Automatic Verification of Behavior of UML Requirements Specifications using Model Checking

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Abstract: With the development of information and communication technology (ICT), services have often been provided through a collection of systems of various architectures interoperating with each other. System development must incorporate non-functional requirements in addition to traditional functional requirements. However, to determine the requirements of multiple cooperative systems, it is necessary a) to consider hardware architecture, user characteristics, and system safety requirements and b) to verify these at an early stage of development. UML is a well-known general purpose modeling language through which it is possible to define functional requirements and to support design and implementation efforts that are based on a specified use case model. However, it is difficult to verify such inter-system cooperation using use case models in UML. Moreover, confirming the correct behaviors, exhibited concurrently, of a system of multiple interoperating systems is difficult using the static models found in UML. This study proposes a method of transforming a model of mutually cooperating multiple systems described in UML into a model that uses the model-checking tool UPPAAL and verifying whether parallel behaviors can occur without deadlock. Consequently, a method, applied at an early stage of development, of guaranteeing the correctness of the concurrent operation and cooperation of multiple systems is demonstrated.

1 INTRODUCTION

The development of information and communication technology (ICT) has led to services being provided through the concurrent operation of multiple systems of varying architectures. In system development, not only the functional requirements but also various non-functional requirements should be addressed. Therefore, to determine the requirements of cooperative systems, it is necessary to consider non-functional requirements such as hardware architecture, user characteristics, system safety requirements, and to verify these at an early stage of development. These requirements have a significant influence on system behavior.

The Twin Peaks Model (Nuseibeh, 2001) asserts that requirements analysis and system architecture design cannot be completely separated at an early stage of development, because both activities are functionally interdependent and are very important. Strongly interdependent requirements should be developed as part of a systematic process, realized as an abstract service structure and be verified from a consistency standpoint, with the stipulation that service goals and requirements are satisfied. We study a method to develop, in a systematic manner, a service operating as part of a system of systems interoperating with each other. The service is based on use cases, a basic component of functional requirements; a scenario defined by these use cases fulfils or satisfies service goals and requirements.

The Unified Modelling Language (UML) (an Object Management Group (OMG) standard) is a well-known general purpose modeling language, through which it is possible to define functional requirements and to support design and implementation activities that are based on a specified use case model. A use case is the basis of how users are to operate a system; we can thus model the cooperative behavior of multiple systems by utilizing the use cases of each subsystem. It is difficult however to comprehensively verify subsystem interoperation in all scenarios by using only use case models defined in UML; confirming the correct and desired concurrent behaviors of cooperating systems is difficult with UML models that are inherently static.

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In this study, we propose a method that transforms a model of a collection of mutually interoperating systems, based on UML activity diagrams, into a model that a) utilizes the model verification and validation tool UPPAAL and b) verifies whether any parallel behaviors that can occur do so without deadlock. Consequently, we demonstrate a method that guarantees, at an early stage of development, the correct interoperation and behavior of a system consisting of a collection of systems.

The rest of this paper is organized as follows. Section 2 describes the modeling of the interactions that occur between multiple systems and the problems encountered while verifying system behavior. Section 3 explains how to define a UML requirements analysis model and how to transform this into an UPPAAL model to verify parallel behaviors using a model checking technique. Section 4 explains a case study. Finally, Sections 5 and 6 discuss our results, related work, conclusions, and directions for future research.

2 CHALLENGES WITH MODELING AND VERIFYING INTERACTIONS BETWEEN MULTIPLE SYSTEMS

2.1 UML Modeling for Use Cases

Use case analysis (Jacobson, 1992) is known as an effective method for clarifying functional requirements. We have proposed a method for model driven requirements analysis using UML (Ogata, 2010, Aoki, 2012). The use case model is a fundamental component of requirements specifications defined formally with UML. This method is defined based on a requirements analysis model as shown in Figure 1.

