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Designing for adaptability and evolution in system of systems engineering

GCSL syntax, semantics and meta-model

D_6.3.3

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Version	Date	Reason for Change	Pages Affected
1.00	May 15, 2014	Initial version	all
2.00	January 16, 2015	New GCSL patterns to support MTBF	
3.00	February 6, 2015	Final version, transformed into a Deliverable	

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1 Introduction

This working document reports on the work done by ALES, INRIA and OFFIS for the refinement of the GCSL syntax and semantics to support the integration of GCSL in the tool-chain. This document is not a replacement for the official Deliverable D6.3.2, which remains the reference document. This document contains only a refined version of the GCSL syntax and semantics, to be considered as the reference for tools implementation and users, thus replacing the syntax and semantics of D6.3.2.

1.1 Overview, Purpose and Scope

GCSL is a very expressive logic [ref. D6.3.2] parameterized by a language for expressing atomic propositions, based on OCL [<http://www.omg.org/spec/OCL/>]. Depending on the type of application and the version of the OCL language, it is possible to express various forms of atomic properties. The purpose of this document is to fix a reference version of GCSL syntax and semantics, including the fragment of OCL upon which it is based. For the purpose of the tool-chain integration, this document also reports about the development of a Meta-Model of GCSL. The final version of the GCSL language is going to be presented in full details in the forthcoming deliverable D6.3.3. The current document serves as a support to the development and integration of the tool-chain and as a reference for users to write contracts for use-cases. Within DANSE, the GCSL language is supported by various analyses techniques. The set of GCSL operators supported by each analysis may vary, depending on the kind of analysis and the maturity of the underlying tools. The exact fragment of GCSL supported by the specific tool is going to be specified within the deliverable describing that tool.

2 GCSL syntax

2.1 GCSL contracts

Here we provide the formal grammar for the GCSL logic, based on the grammar from the PLASMA website <https://project.inria.fr/plasma-lab/gcsl/>, which has been extended with additional behavioural patterns in order to cover the GCSL deliverable D6.3.2. Note that the GCSL grammar does not specify which fragment of OCL it covers. In particular, it does not provide a specification for the terms OCL-coll, OCL-prop, and OCL-expr below. This is addressed in the next section.

GCSL ::=

OCL-coll -> **forall** (variableName | pattern) |

OCL-coll -> **exists** (variableName | pattern) |

15 **MEAN**(OCL-expr,interval) a-relop OCL-expr |

16 **SUM**(OCL-expr,interval) a-relop OCL-expr |

17 **PROD**(OCL-expr,interval) a-relop OCL-expr |

pattern

pattern ::=

1 [OCL-prop] **implies** [OCL-prop] **holds forever** |

2 **always** [OCL-prop] |

3 **whenever** [OCL-prop] **occurs** [OCL-prop] **holds** |

4 [OCL-prop] **implies** [OCL-prop] **during following** interval |

5 [OCL-prop] **during** interval **raises** [OCL-prop] |

6 [OCL-prop] **during** interval **implies** [OCL-prop] **during** interval **then** [OCL-prop] **during** interval |

7 [OCL-prop] **occurs** int times **during** interval **raises** [OCL-prop] |

8 [OCL-prop] **occurs** **at most** int times **during** interval |

9 **whenever** [OCL-prop] **occurs** [OCL-prop] **holds during following** interval |

10 **whenever** [OCL-prop] **occurs** [OCL-prop] **implies** [OCL-prop] **during following** interval |

11 **whenever** [OCL-prop] **occurs** [OCL-prop] **does not occur during following** interval |

12 **whenever** [OCL-prop] **occurs** [OCL-prop] **occurs within** interval |

13 **always during** interval [OCL-prop] **has been true at least** [OCL-expr] % of time

