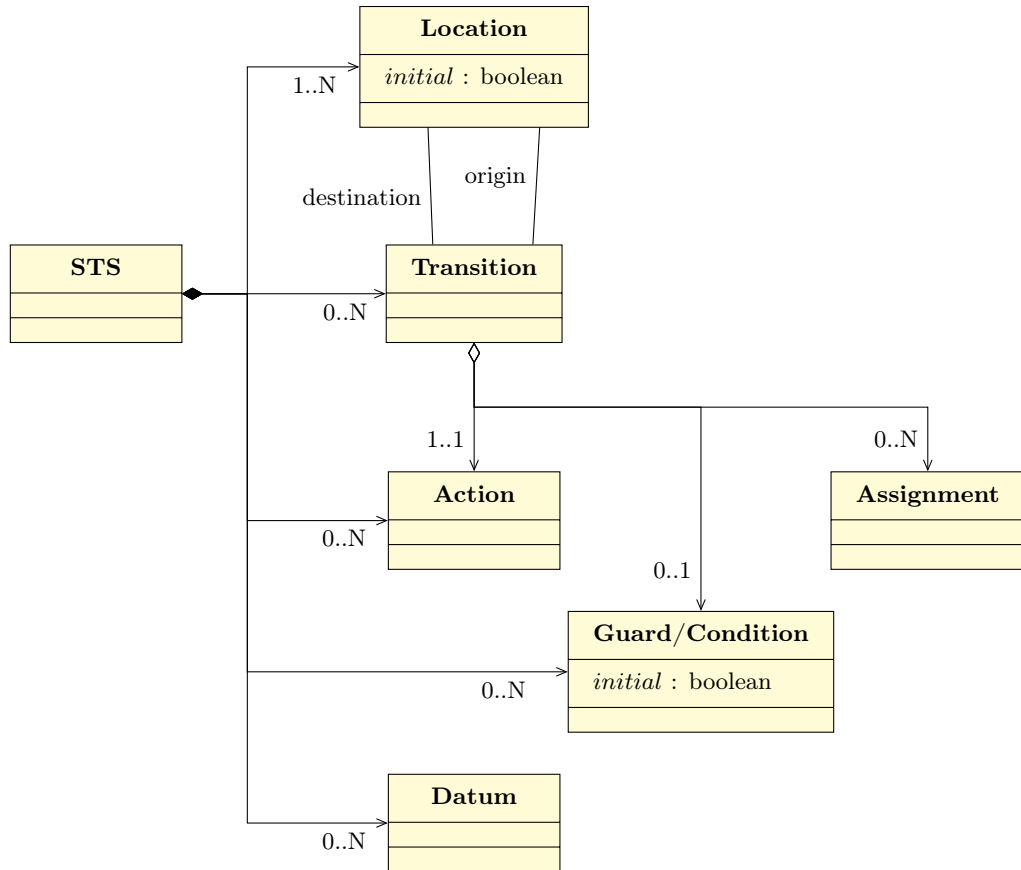


# Traduction sosADL to IOSTS

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## 1 STS Meta-Model



## 2 SoSADL to STS

To construct STS for a given SoSADL behavior, we need to overload the definition of STS with a set of last location in order to memorize the last locations we have created during the STS construction. Once a STS model of the SoSADL behavior is constructed this set of states can be omitted.

```

    <Behavior>      := <BehaviorStatement>+
<BehaviorStatement> := <Valuing> |
                        <Action> |
                        <Assert> |
                        repeat <Behavior> |
                        if <Expression> then <Behavior> [ else <Behavior> ] |
                        choose <Behavior> or <Behavior>+ |
                        foreach <Name> in <Expression> <Behavior> |
                        do <Expression> |
                        done |
                        behavior ( ( <Expression> (, <Expression>)* )? )
<Action>          := via <Name> send( <Expression>? ) |
                        via <Name> receive( ( <Variable>(, <Variable>)* )? )
<Assert>          := tell <Name> is <Expression> |
                        ask <Name> is <Expression>
```

