Formal Verification of Device State Chart Models

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Formal Verification of Device State Chart Models

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Outline

- ▶ Design process
- ▶ Formalisms
- ▶ Verification Methodology
- ▶ Results
- ▶ Conclusions

Design process for IE

- ▶ Intelligent environments gaining acceptance
  - ▶ More installations
  - ▶ Standard solutions
- ▶ Need more structured design process
  - ▶ Less “art”
  - ▶ More “engineering”

Reference model

General Goals

- ▶ Adopt **formal representations** to allow a sound design process
- ▶ Enable validation and verification **throughout** the design process
- ▶ Integrate the solution in the Dog2.1 gateway toolset

DOG 2.1

<http://domoticdog.sourceforge.net>

Adopted formalisms

Level	Design artifact	Technique	Formalism
User Interface	System requirements	Temporal Logics	UCTL
Intelligence	Intelligent algorithms	State machines	UML Statecharts
Middleware	Device categories	Ontology	DogOnt classes
	System configuration	Ontology	DogOnt instances
Devices	Device models	State machines	UML Statecharts
	Whole system behavior	Parallel state machines	UML Statecharts

The DogOnt ontology

Formalism

UCTL

UML Statecharts

DogOnt classes

DogOnt instances

UML Statecharts

UML Statecharts

DogOnt instances: DimmerLamp

Inherited from Lamp

Formalism

UCTL

UML Statecharts

DogOnt classes

DogOnt instances

UML Statecharts

UML Statecharts

Overall system components

...to be continued...

Device modeling

- ▶ Ontologies are declarative formalisms: device properties
- ▶ For device behavior we need an operational formalism
  - ▶ Statecharts (Harel, 1987, now in UML 2.0)

Formalism

UCTL

UML Statecharts

DogOnt classes

DogOnt instances

UML Statecharts

UML Statecharts

Use cases

- ▶ Ontologies are declarative formalisms: device properties
- ▶ For device behavior we need an operational formalism
  - ▶ Statecharts (Harel, 1987, now in UML 2.0)
- ▶ We use Statecharts for
  - ▶ Modeling the behavior of each **device** type
  - ▶ Implementing the **Intelligent Algorithms** within the gateway
  - ▶ Building a **whole-system model** allowing simulation and emulation
- ▶ Statecharts have a formal semantics: formal verification is possible

Overall system components

...to be continued...

Overall system components

...to be continued...

Temporal logic

▶ UCTL logic

- ▶ Branching-time
- ▶ State-based and action-based
- ▶ Operators
  - ▶ Next (X,N)
  - ▶ Future (F)
  - ▶ Globally (G)
  - ▶ All (A)
  - ▶ Exists (E)
  - ▶ Until (U)

▶ UMC Model Checker

- ▶ Supports Statecharts as a model

Examples

$$AG \llbracket openRequest(T1) \rrbracket$$

$$A \left[\top \{ \neg openRequest(T1) \} U_{\{ tsDone(T1) \}} \top \right]$$

$$AG \llbracket daDoorOpen(DAExt) \rrbracket$$

$$A \left[\top \{ \neg daDoorOpen(DAInner) \} U_{\{ extDoorClosed() \}} \top \right]$$

Formalism

UCTL

UML Statecharts

DogOnt classes

DogOnt instances

UML Statecharts

UML Statecharts

Overall system components

But... (goal of this paper)

- ▶ Formal verification relies on the composition of device state charts
- ▶ Environment control relies on information in DogOnt device properties
- ▶ How to ensure their consistency?
- ▶ Solution: use formal verification, too

The problem

The problem

Inherited from Lamp

- Naming consistency for **states**
- Naming consistency for **commands**
- Naming consistency for **notifications**
- **Acceptance** of commands
- **Reachability** of declared states
- **Generation** of declared notification
- **Range** of numeric status variables

Approach

- ▶ From DogOnt, extract UCTL properties
- ▶ From DogOnt, build a synthetic environment for the device
- ▶ Integrate Device State Chart in the synthetic environment
- ▶ For every property
  - ▶ Run Model checker

Approach

► From DogOnt extract

Building a closed system model, ready for verification

► Run Model checker

Approach

Example: DimmerLamp generated & verified properties

--Action Properties

--the acceptance of all the commands in DSC

EF {sending(stepDown)} true

EF {sending(stepUp)} true

EF {sending(set)} true

EF {sending(off)} true

EF {sending(on)} true

--

EF {accepting (stepDown)} true

EF {accepting (stepUp)} true

EF {accepting (set)} true

EF {accepting (off)} true

EF {accepting (on)} true

--the generation of all the notifications in DSC

EF {sending(stateChanged)} true

EF {accepting(stateChanged)} true

--State Properties

--the reachability of all the states in DSC

EF (offState)

EF (onState)

EF (LightIntensityState)

DogOnt

ostile synthetic
environment

UCTL
properties

Device
Statechart

Closed system
model

Model
Checking

OK

ERR

Experimental Results

- ▶ UCTL Model Checker
- ▶ Dog2.1 standard device classes
- ▶ Device classes verified: 11
- ▶ Number of verifies properties: 114
  - ▶ Some design errors found and corrected
- ▶ CPU time: < 1 sec / property
- ▶ **Formally validated device statechart library in Dog2.1**

Conclusions

- ▶ Engineering the Design Process for Intelligent Environments
- ▶ Formalisms and tools are needed
- ▶ Ontologies, Statecharts, Temporal Logics

Thank you!

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