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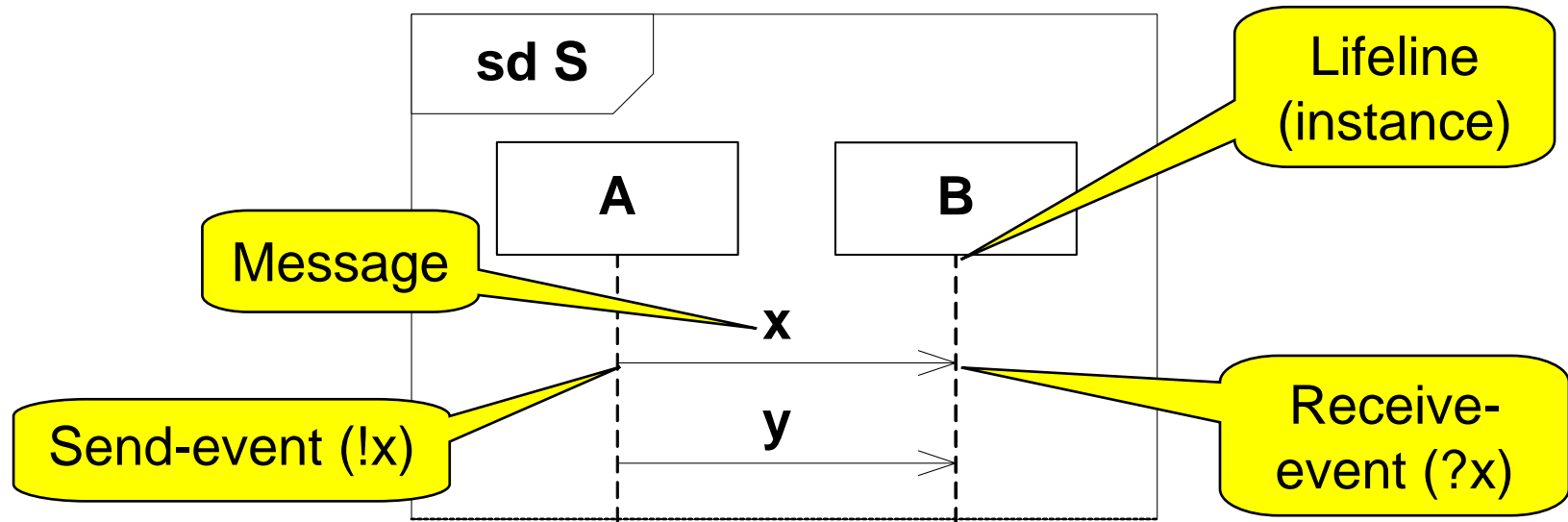
# UpSTAIRS with Sequence Diagrams

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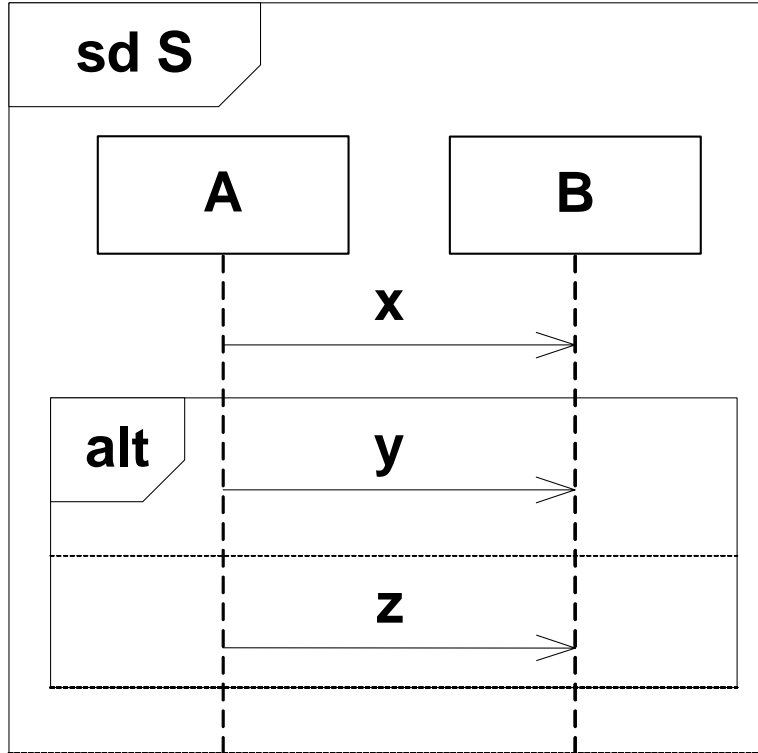
- Interactions and trace semantics
- Interactions as example runs
- Underspecification and nondeterminism
- Refinement