## 2.1 Input/Output Actions

<p><b>via Name send()</b></p>	<pre> graph TD     start(( )) -- true --&gt; l0((l^0))     l0 -- "Name!()" --&gt; l1(((l_1)))             </pre> <p>A state transition diagram starting with an unlabeled initial state (represented by a downward arrow) labeled 'true' leading to state <math>l^0</math>. From <math>l^0</math>, a transition labeled 'Name!()' leads to the final state <math>l_1</math> (represented by a double circle).</p>
<p><b>via Name send( Expression )</b></p>	<pre> graph TD     start(( )) -- true --&gt; l0((l^0))     l0 -- "p=Expression Name!(p)" --&gt; l1(((l_1)))             </pre> <p>A state transition diagram starting with an unlabeled initial state (represented by a downward arrow) labeled 'true' leading to state <math>l^0</math>. From <math>l^0</math>, a transition labeled <math>p = \text{Expression}</math> and <math>\text{Name}!(p)</math> leads to the final state <math>l_1</math> (represented by a double circle).</p>
<p><b>via Name receive()</b></p>	<pre> graph TD     start(( )) -- true --&gt; l0((l^0))     l0 -- "Name?()" --&gt; l1(((l_1)))             </pre> <p>A state transition diagram starting with an unlabeled initial state (represented by a downward arrow) labeled 'true' leading to state <math>l^0</math>. From <math>l^0</math>, a transition labeled 'Name?()' leads to the final state <math>l_1</math> (represented by a double circle).</p>
<p><b>via Name receive( Variable<sub>1</sub>, ..., Variable<sub>n</sub> )</b></p>	<pre> graph TD     start(( )) -- true --&gt; l0((l^0))     l0 -- "Name?(p_1, ..., p_n) Variable_1=p_1 ... Variable_n=p_n" --&gt; l1(((l_1)))             </pre> <p>A state transition diagram starting with an unlabeled initial state (represented by a downward arrow) labeled 'true' leading to state <math>l^0</math>. From <math>l^0</math>, a transition labeled <math>\text{Name}?(p_1, \dots, p_n)</math>, <math>\text{Variable}_1 = p_1</math>, <math>\dots</math>, and <math>\text{Variable}_n = p_n</math> leads to the final state <math>l_1</math> (represented by a double circle).</p>

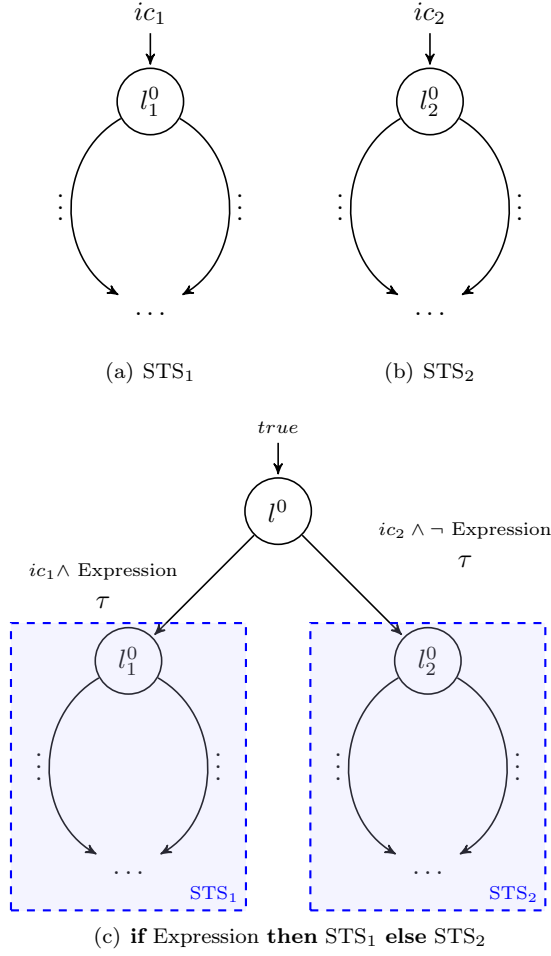


Figure 1: IfThenElse

## 2.2 Input/Output Actions

Let  $STS_1 = \langle D_1, \Theta_1, L_1, l_1^0, \Sigma_1, T_1 \rangle$  and  $STS_2 = \langle D_2, \Theta_2, L_2, l_2^0, \Sigma_2, T_2 \rangle$  be two symbolic transition systems with the disjoint set of data  $D_1$  and  $D_2$  (i.e.  $D_1 \cap D_2 = \emptyset$ ), then the result of the **IfThenElse**(STS<sub>1</sub>, STS<sub>2</sub>) operation is the STS  $\langle D, \Theta, L, l^0, \Sigma, T \rangle$ , where.

