VIETNAM NATIONAL UNIVERSITY, HANOI
UNIVERSITY OF ENGINEERING AND TECHNOLOGY

Dinh Minh Hai

A SUPPORT TOOL TO SPECIFY AND VERIFY TEMPORAL PROPERTIES IN OCL

BACHELOR'S THESIS

Major: Computer Science

HA NOI – 2025

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ABSTRACT

Abstract: In Model-Driven Engineering (MDE), models serve as central artifacts for abstracting and designing software systems. Modern software systems often need to express and verify behaviors that involve temporal constraints and event-driven conditions. The Unified Modeling Language (UML) and the Object Constraint Language (OCL) are widely used in MDE to model systems and specify constraints. While OCL is effective for defining structural and simple behavioral properties, it lacks the ability to express temporal constraints and event-based behaviors. This limitation makes it challenging to specify and verify dynamic aspects of systems. This thesis proposes an extension of OCL with temporal and event-based constructs to enhance its ability to express and verify behavioral properties. We implement this extension as a plugin, called TemporalOCL, for the UML-based Specification Environment (USE) tool.

Keywords: *Model-Driven Engineering, Object Constraints Language, Temporal Properties, Model Checking*

DECLARATION

I hereby declare that I composed this thesis, ***"A Support Tool to Specify and Verify Temporal Properties in OCL"***, under the supervision of Assoc. Prof. Dang Duc Hanh. This work reflects my own effort and serious commitment to research. I have incorporated and adapted select open-source code and modeling resources to align with the research objectives, and all external materials used have been properly cited. I take full responsibility for the content and integrity of this thesis.

Ha Noi, 07th April 2025

Student

Dinh Minh Hai

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Furthermore, I extend my thanks to the faculty members of the University of Engineering and Technology for their passionate teaching and for equipping me with the essential knowledge and skills that form the foundation of this thesis.

Lastly, I offer my gratitude to my family for their constant care, support, and encouragement. Their belief in me provided the motivation and stability I needed to pursue and complete this thesis.

Although I have endeavored to conduct this research to the highest standard, I recognize that limitations in my knowledge and experience may have led to unintentional shortcomings. I sincerely welcome comments and suggestions from professors and peers to enhance this work further.

To all who have supported me on this journey, I am profoundly grateful.

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ABBREVIATION AND TERMS

Abbreviation	**Full Form**
MDE	Model Driven Engineering
UML	Unified Modeling Language
OCL	Object Constraint Language
USE	UML-based Specification Environment
DEX	Decentralized Exchange
SPL	Solana Program Library
SDK	Software development kit
DOM	Document Object Model

INTRODUCTION

Modern software development faces significant challenges as systems grow increasingly complex. Traditional development approaches relying on manual coding often struggle to manage this complexity, leading to higher error rates and extended development cycles. These problems often come from the development process, not the system requirements. Model-Driven Engineering (MDE) helps solve this by shifting the focus to models instead of code. In MDE, developers use models to design systems, and tools can automatically generate code, documentation, and tests from them. The Unified Modeling Language (UML) and the Object Constraint Language (OCL) have become the *de facto* standards for model-driven approaches. UML provides a rich set of visual modeling concepts to represent the structural and behavioral aspects of a system, while OCL allows specifying constraints and structural properties of UML models. However, for complex systems, it is often necessary to specify and verify dynamic behaviors that involve temporal constraints and event-driven conditions. Unfortunately, OCL lacks the expressiveness to model these dynamic aspects, which limits its ability to specify and verify temporal properties and event-based behaviors.

This thesis aims to address this limitation by extending OCL with constructs for temporal properties and events, enhancing its expressiveness in modeling dynamic system aspects. We implement this extension as a plugin, called TemporalOCL, for the UML-based Specification Environment (USE), a tool that supports the specification and validation of software systems using UML and OCL. To enable not only specification but also verification of temporal properties, we employ a technique known as filmstripping, which transforms models with dynamic temporal constraints into structurally equivalent models that can be analyzed using existing verification tools. Our plugin automatically translates temporal OCL expressions into standard OCL con-

straints on a filmstrip model, allowing modelers to leverage the existing USE model validator for verification. This approach bridges the gap between expressing temporal requirements and verifying them, providing a complete solution that integrates seamlessly with the established USE environment and its validation capabilities.

The thesis is structured as follows:

- **Chapter 1**: This chapter lays the foundation for the background of this thesis. We explore theoretical concepts and tools that are used in this thesis.
- **Chapter 2**: This chapter presents our OCL extension to specify temporal properties and events.
- **Chapter 3**: This chapter describes the implementation and evaluation of the USE-TemporalOCL plugin.
- **Conclusion**: This chapter summarizes the contributions of this thesis and discusses future work.

Chapter 1

Backgrounds

1.1 Introduction

This chapter presents the fundamental concepts and tools that form the foundation of our approach to temporal specification and verification in model-driven engineering. We begin with an overview of Model-Driven Engineering (MDE), which provides the methodological framework for our research. Within this paradigm, models serve as primary artifacts throughout the software development lifecycle, enabling rigorous analysis and verification before implementation.

