





**47 temporal properties  
extracted from documentation  
analyzed and translated into OCLR**



# Request

**“Once a card request is approved, the applicant is notified within three days; this notification has to occur before the production of the card is started.”**

**(Before + Response)**



# Request

```
temporal R1:  
  let r : Request in  
  before  
  becomesTrue(r.card.state = CardState::InProduction)  
    isCalled(notifyApproved(r.applicant))  
  responding at most 3 “days”  
  becomesTrue(r.state = RequestState::Approved)
```

“Once a card request is approved, the applicant is notified within three days; this notification has to occur **before the production of the card is started**”



# Request

temporal R1:

let r : Request in

before

becomesTrue(r.card.state = CardState::InProduction)

isCalled(notifyApproved(r.applicant))

responding at most 3 “days”

becomesTrue(r.state = RequestState::Approved)

**“Once a card request is approved, the applicant is notified within three days; this notification has to occur before the production of the card is started”**



# Request

temporal R1:

let r : Request in

before

becomesTrue(r.card.state = CardState::InProduction)

isCalled(notifyApproved(r.applicant))

**responding at most 3 “days”**

becomesTrue(r.state = RequestState::Approved)

“Once a card request is approved, the applicant is notified **within three days**; this notification has to occur before the production of the card is started”



# Property Checking

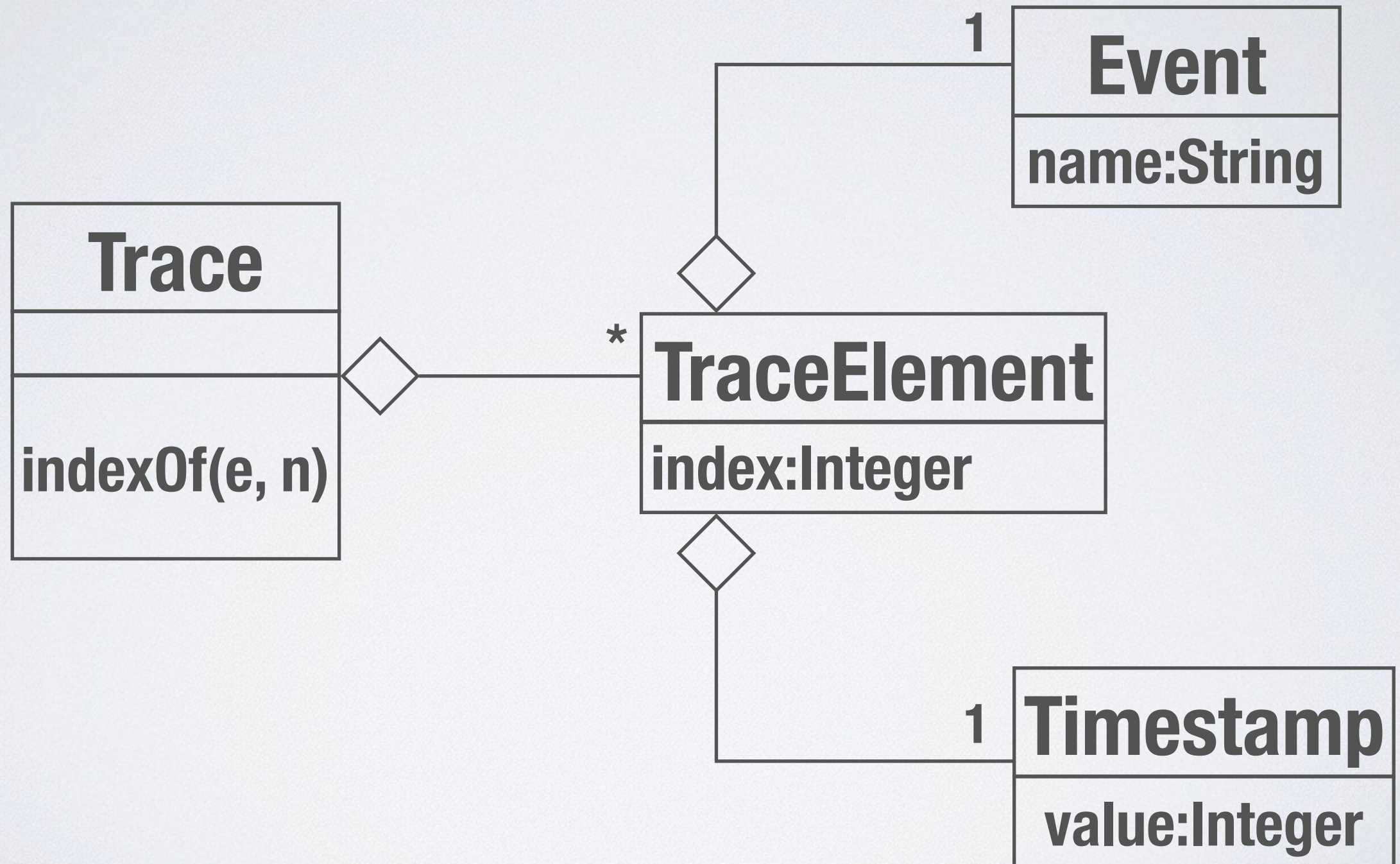


# Model-driven Trace Checking

- based on a conceptual model of execution traces
- OCLR properties mapped into OCL constraints on the trace model
- The **trace checking problem is reduced to checking OCL constraints on a instance of a trace model**, using an OCL checker