14 **at the end of** interval [OCL-prop] **has been true at least** [OCL-expr] % of time

interv ::= lp (time ,)? time rp

lp ::= [| (

rp ::=] |)

time ::= N unit | inf

unit ::= s | min | hour | day | year // year =365 days

2.2 OCL atomic propositions

The grammar below describes the fragment of OCL 2.0 (<http://www.omg.org/spec/OCL/>) that we support within GCSL. The grammar defines OCL propositions that are Boolean formulas, among which there are patterns that allow to quantify over collections of objects. It defines also OCL expressions, that are arithmetic expressions over integer and real values.

```
OCL-prop ::= true | false | path | not OCL-prop | OCL-prop b-relop OCL-prop |
  OCL-expr a-relop OCL-expr |
  if OCL-prop then OCL-prop else OCL-prop |
  OCL-coll -> forAll( variableName | OCL-prop ) |
  OCL-coll -> exists( variableName | OCL-prop ) |
  OCL-coll -> empty() |
  OCL-coll -> notempty()
```

```
b-relop ::= and | or | xor | implies | iff
```

```
a-relop ::= > | >= | = | <> | =< | <
```

```
OCL-expr ::= path | OCL-coll -> sum() | OCL-coll -> size() |
  if OCL-prop then OCL-expr else OCL-expr |
  const | - OCL-expr | ( OCL-expr ) |
  OCL-expr a-binfn OCL-expr
```

```
a-binfn ::= + | - | * | /
```

```
OCL-coll ::= itsClassNames | its(ClassName) |
  connectedClassNames | connected(ClassName) |
  basicTypeAttributeName |
  objectName . OCL-coll | variableName . OCL-coll |
  itsClassNames . OCL-coll | its(ClassName) . OCL-coll
```

```
path ::= basicTypeAttributeName | objectName . path | variableName . path
```

```
const ::= integers | reals
```

REMARKS:

basicTypeAttributeName is a name of an attribute of type Boolean, Int, Float, ... (i.e. Primitive Data Types.)

itsClassNames / its(ClassName) are (equivalent) expressions used to navigate the relation of *containment*

connectedClassNames / connected(ClassName) are (equivalent) expressions used to navigate the relation of *being-connected-to (through a port)*

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3 GCSL Semantics

From GCSL deliverable D6.3.2: “Let $\tau: \mathbb{N} \rightarrow \mathbb{R}$ be a monotonically increasing time sequence, i.e. for all $i \geq 0: \tau_i \leq \tau_{i+1}$ and let Σ be an alphabet. A (infinite) sequence $\sigma_0\sigma_1\sigma_2 \dots$ of symbols of Σ is called a trace. A trace $(\sigma, \tau) = (\sigma_0, \tau_0)(\sigma_1, \tau_1)(\sigma_2, \tau_2)$ where σ is a trace and τ is a time sequence is called a timed trace.” Behaviors are timed traces. The semantics of a GCSL formula is a (possibly infinite) set of behaviours. In this section we define the semantics of the GCSL temporal patterns by translation to corresponding B-LTL formulas. This is done following the paper [AiSoS2013] but with some modifications to B-LTL formulas corresponding to patterns 4,5,6 plus the addition of pattern 1 which is present in D6.3.2 but not in [AiSoS2013]. Below we assume that k is the current simulation bound: this bound constraints the patterns intervals bounds as indicated in the table below.

P.id	Patterns	B-LTL Semantics	Consistency
1	Ψ_1 implies Ψ_2 holds forever	$G_{\leq k}(\Psi_1 \rightarrow G_{\leq k}(\Psi_2))$	-
2	always Ψ	$G_{\leq k}\Psi$	-
3	whenever Ψ_1 occurs Ψ_2 holds	$G_{\leq k}(\Psi_1 \rightarrow \Psi_2)$	-
4	Ψ_1 implies Ψ_2 during following $[a, b]$	$X_{\leq a}G_{\leq b-a}(\Psi_1 \rightarrow \Psi_2)$	$a \leq b \leq k$
5	Ψ_1 during $[a, b]$ raises Ψ_2	$(X_{\leq a}G_{\leq b-a}\Psi_1) \rightarrow X_{\leq b}F_{\leq k-b}\Psi_2$	$a \leq b \leq k$
6	Ψ during $[a, b]$ implies Ψ_1 during $[a, c]$ then Ψ_2 during $[c, b]$	$(X_{\leq a}G_{\leq b-a}\Psi) \rightarrow (X_{\leq a}G_{\leq c-a}\Psi_1 \& X_{\leq c}G_{\leq b-c}\Psi_2)$	$a \leq c \leq b \leq k$