We then introduce the Unified Modeling Language (UML), the industry-standard visual modeling language for specifying software systems. For our work, we focus specifically on class diagrams, which define the abstract structure of a system, and object diagrams, which provide concrete instances of that structure. These structural diagrams establish the vocabulary and framework upon which our temporal extensions are built.

While UML provides powerful visual notation, it lacks formal mechanisms for expressing detailed constraints. We address this by examining the Object Constraint Language (OCL), which complements UML by enabling precise specification of constraints that cannot be expressed graphically. We review OCL's core concepts and syntax, with particular attention to its strengths and limitations regarding temporal properties.

Finally, we explore the UML-based Specification Environment (USE), the modeling and verification tool that implements our approach. USE pro-

vides the infrastructure for defining UML models with OCL constraints and validating them. We introduce two key plugins that extend USE's capabilities: the Filmstrip Plugin, which implements the filmstripping method by transforming dynamic model checking into static verification through sequences of snapshots connected by operation calls; and the Model Validator Plugin, which enables automated analysis of models against their constraints through systematic state space exploration. Together, these tools form the technical foundation for our verification approach, enabling both the representation of temporal properties and their efficient verification.

Throughout this chapter, we emphasize the context and limitations of standard modeling approaches regarding temporal specifications and verifications, setting the stage for our extensions and contributions in subsequent chapters. Each section provides essential background knowledge required to understand our approach to specifying and verifying temporal properties in object-oriented systems.

1.2 Unified Modeling Language (UML)

The Unified Modeling Language (UML) is a graphical language for visualizing, specifying, constructing, and documenting software-intensive systems. This language is maintained by the Object Management Group (OMG) [5].

UML is one of the most widely used modeling languages for describing real-world application domains. It works with various object and component methods to represent software systems. As software systems grow in size, complexity, and distribution, building and maintaining them becomes more challenging. UML helps reduce this complexity by providing a high level of abstraction that captures essential information needed for designing and developing software systems.

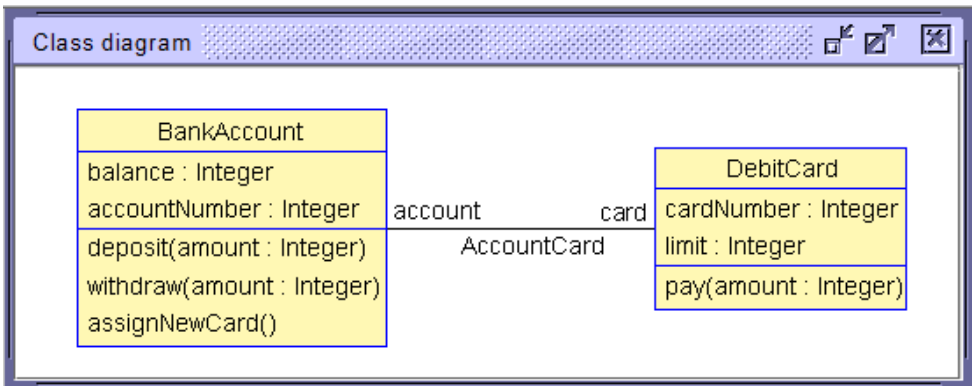

Figure 1.1: Class diagram of the Bank Account Model.

UML includes multiple diagram types, each focusing on different aspects of a design. These diagrams fall into two main categories: (1) structural diagrams that represent the static aspects of a system, and (2) behavioral diagrams that describe the dynamic aspects. These structural and behavioral categories collectively contain fourteen different diagram types, as specified in the UML Reference Manual [1].

For this thesis, two related structural diagrams are particularly relevant and will be presented in the following subsections: class diagrams, which define the abstract structure of a system, and object diagrams, which provide concrete instances of that structure.

1.2.1 Class Diagram

Class diagrams are the foundation of structural modeling in UML and the most widely used diagram type in object-oriented systems. They illustrate the static structure of a system by depicting classes, their attributes, operations, and the relationships between classes. These concepts can be observed in Figure 1.1, which shows a class diagram of a simple bank account system.

In this diagram, we see two classes, `BankAccount` and `DebitCard`, which represent sets of objects that share common characteristics. Each class contains attributes that describe the data values their objects may contain. The

`BankAccount` class has attributes such as:

- `accountNumber`: a unique identifier for the bank account
- `balance`: the current balance of the bank account

Similarly, the `DebitCard` class has attributes:

- `cardNumber`: a unique identifier for the debit card
- `limit`: the maximum amount that can be withdrawn using the debit card

Classes also include operations that specify the behaviors objects can perform. In our example, the `BankAccount` class defines three operations:

- `deposit(amount)`: adds the specified amount to the account balance
- `withdraw(amount)`: deducts the specified amount from the balance
- `assignNewCard()`: creates and assigns a new debit card to the bank account

These operations represent the functional capabilities of `BankAccount` objects, defining how they can interact with other objects and how their state can change over time. While attributes describe what an object knows, operations describe what an object can do.

