Monitoring Aspects for the Customization of Automatically Generated Code for Big-Step Models

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Abstract

The output of a code generator is assumed to be correct and not usually intended to be read or modified; yet programmers are often interested in this, e.g., to monitor a system property. Here, we consider code customization for a family of code generators associated with big-step executable modelling languages (e.g., statecharts). We introduce a customization language that allows us to express customization scenarios for the generated code independently of a specific big-step execution semantics. These customization scenarios are all different forms of runtime monitors, which lend themselves to a principled, uniform implementation for observation and code extension. A monitor is given in terms of the enabledness and execution of the transitions of a model and a reachability relation between two states of the execution of the model during a big step. For each monitor, we generate the aspect code that is incorporated into the output of a code generator to implement the monitor at the generated-code level. Thus, we provide means for code analysis through using the vocabulary of a model, rather than the detail of the generated code. Our technique not only requires the code generators to reveal only limited information about their code generation mechanisms, but also keeps the structure of the generated code intact. We demonstrate how various useful properties of a model, or a language, can be checked using our monitors.

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1. Introduction

Automatic code generation from high-level models is a key technology to raise the abstraction level in software development, and so to increase productivity, and improve code reliability. While the output of a code generator is usually not meant to be read or modified by a programmer, it is often necessary to have a means to understand the behaviour of the code, for example, in order to integrate it into an existing code base or to inspect its correctness.

In this paper, we introduce a framework for automatic customization of generated code to enhance it with the capability to monitor a property at runtime. Our system receives a property of interest for the generated Java code of a model, and produces AspectJ code that is woven to the generated code to monitor the property. Our system works with the output of a family of code generators that each generates code for a behavioural model specified in a big-step modelling language (BSML).

BSMLs are a widely used class of modeling languages, which includes statecharts and its variants, among other formalisms. A BSML can be used to specify the behaviour of systems that interact with their environments; e.g., a banking machine or a microwave. In a BSML model, the reaction of a model to an input is described by a big step, which consists of a sequence of small steps, each of which is the execution of a set of transitions. There is a plethora of BSMLs, which can be essentially distinguished by their semantic variations. These variations specify the detail of how transitions become enabled and how they are executed.

In our framework, a monitoring property is specified in the big-step monitoring language (BML), which we introduce in this paper. A BML monitor uses the vocabulary of a BSML model, and not the often unreadable vocabulary of the generated code, to specify a property for the generated code of the model. As such, our framework raises the level of abstraction that a developer works at: a developer neither needs to know about the code generation mechanism, nor about the mechanism by which a model-level property is monitored at the generated-code level. A BML property can be considered as a kind of predicate-logic formula over the transitions of a model, together with a reachability (or an unreachability) operator that specifies whether a certain state of a big step can reach (must not reach) another state of the big step. Quantification can be used to specify a general property about a model, e.g., the global consistency property asserts that a transition that is triggered with the absence of an event and a transition that generates the event cannot be executed in the same big step. A BML property is either an invariant, required to hold in all big steps, or is a witness, required to hold in at least one big step. A novelty in the design of our BML is that it can be uniformly used by different BSMLs.

We define the semantics of BML by adapting the temporal operators of LTL to work in the scope of a big step. A key idea in our semantics is that the enabledness and execution information about the transitions are treated as uninterpreted functions; the semantics of BML is independent of how transitions become enabled and how they are executed. As such, BML abstracts away from the particularities of the semantics of BSMLs, and thus, is uniformly adaptable by the family of BSMLs. This allows for adopting BML for the output of different code generators as well.
We have implemented BML for a family of code generators that generates code for a subset of BSMLs. We have developed a code generator that for each BML monitor generates the multithreaded AspectJ code that collects the necessary information to interpret the monitor at runtime. Because of the design of our BML and the structure of the BSML-generated code, our generated aspects need to intercept the execution of only a few of methods of the BSML-generated code. To implement BML for a new code generator, we require the BSML-generated code to expose only limited programmatic means to inspect the execution of big steps.

Our contribution in this paper is threefold. First, we introduce a language that allows to specify monitors to analyze the behaviour of generated code by using the vocabulary of a model, rather than the detail of its generated code. Thus, we combine model analysis with code analysis, as advocated by others, to decrease the gap between the model and the code. Second, we present a uniform, automatic approach to implement BML monitors for a family of code generators that support different BSML semantics. Finally, we present a non-intrusive, aspect-based technique to customize the generated code to analyze its behaviour. Our technique is comparable with other approaches that aim at improving the extensibility of object-oriented software via aspects.

The remainder of the paper is organized as follows. Section 2 presents an overview of the syntax and semantics of BSMLs. Section 3 presents our BML and its example applications. Section 4 presents the semantics of BML. Section 5 presents our implementation of BML for a family of code generators. Section 6 discusses related work. Section 7 concludes the paper.

2. Background: Big-Step Modelling Languages

In this section, we present an overview of the family of big-step modelling languages (BSMLs), whose semantics we deconstructed and compared in our previous work. We begin with describing the common, normal form syntax that we have adopted for BSMLs. We then briefly describe the common semantics of BSMLs, together with some of their semantic variations. There are further semantic variations that are not considered in this paper; details can be found in our previous work. We use the BSML model in Figure 1 as our running example throughout the paper.

2.1 Normal Form Syntax

To provide a unifying semantic framework for BSMLs, we introduced a normal form syntax, which is similar to the syntax of original statecharts. A BSML model is a hierarchical, extended finite state machine that consists of: (i) a hierarchy tree of control states, and (ii) a set of transitions between these control states.

Control states. A control state, graphically represented by a rounded box, represents a noteworthy moment in the execution of a model. Each control state has a type, which is either And, Or, or Basic. The control states of a model form a hierarchy tree, where the leaves (and only they) have type Basic. A child of an And-state or Or-state is surrounded by the box representing its parent; the children of an And-state are separated from one another by dashed lines. The ancestor and descendant relations are defined with their usual meanings. As an example, the model in Figure 1 is a simplified BSML model for the software system that controls the operation of a microwave oven. Control state Microwave is an And-state that has three children, namely, Controller, Lock, and Cooker, which are all Or-states; note that the surrounding lines around these Or-states have been removed to simplify the graphical representation. Control state Unlocked is a Basic-state and a child of Lock. One of the children of an Or-state is its default control state, which is signified by an incoming arrow without a source. The root of the hierarchy tree must be an Or-state, which is not explicitly shown if it has only one child; e.g., as in the model in Figure 1 each control state has a unique name that appears at its top, left corner.