Figure 1 shows an outline of the requirements analysis model. At first, candidates of basic functions satisfying the main service goal are extracted and realized as a use case diagram. Several scenarios are then defined by combining these use cases in an activity diagram. Defining a scenario means having an activity diagram expressing how to use the system through the relationships between the use cases depicted in the specified use case diagram; the use case diagram can include sub-activity nodes that correspond to the use cases.

Generally, a use case description consists of an actor, preconditions, postconditions, and normal and exceptional action flows or paths. To make the description more formal and observable, we define a use case description using an activity diagram. As each use case is defined by an activity diagram, a scenario can be interpreted as the entire set of action flows obtained by expanding all sub-activity diagrams.

In addition to normal and exceptional action flows with guard conditions, activity diagrams can also specify data flows that are related to these actions; this can help provide for a more intuitive understanding of the use case. Actions are defined by action nodes, whereas data are defined by object nodes, which are classified as members of a class defined in a class diagram. Accordingly, these two kinds of diagrams enable us to specify application processing paths in connection with the data. In particular, the interaction between a user and a system includes both the requisite execution paths and the data used to satisfy user input, output, and any conditions required to correctly execute a use case.

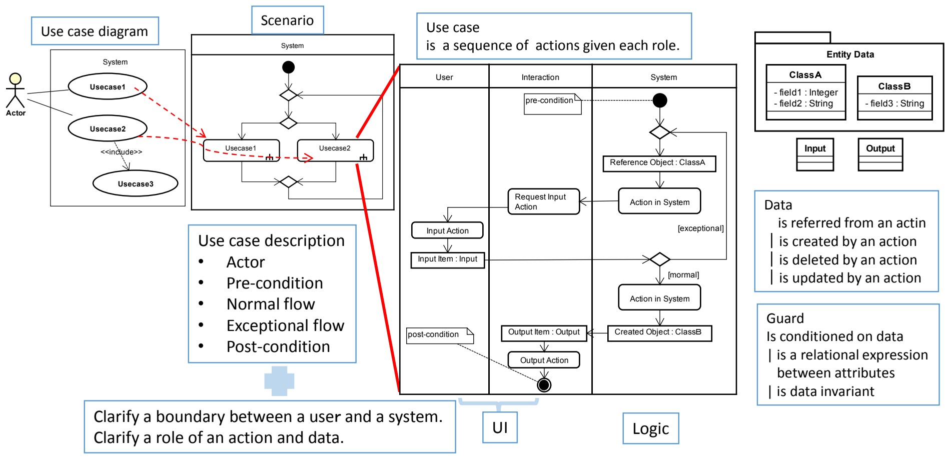


Figure 1: UML Requirements Analysis Model.

The second feature of this model is that an activity diagram has three types of partitions: user, interaction, and system. These partitions enable the ready identification of the following activities: user input, any user-system interaction caused by attempting to satisfy the conditions required for executing a use case, and system output. Object nodes in the user, interaction, and system partitions represent input data, output data, and entity data, respectively. Therefore, the parts of system behavior concerned with processing or logic can be separated from the parts concerned with presentation. The requirement analysis model is defined using a modeling tool named astah* (the asterisk is included in the name); this was done to make it easier to develop support tools used for model driven development.

Use cases are a fundamental component used in defining functional requirements. However, as mentioned above, non-functional requirements such as those pertaining to hardware architecture, system safety, and user characteristics can strongly affect use case composition or make up. As we have presented previously (Matsuura, 2018), it is important to implement an iterative cycle of analysis and verification through which the requirements specification of a system is defined incrementally. A use case model is useful for defining the expected behavior of a system by considering the combination of use case candidates; however, it is difficult to confirm the concurrent behaviors of multiple systems, interacting with each other, by only utilizing a static model in UML.

2.2 Problems with UML Modeling of Interactions across Multiple Systems

In UML, an actor specifies a role played by a user or any other system that interacts with the subject. In a use case, the actors within a system are related; the services of the system are provided by other external systems such as hardware including various sensors or actual people with different roles. All scenarios for satisfying a system goal should be specified by the interactions involving a subset of these actors.

We define this interaction by an activity diagram, called a *workflow*, as follows.