## 2.3 Choose

## 2.4 Concatenation of two STS

## 2.5 Repeat

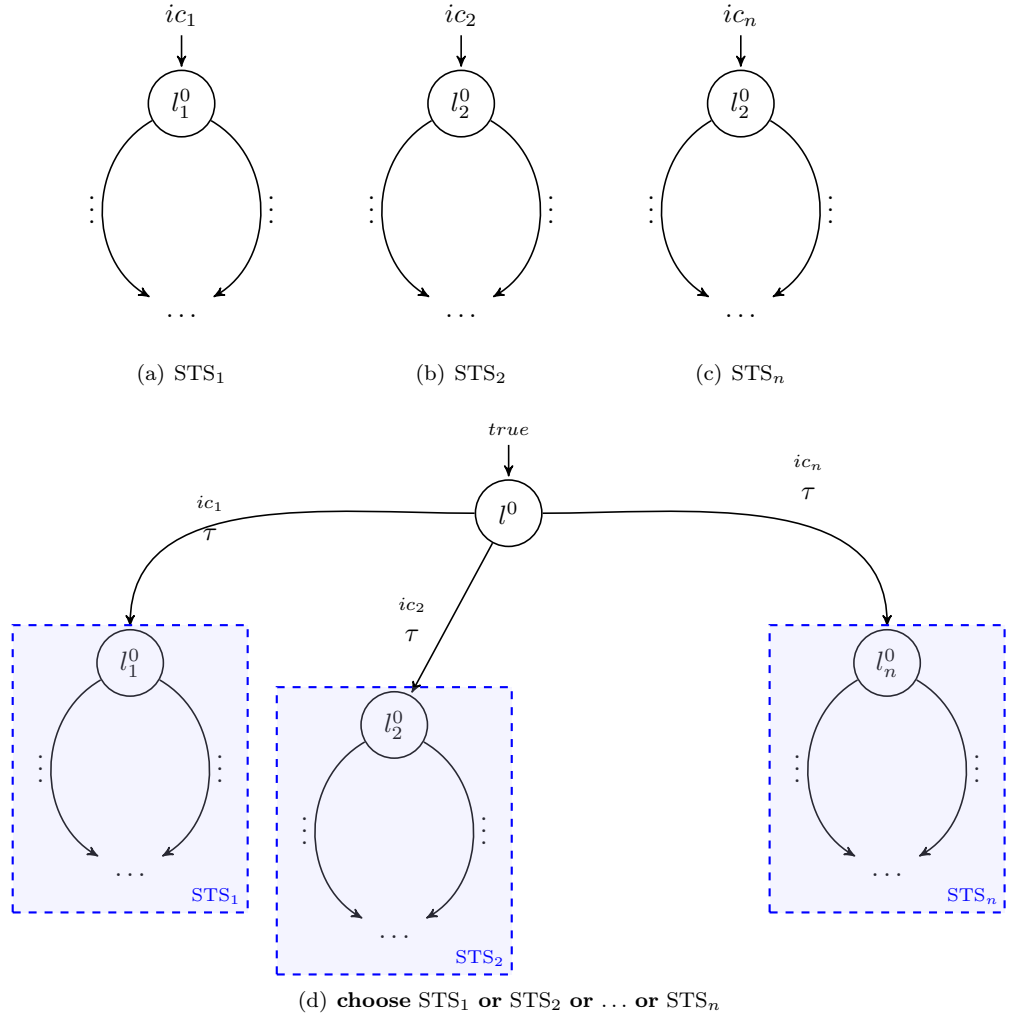


Figure 2: Choose

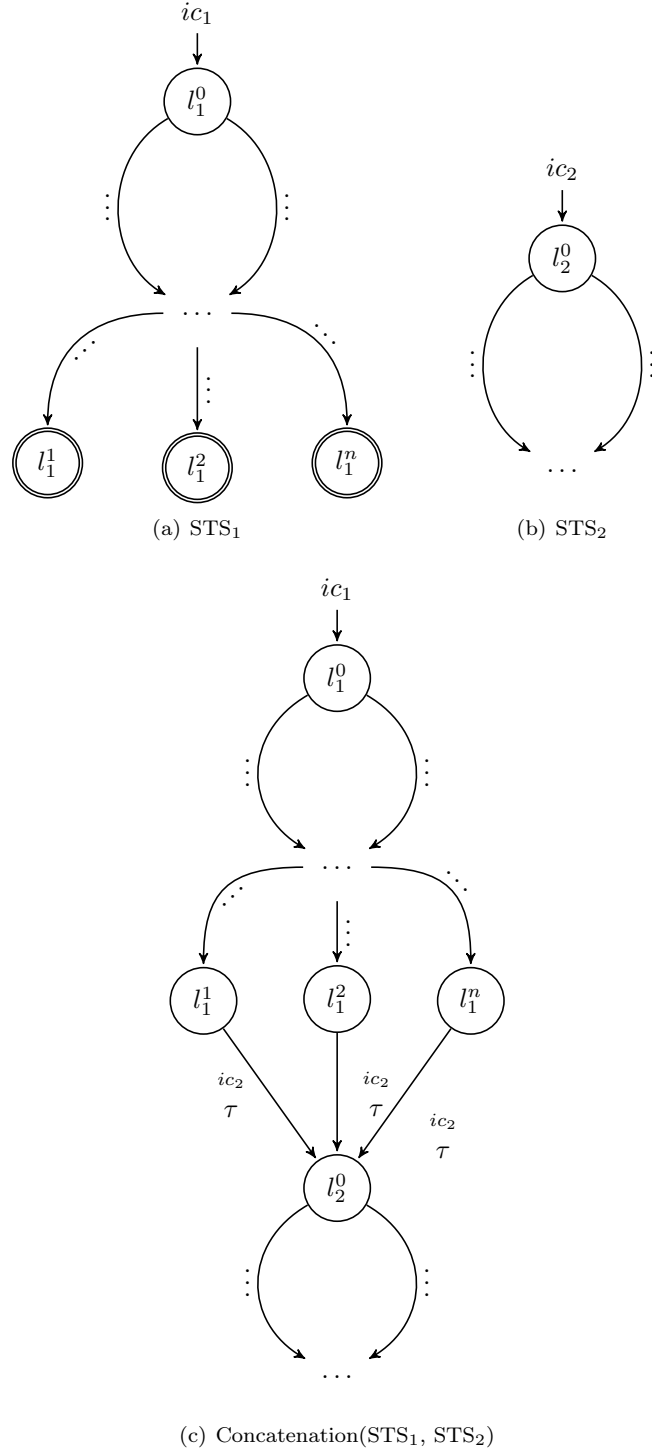


Figure 3: Concatenation (case 1)

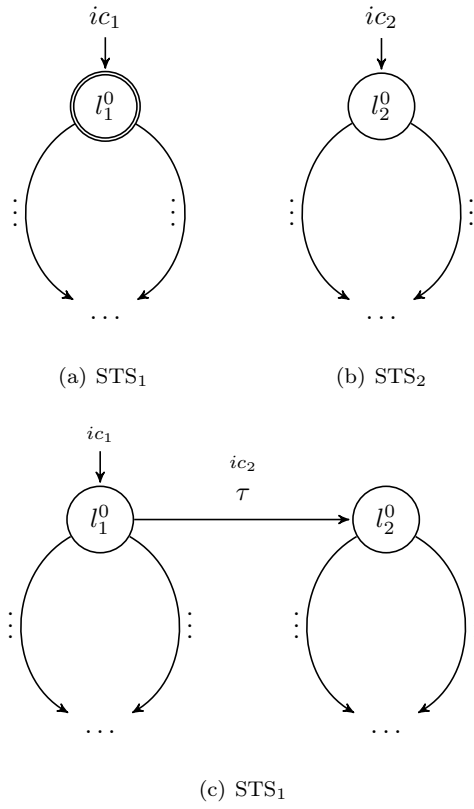