Transitions. A transition, graphically represented by an arrow, specifies behaviour in a BSML model. Each transition, t, has a source control state, src(t), and a destination control state, dest(t), together with the following four optional elements: (i) a guard condition, gc(t), which is a boolean expression over a set of variables, enclosed by a "[]"; (ii) a triggering condition, trig(t), which is the conjunction of a set of events and negation of events; (iii) a set of variable assignments, asn(t), which is prefixed by a "="; (iv) a set of generated events, gen(t), which is prefixed by a "\~". Each transition name is followed by a "\~". As an example, in the model in Figure 1, t1 is a transition, with src(t1) = Off, dest(t1) = On, gc(t1) = true, asn(t1) = 0, trig(t1) = start, and gen(t1) = \{lock, start_cook\}. Transitions t1, t2, t3, and t4 use variables; e.g., asn(t3) = \{l := true\} and gc(t3) = \{l = true\}. Variable l is used to disallow the situation where t3 is executed before t1 and t3 is executed before t0, to avoid microwave radiation while the door is unlocked. The arena of a transition t, denoted by arena(t), is the lowest Or-state in the hierarchy tree such that the source and destination control states of the transition are its descendants. For example, in the model in Figure 1 arena(t1) = Controller and arena(t1) = Active. For a model M, we denote the set of all its transitions as Trans(M).

Figure 1. A simple BSML model.
2.2 Common Semantics and Semantic Variations

A BSML model specifies the behaviour of a system that interacts with its environment. An environmental input is a set of input events together with a set of assignments to input variables. The reaction of a BSML model to an environmental input is a big step that consists of a sequence of small steps, each of which can be the execution of a set of transitions.

2.2.1 Model Initialization

Initially, in a BSML model, all variables are assigned their initial values; all events are absent (i.e., their statuses are false); and the model resides in the default control state of its root. Furthermore, the following invariants always hold for a BSML model: (i) if the model resides in one of its And-states, it resides in all of its children; and (ii) if it resides in one of its Or-states, it resides in exactly one of its children. As an example, initially, the BSML model in Figure 1 resides in control states Microwave, Controller, Lock, Cooker, Active, Off, Unlocked, and Idle. Variable I is initialized with a false value. Events start, stop, activate, deactivate are environmental input events of the model (they are not generated by any transition). The model has no environmental input variables.

2.2.2 Structure of a Big Step

Figure 2 adapted from our previous work [4], depicts the structure of a big step. T. The execution of a big step is an alternating sequence of snapshots and small steps, in response to an environmental input I. A snapshot of a BSML model is a valuation of its snapshot elements, each dealing with an aspect of the semantics of a BSML. For example, there is a snapshot element that maintains the set of control states that a model resides in: upon the execution of a transition, its source control state is removed from the snapshot element and its destination control state is added to the snapshot element. Similarly, there are snapshot elements that maintain the values of variables, the statuses of events, etc. The number of snapshot elements of a BSML model depends on the semantics of the BSML. In the big step in Figure 2, there are k + 2 snapshots, namely, sp0, sp1, ..., spk+1, and n snapshot elements, namely, e1, ..., en. We call snapshot sp0 and snapshot spk+1 the source snapshot and the destination snapshot, respectively, of big step T. Snapshot sp1, called the beginning snapshot, includes the effect of receiving input I at snapshot sp0. Each tuple, (sp_i, τ_i, sp_i+1), (1 ≤ i ≤ k) is a small step of T. For each small step, (sp_i, τ_i, sp_i+1), sp_i and sp_i+1 are its source snapshot and destination snapshot, respectively. The effect of the execution of a small step is stored in its destination snapshot. We refer to a big step through its sequence of small steps; e.g., we refer to big step T = (sp0, I, sp1, τ1, sp2, ..., τ_k, spk+1) as ⟨τ0, ..., τ_k⟩. At each snapshot, there might be more than one set of transitions that can be executed as the next small step; we call each of these sets of transitions a potential small step of that snapshot. We denote the set of potential small steps of a model at a snapshot, sp, as potential(sp). For a BSML model M, we denote the set of all its possible big steps as bigsteps(M).

2.2.3 Common Semantics

The flowchart in Figure 3 adapted from our previous work [3], depicts the conceptual stages in executing a single big step. At the beginning of a big step, an environmental input is received from the environment. The next six stages of the flowchart specify the necessary stages in forming and executing a small step. The flowchart iterates until its big step becomes maximal, meaning that there is no more small steps to be executed, at which point the big step concludes and the flowchart reaches its end. In each iteration of the flowchart, if there are more than one potential small steps, stage 5 chooses one non-deterministically. As an example, when the BSML model in Figure 1 resides in its default control states, if environmental input event start is received at the beginning of a big step, transition t1 can be taken as a small step. The execution of t1 generates events lock and start_cook, which trigger transition t2 to be taken as the second small step. However, if gc(t2) would have been true and the BSML semantics would have only allowed one transition per small step, then {t2} and {t3} each would have been a potential small step after the execution of t1.

2.3 BSML Semantics Variations

Each of the six numbered stages of the flowchart in Figure 3 could be carried out differently in different BSMLs, and thus, is a semantic variation point for BSMLs. We call these semantic variation points the semantic aspects of BSMLs [3]. Each semantic aspect can be instantiated with a semantic option that specifies how the corresponding stage of the semantic aspect must be carried out [3]. We use the sans serif and SMALL Caps fonts to refer to the name of a semantic aspect and a semantic option, respectively.

The feature diagram in Figure 4 in Figure 4 shows six semantic aspects together with a common set of semantic options for each of the semantic aspects. Since variables and events are optional in the syntax of BSMLs, their corresponding semantic aspects are optional features of the feature diagram. In this paper, we consider only a commonly used subset of the semantic aspects and semantic options, which are also supported by the family of code generators that we consider in our implementation.

