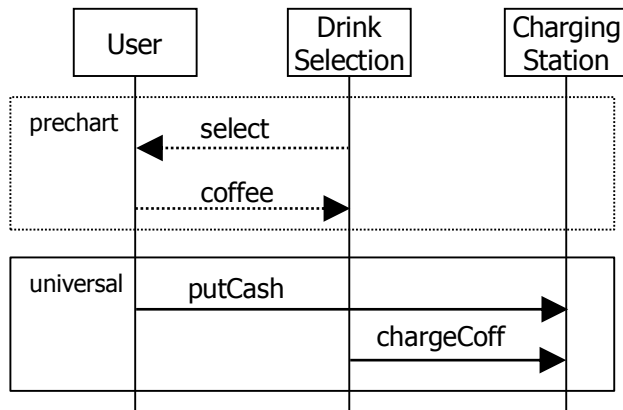


# Distributing Refinements of a System-Level Partial Behavior Model

**Ivo Krka and Nenad Medvidović**  
University of Southern California



# Overview



chargeCoff precondition

•CoffeeSelected  $\wedge$  Payment

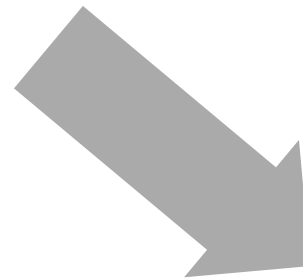
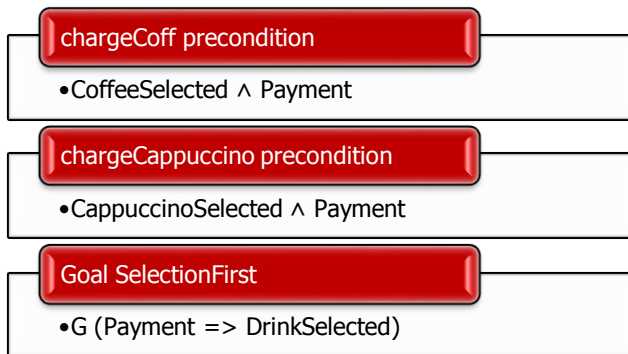
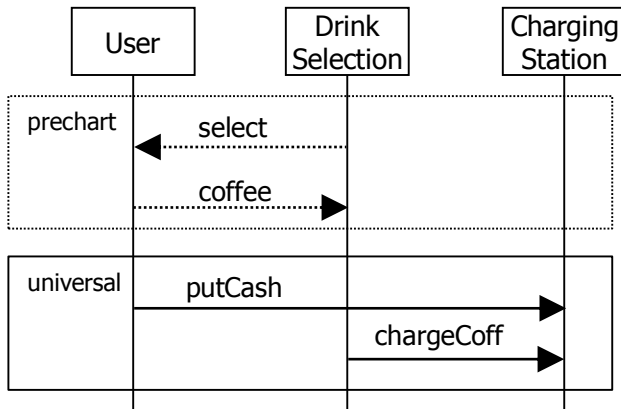
chargeCappuccino precondition

•CappuccinoSelected  $\wedge$  Payment

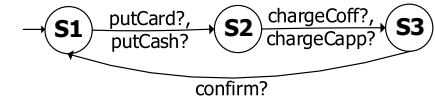
Goal SelectionFirst

•G (Payment  $\Rightarrow$  DrinkSelected)

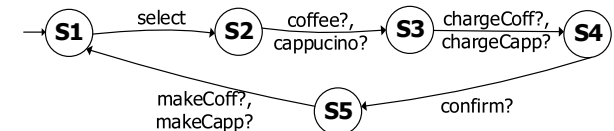
# Overview



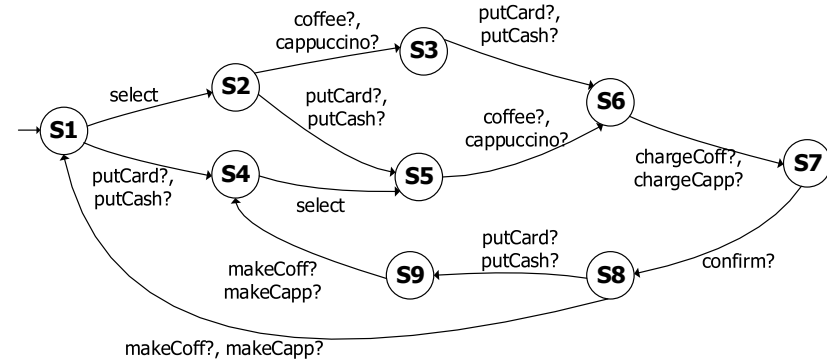
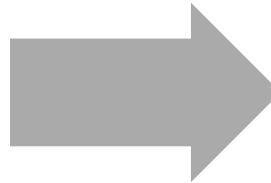
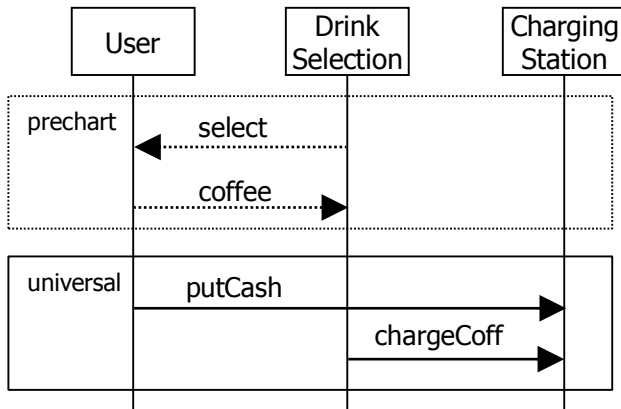
## Charging Station



## Drink Selection



# Overview



chargeCoff precondition

•CoffeeSelected  $\wedge$  Payment

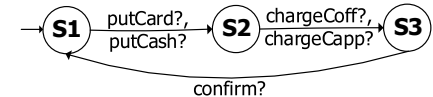
chargeCappuccino precondition

•CappuccinoSelected  $\wedge$  Payment

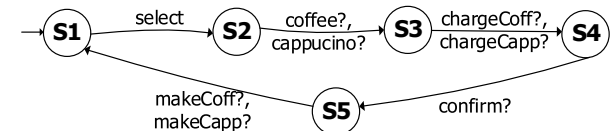
Goal SelectionFirst

•G (Payment  $\Rightarrow$  DrinkSelected)

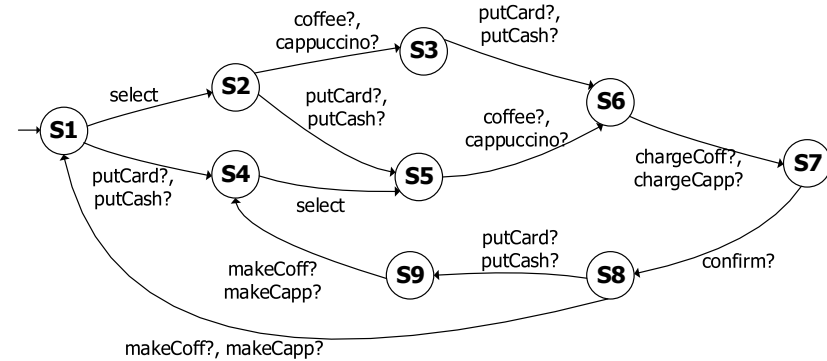
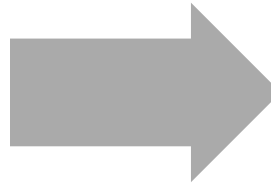
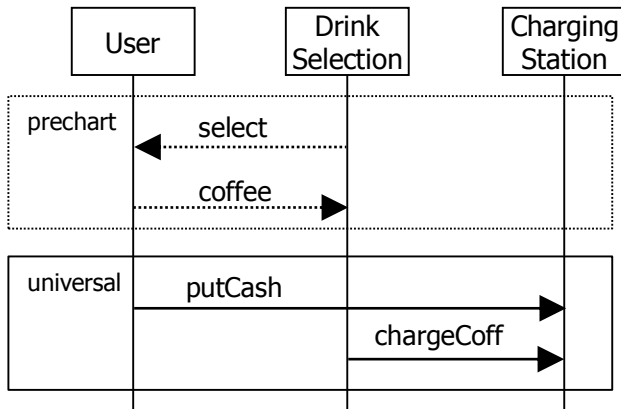
**Charging Station**



**Drink Selection**



# Overview



chargeCoff precondition

•CoffeeSelected  $\wedge$  Payment

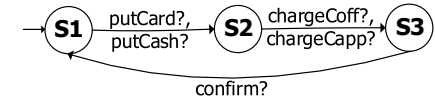
chargeCappuccino precondition

•CappuccinoSelected  $\wedge$  Payment

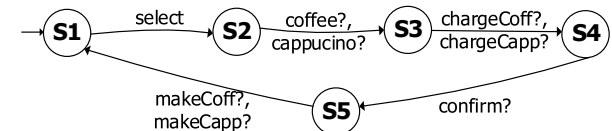
Goal SelectionFirst

•G (Payment  $\Rightarrow$  DrinkSelected)

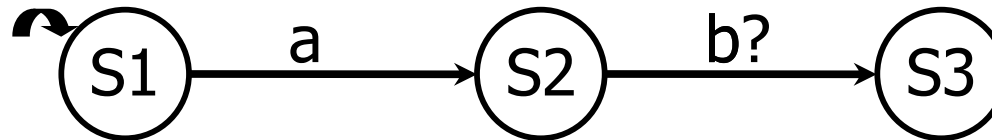
**Charging Station**



**Drink Selection**



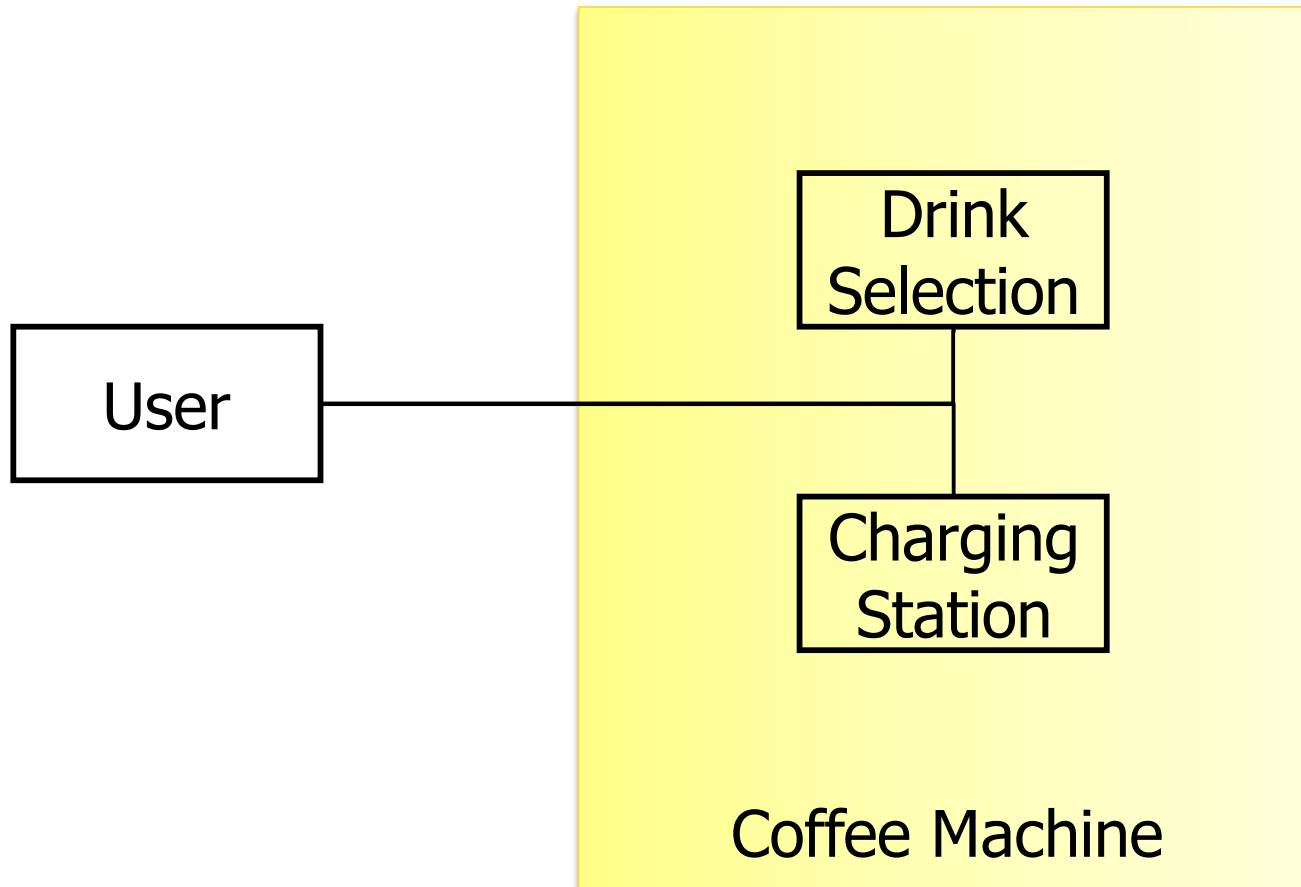
**MTS M**



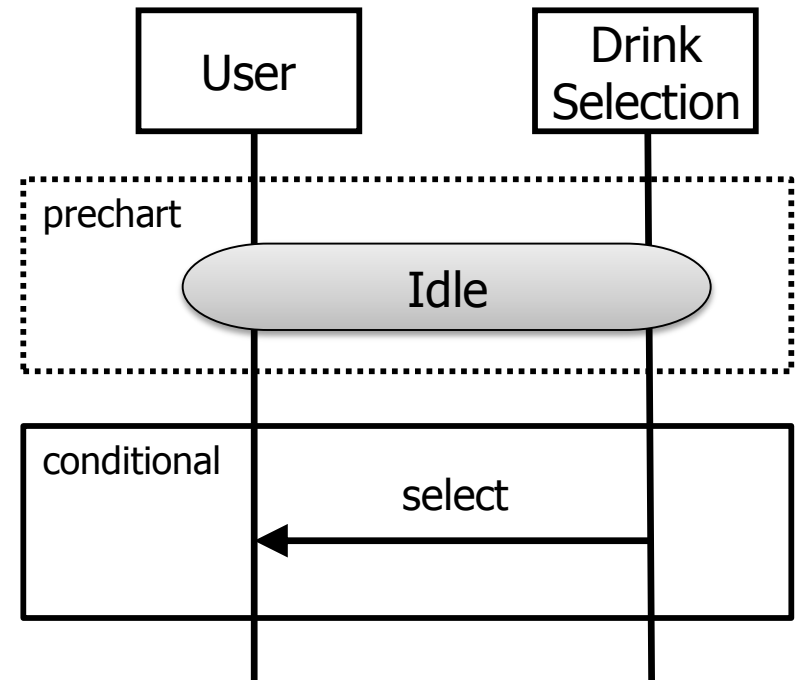
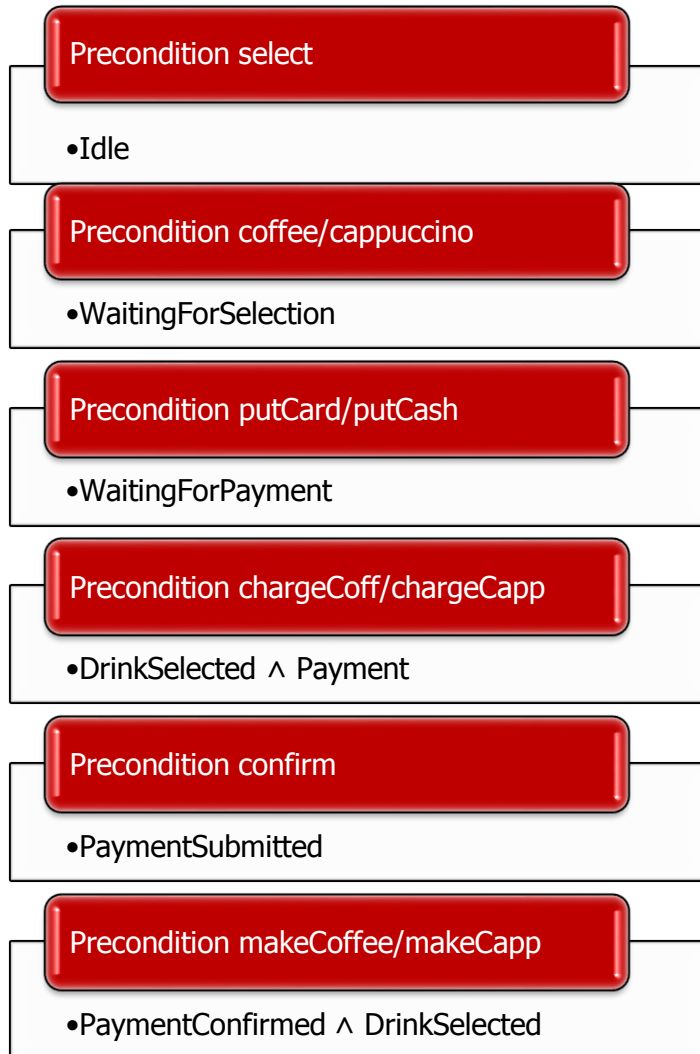
**Fluent P**