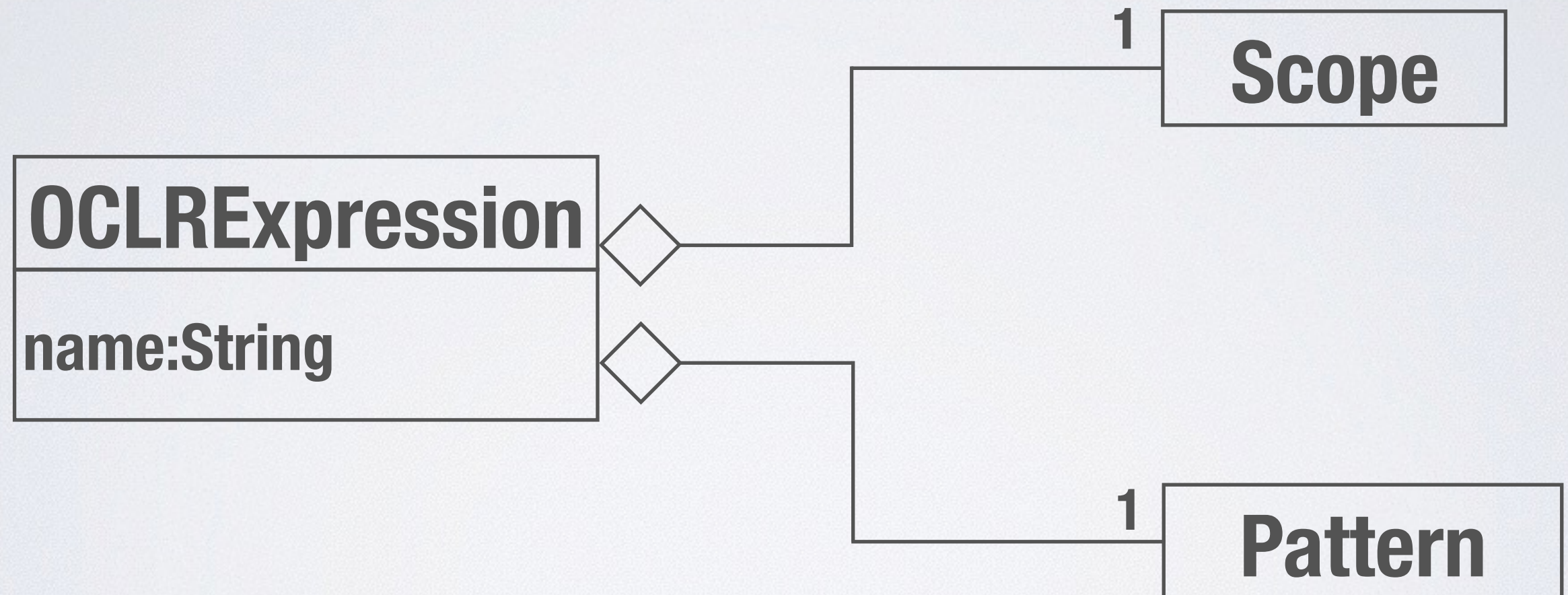


# Trace Model



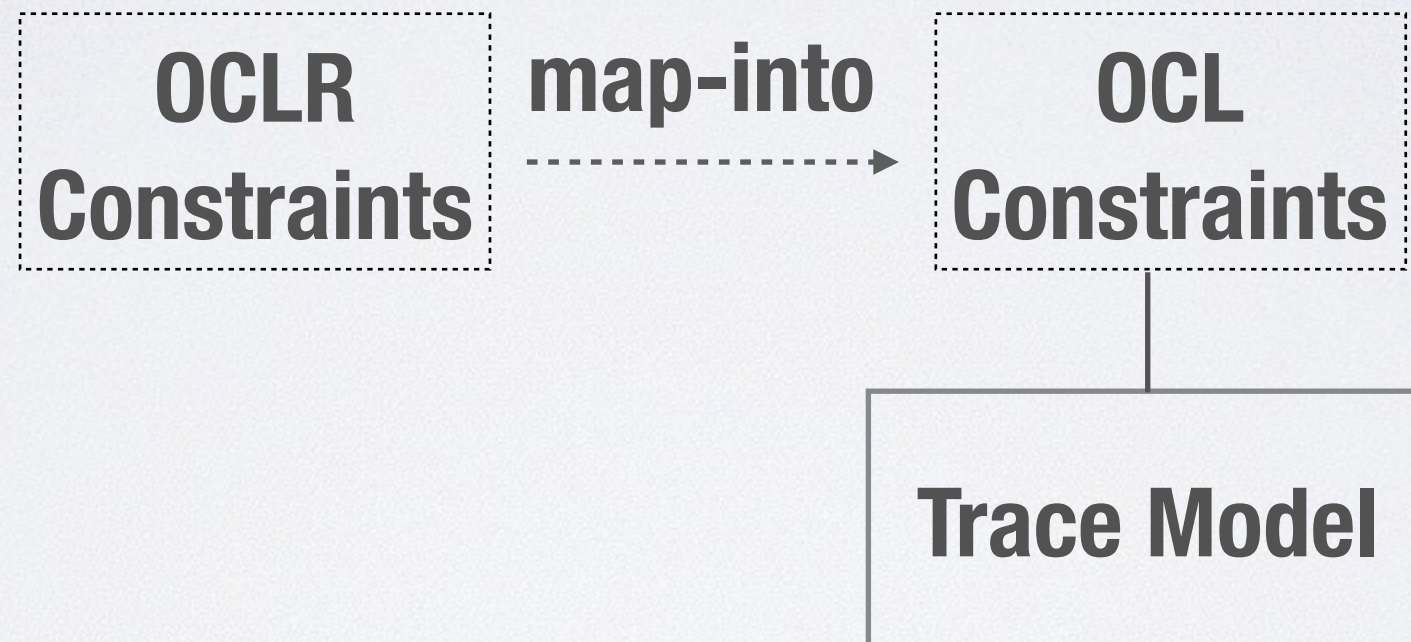


# OCLR Model



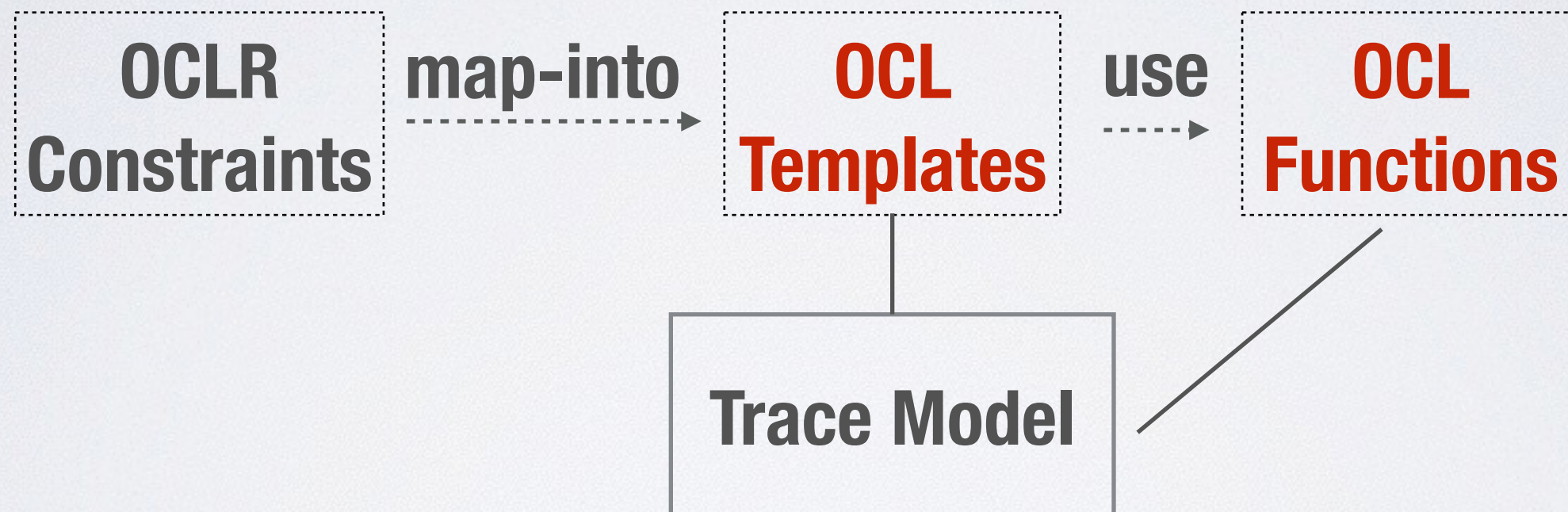


# Offline Trace Checking





# Offline Trace Checking





# Model-driven Trace Checking in a nutshell

**context Trace**

**inv: let subtraces=****applyScope\*S\*(scope)** in

**subtraces->forAll(subtrace |**

**checkPattern\*P\*(subtrace, pattern))**



# OCL Templates - Scopes

**context Trace**

**inv: let subtraces=**applyScope\*S\*(scope)** in**

**subtraces->forAll(subtrace |**

**checkPattern\*P\*(subtrace, pattern))**



**Scope** { **Globally**  