Relationships between these classes are represented by the `AccountCard` association, which connects `BankAccount` and `DebitCard`. Multiplicity indicators on this association would show how many objects of one class can be linked to objects of another class. In addition to simple associations like this one, class diagrams can include more specialized relationship types: aggregation and composition (both representing whole-part relationships with

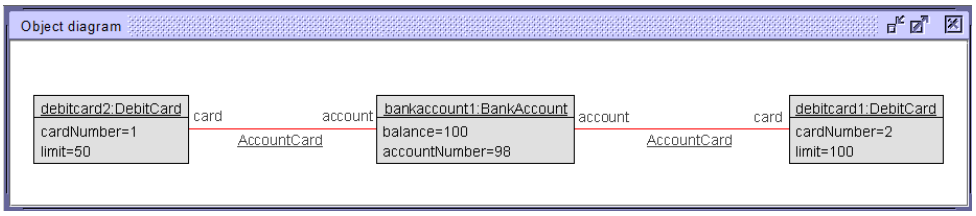

Figure 1.2: Object diagram of the Bank Account Model.

different levels of dependency), and generalization (inheritance relationships where specialized classes inherit properties from a general class).

Class diagrams represent the static structure of a system at a particular point in time, providing the vocabulary and structural framework that other diagrams and behavioral specifications build upon.

1.2.2 Object Diagram

Object diagrams are structural diagrams that represent real-world entities or modeled system elements as concrete instances of classes. While class diagrams show abstract structures, object diagrams provide snapshots of a system at specific points in time, showing actual objects with specific attribute values and the links connecting them.

Figure 1.2 shows an example object diagram for the banking system previously described in the class diagram (Figure 1.1). The links between objects in the diagram represent instances of the associations defined in the class diagram. Here, the `AccountCard` links connect the `bankaccount1` object to both debit card objects, showing that this particular bank account has two associated debit cards with different withdrawal limits.

Object diagrams provide concrete examples that help verify that a system model behaves as expected. They are valuable for validating class structures, illustrating complex relationships, and demonstrating specific scenarios during system design. While object diagrams excel at representing static in-

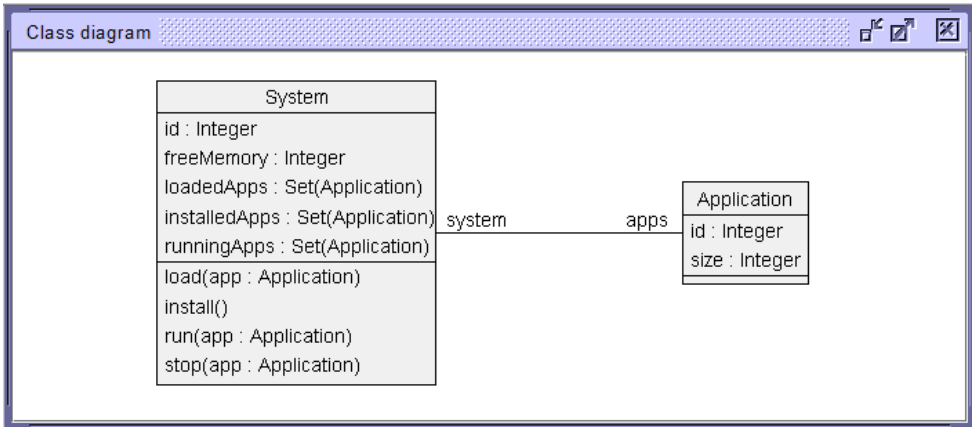

Figure 1.3: Class diagram of the Software System.

formation about system states, they do not capture the dynamic interactions that cause state changes. This characteristic defines both the strength and scope of object diagrams within UML modeling - they offer precise snapshots of system state at a particular moment in time, complementing the abstract structural representations provided by class diagrams.

1.3 Object Constraint Language (OCL)

1.3.1 Overview

As explained in the previous section, UML is a graphical language for visualizing system structure and behavior. However, visual modeling with UML alone is insufficient for developing accurate and consistent software models, as UML diagrams cannot express all necessary constraints. The Object Management Group (OMG) developed the Object Constraint Language (OCL) to address this limitation. OCL is a formal assertion language with precise semantics that extends UML by allowing developers to specify constraints that cannot be expressed graphically.

To demonstrate OCL's capabilities, we'll use a simple software system model shown in Figure 1.3. This model contains two classes: `System`

and `Application`. Each class has an `id` attribute for unique identification. The `System` class has a `freeMemory` attribute representing available memory, while each `Application` has a `size` attribute indicating its memory requirements. The `System` class maintains three collections: `loadedApps`, `installedApps`, and `runningApps`, which track applications in different states throughout their lifecycle.

The `System` class defines the following operations:

- `load(app : Application)`: downloads the application *app* given as parameter and adds it to the `loadedApps` collection.
- `install()`: installs all the loaded applications in the `loadedApps` collection and moves them to the `installedApps` collection.
- `run(app : Application)`: executes the application *app* given as a parameter that should be installed, adding it to the `runningApps` collection.
- `stop(app : Application)`: stops the application *app* given as a parameter that should be running, removing it from the `runningApps` collection.