# Background: UML interactions



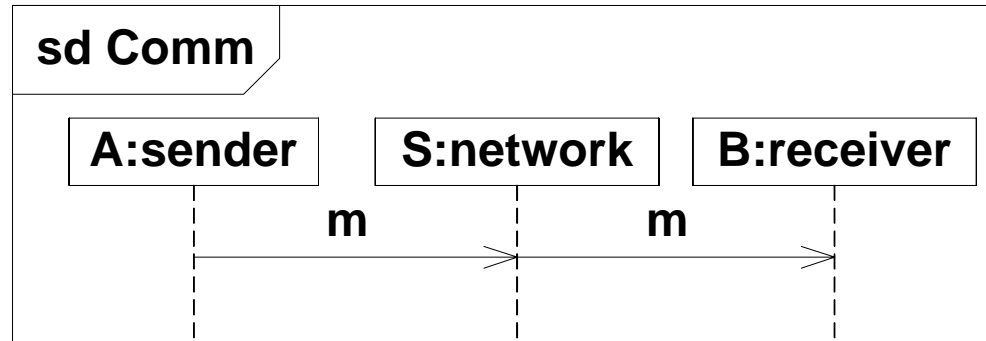
- Partial ordering of events:
  - The send event is ordered before the corresponding receive event.
  - Events on the same lifeline are ordered from the top and downwards.
- S specifies the two traces:
  - $\langle !x, ?x, !y, ?y \rangle$
  - $\langle !x, !y, ?x, ?y \rangle$

# Alternatives

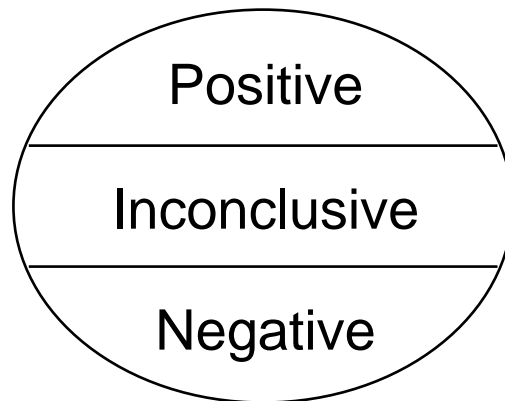


- S specifies the four traces:
    - < !x, ?x, !y, ?y >
    - < !x, !y, ?x, ?y >
    - < !x, ?x, !z, ?z >
    - < !x, !z, ?x, ?z >
- } First alternative  
 } Second alternative

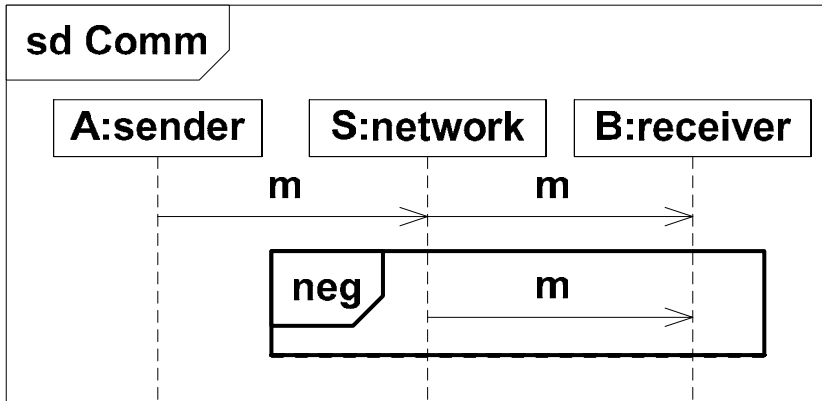
# Example: Network communication



- Interactions = example runs!
  - Specifies a set of positive and/or negative behaviours.