**Before**  
**After**  
**Between-and**  
**After-until**



**between [n1-th] e1 [time distance 1]  
and [n2-th] e2 [time distance 2]**



# **generalBetweenAnd(scope)**

## **Iteration**

**Find the next occurrence of event A**

**If event A has occurred, find the next occurrence of event B**

**Select the trace segment between the occurrences of event A and B**

**Apply the time distance constraints on the boundaries, if either of them is not empty**

**Append the trace segment to the output**



# OCL Templates - Patterns

**context Trace**

**inv: let subtraces=applyScope\*S\*(scope) in**

**subtraces->forAll(subtrace |**

**checkPattern\*P\*(subtrace, pattern))**



**Pattern** { **Universality**  
**Existence**  
**Absence**  
**Precedence**  
**Response**



**block1**  
**preceding** **[time distance]**  
**block2**



**block1**  
**preceding** at most **T** tu  
**block2**



# checkPrecedenceAtMost(subtrace, pattern)

## Iteration

Find the last occurrence of block1

If the first event of block2 occurs:

If  $t(\text{firstOfBlock2}) - t(\text{lastOfBlock1}) > T$ ,  
report a violation if  $\text{size}(\text{block2}) = 1$  or  
postpone until the entire block2 is found;  
otherwise ignore and continue the iteration