1.3.2 OCL Constraints

Listing 1.1 demonstrates three typical aspects of OCL constraints. First, the `memoryConstraint` ensures system integrity by verifying that the system's free memory is non-negative, preventing memory overallocation. Second, the `notLoadedAndInstalled` constraint demonstrates OCL's ability to work with collections, ensuring that the sets of loaded and installed applications don't overlap - an application cannot be simultaneously in both states. This constraint uses the `intersection` and `isEmpty` operations to verify this condition. Third, the `sizeConstraint` demonstrates how OCL can define simple rules that apply to all instances of a class, in this case ensuring all applications have a positive size.

```
context System
inv memoryConstraint: self.freeMemory >= 0
inv notLoadedAndInstalled: self.loadedApps->intersection(
   self.installedApps)->isEmpty()

context Application
inv sizeConstraint: self.size > 0
```

Listing 1.1: OCL constraints.

OCL constraints typically appear in three forms:

- **Invariants:** Conditions that must always be true for all instances of a class throughout their lifetime, as shown in our examples above.
- **Preconditions:** Conditions that must be true before an operation executes. For instance, we could specify that an application must not be in any collection before the `load` operation can be performed.
- **Postconditions:** Conditions that must be true after an operation completes. For example, after executing the `load` operation, the application must be added to the `loadedApps` collection.

Listing 1.2 demonstrates pre- and postconditions for the `load` operation. The preconditions verify that (1) the application is not already in any of the three collections (`loadedApps`, `installedApps`, or `runningApps`) and (2) there is enough memory available for the application. The postconditions ensure that (1) the application is added to the `loadedApps` collection and (2) the available memory is reduced by the application's size.

```
pre notLoaded: not self.loadedApps->includes(app) and
               not self.installedApps->includes(app) and
               not self.runningApps->includes(app)
pre enoughMemory: self.freeMemory >= app.size
post loaded: self.loadedApps = self.loadedApps@pre->
   including(app)
```

```
6 post freeMemory: self.freeMemory = self.freeMemory@pre -
    app.size
```

Listing 1.2: OCL rules.

In the postcondition `freeMemory`, note the use of the `@pre` operator, which references the value of an attribute before the operation execution. This allows OCL to express constraints that relate the state before and after an operation. In this case, it ensures that the system's free memory after loading is reduced by exactly the size of the loaded application.

These examples represent just a small subset of OCL's expressive capabilities. OCL is type-rich, supporting basic types (Boolean, Real, Integer, String), collection types (Set, Bag, Sequence, OrderedSet), and special types (tuples, OclAny, OclType). The language provides powerful navigation capabilities for traversing relationships in the model, comprehensive collection operations for manipulating groups of objects, and quantifiers (forAll, exists) for building complex logical statements.

1.3.3 OCL Limitations

1.3.3.1 Temporal Dimension

To illustrate the temporal limits of OCL, let us consider the following temporal properties of our software system:

Safety 1: An application loading must precede its run.

Safety 2: There must be an install operation between an application's loading and its running.

Safety 3: Each application can be loaded at most one time.

Liveness: Every loaded application will eventually be installed.

Figure 1.4: Temporal properties of the software system.

Such temporal properties are impossible to specify in OCL without at least enriching the model structure with state variables. In temporal logics, we formally distinguish safety properties (which prevent bad events/states) from liveness properties (which ensure good events/states eventually happen). Safety properties consider finite behaviors and can sometimes be handled by modifying the model to save the system history, but this approach quickly becomes cumbersome and error-prone.

The fundamental limitation is that OCL expressions can only describe a single system state or a one-step transition from a previous state to a new state upon operation call. Therefore, there is no direct way to express OCL constraints involving different states of the model at arbitrary points in time—OCL has a very limited temporal dimension.

1.3.3.2 Events

OCL also has significant limitations in handling events. An event is a predicate that holds at different instants of time . Mathematically, it can be represented as a function $P : \text{Time} \rightarrow \text{true}, \text{false}$ which indicates, at each instant, whether the event is triggered. The subset $t \in \text{Time} \mid P(t) \subseteq \text{Time}$ represents all time instants at which the event P occurs [4].

In the object-oriented paradigm, we commonly distinguish five kinds of events:

- **Operation call events:** Instants when a sender calls an operation of a receiver object
- **Operation start events:** Instants when a receiver object starts executing an operation
- **Operation end events:** Instants when the execution of an operation is

finished

- **Time-triggered events:** Events that occur when a specified instant is reached
- **State change events:** Events that occur each time the system state changes (e.g., when the value of an attribute changes)

OCL only provides implicit support for events through its pre- and postconditions. Preconditions offer an implicit universal quantification over operation call events, while postconditions provide an implicit universal quantification over operation end events. For example, a precondition on the `load` operation implicitly quantifies over all instances when this operation is called.

However, OCL lacks explicit constructs for the finest type of events which is state change events. These events, which occur when attribute values or object relationships change, are particularly important for dynamic systems that must detect and respond to changes in their operating environment. This limitation, combined with OCL's restricted temporal expressiveness, makes it difficult to specify many realistic system requirements that involve reactions to events occurring over time.