EXTENDED Patterns

7	Ψ_1 occurs n times during $[a, b]$ raises Ψ_2	$occ(\Psi_1, a, b) \geq n \rightarrow X_{\leq b}F_{\leq k-b}\Psi_2$	$a \leq b \leq k$
8	Ψ occurs at most n times during $[a, b]$	$occ(\Psi_1, a, b) \leq n$	$a \leq b \leq k$
13	always during $[a, b]$, Ψ has been true at least E % of time	$G_{\leq b}(\text{TimeOf}(\Psi) \geq \frac{E}{100} * \#Time \vee \#Time < a)$	$a \leq b \leq k$
14	at the end of $[a, b]$, Ψ has been true at least E % of time	$F_{\leq b}(\text{TimeOf}(\Psi) \geq \frac{E}{100} * b)$	$a \leq b \leq k$

Patterns with SLIDING INTERVALS

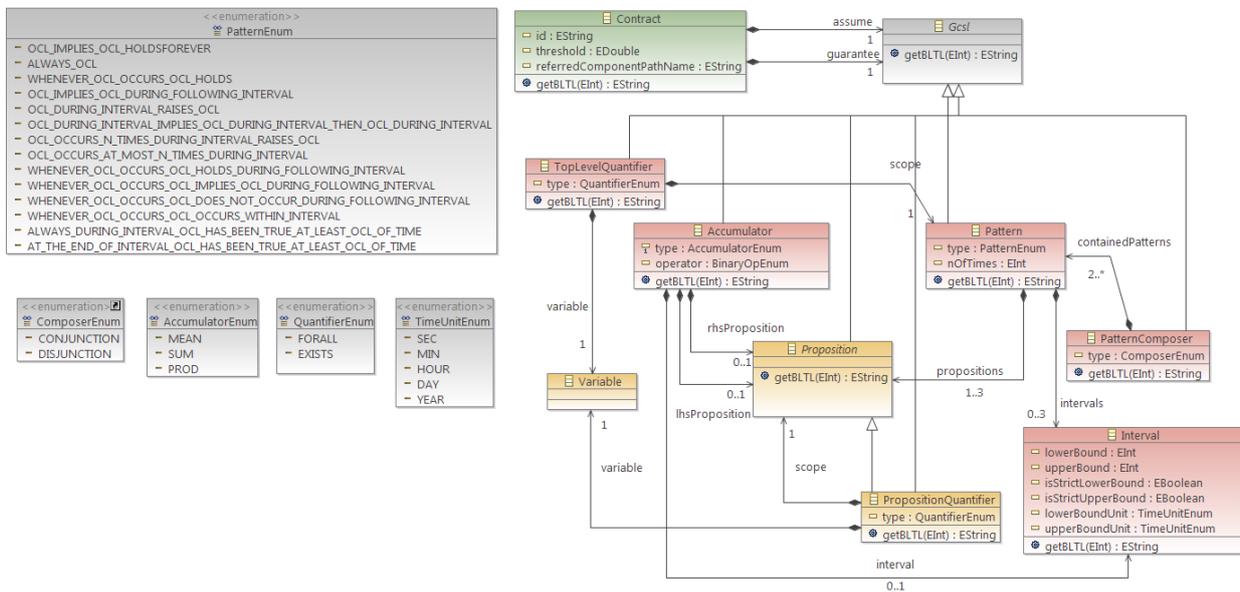
9	whenever Ψ_1 occurs Ψ_2 holds during following $[a, b]$	$G_{\leq k-b}(\Psi_1 \Rightarrow X_{\leq a}G_{\leq b-a}\Psi_2)$	$a \leq b \leq k$
10	whenever Ψ occurs Ψ_1 implies Ψ_2 during following $[a, b]$	$G_{\leq k-b}(\Psi \Rightarrow X_{\leq a}G_{\leq b-a}(\Psi_1 \Rightarrow \Psi_2))$	$a \leq b \leq k$
11	whenever Ψ_1 occurs Ψ_2 does not occur during following $[a, b]$	$G_{\leq k-b}(\Psi_1 \Rightarrow X_{\leq a}G_{\leq b-a} \neg\Psi_2)$	$a \leq b \leq k$
12	whenever Ψ_1 occurs Ψ_2 occurs within $[a, b]$	$G_{\leq k-b}(\Psi_1 \Rightarrow X_{\leq a}F_{\leq b-a}\Psi_2)$	$a \leq b \leq k$

