

Designing user interface for FTSyn

Presented By: Maulik Patel

Problem Statement

- Designing a user interface for Automatic Addition of fault tolerance.
- Fault-Tolerance Synthesizer (FTSyn) which is a framework for adding fault tolerance to parallel/distributed programs.
- Develop a GUI tool for FTSyn that generates FTSyn input file from UML diagram file.

FTSyn

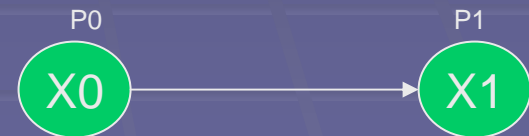
- Developed to allow users to automatically add fault-tolerance.
- The input consist of:
 - Fault-intolerant program
 - Invariant
 - Safety specification
 - Initial state
 - Class of faults

FTSync

- Dijkstra's guarded commands are used for input fault-intolerant program.
 - $g \rightarrow st$
 - g : state predicate st : statement

- Example:

```
process P1  
begin  
     $(X0 \neq 0) \rightarrow (X1 = X0 \% 2);$   
read X0, X1;  
write X1;  
end
```



FTSync

- Faults are modeled as a set of guarded commands.

```
fault process_corruption
```

```
begin
```

```
     $(X1 > 10) \rightarrow (X1 = -1)$ 
```

```
end
```

- Safety-specifications and invariant are represented as boolean expression.

- Initial states:

```
init
```

```
state X0=1, X1=1;
```

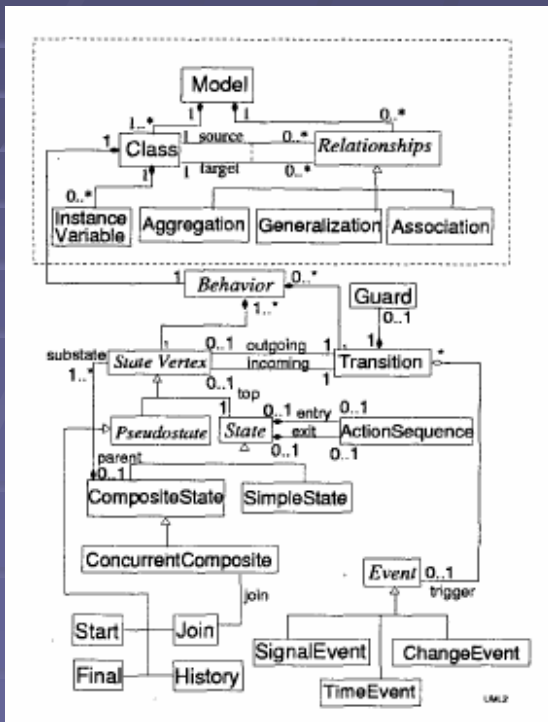
```
state X0=2, X1=1;
```

Goal

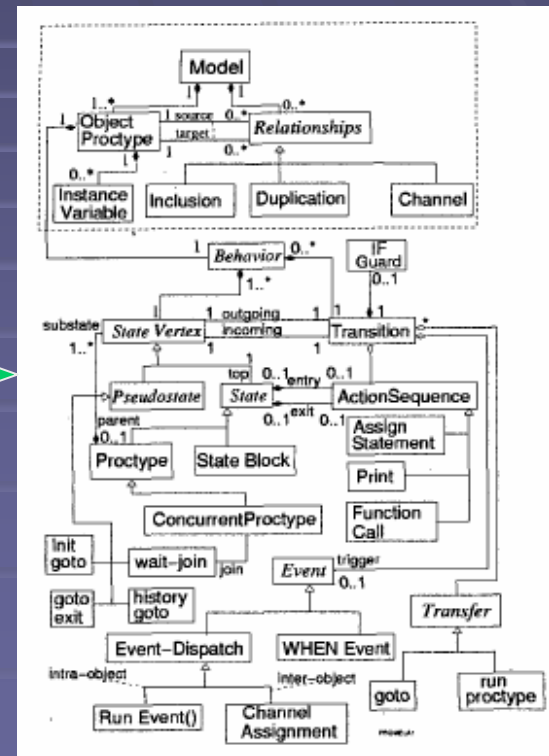


Mapping

- *General Framework for Formalizing UML with Formal Languages* (Authors: William Mcumber and H.C. Cheng)