1.4 UML-based Specification Environment (USE)

1.4.1 Overview

The UML-based Specification Environment (USE) is a system for the specification and validation of information systems based on a subset of UML and OCL [2]. Models in USE are specified in textual form (as .use files) containing classes with their attributes and operations, associations, and OCL constraints. These constraints include class invariants and operation pre/-postconditions, all defined using OCL expressions. USE supports model animation to validate specifications against non-formal requirements, allowing

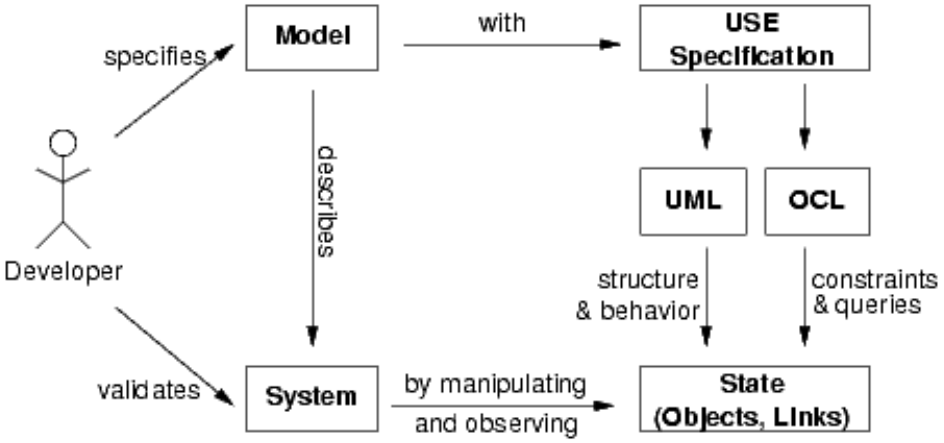

Figure 1.5: USE Overview.

developers to create and manipulate system states (snapshots) during animation. For each snapshot, USE automatically checks OCL constraints and highlights violations. The tool provides comprehensive graphical visualization of model elements through various diagram types, including class diagrams, object diagrams, and sequence diagrams. Additionally, USE allows users to enter and evaluate OCL expressions interactively to query detailed information about the current system state. This combination of precise specification with dynamic validation makes USE particularly valuable for detecting inconsistencies and design flaws early in the development process. Figure 1.5 gives a general view of the USE approach.

1.4.2 USE Model Validator

The Model Validator extends USE's capabilities through a specialized plugin that automates the generation of object diagrams from class diagrams within a configurable search space [2]. This plugin bridges the gap between manual model animation and systematic verification by employing a transformation-based approach. The validator converts UML/OCL models into relational logic using Kodkod, which is subsequently transformed into a boolean satisfiability (SAT) problem for efficient analysis. When a solution is found, it is

immediately displayed as an object diagram in the USE interface, with the option to explore alternative valid states. Developers control the validation process through configuration files (.properties) that define search parameters, including upper and lower bounds for classes, attributes, and associations. These configurations can be supplemented with additional OCL invariants to target specific scenarios. When executed via the validate command, the Model Validator systematically searches for system states that satisfy all constraints, reporting either SATISFIABLE (with a corresponding object diagram) when a valid configuration exists, or UNSATISFIABLE when the constraints cannot be collectively satisfied. This automated approach significantly enhances USE's ability to detect inconsistencies and validate model properties that would be difficult to verify through manual testing alone.

1.4.3 Filmstripping

1.4.3.1 Overview

Filmstripping is a model transformation technique developed to extend USE's verification capabilities from static structure to dynamic behavior [3]. While standard OCL validation tools (including USE's Model Validator) primarily focus on structural aspects like invariants, the filmstrip approach enables verification of behavioral properties by transforming dynamic specifications into static ones. The method works by converting a UML/OCL model containing both invariants and operation pre/postconditions into an equivalent model containing only invariants. This transformed "filmstrip model" consists of the original application model augmented with specialized structures that capture system state progression. The key insight is the introduction of explicit `Snapshot` classes that represent individual system states, with `OperationCall` classes that connect consecutive snapshots. Through this transformation, temporal sequences of operations and object states are flat-

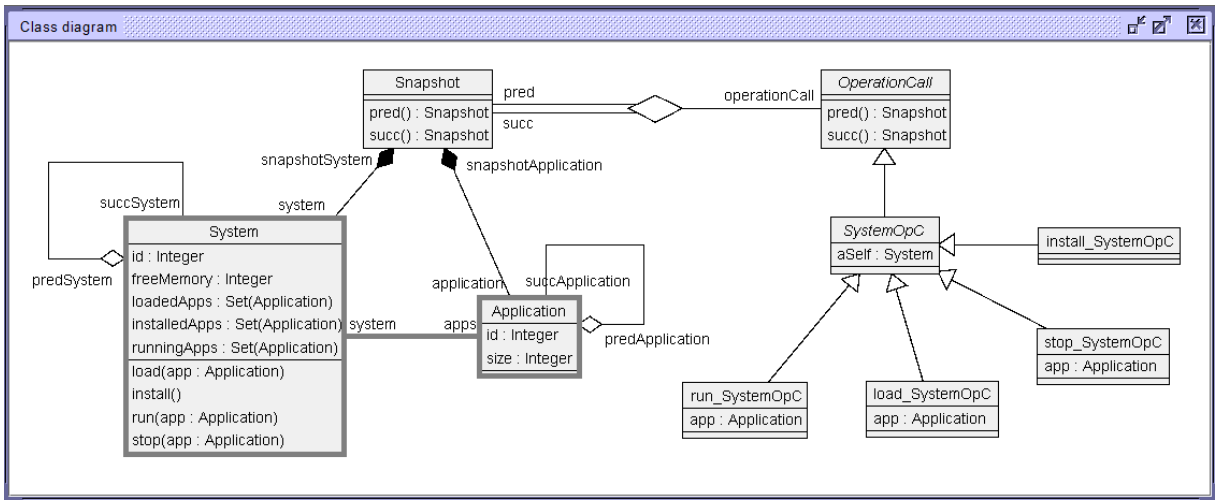

Figure 1.6: Filmstrip Model Transformation.