A *workflow* specifies one or more user scenarios in which several actors interact with each other with the object of satisfying the system goal by dividing partitions. Each partition describes the behavior of an actor, that is, a subsystem or user with a role, by considering action and data flows.

A workflow focuses on passing the data on the boundaries of each subsystem to extract the subsystem inputs and outputs required for specifying the interactions between subsystems and users. To completely specify the interactions occurring at the boundary between two subsystems, it is necessary to determine what data to send to whom and what data to receive from whom. Thus, data passing actions in a workflow on the boundary are denoted by a pair of signal-sending and signal-receiving nodes, as shown in Figure 2. Moreover, the destination of data sent and received is denoted by the UML stereo type, and a label of the action node is needed to represent a class of data. The inherent action of the subsystem is denoted by a typical action node, and its detailed behavior is described by an activity diagram, as shown in Figure 1.

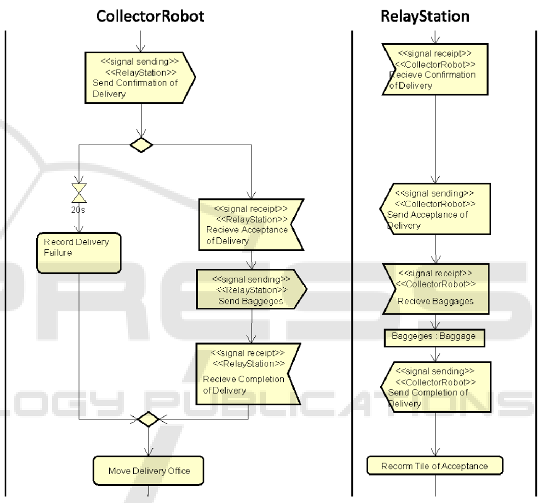

CollectorRobot
RelayStation
<<signal sending>> <<RelayStation>> Send Confirmation of Delivery
20s
Record Delivery Failure
<<signal receipt>> <<RelayStation>> Recieve Acceptance of Delivery
<<signal sending>> <<RelayStation>> Send Baggeges
<<signal receipt>> <<RelayStation>> Recieve Completion of Delivery
Move Delivery Office
<<signal receipt>> <<CollectorRobot>> Recieve Confirmation of Delivery
<<signal sending>> <<CollectorRobot>> Send Acceptance of Delivery
<<signal receipt>> <<CollectorRobot>> Recieve Baggages
Baggeges : Baggage
<<signal sending>> <<CollectorRobot>> Send Completion of Delivery
Recorm Tile of Acceptance

Figure 2: Nodes for interaction between different subsystems.

Figure 2 shows an example of the interaction between two subsystems, named *Relay Station* and *Collector Robot*, in which *Collector Robot* sends a signal to *Relay Station* and acts according to the presence or absence of a response from *Relay Station*. In this case, a clock event receipt action is used to denote the condition that *Collector Robot* is unable to receive a response from *Relay Station* within 20 seconds.

To verify that a workflow satisfies the system goal, all relevant subsystems should interact as required and exchange the data required for each task to be processed. Therefore, at this stage, the relevant interactions between all subsystems and the data required to accomplish the above goal should be defined in the model.

After verifying that the workflow satisfies the system goal, we can derive a use case diagram from the partition corresponding to the subsystem in the workflow, as shown in Figure 3. The shaded parts represent the use cases for each subsystem.

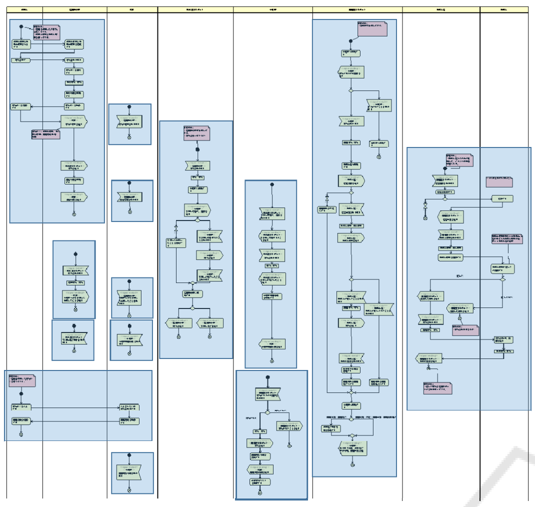


Figure 3: Extraction of use cases from a workflow model.