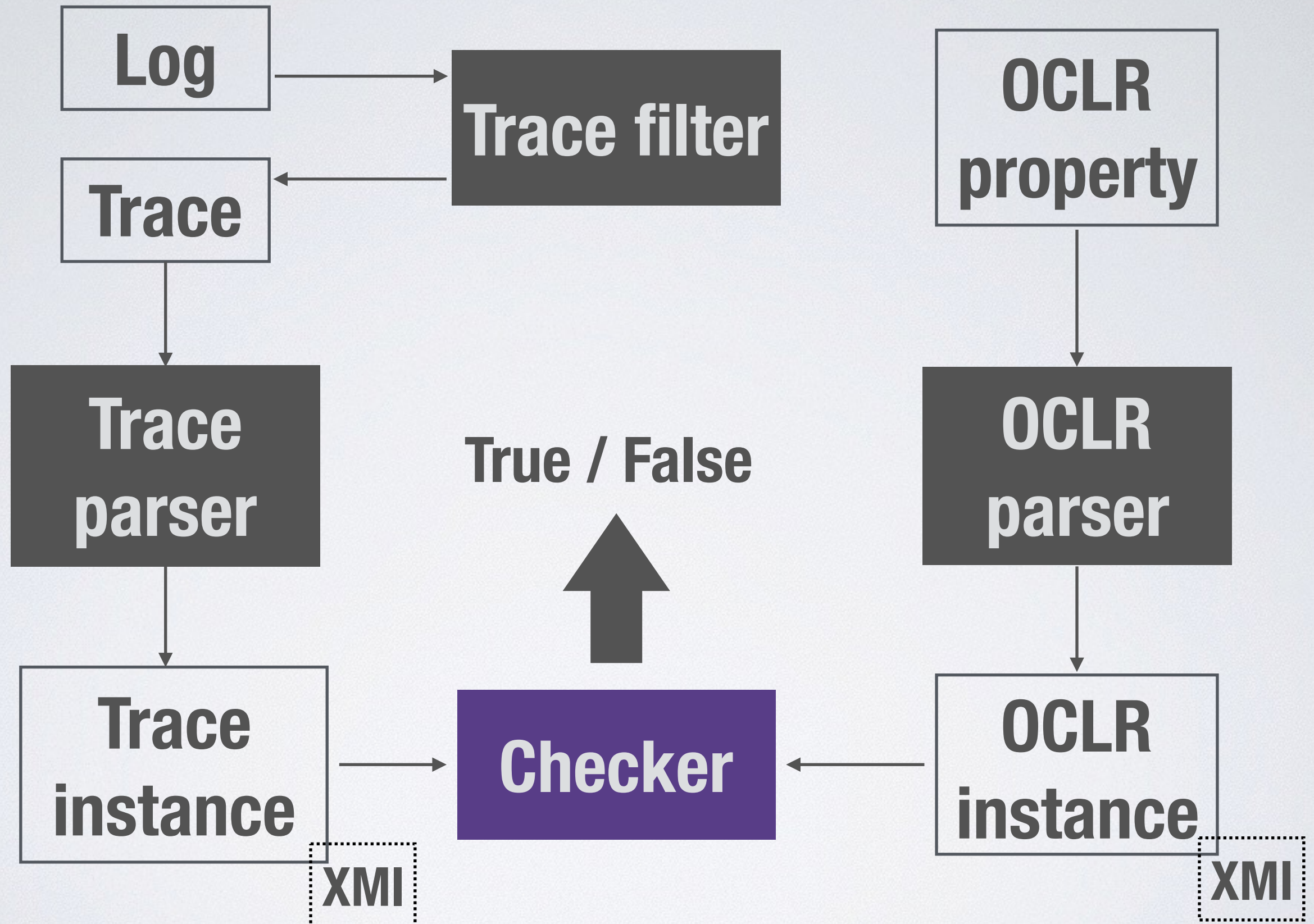
Else if the next event of block2 occurs, report  
a violation if the entire block2 is found



# **Tool: OCLR-Check**

**<http://weidou.github.io/OCLR-Check/>**







# Evaluation



# Evaluation

- **Real properties checked on synthesized traces**
- **Focus on scalability**
- **Comparison with MonPoly from ETHZ**



# OCLR Properties

- **P1-P12: globally (12)**
- **P13-P20: before (8)**
- **P21-P31: after (11)**
- **P32-P38: between-and (7)**