GCSL Meta-model

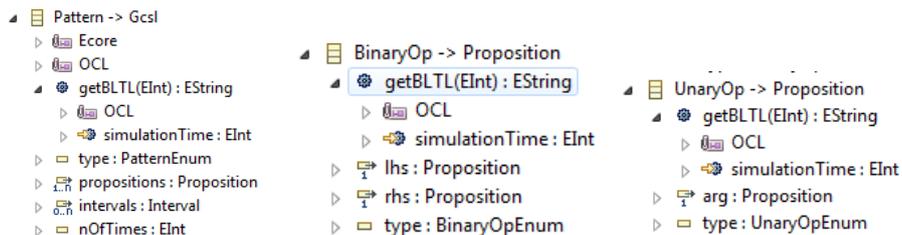
The latest version of the GCSL Meta Model can be retrieved from the DANSE SVN repository:

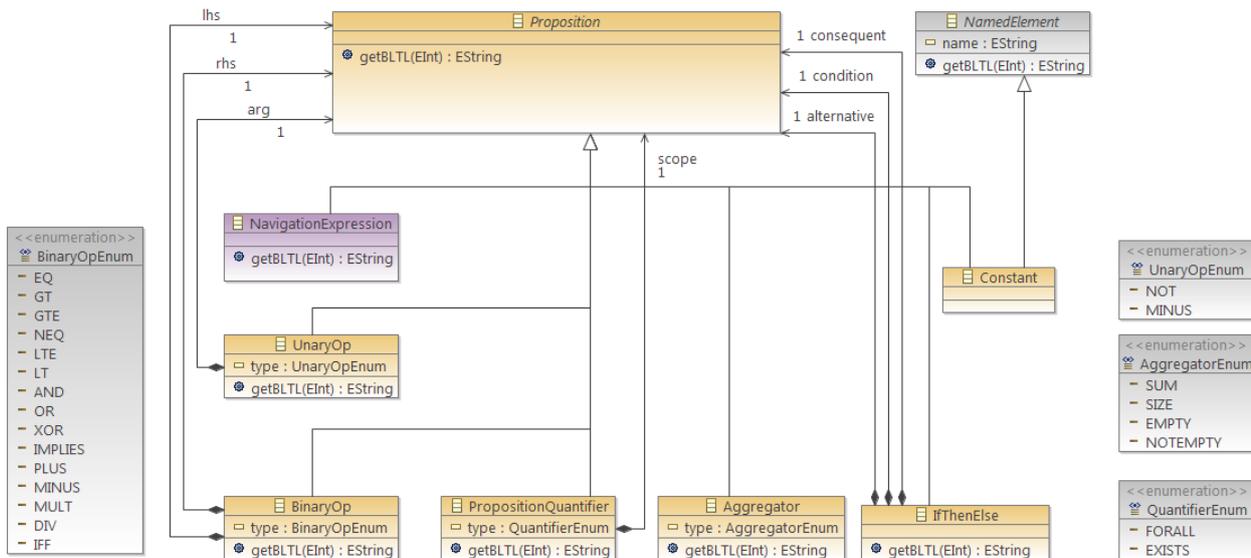
<https://www.danse-ip.eu/redmine/projects/danse/repository/show/WP6/GCSL/software/eu.danse.gcsImm>

The GCSL Meta Model supports the integration of the DANSE Analysis tools, in particular the integration of the Plasma Statistical Model Checker. For this reason, every class of this model contains a getBLTL function that allows translating the entire sub-tree starting from that class into an equivalent BLTL formula as indicated in Section 3. The getBLTL function has an integer argument containing the simulation time, which is required for proper translation into BLTL.