In UML, a label is written for each node in a natural language. This has the advantage of being easy to model for many general software engineers. However, this acts as a double-edged sword; a model that is easy to understand may be ambiguous or contain inconsistencies. Moreover, an activity diagram is a general purpose model for describing behavior. In UML, there is no predefined set of symbols available for defining a workflow; moreover, we cannot describe the timing that is required to activate multiple action flows within a workflow.

As mentioned above, expressing an action of data passing as a symbol, as shown in Figure 2, is useful for enhancing the readability of a model. Reviewing the model may resolve the issue of ambiguity, but the difficulty of resolving the issue of inconsistency remains. Another difficulty is that if an action of the subsystem inherently includes actions that result in interaction with other subsystems, we must verify this interaction by providing details of this behavior in the activity diagram.

A workflow must be verified to determine whether it meets the system goal. However, it is difficult for a workflow model written in UML to be directly verified for correctness, because the parallel behaviors observed with multiple systems operating concurrently cannot be simulated within UML. Model checking is a useful and automatic verification technique for a system featuring parallel behavior; it exhaustively and automatically checks whether the model meets a given specification. By mapping a workflow in UML to some abstract model checking behavioral model, we can verify properties such as liveness, reachability, safety, and fairness. To resolve these problems, we discuss how to use the model checking tool UPPAAL in the next section.

3 A VERIFICATION METHOD OF STATIC UML MODELS

In the verification of our model, we consider the timing of actions involving the sending and receiving of data within the activity diagram, and the fidelity of the target, as the factors responsible for the synchronization between the respective subsystems. We also confirm that multiple systems can complete a task without stoppage. To utilize the advantages of the model, we propose a method of verifying the cooperative behavior of a UML requirements analysis model by transforming it into an UPPAAL model.

3.1 The Model Checking Tool UPPAAL

The model checking tool UPPAAL uses temporal logic to model the system as a network of automata that is extended with integer variables, structured data types, user-defined functions, and channel synchronization. Based on these properties, a system model and query expressions can be defined to specify which properties are to be checked. When the specified properties are not found to be compliant, the tool provides counterexamples that demonstrate how the model should be improved. The simulator helps to detect defects caused by tracing the processes in which the counterexamples are found to occur. The model checking technique automatically verifies a model by exhaustively checking all paths to search for and detect properties that developers often overlook.

UPPAAL has a graphical editor for editing a model and a verifier for verifying the specified model through query expressions using temporal logic. Moreover, it has a simulator used to check for failures of the model in a systematic manner. An edited model writes output to a file in XML format. Figure 4 shows that the UPPAAL model consists of several locations and of transition arrows between them. A location expresses a system state; a transition arrow indicates several conditions: one named *Guard*, and one named *Update* for sequential processing events that may occur. Figure 4 shows START, LOC1, and LOC2 as the names of each location. “i1==0” and “i1>0” are *Guard* expressions, and “flg=true” and “flg=false” represent the *Update* expressions.

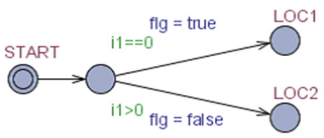


Figure 4: Basic components of the UPPAAL model.

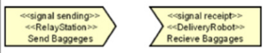
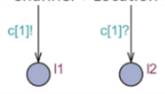
3.2 Model Transformation Rules

The UPPAAL model consists of multiple processes, which are created from a template containing several parameters. Each process is an instance subject to the multiple system behaviors that are observed to occur concurrently.