# Negative behaviour



Positive:

$\langle !m_{AS}, ?m_{AS}, !m_{SB}, ?m_{SB} \rangle$

Negative:

$\langle !m_{AS}, ?m_{AS}, !m_{SB}, ?m_{SB}, !m_{SB}, ?m_{SB} \rangle$

$\langle !m_{AS}, ?m_{AS}, !m_{SB}, !m_{SB}, ?m_{SB}, ?m_{SB} \rangle$

- Formally:

$$(p1, n1) \succeq (p2, n2) =$$

$$(p1 \succeq p2, (p1 \succeq n2) \cup (n1 \succeq p2) \cup (n1 \succeq n2) )$$

- Note:

- Inconclusive + positive/negative = inconclusive
- Positive + negative = negative

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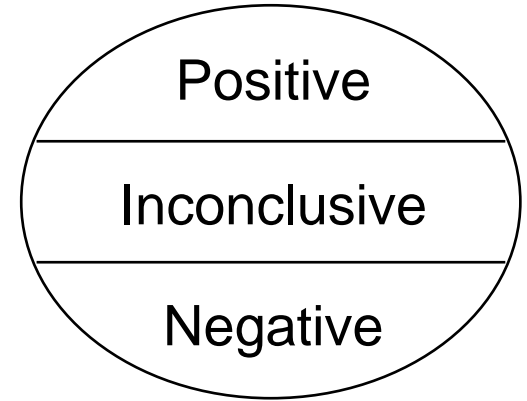
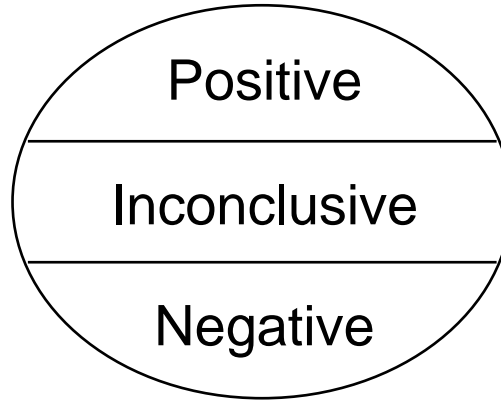
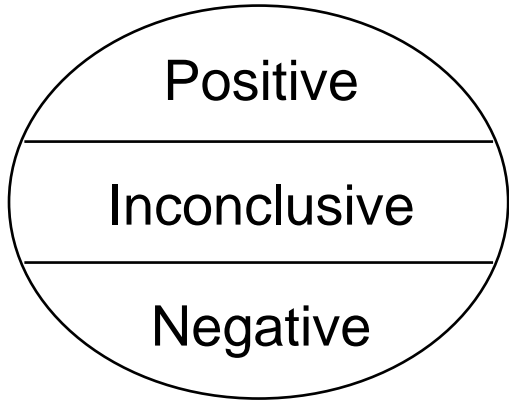


# Underspecification and non-determinism

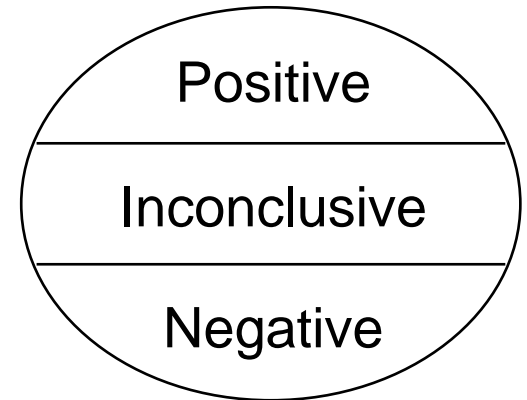
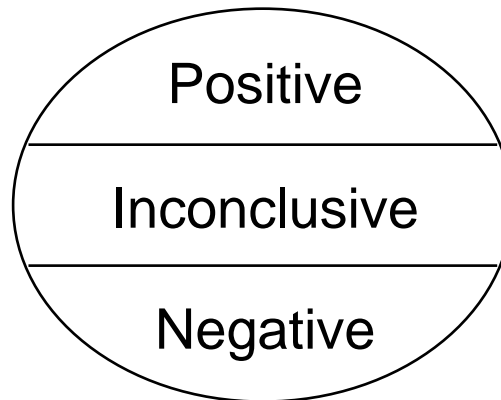
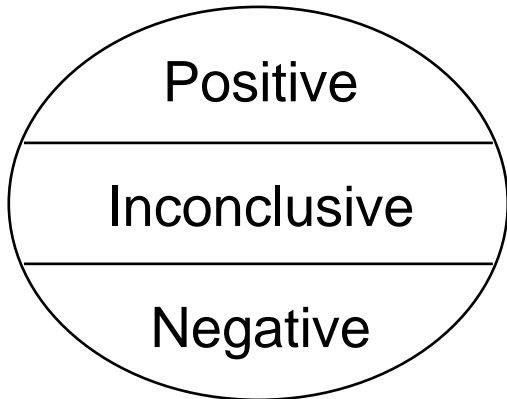
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- Underspecification: Several alternative behaviours are considered equivalent (serve the same purpose).
- Inherent non-determinism: Alternative behaviours that must all be possible for the implementation.
- These two should be described differently!