Figure 4: Concatenation (case 2)

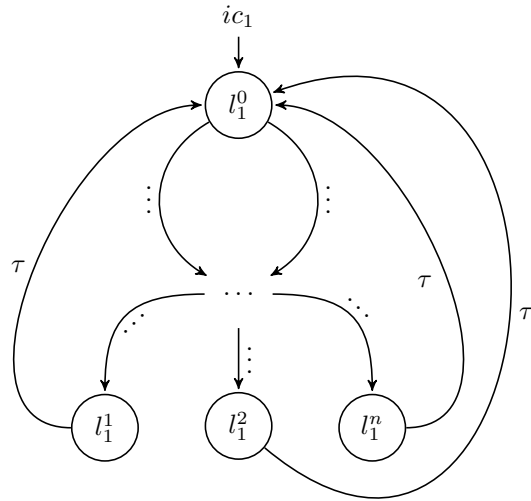
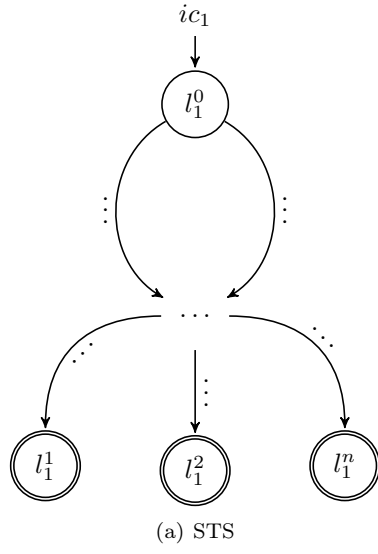


Figure 5: Repeat (case 1)



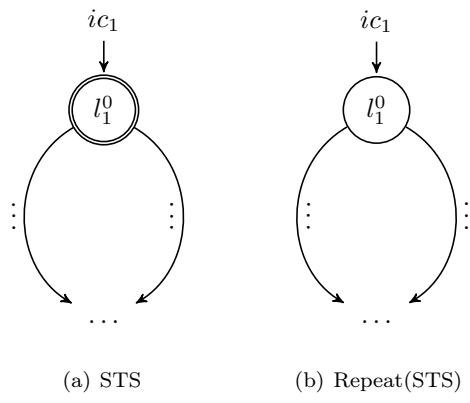


Figure 6: Repeat (case 2)