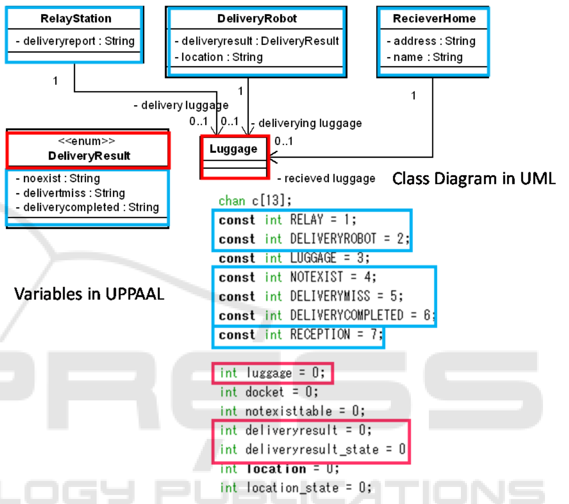
A workflow is a scenario that is constructed by combining use cases to satisfy the goal of a system. Moreover, we can see it as a state transition in which nodes are connected by flows. Preconditions and postconditions provide some constraints on the combinations of use cases. In UML, preconditions, postconditions, action node labels, and guard conditions in the activity diagram are defined in a restricted natural language. Here, the meaning of the word "restricted" is that these can be defined through components (i.e., class names or attribute names) in a class diagram because it defines the data appearing in a workflow. This makes it possible to identify not only the node position but also the state as represented by preconditions, post conditions, action node labels, and guard conditions.

Meanwhile, the UPPAAL model is also a model representing state transitions in which the locations are connected by edges. States are represented by expressions using locations and variables. We thus define the correspondence between UML model elements and UPPAAL model elements as shown in Table 1. Consequently, the flow of the node in a workflow is mapped to the flow of the location in UPPAAL.

Table 1: Correspondence between the two type models.

Workflow in UML	UPPAAL Model
Partition + flow	Template
Signal Sending | Signal Reciept 	Channel + Location 
Clock event receipt Action	Clock variable `clock t;`

By analyzing class attributes and the association between these classes in a class diagram as shown in Figure 5, preconditions, postconditions, action nodes labels, and guard conditions in a workflow are translated into expressions defined by variables within UPPAAL. This class diagram defines data that is referred to within the workflow. As a workflow expresses cooperation between subsystems or users, the class diagram includes a class corresponding to a subsystem. A class referred by a subsystem means an object whose state changes within a workflow during task processing; the class expresses a variable and each subsystem becomes this value. An enumeration class defines constant values in the workflow.



```
chan c[13];
const int RELAY = 1;
const int DELIVERYROBOT = 2;
const int LUGGAGE = 3;
const int NOTEXIST = 4;
const int DELIVERYMISS = 5;
const int DELIVERYCOMPLETED = 6;
const int RECEPTION = 7;

int luggage = 0;
int docket = 0;
int notexisttable = 0;
int deliveryresult = 0;
int deliveryresult_state = 0
int location = 0;
int location_state = 0;
```

Figure 5: Correspondence between elements in a class diagram in UML and variables in UPPAAL.

As action node label descriptions, preconditions, and postconditions essentially have a simple syntax such as "object + verb," and a construct such as "object" is defined by a component in a class diagram, an expression in an UPPAAL model can be generated through natural language processing. Figure 6 shows an example of this translation.

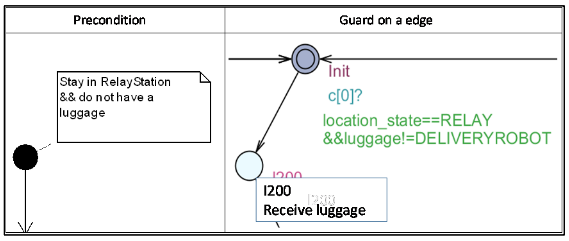


Figure 6: An example of mapping preconditions to expressions.

In this study, we verify, for a specific behavior, the correctness of the interactions occurring between all subsystems, by focusing on the data passing that occurs between these subsystems. The specified behavior of a subsystem is defined by a sequence of actions within a workflow, in the corresponding partition. A component in the set is transformed into a template. Each signal sending and signal receiving node is transformed into a location with a channel identified by the label of the node. When a pair of subsystems, denoted by a stereotype and an object in the label, has the same name in a pair of signal sending and signal receiving nodes, the same channel is used in the transformed model.