The Event semantic aspect specifies the snapshots in which a generated event is present and can trigger a transition. Three common semantic options for the Event semantic aspect are that a generated event is: (i) present only in the destination snapshot of the small step that generates it (the Next Small Step semantic option); (ii) present in the destination of the small step that generates it, and in all subsequent snapshots in the big step (the Remainder semantic option); or (iii) present throughout the next big step after the big step in which it is generated (the Next Big Step semantic option).

The GC Variable semantic aspect concerns the variable values used to evaluate guard conditions. Two common semantic options are: (i) to use variable values from the beginning of the current big step, according to the assignments in the previous big step (the GC Big Step semantic option); or (ii) to use variable values in the current snapshot, thus taking into account the assignments made in the current big step (the GC Small Step semantic option). The semantic options for the RHS Variable semantic aspect are similar. As an example, in the model in Figure 1 when the model resides in its default control states and input event start is received, only employing the Remainder and GC Small Step semantic options results in the expected behaviour: {t1}, {t2}, and {t3}; e.g., if the GC Big Step semantic option is employed, t3 is not executed.

The Concurrency and Priority semantic aspects deal with forming the set of potential small steps of a BSML model at each snapshot, using the set of enabled transitions determined by stages 1 and 2 of the flowchart in Figure 3. The Concurrency semantic aspect specifies whether exactly one (the Single semantic option) or a maximal set of transitions that the lowest common ancestor of their
at the big-step granularity is useful since it is compatible with the design philosophy of BSMLs that considers a big step (and not its constituent small steps) as a unit of execution. Section 3 describes the semantics of BML, which is oblivious to whether big steps of a BSML model are executed by the model itself or, for example, by the generated code for the model: it requires only information about the enabledness and execution of the transitions of the model. Similarly, this semantics is oblivious to the particularities of the plethora of BSML semantics: it treats the information about the enabledness and the execution of transition as uninterpreted boolean functions. As such, BML provides a high-level means to specify properties about a BSML model that can be uniformly monitored both at the model and code level. In this paper, we are interested in monitoring only the behaviour of generated code. Section 4 presents our implementation of BML at the generated-code level.

The BNF in Figure 5 presents the abstract syntax of BML. As shown in the first line of the BNF, a monitor is either an invariant, which specifies a property that should hold for all big steps of the model, or a witness, which specifies a pattern that could happen in a big step of the model. An invariant monitor intercepts the execution of the model in order to find a counterexample for the property that it represents. A witness monitor intercepts the execution of the model in order to find a witness example for the property that it represents. A monitor is meant to execute as long as the model executes. An invariant monitor returns all counterexamples that it encounters during the execution of the model, and similarly, a witness monitor returns all witness examples.

**Predicates.** To specify monitors for a model, BML provides two basic unary predicates: $en$ and $ex$, both of which operate over the transitions of the model. Predicate $en(t)$ evaluates to true in a snapshot iff transition $t$ is enabled, i.e., iff $t$ belongs to a potential small step in that snapshot. Predicate $ex(t)$ evaluates to true in a snapshot iff it is about to be executed by the next small step. By definition, if $ex(t)$ is true at a snapshot, so is $en(t)$. As an example, in the model in Figure 1, invariant monitor $I$: $\neg en(t_s) \lor \neg en(t_3)$ asserts that transitions $t_3$ and $t_5$ are never enabled together (i.e., there is no race between locking the microwave door and starting the radiation); and witness monitor $W$: $ex(t_3)$ asserts that transition $t_3$ is executed at least in one big step (i.e., microwave can be deactivated). Predicates $en$ and $ex$ do not have a snapshot parameter because such a parameter is implicit in the semantics of BML.

**Reachability expressions.** Besides a predicate-logic-like syntax, BML uses two operators that each can be used to specify a kind of reachability or unreachability relation between the snapshots of a big step. Binary operators, $\leftrightarrow$ and $\rightarrow$, are reachability and unreachability operators, respectively. We call an expression that uses a reachability operator or an unreachability operator a reachability expression or an unreachability expression, respectively. In a reachability (or an unreachability) expression, the left operand is called

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**Figure 3.** Operation of a big step and its semantic variation points.

**Figure 4.** A set of common semantic aspects (in the sans serif font) and semantic options (in the small caps font) of BSMLs.
the source expression, and the right operand is called the destination expression. The source expression specifies the snapshot(s) in a big step over which a reachability (or an unreachability) expression should be evaluated. The destination expression specifies the snapshot(s) that must be reached for the reachability to hold (or that must not be reached for the unreachability expression to hold).

For example, \( e_1 \leftarrow e_2 \) specifies that from a snapshot of a big step that satisfies \( e_1 \), a future snapshot of the big step, including the current snapshot, can be reached in which \( e_2 \) is satisfied. An invariant monitor checks for a counterexample in which a reachability expression does not hold, while a witness monitor checks for an example in which a reachability expression holds. As an example, for the model in Figure 1, invariant \( I: ex(t_1) \leftarrow ex(t_2) \) specifies that it is always the case that if transition \( t_1 \) is executed, then transition \( t_5 \) will also be executed in the same big step (i.e., if the microwave door is locked, then radiation eventually starts). The invariant \( I: ex(t_3) \not\leftarrow ex(t_5) \) asserts that transition \( t_3 \) is not executed before or at the same time as \( t_5 \). Invariants \( I: ex(t_5) \not\leftarrow ex(t_3) \) and \( I: ex(t_5) \not\leftarrow \neg ex(t_3) \) are not the same: if \( ex(t_5) \) is true, the latter invariant would hold when \( t_5 \) is not executed at least in one snapshot.

Quantification. To specify a monitor that applies to a range of transitions, the syntax of BML allows to quantify over a set of transitions of a model. For a monitor of a model that uses a (un)reachability expression, each of its source and destination expressions can use a quantification. We assume the following two syntactic well-formedness conditions: (i) a monitor does not have any free variables; and (ii) its quantifiers use distinct logical variables. Invariants and witnesses use different kinds of outer quantifications, where an outer quantifier of a monitor is the quantifier that appears immediately after an "\( I: \)" or "\( W: \)".