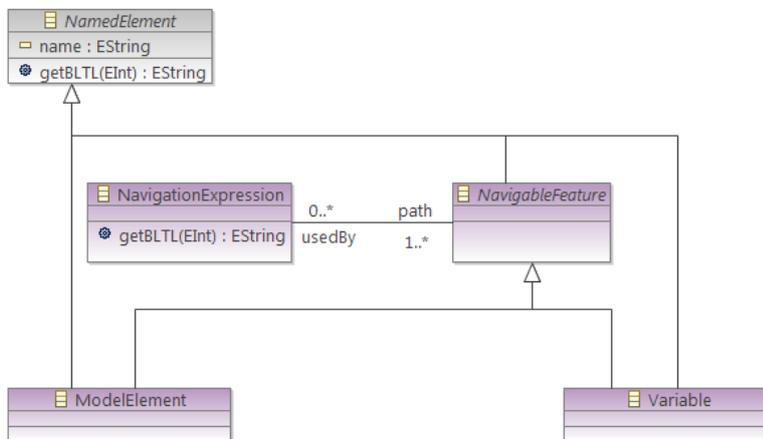
The picture above illustrates the modelling of a GCSL contract, having an ID of type string, a threshold of type double indicating the minimal probability of the contract truth, the referredComponentPathName of type string that contains the path to the Component to which the contract is attached and containing two GCSL assertions that are the Assume and the Guarantee parts of the contract. GCSL assertions are marked in red. They can be either TopLevelQuantifier or Accumulator (MEAN/SUM/PROD) or PatternComposer (AND/OR composition). They correspond to the syntactic elements provided in the grammar in Section 2.1. Then, nested, there are OCL Propositions, OCL quantifiers and variables. For some classes (Pattern, Binary Op and UnaryOp) the implementation of the getBLTL function was provided by using OCL constraints. This choice proved to be useful to allow effortless extension of the Patterns to support the needs of the users.





The picture above illustrates how OCL Propositions and Expressions are modelled. This part of the Meta Model is a little less restrictive than the grammar provided in Section 2.2. However, the GCSL grammar is tested by the GCSL Parser plugin and it will therefore produce correct instances of the Meta Model. The GCSL Parser plugin can be found in the DANSE repository at the following address:

<https://www.danse-ip.eu/svn/danse/WP8/ToolsNetComponents/GCSLPlugins>



Finally, the picture above illustrates how Navigation Expressions are modelled: paths are sequences of navigable features that can be either model elements (i.e. Components and subcomponents identifiers) or variables (i.e. Components' and subcomponents' attributes).