Here, the term *fidelity* means that the specified system will never experience deadlock. Thus, a query expression used for this verification is *A[](not deadlock)*. Therefore, it is possible to check whether there is a state into which any process cannot be transitioned into, irrespective of the length of the execution path.

Describing a system in an UPPAAL model makes it possible to verify parallel or concurrent behavior. However, as UPPAAL is defined by a focus on state transitions of the system, it is not suitable for describing workflows that focus on the required procedures of each subsystem.

3.3 An Automatic Model Transformation Tool

We have implemented a tool that automatically transforms the UML model into an UPPAAL model; the tool also makes it possible to confirm that deadlock will never occur in the specified system using the UPPAAL verifier. This tool is developed for Java and the astah* API.

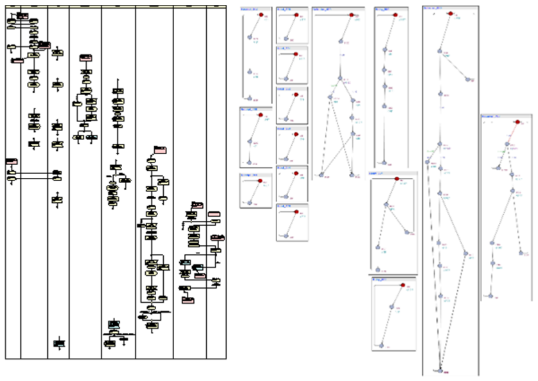
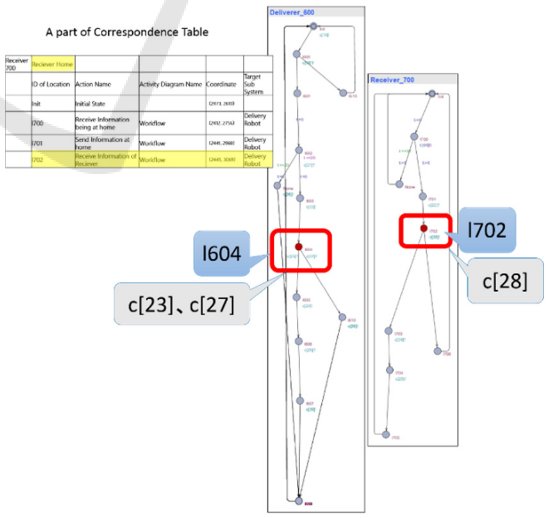


Figure 7: The source UML model and the transformed UPPAAL Model.

UPPAAL has a graphical user interface in the editor and simulator, but the transformed model requires visual capabilities. Thus, our automatic transformation tool can generate graphs that are easy to visualize by positioning the same coordinates used in the source UML model, as shown in Figure 7. When the specified properties are not satisfied, the tool provides counterexamples that demonstrate how the model should be improved. The UPPAAL simulator is useful for analyzing defects of the model.

A process of modeling and verifying the behavior in the interactions of multiple systems is described as follows.

1) A workflow model is defined using the UML modelling tool astah*.
2) The automatic model transformation tool is deployed, and the above astah* file is selected. A tool generates an XML file to be input into the UPPAAL tool, and a table listing the correspondence between elements of the UML and UPPAAL models is generated. When a workflow includes an action corresponding to a use case that includes a signal sending and receiving action to/from other subsystems, the action flow in the use case is expanded in the UPPAAL model.
3) The UPPAAL tool is run, the generated XML file selected, and the query expression *A[](not deadlock)* is entered in the input box of the verifier. The verifier tool exhaustively checks all execution paths of the model.



A part of Correspondence Table

Receiver 700	Reciever Home				
	ID of Location	Action Name	Activity Diagram Name	Coordinate	Target Sub System
	Init	Initial State		(2473, 2610)	
	l700	Receive Information being at home	Workflow	(2492, 2756)	Delivery Robot
	l701	Send Information at home	Workflow	(2441, 2968)	Delivery Robot
	l702	Receive Information of Reciever	Workflow	(2445, 3069)	Delivery Robot

Figure 8: Finding defects through counterexamples.