tened into a single, verifiable object diagram. Pre and postconditions from the original model are systematically converted into invariants that constrain relationships between snapshots, effectively embedding behavioral specifications within the static structure. This approach enables the Model Validator to verify complex behavioral properties—including operation sequencing, state transitions, and temporal constraints—using the same validation mechanisms originally designed for structural verification. By bridging the gap between static and dynamic validation, filmstripping provides a comprehensive framework for verifying both aspects of a model within a single technical infrastructure. In the following subsection, we detail the specific transformation process that converts standard UML/OCL models into filmstrip models, explaining how operation contracts are transformed into invariants and how system state progression is represented.

1.4.3.2 Filmstrip Model Transformation

The filmstrip transformation process is best illustrated through an example. Figure 1.6 shows the transformation of our Software System model from Figure 1.3 into its filmstrip equivalent. The original application model—classes `System` and `Application` with their `SystemApplication` association—remains

intact within the filmstrip model, visually distinguished by gray borders.

The transformation is performed automatically by the Filmstrip Plugin for USE, which augments the original model with additional elements (shown without gray borders). These elements include `Snapshot` objects that capture individual system states and `OperationCall` classes (with suffix `OpC`) that represent the operations from the application model. Each operation is converted into a corresponding `OperationCall` class containing attributes for the context object (self) and operation parameters.

The complete transformation process involves the following steps [3]:

Transformation of classes: All classes and attributes from the application model are preserved in the filmstrip model. Two essential classes are added: `Snapshot`, which associates objects with specific system states, and `OperationCall`, which represents state transitions. Operation parameters become attributes in their respective operation call classes, and all operation call classes inherit from the base `OperationCall` class through generalization.

Transformation of associations: All original associations are maintained in the filmstrip model. A crucial ternary association is added to link pre-snapshots to post-snapshots through operation calls, representing the system's state evolution. Additional associations connect application objects to their respective snapshots, ensuring that each object exists in exactly one snapshot state, while aggregation links represent object persistence across snapshots.

Transformation of operation definitions and invariants: Operation definitions and invariants from the application model are incorporated without modification.

Transformation of pre- and postconditions: Operation contracts (pre- and postconditions) are converted into invariants in the filmstrip model, as-

sociated with their respective operation call classes. These invariants are evaluated once for each operation call instance, preserving the semantic equivalence between the original contracts and their filmstrip representations.

Chapter 2

Specification and Verification of Temporal Properties in OCL

2.1 Introduction

OCL provides strong support for structural properties in UML models but falls short when specifying dynamic system behavior. Operating only on single states or individual transitions, OCL cannot express properties spanning multiple states or responding to system events. This limitation is significant for modern systems requiring temporal and reactive behaviors.

Temporal logics like LTL and CTL offer formal frameworks for temporal properties but require specialized knowledge unfamiliar to most UML designers. This creates a practical barrier for practitioners comfortable with UML/OCL but not with formal temporal notations.

This chapter presents two main contributions:

First, TOCL+ extends OCL with temporal and event capabilities. It adds temporal operators like *always*, *sometime*, and *until* for reasoning about system evolution over time, and introduces event constructs for detecting specific system occurrences such as operation calls and state changes. TOCL+ maintains OCL's familiar syntax while enabling complex dynamic specifications.

Second, we introduce a transformation approach that enables verification of TOCL+ specifications using existing tools. This approach transforms UML/OCL models into filmstrip models representing state sequences, and translates TOCL+ specifications into standard OCL constraints verifiable

within these models.

The chapter is organized as follows:

- Section 2.2 presents the TOCL+ language extension, covering temporal operators, event constructs, and their integration.
- Section 2.3 details the transformation approach, explaining the model transformation and specification translation processes.

Together, these contributions provide a complete solution for both specifying and verifying temporal properties within the model-driven engineering paradigm.

2.2 Temporal and Event Extensions to OCL

2.2.1 Temporal Operators in TOCL

TOCL (Temporal OCL), introduced by Ziemann and Gogolla [6], extends OCL with temporal operators for specifying properties across multiple system states. It incorporates linear temporal logic elements while preserving OCL's familiar syntax and type system. TOCL defines its semantics over an infinite sequence of states $\hat{\sigma} = \langle \sigma_0, \sigma_1, \ldots \rangle$, where each operator is evaluated in an environment $\tau = (\hat{\sigma}, i, \beta)$ with i representing the current state index and β a variable assignment. TOCL organizes its operators into two categories: future operators and past operators.