- $\langle a, b \rangle$  initially false

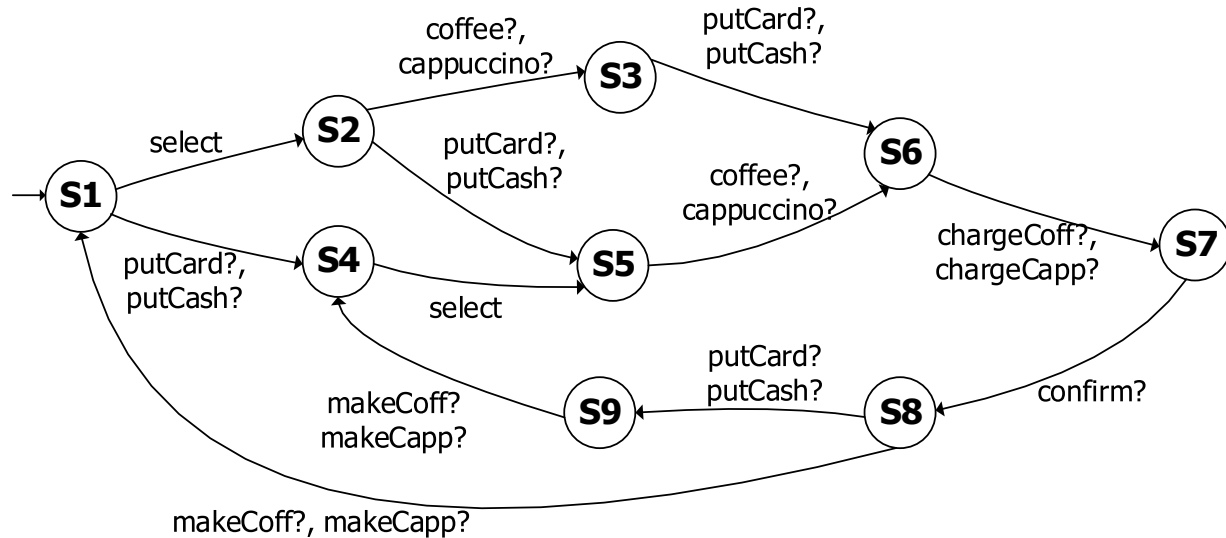
# Coffee Machine System



# Preliminary Requirements



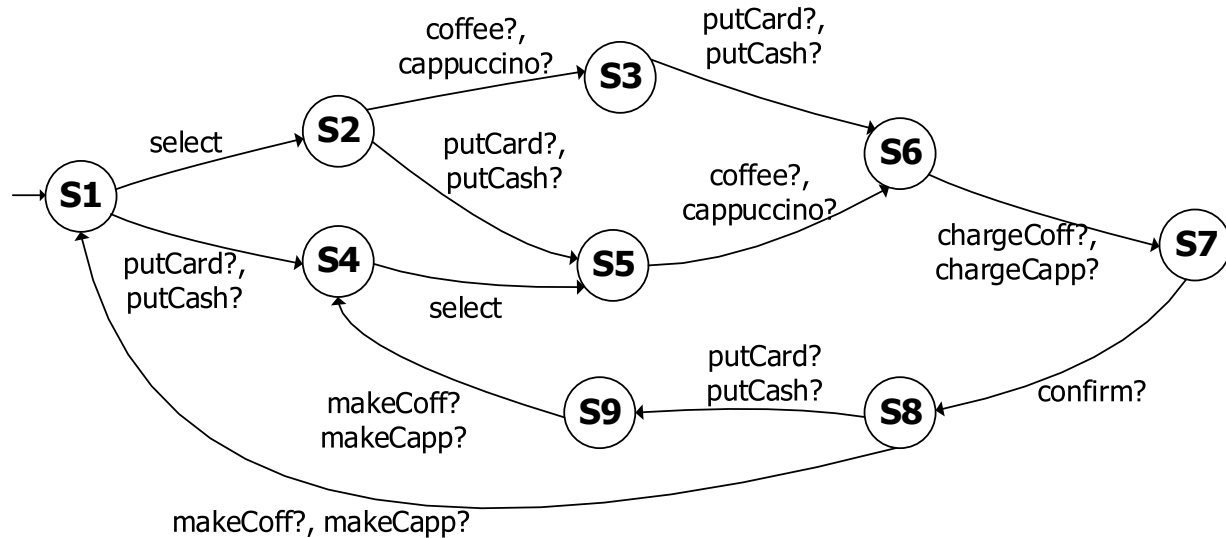
## Coffee Machine



MTS distribution (Sibay-FM12)

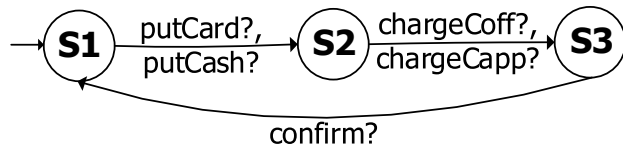
# Initial System and Component Models

## Coffee Machine

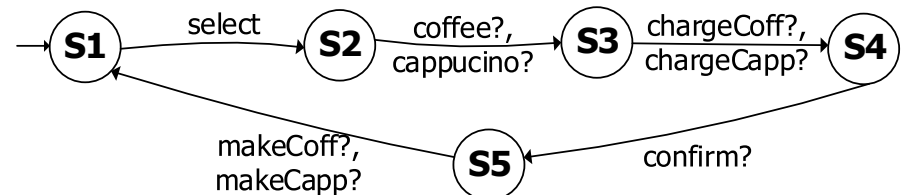


MTS distribution (Sibay-FM12)

## Charging Station

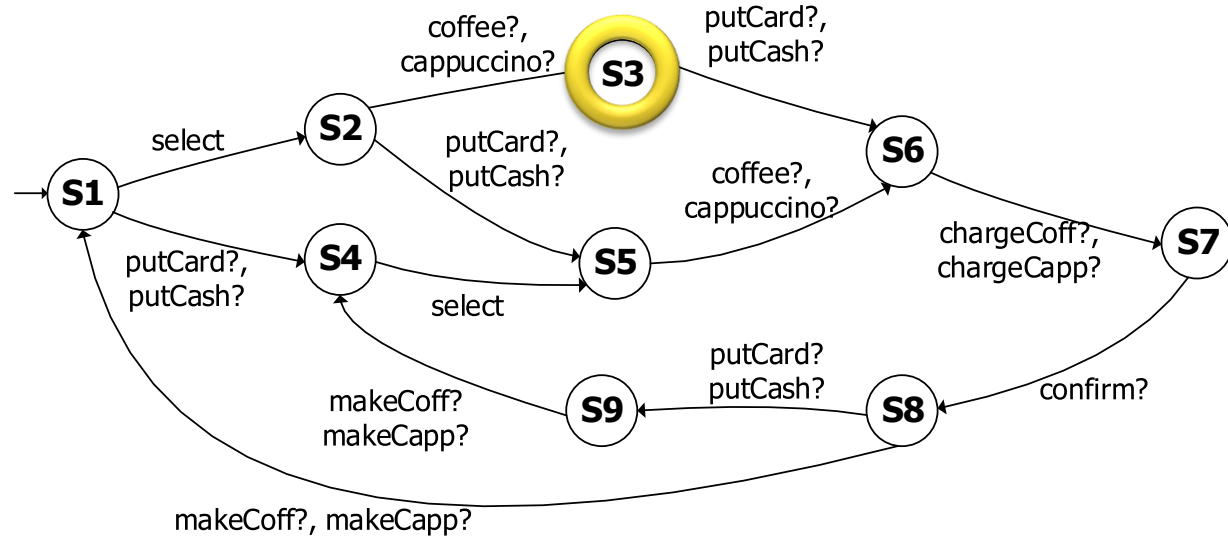


## Drink Selection



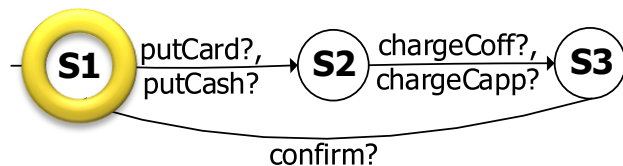
# Initial System and Component Models

## Coffee Machine

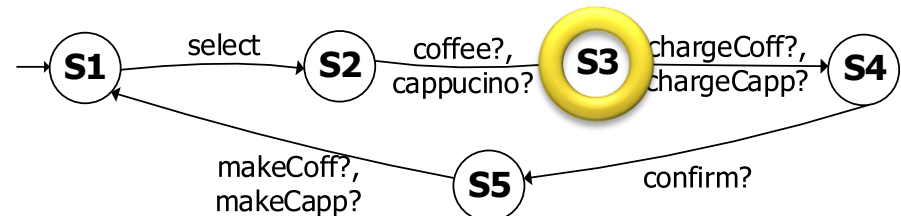


MTS distribution (Sibay-FM12)

## Charging Station

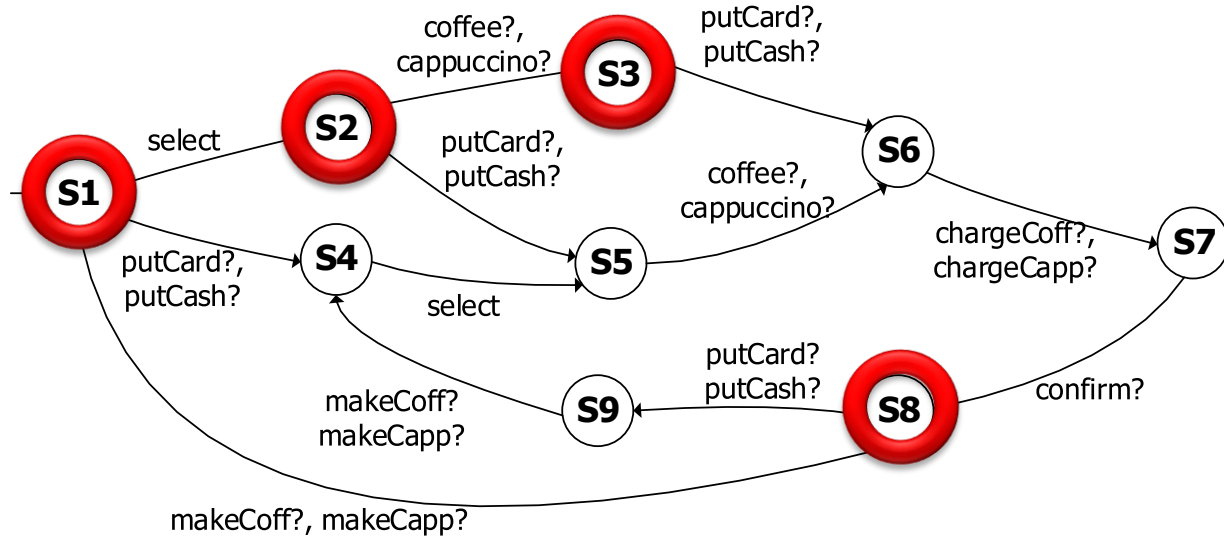


## Drink Selection



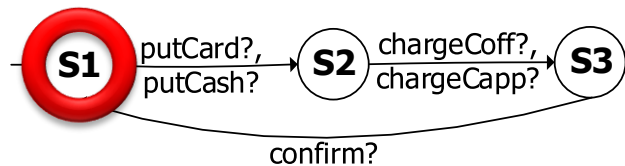
# Initial System and Component Models

## Coffee Machine

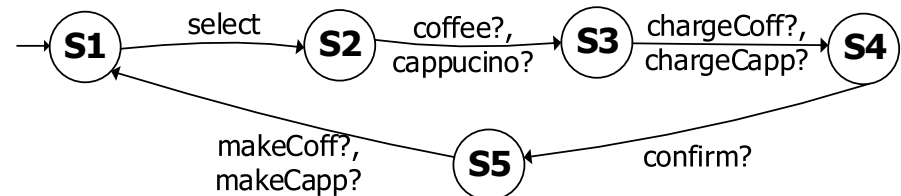


MTS distribution (Sibay-FM12)

