



# Integration of Runtime Verification into Metamodeling

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# Why Runtime Verification?

- ▶ DSML do not shield the software from design errors
- ▶ Runtime Verification checks the execution of real system
  - ▶ Consider environmental influences
  - ▶ React to failures
- ▶ Testing is seldom exhaustive
- ▶ Model Checking can not always guarantee the correctness of executing system

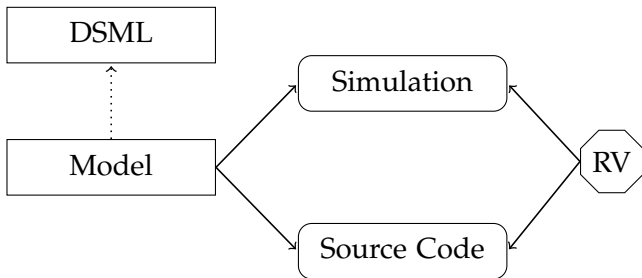
# Runtime Verification

- ▶ Use runtime monitors to observe the run of systems
- ▶ Check whether the current execution of such systems violates given correctness properties
- ▶ Such correctness properties can be formulated in linear-time temporal logic, LTL

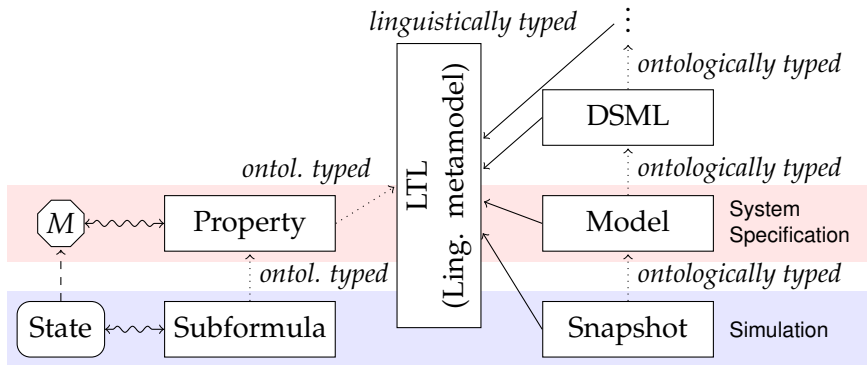
# Integrating RV into Modeling

## Goal

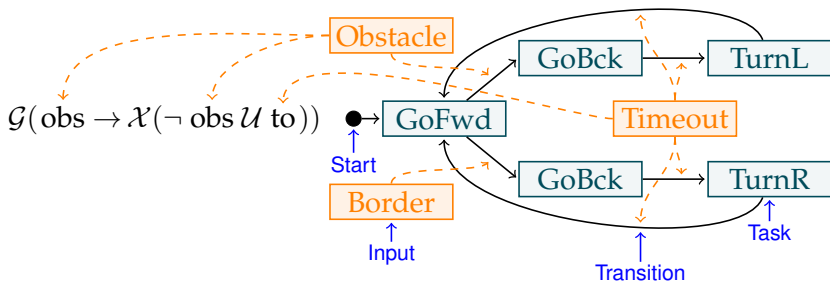
- ⇒ Integrate RV into software engineering process
- ⇒ Domain experts and verification engineers use same model



# Multilevel Metamodeling



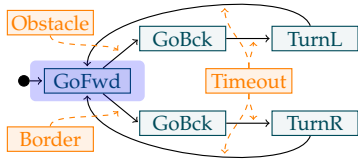
## Example Scenario



- Generate Python code for the robot and monitor

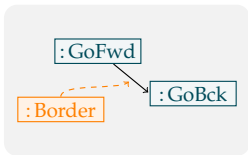
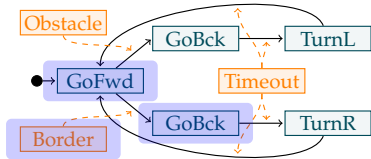


# Example Execution



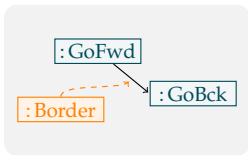
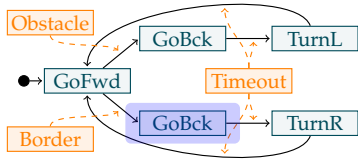
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# Example Execution

