A deontic logical framework for modelling product families

Research in progress

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Aim of our research activity

- To express in a single framework feature-based constraints over the products of a family and constraints over their behaviour
- To provide tools to support this framework with formal verification

In our search for a single logical framework in which to express both static and behavioural aspects of product families:

- we present a straightforward characterization of feature models by means of deontic logics
- we define a deontic extension of a behavioural logic, called DHML, that allows to express in a single framework both static constraints over the products of a family and constraints over their behaviour
- we give a semantic interpretation of DHML over MTSs, for which a verification framework based on model-checking techniques could be implemented

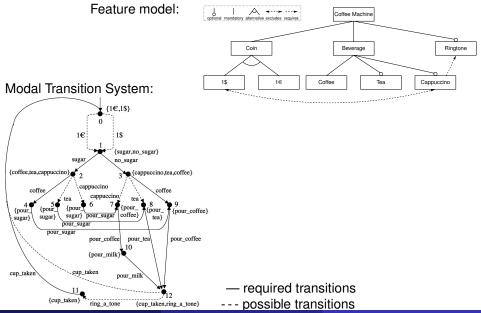
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Running example: Coffee machine family



Static & behavioural requirements of product families

Static requirements identify the **features** constituting different products and behavioural requirements the **admitted sequences of operations**

Static requirements of product families

- The only accepted coins are the 1 euro coin (1€), exclusively for the European products and the 1 dollar coin (1\$), exclusively for the US products (1€ and 1\$ are exclusive (alternative) features)
- A cappuccino is only offered by European products (excludes relation between features)

Behavioural requirements of product families

- After inserting a coin, the user has to choose whether or not (s)he wants sugar, by pressing one of two buttons, after which (s)he may select a beverage
- The machine returns to its idle state when the beverage is taken

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- Deontic logic provides a natural way to formalize concepts like violation, obligation, permission and prohibition
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Deontic logic - continued

A deontic logic consists of the standard operators of propositional logic, i.e. negation (\neg) , conjunction (\land) , disjunction (\lor) and implication (\Longrightarrow) , augmented with deontic operators (O and P in our case)

The most classic deontic operators, namely it is obligatory that (O) and it is permitted that (P) enjoy the duality property

Informal meaning of the deontic operators

- $O(\alpha)$: action α is *obligatory* (required transition)
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Construction of deontic characterization of FM

• If A is a feature and A_1 and A_2 are subfeatures, add the formula:

$$A \implies \Phi(A_1, A_2)$$
, where $\Phi(A_1, A_2)$ is defined as:

$$\Phi(A_1,A_2) = (O(A_1) \vee O(A_2)) \wedge \neg (P(A_1) \wedge P(A_2))$$
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Example static properties of families

Characteristic formula of Coffee machine family

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O(\operatorname{Coin}) \wedge O(\operatorname{Beverage}) \wedge P(\operatorname{Ringtone})
\wedge
\operatorname{Coin} \implies (O(1\$) \vee O(1\$)) \wedge \neg (P(1\$) \wedge P(1\$))
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\operatorname{Cappuccino} \implies O(\operatorname{Ringtone})
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Two example coffee machines

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CM1 = {Coin, 1€, Beverage, Coffee}
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Syntax of DHML

- $\phi ::= true \mid p \mid \neg \phi \mid \phi \wedge \phi' \mid [\alpha] \phi \mid E\pi \mid A\pi \mid O(\alpha) \mid P(\alpha)$
- $\pi ::= \phi U \phi'$

Informal meaning of remaining operators (p is a proposition)

- $[\alpha] \phi$: for all next states reachable with α , ϕ holds
- $E\pi$: there exists a path on which π holds
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- $\phi U \phi'$: in the current or a future state ϕ' holds, while ϕ holds until that state

Usual abbreviations

false = ¬true, $\phi \lor \phi' = \neg(\neg \phi \land \neg \phi')$, $\phi \implies \phi' = \neg \phi \lor \phi'$, $\langle \alpha \rangle \phi = \neg[\alpha] \neg \phi$, $EF\phi = E$ (tt $U \phi$), $AG\phi = \neg EF \neg \phi$