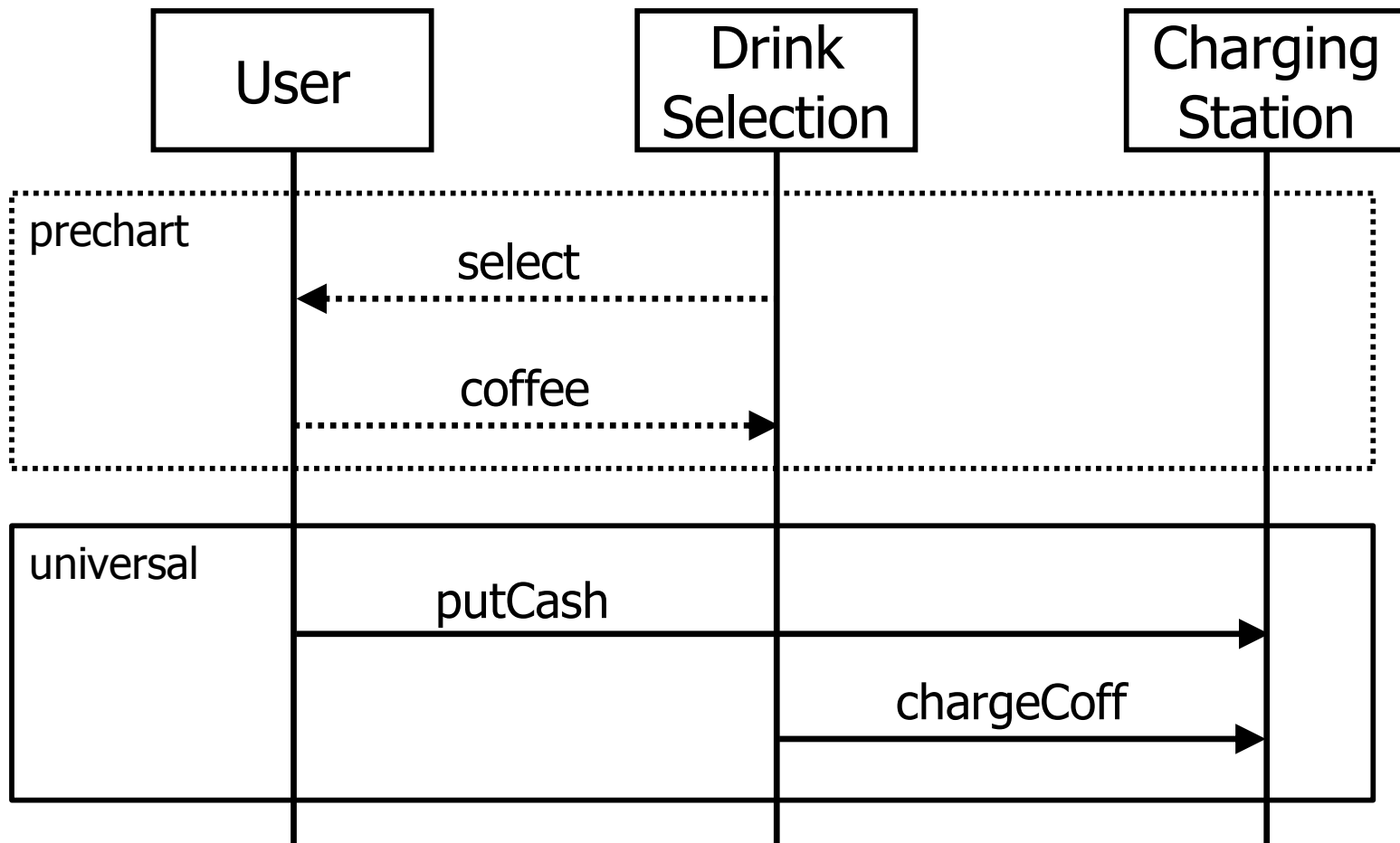
## Charging Station



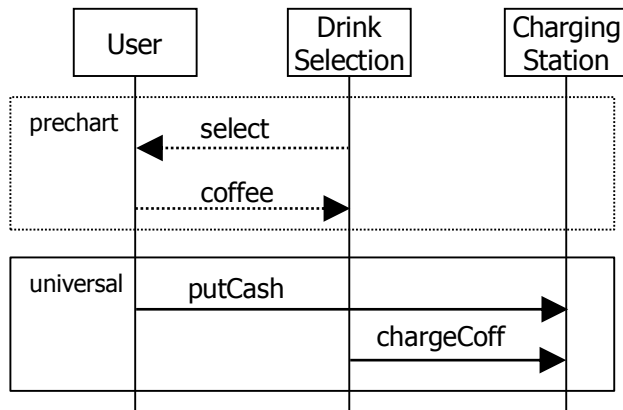
## Drink Selection



# Coffee Selection Scenario



# Coffee Machine Properties



## Precondition chargeCoff

- $\text{CoffeeSelected} \wedge \text{Payment}$

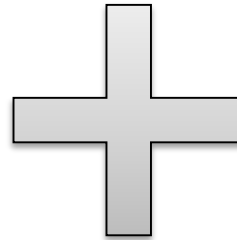
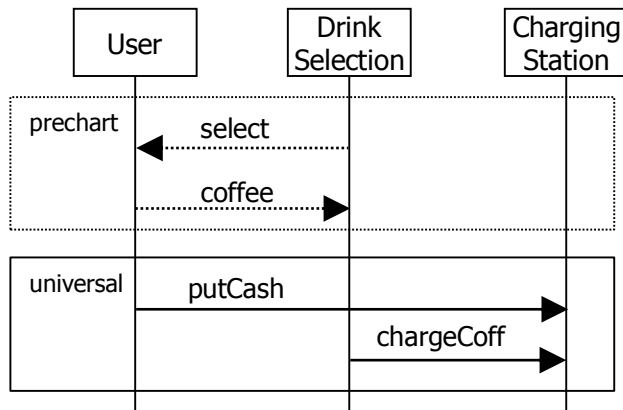
## Precondition chargeCappuccino

- $\text{CappuccinoSelected} \wedge \text{Payment}$

## Goal SelectionFirst

- $G (\text{Payment} \Rightarrow \text{DrinkSelected})$

# Coffee Machine Refinement



Precondition chargeCoff

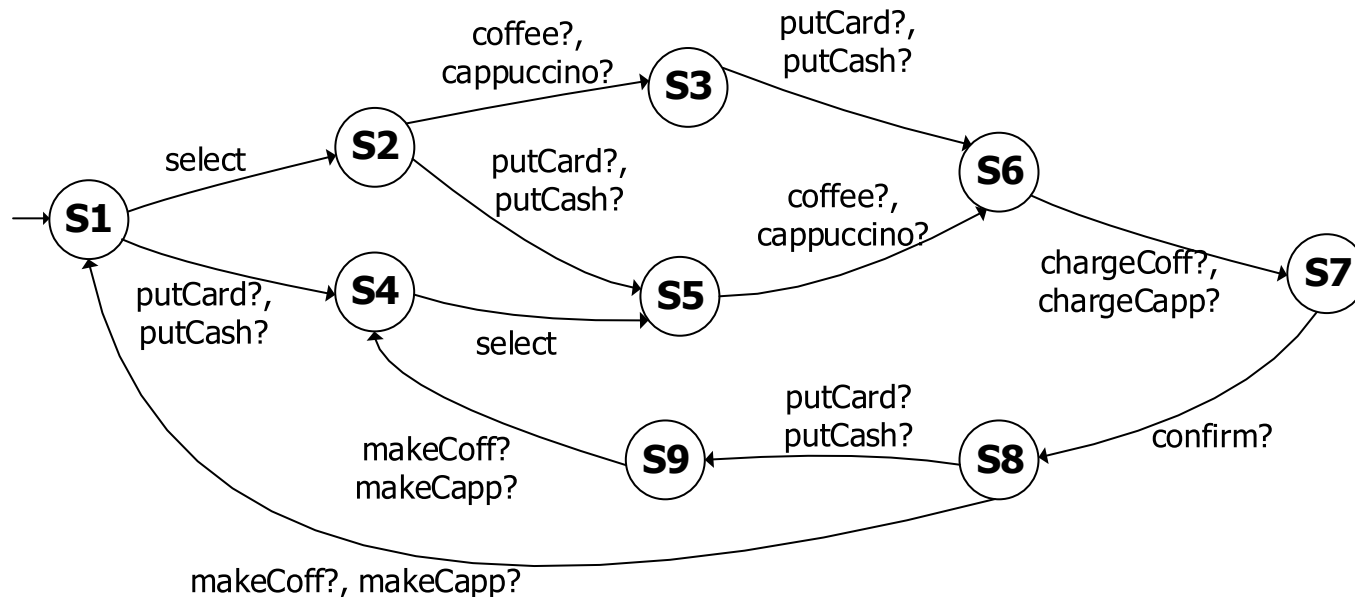
•CoffeeSelected  $\wedge$  Payment

Precondition chargeCappuccino

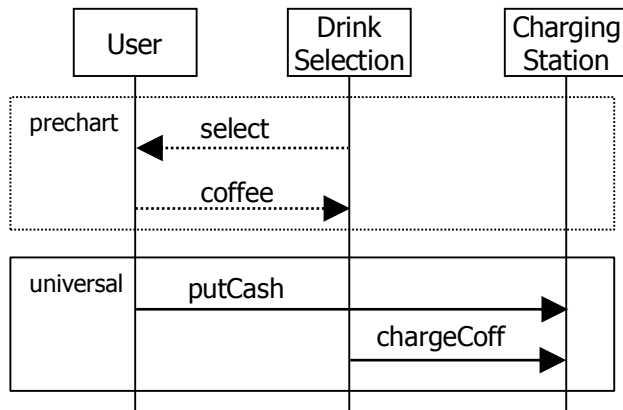
•CappuccinoSelected  $\wedge$  Payment

Goal SelectionFirst

•G (Payment  $\Rightarrow$  DrinkSelected)



# Coffee Machine Refinement



Precondition chargeCoff

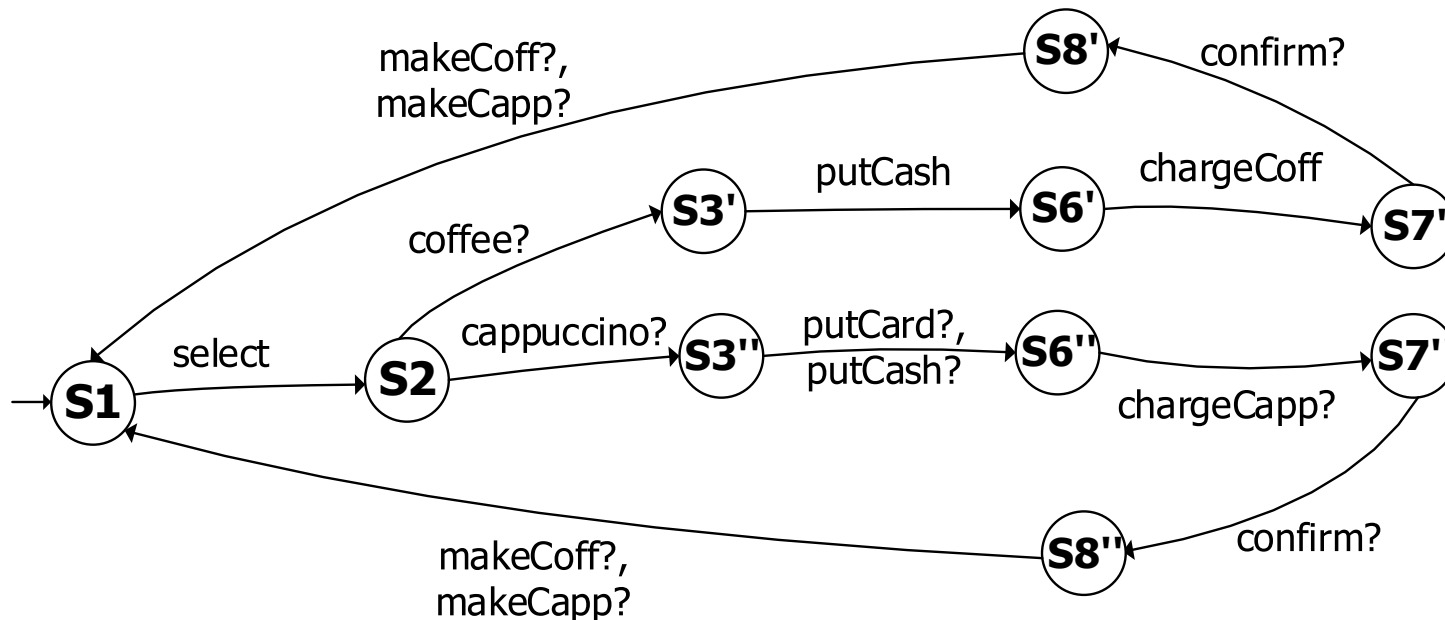
•CoffeeSelected  $\wedge$  Payment

Precondition chargeCappuccino

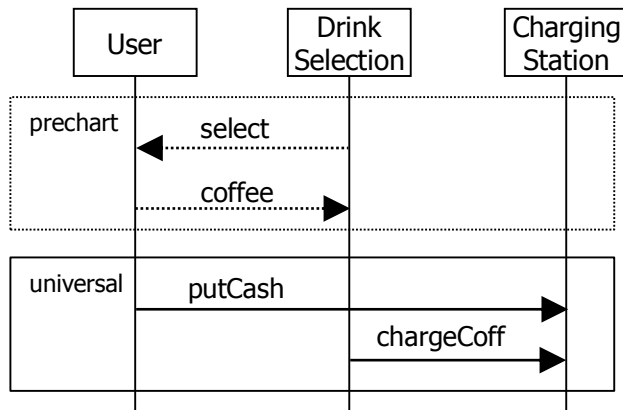
•CappuccinoSelected  $\wedge$  Payment

Goal SelectionFirst

•G (Payment  $\Rightarrow$  DrinkSelected)



# Coffee Machine Refinement



Precondition chargeCoff

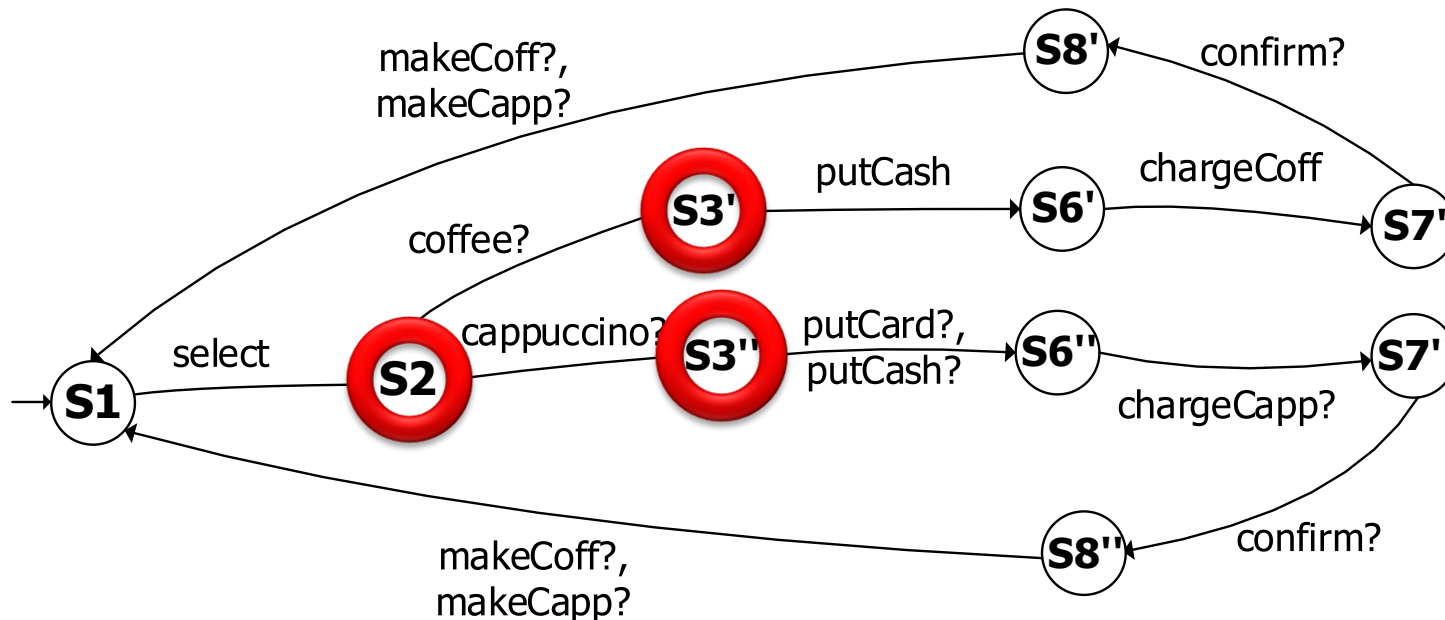
•CoffeeSelected  $\wedge$  Payment

Precondition chargeCappuccino

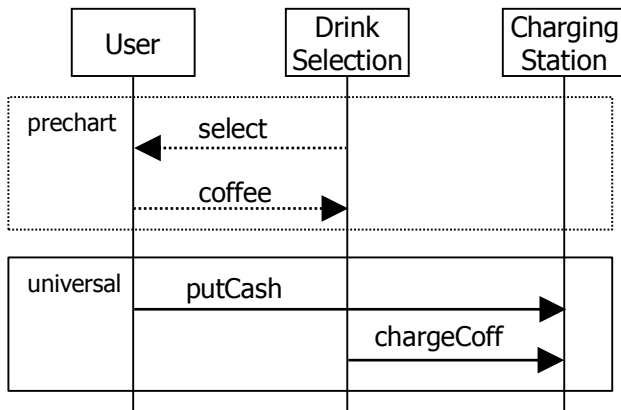
•CappuccinoSelected  $\wedge$  Payment

Goal SelectionFirst

•G (Payment  $\Rightarrow$  DrinkSelected)



# Coffee Machine Refinement



Precondition chargeCoff

•CoffeeSelected  $\wedge$  Payment

Precondition chargeCappuccino

•CappuccinoSelected  $\wedge$  Payment

Goal SelectionFirst

•G (Payment  $\Rightarrow$  DrinkSelected)

- Our insights

1. *MTS refinements incremental*
2. *Component-system state mapping*

➤ Can we gradually refine component models based on system requirements?

makeCoff?,  
makeCapp?