**xalt**



# alt vs xalt

- Assume

$$[[ d1 ]] = (p1, n1)$$

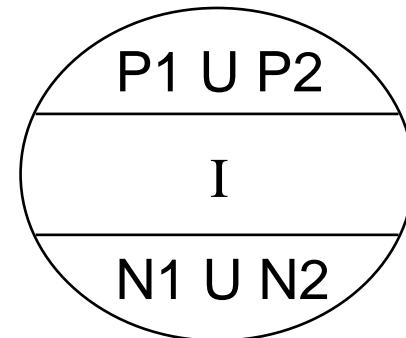
$$[[ d2 ]] = (p2, n2)$$

- alt specifies potential behaviour:

$$[[ d1 \text{ alt } d2 ]]$$

$$= [[ d1 ]] + [[ d2 ]]$$

$$= (p1 \cup p2, n1 \cup n2)$$

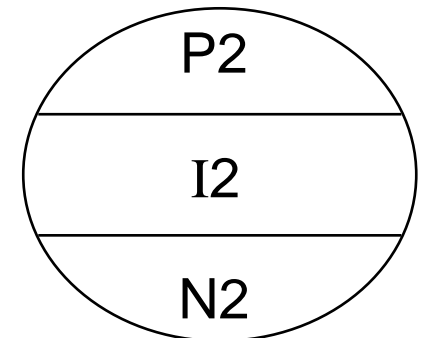
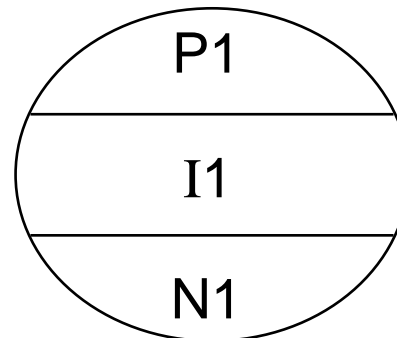


- xalt specifies mandatory behaviour:

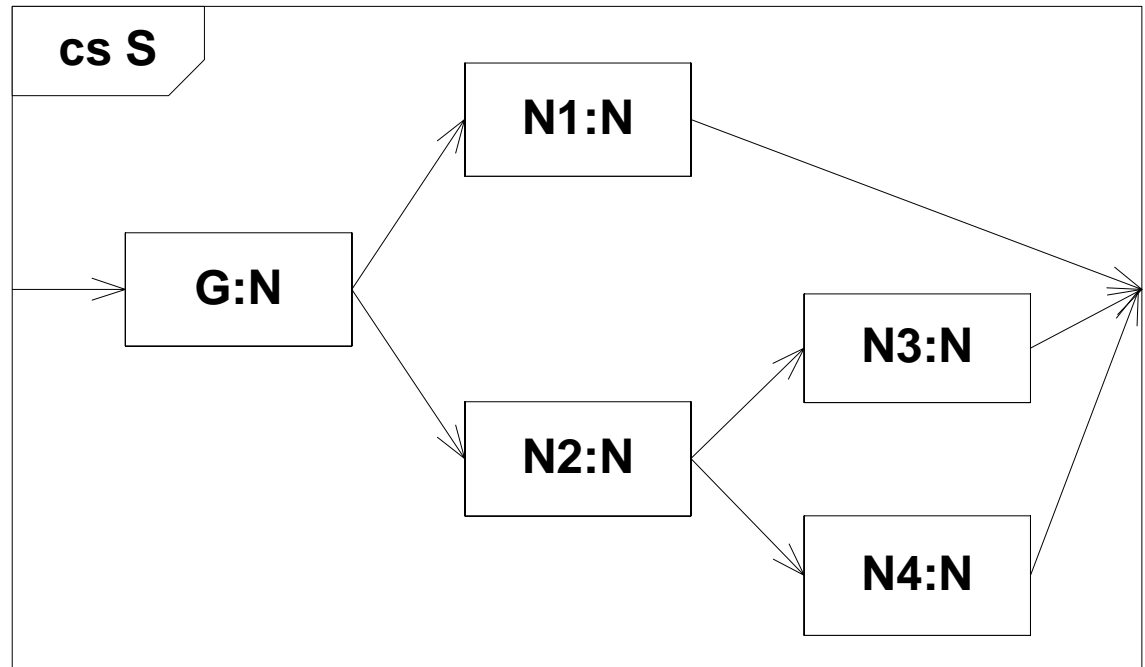
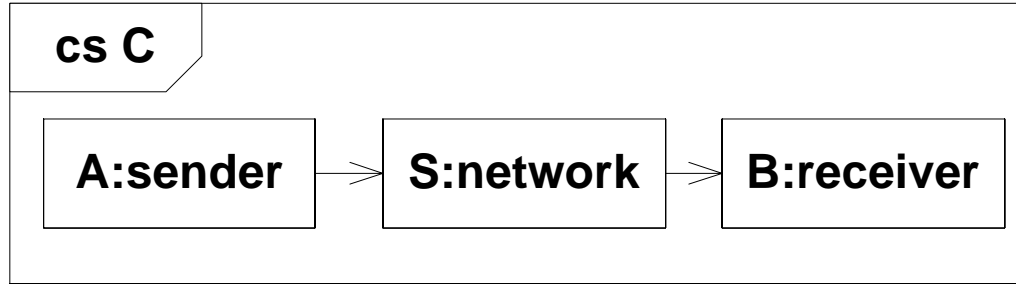
$$[[ d1 \text{ xalt } d2 ]]$$