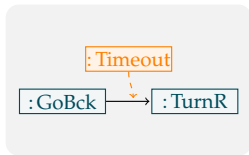
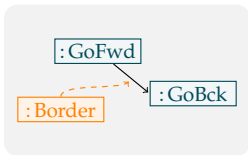
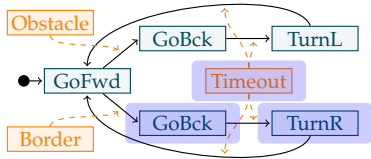




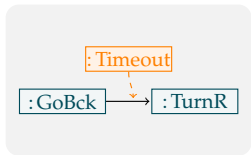
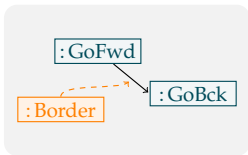
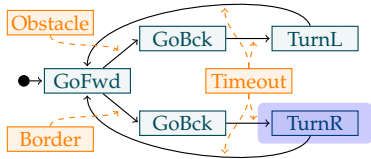
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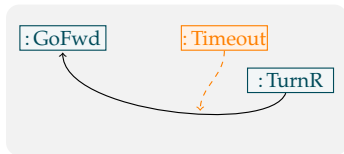
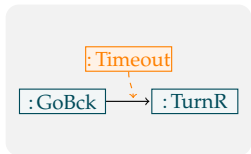
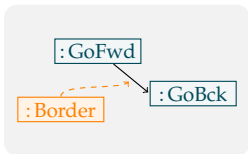
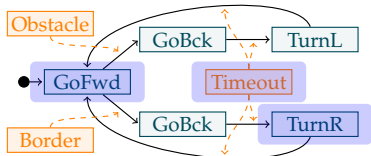
# Example Execution



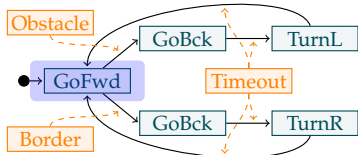
# Example Execution



# Example Execution

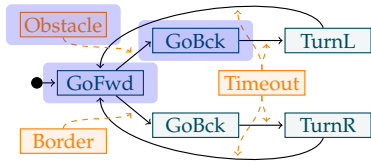


## Example Execution II

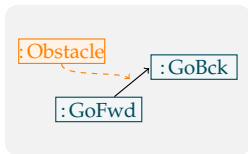


$\mathcal{G}(\text{obs} \rightarrow \mathcal{X}(\neg \text{obs} \mathcal{U} \text{to}))$

## Example Execution II

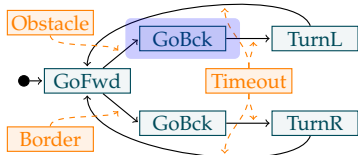


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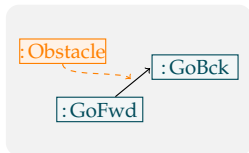


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## Example Execution II



$\mathcal{G}(\text{obs} \rightarrow \mathcal{X}(\neg \text{obs} \mathcal{U} \text{to}))$

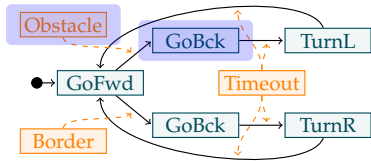


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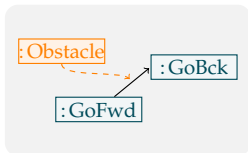


$\neg \text{obs} \mathcal{U} \text{to}$

# Example Execution II



$\mathcal{G}(\text{obs} \rightarrow \mathcal{X}(\neg \text{obs} \mathcal{U} \text{to}))$



