

## Transformation Rules of Behavior Model from VxBPEL to fPromela Language

VxBPEL behavior specification is transformed to fPromela with the use of rules depicted in Table 1 where P1, P2,..., Pn depict BPEL specifications, fPromela-equivalent-P1, fPromela-equivalent-P2,..., fPromela-equivalent-Pn represent fPromela equivalent specifications of P1, P2,..., Pn .

**Table 1.Transformation Rules**

VxBPEL	fPromela	VxBPEL	fPromela
<b>&lt;partnerLink name = qname .../&gt;</b>	chan chan_qname	<b>&lt;variable name = qname .../&gt;</b>	byte qname
<b>&lt;receive partnerLink=qname operation=op_name variable=var1.../&gt;</b>	chan_qname!var1	<b>&lt;reply partnerLink=qname operation=op_name variable=var1 .../&gt;</b>	chan_qname?var1
<b>&lt;invoke partnerLink=qname operation=op_name inputVariable=var1 outputVariable=var2.../&gt;</b>	chan_qname!var1; chan_qname?var2;	<b>&lt;assign&gt;..   &lt;from&gt;var1&lt;from&gt;   &lt;to&gt;var2&lt;/to&gt;.. &lt;/assign&gt;</b>	var2 = var1;
<b>&lt;flow&gt;   P1   P2 &lt;/flow&gt;</b>	fPromela-equivalent-P1; fPromela-equivalent-P2;	<b>&lt;while&gt;   &lt;condition&gt;expr&lt;/condition&gt;   P1 &lt;/while&gt;</b>	do :: expr -> fPromela-equivalent-P1 :: else -> break; od
<b>&lt;sequence&gt;   P1   P2 &lt;/sequence&gt;</b>	{fPromela-equivalent-P1}; {fPromela-equivalent-P2};	<b>&lt;repeatUntil&gt;   P1   &lt;condition&gt; expr &lt;/condition&gt; &lt;/repeatUntil&gt;</b>	do :: fPromela-equivalent-P1 od unless {expr};
<b>&lt;if&gt;   &lt;condition&gt;expr1&lt;/condition&gt;   P1   &lt;elseif&gt;     &lt;condition&gt;expr2&lt;/condition&gt;     P2   &lt;/elseif&gt;   &lt;else&gt;     P3   &lt;/else&gt; &lt;/if&gt;</b>	if :: expr1 → fPromela-equivalent-P1; :: expr2 → fPromela-equivalent-P2; :: else → fPromela-equivalent-P3; fi;	<b>&lt;VariationPoint name= qname&gt;   &lt;Variants&gt;     &lt;Variant name=varname1&gt;       &lt;VPBpelCode&gt;         P1       &lt;/VPBpelCode&gt;&lt;/Variant&gt;     ...   &lt;/Variants&gt; &lt;/VariationPoint&gt;</b>	/*For each variant exists in the variation point*/ gd :: varname1-> fPromela- equivalent-P1; :: else -> skip; dg;
<b>&lt;empty&gt;</b>	skip;		