4) The tool then provides the results. In the case where the message "The property was satisfied." is displayed in green characters, the tool assures that there are no problems with the model. In the

case where the message “The property was not satisfied.” is displayed in red characters, the simulator is then executed, and the provided counterexamples are displayed that show how the model should be improved. The simulator shows issues that cause deadlock in red symbols, as shown in Figure 8. We can see sequence charts and the automatic model in a systematic manner.

5) According to the correspondence table mentioned in 2), we can examine the points that suggest improvements in the source UML model, as shown in Figure 8.

3.4 Case Study

We conducted an experiment to verify an automatic luggage transfer system that is a problem-based learning (PBL) subject in our university. In this system, two autonomous vehicle type robots play the roles of luggage collection and delivery under a given set of circumstances and conditions. There are 14 requirements for delivery service, consisting of 6 subsystems and 2 users. The two robots and the relay station are implemented using LEGO MINDSTORMS EV3. The delivery reception office, the recipient home, and the head office for managing the records of luggage transfer are implemented by a PC. Luggage transfer information between subsystems is exchanged by communications over Bluetooth.

The model on the left side of Figure 7 is the workflow defined by the group of students in this PBL experiment; on the right side is the generated UPPAAL model. As mentioned in Section 3.3, we verified whether multiple paths could be run in parallel, without encountering deadlock, in the generated model.

Here in this model, a deadlock has occurred. Figure 8 shows a counterexample for the query expression *A[](not deadlock)*. Communications between the process *Deliverer_600* and the process *Receiver_700* was halted at the point indicated by the red symbol. We can see that there is no receiver channel for transmissions on channel c[28] and no transmissions for reception on channels c[23] and c[27]. As transmission and reception on a channel correspond to signal sending and signal receiving nodes in the UML model, synchronizations done via channel should be defined by a pair of signal sending and signal receiving nodes.

As Figure 10 shows, we can look for defects in the UML model. First, from the correspondence table, we find the element "Receive information of Receiver" of the UML model corresponding to l702 and look at the signal transmission node following it. As part of this inspection, we confirm the correctness of data exchange across subsystems; subsystem-specific, actor actions, and object nodes are not transformed into the UPPAAL model during the tool transformation process, because they are not relevant to the communication rules. We can thus specify this selection through the tool’s options. Next to the red location is the channel c[28], but the corresponding position in the UML model describes two signal sending nodes (i.e., nodes surrounded by red lines in Figure 9). However, it turns out that this was transformed into a single channel, because both have the same label. Furthermore, it was found that the labels of both corresponding signal receiving nodes are incorrect; they are surrounded by the blue line in Figure 9.

After correcting the label of one signal sending node as shown in Figure 9, a new UPPAAL model is generated and we can confirm that deadlock does not occur.