In our work, we adopt the following temporal operators:

Future Operators:

- **next** e**:** True if e holds in the next state (state $i+1$).
- **always** e**:** True if e holds in the current state and all subsequent states (all states $j \geq i$).

- **sometime** e**:** True if e holds in the current state or at least one future state (some state $j \geq i$).
- **always** e_1 **until** e_2**:** True if e_1 remains true until e_2 becomes true, or indefinitely if e_2 never occurs.
- **sometime** e_1 **before** e_2**:** True if e_1 becomes true at some point before e_2 does.

Past Operators:

- **previous** e**:** True if e was true in the previous state or if at the initial state ($i = 0$).
- **alwaysPast** e**:** True if e was true in all past states (all states $0 \leq j < i$).
- **sometimePast** e**:** True if e was true in at least one past state (some state $0 \leq j < i$).
- **always** e_1 **since** e_2**:** True if e_1 has been true since the last time e_2 was true.
- **sometime** e_1 **since** e_2**:** True if e_1 has been true at some point since the last time e_2 was true.

For details regarding TOCL's formal semantics, grammar specification, and OCL integration, Ziemann and Gogolla [6] provide a comprehensive formalization that defines these operators over sequences of system states. Their work establishes how temporal expressions maintain OCL's type system while extending its scope to reason about multiple states. This formalization provides the theoretical foundation for our event extensions in the following section.

To demonstrate TOCL's capabilities, we apply it to the first two temporal properties from our Software System example 1.4:

```
context System
/*
An application loading must precede its run.
*/
inv safety1:
    self.runningApps->notEmpty() implies
    self.runningApps->forAll(app |
        sometimePast self.loadedApps->includes(app)
    )
/*
There must be an install operation between loading and
   running.
*/
inv safety2:
    self.loadedApps->notEmpty() implies
    self.loadedApps->forAll(app |
        sometime self.installedApps->includes(app)
        before self.runningApps->includes(app)
    )
```

Listing 2.1: TOCL Specification for Safety Properties.

TOCL can express properties spanning multiple states through state-based workarounds, as shown in Listing 2.1. For Safety 1, rather than directly detecting the `load` operation call, TOCL uses `sometimePast` with state predicates to infer that loading occurred before running based on collection membership. Similarly, for Safety 2, TOCL uses the `before` operator with state predicates to infer the sequencing of operations through their effects on system state. While indirect, these specifications work because they only need to track the order of state changes, not count specific events.

However, TOCL fundamentally cannot specify Safety 3: *"Each application can be loaded at most one time"*. This property requires counting operation call occurrences, which cannot be inferred from state changes alone. Since TOCL lacks constructs to identify when operations are called or to

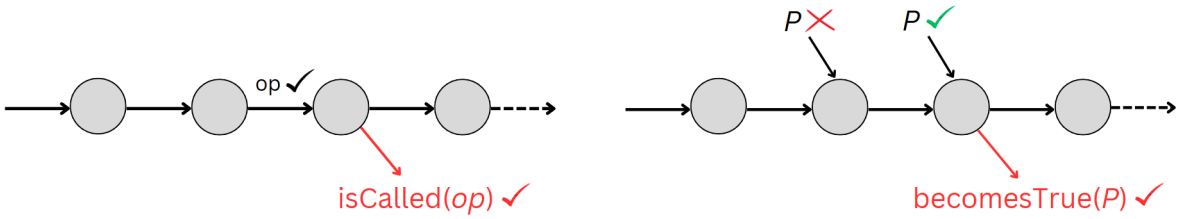

Figure 2.1: Events.

count events, it cannot express constraints that limit how many times an operation occurs. This limitation becomes a critical barrier when specifying common safety properties that restrict operation frequencies.

2.2.2 Event Constructs in OCL

To address TOCL's limitations in expressing event-based properties, we propose TOCL+, which extends TOCL with explicit event specification capabilities. Following the synchronous paradigm, TOCL+ represents operation calls as atomic transitions from pre-states to post-states without intermediate states. This approach simplifies verification while preserving essential system behaviors.

TOCL+ introduces two primary event constructs:

1. **isCalled**: Detects when an operation is invoked on an object. It takes the operation call with its parameters as an argument and represents the atomic transition from pre-state to post-state.

2. **becomesTrue**: Represents a state change event parameterized by an OCL boolean expression P. It identifies transitions where P changes from false to true between consecutive states.

We adopt the concept of events from [4], which defines events as predicates identifying specific instants in time. As discussed in Section 1.4, object-oriented systems typically recognize operation events, time-triggered events, and state change events. TOCL+ focuses on operation and state change

events as they capture the fundamental interactions in object-oriented systems.