UML Metamodel

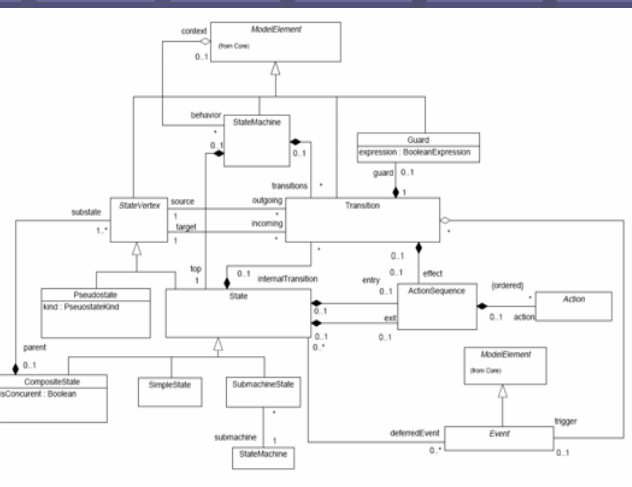


SPIN/Promela Metamodel

Mapping

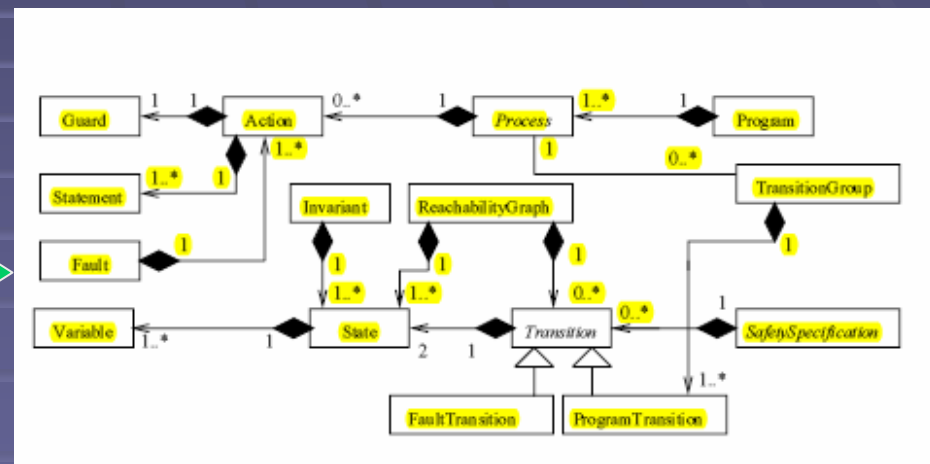
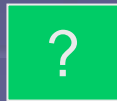
<i>UML Metamodel</i>	<i>⇒ Promela Metamodel</i>
Model	⇒ Model
Class	⇒ Object-Proctype
Relationships	⇒ Relationships
State Vertex	⇒ State Vertex
Transition	⇒ Transition
Pseudostate	⇒ Pseudostate
State	⇒ State
CompositeState	⇒ Proctype
SimpleState	⇒ State Block
ActionSequence	⇒ ActionSequence