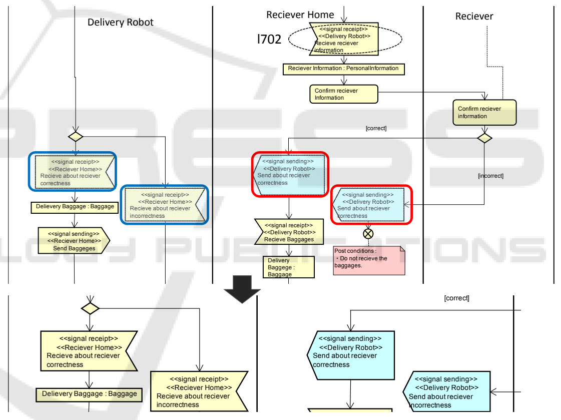

Delivery Robot
Reciever Home
Reciever
l702
<<signal receipt>> <<Delivery Robot>> Recieve reciever information
Reciever Information : PersonalInformation
Confirm reciever Information
Confirm reciever information
[correct]
[incorrect]
<<signal receipt>> <<Reciever Home>> Recieve about reciever correctness
<<signal receipt>> <<Reciever Home>> Recieve about reciever incorrectness
Delievery Baggage : Baggage
<<signal sending>> <<Reciever Home>> Send Baggeges
<<signal sending>> <<Delivery Robot>> Send about reciever correctness
<<signal sending>> <<Delivery Robot>> Send about reciever correctness
<<signal receipt>> <<Delivery Robot>> Recieve Baggages
Delivery Baggege : Baggage
Post conditions : ・Do not recieve the baggages.
[correct]
<<signal receipt>> <<Reciever Home>> Recieve about reciever correctness
Delievery Baggage : Baggage
<<signal receipt>> <<Reciever Home>> Recieve about reciever incorrectness
<<signal sending>> <<Delivery Robot>> Send about reciever correctness
<<signal sending>> <<Delivery Robot>> Send about reciever incorrectness

Figure 9: Finding and correcting defects in the UML workflow model.

4 DISCUSSION

A workflow includes subsystem specific actions that are refined as use cases for the subsystem. Such use cases sometimes require cooperation with other subsystems; in this case, use case descriptions can be expanded to inspect the expanded interactions between subsystems that are observed.

UML is widely recognized as a general-purpose modelling language. There is a problem however, in that UML does not lend itself easily to formal verification; UML does not have strict formal semantics. Many studies have therefore been conducted that convert UML models into formal languages that can be used for verification.

Several studies (Bose, 1999 and Jing, 2009) have proposed methods to transform UML models into Process or Protocol Meta-language (PROMELA) for use with the model checking tool SPIN. However, developers are required to directly operate the model checking tool; a knowledge of both UML and SPIN is thus necessary. Our approach has the advantage that parallel behavior, which is difficult to confirm in a static UML model, can be verified.

The assignment of accurate meanings to UML activity diagrams by utilizing CSP has been proposed (Xu, 2009). However, even if a model becomes verifiable due to the strict nature in which its description is performed, the process of determining requirements in the requirements analysis stage may be difficult for general developers to follow because of its demands on strictness.

The necessity of preventing state explosion that arises from using a model checking tool has been discussed (Eshuis, 2004). This is an important problem to be solved, if model checking is to be used as a part of practical development. However, it is necessary to consider the model transformation method, which depends on the items that need to be verified. In this paper, we reduce the number of nodes by focusing on inspection items concerned only with data exchanges performed by the signal sending and receiving nodes of a workflow. Additionally, to reduce the number of inspection paths, items defined in a class diagram are transformed to variables in the UPPAAL model; this helps to avoid the issue of unnecessary inspection paths.

The dynamic aspects of UML class diagrams, state machine diagrams, and collaboration diagrams using the system description language Maude was verified (Mokhati, 2007). These studies are aimed at transforming UML models into formal languages and verifying the dynamic aspects of the system. As a starting point however, the questions of what can be defined in in a UML model and how this can be done is not discussed. There are functional and non-functional requirements; non-functional requirements have a large impact on the initial model, and the quality of service provided by the system can change. Therefore, as discussed in the Twin Peaks Model, requirements specifications must be defined while checking non-functional requirements in this stage. We think that it is important to formalize the requirements component in line with items that can be verified, along with the process of requirements analysis.

5 CONCLUSION

The initial system model is dependent on the features of non-functional requirements, because these features may restrict or expand the content of the service. Therefore, the quality of the generated source code is affected by these source models; these models may contain concerns that are potentially ambiguous and need to be identified within the requirements. Initial specifications require systematic elaboration while considering these features, as discussed in the Twin Peaks Model. It is also important that non-functional requirements such as hardware architecture are verified in the early stages of development.

To verify the dynamic aspects of requirements specification, this paper presented the effective combination of the modeling language UML with the model checking tool UPPAAL, performed at an early stage of system development. We applied this method to a requirements analysis example involving a multiple cooperative system. It was able to confirm that the exchange of data performed during the interoperation of two or more systems; in contrast, this process of confirmation is difficult to perform through appropriate review of UML models.

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