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DHML: Semantics with MTS as interpretation structure

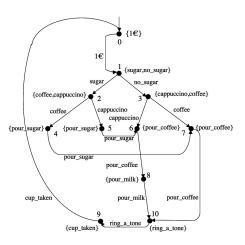
- ullet $\to \subseteq S \times Act \times S$: transitions between states S are labelled with actions Act
- transitions are either required (—) or possible (---)
- $L: S \to 2^{AP}$: states are labelled with Atomic Propositions AP as well as with the events allowed in the states (i.e. $Act \subseteq AP$)
- $P \subseteq S \times Act$ denotes the actions which are permitted in a state: $P(s, \alpha)$ iff $\alpha \in L(s)$

The satisfaction relation of DHML is defined as follows:

- $s \models true$ always holds
 - $s \models p$ iff $p \in L(s)$
 - $s \models \neg \phi$ iff not $s \models \phi$
 - $s \models \phi \land \phi'$ iff $s \models \phi$ and $s \models \phi'$
 - $s \models [\alpha] \phi$ iff $s \xrightarrow{\alpha} s'$, for some $s' \in S$, implies $s' \models \phi$
 - $s \models E\pi$ iff there exists a path σ starting in state s such that $\sigma \models \pi$
 - $s \models A\pi$ iff $\sigma \models \pi$ for all paths σ starting in state s
 - $s \models P(\alpha)$ iff $P(s, \alpha)$ holds
- $s \models O(\alpha)$ iff $P(s, \alpha)$ holds and $\exists s' : s \xrightarrow{\alpha} s'$
- $\sigma \models [\phi \ U \ \phi']$ iff there exists a state s_j , for some $j \ge 0$, on the path σ such that for all states s_k , with $j \le k$, $s_k \models \phi'$ while for all states s_i , with $0 \le i < j$, $s_j \models \phi$

MTS of a European Coffee Machine

A product is represented by a MTS with only required transitions:



Example behavioural properties of families

Behavioural properties of families

It is possible to get a coffee with 1€:

It is always possible to ask for sugar:

It is not possible to get a beverage without inserting a coin:

$$AG(\neg(coffee \lor tea \lor cappuccino) \ U\ (<1 \in> true \lor <1 > true))$$

Example static and behavioural properties of families

Static and behavioural properties of families

actions 1€ and 1\$ are exclusive (alternative features):

$$((EF < 1\$ > true) \implies (AG \neg P(1\$))) \land ((EF < 1\$ > true) \implies (AG \neg P(1\$)))$$

a cappuccino is only offered by European products (excludes relation between features):

$$((EF < cappuccino > true) \implies (AG \neg P(1\$))) \land ((EF < 1\$ > true) \implies (AG \neg P(cappuccino)))$$

a ringtone is rung whenever a cappuccino is delivered (requires relation between features):

$$(EF < cappuccino > true) \implies (AF O(ring_a_tone))$$

Conclusions and open problems

Research in Progress—what we have done so far

- defined a deontic characterization of a feature model (static requirements over a family)
- defined behavioural deontic logic DHML to express the behavioural variability of a family

Research in Progress—what we are working or

- a model checker able to automatically verify DHML formulae over models described as MTSs, with possible constraints expressed in DHML itself
- exploit the relation between MTSs and L²TSs to reuse the UMC model-checking engine (on-the-fly model checker designed for the efficient verification of UCTL logic over L²TSs
- compare the expressiveness of UCTL and DHML, which might lead to enhancements to the model-checking engine to cover DHML deontic operators

Research in Progress—what remains to be done

- how to express dependencies of variation points?
- how to identify properties that, proved on a family, are preserved by all its products?
- how does this scale to real problems and to incremental family construction?
- how to hide the logic and verification technicalities from the end user?
- what else???

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