S8''

confirm?

1. Determine how MTS relates to requirements
2. Define finite set of refinement types
3. Devise methods to handle refinement types

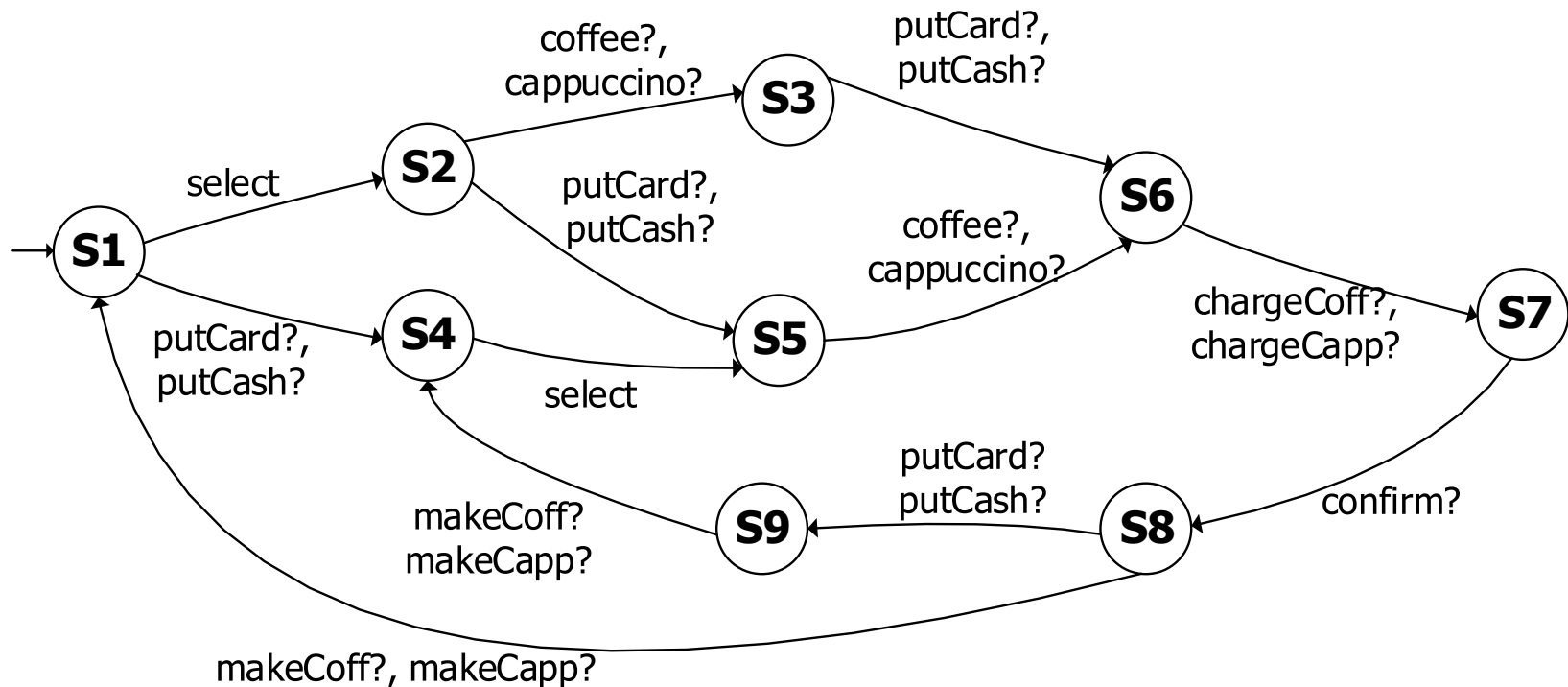
# How MTS Relate to Requirements

State **S3**

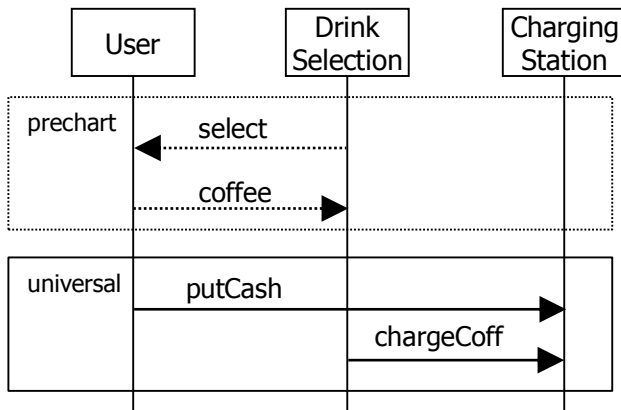
- DrinkSelected holds

State **S6**

- DrinkSelected and Payment hold



# How MTS Relate to Requirements

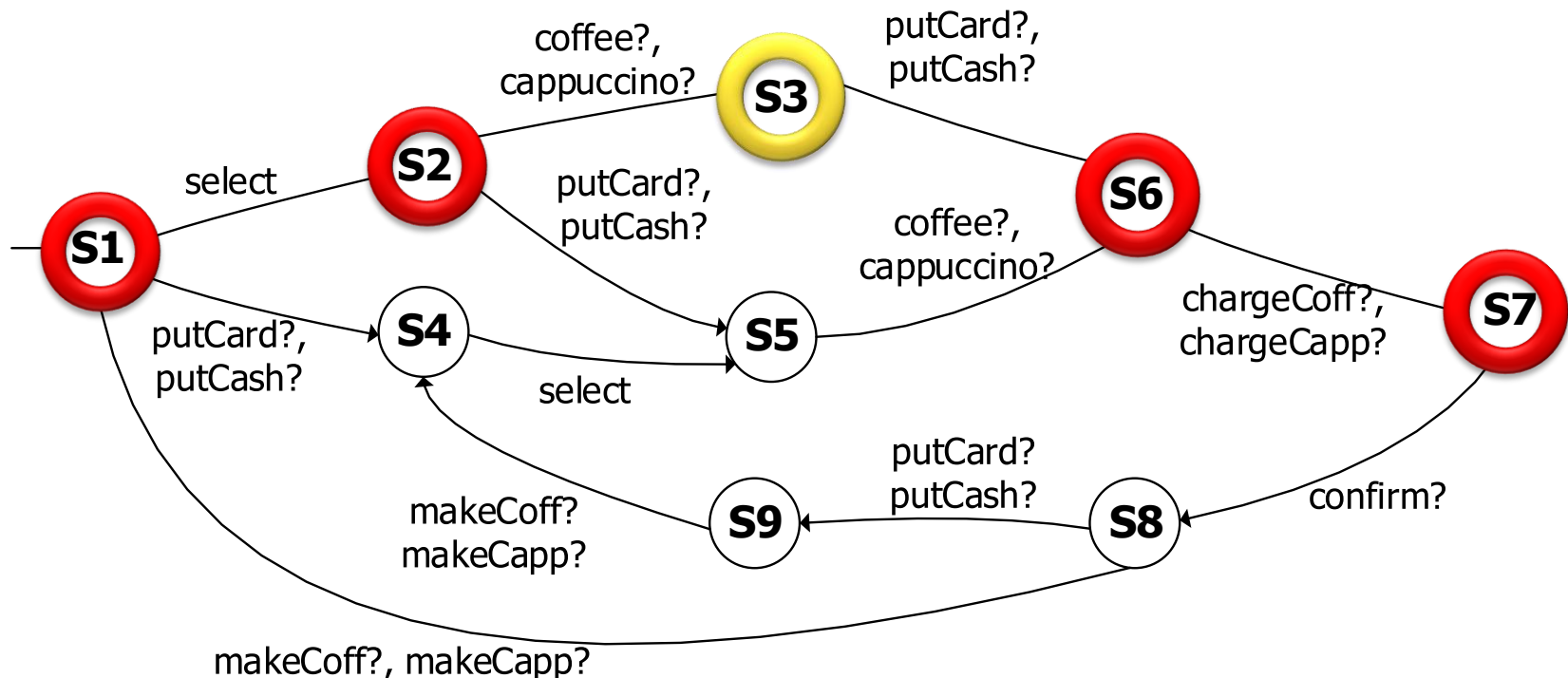


State **S3**

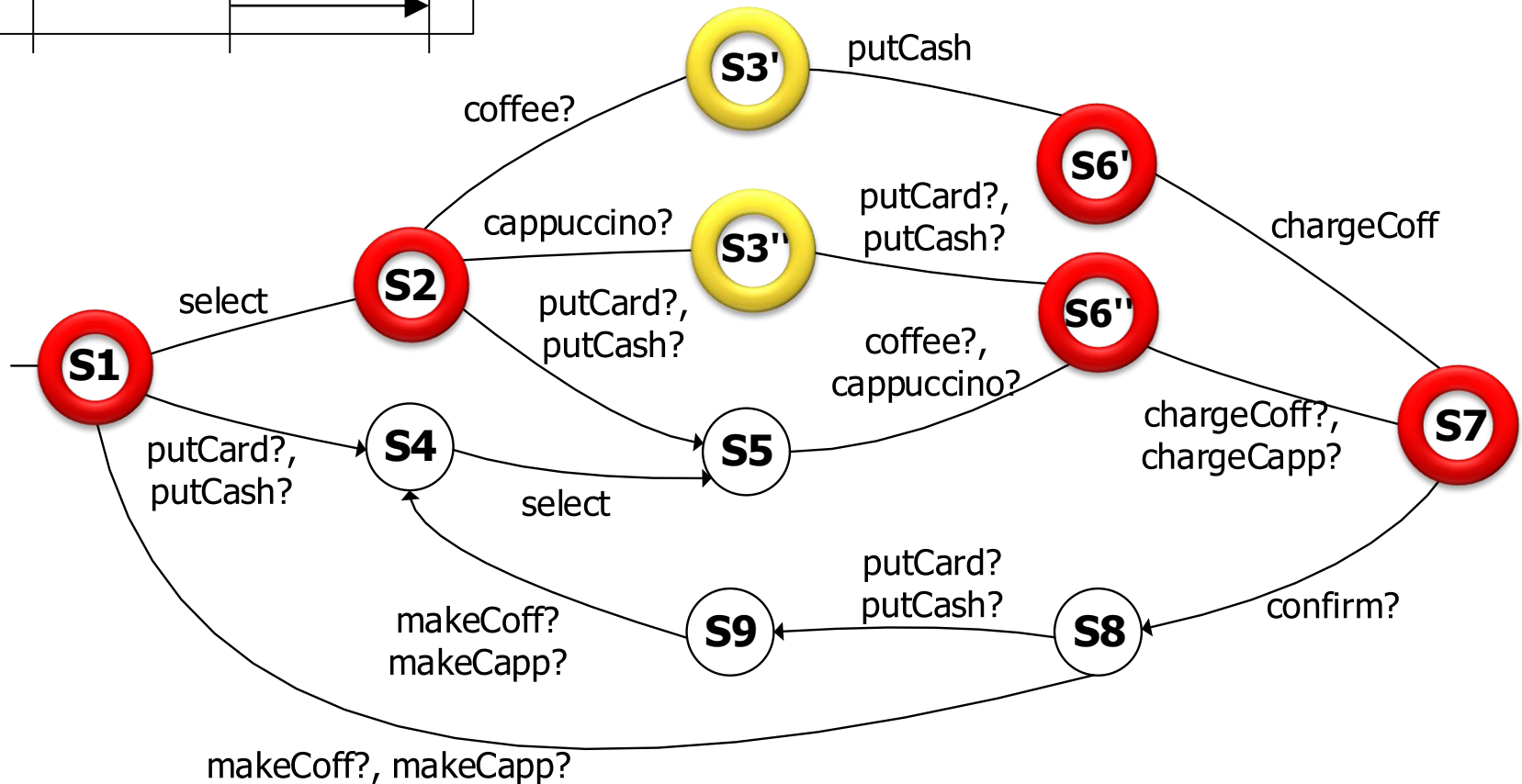
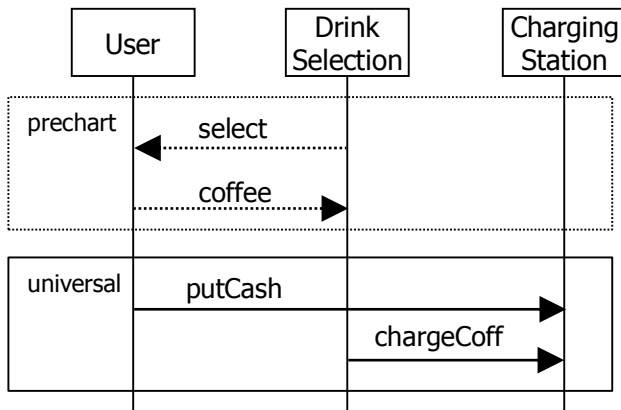
- DrinkSelected holds