An invariant (a witness) could only use a universal (an existential) quantification as its outer quantifier. For example, invariant monitor \( I: \forall t \in Trans(M) \cdot \neg ex(t) \) specifies that there exists a transition of \( M \) that is executed. The set of witness examples for this witness monitor at runtime could be used to animate the execution of \( M \).

Range of quantification. The logical variable of a quantifier of an invariant ranges over a set of transitions. For a model, \( M \), this range is either an explicit subset of the set of transitions of the model (i.e., a subset of \( Trans(M) \)) or a set that is determined by a syntactic function \( T : t \mapsto 2^{Trans(M)} \). For example, the invariant monitor, \( I: \forall t \in Trans(M) \cdot \neg ex(t) \not\leftarrow 3' \in samearena(t) \cdot ex(t)' \), in effect, checks that the execution of \( M \) adheres to the TAKE ONE maximality semantics; function \( samearena(t) \) returns the set of transitions, excluding \( t \), whose arenas are the same as \( t \)’s.

Implicit quantifications. The meaning of a monitor involves some implicit quantifications as well. An invariant monitor has two implicit universal quantifications that assert that the invariant holds for all big steps and for all of their snapshots. A witness monitor has two implicit existential quantifications that specify that there exists a big step and a snapshot of that big step such that the witness property holds for it. Also, in the meaning of a reachability expression, in an invariant or a witness, there is an implicit existential quantification that asserts that there exists a destination snapshot in which the reachability expression holds.

Checking semantic properties. A semantic property of a modelling language is a semantic attribute of the language that is common to all models specified in that language [15]. Using BML, we can specify an invariant monitor to check a semantic property of a BSML model. Such a monitor cannot be used to prove the presence of a semantic property at the language level, but it can be used, for example, to confirm one’s understanding about a BSML semantics, or to gain confidence about the correctness of an implementation of a BSML semantics. Next, we present two such monitors.

In a globally consistent BSML semantics [7], if the negation of an event is used to trigger a transition in a big step, that event is not generated during the same big step. The following invariant asserts the global consistency property, for BSML model \( M \):

\[
I: \forall t \in Trans(M) \cdot \neg ex(t) \not\leftarrow 3' \in neggen(t) \cdot ex(t)',
\]

where \( neggen(t) \) is the set of transitions in the model that each generates at least one of the negated literals in the trigger of \( t \).

In a quasi non-cancelling BSML semantics, which is similar to a non-cancelling [15] BSML semantics, if a transition, \( t \), becomes enabled in a big step, either \( t \) or one of its neighbouring transitions will be executed in that big step; two transitions are neighbours if they have the same source or destination control states. The following invariant asserts this property,

\[
I: \forall t \in Trans(M) \cdot \neg ex(t) \not\leftarrow \exists t' \in neigh(t) \cdot ex(t') \lor ex(t),
\]

where function \( neigh(t) \) returns the neighbouring transitions of \( t \).

As an example, in Figure 1 when the model resides in its default control states and environmental input event \( start \) is received, assuming that \( gc(t_1) = [true] \), if the model employs the Single and Next Small Step semantic options, two big steps are possible: \( \langle t_1, t_1, t_3, t_5 \rangle \) (not executing \( t_2 \)) and \( \langle t_1, t_3, t_5 \rangle \) (not executing \( t_2 \)), which violate invariant 1. Employing the Many concurrency semantics, which executes \( t_3, t_5 \), results in a quasi non-cancelling semantics.

A limitation. The non-cancelling semantic property [15] is a stronger property than the quasi non-cancelling property: in a non-cancelling semantics, an enabled transition, \( t \), in the above monitor, cannot become disabled until the destination expression of the reachability expression becomes true. We cannot express the non-cancelling property in BML, because BML does not have a syntax to capture the notion of “becoming disabled”; we plan to include such a syntax in BML in the future; cf., Section 4.

\[1\] In previous work [15], we used the term “executable” with the same meaning as the term “enabled” here; we changed our terminology here to provide a clear distinction between \( en \) and \( ex \) predicates.
4. Semantics of BML

The meaning of a monitor is defined with respect to a BSML model and its big steps. Our semantics for BML assigns a boolean value to each monitor of a model. If an invariant monitor is assigned a false value, then there exists at least one counterexample big step that makes it false. If a witness monitor is assigned a true value, then there exists at least one witness-example big step that makes it true. The semantics of finding counterexamples and witness examples is implicit in the semantics of assigning truth value to a monitor.

We present the semantics of invariant and witness monitors separately. Except for the semantics of reachability and unreachability expressions, the semantics of BML is simply based on the semantics of predicate logic. We first consider the semantics of ground reachability and unreachability expressions, whose source and destination expression do not use any quantification. We then extend these semantics to the cases with quantification.

Notation. We use notation $⟦\gamma⟧$ to denote the meaning of a BML term $\gamma$. We use a subscript to denote the big step under which $\gamma$ is evaluated; e.g., $⟦\gamma⟧_T$ is the meaning of $\gamma$ under big step $T$.

To specify the semantics of reachability and unreachability, we adapt the “globally” ($\bigcirc$) and “finally” ($\Diamond$) temporal operators of linear temporal logic (LTL) [8], to express temporal properties of individual big steps of a model. To evaluate an LTL formula $I$ against a big step $T$, we write $⟦I⟧_T$. Within a big step, the $\bigcirc$ operator requires its operand to hold in all snapshots of the big step; the $\Diamond$ operator requires its operand to hold at least in one of the snapshots of the big step, including the current snapshot. These temporal operators can be nested and combined with logical operators. For example, predicate $[\bigcirc (\sim I(t_1))]_T$ asserts that transition $t_1$ is finally disabled in big step $T$ and henceforth remains disabled in $T$.