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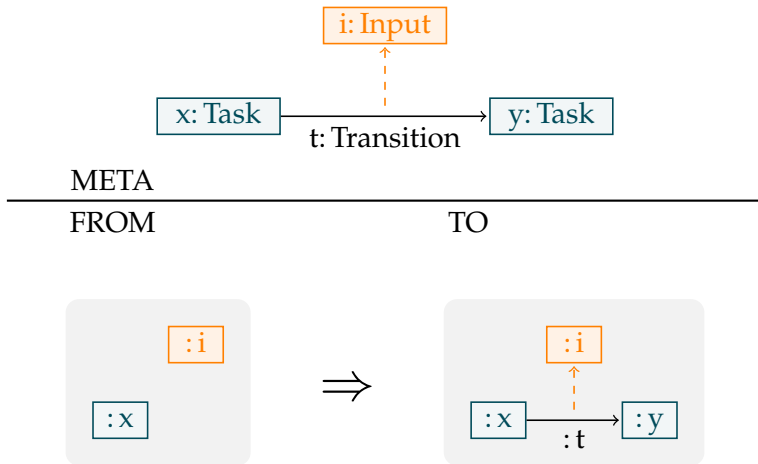
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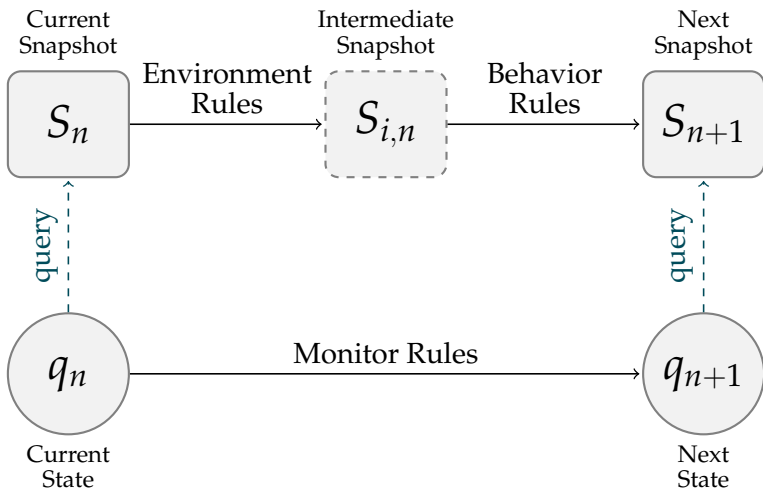
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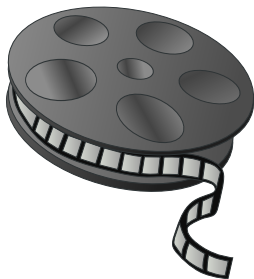
# Coupled Model Transformation Rules



# Model Transformation Rules



# Example Video



# Communication

## Goal

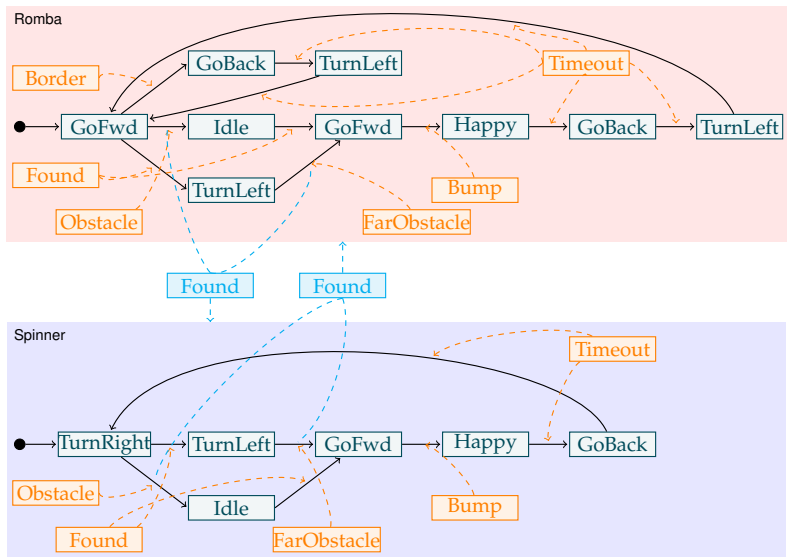
⇒ Model distributed systems

- ▶ Current scenario: two robots meet
- ▶ Client/Server Model
- ▶ Sockets - send and receive data
- ▶ UDP (The User Datagram Protocol)
  - ▶ No handshaking dialogues
  - ▶ No guarantee of delivery, ordering, or duplicate protection
  - ▶ Suitable for purposes where error checking and correction are performed in the application
  - ▶ Broadcasting information

# Broadcast

- ▶ Romba/Spinner simple "Found" message
- ▶ More advanced messages for robots explore area and share updates to a common map
- ▶ Broadcast Hello messages (ID, timestamp and data)
- ▶ The number of retransmission, reTx, is counted
- ▶ Maximum number of transmissions: MaxReTx

# Example Scenario for communication



# Conclusion and outlook



- ▶ Present a metamodel that captures a wider range of aspects of the robots
  - ▶ Sensors
  - ▶ Motors
  - ▶ Communication
- ▶ Integrate runtime verification into the whole software engineering process
  - ▶ Design
  - ▶ Simulation
  - ▶ Code generation for the robot and monitor
- ▶ Allow the design of distributed systems in the future
  - ▶ Distribution can be modeled through replication of existing instances on the modeling level
- ▶ Use models for Model-based testing