State **S6**

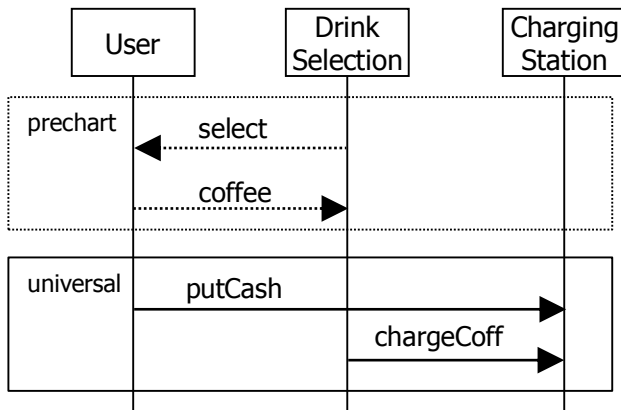
- DrinkSelected and Payment hold



# How MTS Relate to Requirements



# How MTS Relate to Requirements

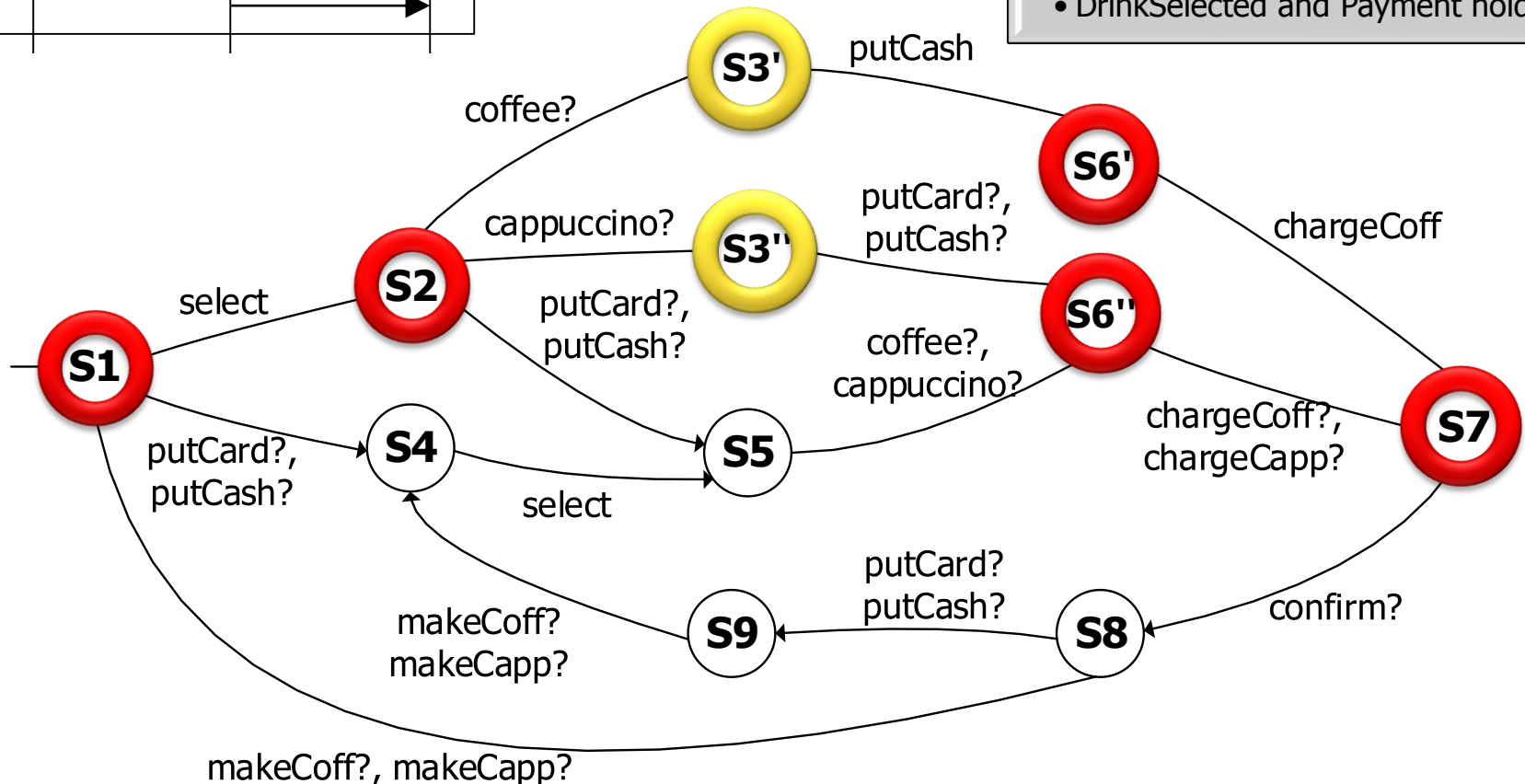


State **S3'**

- Step 2 of **Selection** scenario
- DrinkSelected and Payment hold

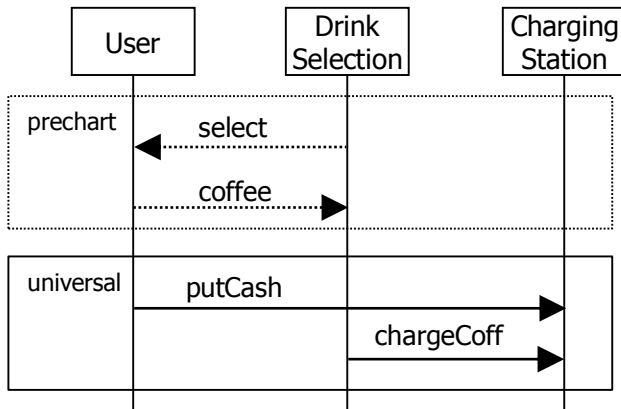
State **S3''**

- Step 0 of **Selection** scenario
- DrinkSelected and Payment hold



- Transition refinement
  - *Scenario steps and fluents captured*
  - *Prohibit or require particular behavior*
- Execution-tracking state refinement
  - *Scenario step not captured*
  - *Split state to track execution*
- Fluent-based state cloning
  - *Fluent of interest not tracked*
  - *Split states to track new fluent*

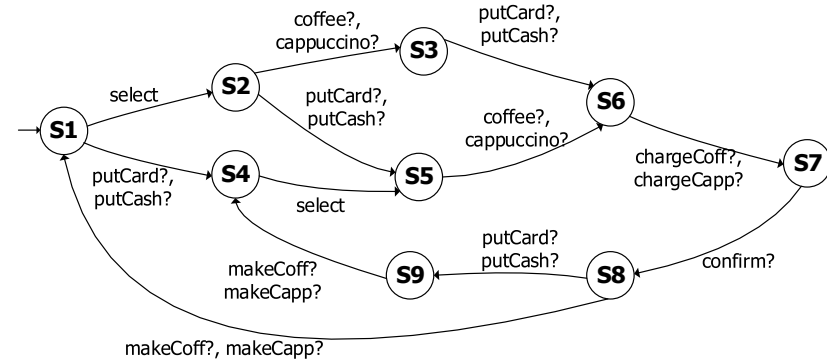
# Refinement Framework



1



4



2



3



chargeCoff precondition

•CoffeeSelected  $\wedge$  Payment

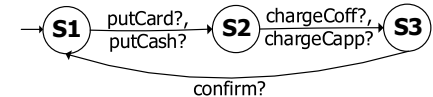
chargeCappuccino precondition

•CappuccinoSelected  $\wedge$  Payment

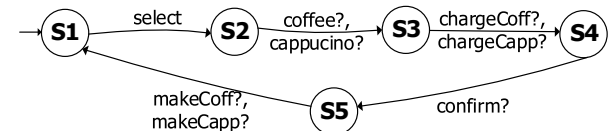
Goal SelectionFirst

•G (Payment  $\Rightarrow$  DrinkSelected)