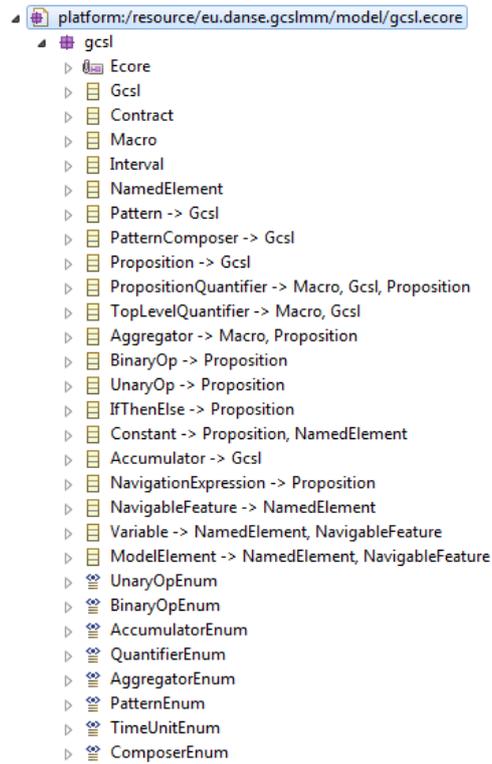


Figure 1 Overview of the GCSL Meta-Model components

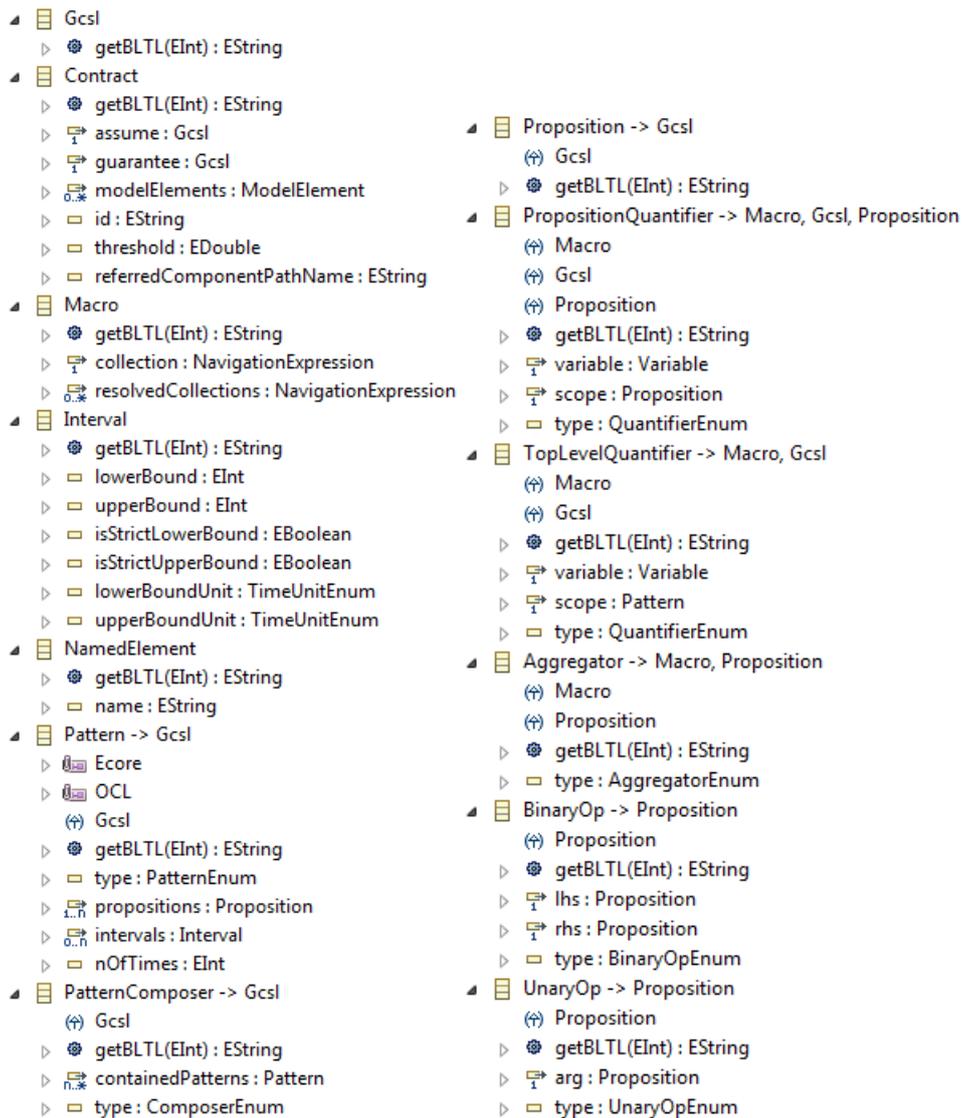


Figure 2. GCSL Meta Model Exploded View – part 1

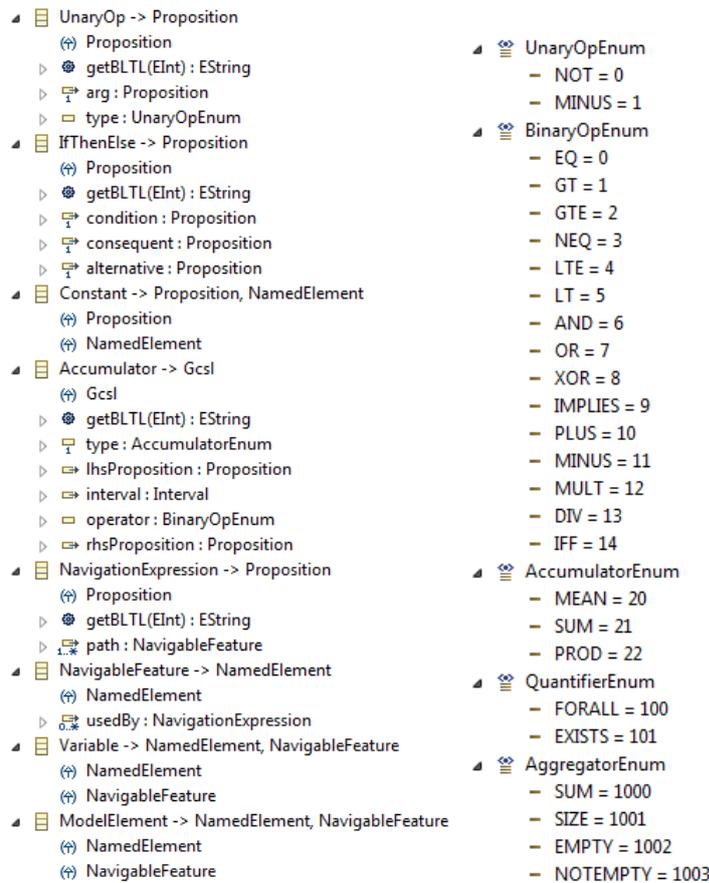


Figure 3. GCSL Meta Model Exploded View – part 2

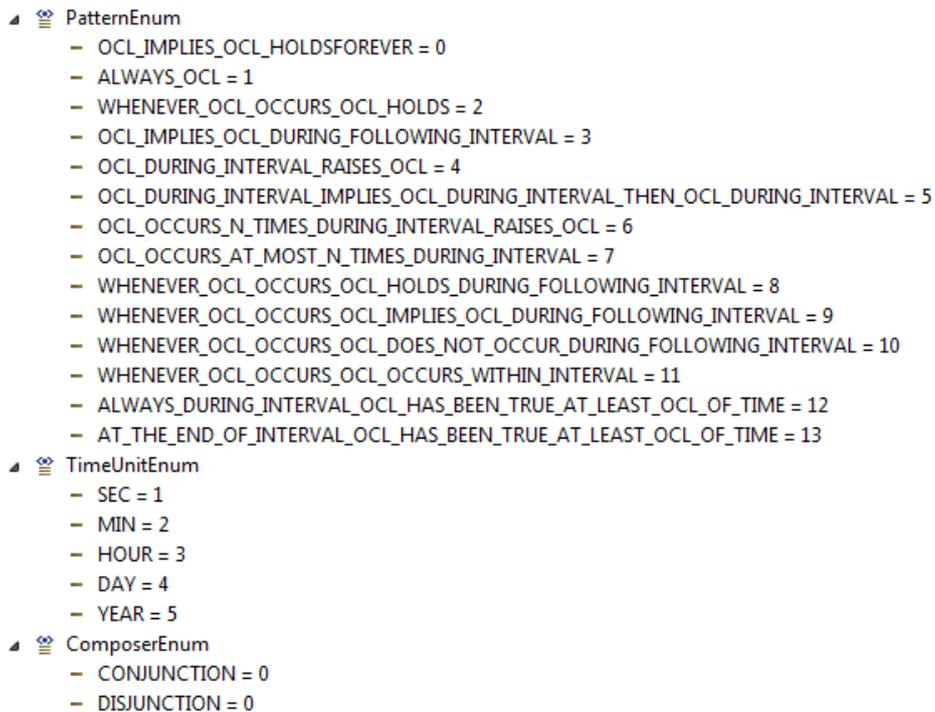


Figure 4. GCSL Meta Model Exploded View – part 3

4 GCSL Tool chain development details and remarks

The purpose of this section is to collect the technical details that are relevant for the tool chain developers, *i.e.* ALES, OFFIS and INRIA. Therefore this section is not meant for the normal users, concerning mainly the GCSL compiler output alignment with the inputs of analysis tools.

4.1 The Time bounds in BLTL:

Each temporal operator has a time bound that define the duration on which it must hold. This time bound is always a **constant value** and it must be expressed in the **basic time unit** used in simulator, or in **number of states**.

In the DANSE settings, the basic time unit provided by Desyre is the **second**. For instance, the property like '(G<=b P1)' means that P1 must hold during the next **b seconds** in the simulation. It means that every time bound used in a GCSL contract must be converted in seconds.