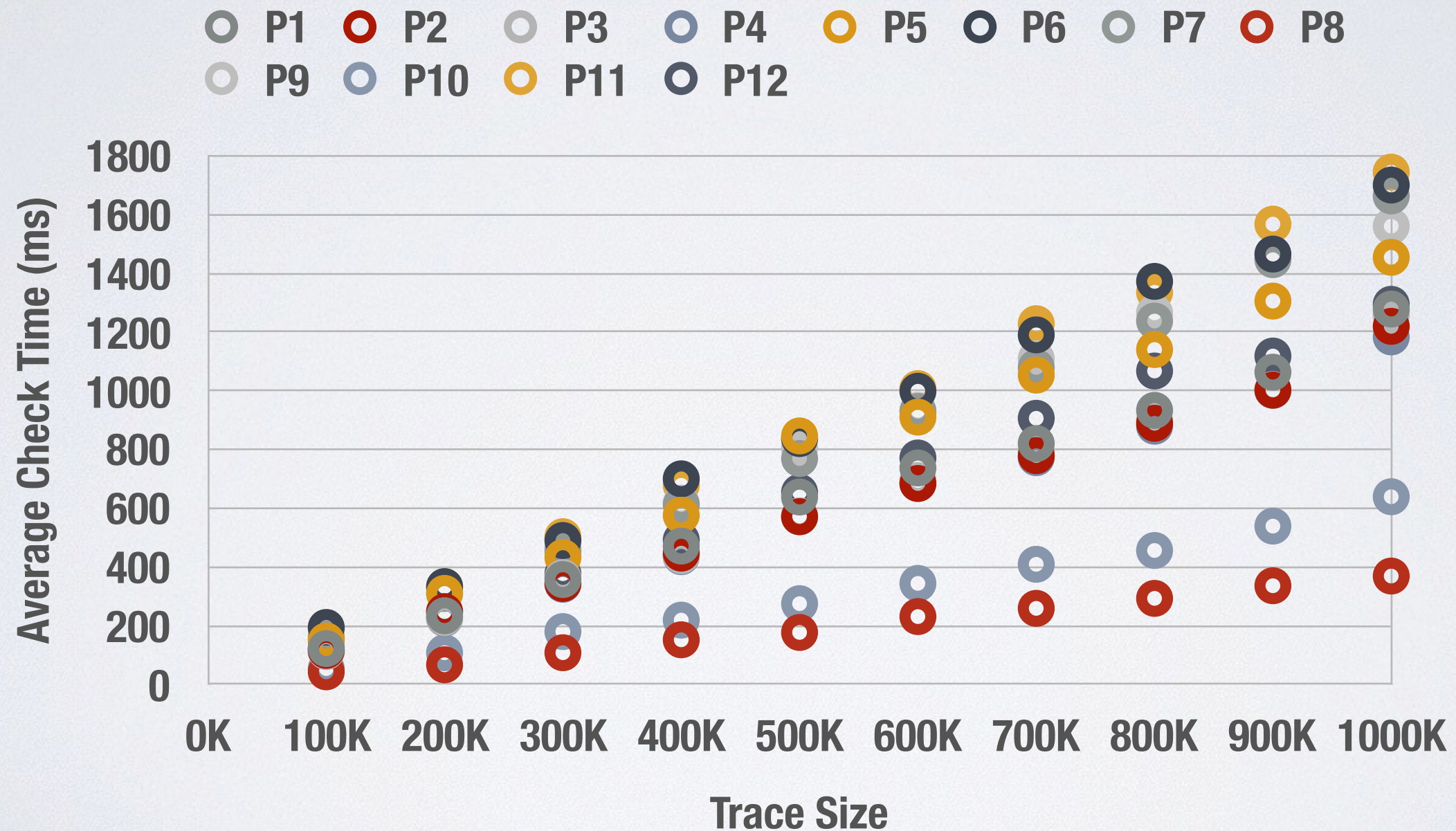


# **Why Synthesized Traces?**

- 1. Real traces are often inadequate to cover a large range of trace lengths and a variety of properties**
- 2. We want to be able to control the diversity of occurrences of patterns in the traces**
- 3. Real traces are not suitable for scalability evaluation, since they may contain faults**
- 4. Real traces could not be shared for forming a public benchmark**