**Charging Station**

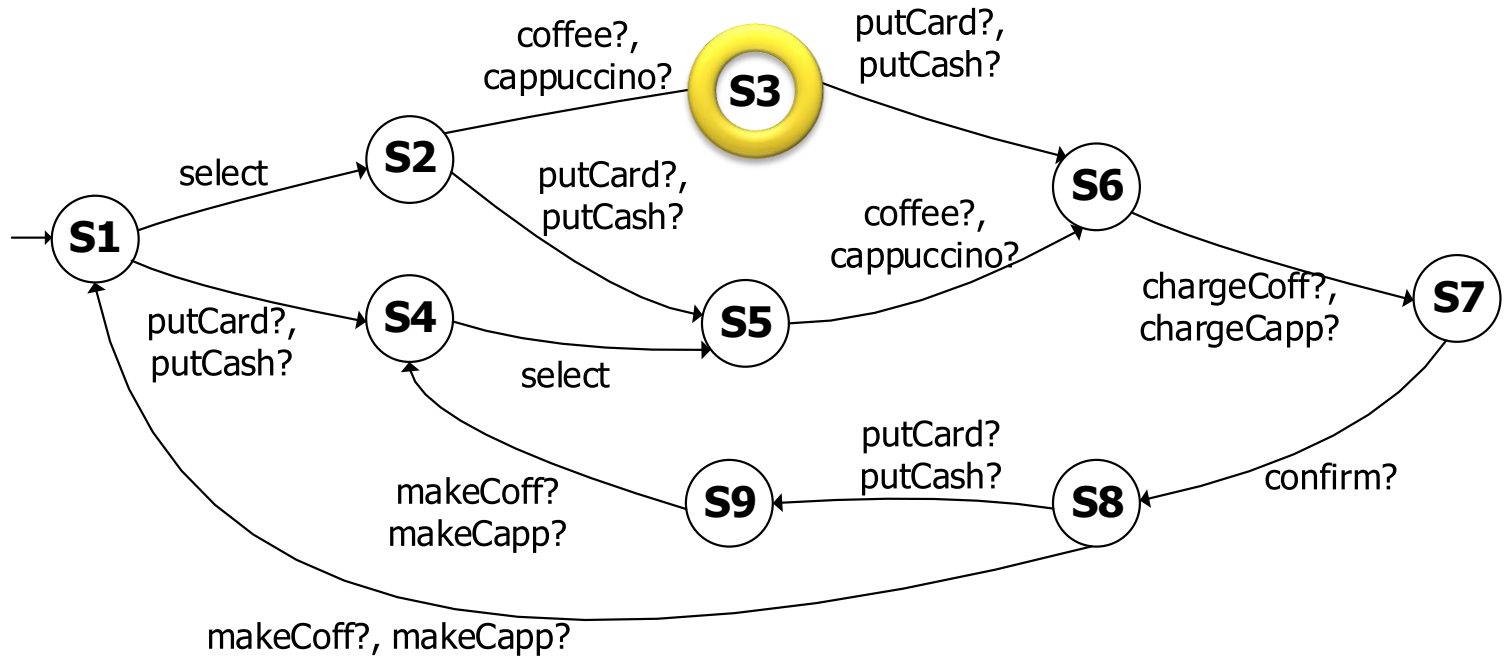


**Drink Selection**

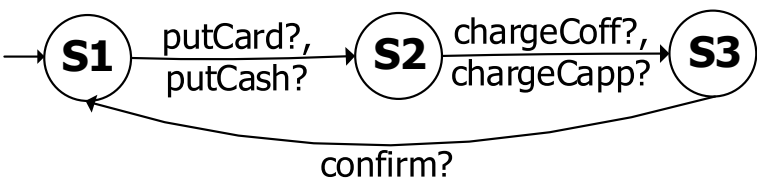


# Refine System State

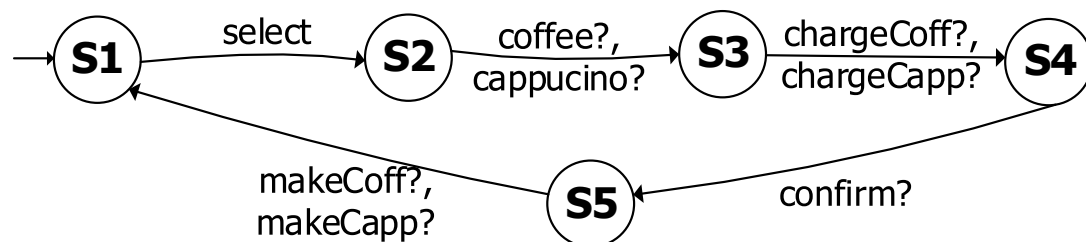
## Coffee Machine



## Charging Station

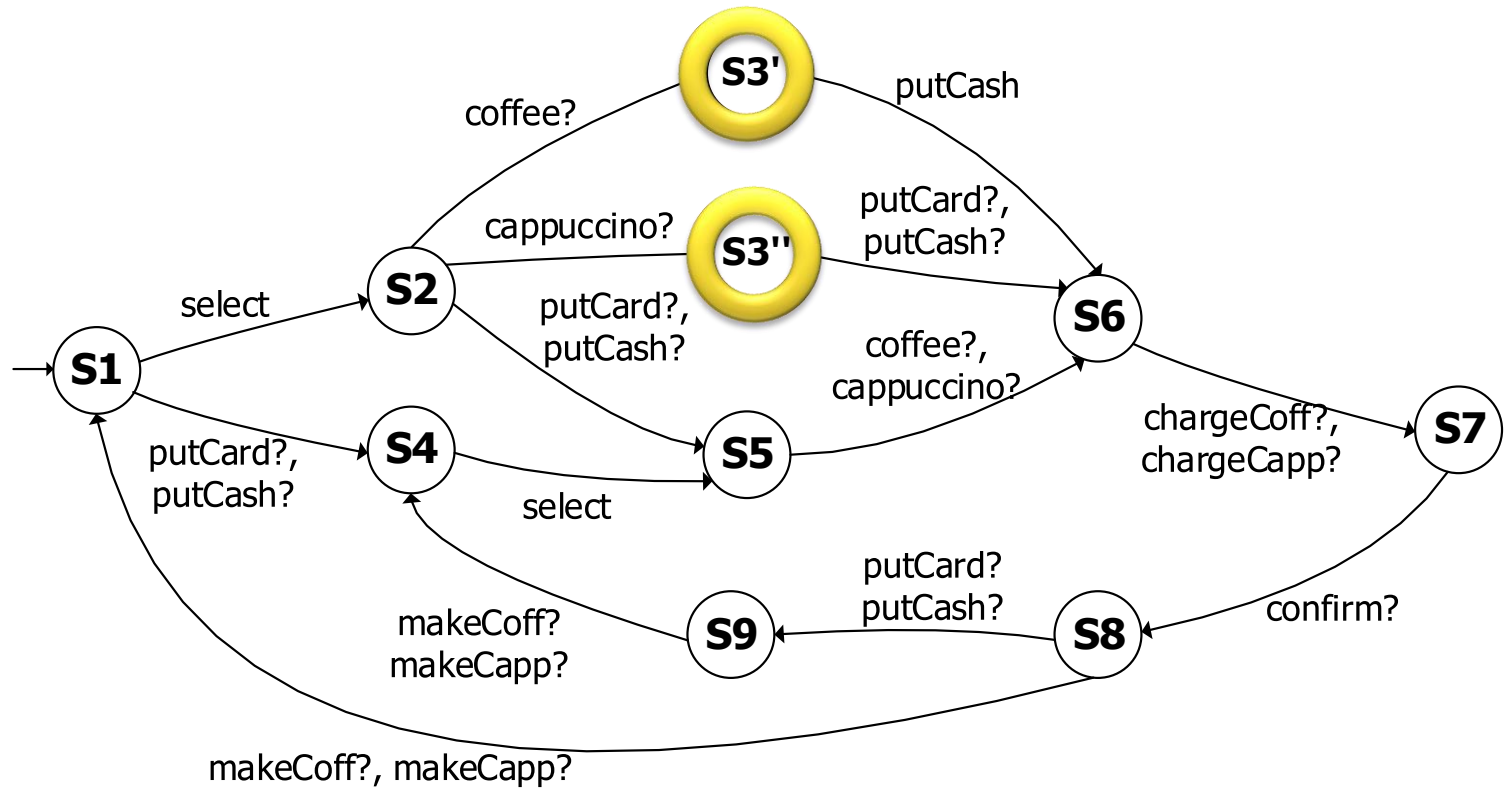


## Drink Selection

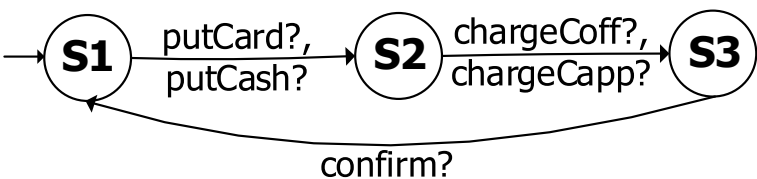


# Refine System State

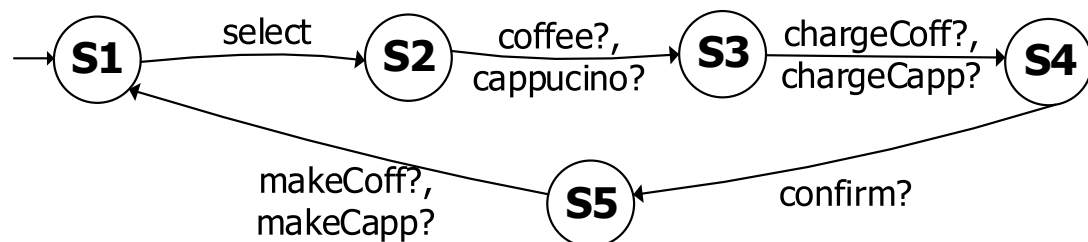
## Coffee Machine



## Charging Station

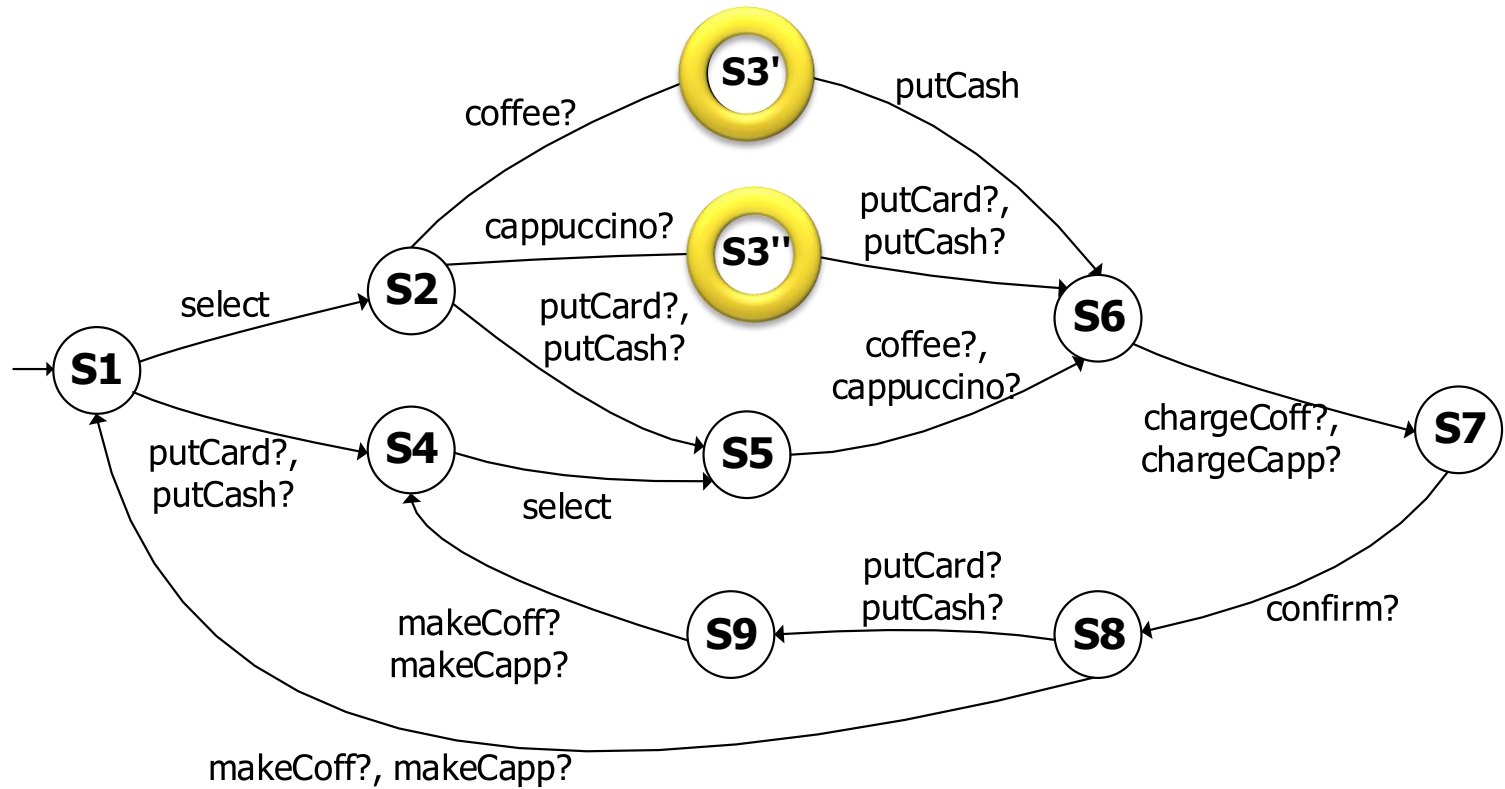


## Drink Selection

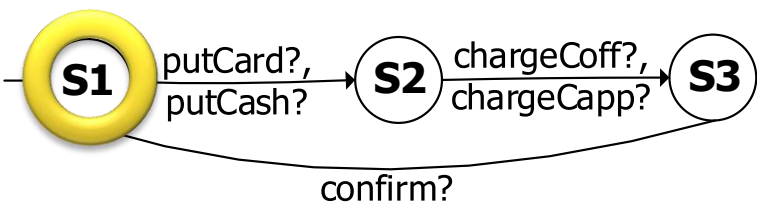


# Identify Affected Component States

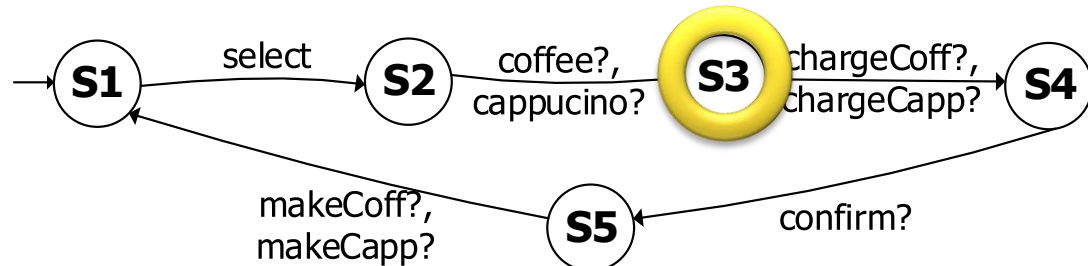
## Coffee Machine



## Charging Station

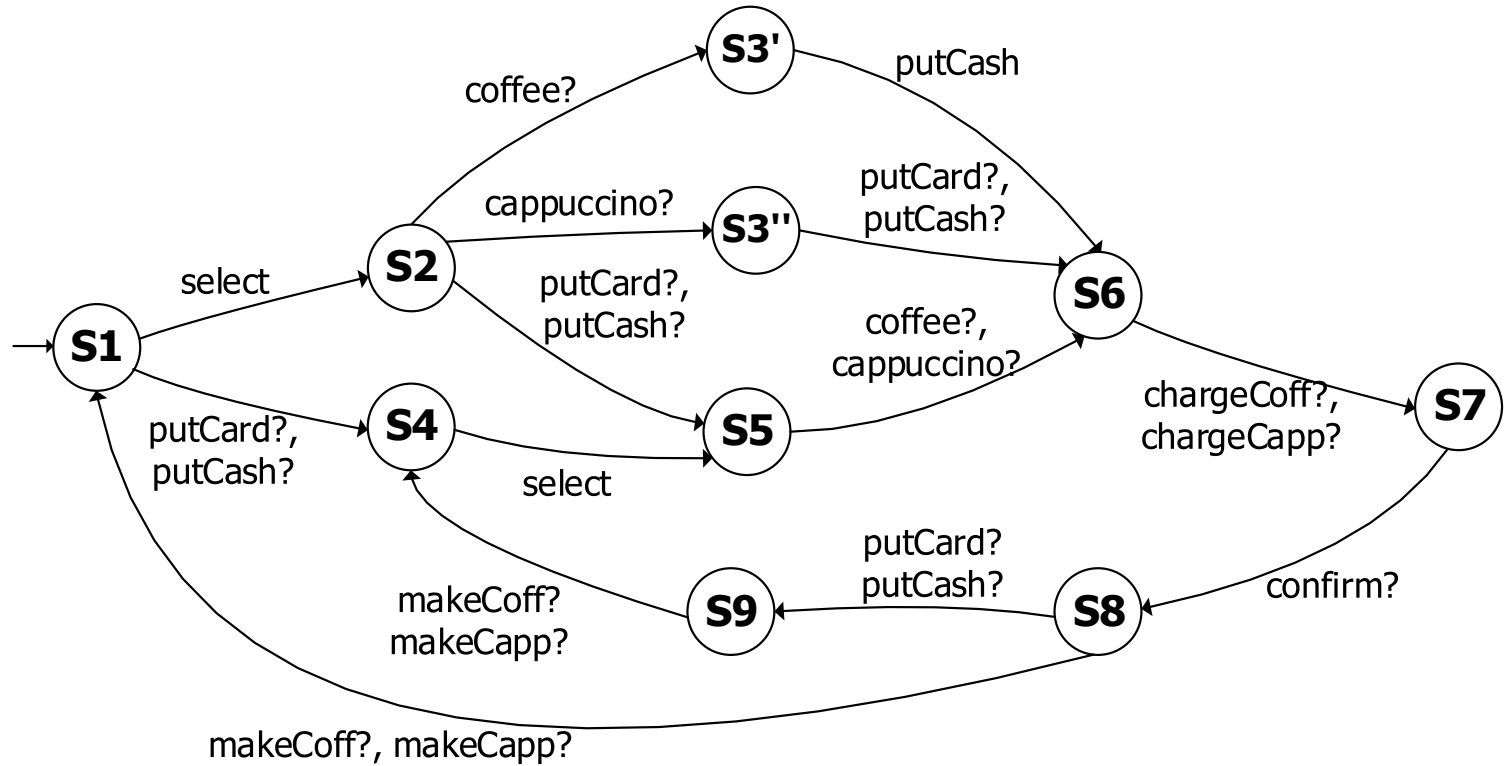


## Drink Selection

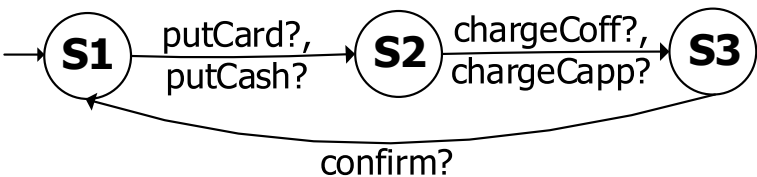


# Perform Component State Refinement

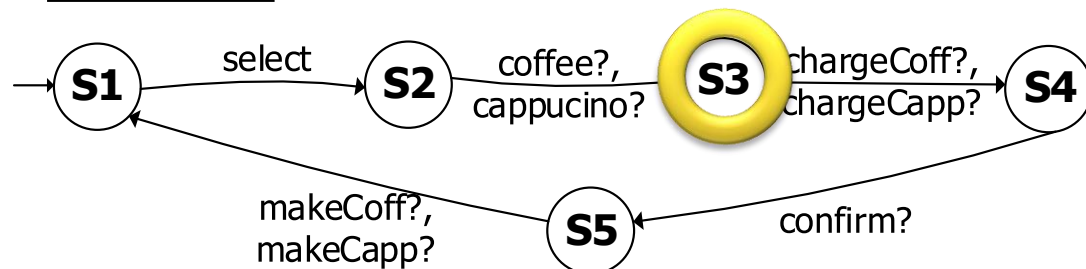
## Coffee Machine



## Charging Station

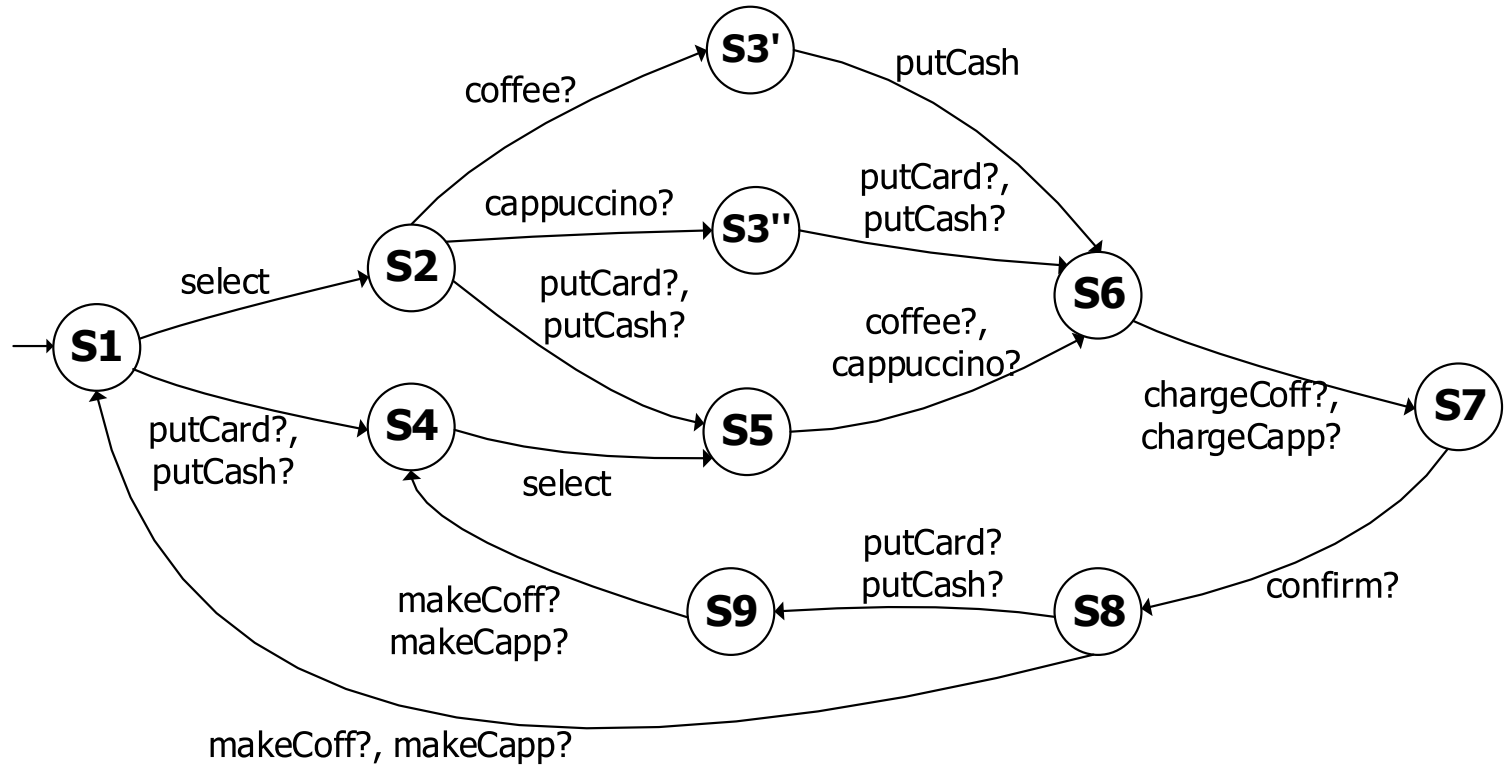