A GCSL contract may also be defined over interval using **steps** of simulation. This notion of steps match exactly the notion of **states** that can also be used to bound the temporal operators. In BLTL, the distinction between time of the simulation and the steps of simulation is done by prefixing the number of steps with the character '#'. For instance, the property like '(G<=#b P1)' means that P1 must hold during the next **b states** of the simulation.

4.2 BLTL encoding of operator MEAN, SUM and PROD

MEAN(OCL-expr,interval) |

SUM(OCL-expr,interval) |

PROD(OCL-expr,interval)

MEAN(OCL-expr, [low, up]) is translated into BLTL as follows:

$$(X \leq \text{low} \wedge X \leq \text{len} \text{ MEAN} \leq \text{len} (\text{BLTL-expr}))$$

where

1. BLTL-expr is OCL-EXPR encoded in BLTL
2. len is a constant defined as len = up – low
3. the time bound low, up and len are constants defined in seconds.

The encoding of SUM and PROD operators follows exactly the same construction.

4.3 The BLTL grammar used in Plasma

Expression ::= IfThenElse
 | IfThenElse (U | W) <= Bound Expression
 | (F | G) <= Bound Expression
 | X (<= Bound)? Expression

Bound ::= # integer | number

IfThenElse ::= Implication ? Implication : Implication

Implication ::= Disjunction (=> Disjunction)?

Disjunction ::= Conjunction (| Conjunction)*

Conjunction ::= Equality (& Equality)*

Equality ::= !? RelExp (Eop RelExp)?

Eop ::= = | !=

RelExp ::= NumExp (Rop NumExp)?

Rop = < | <= | >= | >

NumExp ::= Term (Nop Term)*

Nop = + | -

Term ::= Factor (Top Factor)*

Top = * | /

Factor ::= -? (| (Expression)

| Function

| ident | number

| true | false)

Function ::= MEAN (<= Bound)? (NumExp)

| FtoT (<= Bound)? (Implication)

| MIN (NumExp)

| MAX (NumExp)

ident = (letter | '_')(letter | digit | '_' | '\'')*

integer = '-'? digit+

float = '-'? digit+ '.' digit+ (('e' | 'E')('-' | '+')? digit+)?

number = float | integer

4.4 The operator precedence (top-down) in BLTL

- (unary minus)

*, / (multiplication, division)

+, - (addition, subtraction)

<, <=, >=, > (relational operators)

=, != (equality operators)

! (negation)

& (conjunction)

| (disjunction)

=> (implication)

? (ternary operator test ? a : b means "if test = true then a else b")

U W F G X (temporal operators)

5 References

[D 6.3.2] Specification of the goal contracts specification language, DANSE EU Project, 2013.