$$= [[ d1 ]] \cup [[ d2 ]]$$

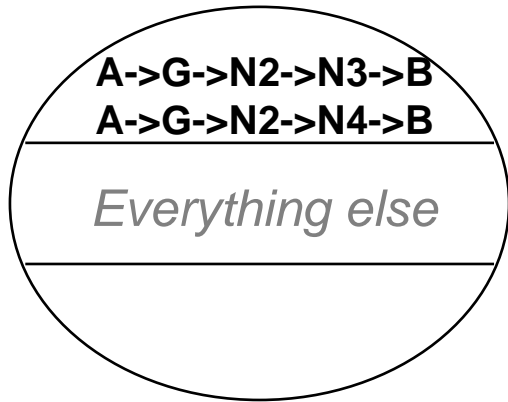
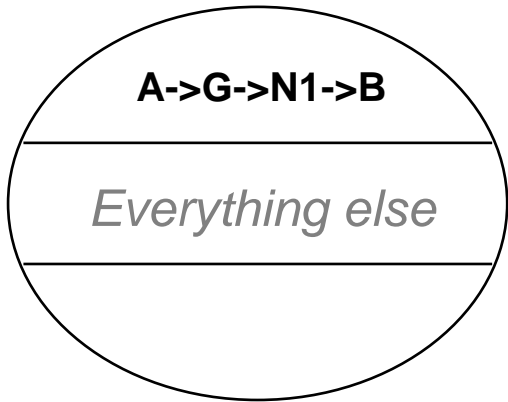
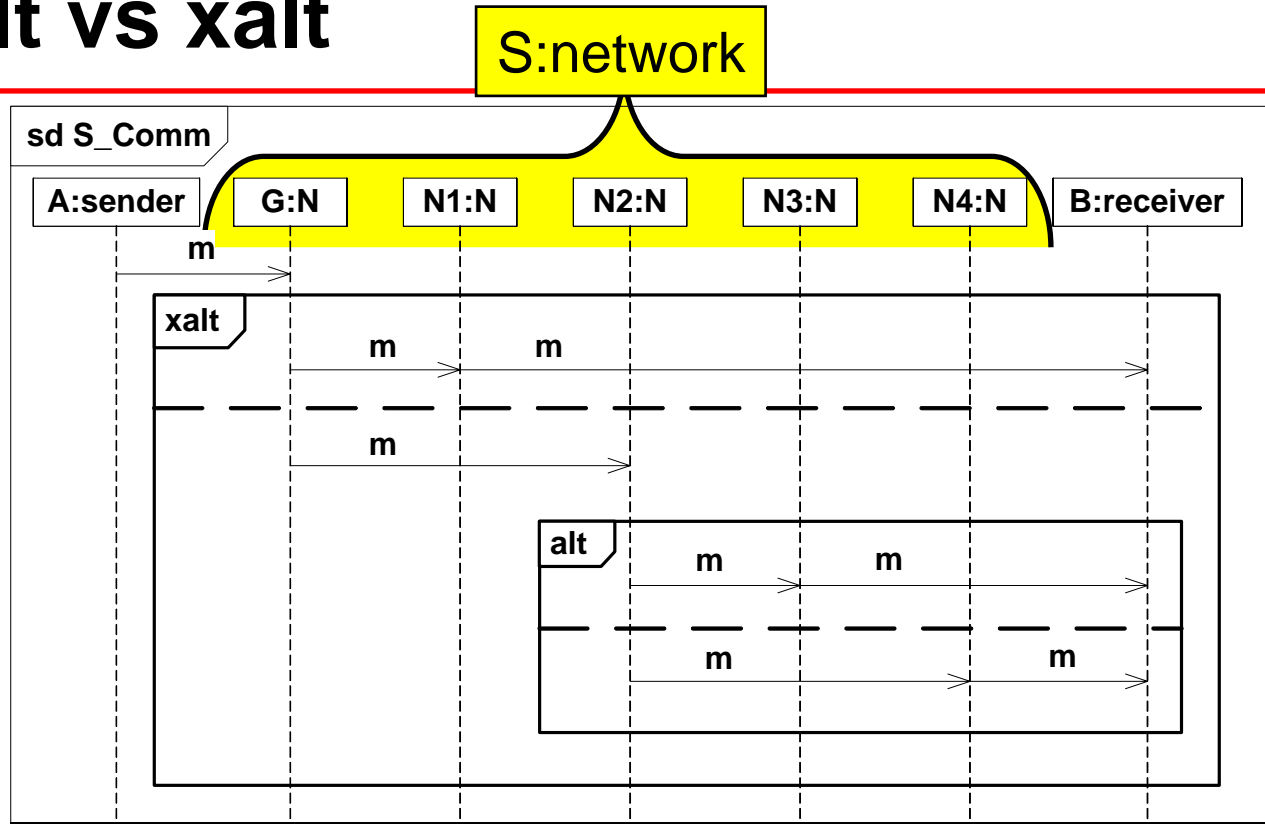
$$= (p1, n1) \cup (p2, n2)$$