4.1 Semantics of Monitors without Quantification

Semantics of invariant monitors. Given a big step $T$, the meaning of a ground invariant monitor that neither uses a reachability nor an unreachability expression is easy; $e$ should always be true:

$$\langle I : e \rangle_T = \langle \exists e \rangle_T$$

The meaning of a ground invariant monitor that uses a reachability expression is described by the following formula, which uses a request-response temporal pattern:

$$\langle I : e_1 \leftrightarrow e_2 \rangle_T = \langle \bigcirc (e_1 \Rightarrow \langle \Diamond e_2 \rangle) \rangle_T.$$  

Similarly, the meaning of a ground invariant monitor with an unreachability expression is described by the following formula:

$$\langle I : e_1 \not\leftrightarrow e_2 \rangle_T = \langle \bigcirc (e_1 \Rightarrow \langle \sim \Diamond e_2 \rangle) \rangle_T.$$  

As such, it can be observed that $\langle I : e_1 \not\leftrightarrow e_2 \rangle_T \equiv \sim \langle \langle I : e_1 \leftrightarrow e_2 \rangle_T \rangle_T$.

Semantics of witness monitors. Given a big step $T$, the meaning of a ground witness monitor that neither uses a reachability nor an unreachability expression is easy; finally, $e$ should become true:

$$\langle W : e \rangle_T = \langle \langle \Diamond e \rangle \rangle_T.$$  

The meaning of a ground witness monitor that uses a reachability expression is described by the following formula:

$$\langle W : e_1 \leftrightarrow e_2 \rangle_T = \langle \bigcirc (e_1 \land \Diamond e_2) \rangle_T,$$  

which asserts that $e_1$ becomes true in $T$, followed by $e_2$.

Similarly, the meaning of a ground witness monitor that uses an unreachability expression is described by the formula:

$$\langle W : e_1 \not\leftrightarrow e_2 \rangle_T = \langle \bigcirc (e_1 \land \langle \Diamond e_2 \rangle) \rangle_T.$$  

4.2 Semantics of Quantification

To specify the semantics of a monitor that uses quantification, we expand the monitor to a set of ground monitors. A quantified boolean expression has exactly one quantifier, while a quantified reachability or an unreachability expression can have up to two quantifiers (one in the source and one in the destination expression). Thus, we use two expansion functions: one for each quantifier.

The first expansion function, $\exp_{\text{out}}$, eliminates the outer quantifier of a monitor. For an invariant monitor, $i = \forall T \in \mathbb{E}. e \in \ell(t_i)$, where $e(t_i)$ means rewriting $e$ by replacing the quantification variable $t_i$ with transition $t_i$. Similarly, for a witness monitor, $\exists W : \forall T \in \mathbb{E}. e \in \ell(t_i)$, each of the monitor terms $I : e(t_i)$ or $W : e(t_i)$ might use another quantification, if $e$ is a (un)reachability expression with two quantifications. The second expansion function, $\exp_{\text{in}}$, eliminates these inner quantifications in a standard way. Function $\exp_{\text{in}}$, as opposed to $\exp_{\text{out}}$, does not introduce any new ground monitors; it just expands a destination expression. The two functions are identity functions if their inputs do not have an expected quantifier.

We then define the semantics of invariant $I : e$ of model $M$ as:

$$\langle I : e \rangle_{\mathbb{E}(M)} = \{ T : \langle \exp_{\text{in}}(\exp_{\text{out}}(I : e)) \rangle_T \},$$  

where each of $\exp_{\text{in}}(\exp_{\text{out}}(I : e))_T$ is the evaluation of the conjunction of a set of ground invariants.

Similarly, we define the semantics of witness $W : e$ as:

$$\langle W : e \rangle_{\mathbb{E}(M)} = \{ T : \langle \exp_{\text{in}}(\exp_{\text{out}}(W : e)) \rangle_T \},$$  

where each of $\exp_{\text{in}}(\exp_{\text{out}}(W : e))_T$ is the evaluation of the disjunction of a set of ground witnesses.

An invariant must hold in all big steps, and thus a universal quantification is used in its semantics; a witness needs to hold in at least one big step, and thus an existential quantification is used.

5. An Implementation of BML

We adopt the output of the family of code generators introduced by Prout, Atlee, Day, and Shaker [2] for our implementation of BML. These code generators themselves are generated, on the fly, by a parametric code generator generator (CGG) that, based upon the semantic parameter values that it receives, uses conditional compilation to act as a particular code generator. The normal form syntax, the semantic aspects, and the semantic options of BSMLs, as described in Section 2, can be modelled by the syntax and the semantic parameters of the CGG, as outlined below.

First, the CGG uses a syntax that is comparable to our normal form syntax in Section 2.1 while we use a notion of a hierarchy of control states, CGG uses a notion of composition tree. A composition tree consists of a hierarchy tree of composition operators, each of which specifies a policy in the execution of the transitions of its operands. The two needed composition operators to model our normal form syntax are the Micro-Interleaving and the Micro-Parallel composition operators, which provide the means to model the Single and the Many Concurrency semantics, respectively. The leaves of a composition tree, and only they, are hierarchical transition systems (HTSs), each of which can be considered as an Or-state without any And-state descendant. We assume that a model employs either only Micro-Interleaving composition or only Micro-Parallel composition. We call a model that satisfies this criterion a CGG-BSML model.

Second, the CGG provides a set of parameterized snapshot elements and predicates that each could be customized to model a semantic option. We call a CGG semantics that corresponds to a combination of our semantic options a CGG-BSML semantics.

Organization of the section. Section 5.1 describes the code generation mechanism of CGG. Section 5.2 presents our own code gen-
eration mechanism that customizes a piece of CGG-generated code with aspects to evaluate a BML monitor. Section 5.3 reports about our experiments and discusses issues related to our implementation.

5.1 Structure of Generated Code and its Execution Pattern

Our implementation of BML is based on knowledge about the high-level structure of the code generated by CGG. Similar knowledge is needed when implementing BML for a different code generator. Given a CGG-BSML semantics and a CGG-BSML model, CGG generates sequential Java code that implements the behaviour of the model; concurrency is simulated via sequential execution.