## Drink Selection

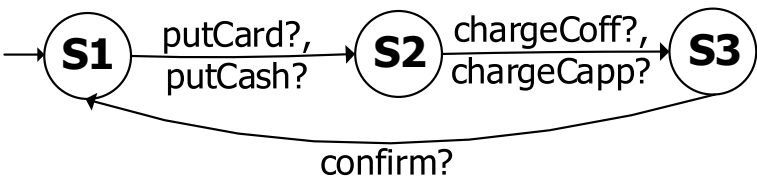


# Perform Component State Refinement

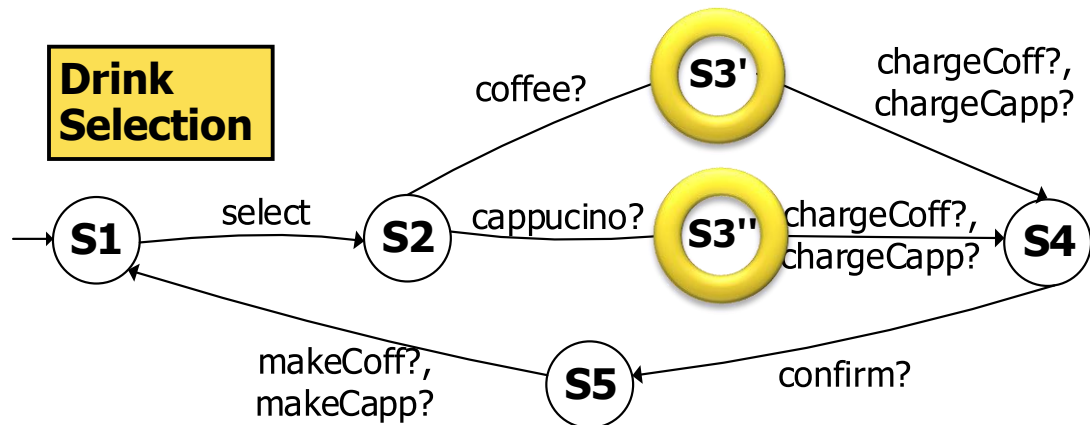
## Coffee Machine



## Charging Station

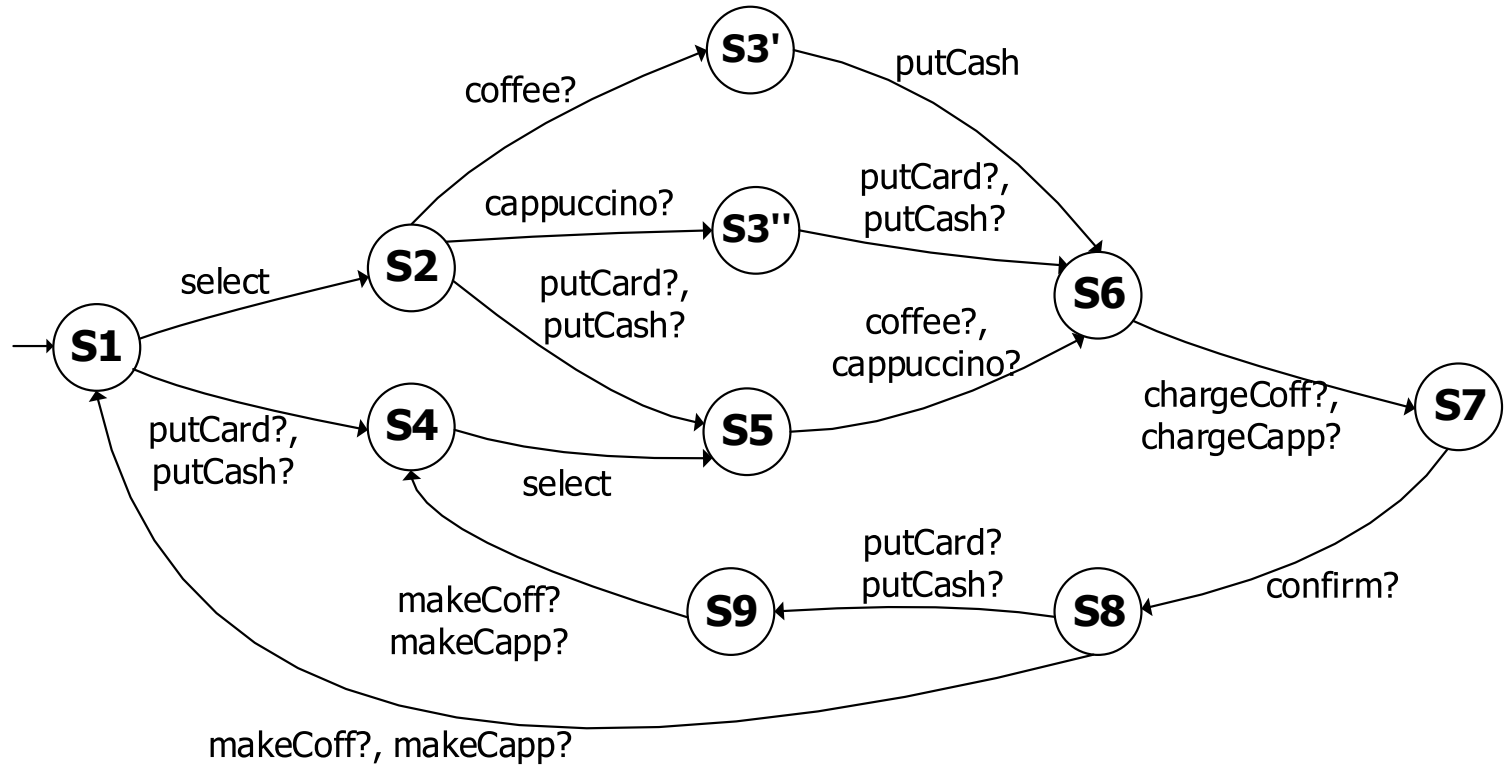


## Drink Selection

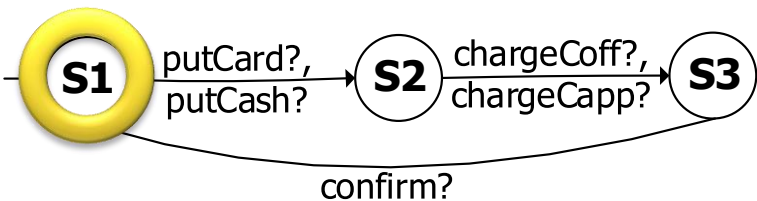


# Perform Component Transition Refinements

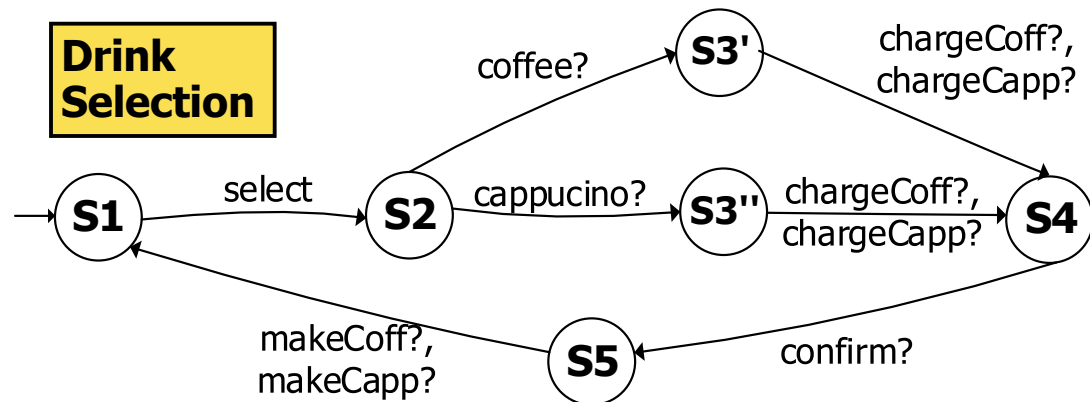
## Coffee Machine



## Charging Station

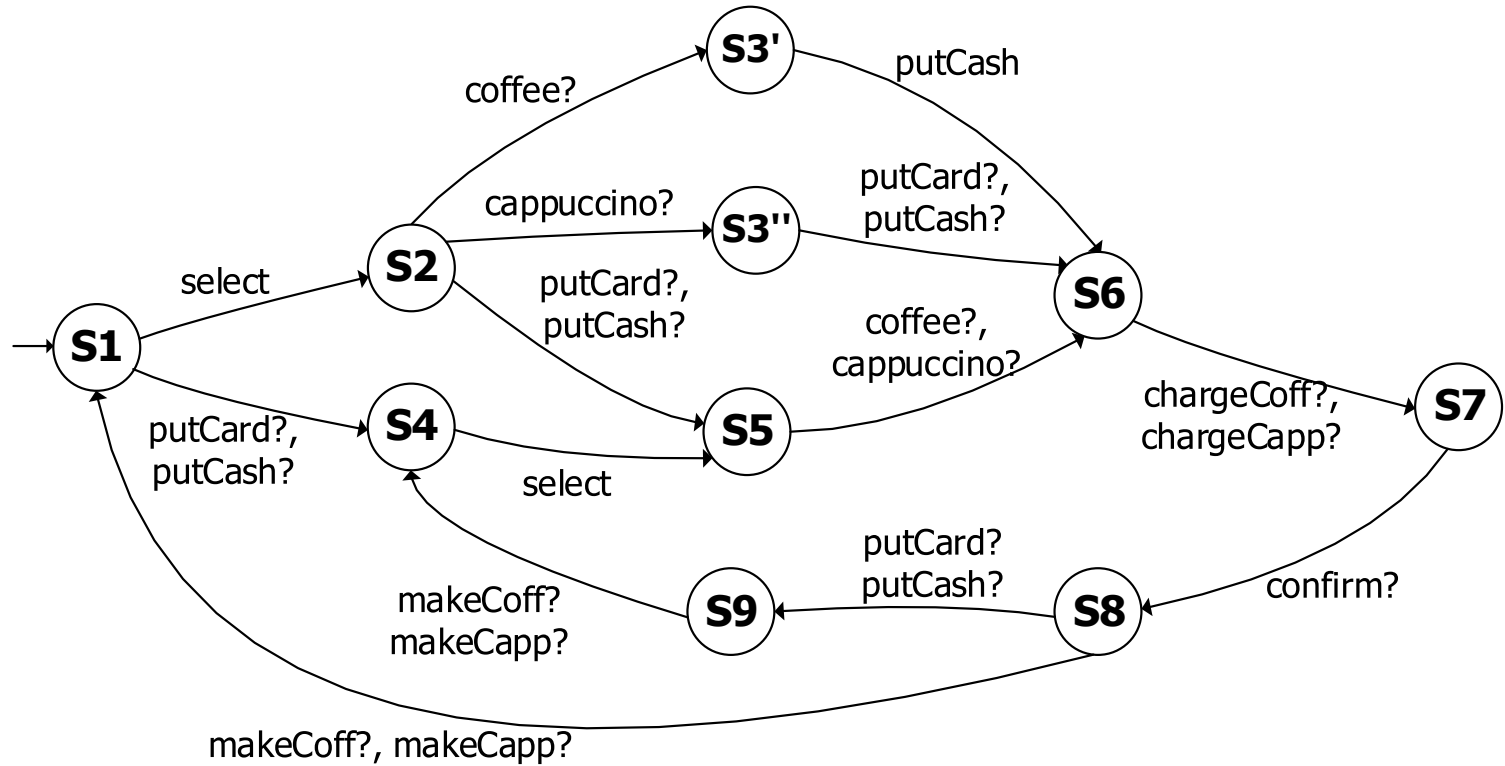


## Drink Selection

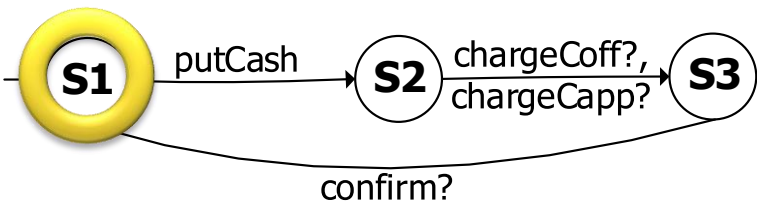


# Perform Component Transition Refinements

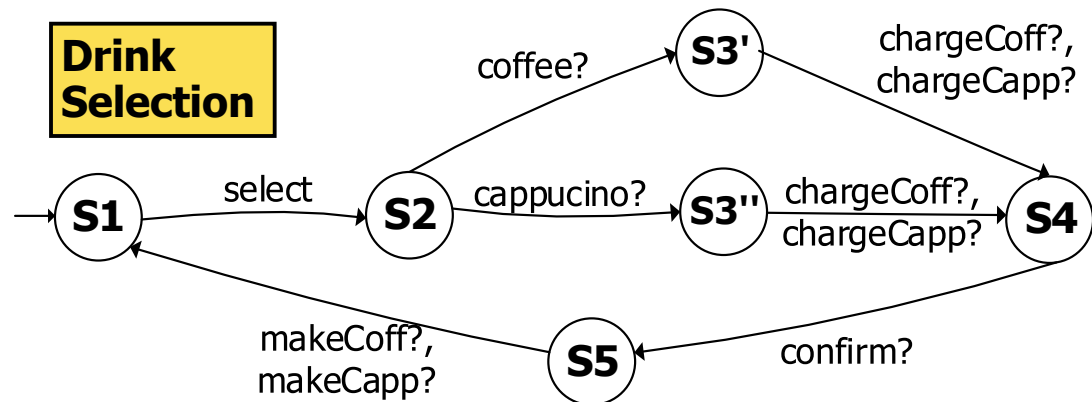
## Coffee Machine



## Charging Station

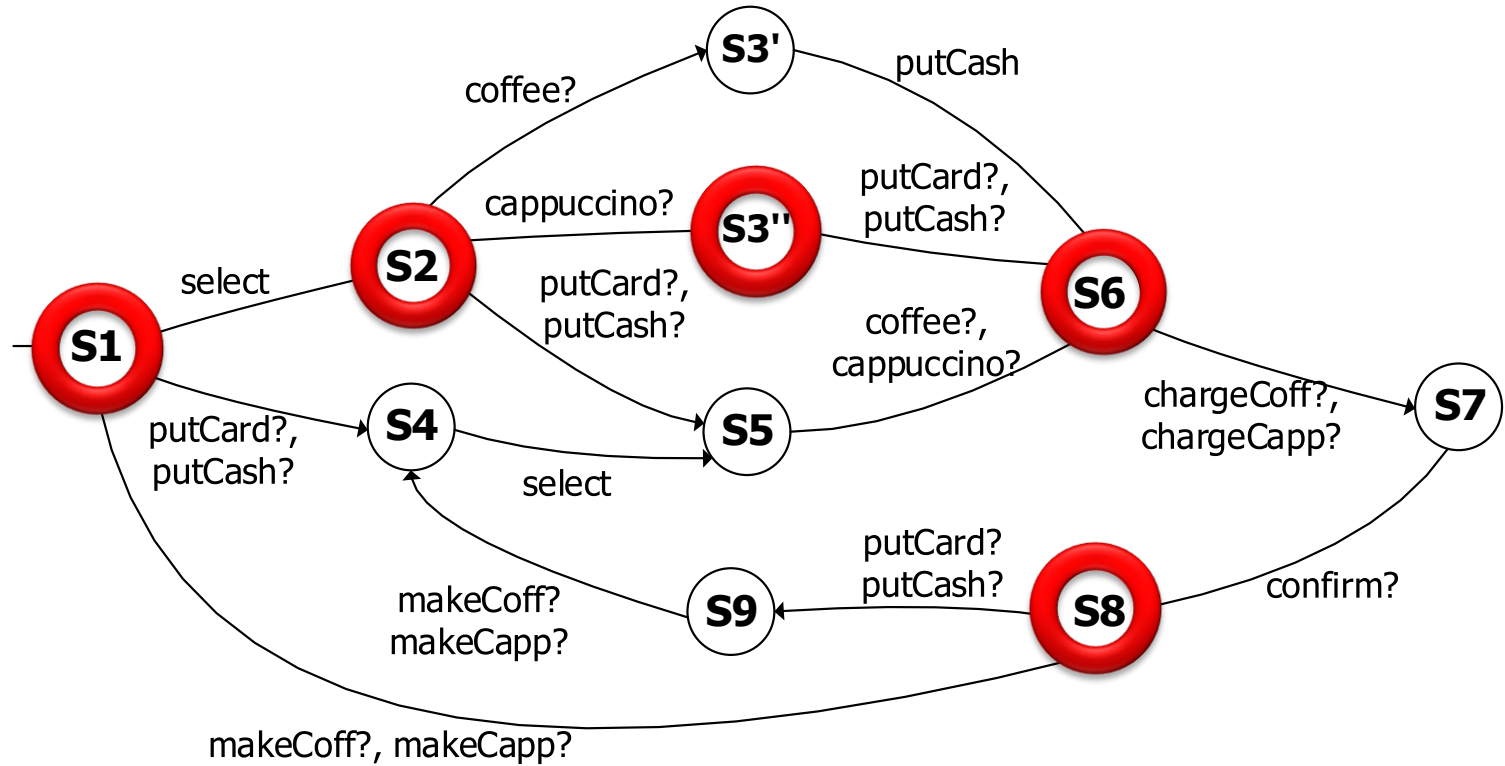


## Drink Selection

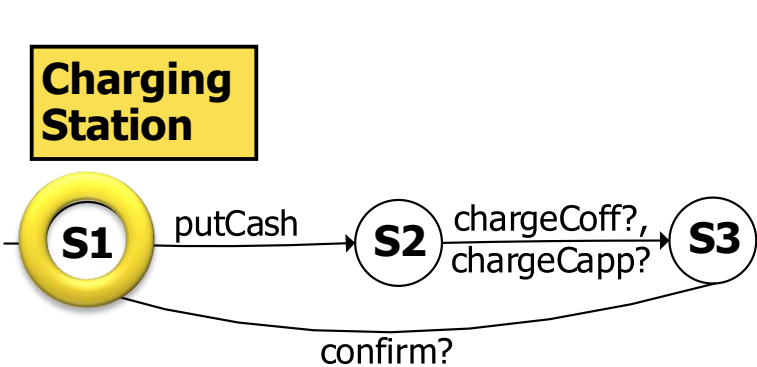


# Determine Affected System States

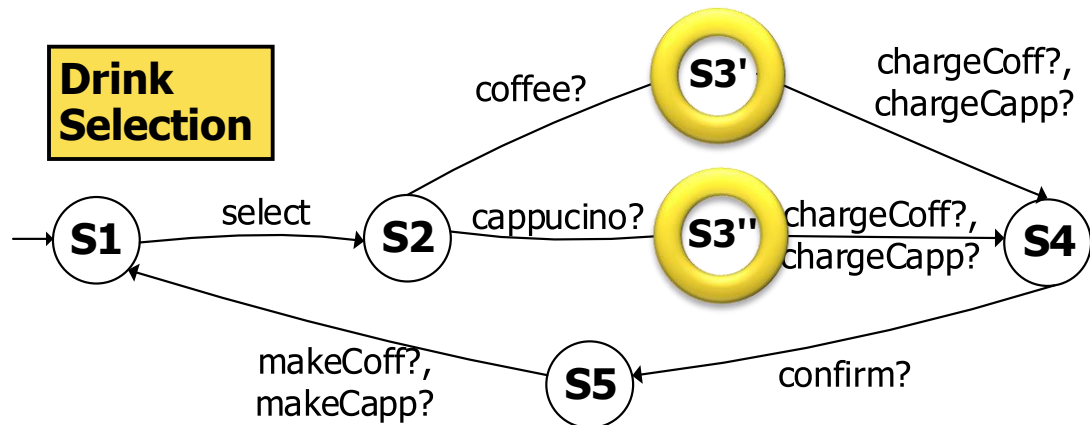
## Coffee Machine



## Charging Station

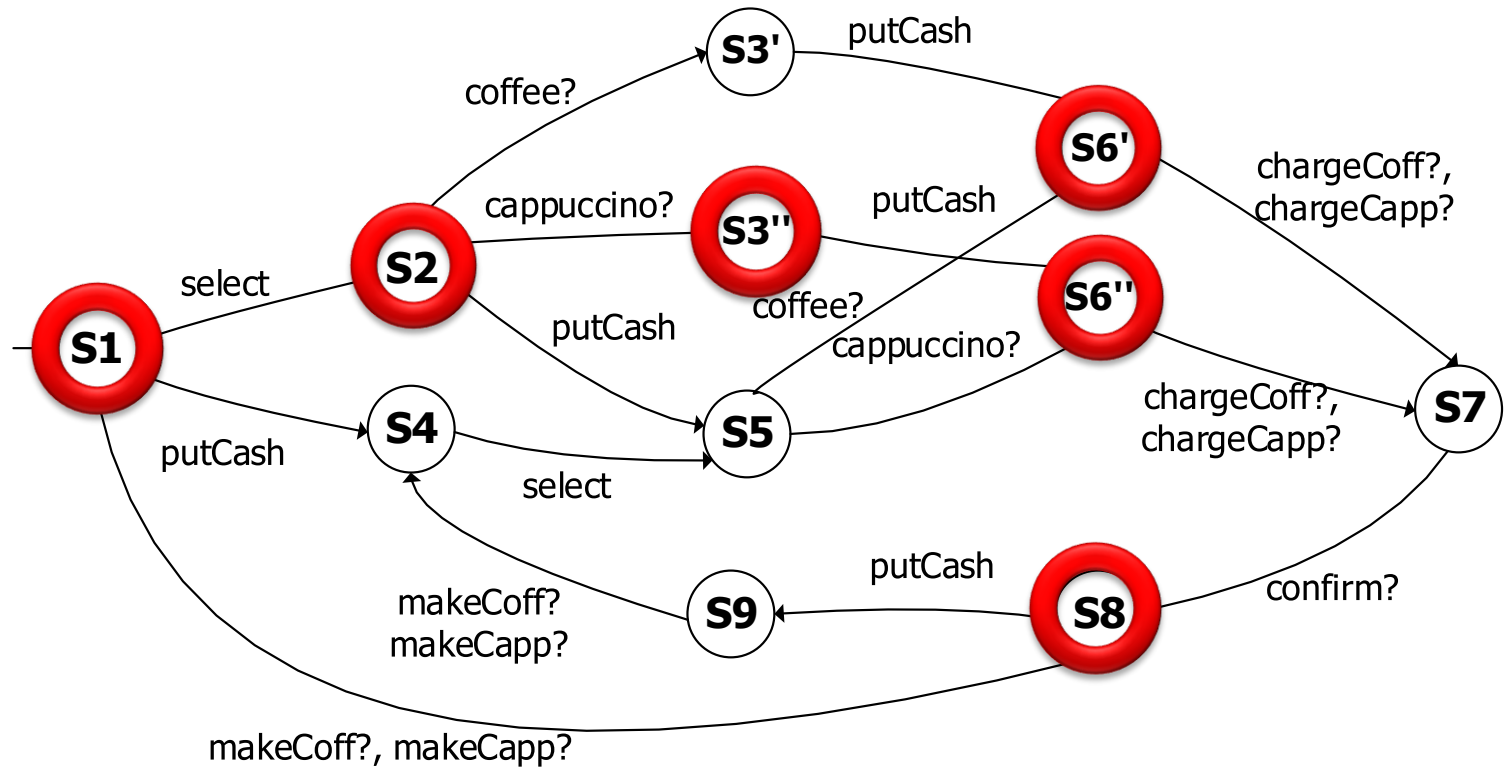


## Drink Selection

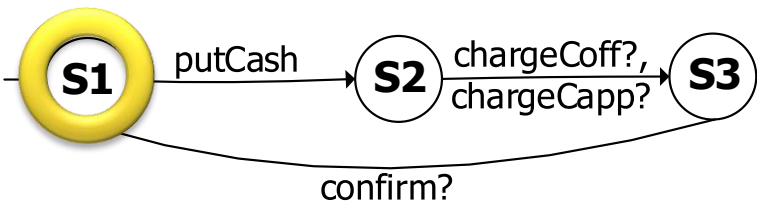