Mapping



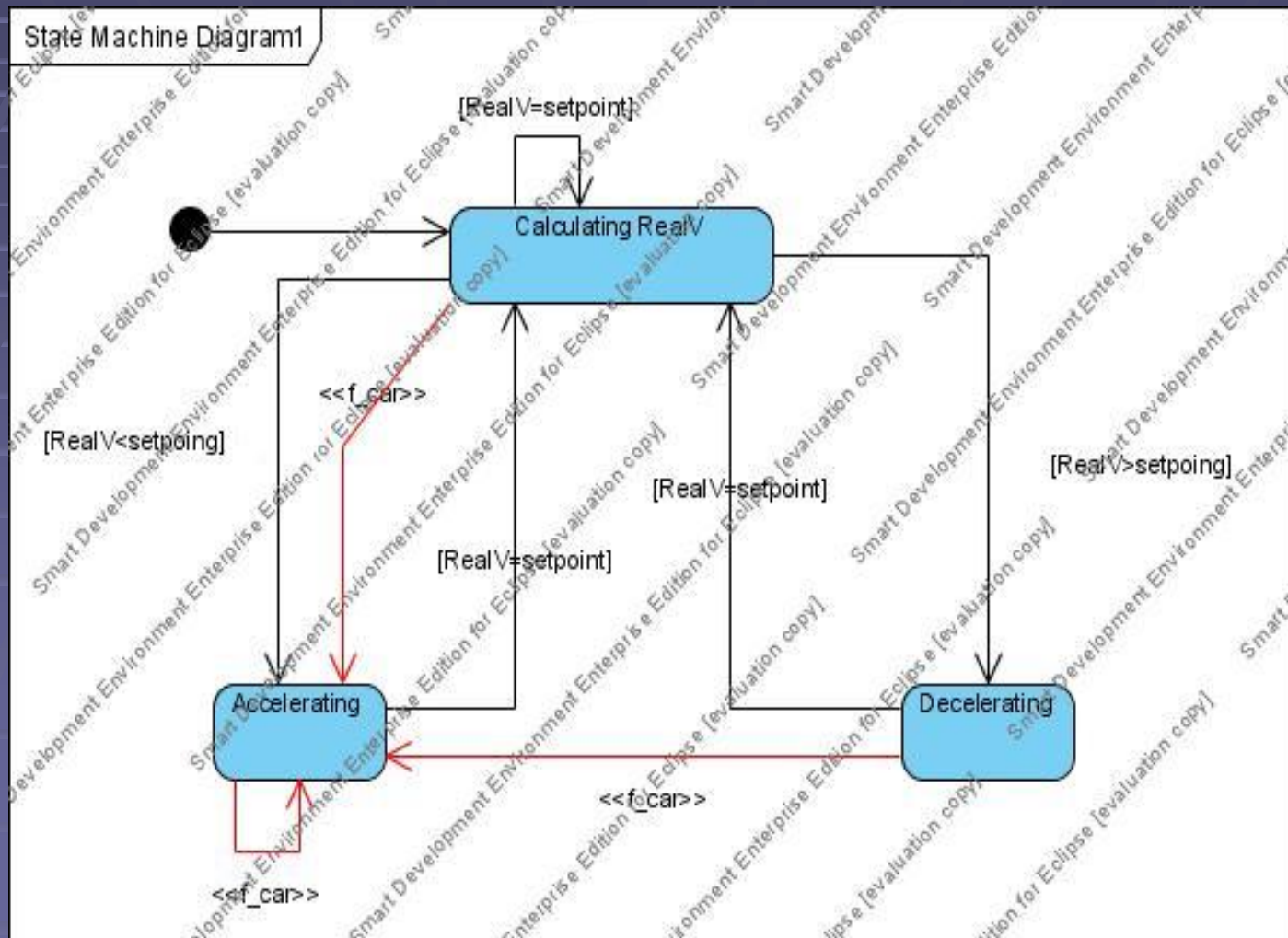
UML Metamodel

Homomorphic Mapping



FTSyn Metamodel

Implementation



Implementation

```
- <xmi:XMI xmi:version="2.1">
  <xmi:Documentation xmi:Exporter="Visual Paradigm for UML" xmi:ExporterVersion="6.2.0"/>
  - <uml:Model name="UML Test" xmi:id="ciR.cBiEa2y8wAOG">
    - <ownedMember xmi:id="stateMachine_id" xmi:type="uml:StateMachine">
      - <region xmi:id="stateMachine_region_id" xmi:type="uml:Region">
        - <subvertex kind="initial" name="Initial" xmi:id="8s1.cBiEa2y8wAO9" xmi:type="uml:Pseudostate">
          - <xmi:Extension xmi:Extender="Visual Paradigm for UML">
            <initialPseudostate/>
          </xmi:Extension>
        </subvertex>
        - <subvertex name="Calculating RealV" xmi:id="rmd.cBiEa2y8wAO9" xmi:type="uml:State">
          - <xmi:Extension xmi:Extender="Visual Paradigm for UML">
            <state2/>
          </xmi:Extension>
        </subvertex>
        - <subvertex name="Decelerating" xmi:id="Mtz.cBiEa2y8wAQ." xmi:type="uml:State">
          - <xmi:Extension xmi:Extender="Visual Paradigm for UML">
            <state2/>
          </xmi:Extension>
        - <doActivity body="X++" isReadOnly="false" isReentrant="false" isSingleExecution="false" language="C" n:
          xmi:id="eVxKBBiGAqACZQKK" xmi:type="uml:Activity">
            <variable name="last speed" type="int_id" xmi:id="BR1aBBiGAqACZQRb" xmi:type="uml:Variable"/>
            <variable name="q" type="boolean_id" xmi:id="GBUhpBiGAqACZQI0" xmi:type="uml:Variable"/>
            <variable name="e" type="byte_id" xmi:id="Z5shpBiGAqACZQJP" xmi:type="uml:Variable"/>
```

Thank You!