Structure of generated Code. The structure of the generated code is based on: (i) the structure of the composition tree of the model; and (ii) the snapshot elements specified through the input semantic parameter values. There is a Java class for each composition operator and a Java class for each HTS. Each model has m HTSs. We refer to the names of the classes that represent them as HTS_1, ..., HTS_m. There is a class called EnvSensor that provides an interface to implement an environment for the generated code. There is a root class called GeneratedSystem that instantiates and manages all classes. In our implementation of BML, we need to deal only with the classes that represent the HTSs of a model (to obtain information about the enabledness and the execution of transitions) and the EnvSensor class (to obtain information about the scope of a big step). Table 1 enumerates the classes that we use in our implementation of BML, together with the list of a few of their methods, fields, and variables that we need. For convenience, we have specified a symbol to refer to the name of each method.

Execution pattern. The generated code for a CGG-BSML model, specified in a CGG-BSML semantics, follows the semantic structure of a big step in Figure 2. The start of a big step is signified by the execution of senseEnv. The set of potential small steps at a snapshot are identified by the execution of a sequence of enabled_trans methods of the HTS_i (1 ≤ i ≤ m). The set of transitions of a small step are executed by the execute methods of the HTS_i (1 ≤ i ≤ m). Thus, the execution of a small step by a piece of CGG generated code can be encoded by regular expression n \* x \* n, where n and x are symbols representing the invocation of an enabled_trans and an enabled method, respectively. The execution of a big step can be encoded as v(n \* x \* )n, where v represents the invocation of the senseEnv method; the last n \* denotes that the big step is maximal. The ongoing execution of a BSML model can be modelled as a sequence of big steps: \( (v(n \-* )n)^n \).

5.2 BML Code Generator (BML-CG)

We have implemented a prototype system, BML code generator (BML-CG), which given a CGG-BSML model and a monitor without quantification generates the multi-threaded AspectJ code that performs the runtime evaluation of the monitor against the execution of the CGG generated code of the model. Intuitively, the generated aspects follow the semantics of BML in Section 3.2 For example, for an invariant monitor with an unreachable expression, whenever the source of the expression becomes true in a big step, the system checks whether its destination expression could become true in that big step, in which case it produces a counterexample.

Two key insights about the generated code by BML-CG are that: (i) by using AspectJ, a monitor expression is evaluated without modifying the structure and the behaviour of the CGG generated code; and (ii) by using threads, the evaluation of a monitor that uses a (un)reachability expression is orthogonalized into units that each corresponds to a snapshot where the source expression of the (un)reachability expression becomes true. The latter property makes BML-CG readily amenable to support quantification, by evaluating the constituent ground monitors of a monitor orthogonally. Next, we describe the design of BML-CG, focusing mainly on our use of aspects and threads in the BML-CG generated code.

5.2.1 Aspect Code Generated by BML-CG

AspectJ provides a rich language to specify point cuts, join points and advices for a Java program. In a BML-CG generated code, however, we only need to use before and after advices for join points in the execution of the methods listed in Table 1.

Figure 6 presents the three pointcuts together with five advices that we use in our generated code to implement a BML monitor. In our implementation of BML-CG, we distinguish between four types of monitors: (i) invariants with reachability operators; (ii) invariants with unreachable operators; (iii) witnesses with reachability operators; and (iv) witnesses with unreachable operators. (The monitors without a (un)reachability operator are special cases of one of the above four types.) The point cuts and advices in Figure 6 are the same for these four types of monitors, except for the advice invoked before an enabled_trans method, i.e., before(): HTSenJoin(Object p). This advice is specialized for each type of monitor. Next, we describe each advice in detail.

Before the execution of an enabled_trans method, its corresponding advice checks whether the source expression of the (un)reachability expression of the monitor, i.e., src_exp(en, ex), is true. Expression src_exp(en, ex) is evaluated with respect to the information about the enabledness and the execution of transitions stored in arrays en and ex, respectively; these information are updated as the execution of the CGG generated code continues. When src_exp(en, ex) is true, a new thread is forked that will check if the destination expression of the (un)reachability expression of the monitor could become true. The effect of the execution of a small step is evaluated at its destination snapshot, before checking for the enabledness of the transitions for the next small step. As such, it suffices to do the above evaluation only if the big step is not at the beginning snapshot and before the first n in the n \* x \* sequence of the next small step; i.e., when !begSnapshot && firstEn is true. Once all threads evaluate the effect of the last small step, i.e., after waitForAllThreadsToReact() terminates, the information in arrays en and ex are reset for evaluating the new small step.

After the execution of an enabled_trans method, its corresponding advice collects the set of enabled transitions determined by the method in array en; similarly, after the execution of an execute method, its corresponding advice collects the enabled transition that is executed by the method in array ex. We use Java reflection mechanisms to collect these information from the enabled_transitions and trans fields, described in Table 1. (To use Java reflection, we had to change trans variables to become fields of their corresponding classes. This is the only change that we made to the CGG-generated code.) Both advices update the variables firstEn and firstEx, which determine whether the first n and the first x in the sequence of method executions of a small step n \* x \* are encountered, respectively. The latter advice is also responsible: (i) to increment the index representing the current snapshot of a big step, to add an element to the vector that stores the counterexamples/witness examples; and (ii) to update the variable that determines the beginning snapshot of a big step.

Before the execution of the senseEnvJoin method, i.e., when a current big step ends and a new big step is about to start, its corresponding advice sets the endBigStep to true. Setting this variable to true signals all forked threads during the big step to terminate: function waitForAllThreadsToEnd() ensures that these threads terminate. After the execution of this method, the set of all counterexamples or witness examples could be inspected in variable result. After the execution of the senseEnvJoin method, at the beginning of a big step, its corresponding advice resets the variables of the system, preparing for a new big step.
This method simulates the behaviour of the environment by setting the environment input events and variables. For each HTS\textsubscript{i} (1 ≤ i ≤ m), its method enabled\textsubscript{trans} identifies the set of high-priority transitions whose arenas are in HTS\textsubscript{i} and can be taken in the next small step; this set is stored in the field enabled\textsubscript{transitions} of HTS\textsubscript{i}. For each HTS\textsubscript{i} (1 ≤ i ≤ m), its method execute executes one of the transitions stored in the field enabled\textsubscript{transitions} of HTS\textsubscript{i} non-deterministically; variable trans in execute method stores the identifier of the executed transition.