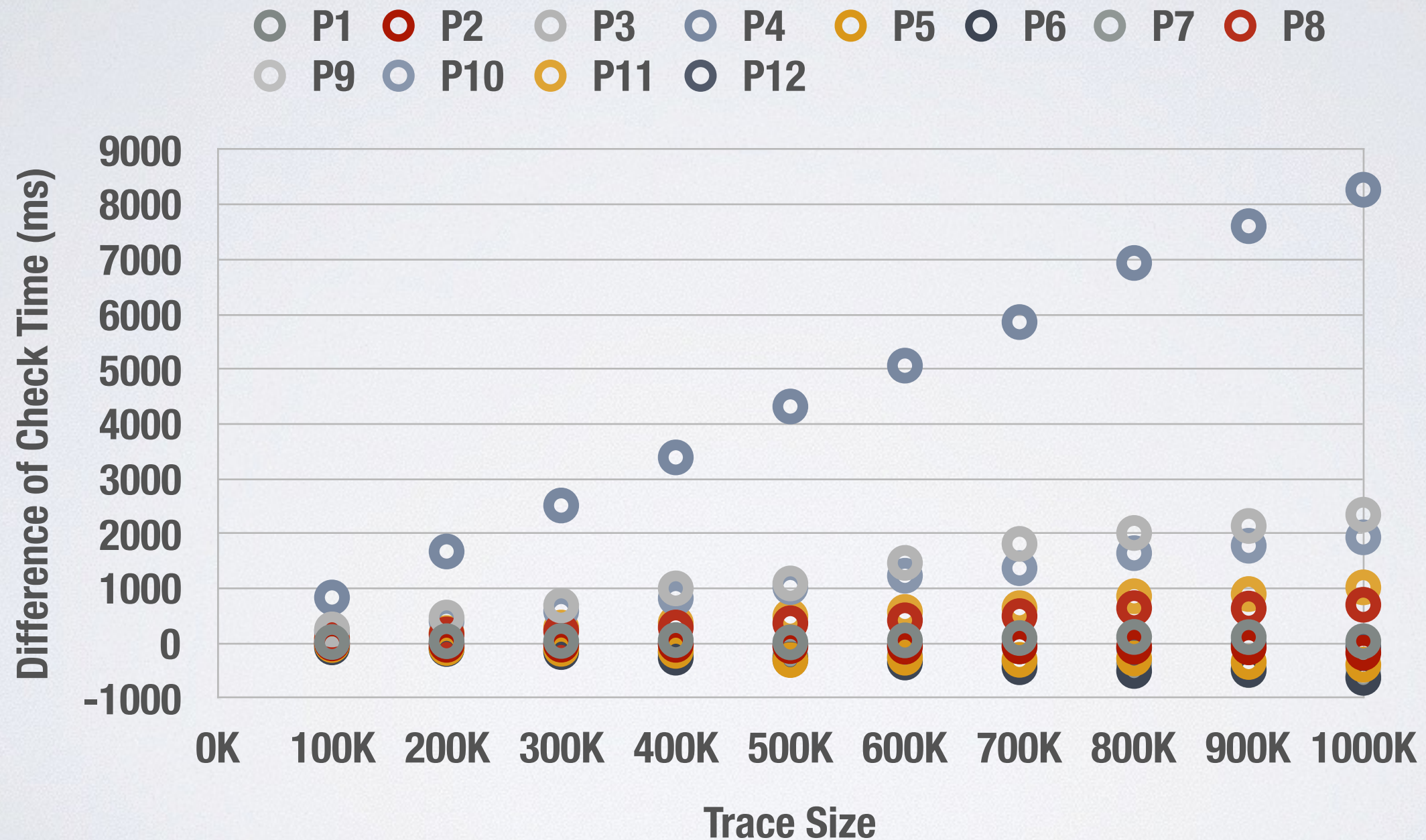


# Properties with “globally”



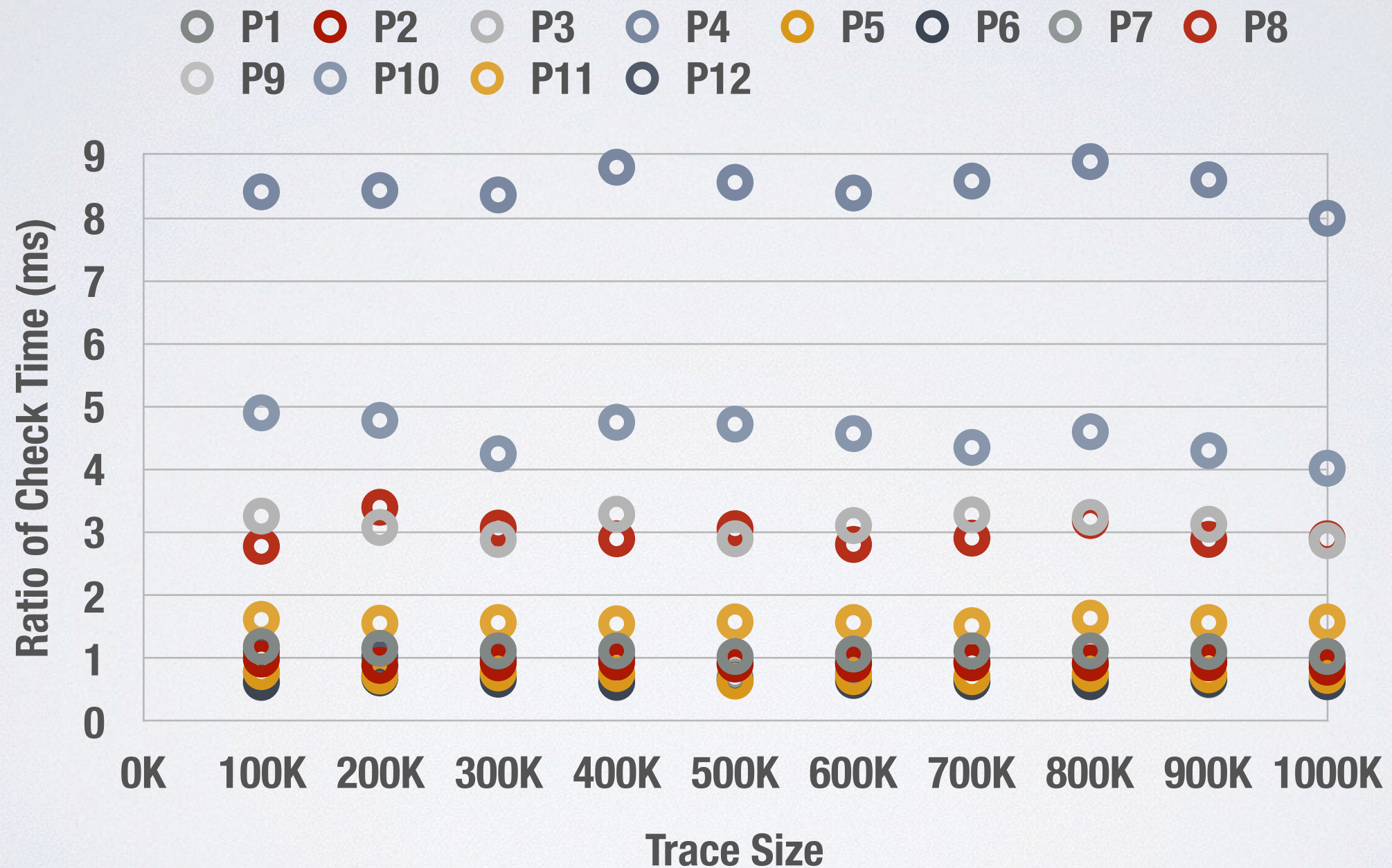


# $t(\text{MonPoly}) - t(\text{OCLR-Check})$





# $t(\text{MonPoly}) / t(\text{OCLR-Check})$





# Properties with “before”

- **Existence(2), Absence(1), Precedence(3), Response(2)**
- **Traces length: 100K**
- **Varied the position of the boundary event: 10K, 20K, ..., 100K**
- **checking time less than 400ms**



# Properties with “between-and”

- **P32-P35: multiple segments**
  - various number of segments (152ms to 390ms, linear)
  - fixed number of segments: 20 (207ms to 451ms, linear)
- **P33-P38: single segment**
  - various position of the segment (94ms to 158ms, linear)
  - various lengths of the segment (101ms to 357ms, linear)



# Insights

- **All the properties (trace size  $\leq 1\text{M}$ ) can be checked within 2 seconds**
- **OCLR-Check scales linearly with respect to the size of the trace**
- **The checking time of OCLR-Check is as good as Monopoly**
- **OCLR-Check has an overhead due to the loading time of the trace model in the Eclipse OCL**



# Model-Driven Trace Checking of Temporal Properties

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