In addition, TOCL+ supports bounded existence properties with constructs like:

- `at most` k `times` - limiting event occurrences to no more than k
- `exactly` k `times` - requiring precisely k occurrences of an event
- `at least` k `times` - requiring event occurrences to be k or more

Applying TOCL+ to our Software System example from Chapter 1, we can express all four temporal properties from Figure 1.4:

```
context System
/*
An application loading must precede its run.
*/
inv safety1:
    self.runningApps->notEmpty() implies
    self.runningApps->forAll(app |
        isCalled(run(app : Application)) implies
        sometimePast isCalled(load(app : Application))
    )

/*
There must be an install operation between an application's
    loading and its running.
*/
inv safety2:
    self.runningApps->notEmpty() implies
    self.runningApps->forAll(app |
        isCalled(run(app : Application)) implies (
            sometime isCalled(install())
            since isCalled(load(app : Application))
        )
    )
```

```
23
24 /*
25 Each application can be loaded at most one time.
26 */
27 inv safety3:
28     self.installedApps->notEmpty() implies
29     self.installedApps->forAll(app |
30         sometimePast isCalled(load(app : Application))
31         at most 1 times
32     )
33
34 /*
35 Every loaded application will eventually be installed.
36 */
37 inv liveness:
38     self.loadedApps->notEmpty() implies
39     self.loadedApps->forAll(app |
40         sometime isCalled(install())
41     )
```

Listing 2.2: TOCL+ Specifications.

These examples show TOCL+'s expressive power. With the `isCalled` construct, safety properties 1 and 2 directly reference operation calls rather than inferring them from state changes. Safety property 3 uses bounded existence ("at most 1 times") to limit operation occurrences - something impossible in both standard OCL and TOCL. The liveness property also benefits from direct operation call detection, making the requirement clearer.

2.2.3 Formal Definition for Event constructs

Formally, we define TOCL+ event constructs in terms of state transitions within the semantic framework established by TOCL. Let $\hat{\sigma} = \langle \sigma_0, \sigma_1, \ldots \rangle$ be an infinite sequence of states, and $\tau = (\hat{\sigma}, i, \beta)$ be an evaluation environment where i represents the current state index and β is a variable assign-

ment.

Unlike the original TOCL approach with process types, we directly associate operation calls with state transitions. We assume each transition from σ_{i-1} to σ_i is caused by exactly one atomic operation execution, with no intermediate states.

Our event constructs are formally defined as follows:

isCalled(op($\mathbf{a}_1$, ..., $\mathbf{a}_N$)) This construct detects when an operation *op* is invoked on an object with specific parameters. It evaluates to true at state σ_i if the transition from σ_{i-1} to σ_i was caused by the operation *op* being called on the context object with the specified parameters.

For an operation *op* defined in class C with parameters $param_1 : type_1$, $\ldots, param_N : type_N$, and context object $self$ of type C, the semantics at state σ_i in environment $\tau = (\hat{\sigma}, i, \beta)$ is:

$$
\begin{aligned}
&I[\text{isCalled}(op(a_1, \ldots, a_N))](\tau) = \text{true} \iff \\
&\bullet\ i > 0 \text{ and} \\
&\bullet\ \text{The transition from } \sigma_{i-1} \text{ to } \sigma_i \text{ is labeled with a call } \text{call}_i = (\omega, o, \text{args}) \\
&\quad \text{where:} \\
&\quad\ \circ\ \omega = \text{op and} \\
&\quad\ \circ\ o = I[\text{self}](\tau) \text{ and} \\
&\quad\ \circ\ \text{args} = (I[a_1](\tau), \ldots, I[a_N](\tau))
\end{aligned}
\tag{2.1}
$$

becomesTrue(P) This construct identifies transitions where a boolean expression P changes from false to true between consecutive states.

For a boolean OCL expression P, the semantics at state σ_i in environment $\tau = (\hat{\sigma}, i, \beta)$ is:

$$
\begin{aligned}
&I[\text{becomesTrue}(P)](\tau) = \text{true} \iff \\
&\bullet\ i > 0 \text{ and} \\
&\bullet\ I[P](\hat{\sigma}, i-1, \beta) = \text{false and} \\
&\bullet\ I[P](\hat{\sigma}, i, \beta) = \text{true}
\end{aligned}
\tag{2.2}
$$

This definition is equivalent to:

$$
I[\text{becomesTrue}(P)](\tau) = I[P \text{ and not previous } P](\tau) \tag{2.3}
$$

Bounded Existence Constructs For the bounded existence constructs, we extend the semantics to count event occurrences within a temporal scope. For an event e and temporal scope S (e.g., all past states for `sometimePast`):

$$
\text{count}(e, S) = |\{j \in S \mid I[e](\hat{\sigma}, j, \beta) = \text{true}\}| \tag{2.4}
$$

Then:

$$
\begin{aligned}
I[e \text{ at most } k \text{ times}](\tau) = \text{true} &\iff \text{count}(e, S) \leq k \\
I[e \ k \text{ times}](\tau) = \text{true} &\iff \text{count}(e, S) = k \\
I[e \text{ at least } k \text{ times}](\tau) = \text{true} &\iff \text{count}(e, S) \geq k
\end{aligned}
\tag{2.5}
$$

These formal definitions provide a clean, process-type-free semantics for TOCL+'s event constructs and bounded existence operators. By directly associating events with state transitions and state changes, we establish a foundation for the verification approach described in the next section.

2.3 Verification of TOCL+ Properties

Chapter 3

IMPLEMENTATION AND EXPERIMENTS

KẾT LUẬN

Phương hướng phát triển trong tương lai

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