Table 1. List of the methods, fields, and variables in the CGG generated code that are of interest for the implementation of BML.

<table>
<thead>
<tr>
<th>Class</th>
<th>Method</th>
<th>Symbol</th>
<th>Role</th>
</tr>
</thead>
<tbody>
<tr>
<td>EnvSensor</td>
<td>senseEnv(..)</td>
<td>v</td>
<td>This method simulates the behaviour of the environment seting the environment input events and variables.</td>
</tr>
<tr>
<td>HTS\textsubscript{1}, \ldots, HTS\textsubscript{m}</td>
<td>enabled\textsubscript{trans}(..)</td>
<td>n</td>
<td>For each HTS\textsubscript{i} (1 ≤ i ≤ m), its method enabled\textsubscript{trans} identifies the set of high-priority transitions whose arenas are in HTS\textsubscript{i} and can be taken in the next small step; this set is stored in the field enabled\textsubscript{transitions} of HTS\textsubscript{i}.</td>
</tr>
<tr>
<td>HTS\textsubscript{1}, \ldots, HTS\textsubscript{m}</td>
<td>execute(..)</td>
<td>x</td>
<td>For each HTS\textsubscript{i} (1 ≤ i ≤ m), its method execute executes one of the transitions stored in the field enabled\textsubscript{transitions} of HTS\textsubscript{i} non-deterministically; variable trans in execute method stores the identifier of the executed transition.</td>
</tr>
</tbody>
</table>

5.2.2 Multi-Threaded Code Generated by BML-CG

As mentioned earlier, the before(): HTS\textsubscript{enJoin}(Object p) advice, in the aspect in Figure 6, forks a thread when a snapshot of a big step is arrived at which the source expression of the (un)reachability expression of a monitor is true. Figure 6 shows these threads. Based on the type of a monitor, a thread is invoked to evaluate the monitor, through inspecting the value of the destination expression of the (un)reachability expression of the monitor, i.e., des\textsubscript{exp}(en, ex). A thread terminates when the big step ends, i.e., when endBigStep becomes true. Functions addCounterExample and addWitnessExample store a counterexample and a witness example, respectively, in the last index of result.

We note that, for a witness monitor, once a thread is forked during a big step, no more subsequent threads needs to be forked because one witness example suffices; similarly, for an invariant monitor that uses an unreachability expression, one thread per big step is enough. However, in our implementation, we continue to fork new threads, in order to (i) find all counterexamples and all witness examples; and (ii) to develop a multi-threaded implementation, with the necessary synchronization mechanisms, to provide the foundation to support: (a) monitors with quantification, each of which comprises of multiple ground BML terms; and (b) concurrent evaluation of multiple monitors. As a result of this design decision, the first and the fourth threads, as well as, the second and the third threads, in Figure 6 are symmetric.

5.3 Discussion

Experiments. Using BML-CG, we have experimented with the generated code of a few example BSML models. We ran various BML monitors against the CGG generated code for the example model in Figure 4 (and its variations). Using different BSML semantics, we checked that a BML monitor behaves as expected, and thereby, tested the correctness of CGG, BML-CG, and the model as a whole. For example, in the model in Figure 4 if input events stop and deactivate are received together at the beginning of a big step, when the model resides in its default control states, the expected behaviour would be non-deterministic: either big step \( \langle t_1 \rangle, \langle t_2 \rangle, \langle t_3 \rangle \rangle \) or big step \( \langle t_2 \rangle, \langle t_3 \rangle \rangle \) would execute. To confirm this behaviour, the following two properties should hold: \( W: \text{en}(t_1) \land \text{en}(t_2) \) and \( I: (\text{en}(t_1) \land \text{en}(t_2)) \implies (\text{ex}(t_1) \lor \text{ex}(t_2)) \). However, if the Next SMALL Step event semantics is employed, the latter invariant would not hold because of counterexample big step \( \langle t_1 \rangle, \langle t_3 \rangle \rangle \). As another example, to eliminate the above non-determinism, we changed the source of \( t_1 \) to Active, and employed the Source Parent priority semantics, which assigns \( t_1 \) a higher priority than \( t_3 \); the model then satisfied invariant \( I: \neg\text{en}(t_1) \lor \neg\text{en}(t_3) \). In our experiments, we ensured that we cover the range of possible monitors and the range of BSML semantic options. We did not find any unexpected behaviour. We also experimented with other example models, including the CGG generated code for a model of an elevator system of a three-story building. This system was specified in a notation.
that uses asynchronous events, which is out of the current scope of BSMLs [3]. Our BML-CG, however, could deal with such a generated code. For example, we monitored that the three transitions that open the three doors of the elevator are never enabled together.

**Cost of monitoring.** The BML-CG generated code incurs a runtime cost to the execution of the CGG generated code. In terms of space, this cost is modest: we introduce only a few global variables and two boolean arrays, en and ex, whose sizes are the number of the transitions of the model. In terms of time, however, the cost is proportional to the number of running threads, which in the worst case – where at each snapshot of a big step, one thread is forked – is proportional to the length of a big step. This cost includes the computation time of the threads, the cost of their synchronization, and the overhead of aspects and Java reflection. The cost of the evaluation of a BML monitor is not related to the size of the monitor: the evaluation of the source and destination expression of a (un)reachability expression are constant-time boolean evaluations. The size of a model, however, could indirectly affect the cost of evaluation: a big model can produce a long big step. In our experiments, we did not notice a tangible slowdown in the execution time of the GCC-generated code. However, we observed the importance of building the right environment for checking a BML property, so to avoid executing irrelevant transitions in checking the property.

**BML for other code generators.** Our implementation of BML relies on knowledge about how to obtain the set of enabled and executing transitions of each small step, and how to determine the start and the end of a big step at runtime. Any code generator that somehow exposes these information could be enhanced with a BML monitoring capability. The more explicit these information are exposed, the more efficient an implementation could be. For example, if the CGG generated code would expose each of the set of enabled and executed transitions of a small step in a single field of a single class, then it would be possible to use only two join points to collect these sets, instead of twice as many as the number of HTTs. Such a saving could result in a significant performance improvement. Even better, if these fields would have been accessible via existing methods of the generated code, no Java reflection would have been needed. We chose to use CGG as is to demonstrate the relative independence of BML from a code generator.