# Propagate Component Refinements

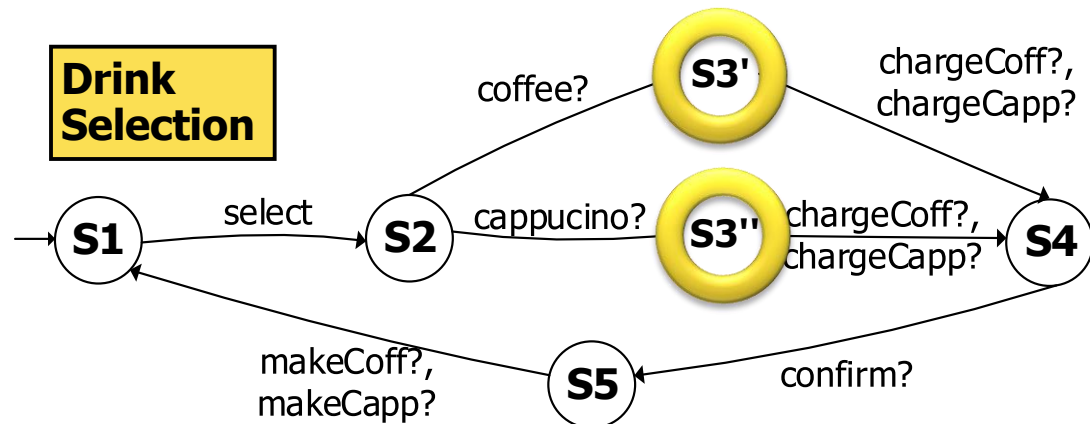
## Coffee Machine



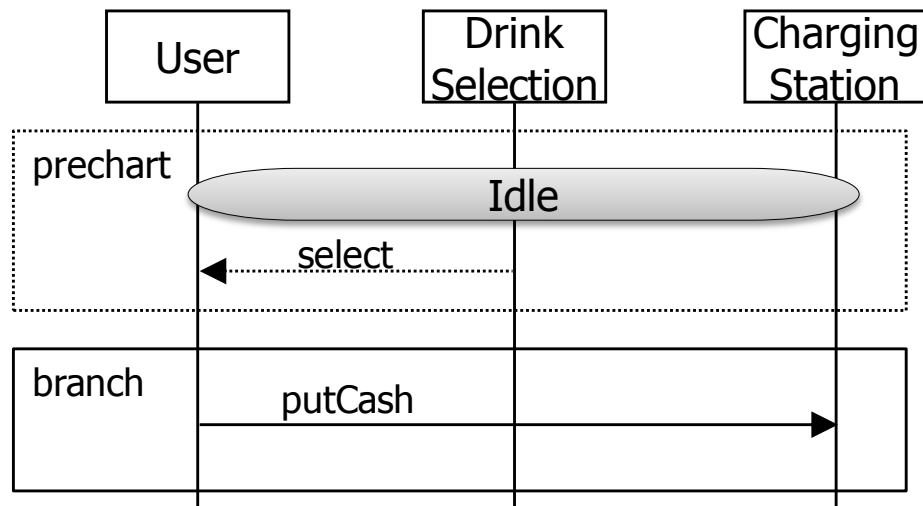
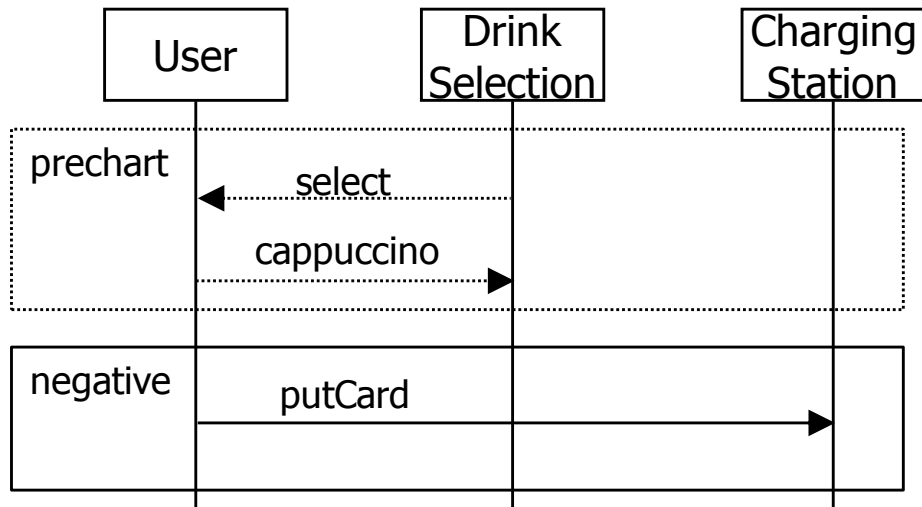
## Charging Station



## Drink Selection



# Induced Scenarios



- Analyze impact of requirement decomposition
- Avoid potentially costly errors

- Theoretical aspects
  - *Soundness*
  - *Correctness*
- Case study
  - *Phillips TV specification (Sibay-TOSEM12)*

- Avoid errors
  - *Overly restrictive scenarios*
  - *Fluents that cannot be mapped to components*
- Elicitation of new requirements
  - *Behaviors not explored in original study*
- Easier model validation
  - *Small component vs. large system models*

- Requirements-to-MTS mapping
- Refinement propagation framework
  - *Distinct refinement types*
  - *Analyze distribution impact*
  - *Avoid errors*
- Evaluation results
- Formalisms with requirements-based heuristics