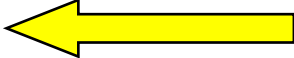


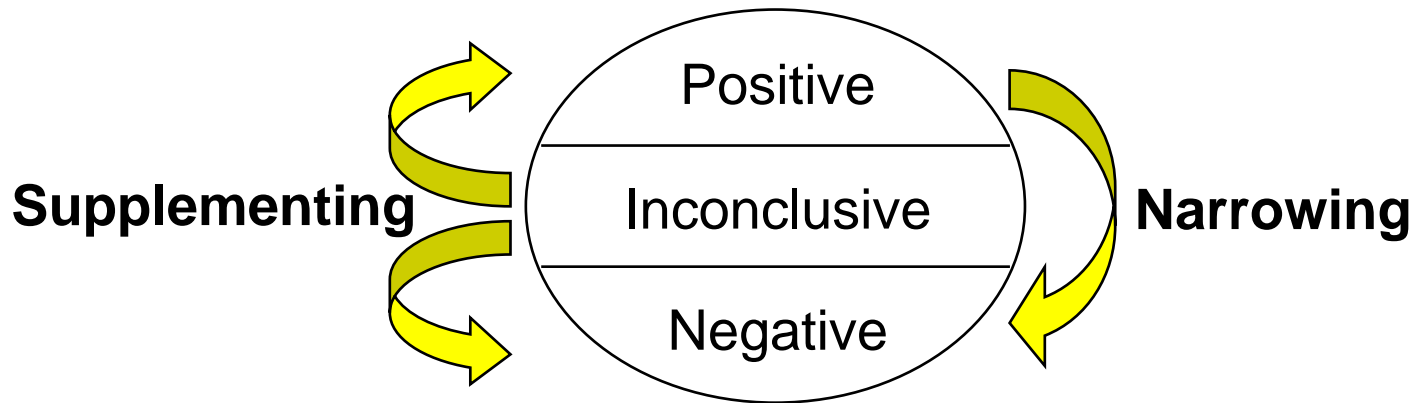
# Example: Network communication



# alt vs xalt



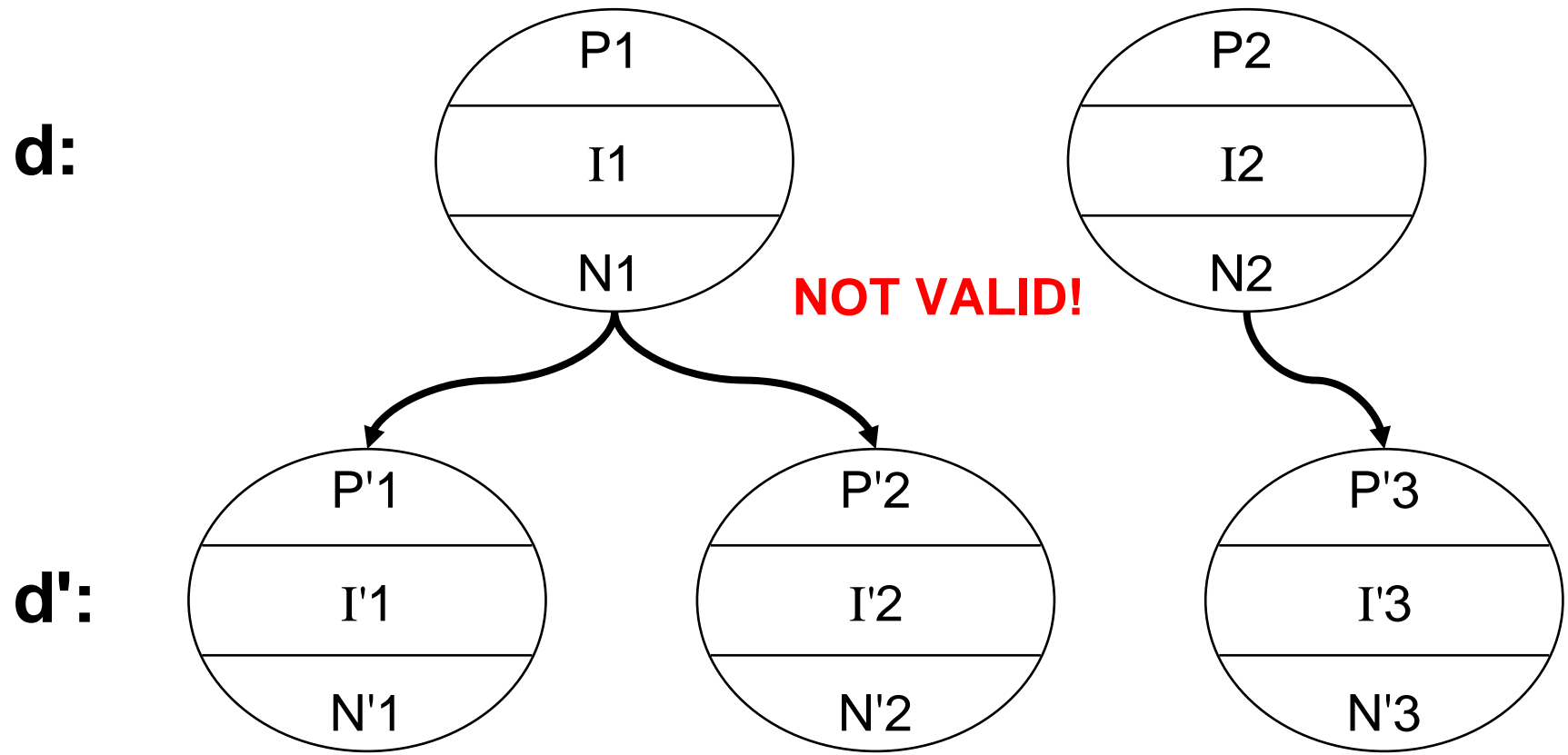
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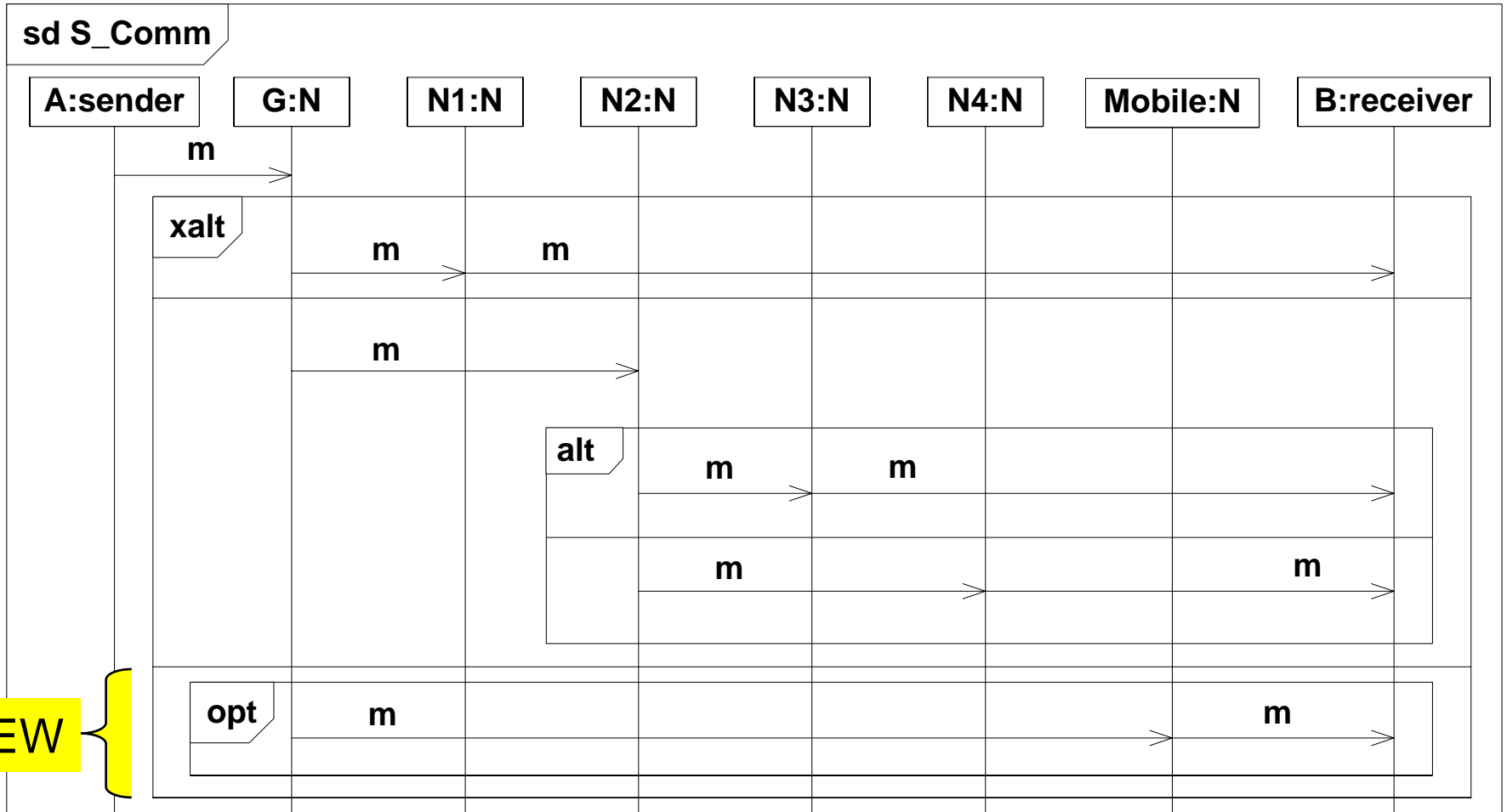
- An interaction obligation  $o'=(p',n')$  is a refinement of an interaction obligation  $o=(p,n)$  iff
  - $n \subseteq n'$
  - $p \subseteq p' \cup n'$

# Refinement contd.

- An interaction  $d'$  is a refinement of an interaction  $d$  iff  $\forall o \in [[d]]: \exists o' \in [[d']]: o \rightsquigarrow o'$



# Adding new obligations





# Supplementing