### Figure 7.
Different kinds of threads for evaluating monitors.

```java
/*Used for monitors with reachability expressions*/
void [s:→d]findCounter(int sp) {
    int myLastSnapshot = sp-1;
    while(!endBigStep) {
        if (myLastSnapshot < curSnapshot) {
            if (des_exp(en,ex)) addCounterExample(result);
            myLastSnapshot++;
        }
    }
}
/*Used for monitors with unreachability expressions*/
void [s:→d]findWitness(int sp) {
    int myLastSnapshot = sp-1;
    while(!endBigStep) {
        if (myLastSnapshot < curSnapshot) {
            if (des_exp(en,ex)) addWitnessExample(result);
            myLastSnapshot++;
        }
    }
}
/*Used for witnesses with reachability expressions*/
void [s:→d]findWitness(int sp) {
    int myLastSnapshot = sp-1;
    while(!endBigStep) {
        if (myLastSnapshot < curSnapshot) {
            if (des_exp(en,ex)) return;
            myLastSnapshot++;
        }
    }
    addWitnessExample(result); }
```

6. Related Work

Our work is related to runtime monitoring frameworks (RMFs), such as Temporal Rover [16] and PathExplorer [17], which provide tool support for monitoring an input temporal property against the execution of a program. In an RMF, an input temporal property is usually an LTL formula that is encoded in an input format (IF). Our BML and the IF of a typical RMF are comparable: they are both used to specify monitoring properties. Our BML, however, is distinct in two main respects. First, BML uses the vocabulary of models, such as the names of transitions and their enabledness and execution information, to specify a monitoring property for generated code. The IF of an RMF, however, uses the vocabulary of programs, such as the names of variables, methods, segments of the code, etc. Second, BML, by virtue of being specialized for the family of BSMLs, is preequipped with abstraction constructs that facilitate the specification of properties. As such, using the IF of an RMF to specify a property that is equivalent to a BML property could be challenging. For example, specifying the equivalent property to BML property 3 in Section 3 could be a hard task; even articulating such a property in natural language through the vocabulary of the code can be very complicated. Of course, to evaluate a BML monitor at the code level, similar to an RMF property, the vocabulary of the code needs to be used. However, the abstraction constructs of BML provide guidelines not only about how to check these properties against the code, but also about how to generate/derive the code, in the first place, to facilitate such checks.

A class of RMFs, which we call aspect-oriented RMFs (A-BRMFs), use aspects to specify and implement runtime monitors for programs [18][23]. The IFs of these RMFs and their implementation strategies are comparable to our BML and our BML-CG, respectively. While in our implementation of BML we use aspects, the syntax and the semantics of BML are independent of aspect technology. In an AB-RMF, however, its IF, its syntax, semantics, and implementation are all based on aspects, and thus based on the terminology of programs. While compared to a regular RMF, an AB-RMF provides a higher level of abstraction for property specification, it still uses a generic, program-level IF; as opposed to our BML, which is a specialized, model-level IF. Our use of aspects in the BML-CG generated aspects is comparable with the implementation of an AB-RMF: they both use the notion of execution join points to incrementally evaluate a property of the code at runtime. The difference is that we chose AspectJ simply because the output code of CGG naturally lends itself to be instrumented with aspects. Our regular-expression–like notation, in Section 5, is comparable to the IF of AB-RMF Tracematches [18].

Our work is comparable to frameworks that combine the aspect-oriented and generative programming paradigms [24][27]. Our work is distinct in that it focuses on a specific usage of generating aspects, as opposed to "general-purpose aspect languages", which are criticized for "losing their purposefulness" [28].
Our work is related to works that promote using aspects at the model level, either to capture aspects during the modelling process, or to facilitate the extension of object-oriented code. The point cuts in our implementation are model-based point cuts that modify the generated code to enhance it with a runtime monitoring capability. Our big-step monitoring language (BML) has a high-level syntax that uses the vocabulary of a model, rather than the detail of the generated code, to specify a runtime monitor. As such, our BML raises the level of abstraction that a developer works at when analyzing the generated code. Novelty in the design of our BML is that it abstracts away from the particularities of the syntax and semantics of the plethora of BSMLs, and thereby, lends itself to be adopted by a wide range of modelling languages and by the output of a wide range of code generators. We have implemented the core, quantified-free fragment of BML for a family of code generators. We have developed a non-intrusive code generation technique that customizes a piece of generated code with the AspectJ, multi-threaded code that monitors a property.

7. Conclusion and Future Work
In this paper, we introduced a language for specifying runtime monitors that analyze the behaviour of a piece of generated code that is derived from a model specified in a big-step modelling language (BSML). Also, we introduced a customization mechanism that modifies the generated code to enhance it with a runtime monitoring capability. Our big-step monitoring language (BML) has a high-level syntax that uses the vocabulary of a model, rather than the detail of the generated code, to specify a runtime monitor. As such, our BML raises the level of abstraction that a developer works at when analyzing the generated code. Novelty in the design of our BML is that it abstracts away from the particularities of the syntax and semantics of the plethora of BSMLs, and thereby, lends itself to be adopted by a wide range of modelling languages and by the output of a wide range of code generators. We have implemented the core, quantified-free fragment of BML for a family of code generators. We have developed a non-intrusive code generation technique that customizes a piece of generated code with the AspectJ, multi-threaded code that monitors a property.

We plan to extend our implementation to support quantified BML monitors. As discussed in Section 6, we plan to extend BML with predicates that capture the notions of “becoming disabled”, and “becoming enabled”. Also, to specify a wider range of runtime monitors, we plan to extend BML to support backward reachability and unreachability operators, so that a monitor could refer to the past snapshots of a big step. Lastly, we are interested in introducing an action syntax to BML so that a BML term could not only monitor the behaviour of generated code, but also could modify it. As an example, using action disable(), which removes a transition from the set of enabled transitions, it is possible to enforce a globally-consistent behaviour, as specified in property (1) in Section 4 by disabling all transitions \( t \in negger() \) in property (1).

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